

UNCLASSIFIED

KINGPIN Moves

- Terminology Update
- Hidden: Hidden
- Monitoring: Found
- Known: Fixed
- Blown/Captured: Finished

(Add 8x11" "Finished" holding box)

Cartel Team

Each Turn gets Moves (2, 3, 4?)

↑ or ↓

↑ or ↓

↑ or ↓

↑ or ↓

↑ or ↓

↑ or ↓

gets to do each in order:

In order	0	Move Chapo	(1)	} or: 1 or 2 total?	} 1 or 2 total
	0	Draw Defense	(1 or 2)		
	0	Move Defense	(1 or 2)		
	0	Place Defense	(1 or 2)		
	0	Move Chapo (incl. Known → Hidden)	(once)		
0	Fulfill Need	(1 if Chapo moved, 2 if not)	} 1 or 2 total		

Setup

Draw Needs a) (4?) b) (8?)

b) (6?)

Draw ^{Defenses} each Exposure + Detection + Mobility

a) (4 each?)

b) (6 each?)

Place all Needs and total Defenses

a) (6?) (in any proportions desired)

b) (8?)

Decks

- Needs (both Operational & Personal)
- Exposure Defenses
- Mobility Defenses
- Detection Defenses
- Nexus
- Support
- or in 1 Deck??
- ↳ "topography"
- By type on back

Hunter Team

Each Turn

Place any/all available plans desired, on...

White (Collection):

(place on any card)

• Nexus Deck

• Support Deck

• Hunter plans and check

• Topography Monitoring

• ^{#s limited by terrain} open card (Monitoring on Map Known)

Effect

Take 1 Card → Monitoring } per plan

Roll: 4-6 = Take 1 Card → "

Roll: 4-6 = associated need or Defense } per plan

Hidden → Known

(Cartel choice if several) (roll 1-6-1?)

Blue (Ops):

- Nexus Card
 - Support Card
 - Defense (Known)
 - Need (Known)
 - Map Location
- #s limited by terrain

Place Chapo if ^{Hidden} Roll 1 die per blue plan: 4-6 = Success

Monitoring → Known, all associated Hidden → Known

Known → Blown, all associated Hidden → Known

Roll 1 die/plan: 4-6 = Blown

Roll 1 die/plan: 4-6 = Place Chapo if there (Hidden → Known) (over)

Place all plans THEN - Resolve white - Blue → Black (2)

Do Topography cards ever go onto knowmap or Blown??

only 50 defenses & needs?

Max Plans

Each

Border: 2

Resort: 4

City: Any

KINGPIN (continued)

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Hunter Team - Each Turn (cont.)

Black (Marina)

Loc.
Map
• Location

Effect
If Chago there is known,
Capture Chago. (win game)

↳ Modified by Defenses etc. >

Found or
• Any Fixed Card

Same as Blue Ops) but auto success (no id 4-6).

if Nexus or Support is finished: roll, 4-6 =

Chagos must draw and place 1 Need card

✓ Victory: What if Need card is Finished?

• Discs Frozen and count normally (either for Chago victory or draw).

Defenses - General Effects

Exposure → • Reduce Blue available? (penetration, corruption)
• Block/Nullify blue/black/white placement; (worse die rolls needed)
• Require certain #s of blue or black for other player placement or success

Detection → • Reduce #s of pawns (esp White, some Blue)

Mobility } • Nullify Fix actions (worse die rolls needed)
• Nullify Chago Finish

• Free Chago moves, ^{high} during Hunter turns
poss. step before Hunter actions, pass after.
• Free Chago move during Chago Turn? (to allow more needs filling?)

Other Characteristics

- loc (terrain) restrictions
- Some cannot move
- Some cost 2+ actions to place
- Some are harder to Finish
- Some have not Topography associations

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KINGPIN Notes

- Map -- Add light gray "Adjacent" arrows: Baja-Los Cabos; Nogales-Sonora-Juarez; Badiraguato-Culiacan-Mazatlan-San Ignacio. (For Mobility effects; Chapo can still move anywhere on Cartel turn.)
- Topography Display -- Add holding areas within boxes with "(#)". Card backs say type of Nexus or Support [?]. All Topography cards have associated something; some have other types of Topography associated, allowing (possible?) free Finds there (Nexus to Support only?).
- Add 2x El Chapo Defense triangle displays ("El Chapo" is a possible Defense card location).

Several Defenses have no associated Topography: they can be Fixed and Finished (via location Ops pawns or ?) as Chapo uses them to escape. e.g., "El Chapo"-located Defenses have no Topography.

When Topography cards go from Found to Fixed and no associated Need or Defense, Cartel places them. When Defense or Need placed that is associated with already Fixed Topography, Cartel must place in that (Fixed?) location.

Duplicate Needs: act as a single card that just adds circles (must be placed wherever original is, including finished).

Cartel victory: >1/2 circles filled? All but X circles filled?

Game end: either Chapo Finished OR all circles except Finished are filled.

- Finished Display has arrow down indicating that map is "Fixed" Display.

What is mechanic to make it advantageous to Collect against all types of Nexus???

- limit of 1 pawn / type / turn ?? (Not realistic?)

- Less numerous types lead to more, eg by association with Support+Need, or with other Nexus one-way as a special ability (e.g. "Talkative: Reclaim 1 Collection")? (too subtle?)

- ?

Topography-to-Defense/Need associations ("Ties") must be 1-for-1, to facilitate tracking among locations, Hidden-Fixed, etc.

CONTINUED...

Nexus-to-Support Ties only exist for some cards, and are by category, so that Hunters can just pick a card in that box and flip, without Referee intervention.

- Give Referee cheat sheet of all card ties, or at least Topography-to-Needs/Defenses. Referee will need to be able to award the right Lead markers, based on what is Hidden.

Actions within Found area affect/reveal only more Topography. Placing a location marker on a Topography card there is revealing a Lead; location markers are also called "Lead" markers. Referee awards a Lead marker when the Topography card is tied to a Hidden card. Hunters can move cards with Lead markers to that location on the Fixed board (free or as an action, eg with blue pawns?), "Fixing" it. Only then can Topography affect (reveal or Finish) Hidden cards or Chapo.