

55 ACTION CARDS

No. of action cards	Season	Activation # distribution / avg.	Letters
15	Spring	6x4, 6x5, 3x6 / 4.80	A-P
25	Summer	5x6, 5x7, 6x8, 6x9, 3x10 / 7.84	A-Z
15	Fall	6x6, 6x7, 3x8 / 6.90	A-P

No. of action cards w/ country named	Country	No. of wildcards that can add/remove influence	Res	Pop
2	Baltic States	1/1	0	0
2	Persia	0/1	4	1
3	Sweden	2/3	2	1
3	Turkey	1/4	1	2
3	Portugal	1/0	1	0
3	Poland	3/2	1	2
3	Afghanistan	0/0	0	0
3	Denmark	2/0	1	0
3	Norway	3/1	1	0
4	Low Countries	4/3	0	1
4	Spain	6/2	0	2
4	Bulgaria	4/1	1	0
4	Finland	0/1	1	0
5	Romania	2/2	2	1
5	USA	5/4	4	3
5	Latin America	0/1	2	1
6	Greece	0/0	1	0
6	Hungary	3/1	1	1
6	Austria	4/1	0	1
6	Czechoslovakia	4/1	0	1
6	Yugoslavia	5/1	1	0
43 Action cards		12 Wild cards		

55 INVESTMENT CARDS

Factory level	No. of cards	Intelligence cards	No. of cards
4	7	Spy rings – blindly steal card	2
3	22	Code breaking – inspect rival hand	2
2	16	Agent – inspect rival units in one area	2
1	10	Sabotage – reduce rival industry by 1	1
Total no. of Factory cards		Coup – remove all rival infl. in 1 minor	1
Avg. Factory level:		Double agent – reverse Intel card effect	1
		Mole – inspect secret vault, steal tech	1
		Total no. of Intelligence cards	10

Techs	No. of cards	Effect
Atomic research 4	3	Implosion trigger – wins the game!*
Atomic research 3	4	Plutonium – allows step 4
Atomic research 2	4	Breeder reactor – allows step 3
Atomic research 1	6	Atomic pile – allows step 2
Jets	5	AFs FirstFire
Rocket artillery	7	Infantry FirstFire
LSTs	8	2 Invaders/Border
Heavy bombers	8	AFs Move 3
Motorized infantry	8	Infantry Moves 3
Heavy tanks	9	Tanks FirstFire
Precision bombsight	10	AFs can bomb IND
Air defense radar	10	AFs 2A3 in Fr. Terr.
Naval radar	10	Fleets FirstFire
Sonar	12	Fleets S3
Industrial espionage	5	Pair with Revealed tech card to Achieve tech
Science cards	5	Tech wild cards, each w/ 6 techs (later year Science cards have harder to achieve techs)
Total no. of Investment cards with tech effects		45

* Requires AF within reach of Rival MainCapital