



SABOTAGE NOSE CONE



SABOTAGE THRUSTER



Proxy

If you control four of this proxy, your team may add an additional component to each rocket test.



Proxy

If you control four of this proxy, gain +1 PR at the start of each turn.



Proxy

After you control four of this proxy, your team may negate any event card that is drawn, but only once.



HEAVY, BLUE, COMPLEX



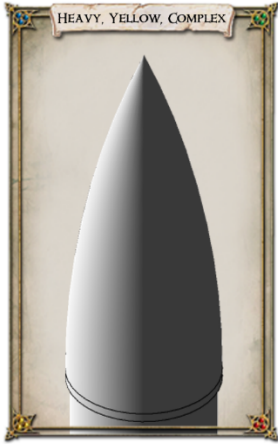
HEAVY, BLUE, SIMPLE

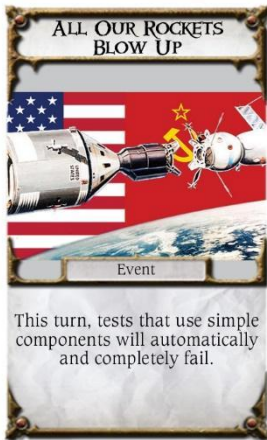


HEAVY, RED, COMPLEX



HEAVY, RED, SIMPLE





BANKRUPT THEM



Event

Both teams choose a number from 1-3, and reveal them simultaneously. They pay \$100 funding times their number. Then, increase both teams' threat levels by six minus the total amount.

BOURGEOISIE CORRUPTION



Event

Both teams gain +\$200 funding. From now on, the team with the most funding at the start of each turn gains an additional \$50.

BUGGY GIFTS



Event

Agents may perform one free sabotage this turn. From now on, all sabotages may be negated if a team rolls the 20-sided die.

CLASSIFY DOCUMENTS



Event

Shuffle the shared solution. either team may pay \$200 to negate this effect. Roll the 20-sided die if nobody does.

DEEP POCKETS



Event

Both teams may pay up to \$300. Whoever pays less must shuffle their personal solution unless they roll a 20-sided die.

DONATE TO THE STATE



Event

Both teams gain +\$100 funding. From now on, they may roll the 20-sided die each turn to gain another +\$100 funding.

DOOMSDAY CLOCK



Event

Both teams increase their threat levels by 3. From now on, threat levels can never decrease.

EXPERIMENTAL DESIGN



Event

Rather than conducting standard tests this round, both teams may instead test any three components.

EXPLOIT YOUR 'ALLIES'



Event

Both teams may increase their threat levels by any number. They gain \$100 funding times that number.

FEARMONGERING



Event

Both teams may increase their threat levels by any number. They gain that much PR.

FIRST MAN IN SPACE



Event

Both teams gain +2 PR. From now on, the team with the most PR at the start of each turn gains an additional +1

FOREIGN TERRAIN



Event

Proxy Cards to be played are selected at random this turn. From now on, Agents may play an additional Proxy Card for free each turn.

HEATING UP



Event

Roll the 20-sided die. Draw two more event cards and apply their effects.

HEAVY, BLUE, COMPLEX



HEAVY, BLUE, SIMPLE



HEAVY, RED, COMPLEX

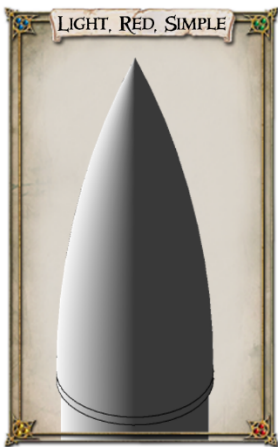
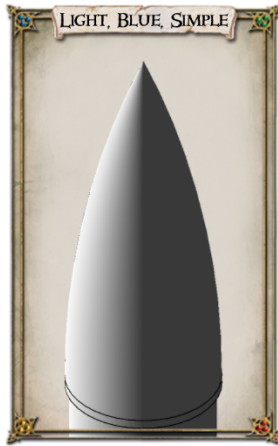
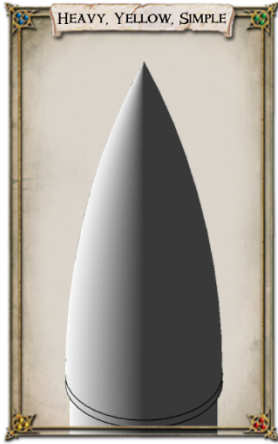


HEAVY, RED, SIMPLE



HEAVY, YELLOW, COMPLEX





LUNAR LANDER



Event

Double the rewards of successful tests this turn. From now on, tests cost \$25 less.

MEDIUM, GREEN, MEDIUM



MIDDLE EAST



Proxy

If you control four of this proxy, your team gains +\$100 funding at the start of each turn.

1

MIRRED BY REGULATION



Event

Tests require an extra \$50 of funding for this round. Shuffle this card back into the deck. If it is drawn again, draw and play an extra card

MISSILE CRISIS



Event

Both teams increase their threat levels by 2. Roll the 20-sided die.

MODERN COLONIALISM



Event

Both teams may increase their threat levels by any number. They may play that many extra Proxy Cards this round.

NOBEL PRIZES



Event

Both teams may pay any amount of funding and PR. For each 1 PR or \$100 funding, they decrease their opponent's threat level by 1.

OPEN ESPIONAGE



Event

Remove the divider for this round only.


OVERCLOCK



Event

Double the rewards of successful tests this turn. From now on, tests cost \$25 less.

PRECISION FOCUS



Event

Rather than conducting standard tests this round, both teams must instead test three of a kind of thrusters/ nose cones/ fuselages.

RED DOT OVERHEAD



Event

Roll the 20-sided die. Draw two more event cards and apply their effects.

RED SCARE



Event

Politicians swap the individual solutions of their teams. Both teams may roll the 20-sided die to negate this effect.

RUSHED TESTING



Event

Both teams may test an extra time this round, free of cost.



SABOTAGE FUSELAGE



SABOTAGE NOSE CONE



SABOTAGE THRUSTER

SENATE PAYOFF



Event

Both teams may pay up to \$200. If they don't, they roll the 20-sided die for each \$50 they didn't pay.

Solution

Nose Cone – Light, Yellow, Complex

Fuselage – Heavy, Yellow, Complex

Thruster – Light, Blue, Simple

Solution

Nose Cone – Heavy, Red, Complex

Fuselage – Heavy, Yellow, Simple

Thruster – Heavy, Yellow, Simple

Solution

Nose Cone – Light, Blue, Complex

Fuselage – Heavy, Blue, Complex

Thruster – Light, Red, Complex

Solution

Nose Cone – Light, Yellow, Simple

Fuselage – Light, Red, Simple

Thruster – Medium, Green, Medium

Solution

Nose Cone – Heavy, Yellow, Simple

Fuselage – Medium, Green,
Medium

Thruster – Heavy, Red, Simple

Solution

Nose Cone – Medium, Green, Medium

Fuselage – Light, Blue, Complex

Thruster – Light, Blue, Complex

Solution

Nose Cone – Heavy, Red, Simple

Fuselage – Heavy, Red, Simple

Thruster – Heavy, Red, Simple

Solution

Nose Cone – Heavy, Yellow, Complex

Fuselage – Light, Yellow, Simple

Thruster – Heavy, Blue, Complex

Solution

Nose Cone – Light, Blue, Complex

Fuselage – Heavy, Blue, Simple

Thruster – Light, Yellow, Complex

Solution

Nose Cone – Heavy, Blue Complex

Fuselage – Heavy, Blue, Simple

Thruster – Light, Yellow, Simple

Solution

Nose Cone – Light, Red, Simple

Fuselage – Light, Blue, Complex

Thruster – Heavy, Yellow, Complex

Solution

Nose Cone – Light, Red, Simple

Fuselage – Light, Yellow, Simple

Thruster – Light, Red, Simple

SOUTH AFRICA

Proxy

If you control four of this proxy, your team may add an additional component to each rocket test.

1

THE DIRECT LINE

Event

Both teams reduce their threat levels by 3.

1

KOREAN PENINSULA

Proxy

When you play your fourth copy of this proxy, your team may decrease their threat level by four points.

1

MIDDLE EAST

Proxy

If you control four of this proxy, your team gains +\$100 funding at the start of each turn.

1

SABOTAGE FUSELAGE

MIDDLE EAST

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SABOTAGE FUSELAGE

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SOUTH AFRICA

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VIETNAM

Proxy

If you control four of this proxy, gain +1 PR at the start of each turn.

1

AFGHANISTAN

Proxy

After you control four of this proxy, your team may negate any event card that is drawn, but only once.

1

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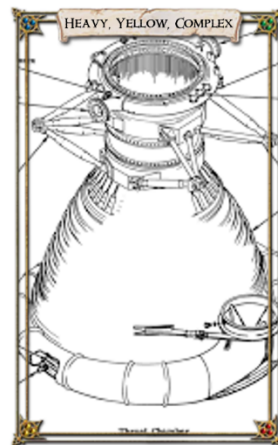
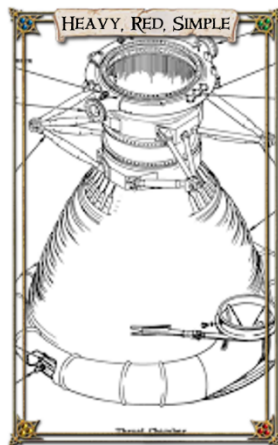
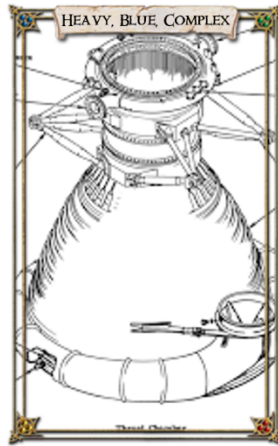
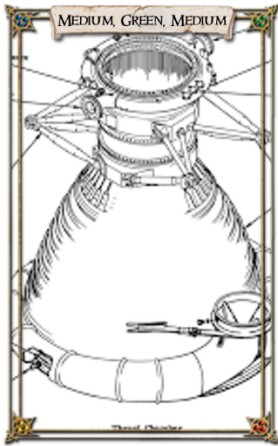
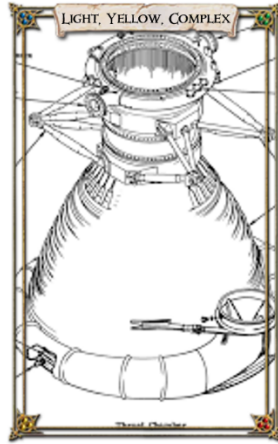
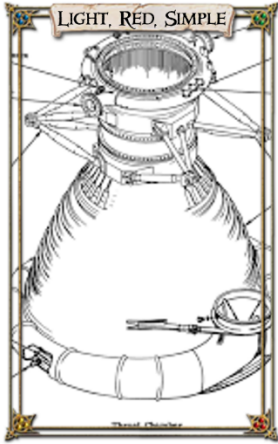
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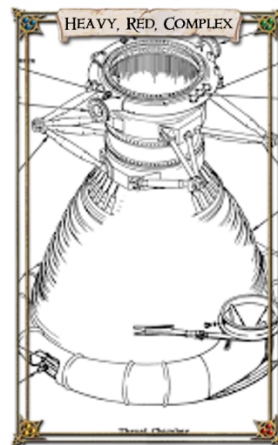
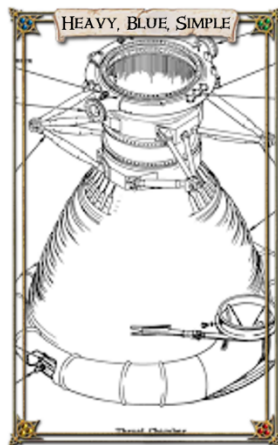
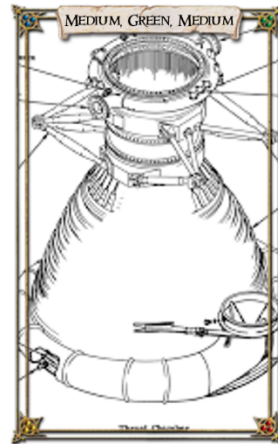
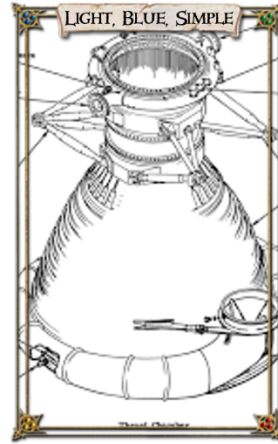
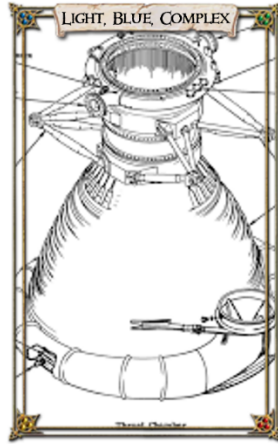
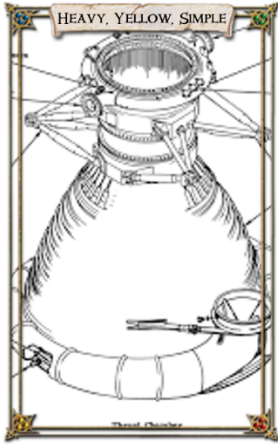
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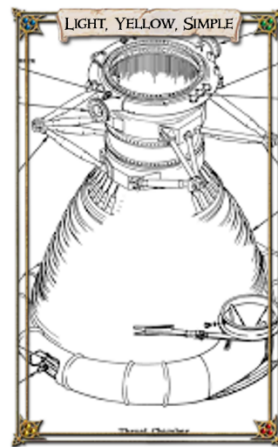
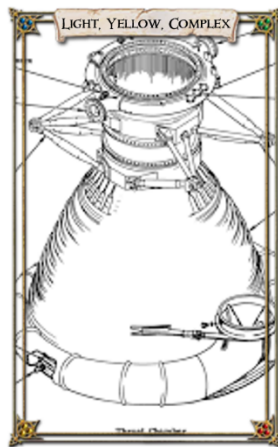
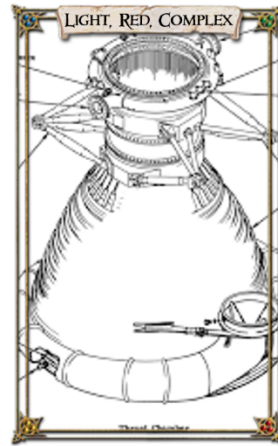
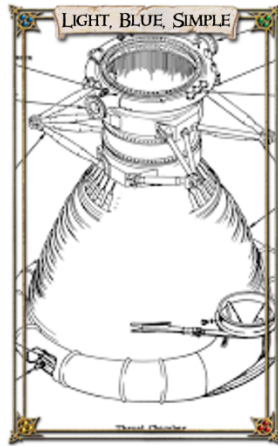
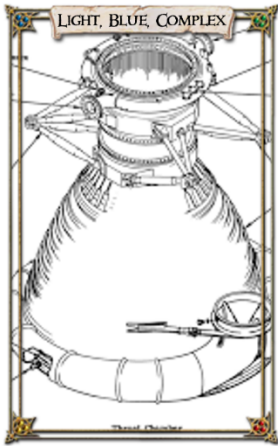
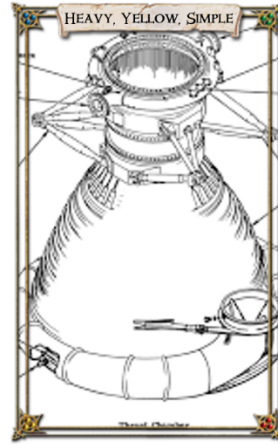
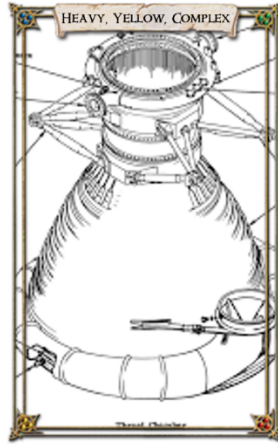
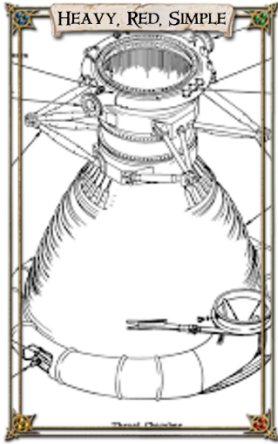
HEAVY, RED, COMPLEX

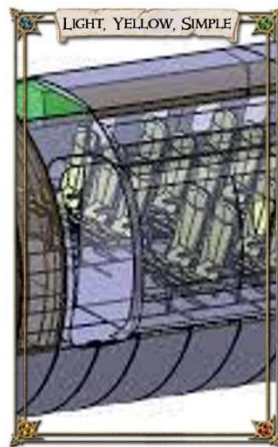
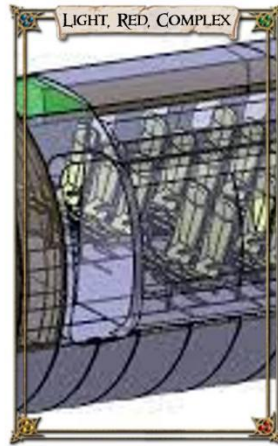
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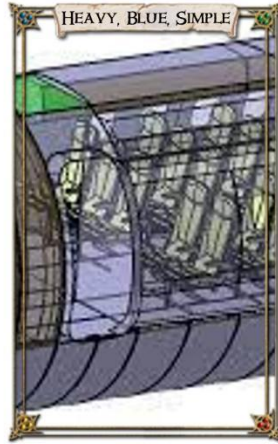
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SOUTH AFRICA

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MIDDLE EAST

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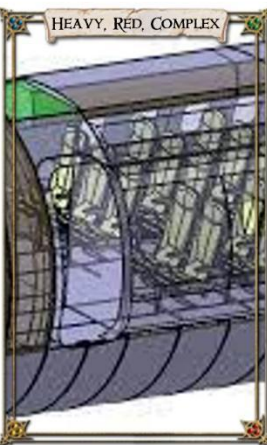
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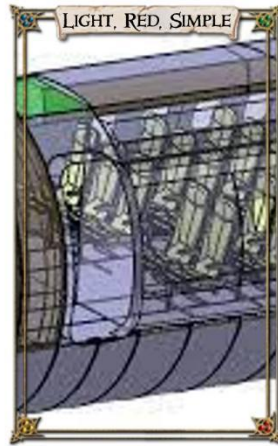
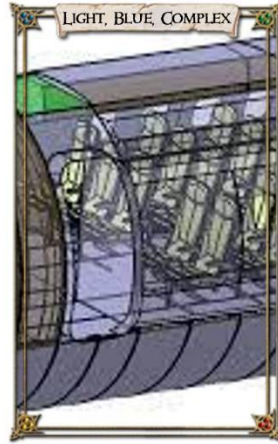


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AFGHANISTAN



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After you control four of this proxy, your team may negotiate any event card that is drawn, but only once.

1

ULTIMATUM



Event

Both teams choose a number from 1-3, and reveal them simultaneously. They pay that much PR. Then, increase both teams' threat levels by six minus the total amount.

VIETNAM



Proxy

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SABOTAGE FUSELAGE

