

Gauntlet v0.6.3 Intelligence Faction Guide

1. Intelligence overview

How it works

Intelligence pursues hidden **Missions**, earns **Intel**, and builds **Operation Progress**. Intel lets the faction reveal an opponent's hidden battle choice through **Surveillance** and remove it through **Interference**.

Complete enough Missions to make a **Special Operation** ready, satisfy its hidden requirement, and pay its Intel cost to win.

Complete rules

Element	Intelligence rule
Victory	Run the Gauntlet or complete a Special Operation.
Tracked values	Intel and Operation Progress; both begin at 0.
Mission reward	1 Operation Progress and Intel equal to the Mission card's value.
Battle tools	Surveillance and Interference.
Faction Actions	Start, complete, or abort a Mission; start or complete a Special Operation; all are Denouement Actions.
Leaders	Ranger and Spymaster.
Faction pool	13 Intelligence card titles.
Unique card	Sleeper Network, cost 5; maximum one copy per Deck.

Faction Actions

Intelligence has the following Faction Actions. Each costs one Action and is legal only during Denouement:

- **Start a Mission:** Place one eligible Intelligence card from Hand face down as your Active Mission.
- **Complete a Mission:** Reveal a satisfied Active Mission, gain its Mission reward, and put it in your Discard Pile.
- **Abort a Mission:** Reveal the Active Mission, spend Intel equal to its value, and put it in your Discard Pile.
- **Start a Special Operation:** When ready, place one eligible Intelligence card from Hand face down as your Special Operation.
- **Complete a Special Operation:** Reveal a satisfied, ready Special Operation, pay its Intel cost, and win the game.

Surveillance, Interference, Fieldcraft, and Mission Control are Faction Abilities, not Faction Actions. Mission Control may start a Mission without spending an Action only because its text expressly permits it.

2. Components and setup

An Intelligence Deck includes:

- one Intelligence Leader Card: **Ranger** or **Spymaster**;
- one Mission Reference Card;
- one Operations Reference Card;
- one Intel Tracker;
- one Operation Progress Tracker; and
- any Intelligence cards included in the Deck.

Both values begin at 0 and have no maximum. Only an Intelligence card with a printed **Mission** requirement may become an Active Mission or Special Operation.

3. Intel, Missions, and Special Operations

How it works

During Denouement, take an Action to place an eligible card face down as your Active Mission. Once you have satisfied its requirement on a later turn, spend 1 Action during another Denouement to reveal and complete it.

A completed Mission gives 1 Operation Progress and Intel equal to the card's value. When Operation Progress exceeds the number of Territories the opponent controls, you may begin a Special Operation.

Complete rules

Intel

Intel begins at 0, cannot fall below 0, and has no maximum. Spend it for Surveillance, Interference, Fieldcraft, Mission abortion, Special Operation completion, and card effects.

Operation Progress

Operation Progress begins at 0 and is not normally spent. Each completed normal Mission adds 1, regardless of card value.

Starting a Mission

During Denouement, take an Action to place one eligible Intelligence card from your Hand face down near your Leader as your **Active Mission**.

- You may inspect it at any time.
- You may have only one Active Mission.
- You cannot have an Active Mission and Special Operation simultaneously.
- It cannot complete during the turn it begins.
- Its printed requirement counts only while it is the Active Mission.
- Starting it is not playing the card for a printed effect.

Completing a Mission

During Denouement, take an Action to reveal and complete the Active Mission if its requirement has been satisfied.

1. Gain 1 Operation Progress.
2. Gain Intel equal to its value.

3. Put it in your Discard Pile.

Satisfying the requirement does not complete it automatically.

Aborting and failing

During Denouement, take an Action, reveal the Active Mission, and spend Intel equal to its value to abort it. Put it in the Discard Pile. Aborting is not failure.

A Mission fails only when a rule, effect, or continuing requirement causes failure. Reveal it and put it in the Graveyard.

Starting a Special Operation

You may start a Special Operation only when:

- your Operation Progress exceeds the number of Territories the opponent controls;
- you have no Active Mission or Special Operation; and
- you have an eligible Intelligence card in Hand.

During Denouement, take an Action to place that card face down as your Special Operation.

A Special Operation uses the printed Mission requirement but is not a normal Mission. It grants no Mission reward and does not trigger normal-Mission effects.

Readiness and completion

The Special Operation remains ready only while Operation Progress exceeds the number of Territories the opponent controls. If readiness is lost, it immediately fails and goes to the Graveyard.

During an Denouement, if its requirement is satisfied and readiness remains valid, spend 1 Action, reveal it, and pay:

Territories currently in the Gauntlet – Special Operation card's value

Minimum payment is 1 Intel. If paid, immediately win through Special Operation.

4. Surveillance and Interference

How it works

Intelligence gets two separate chances to use Surveillance in each battle: one against an opposing Gambit and one against opposing Tactics. Spend 1 Intel for each face-down card revealed.

Immediately after revealing a card, spend 2 more Intel to interfere. The card returns to its source, and the opponent may replace it from that same source or pass.

Complete rules

Gambit Surveillance

Once per battle, after the opponent sets a face-down Gambit, spend 1 Intel to reveal it.

After you use any Interference against that revealed Gambit and the opponent makes any replacement, you may revise your own Gambit choice if you have already made one. Revision does not create another Surveillance or Interference opportunity.

Tactic Surveillance

Once per battle, after the opponent chooses one or more face-down Tactics, spend 1 Intel for each opposing Tactic you reveal.

After you use any Interference against those revealed Tactics and the opponent makes replacements, you may revise your own Tactic choices if you have already made them. Revision does not create another Surveillance or Interference opportunity.

The Gambit and Tactic opportunities are independent. Using one does not consume the other.

Interference after Surveillance

Immediately after revealing a card through Surveillance, spend 2 additional Intel per revealed card you remove.

- A removed Gambit returns to its owner's Hand.
- A removed Tactic returns to its owner's Reserve.
- The owner may choose one eligible replacement from the same source or pass.
- A replacement is placed face down unless the effect says otherwise.
- The replacement creates no new Surveillance, Interference, reveal, or response opportunity.

If an effect prevents Surveillance or Interference, the Intel remains spent and the relevant once-per-battle opportunity is still used.

Direct Interference

When an opposing effect sets or chooses a card face up and the normal Surveillance reveal is unnecessary, Intelligence may spend 2 Intel to Interfere with that card directly at the same response timing. This does not use Surveillance but does use the relevant stage's Interference opportunity.

Intelligence mirrors

At each choice stage:

1. the first player makes the relevant choice;
2. the second player may use Surveillance and Interference, then makes their choice;
3. the first player may use Surveillance and Interference, then revise their own choice if allowed; and
4. the stage closes.

5. Leaders

Ranger

Archetype: Territory effects, reconnaissance, and field operations

Motto: *Know the land before the battle begins.*

Fieldcraft: Once per turn, when a printed Territory effect would affect you, your movement, or a battle involving you, you may spend 1 Intel to ignore that Territory effect until the end of the turn.

Fieldcraft does not alter Territory control, Occupation, Capture, Defensive Edge, Last Stand bonuses, or limits calculated from Territories.

Spymaster

Archetype: Mission tempo and operational coordination

Motto: *Information never rests. Momentum is the weapon.*

Mission Control: Once per turn, after completing a normal Mission, you may immediately start another eligible Mission from your Hand without spending an Action. It cannot complete that turn. Mission Control cannot start a Special Operation.

6. Intelligence-specific rules

Counterintelligence

Counterintelligence prevents an opposing effect from revealing a Hand, Reserve, or face-down battle card. It prevents the entire opposing revealing effect, not only the information portion. Rules-mandated reveals are unaffected.

Watchtower

When the controller of Watchtower defends there, the attacker sets their Gambit face up or passes; the defender sets normally. Because the attacker's Gambit was never face down, Counterintelligence does not prevent the reveal. Intelligence may use Direct Interference for 2 Intel.

7. Canonical Intelligence card pool

Card-text boundary. The card identities and ordering below are inherited from certified clean v0.6.2 faction authority. The printed v0.6.3 effect text is the exact pinned finalized canonical-data evidence produced by the approved v0.6.3 card-language pipeline (PRs #540, #549, #550, #551, and #560). This adoption does not authorize any withdrawn or downstream v0.6.3 release surface.

Exfiltration

Cost: 1

Card form: Asset

Asset: After an opposing Gambit or Tactic is revealed, before the battle result is determined, you may discard this card to withdraw. **Mission:** Complete after you withdraw from a battle after an opposing Tactic was revealed.

Spies

Cost: 2

Action: Reveal the opponent's Hand. +1 Card, then discard one card. **Gambit/Tactic:** Before Tactics normally reveal, reveal each opposing face-down Tactic. You may then revise your own Tactics or withdraw. If you chose to remove this card as a Tactic, put it in your Graveyard. **Mission:** Complete after you reveal an opposing face-down battle card before its normal reveal, then win that battle.

Fog of War

Cost: 2

Card form: Territory Overlay

Placement: Any Territory. **Overlay:** In the next battle here, this Territory's controller sets their Gambit and chooses their Tactics after the opponent. Discard this Overlay after that battle. **Gambit/Tactic:** After Tactics are revealed, if your opponent has both a Gambit and a Tactic, they return either one Gambit or all Tactics to their sources. **Mission:** Win a battle against an opponent who had both a Gambit and a Tactic in that battle.

Disinformation

Cost: 2

Gambit: When Gambits are revealed, if the opponent also set a Gambit, gain Advantage. In the Aftermath, return this card to your Hand instead of putting it in your Graveyard. **Mission:** Complete after you win a battle in which the opponent set a Gambit and you did not.

Operational Reassessment

Cost: 3

Action: Return your Active Mission to your Hand, then place another eligible Intelligence card from your Hand face down as your Active Mission. It cannot complete this turn. **Gambit/Tactic:** After Tactics are revealed, choose one: withdraw; or replace this card with an eligible card from your Hand, face up. If you replace it, put this card in your Graveyard.

Intercepted Orders

Cost: 3

Asset: When the opponent forms their Reserve, before they choose Tactics, you may discard this card to reveal that Reserve and choose 1 card they cannot choose this battle. **Gambit/Tactic:** Reveal each opposing face-down Tactic and the opponent's Reserve. Return 1 opposing Tactic to that Reserve; it cannot be chosen again this battle. The opponent may choose 1 eligible replacement from the Reserve.

Reconnaissance

Cost: 3

Asset: During Onset in a battle you initiated, you may discard this card to reveal the opponent's Hand. You may then withdraw or continue the attack. **Gambit/Tactic:** After Tactics are revealed, you may withdraw. **Mission:** Complete after you win a battle you did not initiate while occupying an enemy-controlled Territory.

Deep Cover

Cost: 3

Asset: When your Active Mission would fail, you may put this card in your Graveyard to return that Mission to your Hand instead. **Gambit/Tactic:** If an opposing effect revealed one of your Gambits or Tactics before its normal reveal, gain Advantage.

Deep Cover prevents Mission failure; it does not preserve a Special Operation unless the effect expressly refers to it.

Assassins

Cost: 4

Action: Reveal the opponent's Hand. Choose one card there and discard it. **Gambit/Tactic:** Negate one opposing Gambit. If the opponent set no Gambit, the opponent gains Disadvantage. **Mission:** Complete after you reveal one or more cards in the opponent's Hand outside a battle, then win a battle against that opponent in which they set a Gambit.

Treason

Cost: 4

Card form: Asset

Asset: After Tactics are revealed, before an opposing Gambit or Tactic effect applies, you may discard this card to choose one opposing Gambit or Tactic effect that has not taken effect. Negate it, then apply that effect. **Gambit/Tactic:** After Tactics are revealed, choose one opposing Gambit or Tactic effect that has not taken effect. Negate it, then apply that effect.

Subversion

Cost: 4

Card form: Asset

Asset: When an opposing Asset's effect would apply, you may put this card in your Graveyard to negate that effect and put the opposing Asset in its owner's Discard Pile if it remains in play. **Gambit/Tactic:** Opposing Assets cannot be used during this battle. **Mission:** Complete after you win a battle in which the opponent used an Asset and you used none of your Assets.

Sleeper Network

Cost: 5

Card form: Asset

Unique: Maximum one copy per Deck

Action: Bank this card with 1 card from your Hand bound face down. **Asset:** At the end of each later turn, you may bind 1 card from your Hand face down. Maximum: number of Territories you control.

As an Action, put this card in your Graveyard and reveal its bound cards. Play each bound card you can for its Action effect; discard the rest.

If this card is Removed, reveal its bound cards; immediately play 1 for its Action effect and discard the rest.

Extraordinary Rendition

Cost: 4

Card form: Asset

Action: Bank this card. When you do, reveal the opponent's Hand, choose one card there, and bind it face up beneath this card. You may have only one banked Extraordinary Rendition. **Asset:** The bound card cannot be played, moved, or affected except by this card. Whenever you discard one or more of your Assets, discard this card before any others, if able.

The first-discard requirement applies to voluntary Asset discard, required Asset loss, and Asset replacement.

8. Quick reference

- Gambit Surveillance: once per battle, 1 Intel.
- Tactic Surveillance: once per battle, 1 Intel per revealed Tactic.
- Interference: 2 additional Intel per removed card.
- Gambit returns to Hand; Tactic returns to Reserve.
- Prevented attempts still spend Intel and use the relevant opportunity.
- Replacement or revision creates no new information window.
- Complete normal Missions for 1 Operation Progress and Intel equal to value.
- Special Operation readiness requires Progress greater than opposing controlled Territories.