Spymaster

A devious espionage game for 4 players.

OVERVIEW

The players will be split into two teams. On one team, the General and his loyal Operatives must wisely deploy their armies to defend against a flurry of vicious attacks. On the other team, the Double Agents must undermine the war effort by passing false information, culminating in the General's ultimate defeat.

SETUP

One player is chosen to be the **General**. The other players are **Spies**.

Shuffle the **Identity cards** and deal one to each of the Spies. This determines their role in the game: Operative or Double Agent. Shuffle the **Intel cards** and deal 2 to each Spy.

Shuffle the **Command cards** and deal 5 to the General, discarding the rest. Place the game board in front of the General and put one army token on each region.

Sort the **Attack cards** by the three tiers and shuffle each tier separately. Then, assemble the Attack deck by placing 8 Tier-3 cards, 8 Tier-2 cards, and 8 Tier-1 cards onto a stack (in that order).

The game proceeds in a series of rounds (see next page).

ROUND START

To start the round, any one of the Spies draws an Attack card and shows it to the other Spies (but not the General!).

If the Attack card is an Event, it is revealed to all players. Read the Event card and follow the instructions, then draw another Attack card.

SPY PHASE

After seeing the Attack card, each Spy draws 2 Intel cards. Shuffle the Intel discard pile if you run out of cards.

Each Spy then chooses one Intel card from their hand and gives it face-down to the General. This represents their advice to the General. If a Spy gives the General a "Recruitment" card, the General may add an army to any region.

Then, each Spy must discard one Intel card.

ARMY PHASE

After receiving the Intel cards from the Spies, the General may choose to take one of these actions:

- Move up to 2 armies from any one region to any one other region.
- Move any number of armies into the Reserves from any region(s).
- Move any number of armies out of Reserves to any region or regions.
- If fewer than 4 armies are deployed, add one army to any region.

In addition, the General may choose to play any of the Command cards; reveal it to all players, follow the instructions, and then discard it. Each command card gives the General some bonus ability for this round.

ATTACK PHASE

After the General has chosen an action, the Attack card that was drawn at the start of the round is revealed to the General.

The Attack then takes effect. If the attacking forces outnumber the armies on the target region, then all of the armies on that region are removed and the General adds one Defeat marker to that region.

Then this round ends and the next round begins.

WINNING AND LOSING

If at any point the General gets 3 Defeats in any one region, the General and his loyal Operatives lose the game and the Double Agents win.

If the General survives the entire Attack deck, then the General and the Operatives win the game.

W
N
E
Reserves

Retreat from NORTH!!!	IDENTITY: DOUBLE AGENT	IDENTITY: OPERATIVE
Retreat from WEST!!!	All Quiet	IDENTITY: OPERATIVE
Retreat from EAST!!!	All Quiet	IDENTITY: DOUBLE AGENT

Recruitment (Add one army)	Defend EAST	Retreat from NORTH
Recruitment (Add one army)	Defend NORTH	Retreat from WEST
Recruitment (Add one army)	Defend WEST	Retreat from EAST

Defend EAST!!!	Defend EAST	Defend EAST?
Defend NORTH!!!	Defend NORTH	Defend NORTH?
Defend WEST!!!	Defend WEST	Defend WEST?

Defend EAST!!!	Defend EAST	Defend EAST?
Defend NORTH!!!	Defend NORTH	Defend NORTH?
Defend WEST!!!	Defend WEST	Defend WEST?

Tier-1 Event:

Spy Promotion

PLACE THIS CARD IN FRONT OF ONE OF THE SPIES.

THAT SPY THEN DRAWS ANOTHER INTEL CARD, INCREASING THE SIZE OF THEIR HAND FOR THE REST OF THE GAME.

Tier-1 Event:

Blown Cover

ALL OF THE SPIES MUST DISCARD THEIR ENTIRE HAND.

THE INTEL CARDS ARE SHUFFLED, AND THE SPIES THEN DRAW THE SAME NUMBER OF CARDS THAT THEY DISCARDED.

Tier-1 Event:

Mixed Signals

THE SPIES MAY NOT HAND THEIR INTEL CARDS DIRECTLY TO THE GENERAL THIS ROUND.

INSTEAD, THE SPIES MUST PUT THEIR CHOSEN INTEL CARDS IN A COMMON PILE AND SHUFFLE IT BEFORE PASSING THEM TO THE GENERAL.

Tier-2 Event:

Spy Promotion

PLACE THIS CARD IN FRONT OF ONE OF THE SPIES.

THAT SPY THEN DRAWS ANOTHER INTEL CARD, INCREASING THE SIZE OF THEIR HAND FOR THE REST OF THE GAME.

Tier-2 Event:

Mixed Signals

THE SPIES MAY NOT HAND THEIR INTEL CARDS DIRECTLY TO THE GENERAL THIS ROUND.

INSTEAD, THE SPIES MUST PUT THEIR CHOSEN INTEL CARDS IN A COMMON PILE AND SHUFFLE IT BEFORE PASSING THEM TO THE GENERAL.

Tier-2 Event:

Radio Silence

THE GENERAL MUST CHOSE ONE SPY TO RECEIVE INTEL FROM.

THE OTHER SPIES MAY NOT PASS ANY INTEL THIS ROUND.

Tier-3 Event:

Blown Cover

ALL OF THE SPIES MUST DISCARD THEIR ENTIRE HAND.

THE INTEL CARDS ARE SHUFFLED, AND THE SPIES THEN DRAW THE SAME NUMBER OF CARDS THAT THEY DISCARDED.

Tier-3 Event:

Mixed Signals

THE SPIES MAY NOT HAND THEIR INTEL CARDS DIRECTLY TO THE GENERAL THIS ROUND.

INSTEAD, THE SPIES MUST PUT THEIR CHOSEN INTEL CARDS IN A COMMON PILE AND SHUFFLE IT BEFORE PASSING THEM TO THE GENERAL.

Tier-3 Event:

Radio Silence

THE GENERAL MUST CHOSE ONE SPY TO RECEIVE INTEL FROM.

THE OTHER SPIES MAY NOT PASS ANY INTEL THIS ROUND.

Tier-1 Attack North 2	Tier-1 Attack West 2	Tier-1 Attack East 2
Tier-1 Attack North 2	Tier-1 Attack West 2	Tier-1 Attack East 2
Tier-1 Attack North 3	Tier-1 Attack West 3	Tier-1 Attack East 3

Tier-2 **Attack** North & East 2	Tier-2 **Attack** East & West 2	Tier-2 **Attack** West & North 2
Tier-2 **Attack** North 3	Tier-2 **Attack** West 3	Tier-2 **Attack** East 3
Tier-2 **Attack** North 3	Tier-2 **Attack** West 3	Tier-2 **Attack** East 3

Tier-3 Attack North 4	Tier-3 Attack West 4	Tier-3 Attack East 4
Tier-3 Attack North 4	Tier-3 Attack West 4	Tier-3 Attack East 4
Tier-3 Attack North 5	Tier-3 Attack West 5	Tier-3 Attack East 5

COMMAND: **REDEPLOY** You may rearrange your armies however you wish.	COMMAND: **REDEPLOY** You may rearrange your armies however you wish.	COMMAND: **REDEPLOY** You may rearrange your armies however you wish.
COMMAND: **ARTILLERY** Reduce the power of the incoming attack by 1.	COMMAND: **ARTILLERY** Reduce the power of the incoming attack by 1.	COMMAND: **FORTIFY** Name a region. Your armies there are twice as effective (each counts as two armies).
COMMAND: **RETREAT** If you lose a battle this turn, you do not lose any armies (although you still record a Defeat).	COMMAND: **RETREAT** If you lose a battle this turn, you do not lose any armies (although you still record a Defeat).	COMMAND: **FORTIFY** Name a region. Your armies there are twice as effective (each counts as two armies).