

1



Gun

Terminate a spy
(not yourself)

And, if ready in hand or
in play, may be shown to
cancel the effect of a
knife attack against you

2



Antidote

If ready in hand or in play, may be shown to cancel the effect of a poison attack, even if not directed at you

3



Poison

Terminate a spy
(not yourself)

(may be cancelled
by antidote)

4



Knife

Terminate a spy
(not yourself)

(may be cancelled
by gun)

5



Cyanide Pill

Terminate yourself

If Cyanide Pill was used,
score 1 extra point if
your nation wins

6+

6



Bang and Burn

Choose one face up
card that has already
been played and turn it
face down

7



Extortion

Choose a spy (not yourself), that spy must choose one of their face up cards in play and turn it face down

8



Decoy

Examine the discard
pile, select one card,
immediately play it, then
place Decoy in the
discard pile

9



Chicken Feed

If ready in hand or in
play and you are the
target of the Polygraph
or the Code Book,
you may lie

4+

10



Dead Drop

Select any two cards in
play and switch them

(not including this card,
face down cards may be
chosen)

11



Pocket Lint

If ready in hand or in play, you may show Pocket Lint instead of your role card when required to do so

5+

12



Hidden Mic

Look at the role card of the spy with the lowest valued face up card in play so far (other than your own)

5+

13

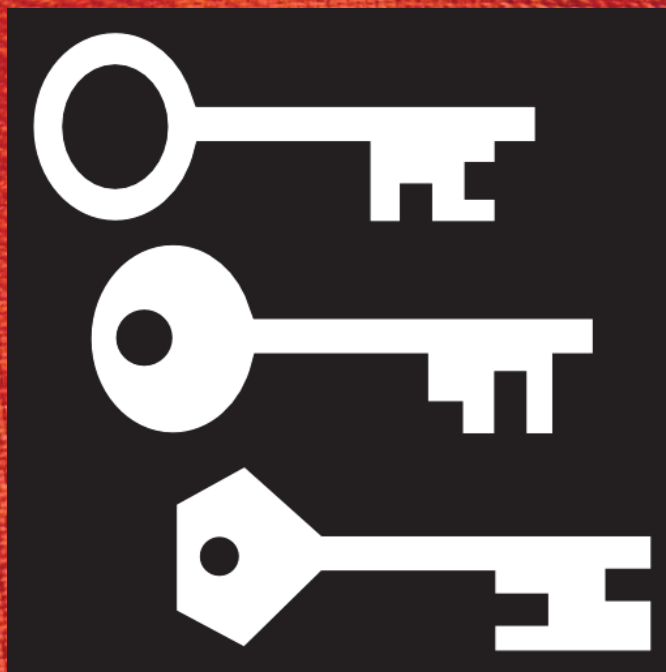


Surveillance

Choose a spy, look at
that spy's role card, then
announce what it is
(you may lie)

5+

14



Forgery

During scoring, the Forgery is worth points equal to the current round number (must be face up to score)

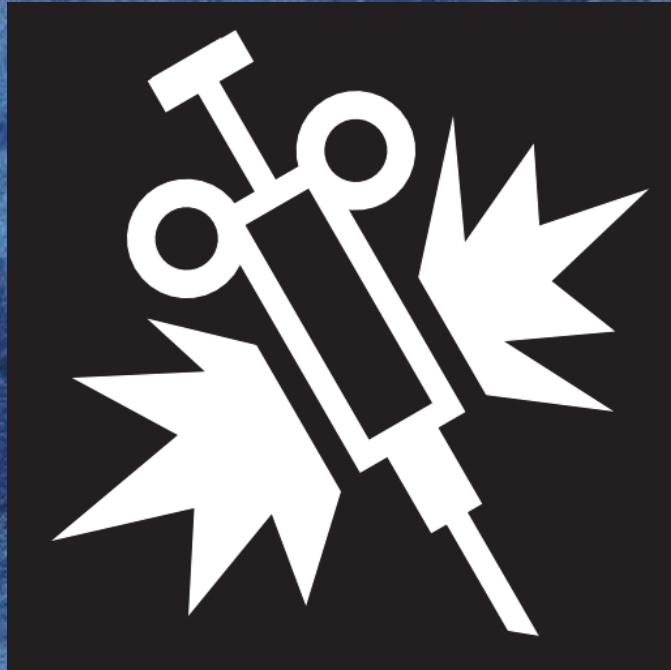
15



Code Book

Choose a spy and name a specific role (Soviet Assassin, American Handler, etc.), if that spy is the named role, they are compromised and must flip their role card face up for the rest of the round 6+

16



Truth Serum

Choose a spy, that spy
must show their role
card to a spy of their
choice

17



Safehouse

You cannot be terminated
this round, but you may not
terminate any other spies
this round either

5+

18



Mole

During Nation Scoring, you may choose one spy to be revealed as a mole, their cards no longer count towards Nation Scoring (must be face up to score)

19

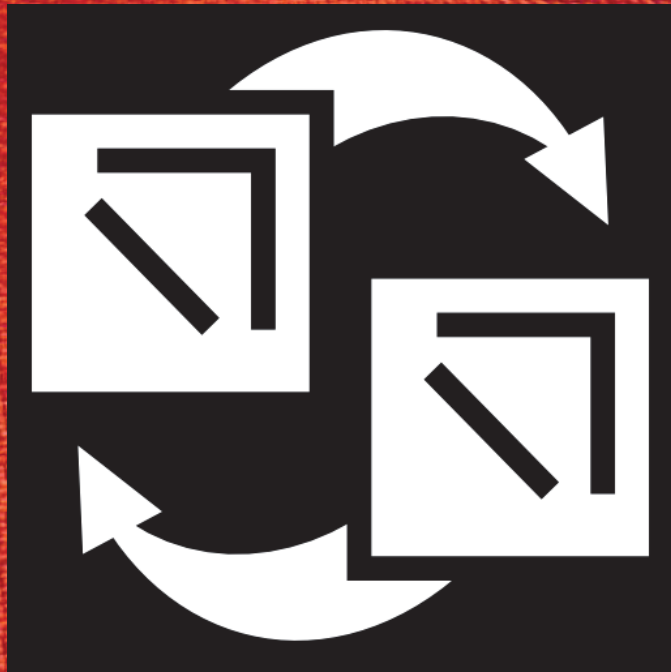


Arrest

Choose one spy, that spy
must reveal all of their
Tradecraft cards and play
with them visible for the rest
of the round

4+

20



Exchange

Choose a spy, that spy
must exchange a card
not yet in play with you

(card selection should be
done simultaneously)

21

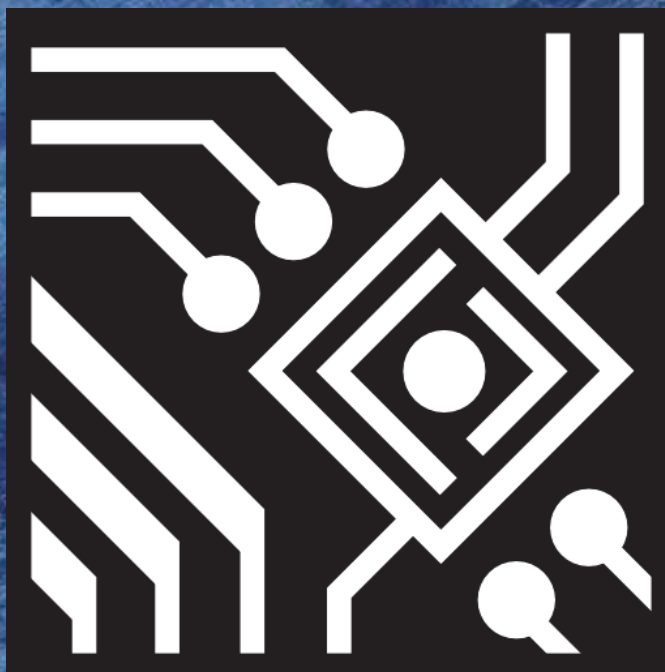


Polygraph

Choose a spy, that spy
must announce their
nationality, but not reveal
their specific role
(neutral spies may lie)

4+

22



Microchip

Receive 1 extra point if you
complete your Mission this
round.

(Microchip must be face up
during scoring)

4+

23



Satellite Plans

Look at the tradecraft
cards that are not yet in
play of the spy seated to
your left

6+

24



Launch Codes

Look at the tradecraft
cards that are not yet in
play of the spy seated to
your right

6+