

™

FIELD MANUAL

8TH SUMMIT

SMERSH is an acronym of two Russian words that translates into "Death to Spies." It operated as a counter intelligence agency by the Red Army during the 1940s. Despite having had a large number of paid employees, little was known about the agency until recently when Russia opened their archives.

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AGENTS OF SMERSH FIELD MANUAL

GAME OBJECTIVE



Agents of SMERSH is a cooperative game wherein players portray UN Secret Service spies in an international effort to stop SMERSH from world domination. Players must have between 3 and 5 successful encounters with Henchmen at locations with Location Tokens AND have the correct Intel in the Intel Pool to win the game. Intel in the Pool must match the Intel symbols at the last position of Dr. Lobo's pawn on his track.

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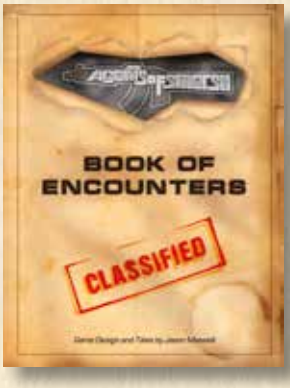
FIELD COMPONENTS

1 - World Map



1 - Book of Encounters (Optional)



5 - Character Mats



4 - Henchman Mats



6 - Custom Six-Sided Dice



44 - Fate Cards



20 - Intel Tokens



24 - Close Airport Tokens



35 - Villain Cards



Other Components

Mats
1 - Dr. Lobo's Villain Mat (Track)
Cards
22 -Top Secret Cards
48- Status Cards
108 - Base Game Encounter Cards
Other
1 - Dice Bag, Plastic Standees, Character Punchouts,
1 Pawn, 34 Cubes (30 White, 4 Black), 1 D6 Die
Tokens
4 - Location Tokens
44 - Advanced Skill Tokens



10 - Injury Tokens
1 - Location Track Token
8 - UN Transport Tokens
20 - Yellow Intel Tokens
Optional and Additional:
The Book of Encounters
1 - Reaction Group Chart
50 - Book Encounter Cards
5 - Punchout Character Tokens



GAME SET-UP

1 **Place Map and Henchmen:** Place the map in a central location with the 4 Henchmen Cards on the right or left side of the map. Place a black cube on Level 1 for each Henchman

2 **Players Choose Their Character Mats:** Place 5 white cubes on the starting numbers of the basic skills indicated by the stars (basic skills are Spycraft, Persuasion, Deception, Athletics and Hand-to-hand). Take 1 additional white cube and place it on the starred number under "resolve" on the right side of the Character Mat. Use the cubes to adjust all numbers as you play the game. Also, take any starting Status Cards and Advanced Skills. Each character starts with 2 Advanced Skills unless otherwise stated on Character Card. Players pick Advanced Skills.

3 **Secret Mission:** Each player draws 2 Fate Cards from top of the Fate Deck. Then, the player should slide these cards under location 1 and location 2, indicated at the top right of the Character Mat, with only the names of the cities visible.

4 **Starting Locations:** Place your player token on the starting city or region indicated at the bottom right of the Character Mat.

5 **Token Piles:** Place the "close airport" tokens in a pile nearby. In a separate pile, place the Yellow Intel Tokens face down and mix them up. Do the same with the 4 location tokens. Keep Location and Intel Tokens shuffled at all times.

6 **Encounter Decks:** Separate and shuffle the Encounter Decks by continent. There should be 6 decks in the core game (Africa, Asia, North America, South America, Europe and Ocean). There are only 5 decks when using The Book of Encounters Deck (Ocean is missing) unless you decide to mix the 2 types of Encounter Decks. (See page 12 on How to Use The Book of Encounters.)

7 **The last person to watch a spy film goes first. You are ready to play.**



Set-Up By Number of Players

Setup for 3-4 Players

The board starts with no tokens and no special instructions.

Setup for 2 Players

Place 2 random Yellow Intel Tokens on the board by revealing 2 random Fate Cards. Each player starts with an additional 2 UN Transport Tokens. (If playing with Calli, she receives 1 additional UN Transport and 1 Top Secret Card.) Also, choose one Henchman to start game at Level 2. Lastly, remove the Villain Advancement Cards with Injury and [-1] inside the icon of the book on the Villain Advancement side. They are not used.

Setup for 1 Player

Add 3 random Intel Tokens to random locations on the board. Choose 2 Henchmen to start the game at Level 2. The other 2 start the game at Level 1. Your character starts the game with a total of 3 UN Transports and Top Secret cards combined. These are in addition to any your character normally receives. For example, you may pick 3 UN Transports OR you may pick 1 UN Transport and 2 Top Secret Cards as long as you don't choose more than 3 (Exception: Calli may only choose 1 additional UN Transport and 2 Top Secret Cards OR 3 Top Secret Cards.). Lastly, remove the Villain Advancement Cards with Injury and [-1] inside the icon of the book on the Villain Advancement side, as well as three more random cards with "1" inside the book icon. They are not used.

GAME SET-UP

Player 1 Mat, Calli Dagger



Player 2 Mat, Rocko Jurgen



Henchman, Darling



Henchman, Fedor



World Map Board



Intel Tokens



Henchman, Mr. Big



Henchman, Pierre



Location Tokens



Player 3 Mat,Dexter Kane



Player 4 Mat, Nika Shizuka



GAME PHASES

1 Movement

Choose one of the following:

1.1 Rest Action: If, and only if, a player has 2 or more Injury Tokens on his Character Card, they may take a Rest Action to Heal 2 Injuries. They skip their encounter phase and go directly to step 3 (Villain Phase). If playing solo, the player must also roll the BLUE Die. If you fail the roll, you must draw a Villain card and advance Dr Lobo's track by the number of steps shown.

1.2 Land/water Movement: Players may move a maximum of 2 spaces (but may choose to move only 1 space, or remain in their previous location). Players must always stop if they move into an ocean location. Players may use maximum 1 Resolve each turn to gain an additional Movement point (but cannot use Resolve to skip an ocean space. Players must always stop).

1.3 Train Travel: The Trans-Siberian Railway in the Soviet Union can move a player from a city with a Train icon to any other city with a Train icon using only 1 Movement point. Players may move before using the train, and after if they still have Movement points.

1.4 Airplane Travel: If traveling by airplane, players must already be on a city with an open airport and end on another city with an open airport. That is their full movement. However, after using an airport, a player may still choose to spend 1 Resolve to gain 1 Movement point.

1.5 UN Transport: Return a UN Transport token to the supply to move directly to any city or ocean location on the board (see page 10 for more information on UN Transport tokens).

GAME PHASES

2 Encounters

If a Player begins the Encounter phase on a Location that matches one of their 'Secret Mission' locations, they may flip over the appropriate Fate card under their Character Mat. If both cards are flipped over, the player may claim a reward at the end of their current turn (see Section 3. Villain Phase), even if the Encounter moves them away from their current location.

NOTE: It does not matter the order in which you visit the cities nor does it matter if you fail an encounter at those locations.

The type of encounter a player has will depend on whether there is a Green Location Token, a Yellow Intel Token, or no tokens on the city/ocean space where they end their movement. If a space has more than one token, only one may be encountered per turn.



2.1 If players stop on a city/ocean with no tokens. Draw an Encounter Card from the appropriate deck. For example, if player is on a city in Africa, draw from the Africa deck. The encounter listed under the 'NO INTEL' section should be read out to all players. Resolve any tests associated with the encounter as described in 'Resolving Tests', below.

Unless the Encounter Card says otherwise, if players fail an encounter (including being defeated by a Henchman), players must ALWAYS draw a Villain Card and apply the Villain Advancement side of the card, adding the number to Dr. Lobo's track. These cards stay in play next to Dr. Lobo (the flavor text on the Villain Card adds to the story; read it aloud). If Dr. Lobo's track ever reaches the number "9," all players immediately lose.

Encounters may be also carry additional rewards or penalties, which are listed in italics after the PASS or FAIL text. Details of rewards and penalties can be found in the Appendix (page 14).

Reading Encounters

For added gameplay value, we suggest that a player should not read his/her own encounters unless playing solo. (Then the player can use a card to block off unread areas as he/she reads). Why? The current player should not be able to see the PASS/FAIL results. Also, having another player read your encounter aloud lends to the suspense and cooperative play.

2.2 If players stop on city/ocean with a Yellow Intel Token. The player must choose what to do with the token:

2.2.1 Leave the token on the board. The player has a 'No Intel' encounter, as described in Section 2.1, above. Note that in general if you pick up Intel your encounter will be tougher (except on ocean locations).

GAME PHASES

2.2.2 Move the Yellow Intel token into the Intel Pool. Intel in the Pool represents the UN's accumulating knowledge about Dr Lobo's intentions, and is essential to win the game. After placing the Yellow Intel token in the Intel Pool, the player should have an encounter as described in Section 2.1, above, but using the 'With Intel' encounter.

2.2.3 Exchange the Yellow Intel Token for a Green Location Token. Encountering Green Location tokens is essential to move the Location Track and end the game. The Yellow Intel Token is returned to the supply, and a face-down Green Location token is placed on a random city, determined by drawing a Fate Card. The player then has an encounter as described in Section 2.1, above, but using the 'With Intel' encounter.

NOTE: Players can never look at the icons under the Yellow Intel Tokens unless they have a card, power or encounter instruction that allows them to flip one over.

2.3 If players stop on city/ocean with a Green Location Token. Players will not read a regular encounter in this case. Flip the token to see which Henchman the player is to encounter. Take that Henchman's Card from next to the board and conduct the Test on his card according to the Henchman's level. If successful against the Henchman, then advance 1 spot on the Location Track. The Henchman then Levels up 1 level. If the Henchman is defeated at Level 3 then players flip his card and remove that Henchman's Green Location Token from the game.



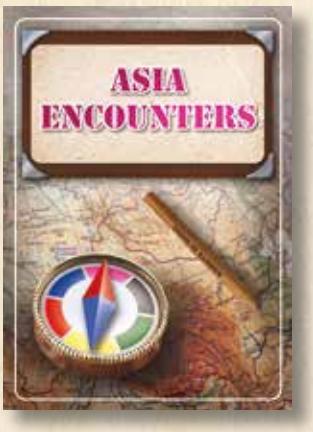
NOTE: If the Player fails their Test, henchmen do not Level up, and the Villain is advanced in the same way as for a failed Encounter.

Regardless of whether the encounter with the Henchman was successful or not, remove the Green Location token from the board and shuffle it face down with the others.

3 Villain phase

Regardless of the result of the encounter, at the end of each player's turn, draw a Villain Card and read the End Of Turn Event side of the card, adding and removing Intel on the board. Also, be sure to close the Airport indicated on the card when drawing it as an End of Turn Event. As the game advances, Airports close and remain closed for the duration of the game making it more difficult for players to get around. (Note: Airports with RED airplane icons never close for any reason).

If a player rested during their turn, draw 2 Villain Cards and apply the End of Turn events one after the other.



IMPORTANT: Intel Overflow. There is a limit to how many Yellow Intel Tokens that can be present on the board:

1–3 players: Maximum of 5 Yellow Intel Tokens.

4+ players: Maximum of 4 Yellow Intel Tokens.

If resolving the Villain End of Turn Event(s) takes the number of Yellow Intel Tokens over that limit, players must remove all Yellow Intel from the board. If there is more than 1 Location Token, remove the excess. There should be no Intel Tokens and 1 Location Token at most left on the board in the event of Intel Overflow.

GAME PHASES

If the Player has flipped over both of their Secret Mission Fate cards, they may now claim one of the following rewards: 1 Top Secret Card drawn from the top of the deck, 1 Resolve (or 2 Resolve if playing solo), a UN Transport Token, or up any Basic Skill by 1 (alternatively, a negative Status Card can be discarded as a reward for completing a Secret Mission – see the text on the Status Card for details). Discard the Fate cards and draw two more for a new Secret Mission.

After completing the Villain Phase, the next player in a clockwise direction starts their turn with the Movement Phase.

RESOLVING TESTS

Six Custom Dice



The grey die with yellow icons (the 'YELLOW die') is always in play. It never goes into the draw bag, and you must always roll it. It contains 1 Success (The Gun Symbol), 1 Injury, 1 Heal Injury and 3 Failures (Dr. Lobo's eye symbol). The Injury and Heal Injury sides are also considered failures, but players always receive the consequence (Heal or take an Injury).

The Dice Bag contains FIVE Dice. Each die has a different ratio of success and failure icons. Become familiar with the different dice as you plot your strategy. The BLACK icon die is best with 4 Successes, but it also has 1 side that gives 2 Injuries. Injuries from dice are received even if you pass the encounter. All symbols other than the Gun are considered failures as far as it concerns passing encounters.

Players blindly pull a number of dice from the bag determined by their basic skills. As the YELLOW Die never goes into the bag, players will always have at least one die to roll. Players must roll all dice pulled from the bag, including the YELLOW Die. They can't decide to not roll available dice. However, they may choose not to pull their allowed dice from the bag. (Maybe a player is trying to avoid Injuries from dice and decides not to pull more dice).

The player must choose which Skill they want to test before pulling dice. Although you are not required to do so, you may draw as many dice as allowed from the bag, inspecting each as you draw them, as long as you have enough skill to draw them. For example, if your Test reads as SPYCRAFT +1 and your Base Skill of Spycraft is 0, you may draw 1 die from the bag. If you still don't like your chances, then you may spend a Resolve to add +1 and draw an additional die out of the bag. YOU MUST ROLL ALL DICE DRAWN, INCLUDING THE YELLOW DIE. If you have not spent 1 Resolve to add +1 to your test, you may spend 1 Resolve to reroll 1 die. Unless you have a card or ability that states otherwise, YOU MAY ONLY SPEND MAX 1 RESOLVE PER TURN TO MANIPULATE DICE.

EXAMPLE: TEST SPYCRAFT -1 OR DECEPTION +1[2]

(PASS WITH SEDUCTION)

To determine how many dice to roll in the above Test, the player adds their skill level from their Character Mat to the number in the Encounter Test. If a player's skill level for Spycraft is "2" and that player is TESTING Spycraft -1, then the player can draw ONE die from the dice bag (2-1=1) unless he uses Resolve to add +1. This ONE die adds to the YELLOW Die for a total of TWO dice. The player needs only one success to pass the encounter with a Spycraft test in this example.

EXAMPLE:
TEST PERSUASION +1 OR DECEPTION +2 [2] (PASS WITH SEDUCTION)

When reading this aloud it will sound like this:

"Test Persuasion +1 or Test Deception +2 with 2 Successes. Automatically pass with Seduction."

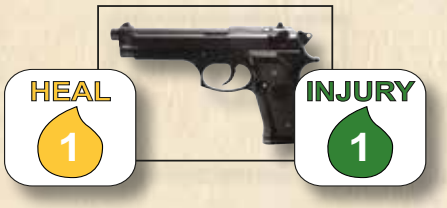
The 2nd option in this example is to Test Deception; however, for a Deception test, the player will need 2 Successes.

If the player has the Seduction skill, then they pass automatically and do not have to roll any dice.

GAME PHASES

IMPORTANT: If your Test results in a negative number, you must factor in that negative number when using Resolve or adding +1 in any way to your Test. In other words, if a Test brings your skill level to -2, you must somehow add +3 to be able to pull 1 Die from the bag ([-2]+3=1)

Injuries



Each time you are Injured, take an Injury Token. When you reach Injuries equal to or more than your Life Point Number (# inside the heart on your Character Mat), discard all Injury Tokens and immediately draw a Villain Advancement Card and advance Dr. Lobo's Track. You may then continue as normal even if in the middle of an encounter. Injury status does not affect pass or failure of the encounter.

RESOLVING TESTS

Gamble Actions

The Fate Deck contains a truncated deck of playing cards. 2s and 3s are not present in the deck, so it is easier to get a good hand. To gamble, players simply deal themselves 5 cards to form a Poker Hand. You may discard 1 card and redraw. If you have the Gambling/Luck Advanced Skill, you may discard and redraw up to 2 cards. If you spend 1 Resolve, you may discard and redraw up to 5 cards. If discarding and redrawing more than one card, all discards and redraws must be made simultaneously, not one card at a time.

Once your hand is established, the House draws 5 cards, displaying them face up. If you have the better hand, you win. Otherwise you lose and advance Dr. Lobo by drawing a Villain Advancement Card and adjusting his Track.





1. **Royal Flush:** A, K, Q, J, 10 All of the same suit
2. **Straight Flush:** Any five card sequence in the same suit (Ex: 4, 5, 6, 7, 8)
3. **Four of a Kind:** All four cards of the same index (Ex: Q, Q, Q, Q)
4. **Full House:** Three of a kind combined with a pair (Ex: K, K, 3, 3, 3)
5. **Flush:** Any five cards of the same suit, but not in sequence
6. **Straight:** Five cards in sequence, but not in the same suit
7. **Three of a Kind:** Three cards of the same index
8. **Two Pair:** Two separate pairs (Ex: Q, Q, 7, 7)
9. **Pair:** Two cards of the same index
10. **High Card:** Highest card in your hand






WINNING THE GAME

1. To bring the endgame, players must have between 3 and 5 (depending on numbers of players, as shown on the Location Track) successful encounters against Henchmen at city locations with Green Location Tokens. Each successful Henchman encounter made in this way allows the players to advance on the Location Track (located on the main board). This track represents the amount of Intelligence gathered on the location of the Villain's hideout. Once the Location Track is at the required number, the game ends immediately and players flip up Intel located in the Intel Pool. To actually win the game, players must have the necessary symbols of Intel in the Intel Pool matching the symbols at the last location of Dr. Lobo's pawn on his track. (Players may have Intel in excess of what is needed).

2. Players also immediately win if they defeat all 4 Henchmen (Henchmen Cards all flipped), but this scenario is extremely unlikely. In this case, Dr. Lobo's track is ignored as is the Location Track.

LOSING THE GAME

1. Players lose immediately once Dr. Lobo's track reaches "9."

2. If the Players reach the requisite number on the Location Track but do not reveal the correct symbols on the Yellow Intel Tokens in the Intel Pool, they are unable to defeat Dr Lobo and lose the game.

ADDITIONAL RULES

Resolve. Each player has a starting number of Resolve. Resolve, depending upon your character, generally allows you either to add 1 Movement, reroll a single die or receive +1 to an Encounter Test. Be careful how you spend it since it is not easy to get back. Adding dice is not always the best option; you may want to roll and see if you can save your Resolve, spending it to reroll one of the dice if necessary. Get familiar with the dice ratios.



Intel Overflow. Remember that just because it appears that you are about to go over the Intel Limit, most Villain End of Turn Event Cards remove Intel from the board as well (removal comes before adding Intel). You might get lucky.

Villain Advancement. About half of the Villain Advancement Cards add "2" to Dr. Lobo's track. The other half adds "1," but there are 2 cards that actually subtract "1" from his track. It is a huge advantage if you can get one of those cards in play. One character starts with the 'Watch' Status Card which can be used to watch for this Villain Card. In this case, oddly enough, it may be to that character's advantage to fail the encounter (a player may choose only to roll the Yellow Die and not draw from the bag). Of course, this will rarely come about.

Difficulty Level. There are many ways to make the game easier or harder. See page 12.

Can it play more than 5 players? Simple answer is yes. We have tested it with 5 players. Most play-testers suggested it is played best with 1-4 players. See Variants (page 12).

Regional areas and Islands: Some places on the board – such as Northern Territories or Siberia – are regions that players cannot enter with normal movement. As such they are marked only with arrows leading away from them. These areas are used as starting spaces, and in some Encounters. Players cannot choose to stay on regional areas or islands. They must leave on the turn after their encounter there.

Space with Multiple Tokens. If a player stops on a space with more than 1 token, regardless of type, they can only resolve 1 of those tokens on their turn. If they desire to resolve the 2nd token later, they must stay at that location and resolve it on their next turn.

Token Supply. Anytime a Green Location Token or a Yellow Intel Token is returned to the supply, mix all the tokens of that kind together. Keep these tokens random. They can be redrawn unless they are removed from the game. Flipped up tokens remain flipped up even if placed back in the Supply.

Advanced skills. Advanced Skills allow players to automatically pass encounters. Most characters start with 2 Advanced Skills.

A Deck is Exhausted. If any deck is exhausted, shuffle to make a new draw pile.

ADDITIONAL RULES

Advanced Skills

1 **Gambling/Luck —** You have luck on your side. This is the only skill that has a secondary function. When you gamble and if you possess the Gambling Advanced Skill, you may exchange 2 cards instead of 1 card.
2 **Driving/Piloting —** You are not only skilled at flying planes or driving cars, but you are also good at navigation.
3 **Stealth —** You are good at camouflaging yourself and making yourself unseen even in public arenas. A person may never see you even if they look right at you.
4 **Seduction —** You not only have a way with the opposite sex, but you are also charming and convincing around anyone.
5 **Speed —** You are not only physically quick, but also a quick thinker when things heat up.
6 **Weapons Use —** You are skilled at the use of both conventional and unconventional weapons. Anything in your hands could be turned into a deadly weapon.
7 **Lockpicking —** You are skilled at opening doors, vaults and safes - or anything that requires breaking into.
8 **Electronics —** You can manipulate anything that has a circuit or conducts electricity.
9 **Adventurer —** You are rugged and adventurous. Your body is used to the stress of extreme conditions.
10 **Detection —** Nuances don't get past you. And you can spot clues across a room. You have an eye for catching details that others miss.
11 **Disguise —** All spies know something about Disguise but you have elevated it into an Art form.

GAME ELEMENTS

UN Transport Tokens may be used during the Movement Phase to move to or from any city or ocean location on the board, regardless of Airport Status. You may not use them to move into external Regions (such as Japan or Congo) or Island Spaces, but they can be used to move out of these areas. They are favors from the UN. A Transport is dispatched to your location and you are picked up and transported.

Fate Card Elements

A. City Location - For Secret Missions and for when instructed to place Location Tokens at random cities. If you need to determine a random city location, you draw a Fate Card.

B. No Intel — Used with Encounter Book to determine the final number associated with an encounter (x.x.2). This number is used when No Intel is picked up at your location.

C. With Intel — Used with Encounter Book to determine the final number associated with an encounter (x.x.4). This number is used when Intel is picked up at your location.

D. The number in blue is used in ALL Ocean Encounters when using the Book. This number determines the final number of your encounter (x.x.2). It does not matter in ocean spaces if you are picking up Intel. You use this single number.

E. Bottom of card is used when Gambling.



GAME ELEMENTS

Fate Card Elements

A. City Location - For Secret Missions and for when instructed to place Location Tokens at random cities. If you need to determine a random city location, you draw a Fate Card.

B. No Intel — Used with Encounter Book to determine the final number associated with an encounter (x.x.2). This number is used when No Intel is picked up at your location.

C. With Intel — Used with Encounter Book to determine the final number associated with an encounter (x.x.4). This number is used when Intel is picked up at your location.

D. The number in blue is used in ALL Ocean Encounters when using the Book. This number determines the final number of your encounter (x.x.2). It does not matter in ocean spaces if you are picking up Intel. You use this single number.

E. Bottom of card is used when Gambling.

Character Mat Elements

A. Basic Skills

B. Secret Missions

C. Resolve

D. Special Abilities

E. Starting Location

F. Life Points



Explanation of Game Decks

Fate Deck — The Fate Deck is used for random determinations such as setting your Secret Mission city locations or placement of Location Tokens on the map. The three numbers under the city location are used only with The Book of Encounters to help determine which encounter to read. The bottom part of the card is used when Gambling.

Villain Deck — There are two parts to the Villain Deck: the "End of Turn Event" side and the Villain Advancement side. The "End of Turn Event" side is always applied at the end of every player's turn. The Villain Advancement side is only applied when a player fails an encounter or if their Life Points is reduced to 0.

Top Secret Deck — These cards are sometimes awarded by encounters. You may also draw a Top Secret Card as your reward for finishing a Secret Mission. This deck contains powerful cards to help players defeat Dr. Lobo.

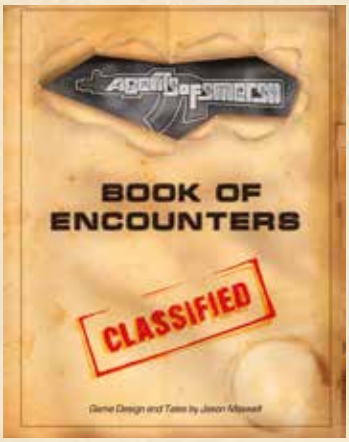
Encounter Deck Core Game — These have encounters written directly on the cards.

GAME ELEMENTS

Book Encounter Deck — These cards are used when using The Book of Encounters. They have a small Book Icon on the back of the card to differentiate them from the Core Game Encounter Deck.

Status Deck — These are awarded only by encounters or during Set Up. They bring into play gadgets, abilities, or 3rd persons that both help and hinder the players. In the rare event that you are rewarded a Status card and there are no copies available, you may either receive 1 Resolve or draw a Top Secret Card instead.

The Book of Encounters



Playing with *The Book of Encounters* is optional but adds a lot of replay to your game. Inside are more than 1,600 additional encounters! The Book also allows players to choose from a Reaction Group — they are given choices to certain situations. Players also use a different Encounter Deck — it has the same backside as the Game Encounter Deck except there is a book icon added and only 5 different decks make up the Book Encounter Deck (instead of 6). The missing 6th Deck for Book Encounters is handled differently; for Ocean Encounters, players look on the backside of the Reaction Group Card and roll a D6 to obtain their encounter type, number and Reaction Group.

Note: You may mix the Game Encounter Deck and the Book Encounter Deck for more varied play. It is your choice.

The Book Encounter Deck has 3 pieces of information — the challenge, the action and the first number of the encounter. The challenge may be, for example, a **Daring Infiltration**. Then, the player will be directed to choose a response from a **Reaction Group** (A-J). The Reaction Groups and their responses are listed on a separate card. They also can be found in The Book of Encounters. Further instructions on use can also be found in the Book.

EXAMPLE: Player A is in Africa so he draws from the Africa Deck. He draws card number 12 entitled Push Your Limits. He then chooses the 2nd Option in the Reaction Group. Finally he flips a Fate Card. Since there was no Intel picked up at his location, he uses the number under No Intel. He puts all 3 numbers together. The first is the card number (12). Next is the selection from Reaction Group A (2) and finally the number on the Fate Card — let's say 3 in this case. **The encounter that is read is 12.2.3.**

VARIANTS

5 Player Variant

SMERSH can be played with 5 players, but downtime may then become an issue for some. To play with 5 players, every character will need to adjust his/her starting Resolve down by 1 (Except for Rocko). All other rules are the same as if you are playing a 4-player game. We do not advise you playing with 6. But if you do, adjust everyone's starting Resolve down by 2 (Rocko's down by 1).

For An Easier Game

If you find the game too difficult, there are things you can do to make the game easier. In a 3- or 4-player game, you can start each player with (additional to setup) either a Top Secret Card or a UN Transport Token. In a 2-player game, start each player with a Top Secret Card in conjunction with 2 UN Tokens. In a Solo game, start all Henchmen at Level 1.

For A Real Challenge (Dirty Intel Challenge)

Start Dr. Lobo at 2 on his Track. Or alternatively, increase the number of Location Tokens needed to bring on the endgame by 1 (in a 3 player game you would need to reach 6 on the Location Track).

VARIANTS

HINTS AND TIPS

1. In most cases, drawing a Top Secret Card as your reward for finishing a Secret Mission is your best option. In some cases, you may want to take a different reward, especially if you have a character with particular special abilities. For example, Calli can give her UN Tokens to other players even when it is not her turn.

2. Keep an eye on Intel Overflow. It may seem a minor consequence at first, but it can prolong the game and give Dr. Lobo a better chance of advancing to 9 on his track. It can severely impact play in a negative way.

3. Some encounters may offer you two alternatives with one of them offering Tests for 2 Successes. Be careful with this option. More dice also can mean more Injuries, and it is much harder to get 2 Successes than it is to get 1. Sometimes, though, the 2nd option may be your only viable option.

4. Spend UN Tokens wisely. They become more important toward the end of the game when you can't get around and you really need to do so quickly.

FREQUENTLY ASKED QUESTIONS

1. **What do I do if I run out Intel from Supply and need to place another Intel on the Board?**
   If you need to place new Intel on the board and the supply is empty, remove Intel from the Intel Pool to add to the Board. Also, in this case, if you are instructed by a paragraph to add Intel to the Intel Pool and Supply is empty, then you are out of luck.
   1.1 **When an End of Turn event removes Intel from the board, does it remove all Intel from that region?**
   Yes. For example, an End of Turn Event that states 'Remove Intel: Europe' removes all Intel from European cities.
2. **I've been rewarded a Status Card but all copies of that particular Status Card are already in play with other players in the game. What can I do?**
   If you have been rewarded a positive Status Card, then you may either gain a Top Secret Card or Gain 1 Resolve instead. If you have been rewarded a negative Status Card (any card that states you may discard it as a reward for completing a Secret Mission), then you must Lower Any Skill instead. Third Person Status Cards, such as Corduroy Blu or The Small Man, do not reward anything additional if you gain them a second time. You are out of luck.
3. **If I am at a Location with Intel or a Location Token, can I ignore it and leave it on the board and have a regular encounter?**
   Yes.
4. **Are cities in the USSR also considered to be in Asia?**
   Yes. The cities marked with the Hammer and Sickle are in the USSR for the purpose of some End of Turn Events, but are also considered to be part of Asia.
5. **What happens if I roll multiple dice on a skill test and I roll 1 injury and 1 heal?**
   They cancel each other out.
6. **Do you advance the Location Intel Track if you pass a Henchman Encounter due to an Book/Card Encounter? Do you advance the Henchman's level?**
   No, you don't advance the Location Intel Track in this case, but you always advance the Henchman's level after a successful Henchman test.
7. **Can an agent move 1 space to a train station and then use the train to travel or do you have to start your turn on a train station?**
   Yes, you can use 1 Movement to move to a city with a train and then 1 Movement to use the train to travel to another city with a train.
8. **What happens if you defeat a Henchman at Level 3 as part of a Book or Card Encounter?**
   You immediately remove the defeated Henchman's token by flipping up all unrevealed Location Tokens. You then reshuffle all remaining (previously) unrevealed tokens and return a random token to each of the previous token locations except where the defeated Henchman was found (assuming the defeated Henchman was found on the board).
9. **Can Agents trade cards?**
   No. With the exception of some Status Cards that are common to all players, all cards are personal to the player.
10. **The encounter has a penalty/reward that does not appear in the list in the Appendix. What does it mean?**
    If you receive a penalty or reward that is not specifically listed in the Appendix (page 14) or in the list of Advanced Skills (page 10), it will almost certainly be a Status Card (e.g. '9 Lives', 'Watch', 'Probed by Aliens'). Search the Status Deck for the correct card.

APPENDIX

Rewards and Penalties Explained

1 or 2 Intel ..... Take either 1 or 2 Intel from Supply and place it face down in Pool. Do not look at the Intel unless it is already flipped up.

Top Secret ..... Draw a Top Secret Card.

1 or 2 Resolve ..... If possible, increase your Resolve by 1 or 2.*

Up Any Skill ..... Raise any one of the five skills on your Character Mat by 1.*

Up (Basic Skill) ..... Raise the specified skill by 1, if possible.

UN Transport ..... Gain a UN Transport Token.

Flip Up 1 or 2 Intel In Pool ..... If available, flip face up 1 or 2 Intel Tokens in Intel Pool.

Flip Up 1 or 2 Intel Anywhere ..... Flip face up 1 or 2 Intel Tokens in either Pool, Map or Supply. Tokens flipped up remain flipped up the remainder of the game even if returned to Supply.

Do Not Advance Villain ..... If you fail an encounter, this instructs you not to draw a Villain Advancement Card.

Advanced Skill ..... Take an Advanced Skill of your choice.

(Specific) Skill ..... Take the named Advanced Skill, if available.

Lose 1 or 2 Intel from Pool ..... If available, remove 1 or 2 Intel from Pool. Do not look at the Intel unless it is already flipped up.

1 or 2 Injuries ..... Player is injured. Take 1 or 2 Injury Tokens.

Lower (Basic Skill) ..... Reduce by 1, if possible, the specified skill.*

V-1 ..... Shuffle any Villain Advancement Cards in play on Dr. Lobo. Randomly remove 1 and discard. Adjust Dr. Lobo's track.

Named Status Card (e.g. Revoked, Cool Agent, The Small Man) ..... Take the appropriate card and follow the instructions.

**No Basic Skill or Resolve may be increased or decreased beyond the limits shown on the Character Mat.*

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QUICK REFERENCE GUIDE

I. Movement Phase

A. **Rest (No Movement)** — You may only rest if you have at least 2 Injuries. When you rest, you do not move your player token nor do you have an encounter. You may only Heal 2 Injuries. Then you skip to the Villain Phase, drawing 2 cards , resolving each End of Turn Event.

B. **Move Token** — Default Movement is up to 2 Movement Points. It takes 1 Movement Point to travel a connecting line space between cities or ocean. If you move into the ocean, you must always stop Movement and forego excess Movement points.

1. Movement via Train — In the Soviet Union when moving from a city with a Train Icon, you may spend 1 Movement Point to move to any other city with a Train Icon.

2. Movement via Plane — You must start your movement on a city with an open Airport. Movement to another city with an open airport constitutes your entire Movement no matter how many Movement Points you began with. However, you may spend 1 Resolve to regain 1 Movement Point after traveling via Plane.

II. Encounter Phase

A. Draw Encounter — Draw an Encounter Card from the appropriate Deck. When playing with the Book of Encounters and you are in the Ocean, you will refer to the chart on the back of the Reaction Group Sheet to receive your encounter.

B. Have Another Player Read Your Encounter Aloud But Not Read The Pass/Fail Consequences To You — If playing solo, you may use a card to hide the Pass/Fail consequences. When confronting Henchmen, the Pass/Fail consequences are visible to everyone.

C. Resolve Encounter (see Rulebook) — If you fail the encounter, you always draw a Villain Advancement Card UNLESS the encounter instructs you not to do so.

III. Villain Phase

A. Draw Villain Card — Resolve the End of Turn Event Side Only, first removing Intel as instructed and then adding Intel and Closing an Airport.

B. Check For Intel Overflow — If there is Intel Overflow, remove all Yellow Intel Tokens from map as well as all Location Tokens in excess of 1. There should only be, at most, 1 Location Token on the Board. Overflow happens at 6 or more in a 1-3 Player Game. It happens at 5 or more in a 4 Player Game.

Resolve

- Add +1 to any test roll (this may be after pulling dice from the bag, but must be BEFORE the dice are rolled)
- Reroll a single die (if you have not already used Resolve to add +1 to the test)
- Move 1 additional space on board — cannot use to move extra space after moving into ocean but can use to move 1 space after flying
- Exchange any number of cards when gambling

Setup

3-4 Players: Add Nothing To The Board.

2 Players: Add 2 Intel To Board At Random Locations

1 Player: Add 3 Intel To Board At Random Locations.

Other Tips:

- Players must roll available dice but they do not have to pull dice from bag.
- Players can stay (choose not to move) when on a city or ocean location but they must move if in a Regional Area (Congo, Japan, etc.) or on an Island.
- Players may choose not to pick up Intel on their current location nor to resolve a Location Token, instead having a normal (No Intel) encounter. Players can only resolve ONE token on their space per turn.

