

[redacted] MISSIONS

Something, something, Danger Zone! – the contentious mission for 2 agents

Recommended for players that have played at least one other mission, this mission will pit you against another agent working to achieve the same objectives, while trying to outwit the lazy guards of the embassy.

Mission briefing

Centre wants to make sure that the mission is a success, and has sent two agents. Both want the glory of being the one with the most successes, but if both compete all the time, rather than cooperate when necessary, the guards will find them!

Mission setup

Interaction cards (black backs)

Remove all Loyalty cards from the game, as they are not used in this mission.

Item cards (red backs)

1. Remove both **Bombs**, both **Briefcases**, both **Code Crackers**, one **Contraband**, both **Night Vision Goggles**, any one **intel** item, and any other items marked with a “3” and “1”. Do not perform **Briefcase Setup**.
2. Shuffle together one grey **Floppy**, one **Microfilm**, the **VIP file**, and one random **intel** item. This is the starting “Objective deck”, to be placed next to the game boards, away from the items deck.
3. Place another **intel** item at the bottom of the Objective deck.
4. Shuffle the third **intel** item, the other grey Floppy and the other Microfilm into the items deck.
5. Do **not** draw an item to start with.



Guard weapons (“light black” backs)

Shuffle the three Guard Weapons (marked with “2”) and place them face-down next to the game boards.



Alert cards (striped black/yellow backs)

Shuffle the all Alert cards, and place them face-down next to the game boards.

Rooms

The last player to have worn a turtleneck chooses the **Telex** or the **Tunnel** room as a hideout, with the other player taking the other. Alternatively, choose this randomly, or via any other method agreed to by the players.

The **Security HQ**, **Ballroom**, **Central Lock**, **Computer** and **Breaker** rooms are treated as empty rooms, without any special function.

Interactions

Players may not choose **Interrogate** as a reward following a combat win during an interaction.

The Guards

Placement – timing

Guards will appear when the agents have made enough noise in the embassy to arouse their suspicion. To determine when and where the guards appear, the players draw cards from the alert deck:

- At the beginning of every player’s turn.
- When activating any room except the **Storage** room.

The timing of the guards' appearance depends on when a certain alert threshold will be reached. Each card adds the top number to the current alert level of the guards – place the cards drawn on top of each other so that the top number of each previous card is visible. The players have three different options, depending on their familiarity with spycraft:



- **Static/Easy:** A guard appears when the alert level reaches or exceeds 6.
- **Static/Standard:** A guard appears when the alert level reaches or exceeds 5.
- **Static/Expert:** A guard appears when the alert level reaches or exceeds 4.
- **Dynamic/Advanced:** A guard appears when the alert level reaches or exceeds the number printed in the middle of the Alert card that was last drawn and revealed. Thus, the threshold continuously changes, reflecting the unpredictable nature of the guards' attention to their job.





Placement – location



The location of the guards' appearance is always the room matching the icon at the bottom of the Alert card that triggered the guard's appearance.

When the timing and location of a guard's appearance has been determined, place a grey Guard token in that room. If that room already contains a Guard token or a player's Agent token, choose the room on the card directly underneath the top Alert card. If that room is also occupied, repeat the process, looking at each successive card. In the case that all rooms are occupied by a guard, draw cards from the alert deck until a suitable room is found. After a guard is placed, all **Alert** cards are shuffled, forming the new alert deck.

Interacting with the Guards

When an active player enters a room occupied by a guard, an interaction follows. The player must choose an interaction card. The guard will always play an **Attack** card, drawn randomly from the three Guard Weapon cards.

After selecting a card, the active player looks at the guard's card and announces the result, discarding the guard's card face down in a separate discard pile, which, like the players' weapons discard piles, is reshuffled when the guards run out of Attack cards. Players may not lie about the result, although they do not have to reveal which Attack card the guard played. Combat items may still be played by the active player.

- If the player was defeated, the player must, first **Sneak Out** and then discard a randomly-chosen item card. If no items were in hand, then the player is injured and the player's Agent token is placed on its side to reflect this.
- If the player tied with the guard, then the player must **Sneak Out**.
- If the player won, the Guard token is removed. If the guard left an **Objective** card behind, the player may look at it and **as an action**, add it to hand. If it is the VIP file, it is immediately discarded and removed from the game, and the **VIP token** is placed in the **Ballroom**.
If keeping the card would put the player above the item hand limit, one item must be discarded. If the player chooses not to keep the card, place it face down on the room. Either player may pick it up **as an action** in a future turn.

Objectives

Some guards carry items and information that may prove useful to the agents.

Whenever a new guard is placed, check if any **Objective** cards are already on the board. If not, draw one from the Objective deck and, without looking at it, place it face-down next to the newly placed guard (or, if it fits, under the Guard token).

If the Objective deck is empty, reshuffle any discarded Objectives before drawing. If there are no discarded Objectives, do not place an Objective this turn.

Objectives may be completed multiple times. Completed objectives award points, which are tracked by the red and blue wooden disc tokens. There are 3 competitive and 1 common Objective:

Competitive Objectives:

- **Escort the VIP** – The players are tasked with escorting the VIP to their hideout (Telex or Tunnel).
A player may, **as an action**, move their Agent token together with the VIP token to an **empty** adjacent room. A player does not have to move before taking this action. The VIP will thus move only one room at a time. If successful, remove the VIP token. Escorting the VIP is worth **3 points**.
- **Decrypt the codes** – A player must bring the **Microfilm** item to their hideout and, **as an action**, use it to begin decrypting the codes. The Microfilm item is discarded into the Objective discard pile. If the player is still in the hideout at the beginning of the player's next turn, the codes have been successfully decrypted. Each decryption is worth **1 point**.
- **Upload the data** – Since all outgoing data transfers are jammed, the players must first disable the equipment in the Jamming room. A player may, **as an action**, place the **Jamming** token in the **Jamming** room to disable it. Then, while there is a token there, the player must visit their hideout and **as an action**, use and discard a **Floppy** item to the Objective discard pile to upload the data. Each upload is worth **1 point** and resets the Jamming room back to its original condition, removing the token.

Common Objective:

- **Deliver the files** – Using the **Radio** room, a helicopter (of any faction) must be called. Then, a player must visit the **Helipad**, and, **as an action**, use and discard an **intel** item card (of any faction), removing it from the game. The helicopter takes off and is removed from the Helipad. Delivering a file in this way is worth **2 points**.

Mission end

The game may end in three possible ways:

- If all 4 guards are on the board when a new guard is to be called, the game is immediately over and both players have lost.
- A player achieves **7 points**, winning the game.
- The **Deliver the files** Objective is completed three times. The player having the most points at that time is the winner. In case this results in a tie, both players rejoice at a job well done.