SPRWL: FIXER QUICK START

Document version 0.1

This is an early draft of the quick start guide. Rules have still not been completely set and are still subject to change.

Please visit https://sprwl.cards for more information.

OVERVIEW

SPRWL: Fixer is an expandable card game in which each player takes on the role of a Fixer, one of many iconic occupations within the cyberpunk universe.

As a Fixer in SPRWL you manage your social network to make connections, hire operatives and complete contracts for different factions to increase your status.

The game is played over a series of turns and the first Fixer to earn 15 cool (⬢) wins.

You have access to your database, represented by a 45-card deck containing *Operative*, *Contract*, *Tech*, *Software* and *Action* files.

During your turn, you'll draw cards from the database and play them from your hand to further your goal of becoming the coolest fixer in the SPRWL.

To be able to recruit operatives you first need to find them and convince them to work for you, good help is hard to find. You do this by searching your database for old friends and colleagues, operatives you know that can put in a good word for you. Get your name out there by connecting with people and using them to increase your *influence* and gain *reputation*.

DECKBUILDING

Start playing with one of the 5 pre-constructed starter decks or get a couple of them and build your own creation.

- 45-cards in a deck + 3 starting contract cards.
- Max 3 of each card.
- Combine any districts.

CARD TYPES

- Operatives — The ones doing the dirty work.
- Contracts — Jobs to complete and bonuses to collect.
- Tech — Augmentations, devices and weapons.
- Software — Both defensive and offensive programs.
- Actions — Intervene instantly and surprise your opponent.

PLAYERS

The game is recommended to be played by 2 players but 3 and 4 players is also possible.

SETUP

Each player follow these steps to setup a game:

1. Put 3 contract cards into play from your database and place them in a row in between you and your opponent, face-down.
2. Randomly determine which player takes the first turn.
3. Shuffle your *database*. Draw 7 cards to form your *index*.
4. You may take a mulligan by shuffling your entire index into your database, then drawing 7 new cards to your index.
5. Flip the contracts face-up.

When all players are ready, the starting player takes their first turn by starting in the *run* phase, skipping the *boot* and *init* phases.
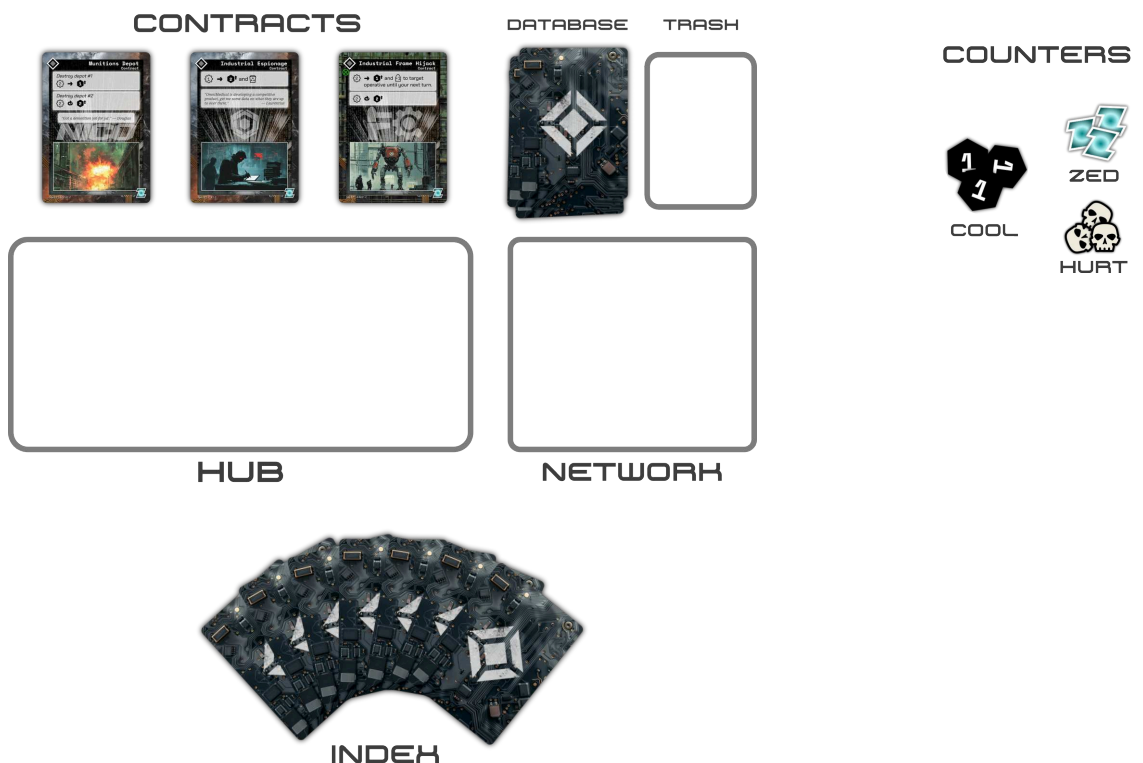
GAMEPLAY

Players takes turns, on each turn they go through 4 phases.

1. BOOT PHASE

In the boot phase a player checks to see if they have any running operatives and if they can successfully complete their contracts.

2. INIT PHASE

The *init phase* is where you undeploy all your cards and draw 1 card from your database.

3. RUN PHASE

Most of the gameplay happens during a players run phase. During this phase the player can play cards, run on contracts and attack opponent operatives.

You may do any of the following in any order and amount of times.

- Play a card
- Run on a contract
- Attack an opponent operative
- Execute an action
- Sell a card from your index
- Trash a played contract

You may also do the following but only once per turn.

- Play an operative to your network
- Play a contract

4. SHUTDOWN PHASE

Here a player discards down to 7 cards on their hand/index and the turn is handed over to the next player.

PLAYING CARDS

To be able to play a card you need influence, reputation (◇) and sometimes zed (⚡.) To gain influence and reputation you need to place an operative card from your hand, upside down on the table to indicate that it is connected to your social network.

Cards have a cost in the upper left corner. To play a card, the influence requirement needs to be met and the reputation and zed cost must be payed.

To meet the influence requirement you need to have at least amount of operatives with matching influence symbols connected to your network.

When the requirement has been met, reveal the card from your hand and pay its cost by deploying the same amount of operatives as the reputation cost. If the card also has a zed cost, remove that amount of zed counters from your account.

INFLUENCE

For each operative card in your network you gain influence in the district that they belong to. The symbol in the bottom right corner of an operative card shows in which district you get influence in.

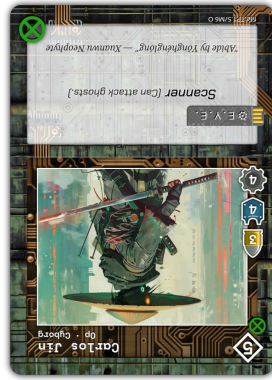The different districts are Seat (◆), Peak (◆), Rim (◎), Well (✳) and Ladder (⊗.)

REPUTATION

Symbol: ◇

Reputation cost is payed by deploying operatives that are connected to your network. Deploy one operative to pay for one reputation cost. The district type (color) of the operative doesn't matter.

CONNECTED   DEPLOYED

ZED

Symbol: ⟦Z⟧ or ⟦Z⟧

Zed is the main currency in SPRWL and is used to pay mainly for software, tech and actions but some operators require it too.

You can earn zed through card effects or by discarding sellable cards. Sellable cards have a zed symbol (⟦Z⟧) in their bottom right corner. Contracts, tech and software are typically sellable.

SELLABLE

CARD TYPES

SPRWL has 5 different card types: *Operatives*, *Contracts*, *Tech*, *Software* and *Actions*.

OPERATIVE

Together with contracts, operatives are the most important cards of the game and is mostly how you achieve victory.

Labels: REPUTATION COST, ZED COST, NAME, INFLUENCE REQUIREMENT, CARD TYPE, FIREPOWER, BULK, COMPETANCE, CARD TEXT, DISTRICT OF INFLUENCE

@gridgirl
Op · Gridrunner

⚙ OC-111
Ghost (Can only be attacked by scanners.)

To show that a card has been used this turn you *deploy* it by turning it on its side. The deploy symbol (⇗) indicates that you have to *deploy* the card.

UNDEPLOYED   DEPLOYED

An operative can't deploy on the same turn as it is played, this is called *en route*.

DAMAGE

There are two types of damage: *kinetic* (✧) and *nerve* (◌).

When damage is dealt to an operative it can either be *prevented* or *hit*. If damage hits an operative the operative receives that many *hurt* (☠-counters.)

If an operative has more or equal hurt on it as its *bulk* (🛡) it is moved to its owners trash.

ATTACK WITH AN OPERATIVE

Attacking opponent operatives is the primary way of stopping your opponent from completing contracts.

An operative must be *undeployed* to be able to attack another operative and you can only attack operatives that are *deployed*. Only one operative attacks at a time. To

attack, follow these steps in order.

1. Deploy the attacker and choose a target opponent operative that is deployed.
2. Both operatives deal kinetic damage (✡) to each other simultaneously, equal to their firepower (⌂). If either operative has hurt (☺) on it greater than or equal to its bulk (♖), it is immediately defeated and moved to its owners trash.
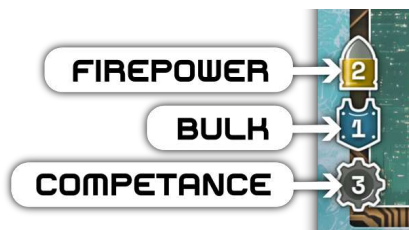
OPERATIVE ACTIONS

Operatives can execute actions. If there is text on an operative with brackets in it ([ ]). You can pay the cost inside the brackets and then resolve the text on the right of the brackets just like playing an action card. If the brackets have a ⚡-symbol on the left side you may use the action on an opponents turn (see *action* card type.)

To pay the action cost see the following examples.

The following action costs 1 zed (🔢↓) and deploying the card that it is declared on to draw one card from your database.


The action cost here is to deploy the card that it is declared on to gain 1 zed (🔢↑.)

CONTRACT

Contract cards are the agreements that you sign with different factions and corporations. You may not have more than 3 contract cards in play at any time, you can however remove contracts and play one new contract once per turn.

The influence requirement for a contract needs to be met to be able to run it or benefit from its other effects.
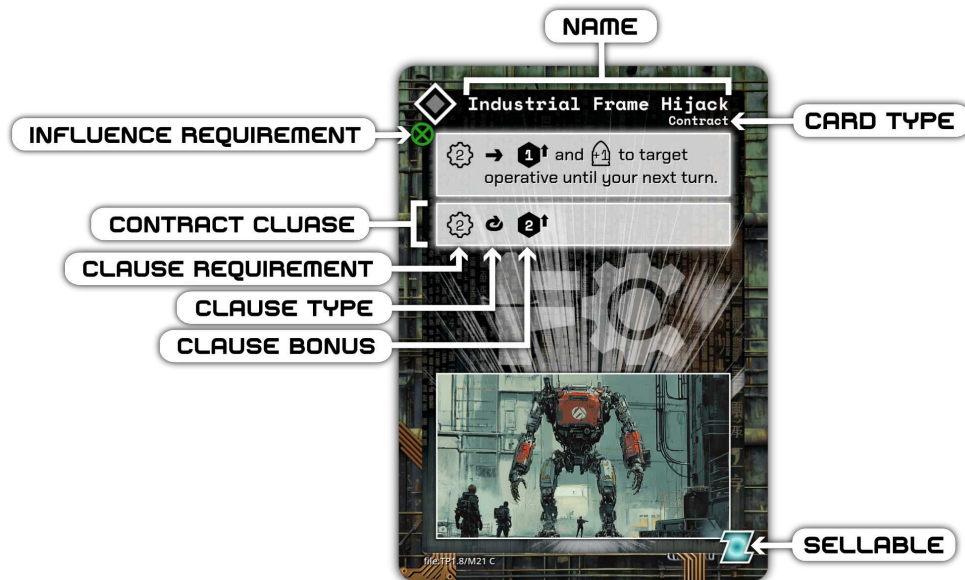
MAKE A RUN

Running on contracts is the main way to earn your cool [⬢.]

An operative must be undeployed to be able to run on a contract and the contracts influence requirement must be met. You can select multiple operatives to run on a contract but you may only run once per turn on the same contract.

Resolve a Contract Clause

To resolve a *contract clause* and claim the *clause bonus* (right side of the ➡ or ↻-symbol) you need to meet the *clause requirements* (left side). To calculate if you clear a requirement you sum all the numbers per symbol (e.g. ⚙) of all the operators running on the contract, if the sum is equal or greater you get the bonus.

Other clause requirement symbols are ⬠ and ⬡.

In the following example your operative has 2 competance [⚙] so you will receive 1 zed [⧮1] for clearing the first clause that requires 1 competance [⚙]. You will also get 1 cool [⬢1] for also clearing the second clause that requires 2 competance [⚙].

Becuase the last cluase has a ↻-symbol you will have to wait until your next *boot phase* to receive 1 more cool if your operative is still running on the contract, i.e. it has

not been moved to another zone.

Here you will only clear the first clause as your operative only has 1 competance.

Steps

To make a run, follow these steps in order.

1. Deploy all operatives that you want to run with and place them on the bottom of one of your contract cards.
2. Resolve each contract clause with a ➡-symbol on it.
3. In your next *boot phase*, resolve each clause with a ↻-symbol on it.

TECH

Tech cards are cards that enhance operatives. They can only be played on an operative that is undeployed. If an operative with tech cards on it is moved out of the *hub* zone, pick up any tech cards that have been played on that operative to your index.

REPUTATION COST — ZED COST — NAME — GH-P01 — Tech · Wetware — CARD TYPE

INFLUENCE REQUIREMENT

CARD TEXT

Itsumura Growth Hormone Pump

file:TPL5/M12 H

SELLABLE

SOFTWARE

Software cards act almost like operatives but do not have the ability to attack or make runs. Another difference is that they can be deployed on the same turn as they are played.


REPUTATION COST — ZED COST — NAME — Yo-yo 1.3.1 — Software · DoS — CARD TYPE

INFLUENCE REQUIREMENT

CARD TEXT

layer_7_attack()

[⚡↓ and ⇨] Target operative gets -1 until your next turn.

file:TPL9/D20S

SELLABLE

ACTION

Action cards are one time effects. When you play an action card, resolve its text and then put it into your trash.

If the actions speed is instant, indicated by the ⚡-symbol in the type field of the card, you may play it at any time even on an opponents turn.

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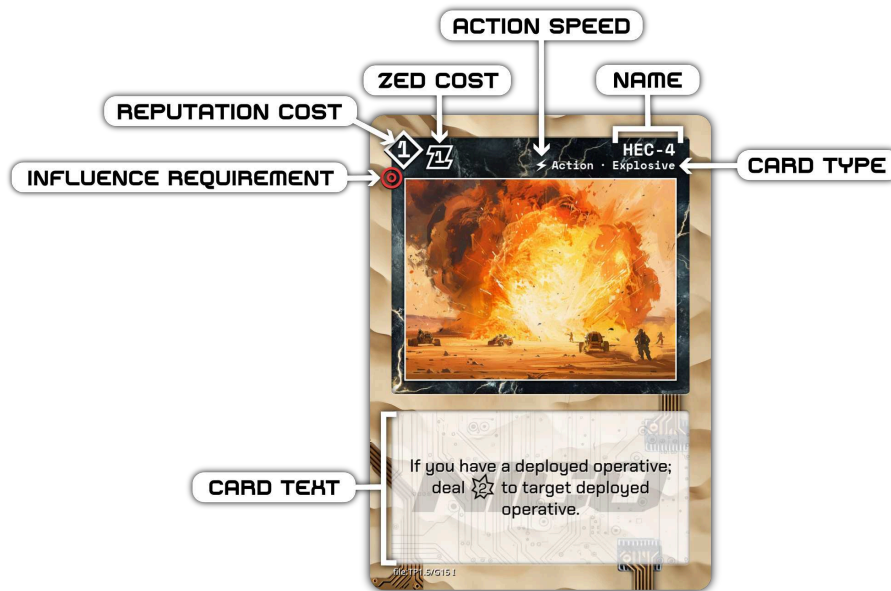
SYMBOL REFERENCE

COUNTERS

Counters are symbols that can be combined with up/down arrows (⬆/⬇) to indicate to add or remove counters to a card or fixer.

- ⬡ Cool, the games victory points, first player to reach 15 cool wins.
- ⚡ Zed or zeta-credits.
- ☠ Hurt, placed on operatives and removes the operative from the hub when more or equal to the ops bulk (☐.)

AMOUNT

Sybmols that can have a number associated.

- ✡ Kinetic damage, the type of damage dealt in combat.
- ◌ Nerve damage, a damage type associated with hacking.
- ◇ Reputation also called rep, used to pay for card cost.
- ▢ Drop, discard one or more cards from your index.
- ▢ Query, draw one or more cards from your database.
- ↻ Cycle, draw one or more cards from your database then discard the same amount.

OPERATIVE STATS

Symbols that can have a number with an optional plus or minus sign (+/-) to indicate augmenting that operatives base stats.

- ⬤ Firepower.
- ⬤ Bulk.
- ⬤ Competence.

OTHER

- ⬦ Deploy operative or software.
- ▣ Trash, move card to trash pile.
- ⚡ Instant action speed, action can be executed any time.

ZONES

- **Database** Your deck
- **Index** Your hand
- **Hub** Main play area
- **Trash** Face up discard pile (unordered, not secret)

OPERATOR TRAITS

- **Sharpshooter** Doesn't take any damage when attacking an operative, but does take damage as usual when being engaged by another operative.
- **Ghost** Can only be engaged by operatives with **Scan**.
- **Scanner** Operative can engage operatives with **Stealth**.
- **Ricochet** Kinetic damage that hits opponent op when attacking that isn't converted into hurt may be redirected to aother deployed operative hired by the same fixer as opponent op.
- **Synth** Can be employed beside other operators with the same name
- **Interceptor** If undeployed; you may have the operative replace a defending operative in combat once per turn.
- **Blitzer** Operative can deploy the same turn as it is played
- **Pierce** Kinetic damage dealt by operative can't be prevented and defending operatives cannot be replaced by **Interceptors**.
- **Loyal** Counts towards your influence when card is in play.