RULEBOOK

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QUEEN OF SPIES

Art & Graphics
MEEPLE FOUNDRY

SALT & PEPPER GAMES

COMPONENTS

27 Location Cards

13 Operative Cards

8 Item Cards

6 POW Cards

1 Pigeon Coop Card

1 Escape Plan Card

1 Player Aid

PROGRESS ICON

TIME ICON

SETUP ICON
Indicates where this card should be placed during game setup.

ITEM/LOCATION ICON

INTERACTION ICON
Indicates where the card must be placed after you interact with it (for example, after resolving its effect or collecting it).

STORY ICON

LOCATION CARDS

- **INTRODUCTION**
- **BASIC LOCATIONS**
- **NEWS ON THE WING**
- **RESCUING THE PRISONERS OF WAR**
- **OFFICE INFILTRATION**

10 Success Bag Tokens
Starting Tokens

3 Progress Tokens

3 Progress and Alert Tokens

1 Progress and Time Token

2 No Effect Tokens

1 No Progress and Time Token

1 Success Bag

3 Interrogation Markers

9 Despair Markers

10 Alert Tokens

30 Time Markers

5 Troop Tokens

5 Pigeon Markers

15 Progress Markers
(5 of each: Manipulation,Insight, Tech)

OVERVIEW

Set in occupied Belgium during World War I, Queen of Spies is a solo game that places you in the role of Alice, a journalist-turned-resistance leader who now runs a covert network of spies from the seemingly quiet little town of Saint-François de Sales.

Alice recruits and trains women and men for dangerous missions behind enemy lines where they will decipher secret messages, thwart hidden plans, and carry out risky assignments that could decide the course of the war.

Nothing is guaranteed; your decisions are crucial and will shape the narrative. Everything depends on who you recruit, where you attack, or how you respond when something goes wrong.

Each Queen of Spies game consists of an independent story structured into three dynamic chapters of about twenty minutes each. A complete story unfolds in about an hour; enough time to fully immerse yourself in Alice's world, where danger lurks around every corner.

Every assignment carries risks, every agent is valuable, and one move could determine the fate of your entire network. Will you be able to hide yourself long enough to carry out your mission? Or will the enemy close in on you before you have time to complete it?

For your first game, you should play the Introduction story detailed below.

How to Win

In Queen of Spies, you will attempt to earn the highest score possible while playing through three chapters of a story.

How to Lose

There are many ways to lose a game of Queen of Spies. You immediately lose the game if any of the following occur:

- **Losing Alice,** your spymaster, to despair or death while she is in Jail.
- Ending a chapter or story with **Alice** in **Jail**.
- Running out of **Despair Markers** due to excessive interrogations of Operatives who are in Jail.
- Needing to add an **Alert** or **Troop Token** to the Success Bag while none are available.

SETUP

All stories in the game take place in your town, Saint-François de Sales, and there are several locations common to each story. Additional locations and items will be available in the town depending on which story and chapter you are playing.

All stories make use of the Success Bag and a pool of Alert and Troop Tokens. Some stories also have unique components which will be indicated in their setup instructions.

When completing assignments at various locations in the town, you will perform a success check by pulling tokens from the Success Bag. You will also add tokens to the Success Bag and remove them from it throughout the game, depending on your choices and the results of assignments you attempt.

Success Bag and Other Pieces

At the start of the first chapter of each story, the Success Bag will have 10 tokens in it. Place all starting tokens, which are shown here, into the Success Bag.

Create a Time Marker pool that contains only the time allotted during this chapter. Make sure to designate another location for **Time Markers** not being used this chapter to differentiate them from the Time Marker discard pile. It is **crucial** to count time correctly during play!

Place **Alert Tokens**, **Troop Tokens**, and **Progress Markers** to the side of the play area in a supply that is easily reachable.

Place **Interrogation** and **Despair Markers** next to the Jail location in the town.

The Town

The town consists of nine locations that will be used in every story. Among these basic locations you can find the Country House, a large country house located on the outskirts of the city where your Operatives receive their training. The Country House is composed of 3 cards that represent the different areas in which your Operatives can train. Throughout the rules and **for all purposes of the game**, each of these cards is a **different location**, and we will refer to each of them by the name Country House followed by the specific training given in that location, for example, Country House (Insight Training). Another location consisting of 3 cards is the Prison, made of the Prison (Talk to Guard), Prison (Smuggle) and Prison (Breakout) Cards. Unlike with the Country House, the Prison Cards are placed side by side, **although each card is treated as a separate location when assigning Operatives**. Make sure to check the location cards themselves for more details about what they do and how they are used.

Basic setup is as follows: set up your town in a **3x3 grid** with the nine **basic locations** according to the following table:

Country House (Tech Training)
· Place **Bomb Item** Card next to this location.

Train Station (Watch Troops)

Pub (Recruit)

Country House (Insight Training)
· Place **Disguise** Item Card next to this location.

Jail
· Place all three Jail cards:
Talk to Guard, Smuggle, Breakout.

Safe House (Lay Low)

Country House (Manipulation Training)
· Place **False Papers** and **Jail Key** Item Cards next to this location.

Church Cellar (Make Escape Plan)
· Place **Escape Plan** card next to this location.

Workshop (Build Items)

Initial Operative Setup

To form your initial hand of Operatives, set **Alice** aside. You will always play with her. Then separate the Operatives by cell (, , ,) and shuffle them into 4 separate decks (one for each cell). Draw 1 Operative Card from each deck and place them in your hand with Alice. These are your starting Operatives.

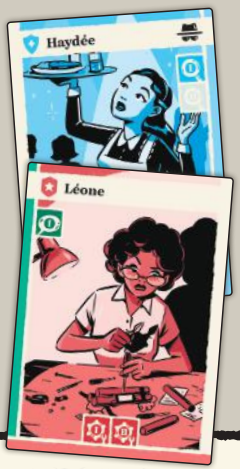
Each Operative Card provides crucial information. Along the top bar you will see the Operative's name and cell, and in some cases, an additional icon that shows if the Operative has the **Stealth skill** . On the card, you will see the skill areas to which the Operative may contribute when completing assignments. Below you have a more detailed description of the icons:

MANIPULATION
You have the gift of gab and can talk your way through anything.

STEALTH
You are sneaky enough to cancel out one Alert Token when resolving an assignment at a location. This skill cannot be trained or improved.

INSIGHT
You know how to read any setting, and how to blend in seamlessly.

TECH
You are very handy, whether you are fixing a bike or building a bomb.



A skill icon with I in the center indicates that an Operative possesses the corresponding skill.

Two skill icons with I and II in the center respectively mean that the Operative not only has the corresponding skill but also has perfected it through proper training.

You will often find Operatives that display the second skill icon in a much lighter color. This means that the Operative is not yet trained in that skill. Operatives always start the game with their "**untrained**" side up (showing the lighter color icons). To flip them to their "**trained**" side, you must provide them with the necessary training. It is important that when you hold the Operatives in your hand, you have the correct side up to know whether or not they are trained. If you find it easier, you can leave your hand on the table, showing the correct side up.

Alice possesses all the skills and has received all the necessary training, so the two sides of her card are identical.

Story-Specific Setup: Introduction

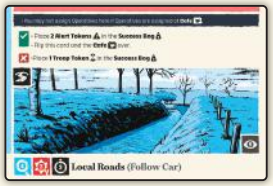
After setting up the town, Success Bag, Token pools, Marker pools and your starting team of Operatives, perform the story-specific setup. This section describes the setup for the "Introduction" scenario. Setup for other stories is treated in detail later in this rulebook (p.26).

You can identify the specific cards for the "Introduction" scenario by the 👁 printed in their lower right corner. Please note that unlike other storylines, the "Introduction" scenario only has one chapter.

Introduction

You had known the Germans were coming, but you didn't expect them to descend upon Saint-François de Sales and take over the chateau just outside of town. Based on questions asked at the bar, comments from your nosy neighbor (who is definitely helping the enemy) and a couple of suspicious arrests, you know that their commander has a list of "possible dissidents." You want to find out who they are. Maybe you could recruit a few! More importantly, you had also better get a look at that list to make sure your name isn't on it.

Place the **Cafe** and **Local Roads** Location Cards above the basic town cards that are used in every story. Add the **Radio** Item Card to the Country House (Tech Training) location.

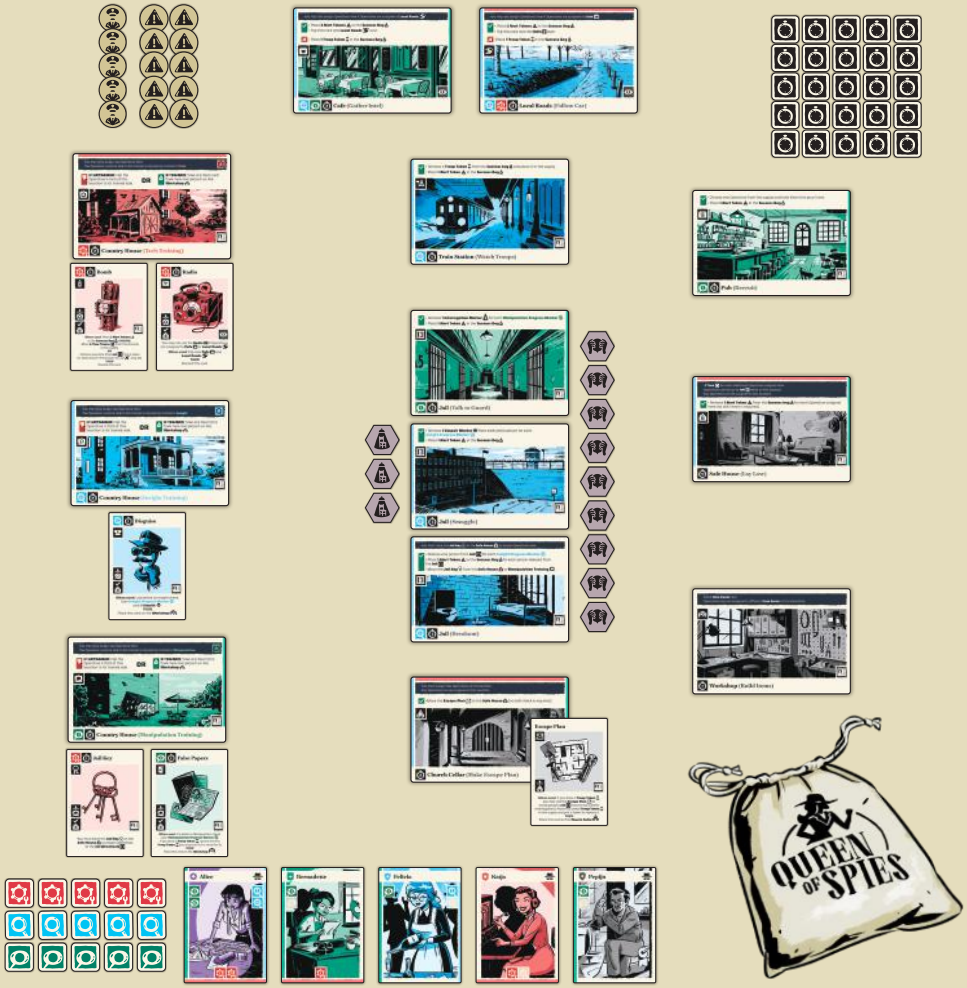


Place **30 Time Markers** in your Time Marker pool. This is the amount of time allotted to complete the Introduction story.

Unlike other stories in this game, the "Introduction" has no scoring conditions to let you know how well you have done. You either succeed at your assignment and achieve victory or fail and proceed to the next story with more spycraft knowledge.

To succeed at this scenario, you will need to gather information using either the Cafe or Local Roads locations, then succeed at making your way into the Chateau.

Setup example for the Introduction story



Flow of Play

Queen of Spies is played over a series of rounds that continue until the chapter ends, typically because you have run out of time. Each round is made up of different phases where you will assign Operatives to complete assignments, allocate Time Markers for them to do so, check to see whether they have succeeded, and, if necessary, monitor what is happening to Operatives who are in Jail.

A round is structured as follows:

1. Assign Operatives
2. Remove Time
3. Resolve Assignments
4. Resolve Interrogation

1 Assign Operatives

In this phase you decide what you want your Operatives to do.

They may be sent to different locations to complete **assignments** (missions, training, etc.) You **may only send Operatives to locations that are available**. A location is available if there are no other Operatives still completing an assignment there. Operatives may not be sent to a location where one or more Operatives are still completing an assignment from **an earlier round**.

Assignments can consist of one or more **tasks** to which Operatives must be assigned in order to successfully complete them. Each task is identified by an icon and a color, which indicate the skill required to perform it, and a number, which indicates the Progress required to complete it. Next to these icons is an additional icon that indicates the time it takes to complete the assignment.

To send an Operative to carry out an assignment, simply place their card next to the location (if available). If the assignment consists of more than one task, place the Operative on the side with the color band corresponding to the task they will attempt to perform.

For example, if you send an Operative to the **Cafe** , you would place them on the left side to perform the Insight task (blue), or on the right side to perform the Manipulation task (green).

In this way, an Agent is assigned to a specific task **and only participates in the assignment using the corresponding skill**.

It is not permitted to send an Operative on an assignment if they do not possess any of the necessary skills. However, **it is permitted** to assign several Operatives to the same task, thus increasing your chances of success.

If you decide not to use one or more of your Operatives during this phase, you must **discard one Time Marker from your reserve for each Operative you have not sent to a location**.

Once you have finished assigning Operatives, add as many Time Markers from the reserve as indicated by the number inside the icon to the Location cards that have received Operatives. Note that Time Markers are **only added to locations where an assignment has been started in the current round**.

As can be seen in this image, the Train Pigeons assignment is carried out in the Abandoned Building, which requires skill in two areas: Insight and Tech.

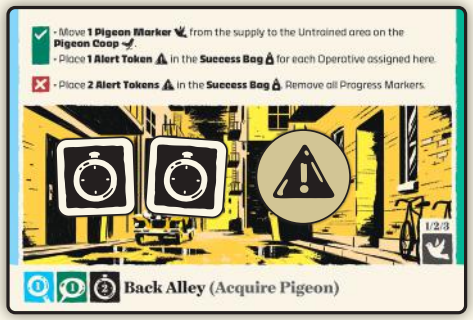
Felicia has been assigned to complete the Insight success check, while Alice and Katja have been assigned to complete the Tech success check. Once the Operatives have been assigned, one Time Marker is placed in the location as is indicated by the card icon.

When Operatives Meet

Operatives are familiar with others from the same cell and are comfortable working with them. However, there is no way to avoid awkwardness when meeting up to complete an assignment with someone from a different cell. Each time you assign Operatives from different cells to the same task, add 1 Alert Token to the Success Bag.

Exception: If Alice is sent to a location to coordinate an assignment there, then no Operatives meet each other. They are all working through their spymaster and so no Alert Tokens are added to the Success Bag.

In the example below, Bernadette and Felicia have been assigned to the Back Alley. Bernadette is from Cell A, and Felicia is from Cell B. Because they are not from the same cell, and Alice is not at this location to coordinate, 1 Alert Token is immediately added to the Success Bag.



2 Remove Time

Remove one Time Marker from each location. Place each removed Time Marker in the discard pile. **Important: do not return the Time Markers to the pool**.

3 Resolve Assignments

If there are any locations where Operatives are assigned and the final Time Marker has been removed, then it is time to resolve the assignment at that location. You will resolve assignments by performing success checks.

A success check consists of drawing a specific number of tokens from the Success Bag and applying the result. You will perform a success check for each Operative assigned to a location to determine the Progress made towards completing the assignment. Remember each task requires the Operative performing it to possess a specific skill (Manipulation, Tech or Insight), which is why you will find some game elements that refer to a specific type of check. For example, a Tech check must be completed by an Operative with the Tech skill.

Not all Operatives will draw the same number of tokens from the Success Bag. An untrained Operative **must draw 2 tokens** from the Success Bag, and a trained Operative **may draw 0-3 tokens** from the Success Bag and resolve the results.

Important: In the case of trained Operatives, you must choose the number of tokens drawn **before** performing the check. This means that you cannot draw a token and then decide to draw more or fewer because of the result.

When you are performing assignments, you should keep in mind the following:

- You can complete the various assignments in **any order you prefer**, but you must complete the **checks for all Operatives present** at a location before moving on to the next assignment at a different location.
- If an assignment has several tasks, you can complete them in any order, but you must complete all the **checks for all Operatives assigned to a task** before moving on to the next task.
- When completing checks for a group of Operatives assigned to the same task, you can complete them in any order you prefer, but you must **complete the check for one Operative before moving on to the next**.

Important: Do not return the tokens to the Success Bag until you have resolved **all** the checks at a given location and performed the alert check (see below).

Tokens

Here are the tokens you might draw for your Operatives, and what they mean:

Progress: Add a Progress Marker of the matching color to your location to mark Progress. (Green for Manipulation tasks, red for Tech tasks and blue for Insight tasks)

Progress + Time: Add a Progress Marker of the matching color to your location but also discard one Time Marker from the Time Marker pool.

No Progress + Time: Discard one Time Marker from the Time Marker pool.

Progress + Alert: Add one Progress Marker of the matching color to your location but note that this Alert symbol will count towards your total Alert for this check (see below).

No Effect: Do nothing.

Alert: If you have more Alert icons than Stealth icons across all Operatives at the location, add a Troop Token to the Success Bag (see below).

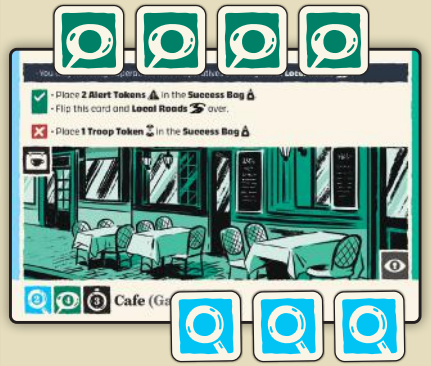
Troop: If you draw a Troop, the Operative who is currently resolving their success check immediately goes to Jail. (Unless you have the Escape Plan Card, which may be discarded instead). See “Going to Jail,” below.

After completing all the checks at a location, if you have made enough Progress to complete all tasks there (as indicated by the number on each task icon), your Operatives have completed the assignment. If, on the other hand, you have not made enough Progress, the Operatives have not completed the assignment, but you can leave Progress Markers on it for a future attempt, unless stated otherwise (see "Success, Progress, and Failure" below).

Once the checks at a location have been completed, you must perform **an Alert Check**. To do this, compare the number of Alert icons on the tokens drawn from the Success Bag with the number of Stealth icons on all Operatives at the location. **If the number of Alert icons is greater**, add a Troop Token to the Success Bag. Once all skill checks have been resolved and the Alert Check has been performed, return the Operatives at the location to your hand and the tokens drawn for skill checks to the Success Bag.

There are two locations in the game where no skill icons are printed: the **Church Cellar** and the **Safe House**. You can send any Operative to these locations, but they will not have to perform any checks. When you remove the last Time Marker from either of these locations, carry out the indicated effect and return the Operatives to your hand.

The Operatives have successfully completed the mission! They have collectively made enough Progress to complete their assignment. However, they have also drawn 4 Alert Tokens and only 3 of the Operatives (Alice, Chantell, and Quirine) have Stealth. This means a Troop Token will be added to the Success Bag.



Success, Progress, and Failure

When you perform a check during Phase 3: Resolve Assignments, you draw tokens from the Success Bag (2 tokens for checks performed by untrained Operatives, and 0 to 3 tokens for checks performed by trained Operatives). For each Progress icon (check mark) printed on the tokens drawn, place a Progress Marker of the corresponding task color on the location.

When you have accumulated enough Progress Markers (as indicated by the numbers accompanying the task icons), the task is considered complete. Read and execute the text next to the ✓ **symbol** printed on the location. Once this is done, remove all Progress Markers from the location.

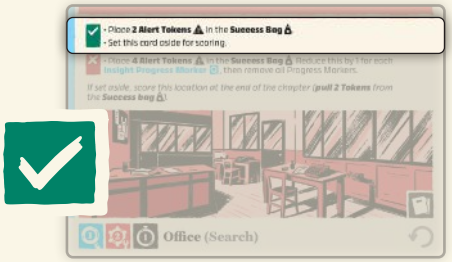
Important: You must complete the checks for all Operatives present at a location, even if you already have enough Progress to complete an assignment. Remember that trained Operatives can draw 0 tokens!

If your Operatives do not complete the assignment, it does not mean that they have not made any Progress. Unless otherwise indicated, Progress Markers remain at the location, so in future rounds you can send Operatives back to complete the assignment.

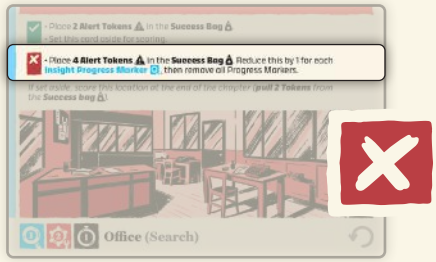
But be careful: Failure can have consequences. If there is a ✗ **symbol** printed on the location, you must execute the accompanying text each time your Operatives fail to complete an assignment there. This may involve adding more Alert Tokens or Troop Tokens to the Success Bag, or even removing all Progress made on the assignment.

Both the reward for completing an assignment and the consequences of failure may be accompanied by an Alert icon, which means you will have to add the indicated number of Alert Tokens to the Success Bag.

SUCCESS



FAILURE



In this example, Katja is trying to build the Bomb at the Workshop but has not acquired the 3 Progress Markers that she needed.

However, she has placed 2 Progress Markers on the Bomb! Either she or another Operative can return in the future to continue working on this Item.

If Operatives are successful at the Abandoned Building, they will complete the text next to the Success symbol on the location card, which means they will gain a pigeon but also have to add Alert Tokens to the Success Bag.

If they are not successful, they must complete the text next to the failure icon instead, meaning they will lose all Progress and also place 2 Troop Tokens in the Success Bag.

Going to Jail

If you draw a **Troop Token** during a check, the Operative who drew that token is immediately arrested. Place the Operative in the Jail. If there are no Interrogation Markers there already, **add 1 Interrogation Marker to the Jail**. Remove **all Troop Tokens** from the Success Bag and place them in the supply.

The assignment that the arrested Operative was performing is interrupted and **cannot be completed this round**. No other checks are performed, and all other Operatives assigned to the location immediately return to your hand. All Progress Markers currently at the location are lost.

Important: Fail effects printed on the Location Card **are not triggered** because of an arrest.

Important: Breaking Out of Jail: If an Operative or POW is released from Jail by using the Bomb or Jail Key, return their Despair Markers to the supply. If no Operatives or POWs remain in the Jail, return all Interrogation Markers to the supply.

Alice and Katja have made enough Tech Progress to succeed at the Tech Task (note that Alice pulled 2 Tokens but could have pulled between 0 and 3).

However, the first token Quirine drew was a Troop! This means that Quirine will immediately go to Jail and Alice and Katja will return to the player's hand. This Troop Token and any others that are in the Success Bag are removed to the supply, leaving the bag free of Troops. All Progress on this assignment is lost, so the 2 red Progress Markers are removed.

4 Resolve Interrogation

Perform an Interrogation Check **for each Operative** who is currently in Jail.

Interrogation Checks are performed separately for each imprisoned Operative, one at a time. To perform an Interrogation Check, pull one token from the Success Bag for each Interrogation Marker currently on the Jail. Ignore any other icons on these tokens. The Progress icon is the only one that matters here and it means that the agent has skillfully dodged their captors' questions!

However, for each token drawn that does not have a Progress icon, the Operative begins to break under pressure! Place a Despair Marker on the Operative card.

Important: Operatives cannot have more than 3 Despair Markers. Ignore any effect that forces you to place a fourth Despair Marker on an Operative card.

Important: If you have to place a Despair Marker on an Operative card and there are none available, the game ends in defeat.

Once the interrogation of an Operative has been resolved, return all tokens to the Success Bag and resolve a new interrogation for any other Operatives present in the Prison who have not been interrogated this round.

Breaking During Interrogation

After all interrogations have been resolved, check to see if an Operative has broken. If an Operative has accumulated **3 Despair Markers** , they have broken and will betray the identity of another Operative they know. Permanently remove the broken Operative and all three of their Despair Markers from the game. Now you must decide who has been betrayed; either **Alice herself, or an Operative from the same cell as the Operative who broke**.

If they betray an Operative who is currently assigned to a location, immediately resolve the assignment at that location as a failure. The betrayed Operative is moved to Jail and all other Operatives at that location return to your hand without drawing any tokens. Return all Interrogation Markers that are currently on the Jail to the supply. If an Operative breaks and all the Operatives they can betray are at the Safe House, no Operative is arrested. Whew!

Important: Operatives added to the Jail after a betrayal are added after interrogation is complete. **They will not be interrogated until next round**.

Dying During Interrogation

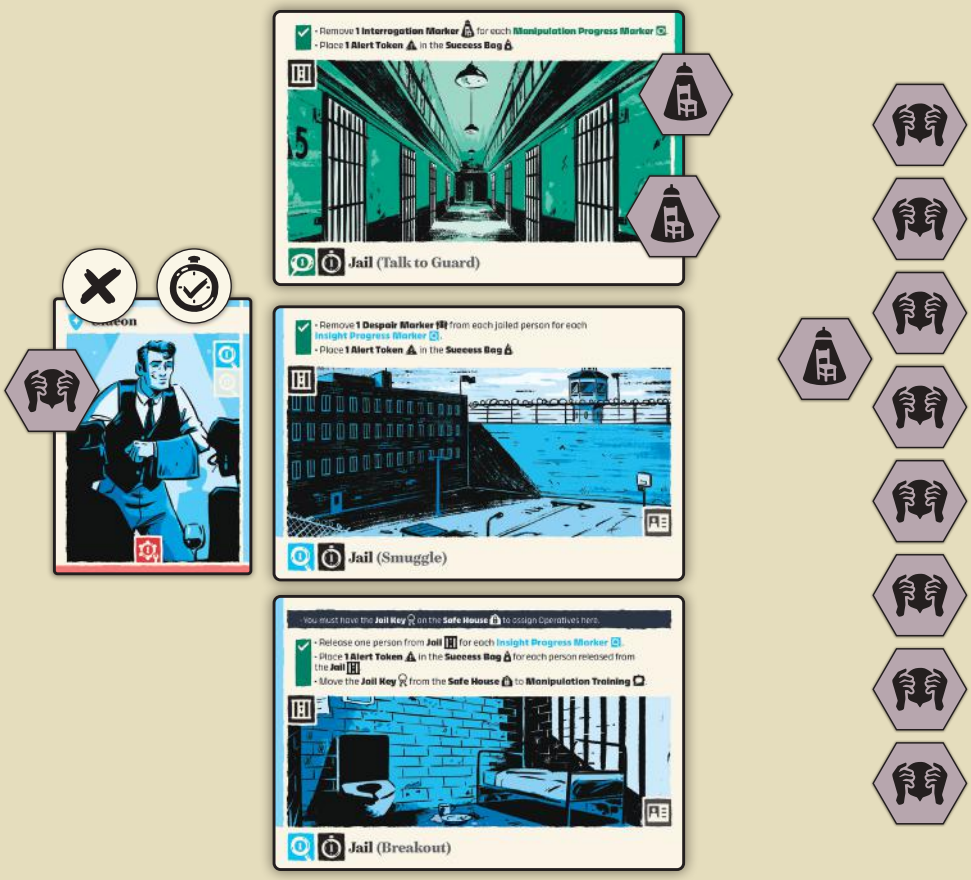
If you draw a Troop Token during an interrogation, the Operative being interrogated is killed. Permanently remove them from the game, along with any Despair Markers that were on their card at the time of their death. Additionally, remove all Troop Tokens that are currently in the Success Bag and place them in the supply. Return all Interrogation Markers that are currently on the Jail to the supply.

After all interrogations and possible betrayals have been resolved, **if there are still Operatives present and there are less than 3 Interrogation Markers on the Jail**, add 1 more. If there are already 3 on the Jail, skip this step. The maximum number of Interrogation Markers that can be placed on the Jail is 3. If no Operatives remain in Jail, return all Interrogation Markers to the supply.

After resolving all interrogations, it is time to begin a new round. Return to the "Assign Operatives" phase and assign any Operatives who are currently in your hand.

Alternatively, you may end the chapter, as described in the "End of Chapter" section below.

Oh no! Gideon is currently in Jail. There are two Interrogation Markers on the jail, which means that during the Interrogation Phase, you will draw 2 tokens from the Success Bag to see whether he withstands interrogation. The first token has a Progress Marker on it: He is hanging in there! (Do not worry about the Time icon, only Progress matters during Interrogation.) The second token has no Progress, so a Despair Marker is added to Gideon.



Item Cards: How to Get and Build Items

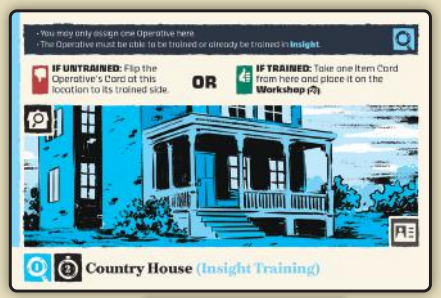
Before you can make an Item, you must first learn how to do so, usually at one of the three training locations that make up the Country House.

To **learn** how to make an Item, you must first complete the corresponding task **at the location** where the Item Card is located, just as you would with any other assignment. Once the task is complete, place the Item Card next to the Workshop.

Felicia has already visited the Country House and completed her Insight training. Now she has come back to learn how to make a Disguise. During her skill check, she makes 2 Progress, meeting the requirement of 1 Progress to succeed (as can be seen in the example).

Note that because she is already trained, Felicia has drawn 2 tokens but could have drawn between 0 and 3. She can now take the Disguise and put it in the Workshop.

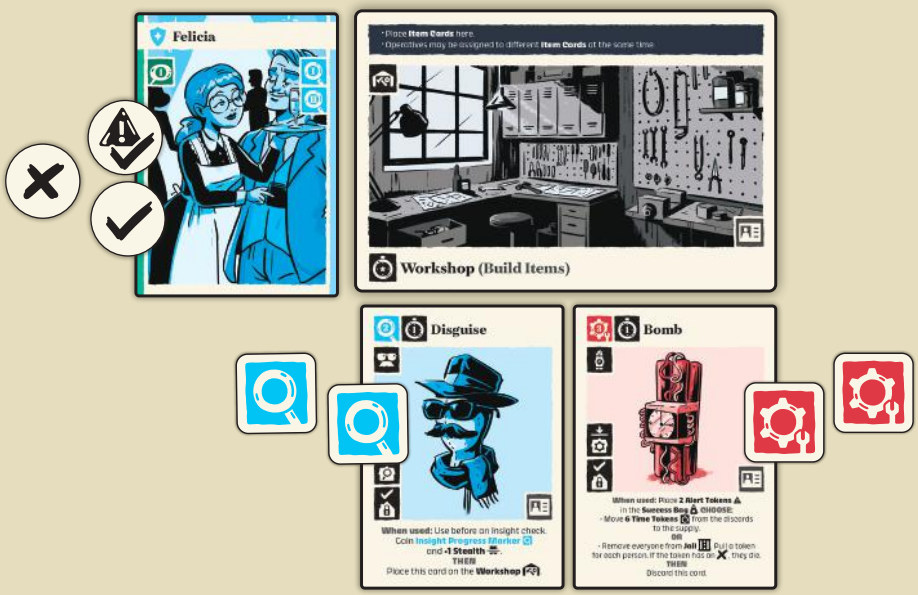
Unfortunately, Felicia fails the Alert check because she drew an Alert and has no Stealth. She will add 1 Troop to the Success Bag.



Note that the Workshop location card does not have any Time or Progress requirements printed on it. This is because the requirements for making an Item can be found on the Item Card. When you send Operatives to the Workshop, you must assign them to a specific Item and add the Time Markers indicated on the Item Card. The Workshop is quite a large place! This allows you to send Operatives to the location to build an Item **even if there are already other Operatives in the Workshop**, provided they are working **on a different Item**.

Once you have built an Item, place it at the Safe House. The Item Card will explain how it is used, and it will also tell you where to place the Item once it has been used.

Now that Felicia has learned to make the Disguise and placed it in the Workshop, she wants to actually make the Item. It costs 1 Time to make the Disguise and requires 2 Progress in an Insight skill check. Felicia succeeds, meaning she can now move the Disguise to the Safe House for use on a future assignment.



End of Chapter

There are two ways to end a chapter within an overall story.

- You need to spend a Time Marker, but there are no Time Markers left. At this point, the chapter immediately ends. Any incomplete assignments are abandoned. **Do not resolve** any success or failure for them.
- You decide to end it yourself. You may only do this at the end of a round, after an Interrogation phase has taken place. Any incomplete assignments are abandoned. **Do not resolve** any success or failure for them.

To reset for the next chapter, you must:

1. Remove all Progress Markers from incomplete assignments.

2. Move all Time Markers to the discard pile.

3. Reset the Success Bag to its original state, removing all Alert and Troop Tokens that were added during play.

4. Recall all Operatives back to your hand.

4.1. All trained Operatives retain their knowledge for the remainder of the story.

4.2. If an Operative is in jail, they return to your hand. However, any Despair Markers that were placed on them are removed from the game. (Reminder: If you ever need to place a Despair Marker and there are none left, you lose the game.)

4.3. If Alice is in jail at the end of a Chapter, you lose immediately.

5. Remove all Interrogation Markers from the Jail.

6. Reset Time Markers: In Chapter 1 of each story, you will have 20 Time Markers. In Chapter 2, you will need 25 Time Markers, and in Chapter 3, 30 Time Markers.

7. All items you built or obtained (e.g. the bomb, story-specific items, or the escape plan) remain in play. Items in the Workshop remain there, waiting to be built. Items in the Safe House also remain

there, ready to be used. If the bomb was discarded in the previous chapter, place the bomb card back in the Workshop. It can be built and used again in the new chapter.

8. If this is not the last chapter in the story, place any new locations associated with the next chapter in the zone of play.

9. If this is the second chapter, add 1 Troop Token to the Success Bag. If this is the third chapter, add 2 Troop Tokens to the Success Bag.

End of Story

If you have completed the third and final chapter of a story, end the chapter as usual, with one exception: Return all discarded tokens to the success bag, but do not reset it. In some stories you will use its contents for final scoring.

Scoring information for each story is included at the end of the entry for that story.

The Stories

After the Introduction, there are three stories in this game:

News on the Wing

Rescue the Prisoners of War

Office Infiltration

These stories do not have to be played chronologically, but all represent events in the fictional town of Saint-François de Sales, where Alice and her Operatives are based.

News on the Wing

Since the German occupation began, travel restrictions have tightened, the mail can no longer be trusted, and it is increasingly difficult to know what is happening outside of Saint-François de Sales. To reestablish contact with the outside world, you have decided to train messenger pigeons. But even this will not be easy; pigeons are not only regularly shot out of the sky, but you could draw attention if you aren't careful about keeping them. Nevertheless, you are determined to acquire pigeons, train them to return to your safehouse, and get them out into the world, hopefully to return with news of the outside that you desperately need.

GOAL: In this story, you will obtain pigeons, train them to return to your safehouse, and then deliver them to various locations so that they can return to you with fresh intelligence. You will score at the end based on the number of trained pigeons sent to gather intelligence.

This story has 3 chapters. Pigeon-specific cards have an image of a **Pigeon** in the bottom right corner so you can easily identify them.

Setup

CHAPTER 1

- Add the **Back Alley** Card to the locations that are currently available.
- Add the **Pigeon Coop** to the Safe House location.
- Place **20 Time Markers** in the Time Marker pool.
- Create a **supply of pigeons** next to the play area.

CHAPTER 2

- Add the **Forest** and **Abandoned Building** Cards to the locations that are currently available.
- Place **25 Time Markers** in the Time Marker pool.

CHAPTER 3

- Add the **Neighboring Town**, **Post Office**, and **Train** Cards to the locations that are currently available. Add the **Bicycle** Item Card to the Country House (Tech Training) location.
- Place **30 Time Markers** in the Time Marker pool.

Scoring

- Score 1 point for every pigeon that was successfully placed on the Neighboring Town, Post Office, and Train cards. Then:
  - Draw 1 token from the Success Bag for each pigeon sent to the Neighboring Town. Each check mark you draw earns you an additional point. Reset the Success Bag for each pigeon.
  - Draw 2 tokens from the Success Bag for each pigeon sent to the Post Office. Each check mark you draw earns you an additional point. Reset the Success Bag for each pigeon.
  - Draw 3 tokens from the Success Bag for each pigeon sent to the Train. Each check mark you draw earns you an additional point. Reset the Success Bag for each pigeon.

Compare the score you earned in the story to the table below to determine your level of success:

POINTS SCORED	RESULT
0	**LOSS:** You had no success with the pigeons, leaving you without valuable intelligence.
1-4	**DRAW:** Your pigeons yield no groundbreaking intelligence, but you receive a few updates from other towns that allow your resistance group to feel less alone.
5-8	**MINOR VICTORY:** Thanks to your intelligence gathering, you are able to successfully disrupt enemy activity and make contact with another local resistance movement. It's slow going, but you know you are contributing to the war effort.
9-12	**VICTORY:** You have set up an intelligence system that yields significant results. When your pigeons return, they are laden with information that lets you coordinate major operations that are deeply damaging to your occupiers.
13+	**EPIC VICTORY:** Your work becomes part of what gives Belgian pigeons, in particular, such an excellent reputation. Your intelligence gathering is so extensive that your operations now reach well beyond Saint-François de Sales. Historians will one day be thrilled to collect evidence of your activities, though you are too savvy to leave much behind.

Rescuing the Prisoners of War

Exciting things can happen even in your small town. Your sources report that several POWs have been captured and are now being held in the local prison; the very one that you and members of your network have come to dread. These people must escape and return to their homes. It is your job to keep the interrogators distracted, smuggle information and contraband into the prisoners' cells, break the POWs out, and help them escape Belgium before it's too late.

GOAL: In this story, you will help POWs maintain their sanity while in jail, break them out, and finally help them escape. You will score points based on the number of POWs who successfully escape enemy territory.

This story has 3 chapters. Story-specific cards have an image of a **Jail** cell in the bottom right corner so you can easily identify them.

SPECIAL RULES: POWs are interrogated as if they were Operatives and can succumb to despair. If a POW breaks, they are removed from the game, along with any Despair Markers placed on them: they have perished. However, they do not betray an Operative. If a POW is freed from Jail, place them in the Safe House. In Chapter 3, you will be able to help freed POWs escape.

At the end of chapters 1 and 2, Operatives in Jail are released as usual. POW Cards that remain in Jail, however, are removed from the game.

During Chapter 3 you will have the opportunity to help POWs who are in the Safe House to leave the country. Before resolving the assignment at any of the three specific locations in the chapter (Boat, Train and Border Crossing), you must decide how many POWs will try to escape through that location. Take that number of POWs from the Safe House and place them next to the location card. Their luck will depend on your degree of success on the assignment there!

Setup

CHAPTER 1

- Add **3 random POW Cards** to the Jail location. Place **1 Interrogation Marker** on the Jail.
- Place **20 Time Markers** in the Time Marker pool.

CHAPTER 2

- Add the **remaining 3 POW** Cards to the Jail location. Place **1 Interrogation Marker** on the Jail.
- Place **25 Time Markers** in the Time Marker pool.

CHAPTER 3

- Add the **Boat**, **Train**, and **Border Checkpoint** Cards to the locations that are currently available.
- Place **30 Time Markers** in the Time Marker pool.

Scoring

- Score 1 point for each POW on the back of the Boat, Train, and Border Checkpoint Cards at the end of the story.

Compare the score you earned in the story to the table below to determine your level of success:

POINTS SCORED	RESULT
0	**LOSS:** No POWs survived. You will never recover from your guilt.
1-2	**DRAW:** You mourn the loss of the majority of the POWs you attempted to help, but you take comfort in the fact that every life saved is precious.
3-4	**MINOR VICTORY:** While not all of the POWs escaped Belgium, you are proud of your efforts. You can rest easy knowing that you assisted at least half of the captured prisoners through an incredibly dangerous time.
5	**VICTORY:** While the loss of one POW will always haunt you, you take fierce pride in the fact that you shepherded nearly all of them to safety. You know their families will be relieved—and that they will all be able to continue the fight.
6	**EPIC VICTORY:** Your incredible success rate when assisting escaped POWs makes your movement a model for all others in the area. Other resistance groups in your network will take pages from your playbook when carrying out similar operations in other parts of the country.

Office Infiltration

Sometimes the biggest threats to the cause are right next door. One of the local factory owners has only seemed to get richer since the German occupation, and it is abundantly clear that he is in league with the enemy. But what, exactly, is he up to? You have a friend who works in his office, and she has implied that she would like to help you out–and that several of her friends could also be persuaded to join the cause. To bring down your local traitor, it is time to recruit new allies, case the building itself, and swipe whatever records you can to learn and thwart his plans.

GOAL: In this story, you will build up your Operative network from scratch, use your new contacts to acquire and act on information about the office building, and search parts of the office to gather intelligence. You will score points based on the number of successful searches you complete.

This story has 3 chapters. Office-specific cards have an image of 2 files in the bottom right corner so they can be easily identified.

SPECIAL RULES: Begin this story with only Alice and 1 random Operative from **Cell**. Any additional Operatives will need to be recruited during this story.

Setup

CHAPTER 1

- Add **File Room**, **Bar (Flirt)**, and **the three Bar (Eavesdrop)** Cards to the locations that are currently available. Shuffle the three Bar (Eavesdrop) Cards and create one stack with them. Place the **Lockpick** and **Camera** Item Cards next to the Country House (Tech Training) location.
- Place **20 Time Markers** in the Time Marker pool.

CHAPTER 2

- No additional cards.
- Place **25 Time Markers** in the Time Marker pool.

CHAPTER 3

- No additional cards.
- Place **30 Time Markers** in the Time Marker pool.

Scoring

- Score 6 points if you set aside the Boss's Office card for scoring.
- Score 3 points if you set aside the Hotel Room card for scoring.
- Score points for each of the Search cards you set aside for scoring. Draw tokens one at a time and reset the bag after each draw.
  - Draw 2 tokens from the Success Bag if you set aside the Office (Search) card. Each check mark you draw earns you 1 point.
  - Draw 2 tokens from the Success Bag if you set aside the Trash (Search) card. Each check mark you draw earns you 1 point.
  - Draw 3 tokens from the Success Bag if you set aside the Delivery Truck (Search) card. Each check mark you draw earns you 1 point.

Compare the score you earned in the story to the table below to determine your level of success:

POINTS SCORED	RESULT
0	**LOSS:** Local businessmen who take German money continue to thrive, and you never find out exactly what services they provided.
1-4	**DRAW:** You didn't extract much usable intelligence from the office, but you're doing something. A damaged file here, a scheduling snafu there. No one suspects a thing.
5-8	**MINOR VICTORY:** Your Operatives didn't find anything groundbreaking in their search, but you now know enough to sabotage several projects. Every handful of sand in the gears is important, even if important contacts are merely left on hold for an extra half hour every single time they call.
9-12	**VICTORY:** The office is constantly beset by problems that ground its activities to a halt, the current boss is in deep trouble, and no one can seem to figure out why. The staff members you recruited to your network always manage to look very concerned.
13+	**EPIC VICTORY:** You have found such a deep well of intelligence in this office that you are compromising enemy efforts well beyond Saint-François de Sales. They say management are all on the verge of a nervous breakdown trying to figure out where the leak is. But you'll never tell.

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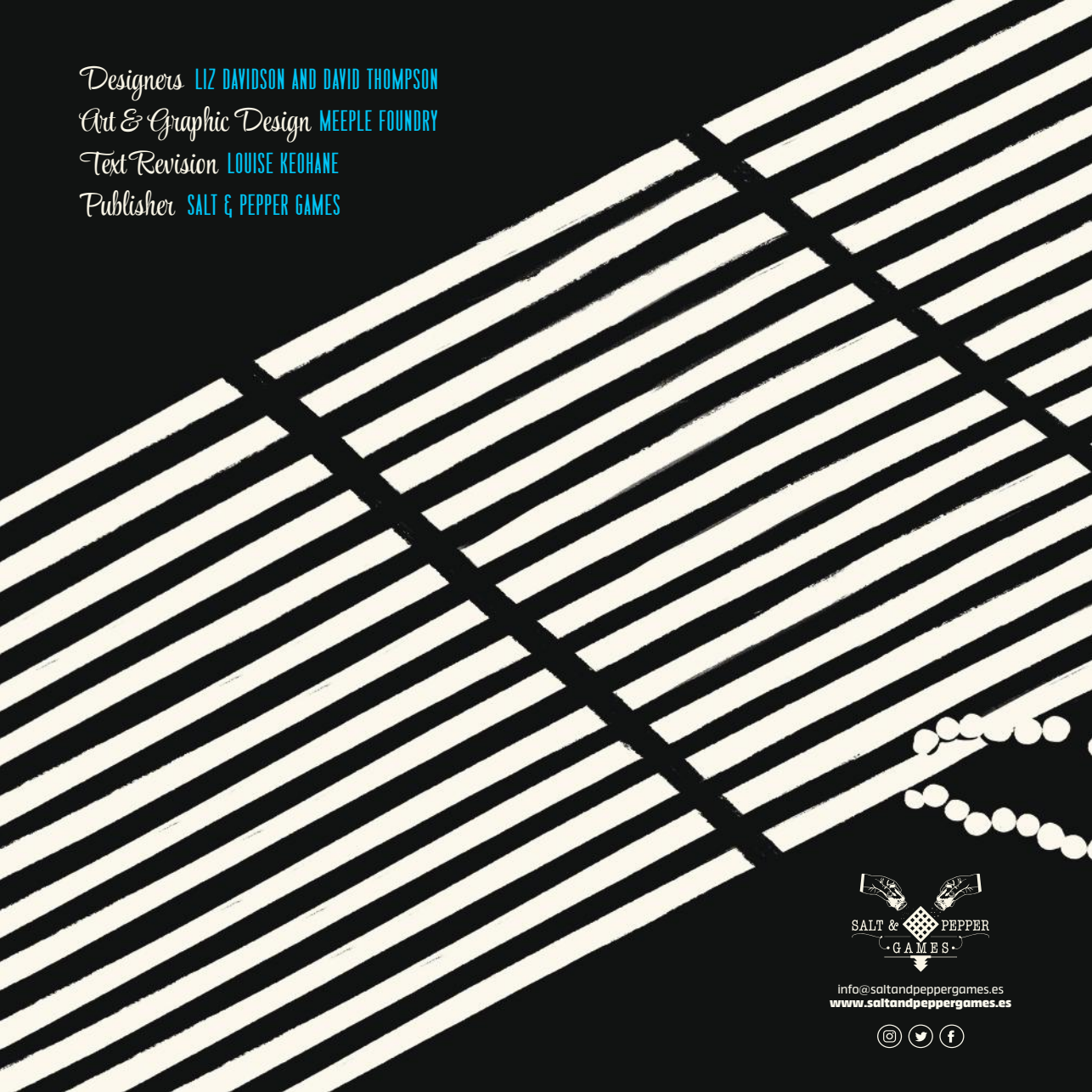

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