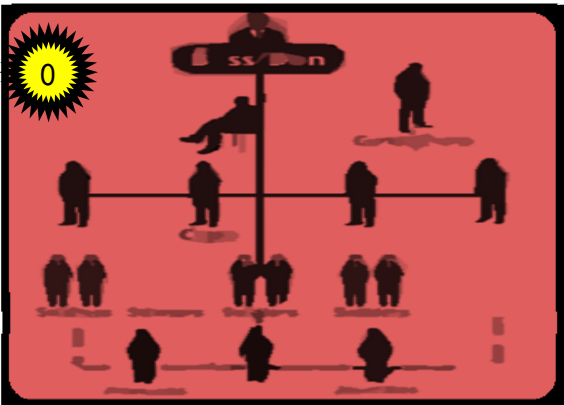


GAME CARDS





0

ANY

NETWORK DEVELOPMENT

- Targeted Player receives an additional +2 RANGE to all Capabilities.
- +1 Influence for each **ADVERSARY CELL** killed using Capabilities.



4

RANGE: 3 CIVILIAN

ARSON

- Replace 1 **OUTPOST** with an **ADVERSARY CELL**.
- Replace 1 **GARRISON** with 2 **ADVERSARY CELLS**.
- 1 **CIVILIAN** is Killed.
- Roll 1D
 - 1-2 Attribution.
 - 2 Influence.
 - 3-7 Unclear
 - Nothing additionally.
 - 8-10 Blame **ADVERSARY**.
 - +2 Influence.



6

RANGE: 2 FROM HQ **COASTAL**

UNDERWATER OPERATIONS

- +6 Damage to **OUTPOSTS/GARRISONS**.

IF YOU HAVE: 3 2

- Repeat this Capability in an adjacent tile.

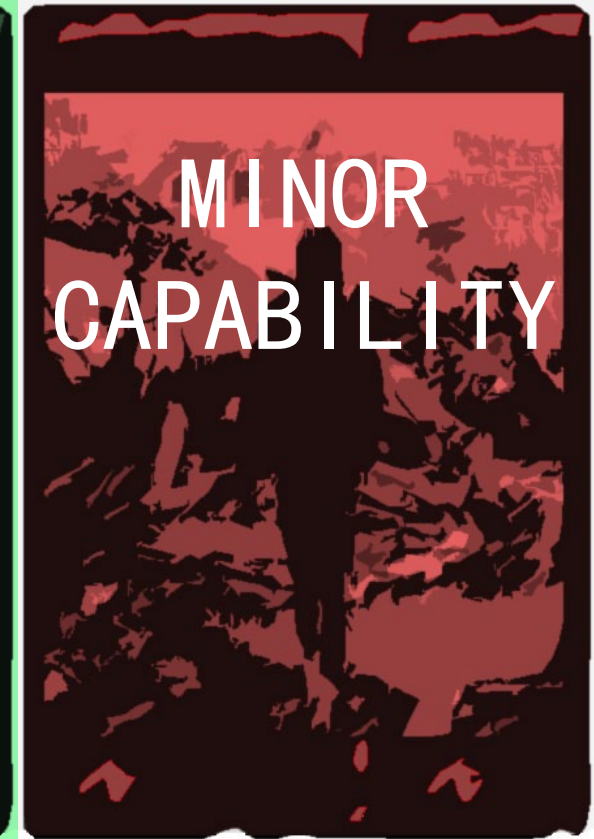
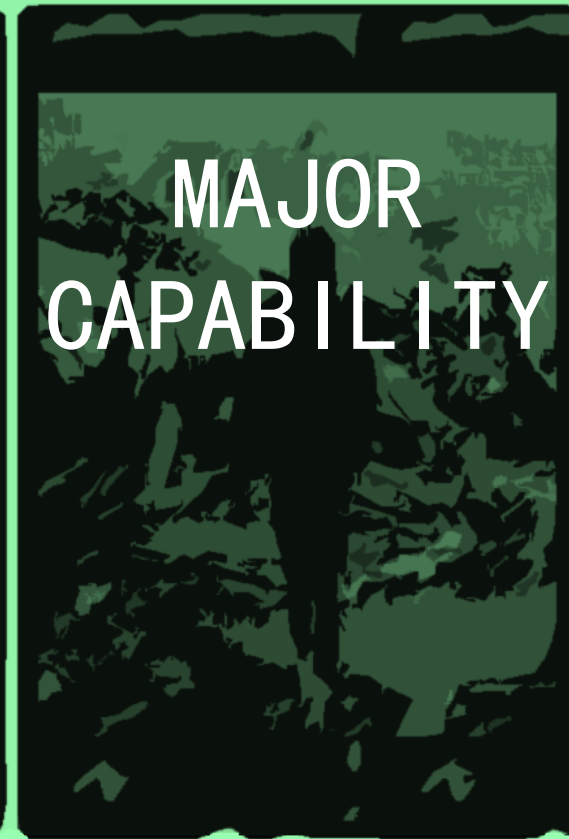
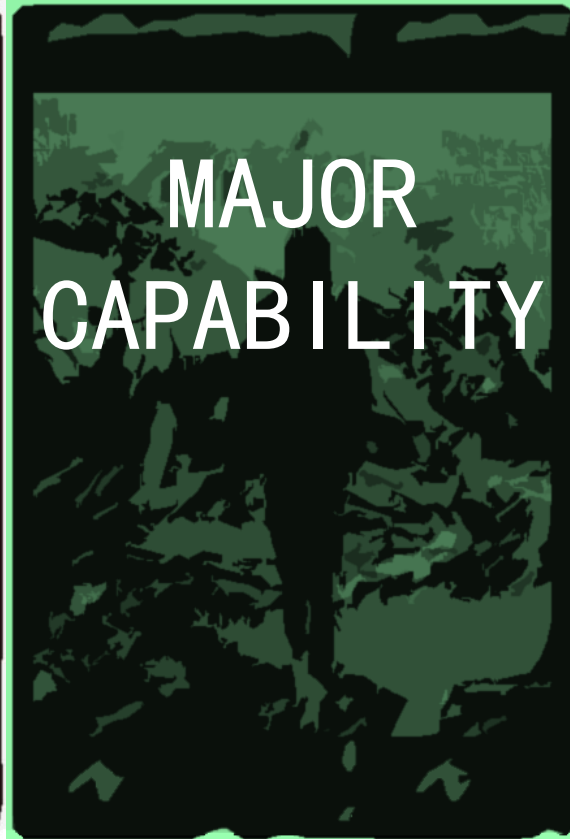
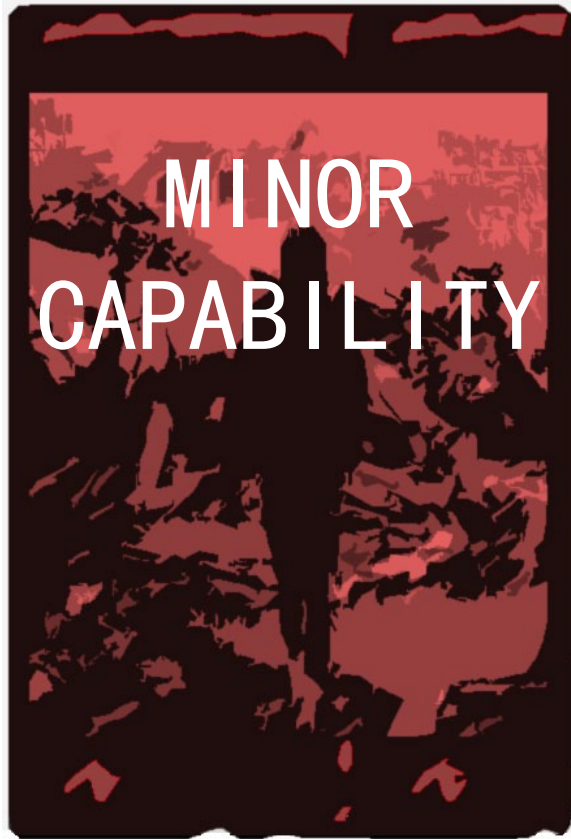


0

ANY

SHARED ATTRIBUTES

- +1 Influence.
- Target Player gains 3 **different** Attributes of their choice.
- If you target another Player, you also gain chosen attributes and an additional +1 Influence.





	-----	ANY
--	-------	-----

	RANGE: 3	BORDER
--	----------	---------------

	-----	RURAL
--	-------	--------------

	-----	ANY
--	-------	-----

WHITE KNIGHT NETWORK

- Targeted Player adds up to 2 removed **PRESENCES** back onto their **PRESENCE** track on their Player Panel.
- If you target another Player, you gain an additional +2 Influence.

CROSS BORDER OPERATIONS

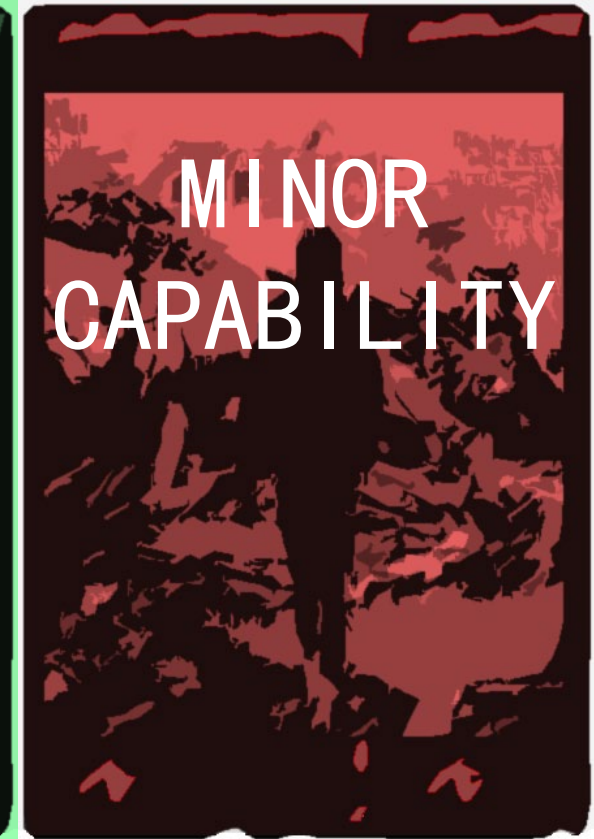
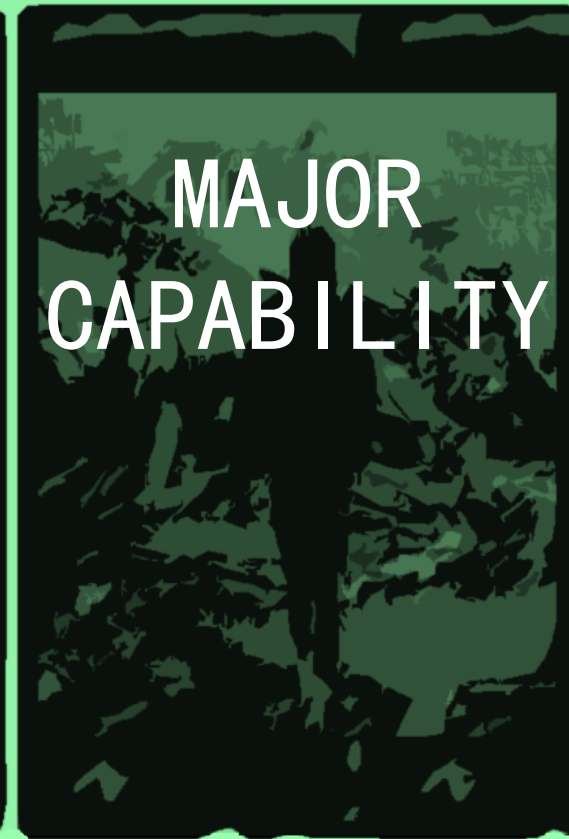
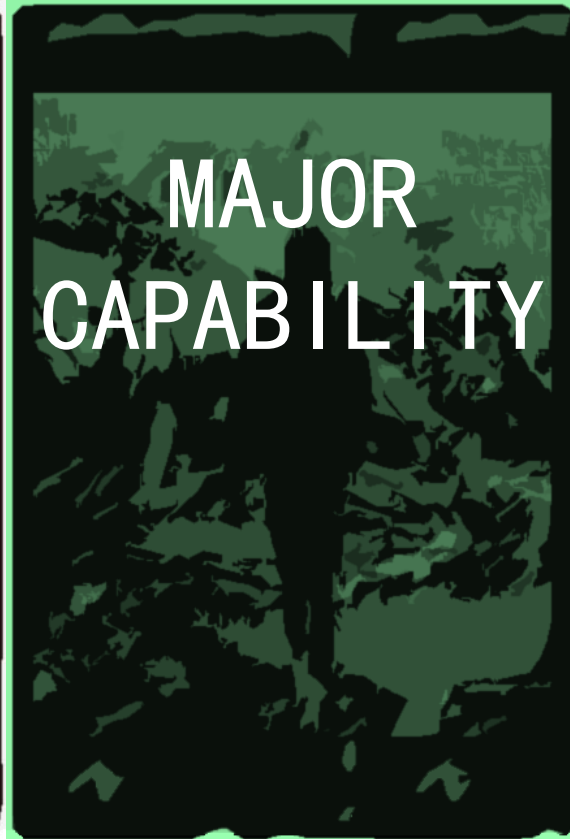
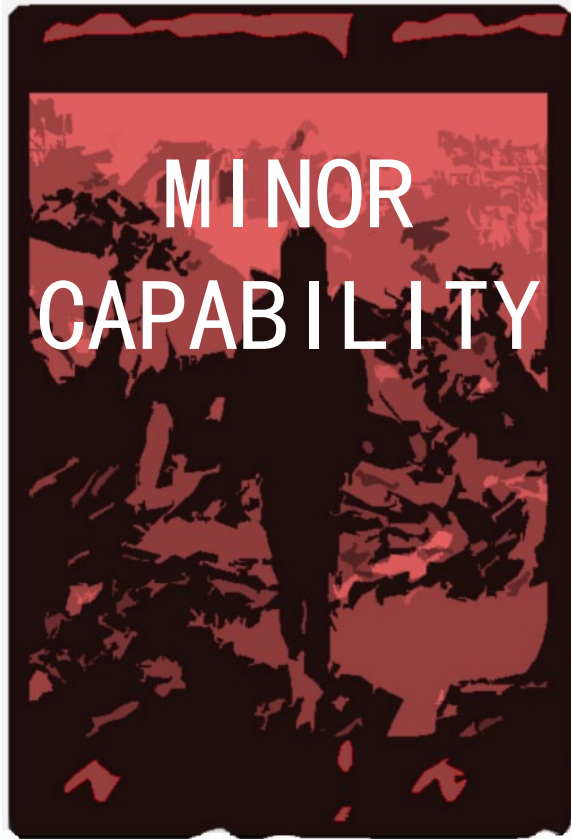
- +1 Defense to all **BORDER** tiles.
- Kill 1 **OUTPOST** in target tile.
*** OR ***
- Replace 1 **GARRISON** in target tile with 2 **ADVERSARY CELLS**.

UNDERGROUND NETWORK

- Move **PRESENCE** and 2 **S** located in a **RURAL** tile to any other **RURAL** tile without **TYRANNY**.
(Disregard any Player constraints except **TYRANNY**)

SHARED CAPABILITIES

- Targeted Players can trade 1 Major Capability or 2 Minor Capabilities.
- If you target other Players, you draw and play the top Minor Capability for free and gain +1 Influence.





	RANGE: 0	ANY
--	----------	-----


	RANGE: 0	ANY
---	----------	-----

	RANGE: 1 FROM HQ	ANY
---	---------------------	-----

	RANGE: 1	ANY
---	----------	-----


PROTRACTED ATTRITION

- Kill 1 **ADVERSARY CELL**.
- Push/Pull up to 2 **OUTPOSTS**.




POPULATION CONTROL

- Pull up to 3 **CIVILIANS**.
- Push up to 3 **CIVILIANS**.




TERRAIN ANALYSIS

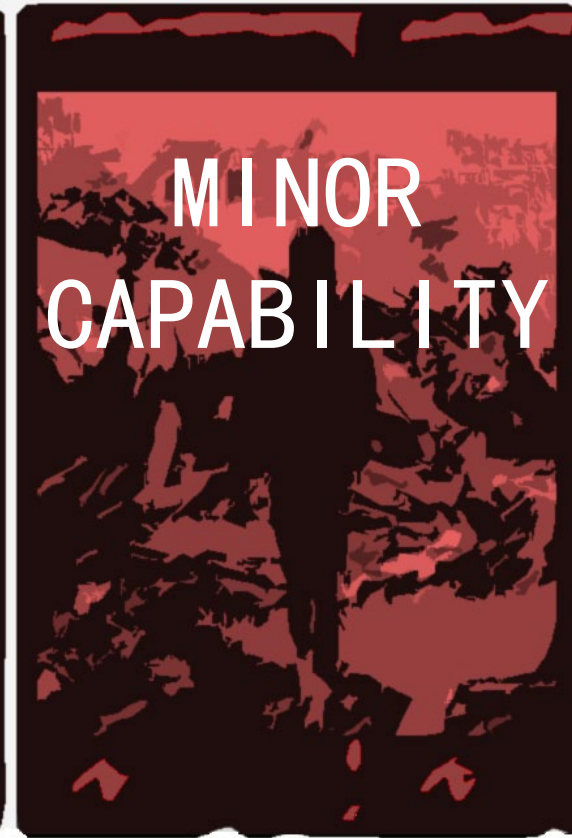
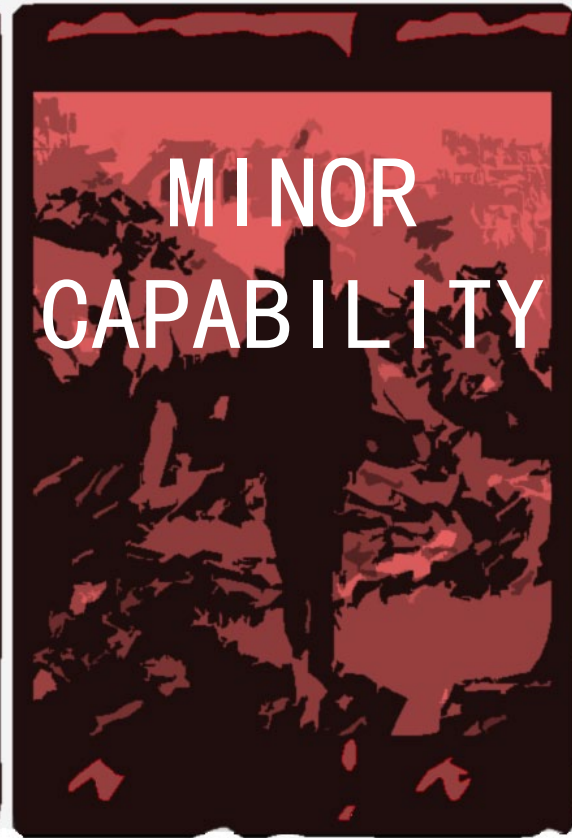
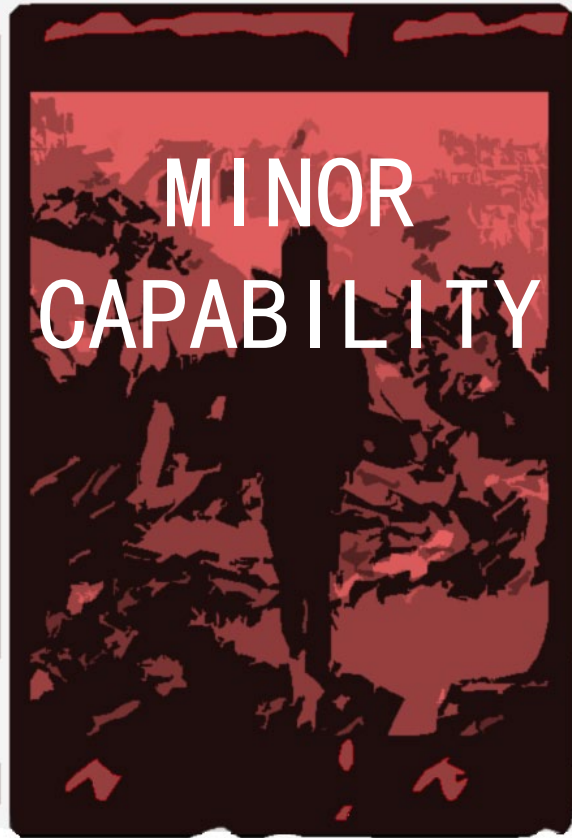
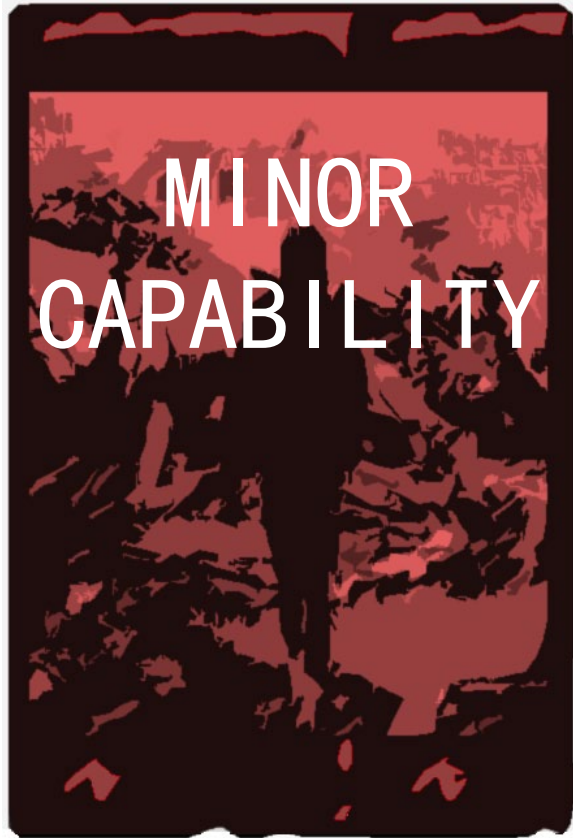
- 1 Damage to each **OUTPOST** and **GARRISON**.
- *****DISREGARD ALL DEFENSE MODIFIERS*****
- ***** OR *****
- Defend 10



POISON FOOD SUPPLY

- -1 Influence.
- 1 Damage.
- Kill 1 **CIVILIAN**.
- If target tile is **[URBAN/DESERT]**, +1 Damage.
- *****DISREGARD ALL DEFENSE MODIFIERS*****







 _____ **CIVILIAN**









 **RANGE: 0** **COASTAL**

 **RANGE: 0** **NO ADVERSARY**

 **RANGE: 1** **FROM HQ** **URBAN/BORDER**


TARGET NGO

- +2 Resources.
- *** OR *****
- Roll 1D
 - 1-2 Attribution.
 - 2 Influence.
 - 3-7 Unclear
 - +2 Resources.
 - 8-10 Blame **ADVERSARY.**
 - +2 Influence & +3 Resources.









COASTAL RESSUPPLY

- Target Player receives +3 Resources.









FALSE ALARM

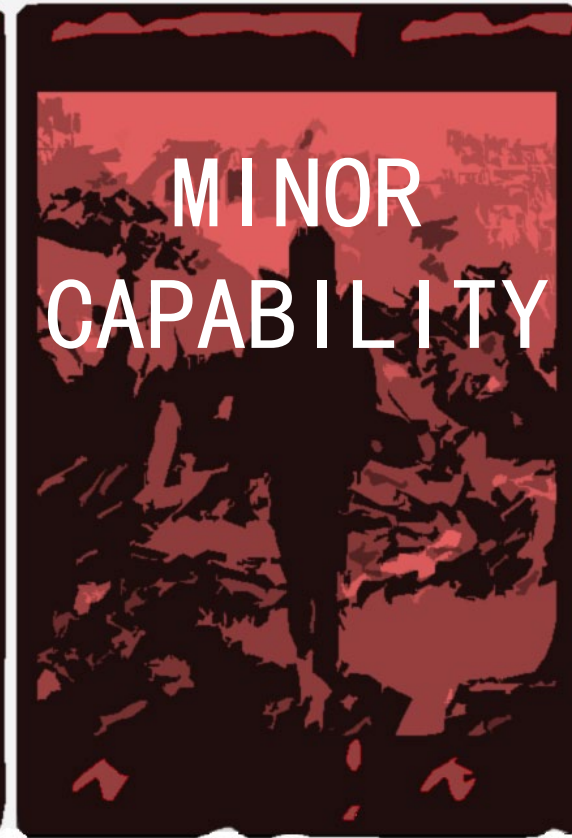
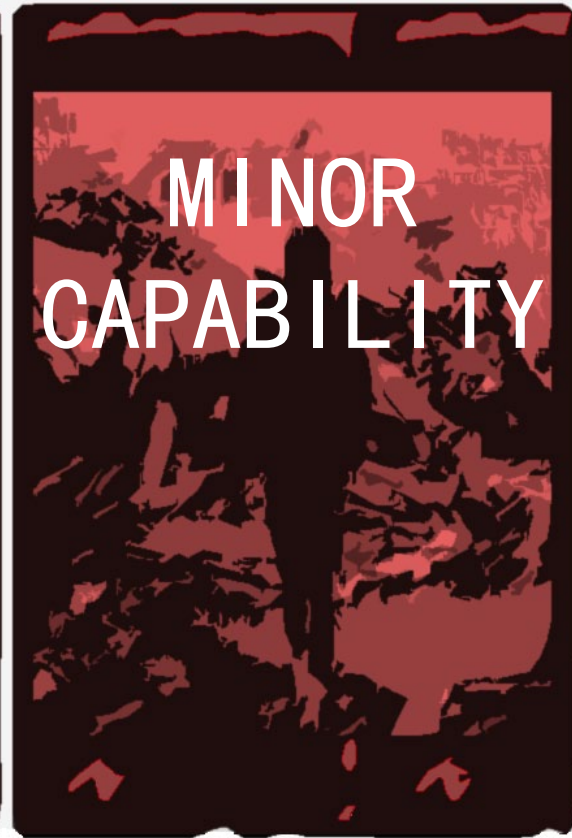
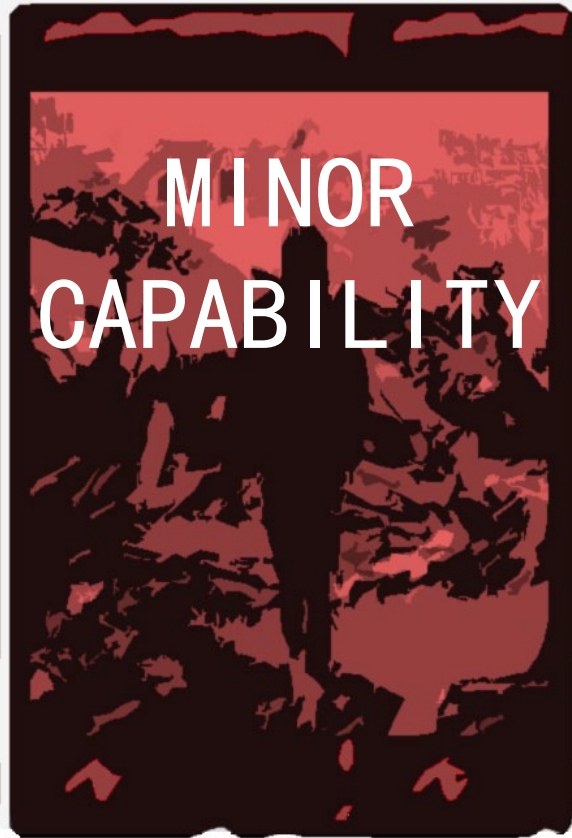
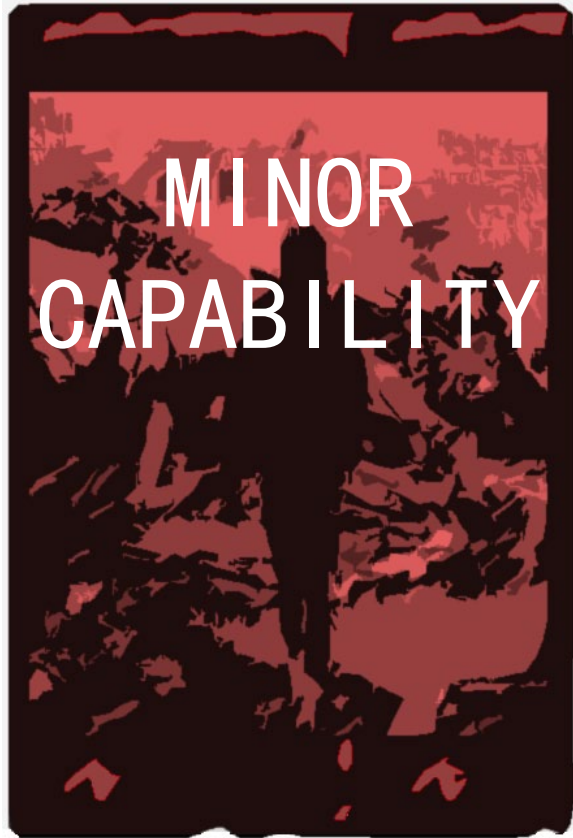
- Pull up to 2 **ADVERSARY CELLS** from up to 2 tiles away.

SNAP CHECKPOINTS

- 2 Damage.
- + 2 Resources.
- + 1 Influence.
- ***DISREGARD ALL DEFENSE MODIFIERS*****





 RANGE: 2 FROM HQ ANY

 RANGE: 1 ANY

 RANGE: 0 ANY

 RANGE: 0 URBAN

LOCAL RESILIENCE

- +6 Defense in targeted tile.

IF YOU HAVE:

1  1 



- Player can instead Remove 1 TYRANNY TOKEN.









CONFIDENCE TARGET

- Kill 1 ADVERSARY CELL.

IF YOU HAVE:

1  1 









- Player can instead Destroy 1 OUTPOST.

BAITED AMBUSH

- Pull 1 ADVERSARY CELL from up to 2 tiles away.
- 1 Damage and +1 Damage per S.









*****DISREGARD ALL DEFENSE MODIFIERS*****

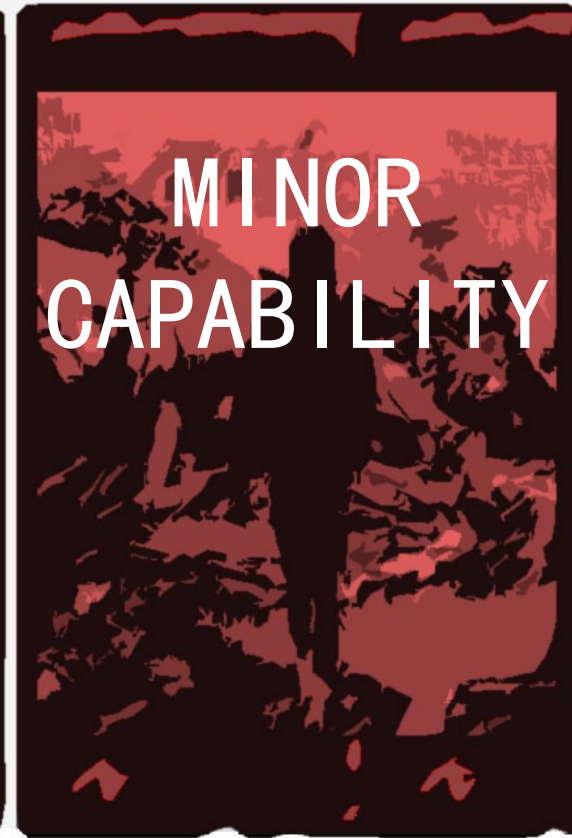
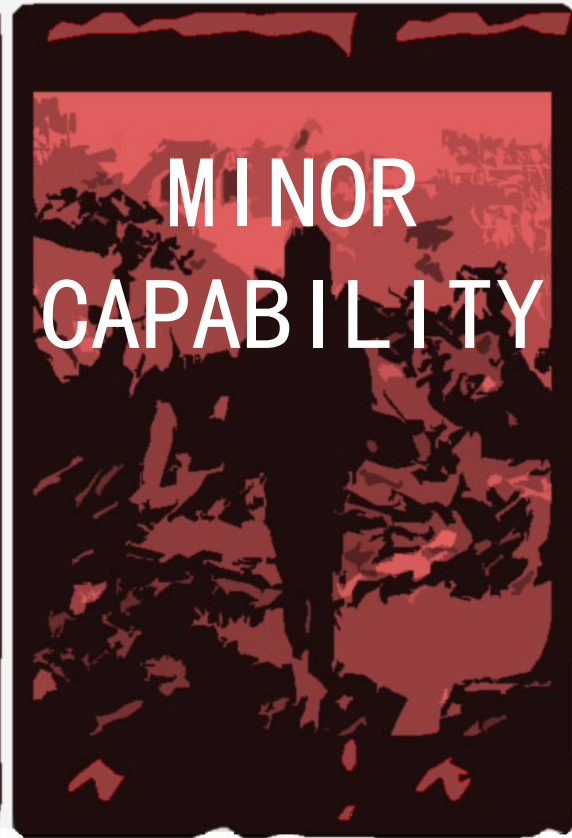
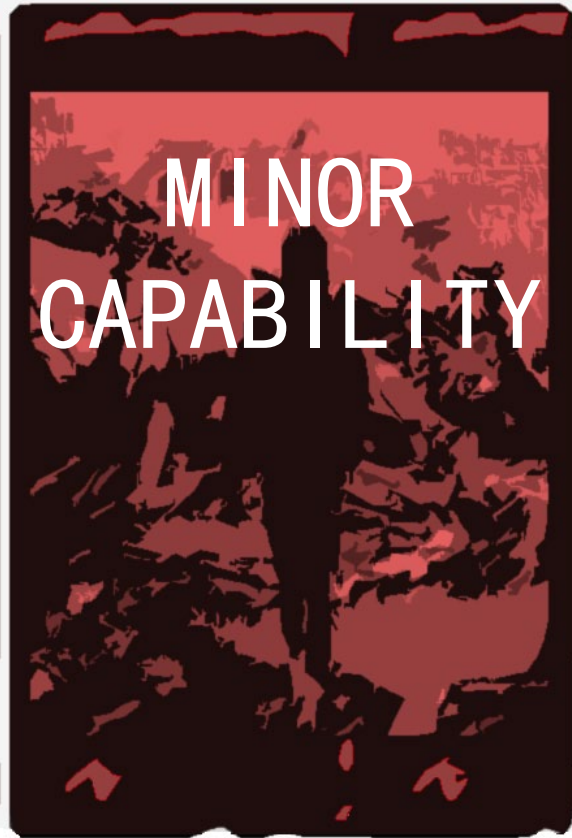
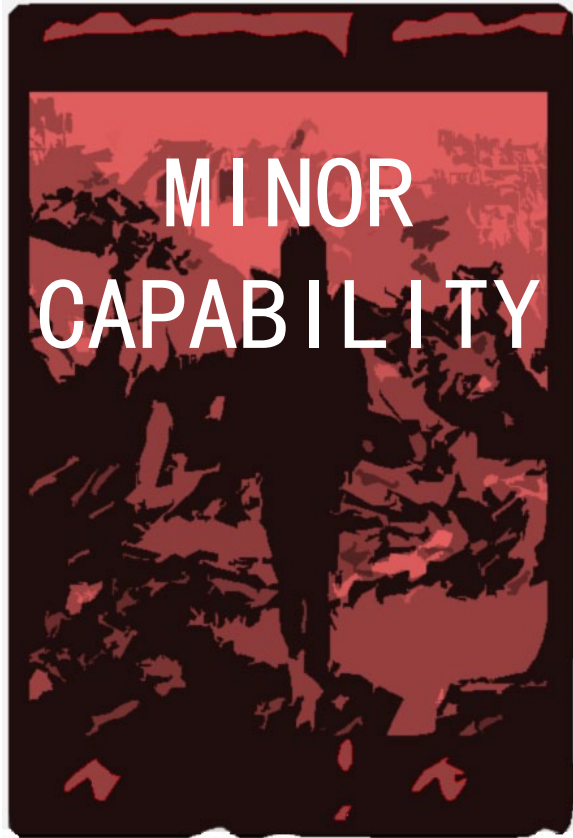
       

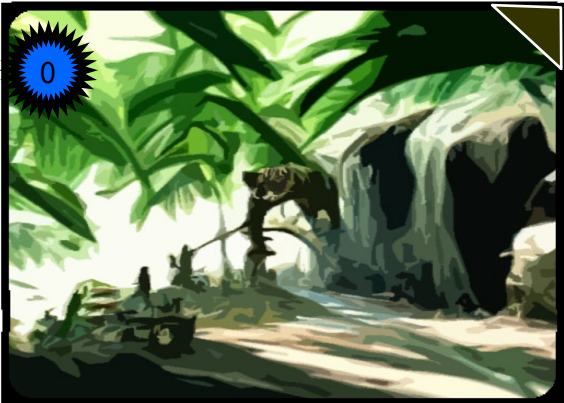
RIOT

- Push up to 2 BLUE CIVILIANS.
- 1 Damage per BLUE CIVILIAN in target tile. ***** OR *****
- Pay 1 additional Resource and Push 1 BLUE CIVILIAN up to 2 tiles away.
- Choose 1 ADVERSARY CELL or OUTPOST to Kill/Destroy.
- If OUTPOST is Destroyed, BLUE CIVILIAN is Killed.

*****DISREGARD POPULATION DEFENSE MODIFIERS*****





0



RANGE: 1

ANY

STRAYED TOO CLOSE

- +1 Influence point and capture 1 **ADVERSARY CELL**, choose to Kill or ROLL 1D.
- **1-5 ESCAPE**
 - **ADVERSARY CELL** sent to nearest **OUTPOST** out of target tile.
- **6-9 INTERROGATE**
 - Kill 2 **ADVERSARY CELLS** in or adjacent target tile.
- **10 CONVERT**
 - Change **ADVERSARY CELL** to **S** and +1 Influence



1



RANGE: 0

ANY

HAMPER CONSTRUCTION

- Pull 1 **S**.
- If target tile has a **S**, **ADVERSARY** does not develop there this turn.



1



RANGE: 1

ANY

AREA DENIAL

- +1 Defense in target tile.
- If target tile is **[JUNGLE/RURAL]**, instead +3 Defense.



1



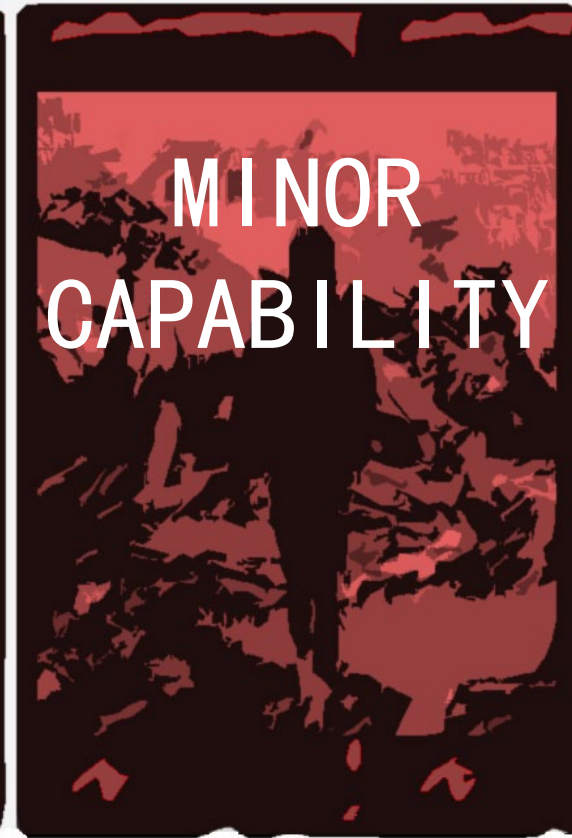
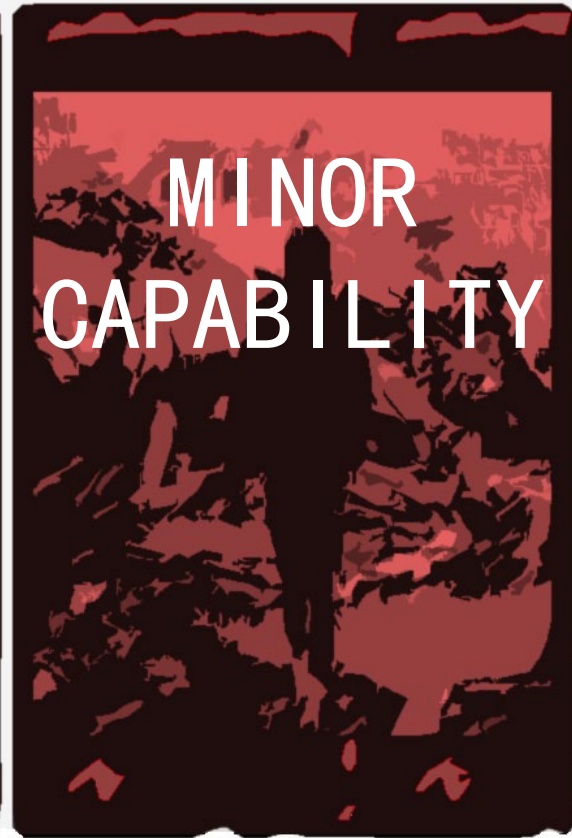
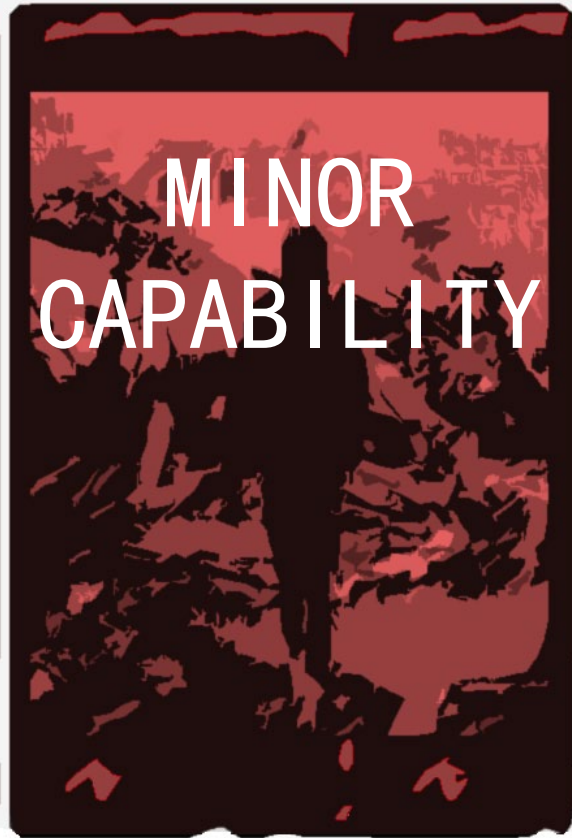
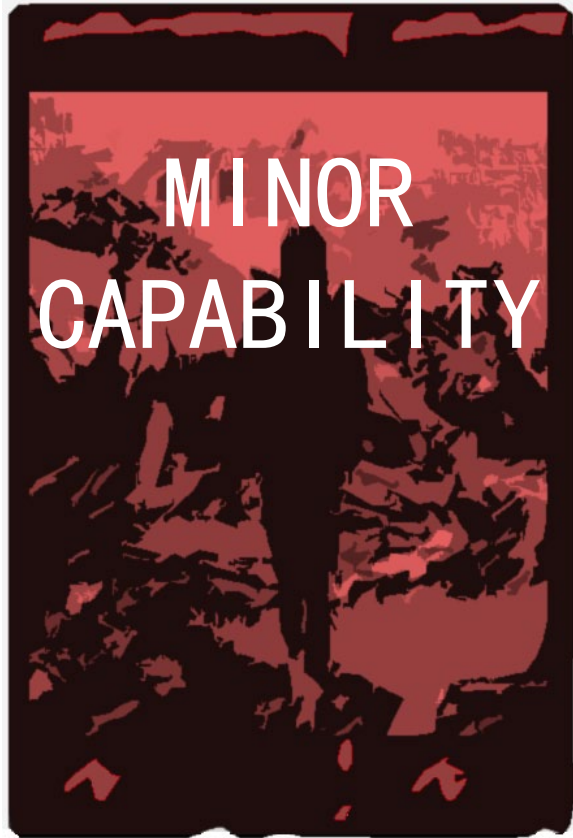
RANGE: 0

ANY

FALSE INSERTION

- Push 1 **ADVERSARY CELL**.
*** OR ***
- +1 Influence.








 RANGE: 1 


 RANGE: 1 CIVILIANS

 RANGE: 0 ANY

 _____ ANY









HARDENED COMMUNITY

- +5 Defense.









ORGANIZED CRIME

- Targeted Player receives +2 Resources.
- +2 Defense targeted tile
- AND**
- If targeted Player is the **LIBERATOR** or the **ADVISOR**, -1 Influence.
- If targeted Player is the **PARTISAN**, no effect.
- If targeted Player is the **COMRADE**, +2 Influence.





       









NIGHT LETTER

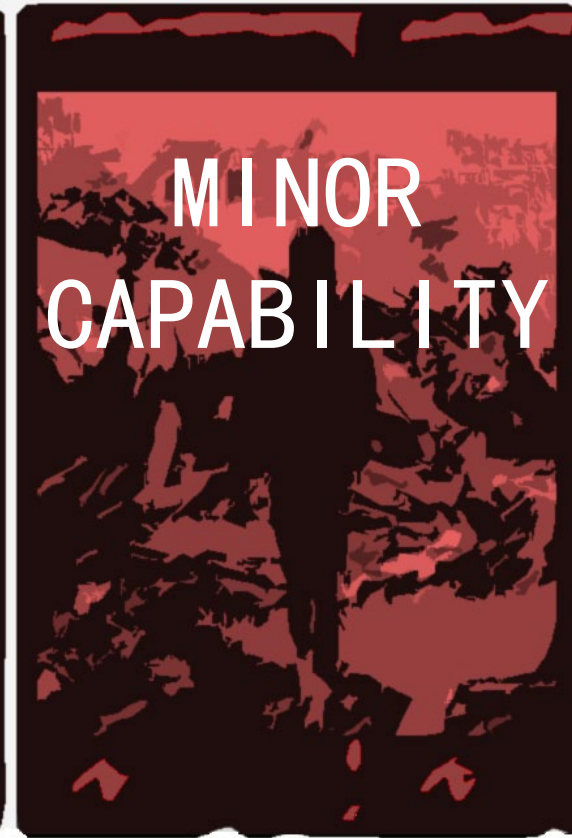
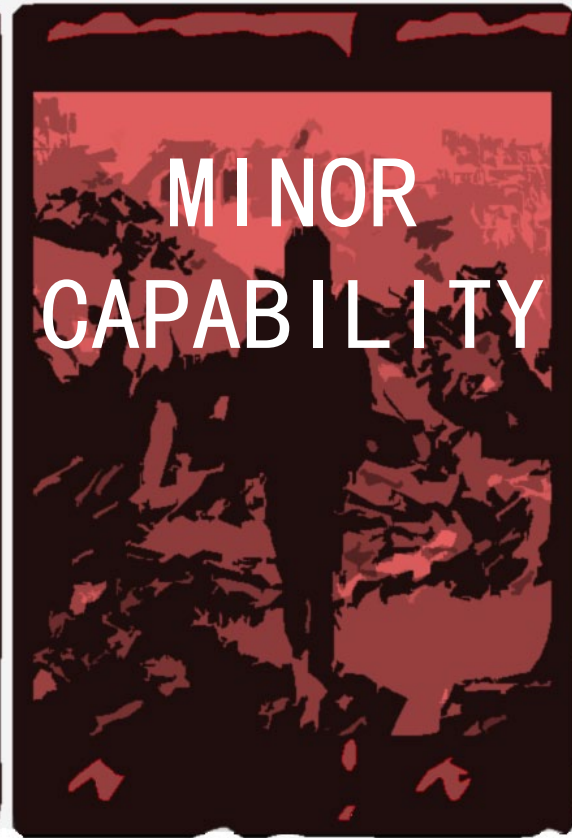
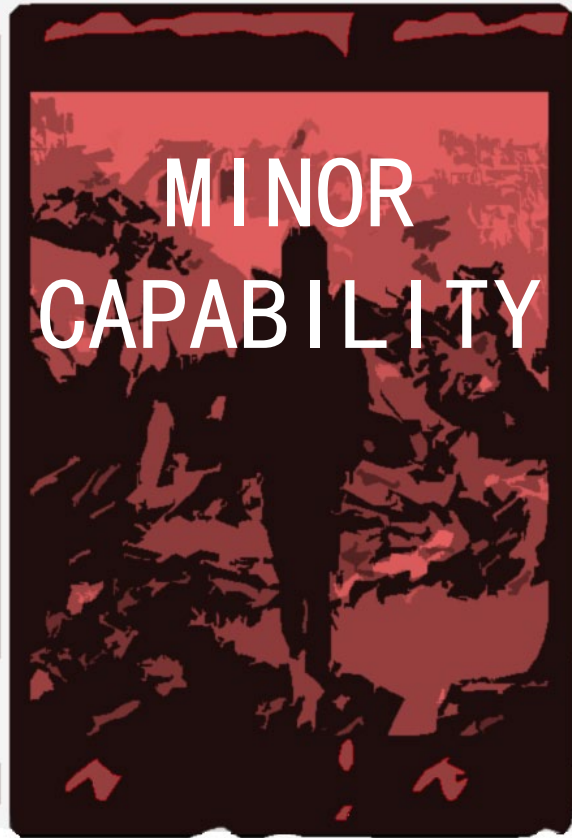
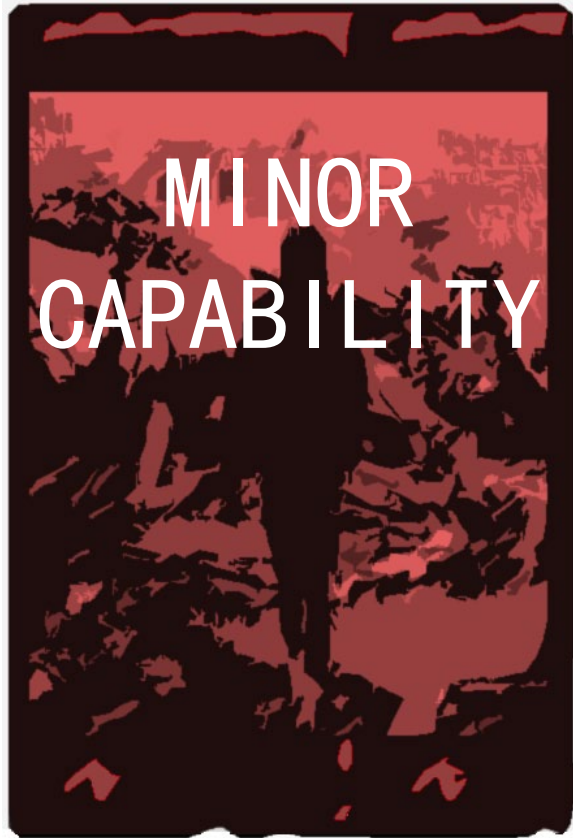
- +1 Influence.
- Kill 1 **ADVERSARY CELL**.

IMMEDIATE ACTION

- Target Player may use up to 2  Capabilities as if they were  Capabilities.
- If you target another Player, you may also use 1  Capability as if it were a  Capability and gain an additional +1 Influence.





 RANGE: 1 NO TYRANNY









 RANGE: 1 URBAN

 RANGE: 2 ANY

 RANGE: 1 ANY







SUPPLY LINE HARASSMENT

- 2 Damage.
- ***** OR *****
- 1 Damage and +2 Resources.
- *****DISREGARD TERRAIN DEFENSE MODIFIERS*****









RANSOMWARE ATTACK

- **ADVERSARY** does not Develop in target tile **(URBAN)**.
- Player does not receive any Resources from Infrastructure during next turn.









SHOW OF FORCE

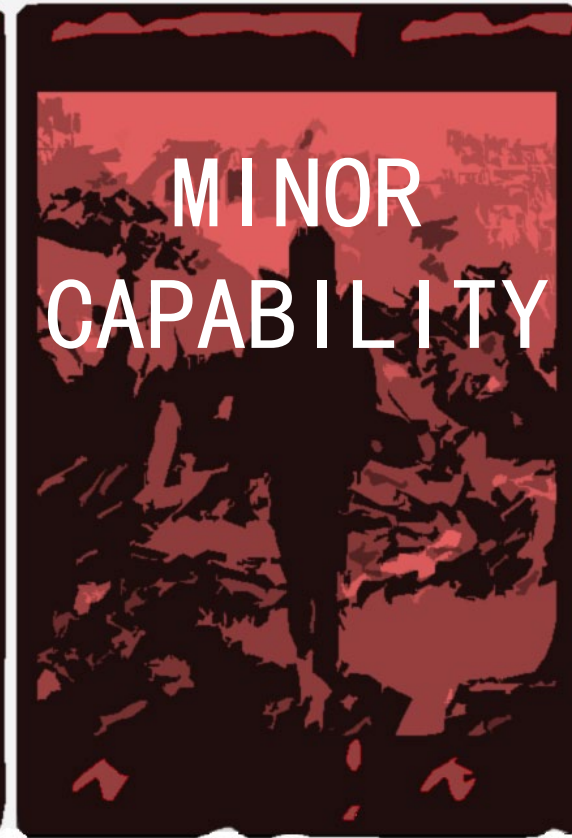
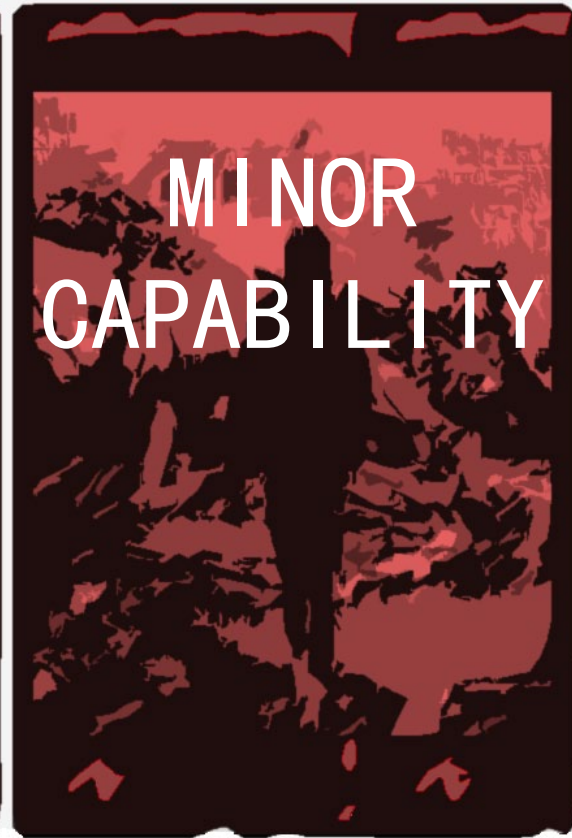
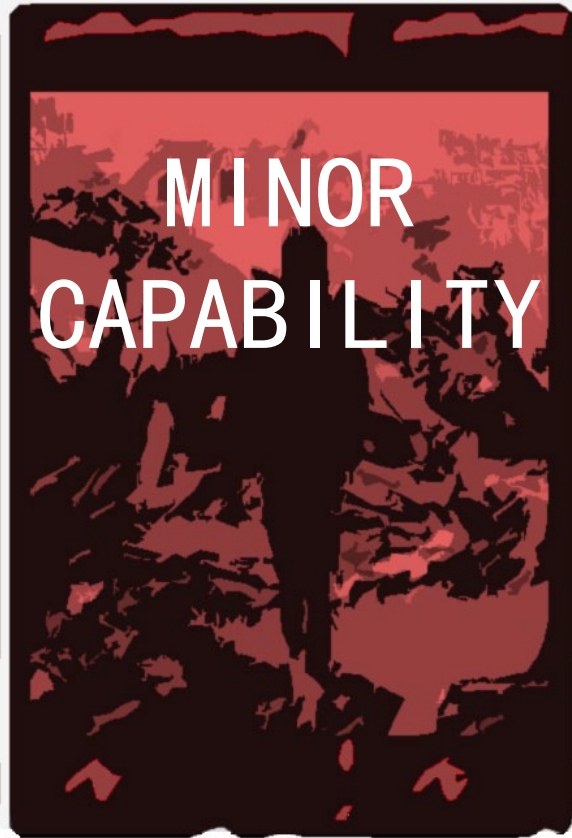
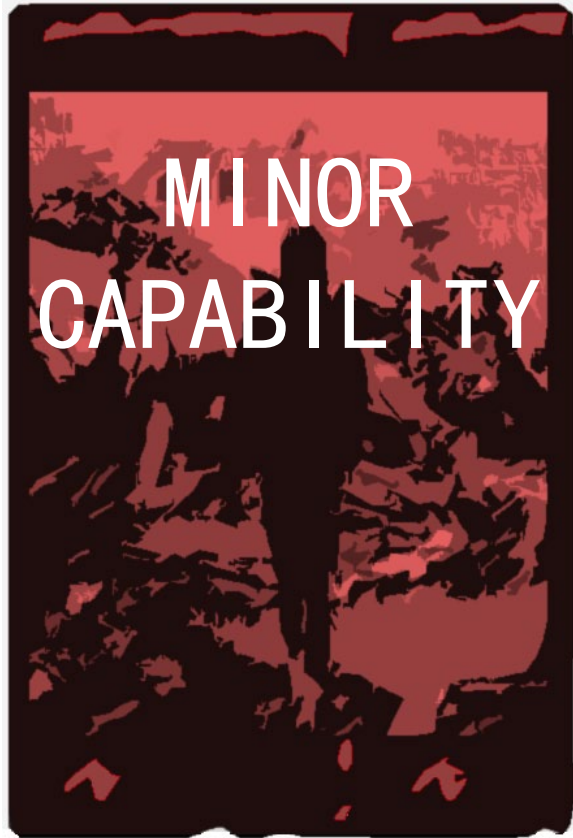
- +2 Influence
- Move 1 **ADVERSARY CELL** out of target tile.

EARLY WARNING

- **S** take no Damage from **ADVERSARY** during **DOMINATION PHASE**.
- +2 Influence.
- Move up to 2 **CIVILIANS** that are with or adjacent to your **PRESENCE** into target tile or adjacent tiles. **PRESENCE** may follow.





 RANGE: 1 **BLUE CIVILIAN**
IN/ADJACENT

 RANGE: 2 **URBAN/RURAL**

 RANGE: 1 **URBAN/RURAL**

 RANGE: 1 ANY









ESTABLISH ETHNIC STRONGHOLD

- +1 Influence.
- Move all **ADVERSARIES** to adjacent tiles.
- If target tile has no **ADVERSARIES**,
- Remove 1 **TYRANNY TOKEN**.









REMOVE/SWITCH STREET SIGNS

- Move up to 2 **ADVERSARY CELLS** out of target tile.









CLOSE TARGET RECON

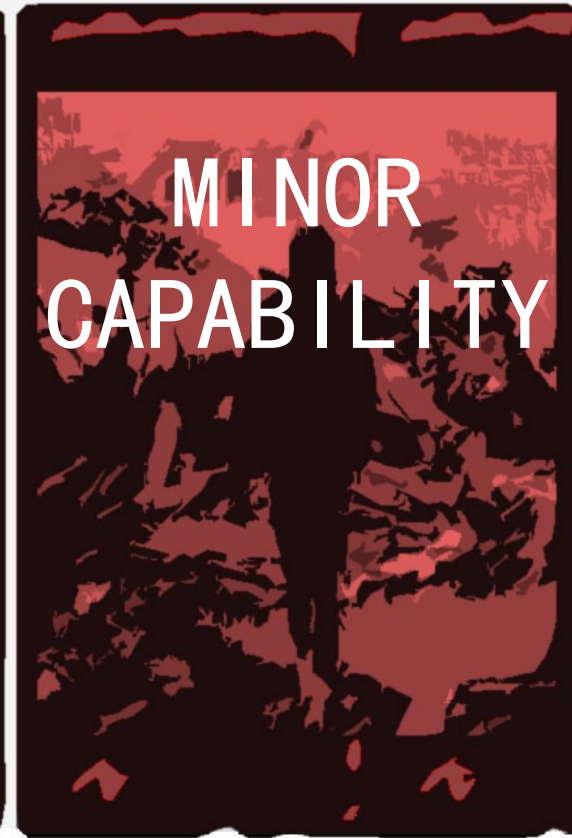
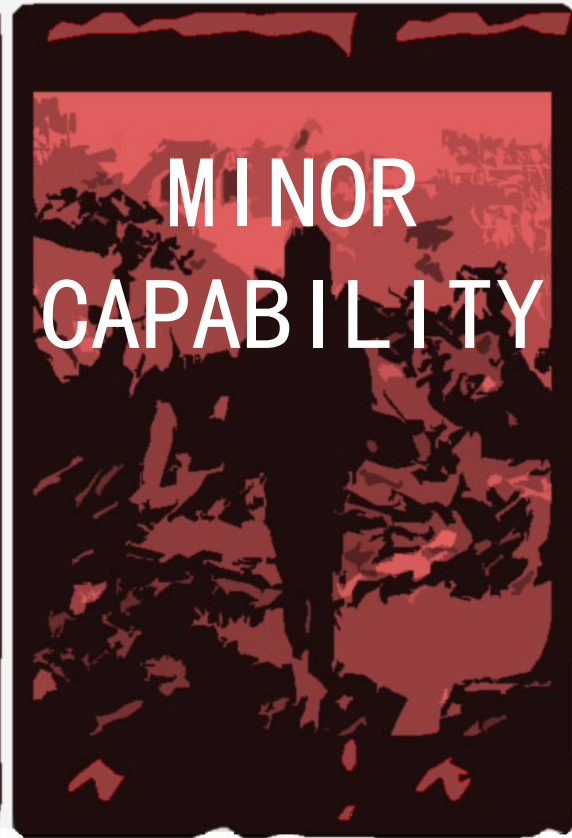
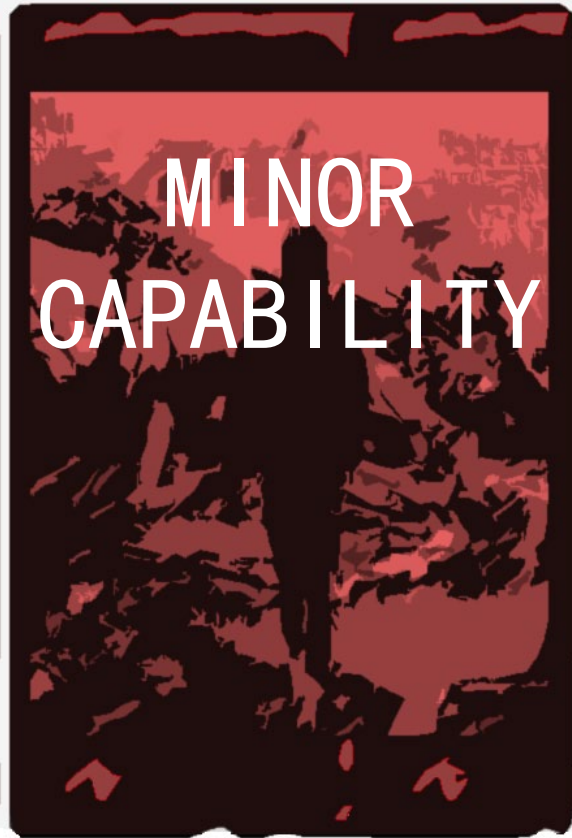
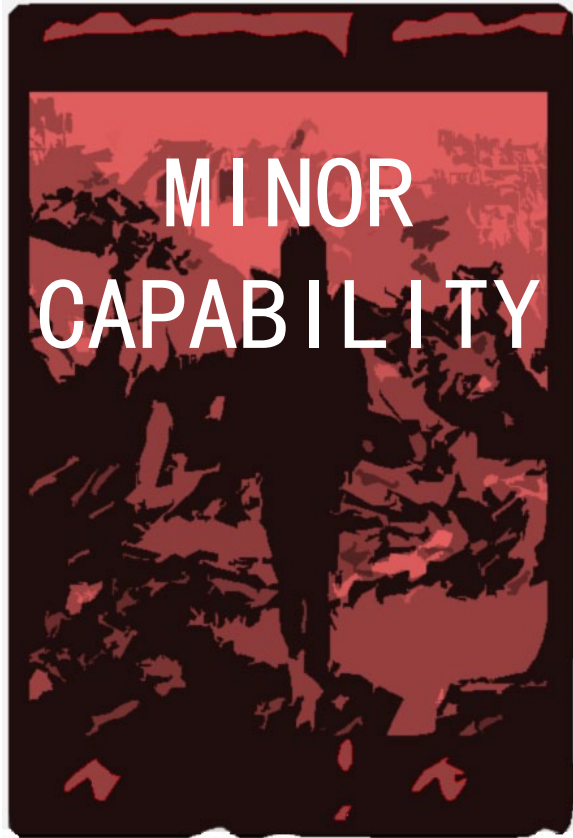
- **ADVERSARY CELLS** in target and adjacent tiles lose all Defense Modifier for this turn.
- **ROLL 1D**
- **1-6 COMPROMISED.**
 - Kill 1 **S**, Remove 1 **PRESENCE**, -1 Influence.
- **7-10 SUCCESS.**
 - +3 Influence.

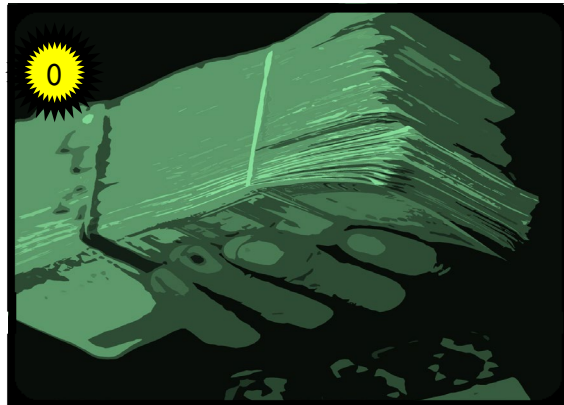
       

CONCEALMENT

- +2 Defense.
- If **ADVERSARY CELLS** are present Move up to 2 out of target tile.





 RANGE: 0 ANY

 ——— ANY

 RANGE: 0 ANY

 RANGE: 0 ANY

BAD HARVEST

- +2 Influence.
- Replace 1 **OUTPOST** with **ADVERSARY CELL**.


*** OR ***

- Replace 1 **GARRISON** with **OUTPOST**.




INCREASED FUNDING

- Target Player receives 3 Resources.
- Target Player does +1 Damage with each Damage dealing Capability they use this turn.
- Target Player receives +1 Defense where they have **PRESENCE**.




EMBRACE NGO

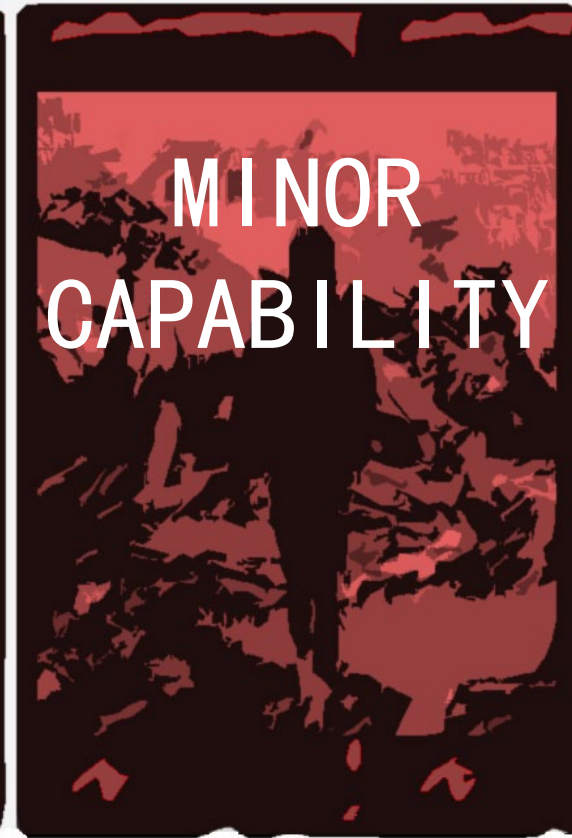
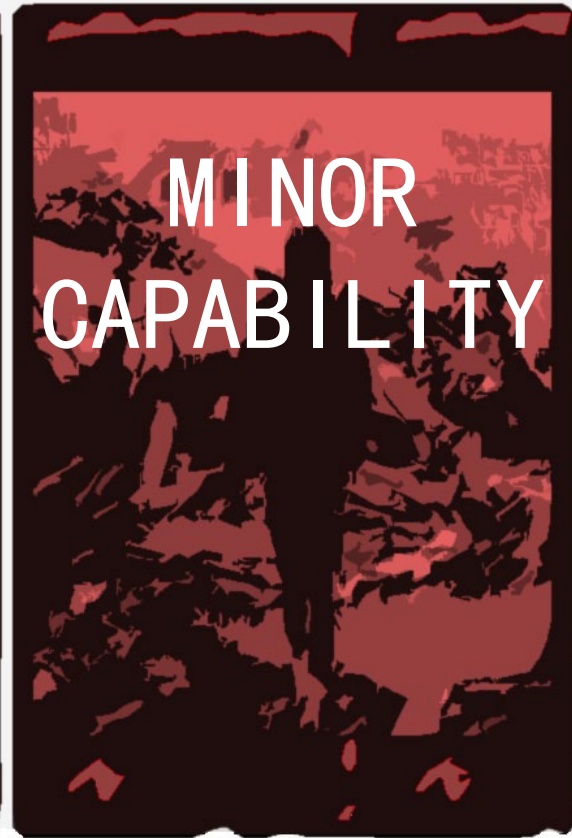
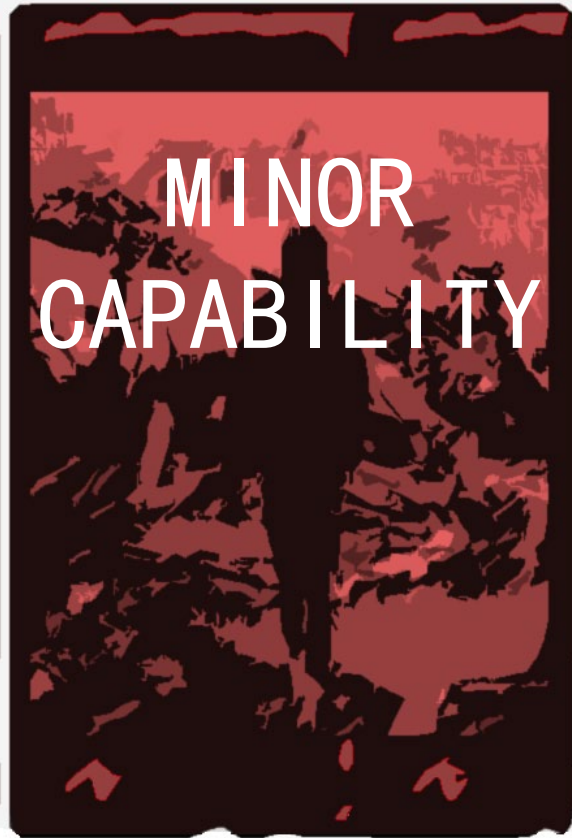
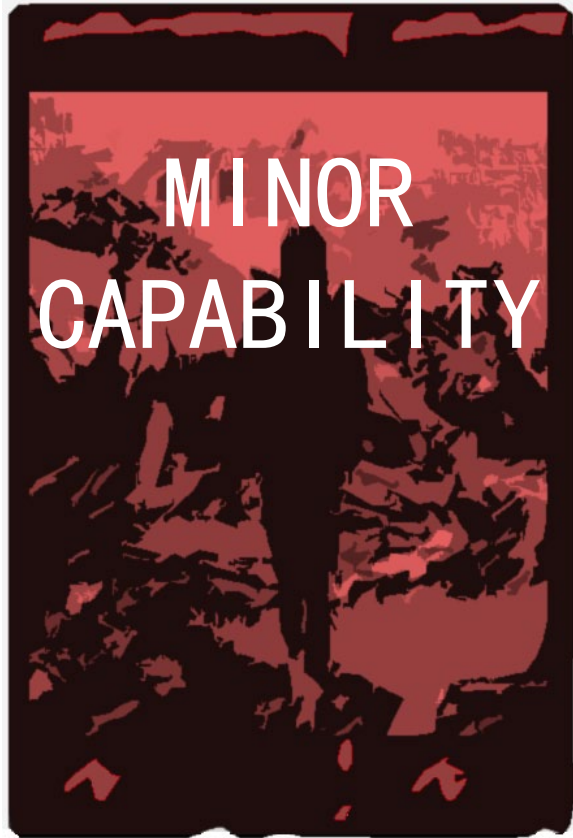
- +2 Influence
- Pull 2 **CIVILIANS**.
- Push 2 **CIVILIANS**.
- Any **RED CIVILIANS** Pulled/Pushed are Converted.

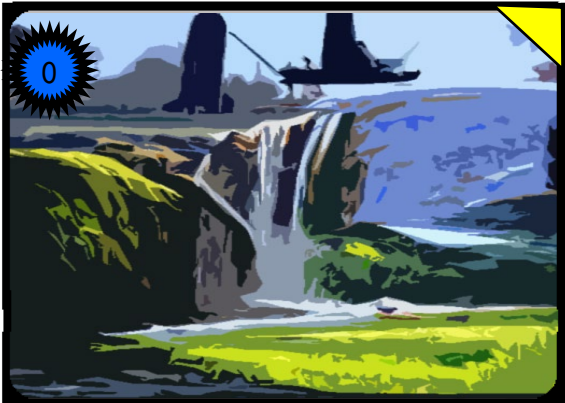


PANICKED RETREAT

- Push 2 **ADVERSARY CELLS/OUTPOSTS/CIVILIANS**
- Push another 2 **ADVERSARY CELLS/OUTPOSTS/CIVILIANS** per S in target tile.
- If you pushed any **ADVERSARY** +2 Influence.







 RANGE: 1 DESERT/RURAL

 RANGE: 3 FROM HQ ANY


 RANGE: 1 FROM HQ ANY

 RANGE: 1 CIVILIAN

MARTYR


- Target tile with at least 1 **S** and **ADVERSARY** present.
- ROLL 1D.
- 1-2 FAILURE**
 - No Damage, **S** is Killed, -1 Influence.
- 3-10 SUCCESS**
 - 3 Damage in target tile.
 - If **S** Destroys an **OUTPOST** or **GARRISON**, **S** is Killed.

DISREGARD ALL DEFENSE MODIFIERS



BOOST PRESENCE


- Target Player splits up an **HQ** and Moves 1 **PRESENCE** up to 3 tiles away.



WATER SHUTOFF

- 1 Damage.
- If target tile is **DESERT/URBAN** +1 Damage to each **OUTPOST/GARRISON**.
- No Influence and cannot Recruit **S** from this tile for this turn.

DISREGARD ALL DEFENSE MODIFIERS




ASSET IN PLACE

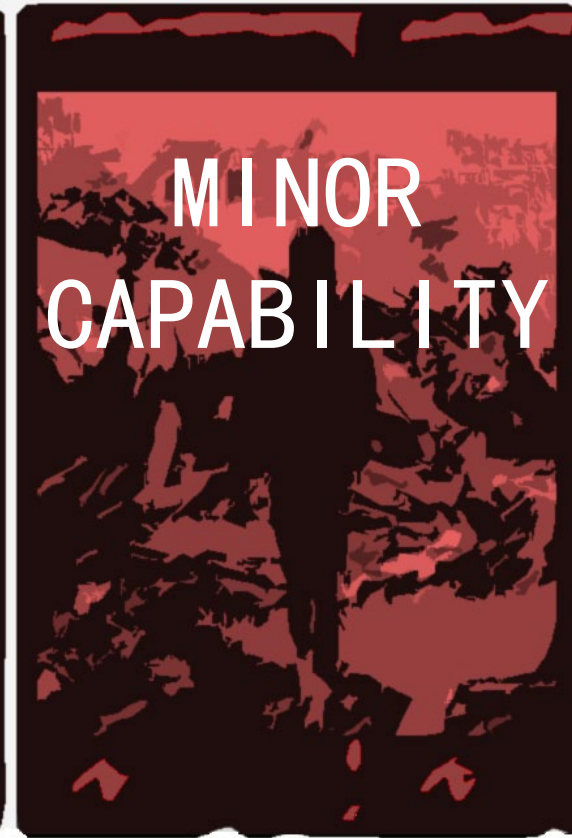
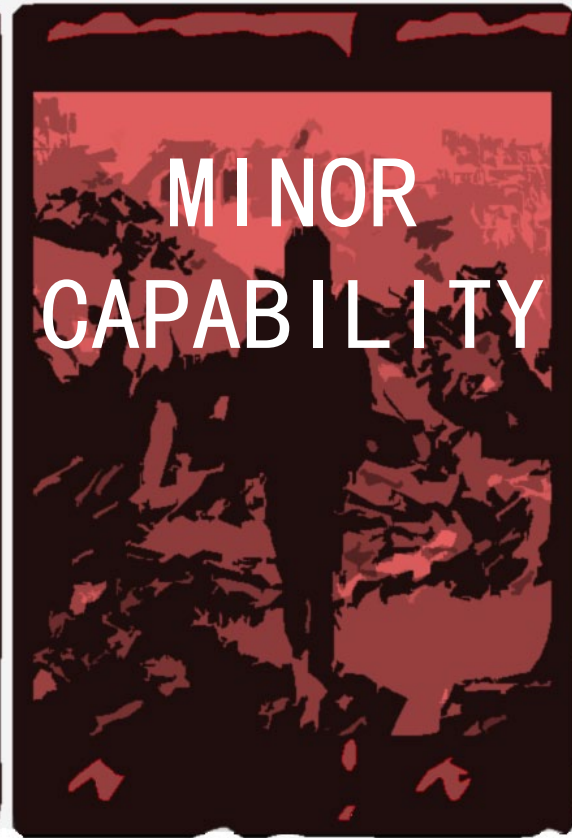
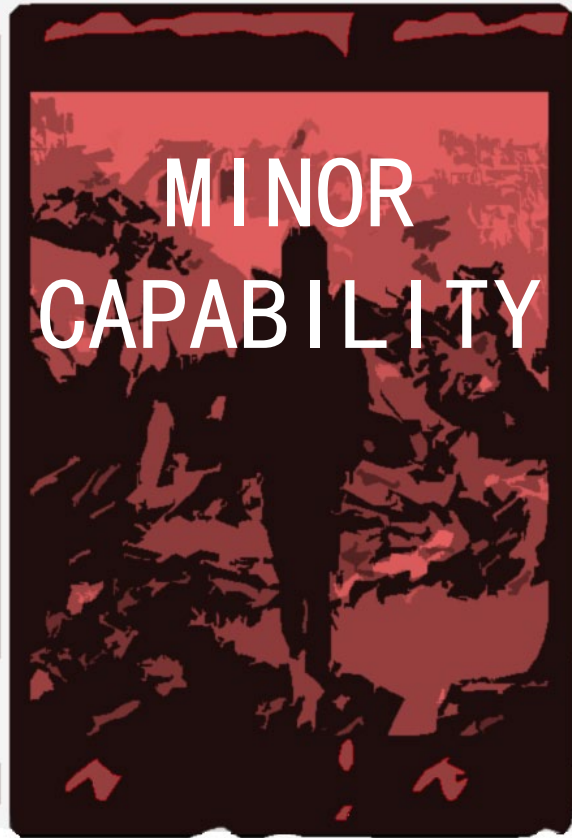
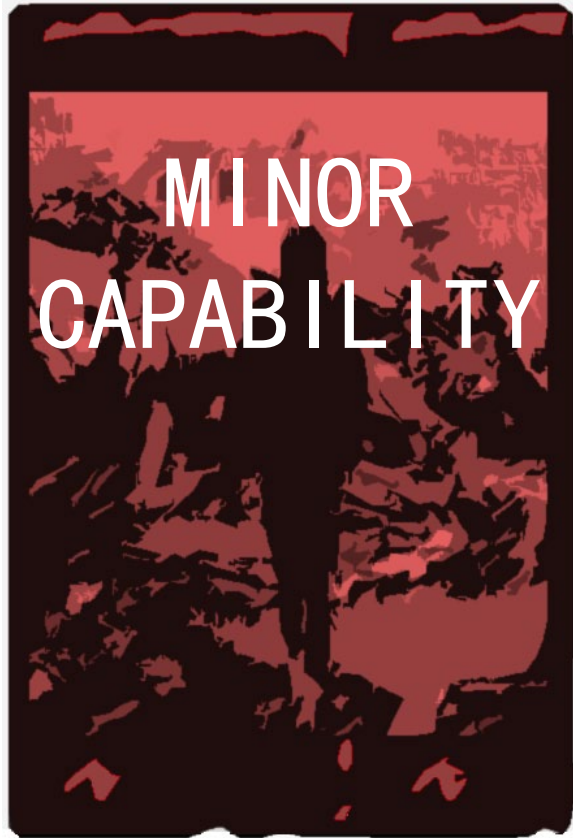
- Replace 1 **ADVERSARY CELL** with a **S**.

IF YOU HAVE :

HQ in/adjacent tile.

- You may instead replace 1 **OUTPOST** with a **S**.







 RANGE: 2 ANY









 _____ ANY

 _____ ANY

 RANGE: 1 ANY









FALSE SENSE OF SECURITY

- +1 Defense in target tile
- If target tile is [JUNGLE/RURAL], instead +4 Defense.

SUPPLY DROP

- Target Player receives +2 Resources.
- If Target Player has HQ on any tile an additional +2 Resources.









OBSTACLE EMPLACEMENT

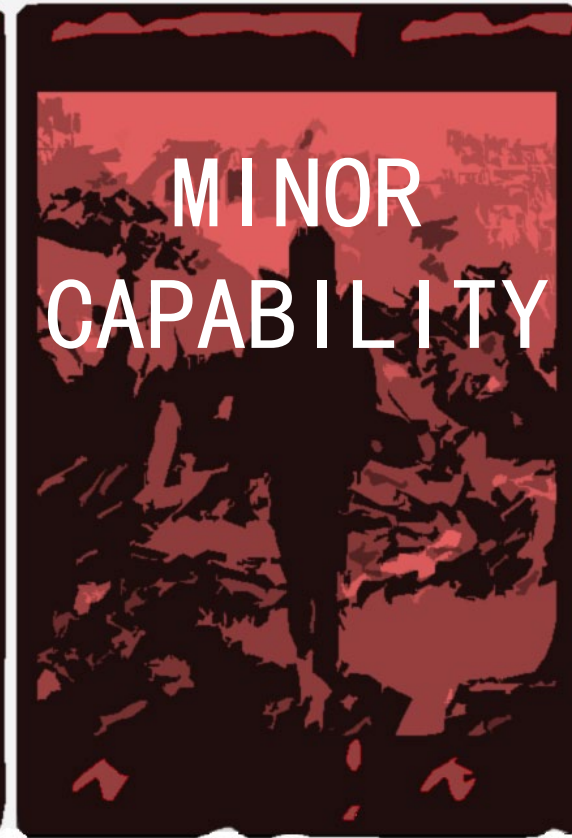
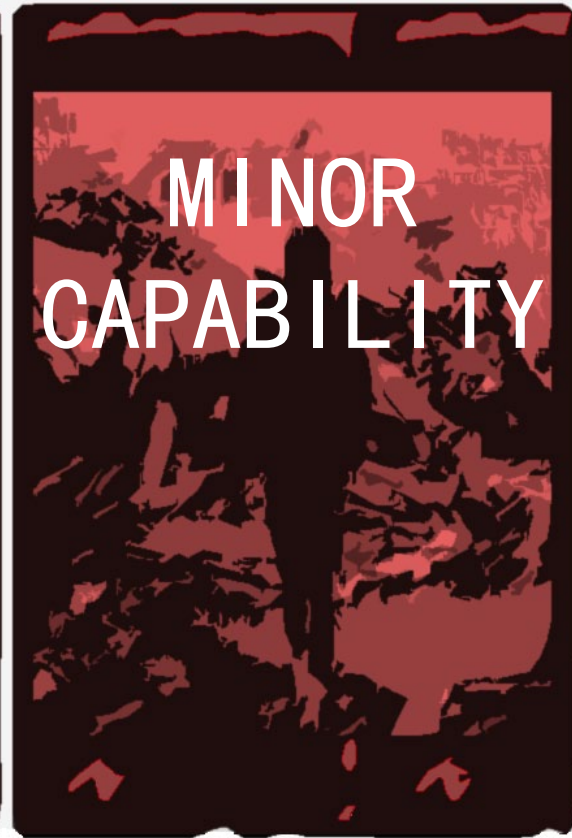
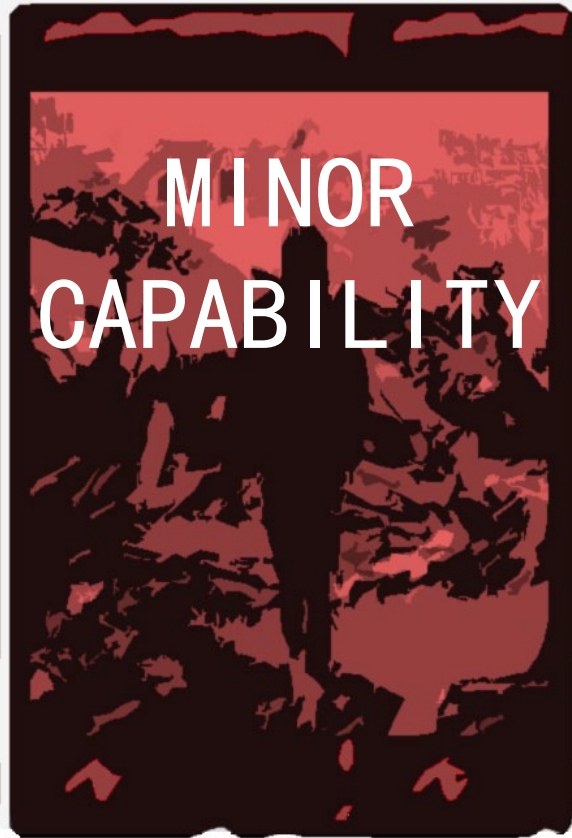
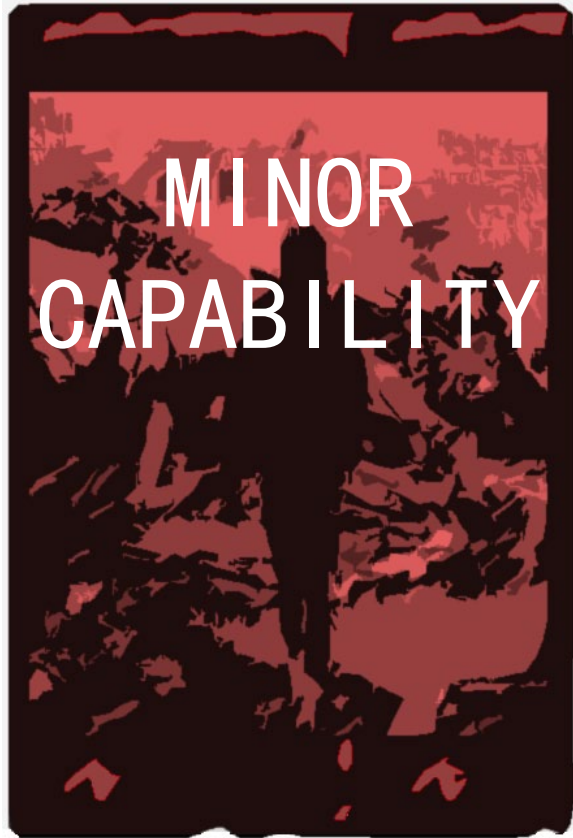
- +2 Defense in every tile where targeted Player has PRESENCE.

TRAIN THE TRAINER

- Target Player adds 1 S in target tile. S does 1 Damage. +4 Defense. and +1 Influence.
- Move up to 2 CIVILIANS that are with or adjacent to your PRESENCE into target tile or adjacent tiles. PRESENCE may follow.





	RANGE: 0	ANY
--	----------	-----


	RANGE: 0	ANY
---	----------	-----

	RANGE: 1	ANY
---	----------	-----


	-----	JUNGLE
---	-------	--------

TARGET ANALYSIS

- Replace an **ADVERSARY CELL** with a **S**, an **OUTPOST** with an **ADVERSARY CELL**, and a **GARRISON** with an **OUTPOST**.


IF YOU HAVE: **2** 

- Repeat this Capability in an adjacent tile.




SOCIAL NETWORK

- +2 Defense in target tile and adjacent lands.




DIRECTED SIGNAL INTERFERENCE

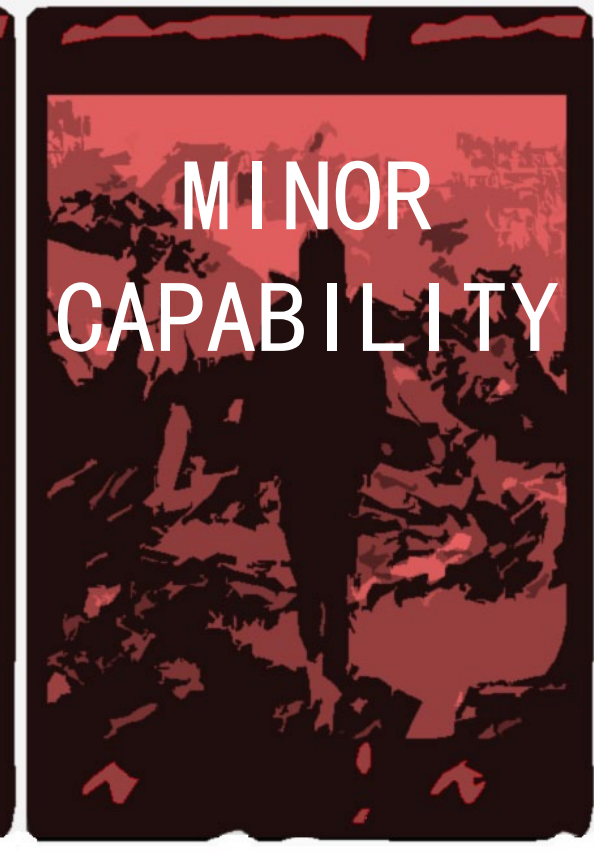
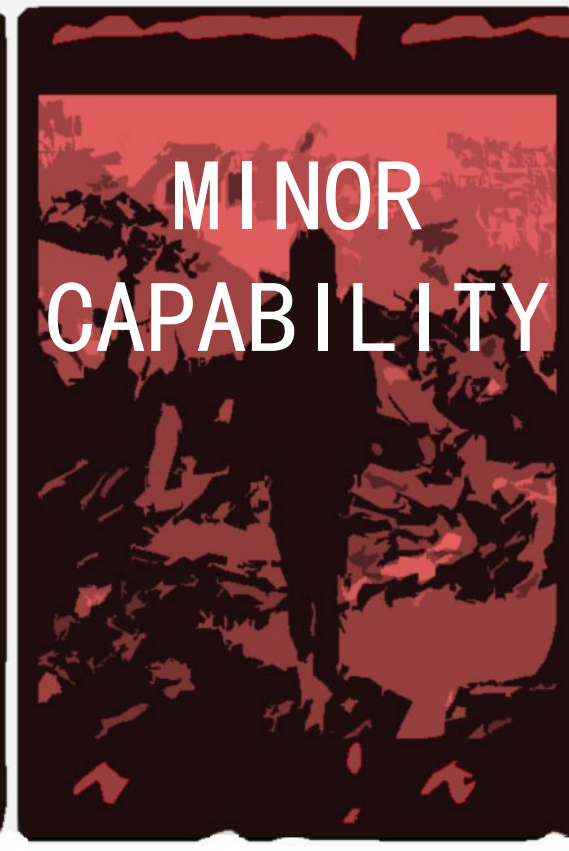
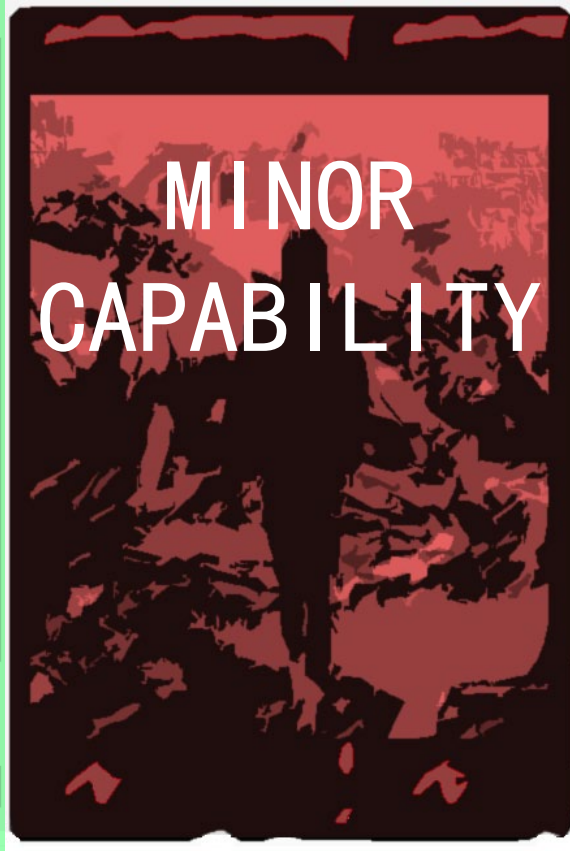
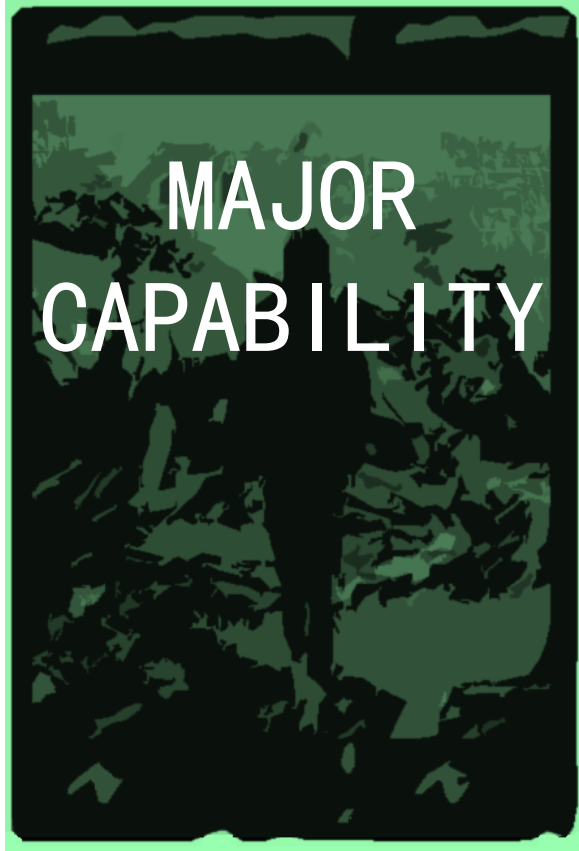
- +4 Defense in target tile
*** OR ***
- Each **ADVERSARY** added last turn in or adjacent tile with **PRESENCE** can be Moved to any adjacent tile.



RIVER INFIL

- Move **PRESENCE** and 2 **S** located in a **JUNGLE** tile to any other **JUNGLE** tile that is contiguous.







 RANGE: 1 FROM HQ ANY









 RANGE: 1 BLUE CIVILIAN

 _____ ANY

 RANGE: 1 FROM HQ 







SURVIVAL TRAINING

- All your **S** have +2 Health during this turn.
- TYRANNY TOKEN** cannot be added to target tile during this turn.









RELIABLE INTERPRETER

- +2 Influence
- +2 Defense per **BLUE CIVILIAN**.









INTELLIGENCE SHARING

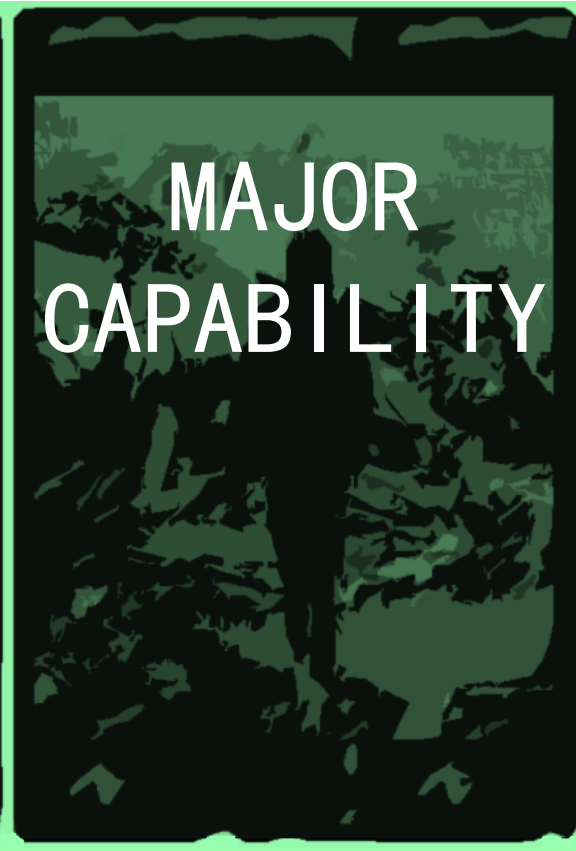
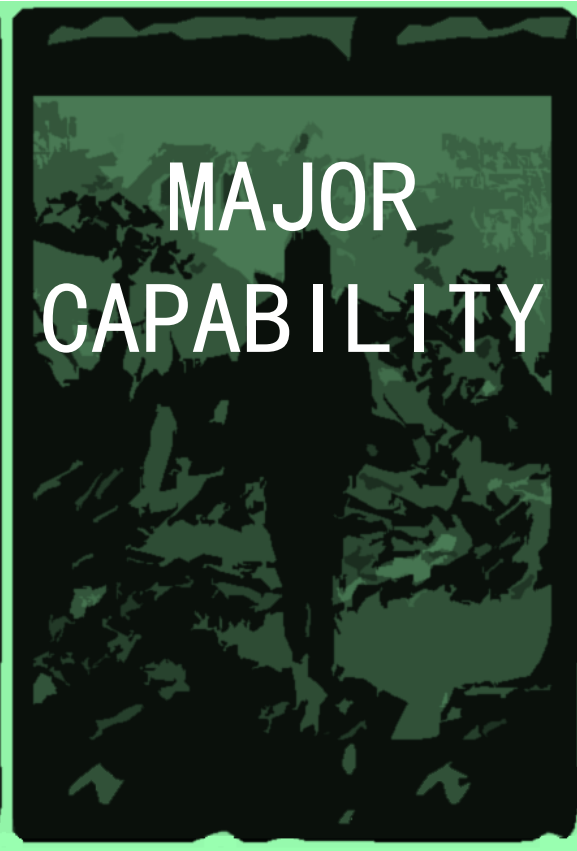
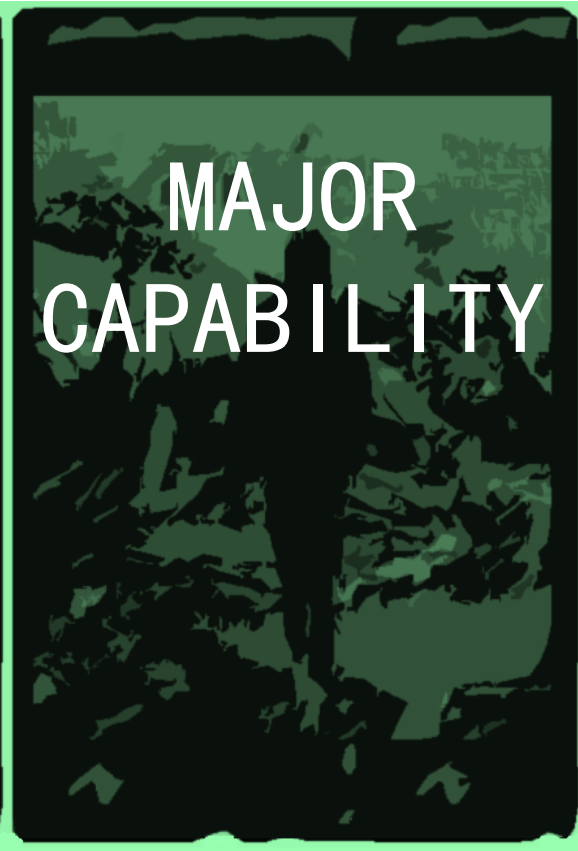
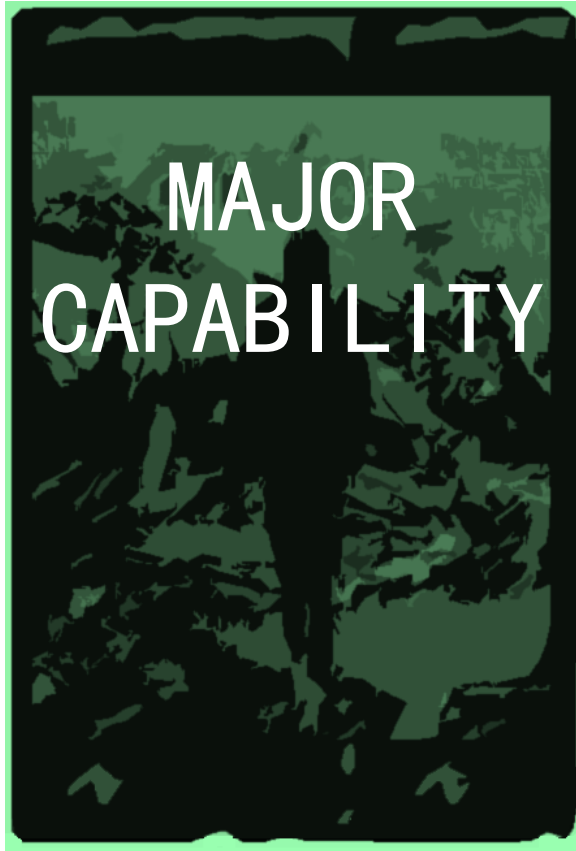
- You and target Player may use each others **PRESENCE** for Capabilities.
- Target Player Gains a Capability Card. You Sain 1 of the Capability Cards they did not select.

ADVANCED WEAPONRY SHIPMENT

- Kill all **ADVERSARY CELLS** and Destroy all **OUTPOSTS** in target tile.


       





 RANGE: 3 FROM HQ ANY









 RANGE: 3 FROM HQ **RURAL/URBAN**

 _____ **DESERT**

 RANGE: 2 **DOMINATED TILE**









ENABLED OPERATIONS

- Move up to 4 **S** from anywhere into target tile.
- **PRESENCE** may not follow **S**.
- **S** in target tile do 1 Damage.
- All **Ss** move out of target tile into adjacent tiles without **ADVERSARY**.
- +2 Influence.









THE AWAKENING

- Move up to 4 **BLUE CIVILIANS** from anywhere into target tile.
- **RED CIVILIANS** in target tile are Converted.
- **BLUE CIVILIANS** in target tile do 1 Damage.
- 1 **BLUE CIVILIAN** is Killed per **OUTPOST/GARRISON DESTROYED**.
- +2 Influence.

BEDOUIN GUIDES









- Move **PRESENCE** and 2 **S** located in a **DESERT** tile to any other **DESERT** tile that is contiguous.

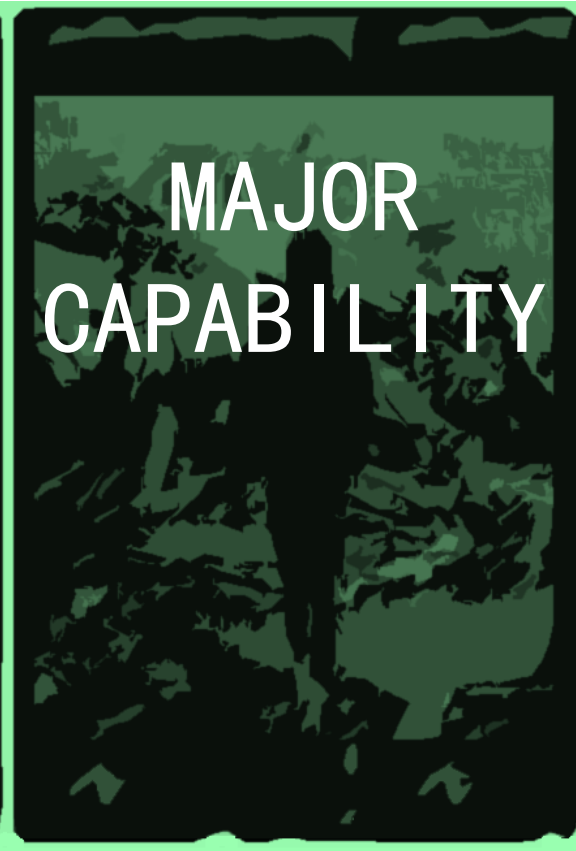
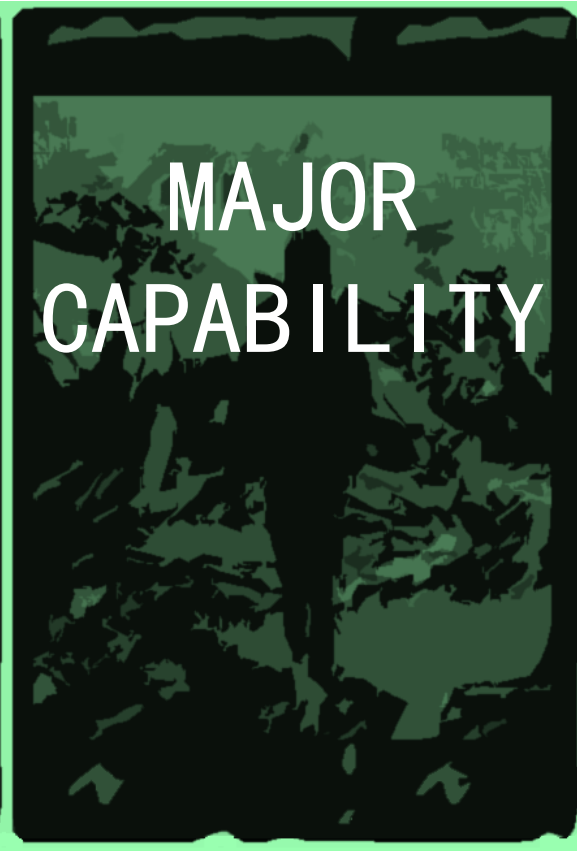
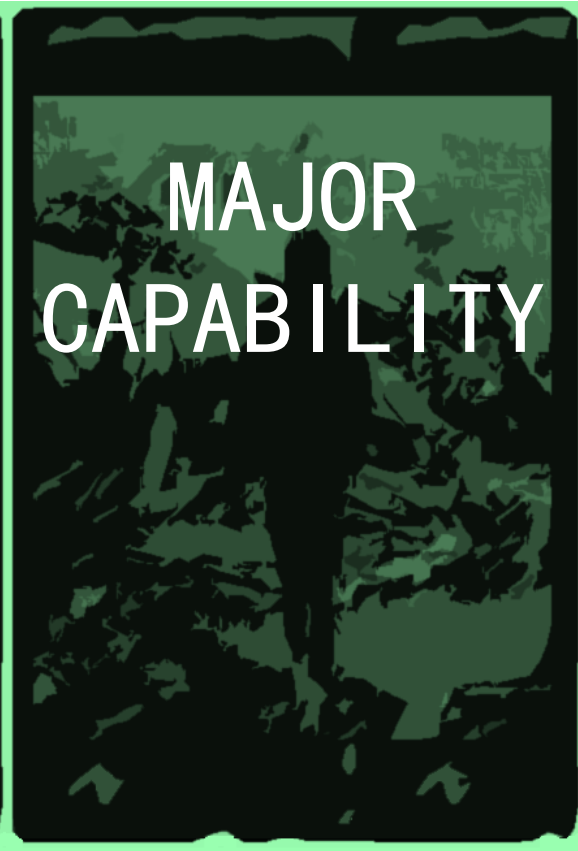
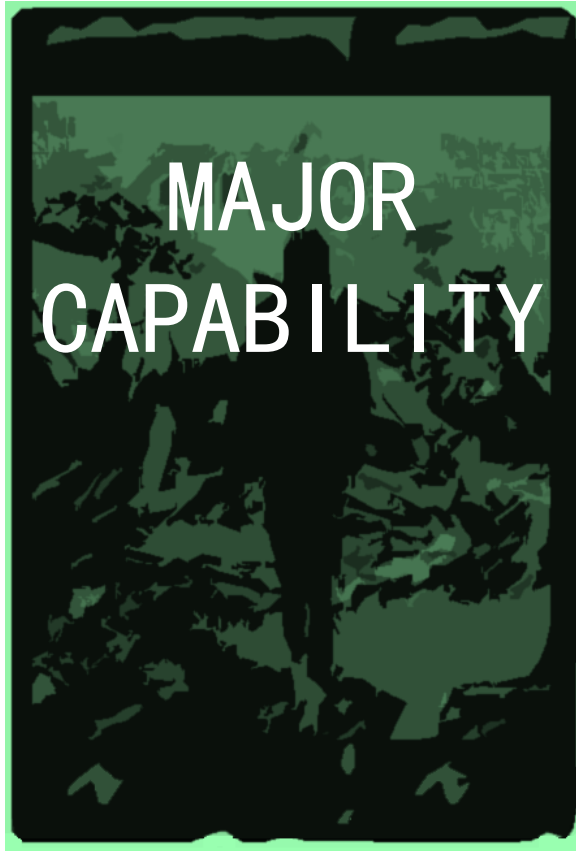
       

QUICK REACTION FORCE

- Move up to 2 **S** from anywhere into a tile that was just Dominated.
- **PRESENCE** may not follow **S**.
- **Ss** in target tile do 1 Damage.
- +1 Influence.

*****DISREGARD ALL DEFENSE MODIFIERS*****





 RANGE: ∞ ANY

 RANGE: 1 FROM  ANY









 RANGE: 1 FROM HQ 

 RANGE: 1 FROM HQ URBAN/RURAL

DRONE STRIKE

- ROLL 1D.
- 1-2 COUNTER DRONE
 - No Damage.
 - Card/capability is permanently removed from play.
- 3-10 SUCCESS
 - 3 Damage in target tile.
 - +1 Influence.









DISREGARD ALL DEFENSE MODIFIERS

IMPROVISED EXPLOSIVE DRONE

- ROLL 1D.
- 1-3 CRASH
 - No Damage.
- 4-10 SUCCESS
 - 2 Damage in target tile.
 - +1 Influence.









DISREGARD ALL DEFENSE MODIFIERS

FUEL SUPPLY TAMPERING

- +1 Influence and +1 Damage to each **OUTPOST/GARRISON** in target tile.
- If target tile is **DESERT/URBAN** +1 Damage to each **OUTPOST/GARRISON** in or adjacent to target tile.









DISREGARD ALL DEFENSE MODIFIERS

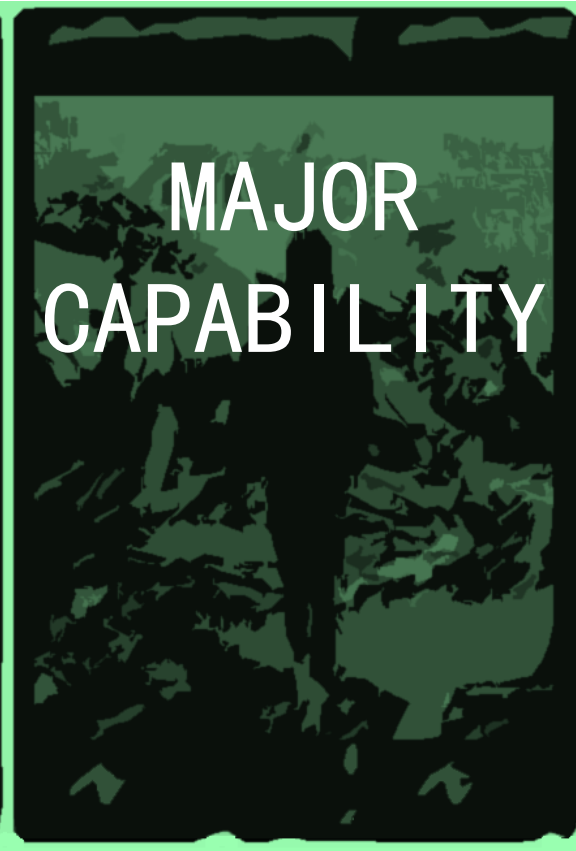
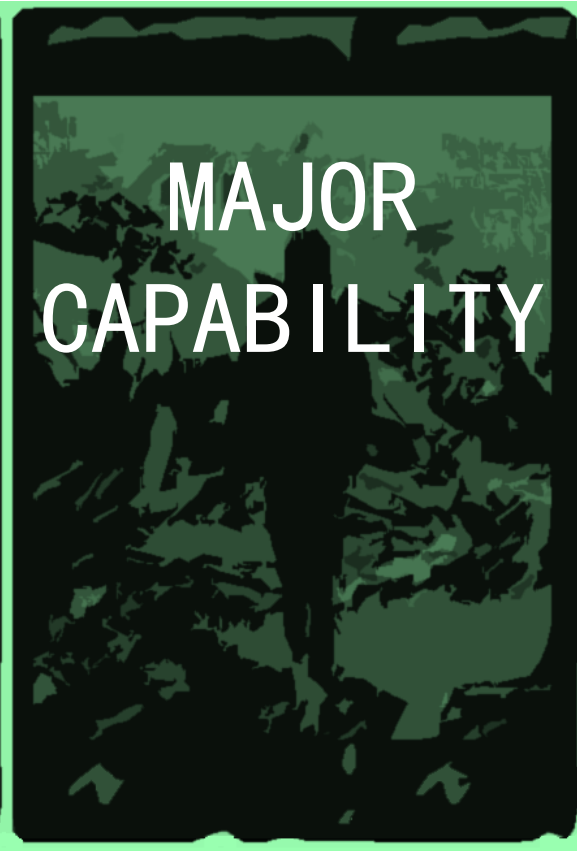
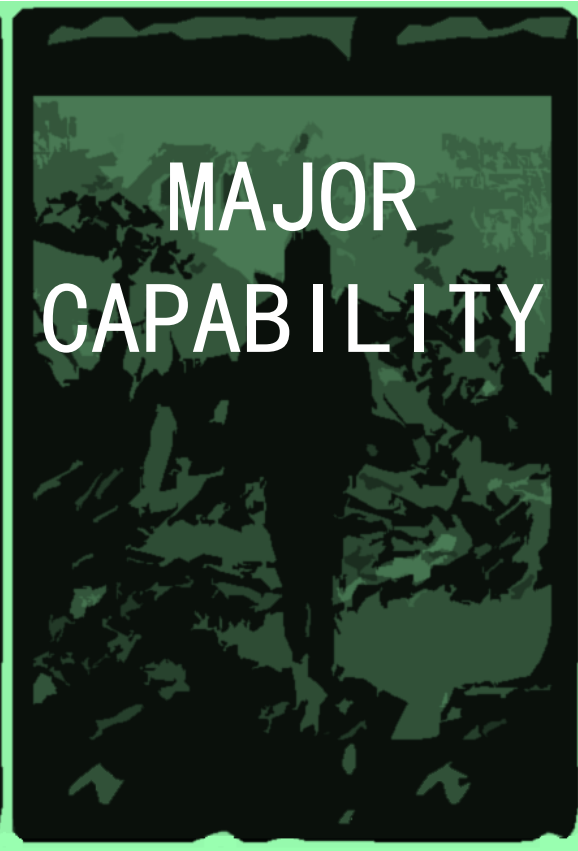
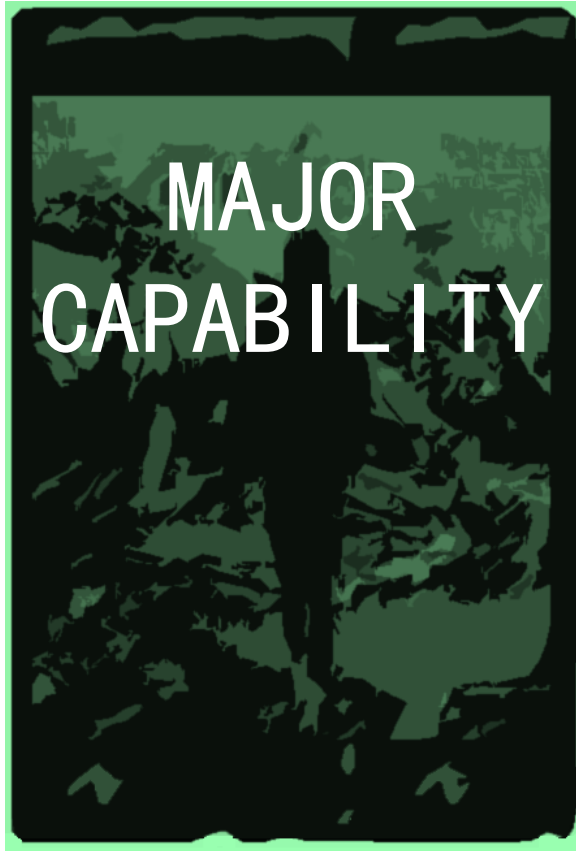
       

SET UP NO-GO ZONE

- +1 Influence.
- 2 Damage.
- Add 1 **S** to target tile.
- Move 1 **ADVERSARY CELL** to adjacent tiles.

DISREGARD ALL DEFENSE MODIFIERS





2



3



3



2

 RANGE: 0 ANY

 RANGE: 0 ANY

 RANGE: 1 FROM HQ ANY

 RANGE: 1 URBAN/RURAL

VIOLENT OUTBREAK

- Pull 1 **CIVILIAN** and 1 **S**.
- If **S** and **CIVILIAN** are present, each **CIVILIAN** does 1 Damage.
- Each **S** does Damage equal to the number of **PRESENCE** in target tile.

*****THEN*****

- -1 Influence, 1 **CIVILIAN** is Killed, and push all **S** out of tile.



HIGH MORALE

- +1 Influence.
- Each **S** deals Damage equal to the number of **PRESENCE** in target tile.

*****DISREGARD ALL DEFENSE MODIFIERS*****



FORTIFICATION

- +4 Defense.
- +1 Influence
- Remove 1 **TYRANNY**. (Additional +2 Influence if **TYRANNY** Removed).
- Move up to 2 **CIVILIANS** that are with or adjacent to your **PRESENCE** into target tile or adjacent tiles. **PRESENCE** may follow.



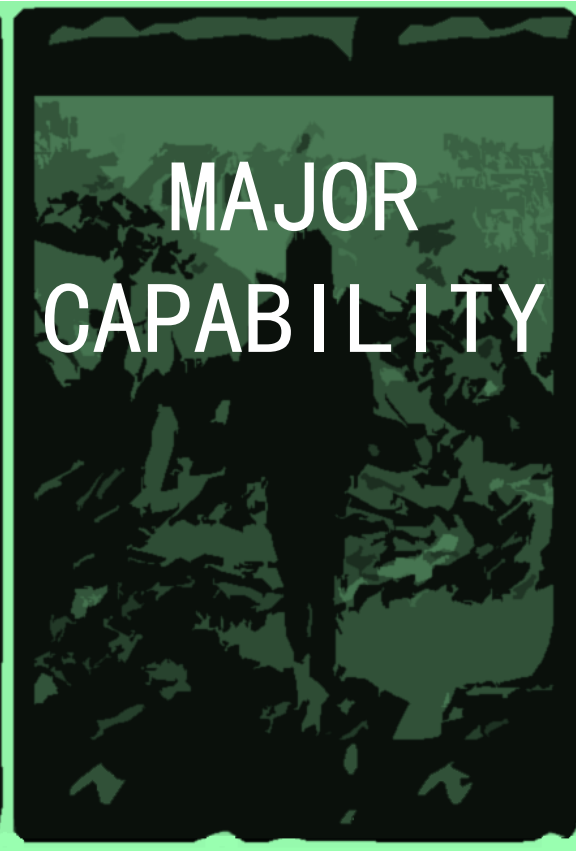
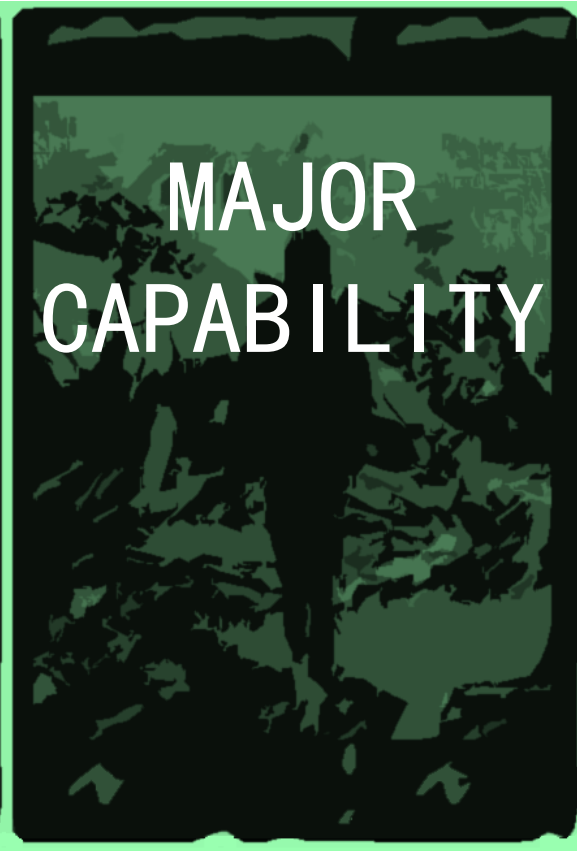
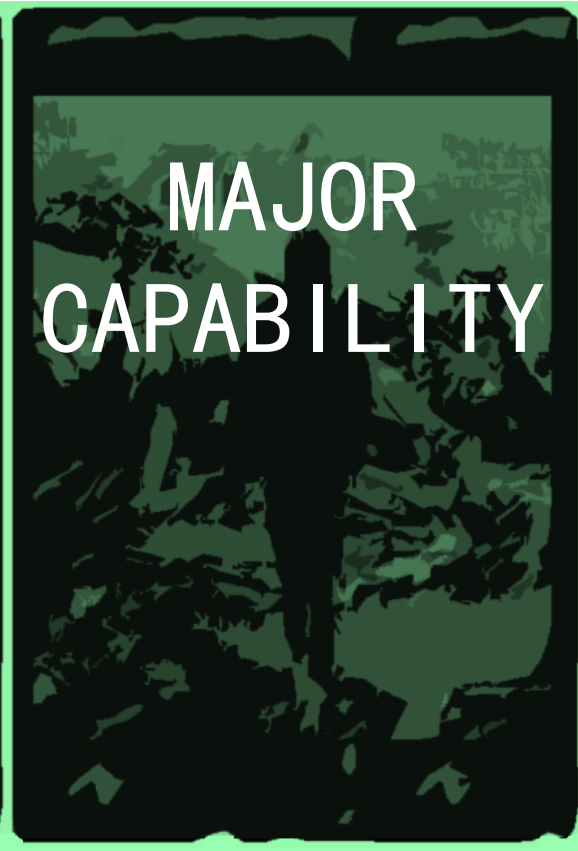
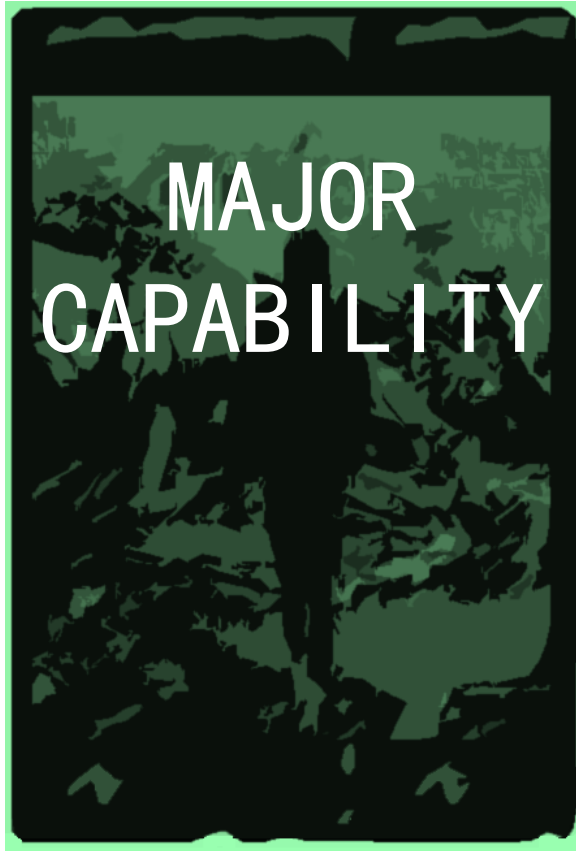
ELECTION INTERFERENCE

- All **RED CIVILIANS** in target tile are Converted.

ROLL 1D

- **1-3 FAILED.**
 - Add 1 **TYRANNY TOKEN** to target tile. Escalate if applicable.
- **4-10 SUCCESS.**
 - Move all **ADVERSARIES** in target tile to adjacent tiles.







3



2



4



5

 RANGE: ∞ ANY

 RANGE: 0 RED CIVILIAN

 RANGE: 1 FROM HQ ADVERSARY

 RANGE: 2 ANY

INFORMANT NETWORK









- +2 Influence.
- If target Player has a HQ and at least 1 S BASE, All ADVERSARY CELLS in RED CIVILIAN tiles lose +1 Defense Modifier for this turn.

SEW MISTRUST AMONG COLLABORATORS

- +2 Influence
- You may Pull and Push up to 2 RED CIVILIANS.
- RED CIVILIANS in target tile do 1 Damage to each other and any ADVERSARY simultaneously.

DISREGARD ALL DEFENSE MODIFIERS

FALSIFIED LEAKS









- Replace 1 GARRISON with 2 ADVERSARY CELLS.
- Replace 1 OUTPOST with 1 ADVERSARY CELL.
- Replace 1 ADVERSARY CELL with 1 RED CIVILIAN.
- Move all remaining ADVERSARY CELLS from target tile to adjacent tiles.

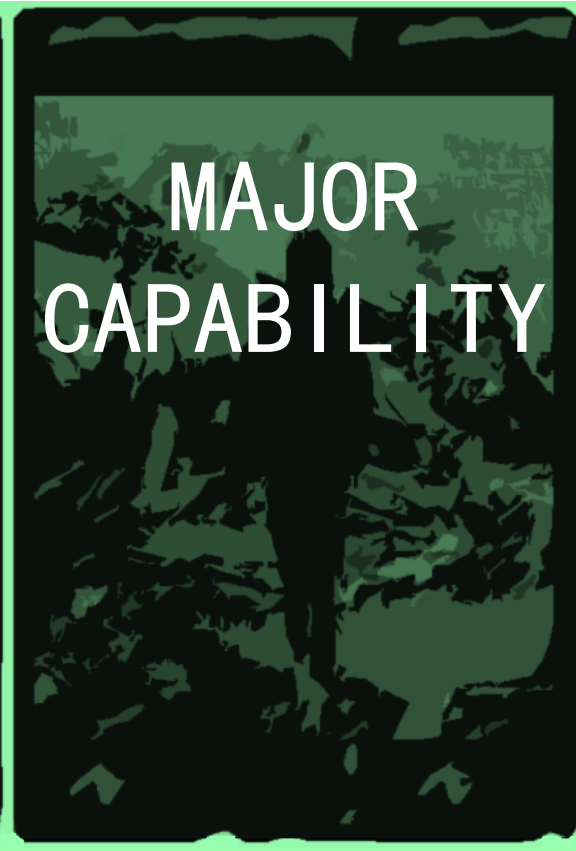
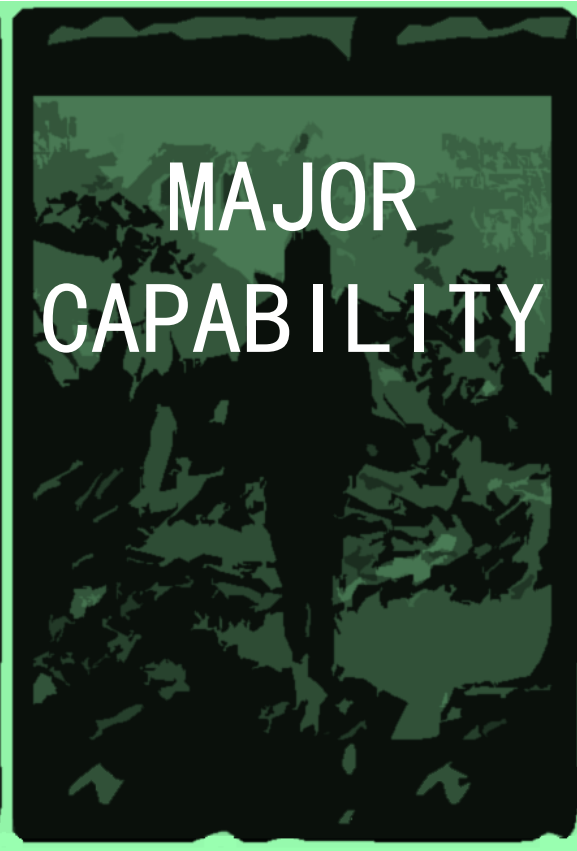
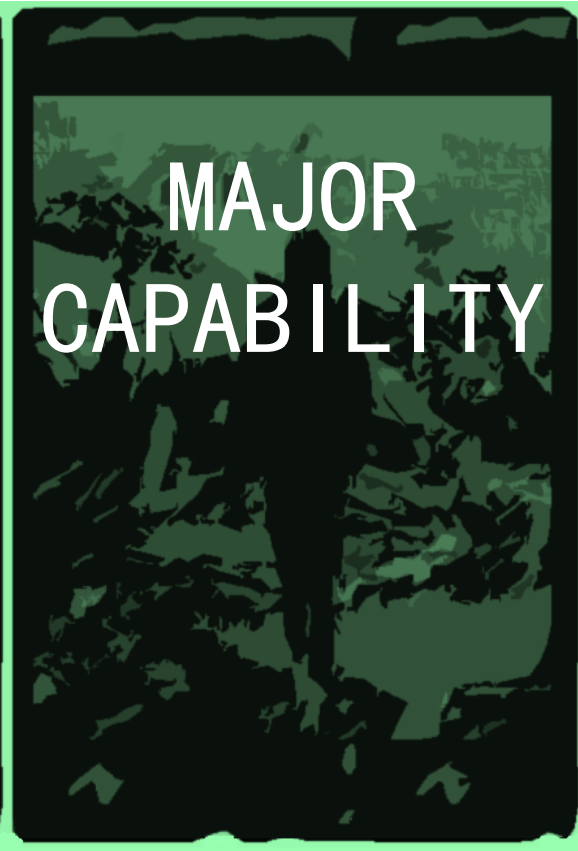
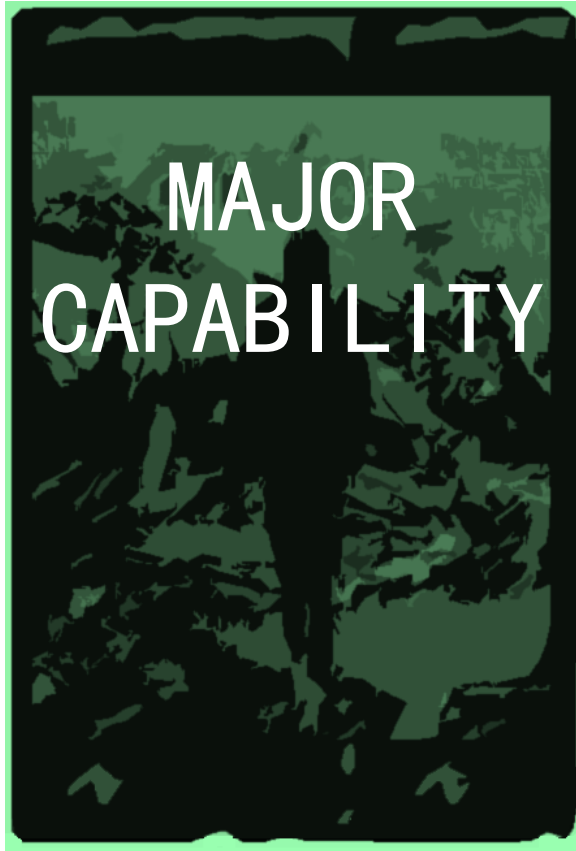
       

POWER PROJECTION

- Target Player adds 2 of their Removed PRESENCES up to 2 tiles away from a PRESENCE.
- S in target tile do 2 Damage.
- +2 Influence.

DISREGARD TERRAIN DEFENSE MODIFIERS





 RANGE: 3 FROM HQ ANY

 RANGE: 2 FROM HQ CIVILIAN


 RANGE: 1 CIVILIAN

 RANGE: 3 TYRANNY

ROCKET ATTACK

- +2 Influence.
- 5 Damage
- If target tile is [URBAN/BORDER], add 1 TYRANNY TOKEN.

DISREGARD ALL DEFENSE MODIFIERS




VBIED STRIKE

- 4 Damage and 1 CIVILIAN is Killed.

DISREGARD RURAL DEFENSE MODIFIER


ROLL 1D

- 1-2 **ATTRIBUTION.**
 - 2 Influence.
- 3-7 **UNCLEAR**
 - Nothing additionally.
- 8-10 **BLAME ADVERSARY.**
 - +2 Influence.



FALSE FLAG OPERATION


- ROLL 1D
- 1-4 **FAILURE**
 - 1 PRESENCE, -3 Influence, 1 S and 1 BLUE CIVILIAN is converted to an ADVERSARY CELL.
- 5-10 **SUCCESS**
 - +1 PRESENCE, +2 Influence, +2 S, all ADVERSARY CELLS Moved pushed to adjacent tiles.

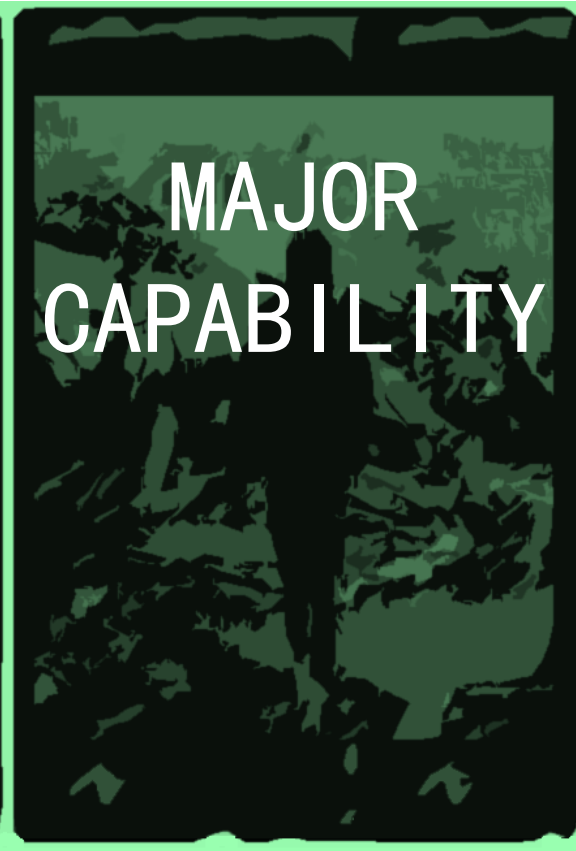
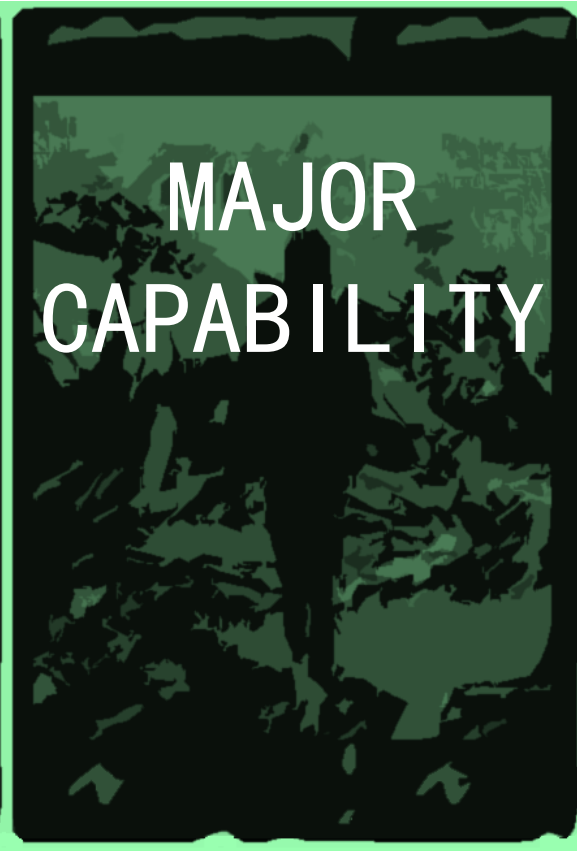
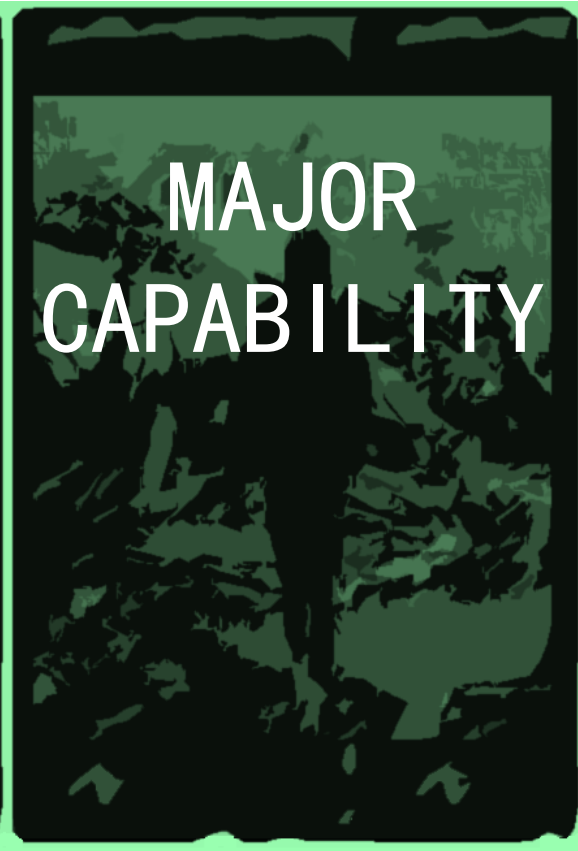
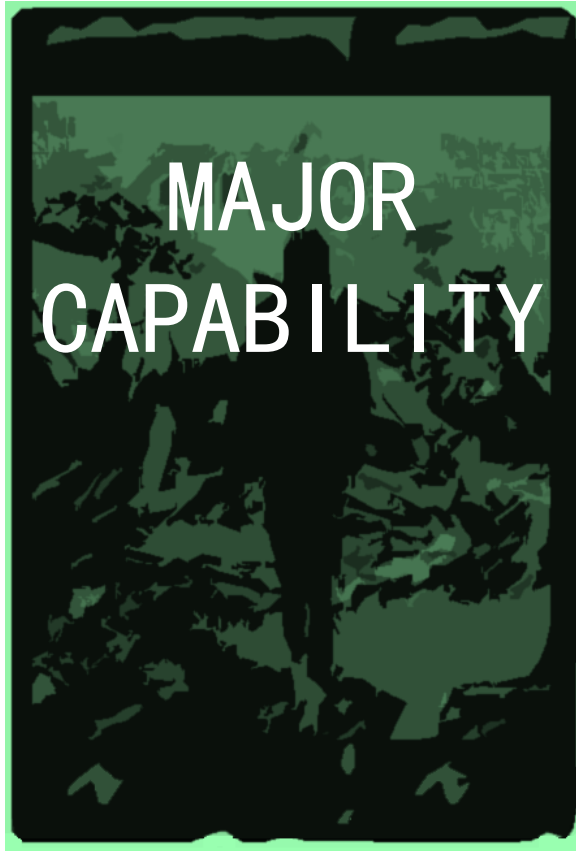


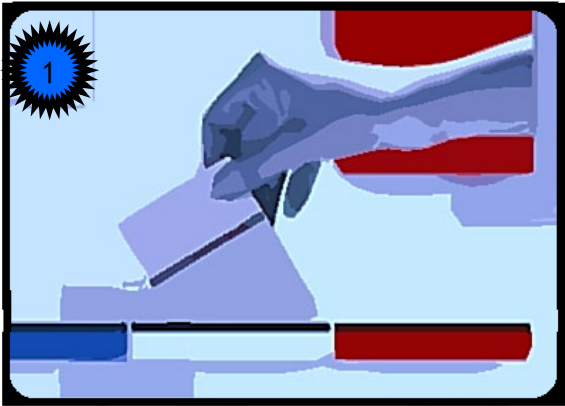
PRISON BREAK.

- 1 Damage per CIVILIAN in target tile.
- +3 Damage per TYRANNY TOKEN in target tile
- Apply total Damage in target tile to all adjacent tiles.

DISREGARD ALL DEFENSE MODIFIERS







 RANGE: 1 NO TYRANNY









 _____ ANY

 RANGE: 1 FROM HQ ANY

 RANGE: 1 CIVILIAN









NIGHT OPS

- +1 Influence. Add 1 S.
*** OR ***
- If target tile has both S and ADVERSARY +3 Influence.

EXPANDED PERMISSIONS/AUTHORITIES

- Target Player draws 1 MAJOR or 2 MINOR capabilities, the capabilities are played as immediate actions, do not cost resources, and are then discarded.
*** OR ***
- Each PRESENCE (in any order) can Pull, Push, and Follow 2 S.
- PRESENCE and Ss do 1 Damage each.
DISREGARD ALL DEFENSE MODIFIERS

ELECTION SECURITY

- If ADVERSARY is present +2 Influence.






ROLL 1D

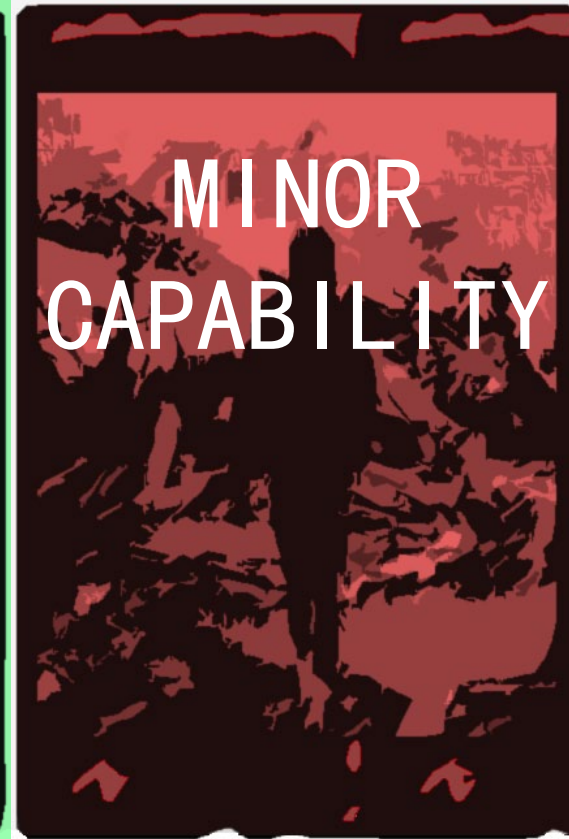
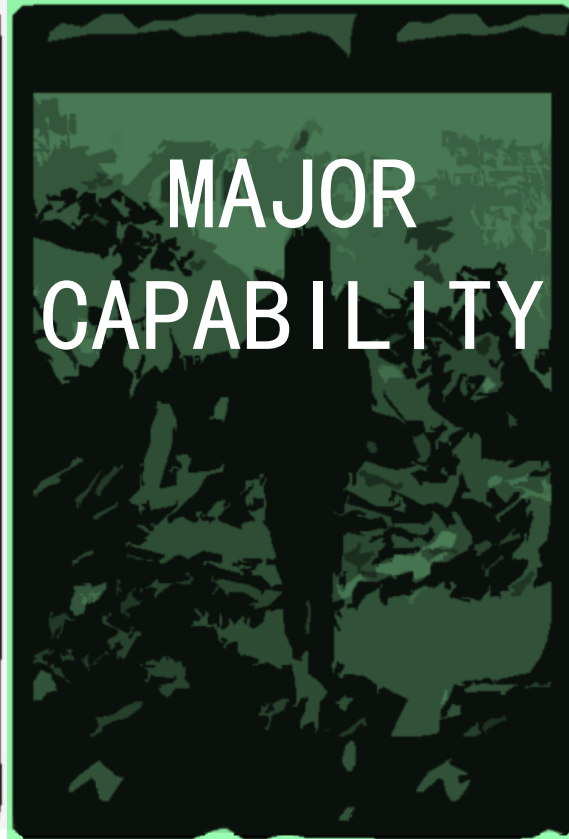
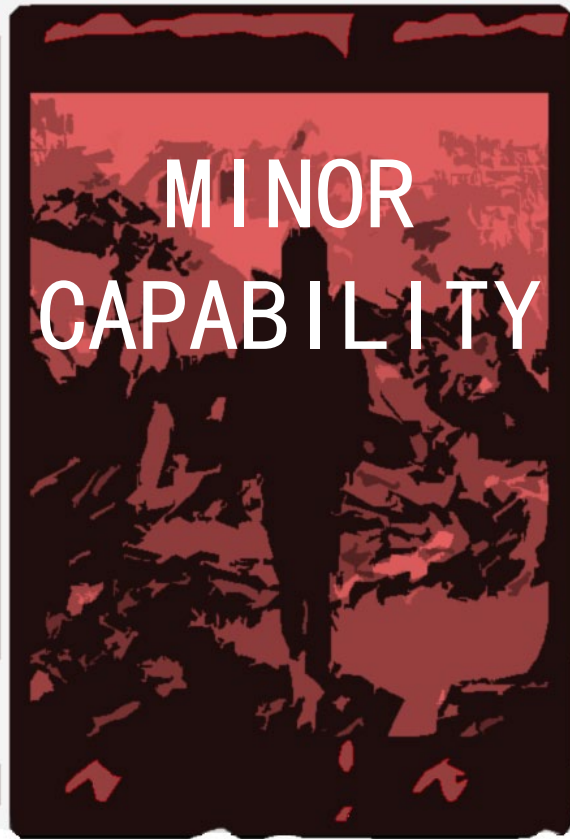
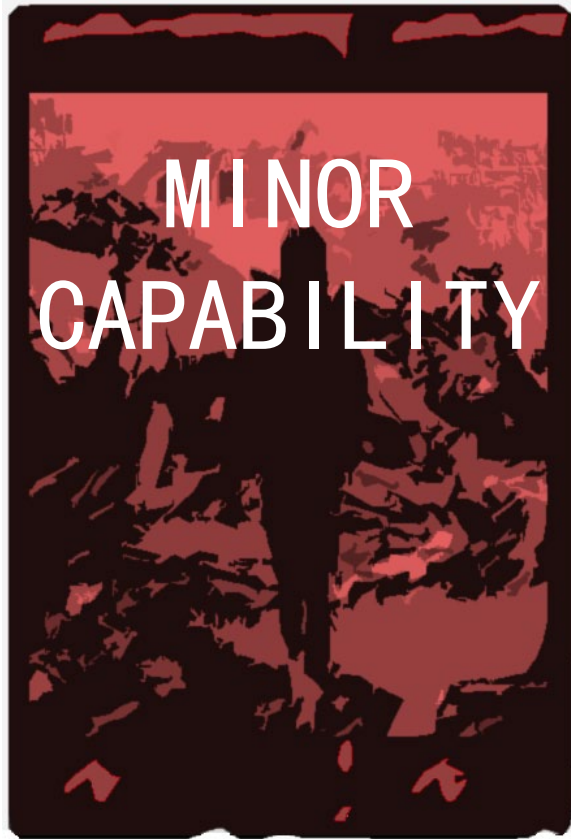
- 1-4 FAILED.
 - Kill 1 S and -1 Influence.
- 5-10 SUCCESS.
 - Remove 1 TYRANNY TOKEN from target tile.

MED CAP

- +1 Influence
- Add 1 BLUE CIVILIAN.





 RANGE: 1 CIVILIAN

 RANGE: 1 FROM HQ **BLUE CIVILIAN IN/ADJACENT**


 RANGE: 0 ANY

 RANGE: 1 ANY

INCITE ETHNIC TENSIONS

- 1 Damage per **BLUE CIVILIAN** in target tile.
- ***** OR *****
- Pull up to 3 **CIVILIANS**.
- +1 Influence per **CIVILIAN** Pulled.


*****DISREGARD POPULATION DEFENSE MODIFIERS*****



KEY LEADER ENGAGEMENT


- +2 Influence and you may pull and push up to 2 **BLUE CIVILIANS**.
- ***** YOU MAY ROLL 1D *****
- **1-3 FAILURE**
- Remove 1 **PRESENCE**, any **S** in target tile are Killed, -3 Influence.
- **4-10 SUCCESS**
- 1 Damage per **BLUE CIVILIAN** and **ADVERSARY**, +3 Influence add 1 **S** to target tile.

*****DISREGARD ALL DEFENSE MODIFIERS*****



CALL TO ARMS

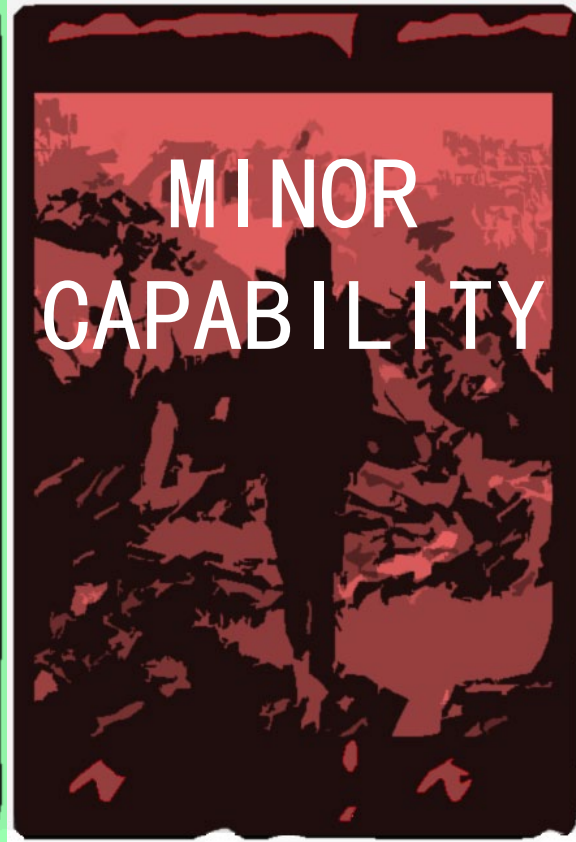
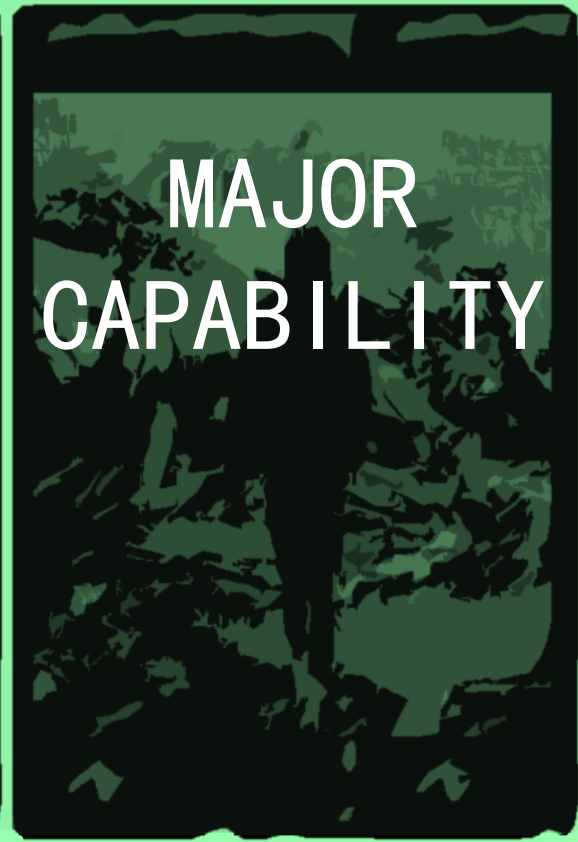
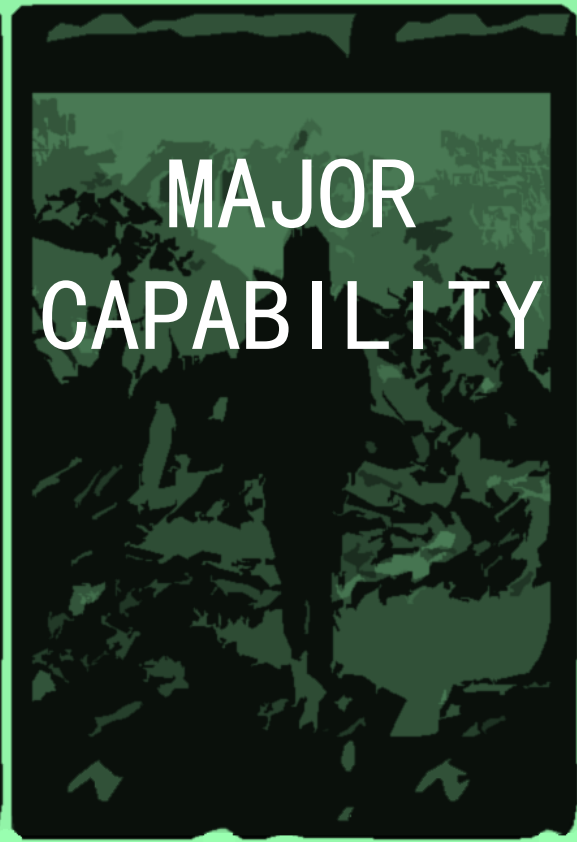
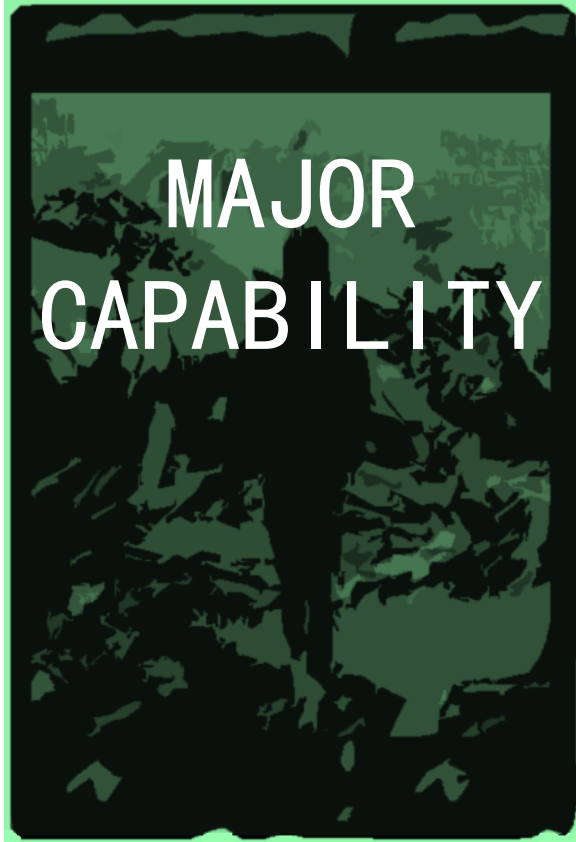
- Pull up to 4 **S** from up to 2 tiles away.
- If **ADVERSARY** is present and there are more **S** than **ADVERSARY CELLS, OUTPOSTS, and SARRISONS** +3 Influence.
- Each **S** does 1 Damage.



INACTION

- **ADVERSARY** skips all Actions in target tile this turn.







	-----	ANY
--	-------	-----

	RANGE: ∞	ANY
--	----------	-----

	RANGE: 2 FROM HQ	NO ADVERSARY NO TYRANNY
--	---------------------	----------------------------

	RANGE: 1 FROM HQ	ANY
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COUNTER-SURVEILLANCE DRONE

- Remove 1 **ADVERSARY CELL** that was just Deployed.
- +1 Influence.

SENSOR SPOOFING

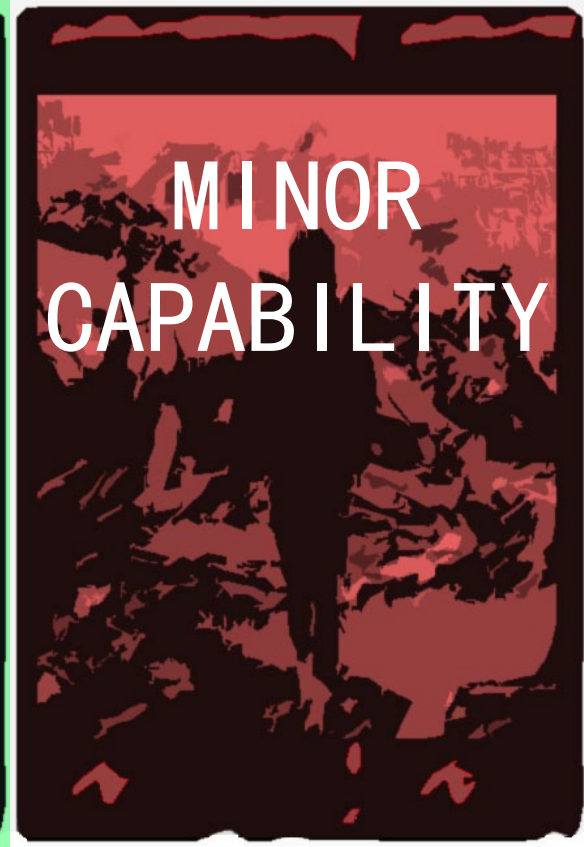
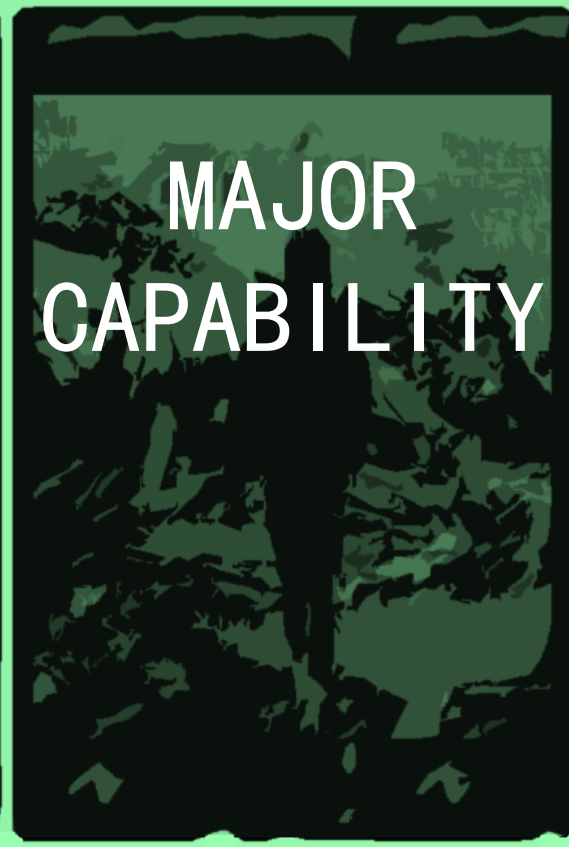
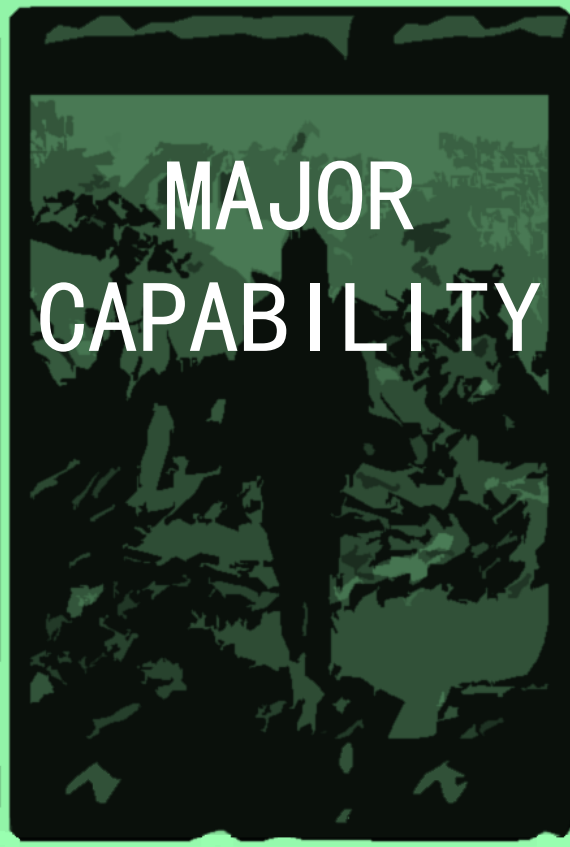
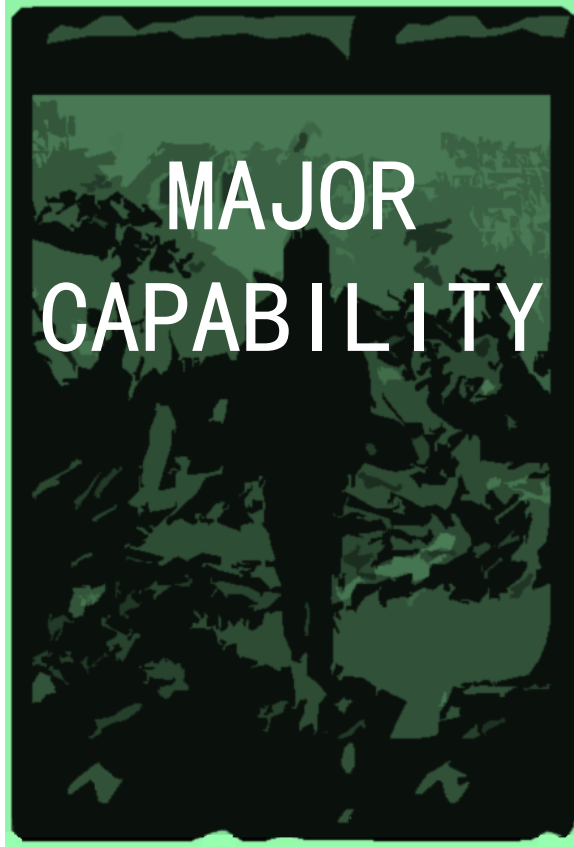
- Target Player can Move up to 3 **ADVERSARY CELLS** to target tile from anywhere on the map.

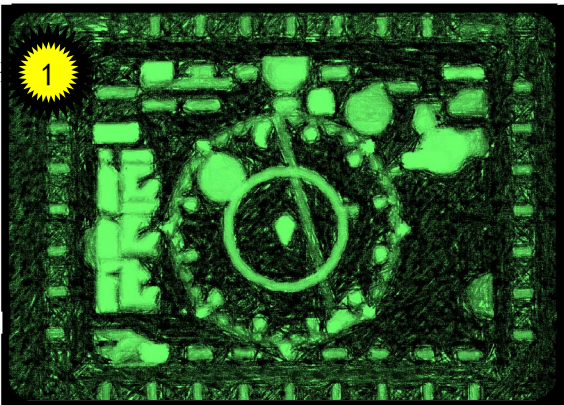
ROTARY UPLIFT

- Move **PRESENCE** up to 2 tiles.

HEAVY WEAPONS

- +1 Influence.
- Destroy 1 **ADVERSARY OUTPOST**.





 RANGE: 2 ANY









 RANGE: 1 FROM HQ **JUNGLE/DESERT**

 RANGE: 2 FROM HQ ANY

 RANGE: 1 FROM HQ ANY









GPS SIGNAL INTERFERENCE

- Move 1 **ADVERSARY CELL** out of target tile.
- If target tile is **[JUNGLE/DESERT]**, Move another **ADVERSARY CELL**.









EXPLOIT BAD WEATHER CONDITIONS

- +4 Damage ***** OR *****
- Remove 1 **TYRANNY TOKEN**.









EXPLOIT NGO

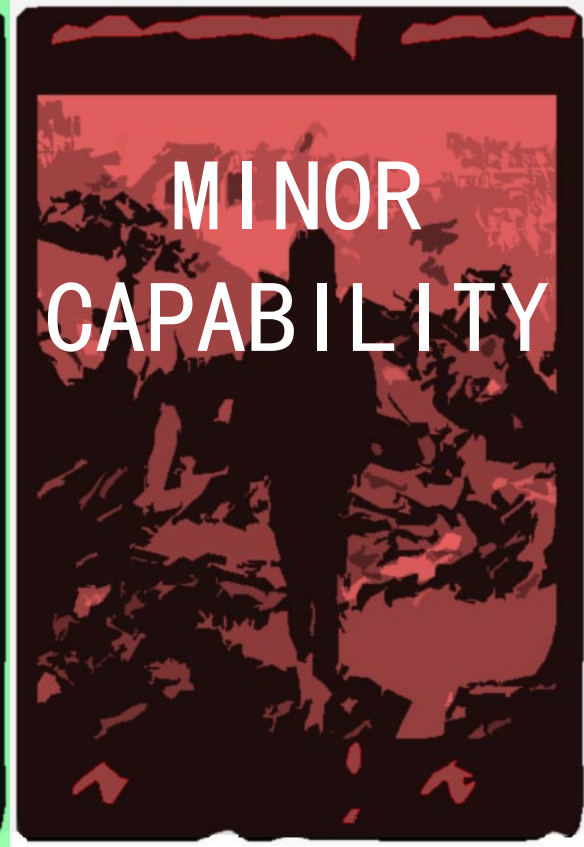
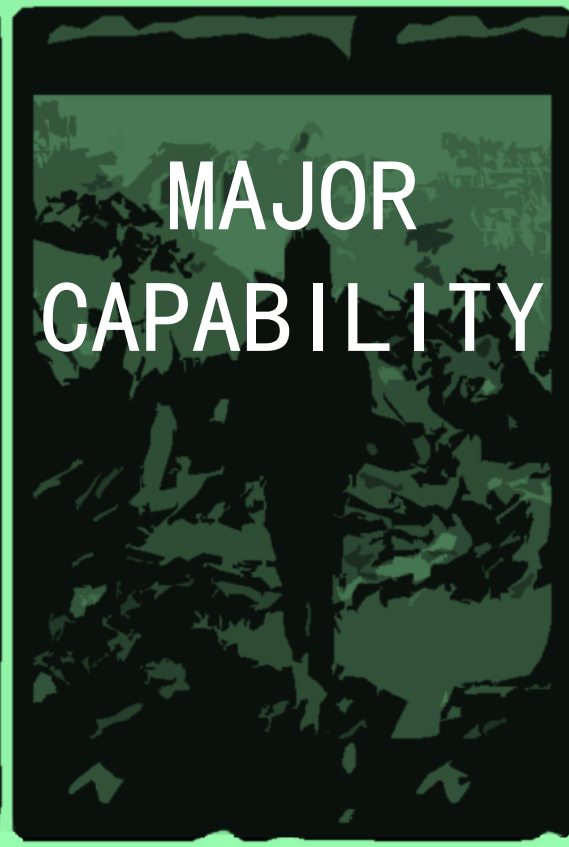
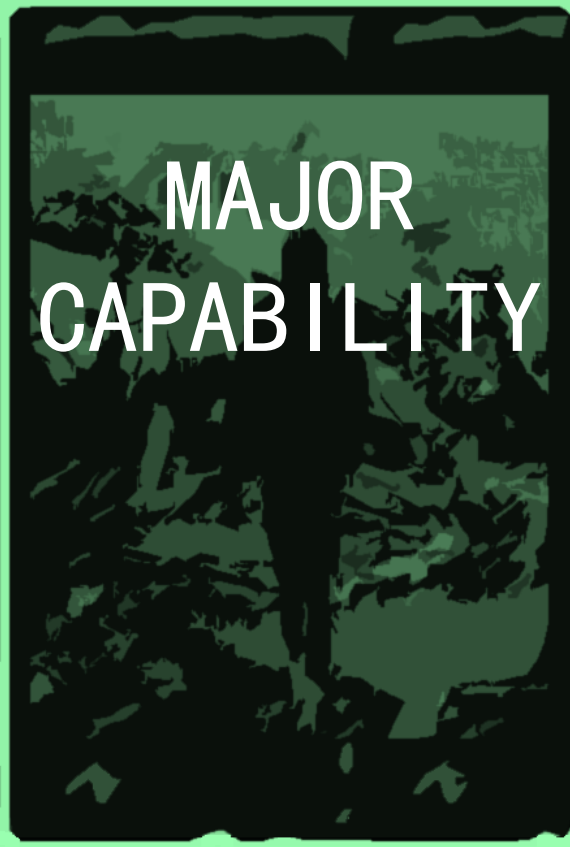
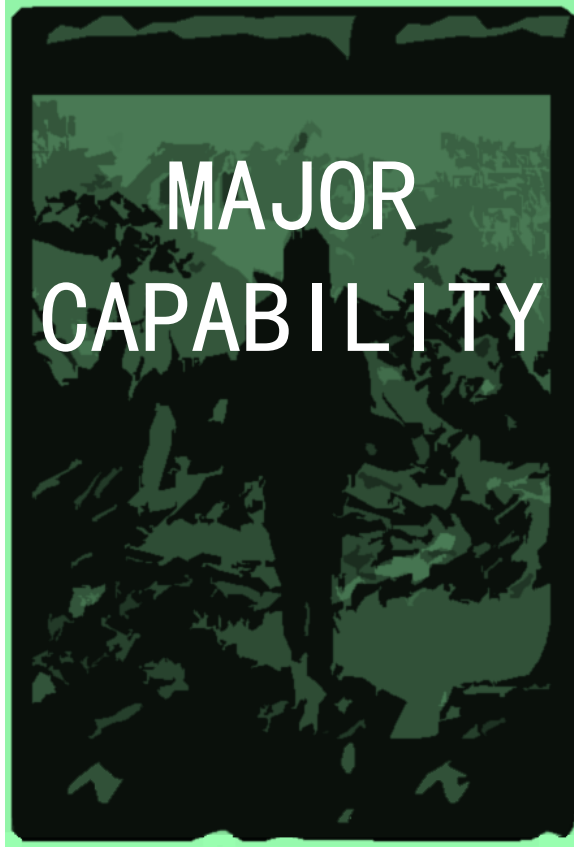
- Move 1 **PRESENCE** up to 2 tiles away.
- +1 Influence. ***** OR *****
- Roll 1D
 - 1-2 Whistleblower.
 - Remove 1 **PRESENCE**.
 - 8-10 Access and Placement.
 - +3 Influence and add 1 **S**.
 - Move **PRESENCE** to any tile. (disregard Special Rules)

WEAPONS CACHE

- **S** in target tile and adjacent tiles do 1 Damage.
- Additional **S** is Recruited from **S BASE** during next turn.
- Move 1 **PRESENCE** to target tile or any adjacent tiles.



I NFLUENCE LEVEL



OUTPOSTS

GARRISONS

I NFLUENCE LEVEL



GARRISONS



FORCED RETREAT

INF LVL 1
Each Player may Move up to 2 **ADVERSARY CELLS** from any single tile.

INF LVL 2
Each Player may Move up to 3 **ADVERSARY CELLS** or **OUTPOSTS** from any single tile.

INF LVL 3
Each Player may Move ∞ **ADVERSARY CELLS** or **OUTPOSTS** from any single tile.

CUT SUPPLY LINES

INF LVL 1
Each Player Removes 1 **ADVERSARY CELL** from a **NON-BORDER**/**NON-COASTAL** tile.

INF LVL 2
Each Player Removes 1 **ADVERSARY CELL** or 1 **OUTPOST** from a **NON-BORDER**/**NON-COASTAL** tile.

INF LVL 3
Each Player Removes 1 **ADVERSARY CELL** or 1 **OUTPOST** from any tile.

LOCAL MILITIA

INF LVL 1
Each Player Removes 1 **ADVERSARY CELL** from a tile with a **BLUE CIVILIAN**.

INF LVL 2
Each Player Removes 2 **ADVERSARY CELLS** or 1 **OUTPOST** from a tile with a **BLUE CIVILIAN**.

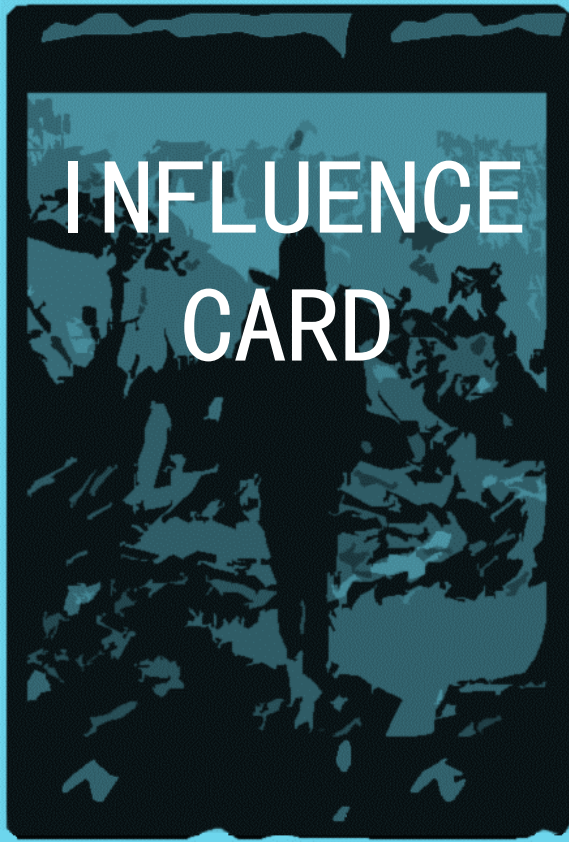
INF LVL 3
Each Player Removes 2 **ADVERSARY CELLS** or 1 **OUTPOST** from a tile with a **BLUE CIVILIAN** and Remove 1 **GARRISON** from a tile with at least 2 **BLUE CIVILIANS**.

INTERNATIONAL TRADE ROUTES SEEM SECURE

INF LVL 1
+3 Defense in all **BORDER** and **COASTAL** tiles.

INF LVL 2
+6 Defense and **ADVERSARY** does not develop **GARRISONS** in all **BORDER** and **COASTAL** tiles.

INF LVL 3
+9 Defense and **ADVERSARY** does not develop in all **BORDER** and **COASTAL** tiles.



ISOLATED

INF LVL 1
Each Player Removes 1 **ADVERSARY CELL** or 1 **OUTPOST** from a tile where it is the only **ADVERSARY**.

INF LVL 2
Each Player Removes 1 **ADVERSARY CELL** or 1 **OUTPOST** from a tile with 2 or fewer **ADVERSARIES**.

INF LVL 3
Each Player Removes 1 **ADVERSARY CELL**, 1 **OUTPOST**, or 1 **GARRISON** from a tile with 2 or fewer **ADVERSARIES**.

EFFECTIVE INFORMATION OPERATIONS

INF LVL 1
Each Player Removes 1 **ADVERSARY CELL** or 1 **OUTPOST** from a tile with **HQ**.

INF LVL 2
Each Player Removes 1 **ADVERSARY CELL** or 1 **OUTPOST** from a tile with **PRESENCE**.

INF LVL 3
Each Player Removes 1 **ADVERSARY CELL** or 1 **OUTPOST** from a tile with **PRESENCE** or 1 **GARRISON** from a tile with **HQ**.

FORCE PROTECTION

INF LVL 1
Each Player may Kill 1 **ADVERSARY CELL** in a tile with an **OUTPOST** or **GARRISON**.

INF LVL 2
Each Player may Pull 1 **ADVERSARY CELL** into a tile with **OUTPOST** or **GARRISON**.
*** OR ***
Pull 1 **OUTPOST** into a tile with a **GARRISON**.

INF LVL 3
Each Player may Kill up to 3 **ADVERSARY CELLS** in a tile without a **GARRISON**.

SCAPEGOATS

INF LVL 1
Each **OUTPOST** Removes 1 **ADVERSARY CELL** in each tile.

INF LVL 2
Each **OUTPOST** Removes 1 **ADVERSARY CELL** and each **GARRISON** Removes 2 **ADVERSARY CELLS** in each tile.

INF LVL 3
Remove all **ADVERSARY CELLS** in tiles with **OUTPOST** or **GARRISON** and each **GARRISON** Removes 1 **OUTPOST** in each tile.



POPULATION UNREST

INF LVL 1
Each Player chooses a different tile with CIVILIANS. Do 1 Damage there.
DISREGARD ALL DEFENSE MODIFIERS

INF LVL 2
Each Player chooses a different tile with CIVILIANS. Do 1 Damage there per CIVILIAN.
DISREGARD ALL DEFENSE MODIFIERS

INF LVL 3
Each Player chooses a different tile with CIVILIANS. Do 2 Damage there per CIVILIAN.
DISREGARD ALL DEFENSE MODIFIERS

COMPREHENSIVE DEFENSE

INF LVL 1
In each tile +1 Defense per BLUE CIVILIAN.

INF LVL 2
In each tile +2 Defense per BLUE CIVILIAN.

INF LVL 3
In each tile +2 Defense per CIVILIAN.

ECONOMIC SANCTIONS

INF LVL 1
ADVERSARY do not Develop in tiles with a GARRISON.

INF LVL 2
Each Player may replace 1 OUTPOST with 1 ADVERSARY CELL in a COASTAL tile.

INF LVL 3
Each Player may replace 1 GARRISON with an OUTPOST or 1 OUTPOST with 1 ADVERSARY CELL.

WORKER STRIKES

INF LVL 1
ADVERSARY does not Deploy in tiles with at least 2 CIVILIANS.

INF LVL 2
ADVERSARY does not Develop in tiles where CIVILIANS outnumber OUTPOSTS or GARRISONS.

INF LVL 3
ADVERSARY does not Develop in tiles with CIVILIANS.



POPULAR SUPPORT

INF LVL 1

Each Player may Move 1 **CIVILIAN** from a tile with **ADVERSARIES** or pull 1 **CIVILIAN** into a tile with **ADVERSARIES**.

INF LVL 2

Each Player chooses a different tile. Move up to 2 **CIVILIANS** into target tile, then do 1 Damage if **CIVILIANS** are present.
DISREGARD ALL DEFENSE MODIFIERS

INF LVL 3

Each Player chooses a different tile. Move up to 2 **CIVILIANS** into target tile, then do 2 Damage per **CIVILIAN** present.
DISREGARD ALL DEFENSE MODIFIERS

INTERNATIONAL SUPPORT

INF LVL 1

+2 Defense in all tiles with **PRESENCE**.

INF LVL 2

+2 Defense in all tiles with **PRESENCE**. Each Player gains 1 Resource per **HQ** in tiles with **ADVERSARY**.

INF LVL 3

Each Player chooses a different tile and does 2 Damage per **PRESENCE**.

DESERTION ACCELERATES

INF LVL 1

Each Player Removes 1 **ADVERSARY CELL** from a **BORDER** or **COASTAL** tile.

INF LVL 2

Each Player Removes 1 **ADVERSARY CELL** or **OUTPOST** from a **BORDER** or **COASTAL** tile.

INF LVL 3

Each Player Removes 1 **ADVERSARY CELL** or **OUTPOST** from any tile.

BADLY PLANNED WITHDRAWAL

INF LVL 1

Each Player may Kill 1 **ADVERSARY CELL** and move 1 **OUTPOST** to a **BORDER** tile.

INF LVL 2

Each Player may Kill 2 **ADVERSARY CELLS** and move 1 **OUTPOST** to a **BORDER** tile. Add 2 Defense to all **BORDER** tiles.

INF LVL 3

Each Player may Kill 3 **ADVERSARY CELLS** and move 1 **OUTPOST/GARRISON** to a **BORDER** tile. Add 2 Defense to all **BORDER** tiles.



DEMORALIZED

INF LVL 1
Additional +1 Defense in all tiles.

INF LVL 2
Additional +2 Defense in all tiles.

INF LVL 3
Additional +3 Defense in all tiles.

FIGHTING SEASON

INF LVL 1
Each Player Kills 1 **ADVERSARY CELL** from a tile with a **S**.

INF LVL 2
Each Player Kills 2 **ADVERSARY CELLS** from a tile with a **S** ***OR*** Kill 1 **ADVERSARY CELL** from a tile adjacent to a **S**.

INF LVL 3
Each Player Kills 2 **ADVERSARY CELLS** and Removes 1 **OUTPOST** from a tile with a **S** ***OR*** Kill 1 **ADVERSARY CELL/OUTPOST** from a tile adjacent to a **S**.

TREAD CAREFULLY

INF LVL 1
Each Player targets a tile with a **CIVILIAN** or adjacent to at least 3 **CIVILIANS**. **ADVERSARY** does not Dominate there this turn.

INF LVL 2
Each Player targets a tile with a **CIVILIAN** or adjacent to at least 2 **CIVILIANS**. **ADVERSARY** does not Dominate there this turn.

INF LVL 3
Each Player targets a tile with or adjacent to a **CIVILIAN**. **ADVERSARY** does not Dominate there this turn.

BADLY PLANNED WITHDRAWAL

INF LVL 1
Each Player may Kill 1 **ADVERSARY CELL** and move 1 **OUTPOST** to a **COASTAL** tile.

INF LVL 2
Each Player may Kill 2 **ADVERSARY CELLS** and move 1 **OUTPOST** to a **COASTAL** tile. Add 2 Defense to all **COASTAL** tiles.

INF LVL 3
Each Player may Kill 3 **ADVERSARY CELLS** and move 1 **OUTPOST/GARRISON** to a **COASTAL** tile. Add 2 Defense to all **COASTAL** tiles.



POPULAR REBUKE

INF LVL 1
Additional +1 Defense in tiles with **CIVILIAN** presence.

INF LVL 2
Additional +2 Defense in tiles with **CIVILIAN** presence.

INF LVL 3
Additional +3 Defense in tiles with **CIVILIAN** presence.

PANIC

INF LVL 1
Each **ADVERSARY** in a tile with a **S** loses all Defense Modifiers and 1 Health to a minimum of 1 for this turn.

INF LVL 2
Each **ADVERSARY** in a tile with a **S** or **CIVILIAN** loses all Defense Modifiers and 1 Health to a minimum of 1 for this turn.

INF LVL 3
Each **ADVERSARY** in a tile with or adjacent to a **S** loses all Defense Modifiers and 1 Health to a minimum of 1 for this turn.

QUARANTINE

INF LVL 1
ADVERSARY does not Deploy to **COASTAL** tiles this turn.

INF LVL 2
ADVERSARY does not Develop in **COASTAL** tiles this turn.

INF LVL 3
ADVERSARY does not Dominate in **COASTAL** tiles this turn.

UPRISING

INF LVL 1
Each Player adds a **S** to a tile with a **S**.

INF LVL 2
Each Player adds a **S** to a tile with or adjacent to a **S**.

INF LVL 3
Each Player adds 2 **S** to a tile with or adjacent to a **S**.



ACTIVE UNDERGROUND

INF LVL 1

Each Player Kills 1 **ADVERSARY CELL** from a tile with a **BLUE CIVILIAN**.

INF LVL 2

Each Player targets a different tile with a **BLUE CIVILIAN**. +2 Damage per **CIVILIAN**.

INF LVL 3

Each Player targets a different tile with or adjacent to a **BLUE CIVILIAN**. +3 Damage per **CIVILIAN**.

FAILURE TO MOBILIZE

INF LVL 1

ADVERSARY does not deploy to the lowest numbered tile.
(In case of a tie, Player selects)
(Does not apply to **BORDER/COAST** or **ODD/EVEN** Terrain Cards)

INF LVL 2

During next Deployment Phase, Each Player selects a tile where the **ADVERSARY** does not Deploy.

INF LVL 3

During next Deployment Phase, **ADVERSARY** does not Deploy.
(Terrain Cards shift as normal)

COMPREHENSIVE DEFENSE

INF LVL 1

In each tile +1 Defense per **BLUE CIVILIAN**.

INF LVL 2

In each tile +2 Defense per **BLUE CIVILIAN**.

INF LVL 3

In each tile +3 Defense per **CIVILIAN**.

VIOLENCE THRESHOLD

INF LVL 1

Each Player removes 1 **ADVERSARY CELL** from a tile with a **S**.

INF LVL 2

Each Player removes 1 **ADVERSARY CELL** and 1 **OUTPOST** from a tile with a **S**. *****OR*****
1 **ADVERSARY CELL** from a tile adjacent to a **S**.

INF LVL 3

Each Player removes 2 **ADVERSARY CELLS** and 2 **OUTPOSTS** from a tile with a **S**. *****OR*****
1 **ADVERSARY CELL** and 1 **OUTPOST** from a tile adjacent to a **S**.



PHASE 1-2

RECON BY FIRE

Each tile with an HQ adds an additional ADVERSARY CELL.

PHASE 1-2

OVERT PRESENCE

Add 1 Influence per Player with at least 1 HQ and add 1 ADVERSARY CELL to 1 tile with HQ.

PHASE 1-2

INLAND PUSH

In each COASTAL tile, Move 1 ADVERSARY CELL to an inland tile.

PHASE 1-2

ENHANCED RECONNAISSANCE

When Deploying: Add 1 additional ADVERSARY CELL to each tile selected for Deployment.

PHASE 3-4

FORCE PROTECTION

ADVERSARIES do +1 Damage (per tile) when Dominating.

PHASE 3-4

FORTIFICATION

One additional OUTPOST is Developed in an adjacent tile to any tiles Developed during that turn.

PHASE 3-4

GOING TRIBAL

In the tile with the most ADVERSARIES, each Player may push 1 ADVERSARY CELL or OUTPOST to an adjacent tile.

PHASE 3-4

URBANIZATION

In each tile with at least 2 OUTPOSTS replace half the OUTPOSTS (rounding up) with a GARRISON.

MUD SLIDES

ADVERSARY does not Develop in the JUNGLE this turn.

MARTYRDOM

Each Player chooses 1 S that does 3 Damage now. Kill any S that destroy an OUTPOST or GARRISON.

MOMENTUM

Each S generates 1 Influence if ADVERSARY is present and may Move to any adjacent tile if not.

UNREST

ADVERSARY does not Dominate in tiles with BLUE CIVILIANS.

LOCAL LEADERS PUSH BACK

Remove 1 TYRANNY TOKEN from a tile with at least 2 BLUE CIVILIANS.

POPULATION SPIKE

Each Player adds 1 BLUE CIVILIAN to a DESERT and JUNGLE tile.

IDPs

Each Player may Move 2 CIVILIANS from a tile with TYRANNY to a tile without TYRANNY.

RETREAT

Each Player Moves 2 CIVILIANS from a tile with a GARRISON to a tile without.



INF LVL 1

AERIAL UPLIFT

During Deployment Phase
ADVERSARIES can deploy to any required tile.

INF LVL 1

ASSIMILATION

Each Player targets a tile with exactly 1 **RED CIVILIAN** and has or is adjacent to a **GARRISON**, the **RED CIVILIAN** is replaced with an **OUTPOST**.

INF LVL 1

TERRAIN ANALYSIS

Add 1 **ADVERSARY CELL** to a tile with **ADVERSARIES** or **CIVILIANS**.

FREEDOM

PREPARED ADVERSARY

For this turn all **ADVERSARY CELLS** have +1 Health.

INF LVL 2-3

WAR CRIMES

Each Player targets a tile with at least 2 **S**, each **S** does 2 Damage to **ADVERSARY** and kill 1 **CIVILIAN**. Player must remove 1 **S** or -1 Influence.
*****DISREGARD PLAYER SPECIAL RULES REGARDING COLLATERAL DAMAGE*****

INF LVL 2-3

UPRISING

Each Player targets a tile with at least 2 **BLUE CIVILIANS** and at least 2 **OUTPOSTS** or **GARRISONS**. Each **BLUE CIVILIAN** Destroys 1 **OUTPOST** or **GARRISON**. Add 1 **TYRANNY TOKEN**.

INF LVL 2-3

FREE FIRE ZONE

ADVERSARY does +3 Damage per tile when Dominating in tiles with **PRESENCE**.

TYRANNICAL

TYRANNY SPREADS

Add 1 **TYRANNY TOKEN** to an adjacent tile with **TYRANNY**.

Player(s) can stop this by removing 2 **PRESENCE**.

FEAR AND PANIC

During Domination **ADVERSARIES** do an additional +3 Damage in tiles with 3 or more **ADVERSARIES**.

MARTYRDOM

Each Player chooses 1 **S** that does 3 Damage now. Kill any **S** that destroy an **OUTPOST** or **GARRISON**.

SURPRISE ATTACK

Each Player chooses a **S** to kill 1 **ADVERSARY CELL** in same or adjacent tiles.

MOMENTUM

Each **S** generates 1 Influence if **ADVERSARY** is present and may Move to any adjacent tile if not.


PROTEST

+1 Influence per tile with **ADVERSARIES** where **CIVILIANS** outnumber **OUTPOSTS** or **GARRISONS**.

BRUTAL REPRISALS

Each Player targets a tile with a **CIVILIAN** and an **OUTPOST** or **GARRISON**. **ADVERSARIES** do +3 Damage to **CIVILIANS** ignoring all Defense.

POPULAR SUPPORT

Each Player with at least 3 **BLUE CIVILIANS** in total (Among tiles where they have **PRESENCE**) may use a  Capability now (instead of later).

POPULATION SPIKE

Each Player adds 1 **BLUE CIVILIAN** to an **URBAN** tile.



FREEDOM

CHEAP SUPPLIES

Each Player replaces 1 **ADVERSARY CELL** with 1 **OUTPOST** on any tile except for **BORDER** or **COASTAL** tiles.

FREEDOM

POPULATION BOOM

Each player adds 1 **OUTPOST** to a tile with a **ADVERSARY CELL** or **OUTPOST**.

FREEDOM

HARDENED DEFENSE

For the remainder of the turn each **OUTPOST** and **GARRISON** have +1 Health.

FREEDOM

URBAN LOCKDOWN

During the next Domination Phase in an **URBAN** tile, the **ADVERSARY** does an additional +2 Damage. (if there is no Domination in an **URBAN** tile this turn, leave this card by the Domination Space until used).

TYRANNICAL

ISOLATED OPPRESSION

Each Player adds 1 **TYRANNY TOKEN** to any tile except for **BORDER** or **COASTAL** tiles.

TYRANNICAL

PROTRACTED CONFLICT

Each Player chooses to:
Remove 2 **PRESENCE**.
*** OR ***
Permanently lose 2 Capabilities.
*** OR ***
Add 2 **TYRANNY TOKENS**.

TYRANNICAL

TYRANNY SPREADS

Add 1 **TYRANNY TOKEN** to an adjacent tile with **TYRANNY**.

Player(s) can stop this by removing 2 **PRESENCE**.

TYRANNICAL

TYRANNICAL OVEREACH

Each Player adds a **TYRANNY TOKEN** to a tile with at least 2 **TYRANNY TOKENS**, but do not Escalate.

FUEL SHORTAGE

ADVERSARY does not Dominate in tiles with **BLUE CIVILIANS**.

SANDSTORM

No Movement or Actions take place in **DESERT** tiles for the remainder of this turn.

EXPLOIT COMPLACENCY

Each Player chooses 1 **S** to kill an **ADVERSARY CELL**. Additionally, each player adds 1 **S** on a tile without one.

MOMENTUM

Each **S** generates 1 Influence if **ADVERSARY** is present and may Move to any adjacent tile if not.

REJECTION

Each Player Moves 1 **ADVERSARY CELL** or **OUTPOST** from a tile with **CIVILIANS** present.

INTERNAL SUPPORT

Each **PRESENCE** in a tile with 2 **BLUE CIVILIANS** receive + 2 Resources.

POPULATION SPIKE

Each Player adds 1 **BLUE CIVILIAN** to a **COASTAL** tile.

PROTEST

+1 Influence per tile with **ADVERSARIES** where **CIVILIANS** outnumber **OUTPOSTS** or **GARRISONS**.



FREEDOM

ZONE RECONNAISSANCE

Each Player Moves 1 **ADVERSARY CELL** to an adjacent tile without **ADVERSARIES**.

FREEDOM

WAR CRIMES

Each Player targets a tile with at least 2 **S**, each **S** does 2 Damage to **ADVERSARY** and kill 1 **CIVILIAN**. Player must remove 1 **S** or -1 Influence. *****DISREGARD PLAYER SPECIAL RULES REGARDING COLLATERAL DAMAGE*****

FREEDOM

POPULATION BOOM

Each player adds 1 **OUTPOST** to a tile with an **ADVERSARY CELL** or **OUTPOST**.

FREEDOM

HEAVY LOGISTICS

In Deployment Phase, place **OUTPOSTS** instead of **ADVERSARY CELLS**.

TYRANNICAL

COASTAL LOCKDOWN

Each Player adds 1 **TYRANNY TOKEN** to a **COASTAL** tile with **TYRANNY**. Player(s) can stop this by removing 2 **PRESENCE**.

TYRANNICAL

TYRANNICAL OVEREACH

Each Player adds a **TYRANNY TOKEN** to a tile with at least 2 **TYRANNY TOKENS**, but do not Escalate.

TYRANNICAL

PROTRACTED CONFLICT

Each Player chooses to:
Remove 2 **PRESENCE**.
***** OR *****
Permanently lose 2 Capabilities.
***** OR *****
Add 2 **TYRANNY TOKENS**.

TYRANNICAL

RAPID CONSTRUCTION

One additional **GARRISON** is Developed in an adjacent tile to any tiles Developed during that turn.

LONG-RANGE PATROL

Each Player Moves 1 **S** to an adjacent tile without **TYRANNY**. It does 1 **DAMAGE** there.
*****DISREGARD ALL TERRAIN DEFENSE MODIFIERS*****

BORDER SURGE

In each **BORDER** tile, Move 1 **ADVERSARY CELL** up to 2 spaces to an adjacent tile.

SANDSTORM

No Movement or Actions take place in **DESERT** tiles for the remainder of this turn.

PROVOCATION

Each Player adds a **S** to a tile without a **TYRANNY TOKEN** that has an **OUTPOST**.

CIVIL DEFENSE FORCE

Each **BLUE CIVILIAN** located in a tile that will be Dominated this turn adds an additional +1 Defense.

CIVIL DEFENSE FORCE

Each **BLUE CIVILIAN** located in a tile that will be Dominated this turn does 1 Damage against **ADVERSARIES**.
*****DISREGARD ALL DEFENSE MODIFIERS*****

INTERNAL SUPPORT

Each **PRESENCE** in a tile with 2 **BLUE CIVILIANS** receive + 2 Resources.

CIVIL DEFENSE FORCE

Each **BLUE CIVILIAN** located in a tile that will be Dominated this turn adds an additional +1 Defense.



EVENT
CARD



EVENT
CARD



EVENT
CARD



EVENT
CARD

INTERNATIONAL INTEREST

The World watches as a potential conflict slowly escalates.

Each Player may:

MAINTAIN LOW PROFILE:

- Remove and discard top Terrain Stage Card.
- Add 1 **TYRANNY TOKEN** to any tile on the **BORDER** without one.

EXPAND IO CAMPAIGN: (COST 2 RESOURCES PER PLAYER)

- Remove and discard top Influence Card.
- During next Domination, **OUTPOSTS** and **GARRISON** do an extra +1 Damage.

NGOs ARRIVE

Foreign aid convoys bring needed supplies to the population.

Each Player may:

IGNORE:

- + 1 Influence point.

HIJACK CONVOY:

- + 6 Resources.
- + 1 **TYRANNY TOKEN** to tile with most number of **ADVERSARIES**. Does not Escalate.
- Remove 1 **S**.

RISE OF EXTREMISM

A Violent Extremist Organization (VEO) attacks the **ADVERSARY**. Collectively you may: (UNLESS SCENARIO PLAY)

ALLOW THE ATTACKS:

Each Player draws a Minor Capability and do Damage equivalent to the Resource cost of the drawn Capability to a **BORDER** tile with **ADVERSARIES**. If >2 Damage was done collectively, add 1 **TYRANNY TOKEN** to one of the target tiles. Players keep Capability if it is a ⏰ Long-Term Capability, if not return to Capability Deck.
*****DISREGARD ALL DEFENSE MODIFIERS*****

TARGET VEO: (COST 1 RESOURCE PER PLAYER)

Receive enough Influence to get next Influence Card. Players may pool Resources.

DROUGHT

A terrible drought devastates the region.

Each Player may:

MAINTAIN LOW PROFILE:

- ADD **TYRANNY TOKEN** to a **DESERT** tile with **ADVERSARY**.

SUPPORT THE LOCAL POPULATION:

- COST: 4 Resources per player or permanently discard a capability card.
- +2 Influence
- Each Player can add a **PRESENCE** on a tile with a **CIVILIAN**.

RUGGED TERRAIN

Each Player adds 1 **S** to a **JUNGLE** tile without **TYRANNY**. +1 Influence if **ADVERSARY** is present.

SURPRISE ATTACK

Each Player chooses a **S** to kill 1 **ADVERSARY CELL** in same or adjacent tiles.

COMPROMISE REHEARSAL

Each Player Moves 1 **S** to an adjacent tile without **TYRANNY**. +1 Influence if **ADVERSARY** is present.

MARTYRDOM

Each Player chooses 1 **S** that does 3 Damage now. Kill any **S** that destroy an **OUTPOST** or **GARRISON**.

BOOBY TRAPS

ADVERSARY does not Deploy to any **JUNGLE** tiles.

DOWNSIZING

In a **DESERT** tile replace 1 **GARRISON** with 1 **OUTPOST**.

RECLAIM TERRITORY

Each Player may Move 1 **BLUE CIVILIAN** to an adjacent tile doing +1 Damage.
*****DISREGARD ALL DEFENSE MODIFIERS*****

CIVIL DEFENSE FORCE

Each **BLUE CIVILIAN** located in a tile that will be Dominated this turn does 1 Damage against **ADVERSARIES** immediately.
*****DISREGARD ALL DEFENSE MODIFIERS*****



OUTPACED

The **ADVERSARIES** terrifying speed of progress catches you off guard.
Each Player may:

MAINTAIN LOW PROFILE:

- Permanently lose 1 Capabilities.
- +2 Resources

EXPAND IO CAMPAIGN:

- -3 Resources.
- You may choose to Execute your Long-Term Capabilities now.

FREEDOM

BOUNTIFUL HARVEST

During the next Domination Phase each **OUTPOST** does an additional +1 Damage. (if there is no Domination this turn, leave this card by the Domination Space until used).

FREEDOM

PREPARED ADVERSARY

For this turn all **ADVERSARY CELLS** have +1 Health.

FREEDOM

WAR CRIMES

Each Player targets a tile with at least 2 **S**, each **S** does 2 Damage to **ADVERSARY** and kill 1 **CIVILIAN**. Player must remove 1 **S** or -1 Influence. *****DISREGARD PLAYER SPECIAL RULES REGARDING COLLATERAL DAMAGE*****

TYRANNICAL

OVERPOPULATION

Each Player adds a **TYRANNY TOKEN** to a tile with a **GARRISON**.

Player(s) can stop this by removing 2 **PRESENCE**.

TYRANNICAL

PROTRACTED CONFLICT

Each Player chooses to:
Remove 2 **PRESENCE**.
***** OR *****
Permanently lose 2 Capabilities.
***** OR *****
Add 2 **TYRANNY TOKENS**.

TYRANNICAL

RAPID CONSTRUCTION

One additional **GARRISON** is Developed in an adjacent tile to any tiles Developed during that turn.

DOWNPOUR

No Movement or Actions take place in **JUNGLE** tile for the remainder of this turn.

EXPLOIT COMPLACENCY

Each Player chooses 1 **S** to kill an **ADVERSARY CELL**. Additionally, each player adds 1 **S** on a tile without one.

FLOODING

No Movement or Actions take place in **RURAL** tiles for the remainder of this turn.

PROVOCATION

Each Player adds a **S** to a tile without a **TYRANNY TOKEN** that has an **OUTPOST**.

INSURRECTION

Each Player targets a different tile where **CIVILIANS** outnumber **ADVERSARIES**. Each **CIVILIAN** in target tile does 1 Damage.
*****DISREGARD ALL DEFENSE MODIFIERS*****

POPULATION SPIKE

Each Player adds 1 **BLUE CIVILIAN** to a **JUNGLE** or **RURAL** tile.

INTERNAL SUPPORT

Each **PRESENCE** in a tile with 2 **BLUE CIVILIANS** receive + 2 Resources.

CIVIL DEFENSE FORCE

Each **BLUE CIVILIAN** located in a tile that will be Dominated this turn adds an additional +1 Defense.



A topographic map of a jungle terrain, showing green and dark green areas with a black outline.

JUNGLE

1 & 5

A topographic map of a desert terrain, showing light brown and tan areas with a black outline.

DESERT

1 & 5

A topographic map of a rural terrain, showing brown and tan areas with a black outline.

RURAL

1 & 7

A topographic map of an urban terrain, showing a grid of buildings and roads in various colors with a black outline.

URBAN

1 & 7

A topographic map of a jungle terrain, showing green and dark green areas with a black outline.

JUNGLE

2 & 6

A topographic map of a desert terrain, showing light brown and tan areas with a black outline.

DESERT

2 & 6

A topographic map of a rural terrain, showing brown and tan areas with a black outline.

RURAL

2 & 6

A topographic map of an urban terrain, showing a grid of buildings and roads in various colors with a black outline.

URBAN

2 & 6



A topographic map of a jungle region, colored in various shades of green, with a black outline.

JUNGLE

3 & 7

A topographic map of a desert region, colored in shades of tan and beige, with a black outline.

DESERT

3 & 7

A topographic map of a rural region, colored in shades of purple, brown, and green, with a black outline.

RURAL

3 & 7

A topographic map of an urban region, showing a dense grid of buildings in various colors, with a black outline.

URBAN

3 & 7

A topographic map of a jungle region, colored in various shades of green, with a black outline.

JUNGLE

4 & 2

A topographic map of a desert region, colored in shades of tan and beige, with a black outline.

DESERT

4 & 2

A topographic map of a rural region, colored in shades of purple, brown, and green, with a black outline.

RURAL

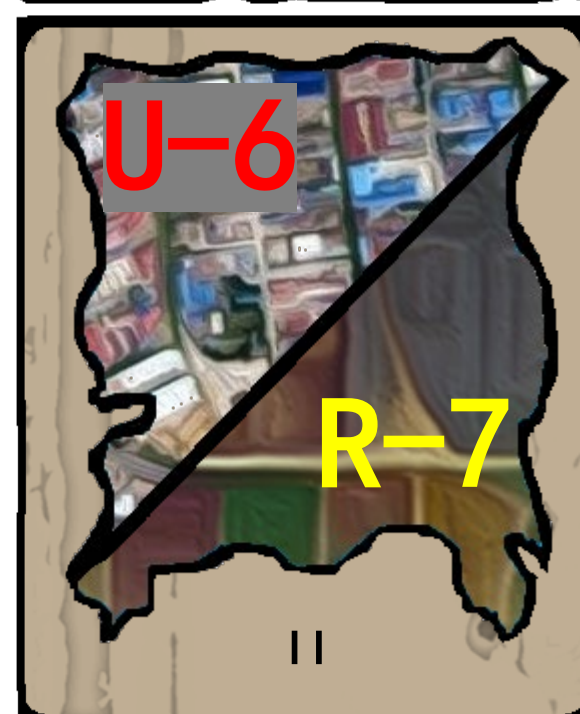
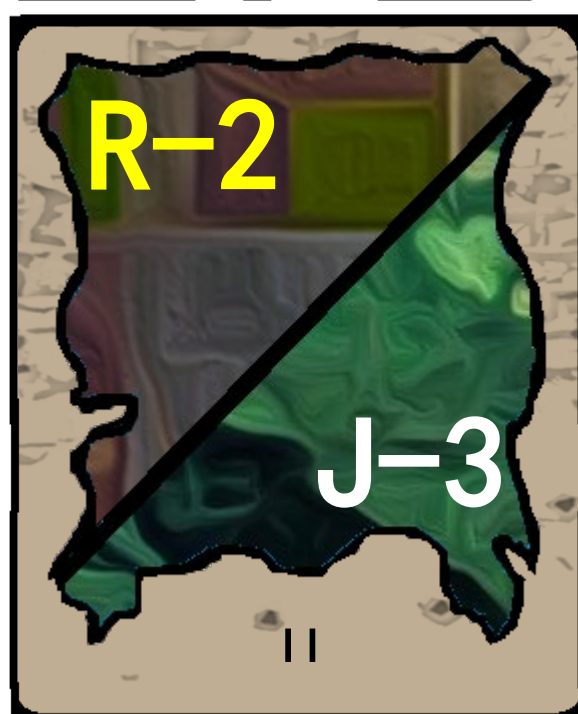
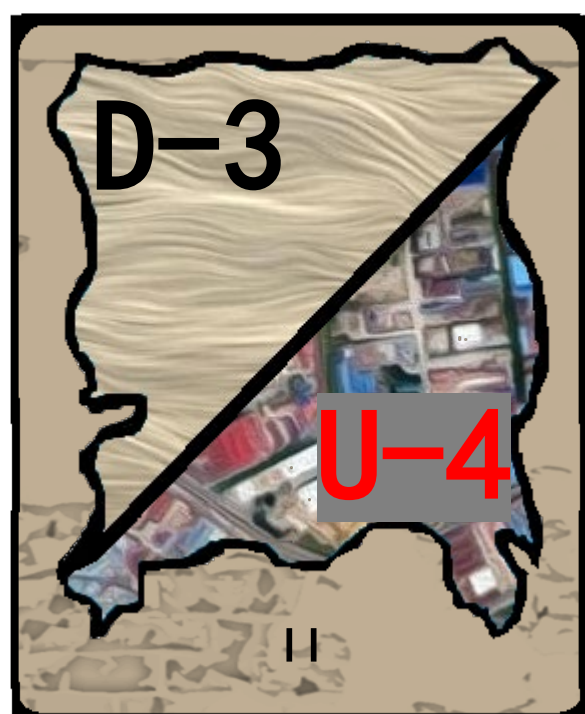
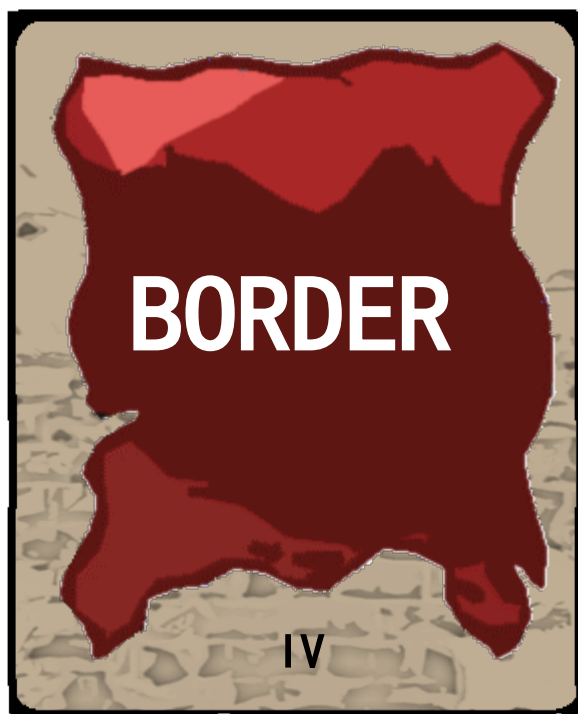
4 & 1

A topographic map of an urban region, showing a dense grid of buildings in various colors, with a black outline.

URBAN

4 & 3







A map of Louisiana filled with a dark red color. The text "BORDER ODD" is centered in white.

**BORDER
ODD**

||

A map of Louisiana filled with a dark blue color. The text "COAST ODD" is centered in white.

**COAST
ODD**

||

A map of Louisiana filled with a dark red color. The text "BORDER EVEN" is centered in white.

**BORDER
EVEN**

||

A map of Louisiana filled with a dark blue color. The text "COAST EVEN" is centered in white.

**COAST
EVEN**

||

A map of Louisiana split diagonally from the top-left to the bottom-right. The top-left triangle is green and labeled "J-6". The bottom-right triangle is tan and labeled "D-2".

J-6
D-2

||

A map of Louisiana split diagonally from the top-left to the bottom-right. The top-left triangle is tan and labeled "D-3". The bottom-right triangle is a satellite image and labeled "U-5".

D-3
U-5

||

A map of Louisiana split diagonally from the top-left to the bottom-right. The top-left triangle is dark purple and labeled "R-1". The bottom-right triangle is green and labeled "J-4".

R-1
J-4

||

A map of Louisiana split diagonally from the top-left to the bottom-right. The top-left triangle is a satellite image and labeled "U-6". The bottom-right triangle is dark purple and labeled "R-3".

U-6
R-3

||



J-5

U-3

||

D-1

R-6

||

J-7

D-3

||

D-7

U-1

||

J-1

D-6

||

D-4

U-7

||

R-5

J-3

||

U-2

R-4

||







**JUNGLE
ODD**

IV

**DESERT
ODD**

IV

**RURAL
EVEN**

IV

**URBAN
EVEN**

IV

**JUNGLE
EVEN**

IV

**DESERT
EVEN**

IV

**RURAL
ODD**

IV

**URBAN
ODD**

IV

