




 <p>Social Security Crisis</p> <p>Congress preserves system, elders rejoice: Florida shifts to Active Support</p> <p>System collapses: Florida shifts to Active Opposition.</p> <p>1</p>	 <p>Armored Urban Vehicles</p> <p>Street tanks beat back crime: Shift 1 city 1 step toward Active Support.</p> <p>Military police resented: Shift 1 city 1 step toward Active Opposition.</p> <p>2</p>	 <p>Robotic Warriors</p> <p>Machines do the fighting: Assault costs 1 Resource per space.</p> <p>GOVT CAPABILITY</p> <p>Humans won't fight: Assault ops may target only 1 space per card.</p> <p>3</p>
 <p>Advanced Sensing</p> <p>No place to hide: Sweep reveals all Insurgents.</p> <p>GOVT CAPABILITY</p> <p>Early warnings: Sweep reveals at most 2 Insurgents per space.</p> <p>4</p>	 <p>COIN AI</p> <p>Hyper-efficient operations: 1 Police may enter each Sweep space.</p> <p>GOVT CAPABILITY</p> <p>Human jealousy: Sweep activates Guerillas via Troops or Police, not both.</p> <p>5</p>	 <p>DARPA</p> <p>Agency discovers baldness cure: Govt Resources +12.</p> <p>DC money pit. Govt Resources -12.</p> <p>6</p>



Drones

Army sniffs out Red camp: Govt in 1 space activates all Red and executes free Assault.

Drone bombs: Red or Yellow free Terror in any 3 spaces. Guerillas do not activate.

7



Bow Hunters

Kids pretending to be elves: Remove 3 guerillas, 1 per space.

Red or Yellow, in 1 space, executes 2 free Ambushes with any of its guerillas without Activating.

8



O Canada

Canadian Govt lends support: Aid +9.

North used for training: Place 1 base and 4 guerillas in Canada. Your faction (only) move between Canada and US.

9



Plastic Guns

Toy guns ineffective in actual combat: Reduce an Insurgent Faction's Resources by -5.

Weapons in the middle of nowhere: An Place 2 Guerillas and 2 bases in 0 Population Regions.

10



Arms Industry

Companies agree to strict regulations: Rally costs 2 Resources until next Election.

MOMENTUM

Smith & Wesson moves offshore: An Insurgent Faction free Rally in every coastal Region.

11



Streamers

Livestream of UAV ops popularizes Govt: Aid +9.

Gamers distract from politics: Set 2 spaces to Neutral.

12



Medical AI

Robo-docs cut medical costs: +18
Govt Resources.

MOMENTUM

Rebel field hospitals save lives: Until
next Election, casualties of 1
Insurgent Faction instead move to
adjacent region.

13



Machine Learning

Rebel operations predicted: Govt free
Sweep and Assault in 1 space.

Enemy movement predicted: Perform
3 free Ambushes in 1 space.

14



Police Brutality

Rogue officers find a place in the
force: In up to 3 spaces, replace 1
Yellow guerilla with 1 Police.

Demoralized officers: In up to 3
spaces, replace 1 Police with 1
Yellow guerilla.

15



Nerve Agent

Rebel leader poisoned: Govt free
Marches any 1 Insurgent Faction, up
to 3 Destinations.

Hit men: Yellow free Assassinate in
every space with Yellow pieces.

16



Genetic Engineering

Supercops: Place 1 Police in 3
different Regions.

Experiments fail, hideous monsters
rampage: Remove 2 Red bases.

17



Automation

Mass unemployment blamed on the
war: Shift 2 Regions to Passive
Support.

Unskilled youth look for something to
do: Place 6 Guerillas in cities.

18



Opioids

Rural addiction decimates rebel forces: Govt eliminates 4 Red or 4 Yellow Guerillas.

Lucrative ops in the heartland: Green places 3 bases in 0-Pop regions.

19



Truck Stops

Flying J hit by sting: Govt takes 1 Shipment, destroys 1 Green base. Green loses 12 Resources.

Massive drug distribution network: Green places 3 bases.

20



The Big Sort

Tax evasion almost impossible: Govt Resources +21.

Dealers lock into customers: Green resources +12.

21



Open Borders

Hard-working unskilled labor boosts world trade: Aid +18.

Transportation risk zero: Green places 2 Guerillas, 1 base, and 2 Shipments.

22



Intelligent Fashion

Rebel leader's girlfriend traced to secret HQ: Govt 3 free Airstrikes, against any Inactive Guerillas.

Wired escorts: Red or Yellow free Extort anywhere with pieces, no activation.

23



Cryptocurrency

Value crash: Insurgent Factions each lose 5 Resources.

Economy goes underground: Govt Resources -21, Aid -6.

24



Oil Prices

Gas cheaper than water: Air Lift moves any number of Troops.

GOVT CAPABILITY

Reserves run out: Air Lift moves only 1 Troops cube.

25



Tech Giants

Companies buy security: Place 6 Police onto LoCs. 3 Guerillas there or adjacent flip to Active.

Power resented. Shift a space adjacent to a 3 or 4 Econ LoC by 2 levels toward Active Opposition.

26



Habeus Corpus

Wave of Arrests: Govt removes 2 Yellow and 2 Red Guerillas and 1 Green Base.

MOMENTUM

Due process respected: No Sweep until next Election.

27



Self-Driving Cars

Smart vehicles rout around damage: Each Control Phase, Govt may remove 1-3 Terror or Sabotage.

GOVT CAPABILITY

Remote auto-bombs: Control phase - Sabotage LoCs with any Guerillas equal to cubes.

28



Aggressive General

Successful offensive: Government places 1 Base and 3 Troops into any Region.

Overreach: Remove 1 Govt base and 1 cube from a Region.

29



China

Invests: Add twice the Econ value of 3 unSabotaged LoCs to Govt Resources.

Competes: Govt loses 10 Aid. Shift two spaces 1 level toward Neutral.

30



Deer Season

Rebels go home: Remove any 3 Guerillas in Great Lakes.

Hunters recruited: Place 3 Guerillas in Great Lakes.

31



First Civil War

For the Union: Place 1 Troop in New England, Atlantic, Midwest, and Great Lakes. Shift 1 of these to Active Support.

Memorial sparks uprisings: Red or Yellow place 2 Guerillas in South, Florida, Appalachia, and Texas. Shift 1 of these to Active Opposition.

32



Combat Enhancing Drugs

Remove 2 Red pieces (bases last) in every space with Yellow and Green pieces.

Remove 2 Troops in every space with Red and Green pieces.

33



Freedom of Speech

Campaign against "antisocial" speech: Free Civic Action in 3 spaces.

Censorship causes backlash: Two cities shift one level toward Active Opposition.

34



Mega-Churches

Forgiveness: Remove all Terror.

Glorious Martyrs: Red or Yellow places 2 Guerillas and 1 Base in South or Texas, or adjacent Cities.

35



The Super Bowl

Spectacle enhances Presidential image: Shift 2 Resources from Red and Yellow, 6 from Green, to Govt.

Super Sunday Massacre: Free Terror in every space with underground Guerillas.

36



Super Bug

MOMENTUM

Place Plague token in random city.
Until next Election, roll before drawing a new card: 1-3 token moves to random neighbor city. When Plague Token arrives in a city, all Factions lose all pieces there except 1.

37



Virtual Telepathy

Infiltration agents: Flip all Guerillas in 2 spaces to Active.

Secret comms boost hidden networks: Conduct 1 Special Activity in 1 space, then flip all of your Guerillas to inactive.

38



Turing Test

AI romances: Shift 3 regions 1 Level toward Neutral.

Fake rebels distract Govt: Place Rebel Zone in 1 Region.

39



Designer Babies

Elite population boom: Free Rally in 3 Cities, +6 Resources.

Middle class resents elite perfection: Shift 2 Cities 1 Level toward Active Opposition.

40



UAVs

Swift, silent, deadly: Govt Air Strike in 3 spaces.

Pilfered assets: Yellow free Assassinate in any 3 spaces.

41



Mainstream Media

Right side of history: Until next Election, Rally costs 2 Resources per space.

MOMENTUM

Sympathy: In 1 space, replace all Guerillas with yours.

42



SW Water Crisis

Thirst: Insurgents must relocate pieces in Mesa and Los Angeles to Cascadia, Big Sky, San Francisco, and Seattle. Green, then Red, then Yellow. Bases that cannot be placed due to stacking are eliminated.

Scramble for H2O: Government marked inactive through next card.

43



Mexico

Cooperation: Remove 3 Guerillas from Texas and/or Mesa. 1 Insurgent Faction loses -5 Resources.

Cross-border connections: Place 1-2 Bases in Mexico. Your faction (only) may move between Mexico and US.

44



Hackers

Cyberwarfare: Insurgents lose 1/3 of Resources, rounded to nearest integer.

Accounts tapped: Gain Resources equal to Bases.

45



Mardi Gras

All Green Guerillas in Texas, South, and Interstates 55 and 10 Activate. Free Assault against Green in each space.

End-of-The-World Hedonism: Green gains Resources equal to 4x South and Texas Bases.

46



Mississippi River

M. Heavily patrolled: Until next Election, March cannot cross Interstate 55.

MOMENTUM

Highway: 1 Insurgent Faction reallocates all pieces among Great Lakes, Chicago, Midwest, High Plains, Appalachia, South, and Texas.

47



Dark Web

Creeps busted: Green resources -10.

MOMENTUM

Buy anything: This Resources phase, Green adds Resources equal to 4x bases.

48



Space Force

Space-based disruption: Mark 1 Insurgent Faction ineligible through next card.

DC money pit: Govt Resources -12.

49



PsyOps

Minds changed: 1 Civic Action space each Support phase requires Govt control and any cube.

GOVT CAPABILITY

Manipulation resented: Civic Action requires at least 2 Troops and 2 Police.

50



SCOTUS

"Enhanced" tactics pass judicial review: Govt free Assault in 5 spaces.

Rebel appeal upheld: Remove all cubes and Govt bases from 1 Region.

51



Swarm Robotics

No place to hide: All Guerillas Activate in 3 spaces.

Surveillance resented: Shift 3 spaces 1 Level toward Active Opposition.

52



Rangers

Army effective in all terrain: Assault removes 2 enemy for each Troops, in Mountain 1 for 1.

GOVT CAPABILITY

Rural sympathies: Assault in Mountain removes only 1 piece for 4 Troops.

53



AR

Enhanced warfighter awareness: Govt free Patrol, then Assault in every City and LoC.

Troops search for game collectibles: Free Terror in up to 5 spaces, plus Extort. Guerillas do not Activate.

54



Family Breakdown

No-strings society: Add Econ value of unSabotaged LoCs to Govt Resources.

Anxious, depressed, spoiled, and angry: Set two spaces to Passive Opposition.

55



Games, Movies, TV

Couch potatoes leave real world: Move 3 regions 1 level toward Neutral.

56



Declaration of Independence

Loyalists take command: In 1 uncontrolled region, replace all Red Guerillas with Yellow Guerillas.

Opposition government formed: In 1 Red-controlled Region, remove all cubes, set to Active Opposition, and place Rebel Zone.

57



Rebel Law

Red governance rejected: All Green Guerillas in spaces with Red free attack Red.

Green transfers 3 Resources to Red for each space with Green Base and Red Guerilla.

58



Amish

Peace in the valleys: Move 4 Guerillas from Midwest, Great Lakes, and/or Atlantic to adjacent Region other than these.

Rebels sheltered: Place Rebel Zone in in Midwest, Great Lakes, or Atlantic.

59



Obesity

Heart attacks: Remove 1 Guerilla from each faction.

MOMENTUM

Troops can't march: No Patrol or Sweep until next Election.

60



Nanotechnology

Microscopic replicating weapons:
From 1 space, remove up to 6
Guerillas. Shift 1 Level to Active
Opposition.

Gray goo: Remove 2 Govt bases,
place Terror in those spaces.

61



Flying Cars

Flying Cops: Govt relocates 3 Police
anywhere.

Rapid transit: Move any of your
Guerillas from 1 space through a
chain of up to 3 adjacent Regions.
You then may execute a free Op other
than March within the final space.

62



Life Expectancy

Long life leads to acceptance: Shift 3
Opposition spaces 1 level toward
Neutral.

Medical, old age costs soar: Govt
Resources -24.

63



Don't Mess With Texas

Vigilantes: Remove 4 Insurgent
pieces total (Bases last) from Texas.

Texas Marshalls: Replace 2 cubes
with Yellow Guerillas.

64



The Singularity

Rogue AI: For 1 Insurgent Faction:
Conduct 1 full Operation and Special
Activity for that Faction, spending no
more than 1/3 of Resources.

Rogue AI: Conduct 1 full Govt Operation
and Special Activity, spending no more
than 1/3 of Resources.

65



Global Warming

Escape to the north: All Factions
relocate up to 3 Guerillas, Troops, or
Police from Mesa, Texas, South, or
Florida to New England, Great Lakes,
High Plains, Big Sky, or Cascadia.
Order: Blue, Green, Red, Yellow.

66



Legalization

Drug taxes: Transfer 9 Resources from Green to Gov't.

Business is open: Place all Shipments, Green Resources +9.

67



GMOs

Juicy, bright, seedless, non-fattening: Set 1 City and adjacent Region to Active Support.

Frankenfoods kill: Set 1 City and adjacent Region to Active Opposition.

68



Trafficking

Crackdown applauded: Govt Resources +6, Aid + 9.

Pleasure industry boom: Green resources +21.

69



Powerful Addicts

Treatment programs all the rage: Green Resources -12.

Friends in high places: Green free Bribes in 3 spaces.

70



Gang Wars

Exhaustion: In each space with Green Guerillas, remove all but 1. Green conducts free Terror with that 1. Green ineligible through next card.

71



The Oscars

Hollywood backs Govt: Add 3 x (Cubes – Guerillas) in LA to Gov't Resources.

Drug-fueled backstage orgy: Shift 6 Resources from Govt to Green.

72