

CAPITAL ASSASSIN

Play as a Secret Action.
When revealed target a player at the Capital.

Roll 3d6, 14+ is success, 12- is failure, 13 is success and triggers a *War of Assassins* crisis.

Success: target loses their current action.

QUADRANT ASSASSIN

Play as a Secret Action.
When revealed target a player at that Quadrant map.

Draw a card, ♠ is a success, ♥♦♣ is a failure.

Success: target loses their current action and any status cards.

MOLE

Play as a Secret Action.

When revealed target a player, and take one of their privilege cards.

BLACK OPS

Play as a Secret Action.

Propose a **special action** involving a Black Ops team to Control, who will adjudicate resource cost, chance of success, and outcomes.

Tip: you might want to discuss your idea with Control before playing this card.

CAPITAL COUP

Play as a Secret Action at the Capital.

Factions vote with Deep State tokens to support/oppose your coup attempt.

Success: become Strong Emperor. **Failure:** all Deep State blame is pinned to you.

QUADRANT COUP

Play as a Secret Action.

Draw a card, plus one card for each other player that immediately declares their support for you. Draw at least one ♠ for a success, if only ♥♦♣ coup fails.

Success: you become Quadrant Viceroy.

SMUGGLING

Play at any time. Draw a card, gain Atomic Power tokens equal to its value, and immediately allocate these tokens to your actions.

♥ remove Loyalty markers equal to card value.

♦ Increase *Alien Resentment* by card value.

♣ +1 Warlord Base.

♠ +1 Pirate Base.

SPY

Play at any time.

Examine all of the privilege cards held by another player.

TRAITOR

Play at any time.

Examine all of the Secret Actions of one other player.

“TRAFFIC ACCIDENT”

Play at any time.

Remove a pawn.