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Page 1: <b>Rules summary</b> front	
Page 2: <b>Rules summary</b> back	
Page 3: <b>Play reference</b>	
For best results, print on card, laminate and trim to size.	

# INFILTRATION

## SETUP

### 3-6 Players

The youngest player takes the **die** and the **security tracker** and is the first player for the first round. Set the **proximity dial** to 00 and the **alarm dial** (top) to 0.

Shuffle the **first-floor room cards** (blue) and deal 6 cards facedown. Shuffle the **second-floor room cards** (yellow) and deal 6 cards facedown. Shuffle the **secret room cards** (red) and deal one card facedown. Return unused cards to the box. Build the **facility** by arranging both floors of room cards and the secret room as shown in the rules.

Sort the tokens by type and place them in separate piles. Mix the **data file (DF) tokens** facedown (number-side down) to form the **server pool**.

Separate the *Blackmail File*, *Sludge*, and the 4 *Prototype* cards and place them faceup near the facility along with the faceup **NPC cards**.

Deal 1 **operative card** to each player. Place your operative card in your play area, healthy (blue) side faceup, with your matching **operative marker**.

Unless using the **Data File Extraction** advanced rule, return all *Extract* cards to the box. Give each player one of each **action card** (*Advance*, *Retreat*, *Interface*, and *Download*). Return remaining action cards to the box.

Shuffle the **item cards** and deal each player 4 cards facedown. Your item cards, along with your action cards, form your hand of cards. Place the remaining item cards facedown near the facility as the **item deck**.

Reveal the first-floor entry room. Each player place his operative marker on this card.

Follow the directions for revealing a room, including any *Reveal* and/or *Enter* functions on the entry room.

### 2 Players

**Each player controls 2 operatives.** During setup, deal 2 operative cards to each player. Distribute one of each action card and 4 item cards to each operative (not player).

Players must keep each operative's hand of cards and collection of DF tokens separate. Items and DF tokens cannot be traded between operatives.

## GAME ROUND

During each **game round**, resolve each **phase** in order.

### 1. Selection Phase

Each operative selects one **action** or **item card** from his hand and places it facedown in his play area.

Operatives who are **delayed** cannot select *Advance* or *Retreat*.

**In a 2 player game**, each player selects one card from each of his operatives.

### 2. Resolution Phase

Each operative, in clockwise order, flips his chosen action or item card faceup and resolves it.

**In a 2 player game**, beginning with the first player, each player flips and resolves both of his cards, one at a time, in an order chosen by the player.

#### Action Cards

**Action cards** detail the basic actions an operative can perform during his turn. All of them except *Extract* are immediately resolved when played. Once resolved, the card remains faceup in your play area until the end of your round, when it is returned to your hand.

**Advance:** Moves the operative forward one room in the facility. If the room entered has an *Enter* function, it is immediately resolved. If the room entered is facedown, flip the room card faceup. If an operative is already in the deepest room of the facility, this card has no effect.

**Retreat:** Moves the operative backward one room in the facility. If the room entered has an *Enter* function, it is immediately resolved. If an operative is in the entry room, he escapes the facility.

**Interface:** Activates the *Interface* function listed on a room card, provided there is also an interface token on that room. Has no effect if played in a room that does not contain both an interface function and an interface token.

**Download:** Allows the operative to collect a number of DF tokens from the available DF token space in the room he currently occupies. If he is the first operative to resolve his *Download* card in his current room during the round, he collects up to 2 available DF tokens; otherwise, he only collects 1 available DF token. No effect if played in a room with no available DF tokens.

#### Item Cards

**Item cards** are immediately resolved when played, unless otherwise specified. Those that instruct a player to play the item in his current room remain in the room for the rest of the game unless otherwise specified.

After they are resolved, most remain faceup in your play area until the end of the round. Then—as specified on the card—they are either discarded to the item discard pile, returned to your hand, or returned to the box.

### 3. NPC Phase

All of the non-player characters (**NPCs**) in the facility are **activated**. Starting at the entry room and continuing forward through the facility, the first player resolves the text of each faceup NPC card in the facility, if any.

If 2 or more NPCs are in the same room, the first player chooses the order in which the NPC cards are resolved.

#### NPC Cards

**NPC cards** appear as a result of *Reveal* functions on certain room cards. When an NPC appears, place its card on the room as instructed. The card text explains how that NPC behaves during this phase.

Some card effects can target and destroy NPC cards, returning them to the box. It does not matter whether the card is faceup or facedown.

### 4. Security Phase

The first player rolls the die. The current **alarm dial** (top) value is added to the result and the **proximity dial** is increased by the resulting sum.

If the alarm dial is already at 8 and a card ability would increase it, leave the alarm dial at 8.

**When the proximity dial reaches 99, the game ends.**

If the game has not ended, the first player passes the die and security tracker to the player on his left, who becomes the new first player.

## THE FACILITY

Operatives can interact with the elements in a room by activating the appropriate function on the room card.

Each room is color-coded to indicate the floor of the facility in which the room appears: first-floor rooms (blue), second-floor rooms (yellow), and secret rooms (red).

The number in the **available DF token space** is the number of facedown **DF tokens** from the server pool that are placed on this space when this room is revealed. These tokens are available for operatives to collect using their *Download* (or *Extract*) action.

Each time an operative enters a room with an *Enter* function, he immediately resolves that function.

When a room with a *Reveal* function is revealed, that special one-time effect is immediately resolved.

When an operative reveals his *Interface* action card, he resolves the text under the room's **Interface** function. This function can only be resolved if the room has an **interface token** on its **interface token space**. An interface token is placed on this space when the room is revealed.

A **tech lock token** is placed on the **tech lock token space** when a room with a **Tech Lock** function is revealed.

If a room has a tech lock token on its tech lock token space, the room's tech lock is still functioning. When an operative destroys a tech lock, he removes the tech lock token and returns it to the supply, and resolves any effects specified under the Tech Lock function related to the lock being destroyed. He then takes a number of DF tokens from the server pool equal to the **secure DF tokens** amount listed above the Tech Lock token space and adds them to the room's available DF token space.

A **lab worker token** is placed on the **lab worker token space** when this room is revealed.

When an operative destroys a lab worker, he removes the lab worker token and returns it to the supply. He then takes a number of DF tokens from the server pool equal to the **secure DF tokens** amount listed above the lab worker token space and adds them to the room's available DF token space.

A few rooms have a special **Advance** function that can be resolved if an operative plays his *Advance* action card while there, or a special **Retreat** function that can be resolved if an operative plays his *Retreat* action card while there.

## Escaping the Facility

You may escape the facility by playing a *Retreat* card while in the entry room. You automatically escape if you are in the entry room and are forced to move backward by an effect.

Some rooms list *Interface* functions that allow you to escape.

After you escape the facility, you cannot re-enter and do not participate further in the game until final scoring.

## REVEALING A ROOM

Any time an operative enters a facedown room card, he **reveals** it by flipping the room card faceup, then follows these steps in order:

1. Resolve any *Reveal* functions shown on the card.
2. Resolve any *Enter* functions shown on the card.
3. If the revealed room has an interface, lab worker, or tech lock token space, place a corresponding token on each of those spaces.
4. Randomly draw DF tokens from the server pool equal to the number shown in the available DF token space. Without looking at them, place them facedown on the available DF token space.

Most item and room cards only affect revealed rooms.

## SECRET ROOM

Operatives can access the **secret room** by activating the *Interface* function in the *Research Admin Office* or the *Halo Conference Room*. If neither of these rooms are revealed, operatives cannot enter the secret room.

An operative entering the secret room flips it faceup and follows the instructions for revealing a room.

To leave, an operative must either play his *Retreat* card to enter the *Research Admin Office* (if it is revealed) or play his *Advance* card to enter the *Halo Conference Room* (if it is revealed).

The secret room is not adjacent to any room in the facility, so Item and room cards that affect adjacent rooms have no effect on it, and Item cards played in the secret room have no effect on other rooms in the facility.

## WOUNDED & DELAYED OPERATIVES

When your operative is **wounded**, flip its operative card to its wounded (red) side. Wounded operatives ignore further wounds, but remain wounded until an item or room card effect instructs you to flip the operative card to its healthy side.

While wounded, after you resolve your *Advance* or *Retreat* card during the Resolution Phase of a round, your operative becomes **delayed**.

When an operative is **delayed**, tip its operative marker on its side. During the Selection Phase, a delayed operative cannot select its *Advance* or *Retreat* action card. At the end of the Selection Phase, return your marker upright to indicate that the operative is no longer delayed.

## OTHER RULES

If a card allows you to play and resolve additional action or item cards, resolve each effect in the order listed, if able. **If you cannot resolve one of the effects, you may still resolve other effects on the card.**

Keep your action and item cards (your hand of cards) and your collected DF tokens hidden from other players. **You may look at your own tokens at any time.** All players may look at NPC cards at any time, even if facedown.

DF tokens in the server pool and on room cards are kept facedown and players cannot look at their values. If tokens are returned to the server pool, shuffle all of the tokens in the pool.

## WINNING THE GAME

The game ends immediately if either of the following occurs:

**All operatives escape the facility.**

**The proximity dial reaches 99.** Each operative still in the facility at that time is eliminated from the game.

When the game ends, each operative (excluding those eliminated) calculates his final score by flipping his collected DF tokens faceup and adding their values. Some cards can also affect this total.

**In a 2 player game**, each player combines the totals of his escaped operatives.

**The player with the highest total** (zettabytes of data) **wins the game.** If only one operative escapes the facility, he automatically wins regardless of his total.

On a tie, the tied operative with a *Prototype* card wins; on a further tie, the tied operative with the most DF tokens wins. On a further tie, the tied operative with the *Blackmail File* card wins. If there is still a tie, the game ends in a draw.

## ADVANCED RULES

### Data File Extraction

During setup, when players receive Action cards, deal each player one *Extract* action card and return all *Download* cards to the box.

*Extract* action cards allow an operative to collect a number of available DF tokens from his current room.

At the end of the Resolution Phase, starting with the first player and going clockwise, each operative resolving an *Extract* card collects available DF tokens from his current room. The number collected is based on the number of operatives in his current room that are resolving (or have resolved) an *Extract* card this round.

If an operative is the only one resolving an *Extract* action in his current room that round, he collects up to 4 available DF tokens. If he is one of 2 operatives resolving an *Extract* action in his current room this round, he collects up to 2 available DF tokens. If he is one of 3 or more operatives resolving an *Extract* action in his current room this round, he collects up to 1 available DF token.

## Item Card Draft

During setup, when players receive Item cards, deal each player 4 cards from the item deck.

Each player chooses 1 item card in his hand to keep. Then he passes the other 3 cards to the player on his left.

Each player takes the 3 cards passed to him, adds them to his hand, and chooses any 2 cards in his hand to keep. Then he passes the remaining cards to the player on his left.

Each player takes the 2 cards passed to him, adds them to his hand and chooses any 3 cards in his hand to keep. Then he passes the remaining card to the player on his left.

Each player adds the passed card to his hand, for a total of 4 items.

If this rule is combined with the **Specialists** optional rule, players can pass any of their item cards.

## VARIANTS

### Labyrinthian Facility

When building the facility during setup, shuffle all the first floor and second floor room cards together into one deck and deal 12 cards facedown from this deck.

Arrange the room cards in a straight line as if the facility has only one floor consisting of 12 rooms. Then shuffle the secret room cards, deal 1 card facedown, and position it separately from the other rooms. Return the remaining room cards to the box.

### Scattered NPCs

When a room card function instructs a player to place a specific NPC card in a room, instead randomly determine which NPC is placed by gathering all NPC cards not currently inside the facility, shuffling them under the table, randomly choosing one, and placing it in the room.

### Sensitive or Faulty Alarm

For a shorter game, set the alarm dial to **1** before the game begins. For a longer game, set the alarm dial to **-1**.

### Specialists

Before items are dealt out or drafted during setup, each player takes the following item cards based on the operative he is playing:

**Gabriel Correa Santiago:** *Disrupter Laser* and *Remote Drone*

**Hugo Cash:** *Call for Backup* and *Sledgehammer*

**John 'Animal' McEvoy:** *Diesel* and *Gauss Pistol*

**'Marilyn' 7Y3T9D:** *Slider* and *Qianju PT*

**Monica Singh:** *Flechette Pistol* and *Movement Tracker*

**Mr. White:** *Informant* and *Secretaries*

Shuffle the remaining item cards to create the item deck, and deal each player 2 item cards facedown. Then place the item deck facedown near the facility.

# INFILTRATION

## GAME ROUND

### 1. Selection Phase

Each operative selects one **action** or **item card** from his hand and places it facedown.

Operatives who are **delayed** cannot select *Advance* or *Retreat*.

**In a 2 player game**, each player selects one card from each of his operatives.

### 2. Resolution Phase

Each operative, in clockwise order, flips his chosen card faceup and resolves it. Return it to your hand at the end of your round.

**In a 2 player game**, beginning with the first player, each player flips and resolves both of his cards, one at a time, in an order chosen by the player.

**Advance: Move forward one room.**

Any *Enter* function is immediately resolved. A face-down room is flipped faceup.

An operative in the deepest room does not move.

**Retreat: Move backward one room.**

Any *Enter* function is immediately resolved. An operative in the entry room escapes the facility.

**Interface: Activate a room's Interface function**, if there is also an interface token on that room. No effect otherwise.

**Download: Collect a number of DF tokens** from the available DF token space in the room the operative occupies. The first operative to resolve his *Download* card in his current room collects up to 2 available DF tokens; otherwise, collect 1 available DF token. No effect if played in a room with no available DF tokens.

**Extract:** At the end of the Resolution Phase, starting with the first player and going clockwise, each operative resolving an *Extract* card collects available DF tokens from his current room. The number collected is based on the number of operatives in the room resolving an *Extract* card this round.

**Item Cards** are immediately resolved when played, unless otherwise specified.

After they are resolved, most remain faceup in your play area until the end of the round. Then, as specified, they are either discarded to the item discard pile, or returned to your hand or the box.

### 3. NPC Phase

Starting at the entry room and continuing forward through the facility, the first player resolves the text of each faceup **NPC card** in the facility, if any.

If 2 or more NPCs are in the same room, the first player chooses the order of resolution.

### 4. Security Phase

The first player rolls the die. The current **alarm dial** (top) value is added to the result and the **proximity dial** is increased by the resulting sum.

**When the proximity dial reaches 99, the game ends.**

If the game has not ended, pass the die and security tracker to player to the new first player on the left.

## REVEALING A ROOM

Any time an operative enters a facedown room card, he **reveals** it by flipping the room card faceup, then follows these steps in order:

1. Resolve any *Reveal* functions shown on the card.
2. Resolve any *Enter* functions shown on the card.
3. If the revealed room has an interface, lab worker, or tech lock token space, place a corresponding token on each of those spaces.
4. Randomly place DF tokens from the server pool equal to the number shown in the available DF token space on the space.

When an operative destroys a tech lock or lab worker, he removes the appropriate token and resolves any effects specified. He then takes DF tokens from the server pool equal to the **secure DF tokens** amount listed above the space and adds them to the room's available DF token space.

## WOUNDED & DELAYED

When your operative is **wounded**, flip its operative card to its red side. Wounded operatives ignore further wounds, but remain wounded until an effect instructs you to flip the card to its healthy side.

While wounded, after you resolve your *Advance* or *Retreat* card during the Resolution Phase, your operative becomes **delayed**. Tip its marker on its side. During the Selection Phase, a delayed operative cannot select its *Advance* or *Retreat* action card. At the end of the Selection Phase, return your marker upright; it is no longer delayed.