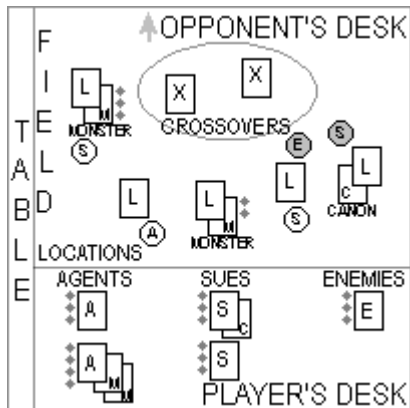




The PPC Card Game
Fifth Generation
 Achieve victory by
 vanquishing your foes!



PLAY		RESOLVING STEALTH		COMPARING STATS	
Place either: <ol style="list-style-type: none"> 1. A Location or Crossover card onto the field. 2. A Canon or Monster card on an appropriate Location card. 3. An Agent, Badfic or Enemy card onto your desk and a correspondingly-labelled disc onto an appropriate Location card. 		<ul style="list-style-type: none"> • If an Agent is attacking a Badfic or Enemy, compare the Agent's <u>stealth</u> with the other unit's <u>observe</u>. • If the <u>stealth</u> total is higher, the Agent gets +1 <u>attack</u> during that attack. 		To COMPARE two <u>stats</u> , each player rolls a die. The result of each roll is added to the stat that player is comparing. Remember to check for location or weapon bonuses!	
DISCARD		PLACING UNITS		MOVING UNITS	
Place one card onto the discard pile, but bear in mind that there's no way to get it back. Once a card is on the discard pile, it's gone for good!		<ul style="list-style-type: none"> • A Badfic or Enemy may be placed on any Location. • An Agent may be placed on any Location in its Fandom, or any PPC HQ Location. 		<ul style="list-style-type: none"> • A unit may move to any Location in the same Fandom as its current Location. • If a Crossover card is in play, a unit may move freely between the Fandoms named on it. • An Agent can always move to any PPC HQ Location. 	
SETUP	ATTACK	REINFORCE	SNAP		
<ul style="list-style-type: none"> • Each player requires a mixed deck of cards including at least two types of unit, and a set of discs and health tokens. • When played, Locations and Crossovers go onto the field, Monsters and Canons are tucked under appropriate Locations, and other units are placed on your desk and have a disc placed on the field in their place. • A unit (Agent, Badfic, Enemy or Monster) has health tokens to its max health placed by it when played. 	Agent, Badfic, Enemy, Monster <ul style="list-style-type: none"> • Choose an opposing target at your unit's Location. This unit cannot be of the same type as your unit. • Resolve STEALTH. • COMPARE each unit's <u>defence</u> with its opponent's <u>attack</u>. • Each unit loses (opposing <u>attack</u> - own <u>defence</u>) in health tokens. • Any unit with 0 health has been killed. • Any Badfic killed by an Agent is placed under the Agent's card. Any other killed unit, and any cards attached to a killed unit, is discarded. 	Enemy <ul style="list-style-type: none"> • Declare your intent to REINFORCE. • Any opposing unit at the same Location may block. • COMPARE your unit's <u>reinforce</u> with the blocker's <u>attack</u>. • If the totals are equal or yours is higher, move one Enemy card with the same affiliation (any player's) to the Location of your card. Otherwise, your unit loses 1 health token. 	Agent <ul style="list-style-type: none"> • Declare your intent to SNAP. • Any opposing unit at the same Location may block. • Compare your unit's <u>insanity</u> with the blocker's <u>defence</u>. • If your total is higher, remove the Location from play. Any Canons or non-Monster units on it are placed on any other appropriate Location. Monsters are discarded along with the Location card. 		
TURN SEQUENCE	MOVE	ENSNARE	SPECIAL		
<ol style="list-style-type: none"> 1. (Optional) PLAY or DISCARD one card from your hand and replace it from your deck. 2. Take an ACTION (ATTACK, MOVE, SPECIAL, ENSNARE or REINFORCE) with up to three of your cards or discs on the table. Only Agents, Badfics, Enemies and Monsters may take ACTIONS. 	Agent, Badfic, Enemy <ul style="list-style-type: none"> • Declare your intent to MOVE. • Any opposing unit at the same Location may block. • COMPARE both units' <u>speed</u>. • If the totals are equal or yours is higher, you may move your unit to any appropriate Location. 	Badfic <ul style="list-style-type: none"> • Choose an opposing Canon at your unit's Location to ENSNARE. The Canon must be of the opposite gender to your unit. • COMPARE your <u>allure</u> with the Canon's <u>speed</u>. • If your total is higher than the Canon's, you ensnare the Canon. Place the Canon under your unit's card. 	Agent, Badfic, Enemy <ul style="list-style-type: none"> • Declare your intent to use a SPECIAL (or Departmental Special) action. • Any opposing unit at the same Location may block. • Compare both units' <u>special</u>. • If the totals are equal or yours is higher, carry out the special action. 		

TYPES OF CARDS		
A Crossover (green) card is played into the middle of the field. It allows discs to move between the two Fandoms named on it.	An Agent (black) card is a unit. It is represented on the field by a disc, which must be played on a Location matching its Fandom, or one in PPC HQ.	An Enemy (purple) card is a unit. It is represented on the field by a disc, which may be played on any Location .
A Canon (red) card must be played on a Location card in its Fandom.	A Monster (blue) card is a unit. It must be played on the Location card named on it and cannot be moved.	A Location (green) card is the base of the game. It is where all units and Canons are placed.
	A Badfic (pink) card is a unit. It is represented on the field by a disc, which may be played on any Location .	

HEALTH

Agents, Badfics and Enemies do not have a Health stat. Instead, their health is determined by their species. Any unlisted species has 5 health.

4 Health	6 Health
Chiss, Droid, Fairy, Witch, Human Mutant, Pine Marten, Wizard	Alien, Andalite, Eldar, Elf, Half-elf, Maia, Time Lord/Lady

ASSASSINATION/ENSNARE BONUSES

- When an **Agent** KILLS a **Badfic**, the **Badfic** card is placed under the **Agent's** card. The **Agent** gets a +1 attack bonus (to a maximum of +3) from each **Badfic** so killed.
- Similarly, a **Badfic** gets +1 attack for each **Canon** she has ENSNARED (to a maximum of +3).



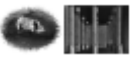





WEAPONS AND ARTEFACTS

There are twelve categories of weapons and artefacts – but far more than twelve designs. It is up to you, the player, to decide what kind of weapon your card shows – and to convince your opponents!

DAGGER Silent approach. In a <i>City</i> , this unit gains +2 <u>stealth</u> or +2 <u>observe</u> as appropriate.	SWORD Gain +1 <u>defence</u> against an opponent with less than full <u>health</u> .	MAGIC Sneak attack from the dark. In a <i>Cave</i> , your foe suffers -2 <u>defence</u> .
BOW In a <i>Forest</i> , this unit may make two ATTACKS on the same target as a single action.	GUN Fire across a <i>Valley</i> and get +1 <u>defence</u> due to distance.	MACE On a <i>Plain</i> you have room to swing! Gain +2 <u>attack</u> .
POISON Only the craziest will drink it. +2 <u>attack</u> against Badfics with more than 2 words in their name.	NEURALYSER When this unit attacks a Badfic , one Canon the Badfic has ENSNARED may be freed and placed at this Location .	NECKLACE Stand on a <i>Hill</i> and strike down your foes with +2 <u>attack</u> !
CROWN You rule over all. You may ENSNARE Canons of either gender.	JEWEL In a <i>River</i> , dazzle your opponents and give them -1 <u>defence</u> .	RING Randomly attuned aura of protection. Gain +1 <u>defence</u> on <i>Mountains</i> .

LOCATION TYPES

*The **Location** types interact with weapons and artefacts to give bonuses.*

 CITY/HALL /CASTLE Bonus with <i>Dagger</i>	 HILL/TOWER /ROOM Bonus with <i>Necklace</i>	 CAVE /CHAMBER Bonus with <i>Magic</i>
 PLAIN /OFFICE /PLANET Bonus with <i>Mace</i>	 FOREST /HALLWAY /SPACESHIP Bonus with <i>Bow</i>	 MOUNTAIN /LANDMARK Bonus with <i>Ring</i>
 VALLEY /BUILDING Bonus with <i>Gun</i>	 RIVER /WATER Bonus with <i>Jewel</i>	

DEPARTMENT SPECIAL ABILITIES

Agents may use their Departmental ability instead of their own SPECIAL ability.

DMS - Boredom: The Agent is an old hand at this. +1 <u>attack</u> for one turn.	ESAS - Training: Gain +2 <u>attack</u> against 6 Health opponents for one turn.
DIC - Untangle: Remove from play one Crossover card.	DoWTF - Breakdown: <u>Stealth</u> = 0, <u>Insanity</u> = 5 for two turns.
FicPsych - Counsel: Increase one of another Agent's <u>stats</u> by +2 for one turn.	DF - Specialist: Call in a specialist Agent . Move any other Agent to this Location .
DCUP - Experience: Any Badfics this Agent has killed give double the <u>attack</u> bonus for two turns.	DI - Spatial Warp: Move any disc from this Location to another of your choice.
DOGA - Pyro: Remove from play one Location and attached Monsters, Canons, and units .	Medical - Heal: Heal one Agent at this Location to full health.