

-FM 5-25
FIGS

Federation of International and Global Spies

Field Operations Manual

1984

**TOP
SECRET**



Introduction

Welcome, operative.

Contained in this document you will find everything you need to complete operations in the field. It is a field operations manual.

Should you find yourself in trouble whilst serving FIGS and the very peacekeeping of the entire world, merely find the appropriate section of this book and use it to complete your objective to its fullest extent.

Any mention of our connections to [REDACTED], or the sheer amount of [REDACTED] we have [REDACTED] for us will be deleted from official records, including this one.

And above all, don't mention [REDACTED].

Evil is our business.

Good luck, Operative.

CONFIDENTIAL

Operatives and Handlers

In all circumstances, listen to your handlers. It is their duty to ensure your safety whilst on missions for us. If they fail, we all fail.

Handlers

In most Live Role Play games, referees are the ones who judge characters actions to make sure everyone is playing by the rules. They are also responsible for the safety of the game. Listen to them at all times and follow instructions given to you. Our referees are called 'Handlers', so we keep to the aesthetic of Spy!

"Time In"

Time In is the phrase used to describe the Spy! game as live. Anything you do is considered to be your character's actions as well, and you will be expected to talk and act as your character during this time. It also means any damage, effects and referee instructions given to you should be responded to as outlined in this field manual.

"Time Out"

The Missions are over, and we can return to our normal lives. This means the game is no longer running and everything you do from this point is deemed to 'Out of Character'.

"Time Freeze"

A literal 'pause' in the game. Close your eyes, and only pay attention to the sound of instructions given to you.

"In Character"

You are assuming your role as your Spy! alter ego. Also abbreviated to 'IC'.

"Out of Character"

You are not assuming your role as your Spy! alter ego, therefore game calls and effects won't affect your character. If you are out of character in an in character area, you should raise an index finger into the air to demonstrate that to those still playing Spy!

"Safety"

Shout this to alert players around you of a dangerous situation. You should respond by making sure the danger is allowed to pass or be removed. This does not require the game to stop.

"Man Down"

Shout this to alert the Handlers and other spies around you that someone is injured Out of Character and needs immediate assistance. If you hear this, immediately stop what you are doing and move away from the situation if you are unaffected.

Your Details

Every FIGS Special Agent has a codename and a special agent ability. To enter onto a FIGS field operation you'll need to provide those two things to FIGS before you can take part.

Codenames vary, depending on culture, word association or organisation granting the name.

Examples: Steel Anchor, Prince, Enigma, Watchdog, Yellow Mercury, Broken Halo

Writing Special Agent Abilities

Special Agent Abilities should be something key to your alter ego's modus operandi (how they accomplish most tasks as a Spy!) They should be individual to you and give you an advantage in a particular situation, a particular weapon or gadget, or against certain enemies or plot elements.

Give it an active element

First, figure out what your ability does. What does it allow you to do? How does it affect the mission? It should be an active thing, like dealing a certain type of damage or let you disable certain devices. Or it should create a rules exception for you, so it gives you an advantage that others don't have. It should always be something active that affects the mission to go the right way!

"Master of Disguise" - Can assume the persona of one of the enemies on a mission.

"Diffusion Specialist" - You can always diffuse a ticking bomb, just in the nick of time!

Give it a limiting factor

You must decide on a limiting factor for your ability. Give it specific circumstances in which you can use it, either a time in the mission, place or against a certain enemy.

"Silent but deadly" - Your attacks are silent, but only directly behind an enemy.

"Someone on the inside" - You can use your contacts to get one piece of mission information, but only in between the briefing and the mission.

Theme Tunes

Theme tunes are very important in Spy! It's when your team is at their best. When your team's Theme Tune is played during a mission, you will be INVULNERABLE. No damage or effects will alter your actions. Everyone on the mission who can hear the theme tune will also move in slow motion.

The Briefing

The briefing for each mission will take place just before the operation. Objective, locations and any other intelligence will be given to you and your team ready for the mission.

Objective

The objective is the outcome the agency and its employers would like for the mission. It is your aim as operatives to ensure the objective is met by any means granted to you by the agency. Failure to reach the objective will be dealt with by appropriate measures.

Restrictions

Mission Restrictions are considerations that you need to take, based on the mission at hand. They won't restrict you using your abilities, but they will change how you go about completing your objective. Completing a mission within the restrictions will earn you Merits (below).

Examples include:

"No collateral damage" - *Be careful to avoid civilian casualties or damage to private property.*

"They never knew you were there" - *Complete the objective and leave the mission area undetected.*

The Mission

Once the briefing is over you will be given a moment or two to prepare and then the op is live! You will be inserted into the mission area as briefed and then it's up to you, Agent...

Stress

During missions your body can take a total of 8 Stress. That is either mental or physical, based on the effects that dealt to you during the mission. Stress refreshes after every mission, so you will always begin with 8, unless Special Abilities dictate otherwise. During a mission, if you are reduced to 0 stress, you are MIA (Missing in action).

Any kind of call made using onomatopoeia (words like "splash", "crash", "bang", "snap", "boom") is a call that deals stress.

The characters who should take the stress should be clearly targeted, either through physical hits or contact, or by describing the target. Handlers may also name a target outright, using their codename, and make an onomatopoeic call, dealing stress.

MIA

Agents who are MIA, or Missing in Action, aren't necessarily dead, but as soon as they reach 0 Stress they are incapacitated and can no longer act. If they remain MIA once the mission objective is complete and the agents have returned to the extraction point.

KIA

Agents are only Killed in Action (KIA) because they have either been executed by an Enemy of the Agency, or by a failed rescue attempt.

Actions and Effects

Gunfire

To deal stress using a gun, indicate a target, (e.g. "Henchman with the AK, and the blue jumper...") and then shout BANG. If no target is identified, then the shot goes wide. You require line of sight and hearing distance to hit your target. If neither is met during your description, you have missed.

Make the call:

"Henchman with the AK and the blue jumper; BANG!"

This will cause 1 point of stress.

Kung fu

To deal stress using Kung Fu, you should land a safe unarmed blow using the bottom of your hand, like a Karate chop and shout "HI-YAH!"

Strike the Goon with a safe 'Karate chop' and make the call:

"HI-YAH!"

This will cause the 1 points of stress.

Melee Weapons

To deal stress with LRP safe melee weapons you should strike the Goon with a safe, pulled blow and shout any of the following or similar sounds:

"KA-POW", "WHAM", "SLAP", "BLAM"

This will cause 1 point of stress.

Explosions

Stress dealt by explosions will be indicated by either the person who detonated the device or by a handler if they see something has been set off by someone on the mission.

Fire or detonate the explosive device and make the call:

"BOOM!"

This will cause 2 points of stress.

Other Effects

"ZAP!"

The described target or person hit by a weapon has been electrocuted; causes 1 point of stress

"SNAP!"

The location struck by a Kung Fu 'karate chop' is broken and disabled; causes 1 point of stress.
Goon or Agent cannot use that arm or leg.

"PSST!"

Described like a normal gun shot, only this one is silenced and undetectable. Causes 1 point of stress.

SNAP TRAPS

The sound of a snap trap going off is caused by agents or goons tripping a trap set during or before a mission. This causes 2 stress to those in its immediate effect. If you're unsure, get a Handler to clarify.

DISGUISE GLASSES

A specific style of black glasses and moustache combination is worn to demonstrate someone is in disguise. These people are assumed to be the people there are dressed or speak as, unless abilities recognise otherwise.

Other effects and calls will be given to you during the Mission Briefing.

Gear

Agents have access to their own arsenal of weaponry and so the following are just examples.

Firearms

Firearm props should be non-firing airsoft or NERF guns. Strictly no deactivated firearms or any other props which contravene the [Violent Crime Reduction Act 2006](#). Airsoft guns should be painted a minimum of 50% in a contrasting colour, unless you are registered with a legitimate Airsoft club. NERF guns may be painted in a more realistic colour based on their more obvious unrealistic shape.



Melee Weapons

Any melee weapon being used on strike someone should be constructed from foam and latex, so that all striking locations are soft and safe. For well-constructed, safe weapons we recommend [Light Armouries](#).



Gadgets

Each agent carries an individual gadget, designed to assist them on their missions. When choosing a gadget, it's important to think about your weapons and your Special Agents ability. When picking a gadget you can either choose one to compliment your weapons and skills or plug a gap in your abilities based on your other weapons and abilities.



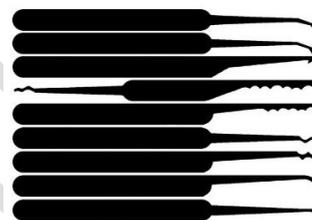
Camera Pen



Wristwatch laser



Satellite



Lockpicks

Mission Gear

During missions you may be offered Gear to use. Once used on the mission, they are consumed.

Example Gear List:

Electrical By-pass	This device can get you past electronic security.
Grenade	"BOOM!" Causes 2 points of stress.
C4	"BOOM!" Causes 2 points of stress and damages breakable objects.
Emergency First Aid Kit	This life saving kit consists of enough drugs to get anyone back up on their feet, healing 2 stress.
Jamming Device	Placing this device on an enemy alarm will disable it.
Gas Mask	Makes the wearer immune to gas effects.

Other gear may be requisitioned on special request at the Mission Briefing.

Merits

Merits are awarded to agents at the end of an operational weekend. They are based on the following criteria:

- Completing an operational weekend
- Completing a mission's restricting factors
- Apprehending an Enemy of the Agency.

Merits can then be used to acquire further skills or equipment in later operations. Ask your handler for more details.

