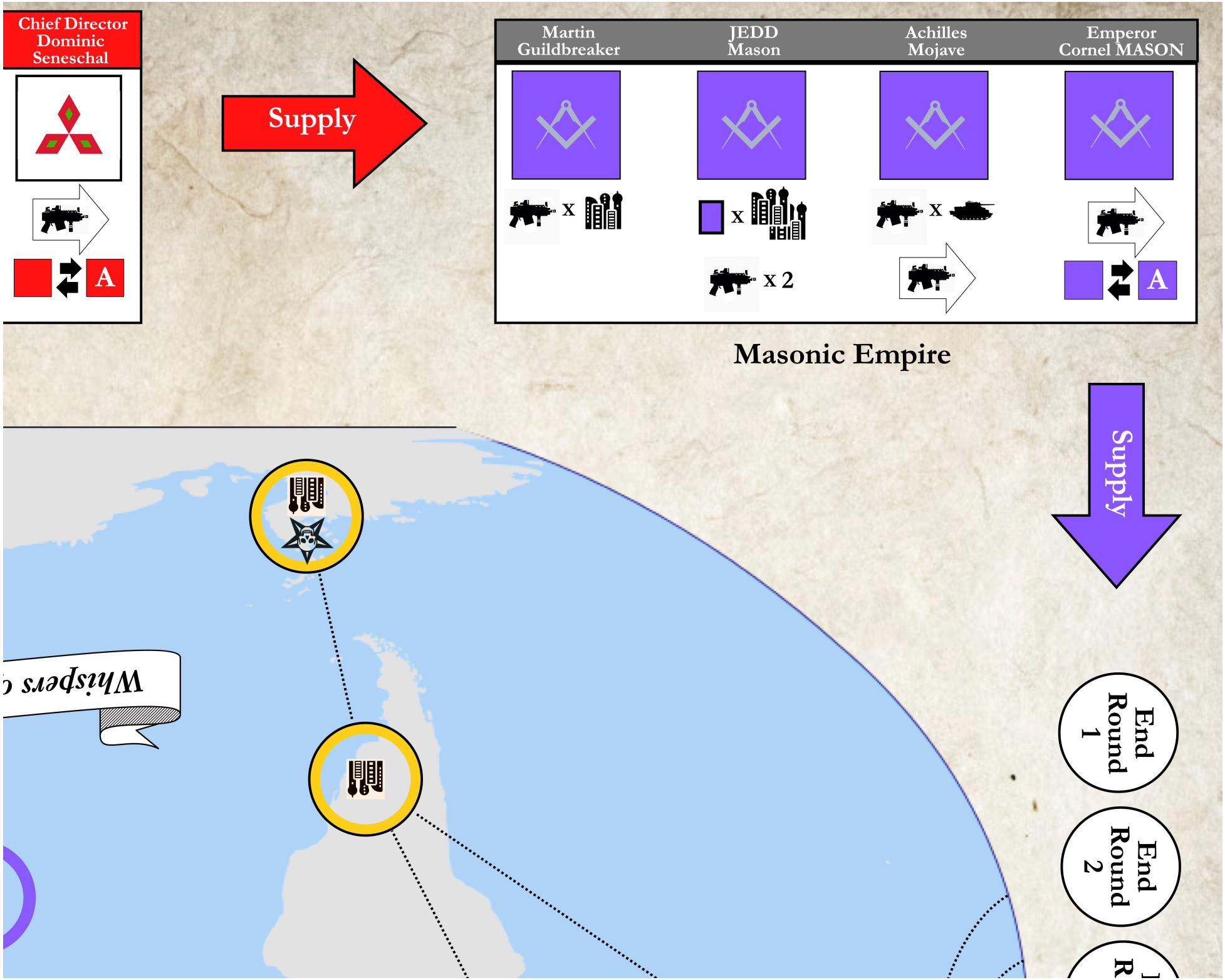
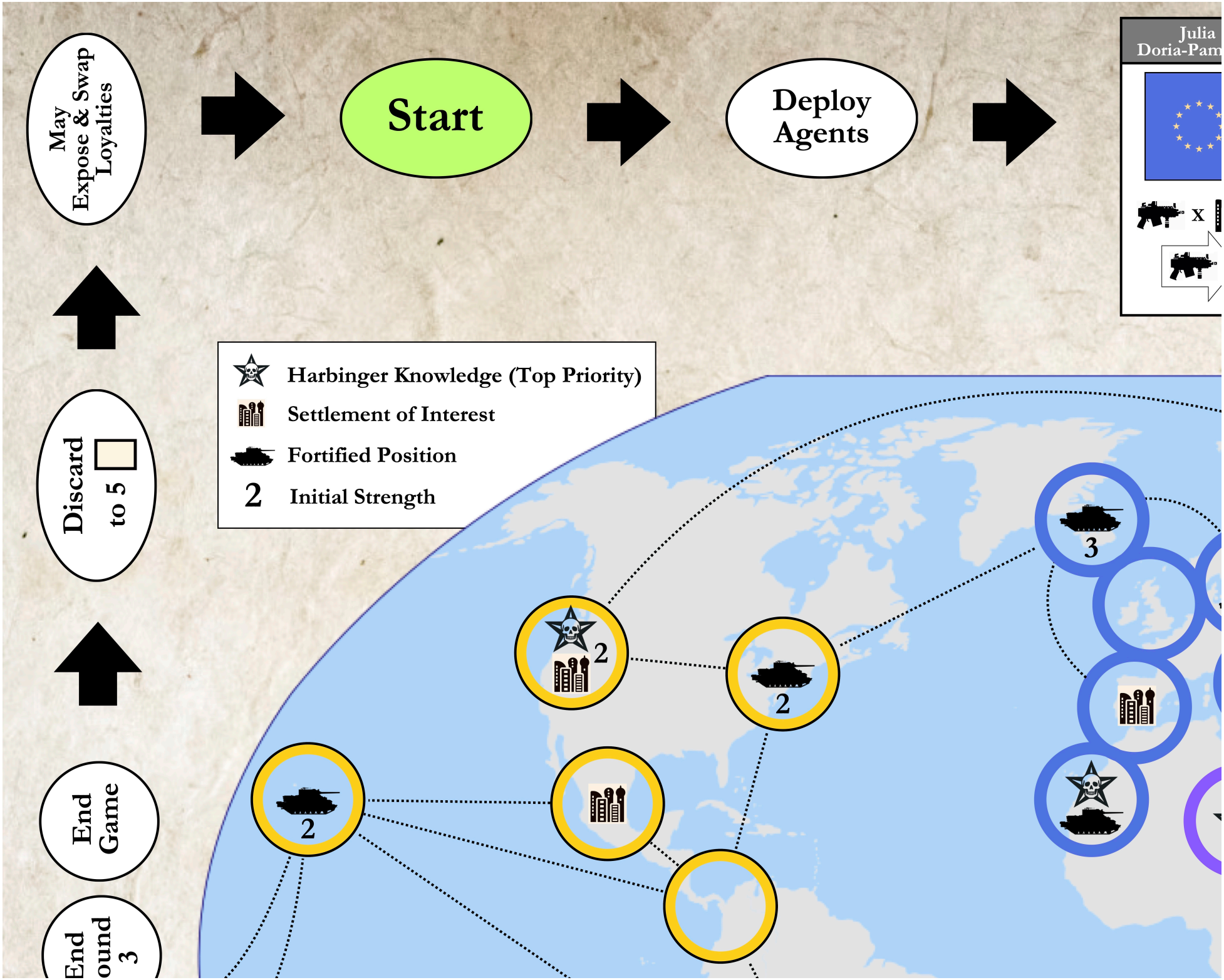
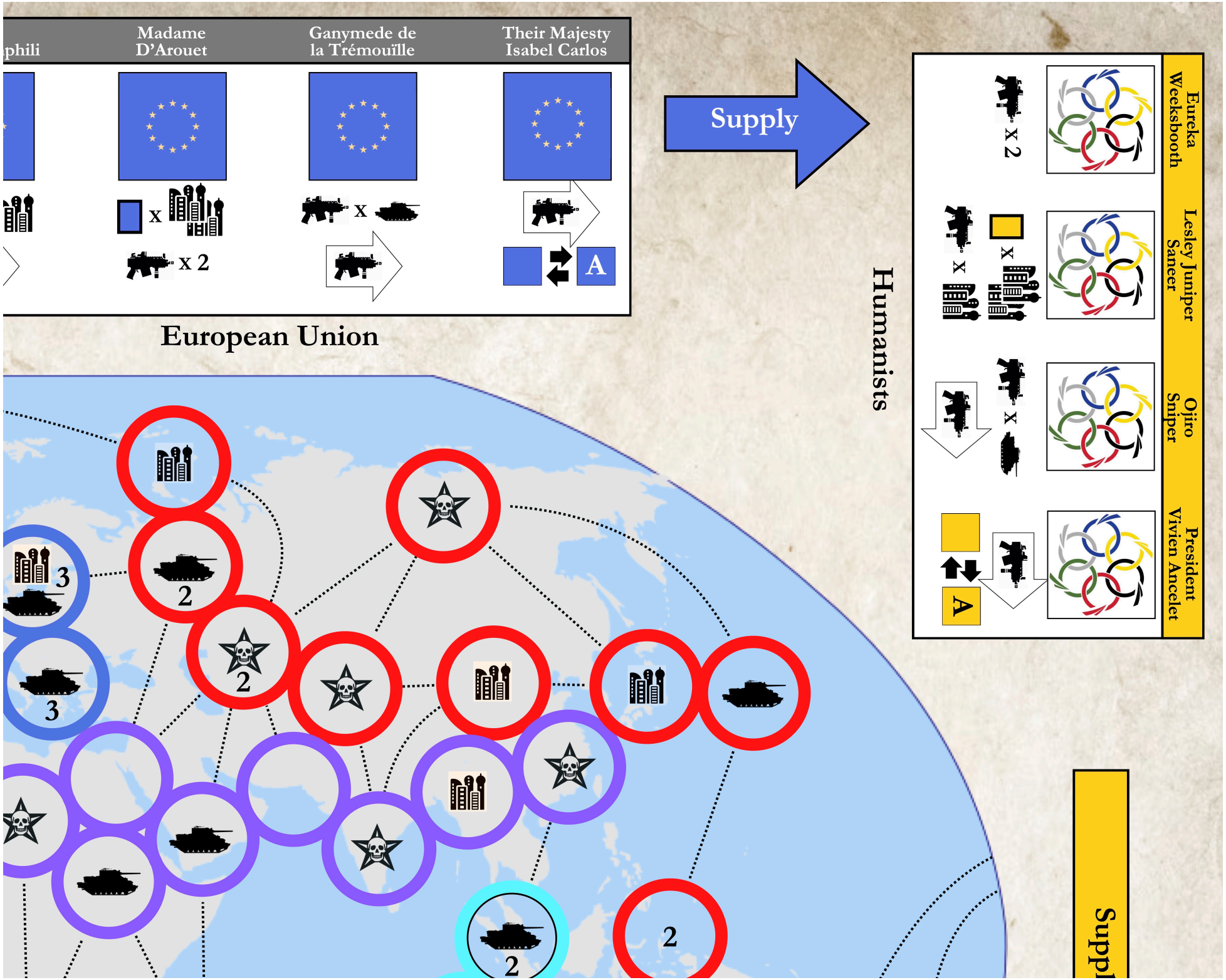
Jyothi Bandyopadhyay
Hotaka Andō Mitsubishi
Danaë de la Trémouïlle
x
x 1
x
x 2
x
Mitsubishi Corporation
Supply
Cousins
Darcy Sok
Lorelai "Cookie" Cook
Andalusia Whitewing
Chair Bryar Kosala
x
x 2
x
A
f the Stars
2
y


Chief Director
Dominic
Seneschal
A
Supply
Martin
Guildbreaker
JEDD
Mason
Achilles
Mojave
Emperor
Cornel MASON
x
x
x 2
A
Masonic Empire
Supply
End
Round
1
End
Round
2


May Expose & Swap Loyalties
Start
Deploy Agents
Julia Doria-Pam
x
Discard to 5
Harbinger Knowledge (Top Priority)
Settlement of Interest
Fortified Position
2 Initial Strength
End Game
End ound 3
2
2
2
3



phili
Madame D'Arouet
Ganymede de la Trémouïlle
Their Majesty Isabel Carlos
x
x 2
x
A
European Union
Supply
Humanists
Eureka Weeksbooth
Lesley Juniper Saneer
Ojiro Sniper
President Vivien Ancelet
x 2
x
x
x
A
3
3
2
2
2
2
Suppl

After your attack, you may make an additional attack with any surviving troops.

After your attack, kill ALL troops involved in that attack (on both sides).

Atë: Kill up to 3 troops in any 1 location.

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After your attack, kill ALL troops involved in that attack (on both sides).

Red Crystal: Add 3 friendly troops to any empty location(s).

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After your attack, kill ALL troops involved in that attack (on both sides).

Peacewash: After your attack, for each enemy troop killed, add 1 troop of the active hive to any location the active hive controls.

After your attack, you may make an additional attack with any surviving troops.

After your attack, kill ALL troops involved in that attack (on both sides).

Peacewash: After your attack, for each enemy troop killed, add 1 troop of the active hive to any location the active hive controls.

After your attack, you may make an additional attack with any surviving troops.

After your attack, kill ALL troops involved in that attack (on both sides).

The Prince Speaks: Take all troops in any location (abandoning it) & move them to any number of adjacent locations controlled by that hive.

After your attack, you may make an additional attack with any surviving troops.

After your attack, kill ALL troops involved in that attack (on both sides).

The Prince Speaks: Take all troops in any location (abandoning it) & move them to any number of adjacent locations controlled by that hive.

Move the active agent to any empty hive square & immediately take that square's action instead. Then proceed from after where it was.

Your attack may target any empty enemy location.

Atë: Kill up to 3 troops in any 1 location.

Move the active agent to any empty hive square & immediately take that square's action instead. Then proceed from after where it was.

Your attack may target any empty enemy location.

Atë: Kill up to 3 troops in any 1 location.

Move the active agent to any empty hive square & immediately take that square's action instead. Then proceed from after where it was.

Your attack may target any empty enemy location.

Missiles Launched: Choose 1 troop of the active hive. Kill up to 5 enemy troops in any adjacent locations.

Move the active agent to any empty hive square & immediately take that square's action instead. Then proceed from after where it was.

Your attack may target any empty enemy location.

Missiles Launched: Choose 1 troop of the active hive. Kill up to 5 enemy troops in any adjacent locations.

Move the active agent to any empty hive square & immediately take that square's action instead. Then proceed from after where it was.

Your attack may target any empty enemy location.

Servicers: Add a troop to each location the active hive controls.

Move the active agent to any empty hive square & immediately take that square's action instead. Then proceed from after where it was.

Your attack may target any empty enemy location.

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Move the active agent to any empty hive square & immediately take that square's action instead. Then proceed from after where it was.

Your attack may target any empty enemy location.

World Civil War: Your attack may target any location on the map.

Move the active agent to any empty hive square & immediately take that square's action instead. Then proceed from after where it was.

Your attack may target any empty enemy location.

World Civil War: Your attack may target any location on the map.

Add 1 troop to your attack.

Add 3 troops to your attack.

Red Crystal: Add 3 friendly troops to any empty location(s).

Add 1 troop to your attack.

Add 3 troops to your attack.

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Add 1 troop to your attack.

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Add 1 troop to your attack.

Add 3 troops to your attack.

World-Ringing River: Add up to 6 troops to the current attack from any location the active hive controls.

Add 1 troop to your attack.

Add 3 troops to your attack.

World-Ringing River: Add up to 6 troops to the current attack from any location the active hive controls.

Add 1 troop to your attack.

Add 3 troops to your attack.

Operation Baskerville: Add 4 friendly troops to any empty location that has no Harbinger Knowledge or Fortified Position.

Add 1 troop to your attack.

Add 3 troops to your attack.

Operation Baskerville: Add 4 friendly troops to any empty location that has no Harbinger Knowledge or Fortified Position.

Instead of using your current hive square action, use a hive square action controlled by one of your other agents.

Add 3 friendly troops to any 1 Harbinger Knowledge location.

Peacewash: After your attack, for each enemy troop killed, add 1 troop of the active hive to any location the active hive controls.

Instead of using your current hive square action, use a hive square action controlled by one of your other agents.

Add 3 friendly troops to any 1 Harbinger Knowledge location.

Peacewash: After your attack, for each enemy troop killed, add 1 troop of the active hive to any location the active hive controls.

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Instead of using your current hive square action, use a hive square action controlled by one of your other agents.

Add 3 friendly troops to any 1 Harbinger Knowledge location.

Antisleep: After performing an action with an agent, take the same action again.

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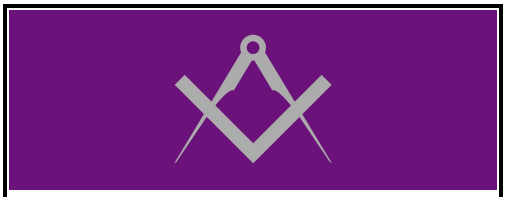
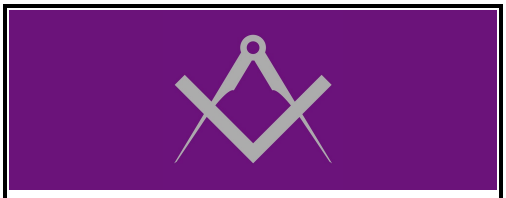


Choose 2 locations controlled by the active hive. Move any number of troops between them.

Rearrange any hive's troops within its controlled locations. (Do not abandon a location or exceed supply.)

The Prince Speaks: Take all troops in any location (abandoning it) & move them to any number of adjacent locations controlled by that hive.



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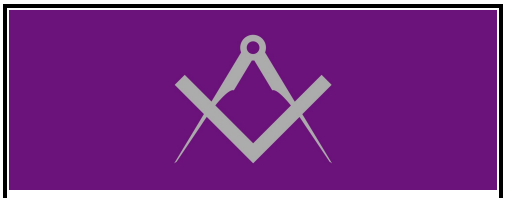

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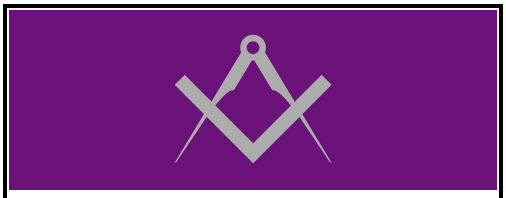
Rearrange any hive's troops within its controlled locations. (Do not abandon a location or exceed supply.)

World Civil War: Your attack may target any location on the map.



Choose 2 locations controlled by the active hive. Move any number of troops between them.

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Rearrange any hive's troops within its controlled locations. (Do not abandon a location or exceed supply.)

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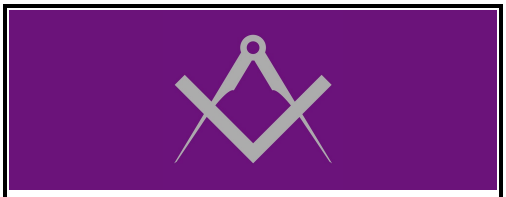

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Rearrange any hive's troops within its controlled locations. (Do not abandon a location or exceed supply.)

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European Union

European Union

European Union

European Union

Humanist Hive

Humanist Hive	Humanist Hive	Humanist Hive
Cousins Collective	Cousins Collective	Cousins Collective
Cousins Collective	Mitsubishi Corporation	Mitsubishi Corporation

Mitsubishi Corporation	Mitsubishi Corporation	Masonic Empire
Masonic Empire	Masonic Empire	Masonic Empire

Banned

-1 x

Civilized

4 x

Dreary

0 x

Les chiots

2 x

Manipulable

3 x

Intolerable Crimes

-1 x

Peace At All Costs

4 x

Neutrality

0 x

Pass-It-On Participant

2 x

Endorsing

3 x

Round 1

Round 2

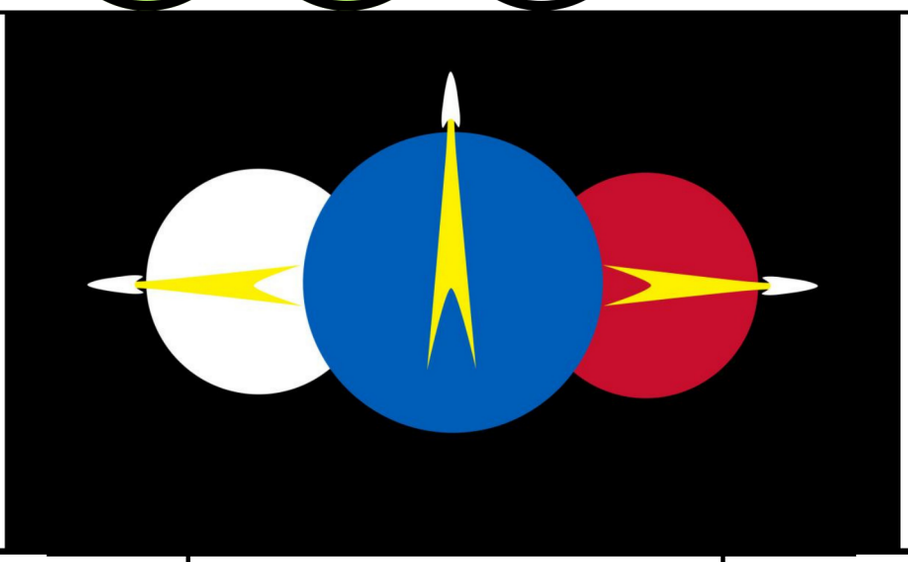
Round 3

Round 4

Starting Player

Modo Mundo

-1 x ☠



Sphere Four

4 x ☠

Earthsphere	Moonsphere	Marsphere
0 x ☠	2 x ☠	3 x ☠

Beyond Acceptable Lethality

-1 x ☠

Inward Path

4 x ☠

Control Group	Test Subjects	Brain Bash
0 x ☠	2 x ☠	3 x ☠