

NARCOS

THE BOARD GAME



RULEBOOK

INTRODUCTION



In *NARCOS: The Board Game*, players take on the roles of the power players in the Colombian drug war and rewrite the story behind the pursuit of the greatest drug dealer that ever lived.

One player will control the growing empire of the nefarious narco-terrorist called *Patrón*, while others will control different Factions working cooperatively on the hunt to catch him. The Faction players won't be aware of *Patrón's* Location, since he'll be hiding out on one of his many properties. He could be anywhere in Colombia, managing his Labs, controlling his socio-political influence, and working on greater schemes by using his trusted right-hand men, the *Sicarios*.

Unfortunately for *Patrón*, his *Sicarios* may leave clues to his Location, and when this information is added to the results of the Hunters' own investigations, *Patrón* is only one mistake away from being captured! With the DEA, *Policía Nacional de Colombia*, Cali Cartel, and *Los Pepes* focusing on their common enemy, a tacit alliance emerges, with players sharing information and discussing strategies to lay siege to *Patrón's* drug empire!

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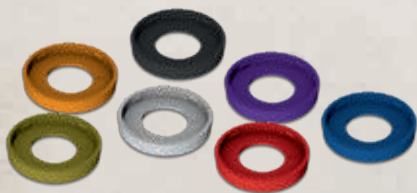
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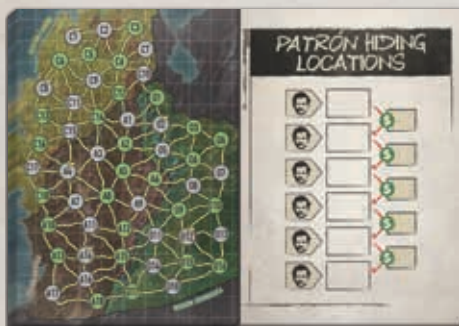
COMPONENTS



13 MINIATURES
(1 Patrón, 10 Sicarios, 8 Hunters)



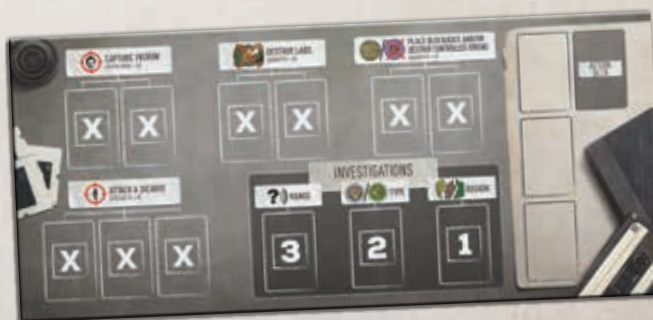
7 COUNTER BASES



1 HIDING PAD



1 MAP BOARD



1 ACTION DASHBOARD



1 PATRÓN DASHBOARD

COMPONENTS

5



23 SICARIO CARDS



4 PLATA O PLOMO CARDS



10 OBJECTIVE CARDS



18 ACTION CARDS



8 FACTION CARDS



8 HUNTER CARDS



8 SICARIO TAG TOKENS



3 PARTY TOKENS



15 COCA CUBES



15 HIDEOUT MARKERS



25 MONEY TOKENS



12 LAB TOKENS



7 DEFENSE TOKENS



1 HOSTAGE DEFENSE TOKEN



1 BOMB DEFENSE TOKEN



1 INCOME TOKEN



1 PATRÓN TOKEN



16 BLOCKADE/CONTROLLED TOKENS

OVERVIEW

"Preferimos una tumba en Colombia a una cárcel en Estados Unidos" – Patrón

NARCOS is played over a series of Seasons. *Patrón* will have to hide himself wisely from his opponents and manipulate the information on the board, to either gain victory by becoming too glorious to overthrow in the eyes of the Colombian population, or by completing secret goals leading to a complete stranglehold of his power. Meanwhile, all the other players will gather information and clues as to *Patrón*'s current hideout, so they can find and arrest him!

Each Season of the game alternates between 1 *Patrón*'s Turn, then 1 Faction's Turn, another *Patrón*'s Turn, and so on until all 4 Hunting Factions have been activated once.

During a single *Patrón*'s player Turn, they will play a *Sicario* on the board, resulting in many different outcomes, to help control and expand their empire. During a Faction Turn, 1 Faction will be able to activate their 2 Hunter figures, choosing actions from a wide range of options that include investigating, attacking *Sicarios*, creating blockades, destroying Labs, and, of course, capturing *Patrón*!

At the end of the game, either *Patrón* player will be "in custody" or they will be looking out over their empire with great satisfaction.

BASIC CONCEPTS

MAP BOARD

THE INFRASTRUCTURE OF COLOMBIA'S UNDERWORLD



LAB INCOME TRACK

END OF THE SEASON SLOTS

The Main Board represents the Map of Colombia, where Hunters will move their figures and the *Patrón* player will place their *Sicarios* to perform actions. The Map is divided into 3 regions: *Región Caribe* (C) colored light green, *Región Andina* (A) colored brown, and *Región Orinoquía* (O) colored dark green.

- **GLORIFICATION TRACK** – This track ranges from 0 to 20 (the 20th level showing *Patrón* as *El Presidente*), indicating how popular *Patrón* is in the eyes of the Colombian population.
- **LAB INCOME TRACK** – This track indicates the *Patrón* empire's drug production capacity on the Map, and how much Income he will receive from his production.
- **END OF THE SEASON SLOTS** – When played, some *Sicario* card effects are only triggered if the *Sicario* survives until the End of the Season. Those cards should be placed here.



On the Map, you can find 2 different Location types:



CITY



FARM

6 Cities on the Map contain Airports that help Hunters during their movement and allow *Patrón* player to smuggle drugs out of the country.

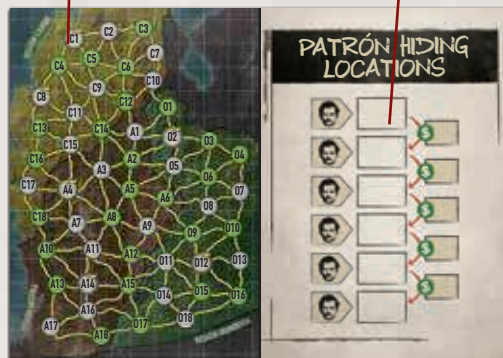


CITY WITH AIRPORT

PATRÓN HIDING SHEETS

GRID MAP

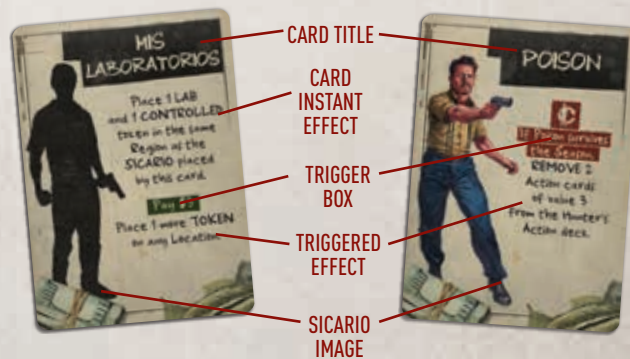
PATRÓN LOCATION



For each game of *NARCOS* played, the *Patrón* player will use a single Hiding Sheet from the pad to mark their Hiding Locations throughout the game.

- **GRID MAP** – The Hiding Sheets have a small Map matching the Map Board's Location grid to help *Patrón* player subtly check for Location-based information without potentially giving extra clues to the Faction players.
- **PATRÓN LOCATION** – These slots are used by the *Patrón* player to write down the current Location on the Map where *Patrón* is hiding out. Starting with the topmost box as the point where *Patrón* starts the game, and new Locations in following boxes beneath it, also marking the amount in Money [\$\$\$] the *Patrón* player might pay to move (see page 20).

SICARIO CARDS



These cards represent the *Sicarios* that *Patrón* uses to keep his empire alive.

- **CARD TITLE** – All *Sicario* cards have a title printed on them. This describes the situation or *Sicario* the card is related to.
- **CARD INSTANT EFFECT** – The text found on the *Sicario* card explains the game effects the card has when played.
- **TRIGGERED EFFECT** – Any text found below a trigger box will only be valid if *Patrón* player meets the requirements, like making a payment, surviving with a *Sicario* until the End of the Season, and others.
- **SICARIO IMAGE** – *Sicario* cards that are based upon a specific *Sicario* will have a graphic depiction of the *Sicario* in question that matches one of the game's *Sicario* figures. Cards with a silhouette may apply to any *Sicario*.

BASIC CONCEPTS

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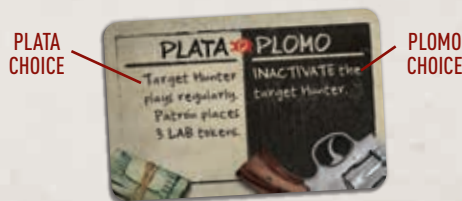
PATRÓN DASHBOARD

The *Patrón* player will, as they take their Turns throughout the Season, use the information on the *Patrón* Dashboard to monitor everything they are capable of.

- GLORY VALUE** – The Glory value of the *Sicarios* shows how much they increase *Patrón's* Glorification track, if they are still active on the Map Board at the End of a Season (see more on page 20).
- RANGE VALUE** – The Range value of a *Sicario* figure is the maximum number of Map Locations away from *Patrón* the player is allowed to set them up when placing them on the Map Board (see more on page 13).
- REGULAR SICARIO SLOTS** – These five color-coded slots match to colored counter bases that will be attached to the *Sicario* figures.
- LEÓN AND LA QUICA SLOTS** – These two slots match the counter bases of the 2 special *Sicarios* the *Patrón* player has access to.
- DEFENSE TOKEN SLOT** – All *Sicario* slots (regular or special) have a space to place a facedown Defense token, with their Defense value.
- SICARIO TAG SLOT** – These slots are for placing the corresponding *Sicario* figure's Tag token.
- TURN SUMMARY/LIST OF ACTIONS** – This is an abbreviated outline of how a game Turn in *NARCOS* plays, as well as a listing of the *Sicario* actions the *Patrón* player can take on their Turn.
- OBJECTIVE CARD SLOTS** – These slots are where the upcoming hand of Objectives are placed during Setup.
- PLATA O PLOMO CARD SLOT** – This space is where the *Patrón* player places their special Plata o Plomo card deck, which is used primarily by La Quica.

PLATA O PLOMO CARDS

These special cards are used by *Patrón's* executioner, La Quica, to give a player an ultimatum that bears two options – the result of either causes significant problems for the targeted Faction.



- PLATA CHOICE** – This section symbolizes bribing, and will likely help expand *Patrón's* empire.
- PLOMO CHOICE** – This section is related to threats, aggression, and violent action toward the Hunter.

OBJECTIVE CARDS



In the pursuit of victory, *Patrón* player will have a variety of objectives to choose from, represented by the Objective cards. Each one of them is related to a different aspect of the game, and the *Patrón* player can work towards them during their Turns throughout the Seasons.

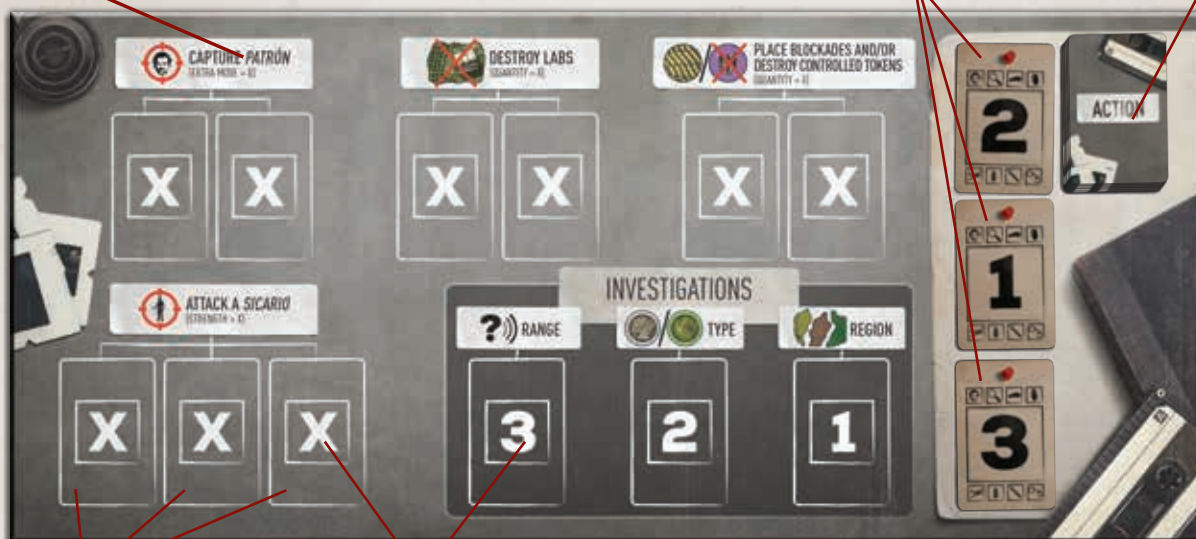
- SETUP** – Each Objective card has instructions on what the player must do when the objective is revealed or while it remains an active goal for the *Patrón* player. It includes instructions for the use of special tokens, benefits, and Locations.
- COMPLETION REQUIREMENTS** – Each Objective card details what the *Patrón* player will need to accomplish in order to complete the Objective.
- REWARD** – Each Objective card grants the *Patrón* player a special benefit when it is successfully completed.

BASIC CONCEPTS

TYPE OF ACTION

AVAILABLE ACTION CARDS

ACTION CARD DECK

ACTION
CARD SLOTSACTION
CARD COST

ACTION DASHBOARD & ACTION CARDS

The Factions collectively use this Dashboard to keep track of the various actions their Hunters are capable of during a Season of *NARCOS*.

- **TYPE OF ACTION** – Hunters can choose to do a variety of things during their Factions Turn. These Actions are the tools the Factions have to try and sleuth out where *Patrón* is hiding and bring him to justice.
- **ACTION CARD SLOTS** – Every Type of Action on the Dashboard has a number of Action Card Slots beneath it, showing how many times that Action can be taken.
- **ACTION CARD COST** – Each Action Card Slot shows in its center either a number that must match the Action card being played to activate it, or an X, indicating that any Action card can be used to activate it (see more on page 15).
- **AVAILABLE ACTION CARDS** – Each Faction Turn has a hand of 3 Action cards dealt out for the Hunter's use.
- **ACTION CARD DECK** – The unused Action cards are shuffled and placed on this space.



FACTION AND HUNTER CARDS



HUNTER CARD

FACTION CARD



FACTION ABILITY

Each of the Factions are represented by unique cards.

- **HUNTER** – Each Faction has 2 Hunter cards that match up to their Faction's Hunter figures.
- **FACTION CARDS** – *Los Pepes* and *Cali Cartel* have poker-size Faction cards that summarize any special ability the Faction has. The DEA and *Policía Nacional de Colombia* abilities are represented by mini-cards. These mini-cards are used during game play in specific ways unique to the Faction they belong to and are discarded after use.

More detailed descriptions of Faction cards are found on page 22.

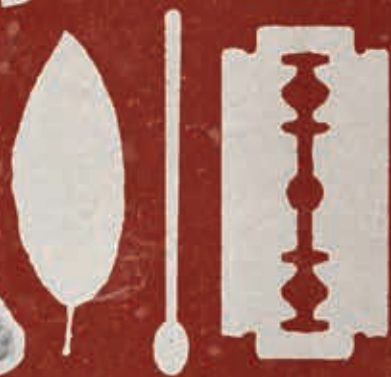
PATRÓN



**PLATA
O
PLOMO?**



**POWER
IS MEASURED
BY THE GRAM**



GAME SETUP

Unfold the Map Board and arrange the game cards and tokens into easily reachable places near the game area. The setup is then mainly split into two parts: the *Patrón* Setup and the Factions Setup.

PATRÓN SETUP

"Mis ojos están en todos lados." – Patrón

Decide which player will control *Patrón*, and place the *Patrón* Dashboard close to them. Separate all 5 *Sicario* cards showing a silhouette. Set aside the **León** and **La Quica** cards. Take their figures and add the white (smuggler) and black (executioner) counter-bases to them, respectively.



This denotes them as special *Sicario* figures that work in different ways for *Patrón*. Shuffle the remaining 16 *Sicario* cards and reveal cards **until you have 5 different *Sicario* card titles**. For each different *Sicario* revealed, take the corresponding figure and add a colored counter-base to it according to the color-order shown far-left to far-right on the *Patrón* Dashboard (purple, blue, green, orange, and red). After doing this with this game's 5 *Sicarios*, any *Sicario* cards showing a non-selected *Sicario* (6 cards in total) go back to the game box together with their figures (3 in total). They will not be used during this game.



- 1 With their counter-bases attached, place the 5 regular *Sicario* figures on the *Patrón* Dashboard in their corresponding *Sicario* slots (by color). Place León and La Quica, the special *Sicarios*, in their slots. Place their corresponding *Sicario* Tags below each one.
- 2 Shuffle the selected 17 *Sicario* cards to create the *Patrón* deck and place it facedown, close to the *Patrón* player.
- 3 Place the *Plata o Plomo* cards facedown on the corresponding space of the *Patrón* Dashboard.
- 4 Place all Blockade/Controlled, Money, Lab, Defense, Special Defense, *Patrón*, and Party tokens close to the *Patrón* player.

- 5 The *Patrón* player takes \$10 in Money tokens.
- 6 The *Patrón* player draws the first 5 *Sicario* cards from the deck.
- 7 Place the *Patrón* figure on the 0 space of the Glorification Track.
- 8 Place the Income token on the 0 space of the Lab Income Track.
- 9 Shuffle all Objective cards and create a pile. Place it facedown beside the *Patrón* Dashboard.
- 10 The *Patrón* player draws and looks at 3 Objective cards from the Objective deck. Then, the player places them, facedown, on the Objective cards slots of the *Patrón* Dashboard (1 Objective card per slot), in any order they choose.

FACTIONS SETUP

- 11 Place the Action Dashboard close to where the Faction players are seated.
- 12 Shuffle all the Action cards to build an 18-card Hunter Action deck. Place it facedown on the corresponding space of the Action Dashboard. Reveal 3 Action cards and place them on the Available Action cards slots on the Action Dashboard.

At this point, all Faction players must select 1 or more Factions, according to the number of players (remember that 1 player will be playing the *Patrón*):

NUMBER OF PLAYERS - FACTION DISTRIBUTION

2 PLAYER GAME	A single player will control all 4 Factions!
3 PLAYER GAME	Each player will control 2 Factions.
4 PLAYER GAME	1 player will control 2 Factions, while 2 others will control 1 Faction each.
5 PLAYER GAME	Each player will control 1 Faction.

Players can either select or randomly draw the Faction(s) they will be controlling, keeping in mind that **they will be a team trying to bring down *Patrón***.

- 13 Once the player for each Faction has been decided, each player must collect the 2 Hunter figures of their corresponding Faction(s) and all of their related Hunter and Faction cards.
- 14 The player controlling the *Policía Nacional de Colombia* Faction takes the Hideout tokens to track down possible *Patrón* hiding Locations. Place \$2 on the *Los Pepes* Faction card. To understand how each Faction works, see the Factions Special Abilities section on page 22.
- 15 Once players have selected their Faction(s), they should choose the starting Location for each of the Hunters. Hunter figures must be placed on Locations adjacent to City Locations containing an Airport.

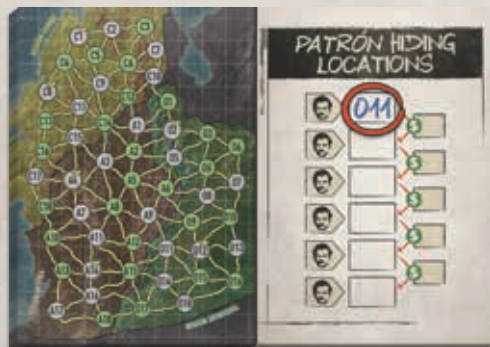
GAME SETUP

11



FIRST HIDEOUT LOCATION

The Faction players can only win the game by finding *Patrón*, so the player controlling *Patrón* must try to hide effectively, starting with the initial hideout. Take 1 Hiding Sheet and a pen/pencil.



Patrón's Location on the Map is not represented by any figure or token. Instead, wherever he is hiding at any given time, the *Patrón* player must make note of it on their Hiding Sheet – starting with a first Hiding Location written down after the Faction players have placed all their Hunter figures. *Patrón* can select any Location to hide, even if occupied by Hunter figures. This Location must be kept secret and will be revealed only when the game rules requires *Patrón* to do so.

Since *Patrón* is hidden, his figure doesn't actually occupy any Location on the Map. But from that secret selected Location, *Patrón* will coordinate his *Sicarios* and their Actions on the Map. Now, the players are ready to begin the game!

WINNING AND LOSING

In order to win a game of NARCOS, you must fulfill specific conditions, depending on which side of the war you are on.

PATRÓN VICTORY

The *Patrón* player achieves victory if they complete either of the 2 following goals:

- ☛ *Patrón* manages to successfully complete 3 Objective cards.
- ☛ *Patrón*'s Glorification rises to level 20 and he becomes *El Presidente*.

FACTIONS VICTORY

- ☛ The Factions achieve victory if they manage to capture *Patrón* **twice**.

NARCOS is played over a series of Seasons until one side is victorious.

Each Season is divided into 4 phases:

1. NEW OBJECTIVES
2. ASSIGN *SICARIO* DEFENSES
3. ACTIVATIONS (8 ACTIVATION TURNS IN TOTAL)
4. END OF THE SEASON

1. NEW OBJECTIVES

Patrón's player must reveal the corresponding Season's Objective card(s). Player will receive any bonuses, and complete any Setup actions listed on the revealed card(s).

2. ASSIGN *SICARIO* DEFENSES

The *Patrón* player must take all 7 *Sicario* Defense tokens (some of which might be replaced by Special Defense tokens gained from the revealed Objective card(s)), and assign each of them, with their values (or Objective information) facedown, to each of their 7 *Sicarios* on the *Patrón* Dashboard, as desired.



Ex: The Patrón player has revealed the first Objective, and no Special Defense tokens are needed. At this point, they take the initial 7 Defense tokens and distribute them facedown, according to their plan for the Season.

3. ACTIVATIONS

The Activation phase is played over 8 Turns, where *Patrón* and the Factions alternate their activations. The order in which these Turns take place is as follows:

- Patrón* 1st Turn
- 1st Faction Turn
- Patrón* 2nd Turn
- 2nd Faction Turn
- Patrón* 3rd Turn
- 3rd Faction Turn
- Patrón* 4th Turn
- 4th Faction Turn

How each *Patrón* or Faction Turn works is described next.

3A. *PATRÓN* ACTIVATION

During the *Patrón*'s turn, do the following steps in order:

- MAY MOVE 1 *SICARIO*
- MUST PLAY 1 *SICARIO*
- DRAW BACK UP TO 5 *SICARIO* CARDS

PATRÓN MAY MOVE 1 *SICARIO*

The *Patrón* player may choose to spend \$1 to move a single *Sicario* figure up to 3 spaces on the Map.

If the *Patrón* player does not have any *Sicarios* on the board, or simply does not wish to move them, they can skip this phase.

There are a few restrictions to remember when moving a Sicario figure:

- Sicario* figures **CANNOT** enter a Map Location occupied by a Hunter figure.
- Sicario* figures **CANNOT** enter a City Location containing a Blockade token.
- Sicarios* **CANNOT** use Airports to move.
- Sicarios* can move through other *Sicario* figures, but they **CANNOT** end their movement on a space containing another *Sicario* figure.

MOVING AND COCA CUBES

Whenever any *Sicario* starts, passes through, or finishes their movement on a Farm Location with a Lab token containing a *Coca* cube, the figure collects the cube (maximum of 1), and moves with it. If a *Sicario* carrying a *Coca* cube survives to end the Season on a City Location containing an Airport, they will ship the drug, generating \$4 for the *Patrón* player. For more information, see page 20.



Ex: The Patrón player spends \$1 to move Gustavo up to 3 spaces. During this movement, he passes through the Map Location A12 containing a Lab with a Coca cube. Gustavo takes the Coca cube and carries it with him until Location A14 – where he will be able to ship it through the Airport if he survives the Season!

PATRÓN MUST PLAY 1 SICARIO

During this phase of their Turn, the *Patrón* player must place a *Sicario* figure, from their *Patrón* Dashboard onto the Map Board. Once placed, *Sicarios* perform a specific kind of action.

To play a *Sicario*, *Patrón* player will play 1 *Sicario* card from their hand:

-  Play a card showing a specific *Sicario* to play that **respective *Sicario* figure** onto the board, perform their corresponding action (Regular or Special), and benefit from the card effect.
-  Play a card with a *Sicario* silhouette to play **any Regular *Sicario* figure** on the board, perform a Regular action with it, and benefit from the card effect.
-  Discard any card to play **León** or **La Quica** on the board and perform their corresponding Special action.



RANGE VALUE WHEN PLACING SICARIOS

Whenever placing a *Sicario* on the board, *Patrón* player might give out small clues about their hideout. Every *Sicario* figure has a Range value. When placing a *Sicario* figure onto the Map Board, they **MUST ALWAYS** be placed within a number of Map Locations **equal to or less than their Range value** from the *Patrón*'s current hideout, as noted on the Hiding Sheet. Range calculation ignores all board effects (figures, tokens, etc...).



Ex: The Range value of the purple-ringed *Sicario* is 2, so that figure can be placed from 0 to 2 spaces away from *Patrón*'s current secret hideout (Location A11). Location A16, with a Blockade token, is not a valid option. Location A8, with a Hunter figure, is not a valid option.

When placing a *Sicario* figure onto the Map Board, there are specific rules that must be followed:

-  *Sicario* figures **CANNOT** be placed on Map Locations occupied by other figures of any kind.
-  *Sicario* figures **CANNOT** be placed on City Locations containing a Blockade token.

REGULAR SICARIO ACTIONS UPON PLACEMENT

When playing any Regular *Sicario*, *Patrón* player may **perform 2 ACTIONS** on the Location the figure is placed and/or on any adjacent Locations. **Actions are specific and related to the Location type (City/Farm):**



PLACE 1 CONTROLLED TOKEN ON A CITY LOCATION



REMOVE 1 BLOCKADE TOKEN FROM A CITY LOCATION



PLACE 1 LAB TOKEN (+COCA CUBE) ON A FARM LOCATION

Lab tokens will always come into play with a *Coca* cube, and they can only be placed on Farm Locations. Blockade and Controlled tokens can only be placed on City Locations.

Figures present on a Location do not affect placing/removing tokens on the Map. Locations cannot contain more than 1 Controlled, Blockade, or Lab token. Lab and Controlled tokens are limited. If the pool runs out the player may decide to remove it from an existing Location in order to place it in a new one.



Ex: The *Patrón* player decided to play a *Sicario* on Location A2. Now, they may take their 2 actions on A2 and/or any valid adjacent Locations (C14, A1, A3, and O5). Actions are specific and related to the Location type.

LEÓN SPECIAL ACTION UPON PLACEMENT

León is *Patrón's* favorite smuggler. As soon as León's figure is placed on the Map Board, *Patrón* player may immediately move him up to 4 Map Locations for free.



Ex: León is placed 2 spaces away from *Patrón* (within his Range value of 3).

Like any other *Sicario*, whenever León starts, passes through, or finishes his movement on a Map Location containing a *Coca* cube, he collects the cube and moves with it normally. If León **finishes his movement** on a City Location containing an Airport while carrying a *Coca* cube, he will **ship the drugs immediately**. Discard the *Coca* cube and *Patrón* player gains \$4. This benefit can take place whenever León is moved for ANY reason. León, just like any other *Sicario*, can still only carry a maximum of 1 *Coca* cube.



Ex: León moves 4 spaces, collects the *Coca* cube at A8, and finishes his movement on the Airport at A14, shipping it off and gaining \$4.

LA QUICA SPECIAL ACTION UPON PLACEMENT

La Quica is *Patrón's* favorite executioner. The La Quica figure is placed on the Map respecting all of *Sicario's* placement restrictions. However, it should be placed adjacent to at least 1 Hunter figure, so he can immediately intimidate him with a dangerous *Plata o Plomo* proposal.

The *Patrón* player must look at all cards from their *Plata o Plomo* deck (on the *Patrón* Dashboard), **choose 1 card**, and offer it to the Faction player controlling a **Hunter figure adjacent to La Quica's Location**. That target player must then choose 1 option to suffer the effects from: *Plata* (Money) or *Plomo* (Bullet).

After the option is selected and resolved, the *Plata o Plomo* card is discarded. If the *Patrón* player runs out of *Plata o Plomo* cards, they must take all discarded cards back, returning them to their *Patrón* Dashboard.

It should be noted that the *Plomo* text of these cards will always have *Inactivate Target Hunter* as a potential outcome. When *Plomo* is selected, the target Faction player will have to lay down their Hunter figure and flip their Hunter card facedown. This Hunter will not activate during the current Season – meaning that if the *Patrón* player chooses a Hunter that has already been activated this Season as a target, it will be a waste of La Quica's ability.



Ex: La Quica is placed 2 spaces away from *Patrón* (09, within its Range value of 4), adjacent to Los Pepes's Carlos Castaño figure (A9). The *Patrón* player hands a *Plata o Plomo* card to the Los Pepes player, who then chooses to have Carlos Castaño become inactive this Season, placing the figure on its side.

PATRÓN DRAWS BACK UP TO 5 SICARIO CARDS

After playing or discarding a card, the *Patrón* player must draw until their hand is back up to 5 cards.

3B. FACTION ACTIVATION

When the time comes in the Season for a Faction to take a Turn, all Faction players should discuss and agree on which Faction will be activated next. They will need to remember, however, that **each Faction will only be activated once per Season**.

During a Faction's Turn, do the following steps in order:

-  MAY MOVE 1ST HUNTER
-  MUST PERFORM AN ACTION WITH 1ST HUNTER
-  MAY MOVE 2ND HUNTER
-  MUST PERFORM AN ACTION WITH 2ND HUNTER
-  REFRESH ACTION CARDS

MAY MOVE 1ST HUNTER

When a Faction takes its Turn, both of its Hunters will be activated (if possible). The player controlling the Faction activates them in order of their choice. Then, they'll move and perform an action with the first one, before moving and performing an action with the second one.

Once chosen to be activated, the 1st Hunter **may move up to 2 Locations** on the Map Board along the printed pathways, according to the following rules for movement:

 Hunter figures **CANNOT** enter a Map Location occupied by a Sicario figure.

 Hunter figures **CANNOT** enter a City Location containing a Controlled token.

 Hunter figures can move through other Hunters, but they can never end their movement on a Location containing another Hunter.

 Due to the effect of some Patrón cards, a Hunter might be **'Locked'**. This means that the Hunter may not move but can perform Actions regularly. Rotate a Locked Hunter card 90° to indicate that they **CANNOT** move on their next activation.

 Hunters can always move from a City Location containing an **Airport** to any other City Location containing an Airport **as if they were adjacent to one another**.

MUST PERFORM AN ACTION WITH 1ST HUNTER

After a Hunter has moved (or chosen not to move), it must then **perform 1 of the Actions available** to it on the Action Dashboard.

To perform an Action with a specific Hunter, the active player must select 1 Action card from the ones currently revealed on the Action Dashboard and allocate it to a free Action Card Slot that either matches the number printed on it, or to any free Action Card Slot printed with an X.

Allocated Action cards will remain on the Action Dashboard until the End of the Season, reducing the next Faction's options until a new Season begins.

The possible standard Actions for Hunters are:

-  ATTACK A *SICARIO*
-  DESTROY LABS
-  PLACE BLOCKADES / REMOVE CONTROLLED TOKENS
-  RANGE INVESTIGATION
-  TYPE INVESTIGATION
-  REGION INVESTIGATION
-  CAPTURE *PATRÓN*

How a Hunter Action is executed is based upon which Action is chosen.



ATTACK A SICARIO



"This is war. And the only way we win that, is stop pretending it's something else." — Murphy

This Action performs an Attack against a *Sicario* on a Location adjacent to the active Hunter. **The strength value of the Attack is equal to the number shown on the chosen Action card.**

After the active Faction player selects the target *Sicario*, the *Patrón* player must reveal the target *Sicario*'s current Defense token:

- 🔫 If the strength value of the Attack **is higher** than the value on the Defense token, **the *Sicario* figure has been captured** and must be removed from the Map Board. Place the figure close to the *Patrón* Dashboard (the figure will be available again at the beginning of the next Season). Special Defense tokens showing a Bomb or a Hostage have a Defense value of 2.
- 🔫 If the value of the Attack **is equal to or lower** than the value on the *Sicario*'s Defense token, the Attack was thwarted, and **nothing happens**.

A revealed *Sicario* Defense token remains revealed until the End of the Season, unless stated otherwise.



Ex: The Javier Peña Hunter (C9) decides to attack Limón (C6), whom he is adjacent to. They use an available Action card of value 2, performing an Attack of strength 2. Patrón player reveals the Defense token from Limón, showing that it is a 2! A tie favors Patrón player, nothing happens.



DESTROY LABS

This Action allows the Hunter to **destroy X Lab adjacent tokens** on the active Hunter's actual Location or any adjacent Location, where X is the value of the Action card played. Discard the destroyed Lab tokens together with any *Coca* cubes that might be on them.

Labs with *Sicarios* placed on them can be destroyed normally, but 1 *Coca* cube on that Location will be in the possession of the *Sicario*, so their cube is not discarded.



Ex: The Steve Murphy Hunter decides to destroy an adjacent Lab. He uses an available Action card of value 1, so he only gets to destroy 1 Lab token. He has 2 adjacent options: C14 or C12. He chooses to destroy the Lab with the *Coca* cube (C14), since the cube also gets discarded when the Lab is destroyed.





PLACE BLOCKADES / REMOVE CONTROLLED TOKENS

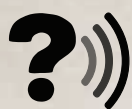
This Action allows the Hunter to **remove up to a total of X Controlled tokens and/or place Blockade tokens** on the active Hunter's Location or adjacent Locations, where X is the value of the Action card played. Blockade tokens are limited. If the pool runs out, the player may decide to remove it from an existing Location in order to place it in a new one.



Ex: The Navegante Hunter decides to block Patrón's next movement, choosing an available Action card of value 2. He has 4 possible Locations to act (A9, O11, O12 and O14). First, he chooses to remove the Controlled token from A9. Second, he chooses to place a Blockade on an adjacent space, O14.



GAMEPLAY



RANGE INVESTIGATION

This Action allows the Hunter to look a great distance to search for clues as to where *Patrón* might be hiding, but it is not a perfect science. **The active player must use an Action card with a value of 3 to perform a Range Investigation.**

When the Action is performed, the *Patrón* player must take a close look at their Hiding Sheet and secretly count the distance between the active Hunter and *Patrón*'s current hideout.

Range calculation ignores all board effects (Airports, Blockade tokens, other figures, etc.), and only uses **the shortest mapped distance**. *Patrón* player must then announce **any 2 numbers**, with one of these numbers being the correct distance.

There are many connections on the Map, leading to many possible routes from one Location to another. So the *Patrón* player must be careful to not make a mistake when counting.



TYPE INVESTIGATION

This Action allows the Factions to have a rough idea as to the environment of *Patrón*'s current Location. **The active Faction player must use an Action card with a value of 2 in order to perform a Type Investigation.**

When this Action is performed, the *Patrón* player must announce if their current Hideout Location is a **City OR Farm Location**. Players should remember that Airports are located inside City Locations for general purposes such as this.



REGION INVESTIGATION

This Action allows the Factions to use local rumors and surveillance to see if *Patrón* is nearby. **The active Faction player must use an Action card with a value of 1 to perform a Region Investigation.**

When this Action is performed, the *Patrón* player must announce to the other players if their current Hideout is **in the SAME Region** where the active Hunter figure is located or not.



*Ex: The Horacio Carrillo Hunter uses an Action card of value 3 to perform a Range Investigation. Then, the *Patrón* player counts the shortest distance from the Carrillo figure to their secret Hideout Location, finding that the distance is 4. He then announces "2 or 4" to the Factions, hoping to throw them slightly off the trail.*





CAPTURE PATRÓN

"Patrón is never more dangerous than when you almost have him." – Murphy

This Action allows the Factions to spring their trap and possibly get their hands on Patrón. To attempt the capture of Patrón, the active Hunter figure may immediately **move up to X Locations on the Map Board**, where X is the value of the Action card played.

Once moved, the active Faction player then chooses 1 Location (from the active Hunter's current Location or any adjacent Location) and asks Patrón player, who must answer truthfully, if Patrón is currently located there or not.

F If Patrón IS NOT in the chosen target Location, nothing happens and the game progresses regularly.

F If Patrón IS currently on the chosen target Location, he has been found and brought into custody!



Ex: The active Faction player uses an Action card of value 2 to move the Don Berna Hunter 2 spaces and try to Capture Patrón. With Don Berna located in A9, the active Faction player could guess A9 and any of the adjacent spaces. Hideout tokens, marking the Hunters' previous clues, lead them to suspect Patrón is hidden either on O11 or A12.

PATRÓN IS CAUGHT!

If it is the **first time Patrón has been found**, he will **escape immediately**! The Patrón player may then choose any other Location on the board, following the basic rules, and **hide again immediately**, without paying any money as movement costs.

Then, the Patrón player must draw and **add 1 more facedown Objective card to each occupied (yet to be played) Objective card slot** on his Patrón Dashboard, showing his frantic needs escalating as the Hunters put on the pressure.



Ex: Following the previous example, the Don Berna Hunter guesses Location O11, and it is revealed that Patrón is there! This is the first time they have been caught, so the Patrón player escapes and writes down a new – and hopefully more secure – Hideout Location on their Hiding Sheet.



Patrón was captured during Season 1, so now they add 1 more Objective card to each upcoming Season Objective slot: 1 for Season 2 and 1 for Season 3.

If the Patrón player is caught a second time, they cannot escape justice and the Factions immediately win the game!

SECOND HUNTER MOVEMENT AND ACTIONS

After the first Hunter has been selected, moved, and performed its Action, the active Faction player must flip that figure's Hunter card facedown on the table. Then, they are ready to activate their second Hunter, first moving (if desired) and then performing an Action.

NOTE: Sometimes, due to a *Plata o Plomo* card, a Faction that hasn't been activated might have 1 (or even 2) Hunters inactivated already, forcing them to skip the inactive Hunter(s) movement and Action.

REFRESH ACTION CARDS

At the end of each Faction Turn, players must **discard any unused cards** in the Available Action cards slots, and then replenish those slots with 3 new Action cards.

4. END OF THE SEASON

After all 8 player Turns have been completed, the Season is over. *Patrón* will use this gap in time to escape again to a new hideout, leaving few clues for the Factions to try and track him down in the next Season!

In order, the players should do the following:

4.1. SICARIOS' END OF THE SEASON TRIGGERS



Patrón player checks the End of the Season Slots on the Map Board to see if there is any *Sicario* card bonus related to surviving the Season.

4.2. PATRÓN'S INCOME

"Soy una persona pobre con el dinero." – *Patrón*

The *Patrón* player increases their Income Track 1 space for each Lab Token currently on the Map Board. Then, the *Patrón* player receives the Income, in Money tokens, according to the indicated value on the Lab Income Track.

4.3. SHIPPING DRUGS & LAB PRODUCTION

Any *Sicario* figure carrying a *Coca* cube on a City Location with an Airport will ship it now and *Patrón* player receives \$4 per *Coca* cube shipped. Then, discard the shipped *Coca* cubes. Remember that *Sicarios* can only carry a maximum of 1 *Coca* cube. Additionally, any Lab tokens that are currently empty immediately receive 1 *Coca* cube.

4.4. PATRÓN'S GLORY GROWS



The *Patrón* player increases their current level on the Glorification Track according to the total Glory value of their *Sicarios* still active on the Map Board. All *Sicario* figures return to their respective slots on the *Patrón* Dashboard. This includes all *Sicarios* located on the Map Board and any captured *Sicarios*.

Remember - if the *Patrón*'s Glorification Track reaches 20, they win the game!

4.5. CHECK OBJECTIVES

"El propósito de la guerra es la paz." – *Patrón*

Check if any Objective cards have been completed based upon their individual texts. If *Patrón* player completes 3 Objective cards, *Patrón* player wins the game!

Note that some Objective cards are completed when *Patrón* player reveals their Hiding Location. They will be considered completed during the next step of this End of the Season phase.

4.6. PATRÓN REVEALS AND MOVES

"Medellín will never betray me." – *Patrón*

By showing the other players their Hiding Sheet, the *Patrón* player reveals in which Location they have finished the Season and places the *Patrón* token on that space. The Factions are always late, and it seems that *Patrón* is always one step ahead... Note that even if *Patrón* had been captured for the first time, and just escaped to a new Location on previous activation, they must still reveal their actual Location!

Patrón can now secretly move on the Map. The *Patrón* player announces and pays a quantity of Money tokens, discarding them. The *Patrón* player may then write down on their Hiding Sheet a new secret position up to 1 space away from their former Location for each \$1 paid (they also write down the amount paid to move). Then, the *Patrón* player removes their *Patrón* token from the board.

IMPORTANT! Despite not being represented on the Map Board by a figure, *Patrón* still follows the movement rules used by *Sicario* figures. *Patrón* CANNOT enter a Map Location occupied by a Hunter figure or a City Location containing a Blockade token. Note that the whole country is looking for him so *Patrón* is not allowed to use Airports!



Ex: *Patrón* just finished heckling the Factions by showing them he was at A10. *Patrón* player now spends \$3. This means *Patrón* can be moved 0, 1, 2, or 3 spaces on the board, respecting Blockade tokens and Hunter figures.

4.7. ACTION DECK AND HUNTERS REFRESH

With a new Season of chasing down *Patrón* and battling against his drug empire upon them, the Factions get ready and flip all of their Hunter cards faceup to be activated normally in the upcoming Season. Shuffle all Action cards, used and unused, to form a new deck to draw from. Reveal the first 3 Action cards.



POLICÍA NACIONAL DE COLOMBIA

"Getting Real de mierda." – Trujillo



The Colombian Police Faction starts the game with **2 mini-cards** that can be played, and then discarded, anytime during any Faction Turn.

Each mini-card grants a bonus of **+2 to a selected Action card** number as it is placed on an **Attack a Sicario** Action Card Slot. This ability must be used before the *Patrón* reveals the *Sicario*'s strength.

THE HIDEOUT TOKENS



The National Police of Colombia is on the hunt for *Patrón*'s hideouts. During Setup, this Faction's player receives all 15 Hideout tokens.

The Colombian police's Hideout tokens are arguably the greatest tools the Factions have at their disposal to help track down *Patrón* as he hides throughout Colombia.

The Faction players should always keep track of where the Hideout could be by placing Hideout tokens on Map Locations that are currently investigated as possible Locations.

Through *Sicario* placement Ranges, Investigations, and more, the Factions can continue to remove or adjust Hideout tokens at any time to have the best guess at their disposal – just be mindful to remove or add the right ones to the right places, or *Patrón* will surely slip through your clutches!

NOTE: Hideout tokens are limited, and sometimes Faction players need to be creative and use them in different ways to follow up on all information received.

THE DEA

"I've got one goal: get Escobar." – Peña



The DEA Faction, the Drug Enforcement Administration, has no other goal than taking down *Patrón*, no matter who they need to ally with to do so.

The player controlling the DEA Faction starts the game with **4 mini-cards** that can be played, and then discarded, anytime during any Faction Turn.

2 mini-cards allow players to **discard a certain number (1 or 2) of Action cards** from the Available Action cards, revealing new cards to replace them. The other 2 mini-cards grant a bonus of **+2 when moving a Hunter**.

CALI CARTEL

"The important thing in these moments isn't how one reacts, but how well one has prepared for them." – Gilberto



The Cali Cartel Faction's intention is to see *Patrón*'s empire fall and replace it as the most powerful cartel in Colombia.



When the Cali Cartel's Hunter figures move, they may collect 1 *Coca* cube from Farm Locations they pass through (or stop on), per turn, and store them on the available slots of the Cali Cartel's Faction card. There are only 2 slots available, therefore they cannot store more than 2 *Coca* cubes.

The Cali player may spend 2 *Coca* cubes during any Faction turn to perform an extra free Action of value of 1 with the Active Hunter.

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LOS PEPES

"We're not playing cops and robbers here." – Carlos Castaño



The *Los Pepes* Faction seeks revenge, since they are made up of many drug dealers attacked and betrayed by *Patrón*.



The *Los Pepes* starts the game with \$2, placed on their Faction card. Whenever *Patrón* spends Money to trigger a *Sicario* card effect, *Los Pepes* Faction receives \$1 from the amount spent. The *Los Pepes* player may **spend \$2** when any Faction uses an Action card to **reveal the value of 2 Sicario Defense Tokens** on the *Patrón* Dashboard. The revealed tokens will remain revealed until the End of the Season.



Ex: Los Pepes player decides to use their ability to reveal 2 of the Sicario's Defense tokens. They choose Blackie and Gustavo's Defenses, and now all Factions will know the Attack strength needed to deal with them!

HINTS FOR *PATRÓN'S* FIRST MATCH

NARCOS is not a complex game, but the great variety of options presented to the *Patrón* player, the different goals and the tension upon the importance of their decisions might create long turns for the *Patrón* player, especially if this is **the first time a player is in control of *Patrón***.

To know *Patrón's* deck and how the investigations work can influence directly on the game length and the time to take decisions: Experience will make the game shorter.

On the first matches we recommend that players use a timer (we suggest 5 minutes) to track each of *Patrón's* turn.



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RULES SUMMARY



WINNING CONDITIONS:

Patrón Victory:

- 3 *Patrón* Objective cards have been completed.
- *Patrón*'s Glorification Track reaches level 20.

Factions Victory:

- Capture *Patrón* successfully **twice**.

SEASON PHASES:

1. *PATRÓN* REVEALS THE NEXT OBJECTIVE CARD(S)
2. *PATRÓN* ASSIGNS *SICARIO* DEFENSE TOKENS
3. *PATRÓN* AND FACTION'S ACTIVATIONS
(TAKING ALTERNATE TURNS):

PATRÓN ACTIVATION TURN:

- F** MAY pay \$1 to move a *Sicario* up to 3 spaces
- F** MUST play or discard 1 *Sicario* card to place 1 *Sicario* figure
- F** DRAW back to up 5 *Patrón* cards

FACTION ACTIVATION TURN:

- F** CHOOSE Faction to activate
- F** MAY move 1st Hunter
- F** MUST perform an Action with 1st Hunter
- F** MAY move 2nd Hunter
- F** MUST perform an Action with 2nd Hunter
- F** REFRESH available Action cards on Action Dashboard

4. END OF THE SEASON

- F** *Sicarios'* End of the Season Triggers
- F** *Patrón*'s Income
- F** Shipping Drugs & Lab production
- F** *Patrón*'s Glory grows
- F** Check Objectives
- F** *Patrón* reveals and moves
- F** Action deck and Hunters Refresh