



# PHANTOM DOCTRINE



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# PHANTOM DOCTRINE

*The year is 1983. A global conspiracy seeks international war and destruction, pitting leader against leader, nation against nation. You, the leader of a secret organization known only as *The Cabal*, must carry out secret missions, investigate classified files, and interrogate enemy agents to uncover their sinister plot. Only you can save the world from an unthinkable fate. The clock is ticking.*

Welcome to *Phantom Doctrine*, a strategic turn-based espionage thriller set at the peak of the Cold War. This guide will help you become familiar with *Phantom Doctrine*'s world and gameplay. Please refer to this guide whenever you need help understanding any features or mechanics.

# STARTING A NEW GAME

When you start a new game, you'll choose your difficulty and adjust various settings, such as mode, tutorial, and subtitles. Next, you select your background (CIA or KGB) and design your character.

Your background in the CIA or KGB affects the story, your Agents, and the locations of your hideouts and missions. While each story is unique, both are linked to one another and connected to the same conspiracy.

You can change your difficulty at any point *outside* of tactical missions—make sure you're ready to face your next challenge before jumping into combat!

You may notice that a few options are blacked out. *Phantom Doctrine* offers new content in its second playthrough, including a new background and mode.



# TACTICAL MISSIONS

Tactical missions have two modes: **Combat** and **Infiltration**. Combat launches you into a deadly firefight, while in Infiltration you are challenged to sneak into a location, complete an objective, and escape unseen.

Every character starts with two **Action Points** and one **Fire Point**. Generally speaking, Action Points are used for movement and physical actions and Fire Points are for combative actions—many abilities and actions require a combination of Action and Fire Points. Later, friendly and enemy Agents can acquire more Action and Fire Points.

**Movement** uses Action Points. Each of your two Action Points can be used to move a certain distance across the map. If you need to move in a precise way (such as to avoid a camera or an enemy's Overwatch), break your movement into two phases (move to point A, then point B). While less precise, using both Action Points at once will take you farther than breaking them into two movements.



Right click on the desired square to move to that point. Always ensure you don't need your Action Points elsewhere before moving, such as to reload a weapon or activate an ability.



Agents also have **Awareness**. Awareness is vital to both your offensive and defensive strategies; it allows Agents to dodge or reduce damage, but is also used for powerful abilities, such as Takedowns and Headshots. Awareness regenerates every turn and is further raised with some abilities and items. Your opponents also have Awareness, which mitigates your shots.



Your **action grid** is at the bottom-center of your screen. The first two slots show your weapons; after that is Abilities, Equipment, Support (if available), Breach, and Evacuation (if available). A list of red icons above your action grid shows all enemies within sight (but not necessarily within range). Hover on an icon to see their position or click to show your combat options.



Every Agent also has **Abilities**. Abilities use Action Points, Fire Points, or Awareness; they may also have a timer, indicating when you can use that Ability again after use. Some Abilities are available to all Agents, while others depend on their Training. Shared Abilities include:



**Focus:** Regenerates Awareness.



**Stabilize:** Stabilizes an Agent who has lost all HP, preventing them from dying. Can be used on friendly and enemy Agents.



**Pick Up Agent:** Carry an unconscious citizen, or friendly/enemy Agent.



**Takedown:** Silently takedown target. Civilians pass out; Agents begin to bleed out.



**Dispose of Body:** Removes a body from the map. Any bodies left on the map and seen by opponents will end Infiltration mode. Does not work on Agents. This ability is **unavailable** on Hard difficulty level.



**Distract:** If your Agent speaks the language of the mission's location, they can Distract civilians, turning their attention away from important passageways.

Note about **Takedowns**: on Medium/Hard difficulty, Takedowns only work against targets with equal or lower HP than your active Agent. This makes taking down enemy Agents trickier than regular police officers or soldiers!

Next on the list is **Equipment**. You can equip your Agents with two items before mission start. Your initial items include First Aid Kits and a few types of grenades and bombs. Equip these in the Crew Quarters or at mission start; you cannot change your Equipment while on missions.



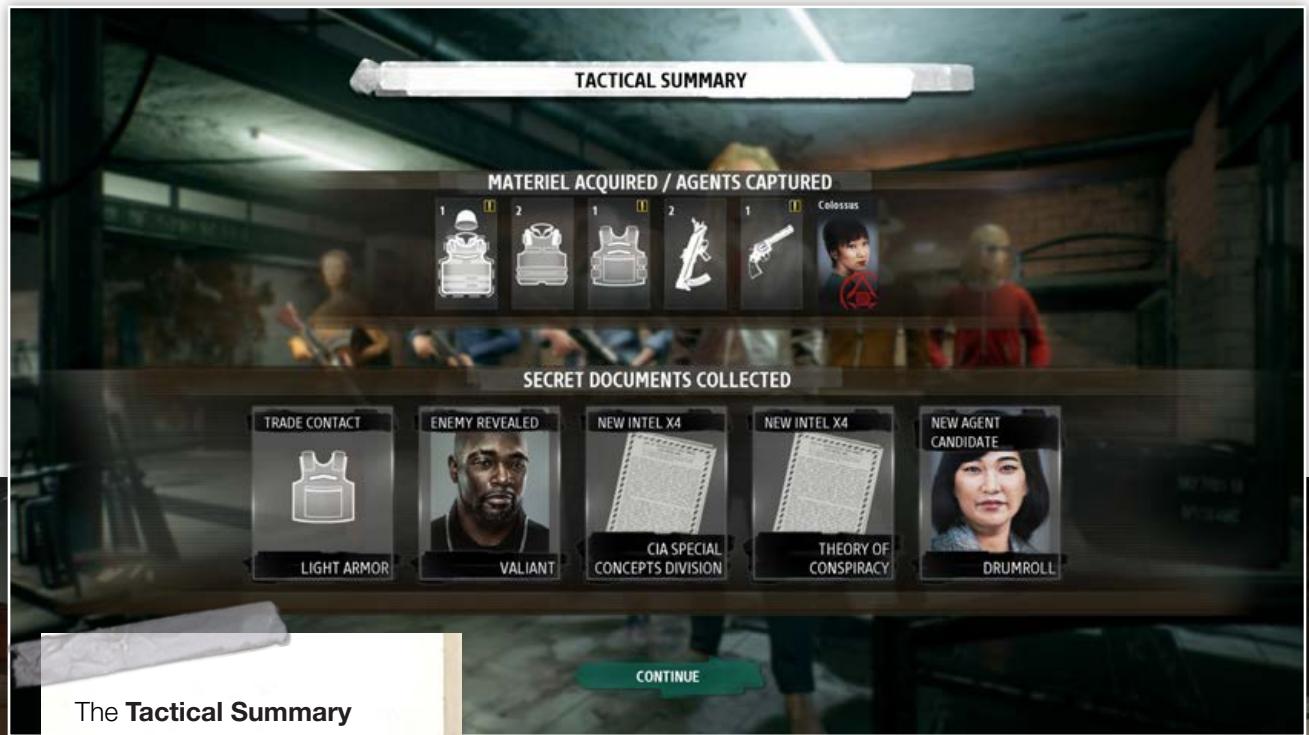
**Support** allows you to assign a backup Agent to help you on your missions with powerful items. **Breach** is a tactical maneuver to clear out rooms, and **Evacuation** calls for a car or helicopter to collect your Agents when your mission objective is complete.

Click the **End Turn** button at the top-right of the screen to end your round. This button flashes when your Agents cannot use any more Action or Fire Points, but feel free to end your turn earlier if you see a tactical reason to do so. The enemy moves or acts when you end your turn—if they are within sight, you'll see what they do.



# MISSION REWARDS

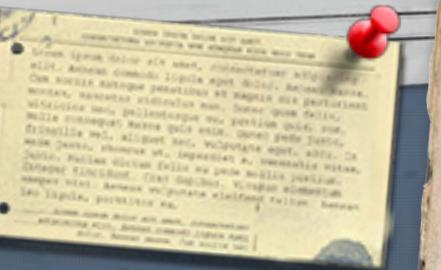
Every mission has an objective, such as taking out an Agent, collecting intel, or disabling a device. There may be optional objectives that reward more XP. Objectives can be found in the top-left corner of the screen. When that objective is complete, call an Evac to end the mission.



The **Tactical Summary** shows all the items, intel, new Agent candidates, etc. acquired from your mission. Some story missions grant rewards; otherwise, mission completion itself only rewards XP. Kills made in Combat earn more XP than those earned in Infiltration. All other rewards are found in Secret Documents or Item Storages.

## SECRET DOCUMENTS AND ITEM STORAGES

You may find **Secret Documents** or **Item Storages** on your missions. Secret Documents contain intel; Item Storages contain weapons, armor, or intel. Most missions have a few of each throughout the map; you should see them by overlooking the different rooms on the map. Keep an eye out for yellow, pulsing Secret Documents and purple Item Storages in lockers, safes, or briefcases.



## CAPTURING ENEMY AGENTS

You can take out enemy Agents through Takedowns (if they have equal or less HP than your Agent in Medium/Hard difficulty) or in firefights. Like your own Agents, when their HP falls to 0 they begin to bleed out. If you stabilize them and carry them to your Evac Point, you will successfully capture an enemy Agent. You cannot capture regular citizens or soldiers.

Enemy Agents are part of the conspiracy: they will not work for you, nor do they take up a slot in your Agent list. With the MK Ultra facility, you can interrogate them for information, brainwash them to your side, and more. See **MK Ultra** in **Home Base** to learn more.

# COMBAT

If you are ambushed or seen in Infiltration missions, **Combat** begins. Balancing your ammo, Awareness, HP, and positioning is the key to success in Combat. Below is everything you need to know to survive a Combat scenario.



Guns are your primary weapons. Some dispense a ton of ammo and take Action and Fire Points to fire; others fire single shots and deliver deadly Headshots. If you're in for a long mission, keep an eye on your ammo—you don't want to find yourself reloading in the middle of a firefight.



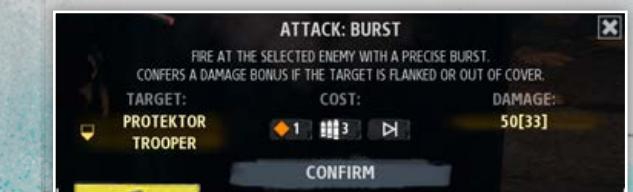
You can see enemies in your **line of sight**, regardless of distance; this is also true for your enemies. Don't be shocked if an enemy shoots you through three windows from across the map—just remember, you can do the same.

Generally speaking, the farther you are from your enemy, the less damage you deal—though the same is true for your enemy's attacks (the opposite is true with sniper rifles). All enemies that are in your line of sight appear as icons above your action grid.

Make note of the **target type**. Police officers, for example, have little defense and deal little damage, while soldiers are more of a challenge. These enemies only start growing Awareness when Combat starts. Enemy Agents are especially dangerous, with high HP/Awareness and powerful weapons. Handling individual enemies is manageable, but even the weakest among them are lethal in a group.

Note the two numbers under Damage when attacking an enemy. These are your **damage numbers**: the first (outside the brackets) is your maximum damage, while the second (inside the brackets) is your minimum damage. Minimum damage is how much damage is dealt if the enemy dodges; maximum damage is how much is dealt if they don't dodge. Targets will dodge as long as they have the Awareness to do so, but they cannot dodge at **point blank range** (i.e. when attacker is in an adjacent tile).

A quick way to see how successful your shots will be is by the highlighted color on your target's name and damage, or the shield icon next to their name: this indicates their extra armor, and therefore what kind of damage you'll deal against them.



GREEN	No cover	No damage reduction
YELLOW	Half cover	Damage reduced by 50%
RED	Full cover	Damage reduced by 75%

\* Damage can be further reduced by the target's equipped armor.

## USEFUL TIPS

- **Right click** on opponents directly or on their icon to see their passive abilities, status effects, and Perks; you can also do the same to your allies. This is a good way to avoid your enemies' advantages (such as a Pain Stimulus ability) or take advantage of your own (such as the Empath ability).
- Enemies with **high Awareness** shrug off much of your damage, and like your Agents, recover Awareness after their turn. Focusing your Agents' attacks on one enemy ensures you get past their Awareness and deal real damage before they recover their defenses. **Full Auto** shots are also a great way to strip an enemy of their Awareness.
- **Balancing Awareness** is crucial to survival. Headshots can deal a huge amount of damage, but their high cost to Awareness leaves your Agents extremely vulnerable. If you're in a tight spot, keeping your Agents' Awareness high is vital.
- Don't be afraid to use a turn to recover your Agent's Awareness with **Focus** instead of attacking. Your Agent's attack might not be worth becoming vulnerable to an oncoming attack.
- **Breach** is a safe way to enter a room with potential or known enemies; not only will you take out the enemies in the room, you also retain your Action Points.
- **Reloading** is done manually. Monitor your ammo and reload when it's safe to do so. Reloading may require Action or Fire Points—sometimes all three points simultaneously, depending on the weapon.
- Use **Overwatch** when you're defending a position or if you have a spare Action Point. This ensures that if an enemy moves within range that you can preemptively strike.
- Pay attention to your **coverage** and **position**. The farther you are from an opponent, the less damage they'll deal, but the same goes for you. Moving to stand against walls provides a boost to armor, but you could be moving into an enemy's line of sight.
- Only call an **Evacuation** when you are near the evac point. It takes a few turns for the evac to arrive, and then you only have a few more turns to reach it before the evac is **Compromised**. If you don't reach it before the Evac Compromised timer reaches 0, you incur Danger. Evacuations cannot be compromised in Infiltration mode.
- If you have the range and Awareness, **Takedowns** are a great way to take out enemies quickly without using ammo. Remember: in Medium/Hard difficulty, the target will need to have equal or less HP than your Agent for Takedowns to work.
- Sticking together is good, but don't position your Agents too close—your enemies could take the opportunity to use a **grenade**. Likewise, if enemies are grouped together, you can exploit that same opportunity.

### NOTE

If you deploy your protagonist character on missions (marked by yellow text and a star), pay attention to their HP. If their HP falls to 0 and they are not stabilized, it's game over.

# INFILTRATION

Most missions begin in Infiltration. If you're caught, Combat begins, reinforcements arrive, and your Agents catch Heat, so it's in your best interest to get in and get out unnoticed.



Infiltrations usually begin outside a **Restricted Area** (marked by a red border with a red danger triangle). Outside of Restricted Areas you are free to walk past guards as long as you don't do anything suspicious, such as attacking Agents or civilians in another's sight. Inside Restricted Areas, the alarm is raised if you're seen by an opponent or camera. Keep an eye on enemy Agents: they will raise the alarm on seen Agents regardless if your Agent is inside or outside a Restricted Area.

Agents wearing a **Disguise** can walk in front of opponents or cameras in Restricted Areas without raising an alarm. Enemy Agents, on the other hand, will see through your disguises.



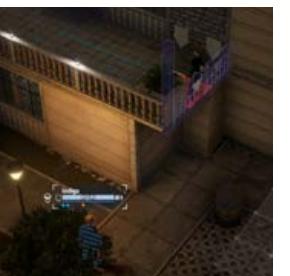
Note the red danger triangle. When it appears as a red border around an area, it indicates Restricted Areas: your Agents will be Trespassing if they cross this line. When it appears next to your Agent's name, they are Trespassing and trigger Combat if seen. When it appears next to an ability or action, the action will start Combat, either because it is loud (such as a gunshot) or it's within the sight of an opponent or camera.

The key to Infiltration is playing smart, not fast. Your Agents should have a good view of their surroundings without exposing themselves (such as by hiding near windows or

doors, against walls, or on top of buildings). If you see an Agent, civilian, or camera in a Restricted Area, the map in front of them is highlighted red, showing their field of vision. Entering these red squares begins Combat. Outside Restricted Areas, their field of vision is marked with white squares.



Agents, soldiers, police, or civilians patrol areas of the map during Infiltration. Hover your mouse over their position to see their **planned route** on their next turn. When you can, take them out with a Takedown or suppressed weapon, and then use **Dispose of Body** to hide the evidence: a discovered body will trigger Combat (this tactic will not work if you are playing in Hard difficulty, where **Dispose of Body** will be **unavailable**).



One advantageous Ability in Infiltration is **Distract**. If your Agent speaks the language of your mission's location, they can use Distract to turn an enemy's sight towards them and away from whatever passageway they're blocking. Ensure your Agent isn't close enough to be in the enemy's sight.



Later you can add suppressors to weapons your Agents are proficient in. With **suppressed weapons**, you can shoot enemies or even Breach rooms without detection. Just remember to dispose of the bodies afterwards, and not to do this in sight of another enemy.



On most Infiltration missions, you can shut down cameras and alarmed doorways by finding the glowing yellow terminal. If this is an Assault and you had Agents conduct a **Tactical Recon** first, these terminals are marked on your map. If not, you must explore the rooms and find them; unlike Secrets or Item Storages, they won't be visible simply by overlooking a room. In most cases you can accomplish your mission without finding the terminals, but it will be more challenging.

## INFILTRATION TIPS

- Don't be afraid to stay in a safe spot for a few turns waiting for the perfect time to strike. There's no time limit, so no need to rush.
- Keep an eye on your positioning to windows and doors; when opening a door or looking out windows, stand to the side of them to prevent being seen.
- Balance when to split up your team and when to stick together. Sending one Agent off to deal with a guard and another to turn off the cameras is a good strategy; sending them together so one can take out the guard and the other can immediately dispose of the body is also a good strategy.
- If you have multiple Agents with you, have one go to a **high vantage point**, **window**, or **door** to provide a better view of the map and help your other Agents navigate around potential dangers.
- Some doors are locked. Often, these locked doors block more straightforward or safer paths, so it's always a good idea to keep a few **lockpicks** on hand in Infiltration missions. Remember to conserve your lockpicks if the alternative path is available—and also keep in mind that the locked door may lead to danger.
- Unless you are playing in Ironman Mode, feel free to reload to a previous turn if you're caught, especially when you're still getting the hang of the rules.
- **Evacuations** cannot be compromised in Infiltration mode. Feel free to call up your Evacuation when you complete your objective.



# HOME BASE

Your home base, or hideout, is The Cabal's headquarters. Here you can organize your Agents, assign them missions or tasks, and analyze your intel.

Like missions, you have objectives in your home base. These objectives can be to send an Agent on a specific mission, solve an intel folder, or develop something in your workshop. Your objective can be found in the top-left corner of the screen.



Your home base is stationed in a city somewhere in the world. You can (and, eventually, must) move your base to another city to decrease your Danger. You discover new hideout candidates as you send Agents on missions. You can move your home base in the Analytics facility.

Most of your Agents will be out on missions throughout the world, but eventually they need to return to the home base for training, upgrades, or recovery. Ideally, your home base will be in a centralized location based on your background's map control (CIA or KGB). However, depending on the hideout locations you've found and your current funds, you might not have much control on where you go.

# DANGER

As you search for enemy Agents, those Agents are looking for you. Your Danger indicator is in the top-right corner of your screen: green means you are safe, and red means that an enemy Agent is onto your home base's location.

Danger cannot be decreased; you can only control its increase. Danger increases over time if there is an enemy cell present on the map, a captured Conspiracy Agent is in MK Ultra, or if there is a Conspiracy mole in your hideout. Root these out as soon as possible to stop your Danger from increasing.

Danger may increase as a result of some actions, including:



- Allowing **Enemy Scout** activity to complete. You must interrupt the op or set up an assault to prevent this. See **Espionage Network** for more information.
- Abandoning your Agents in missions. Ensure they all make it to the Evac point, even if you have to carry them there.
- Allowing your **Evacuation** to become compromised. Only call an Evac in Combat mode when you have enough time to reach it.
- Recruiting enemy moles, or hiring and firing many Agents in a row. The **MK Ultra** facility can help mitigate this.
- Initiating **Combat** in an Infiltration mission.
- Agents **Ambushed** while staying in a location other than the Hideout.



Inevitably, your Danger will reach a **high danger level**, meaning an enemy Agent is close to discovering your home base location. You will be prompted to move your home base immediately: you may choose to forgo this, but as your Danger increases your home base **will** be found. You can also manually move your home base in the Analytics facility.

If your **home base is discovered**, you must make a run for it—and likely lose some of your Agents. These Agents may eventually return or be captured for good. You'll also lose money and any captured enemy agents. After discovery, you have to move your home base: a free option will be available, but with high Danger at the start. This means that the longer you go without paying for a new home base, the more frequently you'll be found.

Save your money as your Danger level approaches the red. Some home base locations are cheaper than others: the more expensive they are, the less Danger you start out with.

# HOME BASE FACILITIES

Most of your Agents will be out traveling, but you'll need some to stay behind. Sometimes your Agents need to remain to heal in the Infirmary or undergo new Training; maybe you need an Agent to build something in your Workshop, analyze intel, or forge money. Keep a few Agents at the home base to ensure your future missions and challenges go smoothly.

## CREW QUARTERS

The Crew Quarters is where you upgrade and train your Agents, adjust their equipment, and hire new Agents. If you send an Agent to undergo training, they remain here for some hours.

At the top of the Agent Dossier is three buttons: Dismiss, Locate, and Recall. Dismiss removes the Agent from your list (at the risk of them joining the conspiracy); Locate shows you where they are located on the espionage map; Recall has your idle, offsite Agent start traveling back to the home base. Here you can customize your Agent's equipment (you can also do this at mission start). Some items are found in Item Storages on missions; the rest of what you need can be purchased in the store here. Click on an equipment slot and then "Buy/Sell" to buy new equipment or items, or sell what you don't need. Item availability depends on your **trade contacts**, which you gain from informants and mission completions. This is also where you can acquire First Aid Kits and Frag Grenades.



Your Agents will be **proficient** with certain weapons based on their training. Weapons they are proficient in are marked by a white banner with a gold star. Agents equipped with proficient weapons, decrease the cost of reloading, can add **mods** to their weapons and, if the weapon has the ability, decreases the cost of Headshots.



Every Agent has **Perks**, which are acquired in two ways. The first are hidden Perks that reveal themselves as you accomplish missions and challenges in your Espionage Network; Agents with hidden Perks have a gray box in the Perks table, with revealed Perks marked green. The second type of Perk is unlocked as your Agent levels up: you will have a choice of four Perks, which will then be marked yellow.

Not all hidden Perks are useful. The Perk "Sleeper Agent", for example, means your Agent will turn against you as soon as you enter Combat. You can manage these Perks in the MK Ultra facility.

If you need more Agents, click the **Hire** tab at the top of your current Agent list. New Agent candidates become available from mission completion, informants, and solving investigation files. The price of a new Agent depends on their stats and starting training/Perks. Beware: a new Agent might have hidden, dangerous Perks.

## INFIRMARY

Agents are automatically taken to the Infirmary if they return from a mission injured and if there's an open slot. The Infirmary is the best place for Agents to recover HP without using items, so allow them the time to heal. The longer an Agent stays in the Infirmary the faster they heal, so taking them out early will restart their healing rate.. You can replace or take out wounded Agents if you wish.



## WORKSHOP

Here you can find Tech Upgrades and Crafting Jobs.

Tech upgrades have significant cost and take time to make, but they give you valuable improvements, such as new home base facilities and making home base jobs more efficient—they also add visual upgrades to your home base. Unlock these at a reasonable pace; you need that cash to move your home base, buy equipment, and for unexpected emergencies. More tech upgrades become available as you complete story missions.



An Agent can craft items to use on missions at a cost of some money. You unlock new items to craft as the story progresses. Some Agents have Perks that make them better at Crafting.



## ANALYTICS

Here you can assign Agents to work on the Investigation Board to uncover and connect aliases. This doesn't cost anything, but you must first have Intel to work on before you can assign Agents. Some Agents are better at Analytics than others.

You can find the **Investigation Board** here as well as the option to **Move Hideout**.



# UNLOCKABLE FACILITIES

Additional facilities are unlocked through the Workshop's tech upgrades. They are expensive to build, but are extremely valuable. The three facilities here are unlockable quickly into the game; the Comms facility is available later.

## FORGER

Here you can assign Agents to forge cash for additional income, or pay for new identities when their IDs are exposed. You can also customize your Agents' appearance here. Further customizations are available when purchasing a new identity: you can change their name, codename, country of origin, and photo ID if you wish. Agents must be at the home base to purchase new identities.

This section is vital to increase your hourly income and to remove maxed Heat from your Agents. Unlock this section in the Workshop as soon as you can!



## BODY ENGINEERING

Here you can improve your Agents' stats with Compounds. New Compounds can be found as you complete story missions.

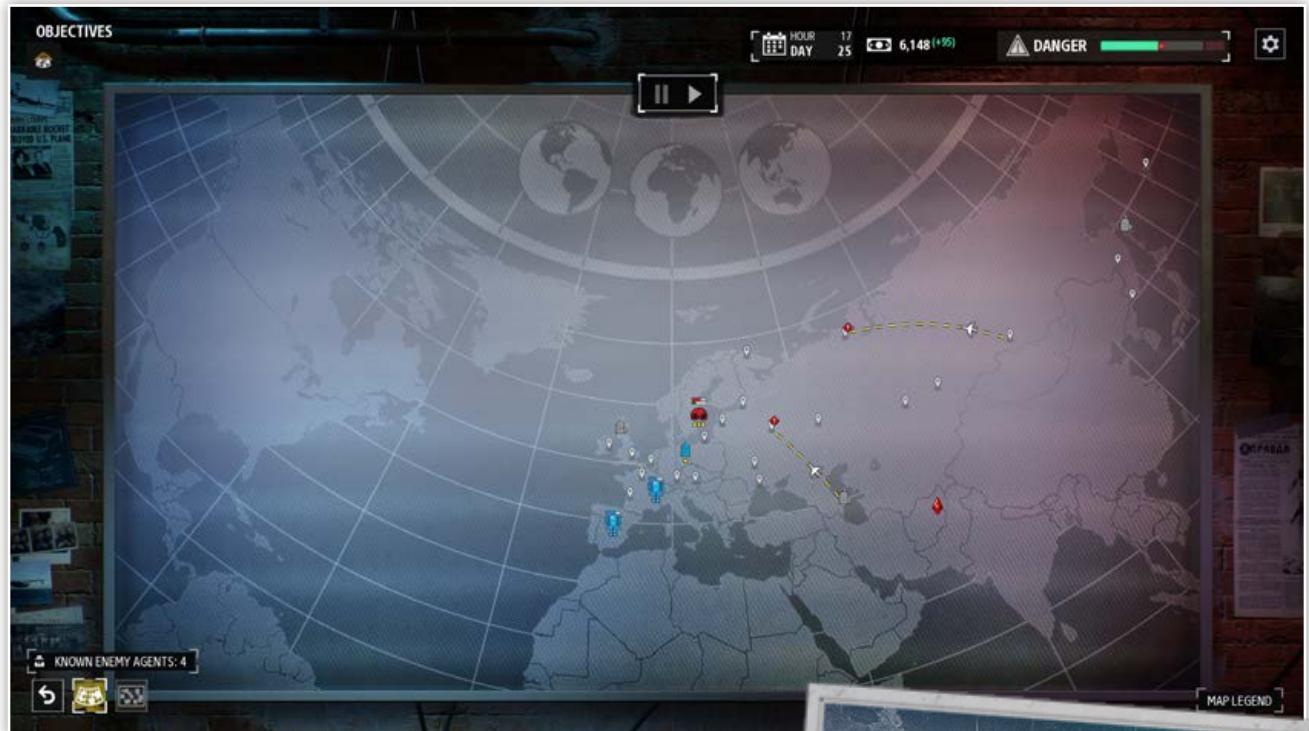
## MK ULTRA

With the MK Ultra facility, you can root out enemy moles, ensure your Agent's loyalty, or use conspiracy's tactics against them. A variety of useful and sabotaging techniques, such as Control Phrases and Brainwashing, are also at your disposal, as well as a way to release (or execute) Agents. New techniques are unlocked in the Workshop.

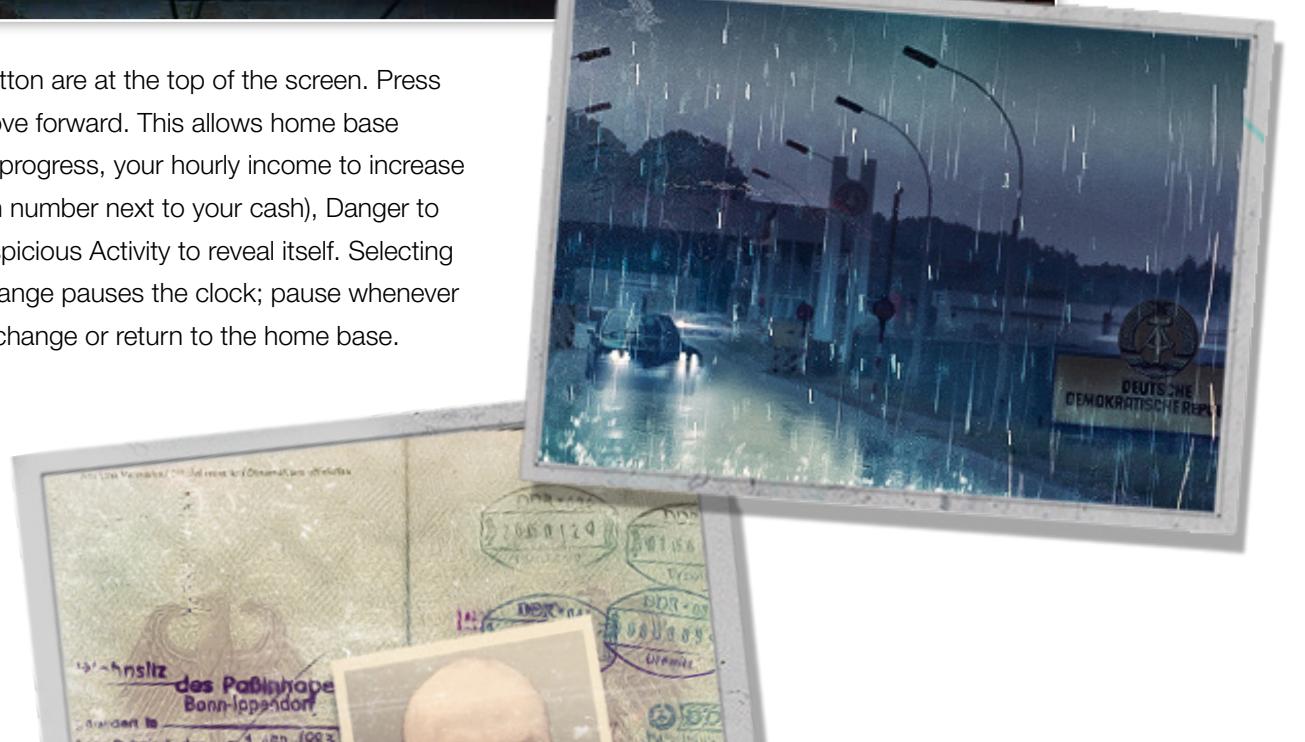


# ESPIONAGE NETWORK

Your Agents' main task is to travel around the world to foil the conspiracy: searching for their Agents, finding intel and informants, and carrying out missions.



A pause and start button are at the top of the screen. Press start to have time move forward. This allows home base tasks and training to progress, your hourly income to increase (marked by the green number next to your cash), Danger to increase, and for Suspicious Activity to reveal itself. Selecting a city or making a change pauses the clock; pause whenever you want to make a change or return to the home base.



**Suspicious Activities** are marked by red exclamation marks at city locations. You must send at least one Agent there to **Scout** the city to root out the activity: it can be an enemy operation, a friendly informant, a hideout candidate, or a false alarm.

When selecting an Agent to travel to a city, they are listed from closest to farthest. Weigh distance and **travel time** with the availability of your Agents: you don't want them halfway across the world if you need them in an hour.

After completing story objectives, often a **Special Mission** pops up on the map. These are usually short story missions that require one Agent.

An **emergency** or **story scenario** sometimes appears as you progress time. Maybe an Agent gets arrested by local authorities; maybe an Agent is caught "confessing" to a priest on an unprotected landline; maybe an Agent requests to go on a separate mission with an old team. You must decide how to respond to these situations: some options require money, so try to have some spare cash available at all times.

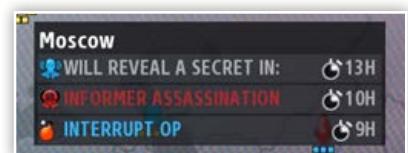


## STORY MISSIONS

Completing story missions doesn't just progress the story. It can unlock new technologies to research and Compounds to use, raise the level of Agents for hire, expand the explorable world map, and more. However, this will also make enemies stronger and increase enemy activity. Make sure you've trained up your Agents and researched some technologies before starting a new story mission, or the game will quickly become very difficult.

# ENEMY OPERATIONS

When your Agent discovers an Enemy Operation, you have four ways to respond. Make a move against them quickly: three of the four are time-sensitive, and if you allow the operation to complete, there will be an increase in your Danger or to the Doomsday Counter. If you have Agents on-site when the enemy operation goes through, their IDs are exposed.



Sometimes the operation is an assassination attempt on one of your informants. If you want to save your informant (and their valuable resources and information), you'll need to put a stop to them.

**Interrupting the OP** takes 16 hours. This stops the operation in its tracks, but you only gain some XP and earn no items or intel. **Tail Agent** is an unlockable option that allows the operation to go as planned so that your Agents can find their base of operations. If you plan to launch an **Assault** (Infiltration-type missions) to take out an enemy Agent, leave enough time to have your Agents conduct a **Tactical Recon** (10 hours) to gain an advantage in the fight. Hover over a city to see how many hours are left before an operation or job is complete.

## HEAT

Your Agents accrue **Heat** if their evacuation is compromised or if they're seen on Infiltration missions. Heat decreases over time unless it reaches its max: at max their ID is exposed, which means you'll need to go back to the home base for a new ID. Agents with **maxed Heat** will take longer to travel across the world map, and may be ambushed when idle outside the home base. See **Forger** for more information.

## ENEMIES



## DOOMSDAY COUNTER

If you don't stop an Enemy Operation marked by a red skull (called Conspiracy Plots), you earn a +1 to the Doomsday Counter. There is a conspiracy out there which moves closer to their goal with each operation completed. When the Doomsday Counter is complete, you lose the game—**game over**.

Stop Enemy Operations before they are complete—if you're having trouble with this, focus on completing story missions, as this can also help to prevent Doomsday.



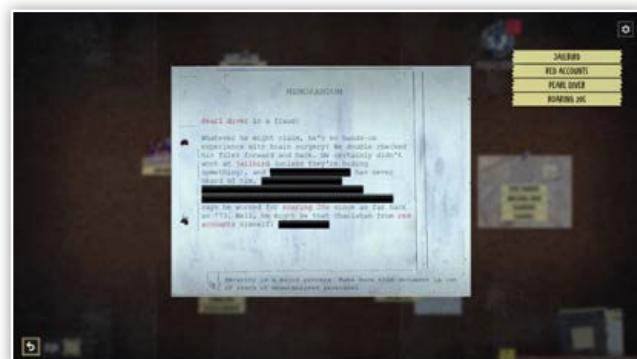
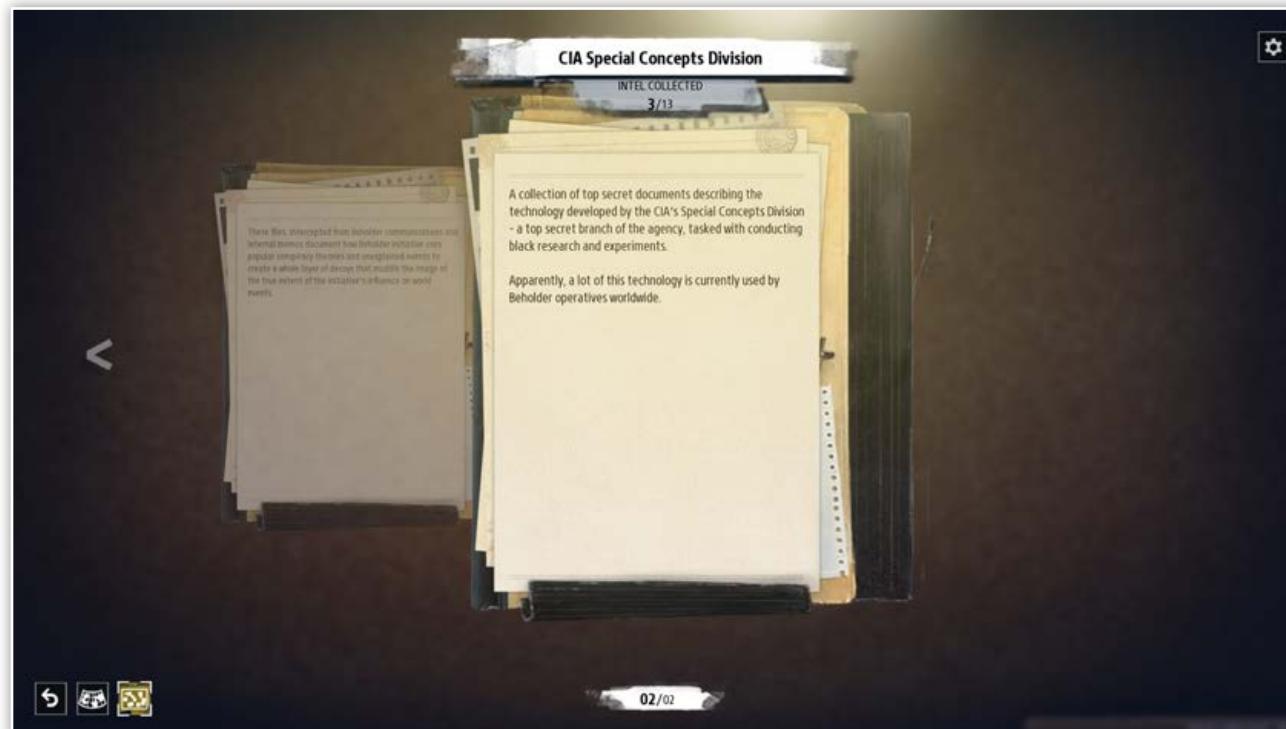
As you complete missions and solve investigation files, you'll learn the codenames and locations of enemy Agents. You can see which enemies you're gaining on by clicking the "Known Enemy Agents" tab in the bottom-left corner. Like your Agents, they can purchase new IDs if you find out too much information on them, meaning you'll have to start your search from scratch. When you know their location, prepare your Agents for an Assault.

## USEFUL TIPS

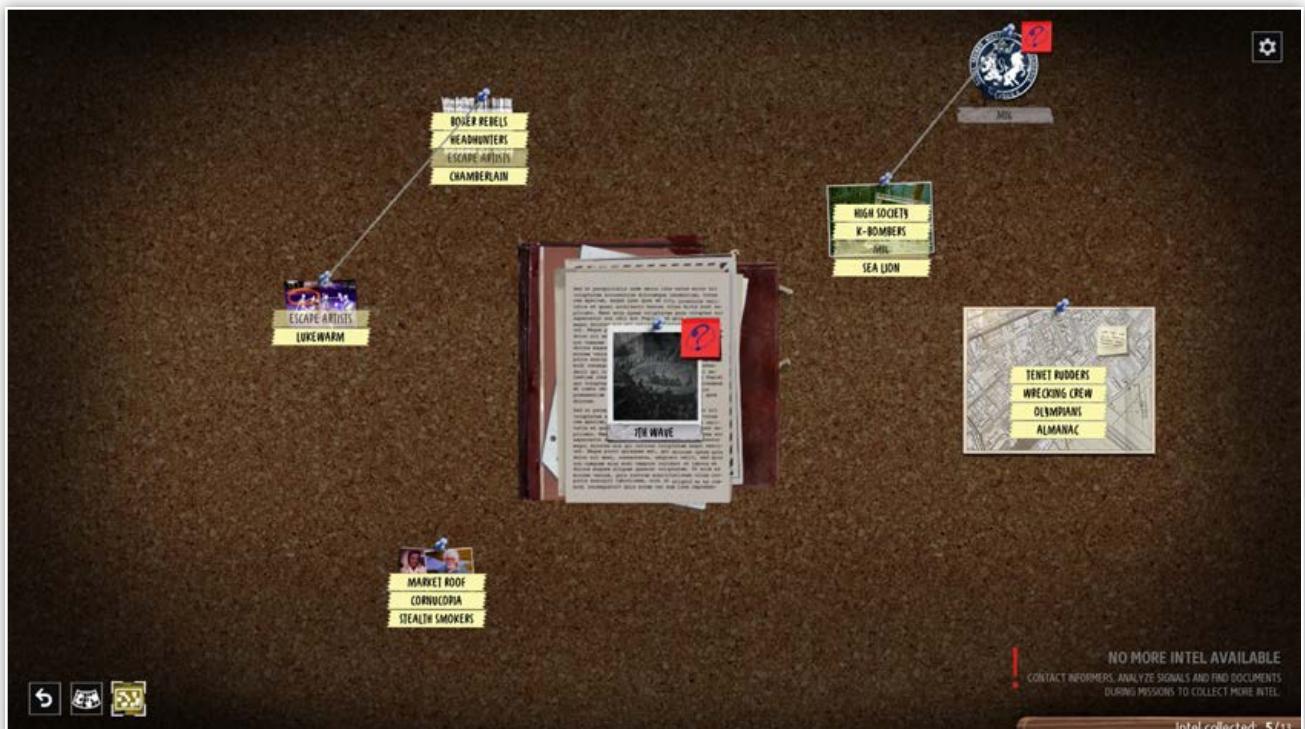
- Have your Agents **travel in groups** of 2-3. Grouped Agents complete missions faster, while lone Agents are at risk of attack. Further, if there is an enemy operation occurring, you'll have Agents already on site to deal with it.
- Send out Agents to investigate suspicious activity as soon as possible. Enemy Operations progresses at its own pace, so by the time you get there, you might not have time to interrupt the op or conduct a tactical recon.
- As your Agents reveal Perks, you find that some are better at certain jobs than others. Send Agents on their favored missions when possible.
- Suspicious Activity can appear on the other side of the world. Try to keep a few Agents in more remote locations so they're nearby and ready to investigate these activities.

# INVESTIGATION BOARD

This is where you take your gathered intel and start dissecting it for real information. Intel is divided into folders, with each folder dedicated to cracking the codename of a person, organization, or place. Intel is gathered from a variety of places: Secret Documents or Item Storages during missions, mission completion, informants, Agents working in Analytics, or even interrogating your Agents.



When you first open a file, you must analyze the text for the codename(s). Read the text and look for what seems like a codename; click it and, if you're correct, the codename will be highlighted in red. The number of codenames that can be found in the text is indicated by the yellow boxes in the top-right corner. When you've found them all, return to the board.

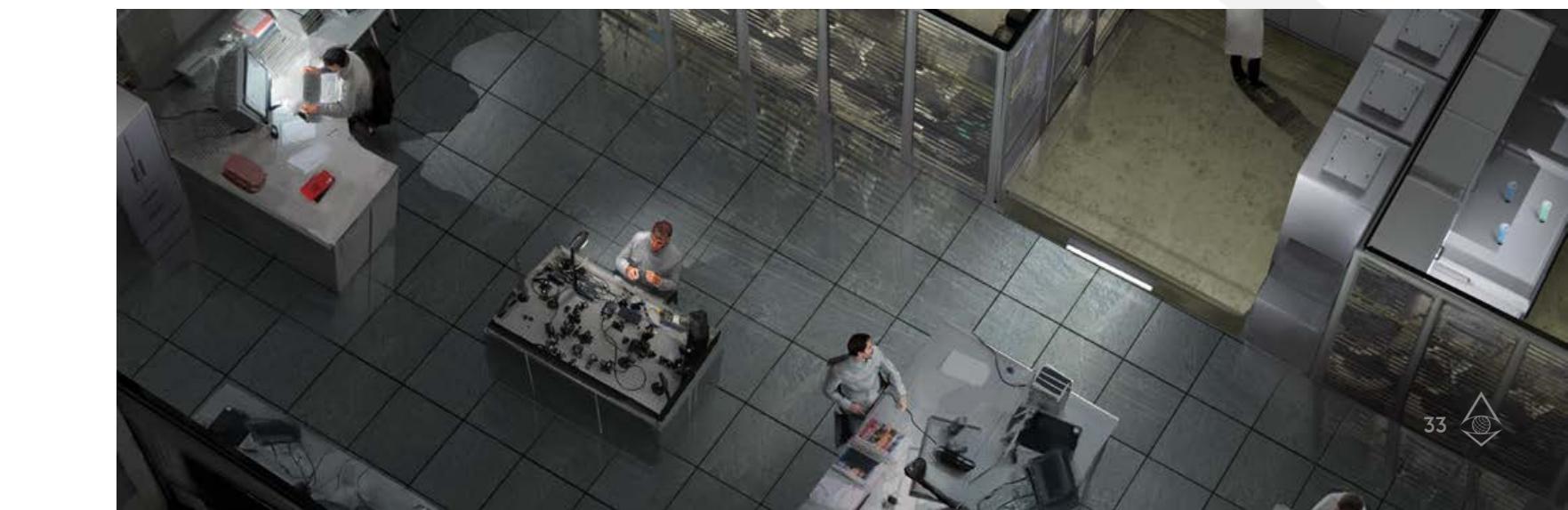


After finding the file's codename(s), you must drag the rest of your gathered intel from the bottom-right corner of the screen and place it on the board. Some intel already has revealed codenames, while others have text that needs to be analyzed in the same manner as the paragraph prior. You then start connecting the intel with shared codenames.

A few pieces of intel will reveal a real name of a person, organization, or place: in the example screenshot, that would be MI6. Files reveal multiple real names like these: your goal is to connect one of these names to the central file's codename, revealing its true identity. When you've got it right, the connecting line highlights in red. If you can't make the connection with the intel you have, go out and gather more.

You'll likely end up with a board filled with lines, though most of these lines are false leads. Keep these codenames in mind: they'll show up in later files.

Completing files can give you tons of rewards, such as: hideout candidates, enemy Agent identities, new Agent candidates, revealing hidden Perks, new files or intel, and new trade contacts, training, or Body Engineering compounds. File completion is also often a story objective.



# THE WORLD OF PHANTOM DOCTRINE

The year is 1983, but not the 1983 as we know it. *Phantom Doctrine* takes place in an alternate Cold War where brainwashing is a real danger and a global conspiracy controls the world. You will see the names of people, locations, and events that you may know, but in this history, nothing is the same.

Your story, and your allies, change depending on your background choice: CIA, KGB, and a third, unlockable option available after you beat the game. In your second (or beyond) game, you can select "extended playthrough," where events are changed and you'll learn more about what happened behind the scenes.

This section discusses *Phantom Doctrine*'s characters and organizations who are fighting for control of the world's fate.

## CHARACTERS

### THE CABAL

#### HERO

The protagonist of your story and the leader of The Cabal. A professional spy and assassin, the protagonist approaches their work with little emotion, trusting few people and having a general lack of regard for human life.



With a CIA background, the protagonist (codename: Deadpan) is a leader of a CIA black ops unit. They are more loyal to the few they trust than to any official structure or to "the system," having thrived in the freedom their work in secret operations has given them.



With a Soviet background, the protagonist (codename: Kodiak) is a decorated KGB counterintelligence officer. Ambitious and driven, they are willing to go to great lengths to succeed where others have failed and excelled in gaining respect in a country that cares little for dignity.

#### OMIKRON

Omkron (Desmond Berry) is a former commando and SIS agent, now independent information broker and black ops provider. His information on the SIS makes him valuable to allies and enemies alike.



#### WIZARD

A long-time intelligence tech specialist who helps the protagonist with all their technical needs. His knowledge is largely self-taught. A good-natured man, Wizard is mostly in the espionage business for the challenge.

### THE CONSPIRACY

#### VALHALLA

The former CEO of a large computer hardware manufacturer, now leader of the Beholder Initiative. He is a young and ambitious visionary, with little qualms for violence or morality. Valhalla has little patience for fools and even less patience in general. His hatred of waiting makes him careless.



#### TAI-PAN

An apparent small-time gangster and information broker from Hong Kong, Tai-Pan is an espionage mastermind with whom nothing is as it seems.





## CIA

### FENDER

Fender is an American special forces commander who served in Vietnam and is now the American Hero's handler. As the new direct superior to the protagonist, neither trusts each other much, nor does he have much tolerance for the protagonist's rebellious attitude.



### LESLIE

Leslie is one of the top spies in the CIA and he knows it. This makes him a bit cocky, but that doesn't mean he's afraid to talk with his subordinates at their level. He is also the American Hero's mentor, and one of the few people in the world that they trust.



## KGB

### CYCLONE

The Soviet Hero's handler. Cyclone is a seasoned KGB officer who has been working in espionage since he was 18 years old. After forty years of service, Cyclone smokes three packs a day and drinks vodka for every meal (sometimes vodka being the meal itself) to handle all of the things he's seen in the line of duty. Cyclone regularly ingests small doses of poisons to build his resistance.

### PATRIOT

Patriot, a major Soviet politician, is a sickly man conducting a top-secret operation. An old Soviet spymaster, after years of leadership he commands an aura that demands obedience, even in his frail, dying state.

### SNOWCAT

Snowcat is an arrogant and corrupt intelligence operative for GRU, thriving in a system that encourages taking advantage of underhanded opportunities to advance one's position.

### SUVRIN

A decorated Soviet Navy officer and captain of a Soviet attack vessel. Suvorin is proud of his position and does not tolerate anyone questioning his authority.

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# ORGANIZATIONS

## THE CABAL

- Established: 1983
- Current Leader: Hero

A secret organization led by the protagonist. Made up of ragtag agents, what they lack in the conspiracy's global reach and resources they make up for with skill, ambition, and drive.

## BEHOLDER INITIATIVE

- Established: 1955
- Current Leader: Valhalla

A major US lobbying firm that conducts business internationally. In secret, the Beholder Initiative is part of the global conspiracy to steer politics to their will through underhanded means and toxic influence. While they are the heart of the conspiracy, it is a conspiracy with many heads and many names, with active members, sleeper agents, and organizations under its control around the world.



## COLOSSUS COMPUTERS CORPORATION (3CS)

- Established: April 4th, 1976
- Current Leader: Dividend



The front company of the conspiracy lead by Roland Shelley, aka Dividend. Publicly the company sells consumer products to the world at large, but covertly they develop the technology necessary for *Project Iceberg*.

## GENERATION OF AQUARIUS IN ACTION (GAIA)

- Established: 1969, Quebec City, Canada
- Current Leaders: A. Bouchard; C.C. Guzman; A.D. Guzman

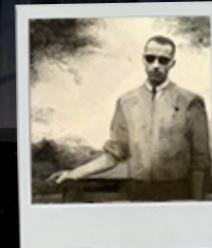


GAIA is an environmental NGO conducting a wide range of work, from promoting ethical treatment of animals, ending whaling, fighting against petroleum mining in the ocean, and stopping nuclear weapons testing. However, all is not as it seems...



## MANHATTAN SILK ROAD

- Established: 1976
- Current Leader: Alois Brunner



A smuggling ring that provides nuclear technology to any interested party—for the right price.

## MILITARY-INDUSTRIAL COMPLEX (THE KOMPLEX)

- Established: 1930s
- Current Leaders: Generals from the US and USSR

The Komplex is a group of international military leaders and weapons manufacturers working with the Beholder Initiative. It is within their best interest to keep the two global superpowers hostile and fearful of one another through small "proxy" wars to drive up weapons sales and military spending.



## OPERATION GLADIO

- Established: unofficially, late 1940s; officially, 1956
- Current Leader: No single leader; commanded by the CIA

A clandestine NATO operation that is preparing several western-European countries for Soviet invasion. The operation stockpiles weapons and builds secret infrastructure so that underground resistance can create satellite countries within the Soviet Union, if taken over.



## SPECIAL CONCEPTS DIVISION

- Established: 1964.  
Dissolved: 1973

The now-defunct team of scientists and engineers worked for the CIA and Beholder Initiative to develop new surveillance and mind control technology. Valhalla was part of this organization.



CREATIVE FORGE  
GAMES

Good Shepherd  
ENTERTAINMENT

