

SPECTER OPS

RULES VERSION 2.0



RAXXON GLOBAL

HUMANITY THRIVES ON RAXXON

E2E Communication Log

Encryption: Deactivated

AS376893329:

The data review team found something.
Are you sitting down?

KR376894677:

Drop the theatrics. What did they get?

AS376893329:

We have come to believe that weapon procurement was only an ancillary objective in A.R.K.'s infiltration of 83X. The A.R.K. agent was able to pull data off an archival server.

KR376894677:

I am aware. I thought data review determined that any information they accessed off of that server would be so out of date as to be useless.

AS376893329:

That was the initial assessment, yes.
However, another pass has revealed a document that references a very old Raxxon facility.

KR376894677:

How old?

AS376893329:

Pre-Fall.

KR376894677:

Damn.

AS376893329:

Yeah.

KR376894677:

How long to assemble a cleansing team?

AS376893329:

48 hours, maybe a little longer. The team will have to be made up of high-level personnel. It's the only way they'll have enough clearance to go off-grid.

KR376894677:

Get hunters on the ground to secure the facility immediately, then assemble your team.

Brothers and Sisters of A.R.K.,

Our sacrifices have not been in vain. Even now our agents are zeroing in on an ancient Raxxon facility. The name of that facility? Raxxon Pharmaceutical Headquarters. That is right, Faithful, before Raxxon Global there was Raxxon Pharmaceutical, and we have found what used to be its beating heart. The information our agents uncover there will surely bring Raxxon's dark past into the light.

What was Raxxon's role in the Fall? How did they rise to power? What are their real plans for humanity? The answer to these questions is the key we have long searched for, and is now nearly in hand. This key will unlock the cage humanity has long been held in.

The day is coming when the street will be paved in bloody Raxxon ID chips, gouged from the flesh of those whose eyes have finally been opened. We will welcome the slaves those chips once shackled as soldiers in our great army.

Some will see the truth we provide and turn their heads away. These are the weak-minded and the weak-willed. Their punishment will be justified and their blood will be on their own hands.

We will flood the world in righteous flame. Raxxon, and all those who choose to serve it, will burn.



INTRODUCTION

In a game of *Specter Ops*, one player is an A.R.K. agent who has just infiltrated Raxxon Global's abandoned pharmaceutical facility in an attempt to expose information about Raxxon's past. The other player(s) are Raxxon hunters, genetically or mechanically enhanced humans tasked with hunting down A.R.K. agents and nullifying the threat they pose to Raxxon.

COMBINING SETS

Specter Ops game sets can be combined together. Players owning more than 1 set have more options when choosing hunters, agents, equipment, vehicles and game board. When combining sets, always play with the most up to date version of the rules. This rulebook is version 2.0. If another rulebook has no version number on its cover, it is a version 1 rule set. Things that have changed since rules version 1: Choice of Vehicles, Page 3 - Step 3 // Supply Caches and Becoming Fatigued, Page 4 // Timed Turns and Pets, Page 5 // Various Adjustments to 5-Player Game, Page 6 // Added Card Clarifications Section, Page 7. There are 4 hunter cards in this set (the Gun, the Beast, the Prophet and the Puppet) that are replacement cards for the hunters of the same name found in the original Specter Ops set.

COMPONENTS

- > 1 Game Board
- > 1 Pad of Movement Sheets
- > 5 Hunter Figures
- > 4 Secret Role Cards
- > 4 Agent Character Cards
- > 8 Hunter Character Cards
- > 1 Sand Timer
- > 1 Rulebook
- > 4 Agent Figures
- > 1 6-Sided Dice
- > 1 Dual-Sided Vehicle Card
- > 29 Tokens
- > 17 Equipment Cards

CHARACTER CARD



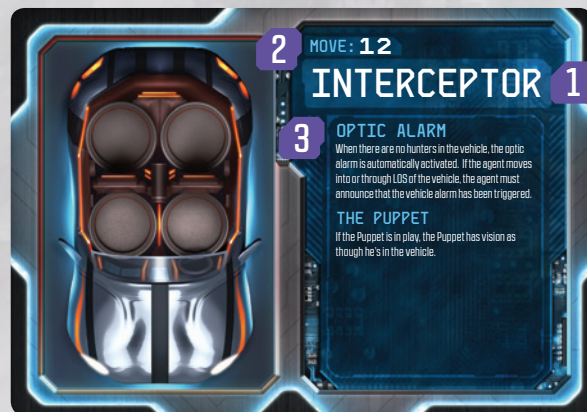
- Name:** The name of the character
- Abilities:** The effects the character has on the game
- Agent or Hunter:** The character will either be an agent or a hunter

EQUIPMENT CARD



- Name:** The name of the equipment
- Type:** The type of equipment
- Effect:** The effect the equipment has when used
- Unique Symbol:** Some equipment can only be used by specific agents
- Charges:** The number of times the equipment can be used per game before it is discarded

VEHICLE CARD



- Name:** The name of the vehicle
- Move:** The maximum number of spaces the vehicle can be moved in a round.
- Abilities:** The effect the vehicle has on the game

TOKENS



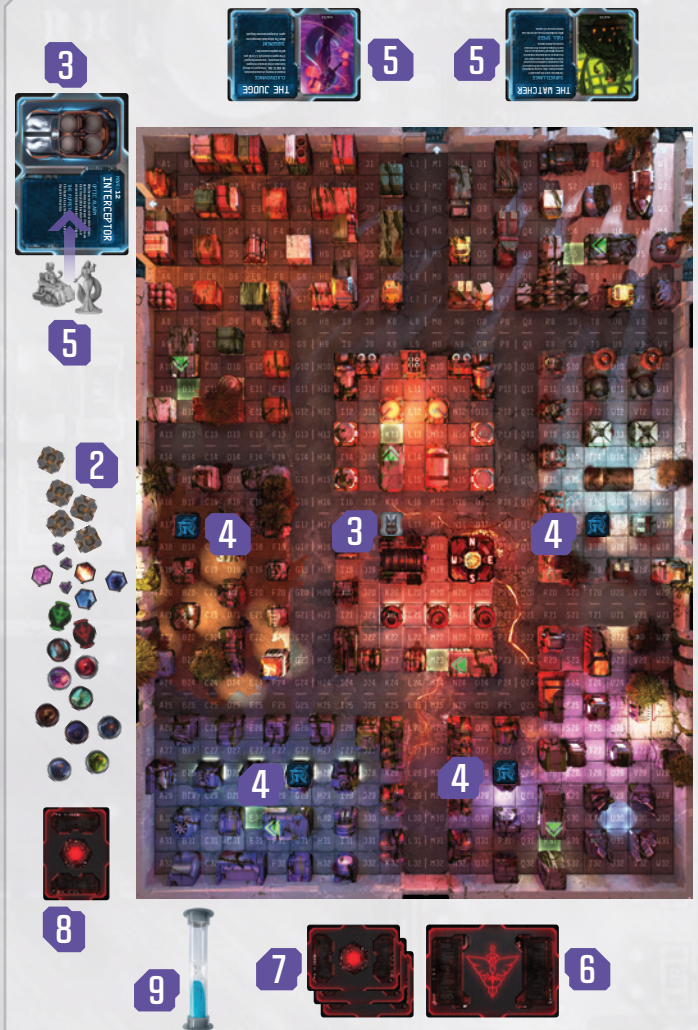
GAME SETUP

If none of the players have ever played a game of Specter Ops, we recommended starting with the 2- or 3-player version of the game. With fewer rules in the 2-3 player version, it is a good way to learn the game.

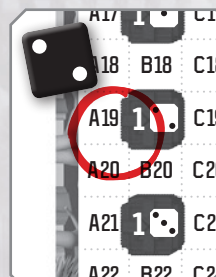
The main portion of this rulebook describes the setup and game play for the 2-3 player game of Specter Ops, while the 4- and 5-player rules are discussed in the back of the rulebook.

To set up a 2-3 player game of Specter Ops, complete the following steps in order:

1. Decide which player will be the A.R.K. agent. The rest of the players will be Raxxon hunters.
 2. Unfold the game board and place it in the center of the play area. Make separate piles of each token type within reach of all players.
 3. The hunters choose which vehicle they will use and place the vehicle card to the side of the game board, with the appropriate side face-up. Then place the vehicle token on space K17.
 4. Determine the location of the 4 mission objectives. As the agent player, roll the 6-sided die to determine where the first mission objective is located on the map in section 1. Find the objective that matches the die in section 1 and circle it on the movement sheet. Then place a mission marker (blue Raxxon side up) on the corresponding location on the game board. Roll the 6-sided die again to determine where the second mission objective is located in section 2 of the map. Find the objective that matches the die, circle it on the movement sheet, and place a mission marker (blue side up) on the corresponding location on the game board. Repeat this for the third and fourth mission objectives. See "Determining Mission Objectives" in the next column.
 5. If playing with 3 players, each hunter player chooses 1 hunter, placing the chosen hunter figure on the vehicle card and the chosen hunter character card face up in front of him. In the 2-player game, the hunter player selects 2 hunters to play.
 6. The agent player secretly chooses an agent and places that agent's character card face down in front of her. During the game, when the agent's figure would be placed on the board, the agent player reveals her character card and places the corresponding figure on the board.
 7. The agent player takes all the equipment cards (except for supply cards) and secretly chooses 3 to place face down in front of her. She then, without revealing them, places the rest of the cards back in the game box.
- Note:** The unique equipment cards are only usable by specific agents. For example: Mantis cannot use Fox's Remote Trigger.
8. Shuffle the supply equipment cards and form a face-down supply deck.
 9. Put the 2-minute sand timer in reach of the players. We strongly suggest limiting the hunters' turns to 2 minutes each.



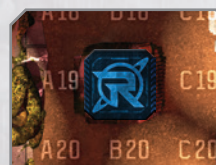
DETERMINING MISSION OBJECTIVES



The agent player rolls a 6-sided die and rolls a 2.

Looking at her movement sheet, she finds the mission objectives located in section 1. Mission objectives are indicated by a numeral and dice icon placed on the darkened structures of the movement sheet.

Having rolled a two for section 1, she circles that mission objective on her movement sheet.



The agent player then places a mission marker on the corresponding location on the game board with the blue Raxxon side of that marker facing up.

The agent player repeats this to determine the remaining 3 mission objectives.

PLAYING AS AN AGENT

The agent player takes the first turn of the game. On her turn she will move her agent and may choose to use 1 equipment card. When she is done with her turn, play passes to the hunter player(s).

> OBJECTIVE

The agent player's objective is to have her agent complete any 3 of the 4 mission objectives and reach 1 of the escape points before time runs out.

> MOVEMENT

The agent player will not move her agent using a figure on the game board; instead she will secretly track her agent's movement by writing on a movement sheet. The agent player controls the movement sheet during the game and is the only player that gets to look at it.

The agent will start the game on space M1. On her turn the agent player may move her agent from 0 to 4 spaces (orthogonally and/or diagonally).

To move, she selects a path of up to 4 spaces, then uses the right-hand column of the movement sheet to write down which space her agent stopped its movement on.

Note: The agent cannot be moved onto or through a space that is occupied by a hunter, but the agent may move around the hunter.

Note: The agent cannot be moved onto or through structures. Structures are easily identified by the areas on the board that do not have coordinate text on them.

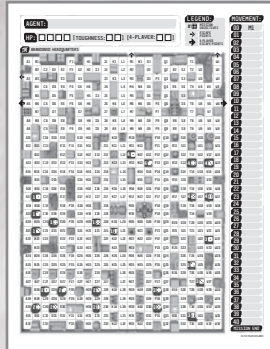
> BEING SEEN BY A HUNTER

If the agent ends her move on a space that is within line of sight of a hunter, the agent is **visible** and must place her visible marker on that space.

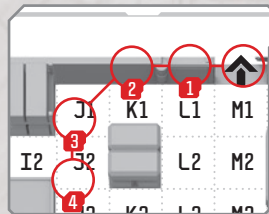
If the agent moved through 1 or more spaces that are within line of sight of a hunter but didn't end her move on a visible space, she has been **spotted** and must place her last seen marker on the last space the agent was visible from, regardless of how many visible spaces she moved through.

Note: Whenever placing the visible or last seen marker, the agent also places her agent figure on top of that marker.

If the agent is visible when she begins her move and then moves out of sight, she must place the last seen marker on the last space she was visible from (see the Hunter Vision section on page 6 for details on hunter line of sight).



MOVEMENT SHEET



> USING EQUIPMENT CARDS

Before or after moving, the agent player may use up to 1 of the equipment cards she chose during setup. The text of an equipment card describes its effect. Equipment cards have a number of charges on them indicating how many times the card can be used per game.

> SUPPLY CACHES

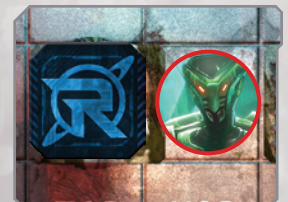
There are 6 supply caches on the board marked with the icon seen here. At the start of an agent player's turn, if she is on a highlighted space that has access to a supply cache, she may draw an X on her movement sheet over that supply cache and draw a card from the supply deck. Once an agent has used a supply cache she may not use that same cache again for the rest of the game. After gaining equipment from a supply cache, the agent player takes her turn as normal.



SUPPLY CACHE AND HIGHLIGHTED ACCESS SPACE

> COMPLETING MISSION OBJECTIVES

There are 4 different mission objectives. To complete a mission objective, the agent must start a turn adjacent to that objective (orthogonally or diagonally).



When the agent starts a turn adjacent to a blue Raxxon mission objective, the agent player may flip over that objective's mission marker to its red A.R.K. side to indicate that it has been completed. Then she takes her turn normally. The agent player must complete 3 mission objectives before escaping.

> ESCAPING AND WINNING

After the agent has completed 3 mission objectives she must escape. To escape she must end a move on 1 of the 3 escape points on the board. These escape points are indicated by the arrows located next to coordinates A3, M1, and W1. If a hunter is on an escape point, the agent cannot be moved onto that space to escape. If the agent is able to achieve 3 mission objectives and escape, the agent player wins the game at the end of her turn.

Most agents start the game with 4 HP. If the agent loses all of her hit points she is captured and immediately loses the game. She also loses the game if the agent doesn't complete 3 objectives and escape by the end of round 40. The round play is currently in is public knowledge.

> BECOMING FATIGUED

Some abilities will cause a character to become fatigued. When a character becomes fatigued, put a fatigue token on that character's card. As long as a character has a fatigue token on it, its abilities are disabled. (A disabled ability is treated as if it is no longer on the card.) When a fatigued character moves 2 or fewer spaces on a turn, remove the fatigue token from it.



PLAYING AS A HUNTER

Note: This section of the rules is written as if there are 2 hunter players controlling 1 hunter each. The rules are the same for a single hunter player, except that player controls both hunters.

After the agent player has taken a turn, each hunter player will take 1 turn. The hunter players decide which of them will take a turn first and which will take a turn second. On his turn, a hunter player will move his hunter and may attack a visible agent. When both hunter players have taken a turn, play passes back to the agent player.

> OBJECTIVE

Defeat the agent by bringing her down to 0 hit points or by preventing her from escaping before the end of the 40th round.

> MOVEMENT

A hunter player will move his hunter by moving his figure on the game board. On a hunter player's turn he may move his hunter up to 4 spaces (orthogonally and/or diagonally). A hunter cannot be moved onto or through structures.

> VEHICLE

The hunters will start the game in the vehicle. A hunter that starts his turn in a vehicle may move the vehicle instead of the hunter. To move the vehicle, move the vehicle token (orthogonally and/or diagonally) on the game board. The vehicle can only be moved on road spaces. Road spaces can be identified on the game board as the coordinates adjacent to dashed lines. The vehicle cannot be moved more spaces than its move value in a single round.

Example: Both hunters are in the Tracer at the start of this round. The first hunter player moves the vehicle 6 spaces before exiting the vehicle with his hunter. The second hunter player may now only move the vehicle up to 4 spaces on his turn, for a total of 10 spaces.

Entering or exiting the vehicle with a hunter immediately ends that hunter's movement for the turn. To enter the vehicle, a hunter player must move his hunter onto the vehicle token and then place his figure on the vehicle card. To exit the vehicle, a hunter player removes his figure from the vehicle card and places it on the game board on a space adjacent to the vehicle token.

Agents and hunters can be moved onto or through the vehicle. The vehicle does not block line of sight. Being in the vehicle does not impair a hunter's sight in any way. Hunters can still use their abilities in a vehicle, but a hunter in the vehicle cannot attack. A hunter cannot be stunned while he is in the vehicle. Vehicles are not limited to 4 occupants.

> SEEING AN AGENT

At the end of a hunter's move, the agent player must say "clear" if the agent is NOT visible to that hunter. If the agent IS visible to that hunter the agent player must place her visible marker on the game board on the space the agent currently occupies. Line of sight is only checked at the end of each hunter's move. Therefore, it's possible to move a hunter past the agent without detecting her presence.

> ATTACKING

After a hunter moves, if the agent is visible to that hunter, that hunter may attack the agent. To attack the agent, roll the 6-sided die and count out the number of spaces away the agent is from the attacking hunter. The agent is hit on a roll equal to or greater than that number. If the attacking hunter is on the same space as the agent, no die is rolled. Instead, the attack automatically hits. Each hit inflicts 1 HP of damage. (An agent's HP is tracked on the movement sheet.)

When attacking, a roll of 1 is an automatic miss. If a 6 is rolled the hunter player may roll the die again and add the new value to his previous roll; he may continue doing this every time he rolls a 6. Therefore it is always possible to hit the agent regardless of the distance.

Note: A hunter cannot attack while in the vehicle.

> HUNTER VISION

On the game board a hunter has line of sight down the row and column it is on. There is no range limit to its line of sight but it can't see through structures. If a hunter is on a road, it is able to see down the stretch of road as well as line of sight down the row and column it is on.



> STUNNED HUNTER

Some abilities will cause a hunter to become stunned. When a hunter becomes stunned, place a stun token on that hunter's character card. While stunned, that hunter cannot attack or use his abilities, and can only be moved up to 2 spaces during his turn. At the end of a stunned hunter's turn, remove the stun token from its card. It is no longer stunned. A hunter cannot be stunned while he is in the vehicle.

> DEFEATING THE AGENT AND WINNING

Most agents start the game with 4 HP. If the agent loses all of her HP, the hunter players immediately win the game. The hunter players also win the game if the agent doesn't complete 3 objectives and escape by the end of round 40. The round play is currently in public knowledge.

> TIMED TURNS

There is a 2-minute sand timer included in this set. We strongly recommend using it to limit the length of each hunter's turn.

> PETS

Some hunters have a pet. A pet is represented with a figure and starts the game in the vehicle. After a player takes a turn with a hunter that has a pet, he may take a turn with that pet. A pet can be moved following all of the rules for moving a hunter, except a pet cannot drive (move) the vehicle or use its special ability. A pet cannot be stunned. A pet does not attack or have vision except as described in its hunter's abilities. The agent may move through a pet.

4-PLAYER RULES

Playtime: 90 minutes

When playing with 4 players, 1 player will play as the A.R.K. Agent and the other 3 players will play as the Raxxon Hunters.

> SETUP FOR THE 4-PLAYER GAME

- > When rolling to determine mission objectives, the agent player will roll the die secretly and mark the objectives on her movement sheet. The mission objectives are not placed on the game board and the hunters do not know where the objectives are at the start of the game.
- > The vehicle token starts on space K24 with all 3 hunters in it.
- > The agent player takes 5 equipment cards instead of 3.
- > The agent player starts with 2 additional HP.

> COMPLETING MISSIONS

When completing a mission objective in the 4-player game, the agent player places a mission marker red side up onto the game board at that mission objective's location.

> ADDITIONAL ESCAPE POINTS

The A6 and W6 spaces are also escape points.

5-PLAYER RULES

Playtime: 120 minutes

When playing with 5 players, 1 player will play as the ARK Agent and the other 4 players will play as the Raxxon Hunters. 1 of the hunters will be a traitor and will secretly be on the agent's side.

> SETUP FOR THE 5-PLAYER GAME

- > When rolling to determine mission objectives, the agent player will roll the die secretly and mark the objectives on her movement sheet. The mission objectives are not placed on the game board and the hunters do not know where the objectives are at the start of the game (including the traitor).
- > At the end of setup, the agent player collects the 4 secret role cards. That agent player will look at the role cards and hand each hunter player 1 card face down. Each hunter player looks at his own secret role card. Hunters cannot reveal their secret role.

> SECRET ROLE CARDS

In the 5-player game, during setup, the hunter players are all dealt 1 secret role card. A hunter player that has the blue Raxxon symbol on his card is loyal to Raxxon and will play as a normal hunter. The hunter player that has the red A.R.K. symbol on his card is the traitor who is secretly working with the agent player.



HIDDEN ROLE
CARD: HUNTER



HIDDEN ROLE
CARD: AGENT

> PLAYING AS THE TRAITOR

The traitor player's goal is to help the agent player complete her mission and escape. Since the agent player hands each player their role card, she knows which hunter player is the traitor. Whenever the agent crosses the line of sight of the traitor, the agent is not required to place her last seen marker on the game board. If the agent is visible to the traitor, the agent is also not required to place her visible marker on the game board, but has the option to do so. If the agent is shot by the traitor, she does not lose HP. Instead she must pretend to mark the damage on her movement sheet. When the traitor uses an ability that would reveal information on the agent, the agent can give false information.

Note: If a non-traitor hunter is in the Tracer vehicle when its motion sensor is activated, the agent cannot give false information.

> VEHICLE ACCESS

At the start of the hunter players' turns, they may, by majority vote, revoke 1 hunter's access to the vehicle. If the Puppet has his access to the vehicle revoked, he will not be able to use his abilities to affect the vehicle.

> REVEALING AS THE TRAITOR

At any time it may become apparent who the traitor is, such as when the agent becomes visible to a hunter while the agent was secretly in line of sight of the traitor. At that point, the traitor flips his character card over to the agent side, takes a movement sheet and immediately moves (even if he already took his turn as a hunter). He writes down his first move and removes his figure from the board. The traitor is now a second agent. He starts with 4 HP and gets to select 2 equipment cards from the cards remaining in the game box. The second agent can now also complete objectives.

Instead of taking a turn as a hunter, the traitor may voluntarily reveal himself and become a second agent as described above.

> ADDITIONAL ESCAPE POINTS

The A6 and W6 spaces are also escape points.

> WINNING

If either agent loses all of its HP, the hunter players immediately win the game. The agent players win the game if they complete 3 out of the 4 mission objectives and 1 of them escapes before the end of round 40. If the traitor is never revealed, the agent needs to complete only 2 out of the 4 mission objectives and escape before the end of round 40.

CLARIFICATIONS

THE BEAST: When using the Beast's enhanced senses, ignore structures. The Beast's enhanced senses work in a 9x9 grid with the Beast in the center of that area.

THE GUN: The Gun gets to roll 2 dice when attacking. This is still 1 attack with the die roll results summed together.

Only a result of '1' on both dice is considered an automatic miss. If either results in a 6, re-roll that die and add the results to the total.

Quick Draw will only trigger when the agent is spotted. When an agent is not in LOS of the Gun and moves through the Gun's LOS, then the agent is spotted. When an agent starts their turn in LOS of the Gun and then moves out of LOS leaving the last seen marker, then the Gun has lost sight of the agent.

If the agent was spotted by the Gun but did not leave her last seen marker in LOS of the Gun, as long as the Gun spotted the agent, she gets the opportunity to deal damage. The agent will announce that he/she was spotted by the Gun. The Gun will need to roll equal to or greater than the distance to the last seen marker. Thematically, the last seen marker is not where the Gun is aiming, but just as a measure of the difficulty of the shot.

If the agent lands on an escape point, and Quick Draw or Sniper Shot would be activated, the Gun gets the opportunity to attack with that ability before the agent escapes.

THE HEAT : When using Thermal Vision, the Heat can still only see down the row and column he is on (or in the case of a road space down the stretch of road as well as line of sight down the row and column it is on).

Thermal Vision lasts until the end of the Heat's turn.

On the Agent's turn, the Heat will not have Thermal Vision active. Smoke Grenades will still obstruct the Heat's Thermal Vision.

When using Traitor Heat's Pulse Cannon to attack a hunter, you are not required to reveal your location.

The Heat can't attack while in the Vehicle, even with the Pulse Cannon.

INTERCEPTOR : The optic alarm does not require the agent to announce which direction the alarm was triggered nor require the agent to place a last seen marker. Rule of thumb: any space that has vision of the vehicle will trigger the optic alarm.

THE JUDGE : When the judge uses clairvoyance, the agent is not required to indicate her exact location, only that the Judge can 'sense' her.

MANTIS : When Mantis places a last seen Marker adjacent to the Gun, Mantis's Blade Strike will resolve before the Gun's quick draw giving him the chance to stun the Gun before she can shoot him.

PANTHER : In order to use Shadow Step, you must move through a space that is visible to a hunter. You may not place the last seen marker if you did not move through the hunter's LOS.

PORTABLE BARRIER : The Heat can see through portable barriers with Thermal Vision. Rover can't take down a portable barrier.

THE PROPHET : The Prophet gets +2 to his die but a natural roll of '1' is still an automatic miss.

Post-cognition example: If it is currently round 9 (the last round with a location written on it) then the agent must announce to the Prophet player what location they have written in on turn 7.

RAVEN : If Raven has not revealed his agent card yet and uses the Omen ability, the agent player is not required to reveal his agent card but the hunter team will know who they are up against.

When Raven uses Omen, the chosen ability is treated as if the text is no longer there. If Omen is applied to Tracker's "Rover" ability, Rover can't be moved nor will have vision. If Omen is applied to Watcher's "Surveillance" ability, the Watcher can't place Camera tokens and does not have vision with any currently placed.

REMOTE TRIGGER : With Prophet's Precognition, you must announce the turn before the objective is completed.

Using Remote Trigger will allow the agent player to announce one turn later than normal.

STEALTH FIELD : When using the Stealth Field, you are only visible when within 2 spaces of a hunter. You can't be detected by cameras, pets, or vehicle alarms. The Heat's Thermal Vision can't detect you while you have Stealth Field active unless you are within 2 spaces of the Heat.

TRACER : To announce which direction the agent's current position is relative to the vehicle, use the compass on the game board. Most of the time the direction announced will be northeast, northwest, southeast, or southwest.

DETERMINE SENSOR DIRECTION



The agent was moved from O5 to L4 (3 spaces) and the vehicle is located at N9.

The hunter player activates the motion sensor. The agent player must state that motion was detected to the northwest.

If the agent is on a space that is on the same row or column as the vehicle when the motion sensor is used, the agent player must say north, south, east or west. If the agent was moved 2 or fewer spaces on the agent player's last turn, then the agent player must announce that no motion is detected.

The vehicle cannot be moved and have its motion sensor used during the same round. The motion sensor can only be used once per round.

A hunter may still exit the vehicle after using motion sensor.

If there are 2 agents in play the agent players collectively report the direction motion was sensed. If both agents moved 3 or more spaces and are located on different sides of the vehicle, the agent players will need to report both directions. If the agents are located in the same location and moved 3 or more spaces or only 1 agent moved 3 or more spaces, the agents will collectively report only 1 direction.

THE WATCHER : The Watcher's cameras have vision in one direction until it reaches a wall or structure.

Cameras that are looking down a road section will have vision on both lanes of the road.

The Watcher cannot see the space the camera is on.

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Q: Can an agent steal the vehicle?

A: No

Q: Can items be thrown over structures?

A: Yes, but they may not land on a structure.

Q: Can the agent communicate to the traitor?

A: Yes, but anything said to the traitor is heard by all hunters.

Q: Can the agent double-back or not move at all?

A: Yes.

Q: Is the current turn public knowledge?

A: Yes.

Q: Can a hunter exit the vehicle and attack on the same turn?

A: Yes.

Q: Can a hunter use a vehicle ability and then exit the vehicle?

A: Yes.

Q: If the agent runs past two spaces where one can be seen by one hunter and the second can be seen by another hunter, do I place two last seen markers?

A: No, only one last seen marker is placed.

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