HELP THE BOMBER! Red team wins if the President gains the "dead" condition due to the Bomber exploding.	RED TEAM	HELP THE BOMBER! Red team wins if the President gains the "dead" condition due to the Bomber exploding.	RED TEAM	HELP THE BOMBER! Red team wins if the President gains the "dead" condition due to the Bomber exploding.	RED TEAM	HELP THE BOMBER! Red team wins if the President gains the "dead" condition due to the Bomber exploding.	RED TEAM
RED TEAM	*	RED TEAM	*	RED TEAM	*	RED TEAM	*
KEEP THE PRESIDENT SAFE! You win if the President does not gain the "dead" condition due to the Bomber exploding.	YOU ARE THE BLUE TEAM	KEEP THE PRESIDENT SAFE! You win if the President does not gain the "dead" condition due to the Bomber exploding.	YOU ARE THE TEAM	KEEP THE PRESIDENT SAFE! You win if the President does not gain the "dead" condition due to the Bomber exploding.	YOU ARE THE TEAM	KEEP THE PRESIDENT SAFE! You win if the President does not gain the "dead" condition due to the Bomber exploding.	BLUE TEAM
BLUE TEAM	*	BLUE TEAM	*	BLUE TEAM	*	BLUE TEAM	*