

CAPITAL ASSASSIN

Play at any time. 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 next action.

DEEP STATE

QUADRANT ASSASSIN

Play at any time. When revealed target a player at that Quadrant map.

Draw a card, ♠ is a success, ♥♦♣ is a failure. **Success:** target loses their next action.

DEEP STATE

MOLE

Play as a Secret Action.

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

DEEP STATE

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.

DEEP STATE

CAPITAL COUP

Play as a Secret Action at the Capital.

Factions vote with Deep State Pawns to support/oppose your coup attempt. **Success:** become Strong Emperor. **Failure:** all Deep State blame is pinned to you.

DEEP STATE

VICEROY 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.

DEEP STATE

ENCRYPTION

Play in Planning Phase.

All your actions this turn are Secret Actions.

DEEP STATE

SPY

Play at any time.

Examine all of the privilege cards held by another player.

DEEP STATE

TRAITOR

Play at any time.

Examine all of the Secret Actions of another player.

DEEP STATE

“TRAFFIC ACCIDENT”

Play at any time.

Remove a Pawn of your choice from one Government agency.

DEEP STATE