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A STUDY IN EMERALD

SETUP

Shuffle the **secret identity cards** and deal one facedown to each player. This determines whether you are on the side of the Loyalists or the Restorationists. Look at your card but keep it secret from the other players. Return the remaining cards to the box without looking at them.

Place the **agent counters** faceup by the board. Each player chooses a colour and takes the matching **main agent counter**, deck of 10 **initial cards**, 6 **influence cubes**, and 15 **control discs**. All the remaining influence cubes are placed in a **pool** near the board.

Note the one use *Assassination* initial card is discarded after use and functions as a *Hired Assassins* card.

Shuffle the **game cards**. With 4 or 5 players, place 4 cards facedown in each game box on the board. With 2 or 3 players place 3 cards in each box. Return the remaining cards to the box without looking at them.

Turn the top card in each stack faceup. If an agent is revealed place the corresponding **agent counter** on the card.

Place the deck of **city cards** faceup in the city card box.

Shuffle the **permanent effect cards** and place them facedown beside the board. Draw the top 2 cards and place them faceup on display.

Shuffle the **double-agent counters** facedown. Each player draws a number of counters (you may look at yours but keep them secret from the other players):

4-5 players	2 counters each
3 players	3 counters each
2 players	4 counters each

Place 1 **track marker** on the 0 space of the **war track** and the other on the 0 space of the **revolution track**.

Each player places one of their **control discs** on the 0 space of the **victory point (VP) track**.

Shuffle the **sanity counters** and place them facedown near the board.

Shuffle your initial cards to form your draw deck facedown in front of you, then draw 5 cards to form your starting hand.

Randomly determine a first player. In player order, players place their **main agent counter**, human side up, in a **city box** on the board (more than one may be in the same city).

SCORING VICTORY POINTS

While your identity remains a secret there are only some VPs which are recorded immediately. Your actual points score is only calculated when your identity is revealed. Therefore, the position of your disc on the victory point track is not necessarily an accurate indicator of your total.

While your identity is a secret you score VPs for the cities you control, the royal 'persons' you have assassinated and/or hidden, and for taking the *Necronomicon* card.

When your identity is revealed you adjust your VPs to give a more accurate total.

Restorationists and Loyalists both score VPs for:
Each controlled city: Score VPs shown in the city box.

Necronomicon: Score 3 VPs.

Restorationists score VPs for:
Each royal 'person' they've assassinated: Score the VPs shown in the Royal 'Person' box.

Revolution track: Score VPs shown on the highest VP earning space reached by the marker.

Controlled agent counters: Some agents are worth VPs as indicated on the agent counter. You do not score these points if the agent in question is a vampire.

The Black Hand: If you have this card, score an extra 2 VPs for every royal 'person' you have assassinated.

Loyalists score VPs for:
Each royal 'person' they've hidden: Score the VPs shown in the Royal 'Person' box.

War track: Score VPs shown on the highest VP earning space reached by the marker.

Vampires: If you have the *Vampire* card score 1 VP per vampire agent, including your main agent, that you control on the board.

Zombies: If you have the *Zombie* card and all 8 zombie pieces are in play then you score 8 VPs.

Yog-Sothoth: If you have this card score 2 VPs for each agent you have sacrificed to this god.

A Loyalist player scores when the game ends for:
Each Restorationist agent they've assassinated: score 1 VP for each agent, including a main agent, they've assassinated that was controlled by a Restorationist player.

SANITY COUNTERS

When you draw a **sanity counter**, reveal it. If it says *Sane*, remove it from the game. If it says *Mad*, keep it.

If you have 3 *Mad* sanity counters then you must reveal your secret identity.

If you are a Restorationist the game ends immediately. If you are a Loyalist the game continues with your main agent counter remaining where it is.

If there are no more sanity counters left and you are required to draw one, presume that you have gained enough *Mad* counters to reveal yourself.

If you are a Loyalist and your secret identity has been revealed, you only draw sanity counters to determine whether an agent of yours dies while carrying out an assassination of a royal 'person'. In all other cases you do not draw any counters.

ENDING THE GAME

The game ends when one of these conditions is met:

- The marker reaches the top space on the war track *or* the revolution track

- A player reaches a number of VPs as indicated on the VP track for the number of players. The game still ends even if their adjusted score ends up below this threshold.

- A Restorationist player's main agent is killed, which may be the result of an assassination, destruction by a *Shoggoth*, or drawing a third *Mad* sanity counter.

- A player plays the *Zombie* card as their first action and all 8 zombie pieces are on the board.

All of the players now reveal their identities, if they have not already done so, and adjust their VP scores.

If all players are on the same side, the player with the most VPs wins. **If there are players on both sides**, the side whose player has the lowest individual VP total is eliminated. On a tie, Loyalists are eliminated. Then the player with the highest score on the remaining side wins.

If there is a tie between players on the same side, the player with the most control discs on the board wins. On a tie the tied players share the win.

Having your main agent die does not stop you from being able to win the game.

Start with the first player and go clockwise. **On your turn perform 2 actions, then draw back up to 5 cards**. Place played cards faceup in your discard pile; if your draw deck is empty shuffle your discards to form a new deck.

If you must lose a card from your hand, draw a replacement immediately. When a card is played, it can only be played one way (use *one* type of symbol on it, or its action).

Action: Place influence cubes

Play 1 or more cards, each of which with least 1 **cube symbol**. Take **influence cubes** from your available stock equal to the number of cube symbols on the cards.

These cubes can either be placed on a faceup **game** or **permanent effect** card, or in a city box.

All the influence cubes placed in a single action must be placed in the same place. You cannot deliberately overpay cards. The only time you can play fewer cubes than the number indicated is when you play a card with 2 cubes on it and you only have 1 available.

Action: Claim 1 card

You can only claim a card with your first action *and* **if you haven't performed a free action yet that turn**.

You can claim a card if no other player has more points of influence assigned to it than you do, and at least 1 of your points of influence must be an influence cube. On a tie, the tied player with the most agents in the city wins.

Each influence cube is worth 1 point of influence. Each agent you have in the same city (including your main agent) is worth 1 point of influence.

Influence points from agents count towards claiming both game cards and city cards.

When you claim a game card, place it on your discard pile. If the card is marked *Agent*, move the matching agent marker from the card to the city box and place one of your control discs on the counter to show you control the agent.

After taking the card, turn the next card in the stack faceup. If it is marked *Agent*, place the matching agent counter on it. When the final card is taken from a game card box, move the war marker 2 spaces up the war track and draw 1 permanent effect card and place it faceup on display.

When you claim a permanent effect card, place it faceup in front of you. You do not draw a new permanent effect card to replace the one just claimed.

If you take any card marked with the sanity symbol, you must draw 1 sanity counter.

When you claim a city card, take the card from the city card deck or ask the player controlling the city to give it to you. If that player had the city card in their hand they draw a replacement card from their draw deck. If they had to retrieve the card from their draw deck they shuffle their deck.

Place a control disc in the space indicated for the city and increase your VP score by the number of VPs the city is worth (shown on the board).

If the city was previously controlled by another player, they retrieve their control disc and reduce their VPs by the same amount.

All of your influence cubes used to claim a card are now placed in **Limbo**. Any other influence cubes involved are returned to the available stocks of their owning players.

Action: Retrieve influence cubes

Play 1 or more cards, each of which with at least 1 **cube symbol**. Retrieve **influence cubes** equal to the number of cube symbols on the cards and place them in your available stock.

Cubes may be retrieved from any combination of Limbo, city boxes, game cards and permanent effect cards. You cannot obtain cubes from the influence cube pool in this manner.

You cannot deliberately overpay cards. The number of cubes you retrieve must match the number of cubes on the cards (unless you played a single card with 2 cubes on it and you only have 1 cube to retrieve).

Action: Buy influence cubes

Play 1 or more cards, each of which with at least 1 **gold symbol**. For every 2 gold symbols take 1 of your **influence cubes** from the pool and add it to your available stock.

You cannot deliberately overpay cards. You must spend gold in multiples of 2. If you do not have any cubes in the pool you cannot perform this action.

Action: Move agents

Move 1 or more **agent counters** under your control (including your main agent counter).

The cost of moving 1 agent along 1 connection is shown in the silver circle on the connection. Within an action, each agent may travel as many connections as you can afford, but must use the cheapest route. If a connection has a junction, an agent may use any path stemming from that junction (other than the path they just travelled) for the stated cost.

Then determine the total cost and play cards from your hand so the number of gold symbols matches the cost.

You cannot overpay cards unless the cost is 1 and you have played a single card with 2 gold symbols on it. Any number of agents can be in a city box.

Action: Move markers

Play 1 or more cards, each of which must have at least 1 **arrow symbol** (choose 1 arrow if there is more than 1).

If you choose a pink arrow, move the revolution track marker a number of spaces equal to the number inside the arrow and in the direction indicated.

If you choose a green arrow, do the same on the war track.

You can use multiple cards to move 1 or both markers. A marker can never move below 0 and you cannot play a card if you cannot move the marker at least 1 space.

All Restorationists earn VPs from the revolution track, and all Loyalists earn VPs from the war track. Players do not immediately claim these VPs as to do so would reveal their identity; they only do so when they reveal their identity.

Action: Discard cards

Select 1 or more cards from your hand and place them on your discard pile.

If you discard more than 1 card you may place them in such a way that only 1 card is visible.

You still do not draw cards until the end of your turn.

Action: Reveal your secret identity

Reveal your identity *but* only if by doing so you cause the game to end, i.e. the number of victory points that are dependent on your secret identity, such as those gained from the revolution and war tracks, are enough to move your victory point marker to or past the necessary space on the victory point track to trigger the end of the game.

Action: Reveal double-agent

Reveal 1 of your double-agent counters and take control of the agent named on it.

You can only take control of an agent that is already controlled by another player. That player removes their control disc and hands the card that goes with the agent to you. Place the card on your discard pile and place a control disc on the agent.

You cannot reveal an assassinated agent as a double-agent.

If a player reveals *Sherlock Holmes* as a double-agent, the controlling player may reveal their secret identity. If they are a Restorationist they retain control of *Holmes*.

If a player reveals *Professor Moriarty* as a double-agent, the controlling player may reveal their secret identity. If they are a Loyalist they retain control of the *Professor*.

Action: Card action

Play 1 card and perform the action described on it.

If the card is marked *free action* this does not count towards your 2 action limit. It still counts as an action for the purposes of claiming a card.

If the card is marked *one use action* then after performing the action remove the card from the game.

If a card gives you the choice to assassinate royalty or an agent, you cannot do both within an action.

Action: Pass

A STUDY IN EMERALD

CARD ACTIONS

Assassinate royalty

If you use an agent game card to carry out this action, you must perform the assassination in the city occupied by the matching agent counter. If you use a *Hired Assassin* card, you can carry out the action in any city in which you have at least 1 agent (including your main agent).

Match the defence value marked in the bomb symbol of the Royal 'Person' box with bomb points. Each bomb symbol on agent counters under your control in the city counts toward your total (including the assassinating agent). You can then play 1 or more cards that have bomb symbols on them to add to this total. Bomb symbols on the card you played to carry out this action do not add to your total.

You cannot assassinate a royal 'person' who has already been assassinated or is in hiding.

Then place one of your control discs in the Royal 'Person' box and increase your VPs by the amount shown there. Now draw 1 sanity counter. If you draw a **mad counter** and you used an agent to carry out the action you lose the use of this agent. Place the agent's card to one side and remove the agent counter from the board.

Sherlock Holmes, *Professor Moriarty* and vampire agents cannot be lost due to a *Mad* sanity counter, but you do retain the counter.

Another player can interrupt and cause the assassination to fail if they reveal a double-agent counter for any agents in the city belonging to the active player. He then immediately takes control of the agent.

Assassinate agent

If you use an agent game card to carry out this action, you must perform the assassination in the city occupied by the matching agent counter. If you use a *Hired Assassin* card, you can carry out the action in any city in which you have at least 1 agent (including your main agent).

Match the defence of the city marked in the bomb symbol with bomb points (see *Assassinating Royalty*).

You can only target agents controlled by players who are *known to the*
authorities. You cannot assassinate vampire agents.

You can only target a player's main agent if they control no other agents and they are known to the authorities.

A player who has their main agent assassinated reveals their identity. If they are Loyalist they do not remove their counter. If they are Restorationist the game ends immediately and the assassinating player takes the main agent counter (as it may score VPs at the end of the game).

The player carrying out the assassination keeps the agent counter and the control disc on it as it may score VPs at the end of the game.

The assassination can be foiled by the revealing of a double-agent (see *Assassinating Royalty*).

Known to the authorities

At the start of the game all players are *unknown to the authorities*. While unknown your agents are safe from assassination.

Once you have 1 or more actual or potential VPs (ie. it would be possible for you to score VPs depending on your identity) you become *known to the authorities*. **Place 1 of your control discs in the Known to the Authorities box**. From this point your agents can be assassinated. Once known you cannot later become unknown.

Hide royalty

This works in the same manner as *Assassinating Royalty*: you must equal or exceed the defence value of the royal 'person'. Then place 1 **safe counter** in the Royal 'Person' space and place a control disc on top of it. You cannot hide royalty that has already been assassinated or hidden. Score the VPs for the royal 'person' and draw a sanity counter, in the same way as if you had assassinated them.

Bismarck

Select 1 city that you control. Remove all influence cubes from the city and its associated game card and place them in Limbo (including your own).

Remove any blocking disc in the city and/or its associated game card box and place it back in the pool. Return any zombies to their controlling player.

Starting with the player to the left of the active player, and going clockwise, each player apart from the active player must move each of their agents in the city to an adjacent connected city, at no cost.

A player can choose to move their agents to different eligible cities.

Place the *Bismarck* card in the city box and place your control disc on top of the card. The city is now **locked**: you cannot lose control of it, only your agents may enter the city, no influence cubes can be placed in the city box and only you may place influence cubes on game cards in the associated game card box.

No zombie pieces can be placed in the city.

The Diogenes Club

Draw 2 cards. You can have more than 5 cards in your hand. Only place this card on your discard pile after both cards have been drawn.

Duchess D Uzes

Place 1 influence cube on a game card, permanent effect card, or in one city box.

The Freemasons

Discard as many cards from your hand as you wish and then draw the same number of cards, plus another 1 for this card.

Only place this card on your discard pile after both cards have been drawn. You may 'hide' cards when you discard them, only showing the top card.

Hired assassin

You may perform an assassination in any city where you have an agent (including your main agent). No agent is lost if you draw a *Mad* sanity counter after the assassination.

The Holy Brotherhood

Move 1 or 2 of your influence cubes from one place to one other place that you're allowed to place influence cubes. You're allowed to move the cubes from Limbo or your available stock.

Infernal machine

Although this card is not an action you must still remove it from the game if you use it to add to your bomb points.

Irene Adler

Take 1 unrevealed double-agent counter randomly from a player of your choice. The player you are taking it from can look at it so they know which one they have lost. You cannot take the last double-agent counter held by a player, and you cannot take double-agent counters that have already been revealed.

Matvei Golovinsky

Move the war marker up to 2 spaces up the war track.

Nadar

Move one of your agents to any city box on the board without the need to spend gold.

Okhrana

Remove 1 or 2 influence cubes belonging to another player from the board and place them in Limbo. They can be removed from the same or different places.

Peter Rachkovsky

When you claim this agent card, also **randomly take 2 double-agent counters** from those available. The effect is resolved when the card is claimed, not when it is played.

The peoples' will

Take 1 of your influence cubes from the pool and add it to your available stock.

Pinkerton agents

When you play this card (not when you claim it), **randomly draw 4 double-agent counters** from those available. Select 2 to retain and shuffle the others back into the remaining counters, facedown.

Place/remove blocking disc

Either place or remove 1 blocking disc.

If you place a disc, take it from the pool and place it either on a game card, a permanent effect card or in a city box. While a card or city box has a blocking disc on it no player can claim that card. You cannot place a blocking disc on a card or city box that already has one.

If you remove a disc, return it to the pool.

Shoggoth

Destroy an agent controlled by another player. This is similar to assassinating them, but simply remove the agent from play. The agent must be one who could be legally assassinated. Retain the agent counter with its control disc, as you may score VPs for it at the end of the game.

Terrors of the night

Select 1 player (not yourself) **and force them to draw 1 sanity counter**.

The Third Section

Each time you use this card's action choose one:

a. **Take the top game card from one stack and remove it from the game**. Any cubes on the card are placed in Limbo. You cannot do this to a card with a blocking disc on it. Reveal the next card in the pile.

b. Select 1 permanent effect in the display and remove it from the game. Do not draw a replacement.

c. Select 1 card from your hand to remove permanently from play (place it facedown and secret from other players). If you remove the *Necronomicon*, when the game ends you lose the VPs gained from it. You cannot remove a city card. If you remove an agent, leave the agent counter on the board.

Vladimir Burtsev

Select 1 player who must reveal their identity to you (but not to any other players). You can tell other players if you wish (you do not have to be honest).

Vampires

Each time you use this card's action choose one:

a. Flip one of your agents (including your main agent) **to its 'vampire' side**.

b. Convert another player's agent (but not a main agent) **to a vampire** if you have a vampire agent in the same city and the player controlling the targeted agent is *known to the authorities*. Flip the converted agent counter to its vampire side and replace the control disc with one of your own. The owner of the agent must give you the corresponding card.

All vampire agents (except for a player's main agent) can assassinate 'royal' persons and other agents. Assume that the card for the agent has the action that allows them to assassinate royalty or another agent.

Vampires cannot be assassinated. They are not lost due to drawing a *Mad* sanity counter when carrying out an assassination of a royal 'person'. Vampire agents with the ability to move the revolution and war markers may be used to do so. A vampire can still be a double-agent.

If a player reveals their identity as Loyalist and they have the vampire card, they gain 1 VP for each vampire agent under their control on the board.

Zombies

This action comprises of 2 stages to be performed in sequence:

1. You may kill 1 agent in each city in which you have 1 or more zombies (the first time you play this card you

won't be able to do this). Choose the order in which you wish to kill agents.

You do not expend bomb points to do this. You cannot target a main agent unless its player has no other agents on the board. You can only target agents belonging to players *known to the authorities*.

2. Place up to 3 zombies on the board (up to the number of pieces available). You can place a zombie in any city in which you already have an agent or a zombie, or one immediately connected to a city with 1 or more zombies. Once placed a zombie cannot be moved. No zombies can be placed in a city with the *Bismarck* or *Cthulhu* card played on it.

Any player can kill a zombie by playing an agent game card with the *Assassinate Royalty* or *Assassinate Agent* action on it, or a *Hired Assassin* card, or a card for an agent who is a vampire (given that they can all carry out assassinations).

In the first case the agent in question must be in the same city. In the second case you must have at least 1 agent in the same city. In both cases retain the card played and do not check sanity.

You do not need to match the bomb defence of the city to kill a zombie; the only cost is the use of an action and a card. Return assassinated zombies to the available stock of the controlling player to be placed again in later turns.

If you play the *Zombie* card and all 8 zombie pieces are on the board, the game ends immediately; score an extra 8 VPs for having all 8 pieces on the board if you are Loyalist.

You do not score any points for zombies if you have less than 8 of them on the board at the end of the game.

PERMANENT EFFECT CARDS

When a stack of cards on a city is exhausted, draw 1 permanent effect card and place it on display near the board.

You can claim these cards in the same way as a game card or city card.

When you claim one, place it faceup in front of you (except *Cthulhu*); you can now use the effect on the card. Unless stated otherwise the effect can be used in the same turn the card is claimed.

Change of heart

Change the side you are on as soon as you claim the card. Place the card on top of your secret identity card.

Cthulhu

As soon as you claim this card **select 1 city to destroy**. Place any influence cubes in the city box or associated game card back in the pool. All agents in the city (the counters and their corresponding cards) are permanently removed from the game. Starting with the active player and going clockwise, each player moves their main agent from the city to an adjacent connected city, at no cost. Any control disc in the city is returned to the owning player, who then reduces their VP total.

Remove the city card from the game. Remove all the game cards from the board and place them to one side (this results in the war token moving 2 spaces up the track and another permanent effect card being revealed).

Place the *Cthulhu* card in the city box to indicate it has been obliterated. All other players draw 1 sanity counter (you still play the card even if you go mad and die as a result of the sanity counter you drew when you claimed it). No movement is allowed into or from the city, it cannot be controlled, and no zombies can be placed in it.

Cultists

The control disc you have in a city counts as 2 points of influence, both for the city and the associated game card box.

Devil's Island

You may play a city card as a free action and remove all influence cubes belonging to 1 player from that city. Place the cubes in Limbo. It is possible to perform this action more than once during your turn.

Master of disguise

If someone attempts to assassinate, destroy or convert to a vampire one of your agents, **you may escape if you have that agent's card in your hand**. Play the card, draw a replacement, then move the agent to a connected city of your choice at no cost.

If someone attempts to assassinate your main agent, you may escape if you play the city card for the city where the assassination is being attempted. Move your main agent to a connected city of your choice (at no cost). You may use this power to escape from a city about to be destroyed by Cthulhu.

Mi-go

As a free action play a card for an agent from your hand on to this card. Take the corresponding agent counter from the board and place it on this card as well. While these are on the card the agent cannot be assassinated or destroyed.

The agent counter can be placed back on the board in a later turn (not the same turn you removed it), as a free action, in a city of your choice. Place the card for the agent in your hand (this may take you over your hand limit).

You can have up to 2 agents on this card at one time. Agents on this card count for the purposes of protecting your main agent from being assassinated. You cannot remove your main agent from the board in this manner.

Mrs Hudson

Once per turn, as a free action, you may **discard 1 card and draw a replacement**.

Sebastian Moran

Add 1 to your bomb points in all situations. All agents under your control have the ability to carry out the *Assassinate Agent* action (*ie.* assume that the *Assassinate Agent* action appears on all cards for agents under your control).

Sigmund Freud

It takes 5 mad counters instead of 3 to force you to reveal your identity (and possibly die if you are Restorationist). Once you have this card you cannot choose to ignore its effect.

Society of Leopold

When you claim this card **all vampires and zombies must be removed from the board**. For the remainder of the game the *Vampire* and *Zombie* cards are regarded as useless.

If a player has their main agent removed in this manner they must reveal their identity. If they are Restorationist the game ends immediately, as if they had been assassinated. If they are Loyalist they place their main agent counter back on the board, in the same city box, on its non-vampire side.

Dr Watson

Your hand size is now 6. This effect comes into play at the end of your turn.

Yog-Sothoth

Score 2 VPs for every non-vampire you sacrifice to this card if you are Loyalist. You can only sacrifice agents you control; you cannot sacrifice your main agent. Sacrificing is an action and requires you to play the card for the agent.

Remove the corresponding agent counter from play and place it on the *Yog-Sothoth* card.

A STUDY IN EMERALD

GAME PLAY

On your turn perform 2 actions, then draw back up to 5 cards.

Place influence cubes

Play 1 or more cards, then take **influence cubes** equal to the number of cube symbols. All of these can be placed on either a faceup game or permanent effect card, or city box.

Claim 1 card

You can only claim a card with your first action *and* if you haven't performed a free action yet that turn.

Claim a card if you have the most points of influence assigned to it, and at least 1 of your points of influence is an influence cube. On a tie, the tied player with the most agents in the city wins.

Claim a game card: place it on your discard pile. If it is an *Agent*, move the matching agent counter to the city box and place one of your control discs on the counter.

Then turn the next card in the stack faceup. If it is an *Agent*, place the matching agent counter on it. When the final card is taken from a game card box, move the war marker 2 spaces up the war track and draw 1 permanent effect card and place it faceup.

Claim a permanent effect card: place it faceup in front of you. Do not draw a replacement.

Take any card marked with the sanity symbol: you must draw 1 sanity counter.

Claim a city card: take the card from the city card deck or from the controlling player.

Place a control disc in the city space and increase your VP score by the number of VPs the city is worth. If the city was controlled by another player, they retrieve their control disc and reduce their VPs.

All of your influence cubes used to claim a card are now placed in **Limbo**. Any other influence cubes involved are returned to the available stocks of their owning players.

Retrieve influence cubes

Play 1 or more cards, then retrieve **influence cubes** equal to the number of cube symbols and place them in your available stock.

Buy influence cubes

Play 1 or more cards, then for every 2 gold symbols take 1 of your **influence cubes** from the pool and add it to your available stock.

Move agents

Move 1 or more **agent counters** under your control (including your main agent counter). Play cards from your hand so the number of gold symbols matches the cost.

Move markers

Play 1 or more cards, each of which must have at least 1 **arrow symbol**.

Pink arrow: move the revolution track marker spaces equal to the number in the arrow and in the direction indicated.

Green arrow: do the same on the war track.

Discard cards

Select 1 or more cards from your hand and place them on your discard pile.

Reveal your secret identity

Reveal your identity *but* only if by doing so you cause the game to end.

Reveal double-agent

Reveal 1 of your double-agent counters and take control of the agent named on it.

You cannot reveal an assassinated agent as a double-agent.

Card action

Play 1 card and perform the action on it.

A *Free action* this does not count towards your 2 action limit. After a *one use action* remove the card from the game.

Pass

AGENTS SUMMARY

Baron Ungern-Sternberg
AR/A

Elisée Reclus

Emma Goldman

Errico Malatesta

Evno Asef
AR/A

Irene Adler
Action: Take one unrevealed Double-Agent counter from a player of your choice.

Johann Most

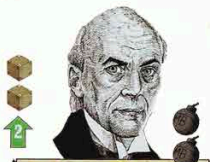**Leon Czolgosz**
AR

Louise Michel

Marquis de Rochefort

Nicholas Kibalchich

Peter Rachkovsky
When you claim this card draw two Double-Agent counters.

Prince Kropotkin

Professor Moriarty
AA

Ravachol
AR

Sergei Kravchinsky
AR

Sergei Nechaev
AR/A

Sherlock Holmes
AR

Vera Figner
AR

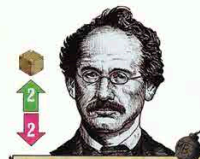**Vladimir Burtsev**
Action: Look at the Secret Identity card of one player of your choice.

Wilhelm Stieber
AA

William Morris