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Ancillary Documentation

Certain Revisions to Advanced F. B. I.

Regulations and Procedures Designed to Safeguard
the X - F I L E S Collectible Card Game Dossier in
the Absence of More Formal Administrative and
Review Structures.



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Preface


This document compiles information related to the defunct X-Files Collectible Card Game (CCG) designed by NXT Games and published by the United States Playing Card Company, and was created for the following reasons:

- * To give the author an opportunity to practice interactive documentation design and development using Framemaker 5.5 and Adobe Acrobat 4.0. This document will form part of the author's documentation portfolio.
- * To promote the X-Files CCG by improving its playability. The marvellous design at the core of this product was undermined by poor marketing. All reasonable steps must be taken to preserve the CCG hobby in general, and the X-Files CCG in particular.

The information contained in the Ancillary Documentation is as rigorously (un)official as anything else related to the X-Files CCG. Personal modifications to established information are highlighted in red and marked with change bars on the right side of the page, and may be used or ignored as the reader sees fit.

This document may be freely copied and distributed only its entirety. All information, indicia and credits must be included.

To contact the author with comments or suggestions, please send an email to <sdwark@chirographum.com>.




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Introduction

The conspiracies have not faded. The truth is still out there. The X-Files Collectible Card Game is still a viable hobby, even after its demise.

The X-Files CCG has one of the most elegant game systems and sophisticated game-world simulations of any CCG that I have played. Each player represents a conspiracy at the heart of the FBI that attempts to ensure its survival by manipulating investigations in order to discover and expose rival conspiracy factions.

The game system allows each player a limited number of resources (the cards and pools) that can be exploited to advance an investigation (Active play) or to foil a competing investigation (Conspiracy play). The Agents provide a certain ongoing "energy" for investigations through their RES value, but the Conspiracy can only obtain "energy" by depleting resource cards, effectively manipulating or perverting resources and events. In this way, the Conspiracy finds itself in a constant state of desperation because it must sacrifice a certain degree of offense (investigation) for defense (foiling investigations). A certain guile is required to ensure a balance in resources, and to ensure victory for the Conspiracy.

By investigating strange phenomena and bringing conspirators to justice, the FBI agents unwittingly promote other hidden agenda.

Trust No One. Not even yourself!

But even if you don't like the television show (and such X-Files CCG players do exist) and are unaffected by the game-world simulation, the game mechanics are sufficiently engaging for players who are of alternately tactical and strategic turns of mind.

This document collects some old information about the game in one place, and contains my own cooperative attempts to add value to the X-Files CCG gameplay experience by clarifying some of the rules and card rulings, and by introducing certain gaming variants that make the advanced version of the game more enjoyable.

Given the glut of cards available for purchase at hobby stores everywhere, getting into the X-Files CCG is not longer as daunting as it appeared during their failed marketing scheme. Pick up a box of starter decks and boosters, share them with a friend, and be prepared for an unexplainable time loss as one game runs into another.



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Rules Clarifications

These rules clarifications are reprinted from the X-Files CCG Rules Assistant document formerly maintained by Chris Heard.

Rulings by Phase

Briefing Phase

- * A card with an RP cost of 'X' is worth zero CP if sold during the Briefing Phase.
- * Agents in the Hospital do not generate any RP.
- * A Conspiracy Player might wish to play a card (such as *Unexplainable Time Loss*) before the Investigating Player draws her or his first card from the Bureau Deck. This is permitted only if the Conspiracy Player announces her or his intention to do so before the Investigating Player actually draws the card.
- * As soon as the Conspiracy player has finished buying cards, the Briefing Phase is considered OVER and it is then too late to do anything during the Briefing phase.
- * If playing with sideboard rules (cf. 'Contingency Planning' on page 30, the Investigating and Conspiracy players may only bring sideboard cards into the Bureau deck AFTER purchasing cards. Effects that permit extra draws or discards (e.g. *Foo Fighter*) have no effect on the sideboard.

Healing Phase

- * Cards that move Agents between sections of the table (e.g. *Travel Arrangements*) may not be used to circumvent the requirement that Agents sent to the Hospital due to injuries must have a current Health rating of 3 or their full permanent HEALTH (whichever is lower) to leave the Hospital.
- * Agents in the Hospital may not use their special abilities if they have any damage tokens.

Requisition Phase

- * You may play keyword TRAINING cards during this phase only. (After all, you have to request training from the appropriate administrative budget.)



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- * Equipment cards may be transferred between agents in the same Section and Team for an additional payment of the equipment's RP cost. Equipment cannot be transferred by Agents in the Hospital.

Investigation Phase

- * Unless a specific card (e.g. *Cellular Phone*) allows otherwise, only Agents that were sent to a particular Site at the beginning of an Investigation Phase may contribute their skills to Skill Checks at that Site.
- * A player may only guess an opponent's X-File once during his or her own turn, and only after successfully investigating a Site.
- * Only Combat suit cards may be played during a Combat Skill Check Subroutine.

Debriefing Phase

- * Cards may not be played during the Debriefing Phase.



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Rulings by Term

Activators and MULTI Site Keywords

When the Investigating Player plays a Site with multiple X-File characteristic categories as Keywords, all of those Keywords are available to meet Activator requirements, regardless of which characteristic the Investigating Player plans to ask about.

Dedicated RP Tokens

Some Agent Game Effects take the form "Place 1 RP on this card. This RP may be used to pay for any Keyword X card. If you use this RP, replace it during your Briefing phase." This Game Effect does not reduce the total cost of the Keyword X card. The Game Effect simply provides a self-renewing RP outside of the player's Resource Pool that may only be used to pay for Keyword X cards.

Full Turn

When you play a card (like Core Training or Expert Briefing) that takes one of your Agents out of play for "one full turn", that means one of your full turns.

Played

"Played" cards come from your hand, which is in turn drawn from the Bureau Deck. Agents from your starting Agent Team are not "played".

Remove from Game

Certain cards are removed from the game as part of their resolution. Any card with this text may only be included once in a player's Bureau deck and/or sideboard. If a card has an alternate game effect (e.g. *Bill Mulder*, *Max Fenig*), you may include up to two copies of this card, but if one copy of the card is removed from the game as part of its effect, both copies of the card are removed from the game. Once removed from the game, no further copies of this card may be played.



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Card Errata & Clarifications

These card errata and clarifications are reprinted from the X-Files CCG Rules Assistant document formerly maintained by Chris Heard.

Abduction

"Ten cards down" means "after the tenth card down". In other words, the abducted Agent becomes the eleventh card from the top of the Bureau Deck.

If the player whose Agent has been abducted has fewer than ten cards remaining in his or her Bureau Deck, he or she should shuffle his or her Discard Pile, add the shuffled cards to the bottom of the remaining Bureau Deck, and then place the abducted Agent ten cards down in the resulting Bureau Deck.

Agent Alex Krycek

Krycek's special ability applies only to points generated by his own Res attribute. Treat Krycek as if his Game Effect read: "Points generated by Agent Krycek's Res attribute may be added to either the Resource Pool or the Conspiracy Pool during the Briefing Phase." It is also permissible for Krycek to split his Res-generated points between the Resource and Conspiracy pools.

Agent Fox Mulder

RP generated by Mulder's RES attribute must be used to purchase cards on the turn in which they are generated, or they are lost.

Assassinated

One agent in the team that played the Witness card gains a permanent +1 increase in the first skill modified by the Witness card. The Conspiracy Player chooses which agent gains the skill increase.

Ceremony

Agents placed with this card are considered to be in the Hospital for the purposes of RP generation, Game Text use, and skill-check contribution.

The Cigarette-Smoking Man Strikes

This card may not be used to change a Keyword on an Agent from the starting Agent Team. Agents in the starting Team are not considered to be "played". Cf. "Played" under "Rulings by Term".

Computer Access Denied

If the Team fails the Computer 4+ check, they automatically fail the skill check for the site (cf. Authorized Access Only).

Core Training

The card should read, "Play only during the Requisition Phase. The Agent is taken out of play for one of your full turns. Only one Core Training card may be played per Agent." Cf. "Full Turn" under "Rulings by Term".



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Crew-Cut Man

If Crew-Cut Man wins a combat sequence by sending the Agent he targeted to the Hospital, Crew-Cut Man is immediately discarded. He does not get to attack another Agent.

Dana Scully, Abducted

Add "May not be duplicated".

Decreased Workload

This effect lasts only for one turn. Discard after the agent generates the increased RP.

Die Hand der Verleitetz

The following is a rough translation of the German text: "You may search your Bureau Deck for one keyword OCCULT adversary, and play it on the site, ignoring activator requirements, for 0 CP." (Suit: EVENT; Keywords: Event, Phenomena; Activators: Conspiracy)

Expert Briefing

The card should read, "Play only during the Requisition Phase. The Agent is taken out of play for one of your full turns. Only one Expert Briefing card may be played per Agent." Cf. "Full Turn" under "Rulings by Term".

Frohike

The card should read, "Negate one conspiracy event". (He follows the wording of *No One So Paranoid*)

Government Sanctioned Pheromone Experiments

Combat with the affected Agent lasts for one round of LRC and one round of CRC only.

Hack Into Government Files

This card may not bring a deck over the two-card-per-deck construction limit, even if the original cards have been removed from the game.

If you are playing with sideboard rules ("Contingency Planning" on page 30), this card may be used to access one card from the sideboard outside of the Requisition Phase.

In-Service Training

The card should read, "Play only during the Requisition Phase. The Agent is taken out of play for one of your full turns. Only one In-Service Training card may be played per Agent." Cf. "Full Turn" under "Rulings by Term".

Je Vois Quelque Chose, La Au-Dessous

The following is a rough translation of the French text: "You may search your Bureau Deck for one keyword ALIEN or ALIEN INVESTIGATION card, and place it in your hand." (Suit: EVENT; Keywords: Event, Phenomena; Activators: Active, Conspiracy)

Krycek, the Double Agent

This card forces the Investigating Player's Agent Krycek to fight against one of the other Agents in that Krycek's Agent Team. In effect, the Investigating Player's Krycek temporarily becomes an Adversary who selects only one opponent (similar to Crew Cut Man).



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Krycek Possessed
Add "May not be duplicated".

Langly

The card should read, "Negate one Bluff card". (He follows the text of *No One So Paranoid*)

Laser Barrier

This card may also be played in response to a skill check initiated by another card, e.g. *Unexplainable Time Loss*.

Living Machine

The LRC should be "N/A" instead of zero.

The Manitou Stalks Its Prey

The Game Effect text should read, "Any Agent wounded by the Manitou may not heal wounds until a Keyword HEALING card is successfully used on her or him." The only difference from the card as printed (besides gender inclusiveness) is the insertion of the word "Keyword", although this is already implied on the card by the fact that HEALING is in all capital letters (alerting you that it is a Keyword). Thus certain Combat cards (e.g. *First Aid*), Equipment cards (e.g. *Medi-Kit*), and Event cards (e.g. *Medical Treatment*) can be used to help an Agent begin healing wounds inflicted by the *Manitou*, but *Agent Janus*' built-in healing ability cannot be used for this purpose because *Agent Janus* does not have the Keyword HEALING.

It is not necessary for all the damage inflicted by the *Manitou* to be healed using Keyword HEALING cards. Once a Keyword HEALING card has been used on the wounded Agent, that Agent will continue to heal normally.

Margi Kleinjan and Terri Roberts

Margi's and Terri's Game Effect text allows them to attack simultaneously. Under such circumstances they are treated like an "Adversary Team". They deal and receive damage separately but participate in the same combat sequence.

The doubling or tripling of Margi's and Terri's LRC, CRC, and HEALTH is activated by playing one of them at a Site where you just played the other one. Once they are played, the increased statistics are not dependent on the girls' presence together. If one of them is killed by the Agent Team, the other retains the increased statistics until killed.

Overwhelming Force

All Adversaries played in conjunction with this card must meet Activator requirements and be paid for at full Cost as normal. The only concession granted by *Overwhelming Force* is that the normal limit of one Adversary per combat sequence is increased to three Adversaries for one combat sequence.

Each Adversary played in conjunction with this card deals and takes damage separately. However, all participate in the same combat rounds (as if they were an "Adversary Team"). They count as one Adversary only for purposes of game text on other cards.



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A Near Death Experience:
Add "May not be duplicated".

Phoebe Green

Phoebe Green can only use her Game Effect on an *Agent Mulder* controlled by the same player. Green cannot "steal" an opponent's *Mulder*.

Green may not use her Game Effect to pull *Mulder* out of the Hospital before he has healed back up to a current HEALTH of 3.

Run for It

If *Run for It* is played on an Agent investigating a Site alone, the Adversary is discarded since there are no Agents remaining for combat. The Agent is then allowed to continue investigating the Site.

Samuel Hartley

An Agent kept in play by *Samuel Hartley* is fully healed, and remains in the current section.

Skinner Chooses a Side
Add "May not be duplicated".

Smoke Screen

For this card to work, you must have at least one Agent Team in the Bureau, and one team in the Field at the time the card is played. Discard if the Field Team splits for any reason.

S.W.A.T. Training

The card should read, "Play only during the Requisition Phase. The Agent is taken out of play for one of your full turns. Only one S.W.A.T. Training card may be played per Agent." Cf. "Full Turn" under "Rulings by Term".

Terri Roberts and Margi Kleinjan

See *Margi Kleinjan* and *Terri Roberts*.

The Thinker

The Thinker may be played to cancel Investigation cards (worth RP) played by the opponent because the card targets the opponent and not the Conspiracy player.

Tracking the Killer

This site lets you ask an AFFILIATION question (because AFFILIATION is one of the Keywords). This is a very serious misprint.

Trap

If the Agent selected for combat with the Adversary is sent to the Hospital before the Adversary is killed, the Adversary is immediately discarded. The Adversary does not initiate combat with a second Agent.



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Travel Arrangements

This card may not be used to let an Agent move from a Team at one Site to join a Team at a different Site, since both Sites are in the Field. *Travel Arrangements* moves Agents between sections of the table.

This card may not be used to pull an Agent out of the Hospital before that Agent has reached 3 HEALTH.

Unexplainable Time Loss

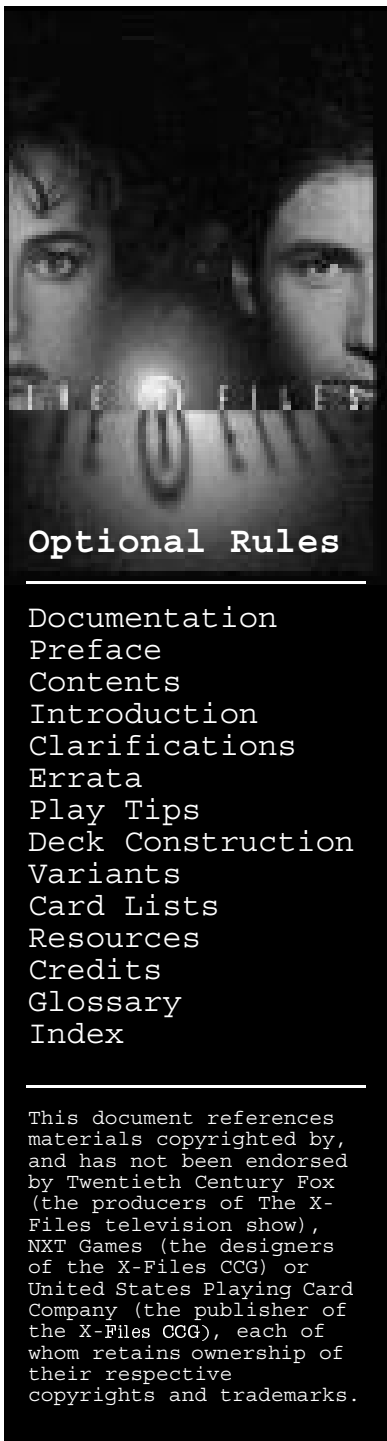
Add: "May only be played before the Investigation Phase. All Agents in the Field may contribute to the Skill Check."

X-Files Research

The card should read, "Play only during the Requisition Phase. The Agent is taken out of play for one of your full turns. Only one X-Files Research card may be played per Agent." Cf. "Full Turn" under "Rulings by Term".

Women's Health Clinic, Richville MD

This site lets you ask an RESULT question (because RESULT is one of the Keywords). This is a very serious misprint.



Optional Rules

The optional rules listed in the Advanced Rules and Procedures Manual add an interesting twist to the game. Building a dedicated deck is well worth the effort.

Guessing the X-File

- * The Blackmail card is useless when playing with this optional rule.

KILLER Cards

- * The following cards include the KILLER keyword:

- The Host Attacks
- Massive Internal Damage
- Terminal Damage
- Agent Jack Willis Shot...
- Agent Lamana Dies...
- Agent Reggie Purdue Found Strangled
- Agent Weiss Killed...
- Assigned to the X-Files
- Krycek, the Double Agent
- Samuel Hartley

X-Files Powers

- * X-Files powers may only be used by the Conspiracy player.
- * X-Files powers may only benefit the Conspiracy player who controls the X-File (just because your Affiliation is revealed to be Alien doesn't make my Alien Bounty Hunter any easier to play).

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Play Tips

These play tips were contributed by Jon Furino.

Agent Special Abilities

Don't forget about your Agents' special abilities. I have lost count of the number of times I have seen an opponent let his team be obliterated by a Dark Angel, and totally forget to use Burk's token; or seen an opponent go an entire game without using the abilities of Lamana, Hosteen, or Bruckman. The last three abilities should be used as soon as possible. Mulder's tokens should also be used ASAP, but Scully's should be held until you are either investigating more than one Site, or you are holding a Langly or No One So Paranoid.

Asking Questions

Double-check your questions before asking them. I have heard, in tournaments, people asking "Is your Motive Violence?" Method and Motive questions are easy to confuse - be careful! If your opponent makes a mistake like this, simply grin and answer "No." They'll figure it out when they go to mark it off their sheet.

Generally, when asking your questions, you want to ask the question that comes as close as possible to half of the remaining X-Files. Also, a common difficulty is knowing when to guess at the X-File. This is a tricky situation.

Guessing

WHEN NOT TO GUESS:

- * If you are near endgame (one player is narrowed down to 5 or less) and you are behind
- * Your first question of the game (unless you guessed correctly and your opponent has already asked a question)
- * Any situation not covered under *When To Guess*

WHEN TO GUESS:

- * If you have narrowed your options by 20 more)
- * If you have narrowed it down to 5 or less X-Files and you are ahead
- * If your opponent already knows that Characteristic



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Probabilities

The decision of what to ask has plagued many players. Following are the questions to ask:

Affiliation	Motive	Method	Result
1. Evolutionary	1. Ideology	1. Violence	1. Death
2. Government	2. Control	2. Subterfuge	2. Physiological Imbalance
3. Occult	3. Survival	3. Possession	3. Manipulation of Evidence
4. Alien	4. Knowledge	4. Threats	4. Abduction
5. Primordial	5. Security	5. Manipulation	5. Insanity

These rankings are not totally based on probability but rather on various other reasons, including the influence of the other characteristics. For a totally probability-based list of X-files, see below (ranked from high to low probability). The point scale is based on the actual probabilities of the different characteristics:

Affiliation	Motive	Method	Result
Evolutionary - 1	Ideology -1	Violence - 1	Death - 1
Government - 2	Control -1	Subterfuge - 2	Physiological Imbalance - 2
Occult - 2	Survival - 1	Possession - 3	Manipulation of Evidence - 3
Alien - 2	Knowledge - 2	Threats - 3	Abduction - 3
Primordial - 2	Security - 3	Manipulation - 4	Insanity - 4



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Following is a list of x-files based on these probabilities. The higher the number, the less probable the X-File:

Point Value	X-File
4	Leonard
5	John Barnett, Eugene Victor Tooms, The Host, The Manitou
6	Brother Martin, Cecil L'Ively, Donnie Pfaster, The Vampire
7	Alien Experimenters, Duane Barry, Eve, Arthur Grable, Augustus Cole, Jersey Devil, The Swarm, Lucas Henry, Mrs. Paddock
8	Alien Conservationist, Alien Listeners, Alien DNA Steroid Prog., Central Operating System/AI, Dr. Banton, Ancestor Spirits, Michael Holvey
9	Alien Abductors, Dod Kalm, Cigarette Smoking Man, Volcanic Spore, Sheriff Tom Arens, Warren James Dupre
10	Arctic Worm, Col./Cmd. Colin Henderson, Ed Funsch, Faciphaga Emasculata, BJ Morrow, Leonard Vance, Colonel Wharton
11	Howard Graves the Poltergeist
12	Reverse Engineers, The Gregors

Also, a good idea is to watch the way your opponent chooses their X-File. If they do not pick randomly, but rather choose their X-File, then you can usually avoid Result:Death, as most people know that is the most common and will avoid it if they are choosing. People choose their X-Files based on a couple of different factors. The experienced player will often look first at the probable characteristics, trying to avoid the most probable ones. People also tend to look for their favorite episodes or characters, or good pictures. I have myself chosen the X-File Faciphaga Emasculata because people tend to not guess it if they cannot pronounce it.

Audacity

Don't hold back. If you only need one agent to complete a site but have no other sites, send everyone in the field (unless you need to move them to the Bureau to requisition equipment or training). There are many bluffs and events that change the requirements for a site, and having the extra help there is useful in those cases (or if an Adversary pops up). Sending an overly large team will rarely hurt you.



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Card Management

Watch your card levels. At the beginning of each of your turns, check your hand and point totals, and see how many cards you are going to play. Then buy enough cards to put your END TOTAL at 7, as long as that does not cost so many points that it renders you unable to play cards. If you have *Langly*, *X*, or *Frohike*, always try to keep enough points open to use them. On your opponent's turns, try to purchase cards until you have 8 cards in your hand. Odds are, you'll play something.

Don't forget that first card! I've lost count of how many times I see someone forget to draw one card at the beginning of their turn. Hey, it's a free card. Don't forget it. The same goes for cards like *The Video Trap* and *Foo Fighter*. Don't forget them!

Don't fill your hand with junk. If you can't use a card, and don't see yourself being able to use it soon, either burn it for CP or get rid of it!

Opponent Management

Watch your opponent closely. Things to watch for:

- * **Slips.** Accidentally revealing their X-File (either verbally or physically, DON'T LET ON!)
- * **Draws.** Drawing the correct number of cards
- * **Point generation.** People sometimes forget that agents in the hospital don't generate points.
- * **Agent location.** Don't let them get 3 from Skinner or 2 from Blevins unless they're in the Bureau.
- * **Activators.** Watch the activators on your opponent's cards! Protect yourself from illegal plays.
- * **Ability usage.** WOUNDED Agents in the Hospital cannot use their tokens or abilities.
- * **Investigations.** Make sure their agents can complete the site prerequisite!
- * **Point totals.** Make sure their agent teams are no more than 20 points. Simple but important!
- * **Card frequency.** Keep a mental count of their cards...remember, no more than 2 of any one card.

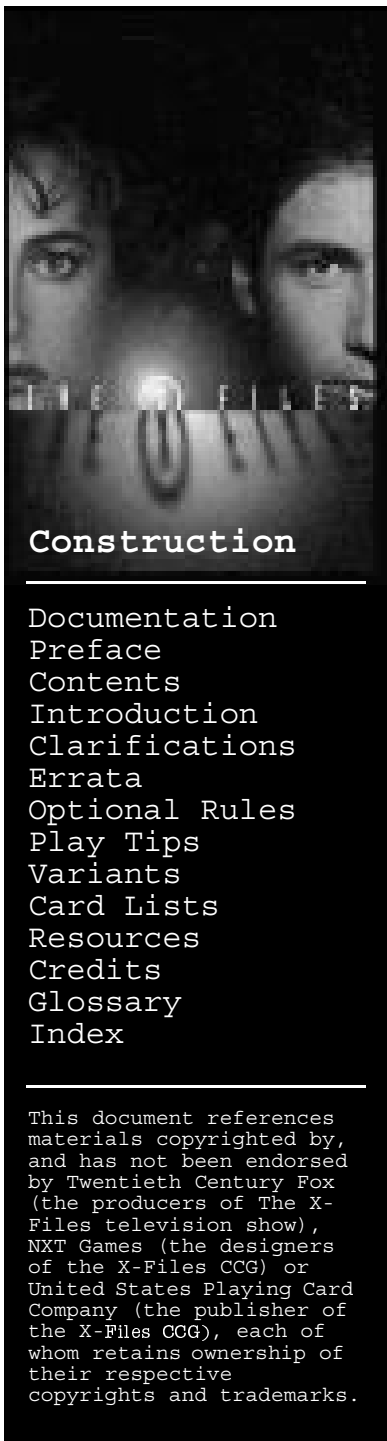


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- * **Answer accuracy.** Write down all of your questions and your opponent's answers! If you end up with an impossible situation, i.e. if there's only one possibility for their X-File and it is wrong, you will be able to check the questions.
- * **Gamesmanship.** Totally ignore anything your opponent says about their game. Unless you ask them a question as a result of a successful Site investigation or other game effect, they can AND WILL lie to you. Remember, this is the X-Files, people will try to mess with your mind. Don't let them.
- * **Watch your answers.** Double check every answer you give before you say it. Also: If your opponent guesses your X-File, don't make the mistake of tracing your finger down the sheet until you find it.



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Deck Construction Tips

These articles were written by Jon Furino for The 46th Street Cabal newsletter.

Agent Teams

When designing a team of agents, you need to consider five things:

1) **Skill score combination.** Obviously, you want agents with complimentary skills so they can complete sites more easily. However, there are two ways to do it. First, you can go with agents will all the same skills. A team designed with this in mind might be *Mulder*, *Krycek*, *Hosteen*, and *Lamana*. This has a high total for Alien Investigation, Occult Investigation, and Subterfuge. A second approach would be to take agents with different skills so as to be able to accomplish a wide range of checks. A sample team like this would be *Mulder*, *Scully*, and *Skinner*.

2) **Speed.** Do you want to investigate several sites in one turn, or only investigate one? If you wish to investigate several, then you will be looking for agents that have 4's in one of their skills. These are commonly known as 'speed decks', and the most common teams are *Krycek*, *Skinner*, *Burk*, and *Hosteen*; and *Scully*, *Bruckman*, *Burk* and *Hosteen*.

3) **Offensive power.** This is the ability of your agent team to conquer obstacles your opponent might throw in your way. The most common bluffs/events used are those that require your team to make an additional skill check on top of your site skill check. These are:

- * *Detective Thompson*
- * *Sheriff Daniels*
- * *Peter Tanaka*
- * *Unexplainable Time Loss*
- * *Authorized Access Only*
- * *Computer Access Denied*
- * *Paperwork*

You will probably want an agent team to be able to defeat as many of these common defensive cards as possible. In addition, you will want to look at your combat scores. An agent team with a LRC of 8 or higher is good, as this enables them to stop most adversaries - 10 would be ideal. There IS a team that can conquer ALL of the above cards - *Krycek*, *Lamana*, *Spiller*, *Weiss*, *Henderson*.



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4) **Point generation.** An agent team is no good if they don't generate points for you. When it comes to point generation, *Skinner* is far and away the best agent, although he must stay in the bureau to use his ability. (Of course, that's why they invented *Cellular Phones...*) Generally, you want to create about 4-5 RP per turn. This should be enough to handle most of your problems, unless you plan to play lots of high-cost cards. Another valuable thing to consider is the abilities of *Krycek* and *Blevins*, to add their points as CP instead of RP. This is a valuable ability as it lets you create CP without burning cards, and explains why *Krycek* is one of the more popular agents.

5) **Special abilities.** Not to be overlooked is the agent's special abilities. *Mulder* becomes far less useful if you look at his game effect. The most powerful game effects are probably *Bruckman*, *Hosteen*, and *Lamana*, all of which cause bad things to happen to your opponent's hand. An important point to remember is that *Lamana's* ability does not use a token. As a result, he can not regain his ability through the use of *Nurse Owens* or *The Mailman*. A deck with both *Bruckman* and *Hosteen*, however, would certainly benefit from a *Nurse Owens* or two. *Burk's* ability is also excellent, as it can give you that one shot of protection you need from your opponent's *Dark Angel* or *Manitou*.

Obviously, you cannot satisfy ALL of these to the ideal level, you are going to have to decide how you want your deck to play.

Investigative Approaches

OK, so you've picked out your agent team. You've got all your cards sorted out by suit and you're ready to build a deck. There are really two major types of decks, so we'll look at each in turn.

The first thing to cover, though, are the **universal cards**. Extremely powerful, these cards fit well into almost any deck. WARNING: Some of these are ultra-rare or otherwise hard to come by. Don't be intimidated, you can play an extremely good game without them. I have lost to players without any ultra-rares or promos at all. Here's a list:

- * *Deep Throat*
- * *Deny Everything*
- * *Counterintelligence Measures*
- * *X*
- * *No One So Paranoid*
- * *Langly*
- * *Rejuvenating Caves*
- * *Friend in the FBI*
- * *Smoke & Mirrors 5*

The first major type of deck is the **speed deck**. For this deck (likely teams are *Krycek/Skinner/Burk/Hosteen* or *Scully/Bruckman/Burk/Hosteen*) you want to focus on getting as many sites into play as possible, as well as being able to maintain enough RP to pay for them. A good speed deck is around 60 cards. CP is secondary - you want to focus more on



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overwhelming your opponent. To this end, you want to play with about 40% sites, guaranteeing a couple each turn. Try to balance them as best as possible between the four skill questions, and make as many as possible fit into your agent's special abilities. For example, if I'm playing Krycek/Skinner/Burk/Hosteen, I'm going to want to load up on sites that use Subterfuge, Computer, Occult Investigation, and some Bureaucracy. (In this case, you would want to go light on the Bureaucracy so Skinner can stay in the Bureau where he belongs. ;)) If you run out, go for sites that you can complete with two agents. Alien Investigation would be a good example of this. If you can, try to play the dual sites for these - they're cheaper, and you need all the RP you can get.

You're also going to need to generate RP, and in quantity. Two copies each of *Hard Evidence* and *Friend in the FBI* are almost required for this type of deck. *Unexpected Call* and *Too Close to the Truth* will help you keep a point advantage. You should probably ignore equipment for any purpose other than to burn for CP (unless it's for Skinner's Cellular Phone). A similar rule applies to Witnesses - they're just not worth it (although I usually toss in a couple of *Thinkers* to burn for CP). However, you want several events that will help your agents complete their sites. Some good beneficial cards are: *Langly*, *Frohike*, *No One So Paranoid*, *X* (or *Evasive Maneuvers* if you don't have *X*). Toss in a couple of *Blackmail*, *Improved Channels* and *Smokescreen* and you should be OK. If you're playing with Bruckman and Hosteen, don't forget to put in *Nurse Owens*. She's expensive, but those special abilities can really cripple your opponent. *The Mailman* works well for this also. All in all, offensive cards (those that help you complete your sites) should comprise about 40% of your deck.

Defensively, you don't need to accomplish much. Toss in a couple of *Shotguns* or a couple of 5-RP cost cards (I prefer the *Thinker*, he will also stop *Leonard*) and then load up on low-cost defense. Good defensive cards would be: *Sheriff Daniels*, *Detective Thompson*, *Peter Tanaka*, *Computer Access Denied*, *Authorized Access Only*, *Paperwork*, and *Unexplainable Time Loss*. *Radioactive Area* is also an excellent choice for defense. *Eliminating the Source* is a MUST! This should stop someone cold for two entire turns for only 4 CP. *Limited Choices* works EXTREMELY well in this deck - if you can clean out your opponent's hand and keep their CP pool low, they will be virtually helpless to stop you next turn - time to bust out 3 or 4 sites! Defensive cards should take up the last 20% or your deck.

The second type of deck is the **Adventurer deck**, a.k.a. the A-Team deck. This features a diverse team that can handle virtually any obstacle (much like your typical adventuring party, hence the name) and requires multiple bluffs, events and/or adversaries to stop at any given site. Teams that fit this bill would look like: *Krycek*, *Lamana*, *Spiller*, *Weiss* and *Henderson*; or *Krycek*, *Lamana*, *Spiller*, *Green*, and *Nemhauser* (thanks to Jody L for this one). With their diverse and effective skills, not to mention good point production and a 10 LRC, they are ready for anything. A good Adventurer deck should have more cards - probably around 80-100 is good.

When choosing sites, total up your agents and take the highest skill. That skill should be your primary site type - it will most likely be either Evidence collection (for the *Weiss/Henderson* deck) or Criminal Investigation (for the *Green/Nemhauser* deck). You will notice that either of these site types is immune to *Eliminating the Source*, one of the most popular defensive cards. However, they are vulnerable to the 'negate' bluffs like *Puzzles*



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Within Puzzles or the *Conundrum*. You should have about 25% sites in your deck, since you will almost never investigate more than one at a time.

Offensive cards should take up another 25% of your deck. The cards you use will be somewhat different from the speed deck - you still want the *Friend in the FBI*, *Langly*, *X*, etc. but you will also want to toss in such goodies as *Grid Pattern Search*, *Road Trip*, *Friend in the Lab* (to go for those *Shotguns*) and *Surfing the Net*. Don't forget *Unexpected Call* - you aren't generating many RP, so you might want some extra. Don't be afraid to use *No One So Paranoid* as a *Langly*.

Defensive cards take up the other 50% of the deck. This should contain quite a few cards for burn - 2 shotguns and a couple of *Nurse Owens* is good if you can manage it. Load up on 5 RP cost cards - 2 *Lux Video Camara*, *The Thinker*, *Hack Into Government Files*, *Message from the Stars*, and *Chester Bonaparte* all make good kindling for your CP. Then, toss in your good defensive cards. Don't be shy about high costs - go ahead and play your *Dark Angel*. Go for the cheap stuff, too - the key here is volume.



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Adversarial Themes

There is a huge variety of adversaries to choose from, and sometimes it can be difficult to stock your deck in the most efficient manner. This article will break down the adversaries by type and discuss the pros and cons of each. I will also attempt to rate the effectiveness of any given adversary.

Adversaries, first and foremost, should be broken down by activator requirement. Generally, these are Affiliation, Method, Motive, and Result; but there are a few exceptions. They break down as follows, ranked for overall usefulness:

Affiliation-Activated

The Dark Angel

The most powerful all-around adversary, as well as a limited-production promo, the Dark Angel is always a valuable card to have. Because of its activator, it is also a favorite target of the *Evil One* and *Die Hand Die Verletzt*.

Brother Martin is Attracted to You

Brother Martin is a valuable adversary, which can take an agent out for an extended length of time while avoiding combat - a key against combat heavy decks like the Adventurers deck (see issue 2). He puts an agent of your choice in the hospital with 3 damage tokens on him/her, which cannot be healed artificially and heal at half the normal rate. This is most effective on agents which already have damage, as they increase the length of time that agent is incapacitated. On a 3-health agent, it ensures the agent's inactivity for 6 turns!

The Mechanic

The Mechanic is nothing special, but it is a good way to take out an agent. Most agents cannot stand up to 4 damage, and since it's long range it is virtually guaranteed to succeed (barring combat cards, of course).

The Evil One

This wicked little lad is useless by himself - combined with another adversary, though (especially a big one like the *Dark Angel*) he can be downright brutal. Increase his effectiveness by getting him in play with *Die Hand Die Verletzt* (see last issue) - this way his activator requirements can be ignored and he can be used to double any other adversaries (like the *Manitou*, which otherwise has a hard time making it past long range).

Margi Kleinjan

Margi, together with her partner *Terri Roberts*, make a wicked little team, especially when at an Occult site - when together, all their stats are doubled, and if at an Occult site they triple! Unfortunately, without the other one, each of them is virtually useless. To be really cruel, play both of them on an Occult site and use the *Evil One*...



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Red-Haired Man

Right off the bat, this adversary is downgraded simply because he doesn't have red hair. Actually he does, sort of, but this is impossible to tell with the artwork on the card. The rest of the low rating is due to him being a weak adversary - but at least he has long range. He might take somebody out...

The Walk

Normally, this is a strong ability - most teams are comprised of many small agents and an adversary with this ability could cripple them - except this one is WEAK! Odds are, it will never make it to close range. It's great against speed decks - but then, any adversary is great against a speed deck since they tend to investigate in one-agent teams.

Slithers in the Night

Whee. No long range, only 6 health, no special abilities...useless.

Motive-Activated

Deadly Blur

The Blur has two powerful abilities. First, it is -1 to all damage sources - very powerful. Second, any agent it hits is stuck automatically in the hospital for two full turns. All in all, an excellent choice for a motive-based adversary.

The Manitou Stalks Its Prey

This is an EXTREMELY dangerous adversary. If it cannot be stopped in long range, it will take someone out of commission for a very long time. Agents hit cannot heal until a HEALING card is played on them. Since most players use few (if any) healing cards, this can be very effective. Unfortunately, its health of 8 means that it will probably not stand up to a full team during long range.

Alien Bounty Hunter

Bounty Hunter is a very powerful adversary - if confronted by a full team of 4 or 5, he will almost always decimate them, as each agent he confronts in close range causes 1 point of damage to be dealt to all agents present. In addition, if killed in combat, he reshuffles himself into your Bureau deck to rise again. Unfortunately, his low health of 6 makes him extremely vulnerable to long range combat.

Spirit of the Amaru

This adversary, the only ultra-rare adversary in the game, is more of a novelty than a power card. Virtually useless at the beginning of the game, it gains strength as the game goes on. Unfortunately, against speed decks (which incorporate virtually no defense) it is particularly weak.

Private McAlpin, Zombie

McAlpin is weak - the 1/2 damage long range round will probably keep him alive long enough to take out one agent, but odds are he's toast at that point.



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Good People, Good Food

This is an excellent special ability, but it is totally wasted on this adversary, as it only does 3 close range, with no long range at all. It MIGHT make it to close range, but probably not past the first round.

Puppet

Two useless abilities. First, he has the ability to play combat cards last in the round. Since combat cards are rarely used beyond the occasional First Aid or Dodge, this has little effect. Secondly, he has the ability to deploy for free, ignoring activators, on keyword INSANITY sites. Since there are none of those, this is completely useless.

John Mostow

Mostow is a toned-down version of *Puppet*, possessing only the ability to deploy for free, ignoring activators, on keyword INSANITY sites. They don't exist.

Method-Activated Adversaries

Operation Falcon Blue Berets

The Blue Berets are probably the best of a limited selection of Method adversaries. With Long Range damage, plus the ability to split and a decent health, they are the best option for taking out small or medium-sized teams. Against large teams, they will probably die in long range but at least do their 4.

Crew Cut Man

A sure-fire one agent killer. Very difficult to defeat one on one without special cards.

The Psychotic Attack

Weak. Does 3 LR, but the split ability is useless with only 3 damage. Most likely will only kill one agent.

Squeeze

This is a fairly pathetic adversary. It is guaranteed of doing damage - a whole 3. This MIGHT take out an agent. Or not. Don't waste a card on this.

Result-Activated Adversaries

Joseph Patnik

A sure-fire team killer. Almost universally feared, Patnik is almost guaranteed to take out more than one agent (more in Adventurer decks). One of the best adversaries in the game, hands down.

Darkness Falls

Frequently overlooked, this good adversary will almost always take out one agent for a couple of turns.

Terri Roberts

See *Margi Kleinjan* (Affiliation) for more details.



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The Sandman

Sandman is pretty good - if your opponent has Krycek, the Sandman will be able to take out any agent on his team in long range. Unfortunately, the low health pretty much ensures that it will never make it to close range against any normal sized team.

Hunter in the Dark

This adversary might eliminate one minor agent. Aside from that, it's pretty weak.

Supressed Fury

It's got a good special ability...that is completely wasted on the measly 2 points of close range damage it does. Besides, with a 9 health, it will probably survive all but the really big teams through long range anyway. Now if only there were a way to give this power to the *Manitou*...

Other Activators

John Barnett Links You to Mulder

If you can keep him alive through long range, he'll give an opposing team something to think about...while they're recuperating in the hospital. Works best on medium sized teams of two or three agents. Plus: He can be played on anybody, anywhere...use him to smack *Skinner* in the Bureau or anyone in the Hospital.

The List

This adversary does not stop your opponent right away - but it lets you pick one of their key agents and slap him/her around next time they investigate a site. Very accessible, low cost.

Leonard

Doesn't stop agents OR damage them in any way...what it does is cycle through your opponent's deck either 10 cards or until it hits a Witness. Since Witnesses are scarce in real games (the only one I ever really see is the Thinker, because of it's 5-point burn) this can cycle your opponent past some really good cards.

Abduction

This is a really good effect - it will remove that agent for a couple of turns, with the added benefit of losing any equipment or attached cards. Unfortunately, it requires an Alien Investigation keyword.

Darren Peter Oswald

Great adversary - worth putting in any deck as long as you use the *Cigarette Smoking Man Strikes* (CSMS) with him. The splittable 8 damage will set down 2 agents, virtually guaranteed! Unfortunately, SCIENCE sites are not often used.

Simon Gates, aka Ferreau

He can play anywhere there's a Believer - there's almost always one in every deck. If you can enable him to split his close range (as well as surviving long range with his measly 7 health) ...ouch!



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Living Machine

This, on first glance, looks like a great card - skips long range, and agents must substitute their Computer Skill for their close range combat. Unfortunately, it also has the activator COMPUTER, so it stands to reason that a team investigating a COMPUTER site has a decent computer skill. This becomes more useful when used with a CSMS.

Alien Harvester

This card was immediately recognized as the X-Files' answer to the Chaos Orb. For you non-Magic players, essentially you physically flip the card from a one-foot height over the table and try to get it to land on your opponent's agents to abduct them (see the Abduction adversary for more info). The good news is that this way you can get more than one - if you're REALLY good or REALLY lucky. Odds are, you'll miss.

Poltergeist Attacks

Essentially, this adversary is a virtually-unstoppable 4 points of damage. It is not affected by any of your opponent's combat skills, but it leaves after one round of close range combat. This is enough to take out one of any but the most healthy agents.

Kiss of the Vampire

This would be great...if it didn't require a Witness to be in play. Essentially, it turns the witness into a 0,3,3 adversary that attacks your team along with the Vampire itself. Long range attacks do not affect either of them. Of course, you can always change your opponent's site to a witness with CSMS...have Lake Okobogee turned into a vampire and attack your opponent's agents!

Faciphaga Emasculata

Extremely weak - has no overt effect by itself, only delays the healing of your opponent's agents - and with a Medical activator besides. Yuck.

2Shy

Boring. Odds are, there will be a female around...but also, odds are that 2Shy will get his fanny kicked before he ever gets close enough to do his 4 close range.

Pheromone Psychosis

A cheesy version of *Kiss of the Vampire*, this takes the witness' modifier (usually 1 or 2) and makes it the Long and Close range combat of this adversary.



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Variants

One pleasant consequence of amassing so many X-Files cards so cheaply is that it's easy to develop playing variants that extend the playing life of the cards. Many of these variants were invented by/developed with my good friend Francois Petitclerc, and are intended only as embellishments of the Advanced Game. Often, these mechanics are inspired by other games, but I'll let you guess which ones...

Contingency Planning

This is a sideboard variant that allows you to adapt your deck to different opponents at different stages of the game. Construct a sideboard of exactly 15 cards. These cards count for all deck construction restrictions (i.e. uniqueness, 2-cards-per-deck).

There are two ways to access cards from your sideboard:

- * During the Briefing phase, after drawing cards as either the Active or Conspiracy player, you may remove one card from your hand and remove it from the game to bring one card of the same alignment and equal or lesser cost from your sideboard to the bottom of your Bureau deck (e.g. if you discard a 5 RP card, you may only sideboard in an RP cards worth 5 or less RPs). *P cards can be exchanged with equal value RP or CP cards. Sideboarding can be cancelled by effects such as *Red Tape* or *Relentless Pursuit*, but is not affected by effects that grant extra card draws or discards, such as *Foo Fighter*.
- * You may play *Hack Into Government Files* to bring one card from the sideboard into your Bureau deck, following the game text. No card substitution is required.

Dueling Conspiracies

If you've ever wondered what you should do with all your extra X-File cards, try this two-player variant:

- * Build a draw deck of 82 X-File cards (2 of each).
- * Have each player note which X-File they will defend. Note their choices on separate pieces of paper, or use the appropriate X-File card (you should have enough to spare).
- * Deal out two hands of 8 cards.
- * Determine the starting player at random.



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- * The starting player lays an X-File card on the table and announces an X-File characteristic (e.g. Method:Violence). The second player then plays a card with a matching characteristic (eg Method:Violence), and announces a second characteristic (Affiliation:Government).
- * Play continues until one player cannot play a card with a matching characteristic. That characteristic becomes the question that the stymied player must answer. If both players run out of cards, then the last person to play a card chooses a characteristic from the last card played.
- * After the question is asked, both players discard their remaining cards, receive new hands of cards, and play continues, until the next question is asked.
- * There is no guessing in this variant. A player must win a round before asking the identity of the opponent's X-File.

Inter-Departmental Cooperation

Check out eBay or other Web vendors for bulk discounts on boxes of X-Files starters and boosters, get a group of friends together, and try this booster draft format:

- * Bring one starter deck (TTIOT is preferred, but Premiere will suffice) and six boosters (again, TTIOT is preferred. Two of those boosters may be from the 101361 expansion) to the draft. Each player antes one booster to the reserve pile for prizes.
- * Shuffle the starters. Each player takes one starter and reserves the fixed pack for use in their deck. Draft the remaining contents of the starter one card at a time, and pass the cards to the left.
- * Draft from the boosters. If a player finds an Ultra-rare card in their booster, replace that booster from the reserve pile, and offer the Ultra-rare as a prize for the evening. Alternate the direction of the draft.
- * Build your deck following all construction limits as closely as possible. KILLER cards may be used.
- * Play a simple Swiss-elimination format. May the best Agents win!



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Limited Resources

This variant emphasizes the fact that there is only one Federal Bureau of Investigation. Each player may represent a Conspiracy within the Bureau, but they have limited resources in this variant:

- * Each player builds an Agent deck, which contains only one copy of each Agent card (including *Agent Henderson*). This represents the limited resources available to the Conspiracy. Each turn, the players will draw a hand of six agent cards and draft them, one at a time, at the start of the Briefing Phase. Only 20 RPs of Agents may be played, and duplicate Agents are not permitted. All Agent special abilities, including those related to the generation of Resource Points, are ignored for this variant.
- * Build a Site deck containing only one copy of each Site card. At the start of the game, deal four Site cards in a row. Agent teams from each player may attempt to investigate each site. When a site is successfully investigated, it is discarded and replaced at the start of the next Briefing Phase.
- * Each player's Bureau deck may not contain any Agents or Sites. Cards that allow you to play Agents from the Bureau Deck (Assigned to the X-Files, Additional Resources) or that let you search for Sites have no effect.
- * Play proceeds as normal, but with the following important exceptions, listed by phase:

Phase	Changes
Briefing	The following occurs BEFORE the printed sequence of play: <ul style="list-style-type: none">* Discard old Agent teams. Set any equipment cards aside.* Replace discarded Sites from Site deck.* Each player draws six new agent cards.* Each player bids RPs for the right to draft the first agent. Alternate drafting agents until the Teams are selected. Agents in the Hospital count against the 20 RP and uniqueness limit.
Healing	Agents heal at twice the normal rate.
Requisition	The new Agent Team may receive the old Team's equipment. Pay the RP cost to assign to the old equipment, or discard.
Deployment	No change.



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Phase	Changes
Case Assignment	<ul style="list-style-type: none">* The Investigating player selects the site(s) to investigate, and pays the listed RP cost.* The Conspiracy player places any Bluffs.* Sites that are paid for but are not (successfully) investigated, remain in play. If Bluffs remain on the card, the player who placed the Bluffs is not affected by those Bluffs during their own investigation of the site.
Investigation	No change.
Debriefing	No change.

Divisional Rivalries

The official multi-player rules leave much to be desired. There is no incentive to target more than one opponent or to cooperate with investigations, and lone investigators are easily overwhelmed by an onslaught of Adversaries and Bluffs (Explosion is particularly heinous). Plus, eliminating one opponent forces a player to start a new investigation against another opponent, while that opponent is ahead in their investigations. The following, more structured format, is preferable:

- * The Directed Player for any given investigation is always the player to the left of the Active player. All other players are considered Non-Involved.
- * Only the Directed Player may burn cards for CPs, or place bluffs beneath sites.
- * Non-involved players may cooperate with either the Active or the Directed player by paying for and playing Adversary, Bluff, Combat, Event and Witness cards. All costs are paid from from the appropriate pool.
- * Players may not exchange or donate CP or RP pools, nor may they exchange Agents or Teams (unless directed to do so as a result of a card effect).
- * All answers to Characteristic and Identity questions are given in secret.



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- * When a player is eliminated from the game, for any reason, the player to the RIGHT is given the eliminated player's Investigation checklist. This represents the secret machinations of the Conspiracy being revealed, and the checklist recipient starts the investigation anew. This encourages all players to be involved with all investigations.

Sealed Case Files

This variant is almost identical to the Booster Draft format:

- * Each player brings one starter and 6 boosters to the game. One booster is reserved for ante, and any booster containing an Ultra-rare is replaced by a booster from the reserve pile.
- * Each player builds a 60-card minimum deck, and play begins.

Tournament Scoring

I've usually run tournaments in a standard Swiss format, and paired players on a simple win/loss ratio. This method is effective, but crude, because it fails to account for the QUALITY of the win: Did the Active Player lose his team to the Manitou, or did (s)he win by a lucky guess?

Now, matches are qualified by a DIFFERENTIAL SCORE calculated from the state of the Investigation checklists at the end of the game. The method is simple:

- * Count the number of X-File possibilities discovered by the winner (maximum 40--there are 41 X-File cards, and only one of them can be right) and subtract the number of X-File possibilities discovered by the loser.
- * For each match, note the number of X-File possibilities discovered, the number of possibilities revealed, and the total differential.
- * If a player loses the game due to Agent elimination (e.g. *Manitou* attacks without Healing cards), calculate the differential as if the winner had eliminated the maximum number of X-File possibilities.
- * Then, use the differentials to break ties and establish rankings.



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Card Lists

These lists were generated after I consolidated my X-Files CCG card database. I've found that this information takes some of the mystery out of deck construction and sealed-deck play. Please forgive the unavoidable inelegance of the abbreviations.

KILLER Cards


These cards are never used in civilized play, but can be a lot of fun in a dedicated combat deck.

- * The Host Attacks
- * Massive Internal Damage
- * Terminal Damage
- * Agent Jack Willis Shot...
- * Agent Lamana Dies...
- * Agent Reggie Purdue Found Strangled
- * Agent Weiss Killed...
- * Assigned to the X-Files
- * Krycek, the Double Agent
- * Samuel Hartley

MULTI Cards

These cards are suitable only for multi-player variants:

- * Access Personnel Files
- * Hidden Transmitter
- * Reporters at the Crime Scene



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Sites: By Prerequisite

This list is particularly useful for sorting which sites are best suited to your investigative teams MULTI sites are indicated with an asterisk (*). Questions are listed in parentheses.

Alien Investigation	Behavioral	Bureaucracy
Coastal Northwest Oregon (Affiliation) Lake Okobogee (Motive) Miller's Grove (Result) *Arecibo (Affiliation/Method) *Deadhorse (Affiliation/Result) *Farmington (Motive/Method) *UFO Wreckage (Motive/Result)	Aubrey (Motive) Marion (Result) Steveston (Result) Mostow's Studio (Method) *Chaco House (Affiliation/Motive) *Folkstone (Affiliation/Motive) *New York City (Affiliation/Result) *Washington (Motive/Result)	Ellens Air Base (Aff) Mattawa (Result) Braddock Heights (Motive) *Eurisko Bldg (Method/Result) *Folkstone (Affiliation/Motive)) *UFO Wreckage (Motive/Result)
Computer	Criminal Investigation	Evidence Collection
Mahan Propulsion Lab (Motive) Psych. Hosp. Redmond (Method) Virgil Incantino's Apt (Affiliation) *Arecibo (Affiliation/Method) *Eurisko Bldg (Method/Result) *Farmington (Motive/Method) *Positron Lab (Affiliation/Result)	Broad Street (Method) Franklin (Method) Tracking...Killer (Motive/Result) U. of Maryland (Result) *Central Prison (Motive/Method) *Excelsius Dei (Motive/Method) *Minneapolis (Method/Result)	Icy Cape (Result) Newark (Method) Olympic Nat'l Forest (Result) Striker's Cove (Affiliation) *Baltimore (Method/Result) *Deadhorse (Affiliation/Result) *Los Angeles (Affiliation/Method)




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Medical	Observation	Occult Investigaion
Chinatown (Result) Genetics Clini (Affiliation) Gibson-ton (Method) NE Georgetown Med (Method) *Church Red Museum (Affiliation/Method) *Minneapolis (Method/Result) *New York City (Affiliation/Result) *Positron Lab (Affiliation/Result)	Containment Facility (Result) Fairfield Zoo (Motive) Sea off Tildeskan (Result) Tesos dos Bichos (Method) *Aleister Crowley H.S.(Affiliation/Result) *NASA Mission Ctrl (Affiliation/Result) *Out...Atlantic City (Affiliation/Motive) *Washington (Motive/Result)	Arlington (Affiliation) Browning (Motive) Jerusalem, Ohio (Method) *Aleister Crowley H.S.(Affiliation/Result) *Excelsius Dei (Motive/Method) *Los Angeles (Affiliation/Method)
Sciences	Subterfuge	
Cape Cod (Affiliation) Mt. Avalon (Method) Strughold Mining (Result) *Baltimore (Method/Result) *NASA Mission Ctrl (Affiliation/Result)	Cumberland Prison (Affiliation) Skyland Mountain (Method) Women' 's Health Clinic (Result) *Chaco House (Affiliation/Motive) *Church Red Museum (Affiliation/Method) *Out...Atlantic City (Affiliation/Motive)	




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Fixed Pack Contents: Premiere Edition

Agent	Adversary	Bluff	Site	Witness	X-File
Mulder Fixed Pack					
Fox Mulder Lucy Kazdin Karen Kosseff Moe Bocks	Hunter in the Dark Auppressed Fury	Dr. Berube Cigarette Butts	Browning Franklin Marion Fairfield Zoo Arlington Lake Okobogee Olympic Nat. Forest	Gerd Thomas Maggie Holvey	Duane Barry Donnie Pfaster
Scully Fixed Pack					
Dana Scully Jack Willis Nancy Spiller Brian Tillman	Pvt. Mcalpin Slithers in Night	Dr. Berube Paul Mossinger	Browning Gibsonton Cape Cod Newark Genetics Clinic Icy Cape Mt. Avalon Olympic Nat. Forest	Maggie Holvey US Marshall Tapia	Warren J. Dupre BJ Morrow
Krycek Fixed Pack					
Alex Krycek Agent Janus Albert Hosteen Reggie Purdue	Poltergeist Attack Psychotic Attack	Car Troubles Cigarette Butts	Cumberland Prison Franklin U of Maryland Icy Cape Arlington Browning Genetics Clinic Olumpic Nat. Forest	US Marshall Tapia Dr. Hodge	Augustus Cole John Barnett
Skinner Fixed Pack					
Walter Skinner Jerry Lamana Scott Blevins Tom Colton	Suppressed Fury Hunter in Dark	Car Troubles Paul Mossinger	Olumpic Nat. Forest Franklin Icy Cape Mahan Prop. Lab Mattawa Newark U of Maryland Cumberland	US Marshall Tapia Byers	The Host Lucas Henry



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Agent	Adversary	Bluff	Site	Witness	X-File
Phoebe Green Fixed Pack					
Phoebe Green Charles Burk Agent Rich Agent Weiss	Psychotic Attack Slithers in Night	Paul Mossinger Car Troubles	Franklin Mahan Prop Lab Sea off Tildeskan Cape Cod Containment Fac. Mt. Avalon Fairfield Zoo Psych. Hospital	Byers Doug Spinney	Central OS, AI Michael Holvey



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Fixed-Pack Contents: TTIOT Edition

Agent	Adv.	Bluff	Equip	Event	Site	Witness	X-File
Fixed Pack 1 (Billy Miles)							
Albert Hosteen Fox Mulder Jack Willis Tom Colton	Crew-cut Man Deadly Blur Slithers...Night Poltergeist Att.. Psych. Attack Supp. Fury	Car Troubles Cigarette Butts Det. Thompson Det. Tony Fiore Harry Cokely Paul Mossinger	Gov't Car Lie Detector Wire-tap	Clone Core Training Crop Circles Evid. Destroyed Expert Brief... Gov't Arrests... Road Hazard	Arlington Aubrey Broad Street Browning Coastal NW Ore Cumberland Franklin Lake Okobogee Marion Newark Steveston Univ. of MD	Billy Miles Maggie Holvey Sheriff Spencer US Marshall	Alien Abductors Alien Experiment.. BJ Morrow Central OS, AI Eve John Barnett The Vampire
Fixed Pack 2 (Gibson, FL)							
Brian Tillman Charles Burk Dana Scully Reggie Purdue	Crew-cuy Man Hunter...Dark Poltergeist Att.. Pvt. Mcalpin The Mechanic The Sandman	Det. Thompson Ghost Machine Hazard. Sample Holtzmann DSA Overcoat Man Puzzles Within..	Binoculars Gas Chromato... Hi-Res Camera	Clone Evid. Overlook Fingernail... Gov't Arrests Gov't Mindwipe I Want...Believe In-Svc Training Paperwork	Arlington Browning Cape Cod Contain. Facil. Fairfield Zoo Genetics Clinic Gibson Mahan Prop. Mt. Avalon Psych. Hosp Sea...Tildeskan Univ. of MD	Byers Dr. Hodge Gerd Thomas Maggie Holvey	Brother Martin Donnie Pfaster Ed Funch Eugene V. Tooms Michael Holvey The Swarm Volcanic Spore
Fixed Pack 3 (Agent Karen Kasseff)							
Alex Krycek Fox Mulder Karen Kasseff Lucy Kazdin	Good People/GF Hunter...Dark Living Machine Slithers...Night The Sandman Psych. Attack	Conundrum Claude Peter... Det. Tony Fiore Dr. Berube Hazard Sample Peter Tanaka	Gov't Car Hi-Res Camera Lie Detector	Back Track Pro Clone Crop Circles Expert Brief Gov't Arrests Road Hazard Travel Arrange XFile Research	Arlington Aubrey Browning Coastal NW Ore Cumber. Prison Franklin Icy Cape Lake Okobogee Marion Newark Skyland Mtn Univ. of MD	Billy Miles Maggie Holvey Sheriff Spencer US Marshall	Arctic Worm Ancestor Spirits Cecil L'ively Cmdr. Henderson Dr. Banton Duane Barry Lucas Henry



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Agent	Adv.	Bluff	Equip	Event	Site	Witness	X-File
Fixed Pack 4 (Section Chief Scott Blevins)							
Dana Scully Moe Bocks Nancy Spiller Scott Blevins	Darkness Falls Deadly Blur Hunter...Dark Pheromone-Ind Poltergeist Squeeze	Car Troubles Cigarette Butts Ghost Machine H. Trondheim Sheriff Daniels Overcoat Man	Binoculars Electron Micro.. Gas Chromatograph	Core Training Evid. Destroyed Fingernail... I Want...Believe Local Law-Enf.. Paperwork Road Hazard Written Report	Cape Cod Ellens AFB Fairfield Zoo Franklin Genetics Clinic Gibonston Icy Cape Mattawa Mt. Avalon Newark Olympic Forest Univ. of MD	Dr. Hodge Doug Spinney Gerd Thomas Sir M. Marsden	AlienConservation Col. Wharton F. Emasculata Leonard Vance The CSM The Host The Jersey Devil
Fixed Pack 5 (Inspector Phoebe Green)							
Fox Mulder Phoebe Green Agent Rich Agent Weiss	Good People/GF Pheromone- Ind Pvt. Mcalpin Slithers.. .Night Squeeze Suppress Fury	Det. Kelly Ryan Dr. Aaron M. Dr. Berube Holtzmann, DSA Sheriff Daniels Conundrum	Binoculars Lie Detector Wire Tap	Back Track Pro Crrop Circles Equip. Malfunc Gov't Mindwipe I Want...Bel ieve Local Law Enf XFile Research	Aubrey Broad Street Coastal NW Ore Contain Facility Cumber Prison Fairfield Zoo Franklin Lake Okobogeee Marion Newark Sea...Tild eskan Steveston	Billy Miles Doug Spinney Gerd Thomas Sherrif Spencer	Alien Listeners Arthur Grable CSM Howard Graves Leonard, Detach Volcano Spore Warren J. Dupre
Fixed Pack 6 (Assistant Director Walter Skinner)							




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Agent	Adv.	Bluff	Equip	Event	Site	Witness	X-File
Dana Scully Agent Janus Jerry Lamana Walter Skinner	Darkness Falls Living Machine Psych. Attack Pvt. Mcalpin The Mechanic Suppress Fury	Claude Peters... Ghost Machine H. Trondheim Paul Mossinger Peter Tanaka Puzzles	Gov't Car Electron Micro.. Wire-Tap	Back Track Pro Clone Evid. Destroyed Fingernail In-Svc Training Med Treatment Paperwork Travel Arrange	Broad Street Ellens AFB Franklin Genetics Clinic Gibsonton Icy Cape Mahan Prop. Mattawa Newark Olympic Forest Psych Hospital Univ. of MD	Byers Dr. Hodge Sir M. Marsden US Marshall	Alien DNA Steroid Augustus Cole Dod Kalm Mrs. Paddock Reverse Engineers Sherrif Tom Arens The Manitou



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Resources

This material might prove useful at tournaments. Feel free to adapt them to your own needs.

Deck Sheet

Player Name:		Agent Number:
Deck Title:		
Investigation Cards	Sites	Conspiracy Cards
Agents		Adversaries
Combat		Combat
Events		Events
Witnesses		Bluffs



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Player Sheet

Player Name:					Agent Number:			
Contact Information:								
Event Name/Format:					Event Date:			
Location:								
Opponent Name	X-Files Discovered	X-Files Revealed	Differential (+/-)	Win/Loss	Cumulative Discoveries	Cumulative Revelations	Cumulative Differential	Cumulative Win/Loss



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Tournament Record

Event Name/Format:					Event Date:			
Location:								
Players:					Rounds:			
Matchups	XF Discovered		XF Revealed		Differential +/-		Win/Loss	
Round One:								
Round Two:								
Round Three:								
Round Four:								



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Glossary

101361	TTIOT
"Ten Thirteen Sixty-one," the first and only expansion set	The Truth Is Out There (second edition)
*p	v1
Either Conspiracy Point(s) or Resource Point(s)	First edition
Adversary Team	v2
A group of adversaries that attack as a single entity, but take and distribute damage individually.	Second edition (also TTIOT)
Burn	x1
To discard a resource card for an equal number of conspiracy points	First expansion (also 101361)
CCG	XF
Customizable Card Game	X-Files
CP	
Conspiracy Point(s)	
CRC	
Close Range Combat	
CSM	
Cigarette-Smoking Man	
FAQ	
Frequently Asked Questions document	
LRC	
Long Range Combat	
RA	
Rules Assistant	
Res	
Resource	
RP	
Resource Point(s)	



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