

# ETHER3D6 TAKEDOWN

Following the second instalment:  
ETHER3D6 - Breakout

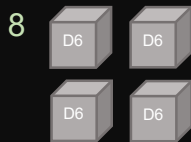
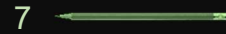
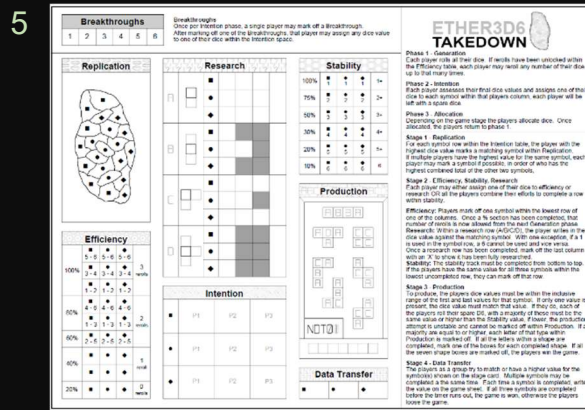
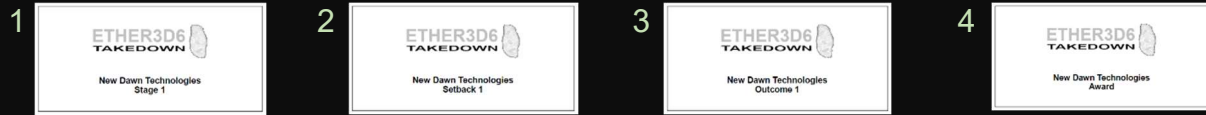
The contact who has infiltrated the ETHER3D6 mining facility that helped to release you, informs 'The Messenger' of your successful breakout. A short while passes before the surviving characters are rewarded generously for their part in obtaining the sample of unrefined ETHER3D6 as hired to do so.

The wheels are now put into motion to takedown the ETHER3D6 mining operation, by synthesising the power source.

Welcome to New Dawn Technologies - M.A.R.S. facility; The Mineral Analysis, Replication and Storage facility, here you work as part of the team of technicians that will undertake this feat for 'The Messenger'.

# Game Setup

The game is set up as follows:



1. 4x Stage Cards
2. 5x Setback Cards
3. 3x Outcome Cards
4. 4x Award Cards
5. Game Sheet
6. Timer (Showing minutes and seconds)
7. Pencil / Pen (Differing colour per player)
8. D6 Dice (4 per player)

## Playing ETHER3D6 – Takedown

'Players' and 'Technicians' are referred to within the rules. 'Players' is generally referred to as an action carried out by a person playing the game. 'Technicians' is generally referred to as a thematic in game reference for a person playing the game. If playing solo or with two players, refer to the relevant player count section for the changes to be applied.

The players take on the role of the New Dawn Technology (NDT) technicians, working for 'The Messenger', aiming to replicate and mass produce the ETHER3D6 power source.

### Setup

Setup the game as shown within the 'Game Setup' page, this is for a local three player game. The total game time should be around 30 minutes.

Each player chooses a differing colour to mark the game sheet.

Create the Stage stack of cards by taking Stage cards 1 to 3, and with the back of the cards facing up place in numerical order starting with Stage 1 at the top. For the Stage 4 card, the players may either hand pick the desired Stage 4 card or randomly select one, placing this at the bottom of the stack.

After setup has been completed, reveal the Stage 1 card. Once all the players have read the stage 1 card, the game begins.

### Playing the Game

The game is played over three or four stages depending on the number of setback cards that are revealed.

For each stage there are three phases which are repeated until the actions condition of either the stage card or setback card is met.

#### Phase 1 – Generation

Each player rolls all of their dice.

During stages 2, 3 and 4, if the technicians have improved the power sources efficiency and have unlocked rerolls, during this phase, the players may reroll any or all of their dice up to the number of rerolls unlocked.

## **Phase 2 – Intention**

Once all of the players have rolled and settled for their final dice values, each player assess their dice values and assigns one of their dice to each symbol within the intention table on top of their player number space (one column for each of the technicians).

Each player will be left with a spare dice.

## **Phase 3 – Allocation**

Depending on the current stage, the dice values placed within the intention table carry out differing allocation actions, see each stage for the actions.

Once allocation has been completed, the players repeat the phases, restarting from phase 1 – Generation.

## **Stage 1 – Replication**

The technicians are aiming to replicate the unrefined ETHER3D6 sample.

Based on the dice values assigned to the Intention table, the player with the highest dice value assigned within each symbol row may mark off the same symbol within the replication area.

If multiple players have the same highest value, they may all mark off that symbol within the replication area, based on the following:

1. The player that has the highest total value of the other two symbols goes first.
2. If the players tie for that total, they roll their spare dice and compare results, repeating until one player has the highest value, that player will go next.

Once the replication is completed, the technician that completed the majority of the Replication is awarded 'Technical Excellence Replication' from NDT for their achievement. This player will now also go first for the remainder of the game.

The players turn over setback card one. Once read, the technicians move to stage 2. The timer is set and started and the players then begin stage 2 from phase 1 – Generation.

## **Stage 2 – Efficiency, Stability and Research.**

During stage 2, the technicians increase the new energy sources efficiency and stability whilst also researching the housings that matches the ETHER3D6 power source.

The players may either:

In turn order (from the first player, then in a clockwise order), each player assigns one of their dice values to Efficiency or Research.

OR

Collectively, the players combine their efforts to complete a row within stability.

### **Allocating to Efficiency**

The player marks off one of the matching symbols within the lowest row of the chosen symbol column, if a number range is present underneath the symbol, the dice value for that symbol must be inclusively in the range shown, for the player to mark it off.

Once a % section has been completed, that % sections number of rerolls is available to the players from the next Phase 1 - Generation.

### **Allocating to Research**

Research is made up to 4 differing energy housing shapes (A/B/C/D). Within each housing shape section, is a row for each of the three symbols. Differing numbers of columns for that shape represent the difficulty of being able to produce the energy housing.

The player chooses one of their dice values within the intention table, then within one of the 4 differing energy housing shapes, writes in the dice value within the left most available column for the matching symbol row.

**Important:** If a D6 value of 1 is written, that same symbol row cannot have a D6 value of 6 and vice versa.

Once all of the symbol rows for the same energy housing shape have a dice value, that energy housing shape has been successfully researched, mark the end column with an 'X' to represent this.

Once all of the 4 differing energy housing shapes (A/B/C/D) have been completed along with at least one Stability row, the technicians may begin Stage 3 - Production. To do so, the players turn over the Stage 3 card, when they desire.

### **Allocating to Stability**

Unlike allocating to Efficiency and Research, all of the players must agree to forfeit their individual allocations and work together to allocate to Stability.

Within the Intention table, there must be the same dice value for each of the three symbols, this could be from the same player, or from multiple players. The dice value must be the same as the lowest uncompleted row within the Stability table to be able to allocate to that row. Each player that has a matching dice value, marks off the corresponding symbol for that row (the whole box, half the box or a third of the box depending on the number of players with the value), then a player marks the last column to show the current stability D6 value.

Once a Stability row has been completed along with all the energy housing shapes having been researched, the technicians may begin Stage 3 - Production. To do so, the players turn over the Stage 3 card, when they desire. From this point forwards, the players cannot increase Efficiency nor Stability.

### **Stage 3 – Production**

Once the technicians are satisfied with the new energy sources efficiency and stability and have fully researched all of the energy housings, the focus will be moved on to production of the new energy source. Once the technicians move into Stage 3 – Production, no further improvements can be made to its efficiency or stability.

The number of rerolls and the stability D6 value for production will be locked to their current values.

Before Production begins however, NDT congratulates the technicians for their efforts. The awards for efficiency, stability and research are presented.

#### **Efficiency Award**

To the technician who contributed the most within efficiency, present the 'Technical Excellence Efficiency' award from NDT for their achievement.

#### **Stability Award**

To the technician who contributed the most within stability, present the 'Technical Excellence Stability' award from NDT for their achievement.

#### **Research Award**

To the technician who contributed the most within research, present the 'Technical Excellence Research' award from NDT for their achievement.

If multiple technicians tie for a given award, each of the tied players roll one of their D6, the player with the highest D6 value (repeating the process if still tied) is presented the award.

Once the awards ceremony is over, its back to work for the Technicians as Production begins...

Based on the research completed for a given power housing (A/B/C/D), during phases 1 and 2, the players try to match symbol values to successfully allocate to the production of that housing:

#### **Number of symbol dice required**

The number of intention dice required matches the number of columns within each of the symbol rows of the housing trying to be produced.

**Values of each dice:**

Where the housing attempting to be produced has only one column for that symbol row, the intention dice value for that symbol must match the value.

Where the housing attempting to be produced has multiple columns within its symbol row, only the first and last value in that row are used to form the inclusive range that the intention dice for the same symbol must match, the middle column if present is ignored.

If the technicians fail to replicate the research values for a housing, the players restart from phase 1 - Generation.

Once the players have matched the number of intention dice and their required values, the players can move to phase 3 – allocation where the technicians attempt to produce the power source.

Based on the stability value set from Stage 3, the players roll their spare dice up to the number of rerolls permitted, trying to get a majority of dice showing the stability value (or greater than) required.

**Stability Passed** (majority)

The technicians have successfully produced the power housing.

The player that has contributed the most to the production marks off each of the matching lettered squares within the Production table.

If a power source shape is completed, mark off one of the seven boxes within Production for each shape completed then shade out the corresponding research box (currently showing an 'X').

**Stability Failed** (no majority)

Despite the technicians production of the power housing, the power source is unstable and cannot be allocated to Production.

The players do not mark off the matching letters within the Production table.

The players continue to produce until all of the researched power housing have been completed.

Once all seven power source shapes have been completed, the production stage is successfully completed, mass production of the new power source is achieved.

The players turn over the outcome 1 card and have successfully completed the game.

The player that has been presented with the most awards cards will be the individual winner of the game.

## **Stage 4 – Data Transfer**

This stage may not occur during the game, the stage begins when informed by a setback card.

Once this stage begins, production can no longer continue. The NDT M.A.R.S. facility concentrates all of its efforts into transferring the replication and research data to another NDT facility.

The selected stage 4 card shows the value that the technicians as a group must achieve, allowing the technicians to successfully transfer the replication and research data.

Within phase 1 and 2, the players try to get their combined dice total for one or more symbol(s) to match the values specified.

If as a group, the players complete one or more symbols, during phase 3 the value can be written within the data transfer table for the matching symbol(s).

One of two outcomes will be reached during this phase:

### **All data is transferred in time**

All of the players match the required symbol values.

The technicians successfully transfer the replication and research data.

The game is now over, the players reveal outcome 2.

The players share the win.

### **Not all data is transferred in time**

The players fail to match all of the required symbol values.

The technicians unsuccessfully manage to transfer the replication and research data.

The game is now over, the players reveal outcome 3.

The players jointly have lost the game.





## Solo Game

ETHER3D6 – Takedown can be played solo.

The game is played within 20 minutes.

Rules mentioned for the local three player game apply, with the following changes:

During setup, 1 pencil / pen is required. Award cards are not required.

The player controls all of the three technicians.

During phase 1, the player rolls / rerolls all of the twelve dice.

During phase 2, the player allocates nine dice to intention grid as they see appropriate.

During phase 3, the player does not need to use a differing colour to mark the differing technicians allocation.

When playing solo, ensure the Stage 1 card is read and completed. The player starts the game from Stage 2 with replication already being successful.

Awards are not required to be presented, as the player will either win or lose the game depending on the revealed outcome card.

## Two Player Local Game

ETHER3D6 – Takedown can be played with two local players.

Like the local three player game, the game is played within 30 minutes.

Rules mentioned for the local three player game apply, with the following changes:

During setup, 2 pencils / pens are required, one for each player.

One player will control one of the three technicians, the other player will control the other two technicians. When phase 1 begins, the players swap between controlling one or two technicians.

### **When controlling two technicians**

During phase 1, the player rolls eight dice, rerolling up to eight dice as the player deems appropriate.

During phase 2, the player allocates six dice to intention grid as they see appropriate; three dice to their player allocation, three dice to player three's allocation. If the player is required to roll spare dice, they roll both spare dice and choose the value to present.

During phase 3, the player uses their own colour to mark the two technicians allocation.

Awards are presented as normal, one of the two players may overall win the game or both players will either win together or lose together.

### Meanwhile at the ETHER3D6 mining facility...

News that NDT has been successful in the replication of the ETHER3D6 power source has found its way to the ETHER3D6 mining facilities executive board. They swiftly bring their investigations on how this could have happened.

#### Action(s)

- Reveal and read NDT Stage 2 card.
- Set the timer to 5 minutes and start the timer.
- After 5 minutes, reveal and read setback card 2.

### Meanwhile at the ETHER3D6 mining facility...

The investigations at ETHER3D6 mining facility has lead to the identification and capture of the undercover NDT agent, currently being taken in for questioning.

#### Action(s)

- Reset the timer to 3 minutes and start the timer.
- After 3 minutes, reveal and read setback card 3.

### Meanwhile at the ETHER3D6 mining facility...

ETHER3D6 mining facility uses all possible means during questioning to get the NDT agent to talk and answer their questions.

Finally the NDT agent is broken during questioning; advising of the 'The Messenger' and the ultimate plan to replicate the power source, seeking to takedown ETHER3D6.

#### Action(s)

- Reset the timer to 3 minutes and start the timer.
- After 3 minutes, reveal and read setback card 4.

### Meanwhile at the ETHER3D6 mining facility...

The executive board at ETHER3D6 mining facility move all available resources to gathering intel on 'The Messenger' and the NDT laboratory where the replication of the ETHER3D6 power source has taken place.

#### Action(s)

- Reset the timer to 3 minutes and start the timer.
- After 3 minutes, reveal and read setback card 5.

*Now may be a good time to finish production, before it is too late.*

### Meanwhile at the ETHER3D6 mining facility...

The executive board at ETHER3D6 have been successful in gathering intel that confirms 'The Messenger', their ultimate plan and the location of the NDT facility.

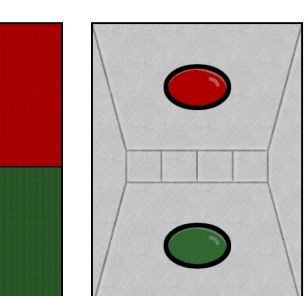
#### Action(s)

- Reveal and read the NDT Stage 4 card.

Missile strikes have been launched to takedown NDT and put a final stop to their efforts to mass produce the replicated power source.

### Technical Excellence Award: Replication

'The Messenger' and New Dawn Technologies presents this award to the technician that has contributed the most to the completion of replicating the unrefined ETHER3D6 sample.



**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Setback 2**

**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Setback 1**

**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Setback 4**

**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Setback 3**

**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Award**

**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Setback 5**

## NDT Facility - Stage 1: Replication

'The Messenger' takes possession of the unrefined ETHER3D6 sample gathered from the ETHER3D6 mining facility.

### Action(s)

- The technicians begin Stage 1: Replication from Phase 1: Generation.
- Once the replication has been completed, present the replication award. Then reveal and read setback card 1.

## NDT Facility - Stage 2: Efficiency, Stability, Research

With the successful replication of the unrefined ETHER3D6 sample, the technicians focus on its efficiency and stability.

### Action(s)

- Research into the storage housing for the power source begins ahead of production.
- The technicians start Stage 2: Efficiency, Stability and Research from Phase 1: Generation.
- Once research is completed and at least 10% stability has been achieved, when ready the technicians may be presented with the awards for efficiency, stability and research. Then reveal and read NDT Stage 3 card.

## NDT Facility - Stage 3: Production

The technicians present their newly created sample and research to 'The Messenger'. With the approval of the technicians work granted, production of the NDT power source begins.

### Action(s)

- The technicians start Stage 3: Production from Phase 1: Generation.
- Once production has been completed, reveal and read Outcome card 1.

## NDT Facility - Stage 4: Data Transfer

The NDT facility is equipped with early warning measures and has detected the incoming missile strike. Production of the power source has been stopped, with all efforts now being on transferring the replication and research data to another NDT facility.

### Action(s)

- The technicians start Stage 4: Data Transfer from Phase 1: Generation.
- Reset the timer to 1 minute and start the timer.
- If the technicians are successful in transferring the data, reveal and read Outcome card 2.
- If the timer runs out, reveal and read Outcome card 3.

## NDT Facility - Stage 4: Data Transfer

The NDT facility is equipped with early warning measures and has detected the incoming missile strike. Production of the power source has been stopped, with all efforts now being on transferring the replication and research data to another NDT facility.

### Action(s)

- The technicians start Stage 4: Data Transfer from Phase 1: Generation.
  - Reset the timer to 1 minute and start the timer.
  - If the technicians are successful in transferring the data, reveal and read Outcome card 2.
  - If the timer runs out, reveal and read Outcome card 3.
- As a group, the technicians must match the following values to transfer the data:
- 15+ ● 15+ ◆ 15+

## NDT Facility - Stage 4: Data Transfer

The NDT facility is equipped with early warning measures and has detected the incoming missile strike. Production of the power source has been stopped, with all efforts now being on transferring the replication and research data to another NDT facility.

### Action(s)

- The technicians start Stage 4: Data Transfer from Phase 1: Generation.
  - Reset the timer to 1 minute and start the timer.
  - If the technicians are successful in transferring the data, reveal and read Outcome card 2.
  - If the timer runs out, reveal and read Outcome card 3.
- As a group, the technicians must match the following values to transfer the data:
- 18 ● 18 ◆ 18

**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Stage 2**

**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Stage 1**

**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Stage 4**

**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Stage 3**

**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Stage 4**

**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Stage 4**

## A well calculated and executed takedown

New Dawn Technologies successfully replicate and mass produce the new energy source.

Soon after the new power source is available, ETHER3D6 mining facility begin to loose control of their once dominated market.

Over time, 'The Messenger' and NDT successfully complete their objective to takedown ETHER3D6.

**Congratulations!** The technicians have successfully completed ETHER3D6 Takedown. Although played and won as group, the single technician that has been presented with the most awards is celebrated as the overall winner.

## Vengeance born from the ashes

Moments before the missile strikes hit, the technicians successfully manage to transfer the replication and research data to another of NDT facilities, unknown to the ETHER3D6 mining facilities executive board.

A major set back for NDT as the facility is destroyed and the technicians perish. Over time NDT mass produce and release the new energy source to takedown ETHER3D6.

Although the technicians perished, as a group you had worked as one and have completed ETHER3D6 Takedown with an overall favourable outcome for 'The Messenger' and New Dawn Technologies.

## ...and then there was nothing

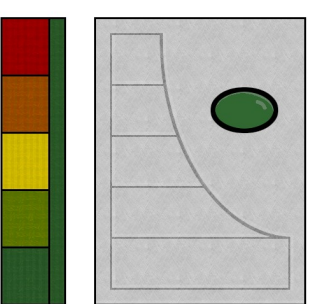
As the missile strikes hit, massive casualties are sustained at the NDT facility. The facility itself is destroyed, so to is the replication and research data for the new power source, along with the unrefined ETHER3D6 sample. The same fate is bestowed on the technicians, buried under the facilities rubble.

Hope is lost for 'The Messenger' and New Dawn Technologies, taken down by ETHER3D6.

Despite the efforts of the technicians, the game is lost.

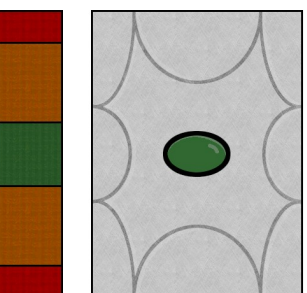
## Technical Excellence Award: Efficiency

'The Messenger' and New Dawn Technologies presents this award to the technician that has contributed the most to the efficiency of the new power source.



## Technical Excellence Award: Stability

'The Messenger' and New Dawn Technologies presents this award to the technician that has contributed the most to the stability of the new power source.



## Vengeance born from the ashes

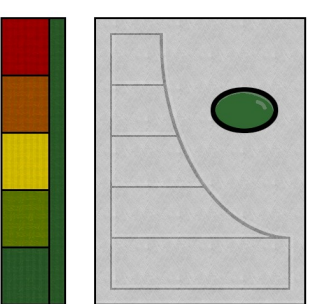
Moments before the missile strikes hit, the technicians successfully manage to transfer the replication and research data to another of NDT facilities, unknown to the ETHER3D6 mining facilities executive board.

A major set back for NDT as the facility is destroyed and the technicians perish. Over time NDT mass produce and release the new energy source to takedown ETHER3D6.

Although the technicians perished, as a group you had worked as one and have completed ETHER3D6 Takedown with an overall favourable outcome for 'The Messenger' and New Dawn Technologies.

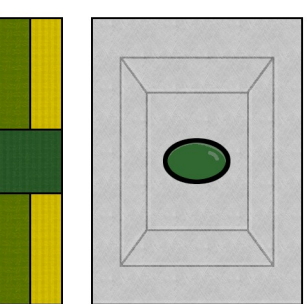
## Technical Excellence Award: Efficiency

'The Messenger' and New Dawn Technologies presents this award to the technician that has contributed the most to the efficiency of the new power source.



## Technical Excellence Award: Research

'The Messenger' and New Dawn Technologies presents this award to the technician that has contributed the most to the research of the new power source housing.





**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Outcome 2**

**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Award**

**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Award**

**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Outcome 1**

**ETHER3D6  
TAKEDOWN**



**New Dawn Technologies  
Outcome 3**

**ETHER3D6  
TAKEDOWN**



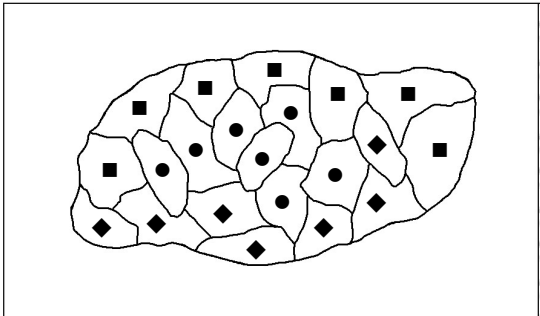
**New Dawn Technologies  
Award**

Breakthroughs					
1	2	3	4	5	6

**Breakthroughs**  
Once per Intention phase, a single player may mark off a Breakthrough. After marking off one of the Breakthroughs, that player may assign any dice value to one of their dice within the Intention space.



### Replication



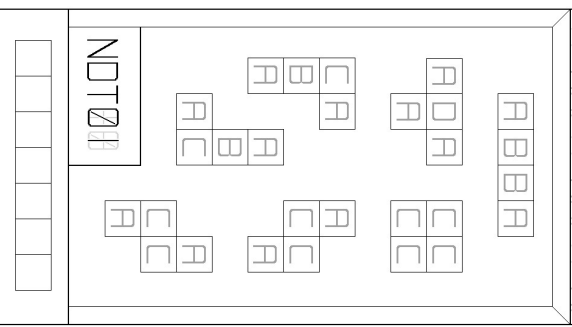
### Research

R	■	●	◆			
B	■	●	◆			
C	■	●	◆			

### Stability

100%	■ 1	● 1	◆ 1	1+
75%	■ 2	● 2	◆ 2	2+
50%	■ 3	● 3	◆ 3	3+
30%	■ 4	● 4	◆ 4	4+
20%	■ 5	● 5	◆ 5	5+
10%	■ 6	● 6	◆ 6	6

### Production



### Efficiency

100%	■ 5-6	● 5-6	◆ 5-6	3 rerolls
	■ 3-4	● 3-4	◆ 3-4	
	■ 1-2	● 1-2	◆ 1-2	
80%	■ 4-6	● 4-6	◆ 4-6	2 rerolls
	■ 1-3	● 1-3	◆ 1-3	
60%	■ 2-5	● 2-5	◆ 2-5	1 reroll
	■ 1-3	● 1-3	◆ 1-3	
40%	■ 1-3	● 1-3	◆ 1-3	0 rerolls
	■ 1-3	● 1-3	◆ 1-3	
20%	■ 1-3	● 1-3	◆ 1-3	0 rerolls
	■ 1-3	● 1-3	◆ 1-3	

### Intention

■	P1	P2	P3
●	P1	P2	P3
◆	P1	P2	P3

### Data Transfer

■	●	◆
---	---	---

**Phase 1 - Generation**  
Each player rolls all their dice. If rerolls have been unlocked within the Efficiency table, each player may reroll any number of their dice up to that many times.

**Phase 2 - Intention**  
Each player assesses their final dice values and assigns one of their dice to each symbol within that players column, each player will be left with a spare dice.

**Phase 3 - Allocation**  
Depending on the game stage the players allocate dice. Once allocated, the players return to phase 1.

**Stage 1 - Replication**  
For each symbol row within the Intention table, the player with the highest dice value marks a matching symbol within Replication. If multiple players have the highest value for the same symbol, each player may mark a symbol if possible, in order of who has the highest combined total of the other two symbols.

**Stage 2 - Efficiency, Stability, Research**  
Each player may either assign one of their dice to efficiency or research OR all the players combine their efforts to complete a row within stability.

**Efficiency:** Players mark off one symbol within the lowest row of one of the columns. Once a % section has been completed, that number of rerolls is now allowed from the next Generation phase.  
**Research:** Within a research row (A/B/C/D), the player writes in the dice value against the matching symbol. With one exception, if a 1 is used in the symbol row, a 6 cannot be used and vice versa.  
Once a research row has been completed, mark off the last column with an 'X' to show it has been fully researched.

**Stability:** The stability track must be completed from bottom to top. If the players have the same value for all three symbols within the lowest uncompleted row, they can mark off that row.

**Stage 3 - Production**  
To produce, the players dice values must be within the inclusive range of the first and last values for that symbol. If only one value is present, the dice value must match that value. If they do, each of the players roll their spare D6, with a majority of these must be the same value or higher than the Stability value. If lower, the production attempt is unstable and cannot be marked off within Production. If a majority are equal to or higher, each letter of that type within Production is marked off. If all the letters within a shape are completed, mark one of the boxes for each completed shape. If all the seven shape boxes are marked off, the players win the game.

**Stage 4 - Data Transfer**  
The players as a group try to match or have a higher value for the symbol(s) shown on the stage card. Multiple symbols may be completed at the same time. Each time a symbol is completed, write the value on the game sheet. If all three symbols are completed before the timer runs out, the game is won, otherwise the players lose the game.