DISTRICT 9
THE BOARDGAME

RULEBOOK

WETA WORKSHOP

TRISHULA ENTERTAINMENT

CONTENTS

INTRODUCTION

WELCOME BACK TO DISTRICT 9

District 9: The Boardgame is a competitive game for 2-4 players where you, the player, get to return to District 9 and play out the three days of the film from a different point of view. Taking on the roles of different factions from the district, you will hunt for alien tech, engage each other in skirmishes, quell riots, and hope to emerge from the escalating tensions victorious.

As you roam the district, so does Wikus. His actions will inadvertently rile up the populace into a final bloody encounter on the third day that will leave no part of the district untouched.

Will you be the one to claim the most alien tech for yourself?

OBJECTIVE

District 9 is a hotbed of alien technology just waiting for opportunistic gangs and government agencies to find and exploit it. Your goal as the leader of your faction is to amass a stash of alien tech. The player with the most valuable stash at the end of the game is the winner.

4 DISTRICT TILES

1 DROP SHIP TILE

2 CENTER DISTRICT TILES

56 EVENT CARDS
(3 DECKS. 16 DAY 1 CARDS,
16 DAY 2 CARDS, 24 DAY 3 CARDS)

1 CARD & EVENTS TRACKER

30 PRAWN MINIATURES
(15 YELLOW, 10 ORANGE
& 5 RED)

24 TECH TILES
(1 CANISTER, 6 WHITE,
8 GREY & 9 ORANGE)

5 CHARACTER PROFILES

1 UNREST REFERENCE
CARD

24 WIKUS CARDS

2 WIKUS
MINIATURES

4 CHARACTER MINIATURES

1 DISTRICT UNREST METER

1 MECH PROFILE

16 MECH TILES

1 MECH MINIATURE
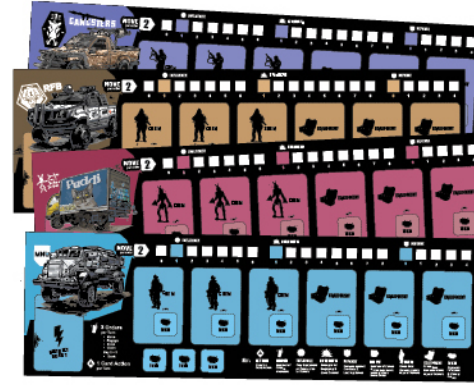
4 VEHICLE DASHBOARDS

4 FACTION BASE TILES

24 STARTING BOOST CARDS
(4 DECKS, 6 PER FACTION)

4 OUTPOST TILES

160 FACTION CARDS
(4 DECKS. 40 PER FACTION)

13 STAT COUNTERS
(4 SETS OF 3 EACH & 1 UNREST)

4 FACTION RINGS

32 DEPLOYABLE ALLY CARDS
(4 ALLY DECKS OF 8 CARDS, 1 FOR EACH FACTION)

32 DEPLOYABLE ALLY MINIATURES
(8 MNU, 8 GANSTERS, 8 PRAWN GANG & 8 RFB)

1 PUDDI POUCH

24 DISTRICT BOOST CARDS

6 DISTRICT BOOST
DEPLOYABLE ALLY MINIATURES

6 DISTRICT BOOST
DEPLOYABLE ALLY CARDS

4 VEHICLE MINIATURES
(1 MNU, 1 GANSTERS,
1 PRAWN GANG & 1 RFB)

## 1. SELECT FACTIONS AND GATHER COMPONENTS

Each player chooses one of the factions to play and takes all components for that faction.

- 1 Vehicle Dashboard
- 3 Tracking cubes for stats
- 1 Faction Deck (40 small size cards)
- 1 Ally Deck (8 standard size cards)
- 1 Starting Boost Deck (6 small size cards)
- 8 Deployable Ally miniatures
- 1 Vehicle miniature
- 1 Faction Base Tile
- 1 Outpost Tile

Shuffle both decks and place them and the Vehicle Dashboard in front of you. Place the 3 tracking cubes on the stats at the top of your Dashboard - Influence ● and Strength ✷ start at 1, while Defence 🛡 starts at 0.

Each Player chooses one District Boost card from their starting boost deck and places it face up in the District Boost space on their Vehicle Dashboard. Discard the rest. (For more on Starting Boosts see Starting Boost Cards on page 31). Place your Deployable Ally miniatures to the side, you will deploy them during the course of the game.

Your Vehicle miniature, Faction Base Tile and Outpost Tile will be used when all players **Establish the District.**

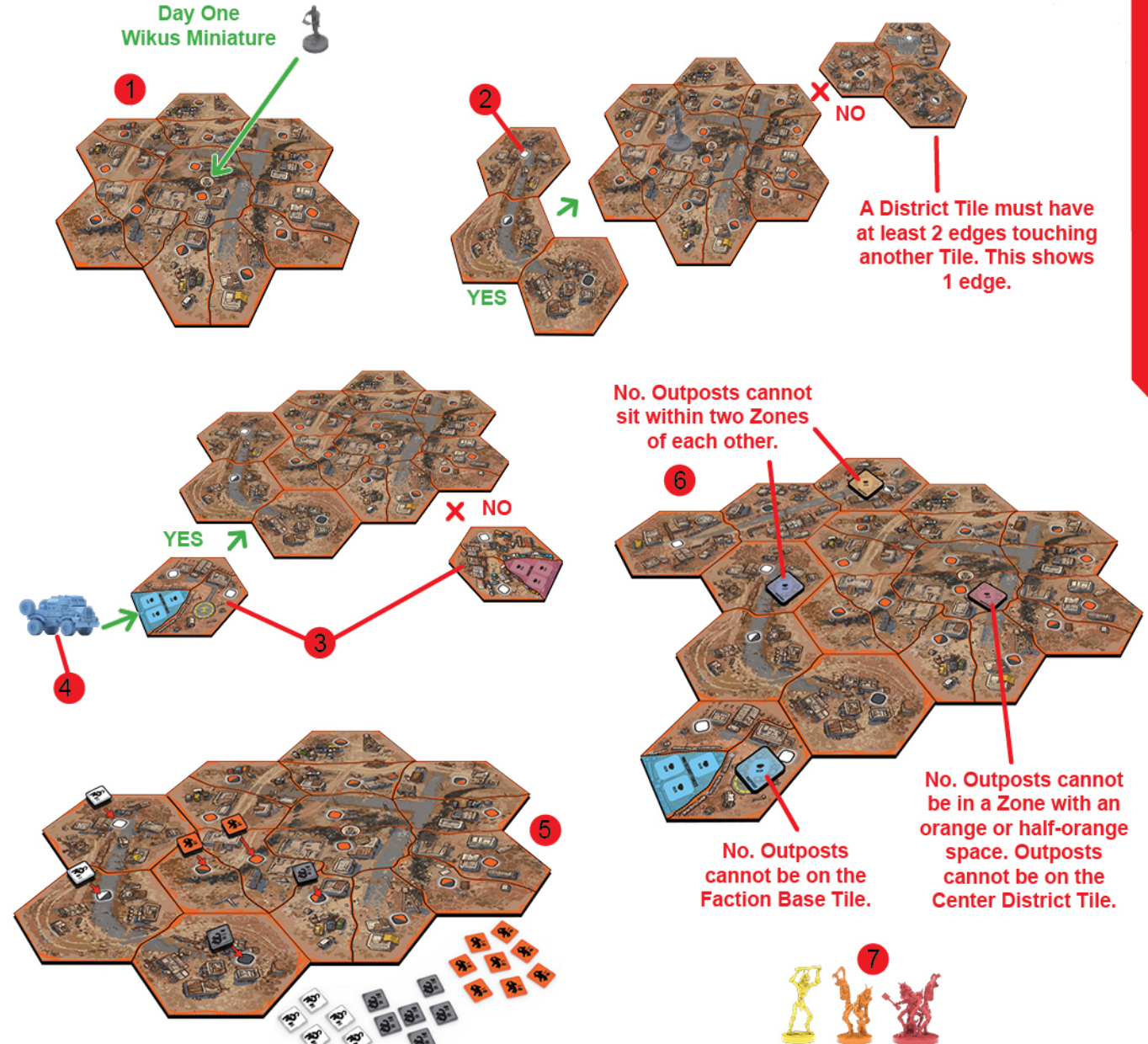**Stat Tracking**   **Stat Tracking**
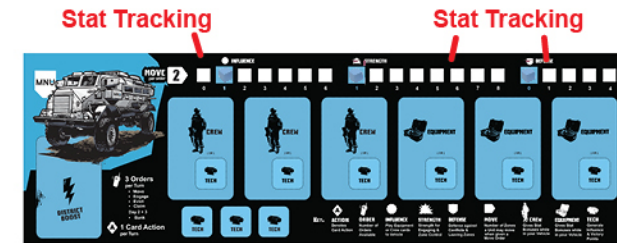
2. CHOOSE A FIRST PLAYER

Each player discards the top card of their Faction Deck. The highest value becomes the First Player. If there is a tie, all tied players discard another card until a First Player is determined. The First Player will also be the Game Manager and they will monitor the Event and Unrest boards throughout the game.

3. ESTABLISH THE DISTRICT

All players will take a role in Establishing the District. Players will build the District Board, place their Faction Base Tiles, and populate the board with face down Tech Tiles.

1. Connect the two **Center District Tiles** in the middle of the playing area. Place the Day One Wikus miniature in the center space of the tile.

2. Beginning with the First Player and proceeding clockwise each player will choose **ONE District Tile** and place it so it connects to the Center District Tile (if possible). **District Tiles** must be placed so that at least two edges touch an already placed tile.

3. Beginning with the First Player and proceeding clockwise each player places their **Faction Base** Tile. The **Faction Base Tile** cannot be connected to the **Center Tile**, must touch two edges of another tile and must be at least two edges away from another **Faction Base Tile**. Additionally the coloured "Base" edge of the tile must not touch another edge.

4. Each player places their Vehicle miniature in their Base.

5. Beginning with the First Player and proceeding clockwise each player places 1 Tech Tile face down on an available Zone on the District Board. Players must place Orange Tech Tiles first, then Grey, then White. Tech Tiles may only be placed in Zones that contain the same colour as the Tech Tile being placed. For example Orange may go on any full or half orange space. Continue placing Tech Tiles until all are placed, or no more can be placed.

6. Beginning with the First Player and proceeding clockwise each player places their Outpost Tile in an available Zone. Outposts cannot be placed in an Orange or half Orange Zone, within two Zones of another Outpost, or on any **Faction Base Tile**.

7. Place the Prawn miniatures around the game board within easy reach of all players.

Day One
Wikus Miniature

A District Tile must have at least 2 edges touching another Tile. This shows 1 edge.

YES   NO

YES   ✕ NO

No. Outposts cannot sit within two Zones of each other.

No. Outposts cannot be in a Zone with an orange or half-orange space. Outposts cannot be on the Center District Tile.

No. Outposts cannot be on the Faction Base Tile.

4. PREPARE THE DISTRICT BOOST CARDS

Shuffle the District Boost Cards and place them near the gameboard in reach of all players.

5. PREPARE THE EVENT BOARD

Place the Event Board near the Game Manager. Shuffle the Day One Event Card deck and the Wikus Deck and place them on the Event Board.

Take the five Profile cards (Prawn, CJ, Obesandjo, Koobus and Helicopter). Place the Prawn Profile card face up and the other four profile cards face down in their spaces on the Event Tracker. The four face down profiles will be revealed by events during the game.

Place the story Character miniatures (CJ, Obesandjo, Koobus and Helicopter) near the Event Board. Events during the game will allow players to deploy them to the District Board.
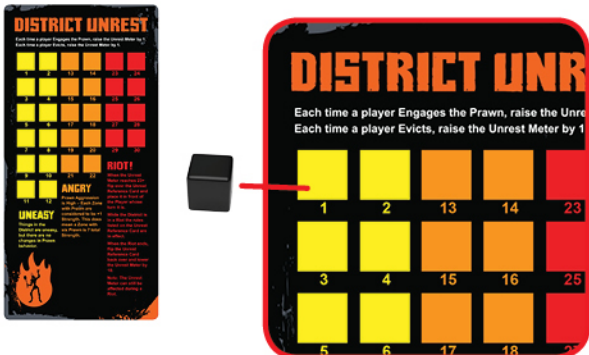
EVENT CARDS **WIKUS CARDS**

CHARACTER PROFILE CARDS

6. PREPARE THE UNREST BOARD

Place the Unrest Board near the Game Manager. Place the Unrest Tracker on the first space of the Unrest track.

7. PREPARE THE MECH

Place the Mech Profile Board near the gameboard. Randomly place the 16 Mech Tiles facedown on the Mech Profile Board. (For more information on the Mech see page 33).

Place the Mech miniature near the Mech Profile Board.

8. ASSIGN THE PUDDI POUCH

The Game Manager begins the game with the Puddi Pouch.

9. DRAW STARTING HAND

All players draw five cards from their Faction decks. These cards are kept secret from other players.

You are now ready to begin your first day in *District 9*. *The Game* Manager has the first turn.

District 9: The Boardgame is played over three days, with each day having a different impact on the game.

In **Day 1** all players are scouring the district for alien tech. Each player will have the chance to gather tech and enhance their Vehicle Dashboard. This will raise the Influence, Strength and Defense of your Vehicle which will be useful in quelling the growing number of District 9 citizens getting in your way. While the players are searching for Tech, Wikus is searching for the elusive canister that will bring a close to the day.

In **Day 2** tensions are rising in the district and while players are still searching for tech, they now have the opportunity to return to their base or their outpost and bank some of the valuable tech they have already collected. The rising tensions bring new Characters to the district, each with a different agenda. When Wikus meets CJ the day comes to a close.

Day 3 starts with a bang as the drop ship crash lands in the middle of the district and the fearsome Mech emerges. The Mech will destroy anything in its path so the players have no choice but to accelerate out of their bases and try to take it down before the entire district is leveled and the valuable alien tech is lost forever.

PLAYING A ROUND

District 9: The Boardgame is broken down into *Game Rounds* and *Player Turns*.

The Round always starts with the Game Manager. Each player in clockwise order will take a Turn which consists of;

1. **Gain Influence**. At the start of a players turn they gain Influence based on their improvements and tech.

2. **Cards and Orders**. During this phase of their turn players may spend Influence to improve their Vehicle Dashboard, play an Action, and issue Orders to move around the district engaging and collecting tech.

3. **Resolve Event**. At the end of each turn an Event is revealed. Events detail what is happening in the district. The current player controls any effects that might arise from the Event.

4. **Refresh Hand**. The current player may discard any number of cards and redraw to five.

When all players have taken a turn the round ends. During Day One and Day Two there is a **Wikus Phase** after which a new round begins. In Day Three a new round will flow on from the last.

PLAYER TURN

Perform each of the following phases in order

1. GAIN INFLUENCE

At the start of your turn gain Influence ⬤ by adding up the following bonuses;

- Base 1 for your Vehicle
- Influence modifiers from your equipped Crew and Equipment.
- Influence from any Alien Tech you have on your Vehicle Dashboard.

The maximum Influence you can gain is 6. Influence is spent during the **Cards and Orders** phase of your turn and is reset at the start of your next turn. It does not accumulate from turn to turn and is only gained during this phase.

1 Base Influence +
1 Influence + 2 Influence =

4 Influence gained

2. CARDS AND ORDERS

During your turn you may perform the following;

- **Spend Influence.** You may buy cards from your hand by spending Influence equal to the cost of the card.
- **Play Action.** You may play one card from your hand as an action by adding the number of Prawn shown to the Zone your Vehicle miniature is in.
- **Issue Orders.** You may issue up to three Orders on your turn. These may be the same Order or different Orders. These Orders may be used on either your Vehicle miniature or your deployed Allies.
- **Order Allies.** Ally miniatures that have been deployed to the district work independently of your Vehicle miniature. Each one may perform a free Order during your turn.

You may perform these in any order, including spending Influence or playing an Action between issuing Orders.

SPEND INFLUENCE

You may play the Crew and Equipment cards in your hand to your Vehicle Dashboard by spending the Influence cost of the card. You have three spaces for Crew cards and three spaces for Equipment cards. You may discard Crew or Equipment cards at any time to make room for new cards or Tech. Each space may only contain one card or one Tech. Tech is discarded face up to the location of your Vehicle miniature. Cards are discarded face up near your Faction Deck.

After playing a card to your Vehicle Dashboard adjust your Strength and/or Defense trackers by the amount shown on the card. Strength always has a base of 1, while Defense has a base of 0. These values will fluctuate throughout the game as you gain and lose Crew and Equipment cards. The trackers will help both you and your opponents gauge what your relevant Strength and Defense are at any time.

While some Crew and Equipment provide Influence modifiers, Influence is only calculated at the start of a turn during **Gain Influence.**

Spend influence to play the card.

Defense goes up by one.

Place card on your Vehicle Dashboard
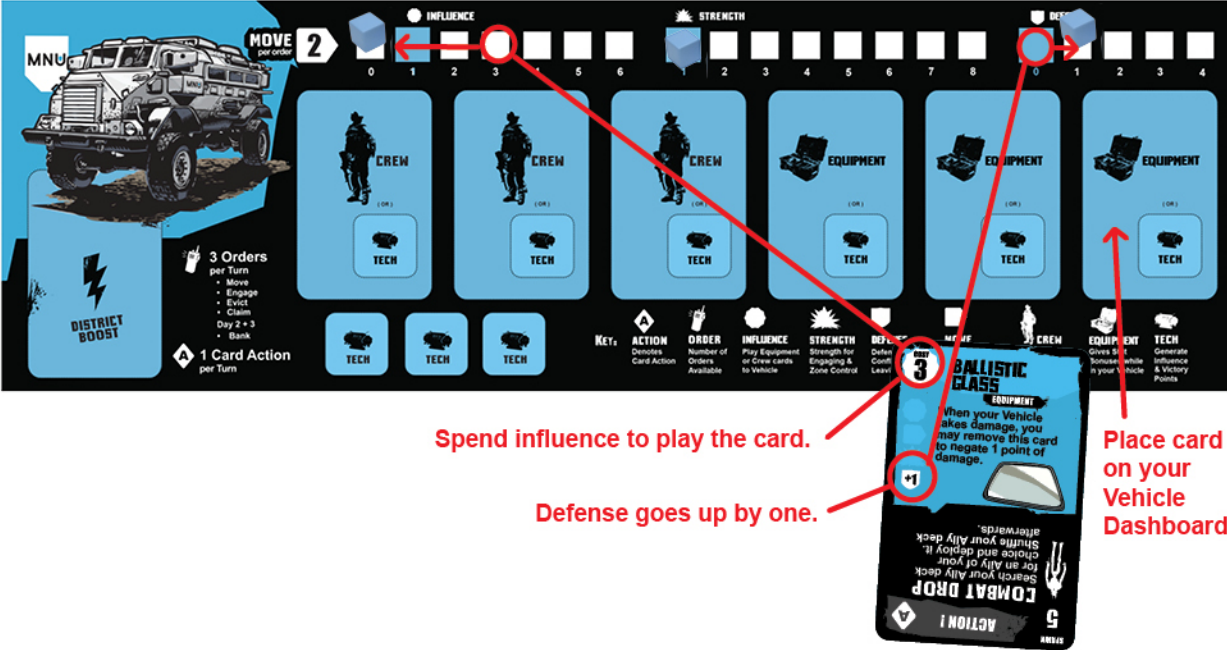
PLAY ACTION

Once during you turn you may play a card in your hand as an Action. Actions are the alternate ability on your Equipment cards. You can only play Actions from your hand, not from Equipment you have added to your Vehicle Dashboard.

To play an Action you reveal the card and add the number of Prawn shown to the Zone your Vehicle miniature is in (to a limit of 6). Even if the full number of Prawn cannot be added to the zone, the Action still takes place. Prawn cannot be added to any Faction Base Zone.

After Prawn have been added read out and perform the Action as written on the card. After playing an Action the card is discarded, though some Actions will have effects that last until the end of your turn.

Cost: Add this many prawn to your Vehicle's Zone.

Action Name

Action Effect

ISSUE ORDERS

There are five possible Orders you can use on your turn. You may use the same Order multiple times and you can issue Orders in any order. During your turn you may only issue a maximum of three Orders. If you choose you may issue no Orders. Generally Orders are used on your Vehicle miniature however you may use any of your three Orders on your deployed Allies if you choose.

The Orders are;

MOVE
You may move your Vehicle miniature (or Deployable Ally) a number of Zones up to its Move stat. Any number of Units (Vehicles, Prawn, Characters or Deployable Allies) may occupy the same Zone. You always complete your Move, however each time you move out of a Zone containing Prawn with more Strength than your Defense the Prawn will Engage you. (See Conflict and Engagement on page 22).

Move Stat
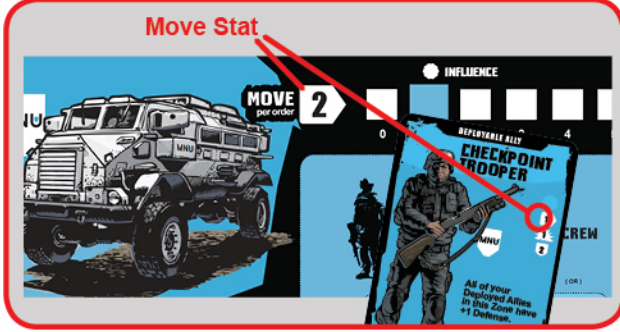
ENGAGE
Your Vehicle miniature (or Deployable Ally) may Engage another Unit in the same Zone. You may Engage the Prawn, your opponents Vehicles or Deployable Allies, a Character, or the Mech. (See Conflict and Engagement on page 22). When an Engage Order is issued against the Prawn raise the Unrest meter by 1.

CONTROLLING THE ZONE

Any number of miniatures can be present in a single Zone however only one Faction can control the Zone.

- You control the Zone if you have the most combined Strength (from your Vehicle and any deployed Allies present) of all Factions or Prawn in the Zone.
- No one controls the Zone if the Prawn have the most strength or all Factions and/or Prawn are tied for the most Strength.

1 Strength + 1 Strength + 2 Strength + 1 Strength
(default)

TOTAL
= 5 Strength

The MNU player has a total of 5 Strength, gained from the 1 default, and the cards currently in play on their dashboard.

5 Strength > 2 Prawn.
This player has "control of the zone" and may Evict to take the Tech Tile.
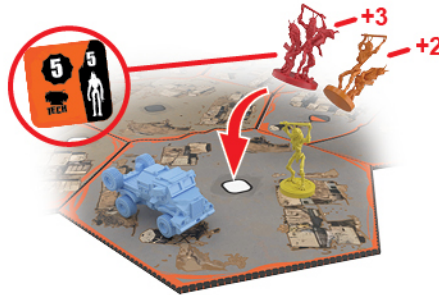
Player

Tech Tile   Zone   2 Prawn
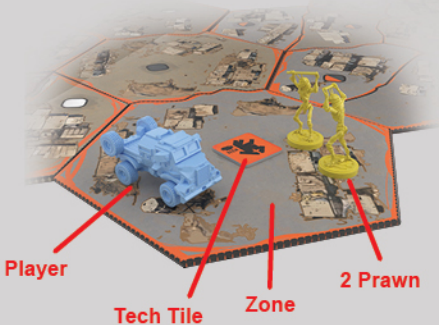
EVICT

If you **Control the Zone** your Vehicle miniature is in (See Controlling the Zone to the left. For more information about Zones see page 36), you may evict the Prawn from their houses to uncover a facedown Tech Tile. Reveal the facedown Tech Tile and add the number of Prawn shown on the tile to the Zone (to a limit of 6). Then add the Tech Tile to an available space on your Vehicle Dashboard and **raise the Unrest meter by 1**. Finally reveal and discard the top card of the Wikus deck. If the card shows a "Critical Result" the Prawn in that zone are hostile and immediately Engage your Vehicle. (See Controlling the Zone to the left. For more information about Zones see page 36).

CLAIM

If you Control the Zone your Vehicle miniature is in (see Controlling Zones on page 36), you may Claim a face up Tech Tile in that zone. Add the number of Prawn shown on the tile to the Zone (to a limit of 6), then add the Tech Tile to an available space on your Vehicle Dashboard. You do not reveal a Wikus card during this order as Prawn in the Zone are considered docile during a Claim order.

+3
+2

REVEALING THE CANISTER

If during an Evict Order or Event a player reveals the Canister they must leave it where it is. No player may Claim the Canister. The player that revealed the Canister draws a District Boost card (see District Boost Cards on page 29).

WHAT IS A CRITICAL RESULT?

During the game players will be asked to reveal the top card of their Faction deck while Prawn, Characters and the Mech will be asked to reveal the top card of the Wikus deck. If the card shows a Critical (Example) then a Critical Result has occurred. This generally affects the outcome of combat but is also used to determine the severity of Evict Orders and some events.

Critical

Critical
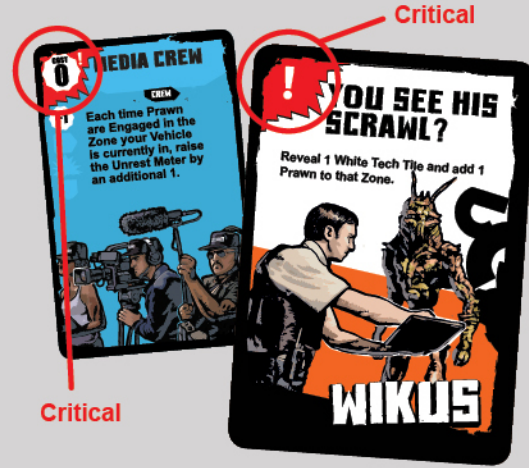
BANK (only possible during Day Two and Three)

If your Vehicle miniature is in the same Zone as your Faction Base or Outpost you may Bank Tech Tiles by moving them between your Vehicle Dashboard and your Base or Outpost. You may bank as many Items as you want up to the limit of the spaces they are being moved to. Tech Tiles that have been banked cannot be lost while in your in your Base or Outpost. Banked Tech Tiles no longer add to your Influence during the Gain Influence step.
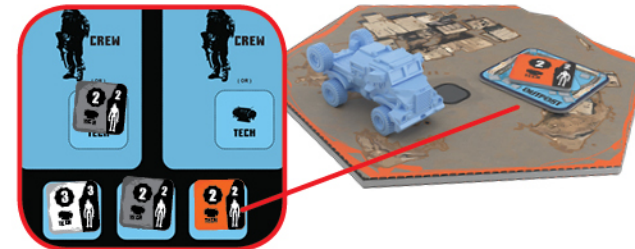
ORDER ALLIES

Each Ally that has been deployed to the district board may also be given Orders. Each Ally has one free Order per turn they may be given. These free Orders do not count against the three Orders you may issue as part of your Turn, however you may use any of your three standard Orders on your Allies instead of your Vehicle miniature if you wish. Deployable Allies may only Move or Engage, they cannot Evict, Claim, or Bank. (For more on Allies see Deployable Allies on page 28).

Card Type

Card Name

Influence
Move
Strength
Defense

DEPLOYABLE ALLY
CHECKPOINT TROOPER

All of your Deployed Allies in this Zone have +1 Defense.

Special Ability

3. RESOLVE EVENT

After you have finished issuing orders and and playing cards you reveal the top card of the current Day's Event deck and resolve all possible actions in the following order.

1. **Event**. Perform all effects listed.

2. **Deploy**. If the Character listed is not currently on the board, follow the instructions on the Event card to add their Character miniature to the board. Then flip their Profile card on the Event Board face up and perform the listed Deploy Action ability for that Character.

3. ⊖ For the listed character perform the related action on their Profile card. If their Profile card is face down because they are not in play, ignore this effect.

4. ⊜ For the listed character perform the related action on their Profile card. If their Profile card is face down because they are not in play, ignore this effect.

5. ▤ For the listed character perform the related action on their Profile card. If their Profile card is face down because they are not in play, ignore this effect.

For Steps 3-5 there are six possible Character Profiles that may be referenced during the game - Prawn, CJ, Obesandjo, Koobus, Helicopter and Mech. Additionally the players may be given the opportunity to **"Deploy Ally"** during one of these steps (see Deployable Allies on page 28).

4. REFRESH HAND

After a player has resolved their Event card they may discard as many cards from their hand as they choose and draw back up to five from their Faction card deck. Unless the Round has ended during Day One or Two it is now the next player's turn. If the Round has ended during Day One or Two go to the Wikus Phase before continuing with the next player's turn.

WIKUS PHASE

During Day One and Day Two after all players have completed a turn, before the Game Manager starts a new round, there is a Wikus Phase. During Day Three play continues clockwise around the table until the game ends.

The Game Manager deals two Wikus Cards to each player and adds one to the Puddi Pouch. Each player then chooses one of their Wikus cards to add to the Puddi Pouch and one to discard.

The player currently in possession of the Puddi Pouch resolves Wikus' actions in the following order.

1. Move Wikus one Zone and add one Prawn to that Zone (to a limit of 6).

2. Randomly draw one Wikus card from the Puddi Pouch and resolve all possible effects on the card.

3. Randomly draw another Wikus card from the Puddi Pouch and resolve all possible effects on the card.

4. Discard the remaining Wikus Cards and pass the Puddi Pouch to the player on your left (clockwise).

The Game Manager will begin the new round, not the player with the Puddi Pouch. The player with the Puddi Pouch will be the player that resolves Wikus' actions during the next Wikus Phase.

Note: The Puddi Pouch is symbolic, you do not need to put the cards into the Pouch, as long as 2 cards are drawn randomly from the selected Wikus cards.

END OF DAY

The game is played over three days with each day bringing new challenges to the players. While a day is most likely to end during the Event or Wikus phases, a day can end at any time so be prepared to face the changing conditions.

END OF DAY 1

Day One comes to an end when one of the following occurs;
• Wikus reaches the Zone with the Canister. If a player moves Wikus into this Zone they draw a District Boost Card (see District Boost Cards on page 29).
• All Tech Tiles have been revealed.
• The final Day One Event card has been drawn and resolved.

To setup for Day Two perform the following steps.
1. Remove the Day One Event deck and replace it with the Day Two Event deck.
2. Remove the Day One Wikus miniature from the district board and replace it with the Day Two Wikus miniature in the same zone.

Day 1 | Day 2

Finish the current players turn and continue playing clockwise around the table as normal. The game is now in Day Two.

END OF DAY 2

Day Two comes to an End when one of the following occurs;
• Wikus and CJ are in the same Zone. If a player moves Wikus or CJ into the same Zone as the other they draw a District Boost Card (see District Boost Cards on page 29).
• The final Day Two Event card has been drawn and resolved.

To setup for Day Three perform the following steps;
1. All players return their Vehicle miniatures to their Factions Bases.
2. Remove all story Characters (including Wikus) from the board, flipping the Profile cards for CJ, Obesandjo and Koobus face down.

3. Remove all remaining miniatures from the center two zones of the Center District Tile and place the Drop Ship Tile on top so the borders match. The drop ship has crashed into the middle of *District 9*.

4. Place the "Wikus" Mech on the Drop Ship Tile.

5. Remove the Day Two Event deck and replace it with the Day Three event deck.

6. Set the Puddi Pouch aside. It will no longer be needed as there is no longer a Wikus Phase.

Finish the current players turn and continue playing clockwise around the table as normal. The game is now in Day Three. There is no longer a Wikus Phase, however the Wikus cards will still be used to determine Critical Results. Play will proceed until the the game ends.

END OF DAY 3 (GAME END)

The Game comes to an end when the last Tile is knocked off the Mech. The player that does this may immediately add that Mech Tile to their Vehicle Dashboard. Starting with the Game Manager and going clockwise around the table each player may make a free Claim action in any Zone they control for each of their Units (Vehicle and each Deployable Ally). Prawn are not added to the board during these Claim actions.

WINNING THE GAME

Players add up the value of all Tech and Mech Tiles they have collected as well as any Victory Points from District Boosts they still control. The player with the highest total wins.

Victory points

Tech Tiles

Mech Tiles

MNU SECURITY FORCES

The MNU Security Forces are the front line police enforcement agency within District 9. They act as internal district security force as well as the first responder to any conflict between Prawn and Humans in the district. The MNU should act in accordance with international law and U.N. mandated protocols regarding the treatment of refugees, but ultimately serve the interests of their parent corporation Multi-National United over such restrictions.

Although MNU have been given the contract to maintain District 9 and manage and care for the Prawn they also benefit from having access to the alien mothership and any alien technology weaponry that might make its way into the district.

The MNU Security Forces are also responsible for protecting civilian MNU staff who routinely enter District 9 to conduct "community outreach", aka search, seizure and eviction from illegally constructed domiciles. There has been considerable criticism in the world press regarding MNU's priority toward the confiscation of alien tech for research and development, rather than focusing on their responsibility to provide peace and prosperity within District 9. It is clear that peace and prosperity do not exist in the district.

SECURITY FORCES

MNU

1ST REACTION FORCE BATTALION

A mix of ex-South African Special Forces and professional private military contractors, the 1st Reaction Force Battalion (RFB) is the military enforcement arm contracted by MNU to conduct overwhelming lethal force operations within District 9, when required.

Usually the MNU Security Forces, as well as the Gauteng Provincial police forces, are able to keep the peace in District 9, but occasionally things escalate beyond their control, especially when the Prawn employ violence through the use of alien weapons and technology. This is where the RFB excel.

Trained for armed conflict, they are ready and willing to do whatever it takes to keep District 9 under control. Backed by military grade weapons and equipment, they act decisively, and with overwhelming lethal force, to maintain the upper hand at all costs. especially when it comes to eliminating the threat of alien weaponry being used within the District.

GANGSTERS

There's no shortage of black market opportunities in District 9 for those quick and ruthless enough to make it happen. The Gangsters of District 9 gained control of the underground economy within weeks of the District being established, preying on the needs and desires of the new alien populace.

The Gangsters were first to discover the Prawn addiction to cat food, first to capitalize on Prawn biological imperatives to reproduce, and first to figure out how to profit from the Prawn hardwired obsession with resource hording and scavenging behaviors. The Gangsters of District 9 knew how to exploit these things for power and money, gaining a stranglehold on the District.

Later when the illicit trade in alien technology and alien body parts began to emerge, the Gangsters were primed and ready to take advantage. Along with seizing alien tech and selling to the highest bidders, they also encouraged the spread of 'black-magic rumors' claiming a supernatural gain of power and fortune from the practice of eating certain harvested Prawn body parts.

PRAWN GANG
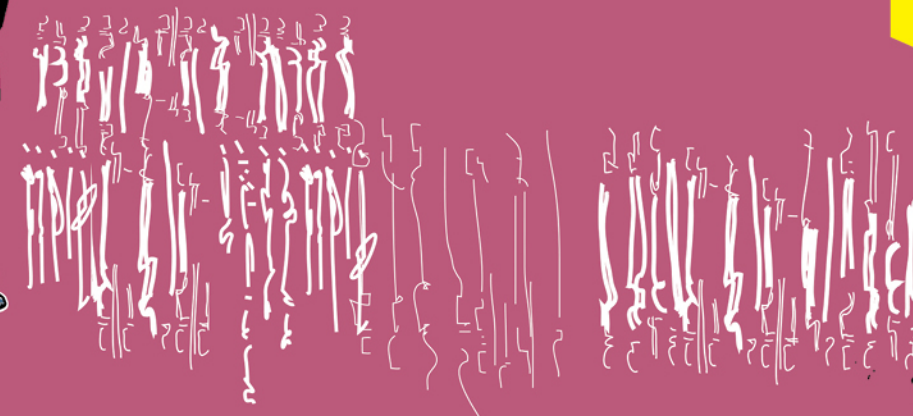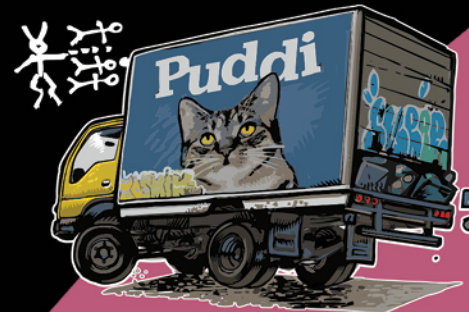
CONFLICT AND ENGAGEMENT

District 9 is filled with rising tensions and skirmishes between the various factions and the Prawn. Conflict will be a constantly occurring theme of any game of *District 9: The Boardgame*.

Conflict can be initiated by Players, Prawn, Characters and the Mech. The Attacker is the one who initiated the engagement. The Defender is the one being engaged.

The Attacker uses their **Strength** stat and the Defender uses their **Defense** stat.

Only the Attacker can deal Damage in an Engagement, however both Attacker and Defender can deal Critical Damage.

6 Strength   2 Defense

ENGAGING

When a Unit engages it may only attack one Unit in the Zone it is engaging. The Prawn are always considered a single Unit for the purposes of engaging.

When a Player Unit attacks or defends they reveal and discard the top card of their Faction deck and add the Influence number to their total. Additionally if the card shows a Critical Result, a Critical Damage is dealt.

When a Character Unit (or the Mech) attacks or defends the value is set by their Profile card, however they still reveal and discard a Wikus card. If that card shows a Critical Result, a Critical Damage is dealt.

When the Prawn Engage their Strength is equal to the number of Prawn in the Zone plus any bonuses from events or unrest. Prawn have no Defense and will take all Damage dealt. Regardless of whether the Prawn are attacking or defending the Prawn reveal and discard a Wikus card. If that card shows a Critical Result, a Critical Damage is dealt.

3 Defense

6 Strength

KOOBUS

DEPLOY ACTION: Remove 2 Prawn from with Koobus.
- Move Koobus up
- Koobus Engages non-RFB Units in
- Move Koobus u he Engages ev current Zone.

HELICOPTER

DEPLOY ACTION: Remove 2 Prawn from an adjacent Zone.
- Move the Helicopter up to 3 Zones.
- Engage all Player Units in adjacent Zones.
- Move the Helicopter up to 2 Zones, then it Engages everything in its current Zone.

Players reveal the top card of their Faction Deck adding the Influence value to their Strength or Defense and checking for a Critical Result.

Non Players reveal the top card of the Wikus Deck to check for a Critical Result.

COMPARE RESULTS

If the total **Strength** of the attacking unit is higher than the total **Defense** of the defending unit then the defending unit has been damaged. A defending unit can take both Damage and Critical damage. An attacking unit can only be damaged through Critical Damage.

Example Player vs Player Conflict illustrated below: 6 Strength > 3 Defense = Success.
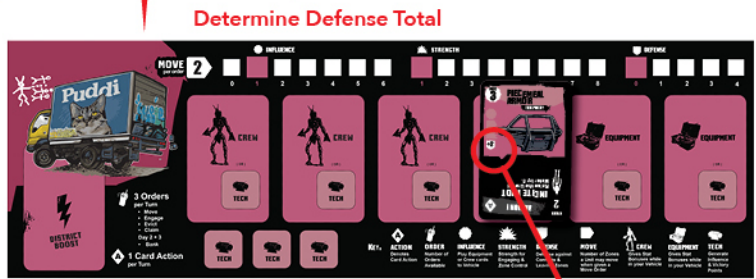
ENGAGING PLAYER

Determine Strength Total
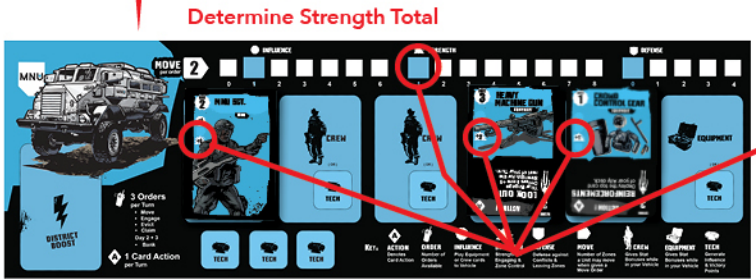
Flip Top Card of Blue Faction Deck

TOTAL   TOTAL
5 Strength + 1 Strength = 6 Strength

Note: Additional point of damage to defender because Engaging player's card has an icon indicating Critical Damage.

DEFENDING PLAYER

Determine Defense Total

Flip Top Card of Red Faction Deck

TOTAL   TOTAL
2 Defense + 1 Defense = 3 Defense

ENGAGING PLAYER WINS IN THIS EXAMPLE.
Engaging player deals 2 damage: 1 for having higher Strength than Defense and 1 for flipping a Critical.

DAMAGE

Different Units take damage in different ways.

- **Vehicles**. When a Vehicle takes damage, randomly discard one of the Crew or Equipment cards attached to the Vehicle Dashboard. If there are no Crew or Equipment cards a random Tech Tile attached to the Vehicle Dashboard is discarded instead. If neither can be discarded there is no effect.

VEHICLE EXAMPLE

(Keep)

(Discard)
Randomly chosen card

If no cards then discard one random Tech Tile.

ENGAGING PRAWN EXAMPLE

+4 Strength

= 5 Strength

+1 Influence

Reveal top card from Faction deck.

- **Characters**. If a Character is damaged one of their District Boost cards is discarded. If a Player did the damage they gain the District Boost card instead of discarding it. If a Character loses their last District Boost card they retreat from the board and their Profile card is flipped face down.

KOOBUS

(Discard)

- **Mech**. If the Mech is Damaged, one Mech Tile from the current row is revealed and placed in the Mech's Zone. If the Mech Tile was Red, the Mech suffers an additional damage.

3   5

Red Tile means Critical!

- **Deployable Allies**. If a Deployable Ally is damaged they are removed from the board and their Deployable Ally card is placed on the bottom of the Ally card deck.

- **Prawn**. When the Prawn are damaged, one Prawn is removed from the Zone for each point of total Strength the Attacker has.
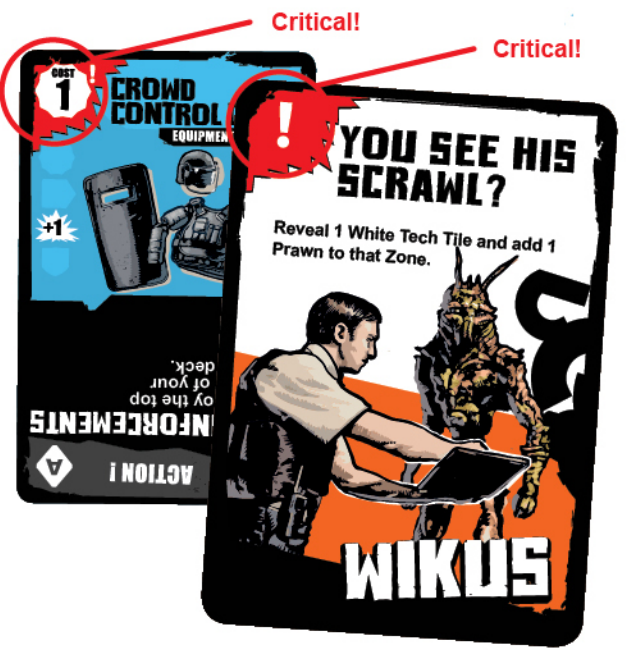
5 Prawn are removed =

+3

+2

The 6th Prawn remains in the zone.

CRITICAL DAMAGE

Critical Damage is dealt when a Critical Result is revealed by the Attacker or Defender. Different Units take Critical damage in different ways. Critical Damage can always be dealt in addition to Damage.

- **Vehicles**. When a Vehicle takes Critical Damage, randomly discard one of the Tech Tiles attached to the Vehicle Dashboard. If there are no Tech Tile, a random Crew or Equipment card is discarded instead. If neither can be discarded there is no effect.

- **Characters**. When Critical Damage is dealt to a Character it is treated as Damage.

- **Deployable Allies**. When a Deployable Ally takes Critical Damage they are removed from the board and their Deployable Ally card is placed on the bottom of the Ally card deck.

- **Prawn**. When the Prawn take Critical Damage one Prawn is removed from the Zone.

- **Mech**. When Critical Damage is dealt to the Mech it is treated as Damage

Critical!

Critical!

CROWD CONTROL

YOU SEE HIS SCRAWL?

Reveal 1 White Tech Tile and add 1 Prawn to that Zone.

WIKUS

If a player suffers Critical damage, discard one random Tech Tile.

Or, if no Tech Tiles, then:

If a player has no Tech Tiles then they must discard one random Crew or Equipment Card instead.

Randomly chosen Tech Tile

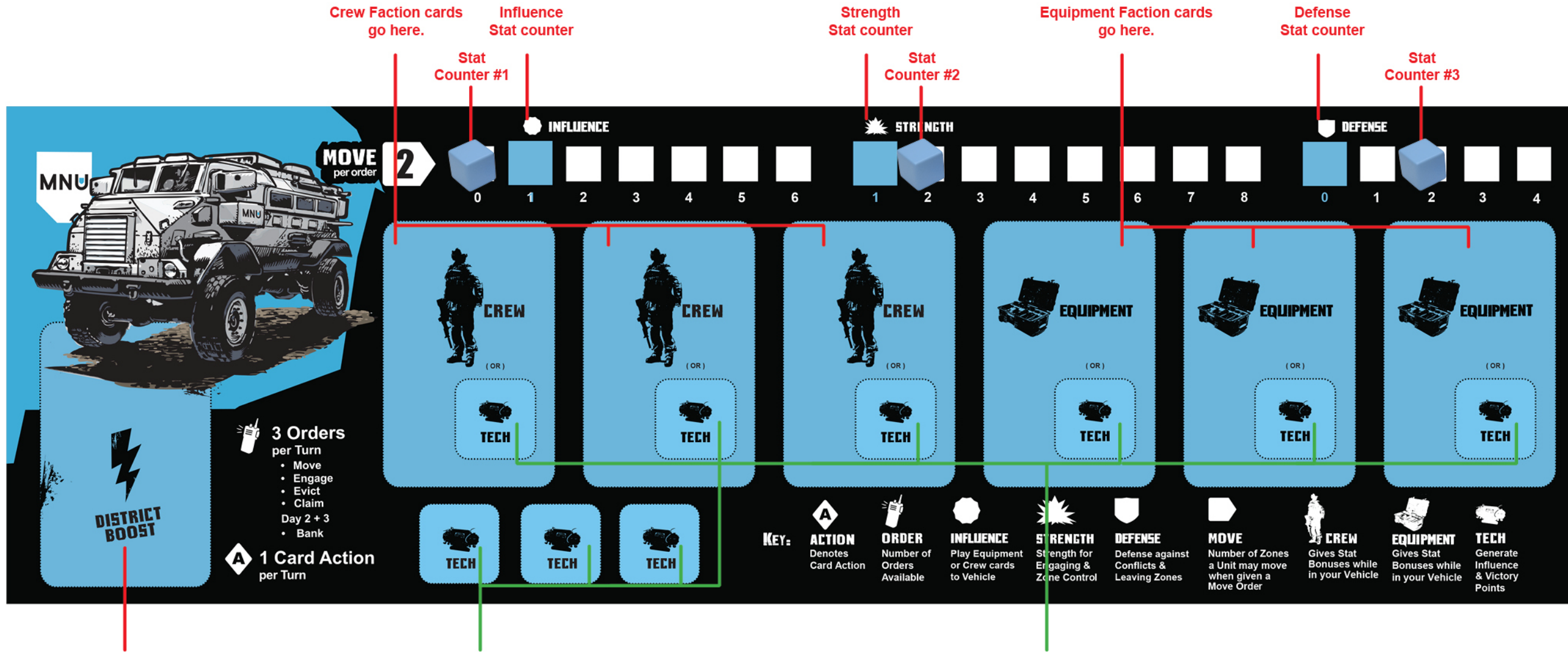(Removed from Vehicle, placed face up in Zone.)

(Discard)

Randomly chosen card

(Place onto player's discard pile.)

VEHICLE DASHBOARD BREAKDOWN

Crew Faction cards go here.

Influence Stat counter

Stat Counter #1

Strength Stat counter

Stat Counter #2

Equipment Faction cards go here.

Defense Stat counter

Stat Counter #3

MNU

MOVE per order **2**

INFLUENCE   0 1 2 3 4 5 6

STRENGTH   1 2 3 4 5 6 7 8

DEFENSE   0 1 2 3 4

CREW (OR)

CREW (OR)

CREW (OR)

EQUIPMENT (OR)

EQUIPMENT (OR)

EQUIPMENT (OR)

TECH

TECH

TECH

TECH

TECH

TECH

DISTRICT BOOST

3 Orders per Turn
- Move
- Engage
- Evict
- Claim

Day 2 + 3
- Bank

A **1 Card Action** per Turn

TECH   TECH   TECH

KEY:

A **ACTION** Denotes Card Action

ORDER Number of Orders Available

INFLUENCE Play Equipment or Crew cards to Vehicle

STRENGTH Strength for Engaging & Zone Control

DEFENSE Defense against Conflicts & Leaving Zones

MOVE Number of Zones a Unit may move when given a Move Order

CREW Gives Stat Bonuses while in your Vehicle

EQUIPMENT Gives Stat Bonuses while in your Vehicle

TECH Generate Influence & Victory Points

District Boost Cards go here.

Tech Tiles go here.

These spaces can hold Crew cards, Equipment cards or Tech Tiles. They cannot hold both at the same time.

DEPLOYABLE ALLIES

During the course of the game, either through Action or Event cards, players will have the opportunity to play Deployable Allies to the board. Deployable Allies are considered to be Player Units.

The Strength of Deployable Allies combines with the Strength of your Vehicle and other Deployable Allies when determining who has control of a Zone.

DEPLOYING A DEPLOYABLE ALLY

Deployable Allies can enter play through the instruction of Action or Event cards, or through the Event Trigger: **Deploy Ally**. When players are instructed to **Deploy Ally** they draw the top two cards of their Ally card deck, choose 1 and place the other back on the bottom of their Ally card deck.

The chosen Deployable Ally Card is played face up in front of you and the the corresponding Ally miniature is placed on the District Board in the the same Zone as your Vehicle miniature or Outpost.

DEPLOYABLE ALLIES AND ORDERS

Each Ally has one free Order it may perform on your turn, however you may also use any of your standard three Orders on any of your deployed Allies instead of for your Vehicle miniature.

During the game Deployable Allies may only be given the **Move** and **Engage** Orders, however at the end of Day Three each Ally in play has the opportunity to make a single **Claim** Order in their current Zone (See Game End on page 17).

Deployable Allies Move, Engage and Defend using their own personal stats. The Prawn will engage Deployable Allies leaving a Zone just like they would a Vehicle miniature, provided the Strength of the Prawn is greater than the Defense of the Ally.
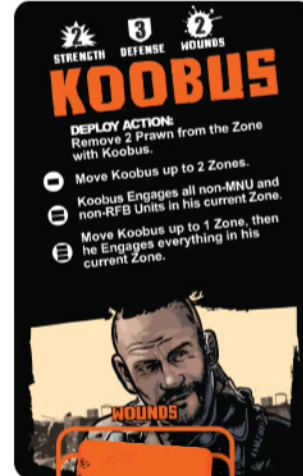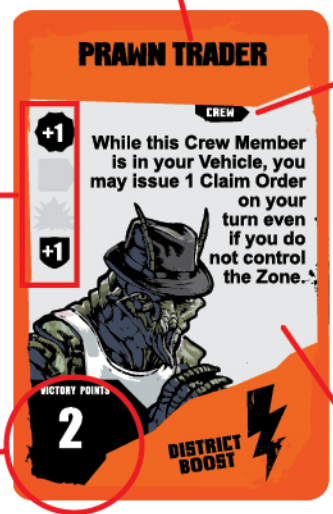

Deployable Ally Placement:
1. The same **Zone** your Vehicle is currently in.
or
2. The same **Zone** your Outpost is in.

On Outpost — YES

Same Zone as Vehicle — YES

Labels on Checkpoint Trooper card: Influence, Move, Strength, Defense, Special Ability

DISTRICT BOOST CARDS

District Boost cards are bonus cards that players can earn throughout the game. A player may only ever have one Boost card at a time. If they gain an additional Boost card they may look at the new card before deciding which to keep.

District Boost cards provide additional Victory Points at the end of the game and are one of the only ways to exceed the normal stat limits on your Vehicle Dashboard.

District Boost cards can be gained in the following ways;

- On Day One, the player that reveals the Canister draws a Boost card.

- On Day One, the player that moves Wikus into the same Zone as the Canister draws a Boost card.

- On Day Two, the player that moves either Wikus or CJ into the same Zone as the other draws a boost card.

- During an Engagement with another player, the Attacker will gain a a District Boost card for dealing any Damage, and both players with gain a District Boost card for each Critical Damage dealt. The Attacker can earn two District Boost cards in this way.

- During an Engagement with a Character, when Damage or Critical Damage is dealt, a District Boost card is drawn from the pile of Boost cards (wounds) on that Character's Profile card. If a non-player Unit dealt the Damage or Critical Damage the District Boost card is discarded.

Card Name, Card Type, Stat Bonus, Victory Points, Special Ability

Characters have District Boost cards as wounds. When a Player damages them, that Player recieves the discarded Boost card.

(Discard)

DISTRICT BOOST ALLIES

Some District Boost cards give the player special allies that act like Deployable Allies. When one of these District Boost cards is gained the player deploys the special ally as they would a Deployable Ally, taking the District Boost Deployable Ally card and placing it in front of them. If the Unit is lost the District Boost card is also lost. If the District Boost card is discarded the Unit is removed from the District Board.

Attach ring to Deployable Ally miniature

Deploy to the same Zone as your Vehicle miniature or Outpost
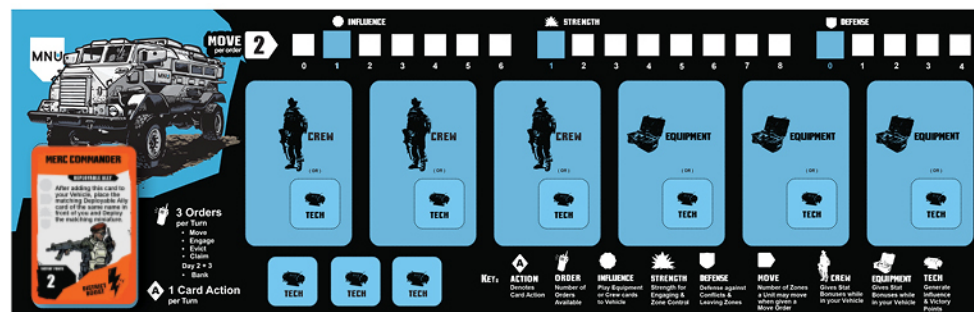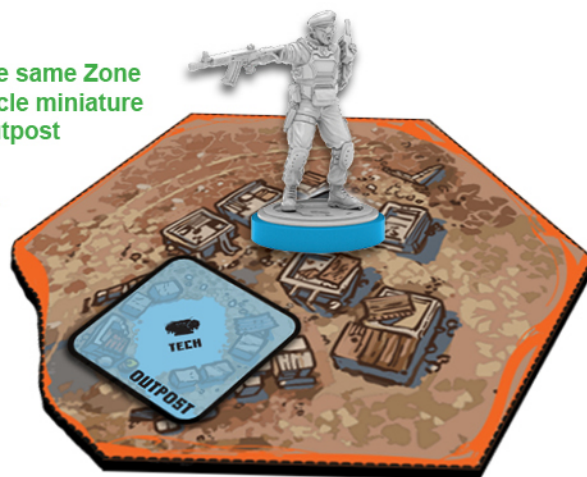
STARTING BOOST CARDS

Starting Boost cards have special rules and abilities unique to each faction. These Boosts allow players a way to customize their faction to their personal preference. Each player selects one Starting Boost card from their deck and places it in the District Boost section of their vehicle.

Players may only ever have a single Boost (Starting Boost or District Boost) in their vehicle at a time. When a player earns a District Boost later in the game they may decide to keep their Starting Boost. If they do they discard that District Boost instead. However, if a player decides to keep the District Boost, they must discard their Starting Boost.

Variant Rule: At the start of the game before picking factions, all players can decide if they want to use Starting Boosts or not. *District 9: The Boardgame* can be played with or without them, but all players should be in agreement before the game begins.
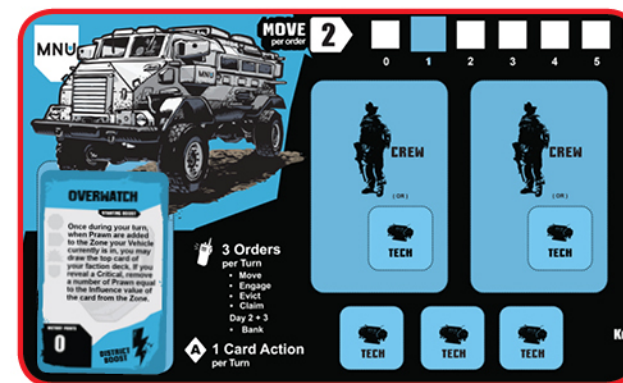
Discard

Discard the rest from the game

CHARACTERS

While the players are trying to gather as much Tech as possible from *District 9*, there is an ongoing story unfolding around them. During the game Events will bring special Characters into play. These Characters have their own agendas and can just as easily help you as hinder you.

PROFILE CARDS

Each Character has a profile card that determines what they will do when Events instruct a specific Character to do something. When the Character enters play flip the Profile face up, when they leave play flip the Profile face down. The Prawn also have a Profile card, but as they are always considered to be in play their profile remains face up.
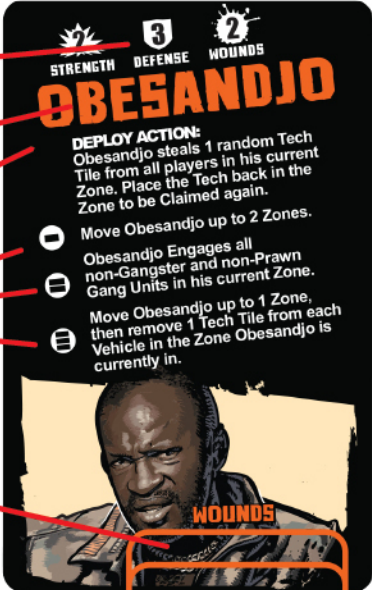
Character Stats
Character Name
**Character Deploy Action**
Trigger 1
Trigger 2
Trigger 3
WOUNDS (District Boost cards go here)

WOUNDS

Some Characters have a number of Wounds. This shows they can be engaged and forced to retreat from the district until an Event brings them back into play again (with full wounds). When a Character with Wounds enters the game take a number of District Boost cards from the top of the deck equal to the Characters wounds and stack them face down on that Character. Damaging that character will earn the player that damaged them the top Boost card.
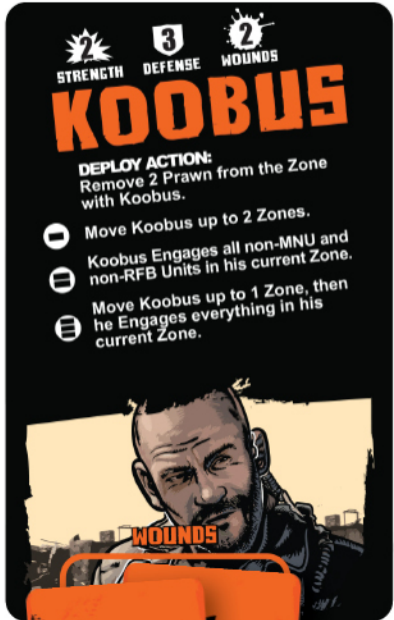
In this example, the Character "Koobus" can sustain 2 wounds before being driven off. So he starts with two District Boost Cards placed face down on his profile card.

MECH

The Mech enters play on Day Three and the only way the players escape Day Three is to defeat the Mech.

MECH MOVEMENT

When Moving the Mech it must end its turn in a different Zone to the one it began.

MECH PROFILE

Like Characters the Mech has a Profile, but as the Mech is a massive threat to the district the Profile is handled differently.

Note: ⊖ The Mech will engage all player Units no matter where they are on the district board, Range is not a factor. Drawing Critical Results on Defense will damage the Mech.

MECH DAMAGE

The Mech has 16 damage it can sustain before it is destroyed. Damaging the Mech will cause one of the Mech Tiles to be discarded face up into the Zone the Mech is currently in. Once discarded these Tiles act exactly like Tech Tiles.

Damaging the Mech however is no easy feat. The Mech starts with 5 Defense and only when the first row is fully removed does the Mech lose Defense making it easier to damage.

Damage is always done right to left, from the bottom row up. If the revealed Mech Tile is red, the damage dealt is critical and the Mech sustains another damage.

The player that deals the last damage to the Mech may immediately add that Tile to their Vehicle Dashboard.

Red Tile means Critical!
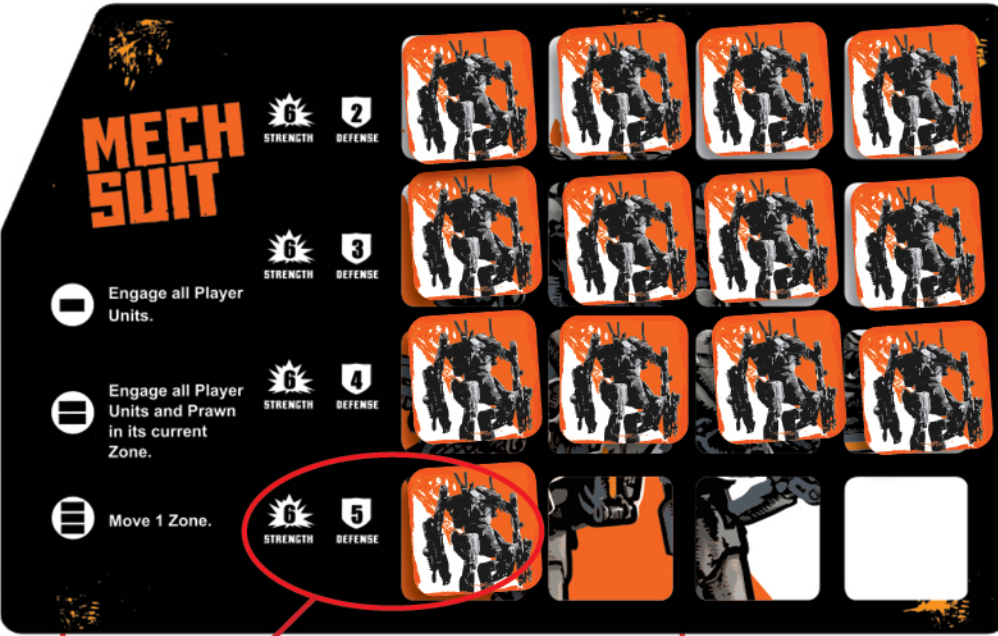
While there is at least one Mech Tile remaining in a row, the Mech has the Strength and Defense connected to that row.

PRAWN

There can never be more than six total Prawn in a single Zone. Prawn act as if they are single Unit and each Prawn represents a combined Strength and wound pool. Prawn come in singles, doubles, and triples for ease of management and are colour coded so that players can see which Zones are more dangerous.

Events and Unrest can increase the Strength of the Prawn, this is added to the Prawn total in a Zone.

When a Player Unit (Vehicle miniature or Deployable Ally) leaves a Zone with Prawn and the Prawn have a higher total Strength than the Defense of the moving Unit, the Prawn will automatically Engage that Unit. The Engaged Unit moves into the new Zone before the Engagement is resolved.

Single Prawn   **Double Prawn**

Triple Prawn

No more than 6 Prawn in a single Zone.

Prawn cannot be placed on the Faction Base.

YES

UNREST AND THE UNREST TRACKER

Tension within the district grows over the course of the game, which can lead to anger and possibly even full blown riot from the Prawn population.

The Unrest Tracker begins at 1 and can be raised or lowered through Event, Wikus and Action cards. Additionally the tracker always moves up **1 space** when one of the following happens;

• Each time the Prawn are Engaged by a player (not a Character).

• Each time a player uses the Evict Order.

The Unrest Tracker has three levels, each with an escalating effect on the district.

1. **Uneasy (1-12)**. No change

2. **Angry (13-22).** Each Zone with at least one Prawn has +1 Strength. This means a Zone with six Prawn will have 7 Strength for purposes of Engaging and Controlling Zones.

3. **Riot! (23-30).** Immediately when the Unrest Tracker reaches 23 or higher flip the Unrest Reference Card to the Riot side and give it to the player whose turn it is. This player is now the Riot Controller and the Riot will not end until the start of their next turn.
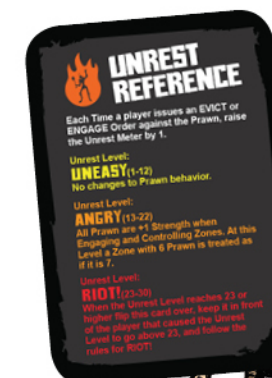
RIOT
When the Riot begins each Zone with Player Units will immediately be Engaged by any Prawn in that Zone. Prawn are still angry so they retain their +1 Strength. The player with the Riot card determines the order in which these engagements happen.

While the Riot is in effect players cannot do the following with any of their Units;

• Move into Zones with Prawn
• Evict
• Claim

The Riot remains in effect until the start of the Riot Controllers next turn. When the Riot ends, the Unrest Tracker drops by 10 and the Unrest Reference card is flipped back and returned to the Unrest Board.

DISTRICT UNREST

Each time a player Engages the Prawn, raise the Unrest Meter by 1.
Each time a player Evicts, raise the Unrest Meter by 1.

1	2	13	14	23	24
3	4	15	16	25	26
5	6	17	18	27	28
7	8	19	20	29	30
9	10	21	22		
11	12				

UNEASY
Things in the District are uneasy, but there are no changes in Prawn behavior.

ANGRY
Prawn Aggression is High – Each Zone with Prawn are considered to be +1 Strength. This does mean a Zone with six Prawn is 7 total Strength.

RIOT!
When the Unrest Meter reaches 23+ flip over the Unrest Reference Card and place it in front of the Player whose turn it is.

While the District is in a Riot the rules listed on the Unrest Reference Card are in effect.

When the Riot ends, flip the Unrest Reference Card back over and lower the Unrest Meter by 10.

Note: The Unrest Meter can still be affected during a Riot.

UNREST REFERENCE

Each Time a player issues an EVICT or ENGAGE Order against the Prawn, raise the Unrest Meter by 1.

Unrest Level:
UNEASY (1-12)
No changes to Prawn behavior.

Unrest Level:
ANGRY (13-22)
All Prawn are +1 Strength when Engaging and Controlling Zones. At this Level a Zone with 6 Prawn is treated as if it is 7.

Unrest Level:
RIOT! (23-30)
When the Unrest Level reaches 23 or higher flip this card over, keep it in front of the player that caused the Unrest Level to go above 23, and follow the rules for RIOT!

ZONES

The District Board is broken down into Zones. Zones are determined by the orange lines on the board forming Zones. There are usually several Zones on a single District Tile.

When moving from one Zone to another you must move to an adjacent Zone, you cannot move diagonally across the lines where several Zones meet.

There can be no more than six Prawn in any one Zone but the Zone may contain any number of other Units.

CONTROLLING A ZONE

Even though any number of Units can be present in a single Zone only one Faction can control the Zone.

- You control the Zone if you have the most Strength (from your Vehicle miniature and any Deployable Allies present) of all Factions or Prawn in the Zone.

- No one controls the Zone if the Prawn have the most strength or all Factions and/or Prawn are tied for the most Strength.

> **5 Strength > 2 Prawn.**
> **This player has "control of the zone" and may Evict to take the Tech Tile.**

1 Strength + 1 Strength + 2 Strength + 1 Strength
(default)

TOTAL
= **5 Strength**

The MNU player has a total of 5 Strength, gained from the 1 default, and the cards currently in play on their dashboard.

Orange lines divides the Zones

Yes   No

Player   Tech Tile   Zone   2 Prawn
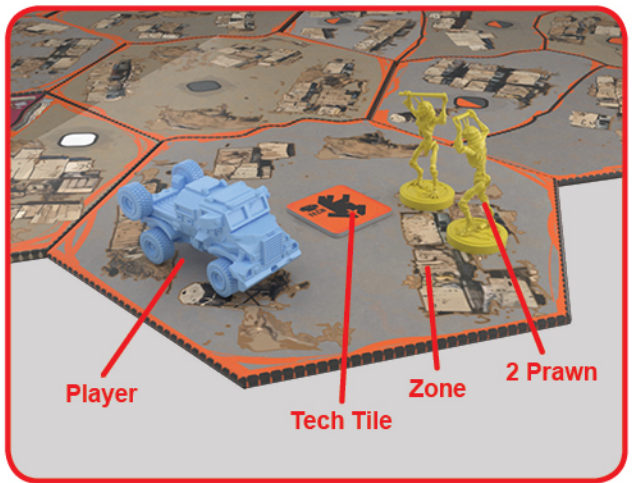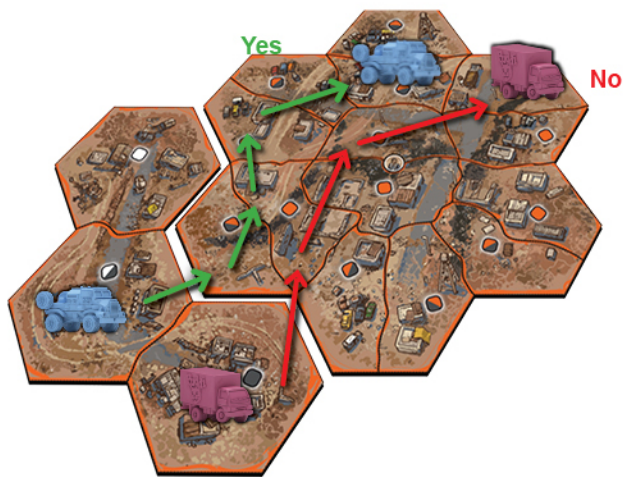
TECH TILES

Tech Tiles are what all players are trying to collect in *District 9: The Boardgame*. Tech Tiles are added to the board at the start of the game. The Mech is also made up of Tiles that once knocked off the Mech function just like Tech Tiles.

All Tech Tiles have a numbered value. This value increases your Influence pool at the start of your turn and counts as Victory Points at the end of the game.

When a Tech (or Mech) Tile is collected from the board through either the Evict or Claim Orders, add Prawn to Zone the Tile was in equal to the value of the Tile.

When Tech is discarded for any reason it is always placed in the same Zone as the discarding player's Vehicle miniature.

Three Prawn   Two Prawn

Five Prawn

Five Prawn   Three Prawn

White Tech Tiles can be placed on White or Half-White spaces.

Grey Tech Tiles can be placed on Grey or Half-Grey spaces.

Orange Tech Tiles can be placed on Orange or Half-Orange spaces.

THANKS!

District 9: The Boardgame could not have been made without a district's worth of hard work, contributions, advice, feedback, and all-round support.

Last but not least. From all of us in the *District 9* game team, a sincere thank you to our incredible Kickstarter community for helping us make our return to the District a reality. You guys rock!

Happy playing. We hope you enjoy.

PLAYER TURN SUMMARY

1. GAIN INFLUENCE

Add up all influence bonuses on your Vehicle Dashboard from Crew, Equipment and Tech to a max of 6.

2. CARDS AND ORDERS

Perform the following in any order

- **Spend Influence**. Buy Crew and Equipment from your hand by spending Influence equal to the cost of the card.
- **Play Action**. Pay Action from your hand as an action by adding the number of Prawn shown to the Zone your Vehicle miniature is in.
- **Issue Orders (up to 3).**

  Your Vehicle miniature or deployed ally may

  - **Move** a number of space equal to their Move stat.
  - **Engage** an enemy (Prawn, Player Unit, Character Unit or Mech) in the same Zone.
  - If your Vehicle is in a Zone you control you may
    - **Evict** Prawn from their homes to uncover facedown tech and add it to your Vehicle Dashboard. **Increase Unrest.**
    - **Claim** faceup Tech in the Zone and add it to your Vehicle Dashboard.
  - In Day 2 and 3 while your Vehicle is at your Outpost or Faction Base you may
    - **Bank** Tech Tiles.
- **Order Allies**. Each deployed ally may be given one free Move or Engage Order.

3. RESOLVE EVENT

After you have finished issuing orders and playing cards you reveal the top card of the current Day's Event deck and resolve it.

4. REFRESH HAND

Discard any number of cards from your hand and redraw to 5.

ENGAGEMENT SUMMARY

1. CHOOSE TARGET

Your Vehicle or Ally Engages ONE Target in the same Zone. Viable targets are:

- The Prawn. **Increase Unrest.**
- Another Player's Vehicle or Ally
- A Character

2. ENGAGEMENT MODIFIERS

Player Units discard the top card of their Faction card deck. Add the Influence value to their total Strength and check for a Critical Result.

Non Player Units discard the top card of the Wikus card deck to check for a Critical Result.

3. COMPARE RESULTS

Compare total Strength of the Attacker against total Defense of the Defender. If the total Strength is greater the Engagement is a success and Damage is dealt.

4. DAMAGE

Damage is dealt to a losing Defender in the following ways.

- Vehicles lose a random Crew or Equipment from their Dashboard
- Deployable Allies are removed from the board
- Characters lose a Wound card
- The Mech loses a Mech Tile
- Prawn remove one Prawn for each point of total Strength in the attack

5. CRITICAL DAMAGE

If a Critical Result is a revealed Critical Damage is dealt in the following ways.

- Vehicles lose a random Tech Tile from their Dashboard
- Deployable Allies are removed from the board
- Characters lose a Wound card
- The Mech loses a Mech Tile
- Prawn remove one Prawn 6

FACTION CARD INFLUENCE BREAKDOWN

INFLUENCE VALUE	0	1	2	3	4	5	6	Critical
PERCENTAGE OF DECK	3.33%	10%	13.33%	16.67%	3.33%	0%	3.33%	50%