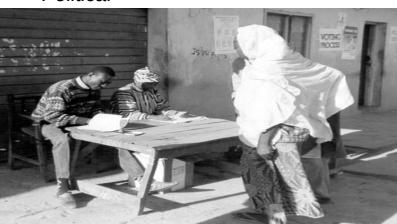


<p>2 E/W Angolan civil war * Military · War</p>  <p>Roll a die and subtract (-1) from the die roll for every country adjacent to Angola (including itself) edged by other players. On a modified die roll of 3-6, gain 1 VP, remove 1 influence from each other player in Angola and then add enough influence to edge Angola.</p> <p>pre · 1</p>	<p>2 E Anti-globalization movement Political · Economy</p>  <p>Economy cards played during this turn have -1 ops.</p> <p>pre · 2</p>	<p>2 E Black Monday * Economy ·</p>  <p>US and EU lose supremacy on all NWO economy slots.</p> <p>pre · 3</p>
<p>3 W Boris Yeltsin * Political · Personality</p>  <p>US gains 1 influence in Russia.</p> <p>pre · 4</p>	<p>2 E/W Chechen wars Military · War</p>  <p>If played by Russia, it gains enough influence to get the edge in Caucasus states and lose 1VP. Otherwise, remove influence from Russia from Caucasus states until Russia loses the edge.</p> <p>pre · 5</p>	<p>2 E/W Congo wars Military · War</p>  <p>Roll a die and subtract (-1) from the die roll for every country adjacent to Congo edged by another country. On a modified die roll of 3-6, remove 1 influence from each other player in Congo and then add enough influence to edge Congo.</p> <p>pre · 6</p>
<p>2 W Democracy in Nigeria * Political ·</p>  <p>Gain 1VP. Put this card in play. Nigeria now has a stability of 2. Gain 1 influence in Nigeria.</p> <p>pre · 7</p>	<p>3 E/W Economic crisis Economy ·</p>  <p>If first epoch, remove 1 influence on a country having East influence, and place 1 West influence on it. If second epoch, remove 1 influence on a country having West influence, and place 1 East influence on it.</p> <p>pre · 8</p>	<p>3 W EFTA agreement * Economy · Treaty</p>  <p>EU gains 1 influence in Norway. Put this card in play. Norway is considered an oil production country. Remove this card from play at the beginning of turn 6.</p> <p>pre · 9</p>

3^E El Jefe *
Political · Personality



Put this card in play. US cannot use influence ops in Cuba. China and Russia gain 1 influence in Cuba.

pre ·10

3^E Embassy asylum
Political



Choose a personality card in the discard pile. Play it for its text.

pre ·11

2^W Empire of war
Military



If you are the US player, make a coup with this ops value on a conflictive country. If successful, make a second coup with the same ops value on a non-conflictive country.

pre ·12

P Europe
Punctuation



2/2/3, +1VP per conflictive country, Each player loses 1VP for each country in the region which is edged by another player and is adjacent to or it is one of the player's superpower countries.

pre ·13

4^W Fall of the Berlin Wall *
Political



Remove 1 Russian influence on Germany, add 1 West influence on Germany. US gains 1VP. US gains 1 additional VP if this card is played by an East Player. US gains 1 additional VP if this card is played on turns 1-4

pre ·14

1^E FSB creation *
Military



Russia gains 1 influence in Russia. Put this card in play. As a Personality is played by its text, you can remove FSB from the game to cancel the text.

pre ·15

4^{E/W} G20
Political



All your ops are at +1 this turn. If playing a game with 4 players, your first played op has an additional +1 this turn.

pre ·16

1^W IMF intervention
Economy



You can look at another player's hand and play one of her cards by its text.

pre ·17

3^E Immigrants
Political



Add 1 East influence on US, Canada, or an EU country. The player with the edge on the country (if any) can negate this effect by losing 2VP.

pre ·18



Roll a die and subtract 1 from the die roll for Israel and every country adjacent to Israel which is not edged by the US. On a modified die roll of 1 or less, all players except US receive 1 VP, then remove 1 US influence in Israel and in a country adjacent to Israel.

pre -19



US loses 1VP.



Remove 1 West influence of Saudi Arabia.

pre -21



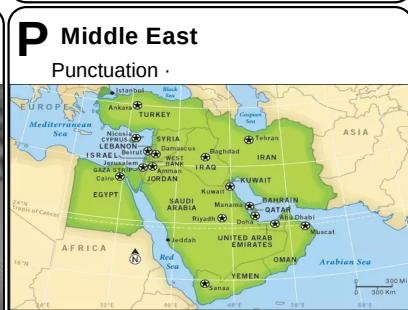
Add 1 EU influence in up to 2 of these countries: Germany, France, Italy, Spain/Portugal, Benelux, Denmark, Greece. EU gains 1VP.

pre -22



Add 1 China influence in US, 1 influence in an EU country and 1 influence in any other country (non EU or US)

pre -23



2/2/2, +1VP per conflictive country,

pre -24



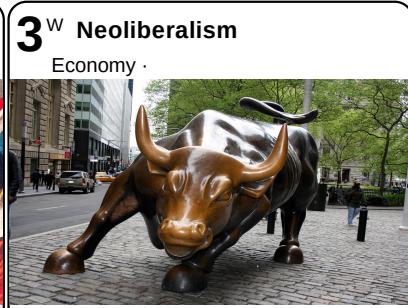
Gain 1 influence in Libya. Put this card in play. Libya becomes an oil production country while this card is in play. Destabilization ops cannot be played on Libya.

pre -25



Remove up to 3 VP from West players (distributed as you choose, no more than 2VP per player). Then, each West player may add 1 influence on any country

pre -26



Add 2 West influence in any country. Put this card in play. Each turn, remove 1 West influence from any country and place it on this card. When this card has 3 influence tokens on it, discard it.

pre -27

<p>3^W Northern adhesion * Political · Treaty</p>  <p>Austria, Finland and Sweden are now considered EU. EU adds 1 influence on one of these countries. EU gains 1VP</p> <p>pre -28</p>	<p>1^E Oil crisis Economy ·</p>  <p>Next time that the oil punctuation card is played, the player(s) with most oil countries gains 1VP and the rest lose 1VP (all players just lose 1VP if there is a global tie)</p> <p>pre -29</p>	<p>3^E Oil thirst Economy ·</p>  <p>US next action must be a coup on an oil production country. It has an additional 1VP loss</p> <p>pre -30</p>
<p>P OPEC Punctuation ·</p>  <p>Each player gains 1VP (pre-9/11) or 2VP (post-9/11) for each of each oil country that she edges. Then (before checking for victory conditions) each player loses 2VP (pre-9/11) or 4VP (post-9/11).</p> <p>pre -31</p>	<p>3^{E/W} Osama bin Laden * Military · Personality</p>  <p>US removes 1 influence from any player in Middle East or Afghanistan. Put this card play. US can use influence ops in these countries. If this card is in play at 9/11, or if it is played post-9/11, US loses 1VP and removes 1 US influence from one of these countries, then discard this card</p> <p>pre -32</p>	<p>4^E Party Congress Political · Economy</p>  <p>China adds 1 influence on any country (except EU, Russia and US) or removes 1 China influence in China to add 1 influence on three countries on three different regions.</p> <p>pre -33</p>
<p>2^{E/W} Petrodollars Economy ·</p>  <p>Gain supremacy on Fiscal paradises and Sovereign funds. If another player has supremacy on any of them, remove their supremacy instead. This action ignore vetoes and aheads, as well as post 9/11 limitations.</p> <p>pre -34</p>	<p>3^W Rupert Murdoch * Political · Personality</p>  <p>US gains supremacy in up to two Public Opinion slots.</p> <p>pre -35</p>	<p>2^E Russian oligarchs Economy ·</p>  <p>Choose a NWO Economy slot. Discard supremacy on it, if any. Then Russia gains supremacy on it (ignore vetoes, aheads and post 9/11 limitations).</p> <p>pre -36</p>

2^E Rwandan genocide *
Military .

West players lose 1VP each. They may lose an additional VP to add 2 influence in Congo

pre -37

3^W Shock doctrine *
Economy .

Gain supremacy on any one Economy slot, removing supremacy from any other player on it. Alternatively, you may remove supremacy on up to two slots

pre -38

3^E Slobodan Milosevic *
Political · Personality

Russia and China gain 1 influence in Balkan states

pre -39

2^{E/W} Somali civil war *
Military · War

Remove all influence in Somalia. Put this card in play. Until the end of the game, any player can play operations in Somalia and it is now considered linked to Saudi Arabia. Gain 1 influence in Somalia.

pre -40

2^W South Lebanon Conflict *
Military · War

US gains 1 influence in Lebanon. Put this card in play. US cannot lose influence in Lebanon while this card remains in play, and no other player can have the edge in Lebanon.

pre -41

2^{E/W} Sudan civil wars *
Military · War

Roll 1D6 and add +1 per each country adjacent to Sudan (including itself) were players of your block have the edge. Add 1 if you are a West (pre-9/11) or East (post-9/11) player. In a result of 4-6, remove 2 influence from Sudan, then gain 1 influence in Sudan.

pre -42

2^W Tiananmen protests *
Military .

China loses 2VP. Add 1 China influence on China and remove any influence in China from any other player.

pre -43

3^E Uncomfortable democracies *
Political .

Gain 1VP. Gain 1 influence on any of the following countries: Venezuela, Ecuador, Bolivia, Brazil, Argentina. Alternatively, you can remove up to 2 influence in Ukraine or Israel.

pre -44

4^W Wolfowitz doctrine *
Political · Military

US removes up to 2 East influence from oil production or conflictive countries, then loses 1V.

pre -45

2^W Yugoslav wars *
Military · War



EU loses 1VP. EU gains enough influence to get the edge in Balkan states.

pre -46

4^W 9/11 attacks *
Military · Terrorism



US gains the edge in USA. If US already has it, gain 2 US influence in US and 1 in any two EU countries. US player loses 2VP.

post -47

3^E ABM Treaty withdrawal *
Military · Political



US loses 3VP, then China and Russia lose 1VP each (or 2 the East block)

post -48

2^E Abu Grahib *
Political · Military



US loses 2VP.

post -49

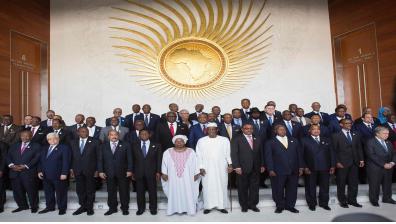
P Africa
Punctuation ·



1/1/2, +1VP per conflictive country, UE player loses 1VP for each country in Africa which is edged by another player and is adjacent an UE country.

post -50

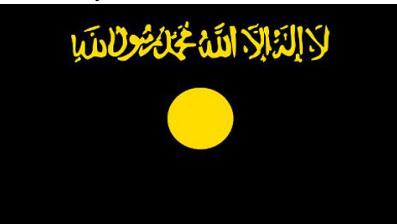
2^E African Union *
Political · Treaty



Remove 1 West influence from an African country except Morocco. Put this card in play. From now on, no more than 1 influence can be added to African countries with a single influence operation, and coups have an additional 1VP loss.

post -51

4^E Al Qaeda *
Military · Terrorism



Put this card in play. After US makes a coup on Middle West, Africa or Asia, the next clockwise East player may remove 1 US or EU influence from any country on the corresponding region.

post -52

3^E ALBA *
Political · Treaty



US loses up to 2 influence, no more than 1 influence per country on any of these countries: Venezuela, Ecuador, Bolivia, Cuba and Honduras

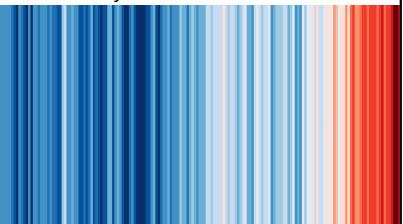
post -53

2^E Arab Spring *
Political · Revolution



Remove all West influence in Egypt or Tunisia, or up to 2 influence (no more than 1 per country) in Morocco, Saudi Arabia or Gulf States

post -54

<p>P Asia Punctuation ·</p>  <p>1/2/2, +1VP per conflictive country, Each player loses 1VP for each country in Central/North America which is edged by another player and is adjacent to one player's superpower countries.</p> <p>post -55</p>	<p>3^w Austerity plans * Political · Economy</p>  <p>EU loses 2VP, then US may place 1 influence on an EU country and Europe may place 1 influence on up to 2 EU countries.</p> <p>post -56</p>	<p>3^E BRICS Political · Economy</p>  <p>Each player gains 1VP for each one of the following countries where the player has the edge in: Brazil, Russia, India, China and South Africa. Then each player loses 2VP.</p> <p>post -57</p>
<p>P Central/North America Punctuation ·</p>  <p>0/1/2, +1VP per conflictive country, Each player loses 1VP for each country in Central/North America which is edged by another player and is adjacent to one player's superpower countries.</p> <p>post -58</p>	<p>3^{E/W} Climate change Economy ·</p>  <p>All players lose 1VP. Each player loses 1 VP for each economy or technology supremacy slot where the player has supremacy in</p> <p>post -59</p>	<p>3^w Color revolution * Political · Revolution</p>  <p>Remove all Russian influence in one of the following countries: Caucasus states, Ukraine, Balkan states, Stan states.</p> <p>post -60</p>
<p>3^w Eastern adhesion * Political · Treaty</p>  <p>Hungary and Poland are now considered EU. Gain 1 influence on one of these countries. EU gains 1VP.</p> <p>post -61</p>	<p>2^w Economic rescue Economy ·</p>  <p>Gain up to 2 West influence in a single South American country, South Korea, Indonesia, Thailand, Philippines, Greece, Italy, or Portugal/Spain.</p> <p>post -62</p>	<p>2^w FOIA Political ·</p>  <p>Gain 1VP. Play the rest of the turn with an open hand, except for 1 card</p> <p>post -63</p>

2^W Fuck the EU *
Political ·



Remove 1 US influence on Benelux, France, Germany or Italy. Add 1 US influence on Ukraine.

post · 64

4^{E/W} Globalization
Economy ·



All players, clockwise starting by the active player, can add 1 influence to any country. Then, the active player may place 1 additional influence on any country.

post · 65

3^W Guantanamo *
Military ·



US loses 1VP. Put this card in play. US player can remove this card from the game to cancel the text of a Personality card.

post · 66

2^E Hezbollah *
Military · Political



Remove South Lebanon Conflict card if it is in play. Put this card in play, from now on, any operation (influence or destabilization) targeting Israel or Lebanon produces an additional 1VP loss

post · 67

4^E Hu Jintao *
Political · Personality



China chooses two countries where China has the edge. Remove influence from China on these countries until it has not the edge. Then add that many influence plus 1 on countries from N/C America, South America, Asia or Africa (except Russia and US), no more than 1 per country

post · 68

3^E Hugo Chávez *
Political · Personality



Remove 1 West influence on Venezuela. Place this card in play. US cannot place influence on Venezuela through 'gain influence' ops. Gain 1 influence in Venezuela.

post · 69

3^W Invasion of Afghanistan *
Military · War



US player loses 1VP unless 9/11 attacks are removed from the game. US player gains 1 influence in Afghanistan and 1 influence in Pakistan

post · 70

2^E Invasion of Crimea *
Military ·



Russia gains 1 influence in Ukraine, and loses 1VP. Then, if EU or US still have the edge in Ukraine, reduce their influence until they don't.

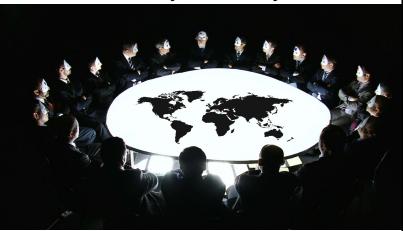
post · 71

3^W Iraq war *
Military · War



US player loses 1VP, then US player gains enough influence to gain the edge Iraq

post · 72

<p>3^E Julian Assange * Political · Personality</p>  <p>US loses 3VP. Then all other players lose 1VP</p> <p>post -73</p>	<p>2^E Kim Jong II * Political · Personality</p>  <p>Remove all West influence on North Korea. Put this card in play: West cannot make coups or influence North Korea. Gain 1 influence in North Korea.</p> <p>post -74</p>	<p>2^{E/W} Kyoto Protocol * Political · Treaty</p>  <p>Each player may remove 1 supremacy technology or economy token. If they don't or can't, they lose 1VP</p> <p>post -75</p>
<p>2^W Libyan civil war * Military · War</p>  <p>Remove Gaddafi from play (if not in play, Gaddafi cannot be played by its text for the remaining of the game). The player with the edge in Libya (if any) loses 1VP and Libya is no longer an oil production country. Remove all influence in Libya. Gain 1 influence in Libya</p> <p>post -76</p>	<p>2^{E/W} New START * Political · Military</p>  <p>US and Russia may remove 1 supremacy military token to gain 1 VP</p> <p>post -77</p>	<p>2^W Nord Stream 1 * Economy ·</p>  <p>EU may count Russia as an edged oil production country for oil production punctuation card (the player that edges Russia can also count it for that punctuation). Russia may add 1 influence in one EU (non UK) country.</p> <p>post -78</p>
<p>4^{E/W} NWO Political/Military · Economy</p>  <p>Lose 2VP. Then the game ends. Can only be played in turns 6 to 8.</p> <p>post -79</p>	<p>1^E PRISM * Military ·</p>  <p>US spies on its neighbours. US loses 1VP and 1 influence on a country where the EU has also influence.</p> <p>post -80</p>	<p>2^W Second eastern adhesion * Political · Treaty</p>  <p>Romania and Bulgaria are now considered EU. Gain 1 influence on one of these countries. EU gains 1 VP.</p> <p>post -81</p>

<p>P South America</p> <p>Punctuation ·</p>  <p>0/1/2, +1VP per conflictive country,</p> <p>post · 82</p>	<p>2 E/W Syrian civil war *</p> <p>Military · War</p>  <p>Remove all influence in Syria. Russia gains 1 influence in Syria and loses 1VP</p> <p>post · 83</p>	<p>3 E The Kirchners *</p> <p>Political · Personality</p>  <p>Put this card in play. Russia and China can play influence ops in Argentina or any adjacent country while this card is in play. Gain 1 influence on one of such countries.</p> <p>post · 84</p>
<p>2 E/W The mother of all wars</p> <p>Military ·</p>  <p>Make a coup with this ops value, no VP are lost</p> <p>post · 85</p>	<p>3 W Viktor Yushchenko *</p> <p>Political · Personality</p>  <p>Russia loses 1VP and 1 influence in Ukraine.</p> <p>post · 86</p>	<p>3 E Vladimir Putin *</p> <p>Political · Personality</p>  <p>Russia gains 1 (2 if FSB is in play) influence in Russia. Put this card in play. After any player gains the edge on a country (except China) adjacent to Russia, Russia player can discard this card to attempt a coup with the same ops value than the card that provided the edge.</p> <p>post · 87</p>
<p>4 W War on terror *</p> <p>Military · Terrorism</p>  <p>Put this card in play. US coups on Middle East or Africa no longer produce a loss on VP.</p> <p>post · 88</p>	<p>2 E/W Conspiracy theory</p> <p>.</p>  <p>PROMO. Pick a card from another player's hand. Play it by its text switching Russia and US, China and EU, and West and East</p> <p>pre (promo) · P1</p>	<p>2 E/W Silvio Berlusconi *</p> <p>Political · Personality</p>  <p>If first epoch, remove any Russia influence from Italy and gain 1VP. If second epoch, EU loses 1VP</p> <p>pre-promo · P2</p>

