

**MILITARY OPERATION**

SUBTLETY 1

- 0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.
- 2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.
- 4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

**OFFICER**

Strike

Command;  
Negotiate; Weaken

**MILITARY OPERATION**

SUBTLETY 1

- 0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.
- 2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.
- 4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

**PRAETOR**

Strike

Weaken; Protect

**MILITARY OPERATION**

SUBTLETY 1

- 0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.
- 2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.
- 4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

**RANGER**

Strike

Aid; Weaken;  
Sabotage

**MILITARY OPERATION**

SUBTLETY 1

- 0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.
- 2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.
- 4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

**HEALER**

Strike

Protect; Aid

**MILITARY OPERATION**

SUBTLETY 1

- 0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.
- 2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.
- 4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

**INQUISITOR**

Strike

Manipulate; Analyze

**MILITARY OPERATION**

SUBTLETY 1

- 0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.
- 2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.
- 4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

**MERCENARY**

Strike

Weaken; Sabotage;  
Aid

**MILITARY OPERATION**

SUBTLETY 1

- 0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.
- 2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.
- 4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

**BOUNTY HUNTER**

Strike

Turn; Steal

**MILITARY OPERATION**

SUBTLETY 1

- 0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.
- 2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.
- 4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

**GENERAL**

Strike

Command;  
Weaken; Protect

**MILITARY OPERATION**

SUBTLETY 1

- 0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.
- 2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.
- 4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.

**GUERRILLA**

Strike

Weaken; Produce

<p><b>MILITARY OPERATION</b> SUBTLETY 1</p> <p>0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.  2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.  4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.</p> <p><b>SAPPER</b> Strike</p> <p>Weaken; Sabotage; Produce</p>	<p><b>MILITARY OPERATION</b> SUBTLETY 1</p> <p>0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.  2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.  4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.</p> <p><b>SCOUT</b> Strike</p> <p>Analyze; Infiltrate</p>	<p><b>MILITARY OPERATION</b> SUBTLETY 1</p> <p>0 - Choose a player: They discard 1 resource you choose, and 1 resource they choose.  2 - Choose two players: Each discards 1 resource you choose, and 2 resources they choose.  4 - Choose two players: Each discards 2 resources you choose, and 2 resources they choose.</p> <p><b>TRAINER</b> Strike</p> <p>Aid; Produce</p>
<p><b>DIPLOMATIC OPERATION</b> SUBTLETY 2</p> <p>0 - Move an influence token from one region to another.  2 - Add one of your influence tokens to a region or remove an influence token.  4 - Add one of your influence tokens and move an influence token.</p> <p><b>ADJUNCT</b> Leverage</p> <p>Command; Weaken</p>	<p><b>DIPLOMATIC OPERATION</b> SUBTLETY 2</p> <p>0 - Move an influence token from one region to another.  2 - Add one of your influence tokens to a region or remove an influence token.  4 - Add one of your influence tokens and move an influence token.</p> <p><b>AMBASSADOR</b> Leverage</p> <p>Negotiate; Produce</p>	<p><b>DIPLOMATIC OPERATION</b> SUBTLETY 2</p> <p>0 - Move an influence token from one region to another.  2 - Add one of your influence tokens to a region or remove an influence token.  4 - Add one of your influence tokens and move an influence token.</p> <p><b>BARD</b> Leverage</p> <p>Aid; Analyze</p>
<p><b>DIPLOMATIC OPERATION</b> SUBTLETY 2</p> <p>0 - Move an influence token from one region to another.  2 - Add one of your influence tokens to a region or remove an influence token.  4 - Add one of your influence tokens and move an influence token.</p> <p><b>COUNCILOR</b> Leverage</p> <p>Produce; Trade</p>	<p><b>DIPLOMATIC OPERATION</b> SUBTLETY 2</p> <p>0 - Move an influence token from one region to another.  2 - Add one of your influence tokens to a region or remove an influence token.  4 - Add one of your influence tokens and move an influence token.</p> <p><b>COURIER</b> Leverage</p> <p>Trade; Collude</p>	<p><b>DIPLOMATIC OPERATION</b> SUBTLETY 2</p> <p>0 - Move an influence token from one region to another.  2 - Add one of your influence tokens to a region or remove an influence token.  4 - Add one of your influence tokens and move an influence token.</p> <p><b>EMISSARY</b> Leverage</p> <p>Negotiate; Lobby; Trade</p>

**LOCAL OPERATION**

SUBTLETY 3

- 0 - Gain two resources of any one (non-Support) type.
- 2 - Gain four total resources of two (non-Support) types.
- 4 - Gain six total resources of three (non-Support) types.



**DOUBLE AGENT**

Support

Turn; Infiltrate;  
Manipulate

**LOCAL OPERATION**

SUBTLETY 3

- 0 - Gain two resources of any one (non-Support) type.
- 2 - Gain four total resources of two (non-Support) types.
- 4 - Gain six total resources of three (non-Support) types.



**ECONOMIST**

Support

Produce; Lobby

**LOCAL OPERATION**

SUBTLETY 3

- 0 - Gain two resources of any one (non-Support) type.
- 2 - Gain four total resources of two (non-Support) types.
- 4 - Gain six total resources of three (non-Support) types.



**INFORMANT**

Support

Analyze; Produce

**DIPLOMATIC OPERATION**

SUBTLETY 2

- 0 - Move an influence token from one region to another.
- 2 - Add one of your influence tokens to a region or remove an influence token.
- 4 - Add one of your influence tokens and move an influence token.



**NEGOTIATOR**

Leverage

Negotiate; Turn

**DIPLOMATIC OPERATION**

SUBTLETY 2

- 0 - Move an influence token from one region to another.
- 2 - Add one of your influence tokens to a region or remove an influence token.
- 4 - Add one of your influence tokens and move an influence token.



**NOBLE SCION**

Leverage

Lobby; Negotiate;  
Protect

**DIPLOMATIC OPERATION**

SUBTLETY 2

- 0 - Move an influence token from one region to another.
- 2 - Add one of your influence tokens to a region or remove an influence token.
- 4 - Add one of your influence tokens and move an influence token.



**VASSAL**

Leverage

Negotiate; Lobby

**DIPLOMATIC OPERATION**

SUBTLETY 2

- 0 - Move an influence token from one region to another.
- 2 - Add one of your influence tokens to a region or remove an influence token.
- 4 - Add one of your influence tokens and move an influence token.



**HISTORIAN**

Leverage

Analyze; Lobby

**DIPLOMATIC OPERATION**

SUBTLETY 2

- 0 - Move an influence token from one region to another.
- 2 - Add one of your influence tokens to a region or remove an influence token.
- 4 - Add one of your influence tokens and move an influence token.



**HOSTAGE**

Leverage

Produce;  
Manipulate; Collude

**DIPLOMATIC OPERATION**

SUBTLETY 2

- 0 - Move an influence token from one region to another.
- 2 - Add one of your influence tokens to a region or remove an influence token.
- 4 - Add one of your influence tokens and move an influence token.



**MAGE**

Leverage

Aid; Analyze; Steal

**LOCAL OPERATION**

SUBTLETY 3



**INSIDER**

Support

Aid; Infiltrate

- 0 - Gain two resources of any one (non-Support) type.
- 2 - Gain four total resources of two (non-Support) types.
- 4 - Gain six total resources of three (non-Support) types.

**LOCAL OPERATION**

SUBTLETY 3



**RECRUIT**

Support

Weaken; Aid

- 0 - Gain two resources of any one (non-Support) type.
- 2 - Gain four total resources of two (non-Support) types.
- 4 - Gain six total resources of three (non-Support) types.

**LOCAL OPERATION**

SUBTLETY 3



**SMUGGLER**

Support

Produce; Steal;  
Trade

- 0 - Gain two resources of any one (non-Support) type.
- 2 - Gain four total resources of two (non-Support) types.
- 4 - Gain six total resources of three (non-Support) types.

**LOCAL OPERATION**

SUBTLETY 3



**MERCHANT**

Support

Produce; Trade;  
Collude

- 0 - Gain two resources of any one (non-Support) type.
- 2 - Gain four total resources of two (non-Support) types.
- 4 - Gain six total resources of three (non-Support) types.

**LOCAL OPERATION**

SUBTLETY 3



**RETIREE**

Support

Analyze; Command

- 0 - Gain two resources of any one (non-Support) type.
- 2 - Gain four total resources of two (non-Support) types.
- 4 - Gain six total resources of three (non-Support) types.

**LOCAL OPERATION**

SUBTLETY 3



**POLITICIAN**

Support

Negotiate; Lobby;  
Produce

- 0 - Gain two resources of any one (non-Support) type.
- 2 - Gain four total resources of two (non-Support) types.
- 4 - Gain six total resources of three (non-Support) types.

**LOCAL OPERATION**

SUBTLETY 3



**REVOLUTIONARY**

Support

Sabotage; Collude

- 0 - Gain two resources of any one (non-Support) type.
- 2 - Gain four total resources of two (non-Support) types.
- 4 - Gain six total resources of three (non-Support) types.

**LOCAL OPERATION**

SUBTLETY 3



**WATCHMAN**

Support

Protect; Aid

- 0 - Gain two resources of any one (non-Support) type.
- 2 - Gain four total resources of two (non-Support) types.
- 4 - Gain six total resources of three (non-Support) types.

**ESPIONAGE OPERATION** SUBTLETY 4



**ANALYST**

Intelligence

0 - Draw two cards.  
2 - Draw three cards, then put a card from your hand face down in any region.  
4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Analyze; Aid

**ESPIONAGE OPERATION** SUBTLETY 4



**DESERTER**

Intelligence

0 - Draw two cards.  
2 - Draw three cards, then put a card from your hand face down in any region.  
4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Weaken; Steal; Sabotage

**ESPIONAGE OPERATION** SUBTLETY 4



**INFILTRATOR**

Intelligence

0 - Draw two cards.  
2 - Draw three cards, then put a card from your hand face down in any region.  
4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Infiltrate; Manipulate; Steal

**ESPIONAGE OPERATION** SUBTLETY 4



**MOLE**

Intelligence

0 - Draw two cards.  
2 - Draw three cards, then put a card from your hand face down in any region.  
4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Infiltrate; Produce

**ESPIONAGE OPERATION** SUBTLETY 4



**OPERATOR**

Intelligence

0 - Draw two cards.  
2 - Draw three cards, then put a card from your hand face down in any region.  
4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Command; Manipulate; Weaken

**ESPIONAGE OPERATION** SUBTLETY 4



**PATROL**

Intelligence

0 - Draw two cards.  
2 - Draw three cards, then put a card from your hand face down in any region.  
4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Protect; Aid

**ESPIONAGE OPERATION** SUBTLETY 4



**PROVOCATEUR**

Intelligence

0 - Draw two cards.  
2 - Draw three cards, then put a card from your hand face down in any region.  
4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Manipulate; Sabotage; Infiltrate

**ESPIONAGE OPERATION** SUBTLETY 4



**SECURITY**

Intelligence

0 - Draw two cards.  
2 - Draw three cards, then put a card from your hand face down in any region.  
4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Protect; Analyze; Weaken

**ESPIONAGE OPERATION** SUBTLETY 4



**SHAPESHIFTER**

Intelligence

0 - Draw two cards.  
2 - Draw three cards, then put a card from your hand face down in any region.  
4 - Draw four cards, then put two cards from your hand face down in any region or regions.

Infiltrate; Sabotage

**UNDERWORLD OPERATION** SUBTILITY 5

- 0 - Move an influence card from one region to another.
- 2 - Discard a card from a region.
- 4 - Discard a card from a region and move a card from one region to another.



**ENFORCER**

Disruption

Weaken; Aid

**UNDERWORLD OPERATION** SUBTILITY 5

- 0 - Move an influence card from one region to another.
- 2 - Discard a card from a region.
- 4 - Discard a card from a region and move a card from one region to another.



**ASSASSIN**

Disruption

Weaken; Produce; Steal

**ESPIONAGE OPERATION** SUBTILITY 4

- 0 - Draw two cards.
- 2 - Draw three cards, then put a card from your hand face down in any region.
- 4 - Draw four cards, then put two cards from your hand face down in any region or regions.



**SOOTHSAYER**

Intelligence

Analyze; Aid; Turn

**UNDERWORLD OPERATION** SUBTILITY 5

- 0 - Move an influence card from one region to another.
- 2 - Discard a card from a region.
- 4 - Discard a card from a region and move a card from one region to another.



**KINGPIN**

Disruption

Produce; Protect; Manipulate

**UNDERWORLD OPERATION** SUBTILITY 5

- 0 - Move an influence card from one region to another.
- 2 - Discard a card from a region.
- 4 - Discard a card from a region and move a card from one region to another.



**BOOKKEEPER**

Disruption

Analyze; Produce

**ESPIONAGE OPERATION** SUBTILITY 4

- 0 - Draw two cards.
- 2 - Draw three cards, then put a card from your hand face down in any region.
- 4 - Draw four cards, then put two cards from your hand face down in any region or regions.



**TRAITOR**

Intelligence

Turn; Produce

**UNDERWORLD OPERATION** SUBTILITY 5

- 0 - Move an influence card from one region to another.
- 2 - Discard a card from a region.
- 4 - Discard a card from a region and move a card from one region to another.



**KIDNAPPER**

Disruption

Turn; Weaken

**UNDERWORLD OPERATION** SUBTILITY 5

- 0 - Move an influence card from one region to another.
- 2 - Discard a card from a region.
- 4 - Discard a card from a region and move a card from one region to another.



**BEGGAR**

Disruption

Trade; Manipulate

**ESPIONAGE OPERATION** SUBTILITY 4

- 0 - Draw two cards.
- 2 - Draw three cards, then put a card from your hand face down in any region.
- 4 - Draw four cards, then put two cards from your hand face down in any region or regions.



**SPYMASTER**

Intelligence

Command; Produce

**UNDERWORLD OPERATION** SUBTLETY 5

- 0 - Move an influence card from one region to another.
- 2 - Discard a card from a region.
- 4 - Discard a card from a region and move a card from one region to another.



**MASTERMIND**

Disruption

Command;  
Negotiate; Collude

**UNDERWORLD OPERATION** SUBTLETY 5

- 0 - Move an influence card from one region to another.
- 2 - Discard a card from a region.
- 4 - Discard a card from a region and move a card from one region to another.



**THIEF**

Disruption

Steal; Infiltrate

**UNDERWORLD OPERATION** SUBTLETY 5

- 0 - Move an influence card from one region to another.
- 2 - Discard a card from a region.
- 4 - Discard a card from a region and move a card from one region to another.



**RACKETEER**

Disruption

Steal; Protect

**UNDERWORLD OPERATION** SUBTLETY 5

- 0 - Move an influence card from one region to another.
- 2 - Discard a card from a region.
- 4 - Discard a card from a region and move a card from one region to another.



**VIGILANTE**

Disruption

Protect; Collude

**UNDERWORLD OPERATION** SUBTLETY 5

- 0 - Move an influence card from one region to another.
- 2 - Discard a card from a region.
- 4 - Discard a card from a region and move a card from one region to another.



**REBEL LEADER**

Disruption

Negotiate;  
Sabotage; Collude

**UNDERWORLD OPERATION** SUBTLETY 5

- 0 - Move an influence card from one region to another.
- 2 - Discard a card from a region.
- 4 - Discard a card from a region and move a card from one region to another.



**WITCH**

Disruption

Aid; Analyze;  
Collude