

Run the Gauntlet

Build. Advance. Contend.
Capture.

The operating guide for Intel, Operations, Intelligence Leaders, and covert progress through the Gauntlet.

GAUNTLET.RUN



Gauntlet v0.7.2 · Intelligence Guide

Published by TDS Games, an imprint of Misty Hollow Enterprises.
Copyright © 2026 Tymon Scott. All rights reserved.

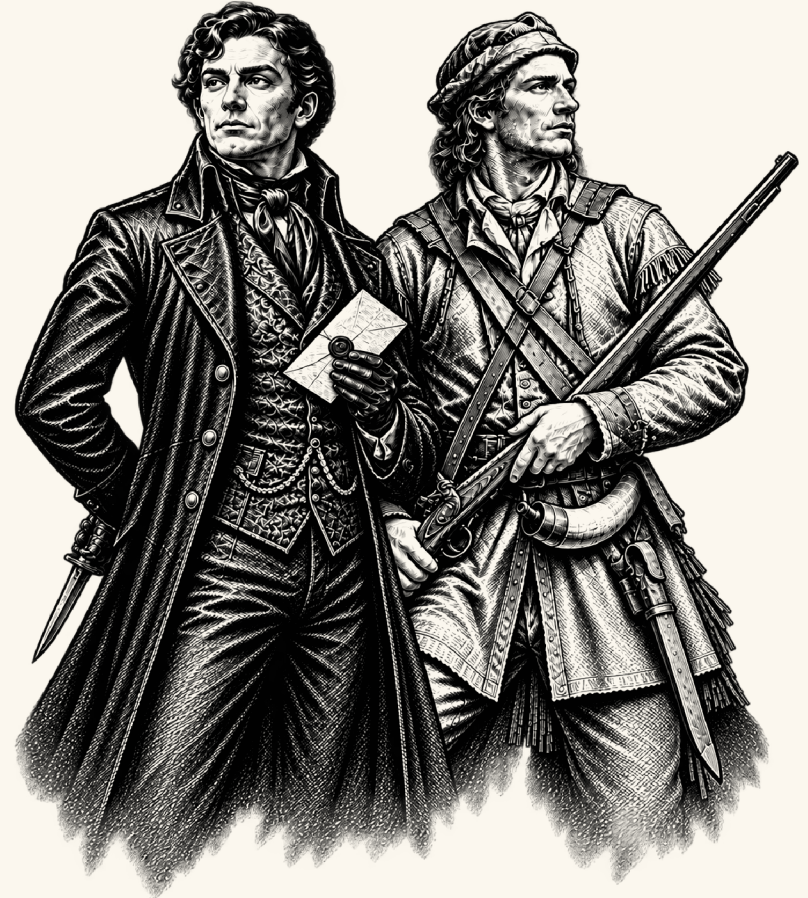
A field guide to institutional power

Gauntlet

Intelligence Guide

Modular Rules Publication

VERSION 0.7.2 · 2026



TACTICAL CARD-AND-TERRITORY GAME

GAUNTLET.RUN



At the table

Rules and Reference

Keep the **Mission Reference Card**, **Operations Reference Card**, tracker stack, and Active Mission or Special Operation area visible. The two tracker readouts answer two different questions at a glance: **How much Intel can I spend?** and **How many normal Missions have I completed?**

Use the **Player's Guide** for the shared turn, Actions, movement, battle, Occupation, Capture, and victory rules. When an unusual replacement, prevented information effect, Intelligence mirror, Mission failure, or timing interaction comes up, ask the **Rules Arbiter**. Use the **Comprehensive Gauntlet Rules** when you want the exact technical procedure behind the ruling.

You do not need every information-window edge case before your first game. Keep one Mission active when you can, treat Operation Progress as a completed-Mission counter, and spend Intel when knowing—or changing—the opponent's hidden choice materially improves the battle.

Begin here

Contents

·	Meet Intelligence	4	5	Your Path to Victory	12
1	How Intelligence Changes Gauntlet	5	6	Your Leaders	13
2	Your Faction Components	6	7	Putting It Together	15
3	Intel, Operation Progress, and Operational Capacity	7	8	Your First Game	16
4	Missions, Surveillance, and Intelligence Features	9	·	Rules and Reference	18

Reading guide. Start with the opening sections, then use chapter headings to find the procedure you need. Exact edge cases belong in the Complete Rules.

At the table

Meet Intelligence

Intelligence turns hidden objectives and hidden information into leverage. You pursue face-down **Missions**, spend **Intel** on information and disruption, and use **Operation Progress** to keep count of how many normal Missions you have completed.

That completed-Mission count matters twice. It determines when you are ready to begin a **Special Operation**, and at the start of each of your turns it generates that much Intel.

The basic Intelligence rhythm is:

Start a Mission → satisfy it → complete it → record one more completed Mission → gain recurring Intel → spend Intel on information, interference, and your final operation.

Intelligence still plays the normal territorial game. Missions are completed through the same movement, battles, cards, and board states everyone else uses, and the shared Run the Gauntlet victory remains available at all times.

YOUR FIRST GAME • CONTINUED

Do not give a Special Operation the normal-Mission effects. A Special Operation uses a Mission requirement, but its completion does not increase Operation Progress or give immediate Mission-completion Intel.

Do not treat the Gambit and Tactic Surveillance opportunities as one shared use. They are separate once-per-battle opportunities.

Do not forget that Interference is an **additional** cost after Surveillance. Revealing one Gambit and then removing it normally costs 3 Intel total.

Do not open another Surveillance or Interference window when the opponent replaces an interfered card.

8 Your First Game

For your first Intelligence game, keep five ideas in mind:

1. **Intel and Operation Progress are fundamentally different.** Intel is money-like: gain it and spend it. Operation Progress is a counter: it tells everyone how many normal Missions you have completed.
2. **Completed Missions create recurring Intel.** At the start of your turn, gain Intel equal to your Operation Progress. Completing a normal Mission also gives Intel equal to that card's value immediately.
3. **Mission procedures remain Actions.** Starting or completing a Mission costs 1 Action during Denouement, but Operational Capacity can let that Action coexist with an Opening Action on the same turn.
4. **Surveillance and Interference are separate costs.** Revealing a Gambit normally costs 1 Intel; removing it after the reveal costs 2 additional Intel.
5. **Special Operation readiness must persist.** Your Operation Progress must exceed the opponent's controlled Territories when you start the operation and continue to exceed them until completion.

Choosing your first Leader

Choose the **Ranger** if you want to spend Intel to keep battlefield plans from being derailed by printed Territory effects. Fieldcraft is direct, visible, and easy to evaluate at the table.

Choose the **Spymaster** if you want to accelerate the Mission cycle itself. Mission Control is strongest when you plan ahead and keep another eligible Mission ready in Hand.

Common mistakes

Do not call Operation Progress a resource or treat the +1 after completing a Mission as something you have earned to spend. It is simply the running count of completed normal Missions.

Do not complete a Mission merely because its requirement happened. Completion still costs an Action during a later Denouement.

Do not treat Operational Capacity as an unrestricted extra Action. It only permits a qualifying Start or Complete Mission / Special Operation Action in Denouement after you used your normal Action during Opening. **Abort Mission does not qualify.**

Do not gain recurring Intel immediately when Operation Progress increases. The completed Mission gives its own immediate Intel; the new Operation Progress value determines recurring Intel beginning at the start of your next turn.

1 How Intelligence Changes Gauntlet

Intelligence adds five linked systems to the shared game:

- **Intel** is a spendable resource;
- **Operation Progress** is a counter that records completed normal Missions;
- one eligible Intelligence card can sit face down as your **Active Mission** or **Special Operation**;
- **Operational Capacity** lets you use an Opening Action and still use a qualifying Mission or Special Operation Action during Denouement; and
- **Surveillance** and **Interference** let you inspect and disrupt some of the hidden choices that normally define a battle.

The distinction between the two tracked values is fundamental:

- **Intel** goes up when you gain it and down when you spend it.
- **Operation Progress** is not a resource. It normally increases by 1 whenever you complete a normal Mission because it is simply counting how many normal Missions you have completed.

Both begin at 0 and have no maximum.

2 Your Faction Components

You need:

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

Setting up the tracker stack

The three cards form one vertical sliding assembly:

1. Put the **Operation Progress Tracker** on the table first.
2. Put the **Intel Tracker** directly on top of it.
3. Put your **Leader** directly on top of the Intel Tracker.
4. At 0 Intel and 0 Operation Progress, both numbered tracks are fully covered.

Think of the stack as having **two separate readout edges**:

- the edge between your **Leader and the Intel Tracker** shows your current **Intel**;
- the edge between the **Intel Tracker and the Operation Progress Tracker** shows your current **Operation Progress**.

To change **Intel**, adjust the Leader against the Intel Tracker until the correct Intel number is exposed. Do not disturb the Intel/Operation Progress boundary.

To change **Operation Progress**, keep the Leader and Intel Tracker together and adjust that pair against the Operation Progress Tracker until the correct Progress number is exposed. This preserves the Intel reading while the completed-Mission count changes.

That physical arrangement mirrors the rules: Intel is the spendable number nearest your Leader; Operation Progress sits underneath it as the longer-term record of completed normal Missions.

Keep the Mission / Special Operation area beside your Leader. Only an Intelligence card with a printed **Mission** requirement can occupy that slot.

7 Putting It Together

Suppose your **Intel is 0** and your **Operation Progress is 0**. Both numbered tracks are hidden in the tracker stack.

During Opening, you use your normal Action to play a card. When you reach Denouement, **Operational Capacity** still lets you spend 1 Action to place a value-3 Intelligence card face down as your Active Mission.

On a later turn, you satisfy that Mission's printed requirement. You again use your normal Action during Opening. During Denouement, Operational Capacity lets you spend 1 Action to reveal and complete the Mission.

You have now completed **one** normal Mission, so expose **1** on the Operation Progress readout while keeping the Intel readout unchanged. Then gain Intel equal to the Mission's value: expose **3** on the Intel readout. Put the Mission in your Discard Pile.

Those two changes mean different things:

- **Operation Progress 1** says, "I have completed one normal Mission."
- **Intel 3** says, "I currently have three Intel available to spend."

Suppose you spend all 3 Intel before your next turn. Move the Intel readout back to **0**; Operation Progress stays at **1**.

At the **start of your next turn**, gain Intel equal to Operation Progress. Your completed-Mission count is still 1, so move Intel from 0 to **1**. If you later complete two more normal Missions, Operation Progress becomes 3 and you gain 3 Intel at the start of each of your turns while that count remains 3.

If you are the **Spymaster**, Mission Control could also have started another eligible normal Mission immediately after the first one completed, without spending another Action. That new Mission still could not complete during the same turn.

Spymaster

Information never rests. Momentum is the weapon.



Playstyle: Mission tempo and operational coordination.

- **Mission Control — No Action · Once per turn · After completing a normal Mission.** Immediately start another eligible Mission from Hand. It cannot complete that turn and cannot be a Special Operation.

Mission Control starts the next Mission without spending another Action. It does not give you a second Mission slot and does not let the new Mission complete immediately.

The Spymaster rewards preparation: if another eligible Mission is already in Hand when the current one completes, you can keep the Mission cycle moving without waiting to spend a later Denouement Action to start again.

3 Intel, Operation Progress, and Operational Capacity

Intel

Intel begins at 0, cannot fall below 0, and has no maximum.

At the **start of each of your turns**, gain Intel equal to your current **Operation Progress**. If Operation Progress is 0, this produces no Intel.

You also gain Intel immediately when you complete a normal Mission: gain Intel equal to that Mission card's value. Other Intelligence cards may also gain or spend Intel.

So a completed Mission affects your Intel economy in two different ways:

- it gives an immediate amount of Intel equal to the card's value; and
- because completing it raises your completed-Mission count by one, your later start-of-turn Intel generation increases by one.

Intel pays for:

- **Surveillance;**
- **Interference;**
- the Ranger's **Fieldcraft**;
- aborting an Active Mission;
- completing a Special Operation; and
- Intelligence card effects that list an Intel cost.

Because the same resource funds tactical information and your eventual Special Operation, spending Intel remains a real choice. Revealing or removing an important battle card now may mean having less Intel available for the final operation later.

Operation Progress

Operation Progress begins at 0 and has no maximum.

It is not a currency, pool, payment, or reward. **Operation Progress is the number of normal Missions you have completed.**

Whenever you complete a normal Mission, move the Operation Progress Tracker up by 1 because you have now completed one additional Mission. The value does not go down when you spend Intel.

For example:

- 0 Operation Progress means you have completed 0 normal Missions;

INTEL, OPERATION PROGRESS, AND OPERATIONAL CAPACITY • CONTINUED

- 1 Operation Progress means you have completed 1 normal Mission;
- 3 Operation Progress means you have completed 3 normal Missions.

At the start of your turn, that same number tells you how much recurring Intel to gain. A Mission completed during the current turn therefore increases the Intel generated beginning at the start of your **next** turn.

Operation Progress also determines when you are ready to start a Special Operation. Your completed-Mission count must be **greater than the number of Territories the opponent controls**.

If the opponent controls 2 Territories, you need at least 3 Operation Progress—that is, you must have completed at least 3 normal Missions.

Equal is not enough.

Operational Capacity

Operational Capacity — Automatic. If you used your normal Action during **Opening**, you may still spend **1 Action during Denouement** to **Start or Complete a Mission or Special Operation**.

In ordinary language: Intelligence may use its turn for something else during Opening and still do its Mission work after Movement.

Operational Capacity does not give you a free-floating extra Action:

- you still cannot take more than one Action in Opening;
- you still cannot take more than one Action in Denouement;
- the Denouement Action permitted by Operational Capacity must **Start or Complete** a Mission or Special Operation; and
- **Abort a Mission does not qualify.**

If you did **not** use your normal Action during Opening, you can simply use that normal Action during Denouement for any legal Denouement Action, including Mission procedures. Operational Capacity matters when the Opening Action has already been used.

Starting and completing Missions and Special Operations remain real **1 Action** Faction Features. Operational Capacity changes how those Actions fit into the turn; it does not make them No Action procedures.

6 • YOUR LEADERS

Ranger

Know the land before the battle begins.



Playstyle: territory effects, reconnaissance, and field operations.

- **Fieldcraft — 1 Intel • No Action • Once per turn • Territory effect.** When a printed Territory effect would affect you, your movement, or the current battle, ignore that printed Territory effect until the end of the turn.

Fieldcraft lets the Ranger keep a plan moving when a Territory's printed rule would interfere with it. It does not erase the Territory itself or change who controls it.

The Ranger is a good first choice when you want Intelligence's Mission and information systems without also managing Mission chaining. He rewards field-oriented Missions and careful use of Intel on the board.

5 Your Path to Victory

Intelligence can win in either of two ways.

Run the Gauntlet

You can always win through the shared battlefield victory: control the entire Gauntlet, or force the opponent to make a Last Stand and win the resulting battle.

Missions do not replace the territorial game. Many Mission requirements are satisfied through movement, battles, card play, or board position, so the same turn can advance both your territorial position and your Intelligence plan.

Special Operation

Your faction victory is **Special Operation**.

The path has four steps:

1. complete normal Missions; Operation Progress simply records how many you have completed;
2. use that completed-Mission count to generate recurring Intel and get above the opponent's controlled-Territory count;
3. start an eligible Special Operation and satisfy its hidden Mission requirement while remaining ready; and
4. during Denouement, spend 1 Action, reveal it, pay its Intel cost, and win.

Reaching the Operation Progress threshold does not itself win or complete anything. It makes you eligible to prepare the final operation.

4 Missions, Surveillance, and Intelligence Features

Starting a Mission

Start a Mission — 1 Action · Denouement. Choose an eligible Intelligence card in your Hand with a printed Mission requirement and place it face down near your Leader as your **Active Mission**.

While it is active:

- you may inspect it at any time;
- the opponent knows you have a Mission but does not see its requirement;
- its Mission requirement counts only while it is your Active Mission;
- you may have only one Active Mission;
- you cannot have an Active Mission and a Special Operation at the same time; and
- it cannot complete during the turn it begins.

Starting a Mission is not playing the card for one of its other printed effects. Start a Mission qualifies for Operational Capacity.

Completing a Mission

Satisfying the printed Mission requirement does **not** complete the Mission automatically.

During a later Denouement, if the requirement has been satisfied, spend **1 Action** to complete it:

1. reveal the Active Mission;
2. record one additional completed normal Mission by increasing **Operation Progress** by 1;
3. gain **Intel equal to the card's value**; and
4. put the completed Mission in your Discard Pile.

Step 2 is bookkeeping: Operation Progress is now one higher because your completed-Mission count is one higher. Step 3 is the immediate Intel gained from completing that particular Mission.

Complete a Mission qualifies for Operational Capacity.

Aborting and failing

If an Active Mission is no longer worth pursuing, you can deliberately abort it.

MISSIONS, SURVEILLANCE, AND INTELLIGENCE FEATURES · CONTINUED

Abort a Mission — 1 Action · Denouement. Reveal it, spend Intel equal to its value, and put it in your Discard Pile.

Abort a Mission does not qualify for Operational Capacity. If you already used your normal Action during Opening, Operational Capacity cannot be used to abort during Denouement.

Aborting is different from failing. If a rule, effect, or continuing requirement causes a Mission to fail, reveal it and put it in your Graveyard.

Surveillance

Surveillance gives Intelligence two separate information opportunities in each battle: one at the Gambit stage and one at the Tactic stage.

Gambit Surveillance — No Action · Once per battle. After the opponent sets a face-down Gambit, spend **1 Intel** to reveal it.

Tactic Surveillance — No Action · Once per battle. After the opponent chooses face-down Tactics, spend **1 Intel for each opposing Tactic you reveal.**

The two opportunities are separate. Using Gambit Surveillance does not prevent you from using Tactic Surveillance later in the same battle.

Surveillance reveals the opponent's choice; it does not remove the card. To force a revealed card out of the battle, use Interference immediately after revealing it.

Interference

Interference — No Action · Immediately after reveal. After revealing an opposing card through Surveillance, spend **2 additional Intel per revealed card** you remove.

- An interfered **Gambit** returns to its owner's Hand.
- An interfered **Tactic** returns to its owner's Reserve.
- The opponent may choose one eligible replacement from that same source or pass.
- A replacement is normally placed face down.
- The replacement does not create another Surveillance or Interference window.

If you had already made your own Gambit or Tactic choice at that stage, after the opponent makes any replacement you may revise your own choice using the information you already gained.

Some effects cause an opposing Gambit or Tactic to be chosen **face up**. There is nothing to reveal in that case, so you may instead use **Direct Interference** for **2 Intel** at that stage's normal response timing. Direct Interference uses that stage's Interference opportunity; it does not give you an additional Interference use. The Operations Reference Card summarizes the exact procedure.

Starting a Special Operation

A Special Operation uses the same Mission / Special Operation slot, but it is not a normal Mission.

MISSIONS, SURVEILLANCE, AND INTELLIGENCE FEATURES · CONTINUED

You may start one only when:

- your Operation Progress **exceeds** the number of Territories the opponent controls;
- your Mission / Special Operation slot is empty; and
- you have an eligible Intelligence card with a printed Mission requirement in Hand.

Start a Special Operation — 1 Action · Denouement. Place that eligible card face down as your Special Operation. This Action qualifies for Operational Capacity.

The Special Operation uses the card's printed Mission requirement, but completing it does **not** increase Operation Progress or give the immediate Intel normally gained from completing a normal Mission.

Readiness and completing a Special Operation

Readiness must remain true while the Special Operation is active.

If your Operation Progress stops exceeding the number of Territories the opponent controls, the Special Operation immediately fails: reveal it and put it in your Graveyard.

During Denouement, if the Special Operation's requirement has been satisfied and readiness is still valid, spend **1 Action** and reveal it.

Then determine its Intel cost in plain language:

1. count how many Territories are currently in the Gauntlet;
2. subtract the Special Operation card's value; and
3. pay that many Intel, but never less than **1 Intel**.

Compactly:

Intel cost = Territories currently in the Gauntlet – Special Operation card value, minimum 1

Complete a Special Operation qualifies for Operational Capacity. If you can pay the cost, you immediately win through **Special Operation**.