DIPLOMAT

1

Operation
Resolve the Situation here and then discard this card.

2ct.

DIPLOMAT

1

Operation
Resolve the Situation here and then discard this card.

2ct.

ADMIRAL

2

During Resolution
Raise the Admiral's Influence by two

Operation
Move the Admiral to an adjacent Situation.

2ct.

SPY

3

Operation
Flip all face-down enemy Assets here face-up. If this reveals an enemy Diplomat, resolve the Situation here.

2ct.

ADMIRAL

2

During Resolution
Raise the Admiral's Influence by two

Operation
Move the Admiral to an adjacent Situation.

2ct.

SPY

3

Operation
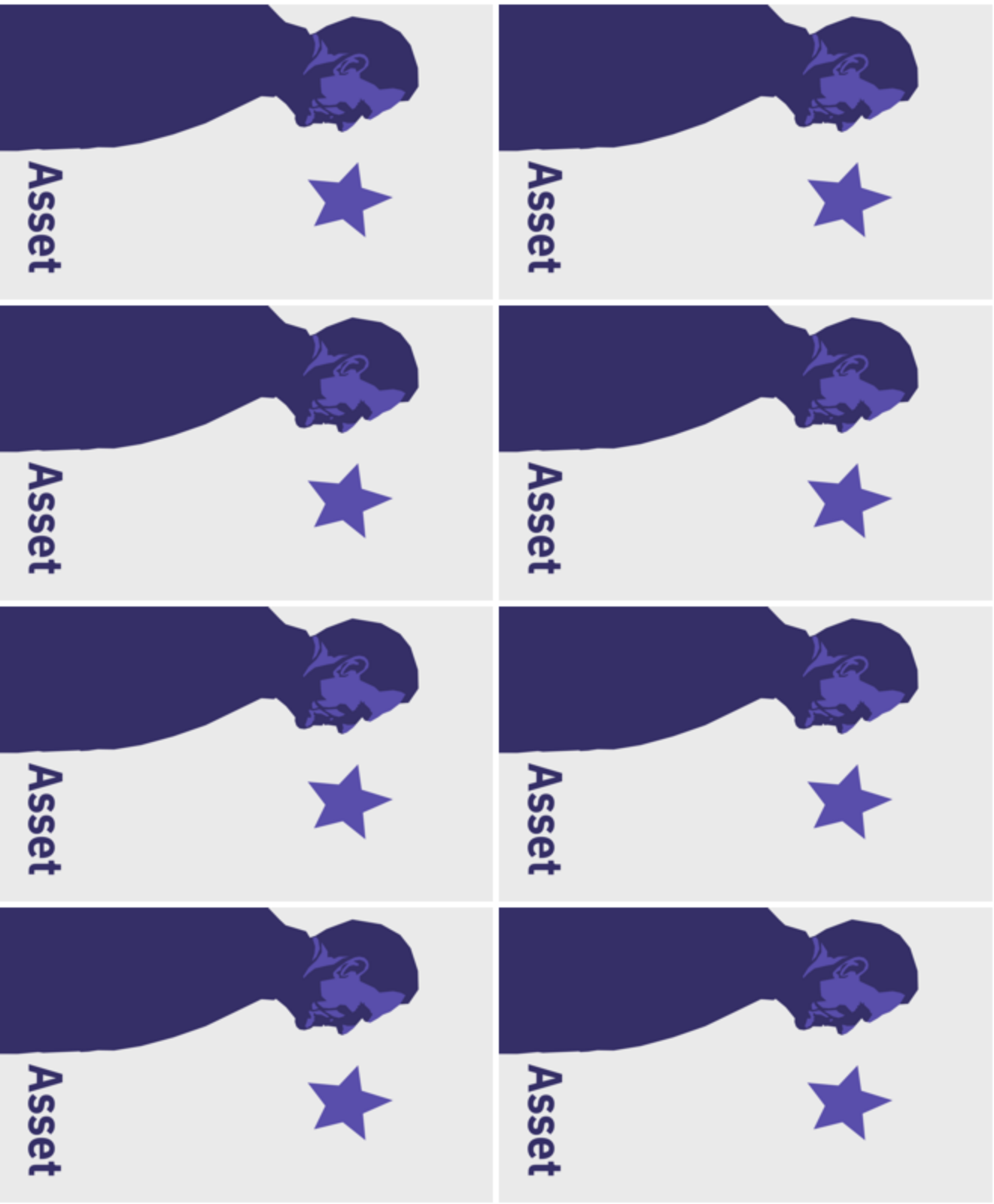Flip all face-down enemy Assets here face-up. If this reveals an enemy Diplomat, resolve the Situation here.

2ct.

POLICEMAN

2

During Resolution
Raise the Policeman's Influence by the number of unique kinds of enemy Assets here.

2ct.

POLICEMAN

2

During Resolution
Raise the Policeman's Influence by the number of unique kinds of enemy Assets here.

2ct.

Asset

Asset

Asset

Asset

Asset

Asset

Asset

Asset

1

SCIENTIST
During Resolution
Raise the Scientist's Influence by the number of unique kinds of friendly Assets here.

2ct.

1

SCIENTIST
During Resolution
Raise the Scientist's Influence by the number of unique kinds of friendly Assets here.

2ct.

3

NUKE
Operation
Raise the Nuke's Influence by three.

2ct.

3

NUKE
Operation
Raise the Nuke's Influence by three.

2ct.

3

GUERRILLA
Operation
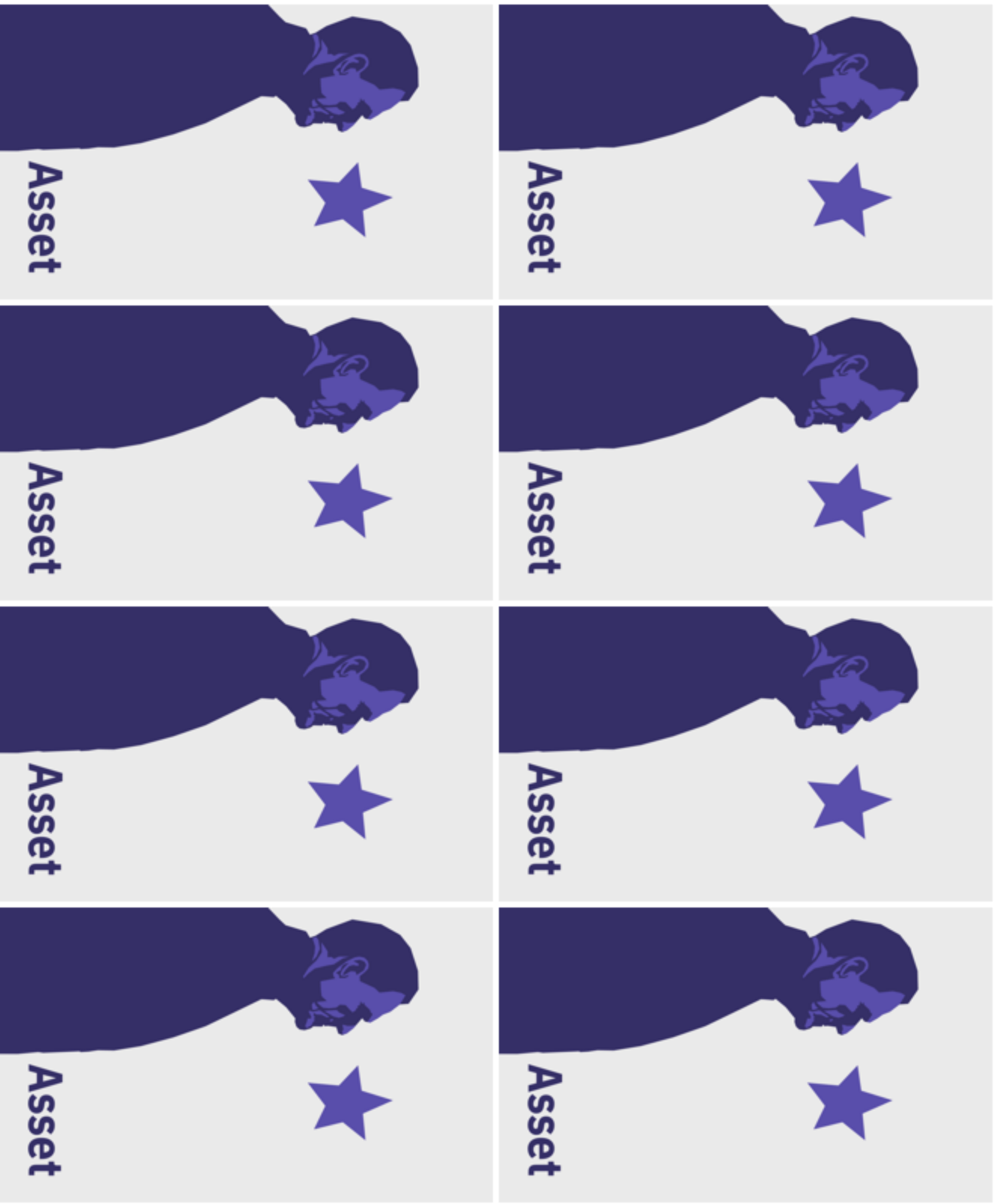Swap out the Situation here with a Situation you won.

2ct.

3

GUERRILLA
Operation
Swap out the Situation here with a Situation you won.

2ct.

2

DEFECTOR
During Resolution
Raise the Defector's Influence by 3

2ct.

2

DEFECTOR
During Resolution
Raise the Defector's Influence by 3

2ct.

Asset

Asset

Asset

Asset

Asset

Asset

Asset

Asset

1P
TRADE CHOKEPOINT
This Situation is always considered adjacent for Admiral Operations.

2P
UNRELIABLE ALLY
Add this Operation to Policemen: Move a hidden enemy Asset card from an adjacent Situation to here.

2P
5TH COLUMN
Add 2 to the Influence of all Defectors everywhere but here.

3P
SPORTS COMPETITION
Gain 1 Influence for every friendly and launched Asset on the board.

1
SOLDIER
Operation
Resolve the Situation.

1P
STRATEGIC NEIGHBOR
Add 3 to the Influence of all Nukes but Nukes may not be placed here.
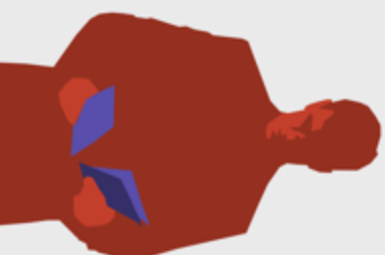
2P
JUNGLE WARFARE
Add 2 to the Influence of all Guerrillas if their Operation isn't launched.

2P
POLITICAL QUAGMIRE
You cannot launch Diplomat Operations anywhere but here.

1ct.

SITUATION

SITUATION

SITUATION

SITUATION

SITUATION

SITUATION

Asset

3p
POTENTIAL RIVAL
You must deploy at least one Asset here if you are able.

4p
DEMILITARIZATION
Tie all Situations where the sum of both player's Influence there is equal greater than 10.

3p
PEACE CONFERENCE
If a different Situation is resolved, resolve this Situation as well.
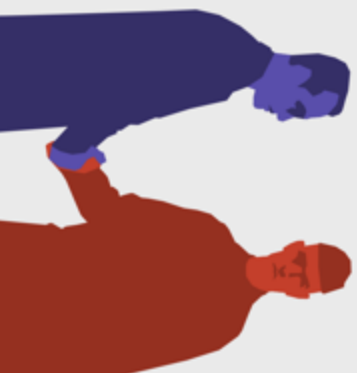
2p
PROLIFERATION
Nuke's cannot launch their Operation.

1
DIPLOMAT
Operation
Resolve the Situation here and then discard this card.

2ct.

3p
SPACE RACE
Double the Influence of all Scientists and Spies.

2
ADMIRAL
During Resolution
Raise the Admiral's Influence by two

Operation
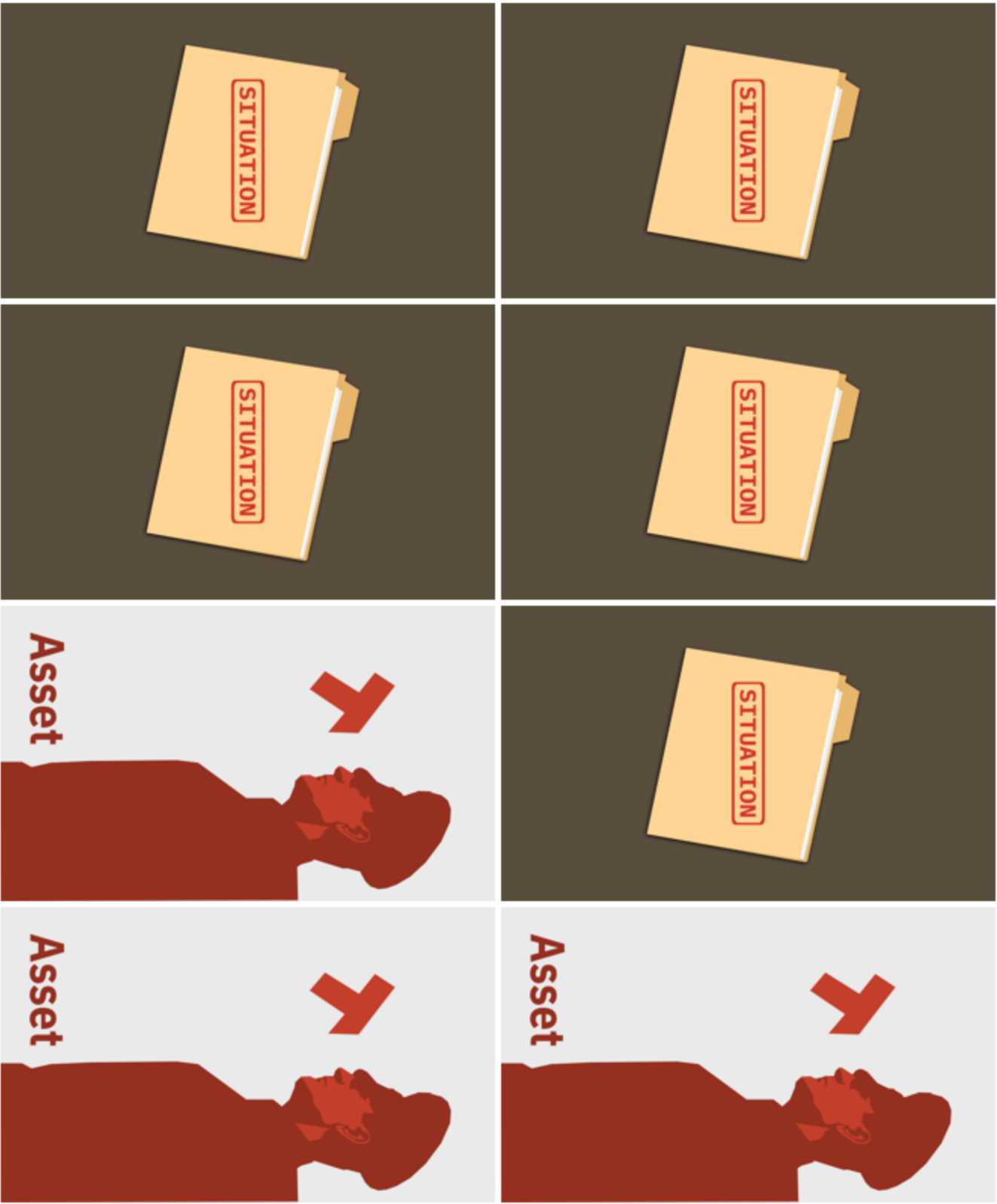Move the Admiral to an adjacent Situation.

2ct.

1
DIPLOMAT
Operation
Resolve the Situation here and then discard this card.

2ct.

SPY — 3

Operation
Flip all face-down enemy Assets here face-up. If this reveals an enemy Diplomat, resolve the Situation here.

2ct.

POLICEMAN — 2

During Resolution
Raise the Policeman's Influence by the number of unique kinds of enemy Assets here.

2ct.

SCIENTIST — 1

During Resolution
Raise the Scientist's Influence by the number of unique kinds of friendly Assets here.

2ct.

NUKE — 3

Operation
Raise the Nuke's Influence by three.

2ct.

ADMIRAL — 2

During Resolution
Raise the Admiral's Influence by two

Operation
Move the Admiral to an adjacent Situation.

2ct.

SPY — 3

Operation
Flip all face-down enemy Assets here face-up. If this reveals an enemy Diplomat, resolve the Situation here.

2ct.

POLICEMAN — 2

During Resolution
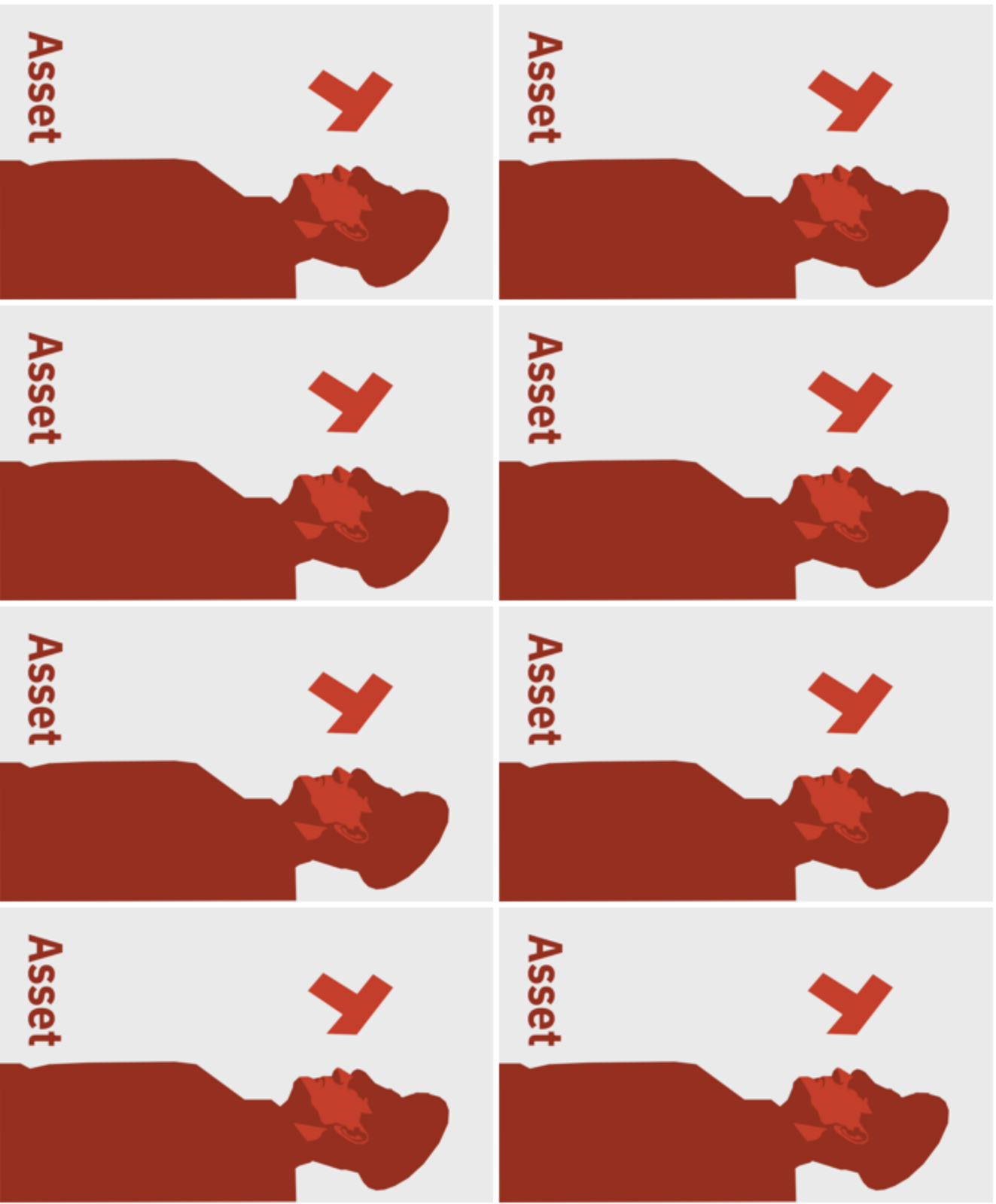Raise the Policeman's Influence by the number of unique kinds of enemy Assets here.

2ct.

SCIENTIST — 1

During Resolution
Raise the Scientist's Influence by the number of unique kinds of friendly Assets here.

2ct.

Asset

Asset

Asset

Asset

Asset

Asset

Asset

Asset

3 GUERRILLA
Operation
Swap out the Situation here with a Situation you won.
2ct.

3 NUKE
Operation
Raise the Nuke's Influence by three.
2ct.

2 DEFECTOR
During Resolution
Raise the Defector's Influence by 3
2ct.

3 GUERRILLA
Operation
Swap out the Situation here with a Situation you won.
2ct.

1 SOLDIER
Operation
Resolve the Situation.
1ct.

2 DEFECTOR
During Resolution
Raise the Defector's Influence by 3
2ct.

Asset

Asset

Asset

Asset

Asset

Asset