



When you draw this,  
IMMEDIATELY reveal it.

### The Wedding

Swap agents between  
Their Majesty Isabel Carlos &

A: Another European Hive square or

B: The leftmost square of another Hive.

Then discard this card.  
Do not shuffle it back in.



When you draw this,  
IMMEDIATELY reveal it.

### Nationalism

*Infighting:* Launch an attack wherein  
European troops target (adjacent) European  
troops.

OR

*Uprising:* Choose a location that started as  
European & remove all foreign troops.

Then discard this card.  
Do not shuffle it back in.



When you draw this,  
IMMEDIATELY reveal it.

### Perry-Kraye Strikes!

*Revenge:* Remove all Humanist troops  
in 1 location.

OR

*Shadow Coup:* Rearrange every agent  
among the Humanists. Each must move.

Then discard this card.  
Do not shuffle it back in.



When you draw this,  
IMMEDIATELY reveal it.

### Admin Override

*Trackers:* For the rest of this round, each  
settlement is worth 2 settlements  
(but still 6 supply).

OR

*Cars:* For the rest of this round, ignore all  
Supply checks.

Then discard this card.  
Do not shuffle it back in.



When you draw this,  
IMMEDIATELY reveal it.

### I Will Make Peace

Remove all troops from a location adjacent  
to a Cousin-controlled location.

Then discard this card.  
Do not shuffle it back in.



When you draw this,  
IMMEDIATELY reveal it.

### The Best & Briefest War

*Disarmament:* Remove 1 Cousin troop  
from every location

OR

*De-escalation:* For the rest of this round,  
Cousin troops cannot attack.

Then discard this card.  
Do not shuffle it back in.



When you draw this,  
IMMEDIATELY reveal it.

### Unite the Fleets

Choose a Mitsubishi-controlled location.  
Move 1 troop from every location with 2 or  
more Mitsubishi troops to the chosen  
location.

Then discard this card.  
Do not shuffle it back in.



When you draw this,  
IMMEDIATELY reveal it.

### A Thousand Wars

*New Flag:* Remove all Mitsubishi troops  
from a Mitsubishi home location.

OR

*Fractal War:* Choose any Mitsubishi troop.  
Remove all troops in that location.  
Remove 1 troop (Mitsubishi or otherwise)  
from each adjacent location.

Then discard this card.  
Do not shuffle it back in.



When you draw this,  
IMMEDIATELY reveal it.

### Archtraitors Discovered

Rearrange every agent among the Masons.  
Each must move.

Then move the round tracker back to Martin  
Guildbreaker & continue play from the start  
of their action.

Then discard this card.  
Do not shuffle it back in.



When you draw this,  
IMMEDIATELY reveal it.

### My War is for the Stars

Move all Mason troops in 1 location  
(*potentially abandoning it*) to any single  
location that is empty of troops.

Then discard this card.  
Do not shuffle it back in.





### Julia's Sentence

You may play this at the start of an opponent's action.

Ask to control their action.

If they accept, you must remove 1 of your agents from the board.

If they don't, return this card to your hand.



### We Must Wear Uniforms

You may play this at the start of an opponent's action.

Offer to increase their current attack by +4 troops.

If they accept, they must remove 1 of their agents from the board.

If they don't, return this card to your hand.



### OSA

You may play this at the start of an opponent's action.

Ask to control their action.

If they accept, they may draw 2 cards from any pile(s).

If they don't, return this card to your hand.



### Kat or Robin Typer

You may play this at the start of an opponent's action.

Offer to increase their current attack by +4 troops.

If they accept, you may draw 2 cards from any pile(s).

If they don't, return this card to your hand.



### Weapon Exchange Program

You may play this at the start of an opponent's action.

Ask to control their action.

If they accept, they may reinforce any location with 4 more troops.

If they don't, return this card to your hand.



### Let Them Be Troy

You may play this at the start of an opponent's action.

Offer to increase their current attack by +4 troops.

If they accept, you may reinforce any location with 4 more troops.

If they don't, return this card to your hand.



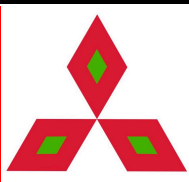
### Set Tai-Kun Free

You may play this at the start of an opponent's action.

Ask to control their action.

If they accept, you must turn 1 of your loyalty cards face up.

If they don't, return this card to your hand.



### Mariscala Danaë

You may play this at the start of an opponent's action.

Offer to increase their current attack by +4 troops.

If they accept, they must turn 1 of their loyalty cards face up.

If they don't, return this card to your hand.



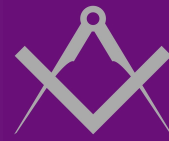
### Christmas & Ramadan

You may play this at the start of an opponent's action.

Ask to control their action.

If they accept, they may swap 1 of their deployed agents with 1 of yours.

If they don't, return this card to your hand.



### Circe's Gift

You may play this at the start of an opponent's action.

Offer to increase their current attack by +4 troops.

If they accept, you may swap 1 of your deployed agents with 1 of theirs.

If they don't, return this card to your hand.