

SPYCRAFT™

COLLECTIBLE CARD GAME

Shadow Academy Learn-to-Play

AEG

RULEBOOK

SPYCRAFT™

COLLECTIBLE CARD GAME

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For more information on Spycraft visit
www.SPYCRAFTCCG.com

Introduction

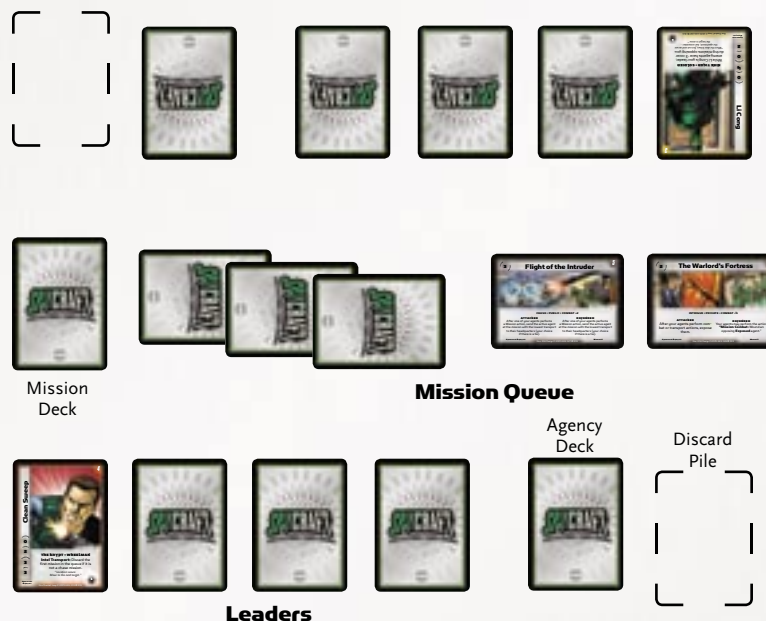
Welcome to the *Spycraft*™ collectible card game (CCG)! This booklet is designed to get you playing Spycraft as quickly as possible. Just like the world of espionage, the Spycraft CCG is deep and complex, but once you pick up the details, you'll achieve your objectives.

These decks represent a conflict between the Nine Tiger Dynasty and Krypt, that you will out. Clashes between the factions in Spycraft can be sneaky, stealthy affairs as superspies use guile and finesse to outwit and outmaneuver their opponents. In this conflict, however, the Nine Tigers have forced a direct confrontation, so expect the game to be a running gun battle. The Nine Tigers will try to turn every mission into a gunfight, using their massive firepower to mow down Krypt agents. The Krypt agents will in turn use their superior guile and manipulation of the mission queue to direct the conflict towards intrigue and chases.

The next section is an example of the first turn of gameplay. **Do not shuffle any of the decks.** The decks have been set up to match the example, so you can follow along if you don't shuffle them. If you have any questions after the example concludes, you can look through the rules in the back of the booklet. For complicated questions, you can search for more detailed answers online at www.spycraftccg.com

Ken and Nancy sit down opposite each other to play a game of Spycraft. Nancy is playing her Nine Tiger deck, while Ken is playing the Krypt. Go ahead and deal the cards out from their decks as described in the example below, so you can follow along and learn how the game works.

Spycraft Gameplay



Setup Phase

While normally, players would start by shuffling both their individual decks and the mission deck, skip this step during this walkthrough so that the cards will match the examples below. Next, the players deal five cards from the mission deck facedown in a line between them to form the **mission queue** (the list of missions that the players can go on during that particular turn). When missions in the queue are completed or discarded, the remaining missions slide down the queue, and the players refill the end of the queue from the mission deck. The first two missions of the queue are always face up, so Ken and Nancy turn these two cards up to reveal *The Warlord's Fortress* and *Flight of the Intruder*. When deciding on a mission, a player can choose any mission on the queue, even one of the facedown missions.

Ken is not thrilled at seeing two missions that use combat as the **victory condition**, since the Nine Tiger Dynasty has much higher combat skills than his more balanced agents. A mission's victory condition (listed at the end of the bold descriptor text in the middle of the card) tells the players what skill will be used to win a mission. The Krypt is good at manipulating the mission queue, and Krypt players want to note which missions opponents are good at so they can get rid of them. Ken makes a mental note to discard those two missions from the mission queue as soon as he can.

Both players remove their four **leaders**, and their faction's leader ability reminder card from their individual decks – in the example decks, they are on the bottom of the deck. The leader's level (which represents the leader's importance) is in the lower right-hand corner of the card. Ken and Nancy deploy their leaders facedown on the table, in a row from level 1 to level 4. Then they turn their level 1 leaders face up (*Clean Sweep* is face up for the Krypt and *Li Cong* is face up for the Nine Tiger). A player's face up leader is his **active leader**, and directs his agent team during the game. Over the course of the game, the players activate their higher-level leaders, either by their own actions or to replace slain leaders.

Agents and leaders have nearly identical layouts. On the left side of the card is the agent's name, and below that are his four skills: **charisma**, **combat**, **transport**, and **craft**. All the actions that agents and leaders take during the game use those skills to determine success. In the upper right-hand corner is the card's **expense rating**; this is both the card's cost for activation (described later), as well as how much the card can pay when activating other cards. The text box contains special rules and abilities for the agent. The bottom right hand corner also has a number – on leaders the number is his level, and on agents that number is the card's **bravado** (explained below, in the Krypt's first action).

Each player now draws the top card of his or her deck and puts it off to the side. This is a reminder card that explains each faction's special ability, and is not part of the deck. Not surprisingly, the Nine Tiger ability is to do more shooting, while the Krypt ability is to examine and discard mission cards from the queue.



The playing field and decks are ready to go, so each player draws seven cards to build a starting hand.

Ken, playing the Krypt, looks at his opening hand to see the following seven cards:

Termite, *Man and Machine*, *Heroic Act*, *Kirianna Semenov*, *Secret Service SUV*, *Taking Cover*, *King Maul*

Nancy's seven cards are as follows:

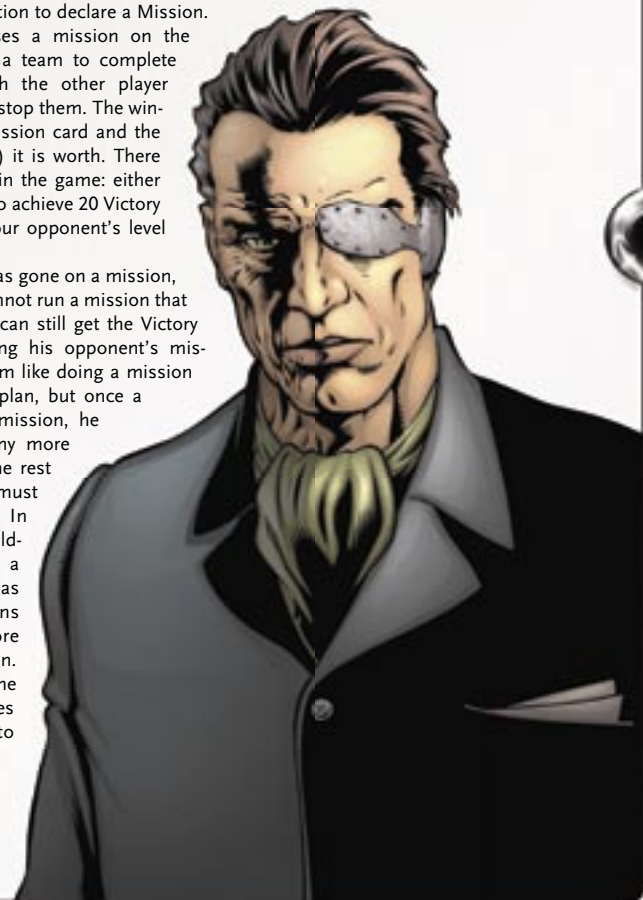
Akim Potenski, *Bravado*, *Li*, *Shiatsu*, *Kai*, *Kalashnikov AK-47*, *Clocked!*

Gameplay Overview

After the setup phase (which Ken and Nancy just completed), gameplay alternates between **Intel** and **Debrief** phases. During an Intel phase, the players go back and forth, each performing one Intel action or passing until both players pass consecutively. When both players pass, the Intel phase is over, and the players do the quick Debrief phase where they draw cards to be ready for the next turn. At some point during the Intel phase, one of the players will use an Intel action to declare a Mission.

That player chooses a mission on the queue and sends a team to complete that mission, with the other player sending a team to stop them. The winner collects the mission card and the **Victory Points** (VP) it is worth. There are two ways to win the game: either be the first player to achieve 20 Victory Points, or retire your opponent's level 4 leader.

Once a player has gone on a mission, the other player cannot run a mission that turn (although he can still get the Victory Points for thwarting his opponent's mission). It might seem like doing a mission quickly is a good plan, but once a player initiates a mission, he cannot perform any more Intel actions for the rest of the turn (he must keep passing). In order to keep building up his agents, a player should do as many Intel actions as possible before initiating a mission. However, since the player who initiates a mission gets to



choose that mission, sometimes it can be worth it for a player to give up an Intel action or two in order to run the mission of his choice.

Turn 1

First, Nancy and Ken must determine who takes the first action in this opening Intel phase. Each player adds up the total Craft skill among all of his or her face up agents on the table (including leaders). Clean Sweep's craft of 3 gives the Krypt a higher total than the Nine Tiger's Li Cong and his craft of 2, so Ken takes the first Intel action.

1: The Krypt, Intel action 1

Ken realizes that he can't get rid of both face-up missions with one Intel action, so he needs to prepare in case Nancy goes for a quick mission. With the first action, he recruits an agent. He takes *King Maul* from his hand and puts him into play facedown as an **inactive agent**. All cards enter play facedown. King Maul has a big combat rating that Ken can use to keep Nancy from winning combat missions. Sometimes deterrence is the best solution!

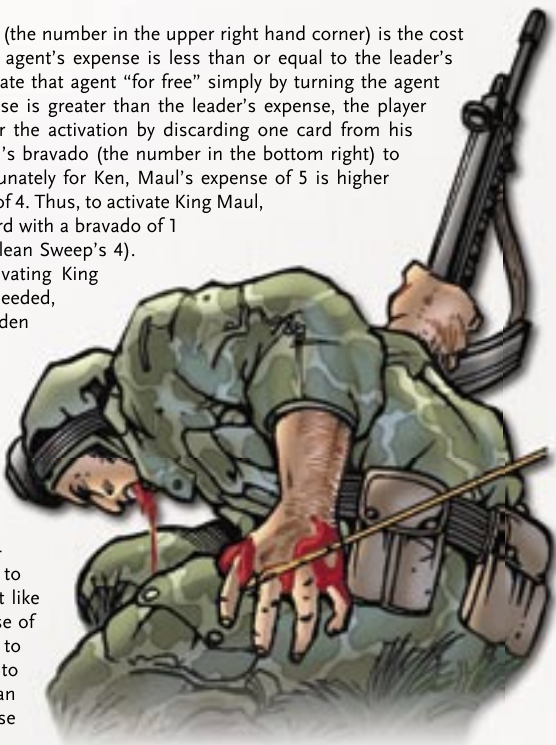
Ken can activate the facedown King Maul at any time. In fact, Ken could activate King Maul immediately, but there is no reason to let Nancy know what he just put into play. Ken doesn't have to pay King Maul's cost when he is put into play — a card's cost is paid when the card is activated.

An agent's expense rating (the number in the upper right hand corner) is the cost to activate that agent. If the agent's expense is less than or equal to the leader's expense, the player can activate that agent "for free" simply by turning the agent face-up. If the agent's expense is greater than the leader's expense, the player must help the leader pay for the activation by discarding one card from his hand and adding the discard's bravado (the number in the bottom right) to the leader's expense. Unfortunately for Ken, Maul's expense of 5 is higher than Clean Sweep's expense of 4. Thus, to activate King Maul, Ken will need to discard a card with a bravado of 1 or higher (Maul's 5 minus Clean Sweep's 4). Ken decides to wait on activating King Maul until right before he's needed, mostly to keep the agent hidden from Nancy.

Now that Ken has taken an Intel action, it's Nancy's turn to take one.

2: Nine Tiger, Intel action 1

Nancy decides she needs to keep up, so she also recruits a new agent. She puts Shiatsu into play facedown (inactive, but ready to be activated at any time, just like King Maul). Shiatsu's expense of 2 means Nancy won't have to discard another card in order to activate her, as it is lower than or equal to Li Cong's expense of 3.



It's important to note that Ken hasn't seen Shiatsu yet. As far as he knows, Nancy might be bluffing, using an another card type to make him think she has an agent. Until the card is activated or he is able to examine it, he should probably assume that it's an agent.

3: The Krypt, Intel action 2

Although he has King Maul in play, Ken is still nervous about the fact that there are two good face up missions for Nancy. Rather than give Nancy the time she needs to grab a weapon or recruit another agent, he decides that now would be the best time to deal with the first mission. Ken declares that he is going to use Clean Sweep's printed ability, which is to "discard the first mission in the queue if it is not a chase mission." *The Warlord's Fortress* is an intrigue mission, so it is discarded. Ken slides all the missions in the queue forward to fill the empty front slot, then deals a new mission facedown at the back of the queue. Because the first two missions are always face up, Ken also reveals the second mission in the queue: *High-Speed Melee*. High-Speed Melee isn't a fight mission, and it doesn't use combat as the victory condition, but the special effect of the mission is to let agents use combat actions as if it were a fight mission — another good mission for Nine Tiger!

Because all actions in the game can be used only once per turn (except for mission actions, which can be used once per mission), Ken puts an "Ability Used" counter over Clean Sweep's action box as a reminder that it's been used. Clean Sweep can still do other actions, but Ken will have to wait until next turn to use his leader's discarding ability again.

4: Nine Tiger, Intel action 2

Nancy is happy to see another good mission, but knows that she probably can't win the mission with only one agent plus her leader. In order to keep the pressure up, she recruits another agent: *Li*. Nancy leaves this agent facedown as well.

5: The Krypt, Intel action 3

Ken is nervous. His leader has a better transport skill than Nancy's, so he might have the advantage at the two chase missions they can see. However, Nancy now has two inactive agents (or at least he assumes so). It's time to catch up on personnel, so Ken recruits another agent: *Termite*. Unlike King Maul, Termite won't require a discard when Ken decides to activate him, because Termite's expense rating is lower than his leader's.

6: Nine Tiger, Intel action 3

Nancy has enough firepower in play to slow Ken's plans, so she starts thinking about the later stages of the game. She decides to begin "**briefing**" one of her higher-level leaders. Nancy takes 3 activation tokens (equal to her active leader's expense rating) to place on her inactive leaders. When she has tokens on an inactive leader equal to that leader's expense, she can activate that leader at any time! Nancy chooses to work on activating her level 3 leader, *Mother of Clouds* (who has an expense of 8) and puts 2 of the 3 tokens onto that leader, placing the third token on her level 2 leader, *Groundfire*. If Nancy places three more tokens a turn on Mother of Clouds, she can activate her third-level leader in two more turns.

7: The Krypt, Intel action 4

Even though High-Speed Melee is a chase mission with a transport victory condition, the special effect of the mission is that agents can perform combat actions as if it were a combat mission. This obviously fits Nine Tiger's strengths, so Ken decides to use his faction's leader ability (shown on the reminder card) to manipulate the mission queue. The Krypt leader gets to look at the mission before deciding to leave the mission in the queue or discard it. Right now, Ken isn't interested in information about the facedown missions. He has Clean Sweep use the Krypt ability to discard High-Speed Melee. The mission cards in

the queue again slide forward to fill the gap, a new mission is dealt onto the end of the queue, and the second mission is turned face up, revealing *A Night at the Opera* (a fight mission). Ken groans, wondering what he has to do to find a mission that isn't to Nancy's advantage.

8: Nine Tiger, Intel action 4

A Night at the Opera is a violent mission (which would be to Nancy's advantage), but it has a +5 craft victory condition. All of Nancy's agents plus her leader only have a combined craft of 4, so she can't win the mission even if she wipes out Ken's entire mission team. Therefore, she decides to put *Akim Potenski* (who has 3 craft) into play. Like the other agents, Akim enters play facedown and inactive.

9: The Krypt, Intel action 5

An agent is only as good as his tools. Gear cards are high-quality items or high-tech gadgets that improve an agent's skills and give him new abilities. Ken decides that he's going to prepare for chase missions with a vehicle: the *Secret Service SUV*, which he can play under any of his active or inactive agents and leaders. Ken decides to upgrade Clean Sweep's transport, so he puts the SUV into play facedown under Clean Sweep as an inactive gear card.

Just like activating an agent, Ken will pay the gear's expense only when he activates the SUV, which he can do any time he chooses. Agents have to meet the expense of their gear just like leaders have to meet the expense of their agents. Because the SUV's expense of 7 is higher than Clean Sweep's expense of 4, Ken will have to discard a card with bravado of 3 or higher when he chooses to activate it. If he'd given the SUV to King Maul, he would only have to discard a card with 2 points of bravado to activate the SUV.

10: Nine Tiger, Intel action 5

Nancy agrees that adding some gear is a good idea, but as a Nine Tiger player, she goes for a deadlier option. Nancy equips the *Kalashnikov AK-47* to Akim Potenski. The machine gun turns the unexciting Potenski into someone more lethal. Just as importantly, Akim has an expense rating of 5, so she can activate the AK-47 without having to discard a card for its bravado. She chooses to leave it inactive for the moment.

11: The Krypt, Intel action 6

Ken doesn't have as many agents out as Nancy, so he puts *Kirianna Semenov* into play facedown.

12: Nine Tiger, Intel action 6

Nancy could take another intel action to build (probably putting *Kai* into play), but she thinks that Ken is almost ready to go on a mission. She really wants to do the fight mission before Ken can get rid of it, so she declares that she's going on a mission: A Night at the Opera.

On any mission, the players gather their mission teams, then alternate taking mission actions until both players pass. Each of the three types of mission (fight, chase, or intrigue) uses one of the "standard actions" found on the reminder card. In fight scenes, you 'shoot'



to wound and kill enemy agents; in chase scenes you 'evade' to send enemy agents back to their headquarters; and in intrigue scenes you 'baffle' enemy agents, reducing their stats to 0. The goal of each action is to reduce the total stats of the opposing mission team in order to win the mission. A Night at the Opera has a victory condition of "Craft +5", so Nancy will need to have 5 more craft in her mission team than Ken has in his at the end of the mission. If she succeeds at this, she wins the mission. If not, he wins.

12.0: Mission Phase Preparation

Nancy assembles her mission team first and is sending everyone – Li Cong and the 3 inactive agents Shiatsu, Li, and Akim. Normally you can't do things with inactive agents, and must activate them before taking actions with them, but you *may* send inactive agents on a mission. Inactive agents on your mission team can be targeted as if they were active, and if they are targeted by an action they must activate immediately.

Next it's Ken's turn to form his mission team. As the Defender, he could choose to send nobody to the mission, and with a fight mission against the Nine Tiger Dynasty that's not always a bad call. However, Ken's an aggressive player and is willing to sacrifice a few agents to get the 5 Victory Points for the mission. Ken sends Clean Sweep and his 3 inactive agents.

To determine which team gets the first mission action, both teams totals up their active craft skills, as at the beginning of the Intel phase. Since Ken has the same 3–2 lead, Nancy activates Li to raise her total. Li has an expense of 8, five more than Li Cong's. To activate Li, Nancy has to discard the card *Bravado* – the highest valued card in the game. Ken doesn't want let Nancy have the first shot, so he decides to activate Kirianna Semenov and her craft of 5. Kirianna has a cost of 6, so Ken discards Heroic Act (bravado 2, plus Clean Sweep's expense of 4). Ken gets to draw a card for using Heroic Act as a bravado discard, and draws *Steel Dagger* into his hand. Ken's craft total of 8 is far beyond what Nancy can activate, so she tells him to take the first action.

12.1: The Krypt, Mission Action 1

Ken could start shooting, but he notices that Li also has the additional ability to cause wounds. Along with the standard shooting action that she can take, Li can inflict 2 wounds and is the biggest threat that he can see. Ken decides to send her back to headquarters. Immediately before his action, Ken activates the SUV on Clean Sweep so that he can use its ability. Normally, this would require a discard from Clean Sweep (the SUV has an expense of 7), but Ken uses Kirianna's ability and reduces the SUV's expense to 4, so he doesn't need to discard. Clean Sweep targets Li with the SUV's ability. The skill target number (TN) for this action is the target's transport plus craft; Li's transport is 2 and her craft is 0. Clean Sweep with his transport skill of 4 (3 plus 1 for the SUV) sends Li back to Nancy's headquarters and out of the mission team.





12.2: Nine Tiger, Mission Action 1

For Nancy's first action, she uses the action card in her hand: *Clocked*. Li Cong targets Kirianna to get her 5 craft out of Ken's mission team. The TN of the action is the target's combat or **cover**. Each mission has a cover rating in the upper left-hand corner: *A Night at the Opera* has a cover of 3. Li Cong's ability reduces enemy agents' cover by 3, so the Krypt agents have a cover rating of 0 during this mission. Li Cong's TN to Clock Kirianna is therefore 2, her combat rating. *Clocked* is a combat action, and Li Cong's combat is 4, so Nancy does not need to discard for the action to succeed. Kirianna is sent back to Ken's headquarters.

12.3: The Krypt, Mission Action 2

Ken decides to start shooting. He activates King Maul (discarding *Man and Machine* to cover Maul's expense) and has Maul 'shoot' Li Cong. The TN for the shoot action is the target's combat (4) or cover (3), whichever is higher. King Maul has a combat rating of 5, so he is successful, and Li Cong is **wounded**. Nancy puts a 'wounded' marker on Li Cong. Wounded agents have a -2 to all skills, and a second wound retires (kills) them. A side effect of shooting is that if you do it in a public place (*A Night at the Opera* is a **public** mission) it **exposes** you, so Ken puts an 'Exposed' marker on King Maul. Ken also puts an 'action used' marker on King Maul to remind himself that Maul has used the shoot action for this mission and can't use it again. This doesn't keep Maul from doing any other types of actions!

12.4: Nine Tiger, Mission Action 2

Now that King Maul is exposed, Nancy has more options. Not only can she use the standard "shoot" action, but she can also use the ability given by the mission to wound an **Exposed** agent. Right now, though, she needs to make the mission more winnable. She activates Akim Potenski (discarding *Kai* to pay his expense) and uses his ability, targeting Li Cong to reduce the mission's objective by 3 (down to Craft +2). Nancy doesn't have any more surprises in her hand, but she still has a pair of facedown cards at the mission (Shiatsu, and the AK-47 on Akim). Nancy puts an 'action used' token on Akim's text box to remind her not to use his ability again during this mission.

12.5: The Krypt, Mission Action 3

Ken now has a tough choice – he can try to shoot either Akim or Li Cong. He decides it's better to just finish off Li Cong. Clean Sweep shoots at Li Cong. The TN is 3 (Li Cong's cover; his combat is only 2 right now, because he's wounded), so Clean Sweep must discard because his combat skill is only 2. Ken discards *Steel Dagger* to meet the action's TN, inflicting a second wound on Li Cong. Li Cong is retired and sent to the discard pile, and *Groundfire* (Nancy's level 2 leader) automatically activates, back at Nine Tiger HQ. The activation token that was on *Groundfire* is discarded. Ken puts "exposed" and "action used" tokens onto Clean Sweep.

12.6: Nine Tiger, Mission Action 3

As it stands, things are looking pretty bad for Nancy. She has only two agents left at the mission and a low craft total. She decides that her best strategy is to hurt Ken as badly as possible. Akim uses the mission ability to inflict a wound on an exposed agent. Akim targets King Maul, so the TN is 1 (Maul's charisma). Akim has a combat of 2, so the action is successful and Nancy puts a "wounded" token onto King Maul. Nancy could put an "action used" token onto Akim, but she's using that to show who has used the shoot action and Akim can still perform the shoot action this mission. Nancy decides to put the "action used" token to the left of Akim to note that he's used the mission ability.

12.7: The Krypt, Mission Action 4

Until Nancy exposes one of her agents, Ken only has one action left — he activates Termite (whose expense is 3, so no discard is necessary) and shoots. Termite could shoot Akim, but Ken wants to find out who the inactive agent is. Termite shoots the inactive agent, which forces Shiatsu to activate. Fortunately for Nancy, who has no cards left, Shiatsu's expense is lower than *Groundfire*'s expense, so Shiatsu activates for "free". The TN of the 'shoot' action is 3 (Shiatsu's cover is higher than her combat), and that's also Termite's combat, so he's successful. Shiatsu is wounded, and Termite is exposed (and receives an "action used" token, since he shot at Shiatsu).

12.7: Nine Tiger, Mission Action 4

Shiatsu, although wounded, can still use the mission action to wound an exposed agent. Nancy decides to have Shiatsu wound Clean Sweep. Clean Sweep has a charisma of 0, so the TN is 0, which is lucky for Nancy since a wounded Shiatsu has a combat of 0. The mission action is going to wound Clean Sweep, but Ken plays *Taking Cover* out of his hand. *Taking Cover* is a **React** action that is played before an action wounds an agent, and is a transport action with a TN of 4. Without the SUV, Clean Sweep would need to discard to meet the action's TN, but with the SUV he has a transport of 4. He peels rubber away from the gunfire and remains unwounded.

12.8: The Krypt, Mission Action 5

Ken's agents have all used their shoot actions, and none of Nancy's agents are exposed, so Ken is stuck. With no actions to perform, he decides to protect his agents and send some of them back to headquarters (a standard action that your leader can perform). He wants to make sure that Nancy can't win the mission, so he keeps all of his agents with craft at the mission, and sends only the wounded King Maul back to the safety of his headquarters.

12.9: Nine Tiger, Mission Action 5

Akim and Shiatsu can still shoot, but Nancy knows that as soon as they do, they'll be exposed and Ken will be able to wound them. Unfortunately, Ken's agents have a cover of 3, so without cards in hand Shiatsu can't wound either of them. Akim can't either with just his combat of 2, so Nancy activates Akim's AK-47 (Akim's expense of 5 makes the gun a 'free' activation) and uses its ability to wound Clean Sweep. This time, Clean Sweep

can't avoid the bullet. Clean Sweep gets a wounded token, Akim is exposed, and Nancy puts an "action used" token onto the AK-47. Akim will still be able to use the shoot action later in the mission.

12.10: The Krypt, Mission Action 6

Now that one of Nancy's agents is exposed, Termite can use the mission's ability to wound Akim. The TN of the action is 1 (Akim's charisma). Termite has a combat of 3, so the action is successful, and Akim is wounded.

12.11: Nine Tiger, Mission Action 6

With Akim wounded and no cards in hand, Nancy knows she won't be able to wound any more of Ken's agents, so she gives the recall order and brings Akim and Shiatsu back to headquarters.

Now that only Ken has agents at the mission, Ken and Nancy both pass, which ends the mission. Ken could perform more actions, but he's already going to win the mission. Since Nancy did not have enough craft (obviously!) to win the mission, Ken collects the mission card and its 5 Victory Points (in the upper right-hand corner). With the mission over, Ken's mission team also returns to headquarters. The mission queue slides forward and refills, and *Manhunt at Carnaval* is revealed in the second slot. The players clear off the "action used" tokens for the actions taken during the mission, but the "wounded" and "exposed" tokens remain — agents must face the repercussions of their actions! Clean Sweep keeps his "action used" token for the action printed on his card; he won't be able to discard the first mission in the queue until next turn. Likewise, Kirianna can't use the gear-discount ability printed on her card until next turn.

The mission is over, and the Intel phase resumes. Since Nancy declared the mission, she cannot perform any more Intel actions and must pass on each Intel action for the rest of the turn.

13: The Krypt, Intel action 7

Ken is very happy to have won the mission, but he is certainly concerned about his wounded leader, as well as the fact that he activated Nancy's level 2 leader for her, putting her a turn ahead in that category. He places 4 activation tokens (equal to Clean Sweep's expense) on his level 2 leader, *Dr. Verona*. He can't afford to wait two more turns to try to activate his level 3 leader Adam Razir, even though Adam's ability and stats are much more effective against the Nine Tiger organization.

14: Nine Tiger, Intel action 7

Nancy must pass, because she declared the mission during this Intel phase.

15: The Krypt, Intel action 8

Ken is also done, so he passes. Since both players pass, the Intel phase ends, and the players prepare for next turn. Each player draws five cards. If they had more than seven cards, they would have to discard down to seven, but that's not a problem for either player. This concludes the turn, and all remaining "actions used" tokens are cleared off.

Next turn, Nancy will be able to put 5 activation tokens onto Mother of Clouds, activating her, while Ken will only be able to activate Dr. Verona. Even though Ken has a lead in Victory Points, Nancy is in good shape for turn two.

This is the end of the sample turn. You may continue this game, or shuffle the decks and start a new game.

Spycraft — Factions



Spycraft — Standard Rules

Espionage is a grand shadow play in which every act is a carefully planned move in an ideological war, and every actor carries the fate of nations in his armor-lined briefcase. The greatest among them are silent soldiers of private wars — wars fought behind the scenes for reasons we never truly understand. They deceive, steal, and sacrifice to protect truth, integrity, and security. They kill to save lives. Spies specialize in treachery so no one else has to, and find honor in conviction alone.

The Spycraft CCG brings these anti-heroes to life, in a world where they have outlived their utility as government pawns. What happens when spies strike out on their own to change the world they helped to destroy? How far will they go to save it? Welcome to the first step toward a very different future...

Victory

When the fate of the world is at stake, knowing your objectives is key. There are two ways to win the game.

- When you successfully complete a mission or prevent your opponent from completing his, you gain Victory Points from that mission. Any time that you have 20 or more Victory Points, you win the game.
- When a player's level 4 leader is retired, that player is out of the game. If you are the last player in the game, you win.

The Priority Directive

Cards will at times contradict the rulebook. When a card contradicts a rule, the card takes precedence.

The Cards

There are five types of cards in Spycraft: Leaders, Agents, Actions, Gear and Missions.

Leaders

Your leaders choose the agent teams that go around the world to complete missions. Because most leaders are skilled operatives themselves, and are often seen in the field, your leaders are also considered agents.

1. **Card Name:** Your leader's name (or code-name).
2. **Expense Rating:** This is the leader's available resources for activating agents and requisitioning his gear.
3. **Skills:** These are the leader's ratings in the four basic agent skills: charisma, combat, transport, and craft.
4. **Text:** Bold-faced words at the top of the text box are traits, including the leader's faction — which side of the shadow war the leader is on. The rest of the text box contains special rules for the leader as well as any special abilities he may have.



At the bottom of the text box, some leaders have story text to give you insight into the world of Spycraft.

5. **Level:** Leaders are ranked in level from 1 to 4, representing their importance and power. More powerful leaders have higher numbers.

Agents

Agents are the assistants, analysts, soldiers, and spies your leader hires to complete missions.

1. **Card Name:** Your agent's name.
2. **Expense Rating:** This represents how expensive the agent is for your leader to activate, as well as the resources he has for requisitioning gear.
3. **Skills:** These are the agent's ratings in the four basic agent skills: charisma, combat, transport, and craft.
4. **Text:** Bold-faced words at the top of the text box are traits, including the agent's faction. The rest of the text box contains special rules for the agent as well as any special abilities he may have. At the bottom of the text box, some agents have story text to give you insight into the world of Spycraft.



5. **Bravado:** Bravado is found on all cards in your deck. It is used to escape tight situations and go beyond your agents' normal abilities.

Actions

Action cards are the tactics your agents use to misdirect, thwart, and destroy opponents. An action can be used in the Intel phase, or during a Mission. It can also be a React, which is played whenever it says to be played.

1. **Card Name:** The name of the action.
2. **Text:** The text area describes the type of action the card is, the requirements for playing it, and the effects it creates.
3. **Bravado:** Bravado is found on all cards in your deck. It is used to escape tight situations and go beyond your agents' normal abilities.



Gear

Gear cards represent the guns, vehicles, gadgets, and special training that agents use on missions.

1. **Card Name:** The name of the gear.
2. **Expense Rating:** This is how expensive the gear is for an agent to activate.
3. **Skill Adjustments:** Some gear gives a bonus (or penalty) to the agent's skills. If you line up the gear under the agent, you can easily add the bonuses from multiple gear cards.
4. **Text:** The text area describes the bonuses and special abilities that the agent who equips the gear receives.
5. **Bravado:** Bravado is found on all cards in your deck. It is used to escape tight situations and go beyond your agents' normal abilities.



Missions

Throughout the game, your team of agents will clash with other players' agent teams on missions around the world, described on Mission cards.

1. **Card Name:** This is the codename of the mission.
2. **Cover Rating:** This is how much cover against gunfire exists in the mission's location. Cover helps agents with little combat training to not get hurt.
3. **Victory Point Value:** This is how many V.P. the mission is worth to the mission's winner.
4. **Mission Description:** This describes which type of mission this is (fight mission, intrigue mission, or chase mission), whether the mission takes place in a public or private location, and the mission's objectives.
5. **Text:** This describes special rules for the attacking and defending teams while they are on the mission.

Basic Tradecraft

Actions

There are three types of actions in Spycraft. *Intel* actions are played during the Intel phase, but cannot be played during missions; *Mission* actions can only be played during a mission; *Reacts* say in their text when they are played. All actions are performed by an agent, and are based



on one of the four Spycraft skills (charisma, combat, transport, and craft).

After you declare your action, you must use your agent's skill to perform the action successfully. Actions have a *skill target number* (TN), which is the minimum skill that the agent needs in the appropriate skill to play that action. The skill target number is listed after the action type. Some actions have a variable target number ("X") — the target number is explained within the text of the action (and is usually based on the skills of the agent being affected by the action). If an action does not list a target number, then it has a TN of 0 — any agent with even the most basic skill can succeed.

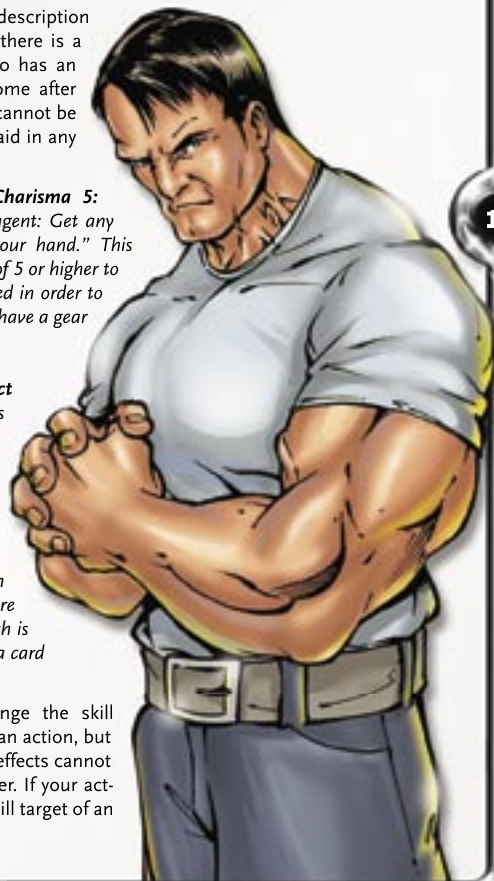
EXAMPLE: An action that reads "Intel Craft 4: Draw a card." is a craft action that may only be played during the Intel phase. The acting agent must have a craft skill of 4 or higher to play this action.

Certain actions in the game have additional costs or requirements to play them beyond meeting the skill requirement. If an action has a second colon, then the phrase between the first and second colon must be met before the action's effects can occur. In the case of Intel and Mission actions, the phrase will always be an additional cost that must be met. In the case of Reacts, this is where you will find the description of when the React can be played. If there is a comma in the phrase, the React also has an additional cost, which will always come after the comma. If the cost of any action cannot be paid, the action fails. Costs may be paid in any order a player wishes.

EXAMPLE: An action reads "Intel Charisma 5: Discard a gear card equipped by this agent: Get any card from your deck and put it in your hand." This requires an agent with a charisma skill of 5 or higher to discard a gear card that he has equipped in order to perform the action. If the agent doesn't have a gear card to discard, the action fails.

EXAMPLE 2: An action reads "React Craft 6: After an enemy agent targets one of your agents, discard a card: Cancel the action." This requires that an enemy agent be targeting one of your agents, and that one of your agents with a craft skill of 6 or higher be able to perform the action. In addition, there is a comma in the phrase between the first and second colons, meaning there is an additional cost for the React, which is to discard a card. If you cannot discard a card for the action, the action fails.

Other players may sometimes change the skill target number (TN) after you declare an action, but once you pay the action's costs, card effects cannot change the action's skill target number. If your acting agent cannot meet the changed skill target of an action, the action fails.





EXAMPLE: Your agent with a combat of 5 targets an agent who has combat 4 with the action: “**Mission Combat X:** Inflict a wound on an agent. The TN is the target’s combat.” When you announced the action, you had enough combat to succeed, but your opponent surprises you by activating a gear card on the target that gives him +3 combat. The skill target is now a 7 and your agent is 2 skill points short.

If your agent’s skill is less than the target number, you may discard one card from your hand to meet the TN. If the agent’s skill plus the bravado of the discard is equal to or greater than the TN, then the action succeeds and its effects occur. The agent’s skill hasn’t changed; he just used his bravado to succeed!

EXAMPLE, CONTINUED: Your agent has a combat of 5 and is 2 points short because the action’s new TN is 7. You discard a card from your hand with bravado of 3. Discarding the card is a cost, so your opponent may not make any further changes to the skill target. With the added bravado, your agent successfully inflicts a wound on the target, even if your opponent plays a new action raising the target’s combat.

Intel or React actions may be used only once per turn. Mission actions may be used only once per mission. Even though a single action can react to a certain event only once, multiple copies of the same card may each react to the same “trigger.” However, if the word “Unlimited” precedes the action (for example “Unlimited Intel 6: Examine a facedown card”) there is no limit to the number of times that action can be used in a turn.

Sometimes the rulebook or a card gives an action to an agent or leader. Actions are considered to be printed on the agent or leader while he has the ability to perform the action. Bonuses and penalties from actions last until the end of the turn unless they say otherwise.

In summary, each action goes through a series of steps that are always followed in order:

1. **Declare whether you are taking an action or passing** – If you are passing, then the chance to take an action or pass moves to the player on your left.
2. **Declare the action** – Point out the card in play or reveal the action card from your hand. Choose the agent who is performing the action and announce the targets for the action.
3. **Pay the costs** – Meet the skill target number and pay any other costs of the action.
4. **Resolve the action** – Effects of the action happen.

Facedown Cards

In the world of spies, everything is hidden, and deception is deadlier than any weapon. Most cards in Spycraft enter play facedown. Agents and gear enter play facedown, leaders begin the game facedown, and most missions are facedown. When you play a card face down, you declare what card type that it is — but you’re allowed to lie.

EXAMPLE: You have an action card in your hand that you decide is worthless this turn. You may play it facedown under one of your agents, telling your opponents that it is a gear card. Now they do not know if the agent has a powerful gun, a fast car, or a useless action.

Facedown cards in your HQ and on mission teams have no effect on play and are called *inactive*. Inactive cards in your HQ may not be targeted with card effects unless that effect specifically states that it may target facedown/inactive cards. Inactive agents may be assigned to a mission team, but inactive agents on a mission team may be targeted by Mission actions as if they were active agents, and they immediately activate when they are targeted by an action. Inactive leaders were never played to your HQ (they started the game there) so they have no declared card type beyond “Inactive leader”, and so may not be assigned to mission teams until they are active.

The player that controls an inactive card may look at the card at any time, and may activate the card as a React to any trigger (effectively at any time), turning it face-up. When a card is activated, either by its controller or by a card effect, the controller must immediately pay the card’s cost, or the card is discarded without effect (see *Card Costs and Activation, below*). If an “illegal” card (e.g. an action pretending to be a gear card) is activated or examined [“examined by another player”?], it is discarded.

The top card of any stack of cards is always the “agent card,” even if all the cards in the stack are facedown. The cards attached to it are always “gear cards,” even if all those cards are facedown.

Card Costs and Activation

Even powerful spy organizations have limited budgets — only high-level leaders have the resources to hire the top agents, and only top agents are given the best gear. This is represented by the expense ratings on the leaders, agents, and gear. Leaders use their resources to hire agents, and agents and leaders use theirs to equip gear.

When one of your agents is activated, your current leader pays the agent’s cost. If your leader’s expense rating is equal to or higher than the agent’s expense rating, the agent is activated without any additional cost. An agent may be activated at any time, as a **React** to any trigger. To activate more expensive agents, you may discard one card from your hand — if your leader’s expense plus the discard’s bravado is equal to or higher than the agent’s expense, the agent is activated. If you don’t pay for the agent’s expense when he is activated, the agent is discarded without effect. Each time an agent or leader activates a card, you may use that agent or leader’s full expense rating. If your agent or leader has an expense rating of 12, activating a gear of expense 4 does not drop your agent or leader’s expense to 8 for the rest of the turn, so they could later activate a gear of expense 11 with no additional cost, and so on.

If the agent that is being activated is from a different faction to your leader, the agent's expense doubles while he is being activated. This is called the "loyalty penalty." You cannot activate an agent from another faction if another player has an active leader from that faction. You do not pay a loyalty penalty for **Freelancer** agents.

Agents activate gear in the same way that leaders activate agents. If your agent's expense rating is equal to or greater than the expense rating of a gear card attached to him, the gear is activated without any additional cost. Like agents, gear may be activated at any time, as a **React** to any trigger. To activate more expensive gear, you may discard one card from your hand — if your agent's expense plus the discard's bravado is equal to or higher than the gear's expense, the gear is activated. If you don't pay for the gear's expense when it is activated, it is discarded. If you activate a gear card that shares the card name or a bold trait (except "**Unique**" and "**Gadget**"), the old gear is discarded.

*EXAMPLE: Your agent has an "Invisible Sportscar" equipped with the **Vehicle** and **Gadget** traits. When your agent activates a "Laser Watch" with the **Gadget** trait, he doesn't have to discard the Invisible Sportscar, as agents may have more than 1 piece of hi-tech gear. When the agent activates a "Helicopter" gear with the **Vehicle** trait, he must discard the Invisible Sportscar, because he may have only 1 **Vehicle** at a time.*

Leaders can also be activated at any time that you have as many (or more) activation tokens as the leader's Expense rating (see *Leaders*, below).

Bravado

Bravado may be used for two things only in Spycraft:

1. When an agent is performing an action, he may use bravado to meet a TN that currently exceeds his skill.
2. When an agent or leader is activating a card, he may use bravado to meet an expense that currently exceeds his expense rating.

Bravado may not be used for anything else.



Spycraft Gameplay



The Mission Queue

The 5 mission cards in the middle of the table (see below for the setup) are the mission queue. There are always exactly 5 mission cards in the queue. If there are ever fewer than 5 cards in the queue, slide the missions toward the front of the queue to fill any empty spaces, then deal new missions into the back of the queue until it is full. The first two missions in the queue are always face-up. If either of the first two mission cards in the queue is facedown, turn it face up.

Game Setup

In Spycraft, each player builds one deck (an Agency Deck), and all of the players share a Mission Deck. When you are first learning the game, use the cards in the starter deck you purchased for your Agency Deck. After you learn the game, you will want to customize your Agency Deck with cards you purchase in booster packs or trade with your friends.

Your Agency deck consists of agents, actions, gear, and 4 leader cards. Your Agency Deck must contain at least 50 cards and may not have more than 3 copies of a given card. It may not have more than one copy of any card that has the **Unique** trait. Each leader in your deck must be a different level and from the same faction.

The Mission Deck contains exactly 24 mission cards, one for each time zone. Each mission card has a mission number. The base set contains missions number 1 to 24, and those are the mission cards that make up the Mission Deck used in each game. In the future, as more missions are released, the Mission Deck will change to use a higher range of mission numbers. At any time that you do not have the current set of mission cards, you may download them for free from Spycraft's official website: www.spycraftccg.com.

Once all of the decks are ready, players pull their 4 leaders from their Agency Decks and place them facedown in a row. All of the decks are shuffled, and offered to an opponent to cut. Players then simultaneously reveal their level 1 leader. Players have a starting hand size of seven cards, which they draw from their Agency Deck. After the Mission Deck is shuffled, deal the top 5 cards into a row to form the mission queue and reveal the first 2 mission cards.

Playing the Game

Spycraft is played in turns that the players move through together. During a turn, the players have the opportunity to hire agents and gear, go on missions, and attack their foes. Each turn has two phases, the Intel Phase and the Debrief Phase.

The Intel Phase

Each turn, the player with the highest total Craft among the active agents he has in play is the starting player and goes first during that turn. If there is a tie, determine the starting player randomly amongst those tied. Beginning with the starting player and going clockwise around the table, each player may play one Intel action, or pass. Keep going around the table with players taking one Intel action or passing until every player passes consecutively. When everyone passes, the turn moves to the Debrief phase. Remember that playing a React does not cost you your turn to play an Intel action.

There are a variety of Intel actions available to you:

1. Recruit an Agent
2. Requisition Gear
3. Perform an Intel action on a card in play
4. Play an Intel action card from your hand
5. Brief a leader
6. Discard a Mission
7. Run a Mission

1. Recruit an Agent

You need a variety of agents with different skills to complete your objectives and win the game. As an Unlimited Intel Craft action, your leader may play a card facedown from your hand as an inactive agent. (*See Facedown Cards, above.*) You may activate this agent at any time, paying the cost when he is activated (*see Card Costs and Activation, above*). As the action is Unlimited, leaders may do this any number of times per turn.

2. Requisition Gear

An agent without his tools is never as effective as the spy with a variety of gadgets to get the job done. As an Unlimited Intel Craft action, an active or inactive agent may play a card facedown under himself as an inactive gear. (Remember, this card does not need to be a gear card! *See Facedown Cards, above.*) Agents may do this any number of times per turn. You may activate the gear at any time, paying the cost when it is activated (*see Card Costs and Activation, above*). If gear is activated on an inactive agent, the agent must be activated first.

3. Perform an Intel Action

When it is your turn to play an Intel action, you may play one that is printed on one of your active agent, gear, or leader cards. Remember that if a rule or card effect gives an agent or leader the ability to perform an action, it is as if the action is printed on the agent or leader. This includes actions such as the standard Craft action (*see Agent Skills, below*) or actions on the leaders of each faction (*see Leaders, below*).

4. Play an Intel Action card

When it is your turn to play an Intel action, you may play an action card from your hand with an Intel action on it.

5. Brief a Leader

You start the game with your level 1 leader in play, but you will usually want to activate your more powerful leaders by placing activation tokens on your inactive leaders. Once per turn, your active leader may perform an Intel Craft action to place a number of activation tokens up to his expense rating, divided in any way among your inactive leaders. So, if your level 1 Leader has an expense rating of 4, you get four tokens to place on your inactive leaders in any way you want. A player may not do this action more than once per turn.

You can activate a higher-level leader any time that the leader has activation tokens equal to or greater than his expense rating. Like agents and gear, leaders may be activated as a **React** to any trigger (*see Card Costs and Activation, above*).

6. Discard a Mission

Missions don't wait for agents to complete them. Often the window of opportunity is very small, and a smart leader can close that window to keep other groups from completing a mission. As an **Intel Craft** action, your leader may discard the first mission card in the queue if it was in that position at the beginning of the turn.

7. Run a Mission

As an Intel Craft action, your leader can declare that you are running a mission. The objective of the mission is to complete one mission (or more) on the mission queue. The leader who declares the mission is called the Attacker.



After you run a mission, you may not perform any other Intel actions this turn — you must pass instead. You may not run a mission if every other player has run a mission this turn.

These two rules make your choice of when to run a mission very important. If you run a mission too early, you will not be able to build your team of agents and gear while your opponent is improving his agents. However, if you build too much, your opponents will seize the initiative and run a mission that suits them, meaning you won't be able to.

Running a mission creates a phase within the Intel Phase called the Mission Phase. Each mission goes through the same 5 steps:

1. **Mission Planning** — The Attacker declares which agents will go on the mission. This *mission team* may include your leader, but must include at least one agent or leader. You may include inactive agents on your mission team, but you may not include more than 5 agents (active or inactive) plus your leader, for a maximum total of 6 on your mission team. Agents not selected for the mission team are left back at your *headquarters*, or "HQ."

Declare which mission you are attacking and gather the agents in your mission team next to the mission. If the target mission is facedown, turn it face-up. The mission you choose determines the type of mission, special rules for the mission, victory conditions, and the Victory Points for completing the mission.

2. **Identify the Enemy** — Beginning with the player on your left, each player has the option to defend against your mission until someone chooses to be the Defender. The player to your right must be the Defender if no other player chooses to. The Defender chooses a mission team in the same fashion. However, the Defender may choose to put zero agents on the team. The mission's Victory Points go to the Defender if the Attacker does not complete the mission's objectives.
3. **Engage the Enemy** — Beginning with the player with more craft on his mission team (players may want to activate inactive agents they've sent on the mission before this is counted), the Attacker and Defender alternate performing Mission actions. Determine the first action randomly if there is a tie. Continue back and forth until both players pass consecutively, and then move to the next step. Agents and leaders not in a mission team may not perform actions,



unless that action would put the agent into a mission team, or the action specifically allows the agent or leader to perform the action while not on a mission team.

Each mission type has a "standard skill action" (see *Agent Skills, below*) that agents can do in that type of mission (e.g. in a fight mission, agents can use their combat skill to shoot each other). It is important to remember that even though combat skill is most useful in fight missions, Mission Combat actions can be used in any mission unless the action itself says otherwise. The same is true for charisma actions outside of Intrigue missions and Transport actions away from chase missions.

Sometimes, when missions get dangerous, your leader may want to pull your agents back to headquarters. Your leader can perform the action "**Mission Craft:** Move any number of your agents from your mission team to your headquarters. You may perform this action while in your headquarters."

4. **Mission Goals** — After the Attacker and Defender pass consecutively, figure out if the Attacker has enough skill remaining in his mission team to complete the mission successfully. The objective number is the last thing listed on the Mission Description.

The objective number is listed as a skill and a target number with a plus "+" symbol in front of it. The Attacker wins the mission if the total of the listed skill in the attacking mission team is equal to or greater than the objective's target number plus the total of the listed skill in the defending mission team. If the Attacker does not succeed, the Defender wins the mission.

EXAMPLE: Both players pass their mission actions and the teams move to Mission Goals on a "Chase • Public • Combat +2" mission. The Attacker counts up his skill totals to find that he has a total combat of 7. The Defender has a total combat of 3 (most of his agents were run off the road during the chase). The attacker's combat total of 7 is at least equal to the Defender's 3 plus the objective's target number of 2. The Attacker has won the mission, puts the mission card in his stack of completed missions, and is several Victory Points closer to winning the game.

5. **Mission Debrief** — Whichever player won the mission puts the mission in his headquarters to keep track of how many Victory Points he has collected. If collecting the mission raises a player to 20 Victory Points or more, he wins the game. After a player wins a mission, the Defender's mission team returns to headquarters. Before the mission queue is refilled and missions are turned face-up, the Attacker must decide whether or not to extend the Mission phase.

If the Attacker wins the mission, he may declare that he is extending the Mission Phase and attempting the next mission card in the queue. This new mission has its objective doubled for each extension the Attacker has made this turn (e.g. if this is his second mission, the objective number is multiples by two, if this is his third mission this turn, the objective number is multiplied by 4, if it's his fourth mission, the objective is multiplied by eight!). Once the new mission is targeted, it is turned face-up if it is facedown. Then, return to mission step 2 ("Identify the Enemy") and resolve the mission normally with the remaining agents in the attacking mission team. The Defender builds a new mission team normally. This new mission means that mission action can be used again if they had been used in a previous mission.

Once the Defender wins a mission or the Attacker does not extend after winning, all agents return to headquarters, the mission queue is refilled as normal, and the Intel Phase resumes. Remember that the Attacker may not play any further Intel actions this turn.

Debrief Phase

Once all players pass consecutively in the Intel Phase, the turn moves to the Debrief phase. At the end of the Debrief Phase, each player draws five cards. If a player has more than seven cards (the standard hand size), he must discard cards to get down to the maximum.

During the Debrief phase, players may rearrange facedown cards within a stack. Facedown cards may not be moved between stacks of cards. Players may not shuffle or rearrange the positions of their stacks to undo their opponent's snooping efforts.

Agent Skills

There are four skills in Spycraft: charisma, combat, transport, and craft. An agent's proficiency with a skill is represented by the skill rating printed on his card. Skills can go up and down during play due to gear and other effects (such as being injured; see *Wounded and "Retired" Agents*, below). When working out an agent's skill, add all the bonuses that agent is not receiving from gear, and subtract all the penalties that agent currently has. Skills that are reduced below 0 are considered to be 0 when making a skill check. Gear always adds any skill bonuses after you have figured out what the agent's skill is.

EXAMPLE: An agent has a Transport of 1. The agent's controller activates a gear card on the agent (paying all costs) that gives the agent +3 Transport, meaning he now has a transport of 4. The agent is later wounded, giving him -2 to all skills. The agent's skill is now 1 - 2, which is considered 0. The gear adds its bonus of 3 on afterwards, to give the agent a transport of 2. It pays to be well equipped! However, if the agent later receives +2 to transport from an action, his transport would be 1 - 2 (wounded) + 2 (action), + 3 (gear) equals a total transport of 4.

Each skill has a standard action that agents may perform. There is a reference card in your starter deck that lists these actions.

Charisma

Charisma represents the agent's ability to use his looks and personality for subterfuge and seduction. Charisma is most useful in intrigue missions. All agents may "baffle" enemy agents:

"Mission Charisma X: If this is an intrigue mission, target an opposing agent. Until the end of the mission, set the target agent's printed skills to 0 and the agent is considered **Exposed**. The TN is the target's charisma."

This effectively gives the agent a penalty to each of his skills equal to his printed value in that skill, and it is easiest to work out agent skill totals if you think about it this way. If the agent was already **Exposed**, that effect continues at the end of the mission even after the exposure from the Charisma action ends.

Combat

Combat represents the agent's skill with firearms and hand-to-hand combat. It's the ability to hurt the enemy while avoiding being hurt. Combat is most useful in fight missions. All agents may "shoot" enemy agents:

"Mission Combat X: If this is a fight mission, wound an opposing agent. If this is a **Public** mission, expose this agent. The TN is the target's combat or his cover, whichever is greater."

Agents who are not highly skilled in combat can protect themselves using the cover available in their surroundings. An agent's cover is the cover that the mission provides, plus any bonuses the agent is receiving (as from cover fire, or personal armor).



Transport

Transport represents the agent's ability to drive, pilot, or even just run fast in demanding and dangerous chases. Transport is most useful in chase missions.

All agents may "evade" enemy agents:

"Mission Transport X: If this is a chase mission, target an opposing agent. Move the target agent to his headquarters. The TN is the target's Transport skill."

From these three automatic skill actions, you can see the basic strategy of each of the three mission types. In fight missions, you wound or even retire opposing agents to gain the skill advantage over their team. In intrigue missions, you use your charisma to "baffle" opposing agents, reducing their skills to zero. Finally, in chase missions, you "evade" opposing agents (such as by running them into barriers), removing them from the chase and the mission. In each case, you are reducing the enemy mission team's skill totals.

Craft

Craft represents the agent's ability to gather and conceal information. Craft is most useful during the Intel phase to discover hidden information. All agents may "snoop" facedown cards:

"Intel Craft 4: Examine a facedown card."

Wounded and "Retired" Agents

Espionage is a dangerous game, and agents often become wounded. When an agent is wounded, turn him 90 degrees (sideways) or mark him with a suitable token to indicate that he is hurt. An agent with one wound is *wounded* and has a -2 penalty to all of his skills. Since the game represents a single 24-hour period, wounds do not have time to heal on their own, and can only be removed by card effects. When an agent has two or more wounds, he is retired.

Agents can be retired from suffering too many wounds, or due to card effects that say to retire the agent. The retired agent is dead and removed from play. Send the agent to the discard pile, with his gear. Certain card effects can also retire gear cards. Retired gear cards are removed from play and sent to the discard pile.

Team Size

In the espionage community, large teams are considered unwieldy. You may not have more than 5 active agents (plus your leader) at any time. If you ever have more than 5 active agents, you must immediately retire one of your agents. You may not voluntarily retire a leader in this manner.

You may not have more than 5 agents (plus your leader) on your mission team, whether those agents are active or inactive.



Exposed Agents

When an agent's cover is blown, he becomes a target to his enemies and a danger to his colleagues. An agent whose cover is blown is exposed and gains the **"Exposed"** trait. You may wish to mark exposed agents with a token. Being exposed does not impose any automatic penalties, but agents can bring many weapons to bear against an exposed enemy.

Many of the more violent actions (using grenades, for example) will expose your agents when they are used in a mission that is in public. The standard charisma action ("baffling") used in intrigue missions exposes an agent for the rest of that mission. Other card effects can also expose an agent.

Leaders

You begin the game with four leaders, but only your level 1 leader is active. Your other three leaders are face down and inactive, arranged from lowest to highest level.

Leaders are also considered agents, so any effect that targets, counts, or affects agents includes leaders. Leaders can perform any action that an agent can perform (equipping gear, using combat in a fight mission, and so on). In addition to these abilities and anything printed on their cards, leaders always have a special ability that they receive as part of their training. Each faction's leaders have a different special ability.

- **Banshee Net:** **"Mission Craft:** Send an Exposed agent to his headquarters. This leader does not need to be in the mission team to perform this action."
- **Bloodvine Syndicate:** **"React Craft:** After one of your agents is targeted by an action: Redirect the action to one of your active, lower-expense agents."
- **The Krypt:** **"Intel Craft:** Examine a mission in the queue. You may discard the mission."
- **Nine Tiger Dynasty:** **"React Combat:** After one of your agents declares a mission action: The action is performed as if the mission were a fight mission instead of the current mission type."
- **Shadow Patriots:** **"React Craft:** After you win a mission that is a different type from the last mission you won: Increase the victory point value of the mission by +2."

These abilities are listed on a card you will find in this set. This card is not part of your deck, and is just a reminder of your leaders' ability.

Leader Activation

Because leaders have such a critical role within an organization, their activation is different from other agents. There are two ways that leaders are activated:

- When your active leader leaves play
- By accumulating activation tokens

Any time that your active leader leaves play (probably by being retired), your lowest-level inactive leader is immediately activated. This happens automatically and without cost. This can be good because your new leader is more powerful, but remember that if your highest-level leader is retired, you immediately lose the game.

The other way to activate a leader is through activation tokens. Using the "Brief a Leader" Intel action, you place activation tokens on your inactive leaders. When an inactive leader has a number of activation tokens equal to or greater than his Expense rating, you may activate him at any time. Your previous leader becomes a regular agent and is no longer a leader. If you 'skip over' one or more leaders (e.g. if you activated your level 4 leader before activating your level 2 and 3 leaders), then the lower-level inactive leaders that you skipped are discarded. Unlike other costs in Spycraft, you cannot use bravado for the last few points to activate a leader.

Leaders are remarkable individuals, whose loss is impossible to replace. When a leader is retired or discarded, remove the leader from the game.

Targeting

Many actions require you to choose a target or targets. The targets (or potential targets) of an action are stated within the text of the action, and targeting also occurs when a card affects another card in play.

EXAMPLE: If you activate a leader card that gives each of your Faceman agents +1 charisma, the leader targets all of your Facemen when he is activated. When you activate a new Faceman agent, he is targeted by the leader when he is activated.

If an action is redirected, it must be to another legal target.

EXAMPLE: Player A targets an agent belonging to Player B who is Exposed with an action that says "Intel Craft 7: Retire target Exposed agent." Player B has an action in his hand that says "React Craft 8: Redirect an action targeting one of your agents to another agent." However, there are no other Exposed agents in play, so there are no other legal targets for Player A's action. Therefore, Player B may not redirect the action.

Timing

Sometimes players will want to play Reacts to the same action. When this happens, the player to the left of the player who played the action being Reacted to has the first opportunity to play a React, and so on, until no player wishes to play a React.

Sometimes a player will play a React to an action, and then a player will play a React to that player's React. In these cases, always resolve the most recent React first and work your way back.

If you are resolving chains of Reacts, after a React has been resolved, players may again play Reacts that have a legal trigger at that time.

EXAMPLE: Player A targets Player B's agent with an action. Player B plays a React action that redirects Player A's action to a different Agent. Player A doesn't want this, and plays a React to cancel Player B's redirecting action. Player B can do nothing about that particular action, so, working back from the most recent React played, Player A's React cancels Player B's React. However, Player B has another action that can redirect Player A's action. As it is still legal to play that action, Player B does so, and successfully redirects Player A's action.

Deck Rules

When you search your deck for a card, you must reveal it to your opponents. After searching your deck, shuffle it. When any deck (including the mission deck) runs out of cards, shuffle the discard pile into the deck.



Glossary

Activate/Activation: An inactive card can be activated at any time by its controller. The card's cost must be paid when the card is activated.

Attacker: The mission team that is running the mission is the Attacking team.

Bravado: In moments of great stress and danger, true heroes stand out. An agent can get a little boost to get the job done by discarding a card for its bravado value.

Deactivate: Return a card to inactive (facedown) status.

Defender: The mission team opposing the Attacker.

Enemy agent: An agent controlled by another player.

Exposed: An agent with blown cover. There are many ways to hurt and Exposed agent.

Extending: After winning a mission, the Attacker may continue to the next mission in the queue. The difficulty is doubled and the Mission Phase continues.

Factions: The Banshee Net, the Bloodvine Syndicate, the Krypt, the Nine Tiger Dynasty and the Shadow Patriots. Each has their own plan for the world.

Inactive: A facedown card (not a mission). Inactive cards have not been paid for and have no effect on the game.

Loyalty Penalty: Agents from other factions have double cost and cannot be activated if they are of an opponent's faction.

Mission type: There are three types of missions – intrigue missions, fight missions, and chase missions.

Opposing agent: An agent in the enemy mission team. To target an opposing agent, the acting agent must be at the mission.

React: An action performed outside of the normal timing sequence in response to a trigger. All Reacts have a specific trigger listed in the text. Reacts do not count against your turn to perform Intel and Mission actions.

Retired: Dead. Toes-up to the daisies. Deceased. Metabolically challenged. Sent to the discard pile.

Skill target number: The minimum skill rating required to perform an action successfully.

Skills: Agents have a variety of skills. In Spycraft, they are charisma, combat, transport, and craft.

Starting player: The player with the highest total craft at the beginning of the Intel phase. This player goes first.

Team: A group of agents (including possibly a leader) that is on a mission as attackers or defenders.

"this agent": The agent performing the action.

Trigger: The event or act that a react responds to.

Unique: Agents and gear are replaceable, but "unique" cards are special. You may only have one copy per deck.

Wounded: Agents with a wound have -2 to all skills. A wounded agent that takes another wound is retired.

This completes the Standard version of the rules. If there is something in this rulebook that is incomplete or ambiguous, you can find clarifications online at www.spycraftccg.com.



Turn Sequence

Intel Phase

Beginning with the player with the highest total craft, players alternate taking Intel actions (in any order):

1. Recruit – Put an agent into play from your hand.
2. Requisition – Put a gear card on an agent.
3. Play an action on a card in play or from your hand.
4. Brief – Add activation tokens to your inactive leaders.
5. Discard the first mission in the queue.
6. Run a Mission – Begin a Mission Phase (see below).

When all players pass, move to the Debrief Phase.

Mission Phase

You can't run a mission if all other players have run a mission this turn. The Attacker targets a mission and names his team, then the Defender names his team. Starting with the team with the highest total craft, alternate taking Mission actions to reduce the opponent's skill totals. Each mission type has a standard action (see the reminder card in your deck). After both teams pass, determine the winner. If the Attacker wins, he may extend to the next mission. Finally, return to the Intel Phase. The Attacker may not play Intel actions this turn.

Debrief Phase

All players draw 5 cards, then discard down to 7.



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