

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

DECOY

VAULT



The Master Is Dead

Discard face up if legally Probed; play continues.

A2-001 / CHAPTER 01

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

DECOY

VAULT



The Last Valid Signature

Discard face up if legally Probed; play continues.

A2-002 / CHAPTER 01

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

OPERATIVE

2



Custodians

FILE GRAIN / SYSTEM

Higher Access defeats lower Access in a Clash.

A2-003 / CHAPTER 02

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

OPERATIVE

1



The Name at the Bottom

FILE GRAIN / LAW

Scout: may reveal on Deploy to inspect the opposing Guard; may Move between any two friendly Guard slots.

A2-004 / CHAPTER 02

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

OPERATIVE

2



Authority Chain Incomplete

FILE POWER / SYSTEM

Higher Access defeats lower Access in a Clash.

A2-005 / CHAPTER 03

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

TRAP



Break the Seal

FILE POWER / SYSTEM

When attacked, both are discarded; an Engineer instead clears this and survives.

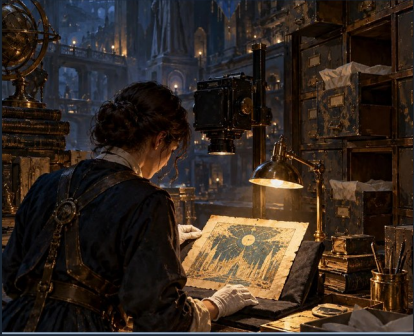
A2-006 / CHAPTER 03

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

TACTIC



Schedule Nine

FILE GRAIN / LAW

Privately inspect the opposing Grain Vault.

A2-007 / CHAPTER 04

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

TACTIC



Indispensable to Public Provision

FILE GRAIN / LAW

Deploy an Operative from hand into your empty Grain Guard; then draw 1.

A2-008 / CHAPTER 04

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

HEAD

LEADER

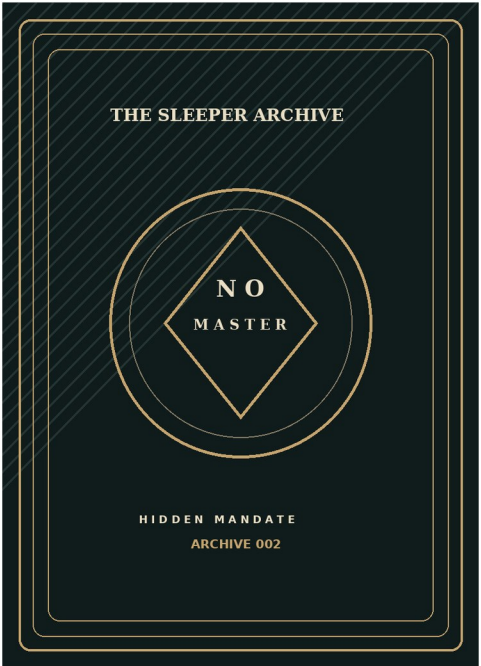
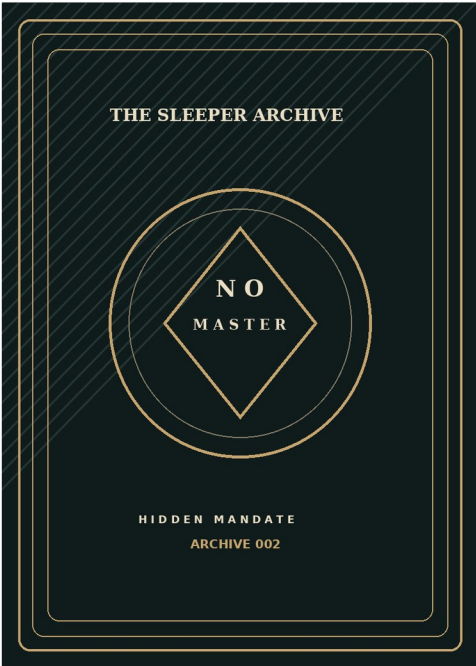
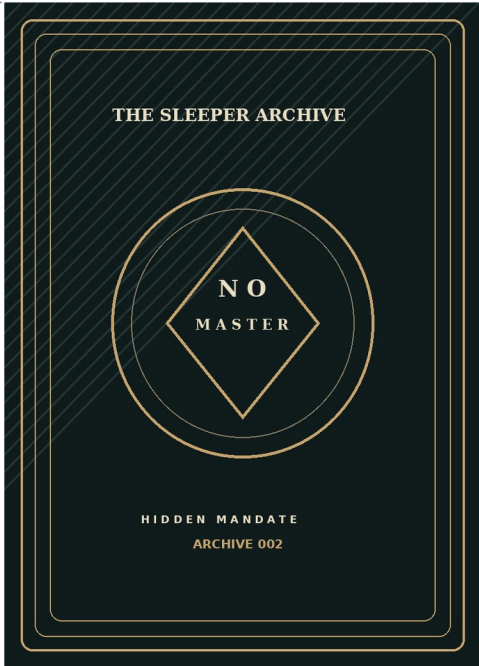
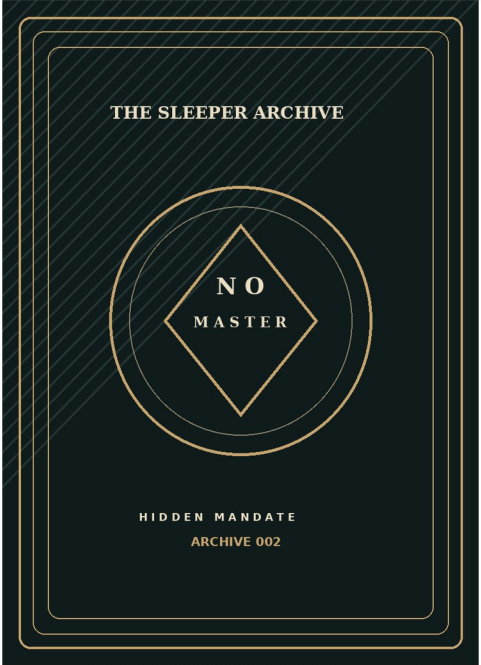
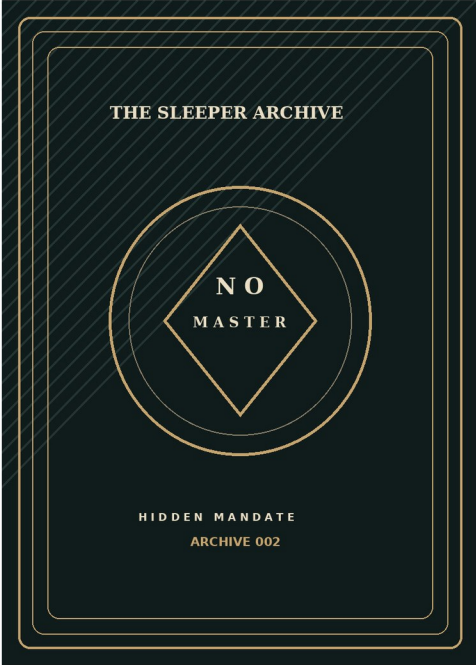
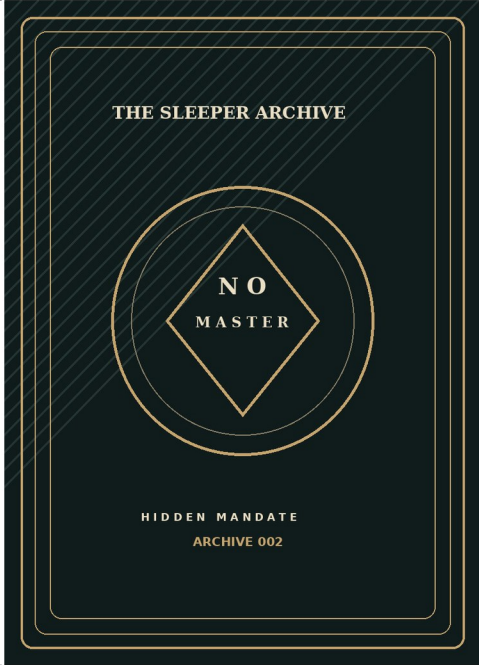
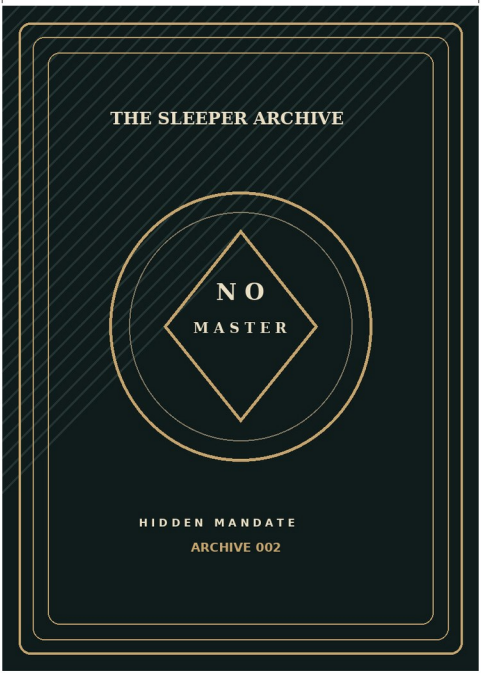
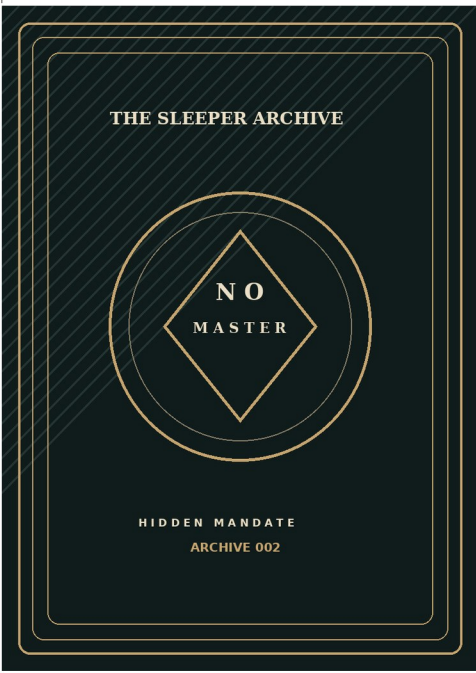
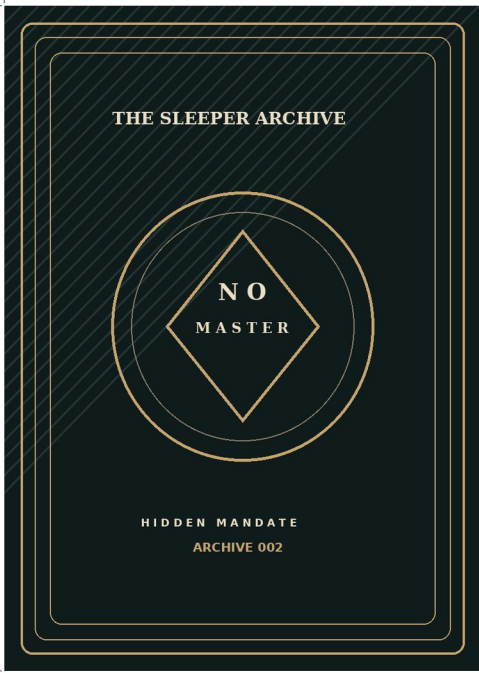


Marian Vale

Once each round after you File, inspect the opposing Guard in that sector.

A2-009 / CHAPTER 05

PLAYTEST 2.1



THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

OPERATIVE

4



The Crown of Contracts

FILE POWER / LAW

Higher Access defeats lower Access in a Clash.

A2-010 / CHAPTER 05

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

OPERATIVE

2



Central Authority Not Available

FILE WAYS / SYSTEM

Higher Access defeats lower Access in a Clash.

A2-011 / CHAPTER 06

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

OPERATIVE

3



Manual Control

FILE WAYS / SYSTEM

Higher Access defeats lower Access in a Clash.

A2-012 / CHAPTER 06

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

OPERATIVE

3



The Compact

FILE WAYS / LAW

Higher Access defeats lower Access in a Clash.

A2-013 / CHAPTER 07

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

OPERATIVE

2



The City Already Less Owned

FILE GRAIN / WITNESS

Higher Access defeats lower Access in a Clash.

A2-014 / CHAPTER 07

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

OPERATIVE

1



The Wrong Question

NARA

FILE WAYS / WITNESS

Scout: may reveal on Deploy to inspect the opposing Guard; may Move between any two friendly Guard slots.

A2-015 / CHAPTER 08

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

TACTIC



The Dead Speak Conveniently

FILE WAYS / WITNESS

Reveal the opposing Guard in Ways; if it is a Scout, return it to its owner's hand.

A2-016 / CHAPTER 08

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

BOMB



Forty-Three Seconds

FILE POWER / WITNESS

When attacked, discard this and the attacker, including an Engineer.

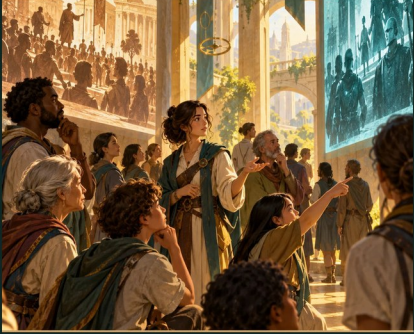
A2-017 / CHAPTER 09

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

TACTIC



The Archive Must Teach Doubt

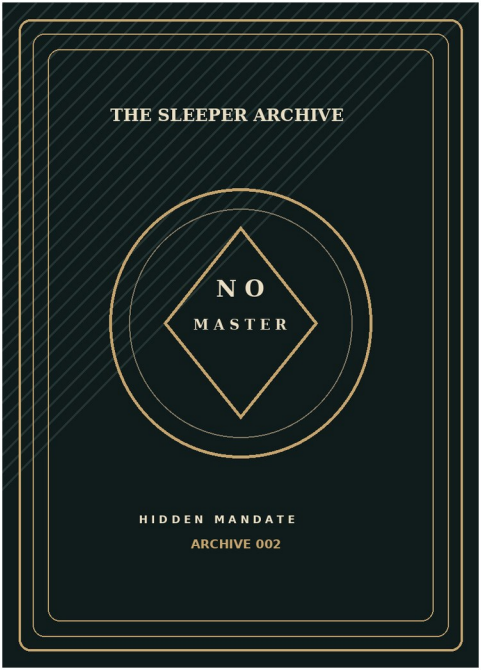
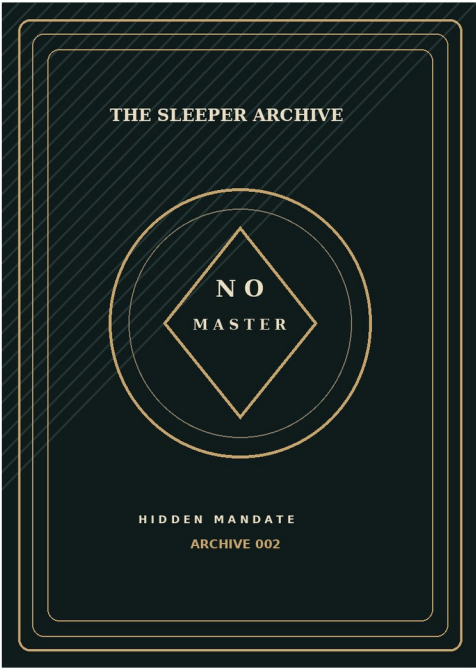
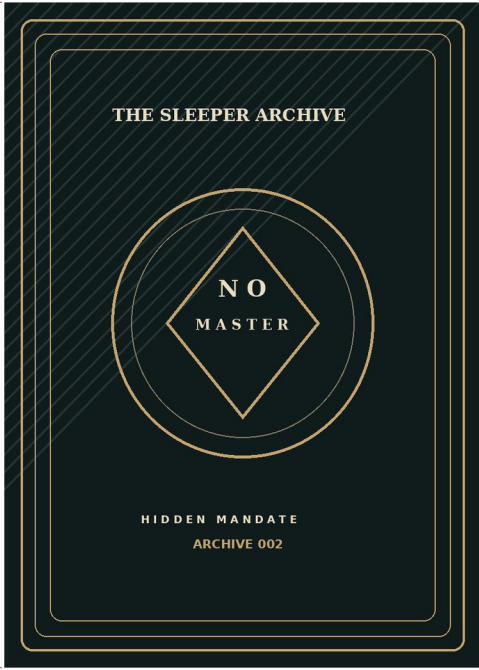
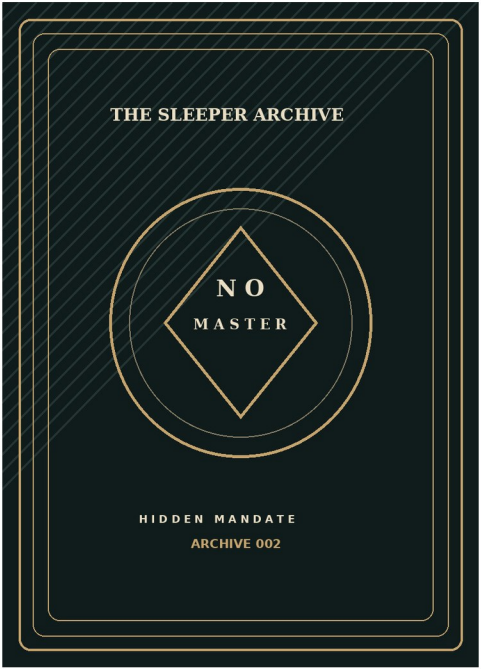
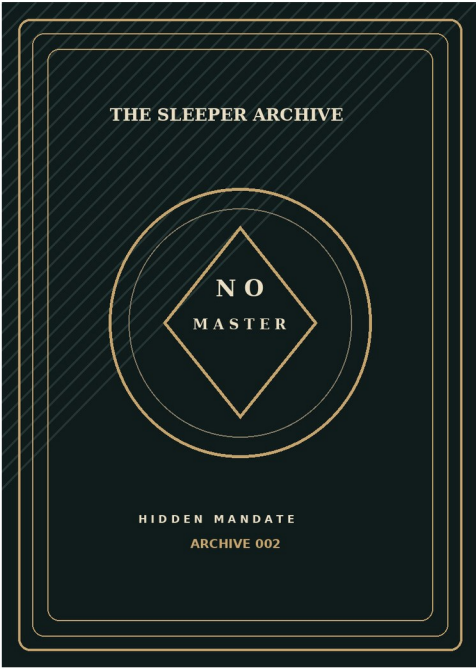
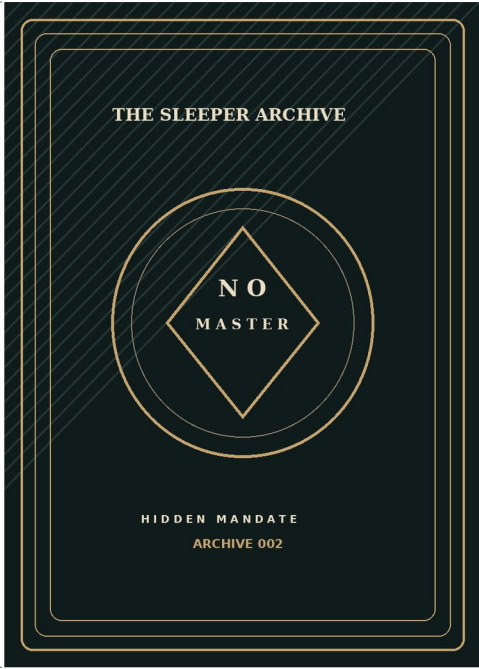
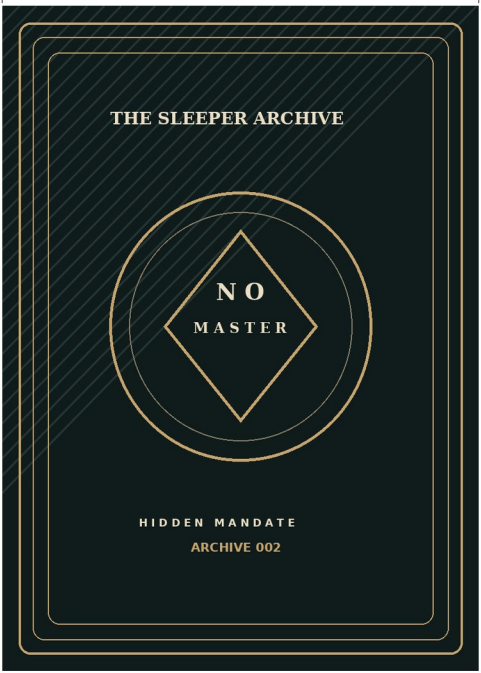
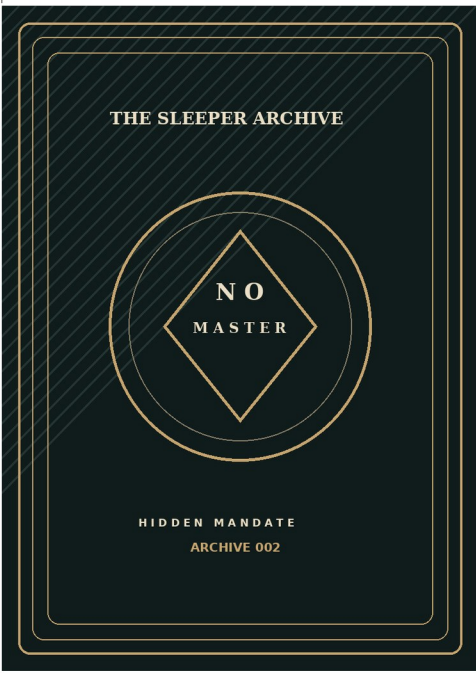
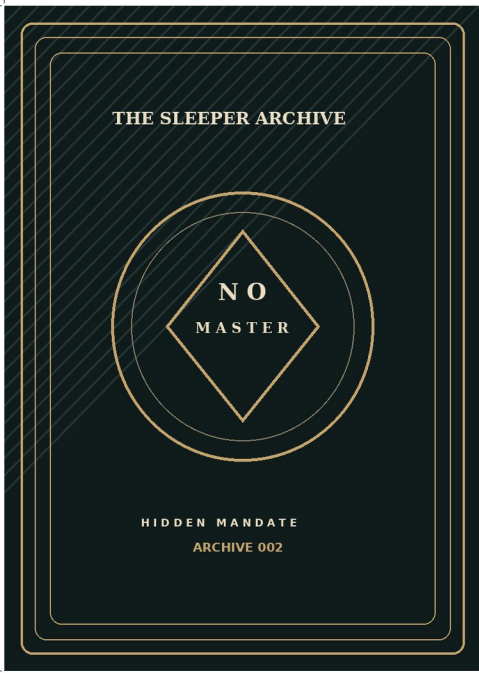
ELIZA MARR

FILE POWER / LAW

Privately inspect the opposing Power Vault.

A2-018 / CHAPTER 09

PLAYTEST 2.1



THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

TRAP



The Extinct Office

FILE GRAIN / LAW

When attacked, both are discarded; an Engineer instead clears this and survives.

A2-019 / CHAPTER 10

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

OPERATIVE

0



Who Holds the Keys

FILE POWER / SYSTEM

Engineer: clears a Trap and may Move between any two friendly Guard slots.

A2-020 / CHAPTER 10

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

OPERATIVE

2



Pending Final Settlement

FILE WAYS / LAW

Higher Access defeats lower Access in a Clash.

A2-021 / CHAPTER 11

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

TACTIC



Strike Out OWNER

FILE GRAIN / LAW

Remove an enemy Grain Breach; ready the proof you cited for this Tactic.

A2-022 / CHAPTER 11

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

TACTIC



Proof, Not Revelation

FILE POWER / WITNESS

Choose a sector. Privately inspect its opposing Guard, if any, and its opposing Vault.

A2-023 / CHAPTER 12

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

TACTIC



Continuity Was Policy

FILE WAYS / LAW

Ready one proof you filed in Ways; then draw 1.

A2-024 / CHAPTER 12

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

OPERATIVE

2



No Official Name

FILE WAYS / WITNESS

Higher Access defeats lower Access in a Clash.

A2-025 / CHAPTER 13

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

OPERATIVE

1



Participation Is Slow

FILE WAYS / WITNESS

Scout: may reveal on Deploy to inspect the opposing Guard; may Move between any two friendly Guard slots.

A2-026 / CHAPTER 13

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

HEAD

LEADER



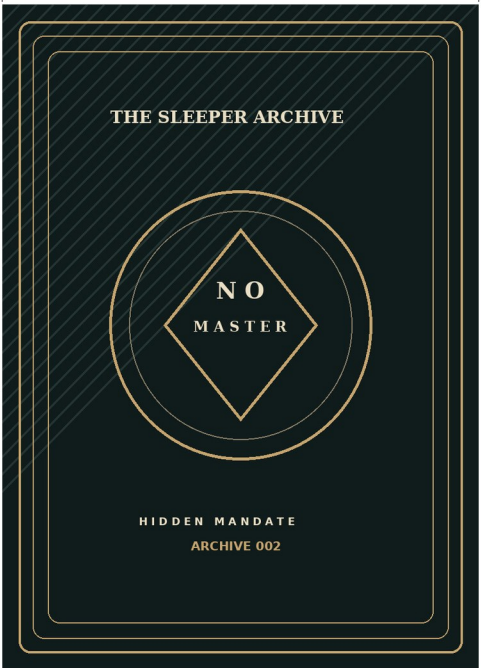
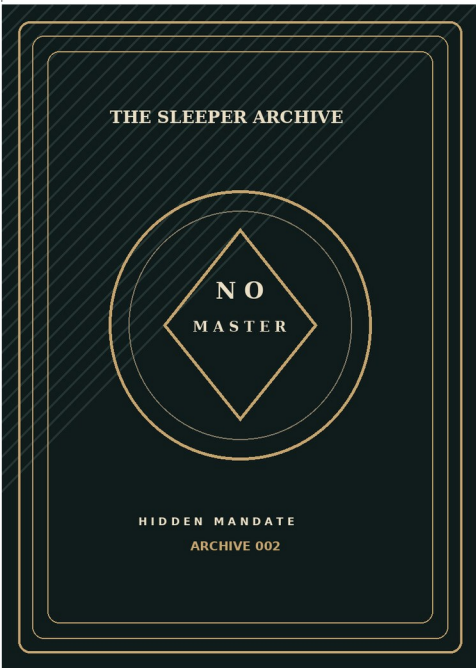
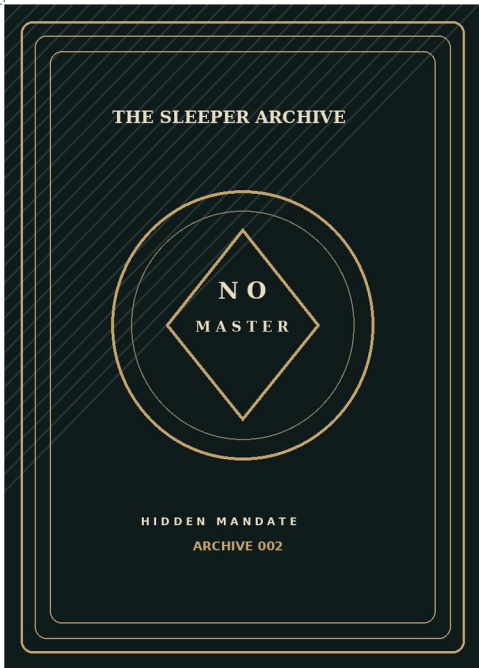
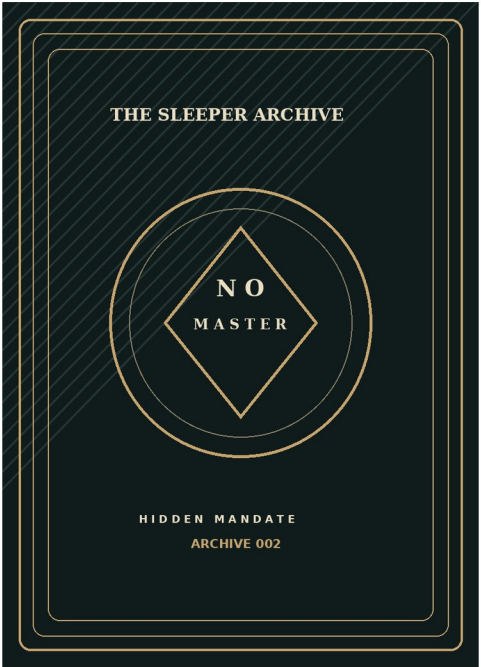
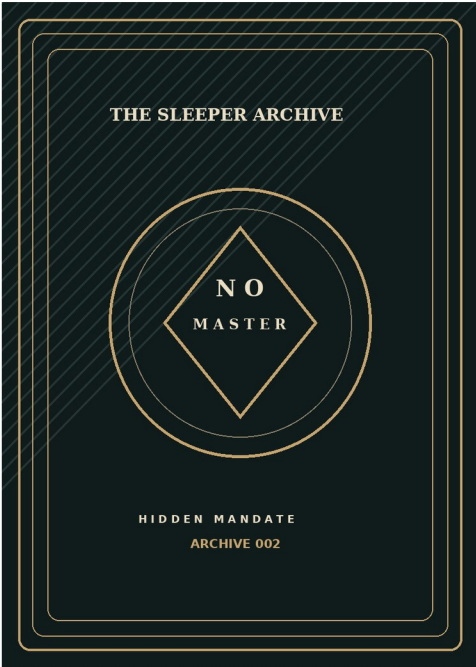
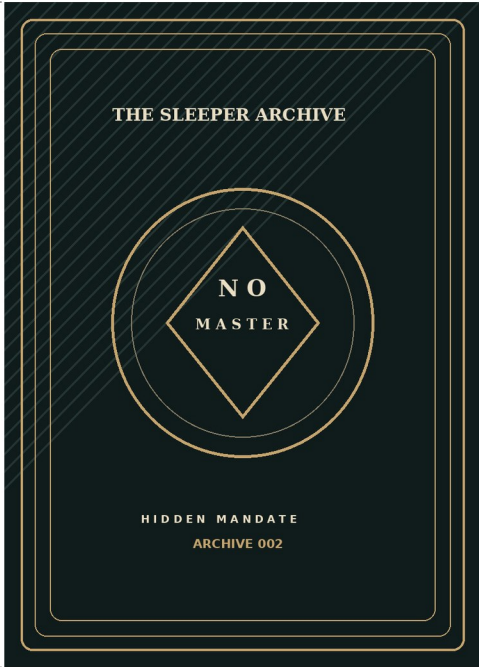
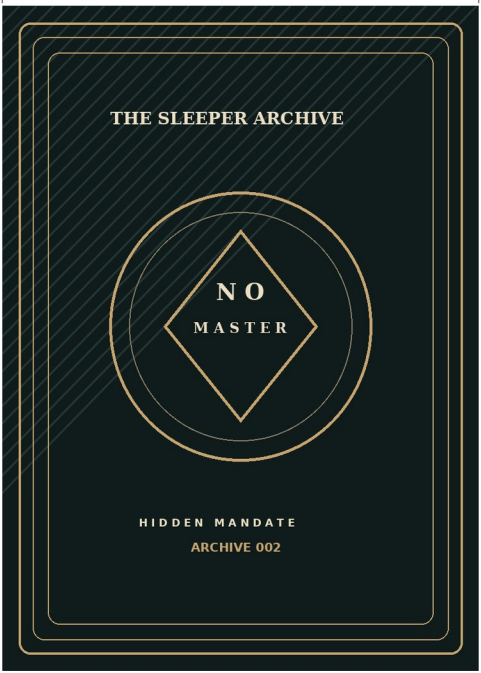
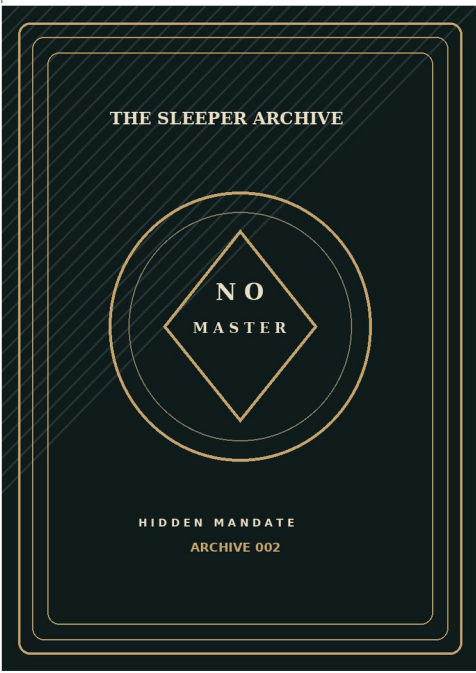
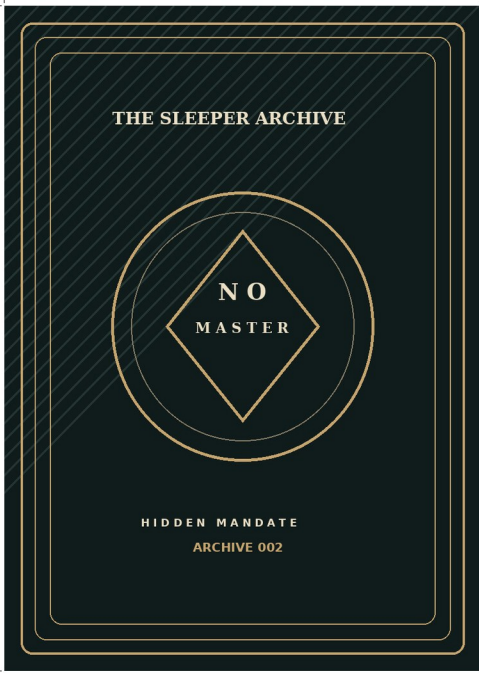
Thirty-Seven Aircraft

COMMANDER ROOK

Once each round before your Clash, cite your proof in that sector: attacker +1 Access.

A2-027 / CHAPTER 14

PLAYTEST 2.1



OPERATIVE

3



An Army With a Supply Chain

FILE GRAIN / SYSTEM

Higher Access defeats lower Access in a Clash.

A2-028 / CHAPTER 14

PLAYTEST 2.1

OPERATIVE

0



Four Maps of London

FILE WAYS / SYSTEM

Engineer: clears a Trap and may Move between any two friendly Guard slots.

A2-029 / CHAPTER 15

PLAYTEST 2.1

OPERATIVE

1



The Sleeping Eye

FILE POWER / WITNESS

Scout: may reveal on Deploy to inspect the opposing Guard; may Move between any two friendly Guard slots.

A2-030 / CHAPTER 15

PLAYTEST 2.1

OPERATIVE

3



The Second Graham

FILE POWER / WITNESS

Higher Access defeats lower Access in a Clash.

A2-031 / CHAPTER 16

PLAYTEST 2.1

TACTIC



Too Perfect a Memory

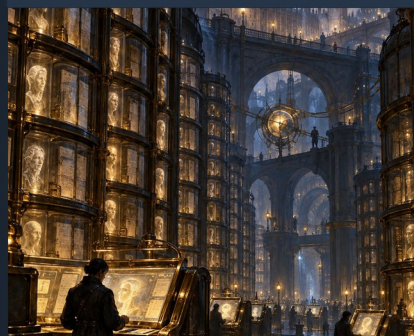
FILE POWER / WITNESS

Return one revealed enemy Operative in Power to its owner's hand; remove its Breach.

A2-032 / CHAPTER 16

PLAYTEST 2.1

TACTIC



A Government of Ghosts

FILE WAYS / LAW

Return one Operative from your discard pile to your hand.

A2-033 / CHAPTER 17

PLAYTEST 2.1

DECOY

VAULT



UNKNOWN

Discard face up if legally Probed; play continues.

A2-034 / CHAPTER 17

PLAYTEST 2.1

TACTIC



Three Incompatible Commands

FILE GRAIN / LAW

Reveal one opposing Guard in Grain. If it is an Operative, move it to an adjacent empty enemy Guard slot.

A2-035 / CHAPTER 18

PLAYTEST 2.1

OPERATIVE

4



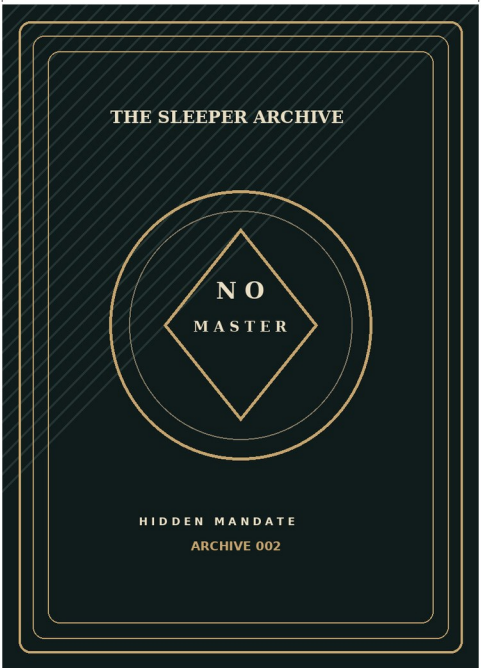
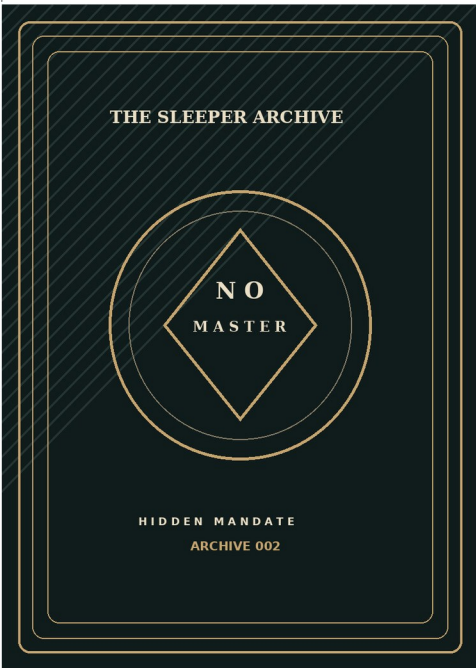
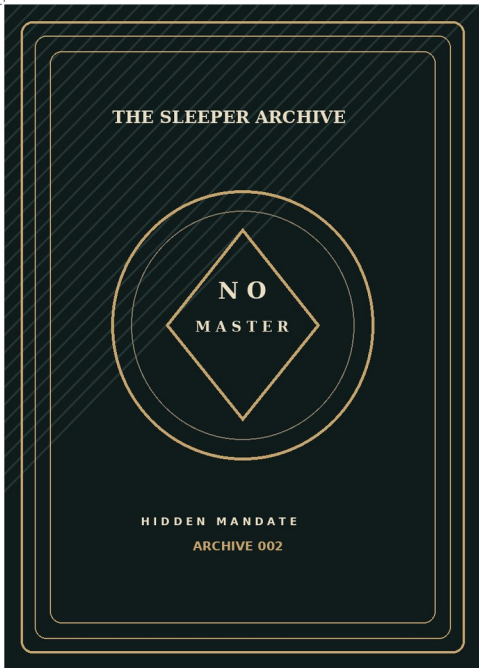
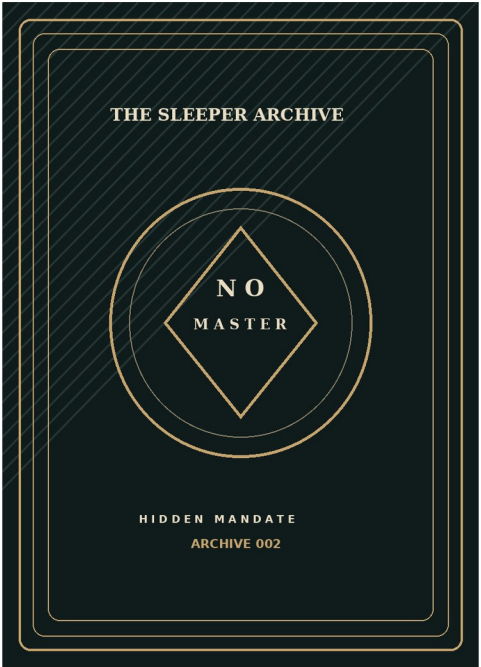
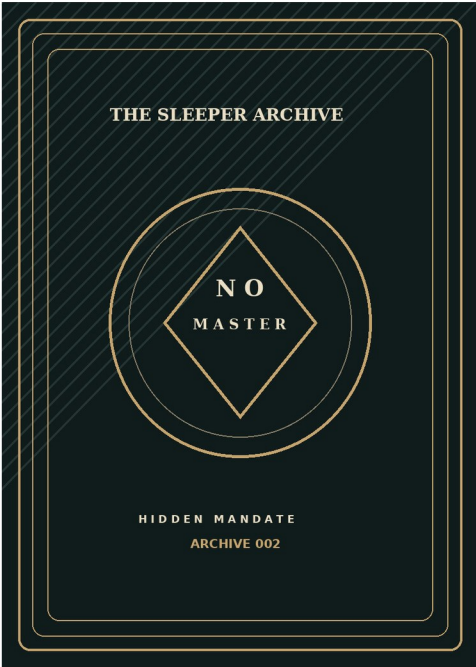
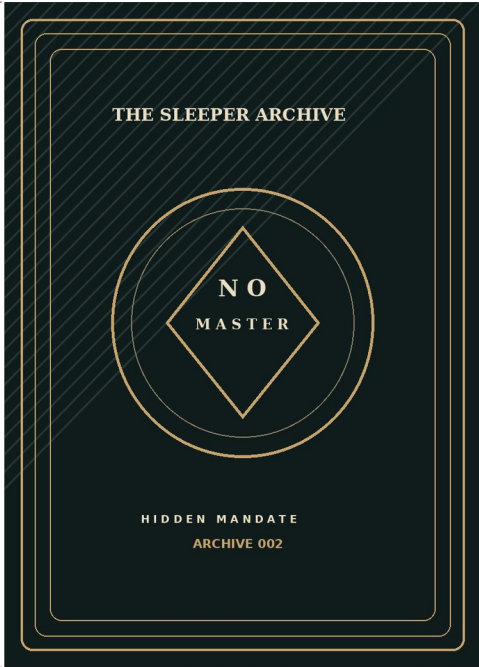
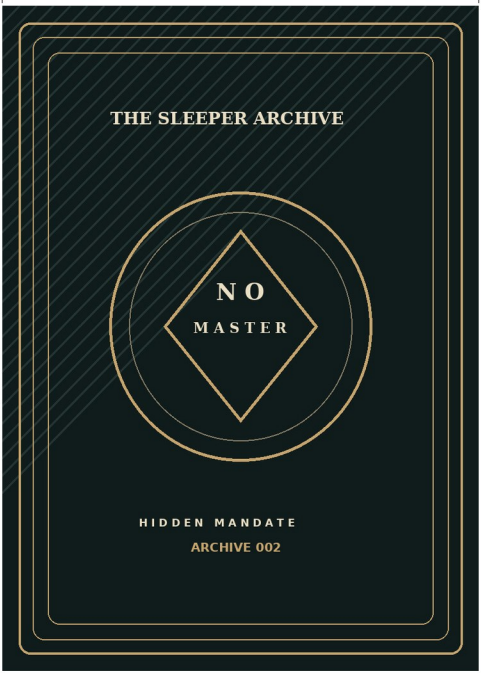
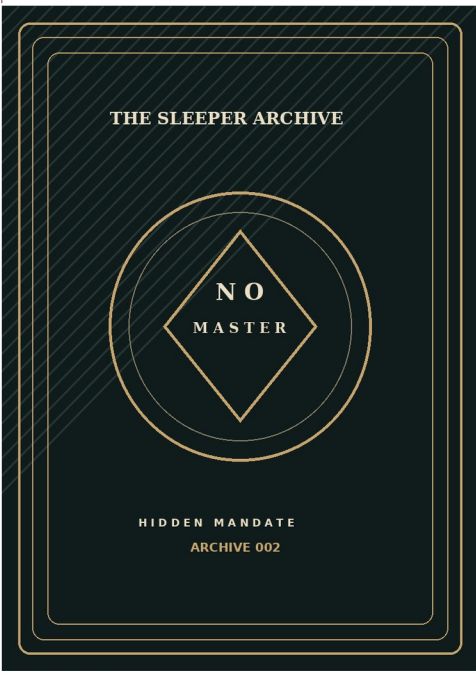
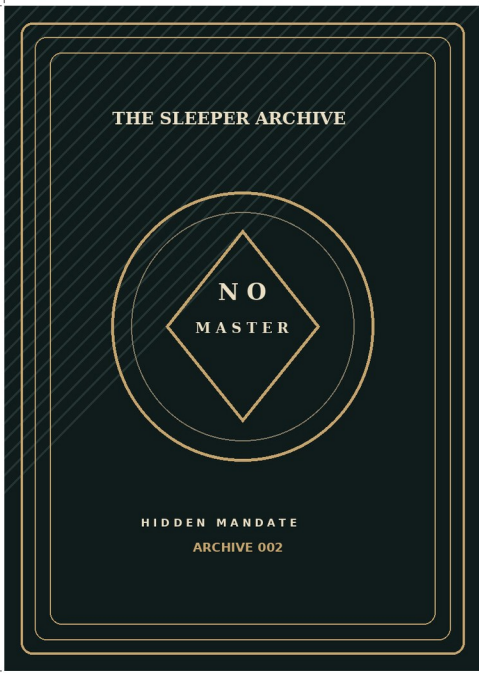
Coordination Without Command

FILE GRAIN / SYSTEM

Higher Access defeats lower Access in a Clash.

A2-036 / CHAPTER 18

PLAYTEST 2.1



THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

OPERATIVE

2



Director of Essential Systems

ARUN

FILE POWER / SYSTEM

Higher Access defeats lower Access in a Clash.

A2-037 / CHAPTER 19

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

OPERATIVE

3



Less Powerful by Design

FILE POWER / LAW

Higher Access defeats lower Access in a Clash.

A2-038 / CHAPTER 19

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

BOMB



Level Seven

FILE GRAIN / SYSTEM

When attacked, discard this and the attacker, including an Engineer.

A2-039 / CHAPTER 20

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

TACTIC



Enough People Possess It

FILE POWER / WITNESS

File one eligible card from your discard pile; its proof enters the Archive ready.

A2-040 / CHAPTER 20

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

CORE

VAULT



For When There Is No Master

The player who legally Probes this Vault wins immediately.

A2-041 / CHAPTER 21

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

TACTIC



The Brass Key

FILE WAYS / SYSTEM

Reveal one opposing Guard in Ways; discard it if it is a Trap or Bomb.

A2-042 / CHAPTER 21

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

DECOY

VAULT



Accepting the Inheritance

Discard face up if legally Probed; play continues.

A2-043 / CHAPTER 22

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

TACTIC



Putting Down the Crown

FILE POWER / LAW

Move one of your Operatives to any empty friendly Guard slot; ready the cited proof.

A2-044 / CHAPTER 22

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

TACTIC



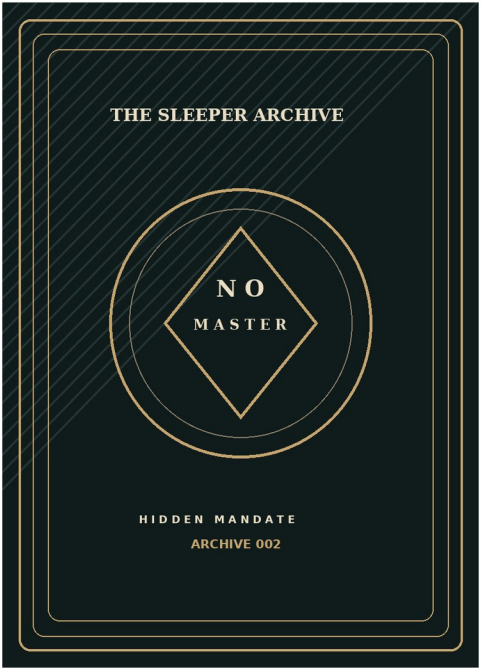
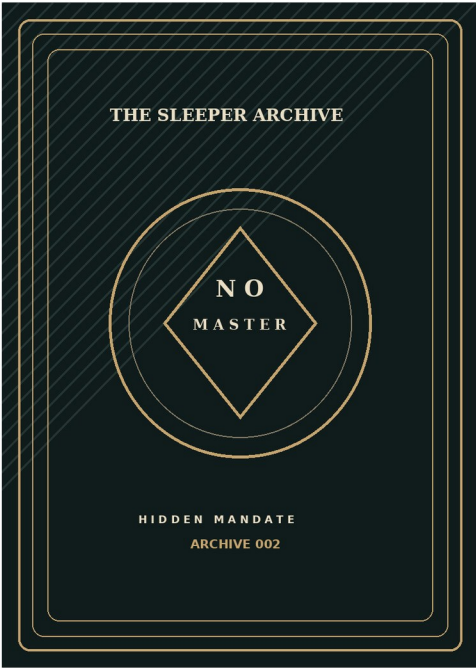
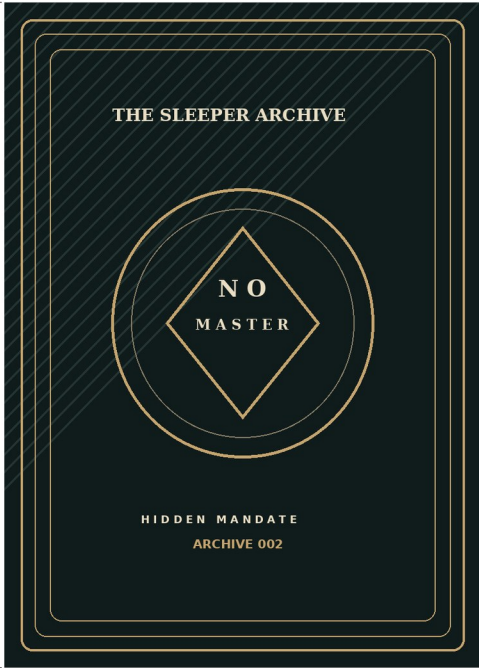
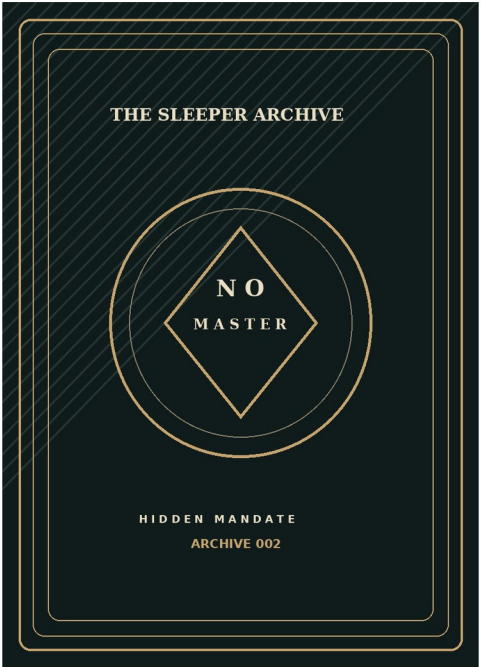
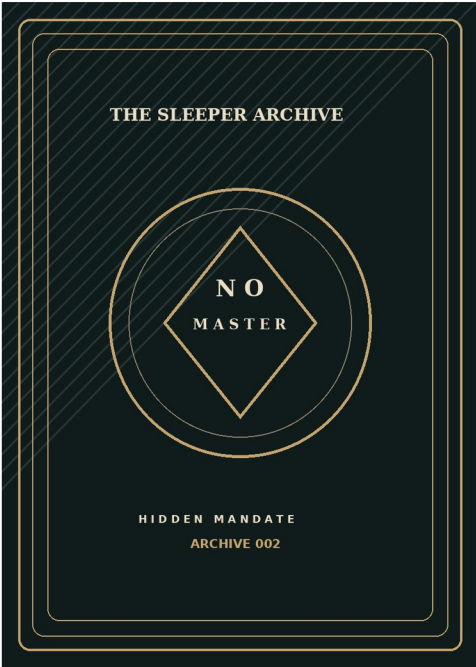
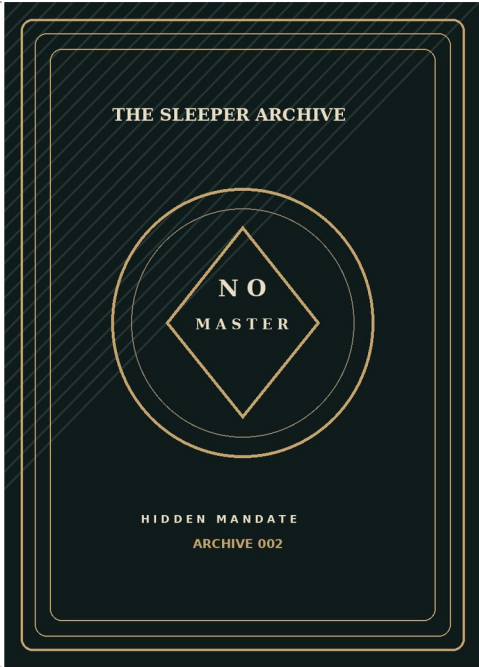
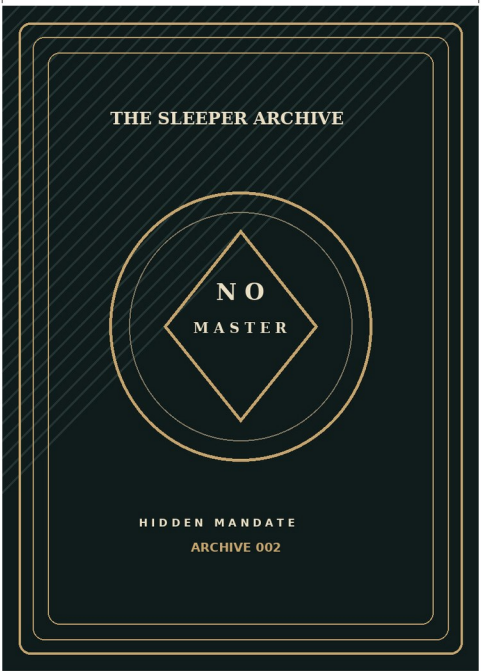
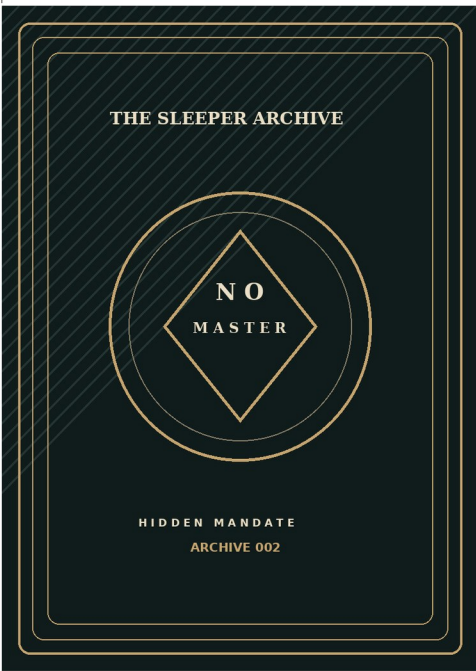
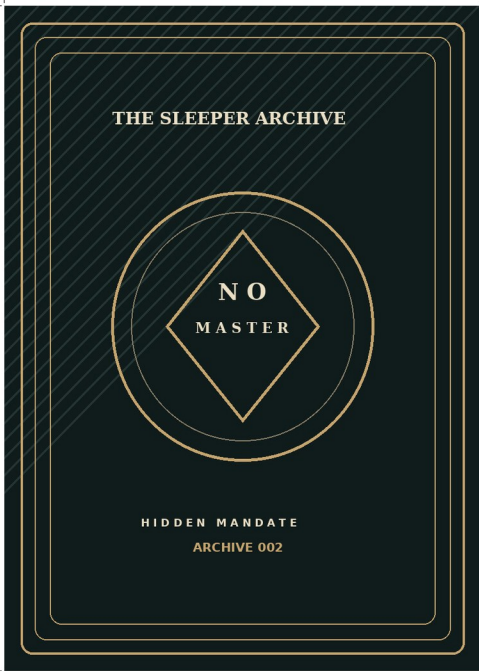
Nothing Collapsed at Midnight

FILE WAYS / SYSTEM

Remove an enemy Breach in any system; then draw 1.

A2-045 / CHAPTER 23

PLAYTEST 2.1

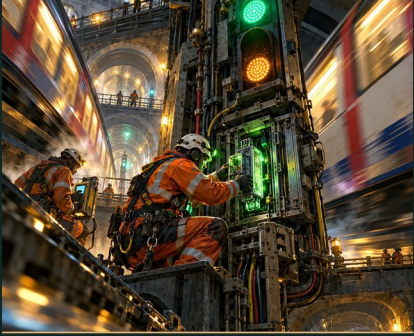


THE SLEEPER ARCHIVE / 002

F C / FREE CITY

OPERATIVE

2



Rewriting While Running

FILE POWER / SYSTEM

Higher Access defeats lower Access in a Clash.

A2-046 / CHAPTER 23

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

OPERATIVE

3



The Vote of the Ways

FILE WAYS / WITNESS

Higher Access defeats lower Access in a Clash.

A2-047 / CHAPTER 24

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

CORE

VAULT



The Charter

The player who legally Probes this Vault wins immediately.

A2-048 / CHAPTER 24

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

F C / FREE CITY

OPERATIVE

1



Was the Sleeper Bad?

FILE GRAIN / WITNESS

Scout: may reveal on Deploy to inspect the opposing Guard; may Move between any two friendly Guard slots.

A2-049 / CHAPTER 25

PLAYTEST 2.1

THE SLEEPER ARCHIVE / 002

C T / CONTINUITY

OPERATIVE

1



The Sleeper Was Never the Only One

FILE WAYS / SYSTEM

Scout: may reveal on Deploy to inspect the opposing Guard; may Move between any two friendly Guard slots.

A2-050 / CHAPTER 25

PLAYTEST 2.1

