

The Society of Assassins

+4 on any attempt to neutralize any group.



POWER
8/8

INCOME
8

The Network

Turns over two cards at beginning of turn.



POWER
7/7

INCOME
9

The Discordian Society

+4 on any attempt to control Weird groups;
immune to any attacks from
Government or Straight groups.



POWER
8/8

INCOME
8

The UFOs

Illuminati group may participate in
two attacks per turn.



POWER
6/6

(twice per turn)

INCOME
8

The Servants of Cthulhu

+2 on any attempt to destroy any group.



POWER
9/9

INCOME
7

The Gnomes of Zurich

May move money freely at end of turn.



POWER
7/7

INCOME
12

The Bavarian Illuminati

May make one privileged attack each turn
at a cost of 5MB.



POWER
10/10

INCOME
9

The Bermuda Triangle

May reorganize groups freely at end of turn.



POWER
8/8

INCOME
9

ILLUMINATI

American Autoduel Association



Power: 1
Resistance: 5
Income: 1

Violent
Weird

Anti-Nuclear Activists

+2 on any attempt to destroy Nuclear Power Companies.



Power: 2
Resistance: 5
Income: 1

Liberal

Antiwar Activists



Resistance: 3
Income: 1

Peaceful
Liberal

Big Media



Power: 4/3
Resistance: 6
Income: 3

Liberal
Straight

Boy Sprouts



Resistance: 3
Income: 1

Straight
Peaceful

California



Power: 5
Resistance: 4
Income: 5

Liberal
Weird
Government

CFL-AIO



Power: 6
Resistance: 5
Income: 3

Liberal

Chinese Campaign Donors

Treat this group as Government when it attempts to control a Government group.



Power: 3
Resistance: 2
Income: 3

Communist

C.I.A.



Power: 6/4
Resistance: 5
Income: 0

Government
Violent

Clone Arrangers

+3 on any attempt to destroy any group.



Power: 6/2
Resistance: 6
Income: 1

Violent
Communist
Criminal

Comic Books

WHAM!



Power: 1
Resistance: 1
Income: 2

Weird
Violent

Convenience Stores



Power: 1
Resistance: 4
Income: 3

Straight

Copy Shops

Power: 1
Resistance: 3
Income: 4

Peaceful

Democrats



Power: 5
Resistance: 4
Income: 3

Liberal

Eco-Guerrillas



Resistance: 6
Income: 1

Liberal
Violent
Weird

Congressional Wives



Power: 1
Resistance: 4
Income: 1

Conservative
Straight

Cycle Gangs

+2 on any attempt to destroy any group.



Resistance: 4
Income: 0

Violent
Weird

Empty Vee



Power: 3
Resistance: 3
Income: 4

Evil Geniuses for a Better Tomorrow

+4 for any attempt to control, neutralize, or destroy the Orbital Mind Control Lasers.



Power: 0/2
Resistance: 6
Income: 3

Violent
Weird

Fast Food Chains



Power: 2
Resistance: 4
Income: 3

Straight

F.B.I.



Power: 4/2
Resistance: 6
Income: 0

Government
Straight

Federal Reserve

When it transfers money, that money can go to any group in the same Power Structure.



Power: 5/3
Resistance: 7
Income: 6

Government

Feminists

+3 on any attempt to control any Liberal group.



Power: 2
Resistance: 2
Income: 1

Liberal

Fiendish Fluoridators



Power: 3
Resistance: 5
Income: 1

Communist
Fanatic

Flat Earthers



Power: 1
Resistance: 2
Income: 1

Weird
Conservative

Fnord Motor Company



Power: 2
Resistance: 4
Income: 2

Peaceful

Fraternal Orders



Power: 3
Resistance: 5
Income: 2

Conservative

Girlie Magazines



Power: 2
Resistance: 2
Income: 3

Liberal

Goldfish Fanciers



Resistance: 4
Income: 1

Peaceful Fanatic

Gun Lobby

Normal resistance 3; against any Liberal, Communist, or Weird group, resistance 10.



Conservative
Violent

Hackers

+3 on any attempt to neutralize any group.



Power: 1/1
Resistance: 4
Income: 2

Weird
Fanatic

Health Food Stores

+2 on any attempt to control Anti-Nuclear Activists.



Power: 1
Resistance: 3
Income: 2

Liberal

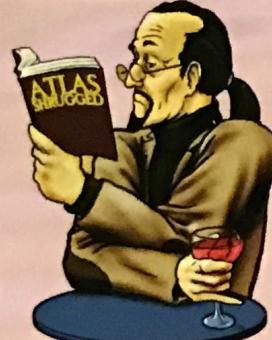
Hollywood



Power: 2
Resistance: 0
Income: 5

Liberal

Intellectuals



Resistance: 3
Income: 1

Weird
Fanatic

International Cocaine Smugglers

+4 on any attempt to control Punk Rockers, Cycle Gangs, or Hollywood.

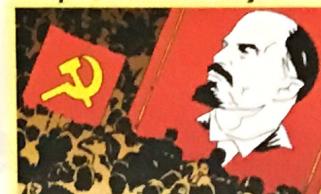


Power: 3
Resistance: 5
Income: 5

Criminal

International Communist Conspiracy

+3 on any attempt to control any Communist group.



Power: 7
Resistance: 8
Income: 6

Communist

I.R.S.

Owning player may tax each opponent 2MB on his own income phase. Tax may come from any group. If a player has no money, he owes no tax.



Power: 5/3
Resistance: 5
Income: see above

Criminal Government

KKK



Power: 2
Resistance: 5
Income: 1

Conservative Violent

Junk Mail

+4 on any attempt to control the Post Office.



Power: 1
Resistance: 3
Income: 2

Criminal

KGB

+2 on any attempt to destroy any group.



Power: 2/2
Resistance: 6
Income: 0

Communist Violent

Loan Sharks



Power: 5
Resistance: 5
Income: 6

Criminal Violent

Local Police Departments



Resistance: 4
Income: 1

Conservative
Straight Violent

L-4 Society

+4 for direct control, neutralization, or destruction of Orbital Mind Control Lasers.



Power: 1
Resistance: 2
Income: 0

Weird

Madison Avenue

+5 on any attempt to control Big Media or Empty Vee.

YOU NEED
MORE

STUFF



Power: 3/3
Resistance: 3
Income: 2

The Mafia

+3 for direct control of any Criminal group.



Power: 7
Resistance: 7
Income: 6

Criminal
Violent

The Men In Black



Power: 0/2
Resistance: 6
Income: 1

Criminal
Weird

Militia

+6 on any attempt to destroy any Communist group.



Power: 2
Resistance: 4
Income: 2

Violent
Conservative

Moonies



Power: 2
Resistance: 4
Income: 3

Peaceful
Fanatic

Moral Minority



Power: 2
Resistance: 1
Income: 2

Conservative
Straight
Fanatic

Morticians



Resistance: 4
Income: 1

Straight
Peaceful

Multinational Oil Companies



Power: 6
Resistance: 4
Income: 8

Nephews of God



Resistance: 4
Income: 2

Conservative
Fanatic

New York



Power: 7
Resistance: 8
Income: 3

Violent
Criminal
Government

Nuclear Power Companies



Power: 4
Resistance: 4
Income: 3

Conservative

Orbital Mind Control Lasers

On his turn, owner can add, remove, or reverse an alignment of any one other group in play; change lasts for that turn only.



Power: 4/2
Resistance: 5
Income: 0

Communist

Parent/Teacher Agglomeration



Resistance: 5
Income: 1

Peaceful
Conservative
Straight

Pentagon



Power: 6
Resistance: 6
Income: 2

Government
Violent
Straight

The Phone Company



Power: 5/2
Resistance: 6
Income: 3

Phone Phreaks

+3 on any attempt to control, neutralize, or destroy the Phone Company.



Power: 0/1
Resistance: 1
Income: 1

Criminal
Liberal

Post Office



Power: 4/3
Resistance: 3
Income: negative 1

Government

Professional Sports



Power: 2
Resistance: 4
Income: 3

Violent
Fanatic

Psychiatrists



Resistance: 6
Income: 2

Weird

Punk Rockers



Resistance: 4
Income: 1

Weird

Recyclers

Pay 5 MB from this group to draw an extra card on your turn. This is not an action.



Power: 2
Resistance: 2
Income: 3

Liberal

Republicans



Power: 4
Resistance: 4
Income: 4

Conservative

Robot Sea Monsters



Resistance: 6
Income: 2

Violent Communist

Science Fiction Fans

+2 on any attempt to control any Weird group.



Resistance: 5
Income: 1

Weird

Semiconscious Liberation Army

+1 on any attempt to destroy any group.



Resistance: 8
Income: 0

Criminal
Violent
Liberal
Weird
Communist

S.M.O.F.

+5 for direct control of S.F. Fans.
+2 for direct control of Trekkies.



Power: 1
Resistance: 1
Income: 0

Weird

Society for Creative Anarchism



Resistance: 4
Income: 1

Violent
Weird

South American Nazis



Power: 4
Resistance: 6
Income: 2

Conservative
Violent

Survivalists

+2 Resistance to all owner's other groups.



Resistance: 6
Income: 2

Conservative
Violent
Fanatic

Tabloids

+3 for direct control of Convenience Stores.



Power: 2
Resistance: 3
Income: 3

Weird

Texas



Violent
Conservative
Government

Tobacco & Liquor Companies

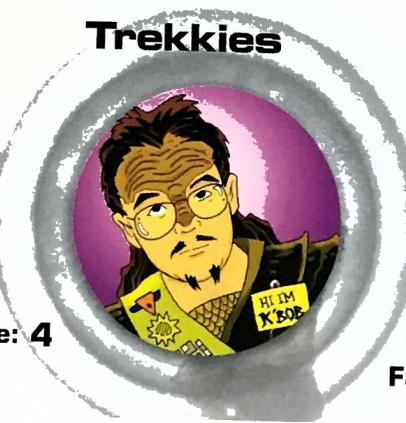
Power: 4
Resistance: 3
Income: 3



Straight

Trekkies

Resistance: 4
Income: 3



Weird
Fanatic

Trilateral Commission

Power: 5
Resistance: 6
Income: 3



Liberal
Straight

TV Preachers

+3 for direct control of the Moral Minority.



Power: 3
Resistance: 6
Income: 4

Straight
Fanatic

Underground Newspapers

Power: 1/1
Resistance: 5
Income: 0



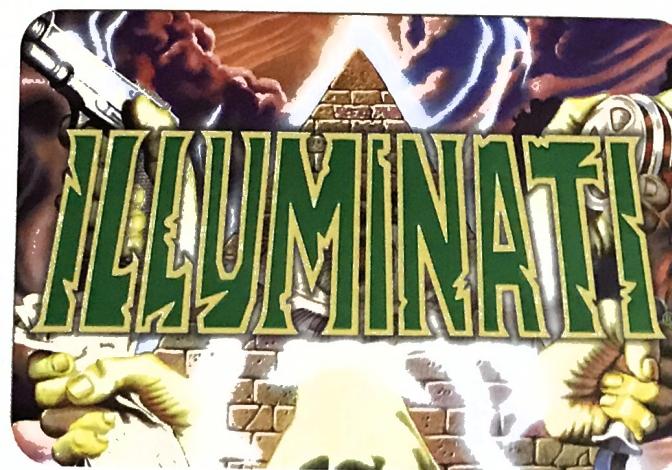
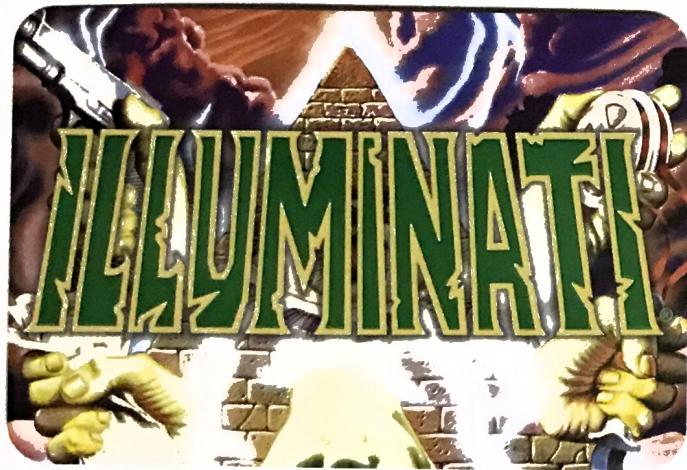
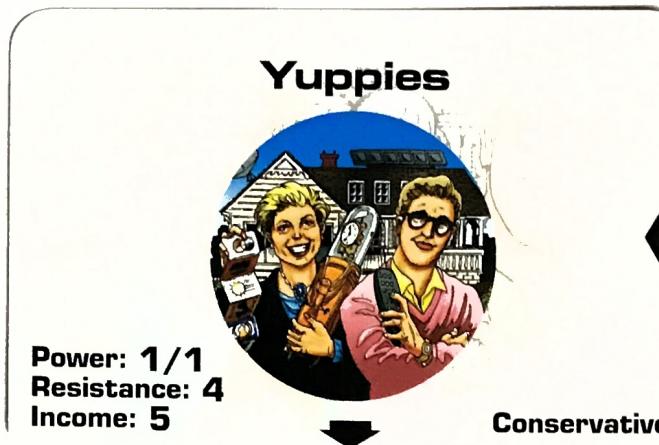
Communist
Liberal

The United Nations

Power: 1
Resistance: 3
Income: 3



Liberal



Assassination

Play this card immediately after the dice are rolled on any attempt (by any player) to destroy, control, or neutralize. That roll is immediately changed, retroactively, to a 2.



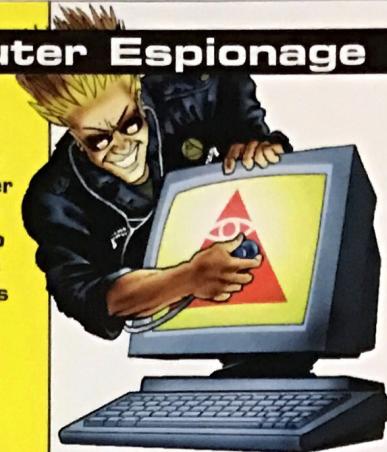
Bribery

Play this card during your turn to automatically take control of any one uncontrolled group.
Playing this card counts as an action.



Computer Espionage

Play this card at any time to either count the money on any one group card OR examine all of one player's special cards.



Deep Agent

Play this card after privilege has been invoked. The privilege is totally abolished. That attack cannot be made privileged.



Interference



You may interfere with one privileged attack. No other players may interfere.

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You may interfere with one privileged attack. No other players may interfere.

Market Manipulation

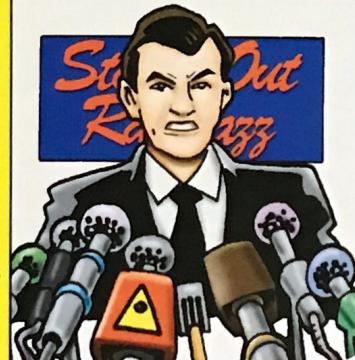


Play this card during your income phase to double all your groups' incomes, for that turn only.

This card does not allow the I.R.S. to collect twice, or require the Post Office to pay twice.

Media Campaign

Play this card at any time to revive a group from the "dead" pile. It becomes uncontrolled. (If the Servants of Cthulhu destroyed the group, it still counts as a destroyed group for victory. If they destroy it again, it counts again!)



Murphy's Law

Play this card immediately after the dice are rolled on any attempt (by any player) to destroy, control, or neutralize. That roll is immediately changed, retroactively, to a 12.



Secrets Man Was Not Meant To Know



Play this card when any other Special card is played, for ANY purpose. That card is immediately neutralized; it has no effect. Both cards are discarded.

Senate Investigating Committee



Play this card at the beginning of any other player's turn. That player loses his turn completely.

Slush Fund



Exchange this card, at any time, for 15MB to be placed in your Illuminati treasury.

Swiss Bank Account



Exchange this card, at any time, for 25MB to be placed in your Illuminati treasury.

Whispering Campaign



You may attempt to destroy a single group with Power 0. Roll attacking power vs. defending resistance, but a successful attack destroys the target.

Playing this card is not an action, but the attack itself is an action.

White Collar Crime



Play this card at any time to reorganize all your money freely — that is, any amount(s) may be moved between any groups. You also get an extra 5MB which may be placed anywhere.

50	50	20	20	20	20	20	20
20	20	20	20	10	10	10	10
10	10	10	10	10	10	10	10
5	5	5	5	5	5	5	5
5	5	5	5	5	5	5	5
3	3	3	3	3	3	3	3
3	3	3	3	2	2	2	2
2	2	2	2	2	2	2	2
2	2	1	1	1	1	1	1
1	1	1	1	1	1	1	1

50	50	20	20	20	20	20	20
20	20	20	20	10	10	10	10
10	10	10	10	10	10	10	10
5	5	5	5	5	5	5	5
5	5	5	5	5	5	5	5
3	3	3	3	3	3	3	3
3	3	3	3	2	2	2	2
2	2	2	2	2	2	2	2
2	2	1	1	1	1	1	1
1	1	1	1	1	1	1	1