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Premiere Edition

Combat

AURA OF INVULNERABILITY

XF96-0001v1 -- Uncommon

Episode: Humbug

Combat -- Cost: 2 CP

Keywords: Combat, Occult

Activators: Combat

Game Text: Play on any OCCULT Adversary to reduce damage from all opponent LONG RANGE COMBAT or CLOSE RANGE COMBAT sources by 1 this round.

FIRST AID

XF96-0002v1 -- Common

Episode: The Jersey Devil

Combat -- Cost: 0 RP

Keywords: Combat, Healing

Activators: Combat

Game Text: Play on any Agent in the Field to immediately Heal one point of damage.

FACE-OFF

XF96-0003v1 -- Uncommon

Episode: Ice

Combat -- Cost: 2 *P

Keywords: Combat

Activators: Combat

Game Text: Play this card during a LONG RANGE COMBAT round on a combatant you control with an LRC skill. That combatant and one other combatant of the owning player's choice will deal no damage in this LRC round.

RENDING CLAWS

XF96-0004v1 -- Uncommon

Episode: Shapes

Combat -- Cost: 0 CP

Keywords: Combat, Primordial, Occult

Activators: Combat

Game Text: Play on any PRIMORDIAL or OCCULT Adversary to add 1 to their CLOSE RANGE COMBAT skill.

FAST STRIKE

XF96-0005v1 -- Rare

Episode: End Game

Combat -- Cost: 4 *P

Keywords: Combat

Activators: Combat

Game Text: Play this card on any combatant with a CLOSE RANGE COMBAT skill of three or more to allow that combatant to attack twice in a CRC round.

SNEAK ATTACK

XF96-0006v1 -- Rare

Episode: Tooms

Combat -- Cost: 3 CP

Keywords: Combat, Evolutionary

Activators: Combat

Game Text: Play on any EVOLUTIONARY Adversary to allow it to deal all of its damage in the round before its opponents. Any opponents sent to the Hospital as a result of this damage do not cause damage this round.

AMBUSH

XF96-0007v1 -- Common

Episode: Anasazi

Combat -- Cost: 2 *P

Keywords: Combat, Subterfuge

Activators: Combat

Game Text: Play this card on any combatant with a SUBTERFUGE skill of 1+ or that is capable of using SUBTERFUGE cards. The opposing side's LONG RANGE COMBAT attack is negated this round.

KICK

XF96-0008v1 -- Common

Episode: Red Museum

Combat -- Cost: 1 *P

Keywords: Combat, Martial Arts

Activators: Combat

Game Text: Play on any Combatant that can use MARTIAL ARTS or any combatant opposing a stunned opponent. Add 2 to the combatant's CLOSE RANGE COMBAT damage result this round.

GUN JAMMED

XF96-0009v1 -- Common

Episode: Little Green Men

Combat -- Cost: 1 *P

Keywords: Combat

Activators: Combat

Game Text: Negates the effects of any one Equipment card that adds to LONG RANGE COMBAT Skill for the duration of this combat.

HIDE

XF96-0010v1 -- Common

Episode: The Jersey Devil

Combat -- Cost: 1 *P

Keywords: Combat, Subterfuge

Activators: Combat

Game Text: Play this on one combatant with a SUBTERFUGE skill of 1+ or that is capable of using SUBTERFUGE cards. No damage may be dealt to that combatant in this round and the combatant deals no damage.

DODGE

XF96-0011v1 -- Uncommon

Episode: Young at Heart

Combat -- Cost: 3 *P

Keywords: Combat

Activators: Combat

Game Text: Play this card on any combatant in a LONG RANGE COMBAT round to reduce the damage from any one source by four points. The combatant using this card does not deal damage in this LRC round.

NERVE STRIKE

XF96-0012v1 -- Rare

Episode: The Erlenmeyer Flask

Combat -- Cost: 3 *P

Keywords: Combat, Martial Arts

Activators: Combat

Game Text: Play on any combatant that can use MARTIAL ARTS to add 2 to their CLOSE RANGE COMBAT skill in this round. In addition, the opponent is considered "stunned" for the next round of combat. The opponent will deal no damage in the next round of combat.

WEBBED

XF96-0013v1 -- Rare

Episode: Darkness Falls

Combat -- Cost: 3 CP

Keywords: Combat, Primordial

Activators: Combat

Game Text: Play on any PRIMORDIAL Adversary to add 1 to their CLOSE RANGE COMBAT skill and prevent all damage from one opponent this round.

VICIOUS FANGS

XF96-0014v1 -- Uncommon

Episode: Shapes

Combat -- Cost: 1 CP

Keywords: Combat, Primordial, Occult

Activators: Combat

Game Text: Play on any PRIMORDIAL or OCCULT Adversary to add 2 to their CLOSE RANGE COMBAT skill.

Spin Kick

XF96-0015v1 -- Rare

Episode: Genderbender

Combat -- Cost: 3 *P

Keywords: Combat, Martial Arts

Activators: Combat

Game Text: Combatants that can use MARTIAL ARTS may play this card to add 3 to their CLOSE RANGE COMBAT skill this round.

MIND CONTROL

XF96-0016v1 -- Rare

Episode: Die Hand Die Verletzt

Combat -- Cost: 4 CP

Keywords: Combat, Occult, Evolutionary

Activators: Combat

Game Text: Play on any OCCULT or EVOLUTIONARY Adversary to cause one Agent to allocate all damage to a target of the Adversary's choice this round (including other Agents).

ALIEN STEALTH TECHNOLOGY

XF96-0017v1 -- Uncommon

Episode: Fallen Angel

Combat -- Cost: 2 CP

Keywords: Combat, Alien

Activators: Combat

Game Text: Play on any ALIEN combatant to reduce damage from all opponent LONG RANGE COMBAT or CLOSE RANGE COMBAT sources by 1 this round.

BLOCK AND ATTACK

XF96-0018v1 -- Rare

Episode: Ice

Combat -- Cost: 3 *P

Keywords: Combat, Martial Arts

Activators: Combat

Game Text: Combatants that can use MARTIAL ARTS may use this card to negate two points of damage and still deal their normal damage in a CLOSE RANGE COMBAT round.

BLOCK

XF96-0019v1 -- Uncommon

Episode: Ice

Combat -- Cost: 3 *P

Keywords: Combat

Activators: Combat

Game Text: Play this card on any combatant in a CLOSE RANGE COMBAT round to reduce the damage from any one source by four points. The combatant using this card does not deal damage in this CRC round.

BODY ARMOR

XF96-0020v1 -- Uncommon

Episode: Little Green Men

Combat -- Cost: 2 CP

Keywords: Combat, Government

Activators: Combat

Game Text: Play on any GOVERNMENT Adversary to reduce damage from all opponent LONG RANGE COMBAT or CLOSE RANGE COMBAT sources by one this round.

DISARM

XF96-0021v1 -- Rare

Episode: Ice

Combat -- Cost: 2 CP

Keywords: Combat, Martial Arts

Activators: Combat

Game Text: Adversaries that can use MARTIAL ARTS may play this card in a CLOSE RANGE COMBAT round to cause one Equipment card from the opposing side to be discarded. If the Equipment normally adds to CRC skill check, then it is discarded before it may do so.

RUNNING GUN BATTLE

XF96-0022v1 -- Uncommon

Episode: One Breath

Combat -- Cost: 3 *P

Keywords: Combat

Activators: Combat

Game Text: Combatants with a LONG RANGE COMBAT skill of 3+ may use this card to fight one additional round of LRC immediately.

FASCINATION

XF96-0023v1 -- Uncommon

Episode: 3

Combat -- Cost: 2 CP

Keywords: Combat, Occult

Activators: Combat

Game Text: Play on any Adversary to add 1 to its CLOSE RANGE COMBAT skill check. In addition, if the Adversary is OCCULT, play on the chosen Agent in combat to negate his combat skills this round.

INTERNAL BLEEDING

XF96-0024v1 -- Uncommon

Episode: Duane Barry

Combat -- Cost: 3 CP

Keywords: Combat

Activators: Combat

Game Text: Play on any Agent that has taken two or more points of damage from a single damage source. That Agent must go to the Hospital immediately and may no longer participate in the combat. The Agent may not leave the Hospital until he is fully healed.

COVERING FIRE

XF96-0025v1 -- Uncommon

Episode: Little Green Men

Combat -- Cost: 1 CP

Keywords: Combat, Government

Activators: Combat

Game Text: Play on any GOVERNMENT Adversary to allow it to split the LONG RANGE COMBAT damage it causes amongst its opponents this round.

NO WAY OUT

XF96-0026v1 -- Uncommon

Episode: 3

Combat -- Cost: X *P

Keywords: Combat

Activators: Combat

Game Text: Play this card to negate the effects of any combat card that ends combat. The Cost of this card is equal to the Cost of the opponent's card that ended the combat or 2 *P, whichever is greater.

HARD PUNCH

XF96-0027v1 -- Common

Episode: Anasazi

Combat -- Cost: 1 *P

Keywords: Combat

Activators: Combat

Game Text: Play on any combatant in a CLOSE RANGE COMBAT round. Add one to the combatant's damage result.

CHOKER HOLD

XF96-0028v1 -- Rare

Episode: Anasazi

Combat -- Cost: 3 *P

Keywords: Combat, Martial Arts

Activators: Combat

Game Text: Play this card on any combatant that can use MARTIAL ARTS. The combatant applies a choke hold. If the combatant causes damage in CLOSE RANGE COMBAT then the damaged Adversary/Agent takes no further part in the combat.

FAST DRAW

XF96-0029v1 -- Rare

Episode: The Erlenmeyer Flask

Combat -- Cost: 2 *P

Keywords: Combat

Activators: Combat

Game Text: Play on any one combatant who would not normally be allowed to fight a round of LONG RANGE COMBAT. The combatant must still have LRC skill. The combatant may fight one round of LRC as normal.

WATCH OUT!

XF96-0030v1 -- Uncommon

Episode: Blood

Combat -- Cost: 2 CP

Keywords: Combat

Activators: Combat

Game Text: Play this card when your opponent is about to assign damage. You now choose which of the Agents or Adversaries under your control take the damage. The damage may not be split unless you play a card that allows you to do so.

HIT AND RUN

XF96-0031v1 -- Uncommon

Episode: Colony

Combat -- Cost: 3 RP

Keywords: Combat

Activators: Combat

Game Text: One Agent equipped with a "Government Car" may use this card to make one CLOSE RANGE COMBAT attack at CRC skill: 6. Any damage allocated to the Agent is taken by the car first. The car is destroyed after taking six hits. Hits in excess of those needed to destroy the car are applied to the Agent. Discard the "Government Car" card after this combat round is resolved.

HANDCUFF

XF96-0032v1 -- Rare

Episode: Squeeze

Combat -- Cost: 3 RP

Keywords: Combat

Activators: Combat

Game Text: Play this card in a CLOSE RANGE COMBAT round after damage has been dealt. If the Agents dealt two or more points more damage than their opponent, combat ends immediately. In addition, place the opposing Adversary in the Agents' Bureau section. The player may discard this card at any time to add two points of damage to any future combat involving an Adversary with the same Keywords.

ILLUSIONARY FOE

XF96-0033v1 -- Rare

Episode: Sleepless

Combat -- Cost: 4 CP

Keywords: Combat, Occult, Evolutionary

Activators: Combat

Game Text: Play on any OCCULT or EVOLUTIONARY Adversary to negate all damage allocated to that Adversary this round.

RUN FOR IT!

XF96-0034v1 -- Uncommon

Episode: The Erlenmeyer Flask

Combat -- Cost: 2 RP

Keywords: Combat

Activators: Combat

Game Text: Play this card on any Agent to immediately end combat for that Agent. Finish the combat without the Agent. The Agent takes no damage from the combat and may still contribute his skills to other skill checks.

TERMINAL DAMAGE

XF96-0035v1 -- Rare

Episode: Die Hand Die Verletzt

Combat -- Cost: 10 CP

Keywords: Combat, Killer

Activators: Combat

Game Text: Play on any Agent that has taken 5 or more damage from a single damage source. That Agent must go to the Hospital immediately and may no longer participate in the combat. The Agent cannot leave the Hospital until fully healed. Subtract 5 from the Agent's Cost. If the Cost is zero or less, the Agent is removed from the game. (Agents Lamana, Willis, Purdue and Weiss are immune to this effect.)

FLAMING WALL

XF96-0036v1 -- Uncommon

Episode: Fire

Combat -- Cost: 2 CP

Keywords: Combat, Evolutionary

Activators: Combat

Game Text: Play on any EVOLUTIONARY Adversary to cause one point of damage to each opponent in a LONG RANGE COMBAT round. This is in addition to any other damage caused by the Adversary in this round.

MASSIVE INTERNAL DAMAGE

XF96-0037v1 -- Uncommon

Episode: One Breath

Combat -- Cost: 8 CP

Keywords: Combat, Killer

Activators: Combat

Game Text: Play on any Agent that has taken four or more points of damage from a single damage source. That Agent must go to the Hospital immediately and may no longer participate in the combat. The Agent may not leave the Hospital until fully healed. Subtract 4 from the Agent's Cost. If the result is zero or less, the Agent is removed from the game. (Agents Lamana, Willis, Purdue, and Weiss are immune to this effect).

SEMI-JACKETED HOLLOW POINTS

XF96-0038v1 -- Uncommon

Episode: Anasazi

Combat -- Cost: 2 *P

Keywords: Combat

Activators: Combat

Game Text: Play this card on any combatant in a LONG RANGE COMBAT round to add 2 points to that combatant's LRC skill.

STUNNING BLOW

XF96-0039v1 -- Uncommon

Episode: The Erlenmeyer Flask

Combat -- Cost: 2 *P

Keywords: Combat

Activators: Combat

Game Text: Play this on any opponent who has just taken damage. The opponent is considered "stunned" for the next round of combat. This opponent will deal no damage in the next round of combat.

TAKE COVER!

XF96-0040v1 -- Uncommon

Episode: Blood

Combat -- Cost: 2 *P

Keywords: Combat

Activators: Combat

Game Text: Play this card on any combatant to decrease damage from one LONG RANGE COMBAT source by two points this round.

ENERGY STRIKE

XF96-0041v1 -- Rare

Episode: Fallen Angel

Combat -- Cost: 3 CP

Keywords: Combat, Alien, Evolutionary

Activators: Combat

Game Text: Play on any ALIEN or EVOLUTIONARY Adversary to add 3 to any LONG RANGE COMBAT skill check. If the Adversary does not have LRC skill, this card gives it a 3 for this round only.

Sites**GIBSONTON, FL**

XF96-0042v1 -- Common

Episode: Humbug

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Medical

Prerequisite: MEDICAL 4+

Question: You may ask one METHOD question.

EXCELSIUS DEI CONVALESCENT HOME, WORCESTER, MA

XF96-0043v1 -- Uncommon

Episode: Excelsius Dei

Site -- Cost: 1 RP

Keywords: Site, Multi, Motive, Method, Occult Investigation, Criminal Investigation

Prerequisite: OCCULT INVESTIGATION 5+ or CRIMINAL INVESTIGATION 5+

Question: You may ask one MOTIVE question or one METHOD question. If you ask if the MOTIVE is "Security", the skill check prerequisite if 4+.

BROAD STREET, PHILADELPHIA, PA

XF96-0044v1 -- Rare

Episode: Shadows

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Criminal Investigation

Prerequisite: CRIMINAL INVESTIGATION 4+

Question: You may ask one METHOD question.

ELLENS AIR BASE, ID

XF96-0045v1 -- Rare

Episode: Deep Throat

Site -- Cost: 2 RP

Keywords: Site, Mono, Affiliation, Bureaucracy

Prerequisite: BUREAUCRACY 4+

Question: You may ask one AFFILIATION question.

COASTAL NORTHWEST OREGON

XF96-0046v1 -- Common

Episode: Pilot

Site -- Cost: 2 RP

Keywords: Site, Mono, Affiliation, Alien Investigation

Prerequisite: ALIEN INVESTIGATION 4+

Question: You may ask one AFFILIATION question.

OLYMPIC NATIONAL FOREST, WA

XF96-0047v1 -- Common

Episode: Darkness Falls

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Evidence Collection

Prerequisite: EVIDENCE COLLECTION 4+

Question: You may ask one RESULT question.

ARLINGTON, VA

XF96-0048v1 -- Common

Episode: The Calusari

Site -- Cost: 2 RP

Keywords: Site, Mono, Affiliation, Occult Investigation

Prerequisite: OCCULT INVESTIGATION 4+

Question: You may ask one AFFILIATION question.

LAKE OKOBOGEE, CAMPSITE #53, SIOUX CITY, IA

XF96-0049v1 -- Common

Episode: Conduit

Site -- Cost: 2 RP

Keywords: Site, Mono, Motive, Alien Investigation

Prerequisite: ALIEN INVESTIGATION 4+

Question: You may ask one MOTIVE question.

NEWARK, NJ

XF96-0050v1 -- Common

Episode: The Host

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Evidence Collection

Prerequisite: EVIDENCE COLLECTION 4+

Question: You may ask one METHOD question.

CENTRAL PRISON, RALEIGH, NC

XF96-0051v1 -- Uncommon

Episode: Beyond the Sea

Site -- Cost: 1 RP

Keywords: Site, Multi, Motive, Method, Occult Investigation, Criminal Investigation

Prerequisite: OCCULT INVESTIGATION 5+ or CRIMINAL INVESTIGATION 5+

Question: You may ask one MOTIVE question or one METHOD question. If you ask if the METHOD is "Possession", the skill check prerequisite is 4+.

GENETICS CLINIC, MARIN COUNTY, CA

XF96-0052v1 -- Common

Episode: Eve

Site -- Cost: 2 RP

Keywords: Site, Mono, Affiliation, Medical

Prerequisite: MEDICAL 4+

Question: You may ask one AFFILIATION question.

CUMBERLAND PRISON, VA

XF96-0053v1 -- Common

Episode: F. Emasculata

Site -- Cost: 2 RP

Keywords: Site, Mono, Affiliation, Subterfuge

Prerequisite: SUBTERFUGE 4+

Question: You may ask one AFFILIATION question.

MT. AVALON, WA

XF96-0054v1 -- Common

Episode: Firewalker

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Sciences

Prerequisite: SCIENCES 4+

Question: You may ask one METHOD question.

NORTHEAST GEORGETOWN MEDICAL CENTER, WASHINGTON, DC

XF96-0055v1 -- Rare

Episode: One Breath

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Medical

Prerequisite: MEDICAL 4+

Question: You may ask one METHOD question.

NASA MISSION CONTROL, HOUSTON, TX

XF96-0056v1 -- Uncommon

Episode: Space

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Result, Sciences, Observation

Prerequisite: SCIENCES 5+ or OBSERVATION 5+

Question: You may ask one AFFILIATION question or one RESULT question.

NEW YORK CITY, NY

XF96-0057v1 -- Rare

Episode: Sleepless

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Result, Medical, Behavioral

Prerequisite: MEDICAL 5+ or BEHAVIORAL 5+

Question: You may ask one AFFILIATION question or one RESULT question. If you ask if the RESULT is "Insanity", the skill check prerequisite is 4+.

FAIRFIELD ZOO, FAIRFIELD, ID

XF96-0058v1 -- Common

Episode: Fearful Symmetry

Site -- Cost: 2 RP

Keywords: Site, Mono, Motive, Observation

Prerequisite: OBSERVATION 4+

Question: You may ask one MOTIVE question.

DEADHORSE, AK

XF96-0059v1 -- Rare

Episode: End Game

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Result, Alien Investigation, Evidence Collection

Prerequisite: ALIEN INVESTIGATION 5+ or EVIDENCE COLLECTION 5+

Question: You may ask one AFFILIATION question or one RESULT question. If you ask if the RESULT is "Manipulation Of Evidence", the skill check prerequisite is 4+.

CONTAINMENT FACILITY, GEORGETOWN, MD

XF96-0060v1 -- Common

Episode: The Erlenmeyer Flask

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Observation

Prerequisite: OBSERVATION 4+

Question: You may ask one RESULT question.

UNIVERSITY OF MARYLAND, BALTIMORE, MD

XF96-0061v1 -- Common

Episode: Lazarus

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Criminal Investigation

Prerequisite: CRIMINAL INVESTIGATION 4+

Question: You may ask one RESULT question.

CHACO HOUSE, DUDLEY, AR

XF96-0062v1 -- Uncommon

Episode: Our Town

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Motive, Subterfuge, Behavioral

Prerequisite: SUBTERFUGE 5+ or BEHAVIORAL 5+

Question: You may ask one AFFILIATION or one MOTIVE question. If you ask if the MOTIVE is "Security", the skill check prerequisite is 4+.

AUBREY, MO

XF96-0063v1 -- Common

Episode: Aubrey

Site -- Cost: 2 RP

Keywords: Site, Mono, Motive, Behavioral

Prerequisite: BEHAVIORAL 4+

Question: You may ask one MOTIVE question.

CAPE COD, MA

XF96-0064v1 -- Common

Episode: Fire

Site -- Cost: 2 RP

Keywords: Site, Mono, Affiliation, Sciences

Prerequisite: SCIENCES 4+

Question: You may ask one AFFILIATION question.

ICY CAP, AK

XF96-0065v1 -- Fixed

Episode: Ice

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Evidence Collection

Prerequisite: EVIDENCE COLLECTION 4+

Question: You may ask one RESULT question.

FARMINGTON, NM

XF96-0066v1 -- Uncommon

Episode: Anasazi

Site -- Cost: 1 RP

Keywords: Site, Multi, Motive, Method, Alien Investigation, Computer

Prerequisite: ALIEN INVESTIGATION 5+ or COMPUTER 5+

Question: You may ask one MOTIVE question or one METHOD question. If you ask if the METHOD is "Manipulation", the skill check prerequisite is 4+.

U.F.O. WRECKAGE, TOWNSEND, WI

XF96-0067v1 -- Rare

Episode: Fallen Angel

Site -- Cost: 1 RP

Keywords: Site, Multi, Motive, Result, Alien Investigation, Bureaucracy

Prerequisite: ALIEN INVESTIGATION 5+ or BUREAUCRACY 5+

Question: You may ask one MOTIVE question or one RESULT question.

MATTAWA, WA

XF96-0068v1 -- Common

Episode: E.B.E.

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Bureaucracy

Prerequisite: BUREAUCRACY 4+

Question: You may ask one RESULT question.

MAHAN PROPULSION LABORATORY, COLSON, WA

XF96-0069v1 -- Common

Episode: Roland

Site -- Cost: 2 RP

Keywords: Site, Mono, Motive, Computer

Prerequisite: COMPUTER 4+

Question: You may ask one MOTIVE question.

CHURCH OF THE RED MUSEUM, DELTA GLEN, WI

XF96-0070v1 -- Rare

Episode: Red Museum

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Method, Subterfuge, Medical

Prerequisite: SUBTERFUGE 5+ or MEDICAL 5+

Question: You may ask one AFFILIATION question or one METHOD question.

PSYCHIATRIC HOSPITAL, RICHMOND, VA

XF96-0071v1 -- Common

Episode: Soft Light

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Computer

Prerequisite: COMPUTER 4+

Question: You may ask one METHOD question.

WASHINGTON MONUMENT, WASHINGTON, DC

XF96-0072v1 -- Uncommon

Episode: Young at Heart

Site -- Cost: 2 RP

Keywords: Site, Multi, Motive, Result, Behavioral, Observation

Prerequisite: BEHAVIORAL 5+ or OBSERVATION 5+

Question: You may ask one MOTIVE question or one RESULT question.

MARION, VA

XF96-0073v1 -- Common

Episode: Duane Barry

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Behavioral

Prerequisite: BEHAVIORAL 4+

Question: You may ask one RESULT question.

ARECIBO, PUERTO RICO

XF96-0074v1 -- Uncommon

Episode: Little Green Men

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Method, Alien Investigation, Computer

Prerequisite: ALIEN INVESTIGATION 5+ or COMPUTER 5+

Question: You may ask one AFFILIATION question or one METHOD question.

SEA OFF TILDESKAN, NORWAY

XF96-0075v1 -- Common

Episode: Dod Kalm

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Observation

Prerequisite: OBSERVATION 4+

Question: You may ask one RESULT question.

ALEISTER CROWLEY HIGH SCHOOL, MILFORD HAVEN, NH

XF96-0076v1 -- Rare

Episode: Did Hand Die Verletzt

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Result, Occult Investigation, Observation

Prerequisite: OCCULT INVESTIGATION 5+ or OBSERVATION 5+

Question: You may ask one AFFILIATION or one RESULT question.

LOS ANGELES, CA

XF96-0077v1 -- Uncommon

Episode: 3

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Method, Occult Investigation, Evidence Collection

Prerequisite: OCCULT INVESTIGATION 5+ or EVIDENCE COLLECTION 5+

Question: You may ask one AFFILIATION question or one METHOD question.

MINNEAPOLIS, MN

XF96-0078v1 -- Unommon

Episode: Irresistible

Site -- Cost: 1 RP

Keywords: Site, Multi, Method, Result, Medical, Criminal Investigation

Prerequisite: MEDICAL 5+ or CRIMINAL INVESTIGATION 5+

Question: You may ask one METHOD question or one RESULT question.

FRANKLIN, PA

XF96-0079v1 -- Fixed

Episode: Blood

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Criminal Investigation

Prerequisite: CRIMINAL INVESTIGATION 4+

Question: You may ask one METHOD question.

EURISKO BUILDING, CRYSTAL CITY, VA

XF96-0080v1 -- Uncommon

Episode: Ghost in the Machine

Site -- Cost: 1 RP

Keywords: Site, Multi, Method, Result, Computer, Bureaucracy

Prerequisite: COMPUTER 5+ or BUREAUCRACY 5+

Question: You may ask one METHOD question or one RESULT question. If you ask if the RESULT is "Abduction", the skill check prerequisite is 4+.

FOLKSTONE, NC

XF96-0081v1 -- Uncommon

Episode: Fresh Bones

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Motive, Bureaucracy, Behavioral

Prerequisite: BUREAUCRACY 5+ or BEHAVIORAL 5+

Question: You may ask one AFFILIATION question or one MOTIVE question.

OUTSKIRTS OF ATLANTIC CITY, NJ

XF96-0082v1 -- Uncommon

Episode: The Jersey Devil

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Motive, Subterfuge, Observation

Prerequisite: SUBTERFUGE 5+ or OBSERVATION 5+

Question: You may ask one AFFILIATION question or one MOTIVE question.

BROWNING, MT

XF96-0083v1 -- Fixed

Episode: Shapes

Site -- Cost: 2 RP

Keywords: Site, Mono, Motive, Occult Investigation

Prerequisite: OCCULT INVESTIGATION 4+

Question: You may ask one MOTIVE question.

STEVESTON, MA

XF96-0084v1 -- Rare

Episode: Genderbender

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Behavioral

Prerequisite: BEHAVIORAL 4+

Question: You may ask one RESULT question.

SKYLAND MOUNTAIN, VA

XF96-0085v1 -- Rare

Episode: Ascension

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Subterfuge

Prerequisite: SUBTERFUGE 4+

Question: You may ask one METHOD question.

BALTIMORE, MD

XF96-0086v1 -- Uncommon

Episode: Squeeze

Site -- Cost: 1 RP

Keywords: Site, Multi, Method, Result, Sciences, Evidence Collection

Prerequisite: SCIENCES 5+ or EVIDENCE COLLECTION 5+

Question: You may ask one METHOD question or one RESULT question. If you ask if the METHOD is "Threats", the skill check prerequisite if 4+.

Bluffs**DETECTIVE KELLY RYAN**

XF96-0087v1 -- Common

Episode: Soft Light

Site -- Cost: 1 CP

Keywords: Bluff, Evolutionary

Activators: Conspiracy

Game Text: Play to change one Keyword EVIDENCE COLLECTION, BEHAVIORAL, or CRIMINAL INVESTIGATION card to Keyword MOTIVE.

SINUS CAVITY IMPLANT

XF96-0088v1 -- Uncommon

Episode: Pilot

Site -- Cost: 1 CP

Keywords: Bluff, Conspiracy, Alien, Phenomena

Activators: Conspiracy

Game Text: Play on one Agent to decrease the Agent's RES value by one. This card is removed when a Healing card is played on the Agent.

PETER TANAKA

XF96-0089v1 -- Uncommon

Episode: Firewalker

Site -- Cost: 3 CP

Keywords: Bluff, Primordial

Activators: Conspiracy

Game Text: Play to change the Site Prerequisite to OBSERVATION 3+.

SECTION CHIEF JOSEPH MCGRATH

XF96-0090v1 -- Rare

Episode: Fallen Angel

Site -- Cost: 5 CP

Keywords: Bluff, Conspiracy, Government, Move

Activators: Conspiracy

Game Text: Force one Agent (your choice) back to the Bureau immediately. The Agent may not contribute to any skill checks this turn.

CIGARETTE BUTTS

XF96-0091v1 -- Common

Episode: Ascension

Site -- Cost: X CP

Keywords: Bluff, Conspiracy, Phenomena, Government

Activators: Conspiracy

Game Text: Basic Game Only: Apply a -2 modifier to any one skill check involving one of the following skills: OCCULT INVESTIGATION, BEHAVIORAL, BUREAUCRACY.

Advanced Game: Pay the listed Cost, where X = the number of paid to gain the desired modifier to one of the following skills: OCCULT INVESTIGATION, BEHAVIORAL, BUREAUCRACY. (1) = -1, (3) = -2, (5) = -3, (9) = -4

SHERIFF DANIELS

XF96-0092v1 -- Uncommon

Episode: Miracle Man

Site -- Cost: 3 CP

Keywords: Bluff, Primordial, Subterfuge

Activators: Conspiracy

Game Text: Play to change a Site Prerequisite to SUBTERFUGE 3+.

DR. BERUBE

XF96-0093v1 -- Common

Episode: The Erlenmeyer Flask

Site -- Cost: X CP

Keywords: Bluff, Government

Activators: Conspiracy

Game Text: Basic Game Only: Apply a -2 modifier to any one skill check involving one of the following skills: ALIEN INVESTIGATION, MEDICAL, SCIENCES.

Advanced Game: Pay the listed Cost, where X = the number of paid to gain the desired modifier to one of the following skills: ALIEN INVESTIGATION, MEDICAL, SCIENCES. (1) = -1, (3) = -2, (5) = -3, (9) = -4

THE OVERCOAT MAN

XF96-0094v1 -- Common

Episode: One Breath

Site -- Cost: X CP

Keywords: Bluff, Government

Activators: Conspiracy

Game Text: Basic Game Only: Apply a -2 modifier to any one skill check involving one of the following skills: MEDICAL, OBSERVATION, BEHAVIORAL.

Advanced Game: Pay the listed Cost, where X = the number of paid to gain the desired modifier to one of the following skills: MEDICAL, OBSERVATION, BEHAVIORAL. (1) = -1, (3) = -2, (5) = -3, (9) = -4

YOU'VE GOT A TAIL

XF96-0095v1 -- Common

Episode: E.B.E.

Site -- Cost: 3 CP

Keywords: Bluff, Phenomena

Activators: Conspiracy

Game Text: Play after a Team investigates a Site to destroy one Event RESOURCE.

PETE CALCAGNI

XF96-0096v1 -- Uncommon

Episode: Die Hand Die Verletzt

Site -- Cost: 2 CP

Keywords: Bluff, Occult, Resource

Activators: Conspiracy

Game Text: Play to force your opponent to discard one Witness RESOURCE immediately.

HOLTZMAN, D.S.A.

XF96-0097v1 -- Common

Episode: Conduit

Site -- Cost: X CP

Keywords: Bluff, Government

Activators: Conspiracy

Game Text: Basic Game Only: Apply a -2 modifier to any one skill check involving one of the following skills: CRIMINAL INVESTIGATION, EVIDENCE COLLECTION, COMPUTER.

Advanced Game: Pay the listed Cost, where X = the number of paid to gain the desired modifier to one of the following skills: CRIMINAL INVESTIGATION, EVIDENCE COLLECTION, COMPUTER. (1) = -1, (3) = -2, (5) = -3, (9) = -4

CLAUDE PETERSON

XF96-0098v1 -- Common

Episode: Ghost in the Machine

Site -- Cost: X CP

Keywords: Bluff, Government

Activators: Conspiracy

Game Text: Basic Game Only: Apply a -2 modifier to any one skill check involving one of the following skills: CRIMINAL INVESTIGATION, SUBTERFUGE, COMPUTER.

Advanced Game: Pay the listed Cost, where X = the number of paid to gain the desired modifier to one of the following skills: CRIMINAL INVESTIGATION, SUBTERFUGE, COMPUTER. (1) = -1, (3) = -2, (5) = -3, (9) = -4

THE CONUNDRUM

XF96-0099v1 -- Uncommon

Episode: Humbug

Site -- Cost: 3 CP

Keywords: Bluff, Phenomena, Evolutionary

Activators: Conspiracy, Evidence Collection

Game Text: Play to negate one Keyword EVIDENCE COLLECTION card.

PAUL MOSSINGER

XF96-0100v1 -- Common

Episode: Deep Throat

Site -- Cost: X CP

Keywords: Bluff, Government

Activators: Conspiracy

Game Text: Basic Game Only: Apply a -2 modifier to any one skill check involving one of the following skills: ALIEN INVESTIGATION, OBSERVATION, SUBTERFUGE.

Advanced Game: Pay the listed Cost, where X = the number of paid to gain the desired modifier to one of the following skills: ALIEN INVESTIGATION, OBSERVATION, SUBTERFUGE. (1) = -1, (3) = -2, (5) = -3, (9) = -4

INTRUDER COUNTER-MEASURES PROGRAM

XF96-0101v1 -- Uncommon

Episode: Ghost in the Machine

Site -- Cost: 1 CP

Keywords: Bluff, Phenomena

Activators: Conspiracy

Game Text: Play to add 2 to your pool immediately

DR. AARON MONTE

XF96-0102v1 -- Common

Episode: Tooms

Site -- Cost: 1 CP

Keywords: Bluff, Evolutionary

Activators: Conspiracy

Game Text: Play to change one Keyword EVIDENCE COLLECTION, MEDICAL, or CRIMINAL INVESTIGATION card to Keyword MOTIVE.

POISONOUS GASES

XF96-0103v1 -- Common

Episode: The Erlenmeyer Flask

Site -- Cost: 3 CP

Keywords: Bluff, Phenomena, Primordial

Activators: Conspiracy

Game Text: Force an opposing Team to make a SCIENCES 4+ skill check. If they fail, each Agent takes one point of damage. If one of the Agents has a "Gas Chromatograph", then this card has no effect.

LASER BARRIER

XF96-0104v1 -- Rare

Episode: Fallen Angel

Site -- Cost: 2 CP

Keywords: Bluff, Phenomena

Activators: Conspiracy

Game Text: Play to prevent one Agent assigned to a Site from contributing the Agent's skills to one skill check (your choice) that the Team makes this turn.

NASTY SURPRISE

XF96-0105v1 -- Uncommon

Episode: Roland

Site -- Cost: 3 CP

Keywords: Bluff, Phenomena

Activators: Conspiracy

Game Text: Play to add five tokens to your pool.

SLEEP DEPRIVATION

XF96-0106v1 -- Rare

Episode: E.B.E.

Site -- Cost: 2 CP

Keywords: Bluff, Phenomena

Activators: Conspiracy

Game Text: Decrease all of the skill levels on one Agent (your choice) by 1 for this turn only.

RADIOACTIVE AREA

XF96-0107v1 -- Uncommon

Episode: Fallen Angel

Site -- Cost: 3 CP

Keywords: Bluff, Phenomena

Activators: Conspiracy

Game Text: Increase a Site Prerequisite by one point (i.e., Prerequisite: Skill 5+ becomes Skill 6+). In addition, if the Team fails the skill check, each Agent on the Team takes one point of damage. If one of the Agents has a "Geiger Counter", this card has no effect.

GHOST IN THE MACHINE

XF96-0108v1 -- Common

Episode: Ghost in the Machine

Site -- Cost: 1 CP

Keywords: Bluff, Phenomena, Evolutionary

Activators: Conspiracy

Game Text: Play to change one Keyword COMPUTER, SCIENCES, or SUBTERFUGE card to Keyword RESULT.

UNNATURAL AGING

XF96-0109v1 -- Uncommon

Episode: Dod Kalm

Site -- Cost: 5 CP

Keywords: Bluff, Alien, Phenomena

Activators: Conspiracy

Game Text: Force the Team to make a SCIENCES 4+ skill check. If they fail, choose one Agent to go to the Hospital. The chosen Agent permanently loses one HEALTH. An Agent's permanent HEALTH can never be reduced below 1.

CAR TROUBLES

XF96-0110v1 -- Fixed

Episode: Shadows

Site -- Cost: 3 CP

Keywords: Bluff, Phenomena, Move

Activators: Conspiracy

Game Text: Play on a Team of three or more Agents moving to the same Site. The Team may only send two Agents to that Site (owning player's choice). Any extra Agents remain in the Team but may not contribute their skills to any checks this turn. In addition, playing this card will prevent the use of the "Evasive Maneuver" card by this Team this turn.

PUZZLES WITHIN PUZZLES

XF96-0111v1 -- Uncommon

Episode: One Breath

Site -- Cost: 2 CP

Keywords: Bluff, Phenomena

Activators: Conspiracy

Game Text: Play to negate one Keyword CRIMINAL INVESTIGATION card.

GOVERNMENT COVER-UP

XF96-0112v1 -- Common

Episode: Anasazi

Site -- Cost: X CP

Keywords: Bluff, Conspiracy, Phenomena, Government

Activators: Conspiracy

Game Text: Basic Game Only: Apply a -2 modifier to any one skill check involving one of the following skills: SCIENCES, EVIDENCE COLLECTION, BUREAUCRACY.

Advanced Game: Pay the listed Cost, where X = the number of paid to gain the desired modifier to one of the following skills: SCIENCES, EVIDENCE COLLECTION, BUREAUCRACY. (1) = -1, (3) = -2, (5) = -3, (9) = -4

HAZARDOUS SAMPLE

XF96-0113v1 -- Common

Episode: Ice

Site -- Cost: 4 CP

Keywords: Bluff, Phenomena

Activators: Conspiracy

Game Text: Play to force the Investigating player to discard all Keyword EVIDENCE COLLECTION cards in his hand.

HENRY TRONDHEIM

XF96-0114v1 -- Uncommon

Episode: Dod Kalm

Site -- Cost: 2 CP

Keywords: Bluff

Activators: Conspiracy

Game Text: Force the Team investigation a Site to discard one Equipment card of your choice.

DETECTIVE MILES

XF96-0115v1 -- Uncommon

Episode: Pilot

Site -- Cost: 1 CP

Keywords: Bluff, Alien

Activators: Conspiracy

Game Text: Pay 1 to move up to 2 from your opponent's pool to your pool immediately.

DETECTIVE THOMPSON

XF96-0116v1 -- Uncommon

Episode: The Jersey Devil

Site -- Cost: 3 CP

Keywords: Bluff, Primordial

Activators: Conspiracy

Game Text: Play to change a Site Prerequisite to BUREAUCRACY 3+.

HARRY COKELY

XF96-0117v1 -- Common

Episode: Aubrey

Site -- Cost: 1 CP

Keywords: Bluff, Evolutionary

Activators: Conspiracy

Game Text: Play to change one Keyword OCCULT INVESTIGATION, BEHAVIORAL, or OBSERVATION card to Keyword METHOD.

DETECTIVE TONY FIORE

XF96-0118v1 -- Uncommon

Episode: Born Again

Site -- Cost: 2 CP

Keywords: Bluff, Occult

Activators: Conspiracy

Game Text: Play to cause your opponent to discard two cards at random from his hand immediately.

X-Files**B.J. MORROW, GENETIC TRAIT RECIPIENT**

XF96-0119v1 -- Fixed

Episode: Aubrey

X-File

Affiliation--Primordial, Motive--Control, Method--Possession, Result--Insanity

AUGUSTUS COLE, A.K.A. THE PREACHER

XF96-0120v1 -- Fixed

Episode: Sleepless

X-File

Affiliation--Evolutionary, Motive--Control, Method--Manipulation, Result--Death

THE CIGARETTE-SMOKING MAN

XF96-0121v1 -- Common

Episode:

X-File

Affiliation--Government, Motive--Ideology, Method--Threats, Result--Manipulation of Evidence

DUANE BARRY

XF96-0122v1 -- Fixed

Episode: Duane Barry

X-File

Affiliation--Government, Motive--Survival, Method--Violence, Result--Abduction

THE JERSEY DEVIL

XF96-0123v1 -- Common

Episode: The Jersey Devil

X-File

Affiliation--Primordial, Motive--Security, Method--Violence, Result--Death

THE HOST

XF96-0124v1 -- Fixed

Episode: The Host

X-File

Affiliation--Evolutionary, Motive--Survival, Method--Violence, Result--Physiological Imbalance

LUCAS HENRY, SERIAL KILLER

XF96-0125v1 -- Fixed

Episode: Beyond the Sea

X-File

Affiliation--Primordial, Motive--Control, Method--Violence, Result--Abduction

ARTHUR GRABLE

XF96-0126v1 -- Common

Episode: Roland

X-File

Affiliation--Evolutionary, Motive--Knowledge, Method--Possession, Result--Death

WARREN JAMES DUPRÉ, THE LAZARUS MAN

XF96-0127v1 -- Fixed

Episode: Lazarus

X-File

Affiliation--Occult, Motive--Survival, Method--Possession, Result--Abduction

COLONEL WHARTON, ZOMBIE MASTER

XF96-0128v1 -- Common

Episode: Fresh Bones

X-File

Affiliation--Occult, Motive--Knowledge, Method--Subterfuge, Result--Insanity

ALIEN DNA STEROID PROGRAM (PROJECT PURITY CONTROL)

XF96-0129v1 -- Common

Episode: Red Museum

X-File

Affiliation--Government, Motive--Knowledge, Method--Subterfuge, Result--Physiological Imbalance

THE GREGORS

XF96-0130v1 -- Common

Episode: Colony

X-File

Affiliation--Alien, Motive--Security, Method--Manipulation, Result--Manipulation of Evidence

SHERIFF TOM ARENS, CANNIBAL

XF96-0131v1 -- Common

Episode: Our Town

X-File

Affiliation--Primordial, Motive--Ideology, Method--Subterfuge, Result--Insanity

THE VAMPIRE, A.K.A. THE UNHOLY SPIRIT

XF96-0132v1 -- Common

Episode: 3

X-File

Affiliation--Occult, Motive--Survival, Method--Subterfuge, Result--Death

CENTRAL OPERATING SYSTEM, ARTIFICIAL INTELLIGENCE

XF96-0133v1 -- Fixed

Episode: Ghost in the Machine

X-File

Affiliation--Evolutionary, Motive--Security, Method--Violence, Result--Manipulation of Evidence

VOLCANIC SPORE

XF96-0134v1 -- Common

Episode: Firewalker

X-File

Affiliation--Primordial, Motive--Survival, Method--Manipulation, Result--Physiological Imbalance

MICHAEL HOLVEY, THE EVIL ONE

XF96-0135v1 -- Fixed

Episode: The Calusari

X-File

Affiliation--Occult, Motive--Ideology, Method--Possession, Result--Physiological Imbalance

EUGENE VICTOR TOOMS

XF96-0136v1 -- Common

Episode: Squeeze

X-File

Affiliation--Evolutionary, Motive--Survival, Method--Subterfuge, Result--Death

HOWARD GRAVES, THE POLTERGEIST

XF96-0137v1 -- Common

Episode: Shadows

X-File

Affiliation--Occult, Motive--Security, Method--Threats, Result--Manipulation of Evidence

DR. BANTON AND HIS SHADOW

XF96-0138v1 -- Common

Episode: Soft Light

X-File

Affiliation--Evolutionary, Motive--Ideology, Method--Threats, Result--Manipulation of Evidence

ALIEN LISTENERS

XF96-0139v1 -- Common

Episode: Little Green Men

X-File

Affiliation--Alien, Motive--Ideology, Method--Subterfuge, Result--Manipulation of Evidence

COMMANDER COLIN HENDERSON

XF96-0140v1 -- Common

Episode: Fallen Angel

X-File

Affiliation--Government, Motive--Security, Method--Subterfuge, Result--Manipulation of Evidence

ARCTIC WORM

XF96-0141v1 -- Common

Episode: Ice

X-File

Affiliation--Alien, Motive--Survival, Method--Possession, Result--Insanity

THE MANITOU

XF96-0142v1 -- Common

Episode: Shapes

X-File

Affiliation--Occult, Motive--Control, Method--Violence, Result--Death

LEONARD VANCE

XF96-0143v1 -- Common

Episode: Miracle Man

X-File

Affiliation--Primordial, Motive--Knowledge, Method--Manipulation, Result--Physiological Imbalance

ANCESTOR SPIRITS

XF96-0144v1 -- Common

Episode: Excelsius Dei

X-File

Affiliation--Occult, Motive--Ideology, Method--Threats, Result--Physiological Imbalance

ED FUNSCH, POSTAL WORKER

XF96-0145v1 -- Common

Episode: Blood

X-File

Affiliation--Government, Motive--Control, Method--Possession, Result--Insanity

MRS. PADDOCK, A.K.A. THE DARK ANGEL

XF96-0146v1 -- Common

Episode: Die Hand Die Verletzt

X-File

Affiliation--Occult, Motive--Ideology, Method--Threats, Result--Death

DOD KALM

XF96-0147v1 -- Common

Episode: Dod Kalm

X-File

Affiliation--Alien, Motive--Control, Method--Manipulation, Result--Physiological Imbalance

JOHN BARNETT

XF96-0148v1 -- Fixed

Episode: Young At Heart

X-File

Affiliation--Government, Motive--Control, Method--Violence, Result--Death

ALIEN CONSERVATIONIST

XF96-0149v1 -- Common

Episode: Fearful Symmetry

X-File

Affiliation--Alien, Motive--Ideology, Method--Subterfuge, Result--Abduction

FACIPHAGA EMASCULATA

XF96-0150v1 -- Common

Episode: F. Emasculata

X-File

Affiliation--Government, Motive--Knowledge, Method--Manipulation, Result--Physiological Imbalance

DONNIE PFASTER, DEATH FETISHIST

XF96-0151v1 -- Fixed

Episode: Irresistible

X-File

Affiliation--Primordial, Motive--Ideology, Method--Subterfuge, Result--Death

BROTHER MARTIN, ROGUE KINDRED

XF96-0152v1 -- Common

Episode: Genderbender

X-File

Affiliation--Alien, Motive--Knowledge, Method--Violence, Result--Death

ALIEN ABDUCTORS

XF96-0153v1 -- Common

Episode: Fallen Angel

X-File

Affiliation--Alien, Motive--Knowledge, Method--Subterfuge, Result--Abduction

EVE

XF96-0154v1 -- Common

Episode: Eve

X-File

Affiliation--Evolutionary, Motive--Knowledge, Method--Violence, Result--Abduction

ALIEN EXPERIMENTERS

XF96-0155v1 -- Common

Episode: Pilot

X-File

Affiliation--Alien, Motive--Survival, Method--Possession, Result--Death

REVERSE ENGINEERS

XF96-0156v1 -- Common

Episode: Deep Throat

X-File

Affiliation--Government, Motive--Security, Method--Threats, Result--Insanity

THE SWARM

XF96-0157v1 -- Common

Episode: Darkness Falls

X-File

Affiliation--Primordial, Motive--Survival, Method--Violence, Result--Abduction

LEONARD, DETACHABLE CONGENITAL TWIN

XF96-0158v1 -- Common

Episode: Humbug

X-File

Affiliation--Evolutionary, Motive--Control, Method--Violence, Result--Death

CECIL L'IVELY

XF96-0159v1 -- Common

Episode: Fire

X-File

Affiliation--Evolutionary, Motive--Control, Method--Threats, Result--Death

Agents**SECTION CHIEF SCOTT BLEVINS**

XF96-0160v1 -- Fixed

Episode: Pilot

Agent -- Cost: 4 RP

Keywords: Agent, FBI, Law, Neutral, Believer

Stats: Alien Investigation: 1; Bureaucracy: 3; Criminal Investigation: 1; Evidence Collection: 1; Subterfuge: 1; LRC: 1;

CRC: 1; Health: 3; RES: 1

Game Text: Treat Section Chief Blevins as a RES 2 if he is in the Bureau Section. If he is in the Bureau Section, he may contribute to the Conspiracy Pool instead of the Resources Pool during the Briefing Phase.

ALBERT HOSTEEN

XF96-0161v1 -- Fixed

Episode: Anasazi

Agent -- Cost: 4 RP

Keywords: Agent, Independent, Believer

Stats: Alien Investigation: 2; Medical: 2; Observation: 1; Occult Investigation: 4; Subterfuge: 2; LRC: 1; CRC: 1; Health: 3;

RES: 1

Game Text: Place a token on Hosteen's card. Discard a token to examine your opponent's hand. Select any one Conspiracy card in your opponent's hand show it to your opponent. If your opponent plays that card at any time in the game, you may immediately ask one question about the X-File. This question may only be asked the first time the card is played.

AGENT ALEX KRYCEK

XF96-0162v1 -- Ultra-Rare

Episode: Ascension

Agent -- Cost: 6 RP

Keywords: Agent, FBI, Law, Neutral, Believer

Stats: Alien Investigation: 3; Criminal Investigation: 2; Evidence Collection: 2; Sciences: 1; Subterfuge: 4; LRC: 4; CRC: 2; Health: 5; RES: 2

Game Text: Agent Krycek allows you to choose to add to the Conspiracy Pool instead of the Resource Pool during the Briefing Phase.

AGENT FOX MULDER

XF96-0163v1 -- Ultra-Rare

Episode:

Agent -- Cost: 7 RP

Keywords: Agent, FBI, Law, Believer

Stats: Alien Investigation: 4; Behavioral: 3; Criminal Investigation: 2; Evidence Collection: 2; Observation: 2; Occult Investigation: 3; Sciences: 1; Subterfuge: 1; LRC: 2; CRC: 2; Health: 5; RES: 2

Game Text: s generated by Agent Mulder must be used to purchase cards. Place three tokens on this card. Discard a token to play a Site for zero cost.

LT. BRIAN TILLMAN, AUBREY POLICE DEPARTMENT

XF96-0164v1 -- Fixed

Episode: Aubrey

Agent -- Cost: 4 RP

Keywords: Agent, Independent, Law

Stats: Bureaucracy: 1; Criminal Investigation: 2; Evidence Collection: 2; Occult Investigation: 1; Sciences: 2; LRC: 2; CRC: 2; Health: 4; RES: 1

Game Text: Place 1 on this card. This may be used to pay for any Keyword EQUIPMENT or COMBAT cards. If you use this , replace it during your Briefing Phase.

AGENT RICH

XF96-0165v1 -- Fixed

Episode: Duane Barry

Agent -- Cost: 4 RP

Keywords: Agent, FBI, Law, Skeptic

Stats: Behavioral: 2; Computer: 1; Criminal Investigation: 2; Evidence Collection: 2; Subterfuge: 1; LRC: 2; CRC: 2; Health: 4; RES: 1

Game Text: Place 1 on this card. This may be used to pay for any Keyword EVIDENCE COLLECTION or SUBTERFUGE cards. If you use this , replace it during your Briefing Phase.

AGENT LUCY KAZDIN

XF96-0166v1 -- Fixed

Episode: Duane Barry

Agent -- Cost: 4 RP

Keywords: Agent, FBI, Law

Stats: Alien Investigation: 1; Behavioral: 3; Computer: 1; Medical: 1; Subterfuge: 1; LRC: 2; CRC: 2; Health: 4; RES: 1

Game Text: If one of your Agents is Abducted, you may immediately draw two cards.

AGENT JACK WILLIS

XF96-0167v1 -- Fixed

Episode: Lazarus

Agent -- Cost: 4 RP

Keywords: Agent, FBI, Law

Stats: Behavioral: 2; Criminal Investigation: 2; Evidence Collection: 2; Occult Investigation: 1; Subterfuge: 1; LRC: 3; CRC: 2; Health: 5; RES: 1

Game Text: Place a token on this card. Discard a token and look through your Bureau deck to draw any one Site that asks an AFFILIATION question. Add it to your hand. Reshuffle your Bureau Deck.

INSPECTOR PHOEBE GREEN

XF96-0168v1 -- Fixed

Episode: Fire

Agent -- Cost: 5 RP

Keywords: Agent, Independent, Law

Stats: Criminal Investigation: 3; Evidence Collection: 2; Observation: 3; Sciences: 2; LRC: 2; CRC: 2; Health: 4; RES: 1

Game Text: Place a token on this card. Discard a token to move Agent Fox Mulder from anywhere on the table to the Team Phoebe Green is in. Mulder may assist in any skill check made by the team. In this manner, Mulder may assist on two Sites in one turn.

AGENT FOX MULDER

XF96-0169v1 -- Fixed

Episode:

Agent -- Cost: 7 RP

Keywords: Agent, FBI, Law, Believer

Stats: Alien Investigation: 4; Behavioral: 3; Criminal Investigation: 2; Evidence Collection: 2; Observation: 2; Occult Investigation: 3; Sciences: 1; Subterfuge: 1; LRC: 2; CRC: 2; Health: 5; RES: 2

Game Text: s generated by Agent Mulder must be used to purchase cards. Place three tokens on this card. Discard a token to play a Site for zero cost.

AGENT ALEX KRYCEK

XF96-0170v1 -- Fixed

Episode: Ascension

Agent -- Cost: 6 RP

Keywords: Agent, FBI, Law, Neutral, Believer

Stats: Alien Investigation: 3; Criminal Investigation: 2; Evidence Collection: 2; Sciences: 1; Subterfuge: 4; LRC: 4; CRC: 2; Health: 5; RES: 2

Game Text: Agent Krycek allows you to choose to add to the Conspiracy Pool instead of the Resource Pool during the Briefing Phase.

AGENT NANCY SPILLER

XF96-0171v1 -- Fixed

Episode: Ghost in the Machine

Agent -- Cost: 4 RP

Keywords: Agent, FBI, Law, Skeptic

Stats: Bureaucracy: 2; Computer: 1; Criminal Investigation: 1; Evidence Collection: 1; Medical: 3; Sciences: 2; LRC: 1; CRC: 1; Health: 3; RES: 1

Game Text: Place 1 on this card. This may be used to pay for any Keyword COMPUTER or SCIENCES cards. If you use this , replace it during your Briefing Phase.

AGENT DANA SCULLY

XF96-0172v1 -- Ultra-Rare

Episode:

Agent -- Cost: 7 RP

Keywords: Agent, FBI, Law, Skeptic

Stats: Behavioral: 1; Criminal Investigation: 2; Evidence Collection: 2; Medical: 4; Observation: 2; Occult Investigation: 1; Sciences: 3; LRC: 3; CRC: 2; Health: 4; RES: 2

Game Text: Place three tokens on this card. Discard a token to examine any one Bluff card. Place Bluff card back on the Site after examining.

AGENT DANA SCULLY

XF96-0173v1 -- Fixed

Episode:

Agent -- Cost: 7 RP

Keywords: Agent, FBI, Law, Skeptic

Stats: Behavioral: 1; Criminal Investigation: 2; Evidence Collection: 2; Medical: 4; Observation: 2; Occult Investigation: 1; Sciences: 3; LRC: 3; CRC: 2; Health: 4; RES: 2

Game Text: Place three tokens on this card. Discard a token to examine any one Bluff card. Place Bluff card back on the Site after examining.

ASSISTANT DIRECTOR WALTER SKINNER

XF96-0174v1 -- Ultra-Rare

Episode:

Agent -- Cost: 6 RP

Keywords: Agent, FBI, Neutral, Skeptic

Stats: Bureaucacy: 4; Criminal Investigation: 3; Evidence Collection: 2; Subterfuge: 3; LRC: 2; CRC: 3; Health: 5; RES: 1

Game Text: Treat Assistant Director Skinner as a RES 3 if he is in the Bureau Section of the table.

DR. CHARLES BURK

XF96-0175v1 -- Fixed

Episode: The Calusari

Agent -- Cost: 4 RP

Keywords: Agent, Independent, Believer

Stats: Alien Investigation: 1; Computer: 4; Observation: 1; Occult Investigation: 2; Sciences: 2; LRC: 1; CRC: 1; Health: 3; RES: 1

Game Text: Place one token on this card. Discard a token to negate one OCCULT Adversary.

AGENT TOM COLTON

XF96-0176v1 -- Fixed

Episode: Squeeze

Agent -- Cost: 4 RP

Keywords: Agent, FBI, Law, Skeptic

Stats: Behavioral: 1; Bureaucracy: 1; Criminal Investigation: 2; Sciences: 1; LRC: 2; CRC: 2; Health: 3; RES: 2

Game Text: Place 1 on this card. This may be used to pay for any Keyword CRIMINAL INVESTIGATION or BUREAUCRACY cards. If you use this , replace it during your Briefing Phase.

AGENT JANUS, TRAINED MEDIC

XF96-0177v1 -- Fixed

Episode: Duane Barry

Agent -- Cost: 4 RP

Keywords: Agent, FBI, Law

Stats: Computer: 2; Evidence Collection: 1; Medical: 3; LRC: 1; CRC: 1; Health: 4; RES: 1

Game Text: Place 1 on this card. This may be used to pay for any Keyword MEDICAL or HEALING cards. If you use this , replace it during your Briefing Phase. In addition, if Janus is in the Field Section, he may "heal" one point of damage on another Agent in his Team, once per turn. This may prevent an Agent from going to the Hospital.

AGENT MOE BOCKS

XF96-0178v1 -- Fixed

Episode: Irresistible

Agent -- Cost: 5 RP

Keywords: Agent, FBI, Law, Believer

Stats: Alien Investigation: 2; Bureaucracy: 1; Criminal Investigation: 3; Evidence Collection: 2; Observation: 1; Sciences: 1; LRC: 2; CRC: 2; Health: 4; RES: 1

Game Text: Place 1 on this card. This may be used to pay for any Keyword ALIEN INVESTIGATION or OCCULT INVESTIGATION cards. If you use this , replace it during your Briefing Phase.

AGENT REGGIE PURDUE

XF96-0179v1 -- Fixed

Episode: Young At Heart

Agent -- Cost: 5 RP

Keywords: Agent, FBI, Law, Skeptic

Stats: Behavioral: 1; Computer: 2; Criminal Investigation: 2; Evidence Collection: 2; Observation: 2; Subterfuge: 2; LRC: 2; CRC: 1; Health: 4; RES: 1

Game Text: Place a token on this card. Discard this token and look through your Bureau deck to draw any one Site that asks a RESULT question. Add it to your hand. Reshuffle your Bureau Deck.

ASSISTANT DIRECTOR WALTER SKINNER

XF96-0180v1 -- Fixed

Episode: Ascension

Agent -- Cost: 6 RP

Keywords: Agent, FBI, Neutral, Skeptic

Stats: Bureaucracy: 4; Criminal Investigation: 3; Evidence Collection: 2; Subterfuge: 3; LRC: 2; CRC: 3; Health: 5; RES: 1

Game Text: Treat Assistant Director Skinner as a RES 3 if he is in the Bureau Section of the table.

AGENT WEISS

XF96-0181v1 -- Fixed

Episode: Colony

Agent -- Cost: 4 RP

Keywords: Agent, FBI, Law

Stats: Computer: 1; Criminal Investigation: 1; Evidence Collection: 2; Observation: 2; Subterfuge: 1; LRC: 3; CRC: 2; Health: 4; RES: 1

Game Text: Place a token on this card. Discard a token and look through your Bureau deck to draw any one Site that asks a METHOD question. Add it to your hand. Reshuffle your Bureau Deck.

AGENT JERRY LAMANA

XF96-0182v1 -- Fixed

Episode: Ghost in the Machine

Agent -- Cost: 3 RP

Keywords: Agent, FBI, Law

Stats: Bureaucacy: 2; Computer: 3; Criminal Investigation: 1; Evidence Collection: 1; LRC: 1; CRC: 1; Health: 3; RES: 1

Game Text: Once per game, when Agent Lamana is part of a Team investigating a Site in the Investigation Phase, he may force his opponent to show the cards in his hand. Lamana may then steal any one card. He may use it immediately in the investigation. You must still pay for the card. Whether you use it or not, place it in its owner's Discard Pile at the end of the turn.

AGENT KAREN KOSSEFF, COUNSELOR

XF96-0183v1 -- Fixed

Episode: Irresistible

Agent -- Cost: 3 RP

Keywords: Agent, FBI, Believer

Stats: Behavioral: 3; Criminal Investigation: 1; Evidence Collection: 1; Medical: 1; Occult Investigation: 1; LRC: 1; CRC: 1;

Health: 3; RES: 1

Game Text: Place 1 on this card. This may be used to pay for any Keyword BEHAVIORAL or OBSERVATION cards. If you use this , replace it during your Briefing Phase.

Witnesses**SHERIFF SPENCER**

XF96-0184v1 -- Common

Episode: Blood

Witness -- Cost: 1 RP

Keywords: Witness, Criminal Investigation

Activators: Active, Criminal Investigation

Game Text: Adds 1 to one Team's CRIMINAL INVESTIGATION skill check.

DR. BLOCKHEAD

XF96-0185v1 -- Rare

Episode: Humbug

Witness -- Cost: 2 RP

Keywords: Witness, Evolutionary, Negat

Activators: Active, Evolutionary, Negate

Game Text: Negates one EVOLUTIONARY CREATURE.

THE THINKER

XF96-0186v1 -- Rare

Episode: Anasazi

Witness -- Cost: 5 RP

Keywords: Witness

Activators: Active

Game Text: Change one Keyword to any other one Keyword on a card played by your opponent.

BYERS

XF96-0187v1 -- Fixed

Episode: E.B.E.

Witness -- Cost: 1 RP

Keywords: Witness, Computer

Activators: Active, Computer

Game Text: Adds 1 to one Team's COMPUTER skill check.

EMIL AND ZOE

XF96-0188v1 -- Uncommon

Episode: Deep Throat

Witness -- Cost: 2 RP

Keywords: Witness, Observation

Activators: Active, Observation

Game Text: Adds 2 to one Team's OBSERVATION skill check.

DR. DAVEY

XF96-0189v1 -- Uncommon

Episode: Soft Light

Witness -- Cost: 2 RP

Keywords: Witness, Sciences

Activators: Active, Sciences

Game Text: Adds 2 to one Team's SCIENCES skill check.

BILLY MILES

XF96-0190v1 -- Common

Episode: Pilot

Witness -- Cost: 1 RP

Keywords: Witness, Alien Investigation

Activators: Active, Alien Investigation

Game Text: Adds 1 to one Team's ALIEN INVESTIGATION skill check.

DR. DIAMOND

XF96-0191v1 -- Rare

Episode: The Jersey Devil

Witness -- Cost: 3 RP

Keywords: Witness, Behavioral, Resource

Activators: Active

Game Text: Adds 1 to one Team's BEHAVIORAL skill check once during your turn.

DETECTIVE FRANK BRIGGS

XF96-0192v1 -- Uncommon

Episode: Squeeze

Witness -- Cost: 2 RP

Keywords: Witness, Criminal Investigation

Activators: Active, Criminal Investigation

Game Text: Adds 2 to one Team's CRIMINAL INVESTIGATION skill check.

DR. GRISSOM

XF96-0193v1 -- Rare

Episode: Sleepless

Witness -- Cost: 3 RP

Keywords: Witness, Behavioral, Evolutionary, Resource

Activators: Active

Game Text: Adds 1 to your pool every time a Keyword EVOLUTIONARY or BEHAVIORAL card is played.

KEVIN MORRIS, A.K.A. THE CONDUIT

XF96-0194v1 -- Rare

Episode: Conduit

Witness -- Cost: 3 RP

Keywords: Witness, Alien Investigation, Evidence Collection, Resource

Activators: Active

Game Text: Adds 1 to your pool every time a Keyword ALIEN INVESTIGATION or EVIDENCE COLLECTION card is played.

DETECTIVE SHARON LAZARD

XF96-0195v1 -- Uncommon

Episode: Born Again

Witness -- Cost: 2 RP

Keywords: Witness, Evidence Collection

Activators: Active, Evidence Collection

Game Text: Adds 2 to one Team's EVIDENCE COLLECTION skill check.

DR. LAKOS

XF96-0196v1 -- Uncommon

Episode: Dod Kalm

Witness -- Cost: 2 RP

Keywords: Witness, Medical

Activators: Active, Medical

Game Text: Adds 2 to one Team's MEDICAL skill check.

THE CALUSARI

XF96-0197v1 -- Rare

Episode: The Calusari

Witness -- Cost: 2 RP

Keywords: Witness, Negate, Occult

Activators: Active, Occult, Creature

Game Text: Negates one OCCULT CREATURE.

BILL MULDER

XF96-0198v1 -- Rare

Episode: Colony

Witness -- Cost: 3 RP

Keywords: Witness, Negate, Subterfuge

Activators: Active, Subterfuge

Game Text: Adds 2 to one Agent's SUBTERFUGE skill check. Alternately, any card that would send Fox Mulder to the Hospital may be negated by playing the Bill Mulder card. If played in this way, remove Bill Mulder from the game.

CHARLEY TSKANY

XF96-0199v1 -- Rare

Episode: Shapes

Witness -- Cost: 4 RP

Keywords: Witness, Resource

Activators: Active

Game Text: Attach this Witness to a Team. This Witness will add his skills to the appropriate skill check like an Agent, CRC: 2, LRC: 2, and HEALTH: 3. If he is sent to the Hospital, or at any time there are no Agents in the Team, remove the card from the game.

DR. OSBORNE

XF96-0200v1 -- Rare

Episode: F. Emasculata

Witness -- Cost: 3 RP

Keywords: Witness, Government, Medical, Resource

Activators: Active

Game Text: Adds 1 to your pool every time a Keyword GOVERNMENT or MEDICAL card is played.

MICHELLE GENEROO

XF96-0201v1 -- Rare

Episode: Space

Witness -- Cost: 3 RP

Keywords: Witness, Bureaucracy, Computer, Resource

Activators: Active

Game Text: Adds 1 to your pool every time a Keyword COMPUTER or BUREAUCRACY card is played.

SIR MALCOLM MARSDEN

XF96-0202v1 -- Common

Episode: Fire

Witness -- Cost: 1 RP

Keywords: Witness, Bureaucracy

Activators: Active, Bureaucracy

Game Text: Adds 1 to one Team's BUREAUCRACY skill check.

SAMANTHA MULDER

XF96-0203v1 -- Rare

Episode: Colony

Witness -- Cost: 2 RP

Keywords: Witness, Subterfuge, Resource

Activators: Active

Game Text: Adds 1 to one Team's SUBTERFUGE skill check once per turn. You may have any number of Samantha Mulder cards in play.

MAX FENIG

XF96-0204v1 -- Rare

Episode: Fallen Angel

Witness -- Cost: 3 RP

Keywords: Witness, Alien Investigation/P>

Activators: Active, Alien Investigation

Game Text: Adds 2 to one Team's ALIEN INVESTIGATION skill check. Alternately, you may play this card when one of your Agents is the target of an abduction. Max Fenig is abducted instead. Discard Max Fenig. The abduction is negated.

DR. HODGE

XF96-0205v1 -- Common

Episode: Ice

Witness -- Cost: 1 RP

Keywords: Witness, Medical

Activators: Active, Medical

Game Text: Adds 1 to one Team's MEDICAL skill check.

DOUG SPINNEY

XF96-0206v1 -- Common

Episode: Darkness Falls

Witness -- Cost: 1 RP

Keywords: Witness, Sciences

Activators: Active, Sciences

Game Text: Adds 1 to one Team's SCIENCES skill check.

DR. SHEILA BRAUN

XF96-0207v1 -- Uncommon

Episode: Born Again

Witness -- Cost: 2 RP

Keywords: Witness, Behavioral

Activators: Active, Behavioral

Game Text: Adds 2 to one Team's BEHAVIORAL skill check.

U.S. MARSHALL TAPIA

XF96-0208v1 -- Fixed

Episode: F. Emasculata

Witness -- Cost: 1 RP

Keywords: Witness, Evidence Collection

Activators: Active, Evidence Collection

Game Text: Adds 1 to one Team's EVIDENCE COLLECTION skill check.

BRAD WILCZEK

XF96-0209v1 -- Uncommon

Episode: Ghost in the Machine

Witness -- Cost: 2 RP

Keywords: Witness, Computer

Activators: Active, Computer

Game Text: Adds 2 to one Team's COMPUTER skill check.

DR. NOLLETTE

XF96-0210v1 -- Rare

Episode: Roland

Witness -- Cost: 3 RP

Keywords: Witness, Observation, Sciences, Resource

Activators: Active

Game Text: Adds 1 to your pool every time a Keyword SCIENCES or OBSERVATION card is played.

ISH--TRIBAL ELDER

XF96-0211v1 -- Uncommon

Episode: Shapes

Witness -- Cost: 2 RP

Keywords: Witness, Occult Investigation

Activators: Active, Occult Investigation

Game Text: Adds 2 to one Team's OCCULT INVESTIGATION skill check.

SHERIFF MAZEROSKI

XF96-0212v1 -- Rare

Episode: Red Museum

Witness -- Cost: 2 RP

Keywords: Witness, Alien, Negate

Activators: Active, Government, Pawn

Game Text: Negates one GOVERNMENT PAWN

LT. COLONEL MARCUS AURELIUS BELT

XF96-0213v1 -- Rare

Episode: Space

Witness -- Cost: 2 RP

Keywords: Witness, Alien, Negate

Activators: Active, Alien, Creature

Game Text: Negates one ALIEN CREATURE.

GUNG BITUEN

XF96-0214v1 -- Rare

Episode: Excelsius Dei

Witness -- Cost: 4 RP

Keywords: Witness, Occult, Resource

Activators: Active

Game Text: Attach this Witness to a Team. Enables your Agents to deal damage to OCCULT CREATUREs as normal.

For example, you may use LRC against POLTERGEISTs and VAMPIREs. If at any time there are no Agents in the Team to which this card is attached, discard this card.

KRISTEN KILAR

XF96-0215v1 -- Rare

Episode: 3

Witness -- Cost: 3 RP

Keywords: Witness, Criminal Investigation, Occult Investigation, Resource

Activators: Active

Game Text: Adds 1 to your pool every time a Keyword OCCULT INVESTIGATION or CRIMINAL INVESTIGATION card is played.

GERD THOMAS

XF96-0216v1 -- Fixed

Episode: Red Museum

Witness -- Cost: 1 RP

Keywords: Witness, Observation

Activators: Active, Observation

Game Text: Adds 1 to one Team's OBSERVATION skill check.

DR. DANIEL TREPPOS

XF96-0217v1 -- Rare

Episode: Firewalker

Witness -- Cost: 2 RP

Keywords: Witness, Negate, Primordial

Activators: Active, Primordial, Creature

Game Text: Negates one PRIMORDIAL CREATURE.

MAGGIE HOLVEY

XF96-0218v1 -- Fixed

Episode: The Calusari

Witness -- Cost: 1 RP

Keywords: Witness, Occult Investigation

Activators: Active, Occult Investigation

Game Text: Adds 1 to one Team's OCCULT INVESTIGATION skill check.

LUTHER LEE BOGGS

XF96-0219v1 -- Rare

Episode: Beyond the Sea

Witness -- Cost: 3 RP

Keywords: Witness, Occult

Activators: Active

Game Text: Play this card at anytime during your turn to examine your opponent's hand.

SENATOR RICHARD MATHESON

XF96-0220v1 -- Rare

Episode: Little Green Men

Witness -- Cost: 3 RP

Keywords: Witness, Bureaucracy, Resource

Activators: Active

Game Text: Place three tokens on this card. Discard a token to add 2 to one Team's BUREAUCRACY skill check. You may discard a token once per turn. Discard this resource when all tokens have been discarded.

Events**SUCCESSFUL DIAGNOSIS**

XF96-0221v1 -- Uncommon

Episode: Darkness Falls

Event -- Cost: 2 RP

Keywords: Event, Healing

Activators: Active

Game Text: Place on a Team in the Hospital containing an injured Agent. The Agent heals 2 damage immediately.

DEEP THROAT

XF96-0222v1 -- Ultra-Rare

Episode: Deep Throat

Event -- Cost: 5 RP

Keywords: Event, Question

Activators: Active

Game Text: Ask any one Characteristic question regarding one opponent's X-File. Remove this card from the game. The effects of this card may not be negated.

SHUTTING DOWN THE X-FILES

XF96-0223v1 -- Rare

Episode: 3

Event -- Cost: 3 CP

Keywords: Event, Move, Government

Activators: Conspiracy

Game Text: Play on any Team containing Agent Fox Mulder and/or Agent Dana Scully. Mulder must immediately be moved to the Bureau. Scully must immediately be moved to the Hospital (undamaged). Neither may contribute their skills to skill checks this turn.

REPORTERS AT THE CRIME SCENE

XF96-0224v1 -- Uncommon

Episode: Fallen Angel

Event -- Cost: 1 CP

Keywords: Event, Question

Activators: Multiplayer, Conspiracy

Game Text: Play when one player has just asked a Characteristic question and you were not the Directed player. If the player achieved the prerequisite skill number exactly, then he must tell all opponents the answer to the Characteristic question.

I WANT TO BELIEVE

XF96-0225v1 -- Common

Episode: Conduit

Event -- Cost: 1 RP

Keywords: Event, Alien Investigation, Occult Investigation

Activators: Active

Game Text: Play on one Agent to allow that Agent to use their EVIDENCE COLLECTION skill number for any one ALIEN INVESTIGATION or OCCULT INVESTIGATION skill check.

ROAD TRIP

XF96-0226v1 -- Rare

Episode: Ascension

Event -- Cost: 1 RP

Keywords: Event, Move, Criminal Investigation

Activators: Active

Game Text: Play on a Team in the Field during the Deployment Phase. If the Team makes a CRIMINAL INVESTIGATION 6+ skill check they may investigate two Sites this turn. Resolve each Site individually.

HIDDEN TRANSMITTER

XF96-0227v1 -- Uncommon

Episode: E.B.E.

Event -- Cost: 4 CP

Keywords: Event, Question, Government, Subterfuge

Activators: Conspiracy, Multiplayer

Game Text: Play after an opponent Team successfully asks a Characteristic question. Force that opponent Team to make a SUBTERFUGE 4+ skill check. If they fail they must tell you the question and answer they obtained.

MEDICAL TREATMENT

XF96-0228v1 -- Common

Episode: Colony

Event -- Cost: 1 RP

Keywords: Event, Healing

Activators: Active

Game Text: Play on an Agent in the Hospital. The Agent heals one token of damage immediately.

AGENT WEISS KILLED BY UNKNOWN TOXIN

XF96-0229v1 -- Rare

Episode: Colony

Event -- Cost: 10 CP

Keywords: Event, Killer, Alien

Activators: Conspiracy

Game Text: If your opponent includes Agent Weiss in any skill check in the Field, Agent Weiss is instantly killed and removed from the game.

THE CIGARETTE-SMOKING MAN STRIKES

XF96-0230v1 -- Rare

Episode: Anasazi

Event -- Cost: 5 CP

Keywords: Event

Activators: Conspiracy

Game Text: Change any Keyword to any other Keyword on a card played by your opponent. This effect lasts until the end of the turn.

EVE 7

XF96-0231v1 -- Rare

Episode: Eve

Event -- Cost: X CP

Keywords: Event, Evolutionary

Activators: Conspiracy, Bluff

Game Text: Move any Bluff cards from one Site to another Site or back into the owner's hand. If at the end of an Investigation Phase a Site is left with no Bluffs attached, discard it. X = 1 per Bluff removed.

STREET CONTACTS

XF96-0232v1 -- Uncommon

Episode: One Breath

Event -- Cost: 1 RP

Keywords: Event, Criminal Investigation

Activators: Active

Game Text: Search through your Bureau Deck and place any one Witness card in your hand. Show the Witness to your opponents. Shuffle the Bureau Deck.

GOVERNMENT ARRESTS SUSPECTS

XF96-0233v1 -- Common

Episode: Conduit

Event -- Cost: 1 CP

Keywords: Event, Negate, Government

Activators: Conspiracy, Witness

Game Text: Negate one Witness that modifies ALIEN INVESTIGATION or BUREAUCRACY skill.

RED TAPE

XF96-0234v1 -- Rare

Episode: The Host

Event -- Cost: 3 CP

Keywords: Event, Bureaucracy

Activators: Conspiracy

Game Text: Play during the Briefing Phase to prevent one opponent from drawing any cards during the remainder of this turn.

S.W.A.T. TRAINING

XF96-0235v1 -- Common

Episode: The Jersey Devil

Event -- Cost: 2 RP

Keywords: Event, Training

Activators: Active, Agent

Game Text: Play on an Agent in the Bureau. The Agent is taken out of play for one full turn. At the start of the Briefing Phase of the second turn, the Agent may be deployed as normal and in addition has a +1 in one of the following skills: LRC, CRC or the ability to use MARTIAL ARTS Combat cards. Place this card below the Agent to remind you of the increased skill.

FINGERPRINTS

XF96-0236v1 -- Uncommon

Episode: Tooms

Event -- Cost: 2 RCP

Keywords: Event, Evidence Collection, Resource

Activators: Active

Game Text: Play on one Team in the Field. If the Team makes an EVIDENCE COLLECTION skill check 5+, then they may add 2 to any Site skill check. Discard this card after you've used the modifier.

BACK TRACKING PROGRAM

XF96-0237v1 -- Uncommon

Episode: Little Green Men

Event -- Cost: 4 CP

Keywords: Event, Computer

Activators: Conspiracy, Computer

Game Text: Play this card to negate any Keyword COMPUTER card.

AGENT LAMANA DIES IN FATAL ELEVATOR ACCIDENT

XF96-0238V1 -- RARE

Episode: Ghost in the Machine

Event -- Cost: 10 CP

Keywords: Event, Evolutionary

Activators: Conspiracy

Game Text: If your opponent includes Agent Lamana in any skill check in the Field, Agent Lamana is instantly killed and removed from the game.

EVIDENCE DESTROYED

XF96-0239v1 -- Uncommon

Episode: Pilot

Event -- Cost: 4 CP

Keywords: Event, Negate, Evidence Collection

Activators: Conspiracy, Evidence Collection

Game Text: Negate one Keyword EVIDENCE COLLECTION card.

SURFING THE NET

XF96-0240v1 -- Rare

Episode: Colony

Event -- Cost: 2 RP

Keywords: Event, Computer

Activators: Active

Game Text: Have a Team make a COMPUTER 4+ skill check. If successful, draw three cards from your chosen opponent's Bureau deck and choose one to place in your Bureau Section face down. Place the other two cards back on top of your opponent's Bureau Deck in any order. You may use the chosen card when appropriate but you must pay the cost. Return the card to its owner's Discard Pile after it has been used. Leave this card on top of the card you've taken from your opponent to remind you that the card you took is considered an EVENT, RESOURCE.

GOVERNMENT SANCTIONED PHEROMONE EXPERIMENTS

XF96-0241v1 -- Rare

Episode: Blood

Event -- Cost: 9 CP

Keywords: Event, Government

Activators: Conspiracy

Game Text: Force an opponent Team to make a SCIENCES 4+ skill check. If the Team fails, you may choose an opposing Agent on the Team to enter combat with any other Agent on the Team. Combat will only last one round.

THOROUGH DOCUMENTATION

XF96-0242v1 -- Rare

Episode: Roland

Event -- Cost: 2 RP

Keywords: Event, Evidence Collection, Resource

Activators: Active

Game Text: Play prior to a Site skill check. If the Site skill check is successful, place this card in your Bureau Section. You may discard this card in any of your investigation phases to add 2 to a Site skill check. Discard this card after you've used the modifier.

SKINNER CHOOSES A SIDE

XF96-0243v1 -- Ultra-Rare

Episode: End Game

Event -- Cost: 3 RP

Keywords: Event

Activators: Active

Game Text: Play when Assistant Director Walter Skinner is in the Bureau Section of the table and the AFFILIATION of your opponent's X-File is known. Add the following modifiers to Skinner's skills: +1 BUREAUCRACY, +1 SUBTERFUGE. Skinner is now immune to the "Skinner Adopts The Company Line" card. Place two tokens on this card. Discard a token to negate one Event card. Place this card below Skinner to remind you of the increased skills.

OVERWHELMING FORCE

XF96-0244v1 -- Rare

Episode: The Calusari

Event -- Cost: 3 CP

Keywords: Event

Activators: Conspiracy

Game Text: You may now play up to three Adversary cards simultaneously. All cards played using this card count as one Adversary card for game purposes (e.g., the "Overwhelming Force" card and all Adversaries can be negated as one card). The Adversaries all deal damage and take damage separately.

WARNING FROM THE LOA

XF96-0245v1 -- Rare

Episode: Fresh Bones

Event -- Cost: 2 RP

Keywords: Event, Occult

Activators: Active

Game Text: Force an opponent player to reveal any Adversary cards in his hand. If your opponent has one or more, discard one at random.

EVIDENCE OVERLOOKED

XF96-0246v1 -- Common

Episode: Lazarus

Event -- Cost: 1 RP

Keywords: Event, Observation, Resource

Activators: Active, Site

Game Text: If the Team makes an OBSERVATION 4+ skill check, they gain a +1 to the Site skill check. Discard this card after you've used the modifier.

MESSAGE FROM THE STARS

XF96-0247v1 -- Rare

Episode: Fallen Angel

Event -- Cost: 5 RP

Keywords: Event, Negate, Question, Alien Investigation

Activators: Active, Alien, Adversary

Game Text: Negate one ALIEN Adversary. In addition, if the Team makes an ALIEN INVESTIGATION skill check 6+, they may ask either one AFFILIATION question or one MOTIVE question.

DANA SCULLY, ABDUCTED

XF96-0248v1 -- Ultra-Rare

Episode: Ascension

Event -- Cost: 3 RP

Keywords: Event, Alien

Activators: Active

Game Text: If an Abduction card is played on a Team of Agents that includes Scully, Scully must be the Agent abducted instead. When Agent Scully returns to play she has the following modifiers added to her skills: +1 ALIEN INVESTIGATION, +1 OCCULT INVESTIGATION, +1 OBSERVATION, Keyword BELIEVER. Place this card below Scully to remind you of the increased skills. Place two tokens on this card. Discard a token to search through your Bureau deck and add any Healing card to your hand. Show it to your opponent and shuffle your deck.

READING THE SIGNS

XF96-0249v1 -- Uncommon

Episode: Fresh Bones

Event -- Cost: 0 RP

Keywords: Event, Occult Investigation

Activators: Active

Game Text: Play on any Team in the Field. If the Team makes an OCCULT INVESTIGATION 4+ skill check, they may take 2 from their opponent's Conspiracy Pool and add them to their Resource Pool.

AGENT JACK WILLIS SHOT TO DEATH IN BANK ROBBERY

XF96-0250v1 -- Rare

Episode: Lazarus

Event -- Cost: 10 CP

Keywords: Event, Killer, Occult

Activators: Conspiracy

Game Text: If your opponent includes Agent Willis in any skill check in the Field, Agent Willis is instantly killed and removed from the game.

SKINNER ADOPTS THE COMPANY LINE

XF96-0251v1 -- Rare

Episode: Tooms

Event -- Cost: 2 CP

Keywords: Event, Move, Government

Activators: Conspiracy

Game Text: Play whenever Assistant Director Walter Skinner is involved in a skill check. Skinner must go back to the Bureau (if he is not already there) and may not contribute his skills to any skill check this turn.

SAFE HOUSE

XF96-0252v1 -- Rare

Episode: Red Museum

Event -- Cost: 3 RP

Keywords: Event

Activators: Active, Witness

Game Text: Play on any Witness with a skill modifier to permanently add the Keywords EVENT and RESOURCE to the Witness. Thus, the Witness acts as an EVENT, RESOURCE card and remains in play. Place this card below the Witness to remind you of the effect.

CROP CIRCLES

XF96-0253v1 -- Common

Episode: Genderbender

Event -- Cost: 1 RP

Keywords: Event, Alien, Resource

Activators: Active, Site, Alien Investigation

Game Text: Play after one of your Teams successfully investigates a Site with ALIEN INVESTIGATION skill as a prerequisite. Place this card in your Bureau. Discard this card to add 1 to an ALIEN INVESTIGATION skill check.

LANGLY

XF96-0254v1 -- Common

Episode: E.B.E.

Event -- Cost: 2 RP

Keywords: Event

Activators: Active, Bluff

Game Text: Force one Bluff card attached to a Site to be discarded. If there are several Bluffs at the Site, the Bluff to be discarded must be chosen randomly.

EXPEDITE REQUEST FOR RESOURCES

XF96-0255v1 -- Uncommon

Episode: The Jersey Devil

Event -- Cost: 1 RP

Keywords: Event, Bureaucracy

Activators: Active

Game Text: Play on a Team in the Bureau. If the Team makes a BUREAUCRACY 4+ skill check then you may search through your Bureau Deck and draw one Equipment card to add to your hand. Show the card to your opponents and then shuffle your deck.

PAPERWORK

XF96-0256v1 -- Uncommon

Episode: Conduit

Event -- Cost: 4 CP

Keywords: Event, Criminal Investigation

Activators: Conspiracy

Game Text: Force an opponent Team to make a CRIMINAL INVESTIGATION 5+ skill check or they will be unable to add their skills to a Site skill check this turn.

UNEXPLAINABLE TIME LOSS

XF96-0257v1 -- Rare

Episode: Pilot

Event -- Cost: 5 CP

Keywords: Alien, Event, Sciences

Activators: Conspiracy

Game Text: Force an opponent Team to make a SCIENCES 4+ skill check or the current player's turn ends immediately

CLONE

XF96-0258v1 -- Uncommon

Episode: End Game

Event -- Cost: 2 CP

Keywords: Alien, Event

Activators: Conspiracy

Game Text: Play this card on any Witness that has just been played. The owning player must shuffle the Witness back into their Bureau deck immediately and does not benefit from the Witness.

SUSPECT DESCRIPTION

XF96-0259v1 -- Uncommon

Episode: Young at Heart

Event -- Cost: 2 RP

Keywords: Event, Criminal Investigation

Activators: Active

Game Text: Play on a Team that fails a Site skill check when combat was involved. If the Team makes a CRIMINAL INVESTIGATION 3+ skill check, place the Site in the Bureau. At the start of your Briefing Phase, you may place the Site into your hand.

SMOKE SCREEN

XF96-0260v1 -- Uncommon

Episode: Tooms

Event -- Cost: 1 RP

Keywords: Event, Bureaucracy, Resource

Activators: Active

Game Text: Play on a Team in the Bureau. If the Team makes a BUREAUCRACY 4+ skill check then designate a Team in the Field. As long as no new members are added to that Team, GOVERNMENT Adversaries may not attack that Team. This card remains in effect until a new Agent is added to the Team.

DARK FORCES ALIGN

XF96-0261v1 -- Rare

Episode: Die Hand Die Verletzt

Event -- Cost: 6 CP

Keywords: Event, Phenomena

Activators: Conspiracy

Game Text: Play on an opponent Team in any Section. For the rest of the turn, that Team is considered to have a single Characteristic SITE Keyword (i.e., RESULT SITE). You may choose any one Characteristic for the Keyword.

COMPUTER ACCESS DENIED

XF96-0262v1 -- Rare

Episode: Ghost in the Machine

Event -- Cost: 2 CP

Keywords: Event, Computer

Activators: Conspiracy

Game Text: Force an opponent Team to make a COMPUTER 4+ skill check or they will be unable to complete the skill check.

IMPROVED CHANNELS

XF96-0263v1 -- Uncommon

Episode: One Breath

Event -- Cost: 2 RP

Keywords: Event, Resource

Activators: Active

Game Text: The Team must make a BUREAUCRACY 4+ skill check. If successful, you may now have up to ten cards in hand at the end of your turn. This condition stays in effect until you are forced to discard this card. Discard this card if one of your Agents is moved from or to the Bureau Section of the table for any reason.

THE ERLENMEYER FLASK

XF96-0264v1 -- Rare

Episode: The Erlenmeyer Flask

Event -- Cost: 4 RP

Keywords: Event, Negate, Alien Investigation, Bureaucracy

Activators: Active

Game Text: Negates any one card played against your Team during a BUREAUCRACY or ALIEN INVESTIGATION skill check.

KRYCEK, THE DOUBLE AGENT

XF96-0265v1 -- Rare

Episode: Ascension

Event -- Cost: 6 CP

Keywords: Event, Government, Killer

Activators: Conspiracy

Game Text: Play on Agent Krycek when he is in the Field and is involved in a skill check. Krycek engages one of the Team's Agents (opponent's choice) in Combat. No other Agents may contribute skills to the combat. If Krycek sends the chosen Agent to the Hospital within two rounds of combat, then Krycek stays on the team, otherwise he is removed from play. While Krycek is affected by this card he is considered a GOVERNMENT, MASTER Adversary. Cards that would cause Krycek to be discarded simply negate the combat.

SPYING MISSION

XF96-0266v1 -- Uncommon

Episode: Fallen Angel

Event -- Cost: 2 RP

Keywords: Event, Negate, Subterfuge

Activators: Active

Game Text: Play on any Team. If the Team makes a SUBTERFUGE 4+ skill check, it may use this card to immediately negate any one card that requires them to make a non-combat skill check.

AUTHORIZED ACCESS ONLY

XF96-0267v1 -- Rare

Episode: Deep Throat

Event -- Cost: 4 CP

Keywords: Event, Government, Subterfuge

Activators: Conspiracy, Site

Game Text: Force an opponent Team to make a SUBTERFUGE 4+ skill check. If they are not successful, they automatically fail the skill check for the Site.

EQUIPMENT MALFUNCTION

XF96-0268v1 -- Uncommon

Episode: E.B.E.

Event -- Cost: 2 CP

Keywords: Event, Phenomena

Activators: Conspiracy

Game Text: Force one opponent to discard one piece of equipment (your choice) that does not specifically modify LONG or CLOSE RANGE COMBAT.

THE LOCAL LAW ENFORCEMENT ARE UNCOOPERATIVE

XF96-0269v1 -- Uncommon

Episode: The Jersey Devil

Event -- Cost: 4 CP

Keywords: Event, Negate, Criminal Investigation

Activators: Conspiracy, Criminal Investigation

Game Text: Negate one Keyword CRIMINAL INVESTIGATION card.

THE LONE GUNMEN

XF96-0270v1 -- Ultra-Rare

Episode: E.B.E.

Event -- Cost: 1 RP

Keywords: Event, Resource

Activators: Active, Site

Game Text: Play "The Lone Gunmen" card on a Site. While played on a Site, The Lone Gunmen are considered a Keyword WITNESS card. A Site with The Lone Gunmen played on it stays in the Field until they are removed. During your Briefing Phase, pay 1 RP to place a token on the Site. When a Team investigates the Site, each token adds 1 to the skill check. Discard The Lone Gunmen after the skill check is resolved.

ALIEN DISCRETION

XF96-0271v1 -- Rare

Episode: Space

Event -- Cost: X+1 RP

Keywords: Event, Alien, Phenomena

Activators: Active, Site

Game Text: Play on a Team about to investigate a Site with ALIEN INVESTIGATION as a prerequisite. Discard all cards assigned as Bluff cards at that Site. X = the number of Bluffs at the Site.

FINGERNAIL SCRAPINGS

XF96-0272v1 -- Common

Episode: Blood

Event -- Cost: 1 RP

Keywords: Event, Evidence Collection, Resource

Activators: Active

Game Text: If the Team makes an EVIDENCE COLLECTION 4+ skill check, they gain a +1 to a Site skill check. Discard this card after you've used the modifier.

TRUST NO ONE

XF96-0273v1 -- Rare

Episode: The Erlenmeyer Flask

Event -- Cost: 2 CP

Keywords: Event, Subterfuge

Activators: Conspiracy, Witness

Game Text: The Witness's modifier is now changed to a negative (e.g., a +1 becomes a -1). If the Witness has an ability separate from the modifier, this card cancels that ability for this turn.

LULA PHILLIPS

XF96-0274v1 -- Rare

Episode: Lazarus

Event -- Cost: 1 CP

Keywords: Event

Activators: Conspiracy

Game Text: Play this card after an Adversary sends any Agent to the Hospital or removes an Agent from the game. Place five tokens in your pool.

NO PLACE IS SAFE

XF96-0275v1 -- Rare

Episode: Squeeze

Event -- Cost: 5 CP

Keywords: Event

Activators: Conspiracy

Game Text: For the remainder of this turn, the Bureau is considered to have a single Characteristic SITE Keyword. You may choose any one Characteristic for the Keyword (i.e., RESULT SITE).

BLACKMAIL

XF96-0276v1 -- Rare

Episode: One Breath

Event -- Cost: 1 RP

Keywords: Event, Bureaucracy, Question

Activators: Active

Game Text: Play when you have just guessed incorrectly the identity of an X-File. Select a Team in your Bureau. If that Team successfully completes a BUREAUCRACY 4+ skill check, your opponent does not get to ask you a penalty question.

DISSECTION

XF96-0277v1 -- Uncommon

Episode: Pilot

Event -- Cost: 1 RP

Keywords: Event

Activators: Active

Game Text: Play this card after a Team of Agents damages an Adversary in combat by dealing enough wounds to kill it. Place five tokens in the pool.

HACK INTO GOVERNMENT FILES

XF96-0278v1 -- Rare

Episode: Anasazi

Event -- Cost: 5 RP

Keywords: Event, Computer

Activators: Active

Game Text: Play on a Team to make a COMPUTER 4+ skill check. If successful, you may select any card in your collection and add it to your hand. The card need not be part of your Bureau deck. Nor may it exceed the limit of two cards per deck.

APPLICATION FOR FBI RESOURCES APPROVED

XF96-0279v1 -- Rare

Episode: Sleepless

Event -- Cost: 3 RP

Keywords: Event, Bureaucracy, Move

Activators: Active

Game Text: If the Team makes a BUREAUCRACY 4+ skill check, you may borrow any one of your opponent's Agents. It may not be an Agent you already control. Add the Agent to the Team for the remainder of the turn. Afterward, the Agent returns to the original owner's control. The Agent must be returned to the Team it belonged to or sent to the Hospital if the Agent was reduced to 0 HEALTH during a combat.

EXPERT BRIEFING

XF96-0280v1 -- Common

Episode: Anasazi

Event -- Cost: 2 RP

Keywords: Event, Training

Activators: Active, Agent

Game Text: Play on an Agent in the Bureau. The Agent is taken out of play for one full turn. At the start of the Briefing Phase of the second turn the Agent may be deployed as normal and in addition has a +1 in one of the following skills: OBSERVATION, BEHAVIORAL or SUBTERFUGE. Place this card below the Agent to remind you of the increased skill.

ACCESS PERSONNEL FILES

XF96-0281v1 -- Common

Episode: Duane Barry

Event -- Cost: 4 CP

Keywords: Event, Computer, Resource

Activators: Conspiracy, Multiplayer

Game Text: Force an opponent Team to make a COMPUTER 4+ skill check. If they fail, that opponent must tell you the next answer that they obtain regarding the X-File of your choice. The answer need not be a "yes" answer. Discard this card after you've obtained the answer.

HARD EVIDENCE

XF96-0282v1 -- Common

Episode: Pilot

Event -- Cost: 2 RP

Keywords: Event, Evidence

Activators: Active

Game Text: Add five tokens to your pool.

RELENTLESS PURSUIT

XF96-0283v1 -- Common

Episode: Genderbender

Event -- Cost: X RP

Keywords: Event

Activators: Active

Game Text: Play to prevent the opposing player from drawing cards after the player has paid, but before the cards are drawn. X = The number of cards that the opposing player has paid to draw.

COUNTERINTELLIGENCE MEASURES

XF96-0284v1 -- Ultra-Rare

Episode: E.B.E.

Event -- Cost: 6 CP

Keywords: Event, Negate

Activators: Conspiracy

Game Text: Play this card after your opponent has asked a Characteristic Question regarding your X-File. After you answer the question, your opponent must answer the question as well. Your opponent may still guess your X-File identity if normally allowed to do so, but you may not.

DEDUCTIVE REASONING

XF96-0285v1 -- Rare

Episode: Conduit

Event -- Cost: 3 RP

Keywords: Event, Question, Criminal

Activators: Active

Game Text: Play on a Team that has just completed a combat. If the Team makes a CRIMINAL INVESTIGATION 5+ skill check, then they may ask whether or not the Adversary has a Keyword that is the same as the AFFILIATION of the controller's X-File.

GRID PATTERN SEARCH

XF96-0286v1 -- Rare

Episode: Lazarus

Event -- Cost: 2 RP

Keywords: Event, Evidence Collection

Activators: Active

Game Text: Select one card from your Discard Pile and place it in your hand.

DRIVING

XF96-0287v1 -- Uncommon

Episode: Conduit

Event -- Cost: 2 RP

Keywords: Event, Move, Criminal Investigation

Activators: Active

Game Text: Play on a Team in the Field during the Deployment Phase. If the Team makes a CRIMINAL INVESTIGATION 5+ skill check, they may investigate two Sites in the same state this turn.

IN-SERVICE TRAINING

XF96-0288v1 -- Common

Episode: Little Green Men

Event -- Cost: 2 RP

Keywords: Event, Training

Activators: Active, Agent

Game Text: Play on an Agent in the Bureau. The Agent is taken out of play for one full turn. At the start of the Briefing Phase of the second turn, the Agent may be deployed as normal, and in addition has a +1 in one of the following skills: COMPUTER, MEDICAL, or SCIENCES. Place this card below the Agent to remind you of the increased skill.

REJUVENATING CAVES

XF96-0289v1 -- Uncommon

Episode: Genderbender

Event -- Cost: 2 CP

Keywords: Event, Resource

Activators: Conspiracy

Game Text: Play this card next to the X-File you have chosen. Place ten tokens on this card. Beginning on your opponent's next turn you may take up to two tokens from this card and place them in your pool. The tokens become tokens. When all counters have been removed, discard this card.

ALIEN EXPERIMENTATION

XF96-0290v1 -- Rare

Episode: Duane Barry

Event -- Cost: 5 CP

Keywords: Event, Negate, Alien

Activators: Conspiracy, Event

Game Text: Negate any one Keyword EVENT card.

HIDDEN GRAVE

XF96-0291v1 -- Uncommon

Episode: Conduit

Event -- Cost: 2 RP

Keywords: Event, Medical

Activators: Active

Game Text: Take any Witness from your opponent's Discard Pile and use it for one skill check immediately at no cost.

TRAP

XF96-0292v1 -- Uncommon

Episode: End Game

Event -- Cost: 3 CP

Keywords: Event, Observation

Activators: Conspiracy

Game Text: Play on a Team in the Field at the start of combat. Force the opponent Team to make an OBSERVATION 4+ skill check. If they fail, the following combat will be fought between the Adversary and one Agent of your choice. No other Agents may participate in the combat.

X

XF96-0293v1 -- Ultra-Rare

Episode: Sleepless

Event -- Cost: 3 RP

Keywords: Event, Negate

Activators: Active, Adversary

Game Text: Negate any one Keyword ADVERSARY card.

ASSIGNED TO THE X-FILES

XF96-0294v1 -- Rare

Episode: Pilot

Event -- Cost: X+1 RP

Keywords: Event, Bureaucracy, Killer

Activators: Active

Game Text: Play to permanently add any one Agent from your hand to a Team. The normal rules for selecting an Agent still apply. In addition, the Agent may not be one that was removed from the game prior to playing this card. X = Agent's Cost.

PLAGUE OF LOCUSTS

XF96-0295v1 -- Rare

Episode: Miracle Man

Event -- Cost: 4 CP

Keywords: Event, Occult Investigation

Activators: Conspiracy, Witness

Game Text: Force an opponent Team to make an OCCULT INVESTIGATION 4+ skill check. If they fail, negate all Witnesses that are modifying the Team's skill check.

X-FILES RESEARCH

XF96-0296v1 -- Common

Episode:

Event -- Cost: 2 CP

Keywords: Event, Training

Activators: Active, Agent

Game Text: Play on an Agent in the Bureau. The Agent is taken out of play for one full turn. At the start of the Briefing Phase of the second turn, the Agent may be deployed as normal, and in addition has a +1 in one of the following skills: ALIEN INVESTIGATION, OCCULT INVESTIGATION, or SCIENCES. This card may not be played on Agents Mulder or Scully. Place this card below the Agent to remind you of the increased skill.

A FRIEND IN THE FBI

XF96-0297v1 -- Rare

Episode: E.B.E.

Event -- Cost: 2 RP

Keywords: Event, Resource

Activators: Active

Game Text: Play this card in the Bureau. Place ten tokens on this card. During your Briefing Phase you may take up to two tokens from this card and place them in your pool. The tokens become (change to) tokens. When all counters have been removed, discard this card.

WRITTEN REPORT

XF96-0298v1 -- Common

Episode: E.B.E.

Event -- Cost: 1 RP

Keywords: Event, Move

Activators: Active, Move

Game Text: Play when an Agent is forced to return to the Bureau. Prior to moving, the Team may make a CRIMINAL INVESTIGATION 5+ skill check. If successful, the Agent does not have to return to the Bureau.

GOVERNMENT MINDWIPE SERUM

XF96-0299v1 -- Uncommon

Episode: Deep Throat

Event -- Cost: 2 3P

Keywords: Event, Government

Activators: Conspiracy

Game Text: Force one opponent to discard all cards in their hand that contain the Keyword ALIEN INVESTIGATION or BUREAUCRACY.

TRAVEL ARRANGEMENTS

XF96-0300v1 -- Common

Episode: Deep Throat

Event -- Cost: 2 RP

Keywords: Event, Move

Activators: Active, Agent

Game Text: You may move one of your Agents to any Section immediately. This card may not be played once an Adversary has forced combat until after the combat is resolved. The Agent may join any Team that occupies the new Section.

DECOY

XF96-0301v1 -- Uncommon

Episode: Fresh Bones

Event -- Cost: 1 RP

Keywords: Event, Subterfuge, Negate

Activators: Active, Adversary

Game Text: Play when an Adversary is allowed to enter combat with a single Agent. If the Team to which the Agent is attached makes a SUBTERFUGE 4+ skill check, the Adversary is negated.

AUTOPSY

XF96-0302v1 -- Uncommon

Episode: The Host

Event -- Cost: 2 RP

Keywords: Event, Medical

Activators: Active

Game Text: Take a Witness from your Discard Pile and place it in your hand. In addition, if the Team makes a MEDICAL 4+ skill check, the Witness's modifier is doubled if played this turn.

EVASIVE MANEUVERS

XF96-0303v1 -- Rare

Episode: The Erlenmeyer Flask

Event -- Cost: 4 RP

Keywords: Event, Negate

Activators: Active, Adversary

Game Text: Negate one non-PHENOMENA Adversary.

FROHIKE

XF96-0304v1 -- Rare

Episode: Blood

Event -- Cost: 3 RP

Keywords: Event, Negate

Activators: Active, Event

Game Text: This card will negate one Event card played on your Team.

AGENT REGGIE PURDUE FOUND STRANGLER

XF96-0305v1 -- Rare

Episode: Young at Heart

Event -- Cost: 10 CP

Keywords: Event, Killer, Government

Activators: Conspiracy

Game Text: If your opponent includes Agent Purdue in any skill check in the Field, Agent Purdue is instantly killed and removed from the game.

ROAD HAZARD

XF96-0306v1 -- Uncommon

Episode: Ascension

Event -- Cost: 1 CP

Keywords: Event, Negate

Activators: Conspiracy, Move

Game Text: Negate one card with the Keyword MOVE.

CORE TRAINING

XF96-0307v1 -- Common

Episode: Lazarus

Event -- Cost: 2 RP

Keywords: Event, Training

Activators: Active

Game Text: Play on an Agent in the Bureau. The Agent is taken out of play for one full turn. At the start of the Briefing Phase of the second turn, the Agent may be deployed as normal, and in addition has a +1 in one of the following skills: CRIMINAL INVESTIGATION or EVIDENCE COLLECTION. Place this card below the Agent to remind you of the increased skill.

SAMUEL HARTLEY

XF96-0308v1 -- Rare

Episode: Miracle Man

Event -- Cost: 2 RP

Keywords: Event, Occult, Killer

Activators: Active

Game Text: Play on a Team in the Field that has just had an Agent removed from the game this turn. Make an OCCULT INVESTIGATION skill check of 4+. If successful, the Agent remains in play.

TRUE GRIT

XF96-0309v1 -- Rare

Episode: The Erlenmeyer Flask

Event -- Cost: 1 RP

Keywords: Event, Behavioral

Activators: Active, Agent

Game Text: Play when an Agent is forced to go to the Hospital. He must still go to the Hospital by the end of this turn but he may add his skills to one skill check before going.

DECREASED WORKLOAD

XF96-0310v1 -- Uncommon

Episode: The Host

Event -- Cost: 1 RP

Keywords: Event, Bureaucracy

Activators: Active, Briefing

Game Text: Play during the Briefing Phase. One Team in the Bureau may make a BUREAUCRACY 4+ skill check. If successful, choose one Agent. The Agent now has a RES number equal to the Agent's CRIMINAL INVESTIGATION skill during the next Briefing Phase. Place this card below the Agent to remind you of the increased skill.

Equipment**LAPTOP COMPUTER**

XF96-0311v1 -- Uncommon

Episode: Pilot

Equipment -- Cost: 4 RP

Keywords: Equipment, Electrical, Special

Activators: Bureau

Game Text: Adds 2 to the Agent's COMPUTER skill.

GAS CHROMATOGRAPH

XF96-0312v1 -- Common

Episode: Firewalker

Equipment -- Cost: 2 RP

Keywords: Equipment, Electrical, Special

Activators: Bureau

Game Text: Agents equipped with a Gas Chromatograph have access to the field office crime lab. Adds 1 to the Agent's SCIENCES skill.

WIRE-TAP

XF96-0313v1 -- Common

Episode: Little Green Men

Equipment -- Cost: 2 RP

Keywords: Equipment, Electrical, Special

Activators: Bureau

Game Text: Adds 1 to the Agent's SUBTERFUGE skill.

BINOCULARS

XF96-0314v1 -- Common

Episode: Little Green Men

Equipment -- Cost: 2 RP

Keywords: Equipment, Standard

Activators: Bureau

Game Text: Adds 1 to the Agent's OBSERVATION skill.

MEDI-KIT

XF96-0315v1 -- Rare

Episode: Duane Barry

Equipment -- Cost: 4 RP

Keywords: Equipment, Healing, Standard

Activators: Bureau

Game Text: An agent with MEDICAL skill may use the Medi-Kit to heal one wound on any agent in the Team once per turn. The may prevent an Agent from going to the Hospital.

KEVLAR VEST

XF96-0316v1 -- Uncommon

Episode: Young at Heart

Equipment -- Cost: 3 RP

Keywords: Equipment, Armor, Standard

Activators: Bureau

Game Text: The Kevlar Vest will absorb three points of damage. Place three tokens on this card. Discard a token to prevent one point of damage. Discard the Vest when all the tokens have been discarded. Excess damage is applied to the Agent as normal.

GLOCK 19 SEMI-AUTOMATIC PISTOL

XF96-0317v1 -- Uncommon

Episode: Young at Heart

Equipment -- Cost: 4 RP

Keywords: Equipment, Weapon Standard

Activators: Bureau

Game Text: Adds 2 to the Agent's LONG RANGE COMBAT skill.

HIGH RESOLUTION CAMERA

XF96-0318v1 -- Common

Episode: The Calusari

Equipment -- Cost: 2 RP

Keywords: Equipment, Mechanical, Special

Activators: Bureau

Game Text: Adds 1 to the Agent's OCCULT INVESTIGATION skill.

HIGH-POWERED FLASHLIGHT

XF96-0319v1 -- Uncommon

Episode: Little Green Men

Equipment -- Cost: 4 RP

Keywords: Equipment, Electrical, Standard

Activators: Bureau

Game Text: Adds 2 to the Agent's OBSERVATION skill.

GOVERNMENT CAR

XF96-0320v1 -- Common

Episode: E.B.E.

Equipment -- Cost: 2 RP

Keywords: Equipment, Mechanical, Standard

Activators: Bureau

Game Text: Adds 1 to the Agent's CRIMINAL INVESTIGATION skill.

KNIFE

XF96-0321v1 -- Common

Episode: Die Hand Die Verletzt

Equipment -- Cost: 2 RP

Keywords: Equipment, Weapon, Standard

Activators: Bureau

Game Text: Adds 1 to the Agent's CLOSE RANGE COMBAT skill.

TAPED INTELLIGENCE

XF96-0322v1 -- Rare

Episode: Anasazi

Equipment -- Cost: 4 RP

Keywords: Equipment, Electrical, Special

Activators: Bureau

Game Text: Adds 2 to the Agent's BUREAUCRACY skill. GOVERNMENT Adversaries may now attack the Agent's Team when investigating a Site, even when they would otherwise be barred from doing so.

WALTHER PPK 7.65 HOLD OUT WEAPON

XF96-0323v1 -- Uncommon

Episode: Lazarus

Equipment -- Cost: 4 RP

Keywords: Equipment, Weapon, Standard

Activators: Bureau

Game Text: Adds 2 to the Agent's CLOSE RANGE COMBAT skill.

GEIGER COUNTER

XF96-0324v1 -- Uncommon

Episode: E.B.E.

Equipment -- Cost: 2 RP

Keywords: Equipment, Electrical, Special

Activators: Bureau

Game Text: Adds 1 to the Agent's ALIEN INVESTIGATION skill.

HOSPITAL CRASH CART

XF96-0325v1 -- Rare

Episode: One Breath

Equipment -- Cost: 4 RP

Keywords: Equipment, Healing, Special

Activators: Hospital

Game Text: This piece of Equipment does not need to be attached to any Agent. Place three tokens on the Hospital Crash Cart. Discard one token to heal one point of damage to an Agent in the Hospital. Discard when all three tokens have been expended.

CELLULAR PHONE

XF96-0326v1 -- Rare

Episode: Blood

Equipment -- Cost: 4 RP

Keywords: Equipment, Special

Activators: Bureau

Game Text: The Agent may add his skills to a skill check that is occurring in another Section of the table. The Agent's skill is reduced by one (i.e.; Skill: 3 becomes Skill: 2). LONG RANGE COMBAT and CLOSE RANGE COMBAT may not be added.

SYMBOL OF FAITH

XF96-0327v1 -- Rare

Episode: One Breath

Equipment -- Cost: 3 RP

Keywords: Equipment, Mystic

Activators: Field, Believer

Game Text: OCCULT Adversaries may not assign damage to this Agent unless there are no other eligible targets. If the Agent is the only eligible target then the damage from OCCULT Adversaries is halved.

ELECTRON EMISSION MICROSCOPE

XF96-0328v1 -- Common

Episode: Young at Heart

Equipment -- Cost: 2 RP

Keywords: Equipment, Electrical, Special

Activators: Bureau

Game Text: Agents equipped with an Electron Emission Microscope have access to the field office crime lab. Adds 1 to the Agent's MEDICAL skill.

SHOTGUN

XF96-0329v1 -- Rare

Episode: Shapes

Equipment -- Cost: 6 RP

Keywords: Equipment, Weapon, Standard

Activators: Bureau

Game Text: Adds 3 to the Agent's LONG RANGE COMBAT skill once per combat. Damage may be split if there are multiple opponents (your choice).

MINI-14 ASSAULT RIFLE

XF96-0330v1 -- Uncommon

Episode: Fallen Angel

Equipment -- Cost: 4 RP

Keywords: Equipment, Weapon, Special

Activators: Bureau

Game Text: Adds 2 to the Agent's LONG RANGE COMBAT skill. Damage may be split if there are multiple opponents (your choice).

MOJO BAG

XF96-0331v1 -- Uncommon

Episode: Fresh Bones

Equipment -- Cost: 2 RP

Keywords: Equipment, Mystic

Activators: Field, Believer

Game Text: Subtract one point from each damaging hit caused by an OCCULT CREATURE. In addition, OCCULT Adversaries may not play combat cards on Agents equipped with a Mojo Bag.

LIE DETECTOR

XF96-0332v1 -- Common

Episode: Squeeze

Equipment -- Cost: 2 RP

Keywords: Equipment, Electrical, Special

Activators: Bureau

Game Text: Adds 1 to the Agent's BEHAVIORAL skill.

Adversaries

SLITHERS IN THE NIGHT

XF96-0333v1 -- Fixed

Episode: Die Hand Die Verletzt

Adversary -- Cost: 4 CP

LRC: N/A CRC: 6 HEALTH: 6

Keywords: Adversary, Occult, Creature, Pawn

Activators: Conspiracy, Affiliation Site

Game Text:

ALIEN HARVESTER

XF96-0334v1 -- Rare

Episode: Duane Barry

Adversary -- Cost: 4 CP

LRC: N/A CRC: N/A HEALTH: N/A

Keywords: Adversary, Alien, Phenomena

Activators: Conspiracy, ALIEN INVESTIGATION

Game Text: Your opponent may not spread out Agents until this card is resolved. Hold this card twelve inches up and twelve inches away from the opponent's Team. Flip the card so that it spins through the air. All of the Agents in the Investigating Team that are being touched by the Alien Harvester are abducted! Discard any Equipment attached to the abducted Agents. The Agents are placed ten cards down, face up, in the Bureau deck. When the Agent cards reach the top of the deck, the Agents are immediately moved to the Hospital (though they are not damaged).

HUNTER IN THE DARK

XF96-0335v1 -- Fixed

Episode: The Jersey Devil

Adversary -- Cost: 7 CP

LRC: N/A CRC: 4 HEALTH: 5

Keywords: Adversary, Primordial, Creature

Activators: Conspiracy, Result Site

Game Text: The LONG RANGE COMBAT round is skipped.

CREW-CUT MAN

XF96-0336v1 -- Uncommon

Episode: The Erlenmeyer Flask

Adversary -- Cost: 6 CP

LRC: 4 CRC: 4 HEALTH: 5

Keywords: Adversary, Government, Pawn, Creature

Activators: Conspiracy, Method Site

Game Text: The chosen Agent is the only one who may participate in the Combat. The Crew-Cut Man may use MARTIAL ARTS and SUBTERFUGE cards.

ALIEN BOUNTY HUNTER

XF96-0337v1 -- Rare

Episode: Colony

Adversary -- Cost: 12 CP

LRC: N/A CRC: 6 HEALTH: 6

Keywords: Adversary, Alien, Creature, Master

Activators: Conspiracy, Motive Site

Game Text: Each source of damage affecting the Alien Bounty Hunter in CLOSE RANGE COMBAT also causes 1 damage to each opposing Team member involved in the Combat (because he has poisonout blood). The Hunter may use MARTIAL ARTS and SUBTERFUGE Combat cards. If killed in Combat, place the Hunter back in your deck and shuffle.

THE HOST ATTACKS

XF96-0338v1 -- Rare

Episode: The Host

Adversary -- Cost: 4 CP

LRC: N/A CRC: 2 HEALTH: 3

Keywords: Adversary, Evolutionary, Creature, Killer

Activators: Conspiracy, Result Site

Game Text: Place five tokens on any Agent that loses HEALTH as a result of this creature's attack. Remove a token in each of that Agent's Briefing Phases. At the end of the turn in which the last token is removed, the Agent is removed from the game. This card can be negated by the Team containing the afflicted Agent making a MEDICAL 3+ skill check or by playing a HEALING card on the afflicted player prior to the Agent being removed.

PVT. MCALPIN, ZOMBIE

XF96-0339v1 -- Fixed

Episode: Fresh Bones

Adversary -- Cost: 6 CP

LRC: N/A CRC: 5 HEALTH: 6

Keywords: Adversary, Occult, Creature, Pawn

Activators: Conspiracy, Motive Site

Game Text: LONG RANGE COMBAT attacks cause only half damage (round up) to the Zombie.

GOOD PEOPLE, GOOD FOOD

XF96-0340v1 -- Uncommon

Episode: Our Town

Adversary -- Cost: 8 CP

LRC: 0 CRC: 3 HEALTH: 10

Keywords: Adversary, Primordial, Creature

Activators: Conspiracy, Motive Site

Game Text: Damage caused by this creature may be split among all opponents (Directed Player's choice).

THE SANDMAN

XF96-0341v1 -- Uncommon

Episode: Sleepless

Adversary -- Cost: 4 CP

LRC: Special CRC: Special HEALTH: 5

Keywords: Adversary, Evolutionary, Creature

Activators: Conspiracy, Result Site

Game Text: The Creature has LONG RANGE COMBAT and CLOSE RANGE COMBAT equal to the highest Combat raing on the opposing team (including modifiers) +1. The Sandman may use SUBTERFUGE Combat cards.

ABDUCTION

XF96-0342v1 -- Rare

Episode: Duane Barry

Adversary -- Cost: 6 CP

LRC: N/A CRC: N/A HEALTH: N/A

Keywords: Adversary, Alien Phenomena

Activators: Conspiracy, Alien Investigation

Game Text: Pick one Agent in the Team. That Agent is placed ten cards down, face up, in the owning player's Bureau deck. Any equipment that Agent had is discarded. When the Agent's card reaches the top of the deck, the Agent is immediately moved to the Hospital (undamaged). This card does not initiate Combat.

SQUEEZE

XF96-0343v1 -- Uncommon

Episode: Squeeze

Adversary -- Cost: 3 CP

LRC: N/A CRC: 3 HEALTH: 5

Keywords: Adversary, Evolutionary, Creature

Activators: Conspiracy, Method Site

Game Text: The LONG RANGE COMBAT round is skipped.

THE PSYCHOTIC ATTACK

XF96-0344v1 -- Fixed

Episode: Fire

Adversary -- Cost: 4 CP

LRC: 3 CRC: 2 HEALTH: 5

Keywords: Adversary, Evolutionary, Pawn

Activators: Conspiracy, Method Site

Game Text: Damage from LONG RANGE COMBAT may be split among all opponents (Directed Player's choice).

THE MECHANIC

XF96-0345v1 -- Uncommon

Episode: The Erlenmeyer Flask

Adversary -- Cost: 7 CP

LRC: 4 CRC: 3 HEALTH: 5

Keywords: Adversary, Government, Pawn, Creature

Activators: Conspiracy, Affiliation Site

Game Text: The Mechanic may use MARTIAL ARTS and SUBTERFUGE Combat cards.

DARKNESS FALLS

XF96-0346v1 -- Uncommon

Episode: Darkness Falls

Adversary -- Cost: 6 CP

LRC: N/A CRC: N/A HEALTH: N/A

Keywords: Adversary, Primordial, Creature

Activators: Conspiracy, Result Site

Game Text: Unless a HEALING card is played immediately and the card results in one point being healed, move the Agent to the Hospital. The Agent must stay in the Hospital for the next turn.

SUPPRESSED FURY

XF96-0347v1 -- Fixed

Episode: Beyond the Sea

Adversary -- Cost: 5 CP

LRC: N/A CRC: 2 HEALTH: 9

Keywords: Adversary, Primordial, Creature

Activators: Conspiracy, Result Site

Game Text: Regardless of how much damage is done to this creature in the LONG RANGE COMBAT round, it will attack in the CLOSE RANGE COMBAT round. If its HEALTH has been exceeded, it is removed at the end of the CRC round.

LIVING MACHINE

XF96-0348v1 -- Uncommon

Episode: Ghost in the Machine

Adversary -- Cost: 6 CP

LRC: 0 CRC: 4 HEALTH: 7

Keywords: Adversary, Evolutionary, Phenomena

Activators: Conspiracy, Computer

Game Text: Fight Combat as normal except skip LONG RANGE COMBAT and go straight to CLOSE RANGE COMBAT. Agents must use their COMPUTER skill as their value in CRC. If an Agent has no COMPUTER skill, his value is 1.

OPERATION FALCON BLUE BERETS

XF96-0349v1 -- Rare

Episode: Fallen Angel

Adversary -- Cost: 7 CP

LRC: 4 CRC: 3 HEALTH: 8

Keywords: Adversary, Government, Pawn, Creature

Activators: Conspiracy, Method Site

Game Text: Damage caused by this creature may be split among all opponents (Directed Player's choice). The Blue Berets may use MARTIAL ARTS Combat cards.

PHEROMONE-INDUCED PSYCHOSIS

XF96-0350v1 -- Uncommon

Episode: Blood

Adversary -- Cost: 3 CP

LRC: Special CRC: Special HEALTH: 3

Keywords: Adversary, Government, Phenomena

Activators: Conspiracy, Witness

Game Text: Play this card on a Team in the Field that plays a Witness. The Witness card is discarded and the Team is attacked! The Creature's LONG RANGE COMBAT and CLOSE RANGE COMBAT are equal to the Witness's modifier. If the Witness has no modifier, treat the Witness as a +3.

DEADLY BLUR

XF96-0351v1 -- Uncommon

Episode: Fallen Angel

Adversary -- Cost: 7 CP

LRC: N/A CRC: 4 HEALTH: 6

Keywords: Adversary, Alien, Creature

Activators: Conspiracy, Motive Site

Game Text: Any Agent damaged by the Deadly Blur is placed in the Hospital for the next two turns regardless of how much HEALTH they have. Each opponent's LONG RANGE COMBAT and CLOSE RANGE COMBAT is reduced by one point. The Deadly Blur may use SUBTERFUGE Combat cards.

THE MANITOU STALKS HIS PREY

XF96-0352v1 -- Rare

Episode: Shapes

Adversary -- Cost: 6 CP

LRC: N/A CRC: 6 HEALTH: 8

Keywords: Adversary, Occult, Creature

Activators: Conspiracy, Motive Site

Game Text: Any Agent wounded by the Manitou may not heal wounds until a Healing card is successfully played on him.

POLTERGEIST ATTACK

XF96-0353v1 -- Fixed

Episode: Shadows

Adversary -- Cost: 3 CP

LRC: 2 CRC: 2 HEALTH: 2

Keywords: Adversary, Occult, Creature, Phenomena

Activators: Conspiracy, Occult Investigation

Game Text: The Poltergeist is unaffected by Combat attacks. It will attack for only one LONG RANGE COMBAT and one CLOSE RANGE COMBAT round and then is discarded.

KISS OF THE VAMPIRE

XF96-0354v1 -- Rare

Episode: 3

Adversary -- Cost: 10 CP

LRC: N/A CRC: 5 HEALTH: 6

Keywords: Adversary, Occult, Creature, Master

Activators: Conspiracy, Witness

Game Text: Play this card on a Team in the Field that plays a Witness. Discard the Witness card. The Witness actually becomes a lesser vampire that attacks the Team in conjunction with the master vampire, with a CLOSE RANGE COMBAT rating of 3 and a HEALTH rating of 3. LONG RANGE COMBAT will cause no damage to either vampire.

The Truth Is Out There

Combat

AURA OF INVULNERABILITY

XF97-0001v2 -- Uncommon

Episode: Humbug

Combat -- Cost: 2 CP

Keywords: Combat, Occult

Activators: Combat

Game Text: Play on any OCCULT Adversary to reduce damage from all opponent LONG RANGE COMBAT or CLOSE RANGE COMBAT sources by 1 this round.

FIRST AID

XF97-0002v2 -- Common

Episode: The Jersey Devil

Combat -- Cost: 0 RP

Keywords: Combat, Healing

Activators: Combat

Game Text: Play on any Agent in the Field to immediately Heal one point of damage.

FACE-OFF

XF97-0003v2 -- Uncommon

Episode: Ice

Combat -- Cost: 2 *P

Keywords: Combat

Activators: Combat

Game Text: Play this card during a LONG RANGE COMBAT round on a combatant you control with an LRC skill. That combatant and one other combatant of the owning player's choice will deal no damage in this LRC round.

RENDING CLAWS

XF97-0004v2 -- Uncommon

Episode: Shapes

Combat -- Cost: 0 CP

Keywords: Combat, Primordial, Occult

Activators: Combat

Game Text: Play on any PRIMORDIAL or OCCULT Adversary to add 1 to their CLOSE RANGE COMBAT skill.

FAST STRIKE

XF97-0005v2 -- Rare

Episode: End Game

Combat -- Cost: 4 *P

Keywords: Combat

Activators: Combat

Game Text: Play this card on any combatant with a CLOSE RANGE COMBAT skill of three or more to allow that combatant to attack twice in a CRC round.

SNEAK ATTACK

XF97-0006v2 -- Rare

Episode: Tooms

Combat -- Cost: 3 CP

Keywords: Combat, Evolutionary

Activators: Combat

Game Text: Play on any EVOLUTIONARY Adversary to allow it to deal all of its damage in the round before its opponents. Any opponents sent to the Hospital as a result of this damage do not cause damage this round.

AMBUSH

XF97-0007v2 -- Common

Episode: Anasazi

Combat -- Cost: 2 *P

Keywords: Combat, Subterfuge

Activators: Combat

Game Text: Play this card on any combatant with a SUBTERFUGE skill of 1+ or that is capable of using SUBTERFUGE cards. The opposing side's LONG RANGE COMBAT attack is negated this round.

KICK

XF97-0008v2 -- Common

Episode: Red Museum

Combat -- Cost: 1 *P

Keywords: Combat, Martial Arts

Activators: Combat

Game Text: Play on any Combatant that can use MARTIAL ARTS or any combatant opposing a stunned opponent. Add 2 to the combatant's CLOSE RANGE COMBAT damage result this round.

GUN JAMMED

XF97-0009v2 -- Common

Episode: Little Green Men

Combat -- Cost: 1 *P

Keywords: Combat

Activators: Combat

Game Text: Negates the effects of any one Equipment card that adds to LONG RANGE COMBAT Skill for the duration of this combat.

HIDE

XF97-0010v2 -- Common

Episode: The Jersey Devil

Combat -- Cost: 1 *P

Keywords: Combat, Subterfuge

Activators: Combat

Game Text: Play this on one combatant with a SUBTERFUGE skill of 1+ or that is capable of using SUBTERFUGE cards. No damage may be dealt to that combatant in this round and the combatant deals no damage.

DODGE

XF97-0011v2 -- Uncommon

Episode: Young at Heart

Combat -- Cost: 3 *P

Keywords: Combat

Activators: Combat

Game Text: Play this card on any combatant in a LONG RANGE COMBAT round to reduce the damage from any one source by four points. The combatant using this card does not deal damage in this LRC round.

NERVE STRIKE

XF97-0012v2 -- Rare

Episode: The Erlenmeyer Flask

Combat -- Cost: 3 *P

Keywords: Combat, Martial Arts

Activators: Combat

Game Text: Play on any combatant that can use MARTIAL ARTS to add 2 to their CLOSE RANGE COMBAT skill in this round. In addition, the opponent is considered "stunned" for the next round of combat. The opponent will deal no damage in the next round of combat.

WEBBED

XF97-0013v2 -- Rare

Episode: Darkness Falls

Combat -- Cost: 3 CP

Keywords: Combat, Primordial

Activators: Combat

Game Text: Play on any PRIMORDIAL Adversary to add 1 to their CLOSE RANGE COMBAT skill and prevent all damage from one opponent this round.

VICIOUS FANGS

XF97-0014v2 -- Uncommon

Episode: Shapes

Combat -- Cost: 1 CP

Keywords: Combat, Primordial, Occult

Activators: Combat

Game Text: Play on any PRIMORDIAL or OCCULT Adversary to add 2 to their CLOSE RANGE COMBAT skill.

SPIN KICK

XF97-0015v2 -- Rare

Episode: Genderbender

Combat -- Cost: 3 *P

Keywords: Combat, Martial Arts

Activators: Combat

Game Text: Combatants that can use MARTIAL ARTS may play this card to add 3 to their CLOSE RANGE COMBAT skill this round.

MIND CONTROL

XF97-0016v2 -- Rare

Episode: Die Hand Die Verletzt

Combat -- Cost: 4 CP

Keywords: Combat, Occult, Evolutionary

Activators: Combat

Game Text: Play on any OCCULT or EVOLUTIONARY Adversary to cause one Agent to allocate all damage to a target of the Adversary's choice this round (including other Agents).

ALIEN STEALTH TECHNOLOGY

XF97-0017v2 -- Uncommon

Episode: Fallen Angel

Combat -- Cost: 2 CP

Keywords: Combat, Alien

Activators: Combat

Game Text: Play on any ALIEN combatant to reduce damage from all opponent LONG RANGE COMBAT or CLOSE RANGE COMBAT sources by 1 this round.

BLOCK AND ATTACK

XF97-0018v2 -- Rare

Episode: Ice

Combat -- Cost: 3 *P

Keywords: Combat, Martial Arts

Activators: Combat

Game Text: Combatants that can use MARTIAL ARTS may use this card to negate two points of damage and still deal their normal damage in a CLOSE RANGE COMBAT round.

BLOCK

XF97-0019v2 -- Uncommon

Episode: Ice

Combat -- Cost: 3 *P

Keywords: Combat

Activators: Combat

Game Text: Play this card on any combatant in a CLOSE RANGE COMBAT round to reduce the damage from any one source by four points. The combatant using this card does not deal damage in this CRC round.

BODY ARMOR

XF97-0020v2 -- Uncommon

Episode: Little Green Men

Combat -- Cost: 2 CP

Keywords: Combat, Government

Activators: Combat

Game Text: Play on any GOVERNMENT Adversary to reduce damage from all opponent LONG RANGE COMBAT or CLOSE RANGE COMBAT sources by one this round.

DISARM

XF97-0021v2 -- Rare

Episode: Ice

Combat -- Cost: 2 CP

Keywords: Combat, Martial Arts

Activators: Combat

Game Text: Adversaries that can use MARTIAL ARTS may play this card in a CLOSE RANGE COMBAT round to cause one Equipment card from the opposing side to be discarded. If the Equipment normally adds to CRC skill check, then it is discarded before it may do so.

RUNNING GUN BATTLE

XF97-0022v2 -- Uncommon

Episode: One Breath

Combat -- Cost: 3 *P

Keywords: Combat

Activators: Combat

Game Text: Combatants with a LONG RANGE COMBAT skill of 3+ may use this card to fight one additional round of LRC immediately.

FASCINATION

XF97-0023v2 -- Uncommon

Episode: 3

Combat -- Cost: 2 CP

Keywords: Combat, Occult

Activators: Combat

Game Text: Play on any Adversary to add 1 to its CLOSE RANGE COMBAT skill check. In addition, if the Adversary is OCCULT, play on the chosen Agent in combat to negate his combat skills this round.

INTERNAL BLEEDING

XF97-0024v2 -- Uncommon

Episode: Duane Barry

Combat -- Cost: 3 CP

Keywords: Combat

Activators: Combat

Game Text: Play on any Agent that has taken two or more points of damage from a single damage source. That Agent must go to the Hospital immediately and may no longer participate in the combat. The Agent may not leave the Hospital until he is fully healed.

COVERING FIRE

XF97-0025v2 -- Uncommon

Episode: Little Green Men

Combat -- Cost: 1 CP

Keywords: Combat, Government

Activators: Combat

Game Text: Play on any GOVERNMENT Adversary to allow it to split the LONG RANGE COMBAT damage it causes amongst its opponents this round.

NO WAY OUT

XF97-0026v2 -- Uncommon

Episode: 3

Combat -- Cost: X *P

Keywords: Combat

Activators: Combat

Game Text: Play this card to negate the effects of any combat card that ends combat. The Cost of this card is equal to the Cost of the opponent's card that ended the combat or 2 *P, whichever is greater.

HARD PUNCH

XF97-0027v2 -- Common

Episode: Anasazi

Combat -- Cost: 1 *P

Keywords: Combat

Activators: Combat

Game Text: Play on any combatant in a CLOSE RANGE COMBAT round. Add one to the combatant's damage result.

CHOKER HOLD

XF97-0028v2 -- Rare

Episode: Anasazi

Combat -- Cost: 3 *P

Keywords: Combat, Martial Arts

Activators: Combat

Game Text: Play this card on any combatant that can use MARTIAL ARTS. The combatant applies a choke hold. If the combatant causes damage in CLOSE RANGE COMBAT then the damaged Adversary/Agent takes no further part in the combat.

FAST DRAW

XF97-0029v2 -- Rare

Episode: The Erlenmeyer Flask

Combat -- Cost: 2 *P

Keywords: Combat

Activators: Combat

Game Text: Play on any one combatant who would not normally be allowed to fight a round of LONG RANGE COMBAT. The combatant must still have LRC skill. The combatant may fight one round of LRC as normal.

WATCH OUT!

XF97-0030v2 -- Uncommon

Episode: Blood

Combat -- Cost: 2 CP

Keywords: Combat

Activators: Combat

Game Text: Play this card when your opponent is about to assign damage. You now choose which of the Agents or Adversaries under your control take the damage. The damage may not be split unless you play a card that allows you to do so.

HIT AND RUN

XF97-0031v2 -- Uncommon

Episode: Colony

Combat -- Cost: 3 RP

Keywords: Combat

Activators: Combat

Game Text: One Agent equipped with a "Government Car" may use this card to make one CLOSE RANGE COMBAT attack at CRC skill: 6. Any damage allocated to the Agent is taken by the car first. The car is destroyed after taking six hits. Hits in excess of those needed to destroy the car are applied to the Agent. Discard the "Government Car" card after this combat round is resolved.

HANDCUFF

XF97-0032v2 -- Rare

Episode: Squeeze

Combat -- Cost: 3 RP

Keywords: Combat

Activators: Combat

Game Text: Play this card in a CLOSE RANGE COMBAT round after damage has been dealt. If the Agents dealt two or more points more damage than their opponent, combat ends immediately. In addition, place the opposing Adversary in the Agents' Bureau section. The player may discard this card at any time to add two points of damage to any future combat involving an Adversary with the same Keywords.

ILLUSIONARY FOE

XF97-0033v2 -- Rare

Episode: Sleepless

Combat -- Cost: 4 CP

Keywords: Combat, Occult, Evolutionary

Activators: Combat

Game Text: Play on any OCCULT or EVOLUTIONARY Adversary to negate all damage allocated to that Adversary this round.

RUN FOR IT!

XF97-0034v2 -- Uncommon

Episode: The Erlenmeyer Flask

Combat -- Cost: 2 RP

Keywords: Combat

Activators: Combat

Game Text: Play this card on any Agent to immediately end combat for that Agent. Finish the combat without the Agent. The Agent takes no damage from the combat and may still contribute his skills to other skill checks.

TERMINAL DAMAGE

XF97-0035v2 -- Rare

Episode: Die Hand Die Verletzt

Combat -- Cost: 10 CP

Keywords: Combat, Killer

Activators: Combat

Game Text: Play on any Agent that has taken 5 or more damage from a single damage source. That Agent must go to the Hospital immediately and may no longer participate in the combat. The Agent cannot leave the Hospital until fully healed. Subtract 5 from the Agent's Cost. If the Cost is zero or less, the Agent is removed from the game. (Agents Lamana, Willis, Purdue and Weiss are immune to this effect.)

FLAMING WALL

XF97-0036v2 -- Uncommon

Episode: Fire

Combat -- Cost: 2 CP

Keywords: Combat, Evolutionary

Activators: Combat

Game Text: Play on any EVOLUTIONARY Adversary to cause one point of damage to each opponent in a LONG RANGE COMBAT round. This is in addition to any other damage caused by the Adversary in this round.

MASSIVE INTERNAL DAMAGE

XF97-0037v2 -- Uncommon

Episode: One Breath

Combat -- Cost: 8 CP

Keywords: Combat, Killer

Activators: Combat

Game Text: Play on any Agent that has taken four or more points of damage from a single damage source. That Agent must go to the Hospital immediately and may no longer participate in the combat. The Agent may not leave the Hospital until fully healed. Subtract 4 from the Agent's Cost. If the result is zero or less, the Agent is removed from the game. (Agents Lamana, Willis, Purdue, and Weiss are immune to this effect).

SEMI-JACKETED HOLLOW POINTS

XF97-0038v2 -- Uncommon

Episode: Anasazi

Combat -- Cost: 2 *P

Keywords: Combat

Activators: Combat

Game Text: Play this card on any combatant in a LONG RANGE COMBAT round to add 2 points to that combatant's LRC skill.

STUNNING BLOW

XF97-0039v2 -- Uncommon

Episode: The Erlenmeyer Flask

Combat -- Cost: 2 *P

Keywords: Combat

Activators: Combat

Game Text: Play this on any opponent who has just taken damage. The opponent is considered "stunned" for the next round of combat. This opponent will deal no damage in the next round of combat.

TAKE COVER!

XF97-0040v2 -- Uncommon

Episode: Blood

Combat -- Cost: 2 *P

Keywords: Combat

Activators: Combat

Game Text: Play this card on any combatant to decrease damage from one LONG RANGE COMBAT source by two points this round.

ENERGY STRIKE

XF97-0041v2 -- Rare

Episode: Fallen Angel

Combat -- Cost: 3 CP

Keywords: Combat, Alien, Evolutionary

Activators: Combat

Game Text: Play on any ALIEN or EVOLUTIONARY Adversary to add 3 to any LONG RANGE COMBAT skill check. If the Adversary does not have LRC skill, this card gives it a 3 for this round only.

Sites**GIBSONTON, FL**

XF97-0042v2 -- Fixed

Episode: Humbug

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Medical

Prerequisite: MEDICAL 4+

Question: You may ask one METHOD question.

EXCELSIUS DEI CONVALESCENT HOME, WORCESTER, MA

XF97-0043v2 -- Uncommon

Episode: Excelsius Dei

Site -- Cost: 1 RP

Keywords: Site, Multi, Motive, Method, Occult Investigation, Criminal Investigation

Prerequisite: OCCULT INVESTIGATION 5+ or CRIMINAL INVESTIGATION 5+

Question: You may ask one MOTIVE question or one METHOD question. If you ask if the MOTIVE is "Security", the skill check prerequisite if 4+.

BROAD STREET, PHILADELPHIA, PA

XF97-0044v2 -- Common

Episode: Shadows

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Criminal Investigation

Prerequisite: CRIMINAL INVESTIGATION 4+

Question: You may ask one METHOD question.

ELLENS AIR BASE, ID

XF97-0045v2 -- Uncommon

Episode: Deep Throat

Site -- Cost: 2 RP

Keywords: Site, Mono, Affiliation, Bureaucracy

Prerequisite: BUREAUCRACY 4+

Question: You may ask one AFFILIATION question.

COASTAL NORTHWEST OREGON

XF97-0046v2 -- Common

Episode: Pilot

Site -- Cost: 2 RP

Keywords: Site, Mono, Affiliation, Alien Investigation

Prerequisite: ALIEN INVESTIGATION 4+

Question: You may ask one AFFILIATION question.

OLYMPIC NATIONAL FOREST, WA

XF97-0047v2 -- Common

Episode: Darkness Falls

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Evidence Collection

Prerequisite: EVIDENCE COLLECTION 4+

Question: You may ask one RESULT question.

ARLINGTON, VA

XF97-0048v2 -- Fixed

Episode: The Calusari

Site -- Cost: 2 RP

Keywords: Site, Mono, Affiliation, Occult Investigation

Prerequisite: OCCULT INVESTIGATION 4+

Question: You may ask one AFFILIATION question.

LAKE OKOBOGEE, CAMPSITE #53, SIOUX CITY, IA

XF97-0049v2 -- Fixed

Episode: Conduit

Site -- Cost: 2 RP

Keywords: Site, Mono, Motive, Alien Investigation

Prerequisite: ALIEN INVESTIGATION 4+

Question: You may ask one MOTIVE question.

NEWARK, NJ

XF97-0050v2 -- Fixed

Episode: The Host

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Evidence Collection

Prerequisite: EVIDENCE COLLECTION 4+

Question: You may ask one METHOD question.

CENTRAL PRISON, RALEIGH, NC

XF97-0051v2 -- Uncommon

Episode: Beyond the Sea

Site -- Cost: 1 RP

Keywords: Site, Multi, Motive, Method, Occult Investigation, Criminal Investigation

Prerequisite: OCCULT INVESTIGATION 5+ or CRIMINAL INVESTIGATION 5+

Question: You may ask one MOTIVE question or one METHOD question. If you ask if the METHOD is "Possession", the skill check prerequisite is 4+.

GENETICS CLINIC, MARIN COUNTY, CA

XF97-0052v2 -- Fixed

Episode: Eve

Site -- Cost: 2 RP

Keywords: Site, Mono, Affiliation, Medical

Prerequisite: MEDICAL 4+

Question: You may ask one AFFILIATION question.

CUMBERLAND PRISON, VA

XF97-0053v2 -- Fixed

Episode: F. Emasculata

Site -- Cost: 2 RP

Keywords: Site, Mono, Affiliation, Subterfuge

Prerequisite: SUBTERFUGE 4+

Question: You may ask one AFFILIATION question.

MT. AVALON, WA

XF97-0054v2 -- Common

Episode: Firewalker

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Sciences

Prerequisite: SCIENCES 4+

Question: You may ask one METHOD question.

NORTHEAST GEORGETOWN MEDICAL CENTER, WASHINGTON, DC

XF97-0055v2 -- Rare

Episode: One Breath

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Medical

Prerequisite: MEDICAL 4+

Question: You may ask one METHOD question.

NASA MISSION CONTROL, HOUSTON, TX

XF97-0056v2 -- Rare

Episode: Space

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Result, Sciences, Observation

Prerequisite: SCIENCES 5+ or OBSERVATION 5+

Question: You may ask one AFFILIATION question or one RESULT question.

NEW YORK CITY, NY

XF97-0057v2 -- Rare

Episode: Sleepless

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Result, Medical, Behavioral

Prerequisite: MEDICAL 5+ or BEHAVIORAL 5+

Question: You may ask one AFFILIATION question or one RESULT question. If you ask if the RESULT is "Insanity", the skill check prerequisite is 4+.

FAIRFIELD ZOO, FAIRFIELD, ID

XF97-0058v2 -- Fixed

Episode: Fearful Symmetry

Site -- Cost: 2 RP

Keywords: Site, Mono, Motive, Observation

Prerequisite: OBSERVATION 4+

Question: You may ask one MOTIVE question.

DEADHORSE, AK

XF97-0059v2 -- Rare

Episode: End Game

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Result, Alien Investigation, Evidence Collection

Prerequisite: ALIEN INVESTIGATION 5+ or EVIDENCE COLLECTION 5+

Question: You may ask one AFFILIATION question or one RESULT question. If you ask if the RESULT is "Manipulation Of Evidence", the skill check prerequisite is 4+.

CONTAINMENT FACILITY, GEORGETOWN, MD

XF97-0060v2 -- Common

Episode: The Erlenmeyer Flask

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Observation

Prerequisite: OBSERVATION 4+

Question: You may ask one RESULT question.

UNIVERSITY OF MARYLAND, BALTIMORE, MD

XF97-0061v2 -- Fixed

Episode: Lazarus

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Criminal Investigation

Prerequisite: CRIMINAL INVESTIGATION 4+

Question: You may ask one RESULT question.

CHACO HOUSE, DUDLEY, AR

XF97-0062v2 -- Uncommon

Episode: Our Town

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Motive, Subterfuge, Behavioral

Prerequisite: SUBTERFUGE 5+ or BEHAVIORAL 5+

Question: You may ask one AFFILIATION or one MOTIVE question. If you ask if the MOTIVE is "Security", the skill check prerequisite is 4+.

AUBREY, MO

XF97-0063v2 -- Fixed

Episode: Aubrey

Site -- Cost: 2 RP

Keywords: Site, Mono, Motive, Behavioral

Prerequisite: BEHAVIORAL 4+

Question: You may ask one MOTIVE question.

CAPE COD, MA

XF97-0064v2 -- Common

Episode: Fire

Site -- Cost: 2 RP

Keywords: Site, Mono, Affiliation, Sciences

Prerequisite: SCIENCES 4+

Question: You may ask one AFFILIATION question.

ICY CAPE, AK

XF97-0065v2 -- Fixed

Episode: Ice

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Evidence Collection

Prerequisite: EVIDENCE COLLECTION 4+

Question: You may ask one RESULT question.

FARMINGTON, NM

XF97-0066v2 -- Uncommon

Episode: Anasazi

Site -- Cost: 1 RP

Keywords: Site, Multi, Motive, Method, Alien Investigation, Computer

Prerequisite: ALIEN INVESTIGATION 5+ or COMPUTER 5+

Question: You may ask one MOTIVE question or one METHOD question. If you ask if the METHOD is "Manipulation", the skill check prerequisite is 4+.

U.F.O. WRECKAGE, TOWNSEND, WI

XF97-0067v2 -- Rare

Episode: Fallen Angel

Site -- Cost: 1 RP

Keywords: Site, Multi, Motive, Result, Alien Investigation, Bureaucracy

Prerequisite: ALIEN INVESTIGATION 5+ or BUREAUCRACY 5+

Question: You may ask one MOTIVE question or one RESULT question.

MATTAWA, WA

XF97-0068v2 -- Common

Episode: E.B.E.

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Bureaucracy

Prerequisite: BUREAUCRACY 4+

Question: You may ask one RESULT question.

MAHAN PROPULSION LABORATORY, COLSON, WA

XF97-0069v2 -- Common

Episode: Roland

Site -- Cost: 2 RP

Keywords: Site, Mono, Motive, Computer

Prerequisite: COMPUTER 4+

Question: You may ask one MOTIVE question.

CHURCH OF THE RED MUSEUM, DELTA GLEN, WI

XF97-0070v2 -- Rare

Episode: Red Museum

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Method, Subterfuge, Medical

Prerequisite: SUBTERFUGE 5+ or MEDICAL 5+

Question: You may ask one AFFILIATION question or one METHOD question.

PSYCHIATRIC HOSPITAL, RICHMOND, VA

XF97-0071v2 -- Common

Episode: Soft Light

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Computer

Prerequisite: COMPUTER 4+

Question: You may ask one METHOD question.

WASHINGTON MONUMENT, WASHINGTON, DC

XF97-0072v2 -- Rare

Episode: Young at Heart

Site -- Cost: 2 RP

Keywords: Site, Multi, Motive, Result, Behavioral, Observation

Prerequisite: BEHAVIORAL 5+ or OBSERVATION 5+

Question: You may ask one MOTIVE question or one RESULT question.

MARION, VA

XF97-0073v2 -- Fixed

Episode: Duane Barry

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Behavioral

Prerequisite: BEHAVIORAL 4+

Question: You may ask one RESULT question.

ARECIBO, PUERTO RICO

XF97-0074v2 -- Rare

Episode: Little Green Men

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Method, Alien Investigation, Computer

Prerequisite: ALIEN INVESTIGATION 5+ or COMPUTER 5+

Question: You may ask one AFFILIATION question or one METHOD question.

SEA OFF TILDESKAN, NORWAY

XF97-0075v2 -- Uncommon

Episode: Dod Kalm

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Observation

Prerequisite: OBSERVATION 4+

Question: You may ask one RESULT question.

ALEISTER CROWLEY HIGH SCHOOL, MILFORD HAVEN, NH

XF97-0076v2 -- Rare

Episode: Did Hand Die Verletzt

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Result, Occult Investigation, Observation

Prerequisite: OCCULT INVESTIGATION 5+ or OBSERVATION 5+

Question: You may ask one AFFILIATION or one RESULT question.

LOS ANGELES, CA

XF97-0077v2 -- Rare

Episode: 3

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Method, Occult Investigation, Evidence Collection

Prerequisite: OCCULT INVESTIGATION 5+ or EVIDENCE COLLECTION 5+

Question: You may ask one AFFILIATION question or one METHOD question.

MINNEAPOLIS, MN

XF97-0078v2 -- Unommon

Episode: Irresistible

Site -- Cost: 1 RP

Keywords: Site, Multi, Method, Result, Medical, Criminal Investigation

Prerequisite: MEDICAL 5+ or CRIMINAL INVESTIGATION 5+

Question: You may ask one METHOD question or one RESULT question.

FRANKLIN, PA

XF97-0079v2 -- Fixed

Episode: Blood

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Criminal Investigation

Prerequisite: CRIMINAL INVESTIGATION 4+

Question: You may ask one METHOD question.

EURISKO BUILDING, CRYSTAL CITY, VA

XF97-0080v2 -- Uncommon

Episode: Ghost in the Machine

Site -- Cost: 1 RP

Keywords: Site, Multi, Method, Result, Computer, Bureaucracy

Prerequisite: COMPUTER 5+ or BUREAUCRACY 5+

Question: You may ask one METHOD question or one RESULT question. If you ask if the RESULT is "Abduction", the skill check prerequisite is 4+.

FOLKSTONE, NC

XF97-0081v2 -- Uncommon

Episode: Fresh Bones

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Motive, Bureaucracy, Behavioral

Prerequisite: BUREAUCRACY 5+ or BEHAVIORAL 5+

Question: You may ask one AFFILIATION question or one MOTIVE question.

OUTSKIRTS OF ATLANTIC CITY, NJ

XF97-0082v2 -- Uncommon

Episode: The Jersey Devil

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Motive, Subterfuge, Observation

Prerequisite: SUBTERFUGE 5+ or OBSERVATION 5+

Question: You may ask one AFFILIATION question or one MOTIVE question.

BROWNING, MT

XF97-0083v2 -- Fixed

Episode: Shapes

Site -- Cost: 2 RP

Keywords: Site, Mono, Motive, Occult Investigation

Prerequisite: OCCULT INVESTIGATION 4+

Question: You may ask one MOTIVE question.

STEVESTON, MA

XF97-0084v2 -- Uncommon

Episode: Genderbender

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Behavioral

Prerequisite: BEHAVIORAL 4+

Question: You may ask one RESULT question.

SKYLAND MOUNTAIN, VA

XF97-0085v2 -- Uncommon

Episode: Ascension

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Subterfuge

Prerequisite: SUBTERFUGE 4+

Question: You may ask one METHOD question.

BALTIMORE, MD

XF97-0086v2 -- Uncommon

Episode: Squeeze

Site -- Cost: 1 RP

Keywords: Site, Multi, Method, Result, Sciences, Evidence Collection

Prerequisite: SCIENCES 5+ or EVIDENCE COLLECTION 5+

Question: You may ask one METHOD question or one RESULT question. If you ask if the METHOD is "Threats", the skill check prerequisite if 4+.

Bluffs**DETECTIVE KELLY RYAN**

XF97-0087v2 -- Common

Episode: Soft Light

Bluff -- Cost: 1 CP

Keywords: Bluff, Evolutionary

Activators: Conspiracy

Game Text: Play to change one Keyword EVIDENCE COLLECTION, BEHAVIORAL, or CRIMINAL INVESTIGATION card to Keyword MOTIVE.

SINUS CAVITY IMPLANT

XF97-0088v2 -- Uncommon

Episode: Pilot

Bluff -- Cost: 1 CP

Keywords: Bluff, Conspiracy, Alien, Phenomena

Activators: Conspiracy

Game Text: Play on one Agent to decrease the Agent's RES value by one. This card is removed when a Healing card is played on the Agent.

PETER TANAKA

XF97-0089v2 -- Uncommon

Episode: Firewalker

Bluff -- Cost: 3 CP

Keywords: Bluff, Primordial

Activators: Conspiracy

Game Text: Play to change the Site Prerequisite to OBSERVATION 3+.

CIGARETTE BUTTS

XF97-0091v2 -- Common

Episode: Ascension

Bluff -- Cost: X CP

Keywords: Bluff, Conspiracy, Phenomena, Government

Activators: Conspiracy

Game Text: Basic Game Only: Apply a -2 modifier to any one skill check involving one of the following skills: OCCULT INVESTIGATION, BEHAVIORAL, BUREAUCRACY.

Advanced Game: Pay the listed Cost, where X = the number of paid to gain the desired modifier to one of the following skills: OCCULT INVESTIGATION, BEHAVIORAL, BUREAUCRACY. (1) = -1, (3) = -2, (5) = -3, (9) = -4

SHERIFF DANIELS

XF97-0092v2 -- Uncommon

Episode: Miracle Man

Bluff -- Cost: 3 CP

Keywords: Bluff, Primordial, Subterfuge

Activators: Conspiracy

Game Text: Play to change a Site Prerequisite to SUBTERFUGE 3+.

DR. BERUBE

XF97-0093v2 -- Common

Episode: The Erlenmeyer Flask

Bluff -- Cost: X CP

Keywords: Bluff, Government

Activators: Conspiracy

Game Text: Basic Game Only: Apply a -2 modifier to any one skill check involving one of the following skills: ALIEN INVESTIGATION, MEDICAL, SCIENCES.

Advanced Game: Pay the listed Cost, where X = the number of paid to gain the desired modifier to one of the following skills: ALIEN INVESTIGATION, MEDICAL, SCIENCES. (1) = -1, (3) = -2, (5) = -3, (9) = -4

THE OVERCOAT MAN

XF97-0094v2 -- Common

Episode: One Breath

Bluff -- Cost: X CP

Keywords: Bluff, Government

Activators: Conspiracy

Game Text: Basic Game Only: Apply a -2 modifier to any one skill check involving one of the following skills: MEDICAL, OBSERVATION, BEHAVIORAL.

Advanced Game: Pay the listed Cost, where X = the number of paid to gain the desired modifier to one of the following skills: MEDICAL, OBSERVATION, BEHAVIORAL. (1) = -1, (3) = -2, (5) = -3, (9) = -4

YOU'VE GOT A TAIL

XF97-0095v2 -- Common

Episode: E.B.E.

Bluff -- Cost: 3 CP

Keywords: Bluff, Phenomena

Activators: Conspiracy

Game Text: Play after a Team investigates a Site to destroy one Event RESOURCE.

PETE CALCAGNI

XF97-0096v2 -- Uncommon

Episode: Die Hand Die Verletzt

Bluff -- Cost: 2 CP

Keywords: Bluff, Occult, Resource

Activators: Conspiracy

Game Text: Play to force your opponent to discard one Witness RESOURCE immediately.

HOLTZMAN, D.S.A.

XF97-0097v2 -- Common

Episode: Conduit

Bluff -- Cost: X CP

Keywords: Bluff, Government

Activators: Conspiracy

Game Text: Basic Game Only: Apply a -2 modifier to any one skill check involving one of the following skills:

CRIMINAL INVESTIGATION, EVIDENCE COLLECTION, COMPUTER.

Advanced Game: Pay the listed Cost, where X = the number of paid to gain the desired modifier to one of the following skills: CRIMINAL INVESTIGATION, EVIDENCE COLLECTION, COMPUTER. (1) = -1, (3) = -2, (5) = -3, (9) = -4

CLAUDE PETERSON

XF97-0098v2 -- Common

Episode: Ghost in the Machine

Bluff -- Cost: X CP

Keywords: Bluff, Government

Activators: Conspiracy

Game Text: Basic Game Only: Apply a -2 modifier to any one skill check involving one of the following skills:

CRIMINAL INVESTIGATION, SUBTERFUGE, COMPUTER.

Advanced Game: Pay the listed Cost, where X = the number of paid to gain the desired modifier to one of the following skills: CRIMINAL INVESTIGATION, SUBTERFUGE, COMPUTER. (1) = -1, (3) = -2, (5) = -3, (9) = -4

THE CONUNDRUM

XF97-0099v2 -- Uncommon

Episode: Humbug

Bluff -- Cost: 3 CP

Keywords: Bluff, Phenomena, Evolutionary

Activators: Conspiracy, Evidence Collection

Game Text: Play to negate one Keyword EVIDENCE COLLECTION card.

PAUL MOSSINGER

XF97-0100v2 -- Common

Episode: Deep Throat

Bluff -- Cost: X CP

Keywords: Bluff, Government

Activators: Conspiracy

Game Text: Basic Game Only: Apply a -2 modifier to any one skill check involving one of the following skills: ALIEN INVESTIGATION, OBSERVATION, SUBTERFUGE.

Advanced Game: Pay the listed Cost, where X = the number of paid to gain the desired modifier to one of the following skills: ALIEN INVESTIGATION, OBSERVATION, SUBTERFUGE. (1) = -1, (3) = -2, (5) = -3, (9) = -4

INTRUDER COUNTER-MEASURES PROGRAM

XF97-0101v2 -- Uncommon

Episode: Ghost in the Machine

Bluff -- Cost: 1 CP

Keywords: Bluff, Phenomena

Activators: Conspiracy

Game Text: Play to add 2 to your pool immediately

DR. AARON MONTE

XF97-0102v2 -- Common

Episode: Tooms

Bluff -- Cost: 1 CP

Keywords: Bluff, Evolutionary

Activators: Conspiracy

Game Text: Play to change one Keyword EVIDENCE COLLECTION, MEDICAL, or CRIMINAL INVESTIGATION card to Keyword MOTIVE.

POISONOUS GASES

XF97-0103v2 -- Common

Episode: The Erlenmeyer Flask

Bluff -- Cost: 3 CP

Keywords: Bluff, Phenomena, Primordial

Activators: Conspiracy

Game Text: Force an opposing Team to make a SCIENCES 4+ skill check. If they fail, each Agent takes one point of damage. If one of the Agents has a "Gas Chromatograph", then this card has no effect.

LASER BARRIER

XF97-0104v2 -- Rare

Episode: Fallen Angel

Bluff -- Cost: 2 CP

Keywords: Bluff, Phenomena

Activators: Conspiracy

Game Text: Play to prevent one Agent assigned to a Site from contributing the Agent's skills to one skill check (your choice) that the Team makes this turn.

NASTY SURPRISE

XF97-0105v2 -- Uncommon

Episode: Roland

Bluff -- Cost: 3 CP

Keywords: Bluff, Phenomena

Activators: Conspiracy

Game Text: Play to add five tokens to your pool.

RADIOACTIVE AREA

XF97-0107v2 -- Uncommon

Episode: Fallen Angel

Bluff -- Cost: 3 CP

Keywords: Bluff, Phenomena

Activators: Conspiracy

Game Text: Increase a Site Prerequisite by one point (i.e., Prerequisite: Skill 5+ becomes Skill 6+). In addition, if the Team fails the skill check, each Agent on the Team takes one point of damage. If one of the Agents has a "Geiger Counter", this card has no effect.

GHOST IN THE MACHINE

XF97-0108v2 -- Fixed

Episode: Ghost in the Machine

Bluff -- Cost: 1 CP

Keywords: Bluff, Phenomena, Evolutionary

Activators: Conspiracy

Game Text: Play to change one Keyword COMPUTER, SCIENCES, or SUBTERFUGE card to Keyword RESULT.

UNNATURAL AGING

XF97-0109v2 -- Uncommon

Episode: Dod Kalm

Bluff -- Cost: 5 CP

Keywords: Bluff, Alien, Phenomena

Activators: Conspiracy

Game Text: Force the Team to make a SCIENCES 4+ skill check. If they fail, choose one Agent to go to the Hospital. The chosen Agent permanently loses one HEALTH. An Agent's permanent HEALTH can never be reduced below 1.

CAR TROUBLES

XF97-0110v2 -- Common

Episode: Shadows

Bluff -- Cost: 3 CP

Keywords: Bluff, Phenomena, Move

Activators: Conspiracy

Game Text: Play on a Team of three or more Agents moving to the same Site. The Team may only send two Agents to that Site (owning player's choice). Any extra Agents remain in the Team but may not contribute their skills to any checks this turn. In addition, playing this card will prevent the use of the "Evasive Maneuver" card by this Team this turn.

PUZZLES WITHIN PUZZLES

XF97-0111v2 -- Uncommon

Episode: One Breath

Bluff -- Cost: 2 CP

Keywords: Bluff, Phenomena

Activators: Conspiracy

Game Text: Play to negate one Keyword CRIMINAL INVESTIGATION card.

GOVERNMENT COVER-UP

XF97-0112v2 -- Common

Episode: Anasazi

Bluff -- Cost: X CP

Keywords: Bluff, Conspiracy, Phenomena, Government

Activators: Conspiracy

Game Text: Basic Game Only: Apply a -2 modifier to any one skill check involving one of the following skills: SCIENCES, EVIDENCE COLLECTION, BUREAUCRACY.

Advanced Game: Pay the listed Cost, where X = the number of paid to gain the desired modifier to one of the following skills: SCIENCES, EVIDENCE COLLECTION, BUREAUCRACY. (1) = -1, (3) = -2, (5) = -3, (9) = -4

HAZARDOUS SAMPLE

XF97-0113v2 -- Common

Episode: Ice

Bluff -- Cost: 4 CP

Keywords: Bluff, Phenomena

Activators: Conspiracy

Game Text: Play to force the Investigating player to discard all Keyword EVIDENCE COLLECTION cards in his hand.

HENRY TRONDHEIM

XF97-0114v2 -- Uncommon

Episode: Dod Kalm

Bluff -- Cost: 2 CP

Keywords: Bluff

Activators: Conspiracy

Game Text: Force the Team investigation a Site to discard one Equipment card of your choice.

DETECTIVE MILES

XF97-0115v2 -- Uncommon

Episode: Pilot

Bluff -- Cost: 1 CP

Keywords: Bluff, Alien

Activators: Conspiracy

Game Text: Pay 1 to move up to 2 from your opponent's pool to your pool immediately.

DETECTIVE THOMPSON

XF97-0116v2 -- Uncommon

Episode: The Jersey Devil

Bluff -- Cost: 3 CP

Keywords: Bluff, Primordial

Activators: Conspiracy

Game Text: Play to change a Site Prerequisite to BUREAUCRACY 3+.

HARRY COKELY

XF97-0117v2 -- Common

Episode: Aubrey

Bluff -- Cost: 1 CP

Keywords: Bluff, Evolutionary

Activators: Conspiracy

Game Text: Play to change one Keyword OCCULT INVESTIGATION, BEHAVIORAL, or OBSERVATION card to Keyword METHOD.

DETECTIVE TONY FIORE

XF97-0118v2 -- Uncommon

Episode: Born Again

Bluff -- Cost: 2 CP

Keywords: Bluff, Occult

Activators: Conspiracy

Game Text: Play to cause your opponent to discard two cards at random from his hand immediately.

X-Files**B.J. MORROW, GENETIC TRAIT RECIPIENT**

XF97-0119v2 -- Fixed

Episode: Aubrey

X-File

Affiliation--Primordial, Motive--Control, Method--Possession, Result--Insanity

AUGUSTUS COLE, A.K.A. THE PREACHER

XF97-0120v2 -- Fixed

Episode: Sleepless

X-File

Affiliation--Evolutionary, Motive--Control, Method--Manipulation, Result--Death

THE CIGARETTE-SMOKING MAN

XF97-0121v2 -- Fixed

Episode:

X-File

Affiliation--Government, Motive--Ideology, Method--Threats, Result--Manipulation of Evidence

DUANE BARRY

XF97-0122v2 -- Fixed

Episode: Duane Barry

X-File

Affiliation--Government, Motive--Survival, Method--Violence, Result--Abduction

THE JERSEY DEVIL

XF97-0123v2 -- Fixed

Episode: The Jersey Devil

X-File

Affiliation--Primordial, Motive--Security, Method--Violence, Result--Death

THE HOST

XF97-0124v2 -- Fixed

Episode: The Host

X-File

Affiliation--Evolutionary, Motive--Survival, Method--Violence, Result--Physiological Imbalance

LUCAS HENRY, SERIAL KILLER

XF97-0125v2 -- Fixed

Episode: Beyond the Sea

X-File

Affiliation--Primordial, Motive--Control, Method--Violence, Result--Abduction

ARTHUR GRABLE

XF97-0126v2 -- Fixed

Episode: Roland

X-File

Affiliation--Evolutionary, Motive--Knowledge, Method--Possession, Result--Death

WARREN JAMES DUPRÉ, THE LAZARUS MAN

XF97-0127v2 -- Fixed

Episode: Lazarus

X-File

Affiliation--Occult, Motive--Survival, Method--Possession, Result--Abduction

COLONEL WHARTON, ZOMBIE MASTER

XF97-0128v2 -- Fixed

Episode: Fresh Bones

X-File

Affiliation--Occult, Motive--Knowledge, Method--Subterfuge, Result--Insanity

ALIEN DNA STEROID PROGRAM (PROJECT PURITY CONTROL)

XF97-0129v2 -- Fixed

Episode: Red Museum

X-File

Affiliation--Government, Motive--Knowledge, Method--Subterfuge, Result--Physiological Imbalance

THE GREGORS

XF97-0130v2 -- Promo (accidentally left out of starters)

Episode: Colony

X-File

Affiliation--Alien, Motive--Security, Method--Manipulation, Result--Manipulation of Evidence

SHERIFF TOM ARENS, CANNIBAL

XF97-0131v2 -- Fixed

Episode: Our Town

X-File

Affiliation--Primordial, Motive--Ideology, Method--Subterfuge, Result--Insanity

THE VAMPIRE, A.K.A. THE UNHOLY SPIRIT

XF97-0132v2 -- Fixed

Episode: 3

X-File

Affiliation--Occult, Motive--Survival, Method--Subterfuge, Result--Death

CENTRAL OPERATING SYSTEM, ARTIFICIAL INTELLIGENCE

XF97-0133v2 -- Fixed

Episode: Ghost in the Machine

X-File

Affiliation--Evolutionary, Motive--Security, Method--Violence, Result--Manipulation of Evidence

VOLCANIC SPORE

XF97-0134v2 -- Fixed

Episode: Firewalker

X-File

Affiliation--Primordial, Motive--Survival, Method--Manipulation, Result--Physiological Imbalance

MICHAEL HOLVEY, THE EVIL ONE

XF97-0135v2 -- Fixed

Episode: The Calusari

X-File

Affiliation--Occult, Motive--Ideology, Method--Possession, Result--Physiological Imbalance

EUGENE VICTOR TOOMS

XF97-0136v2 -- Fixed

Episode: Squeeze

X-File

Affiliation--Evolutionary, Motive--Survival, Method--Subterfuge, Result--Death

HOWARD GRAVES, THE POLTERGEIST

XF97-0137v2 -- Fixed

Episode: Shadows

X-File

Affiliation--Occult, Motive--Security, Method--Threats, Result--Manipulation of Evidence

DR. BANTON AND HIS SHADOW

XF97-0138v2 -- Fixed

Episode: Soft Light

X-File

Affiliation--Evolutionary, Motive--Ideology, Method--Threats, Result--Manipulation of Evidence

ALIEN LISTENERS

XF97-0139v2 -- Fixed

Episode: Little Green Men

X-File

Affiliation--Alien, Motive--Ideology, Method--Subterfuge, Result--Manipulation of Evidence

COMMANDER COLIN HENDERSON

XF97-0140v2 -- Fixed

Episode: Fallen Angel

X-File

Affiliation--Government, Motive--Security, Method--Subterfuge, Result--Manipulation of Evidence

ARCTIC WORM

XF97-0141v2 -- Fixed

Episode: Ice

X-File

Affiliation--Alien, Motive--Survival, Method--Possession, Result--Insanity

THE MANITOU

XF97-0142v2 -- Fixed

Episode: Shapes

X-File

Affiliation--Occult, Motive--Control, Method--Violence, Result--Death

LEONARD VANCE

XF97-0143v2 -- Fixed

Episode: Miracle Man

X-File

Affiliation--Primordial, Motive--Knowledge, Method--Manipulation, Result--Physiological Imbalance

ANCESTOR SPIRITS

XF97-0144v2 -- Fixed

Episode: Excelsius Dei

X-File

Affiliation--Occult, Motive--Ideology, Method--Threats, Result--Physiological Imbalance

ED FUNSCH, POSTAL WORKER

XF97-0145v2 -- Fixed

Episode: Blood

X-File

Affiliation--Government, Motive--Control, Method--Possession, Result--Insanity

MRS. PADDOCK, A.K.A. THE DARK ANGEL

XF97-0146v2 -- Fixed

Episode: Die Hand Die Verletzt

X-File

Affiliation--Occult, Motive--Ideology, Method--Threats, Result--Death

DOD KALM

XF97-0147v2 -- Fixed

Episode: Dod Kalm

X-File

Affiliation--Alien, Motive--Control, Method--Manipulation, Result--Physiological Imbalance

JOHN BARNETT

XF97-0148v2 -- Fixed

Episode: Young At Heart

X-File

Affiliation--Government, Motive--Control, Method--Violence, Result--Death

ALIEN CONSERVATIONIST

XF97-0149v2 -- Fixed

Episode: Fearful Symmetry

X-File

Affiliation--Alien, Motive--Ideology, Method--Subterfuge, Result--Abduction

FACIPHAGA EMASCULATA

XF97-0150v2 -- Fixed

Episode: F. Emasculata

X-File

Affiliation--Government, Motive--Knowledge, Method--Manipulation, Result--Physiological Imbalance

DONNIE PFASTER, DEATH FETISHIST

XF97-0151v2 -- Fixed

Episode: Irresistible

X-File

Affiliation--Primordial, Motive--Ideology, Method--Subterfuge, Result--Death

BROTHER MARTIN, ROGUE KINDRED

XF97-0152v2 -- Fixed

Episode: Genderbender

X-File

Affiliation--Alien, Motive--Knowledge, Method--Violence, Result--Death

ALIEN ABDUCTORS

XF97-0153v2 -- Fixed

Episode: Fallen Angel

X-File

Affiliation--Alien, Motive--Knowledge, Method--Subterfuge, Result--Abduction

EVE

XF97-0154v2 -- Fixed

Episode: Eve

X-File

Affiliation--Evolutionary, Motive--Knowledge, Method--Violence, Result--Abduction

ALIEN EXPERIMENTERS

XF97-0155v2 -- Fixed

Episode: Pilot

X-File

Affiliation--Alien, Motive--Survival, Method--Possession, Result--Death

REVERSE ENGINEERS

XF97-0156v2 -- Fixed

Episode: Deep Throat

X-File

Affiliation--Government, Motive--Security, Method--Threats, Result--Insanity

THE SWARM

XF97-0157v2 -- Fixed

Episode: Darkness Falls

X-File

Affiliation--Primordial, Motive--Survival, Method--Violence, Result--Abduction

LEONARD, DETACHABLE CONGENITAL TWIN

XF97-0158v2 -- Fixed

Episode: Humbug

X-File

Affiliation--Evolutionary, Motive--Control, Method--Violence, Result--Death

CECIL L'IVELY

XF97-0159v2 -- Fixed

Episode: Fire

X-File

Affiliation--Evolutionary, Motive--Control, Method--Threats, Result--Death

Agents**SECTION CHIEF SCOTT BLEVINS**

XF97-0160v2 -- Fixed

Episode: Pilot

Agent -- Cost: 4 RP

Keywords: Agent, FBI, Law, Neutral, Believer

Stats: Alien Investigation: 1; Bureaucracy: 3; Criminal Investigation: 1; Evidence Collection: 1; Subterfuge: 1; LRC: 1; CRC: 1; Health: 3; RES: 1

Game Text: Treat Section Chief Blevins as a RES 2 if he is in the Bureau Section. If he is in the Bureau Section, he may contribute to the Conspiracy Pool instead of the Resources Pool during the Briefing Phase.

ALBERT HOSTEEN

XF97-0161v2 -- Fixed

Episode: Anasazi

Agent -- Cost: 4 RP

Keywords: Agent, Independent, Believer

Stats: Alien Investigation: 2; Medical: 2; Observation: 1; Occult Investigation: 4; Subterfuge: 2; LRC: 1; CRC: 1; Health: 3; RES: 1

Game Text: Place a token on Hosteen's card. Discard a token to examine your opponent's hand. Select any one Conspiracy card in your opponent's hand show it to your opponent. If your opponent plays that card at any time in the game, you may immediately ask one question about the X-File. This question may only be asked the first time the card is played.

LT. BRIAN TILLMAN, AUBREY POLICE DEPARTMENT

XF97-0164v2 -- Fixed

Episode: Aubrey

Agent -- Cost: 4 RP

Keywords: Agent, Independent, Law

Stats: Bureaucracy: 1; Criminal Investigation: 2; Evidence Collection: 2; Occult Investigation: 1; Sciences: 2; LRC: 2; CRC: 2; Health: 4; RES: 1

Game Text: Place 1 on this card. This may be used to pay for any Keyword EQUIPMENT or COMBAT cards. If you use this , replace it during your Briefing Phase.

AGENT RICH

XF97-0165v2 -- Fixed

Episode: Duane Barry

Agent -- Cost: 4 RP

Keywords: Agent, FBI, Law, Skeptic

Stats: Behavioral: 2; Computer: 1; Criminal Investigation: 2; Evidence Collection: 2; Subterfuge: 1; LRC: 2; CRC: 2;

Health: 4; RES: 1

Game Text: Place 1 on this card. This may be used to pay for any Keyword EVIDENCE COLLECTION or SUBTERFUGE cards. If you use this , replace it during your Briefing Phase.

AGENT LUCY KAZDIN

XF97-0166v2 -- Fixed

Episode: Duane Barry

Agent -- Cost: 4 RP

Keywords: Agent, FBI, Law

Stats: Alien Investigation: 1; Behavioral: 3; Computer: 1; Medical: 1; Subterfuge: 1; LRC: 2; CRC: 2; Health: 4; RES: 1

Game Text: If one of your Agents is Abducted, you may immediately draw two cards.

AGENT JACK WILLIS

XF97-0167v2 -- Fixed

Episode: Lazarus

Agent -- Cost: 4 RP

Keywords: Agent, FBI, Law

Stats: Behavioral: 2; Criminal Investigation: 2; Evidence Collection: 2; Occult Investigation: 1; Subterfuge: 1; LRC: 3; CRC: 2; Health: 5; RES: 1

Game Text: Place a token on this card. Discard a token and look through your Bureau deck to draw any one Site that asks an AFFILIATION question. Add it to your hand. Reshuffle your Bureau Deck.

INSPECTOR PHOEBE GREEN

XF97-0168v2 -- Fixed

Episode: Fire

Agent -- Cost: 5 RP

Keywords: Agent, Independent, Law

Stats: Criminal Investigation: 3; Evidence Collection: 2; Observation: 3; Sciences: 2; LRC: 2; CRC: 2; Health: 4; RES: 1

Game Text: Place a token on this card. Discard a token to move Agent Fox Mulder from anywhere on the table to the Team Phoebe Green is in. Mulder may assist in any skill check made by the team. In this manner, Mulder may assist on two Sites in one turn.

AGENT FOX MULDER

XF97-0169v2 -- Fixed

Episode:

Agent -- Cost: 7 RP

Keywords: Agent, FBI, Law, Believer

Stats: Alien Investigation: 4; Behavioral: 3; Criminal Investigation: 2; Evidence Collection: 2; Observation: 2; Occult Investigation: 3; Sciences: 1; Subterfuge: 1; LRC: 2; CRC: 2; Health: 5; RES: 2

Game Text: s generated by Agent Mulder must be used to purchase cards. Place three tokens on this card. Discard a token to play a Site for zero cost.

AGENT ALEX KRYCEK

XF97-0170v2 -- Fixed

Episode: Ascension

Agent -- Cost: 6 RP

Keywords: Agent, FBI, Law, Neutral, Believer

Stats: Alien Investigation: 3; Criminal Investigation: 2; Evidence Collection: 2; Sciences: 1; Subterfuge: 4; LRC: 4; CRC: 2;

Health: 5; RES: 2

Game Text: Agent Krycek allows you to choose to add to the Conspiracy Pool instead of the Resource Pool during the Briefing Phase.

AGENT NANCY SPILLER

XF97-0171v2 -- Fixed

Episode: Ghost in the Machine

Agent -- Cost: 4 RP

Keywords: Agent, FBI, Law, Skeptic

Stats: Bureaucracy: 2; Computer: 1; Criminal Investigation: 1; Evidence Collection: 1; Medical: 3; Sciences: 2; LRC: 1;

CRC: 1; Health: 3; RES: 1

Game Text: Place 1 on this card. This may be used to pay for any Keyword COMPUTER or SCIENCES cards. If you use this , replace it during your Briefing Phase.

AGENT DANA SCULLY

XF97-0173v2 -- Fixed

Episode:

Agent -- Cost: 7 RP

Keywords: Agent, FBI, Law, Skeptic

Stats: Behavioral: 1; Criminal Investigation: 2; Evidence Collection: 2; Medical: 4; Observation: 2; Occult Investigation: 1;

Sciences: 3; LRC: 3; CRC: 2; Health: 4; RES: 2

Game Text: Place three tokens on this card. Discard a token to examine any one Bluff card. Place Bluff card back on the Site after examining.

DR. CHARLES BURK

XF97-0175v2 -- Fixed

Episode: The Calusari

Agent -- Cost: 4 RP

Keywords: Agent, Independent, Believer

Stats: Alien Investigation: 1; Computer: 4; Observation: 1; Occult Investigation: 2; Sciences: 2; LRC: 1; CRC: 1; Health: 3;

RES: 1

Game Text: Place one token on this card. Discard a token to negate one OCCULT Adversary.

AGENT TOM COLTON

XF97-0176v2 -- Fixed

Episode: Squeeze

Agent -- Cost: 4 RP

Keywords: Agent, FBI, Law, Skeptic

Stats: Behavioral: 1; Bureaucracy: 1; Criminal Investigation: 2; Sciences: 1; LRC: 2; CRC: 2; Health: 3; RES: 2

Game Text: Place 1 on this card. This may be used to pay for any Keyword CRIMINAL INVESTIGATION or BUREAUCRACY cards. If you use this , replace it during your Briefing Phase.

AGENT JANUS, TRAINED MEDIC

XF97-0177v2 -- Fixed

Episode: Duane Barry

Agent -- Cost: 4 RP

Keywords: Agent, FBI, Law

Stats: Computer: 2; Evidence Collection: 1; Medical: 3; LRC: 1; CRC: 1; Health: 4; RES: 1

Game Text: Place 1 on this card. This may be used to pay for any Keyword MEDICAL or HEALING cards. If you use this , replace it during your Briefing Phase. In addition, if Janus is in the Field Section, he may "heal" one point of damage on another Agent in his Team, once per turn. This may prevent an Agent from going to the Hospital.

AGENT MOE BOCKS

XF97-0178v2 -- Fixed

Episode: Irresistible

Agent -- Cost: 5 RP

Keywords: Agent, FBI, Law, Believer

Stats: Alien Investigation: 2; Bureaucracy: 1; Criminal Investigation: 3; Evidence Collection: 2; Observation: 1; Sciences: 1; LRC: 2; CRC: 2; Health: 4; RES: 1

Game Text: Place 1 on this card. This may be used to pay for any Keyword ALIEN INVESTIGATION or OCCULT INVESTIGATION cards. If you use this , replace it during your Briefing Phase.

AGENT REGGIE PURDUE

XF97-0179v2 -- Fixed

Episode: Young At Heart

Agent -- Cost: 5 RP

Keywords: Agent, FBI, Law, Skeptic

Stats: Behavioral: 1; Computer: 2; Criminal Investigation: 2; Evidence Collection: 2; Observation: 2; Subterfuge: 2; LRC: 2; CRC: 1; Health: 4; RES: 1

Game Text: Place a token on this card. Discard this token and look through your Bureau deck to draw any one Site that asks a RESULT question. Add it to your hand. Reshuffle your Bureau Deck.

ASSISTANT DIRECTOR WALTER SKINNER

XF97-0180v2 -- Fixed

Episode: Ascension

Agent -- Cost: 6 RP

Keywords: Agent, FBI, Neutral, Skeptic

Stats: Bureaucracy: 4; Criminal Investigation: 3; Evidence Collection: 2; Subterfuge: 3; LRC: 2; CRC: 3; Health: 5; RES: 1

Game Text: Treat Assistant Director Skinner as a RES 3 if he is in the Bureau Section of the table.

AGENT WEISS

XF97-0181v2 -- Fixed

Episode: Colony

Agent -- Cost: 4 RP

Keywords: Agent, FBI, Law

Stats: Computer: 1; Criminal Investigation: 1; Evidence Collection: 2; Observation: 2; Subterfuge: 1; LRC: 3; CRC: 2; Health: 4; RES: 1

Game Text: Place a token on this card. Discard a token and look through your Bureau deck to draw any one Site that asks a METHOD question. Add it to your hand. Reshuffle your Bureau Deck.

AGENT JERRY LAMANA

XF97-0182v2 -- Fixed

Episode: Ghost in the Machine

Agent -- Cost: 3 RP

Keywords: Agent, FBI, Law

Stats: Bureaucacy: 2; Computer: 3; Criminal Investigation: 1; Evidence Collection: 1; LRC: 1; CRC: 1; Health: 3; RES: 1

Game Text: Once per game, when Agent Lamana is part of a Team investigating a Site in the Investigation Phase, he may force his opponent to show the cards in his hand. Lamana may then steal any one card. He may use it immediately in the investigation. You must still pay for the card. Whether you use it or not, place it in its owner's Discard Pile at the end of the turn.

AGENT KAREN KOSSEFF, COUNSELOR

XF97-0183v2 -- Fixed

Episode: Irresistible

Agent -- Cost: 3 RP

Keywords: Agent, FBI, Believer

Stats: Behavioral: 3; Criminal Investigation: 1; Evidence Collection: 1; Medical: 1; Occult Investigation: 1; LRC: 1; CRC: 1;

Health: 3; RES: 1

Game Text: Place 1 on this card. This may be used to pay for any Keyword BEHAVIORAL or OBSERVATION cards. If you use this, replace it during your Briefing Phase.

Witnesses**SHERIFF SPENCER**

XF97-0184v2 -- Fixed

Episode: Blood

Witness -- Cost: 1 RP

Keywords: Witness, Criminal Investigation

Activators: Active, Criminal Investigation

Game Text: Adds 1 to one Team's CRIMINAL INVESTIGATION skill check.

DR. BLOCKHEAD

XF97-0185v2 -- Rare

Episode: Humbug

Witness -- Cost: 2 RP

Keywords: Witness, Evolutionary, Negat

Activators: Active, Evolutionary, Negate

Game Text: Negates one EVOLUTIONARY CREATURE.

THE THINKER

XF97-0186v2 -- Rare

Episode: Anasazi

Witness -- Cost: 5 RP

Keywords: Witness

Activators: Active

Game Text: Change one Keyword to any other one Keyword on a card played by your opponent.

BYERS

XF97-0187v2 -- Common

Episode: E.B.E.

Witness -- Cost: 1 RP

Keywords: Witness, Computer

Activators: Active, Computer

Game Text: Adds 1 to one Team's COMPUTER skill check.

EMIL AND ZOE

XF97-0188v2 -- Uncommon

Episode: Deep Throat

Witness -- Cost: 2 RP

Keywords: Witness, Observation

Activators: Active, Observation

Game Text: Adds 2 to one Team's OBSERVATION skill check.

DR. DAVEY

XF97-0189v2 -- Uncommon

Episode: Soft Light

Witness -- Cost: 2 RP

Keywords: Witness, Sciences

Activators: Active, Sciences

Game Text: Adds 2 to one Team's SCIENCES skill check.

BILLY MILES

XF97-0190v2 -- Fixed

Episode: Pilot

Witness -- Cost: 1 RP

Keywords: Witness, Alien Investigation

Activators: Active, Alien Investigation

Game Text: Adds 1 to one Team's ALIEN INVESTIGATION skill check.

DR. DIAMOND

XF97-0191v2 -- Rare

Episode: The Jersey Devil

Witness -- Cost: 3 RP

Keywords: Witness, Behavioral, Resource

Activators: Active

Game Text: Adds 1 to one Team's BEHAVIORAL skill check once during your turn.

DETECTIVE FRANK BRIGGS

XF97-0192v2 -- Uncommon

Episode: Squeeze

Witness -- Cost: 2 RP

Keywords: Witness, Criminal Investigation

Activators: Active, Criminal Investigation

Game Text: Adds 2 to one Team's CRIMINAL INVESTIGATION skill check.

DETECTIVE SHARON LAZARD

XF97-0195v2 -- Uncommon

Episode: Born Again

Witness -- Cost: 2 RP

Keywords: Witness, Evidence Collection

Activators: Active, Evidence Collection

Game Text: Adds 2 to one Team's EVIDENCE COLLECTION skill check.

DR. LAKOS

XF97-0196v2 -- Uncommon

Episode: Dod Kalm

Witness -- Cost: 2 RP

Keywords: Witness, Medical

Activators: Active, Medical

Game Text: Adds 2 to one Team's MEDICAL skill check.

THE CALUSARI

XF97-0197v2 -- Rare

Episode: The Calusari

Witness -- Cost: 2 RP

Keywords: Witness, Negate, Occult

Activators: Active, Occult, Creature

Game Text: Negates one OCCULT CREATURE.

BILL MULDER

XF97-0198v2 -- Rare

Episode: Colony

Witness -- Cost: 3 RP

Keywords: Witness, Negate, Subterfuge

Activators: Active, Subterfuge

Game Text: Adds 2 to one Agent's SUBTERFUGE skill check. Alternately, any card that would send Fox Mulder to the Hospital may be negated by playing the Bill Mulder card. If played in this way, remove Bill Mulder from the game.

SIR MALCOLM MARSDEN

XF97-0202v2 -- Common

Episode: Fire

Witness -- Cost: 1 RP

Keywords: Witness, Bureaucracy

Activators: Active, Bureaucracy

Game Text: Adds 1 to one Team's BUREAUCRACY skill check.

SAMANTHA MULDER

XF97-0203v2 -- Rare

Episode: Colony

Witness -- Cost: 2 RP

Keywords: Witness, Subterfuge, Resource

Activators: Active

Game Text: Adds 1 to one Team's SUBTERFUGE skill check once per turn. You may have any number of Samantha Mulder cards in play.

MAX FENIG

XF97-0204v2 -- Rare

Episode: Fallen Angel

Witness -- Cost: 3 RP

Keywords: Witness, Alien Investigation/P>

Activators: Active, Alien Investigation

Game Text: Adds 2 to one Team's ALIEN INVESTIGATION skill check. Alternately, you may play this card when one of your Agents is the target of an abduction. Max Fenig is abducted instead. Discard Max Fenig. The abduction is negated.

DR. HODGE

XF97-0205v2 -- Fixed

Episode: Ice

Witness -- Cost: 1 RP

Keywords: Witness, Medical

Activators: Active, Medical

Game Text: Adds 1 to one Team's MEDICAL skill check.

DOUG SPINNEY

XF97-0206v2 -- Common

Episode: Darkness Falls

Witness -- Cost: 1 RP

Keywords: Witness, Sciences

Activators: Active, Sciences

Game Text: Adds 1 to one Team's SCIENCES skill check.

DR. SHEILA BRAUN

XF96-0207v2 -- Uncommon

Episode: Born Again

Witness -- Cost: 2 RP

Keywords: Witness, Behavioral

Activators: Active, Behavioral

Game Text: Adds 2 to one Team's BEHAVIORAL skill check.

U.S. MARSHALL TAPIA

XF97-0208v2 -- Fixed

Episode: F. Emasculata

Witness -- Cost: 1 RP

Keywords: Witness, Evidence Collection

Activators: Active, Evidence Collection

Game Text: Adds 1 to one Team's EVIDENCE COLLECTION skill check.

BRAD WILCZEK

XF97-0209v2 -- Uncommon

Episode: Ghost in the Machine

Witness -- Cost: 2 RP

Keywords: Witness, Computer

Activators: Active, Computer

Game Text: Adds 2 to one Team's COMPUTER skill check.

ISH--TRIBAL ELDER

XF97-0211v2 -- Uncommon

Episode: Shapes

Witness -- Cost: 2 RP

Keywords: Witness, Occult Investigation

Activators: Active, Occult Investigation

Game Text: Adds 2 to one Team's OCCULT INVESTIGATION skill check.

SHERIFF MAZEROSKI

XF97-0212v2 -- Rare

Episode: Red Museum

Witness -- Cost: 2 RP

Keywords: Witness, Alien, Negate

Activators: Active, Government, Pawn

Game Text: Negates one GOVERNMENT PAWN

LT. COLONEL MARCUS AURELIUS BELT

XF97-0213v2 -- Rare

Episode: Space

Witness -- Cost: 2 RP

Keywords: Witness, Alien, Negate

Activators: Active, Alien, Creature

Game Text: Negates one ALIEN CREATURE.

GUNG BITUEN

XF97-0214v2 -- Rare

Episode: Excelsius Dei

Witness -- Cost: 4 RP

Keywords: Witness, Occult, Resource

Activators: Active

Game Text: Attach this Witness to a Team. Enables your Agents to deal damage to OCCULT CREATUREs as normal.

For example, you may use LRC against POLTERGEISTs and VAMPIREs. If at any time there are no Agents in the Team to which this card is attached, discard this card.

GERD THOMAS

XF97-0216v2 -- Common

Episode: Red Museum

Witness -- Cost: 1 RP

Keywords: Witness, Observation

Activators: Active, Observation

Game Text: Adds 1 to one Team's OBSERVATION skill check.

DR. DANIEL TREPPOS

XF97-0217v2 -- Rare

Episode: Firewalker

Witness -- Cost: 2 RP

Keywords: Witness, Negate, Primordial

Activators: Active, Primordial, Creature

Game Text: Negates one PRIMORDIAL CREATURE.

MAGGIE HOLVEY

XF97-0218v2 -- Common

Episode: The Calusari

Witness -- Cost: 1 RP

Keywords: Witness, Occult Investigation

Activators: Active, Occult Investigation

Game Text: Adds 1 to one Team's OCCULT INVESTIGATION skill check.

LUTHER LEE BOGGS

XF97-0219v2 -- Rare

Episode: Beyond the Sea

Witness -- Cost: 3 RP

Keywords: Witness, Occult

Activators: Active

Game Text: Play this card at anytime during your turn to examine your opponent's hand.

SENATOR RICHARD MATHESON

XF97-0220v2 -- Rare

Episode: Little Green Men

Witness -- Cost: 3 RP

Keywords: Witness, Bureaucracy, Resource

Activators: Active

Game Text: Place three tokens on this card. Discard a token to add 2 to one Team's BUREAUCRACY skill check. You may discard a token once per turn. Discard this resource when all tokens have been discarded.

Events**SUCCESSFUL DIAGNOSIS**

XF97-0221v2 -- Uncommon

Episode: Darkness Falls

Event -- Cost: 2 RP

Keywords: Event, Healing

Activators: Active

Game Text: Place on a Team in the Hospital containing an injured Agent. The Agent heals 2 damage immediately.

SHUTTING DOWN THE X-FILES

XF97-0223v2 -- Rare

Episode: 3

Event -- Cost: 3 CP

Keywords: Event, Move, Government

Activators: Conspiracy

Game Text: Play on any Team containing Agent Fox Mulder and/or Agent Dana Scully. Mulder must immediately be moved to the Bureau. Scully must immediately be moved to the Hospital (undamaged). Neither may contribute their skills to skill checks this turn.

REPORTERS AT THE CRIME SCENE

XF97-0224v2 -- Uncommon

Episode: Fallen Angel

Event -- Cost: 1 CP

Keywords: Event, Question

Activators: Multiplayer, Conspiracy

Game Text: Play when one player has just asked a Characteristic question and you were not the Directed player. If the player achieved the prerequisite skill number exactly, then he must tell all opponents the answer to the Characteristic question.

I WANT TO BELIEVE

XF97-0225v2 -- Common

Episode: Conduit

Event -- Cost: 1 RP

Keywords: Event, Alien Investigation, Occult Investigation

Activators: Active

Game Text: Play on one Agent to allow that Agent to use their EVIDENCE COLLECTION skill number for any one ALIEN INVESTIGATION or OCCULT INVESTIGATION skill check.

ROAD TRIP

XF97-0226v2 -- Rare

Episode: Ascension

Event -- Cost: 1 RP

Keywords: Event, Move, Criminal Investigation

Activators: Active

Game Text: Play on a Team in the Field during the Deployment Phase. If the Team makes a CRIMINAL INVESTIGATION 6+ skill check they may investigate two Sites this turn. Resolve each Site individually.

HIDDEN TRANSMITTER

XF97-0227v2 -- Uncommon

Episode: E.B.E.

Event -- Cost: 4 CP

Keywords: Event, Question, Government, Subterfuge

Activators: Conspiracy, Multiplayer

Game Text: Play after an opponent Team successfully asks a Characteristic question. Force that opponent Team to make a SUBTERFUGE 4+ skill check. If they fail they must tell you the question and answer they obtained.

MEDICAL TREATMENT

XF97-0228v2 -- Common

Episode: Colony

Event -- Cost: 1 RP

Keywords: Event, Healing

Activators: Active

Game Text: Play on an Agent in the Hospital. The Agent heals one token of damage immediately.

THE CIGARETTE-SMOKING MAN STRIKES

XF97-0230v2 -- Rare

Episode: Anasazi

Event -- Cost: 5 CP

Keywords: Event

Activators: Conspiracy

Game Text: Change any Keyword to any other Keyword on a card played by your opponent. This effect lasts until the end of the turn.

EVE 7

XF97-0231v2 -- Rare

Episode: Eve

Event -- Cost: X CP

Keywords: Event, Evolutionary

Activators: Conspiracy, Bluff

Game Text: Move any Bluff cards from one Site to another Site or back into the owner's hand. If at the end of an Investigation Phase a Site is left with no Bluffs attached, discard it. X = 1 per Bluff removed.

STREET CONTACTS

XF97-0232v2 -- Uncommon

Episode: One Breath

Event -- Cost: 1 RP

Keywords: Event, Criminal Investigation

Activators: Active

Game Text: Search through your Bureau Deck and place any one Witness card in your hand. Show the Witness to your opponents. Shuffle the Bureau Deck.

GOVERNMENT ARRESTS SUSPECTS

XF97-0233v2 -- Fixed

Episode: Conduit

Event -- Cost: 1 CP

Keywords: Event, Negate, Government

Activators: Conspiracy, Witness

Game Text: Negate one Witness that modifies ALIEN INVESTIGATION or BUREAUCRACY skill.

RED TAPE

XF97-0234v2 -- Rare

Episode: The Host

Event -- Cost: 3 CP

Keywords: Event, Bureaucracy

Activators: Conspiracy

Game Text: Play during the Briefing Phase to prevent one opponent from drawing any cards during the remainder of this turn.

S.W.A.T. TRAINING

XF97-0235v2 -- Common

Episode: The Jersey Devil

Event -- Cost: 2 RP

Keywords: Event, Training

Activators: Active, Agent

Game Text: Play on an Agent in the Bureau. The Agent is taken out of play for one full turn. At the start of the Briefing Phase of the second turn, the Agent may be deployed as normal and in addition has a +1 in one of the following skills: LRC, CRC or the ability to use MARTIAL ARTS Combat cards. Place this card below the Agent to remind you of the increased skill.

FINGERPRINTS

XF97-0236v2 -- Uncommon

Episode: Tooms

Event -- Cost: 2 RCP

Keywords: Event, Evidence Collection, Resource

Activators: Active

Game Text: Play on one Team in the Field. If the Team makes an EVIDENCE COLLECTION skill check 5+, then they may add 2 to any Site skill check. Discard this card after you've used the modifier.

BACK TRACKING PROGRAM

XF97-0237v2 -- Fixed

Episode: Little Green Men

Event -- Cost: 4 CP

Keywords: Event, Computer

Activators: Conspiracy, Computer

Game Text: Play this card to negate any Keyword COMPUTER card.

EVIDENCE DESTROYED

XF97-0239v2 -- Fixed

Episode: Pilot

Event -- Cost: 4 CP

Keywords: Event, Negate, Evidence Collection

Activators: Conspiracy, Evidence Collection

Game Text: Negate one Keyword EVIDENCE COLLECTION card.

SURFING THE NET

XF97-0240v2 -- Rare

Episode: Colony

Event -- Cost: 2 RP

Keywords: Event, Computer

Activators: Active

Game Text: Have a Team make a COMPUTER 4+ skill check. If successful, draw three cards from your chosen opponent's Bureau deck and choose one to place in your Bureau Section face down. Place the other two cards back on top of your opponent's Bureau Deck in any order. You may use the chosen card when appropriate but you must pay the cost. Return the card to its owner's Discard Pile after it has been used. Leave this card on top of the card you've taken from your opponent to remind you that the card you took is considered an EVENT, RESOURCE.

GOVERNMENT SANCTIONED PHEROMONE EXPERIMENTS

XF97-0241v2 -- Rare

Episode: Blood

Event -- Cost: 9 CP

Keywords: Event, Government

Activators: Conspiracy

Game Text: Force an opponent Team to make a SCIENCES 4+ skill check. If the Team fails, you may choose an opposing Agent on the Team to enter combat with any other Agent on the Team. Combat will only last one round.

THOROUGH DOCUMENTATION

XF97-0242v2 -- Rare

Episode: Roland

Event -- Cost: 2 RP

Keywords: Event, Evidence Collection, Resource

Activators: Active

Game Text: Play prior to a Site skill check. If the Site skill check is successful, place this card in your Bureau Section. You may discard this card in any of your investigation phases to add 2 to a Site skill check. Discard this card after you've used the modifier.

EVIDENCE OVERLOOKED

XF97-0246v2 -- Common

Episode: Lazarus

Event -- Cost: 1 RP

Keywords: Event, Observation, Resource

Activators: Active, Site

Game Text: If the Team makes an OBSERVATION 4+ skill check, they gain a +1 to the Site skill check. Discard this card after you've used the modifier.

READING THE SIGNS

XF97-0249v2 -- Uncommon

Episode: Fresh Bones

Event -- Cost: 0 RP

Keywords: Event, Occult Investigation

Activators: Active

Game Text: Play on any Team in the Field. If the Team makes an OCCULT INVESTIGATION 4+ skill check, they may take 2 from their opponent's Conspiracy Pool and add them to their Resource Pool.

SKINNER ADOPTS THE COMPANY LINE

XF97-0251v2 -- Rare

Episode: Tooms

Event -- Cost: 2 CP

Keywords: Event, Move, Government

Activators: Conspiracy

Game Text: Play whenever Assistant Director Walter Skinner is involved in a skill check. Skinner must go back to the Bureau (if he is not already there) and may not contribute his skills to any skill check this turn.

SAFE HOUSE

XF96-0252v1 -- Rare

Episode: Red Museum

Event -- Cost: 3 RP

Keywords: Event

Activators: Active, Witness

Game Text: Play on any Witness with a skill modifier to permanently add the Keywords EVENT and RESOURCE to the Witness. Thus, the Witness acts as an EVENT, RESOURCE card and remains in play. Place this card below the Witness to remind you of the effect.

CROP CIRCLES

XF97-0253v2 -- Fixed

Episode: Genderbender

Event -- Cost: 1 RP

Keywords: Event, Alien, Resource

Activators: Active, Site, Alien Investigation

Game Text: Play after one of your Teams successfully investigates a Site with ALIEN INVESTIGATION skill as a prerequisite. Place this card in your Bureau. Discard this card to add 1 to an ALIEN INVESTIGATION skill check.

LANGLY

XF97-0254v2 -- Uncommon

Episode: E.B.E.

Event -- Cost: 2 RP

Keywords: Event

Activators: Active, Bluff

Game Text: Force one Bluff card attached to a Site to be discarded. If there are several Bluffs at the Site, the Bluff to be discarded must be chosen randomly.

EXPEDITE REQUEST FOR RESOURCES

XF97-0255v2 -- Uncommon

Episode: The Jersey Devil

Event -- Cost: 1 RP

Keywords: Event, Bureaucracy

Activators: Active

Game Text: Play on a Team in the Bureau. If the Team makes a BUREAUCRACY 4+ skill check then you may search through your Bureau Deck and draw one Equipment card to add to your hand. Show the card to your opponents and then shuffle your deck.

PAPERWORK

XF97-0256v2 -- Fixed

Episode: Conduit

Event -- Cost: 4 CP

Keywords: Event, Criminal Investigation

Activators: Conspiracy

Game Text: Force an opponent Team to make a CRIMINAL INVESTIGATION 5+ skill check or they will be unable to add their skills to a Site skill check this turn.

UNEXPLAINABLE TIME LOSS

XF97-0257v2 -- Rare

Episode: Pilot

Event -- Cost: 5 CP

Keywords: Alien, Event, Sciences

Activators: Conspiracy

Game Text: Force an opponent Team to make a SCIENCES 4+ skill check or the current player's turn ends immediately

CLONE

XF97-0258v2 -- Fixed

Episode: End Game

Event -- Cost: 2 CP

Keywords: Alien, Event

Activators: Conspiracy

Game Text: Play this card on any Witness that has just been played. The owning player must shuffle the Witness back into their Bureau deck immediately and does not benefit from the Witness.

SUSPECT DESCRIPTION

XF97-0259v2 -- Common

Episode: Young at Heart

Event -- Cost: 2 RP

Keywords: Event, Criminal Investigation

Activators: Active

Game Text: Play on a Team that fails a Site skill check when combat was involved. If the Team makes a CRIMINAL INVESTIGATION 3+ skill check, place the Site in the Bureau. At the start of your Briefing Phase, you may place the Site into your hand.

SMOKE SCREEN

XF97-0260v2 -- Uncommon

Episode: Tooms

Event -- Cost: 1 RP

Keywords: Event, Bureaucracy, Resource

Activators: Active

Game Text: Play on a Team in the Bureau. If the Team makes a BUREAUCRACY 4+ skill check then designate a Team in the Field. As long as no new members are added to that Team, GOVERNMENT Adversaries may not attack that Team. This card remains in effect until a new Agent is added to the Team.

DARK FORCES ALIGN

XF97-0261v2 -- Rare

Episode: Die Hand Die Verletzt

Event -- Cost: 6 CP

Keywords: Event, Phenomena

Activators: Conspiracy

Game Text: Play on an opponent Team in any Section. For the rest of the turn, that Team is considered to have a single Characteristic SITE Keyword (i.e., RESULT SITE). You may choose any one Characteristic for the Keyword.

COMPUTER ACCESS DENIED

XF97-0262v2 -- Rare

Episode: Ghost in the Machine

Event -- Cost: 2 CP

Keywords: Event, Computer

Activators: Conspiracy

Game Text: Force an opponent Team to make a COMPUTER 4+ skill check or they will be unable to complete the skill check.

IMPROVED CHANNELS

XF97-0263v2 -- Uncommon

Episode: One Breath

Event -- Cost: 2 RP

Keywords: Event, Resource

Activators: Active

Game Text: The Team must make a BUREAUCRACY 4+ skill check. If successful, you may now have up to ten cards in hand at the end of your turn. This condition stays in effect until you are forced to discard this card. Discard this card if one of your Agents is moved from or to the Bureau Section of the table for any reason.

KRYCEK, THE DOUBLE AGENT

XF97-0265v2 -- Rare

Episode: Ascension

Event -- Cost: 6 CP

Keywords: Event, Government, Killer

Activators: Conspiracy

Game Text: Play on Agent Krycek when he is in the Field and is involved in a skill check. Krycek engages one of the Team's Agents (opponent's choice) in Combat. No other Agents may contribute skills to the combat. If Krycek sends the chosen Agent to the Hospital within two rounds of combat, then Krycek stays on the team, otherwise he is removed from play. While Krycek is affected by this card he is considered a GOVERNMENT, MASTER Adversary. Cards that would cause Krycek to be discarded simply negate the combat.

SPYING MISSION

XF97-0266v2 -- Uncommon

Episode: Fallen Angel

Event -- Cost: 2 RP

Keywords: Event, Negate, Subterfuge

Activators: Active

Game Text: Play on any Team. If the Team makes a SUBTERFUGE 4+ skill check, it may use this card to immediately negate any one card that requires them to make a non-combat skill check.

AUTHORIZED ACCESS ONLY

XF97-0267v2 -- Rare

Episode: Deep Throat

Event -- Cost: 4 CP

Keywords: Event, Government, Subterfuge

Activators: Conspiracy, Site

Game Text: Force an opponent Team to make a SUBTERFUGE 4+ skill check. If they are not successful, they automatically fail the skill check for the Site.

EQUIPMENT MALFUNCTION

XF97-0268v2 -- Uncommon

Episode: E.B.E.

Event -- Cost: 2 CP

Keywords: Event, Phenomena

Activators: Conspiracy

Game Text: Force one opponent to discard one piece of equipment (your choice) that does not specifically modify LONG or CLOSE RANGE COMBAT.

THE LOCAL LAW ENFORCEMENT ARE UNCOOPERATIVE

XF97-0269v2 -- Uncommon

Episode: The Jersey Devil

Event -- Cost: 4 CP

Keywords: Event, Negate, Criminal Investigation

Activators: Conspiracy, Criminal Investigation

Game Text: Negate one Keyword CRIMINAL INVESTIGATION card.

ALIEN DISCRETION

XF97-0271v2 -- Rare

Episode: Space

Event -- Cost: X+1 RP

Keywords: Event, Alien, Phenomena

Activators: Active, Site

Game Text: Play on a Team about to investigate a Site with ALIEN INVESTIGATION as a prerequisite. Discard all cards assigned as Bluff cards at that Site. X = the number of Bluffs at the Site.

FINGERNAIL SCRAPINGS

XF97-0272v2 -- Fixed

Episode: Blood

Event -- Cost: 1 RP

Keywords: Event, Evidence Collection, Resource

Activators: Active

Game Text: If the Team makes an EVIDENCE COLLECTION 4+ skill check, they gain a +1 to a Site skill check. Discard this card after you've used the modifier.

TRUST NO ONE

XF97-0273v2 -- Rare

Episode: The Erlenmeyer Flask

Event -- Cost: 2 CP

Keywords: Event, Subterfuge

Activators: Conspiracy, Witness

Game Text: The Witness's modifier is now changed to a negative (e.g., a +1 becomes a -1). If the Witness has an ability separate from the modifier, this card cancels that ability for this turn.

LULA PHILLIPS

XF97-0274v2 -- Rare

Episode: Lazarus

Event -- Cost: 1 CP

Keywords: Event

Activators: Conspiracy

Game Text: Play this card after an Adversary sends any Agent to the Hospital or removes an Agent from the game. Place five tokens in your pool.

NO PLACE IS SAFE

XF97-0275v2 -- Rare

Episode: Squeeze

Event -- Cost: 5 CP

Keywords: Event

Activators: Conspiracy

Game Text: For the remainder of this turn, the Bureau is considered to have a single Characteristic SITE Keyword. You may choose any one Characteristic for the Keyword (i.e., RESULT SITE).

BLACKMAIL

XF97-0276v2 -- Rare

Episode: One Breath

Event -- Cost: 1 RP

Keywords: Event, Bureaucracy, Question

Activators: Active

Game Text: Play when you have just guessed incorrectly the identity of an X-File. Select a Team in your Bureau. If that Team successfully completes a BUREAUCRACY 4+ skill check, your opponent does not get to ask you a penalty question.

DISSECTION

XF97-0277v2 -- Uncommon

Episode: Pilot

Event -- Cost: 1 RP

Keywords: Event

Activators: Active

Game Text: Play this card after a Team of Agents damages an Adversary in combat by dealing enough wounds to kill it. Place five tokens in the pool.

APPLICATION FOR FBI RESOURCES APPROVED

XF97-0279v2 -- Rare

Episode: Sleepless

Event -- Cost: 3 RP

Keywords: Event, Bureaucracy, Move

Activators: Active

Game Text: If the Team makes a BUREAUCRACY 4+ skill check, you may borrow any one of your opponent's Agents. It may not be an Agent you already control. Add the Agent to the Team for the remainder of the turn. Afterward, the Agent returns to the original owner's control. The Agent must be returned to the Team it belonged to or sent to the Hospital if the Agent was reduced to 0 HEALTH during a combat.

EXPERT BRIEFING

XF97-0280v2 -- Common

Episode: Anasazi

Event -- Cost: 2 RP

Keywords: Event, Training

Activators: Active, Agent

Game Text: Play on an Agent in the Bureau. The Agent is taken out of play for one full turn. At the start of the Briefing Phase of the second turn the Agent may be deployed as normal and in addition has a +1 in one of the following skills: OBSERVATION, BEHAVIORAL or SUBTERFUGE. Place this card below the Agent to remind you of the increased skill.

ACCESS PERSONNEL FILES

XF97-0281v2 -- Common

Episode: Duane Barry

Event -- Cost: 4 CP

Keywords: Event, Computer, Resource

Activators: Conspiracy, Multiplayer

Game Text: Force an opponent Team to make a COMPUTER 4+ skill check. If they fail, that opponent must tell you the next answer that they obtain regarding the X-File of your choice. The answer need not be a "yes" answer. Discard this card after you've obtained the answer.

HARD EVIDENCE

XF97-0282v2 -- Common

Episode: Pilot

Event -- Cost: 2 RP

Keywords: Event, Evidence

Activators: Active

Game Text: Add five tokens to your pool.

RELENTLESS PURSUIT

XF97-0283v2 -- Common

Episode: Genderbender

Event -- Cost: X RP

Keywords: Event

Activators: Active

Game Text: Play to prevent the opposing player from drawing cards after the player has paid, but before the cards are drawn. X = The number of cards that the opposing player has paid to draw.

DEDUCTIVE REASONING

XF97-0285v2 -- Rare

Episode: Conduit

Event -- Cost: 3 RP

Keywords: Event, Question, Criminal

Activators: Active

Game Text: Play on a Team that has just completed a combat. If the Team makes a CRIMINAL INVESTIGATION 5+ skill check, then they may ask whether or not the Adversary has a Keyword that is the same as the AFFILIATION of the controller's X-File.

GRID PATTERN SEARCH

XF97-0286v2 -- Rare

Episode: Lazarus

Event -- Cost: 2 RP

Keywords: Event, Evidence Collection

Activators: Active

Game Text: Select one card from your Discard Pile and place it in your hand.

DRIVING

XF97-0287v2 -- Uncommon

Episode: Conduit

Event -- Cost: 2 RP

Keywords: Event, Move, Criminal Investigation

Activators: Active

Game Text: Play on a Team in the Field during the Deployment Phase. If the Team makes a CRIMINAL INVESTIGATION 5+ skill check, they may investigate two Sites in the same state this turn.

IN-SERVICE TRAINING

XF97-0288v2 -- Common

Episode: Little Green Men

Event -- Cost: 2 RP

Keywords: Event, Training

Activators: Active, Agent

Game Text: Play on an Agent in the Bureau. The Agent is taken out of play for one full turn. At the start of the Briefing Phase of the second turn, the Agent may be deployed as normal, and in addition has a +1 in one of the following skills: COMPUTER, MEDICAL, or SCIENCES. Place this card below the Agent to remind you of the increased skill.

REJUVENATING CAVES

XF97-0289v2 -- Uncommon

Episode: Genderbender

Event -- Cost: 2 CP

Keywords: Event, Resource

Activators: Conspiracy

Game Text: Play this card next to the X-File you have chosen. Place ten tokens on this card. Beginning on your opponent's next turn you may take up to two tokens from this card and place them in your pool. The tokens become tokens. When all counters have been removed, discard this card.

ALIEN EXPERIMENTATION

XF97-0290v2 -- Rare

Episode: Duane Barry

Event -- Cost: 5 CP

Keywords: Event, Negate, Alien

Activators: Conspiracy, Event

Game Text: Negate any one Keyword EVENT card.

HIDDEN GRAVE

XF97-0291v2 -- Uncommon

Episode: Conduit

Event -- Cost: 2 RP

Keywords: Event, Medical

Activators: Active

Game Text: Take any Witness from your opponent's Discard Pile and use it for one skill check immediately at no cost.

TRAP

XF97-0292v2 -- Uncommon

Episode: End Game

Event -- Cost: 3 CP

Keywords: Event, Observation

Activators: Conspiracy

Game Text: Play on a Team in the Field at the start of combat. Force the opponent Team to make an OBSERVATION 4+ skill check. If they fail, the following combat will be fought between the Adversary and one Agent of your choice. No other Agents may participate in the combat.

ASSIGNED TO THE X-FILES

XF97-0294v2 -- Rare

Episode: Pilot

Event -- Cost: X+1 RP

Keywords: Event, Bureaucracy, Killer

Activators: Active

Game Text: Play to permanently add any one Agent from your hand to a Team. The normal rules for selecting an Agent still apply. In addition, the Agent may not be one that was removed from the game prior to playing this card. X = Agent's Cost.

X-FILES RESEARCH

XF97-0296v2 -- Common

Episode:

Event -- Cost: 2 CP

Keywords: Event, Training

Activators: Active, Agent

Game Text: Play on an Agent in the Bureau. The Agent is taken out of play for one full turn. At the start of the Briefing Phase of the second turn, the Agent may be deployed as normal, and in addition has a +1 in one of the following skills: ALIEN INVESTIGATION, OCCULT INVESTIGATION, or SCIENCES. This card may not be played on Agents Mulder or Scully. Place this card below the Agent to remind you of the increased skill.

A FRIEND IN THE FBI

XF97-0297v2 -- Rare

Episode: E.B.E.

Event -- Cost: 2 RP

Keywords: Event, Resource

Activators: Active

Game Text: Play this card in the Bureau. Place ten tokens on this card. During your Briefing Phase you may take up to two tokens from this card and place them in your pool. The tokens become (change to) tokens. When all counters have been removed, discard this card.

WRITTEN REPORT

XF97-0298v2 -- Common

Episode: E.B.E.

Event -- Cost: 1 RP

Keywords: Event, Move

Activators: Active, Move

Game Text: Play when an Agent is forced to return to the Bureau. Prior to moving, the Team may make a CRIMINAL INVESTIGATION 5+ skill check. If successful, the Agent does not have to return to the Bureau.

GOVERNMENT MINDWIPE SERUM

XF97-0299v2 -- Uncommon

Episode: Deep Throat

Event -- Cost: 2 3P

Keywords: Event, Government

Activators: Conspiracy

Game Text: Force one opponent to discard all cards in their hand that contain the Keyword ALIEN INVESTIGATION or BUREAUCRACY.

TRAVEL ARRANGEMENTS

XF97-0300v2 -- Common

Episode: Deep Throat

Event -- Cost: 2 RP

Keywords: Event, Move

Activators: Active, Agent

Game Text: You may move one of your Agents to any Section immediately. This card may not be played once an Adversary has forced combat until after the combat is resolved. The Agent may join any Team that occupies the new Section.

DECOY

XF97-0301v2 -- Uncommon

Episode: Fresh Bones

Event -- Cost: 1 RP

Keywords: Event, Subterfuge, Negate

Activators: Active, Adversary

Game Text: Play when an Adversary is allowed to enter combat with a single Agent. If the Team to which the Agent is attached makes a SUBTERFUGE 4+ skill check, the Adversary is negated.

AUTOPSY

XF97-0302v2 -- Uncommon

Episode: The Host

Event -- Cost: 2 RP

Keywords: Event, Medical

Activators: Active

Game Text: Take a Witness from your Discard Pile and place it in your hand. In addition, if the Team makes a MEDICAL 4+ skill check, the Witness's modifier is doubled if played this turn.

EVASIVE MANEUVERS

XF97-0303v2 -- Rare

Episode: The Erlenmeyer Flask

Event -- Cost: 4 RP

Keywords: Event, Negate

Activators: Active, Adversary

Game Text: Negate one non-PHENOMENA Adversary.

FROHIKE

XF97-0304v2 -- Rare

Episode: Blood

Event -- Cost: 3 RP

Keywords: Event, Negate

Activators: Active, Event

Game Text: This card will negate one Event card played on your Team.

ROAD HAZARD

XF97-0306v2 -- Fixed

Episode: Ascension

Event -- Cost: 1 CP

Keywords: Event, Negate

Activators: Conspiracy, Move

Game Text: Negate one card with the Keyword MOVE.

CORE TRAINING

XF97-0307v2 -- Common

Episode: Lazarus

Event -- Cost: 2 RP

Keywords: Event, Training

Activators: Active

Game Text: Play on an Agent in the Bureau. The Agent is taken out of play for one full turn. At the start of the Briefing Phase of the second turn, the Agent may be deployed as normal, and in addition has a +1 in one of the following skills: CRIMINAL INVESTIGATION or EVIDENCE COLLECTION. Place this card below the Agent to remind you of the increased skill.

SAMUEL HARTLEY

XF97-0308v2 -- Rare

Episode: Miracle Man

Event -- Cost: 2 RP

Keywords: Event, Occult, Killer

Activators: Active

Game Text: Play on a Team in the Field that has just had an Agent removed from the game this turn. Make an OCCULT INVESTIGATION skill check of 4+. If successful, the Agent remains in play.

TRUE GRIT

XF97-0309v2 -- Rare

Episode: The Erlenmeyer Flask

Event -- Cost: 1 RP

Keywords: Event, Behavioral

Activators: Active, Agent

Game Text: Play when an Agent is forced to go to the Hospital. He must still go to the Hospital by the end of this turn but he may add his skills to one skill check before going.

DECREASED WORKLOAD

XF97-0310v2 -- Uncommon

Episode: The Host

Event -- Cost: 1 RP

Keywords: Event, Bureaucracy

Activators: Active, Briefing

Game Text: Play during the Briefing Phase. One Team in the Bureau may make a BUREAUCRACY 4+ skill check. If successful, choose one Agent. The Agent now has a RES number equal to the Agent's CRIMINAL INVESTIGATION skill during the next Briefing Phase. Place this card below the Agent to remind you of the increased skill.

Equipment

LAPTOP COMPUTER

XF97-0311v2 -- Uncommon

Episode: Pilot

Equipment -- Cost: 4 RP

Keywords: Equipment, Electrical, Special

Activators: Bureau

Game Text: Adds 2 to the Agent's COMPUTER skill.

GAS CHROMATOGRAPH

XF97-0312v2 -- Common

Episode: Firewalker

Equipment -- Cost: 2 RP

Keywords: Equipment, Electrical, Special

Activators: Bureau

Game Text: Agents equipped with a Gas Chromatograph have access to the field office crime lab. Adds 1 to the Agent's SCIENCES skill.

WIRE-TAP

XF97-0313v2 -- Fixed

Episode: Little Green Men

Equipment -- Cost: 2 RP

Keywords: Equipment, Electrical, Special

Activators: Bureau

Game Text: Adds 1 to the Agent's SUBTERFUGE skill.

BINOCULARS

XF97-0314v2 -- Fixed

Episode: Little Green Men

Equipment -- Cost: 2 RP

Keywords: Equipment, Standard

Activators: Bureau

Game Text: Adds 1 to the Agent's OBSERVATION skill.

MEDI-KIT

XF97-0315v2 -- Rare

Episode: Duane Barry

Equipment -- Cost: 4 RP

Keywords: Equipment, Healing, Standard

Activators: Bureau

Game Text: An agent with MEDICAL skill may use the Medi-Kit to heal one wound on any agent in the Team once per turn. The may prevent an Agent from going to the Hospital.

KEVLAR VEST

XF97-0316v2 -- Uncommon

Episode: Young at Heart

Equipment -- Cost: 3 RP

Keywords: Equipment, Armor, Standard

Activators: Bureau

Game Text: The Kevlar Vest will absorb three points of damage. Place three tokens on this card. Discard a token to prevent one point of damage. Discard the Vest when all the tokens have been discarded. Excess damage is applied to the Agent as normal.

GLOCK 19 SEMI-AUTOMATIC PISTOL

XF97-0317v2 -- Uncommon

Episode: Young at Heart

Equipment -- Cost: 4 RP

Keywords: Equipment, Weapon Standard

Activators: Bureau

Game Text: Adds 2 to the Agent's LONG RANGE COMBAT skill.

HIGH RESOLUTION CAMERA

XF97-0318v2 -- Common

Episode: The Calusari

Equipment -- Cost: 2 RP

Keywords: Equipment, Mechanical, Special

Activators: Bureau

Game Text: Adds 1 to the Agent's OCCULT INVESTIGATION skill.

HIGH-POWERED FLASHLIGHT

XF97-0319v2 -- Uncommon

Episode: Little Green Men

Equipment -- Cost: 4 RP

Keywords: Equipment, Electrical, Standard

Activators: Bureau

Game Text: Adds 2 to the Agent's OBSERVATION skill.

GOVERNMENT CAR

XF97-0320v2 -- Fixed

Episode: E.B.E.

Equipment -- Cost: 2 RP

Keywords: Equipment, Mechanical, Standard

Activators: Bureau

Game Text: Adds 1 to the Agent's CRIMINAL INVESTIGATION skill.

KNIFE

XF97-0321v2 -- Common

Episode: Die Hand Die Verletzt

Equipment -- Cost: 2 RP

Keywords: Equipment, Weapon, Standard

Activators: Bureau

Game Text: Adds 1 to the Agent's CLOSE RANGE COMBAT skill.

TAPED INTELLIGENCE

XF97-0322v2 -- Rare

Episode: Anasazi

Equipment -- Cost: 4 RP

Keywords: Equipment, Electrical, Special

Activators: Bureau

Game Text: Adds 2 to the Agent's BUREAUCRACY skill. GOVERNMENT Adversaries may now attack the Agent's Team when investigating a Site, even when they would otherwise be barred from doing so.

WALTHER PPK 7.65 HOLD OUT WEAPON

XF97-0323v2 -- Uncommon

Episode: Lazarus

Equipment -- Cost: 4 RP

Keywords: Equipment, Weapon, Standard

Activators: Bureau

Game Text: Adds 2 to the Agent's CLOSE RANGE COMBAT skill.

GEIGER COUNTER

XF97-0324v2 -- Uncommon

Episode: E.B.E.

Equipment -- Cost: 2 RP

Keywords: Equipment, Electrical, Special

Activators: Bureau

Game Text: Adds 1 to the Agent's ALIEN INVESTIGATION skill.

HOSPITAL CRASH CART

XF97-0325v2 -- Rare

Episode: One Breath

Equipment -- Cost: 4 RP

Keywords: Equipment, Healing, Special

Activators: Hospital

Game Text: This piece of Equipment does not need to be attached to any Agent. Place three tokens on the Hospital Crash Cart. Discard one token to heal one point of damage to an Agent in the Hospital. Discard when all three tokens have been expended.

CELLULAR PHONE

XF97-0326v2 -- Rare

Episode: Blood

Equipment -- Cost: 4 RP

Keywords: Equipment, Special

Activators: Bureau

Game Text: The Agent may add his skills to a skill check that is occurring in another Section of the table. The Agent's skill is reduced by one (i.e.; Skill: 3 becomes Skill: 2). LONG RANGE COMBAT and CLOSE RANGE COMBAT may not be added.

SYMBOL OF FAITH

XF97-0327v2 -- Rare

Episode: One Breath

Equipment -- Cost: 3 RP

Keywords: Equipment, Mystic

Activators: Field, Believer

Game Text: OCCULT Adversaries may not assign damage to this Agent unless there are no other eligible targets. If the Agent is the only eligible target then the damage from OCCULT Adversaries is halved.

ELECTRON EMISSION MICROSCOPE

XF97-0328v2 -- Common

Episode: Young at Heart

Equipment -- Cost: 2 RP

Keywords: Equipment, Electrical, Special

Activators: Bureau

Game Text: Agents equipped with an Electron Emission Microscope have access to the field office crime lab. Adds 1 to the Agent's MEDICAL skill.

SHOTGUN

XF97-0329v2 -- Rare

Episode: Shapes

Equipment -- Cost: 6 RP

Keywords: Equipment, Weapon, Standard

Activators: Bureau

Game Text: Adds 3 to the Agent's LONG RANGE COMBAT skill once per combat. Damage may be split if there are multiple opponents (your choice).

M-16 ASSAULT RIFLE

XF97-0330v2 -- Uncommon

Episode: Fallen Angel

Equipment -- Cost: 4 RP

Keywords: Equipment, Weapon, Special

Activators: Bureau

Game Text: Adds 2 to the Agent's LONG RANGE COMBAT skill. Damage may be split if there are multiple opponents (your choice).

MOJO BAG

XF97-0331v2 -- Uncommon

Episode: Fresh Bones

Equipment -- Cost: 2 RP

Keywords: Equipment, Mystic

Activators: Field, Believer

Game Text: Subtract one point from each damaging hit caused by an OCCULT CREATURE. In addition, OCCULT Adversaries may not play combat cards on Agents equipped with a Mojo Bag.

LIE DETECTOR

XF97-0332v2 -- Common

Episode: Squeeze

Equipment -- Cost: 2 RP

Keywords: Equipment, Electrical, Special

Activators: Bureau

Game Text: Adds 1 to the Agent's BEHAVIORAL skill.

Adversaries

SLITHERS IN THE NIGHT

XF97-0333v2 -- Common

Episode: Die Hand Die Verletzt

Adversary -- Cost: 4 CP

LRC: N/A CRC: 6 HEALTH: 6

Keywords: Adversary, Occult, Creature, Pawn

Activators: Conspiracy, Affiliation Site

Game Text:

HUNTER IN THE DARK

XF97-0335v2 -- Common

Episode: The Jersey Devil

Adversary -- Cost: 7 CP

LRC: N/A CRC: 4 HEALTH: 5

Keywords: Adversary, Primordial, Creature

Activators: Conspiracy, Result Site

Game Text: The LONG RANGE COMBAT round is skipped.

CREW-CUT MAN

XF97-0336v2 -- Uncommon

Episode: The Erlenmeyer Flask

Adversary -- Cost: 6 CP

LRC: 4 CRC: 4 HEALTH: 5

Keywords: Adversary, Government, Pawn, Creature

Activators: Conspiracy, Method Site

Game Text: The chosen Agent is the only one who may participate in the Combat. The Crew-Cut Man may use MARTIAL ARTS and SUBTERFUGE cards.

ALIEN BOUNTY HUNTER

XF97-0337v2 -- Rare

Episode: Colony

Adversary -- Cost: 12 CP

LRC: N/A CRC: 6 HEALTH: 6

Keywords: Adversary, Alien, Creature, Master

Activators: Conspiracy, Motive Site

Game Text: Each source of damage affecting the Alien Bounty Hunter in CLOSE RANGE COMBAT also causes 1 damage to each opposing Team member involved in the Combat (because he has poisonout blood). The Hunter may use MARTIAL ARTS and SUBTERFUGE Combat cards. If killed in Combat, place the Hunter back in your deck and shuffle.

THE HOST ATTACKS

XF97-0338v2 -- Rare

Episode: The Host

Adversary -- Cost: 4 CP

LRC: N/A CRC: 2 HEALTH: 3

Keywords: Adversary, Evolutionary, Creature, Killer

Activators: Conspiracy, Result Site

Game Text: Place five tokens on any Agent that loses HEALTH as a result of this creature's attack. Remove a token in each of that Agent's Briefing Phases. At the end of the turn in which the last token is removed, the Agent is removed from the game. This card can be negated by the Team containing the afflicted Agent making a MEDICAL 3+ skill check or by playing a HEALING card on the afflicted player prior to the Agent being removed.

PVT. MCALPIN, ZOMBIE

XF97-0339v2 -- Common

Episode: Fresh Bones

Adversary -- Cost: 6 CP

LRC: N/A CRC: 5 HEALTH: 6

Keywords: Adversary, Occult, Creature, Pawn

Activators: Conspiracy, Motive Site

Game Text: LONG RANGE COMBAT attacks cause only half damage (round up) to the Zombie.

GOOD PEOPLE, GOOD FOOD

XF97-0340v2 -- Uncommon

Episode: Our Town

Adversary -- Cost: 8 CP

LRC: 0 CRC: 3 HEALTH: 10

Keywords: Adversary, Primordial, Creature

Activators: Conspiracy, Motive Site

Game Text: Damage caused by this creature may be split among all opponents (Directed Player's choice).

THE SANDMAN

XF97-0341v2 -- Uncommon

Episode: Sleepless

Adversary -- Cost: 4 CP

LRC: Special CRC: Special HEALTH: 5

Keywords: Adversary, Evolutionary, Creature

Activators: Conspiracy, Result Site

Game Text: The Creature has LONG RANGE COMBAT and CLOSE RANGE COMBAT equal to the highest Combat rating on the opposing team (including modifiers) +1. The Sandman may use SUBTERFUGE Combat cards.

ABDUCTION

XF97-0342v2 -- Rare

Episode: Duane Barry

Adversary -- Cost: 6 CP

LRC: N/A CRC: N/A HEALTH: N/A

Keywords: Adversary, Alien Phenomena

Activators: Conspiracy, Alien Investigation

Game Text: Pick one Agent in the Team. That Agent is placed ten cards down, face up, in the owning player's Bureau deck. Any equipment that Agent had is discarded. When the Agent's card reaches the top of the deck, the Agent is immediately moved to the Hospital (undamaged). This card does not initiate Combat.

SQUEEZE

XF97-0343v2 -- Uncommon

Episode: Squeeze

Adversary -- Cost: 3 CP

LRC: N/A CRC: 3 HEALTH: 5

Keywords: Adversary, Evolutionary, Creature

Activators: Conspiracy, Method Site

Game Text: The LONG RANGE COMBAT round is skipped.

THE PSYCHOTIC ATTACK

XF97-0344v2 -- Common

Episode: Fire

Adversary -- Cost: 4 CP

LRC: 3 CRC: 2 HEALTH: 5

Keywords: Adversary, Evolutionary, Pawn

Activators: Conspiracy, Method Site

Game Text: Damage from LONG RANGE COMBAT may be split among all opponents (Directed Player's choice).

THE MECHANIC

XF97-0345v2 -- Uncommon

Episode: The Erlenmeyer Flask

Adversary -- Cost: 7 CP

LRC: 4 CRC: 3 HEALTH: 5

Keywords: Adversary, Government, Pawn, Creature

Activators: Conspiracy, Affiliation Site

Game Text: The Mechanic may use MARTIAL ARTS and SUBTERFUGE Combat cards.

DARKNESS FALLS

XF97-0346v2 -- Uncommon

Episode: Darkness Falls

Adversary -- Cost: 6 CP

LRC: N/A CRC: N/A HEALTH: N/A

Keywords: Adversary, Primordial, Creature

Activators: Conspiracy, Result Site

Game Text: Unless a HEALING card is played immediately and the card results in one point being healed, move the Agent to the Hospital. The Agent must stay in the Hospital for the next turn.

SUPPRESSED FURY

XF97-0347v2 -- Common

Episode: Beyond the Sea

Adversary -- Cost: 5 CP

LRC: N/A CRC: 2 HEALTH: 9

Keywords: Adversary, Primordial, Creature

Activators: Conspiracy, Result Site

Game Text: Regardless of how much damage is done to this creature in the LONG RANGE COMBAT round, it will attack in the CLOSE RANGE COMBAT round. If its HEALTH has been exceeded, it is removed at the end of the CRC round.

LIVING MACHINE

XF97-0348v2 -- Uncommon

Episode: Ghost in the Machine

Adversary -- Cost: 6 CP

LRC: 0 CRC: 4 HEALTH: 7

Keywords: Adversary, Evolutionary, Phenomena

Activators: Conspiracy, Computer

Game Text: Fight Combat as normal except skip LONG RANGE COMBAT and go straight to CLOSE RANGE COMBAT. Agents must use their COMPUTER skill as their value in CRC. If an Agent has no COMPUTER skill, his value is 1.

OPERATION FALCON BLUE BERETS

XF97-0349v2 -- Rare

Episode: Fallen Angel

Adversary -- Cost: 7 CP

LRC: 4 CRC: 3 HEALTH: 8

Keywords: Adversary, Government, Pawn, Creature

Activators: Conspiracy, Method Site

Game Text: Damage caused by this creature may be split among all opponents (Directed Player's choice). The Blue Berets may use MARTIAL ARTS Combat cards.

PHEROMONE-INDUCED PSYCHOSIS

XF97-0350v2 -- Uncommon

Episode: Blood

Adversary -- Cost: 3 CP

LRC: Special CRC: Special HEALTH: 3

Keywords: Adversary, Government, Phenomena

Activators: Conspiracy, Witness

Game Text: Play this card on a Team in the Field that plays a Witness. The Witness card is discarded and the Team is attacked! The Creature's LONG RANGE COMBAT and CLOSE RANGE COMBAT are equal to the Witness's modifier. If the Witness has no modifier, treat the Witness as a +3.

DEADLY BLUR

XF97-0351v2 -- Uncommon

Episode: Fallen Angel

Adversary -- Cost: 7 CP

LRC: N/A CRC: 4 HEALTH: 6

Keywords: Adversary, Alien, Creature

Activators: Conspiracy, Motive Site

Game Text: Any Agent damaged by the Deadly Blur is placed in the Hospital for the next two turns regardless of how much HEALTH they have. Each opponent's LONG RANGE COMBAT and CLOSE RANGE COMBAT is reduced by one point. The Deadly Blur may use SUBTERFUGE Combat cards.

THE MANITOU STALKS HIS PREY

XF97-0352v2 -- Rare

Episode: Shapes

Adversary -- Cost: 6 CP

LRC: N/A CRC: 6 HEALTH: 8

Keywords: Adversary, Occult, Creature

Activators: Conspiracy, Motive Site

Game Text: Any Agent wounded by the Manitou may not heal wounds until a Healing card is successfully played on him.

POLTERGEIST ATTACK

XF97-0353v2 -- Fixed

Episode: Shadows

Adversary -- Cost: 3 CP

LRC: 2 CRC: 2 HEALTH: 2

Keywords: Adversary, Occult, Creature, Phenomena

Activators: Conspiracy, Occult Investigation

Game Text: The Poltergeist is unaffected by Combat attacks. It will attack for only one LONG RANGE COMBAT and one CLOSE RANGE COMBAT round and then is discarded.

KISS OF THE VAMPIRE

XF97-0354v2 -- Rare

Episode: 3

Adversary -- Cost: 10 CP

LRC: N/A CRC: 5 HEALTH: 6

Keywords: Adversary, Occult, Creature, Master

Activators: Conspiracy, Witness

Game Text: Play this card on a Team in the Field that plays a Witness. Discard the Witness card. The Witness actually becomes a lesser vampire that attacks the Team in conjunction with the master vampire, with a CLOSE RANGE COMBAT rating of 3 and a HEALTH rating of 3. LONG RANGE COMBAT will cause no damage to either vampire.

New Cards**JOHN BARNETT LINKS YOU TO MULDER**

XF97-0355v2 -- Rare

Episode: Young at Heart

Adversary -- Cost: 12 CP

LRC: 4 CRC: 4 HEALTH: 7

Keywords: Adversary, Government, Creature

Activators: Conspiracy, Agent

Game Text: This Adversary regenerates (Heals) two points of HEALTH at the beginning of each combat round as long as his HEALTH is not at zero.

BROTHER MARTIN IS ATTRACTED TO YOU

XF97-0356v2 -- Rare

Episode: Genderbender

Adversary -- Cost: 8 CP

LRC: N/A CRC: N/A HEALTH: N/A

Keywords: Adversary, Alien, Creature

Activators: Conspiracy, Affiliation Site

Game Text: This card does not initiate combat. Place three damage tokens on any Agent in the Investigating Team. The damaged Agent must be moved to the Hospital immediately and heals at half the normal rate. The Agent may not leave the Hospital until all damage is healed, and cannot be removed using other cards (Crash Cart, First Aid, etc.).

LEONARD

XF97-0357v2 -- Rare

Episode: Humbug

Adversary -- Cost: 7 CP

LRC: N/A CRC: N/A HEALTH: N/A

Keywords: Adversary, Evolutionary, Creature

Activators: Conspiracy, Site

Game Text: This card does not initiate combat. Flip the top card of the Investigating player's Bureau Deck. If it is a Witness card, then both Leonard and the Witness card are removed from the game. If not, then keep flipping until a Witness or 10 cards have been flipped. Flipped cards are placed on the owning player's discard pile.

F. EMASCULATA OUTBREAK

XF97-0358v2 -- Rare

Episode: F. Emasculata

Adversary -- Cost: 6 CP

LRC: N/A CRC: N/A HEALTH: N/A

Keywords: Adversary, Primordial, Phenomena

Activators: Conspiracy, Site, Medical

Game Text: This card does not initiate combat. Play this card in the Investigating Player's Hospital section. Place three tokens on this card. Remove one token in the Debriefing Phase of your opponent's turn. This card is discarded when the last token is removed. Agents may not heal as long as this card is in their Hospital section.

THE EVIL ONE

XF97-0359v2 -- Rare

Episode: The Calusari

Adversary -- Cost: 8 CP

LRC: N/A CRC: N/A HEALTH: N/A

Keywords: Adversary, Occult, Creature, Pawn

Activators: Conspiracy, Affiliation Site

Game Text: This card does not initiate combat. Play this card in conjunction with any other Adversary that initiates combat. The Adversary's LRC, CRC, and HEALTH are doubled.

SPIRIT OF THE AMARU

XF97-0360v2 -- Ultra-Rare

Episode: Teso dos Bichos

Adversary -- Cost: 6 CP

LRC: Special CRC: Special HEALTH: Special

Keywords: Adversary, Occult, Creature, Master

Activators: Conspiracy, Motive, Site

Game Text: Count the number of Adversary cards in the opposing Teams' discard pile. The Amarus Spirits' CLOSE RANGE COMBAT, LONG RANGE COMBAT, and HEALTH are equal to the number of Adversary cards in the discard pile.

LIMITED CHOICES

XF97-0361v2 -- Ultra-Rare

Episode: Paper Clip

Bluff -- Cost: X CP

Keywords: Bluff

Activators: Conspiracy

Game Text: Play this card to cause the Investigating player to discard X number of cards (chosen randomly) from his hand. X = CP Cost pai.

TOO CLOSE TO THE TRUTH

XF97-0362v2 -- Ultra-Rare

Episode: Apocrypha

Bluff -- Cost: 3 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Play this card to allow you to exchange Pools with your opponent.

INJURED RELATIVE

XF97-0363v2 -- Rare

Episode: Paper Clip

Bluff -- Cost: 5 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Force one opposing Agent (your choice) to go to the Hospital immediately (undamaged).

EXPLOSION

XF97-0364v2 -- Rare

Episode: Paper Clip

Bluff -- Cost: 2X CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Play this card to cause one point of damage to every Agent in a Team for each Cost card discarded from your hand, up to a maximum of three points of damage. X = number of Cost cards discarded.

LOCK PICK

XF97-0365v2 -- Rare

Episode: Colony

Equipment -- Cost: 4 RP

Keywords: Equipment, Mechanical

Activators: Bureau

Game Text: Adds 2 to the Agent's SUBTERFUGE rating.

U.S.G.S. QUADRANT MAP

XF97-0366v2 -- Rare

Episode: Deep Throat

Equipment -- Cost: 4 RP

Keywords: Equipment, Standard

Activators: Bureau

Game Text: Attach this card to any Agent in the Bureau. Discard this card to search your Bureau Deck and add any one Site card to your hand. Show your opponent which card you have added. Shuffle your deck.

NURSE OWENS

XF97-0367v2 -- Ultra-Rare

Episode: One Breath

Event -- Cost: 6 RP

Keywords: Event

Activators: Active

Game Text: During the Briefing Phase, place one token on every Agent you control that normally starts with at least one token. This token is usable in the same way that starting tokens can be used.

ONE BREATH

XF97-0368v2 -- Ultra-Rare

Episode: One Breath

Event -- Cost: 4 *P

Keywords: Event

Activators: Active, Conspiracy

Game Text: Play this card to search through your Bureau Deck and add any one Event card to your hand. Show your opponent which card you have added. Shuffle your deck.

TAKING CHANCES

XF97-0369v2 -- Rare

Episode: Darkness Falls

Event -- Cost: 4 CP

Keywords: Event

Activators: Conspiracy

Game Text: Play this card to search through your Bureau Deck and add any one Adversary card to your hand. Show your opponent which card you have added. Shuffle your deck.

A FRIEND IN THE LAB

XF97-0370v2 -- Rare

Episode: Fire

Event -- Cost: 2 RP

Keywords: Event

Activators: Active

Game Text: Play this card to search through your Bureau Deck and add any one Equipment card to your hand. Show your opponent which card you have added. Discard this card and shuffle your deck.

A FALSE LEADS

XF97-0371v2 -- Rare

Episode: E.B.E.

Event -- Cost: 8 CP

Keywords: Event

Activators: Conspiracy

Game Text: Play this card whenever the Investigating player has played a card that allows him to search through his deck and add a card to his hand. As soon as he shows you the card, play this card. The card he added is removed from the game, along with this card.

WITNESS INTIMIDATED

XF97-0372v2 -- Rare

Episode: Fire

Event -- Cost: X CP

Keywords: Event, Negate

Activators: Conspiracy, Witness

Game Text: Play on any Witness during your opponent's Investigation Phase. Pay X where X = the cost of the Witness. The Witness card is negated.

ASSASSINATED

XF97-0373v2 -- Rare

Episode: The Erlenmeyer Flask

Event -- Cost: 5 CP

Keywords: Event, Negate

Activators: Conspiracy, Witness

Game Text: Play on any Witness during your opponent's Investigation Phase. The Witness card is negated and removed from the game along with this card. To gain a permanent skill increase of +1 on an investigating team agent, place this card beneath the agent.

SECURITY CLEARANCE

XF97-0374v2 -- Rare

Episode: The Erlenmeyer Flask

Event -- Cost: 4 CP

Keywords: Event, Negate

Activators: Conspiracy

Game Text: Negate any one Keyword SUBTERFUGE card.

DR. JOE RIDLEY

XF97-0375v2 -- Rare

Episode: Young at Heart

Event -- Cost: 4 CP

Keywords: Event, Negate

Activators: Conspiracy

Game Text: Negate any one Keyword MEDICAL card.

COLONEL KISSELL

XF97-0376v2 -- Rare

Episode: Deep Throat

Event -- Cost: 4 CP

Keywords: Event, Negate

Activators: Conspiracy

Game Text: Negate any one Keyword SCIENCES card.

MEET BROTHER ANDREW

XF97-0377v2 -- Rare

Episode: Genderbender

Event -- Cost: 4 CP

Keywords: Event, Negate

Activators: Conspiracy

Game Text: Negate any one Keyword BEHAVIORAL card.

MISCLASSIFIED CASE

XF97-0378v2 -- Ultra-Rare

Episode: The Host

Event -- Cost: 5 RP

Keywords: Event

Activators: Active

Game Text: Play this card during the case assignment phase to prevent your opponent from playing any adversaries at this Site.

ADDITIONAL RESOURCES

XF97-0379v2 -- Ultra-Rare

Episode: The Host

Event -- Cost: 4 RP

Keywords: Event, Resource

Activators: Active

Game Text: Search through your Bureau Deck and select an Agent with a Cost of 4 or less. Add this Agent to your team of Agents in the Bureau section. If this card is negated, remove it as well as the selected Agent from the game. During the Briefing Phase, pay X+1 upkeep or discard this card and the selected Agent.

WOMEN'S HEALTH CLINIC, RICHVILLE, MD

XF97-0380v2 -- Rare

Episode: End Game

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Subterfuge

Prerequisite: SUBTERFUGE 4+

Question: You may ask one MOTIVE question.

TRACKING THE KILLER

XF97-0381v2 -- Rare

Episode: Colony

Site -- Cost: 2 RP

Keywords: Site, Mono, Affiliation, Criminal Investigation

Prerequisite: CRIMINAL INVESTIGATION 4+

Question: You may ask one MOTIVE question.

MRS. MULDER

XF97-0382v2 -- Ultra-Rare

Episode: The Blessing Way

Witness -- Cost: 5 RP

Keywords: Witness, Alien Investigation, Behavioral

Activators: Active, Alien Investigation, Behavioral

Game Text: Adds zero to one Team's ALIEN INVESTIGATION or BEHAVIORAL skill check. If this card is used in a successful Site investigation, the owning player may ask "Is your X-File's Affiliation Government?" in addition to the Site question for zero cost.

MARGARET SCULLY

XF97-0383v2 -- Ultra-Rare

Episode: Paper Clip

Witness -- Cost: 2 RP

Keywords: Witness, Medical, Sciences

Activators: Active, Medical, Sciences

Game Text: Adds one to one Team's MEDICAL or SCIENCES skill check. This card may be played for zero RP and treated as a +4 to the appropriate skill if Agent Dana Scully is in the Hospital or if the Witness card Melissa Scully has been removed from the game.

MELISSA SCULLY

XF97-0384v2 -- Ultra-Rare

Episode: The Blessing Way

Witness -- Cost: 3 RP

Keywords: Witness, Occult Investigation, Subterfuge

Activators: Active, Occult Investigation, Subterfuge

Game Text: Adds two to one Team's OCCULT INVESTIGATION or SUBTERFUGE skill check. Alternately, play this card when Agent Dana Scully is damaged in combat. Dana Scully takes no damage and Melissa Scully is damaged instead. Remove this card from the game.

101361**Adversaries****2SHY**

XF97-0385x1 -- Common

Episode: 2Shy

Adversary -- Cost: 4 CP

LRC: 0 CRC: 4 HEALTH: 4

Keywords: Adversary, Evolutionary, Creature

Activators: Conspiracy, Computer

Game Text: This card may be played in its normal way or on any Team that includes at least one female Agent, ignoring Activator requirements.

DARIN PETER OSWALD

XF97-0386x1 -- Rare

Episode: D.P.O.

Adversary -- Cost: 8 CP

LRC: 8 CRC: 3 HEALTH: 5

Keywords: Adversary, Evolutionary, Creature

Activators: Conspiracy, Sciences

Game Text: All Agents in a Team attacked by this Adversary must discard all attached Keyword ELECTRICAL Equipment immediately. The LONG RANGE COMBAT attack of this Adversary may be split between two opponents.

JOHN MOSTOW

XF97-0387x1 -- Common

Episode: Groteque

Adversary -- Cost: 4 CP

LRC: 0 CRC: 4 HEALTH: 4

Keywords: Adversary, Primordial, Creature, Pawn

Activators: Conspiracy, Motive, Site

Game Text: This Card is free if played on a Keyword INSANITY card and Activator requirements are ignored.

MARGI KLEINJAN

XF97-0388x1 -- Uncommon

Episode: Syzygy

Adversary -- Cost: 3 CP

LRC: 2 CRC: 2 HEALTH: 2

Keywords: Adversary, Occult, Creature

Activators: Conspiracy, Affiliation, Site

Game Text: This card may be played on a Site at which the "Terri Roberts" Adversary card has been played, ignoring Activator requirements. When this occurs, both Adversaries attack simultaneously (treat as one combat) and double both cards' LRC, CRC, and HEALTH. Triple both cards' LRC, CRC and HEALTH if the Agents are using OCCULT INVESTIGATION skill.

PUPPET

XF97-0389x1 -- Common

Episode: Clyde Bruckman's Final Repose

Adversary -- Cost: 5 CP

LRC: 0 CRC: 4 HEALTH: 4

Keywords: Adversary, Occult, Creature

Activators: Conspiracy, Motive, Site

Game Text: Puppet may wait until his opponents declare they have played all of the COMBAT cards that they intend to, then Puppet may play COMBAT cards. No other COMBAT cards may be played after Puppet's. This card is free and Activator requirements are ignored if it is played on a Keyword INSANITY card.

RED-HAIRED MAN

XF97-0390x1 -- Rare

Episode: 731

Adversary -- Cost: 6 CP

LRC: 3 CRC: 5 HEALTH: 5

Keywords: Adversary, Government, Creature, Master

Activators: Conspiracy, Affiliation, Site

Game Text: This Adversary is able to use SUBTERFUGE and MARTIAL ARTS cards. If you opponent has correctly guessed two of your X-File's characteristics, the cost to play this card is 3 .

SIMON GATES A.K.A. FERREAU

XF97-0391x1 -- Uncommon

Episode: Revelations

Adversary -- Cost: 6 CP

LRC: 0 CRC: 10 HEALTH: 7

Keywords: Adversary, Occult, Creature

Activators: Conspiracy, Agent, Believer

TERRI ROBERTS

XF97-0392x1 -- Uncommon

Episode: Syzygy

Adversary -- Cost: 3 CP

LRC: 2 CRC: 2 HEALTH: 2

Keywords: Adversary, Occult, Creature

Activators: Conspiracy, Result, Site

Game Text: This card may be played on a Site at which the "Margi Kleinjan" Adversary card has been played, ignoring Activator requirements. When this occurs, both Adversaries attack simultaneously (treat as one combat) and double both cards' LRC, CRC, and HEALTH. Triple both cards' LRC, CRC and HEALTH if the Agents are using OCCULT INVESTIGATION skill.

THE LIST

XF97-0393x1 -- Rare

Episode: The List

Adversary -- Cost: 4 CP

LRC: N/A CRC: N/A HEALTH: N/A

Keywords: Adversary, Occult, Phenomena, Resource

Activators: Conspiracy, Site

Game Text: List one Agent from the Investigating Team on a piece of paper. Place this card in your opponent's Field with the paper underneath. If the Agent listed Investigates a different Site before this card is negated, reveal the paper with the listed Agent. The Agent must go to the Hospital with zero HEALTH and may not contribute to skill checks this turn. Discard this card.

THE WALK

XF97-0394x1 -- Uncommon

Episode: The Walk

Adversary -- Cost: 5 CP

LRC: 0 CRC: 4 HEALTH: 4

Keywords: Adversary, Evolutionary, Phenomena

Activators: Conspiracy, Affiliation, Site

Game Text: Subtract one from all damage sources applied to this Adversary.

JOSEPH PATNIK

XF97-0395x1 -- Uncommon

Episode: Wetwired

Adversary -- Cost: 4 CP

LRC: 0 CRC: 4 HEALTH: 4

Keywords: Adversary, Government, Phenomena

Activators: Conspiracy, Result, Site

Game Text: Subtract one from all damage sources applied to this Adversary. The Long Range Combat Round is skipped.

Agents**AGENT BILL PATTERSON**

XF97-0396x1 -- Rare

Episode: Grotesque

Agent -- Cost: 6 RP

Behavioral: 3; Criminal Investigation: 3; Evidence Collection: 3; Observation: 2; Occult Investigation: 1; Subterfuge: 1;

LRC: 2, CRC: 3; Health: 5; RES: 2

Keywords: Agent, FBI, Law, Neutral, Believer

Game Text: Once per game, Agent Patterson may attack any Team investigating a Site as if he were an Adversary with the appropriate Activators. If a card is played that Negates him he is placed back into his controller's Field. If he is reduced to zero HEALTH, he is removed from the game.

AGENT DANNY PENDRELL

XF97-0397x1 -- Rare

Episode: 731

Agent -- Cost: 6 RP

Computer: 3; Criminal Investigation: 2; Evidence Collection: 3; Medical: 1; Observation: 2; Sciences: 3; LRC: 2, CRC: 2;

Health: 4; RES: 1

Keywords: Agent, FBI, Law, Believer

Game Text: Place three tokens on Agent Pendrell. During a skill check, discard one token to add 1 to Agent Pendrell's COMPUTER, SCIENCES, or MEDICAL skill.

AGENT FRED NEMHAUSER

XF97-0398x1 -- Common

Episode: Grotesque

Agent -- Cost: 2 RP

Behavioral: 1; Criminal Investigation: 1; Evidence Collection: 1; LRC: 2, CRC: 1; Health: 4; RES: 1

Keywords: Agent, FBI, Law

Game Text: Agent Nemhauser's BEHAVIORAL and CRIMINAL INVESTIGATION skills are increased by one if he and Agent Patterson are on the same Team.

AGENT KRESKI

XF97-0399x1 -- Common

Episode: Oubliette

Agent -- Cost: 1 RP

Criminal Investigation: 1; LRC: 2, CRC: 2; Health: 4; RES: 0

Keywords: Agent, FBI, Law

Game Text: Place one token on this card. Remove one token to negate a Keyword HEALING card played by your opponent.

CLYDE BRUCKMAN

XF97-0400x1 -- Rare

Episode: Clyde Bruckman's Final Repose

Agent -- Cost: 5 RP

Criminal Investigation: 2; Evidence Collection: 4; Observation: 3; Occult Investigation: 3; LRC: 1, CRC: 1; Health: 3; RES: 1

Keywords: Agent, Independent, Believer

Game Text: Place one token on this card. Remove one token to examine an opponent's hand and remove one of the cards in his hand from the game.

DETECTIVE ANGELA WHITE

XF97-0401x1 -- Common

Episode: Syzygy

Agent -- Cost: 3 RP

Behavioral: 1; Criminal Investigation: 1; Evidence Collection: 2; Observation: 1; Occult Investigation: 2; LRC: 1, CRC: 1; Health: 4; RES: 1

Keywords: Agent, Law, Independent, Believer

Game Text: If Detective White is in the same Team as Agent Mulder, they both gain a +1 to their cumulative OCCULT INVESTIGATION and CRIMINAL INVESTIGATION skills, and a -1 to their OBSERVATION and BEHAVIORAL skills.

DETECTIVE MANNERS

XF97-0402x1 -- Common

Episode: Jose Chung's "From Outer Space"

Agent -- Cost: 2 RP

Criminal Investigation: 1; Evidence Collection: 1; Observation: 2; LRC: 1, CRC: 1; Health: 3; RES: 0

Keywords: Agent, Law, Independent

Game Text: Place two tokens on Detective Manners. Discard one token to search through your Bureau deck and add a Witness to your opponent and shuffle the deck.

Bluffs

ANGRY TOWNSPEOPLE

XF97-0403x1 -- Common

Episode: Syzygy

Bluff -- Cost: 2 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Play this card to increase the cost of all .

BIG BLUE

XF97-0404x1 -- Common

Episode: Quagmire

Bluff -- Cost: 3 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Play this card to add X to your pool. X = the number of spent at this Site by the Investigating Player.

PHILOSOPHICAL QUESTION

XF97-0405x1 -- Common

Episode: Quagmire

Bluff -- Cost: 4 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Play this card to increase the Cost of all cards played at this Site by 2.

CERULEAN BLUE

XF97-0406x1 -- Rare

Episode: Pusher

Bluff -- Cost: 4 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Play this card to force your opponent to discard four cards from the top of his Bureau Deck.

DARKENED FOREST

XF97-0407x1 -- Common

Episode: Quagmire

Bluff -- Cost: X CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Pay the listed cost where X = the number of paid to gain the desired modifier to one of the following skills:

CLOSE RANGE COMBAT, LONG RANGE COMBAT. (1) = -1, (3) = -2, (5) = -3, (9) = -4.

DISSOLVING EVIDENCE

XF97-0408x1 -- Common

Episode: 2Shy

Bluff -- Cost: 1 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Play this card to force your opponent to discard the top card of his Bureau Deck.

DECEIVING THE FLOCK

XF97-0409x1 -- Common

Episode: Revelations

Bluff -- Cost: 1 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Force an opponent to discard one card from their hand at random.

FESTIVAL OF THE HUNGRY GHOSTS

XF97-0410x1 -- Rare

Episode: Hell Money

Bluff -- Cost: 4 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Once this card is played, the Investigating Player may not play any Events while investigating this Site except for Events which would specifically negate this card.

FLESH SCULPTING

XF97-0411x1 -- Rare

Episode: Grotesque

Bluff -- Cost: 4 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Play this card to double the cost of any Keyword ACTIVE card played at this Site.

VERACITY IN QUESTION

XF97-0412x1 -- Common

Episode: Talitha Cumi

Bluff -- Cost: 2 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Once this card is played, the investigating player may not play any COMBAT cards while investigating this Site, except for COMBAT cards which would specifically negate this card.

HEADS UP

XF97-0413x1 -- Common

Episode: The List

Bluff -- Cost: 2 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Play this card to force your opponent to discard two cards from the top of his Bureau Deck.

MASS GRAVE

XF97-0414x1 -- Common

Episode: 731

Bluff -- Cost: 1 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Play this card to immediately add one to your pool for every two the Investigating Team uses at this Site.

FINAL REPOSE

XF97-0415x1 -- Common

Episode: Clyde Bruckman's Final Repose

Bluff -- Cost: 2 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Play this card to choose any three cards from you opponents' discard pile and place them in any order on top of his Bureau Deck.

NO ONE BELIEVES YOU

XF97-0416x1 -- Rare

Episode: Oubliette

Bluff -- Cost: 4 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Play this card to add one to the Site Prerequisite number for each Agent beyond one in the investigating Team.

OUBLIETTE

XF97-0417x1 -- Rare

Episode: Oubliette

Bluff -- Cost: 8 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Play this card on one Agent in the Investigating Team. Remove the Agent from play and place this card on top of the Agent with four tokens. Remove one token during each of the controlling player's Debriefing Phases. When all tokens are removed, place this card on the owning player's Discard pile and move the Agent to the Bureau immediately.

STONER, CHICK, AND DUDE

XF97-0418x1 -- Common

Episode: War of the Coprophages

Bluff -- Cost: 1 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Move up to two Bluffs to a different Site in play. Play this card before any other Bluffs are revealed.

THE MAILMAN

XF97-0419x1 -- Rare

Episode: The Walk

Bluff -- Cost: 4 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Play this card to allow you to move one game effect token from any one card to another immediately. This may not take a card above the normal number of tokens allowed.

THIS IS NOT HAPPENING

XF97-0420x1 -- Common

Episode: Jose Chung's "From Outer Space"

Bluff -- Cost: 4 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Force an opponent to discard three cards from his hand at random.

VISIONS OF A MADMAN

XF97-0421x1 -- Rare

Episode: Clyde Bruckman's Final Repose

Bluff -- Cost: 3 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Play this card to allow you to look at your opponent's Hand.

YOU'RE A DEAD MAN

XF97-0422x1 -- Rare

Episode: Jose Chung's "From Outer Space"

Bluff -- Cost: 3 CP

Keywords: Bluff

Activators: Conspiracy, Site

Game Text: Once this card is played, the investigating player may not play any Witnesses while investigating this Site, except for Witnesses which would specifically negate this card.

Equipment**TWO LUX VIDEO CAMERA**

XF97-0423x1 -- Rare

Episode: Pusher

Equipment -- Cost: 5 RP

Keywords: Equipment, Electrical

Activators: Bureau

Game Text: Adds two to the Team's SUBTERFUGE skill. This modifier applies even if the Agent to whom this equipment is attached is sent to the Hospital.

ALIEN AUTOPSY VIDEO

XF97-0424x1 -- Uncommon

Episode: Nisei

Equipment -- Cost: 4 RP

Keywords: Equipment, Government, Electrical

Activators: Field

Game Text: Discard this card to add three to the Agent's ALIEN INVESTIGATION skill.

AMBULANCE

XF97-0425x1 -- Uncommon

Episode: Apocrypha

Equipment -- Cost: 4 RP

Keywords: Equipment, Mechanical, Standard

Activators: Bureau

Game Text: Discard this card to add three to the Agent's MEDICAL skill.

M.R.I.

XF97-0426x1 -- Uncommon

Episode: Pusher

Equipment -- Cost: 4 RP

Keywords: Equipment, Electrical

Activators: Bureau

Game Text: Discard this card to add three to the Agent's BEHAVIORAL skill.

CLASSIFIED PHOTOS

XF97-0427x1 -- Uncommon

Episode: Paper Clip

Equipment -- Cost: 4 RP

Keywords: Equipment, Government, Special

Activators: Bureau

Game Text: Discard this card to add three to the Agent's CRIMINAL INVESTIGATION skill.

DENTAL X-RAY PLATE

XF97-0428x1 -- Uncommon

Episode: The Walk

Equipment -- Cost: 4 RP

Keywords: Equipment, Special

Activators: Bureau

Game Text: Discard this card to add three to the Agent's OCCULT INVESTIGATION skill.

DESKTOP COMPUTER

XF97-0429x1 -- Uncommon

Episode: War of the Coprophages

Equipment -- Cost: 4 RP

Keywords: Equipment, Electrical

Activators: Bureau

Game Text: Discard this card to add three to the Agent's COMPUTER skill.

DRIED FROG

XF97-0430x1 -- Common

Episode: Hell Money

Equipment -- Cost: 2 RP

Keywords: Equipment, Occult, Healing

Activators: Field, Believer

Game Text: Adds one to the Agent's HEALTH.

DECOMPOSING VICTIM

XF97-0431x1 -- Uncommon

Episode: Quagmire

Equipment -- Cost: 4 RP

Keywords: Equipment, Standard

Activators: Bureau

Game Text: Discard this card to add three to the Agent's SCIENCES skill.

GARROTE

XF97-0432x1 -- Uncommon

Episode: 731

Equipment -- Cost: 4 RP

Keywords: Equipment, Electrical

Activators: Bureau

Game Text: Discard this card to add three to the Agent's CLOSE RANGE COMBAT skill.

HELICOPTER SPOTTER

XF97-0433x1 -- Uncommon

Episode: The Blessing Way

Equipment -- Cost: 4 RP

Keywords: Equipment, Mechanical, Standard

Activators: Bureau

Game Text: Discard this card to add three to the Agent's OBSERVATION skill.

LASER TARGETER

XF97-0434x1 -- Uncommon

Episode: 731

Equipment -- Cost: 4 RP

Keywords: Equipment, Government, Electrical

Activators: Bureau

Game Text: Discard this card to add three to the Agent's LONG RANGE COMBAT skill.

MURDER WEAPON

XF97-0435x1 -- Uncommon

Episode: Grotesque

Equipment -- Cost: 4 RP

Keywords: Equipment, Standard

Activators: Bureau

Game Text: Discard this card to add three to the Agent's EVIDENCE COLLECTION skill.

STATIONERY

XF97-0436x1 -- Uncommon

Episode: Piper Maru

Equipment -- Cost: 4 RP

Keywords: Equipment, Standard

Activators: Bureau

Game Text: Discard this card to add three to the Agent's INVESTIGATION skill.

QUEEQUEG

XF97-0437x1 -- Rare

Episode: Quagmire

Equipment -- Cost: 4 RP

Keywords: Equipment, Special

Activators: Field

Game Text: Discard Queequeg to negate any one PRIMORDIAL or EVOLUTIONARY Adversary. Each player may only have one of this card in their decks.

SATELLITE PHOTOS

XF97-0438x1 -- Uncommon

Episode: Nisei

Equipment -- Cost: 4 RP

Keywords: Equipment, Government

Activators: Bureau

Game Text: Adds two to the Agent's ALIEN INVESTIGATION skill.

SECRET GOVERNMENT FILES

XF97-0439x1 -- Uncommon

Episode: Quagmire

Equipment -- Cost: 4 RP

Keywords: Equipment, Government, Special

Activators: Bureau

Game Text: Discard this card to add three to the Agent's BUREAUCRACY skill.

SECRET PASSAGE

XF97-0440x1 -- Uncommon

Episode: Teso dos Bichos

Equipment -- Cost: 4 RP

Keywords: Equipment, Special

Activators: Field

Game Text: Discard this card to add three to the Agent's SUBTERFUGE skill.

ALIEN STILETTO

XF97-0441x1 -- Ultra-Rare

Episode: Talitha Cumi

Equipment -- Cost: 5 RP

Keywords: Alien, Artifact, Equipment

Activators: Field

Game Text: Attach this Equipment to any Agent in the Field. Any ALIEN Adversary damaged by this weapon in CLOSE RANGE COMBAT is discarded prior to dealing damage in the Combat Round. The Alien Stiletto may be voluntarily discarded in the controlling player's Briefing Phase. Add 10 to your RP Pool and remove the Alien Stiletto from the game.

TAPE RECORDER

XF97-0442x1 -- Uncommon

Episode: The Walk

Equipment -- Cost: 4 RP

Keywords: Equipment, Electrical

Activators: Bureau

Game Text: Adds two to the Agent's OCCULT INVESTIGATION skill.

CLASSIFIED AD

XF97-0443x1 -- Uncommon

Episode: Pusher

Equipment -- Cost: 4 RP

Keywords: Equipment, Standard

Activators: Bureau

Game Text: Adds two to the Agent's BEHAVIORAL skill.

Events**FOO FIGHTER**

XF97-0444x1 -- Rare

Episode: Apocrypha

Event -- Cost: 6 CP

Keywords: Artifact, Event, Resource

Activators: Conspiracy

Game Text: While in play, you may take a second Conspiracy discard after your first (in the Briefing Phase). Discard when an opponent successfully investigates a site (directed at you) using ALIEN INVESTIGATION Skill.

AMARU URN

XF97-0445x1 -- Rare

Episode: Teso dos Bichos

Event -- Cost: 3 CP

Keywords: Occult, Artifact, Event

Activators: Conspiracy

Game Text: Place in an opponent's Field. An OCCULT Adversary may now be played as a Bluff (it is treated as a Bluff for all purposes). When revealed the Adversary may ignore Site Activator restrictions. Discard when a Keyword OCCULT INVESTIGATION Site is directed at you and investigated successfully.

AVATAR

XF97-0446x1 -- Rare

Episode: Avatar

Event -- Cost: 3 RP

Keywords: Event, Phenomena

Activators: Active

Game Text: Play this card when Assistant Director Skinner would be forced to go to the Hospital. Skinner may stay where he is with full HEALTH. Any unwanted game effect tokens are removed.

CAPTIVE HYBRID

XF97-0447x1 -- Common

Episode: 731

Event -- Cost: 6 CP

Keywords: Government, Artifact, Event, Resource

Activators: Conspiracy

Game Text: Place this card in one of your opponents Fields. Your opponent must subtract 2 from the he generates each turn while this card is in his Field. Your opponent may pay 7 to force you to discard this card.

CIRCUIT BOARD IMPLANT

XF97-0448x1 -- Rare

Episode: Nisei

Event -- Cost: 6 CP

Keywords: Government, Artifact, Equipment

Activators: Conspiracy

Game Text: Attach this card to any Agent. As long as this card is in play, the controller of the attached Agent must play will all of the cost cards in his hand face up on the table. Place four counters on this card when it comes into play.

Remove one counter each of the attached Agents' Briefing Phases. Wehn the last counter is removed, discard this card.

DISBELIEF

XF97-0449x1 -- Common

Episode: War of the Coprophages

Event -- Cost: 1 CP

Keywords: Event

Activators: Conspiracy, Agent, Skeptic

Game Text: Play this card on any Agent with the keyword SKEPTIC to prevent that Agent from contributing their skills at any keyword OCCULT INVESTIGATION or ALIEN INVESTIGATION Site.

ELIMINATING THE SOURCE

XF97-0450x1 -- Rare

Episode: Wetwired

Event -- Cost: 4 CP

Keywords: Event, Resource

Activators: Conspiracy

Game Text: Place in an Opponent's Field with two tokens on the card. Remove a token in this opponent's Debriefing Phase. While in play, opponent may only investigate Keyword CRIMINAL INVESTIGATION or EVIDENCE COLLECTION Sites. Discard this card when the last token is removed.

A NEAR DEATH EXPERIENCE

XF97-451x1 -- Ultra-Rare

Episode: The Blessing Way

Event -- Cost: 4 RP

Keywords: Event, Occult, Resource

Activators: Active

Game Text: Play when Agent Fox Mulder is in combat. Assign all damage to Mulder first. After the combat, move Mulder to the Hospital with HEALTH zero. When Mulder leaves that Hospital, permanently add the following: +1 OCCULT INVESTIGATION, +1 ALIEN INVESTIGATION, +1 SCIENCES, +1 LONG RANGE COMBAT. Once per game you may ask an X-Files' identity without incurring a penalty question. Only one of this card may be in play.

HELL MONEY

XF97-0452x1 -- Rare

Episode: Hell Money

Event -- Cost: 4 *P

Keywords: Event, Negate

Activators: Active/Conspiracy

Game Text: Negate any Keyword PHENOMENA card.

JOSE CHUNG'S "FROM OUTER SPACE"

XF97-0453x1 -- Rare

Episode: Jose Chung's "From Outer Space"

Event -- Cost: 4 CP

Keywords: Government, Artifact, Event, Resource, Bluff

Activators: Conspiracy

Game Text: Place in an Opponent's Field. Every turn, name one X-File Characteristic (AFFILIATION, METHOD, MOTIVE, or RESULT) during this opponent's Briefing Phase. This Opponent may not ask you this Characteristic question this turn. You may not choose the same characteristic in two consecutive turns. Cards that cause bluffs to be discarded affect this card.

KRYCEK POSSESSED

XF97-0454x1 -- Ultra-Rare

Episode: Piper Maru

Event -- Cost: 4 RP

Keywords: Event, Resource

Activators: Active, Alien Investigation, Site

Game Text: Play on Agent Krycek when his team fails to successfully investigate a Keyword ALIEN INVESTIGATION Site (discard the Site). Place two tokens on this card. Remove a token to emit a blast of energy that causes 6 points of damage to all opponents during the Long Range Combat Round. Apply the following permanent modifiers: +1 ALIEN INVESTIGATION, +2 SUBTERFUGE, and +1 HEALTH.

MOSTOW'S SKETCHES

XF97-0455x1 -- Rare

Episode: Grotesque

Event -- Cost: 4 CP

Keywords: Occult, Artifact, Equipment

Activators: Conspiracy, Field

Game Text: Attach this card to an Agent in the Field. The Agent may attack any Team investigating a Site during his opponent's Investigation Phase. If the Agent is Negated, discard this card. If the Agent is reduced to zero HEALTH, remove the Agent from the game.

CEREMONY

XF97-0456x1 -- Rare

Episode: The Blessing Way

Event -- Cost: 5 CP

Keywords: Occult, Artifact, Event, Resource, Healing, Believer

Activators: Active, Believer, Agent

Game Text: Play this card in the Field and place 2 tokens on it. Any BELIEVER Agent forced to go to the Hospital may be placed under this card instead. During the Healing phase, the owning player may remove a token to heal all damage done to the Agent.

SKINNER INTERVENES

XF97-0457x1 -- Common

Episode: The Blessing Way

Event -- Cost: 3 RP

Keywords: Event, Move

Activators: Active

Game Text: Play this card when an opponent has played an Adversary card. Immediately move all Agents in that team to your Bureau section and your opponent must discard the Adversary card.

SKINNER'S WEDDING RING

XF97-0458x1 -- Common

Episode: Avatar

Event -- Cost: 4 RP

Keywords: Event, Phenomena

Activators: Active

Game Text: Play this card to search through your Bureau Deck and put into play any Keyword ACTIVE card that specifically effects Skinner at zero Cost.

MEN IN BLACK

XF97-0459x1 -- Ultra-Rare

Episode: Jose Chung's "From Outer Space"

Event -- Cost: 6 CP

Keywords: Event, Resource

Activators: Conspiracy

Game Text: Play this card in the Field during your opponents' Case Assignment Phase. You may place Bluff cards under this card face down at any time. No more than three cards may be under this card at any one time. During his Case Assignment Phase you may play cards stored under this card on any Site in the Field for 2 CP less.

THE VIDEO TRAP

XF97-0460x1 -- Common

Episode: Wetwired

Event -- Cost: 4 CP

Keywords: Government, Artifact, Event, Resource

Activators: Conspiracy

Game Text: Place this card next to your X-File. You may draw one card for free in each of your opponents' Briefing Phases.

TONG LOTTERY JAR

XF97-0461x1 -- Rare

Episode: Hell Money

Event -- Cost: 6 CP

Keywords: Artifact, Event, Resource

Activators: Conspiracy

Game Text: Place this card next to your X-File. Place up to three cards with a set CP cost from your hand under this card. These three cards can be used to negate any RP card with identical cost except Agents and Sites. This function requires zero CP cost. Discard both the played card and the card used to negate it. Discard this card when all cards underneath have been played.

VISIT FROM THE FIRST ELDER

XF97-0462x1 -- Rare

Episode: 731

Event -- Cost: 4 CP

Keywords: Event

Activators: Conspiracy

Game Text: Show your opponent this card to retrieve all Conspiracy cards from your Discard Pile and shuffle them back into your Bureau Deck. Discard this card.

WAR OF THE COPROPHAGES

XF97-0463x1 -- Rare

Episode: War of the Coprophages

Event -- Cost: 3 CP

Keywords: Event, Phenomena

Activators: Conspiracy

Game Text: Play this card to cause your opponent to discard all Witness cards in his hand.

WHITE BUFFALO

XF97-0464x1 -- Rare

Episode: Paper Clip

Event -- Cost: 4 RP

Keywords: Event, Phenomena, Healing

Activators: Active

Game Text: You may remove one game effect token or wound token from any cards under your control.

UNEXPECTED CALL

XF97-0465x1 -- Ultra-Rare

Episode: Apocrypha

Event -- Cost: 0 RP

Keywords: Event

Activators: Active

Game Text: Play this card to allow you to exchange RP Pools with your opponent.

WORK A DEAL

XF97-0466x1 -- Common

Episode: Paper Clip

Event -- Cost: 3 RP

Keywords: Event, Resource

Activators: Active

Game Text: Played by itself, this card will negate one GOVERNMENT Adversary, discard both. If played on an Agent with the "Taped Intelligence" Equipment card attached, remove the "Taped Intelligence" card from the game and place this card in your Bureau section. As long as this card is in play, no GOVERNMENT Adversaries may be played on your Agents.

Sites**MOSTOW'S STUDIO, WASHINGTON, D.C.**

XF97-0467x1 -- Uncommon

Episode: Grotesque

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Behavioral

Prerequisite: BEHAVIORAL 4+

Question: You may ask one METHOD question.

BRADDOCK HEIGHTS, MARYLAND

XF97-0468x1 -- Common

Episode: Wetwired

Site -- Cost: 2 RP

Keywords: Site, Mono, Motive, Bureaucracy

Prerequisite: BUREAUCRACY 4+

Question: You may ask one MOTIVE question.

CHINATOWN, SAN FRANCISCO, CA

XF97-0469x1 -- Uncommon

Episode: Hell Money

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Medical

Prerequisite: MEDICAL 4+

Question: You may ask one RESULT question.

JERUSALEM, OHIO

XF97-0470x1 -- Uncommon

Episode: Revelations

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Occult Investigation

Prerequisite: OCCULT INVESTIGATION 4+

Question: You may ask one METHOD question.

MILLER'S GROVE, MASSACHUSETTS

XF97-0471x1 -- Uncommon

Episode: War of the Coprophages

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Alien Investigation

Prerequisite: ALIEN INVESTIGATION 4+

Question: You may ask one RESULT question.

POSITRON EMISSION TOMOGRAPHY LAB, ALLENTOWN, PENNSYLVANIA

XF97-0472x1 -- Uncommon

Episode: Nisei

Site -- Cost: 1 RP

Keywords: Site, Multi, Affiliation, Result, Computer, Medical

Prerequisite: COMPUTER 5+ or MEDICAL 5+

Question: You may ask one AFFILIATION question or one RESULT question.

STRIKERS COVE, HEUVALMAN'S LAKE, BLUE RIDGE MOUNTAINS, GEORGIA

XF97-0473x1 -- Common

Episode: Quagmire

Site -- Cost: 2 RP

Keywords: Site, Mono, Affiliation, Evidence Collection

Prerequisite: EVIDENCE COLLECTION 4+

Question: You may ask one AFFILIATION question.

STRUGHOLD MINING COMPANY, RURAL WEST VIRGINIA

XF97-0474x1 -- Uncommon

Episode: Paper Clip

Site -- Cost: 2 RP

Keywords: Site, Mono, Result, Sciences

Prerequisite: Sciences 4+

Question: You may ask one RESULT question.

TESO DOS BICHOS EXCAVATION, ECQUADORIAN HIGHLANDS, SOUTH AMERICA

XF97-0475x1 -- Uncommon

Episode: Teso dos Bichos

Site -- Cost: 2 RP

Keywords: Site, Mono, Method, Observation

Prerequisite: OBSERVATION 4+

Question: You may ask one METHOD question.

VIRGIL INCANTO'S APARTMENT, CLEVELAND, OHIO

XF97-0476x1 -- Common

Episode: 2Shy

Site -- Cost: 2 RP

Keywords: Site, Mono, Affiliation, Computer

Prerequisite: COMPUTER 4+

Question: You may ask one AFFILIATION question.

Witnesses**AGENT DAN KAZANJIAN**

XF97-0477x1 -- Rare

Episode: 2Shy

Witness -- Cost: 3 RP

Keywords: Witness, Computer

Activators: Active, Computer

Game Text: Adds 3 to one Team's COMPUTER skill check.

CARINA MAYWALD

XF97-0478x1 -- Rare

Episode: Revaluations

Witness -- Cost: 3 RP

Keywords: Witness, Behavioral

Activators: Active, Behavioral

Game Text: Adds 3 to one Team's BEHAVIORAL skill check.

COAST GUARD LIEUTENANT

XF97-0479x1 -- Common

Episode: Nisei

Witness -- Cost: 2 RP

Keywords: Witness, Alien Investigation, Criminal Investigation

Activators: Active

Game Text: Adds 1 to one Team's ALIEN INVESTIGATION or CRIMINAL INVESTIGATION skill check.

DETECTIVE ALAN CROSS

XF97-0480x1 -- Uncommon

Episode: 2Shy

Witness -- Cost: 3 RP

Keywords: Witness, Evidence Collection, Subterfuge

Activators: Active

Game Text: Adds 2 to one Team's EVIDENCE COLLECTION or adds 1 to one Team's SUBTERFUGE skill check.

DETECTIVE CLINE

XF97-0481x1 -- Common

Episode: Clyde Bruckman's Final Repose

Witness -- Cost: 2 RP

Keywords: Witness, Evidence Collection, Observation

Activators: Active

Game Text: Adds 1 to one Team's EVIDENCE COLLECTION or OBSERVATION skill check. While this card is in play, the Witness card "The Stupendous Yappi" may be played for free.

DETECTIVE HAVEZ

XF97-0482x1 -- Common

Episode: Clyde Bruckman's Final Repose

Witness -- Cost: 2 RP

Keywords: Witness, Bureaucracy, Evidence Collection

Activators: Active

Game Text: Adds 1 to one Team's BUREAUCRACY or EVIDENCE COLLECTION skill check. May be played for Cost minus 1 RP if Witness "Detective Cline" is in play.

DETECTIVE WALTER EUBANKS

XF97-0485x1 -- Rare

Episode: Oubliette

Witness -- Cost: 3 RP

Keywords: Witness, Observation

Activators: Active, Observation

Game Text: Adds 3 to one Team's OBSERVATION skill check.

DR. ALEXANDER IVANOV

XF97-0484x1 -- Rare

Episode: War of the Coprophages

Witness -- Cost: 3 RP

Keywords: Witness, Sciences

Activators: Active, Sciences

Game Text: Adds 3 to one Team's SCIENCES skill check.

DR. BAMBI BERENBAUM

XF97-0485x1 -- Uncommon

Episode: War of the Coprophages

Witness -- Cost: 3 RP

Keywords: Witness, Behavioral, Sciences

Activators: Active

Game Text: Adds 2 to one Team's SCIENCES or add 1 to one Team's BEHAVIORAL skill check.

DR. BUGGER

XF97-0486x1 -- Uncommon

Episode: War of the Coprophages

Witness -- Cost: 3 RP

Keywords: Witness, Medical, Sciences

Activators: Active

Game Text: Adds 2 to one Team's SCIENCES or adds one to one Team's MEDICAL skill check.

DR. JEFF ECKERLE

XF97-0487x1 -- Uncommon

Episode: War of the Coprophages

Witness -- Cost: 3 RP

Keywords: Witness, Computer, Sciences

Activators: Active

Game Text: Adds 2 to one Team's COMPUTER or 1 to one Team's SCIENCES skill check.

DR. RICK NEWTON

XF97-0488x1 -- Common

Episode: War of the Coprophages

Witness -- Cost: 2 RP

Keywords: Witness, Evidence Collection, Medical

Activators: Active

Game Text: Adds 1 to one Team's MEDICAL or EVIDENCE COLLECTION skill check.

ELLEN KAMINSKI

XF97-0489x1 -- Uncommon

Episode: 2Shy

Witness -- Cost: 3 RP

Keywords: Witness, Computer, Subterfuge

Activators: Active

Game Text: Adds 2 to one Team's COMPUTER or adds 1 to one Team's SUBTERFUGE skill check.

ERIC HOSTEEN

XF97-0490x1 -- Uncommon

Episode: The Blessing Way

Witness -- Cost: 3 RP

Keywords: Witness, Alien Investigation, Observation

Activators: Active

Game Text: Adds 2 to one Team's OBSERVATION or adds 1 to one Team's ALIEN INVESTIGATION skill check.

ESCALANTE

XF97-0491x1 -- Common

Episode: 731

Witness -- Cost: 2 RP

Keywords: Witness, Alien Investigation, Medical

Activators: Active

Game Text: Adds 1 to one Team's ALIEN INVESTIGATION or MEDICAL skill check.

GENERAL THOMAS CALLAHAN

XF97-0492x1 -- Rare

Episode: The Walk

Witness -- Cost: 4 RP

Keywords: Witness, Behavioral, Bureaucracy

Activators: Active

Game Text: Adds 3 to one Team's BUREAUCRACY or adds 2 to one Team's BEHAVIORAL skill check.

JIM ULLRICH

XF97-0493x1 -- Common

Episode: The List

Witness -- Cost: 2 RP

Keywords: Witness, Behavioral, Medical

Activators: Active

Game Text: Adds 1 to one Team's BEHAVIORAL or MEDICAL skill check.

LOTTIE HOLOWAY

XF97-0494x1 -- Rare

Episode: Nisei

Witness -- Cost: 3 RP

Keywords: Witness, Alien Investigation

Activators: Active, Alien Investigation

Game Text: Adds 3 to one Team's ALIEN INVESTIGATION skill check.

LT. COLONEL VICTOR STANS

XF97-0495x1 -- Common

Episode: The Walk

Witness -- Cost: 2 RP

Keywords: Witness, Evidence Collection, Subterfuge

Activators: Active

Game Text: Adds 1 to one Team's EVIDENCE COLLECTION or SUBTTERFUGE skill check, or play this card to negate the Adversary "The Walk."

LUCY HOUSEHOLDER

XF97-0496x1 -- Rare

Episode: Oubliette

Witness -- Cost: 4 RP

Keywords: Witness, Evidence Collection, Observation

Activators: Active

Game Text: Adds 2 to one Team's OBSERVATION or adds 1 to one Team's EVIDENCE COLLECTION skill check, or play this card when your opponent is about to remove one of your cards from the game. Remove this card instead.

MICHAEL KRYDER

XF97-0497x1 -- Common

Episode: Revelations

Witness -- Cost: 3 RP

Keywords: Witness, Occult Investigation, Observation

Activators: Active

Game Text: Adds 1 to one Team's OCCULT INVESTIGATION or OBSERVATION skill check, or you may play this card to look at all Adversaries in opponent's hand.

NAVAJO ELDER

XF97-0498x1 -- Uncommon

Episode: The Blessing Way

Witness -- Cost: 3 RP

Keywords: Witness, Medical, Observation

Activators: Active

Game Text: Adds 2 to one Team's MEDICAL or adds 1 to one Team's OBSERVATION skill check.

OWEN JARVIS

XF97-0499x1 -- Rare

Episode: Revelations

Witness -- Cost: 4 RP

Keywords: Witness, Occult Investigation

Activators: Active, Occult Investigation

Game Text: Adds 3 to one Team's OCCULT INVESTIGATION skill check, or return one OCCULT Adversary that is played on your team to the bottom of the owning player's Bureau Deck.

PARMELLY

XF97-0500x1 -- Common

Episode: The List

Witness -- Cost: 2 RP

Keywords: Witness, Bureaucracy, Subterfuge

Activators: Active

Game Text: Adds 1 to one Team's BUREAUCRACY or SUBTERFUGE skill check.

PENNY NORTHERN

XF97-0501x1 -- Common

Episode: Nisei

Witness -- Cost: 2 RP

Keywords: Witness, Alien Investigation, Sciences

Activators: Active

Game Text: Adds 1 to one Team's ALIEN INVESTIGATION or SCIENCES skill check.

SAMMON ROQUE

XF97-0502x1 -- Uncommon

Episode: The List

Witness -- Cost: 3 RP

Keywords: Witness, Bureaucracy, Observation

Activators: Active

Game Text: Adds 2 to one Team's BUREAUCRACY or adds 1 to one Team's OBSERVATION skill check.

SHARON KIVEAT

XF97-0503x1 -- Common

Episode: D.P.O.

Witness -- Cost: 3 RP

Keywords: Witness, Behavioral, Occult Investigation

Activators: Active

Game Text: Adds 1 to one Team's BEHAVIORAL or OCCULT INVESTIGATION skill check, or return one EVOLUTIONARY Adversary that is played on your team to the bottom of the owning player's Bureau Deck.

SHARON SKINNER

XF97-0504x1 -- Rare

Episode: Avatar

Witness -- Cost: 2 RP

Keywords: Witness, Resource

Activators: Active

Game Text: As long as this card is in play, Skinner cannot be affected by any CONSPIRACY card that would specifically affect him.

SHERIFF JOHN TELLER

XF97-0505x1 -- Uncommon

Episode: D.P.O.

Witness -- Cost: 3 RP

Keywords: Witness, Criminal Investigation, Sciences

Activators: Active

Game Text: Adds 2 to one Team's CRIMINAL INVESTIGATION or adds 1 to one Team's SCIENCES skill check.

STAN BUXTON

XF97-0506x1 -- Uncommon

Episode: D.P.O.

Witness -- Cost: 3 RP

Keywords: Witness, Medical, Sciences

Activators: Active

Game Text: Adds 2 to one Team's MEDICAL or adds 1 to one Team's SCIENCES skill check.

THE STUPENDOUS YAPPI

XF97-0507x1 -- Rare

Episode: Clyde Bruckman's Final Repose

Witness -- Cost: 1 RP

Keywords: Witness, Criminal Investigation, Occult Investigation

Activators: Active

Game Text: Flip the top card of your Bureau Deck. Discard the revealed card. If the revealed card has the Keyword CONSPIRACY, subtract 1 from the skill check. If not, add 3 to one CRIMINAL INVESTIGATION or OCCULT INVESTIGATION skill check.

VICTOR KLEMPER

XF97-0508x1 -- Rare

Episode: Paper Clip

Witness -- Cost: 3 RP

Keywords: Witness, Medical, Sciences

Activators: Active

Game Text: Adds 3 to one Team's MEDICAL or adds 2 to one Team's SCIENCES skill check. If your opponent plays a GOVERNMENT Adversary while this card is in play, the Victor Klemper card is negated and removed from the game.

WARDEN LEO BRODEUR

XF97-0509x1 -- Uncommon

Episode: The List

Witness -- Cost: 3 RP

Keywords: Witness, Behavioral, Criminal Investigation

Activators: Active

Game Text: Adds 2 to one Team's BEHAVIORAL or adds 1 to one Team's CRIMINAL INVESTIGATION skill check.

Promo Cards**THE DARK ANGEL**

PR96-0001-SCR

Found in: Scrye #17

Episode: Die Hand Die Verletzt

Adversary -- LRC: 5; CRC: 8; Health: 10; Cost: 10 CP

Keywords: Adversary, Occult Creature, Phenomena, Master

Activators: Conspiracy, Affiliation Site

Game Text: The Dark Angel can play all combat cards for one Conspiracy less.

FIGHTER INTERCEPTOR

PR96-0002-INQ

Found in: InQuest #19

Episode: EBE

Event--Cost: 4 RP

Keywords: Event, Negate

Activators: Active, Alien, Adversary

Game Text: Negates an Alien Adversary.

ALIEN TECHNOLOGY

PR96-0003-GAM

Found in: American Entertainment

Episode: The Erlenmyer Flask

Event--Cost: 2 RP

Keywords: Event, Resource, Alien, Government

Activators: Active, Site

Game Text: Play after one of your Teams successfully investigates a Site with ALIEN INVESTIGATION or BUREAUCRACY skill as a prerequisite. Place this card in your Bureau. Discard this card to negate one ALIEN or GOVERNMENT Adversary.

NO ONE SO PARANOID

PR96-0004-GCON

Found in: Given away at GenCon '96

Episode: EBE

Event--Cost: 5 RP

Keywords: Event

Activators: Active

Game Text: Play this card to gain one of the following: Adds +1 to Computer skill, negates one Event, or discard one Bluff card from a site.

CHESTER BONAPARTE, THE SPIRIT GUIDE

PR96-0005-GMR

Found in: Gamer Winter '97

Episode: Fresh Bones

Event--Cost: 5 RP

Keywords: Event, Negate, Question, Occult, Phenomena

Activators: Active, Occult Adversary

Game Text: Negate one OCCULT Adversary. In addition, if the Team makes an OCCULT INVESTIGATION skill check of 6+, they may ask either one METHOD question or one RESULT question.

AGENT HENDERSON

PR96-0006-DUE

Found in: Duelist #14

Episode: Young at Heart

Agent--Cost: 3 RP

Keywords: Agent, FBI, Law

Stats: Criminal Investigation: 1; Evidence Collection: 3; Observation: 2; Sciences: 2; CRC: 1; LRC: 1; Health: 3; RES: 1

Game Text: Place a token on this card. Discard a token and look through your Bureau deck to draw any Site that asks a MOTIVE question. Add it to your hand, reshuffle your Bureau deck.

TEAMWORK

PR96-0007-SUR

Found in: Online Survey and boxes of 101361

Episode: EBE

Event--Cost: 0 RP

Keywords: Event

Activators: Active

Game Text: Play this card on any Team consisting of no more than two Agents during the Investigation Phase when they are sent to investigate a Site. You may add a number of tokens to the Resource pool equal to the Agents' total RES value.

BELIEVE THE LIE

PR97-0001-BBB

Found in: Voyager Promotions

Episode: Gethsemane

Event--Cost: 12CP

Keywords: Event, Government, Alien Investigation

Activators: Conspiracy

Game Text: Exchange your X-File with ALIEN Affiliation with any X-File with GOVERNMENT Affiliation.

INFECTED THAT YOU MIGHT BELIEVE

PR97-0002-BBB

Found in: Voyager Promotions

Episode: Gethsemane

Event--Cost: 6 CP

Keywords: Event, Government, Resource

Activators: Conspiracy, Site

Game Text: Play this card and place it beneath one Agent to lower all of that Agent's skill levels by 1. This cannot result in a skill being negative or permanent Health being less than 1. When played on Agent Dana Scully, the conspiracy player may choose to force Scully to spend every other turn in the Hospital (if this option is chosen, Scully's skills are not reduced). This choice must be made when the card is played and cannot be changed later. Healing cards will negate this card.

A FINAL CHOICE

PR97-0003-BBB

Found in: Voyager Promotions

Episode: Gethsemane

Bluff--Cost: 9 CP

Keywords: Bluff, Government, Resource

Activators: Conspiracy, Site

Game Text: Play this card to immediately move one opposing Agent to the Hospital. Place this card beneath the Agent and place five tokens on the Agent (seven tokens if played on Agent Mulder). Remove a token during the Agent's Healing Phase. When all tokens have been removed, discard this card. The Agent may leave the Hospital when all tokens have been removed.

GOOD FORTUNE

PR97-0004-BOX

Found in: Voyager Promotions

Episode: Clyde Bruckman's Final Repose

Event--Cost: 2 RP

Keywords: Event

Activators: Active

Game Text: Once this card is played, only the Investigating player may play Events while investigating this Site, except for Events which would negate this card. Discard this card when the Site is discarded.

MULLIGAN

PR97-0005-INQ

Found in: InQuest #25

Episode: Pusher

Event--Cost: 3 *P

Keywords: Event

Activators: Active, Conspiracy

Game Text: Discard your entire hand and draw seven cards from the top of your Bureau Deck.

SMOKE & MIRRORS

PR97-0006-SC1

Found in: Scrye 4/2

Episode: Humbug

Event--Cost: 3 RP

Keywords: Event

Activators: Active

Game Text: Apply a +1 modifier to any skill check.

SMOKE & MIRRORS

PR97-0006-SC2

Found in: Scrye 4/2

Episode: Humbug

Event--Cost: 3 CP

Keywords: Event

Activators: Conspiracy

Game Text: Apply a -1 modifier to any skill check.

SMOKE & MIRRORS

PR97-0006-SC3

Found in: Scrye 4/2

Episode: Humbug

Event--Cost: 4 RP

Keywords: Event

Activators: Active

Game Text: Apply a +2 modifier to any one opponent skill check.

SMOKE & MIRRORS

PR97-0006-SC4

Found in: Scrye 4/2

Episode: Humbug

Event--Cost: 4 CP

Keywords: Event

Activators: Conspiracy

Game Text: Apply a -2 modifier to any one opponent skill check

SMOKE & MIRRORS

PR97-0006-SC5

Found in: Scrye 4/2

Episode: Humbug

Event--Cost: 5 *P

Keywords: Event

Activators: Active, Conspiracy

Game Text: Apply a +3 or -3 (your choice) modifier to any skill check.

CALL ON US MORE OFTEN

PR97-0007-BOX

Found in: Voyager Promotions

Episode: Apocrypha

Event--Cost: 2 RP

Keywords: Event

Activators: Active

Game Text: Play this card to search through your Bureau Deck and add one of the following cards to your hand: No One So Paranoid, The Lone Gunmen, Langly, Frohike, or Byers. If you play the chosen card immediately, you may do so for half Cost (round up).

BLUE PLATE SPECIAL

PR97-0009-GMR

Found in: Gamer Spring '97, Collect May '97

Episode: Piper Maru

Event--Cost: 0 *P

Keywords: Event

Activators: Active, Conspiracy

Game Text: Play this card and flip over the next card on your Bureau Deck. If that card is ploayable this turn you may do so for zero RP or CP. If you do not play it this turn, move the card to your discard pile.

JE VOIS QUELQUE CHOSE LA AU-DESSOUS

PR97-0010-FRE

Found in: France and some issues of Scrye 4.3

Episode: Piper Maru

Event--Cost 2*P

Keywords: Event, Phenomena

Activators: Active, Conspiracy

Game Text: Recherchez dans votre paquet de cartes FBI et choisissez une carte ALIEN Mot-clé ou ALIEN INVESTIGATION. Montrez cette carte à votre adversaire, ajoutez-la à votre jeu et mélangez le paquet de cartes FBI.

English Translation: Search your Bureau deck and choose one keyword ALIEN or ALIEN INVESTIGATION card. Show this card to your opponent, add it to your hand and shuffle your Bureau deck.

DIE HAND DIE VERLETZT

PR97-0011-DEU

Found in: Germany and some issues of Scry 4.3

Episode: Die Hand Die Verletzt

Event--Cost 7CP

Keywords: Event, Phenomena

Activators: Conspiracy

Game Text: Spielen Sie diese Karte zum Durchsuchen Ihres Büro Stapels. Dann wählen Sie einen OCCULT Gegner, mit dem Sie automatisch den AgentenTeam zur Ortserkundung angehören. Der OCCULT Gegner kann anstatt der 0 gespielt werden, unter Mißachtung der Aktivierungs-Anforderungen.

English Translation: You may search your Bureau deck and take any Occult Creature and you may play it on the agents team making the skill check. You may play it at any site. (Meaning you can play an Adversary with Activator Affiliation on a Motive, Method, or Result site as well.) This costs 0 CP.

NOT ON THE MENU

PR97-0012-COM

Found in: Combo #30

Episode: Piper Maru

Event--Cost: 2 *P

Keywords: Event, Bureaucracy

Activators: Active, Conspiracy

Game Text: Draw 2 cards from the top of your Bureau deck and add them to your hand.

DENY EVERYTHING

PR97-0999-DNY

Found in: 1:65 copies of InQuest #25

Episode: Anasazi

Event--Cost: 8 CP

Keywords: Event

Activators: Conspiracy

Game Text: Play this card immediately after your opponent asks you a question. You may respond with this phrase: "I can neither confirm nor deny that assumption." After playing this card remove it from the game.

THE GREGORS

XF97-0130v2

Found in: most copies of Scrye 4.3

Episode: Colony

X-File

Affiliation--Alien, Motive--Security, Method--Manipulation, Result--Manipulation of Evidence