



**OPERATION:
PAPERCLIP**

FIELD MANUAL

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In the chaos of post-World War 2 Germany, American and Soviet forces scrambled to carry away select researchers and other Germans of interest to help their own nationalistic causes. The American mission was codenamed Operation: Paperclip, and the Soviet version was Operation: Osoaviakhim. With the specter of a struggle with Communism looming, how do you balance gaining technological advances to keep the world free, while holding the most infamous accountable for their crimes?

In the game *Operation: Paperclip*, players take the role of one of four different factions racing to carve up the remains of post-war Germany to their advantage. The American Office of Strategic Services and Soviet People's Commissariat for Internal Affairs mirror their historical counterparts in trying to piece together a superior technical program with their recruiting efforts. Players that take on the role of the Jewish vigilante group, the Nakam, look to hold the most infamous Germans accountable by piling up bodies with targeted assassinations. Players taking on the role of the German ODESSA network attempt to whisk away the highest ranking German officials to safety in South America. *Operation: Paperclip* take 2-6 comrades on a brutal scavenger hunt through the streets of Berlin in about 45 minutes.

Components

72 Action cards
72 Characters cards
6 Tarot sized Role cards
39 Square Infamy tokens
1 Square Priority marker
75 Round Reichsmark tokens

Role Distribution

2 Players: Americans vs Soviets
3 Players: Americans (or Soviets), Nakam, ODESSA
4 Players: Americans, Soviets, Nakam, ODESSA
5 Players: Americans, Soviets, Nakam x2, ODESSA,
6 Players: Americans, Soviets, Nakam x2, ODESSA x2
Note that when two players are both assuming the Nakam or ODESSA Roles, they are still in competition with each other.

Set up for play

Players select their Roles according to the number of players in the game, taking their Role cards and placing them on the table. Select the appropriate number of Action and Character cards for the amount of players in the game. Both types of cards have a number in the bottom right hand corner of the card. Include all cards that have the same number as the amount of players in the game and all numbers lower than that. There should be 12 cards of both types per player. Shuffle the Action and Character cards in their respective decks and leave the decks face down. Players begin the game with 12 Reichsmarks, and a random player gains the Priority marker.

Overview of Game Structure

Players will spend the first phase building a deck of cards by simultaneously bidding on Action cards. Once players have 6 Action cards, Character cards will be revealed where players will simultaneously play an Action card that will, in a certain order, move the character to that player's Kill, Recruit, or Escape pile. After 6 iterations of triaging characters, then a second round of drafting 6 Action cards for each player and then a second round of dividing up characters. Then, players count up their respective points to see who carried the day.

Goal of the Game

The winner of *Operation: Paperclip* is determined by who generated the most Victory Points. Different Roles gain points in different fashions however (it's all written down on your Role card). The Americans and Soviets gain points for recruiting characters, with bonuses for putting together a particularly good research team. They lose points though on recruiting Infamous characters, or helping them Escape. The Nakam gain points for killing high value characters, with bonus points if they are Infamous, but lose points in recruiting Infamous characters or helping them Escape. The ODESSA network cares little for a character's Infamy, and gain points through helping valuable characters escape. Additionally; every leftover Reichsmark a player has is worth 1 VP, and there are many character abilities that will interact together to generate points.

Sehr leicht! Er... I mean to say: *so easy!*

Action cards

After they have built their deck through bidding, players will simultaneously select an Action card and place it in the queue, turning it face up when all players are ready. All Action cards have a Speed, an action (Kill, Recruit, or Escape), and a special ability. The Speed of the card determines the order that the card resolves in. Higher numbered cards resolve before lower numbered cards. Ties are broken according to who has the Priority marker, with the Marker holder or whomever is closest to her left resolving their cards first. At the end of the round, if there were any ties that round, move the Marker one person to the left. Action cards will move a character to a player's Kill, Recruit, or Escape piles, as found on the left, top, and right of their Role cards. Action cards will also perform a special ability.

Most special abilities on Action cards resolve when the Action card resolves. The exceptions are red Action cards which have an ability that modifies something in the queue of cards. When resolving multiple red cards, the red card's special effects still resolve in descending order, then resolve the card queue in regular fashion.



Above we see the Kill, Recruit, and Escape actions. These determine which of the player's 3 piles the character gets placed in.



Character cards

Characters have a Value, an Infamy, a special ability, and all cards that are Scientists provide a certain type of technical specialty. The only Roles that care about this tech specialty are the Americans and Soviets as their bonus points are based on the set collection of those characteristics. The degree to which a character's Value or Infamy is good or bad for a player depends on the role they have selected. As the Nakam, Americans, or Soviets; the degree to which a player collaborates with the Infamous in order to complete their mission is up to them to figure out.

Herr Doktor



No Special Ability.

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Let's Play!

So all players have their Role chosen, and the game is set up. Flip over an amount of Action cards equal to the number of players. The players then simultaneously select and reveal any amount of Reichsmarks. The player who revealed the most selects the card they gain, expending the currency. The player who bid the second most then follows suit until all players have paid their bids and gotten their card. Break ties according to who has the Priority marker.

Repeat this process until every player has 6 Action cards. Then players pick up their 6 Action cards, and Character cards are flipped face up until there are an amount of face-up cards equal to the number of players. Players then simultaneously select an Action card from their hand, and reveal it when all players are ready. Resolving the Action cards in descending order, players place the character of their choice in their Kill, Recruit, or Escape pile as their Action card dictates. If there are remaining characters after a round of Action cards, leave them in play if they are face down, or remove them to be replaced in the next round if they are face up.

After players have gone through 6 reps of triaging characters, they gain 3 Reichsmarks and play through 6 rounds of drafting Action cards again, followed by 6 rounds of dividing up the characters (for a total of 12 Action cards played a game).

After the second time though dividing up 6 cohorts of characters. Players count up their points. They gain 1 point for every Reichsmark they still have, calculate their Infamy, their points from card Value, and gain or lose any points on characters' special abilities as appropriate. The scoring keys referring to how cards generate positive or negative points in each of the three piles are on the Role cards.

Grizzled Partisan



If this character is placed in your Recruit pile, you may remove 2 characters from your Escape pile.

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Scoring

Infamy

Some Roles will ignore Infamy in some of their piles. After all, the Soviets aren't losing any sleep over shooting that labor camp guard in the head. If a player needs to determine the Infamy of the characters in their piles, then follow the following procedure. For each pile you need to determine, pull an Infamy tile

equal to the amount of the sum of Infamy in that pile. Flip the tiles over, for each  symbol, pull another tile. Then add together the values shown on the flipped Infamy tiles together (the range is 0-2). For each different color present, add 1 to the value. The sum is the magnitude of Infamy that player has for that pile. If your Role has the trait of a *Hunter* for the pile, add the value of Infamy present in that pile to your score. If you have the trait of a *Collaborator* for that pile, subtract the value of the Infamy in that pile from your score. Then for every  revealed, select the character with the highest Infamy in that pile. If the character is in a pile where the player has the Hunter characteristic, this character doubles their Value when Value is determined. If the player has the *Collaborator* characteristic for this pile, then discard the character with the highest Infamy in that pile.

Value

After Infamy has been calculated, it's time to count up points from Value. This is simple addition based on the pile involved, with the Americans and Soviets gaining bonus points for set collection of scientists (as is shown on their Role cards). Add or subtract in any bonus points from character special abilities as appropriate.

That's all there is to it. Good luck and have fun!



In the example above we see an Infamy whose magnitude is 4 (1 plus 3 for the colors present). Additionally, the X pulled will affect a character in that pile in some way. For the Nakam we see that if this Infamy was in their Kill pile they would gain +4 points and the Value of one of their most Infamous characters would double. If the above Infamy was in their Recruit or Escaped pile, then they would lose 4 points and one of their most Infamous characters would be discarded before Value is determined (not so bad for them, but this would be bad for the American's or Soviets).

Kill pile
Gain points for the Value of characters here. As a Hunter, gain points for Infamous characters killed.

Recruit pile
As a Collaborator, lose points for Infamous characters recruited.

Escape pile
As a Collaborator, lose points for Infamous characters escaped.

The Nakam

Variants and House Rules

