

# *Druglord*

LORD OF DRUGS

*Rules for Players*



RAW & UNCUT EDITION

BY R. JESSE DENEUX

**INVENTORY OF ITEMS AT TIME OF ARREST**

*Print or Type required Information*

**EVIDENCE COLLECTED**

1 Drugbox, 1 Rules for Players guide, 1 18" x 18" Drugboard, 74 Region Cards, 43 Baller Cards, 6 Status Cards, 1 Scoop Card, 2 Classy Dice, Weight Markers: 58 Reefer, 58 Pills, 30 Cocaine, 30 Opiates. Region Markers: 14 Sapphires, 14 Purple Diamonds, 14 Frosty Cubes, 14 Gold Bars, 14 Silver Blocks, 14 Crystal shards. 10 Dime Bags.

**SUSPECTED INTERNATIONAL CONSPIRATORS**

Jake, Vanessa, Ian "King High Bone II", Theresa, e, Katherine "Kat", Dan, Karen, Thomas, Ken, Steve & Sue, Rick & Ellen, Jean, David, Harley "Ogre", Rob "Jumpsteady", Rachel, Lorenzo, Sam Jones, N-Cubed, Tom 2, Kreeper, Sean, everyone from Origins 2017 and 2018, DCG CON 2017 and 2018, GOTJ 2018, Omega and Christian from Brooklyn Strategist, Joel, Yelinka, Eliezer, Mark, Erie, and Spencer at Uncommons, Hatter, and especially all those who declined to be named.

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02/06/2019

PRINT NAME OF AGENCY OFFICER OR JUDGE

DATE



02/06/2019

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Distribution: Department of Justice, Record Sealing Unit, District Attorney

Rulebook, Board, & Cards printed in USA. Game Pieces of International Origin.

**(SEE REVERSE SIDE FOR INFORMATION ON PENAL CODE § 360.7)**

# Druglord

LORD

OF

DRUGS

The world's top Drug Bosses have all been killed or imprisoned, and the Earth's supply of controlled substances is up for grabs. It is time to call your global connections, start your cartel, and move more weight than everyone else before you are also inevitably killed or imprisoned.

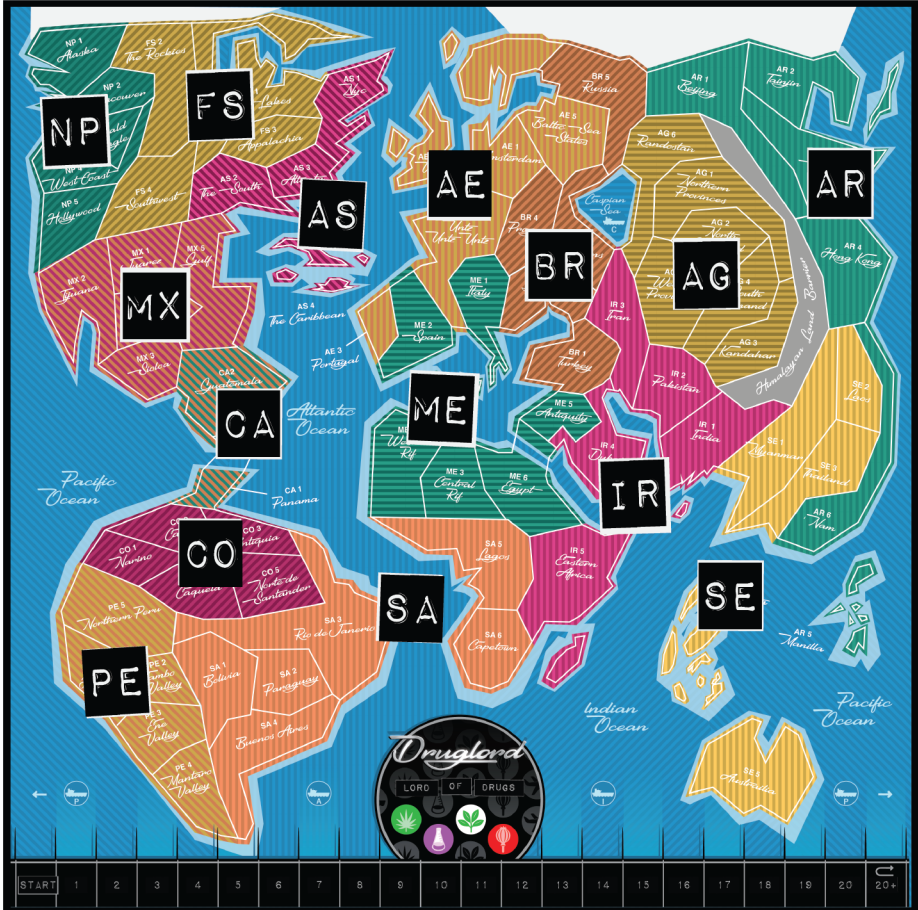
2-6 players compete for territory control, with victory determined by completing the most trades at varying levels of risk. Each game begins with players drawing a hand of randomly-determined regions, each representing a network of guys (or girls, or whatever gender you care to imagine) on the ground in each locale. This empire is shown on a 74-spaced World Map and matching Region Cards.

Every turn, your stooges load up trucks, boats, and airplanes, while others are standing by to receive these shipments, before breaking it up for local dealers and dispensaries. Druglord: Lord of Drugs deals with bulk packages of uncut weight, right from the growroom, forest, lab, or field, taken to the major drug markets of the world.
















Each trade comes with a roulette-like roll of a special six-sided die, with a result of 1 always failing. Trades vary in risk level, and can become riskier as attention is focused on players who get busted more frequently.

Get your game tight, keep your hustle right, and read this booklet entirely to familiarize yourself with all components before play.

## DRUGBOARD ZONES



The Drugboard is divided into 15 Zones, arranged into 74 geopolitical Regions, roughly by significance to the global illicit drug trade. Each Region has a corresponding card and space on the Drugboard. Zones and corresponding color codes are listed alphabetically here:

- |   |                             |   |                              |
|---|-----------------------------|---|------------------------------|
|  | <b>AE = Atlantic Europe</b> |  | <b>IR = Indian Rim</b>       |
|  | <b>AG = Afghanistan</b>     |  | <b>ME = Mediterranean</b>    |
|  | <b>AR = Asian Rim</b>       |  | <b>MX = Mexico</b>           |
|  | <b>AS = Atlantic States</b> |  | <b>NP = Northern Pacific</b> |
|  | <b>BR = Baltic Route</b>    |  | <b>PE = Peru</b>             |
|  | <b>CA = Central America</b> |  | <b>SA = South Atlantic</b>   |
|  | <b>CO = Columbia</b>        |  | <b>SE = Southeast Asia</b>   |
|  | <b>FS = Flyover States</b>  |   |                              |

## TYPES OF WEIGHT

UNPROCESSED

### 1. Reefer



Cannabis

### 2. Pills



Chemicals

### 3. Cocaine



Coca

### 4. Opiates



Poppies

PROCESSED



Bricks



Bags



Bricks



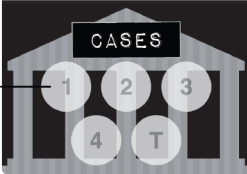
Bricks

### STATUS CARD

a.



b.



#### a. Traphouse

Unused weight is stored here.

#### b. Cases

Unsuccessful trades are tracked here.

### DICE



1\*



2



3



4



5



9

\*(Always Fails)

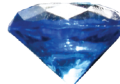
### REGION MARKERS



Icy Shards



Silver Blocks



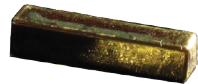
Sapphires



Frosty Cubes

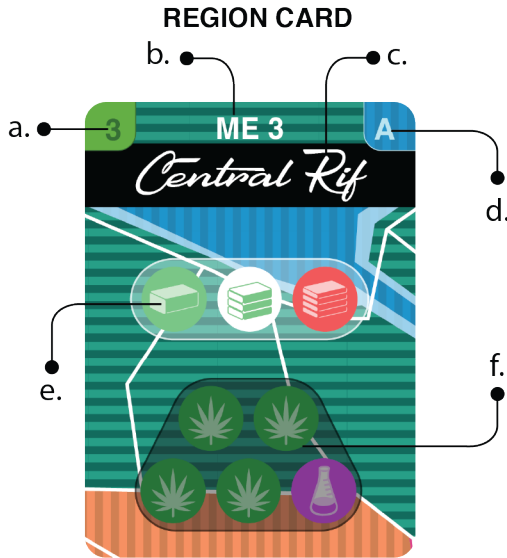


Purple  
Diamonds



Gold Bars

- Each player selects a type of Region Marker to represent their empire on the Drugboard and Score on Racetrack.



**a. Weight Value (WV)**

- The number of units of Weight the Region generates each Turn.
- If this number exceeds the Supply Capacity (f.), the additional WV may be transferred to another Region.

**b. Zone**

- The specific Zone and number of the Region.
- Regions within the same Zone may trade with less risk.

**c. Region Name**

- The specific name of the Region.

**d. Ports**

- The Ocean(s) with which the Region may Sea Trade.
- Regions with no Oceans are considered Landlocked.

**e. Demand**

- The Region's appetite for raw, uncut Weight.

**f. Supply Capacity (SC)**

- The maximum amount of Weight a Region can produce each Turn.
- This weight is first filled with WV from the Region, before any excess WV is used to fill other cards.
- In this example, the Player may fill any 3 from the 5 possible types of Weight available.

# Rules for Players

## The are 12 rules

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## Phases

- Each Turn contains 5 Phases, occurring in order.

### **Phase 1: Region Phase**

- Players establish or grow their empires.
- Players load weight to be traded on subsequent Phases.

### **Phase 2: Reefer Phase**

- Players trade Reefer, or take other Actions.

### **Phase 3: Pills Phase**

- Players trade Pills, or take other Actions.

### **Phase 4: Coca Phase**

- Players trade Coca, or take other Actions.

### **Phase 5: Opiates Phase**

- Players trade Opiates, or take other Actions.

## 1. Draw Region Cards

### Region Phase, Turn 1 Setup

- After the dust of the international upheaval settles, all players draw 5 Region Cards, keeping the 3 best cards.
- First time players may draw 6 cards, keeping the best 3.
- Cards are kept secret while Players make their selections.
- Consider Region proximity, shared oceans, and contraband Market/Production balance when making final selection.
- The final 3 Region Cards are placed face up on the gaming surface.
- All starting player empires are revealed simultaneously.

### 3 REGION STARTING EMPIRE



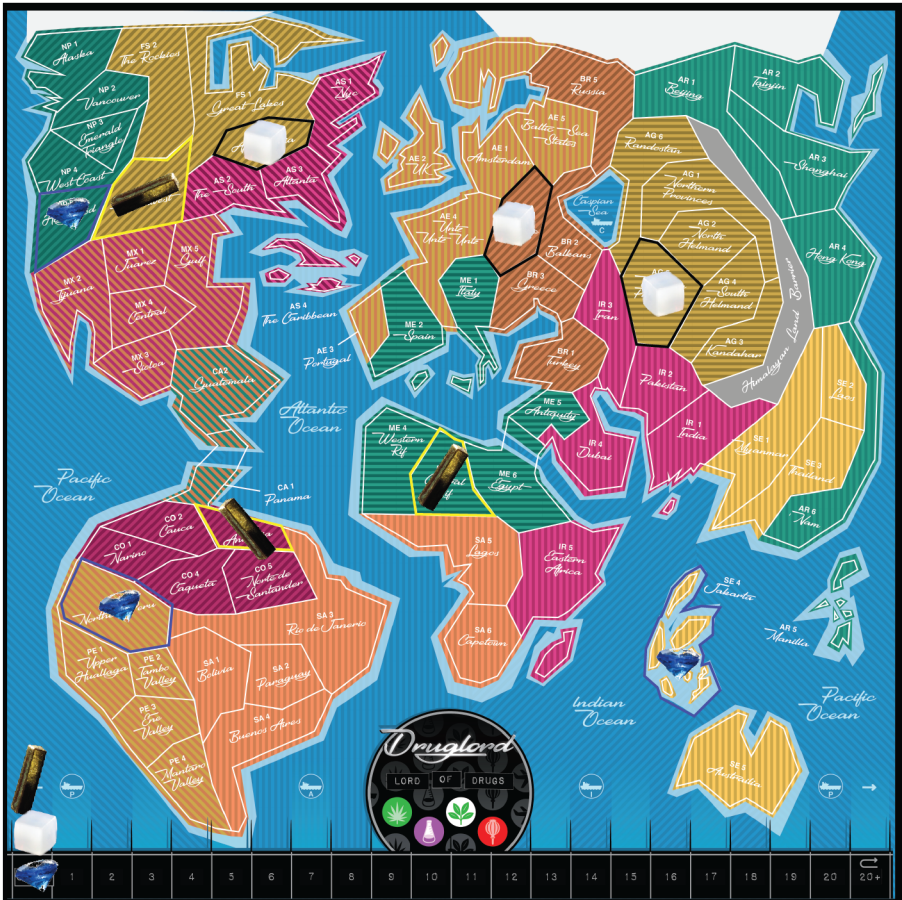
- In this example, **Central Rif (c.)** and **Antiquia (c.)** both share **Ports (d.)** on the Atlantic Ocean, allowing for Sea Trades (Rule 5.C.).
- The additional **Weight Value (a.)** on **Southwest (c.)** gives flexibility with the high **Supply Capacity (f.)** of the other 2 Regions.
- All 3 cards allow for Domestic Trade (Rule 5.A.).
- The large **Demand (e.)** in **Southwest** invites Trade from all over, rounding out the starting empire.

## 1.2. Draft Region Cards

### Region Phase, Turn 2 to end

- On all subsequent Turns, the high scoring Player draws and places new Region Cards face up.
- The number of cards for the Draft equals the number of Players + 1.
- Players draft from these new Region Cards, in order from lowest scoring player to highest scoring Player.
- If multiple Players have the same score, roll off for who draws first. High roll may draw first
- If a Region was forcibly put back into the Draft through Violence (Rule 9), the winning belligerent has the option of drawing that specific Region before anyone else.

### 3 PLAYER STARTING REGIONS



- A Player may choose not to draft a card.
- The extra card(s) is shuffled back into the Regions Deck.

## 2. Occupy Drugboard

### Region Phase, Turn 1 Setup

- Select 1 Region Marker per Region Card.
- Place Region Markers on corresponding Regions of the Drugboard
- This example shows a 3 Player opening placement.
- Place another Region Marker at the Start space on the Racetrack along the lower edge of the Drugboard, using it to track Score (Rule 6).

## 2.2 Expand

### Region Phase, Turn 2 to End

- Place new Region Marker on corresponding Region after Region Card Draft to reflect growing empire.

## LOADING WEIGHT

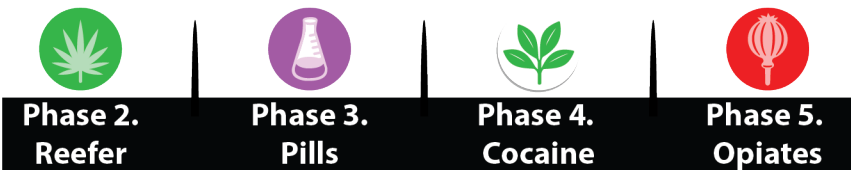


### 3. Load Weight Region Phase

- Controlling Regions means controlling not only what is produced, but where the weight can be moved.
- Each Region has a **Weight Value** (Pg. III, a.), representing how much weight can be drawn per Turn.
- The **Supply Capacity** (Pg. III, f.) may differ from the Weight Value.
- Draw Weight equal to the total Weight Value of *all* Regions.
- Weight placed must match the supply represented, but may be in *any* combination.
- Weight Value is transferable across Region Cards, but only after production capacity is filled.
- If a Player's **WV** exceeds the Region Cards total **SC**, the excess Weight is immediately transferred to the Player's Traphouse (Rule 7.).

### Phase 2, 3, 4, and 5: Action Phases

- Up to this point has been set up for the real business of moving Weight and counting stacks.
- Every Turn, players may take an action during each of the 4 Action Phases, which occur in this sequence:



#### 4. Take Action

- Players roll for Action order, highest rolling player acting first. Ties are resolved through roll-off.
- Every Turn has a new roll for Action order.
- Play proceeds in a clockwise manner, passing to the left.
- Players complete any 1 of the 4 types of Actions, listed here:

<b>A. Move Weight</b>	<b>Rule 5.</b>
<b>B. Violence</b>	<b>Rule 9.</b>
<b>C. Draw 2</b>	<b>Rule 10.</b>
<b>D. Baller Moves</b>	<b>Rule 11.</b>

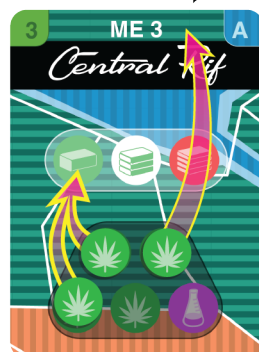
#### 5. Move Weight (Roll Weight Die)

- Being a successful Druglord requires getting the drugs from where they are produced to where they are wanted.
- Each move carries a different level of risk, depending on the means used to complete it.
- Successful Trades increase a player's Scoring (Rule 6.).
- An unsuccessful Trade becomes a Case (Rule 8.), one per unit of Weight.
- Multiple Trades to the same destination can be attempted, 1 roll per attempt.
- Weight of a similar type may be moved together on one Trade Roll, or as a series of individual rolls.
- Any Weight not traded may be moved to the Traphouse (Rule 7.), for use in future Trades, or to modify die rolls, called Sway.
- There are 5 ways to move Weight, determined by the Drugboard.

Unused weight may be stored here for future domestic Trades.

#### A. Domestic Trade

- Moving local weight is safe and low profit.
- Any Region supplying at least 2 of one kind of weight, with a market for same, may Domestic Trade.
- Exchange is at a rate of 2 to 1.
- Succeeds on a roll of 2 or higher.
- If a Region only produces 1 of a type of Weight for which there is local demand, the weight may be stored locally and combined with weight from subsequent turns to later complete the Domestic Trade.



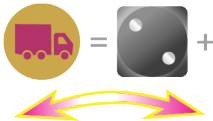
(Reefer Phase Shown)

## B. Land Trade

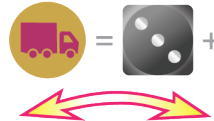
- Any 2 Regions sharing a Land Border may move weight by semi truck, spare tire compartment, mule, or other terrestrial means.
- Regions within the same Zone may also Land Trade, so long as no water is crossed, or an opponent does not occupy any intervening Regions.
- Succeeds on a roll of 2 or higher.
- Regions bordering the Zone also may be Land traded with at +1 Penalty.
- Island Regions may not Land Trade within their Zone.
- Land Trades may not occur across the glaciers of the far north or the Racetrack at the lower edge of the Drugboard.
- The Himalayan Land Barrier Region (colored gray on the Drugboard) is considered it's own Zone, and may not be Land traded across.



## Domestic Trade



## Land Trade



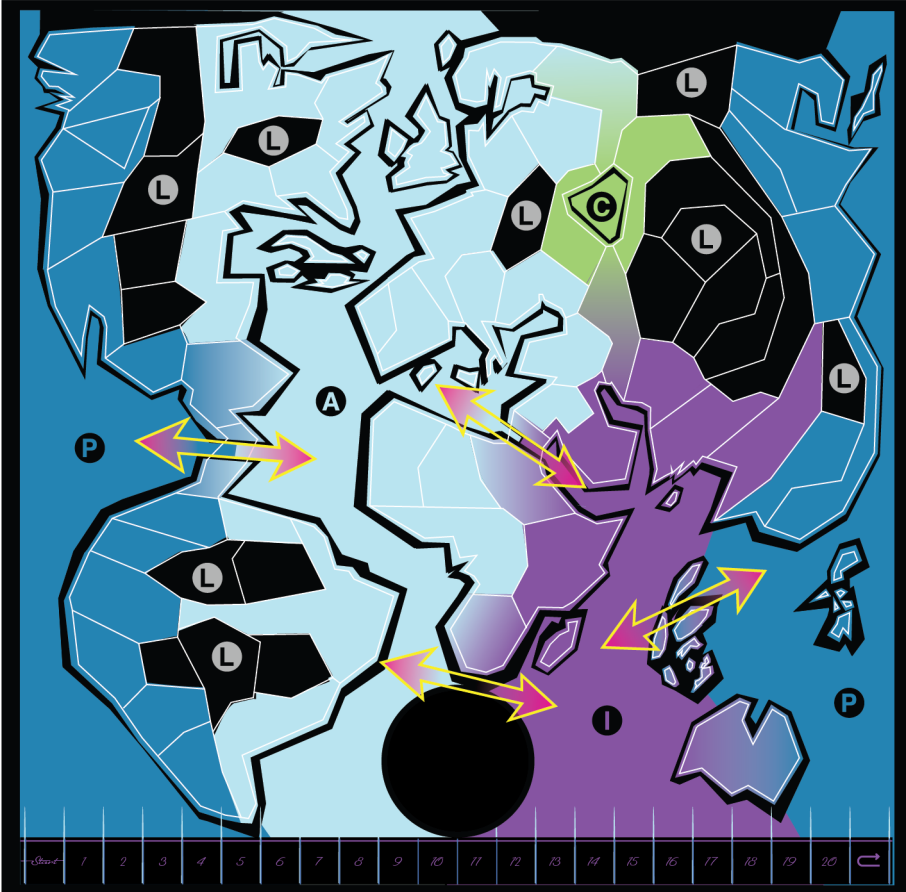
## Extended Land Trade

- In this example, *Appalachia* (outlined in yellow) may Land trade with all Regions within its Zone (FS: Flyover States), and Extended Land Trade to all Regions bordering this Zone.
- Blacked out Zones require Air or other form of Trade.

### C. Sea Trade

- Any 2 Regions sharing a common Ocean may move weight between ports via shipping container, speedboat, or other aquatic vessel.
- For every 2 additional Coastal Regions sharing an Ocean, the Player may re-roll one failed Sea Trade (Rule 8.) for that Ocean, per Turn.
- Any re-rolls expire at the end of the Turn.
- Sea Trades succeed on a roll of 3 or higher.
- Coastal Regions within the same Zone succeed on a roll of 2 or higher.

### OCEANIC TRADE ZONES



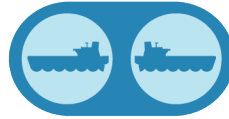
<b>A</b>		Atlantic Ocean	<b>A</b>	
<b>P</b>		Pacific Ocean	<b>P</b>	
<b>I</b>		Indian Ocean	<b>I</b>	
<b>C</b>		Caspian Sea	<b>C</b>	
<b>L</b>		Landlocked	<b>L</b>	

= +   
**Sea Trade (Same Zone)**

= +   
**Sea Trade (Multi-Zone)**

**Interoceanic Ports:**

- 4 Regions (*Panama, Egypt, Cape-town, and Jakarta*, all shown with arrows) connect multiple Oceans, and expand Sea Trade for anyone controlling those Regions.
- A Region bordering multiple Oceans (shown in gradient) must have the Interoceanic Icon (see next page) to link Oceans.
- Landlocked Regions must Trade via other means.



**Interoceanic Ports**

**D. Hybrid Trade**

- Weight can be moved from truck to boat, landing on distant shores.
- A Landlocked Region bordering a Region with a port may use the neighboring port to move weight.
- In this example, the player controls *Bolivia* and *Buenos Aires*, which has a port on the Atlantic Ocean.
- This Trade combines a Land Trade and a Sea Trade, but rolls as a Sea Trade.



**Hybrid Trade**

**E. Air Trade**

- Weight that can be moved via no other means can be flown between any 2 locations, anywhere on Earth.
- Succeeds on a roll of 4 or higher.
- In this example, the Air Trade routes for *Bolivia, Appalachia*, and *UK* are all shown.



**Air Trade**

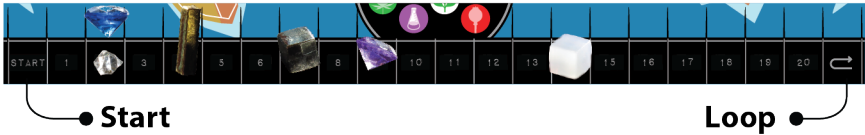
**HYBRID AND AIR TRADES**



## 6. Scoring

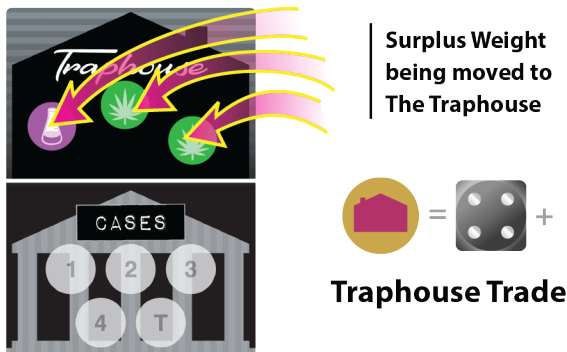
- Successfully moved Weight advances a player's Score Marker on the racetrack by one stack.
- Players score to 20 stacks, triggering the Endgame (Rule 12.)
- 1 space represents approximately 1 briefcase full of unmarked, non-sequential bills.

### RACETRACK



## 7. Traphouse

- The upper portion of the Status Card is for the storage of surplus and unshipped weight, as with a Traphouse.
- A Traphouse is not in one specific physical location, and cannot ordinarily be attacked.
- Traphouse weight can be exported to any Region during the corresponding phase, and succeeds on a roll of 4 or more.
- Sway is the act of modifying any die roll either positively or negatively, and originates in the Traphouse.
- Sway costs 1 unit of weight per modifier to the roll.
- There is no limit to how much Sway can be purchased, but a 1 always fails, and is treated as a 1.
- The amount of Sway and specific die must be declared before the roll.
- Opposing players may contribute to or counter-Sway any die roll with their Traphouse weight.



Traphouse Trade



USING SWAY

- In this example (previous page), the player has 2 Reefer and 1 Pills standing by, showing that up to 3 can be added or subtracted to this or any other player's roll.

## 8. Trial (Roll Trial Die)

- All weight is in danger of interdiction.
- An unsuccessful Trade Roll is a bust, and is moved to the Cases portion of the Status Card.
- When a player reaches 5 Cases (3 if playing California Style), immediately roll the Trial Die, exerting any Sway (rule 7.).
- If the number of Busts exceeds 5 (or 3, for California Style), any excess Busts are ignored.
- After the Trial, all busts are removed, and Cases reset to zero.
- Player may complete any remaining trades after the Trial.
- In this example, the player is in danger of a -1 Trade Roll penalty to all cocaine trades if a Trail results in a Crackdown.



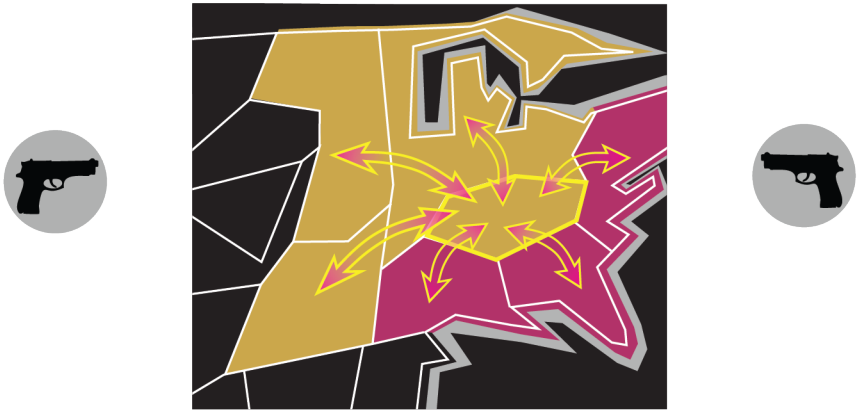
### TRIAL RESULTS

- 1. Local Boss Executed:** Lose final supplying Region responsible for bringing Player to Trial. Region goes into next Turn's Draft (Rule 1.2).
- 2. Crackdown:** -1 Trade Roll penalty for most predominant type of Cases at time of Trial, applied to all Regions, for remainder of game. (If 3-way California Style tie, roll randomly)
- 3. Setback:** Move Score Marker back 3 spaces on Racetrack (Start Space at maximum).
- 4. Mass Raids:** Lose all remaining untraded Weight, all Regions, of this Phase's type only.
- 5. Asset Seizure:** All Traphouse Weight seized.
- 6. Local Busts:** Lose 2 of most prominent Weight from any Region or Traphouse.
- 7+. Nothing.** Player walks.







**9. Violence**  
**(Roll War Dice)**

- A player may Attack another player's Regions, destroying resources, or even assuming control of that Region.
- The Attacking player may not yet have taken an Action that Phase, although it does not cost an Action to Defend a Region.
- The attacking Region must border the Region to be Attacked, or be within the same Zone and not cross more than 1 unoccupied space.
- Each player rolls 1 die, high roll wins.
- A tie is in Defender's favor.
- If the Attacker wins, the Defending Region loses any remaining Weight, including any being stored for future Domestic Trades.
- If the Defender Defends by 5 or more, the Attacking Region loses its Weight instead, and the Defender may press a counterattack.





**APPALACHIA AND POSSIBLE ATTACKERS/TARGETS**



**Attacker**  
**Roll + Sway**

	+	
<hr/>		
	+	
<hr/>		
	+	

**Defender**  
**Roll + Sway**

	+	
<hr/>		
		
<hr/>		
		

**1 vs 3**  
**Attacker Loses**  
**End of Attack**

**5 vs 4**  
**Attacker Wins**  
**May Press Attack**

**4 vs 9**  
**Defender Wins by 5**  
**May Press Counterattack**


- If the Defending Region loses and has no Weight, the Region goes up for Draft, and can be Drafted by the Attacker next Region Phase (Rule 1.2).
- If the Attacker succeeds in destroying the Weight, the Attack may be pressed.
- On a second successful attack, the Defending Region is lost and goes up for Draft, and can be Drafted by the Attacker (or someone else, if the Attacker chooses not to Draft it) next Region Phase (Rule 1.2).
- If the Defender now defends by 5 or more, the Attacking Region loses any attached weight, and the Defender may press a counterattack.
- If the Defender wins this counterattack by any amount, the Attacking Region is lost and goes up for Draft, and can be Drafted first by the Defender next Region Phase (Rule 1.2).

### 10. Draw 2 Weight.

- Securing Weight from the open market is an option to increase a player's available Weight.
- As an action, a player may draw any 2 units of Weight.
- Drawn Weight is moved to the Traphouse, and is usable on the next phase corresponding to that type of Weight.
- Weight can be of any type, including differing types.

### 11. Baller Moves.


- For every Action that falls outside the usual moving of Weight or attacking others, there are Baller Moves.
- As an Action, a player may draw 1 card from the Baller Moves Deck.
- A drawn card may be held, played immediately, used to disrupt another player's action, or as otherwise described by the card.
- Some Baller Moves Cards use abbreviations when referring to elements of the Region Card.
- The upper section of each card has a short narrative, while the lower section describes specific in-game effects.
- Example a. effects combat, and may be played by surprise when the Player is attacked.
- Example b. enhances a specific region with bonus Weight.

ARMED LOCALS
+


*You befriend a local militia, who agree to help out the next time their homeland is attacked. They are quite appreciative of the weapons and ammunition, as well.*

+3 bonus on your next Defence (Rule 9).  
Discard after use.

**a. Armed Locals**

IDEAL RAINFALL
+


*An entire season of perfect growing conditions has blessed your poppy farms with an unexpectedly high output. Thank the heavens for climate change.*

Roll for a one-time bonus of up to 4 Opiates to any Opiates growing region. Discard after use.

**1=0 2=1 3=2 4-8=3 9+=4**

**b. Ideal Rainfall**

## 12. Endgame.

- The first player to score to 20 triggers the Endgame, signaling a massive, global crackdown, and that the current Turn will be the last.
- When a player exceeds 20 stacks, place a Score Marker on the Loop space, and keep track of additional Trades with a second Score Marker.
- Other players complete all remaining phases, ending in Phase 5 (Opiates), as normal.
- A game of 40 (or more) may be played by placing additional Score Markers on the loop space on the Racetrack, adding 20 for each Score Marker.
- In the event of a tie, victory is determined by a roll-off.
- The highest scoring Player after all Phases complete is the *Lord of Drugs*.
- The highest scoring Player wins the game, and is either executed or extradited.
- Losing Players are just murdered or imprisoned locally.



- In this example, the Icy Shards Player wins with a total Score of 23.

---

### Optional Rules:

#### A. Faster Play

- Starting players draw six (6) Region Cards and keep the best four (4).
- New players may draw seven (7), keeping the best four (4).

#### B. Edible Markers

- Instead of using the standard double-sided cardboard weight markers, Players use appropriately-colored candies.

#### C. Custom Region Markers

- The 6 Sets of provided Region Markers may be replaced with any type of like objects, either edible or inedible.

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### Rules Errata:

- While *Druglord: Lord of Drugs* has been extensively researched and play tested, we know that the realities of the global drug trade are far more complex than the scope of this booklet.
- If you are playing and find ambiguous rules, technical inaccuracies, or situations which are not addressed in this booklet, please contact The Cartel Head at:

**[DrugLordofDrugs@gmail.com](mailto:DrugLordofDrugs@gmail.com)**

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**Druglord: Lord of Drugs**

on the internet:

[www.druglordgame.us](http://www.druglordgame.us)

 @druglordgame

 /druglordgame



Also by R. Jesse Deneaux:

**Morton's List: The End to Boredom (coauthor)**

**360 Degrees of the Inner Circle (coauthor)**

**Quest Book (coauthor)**

**Jynbare+2**

