



Assassin

MISSION

Receive 1 point if you terminate
the American Assassin

Lose 1 point for each Soviet or
Neutral spy you terminate

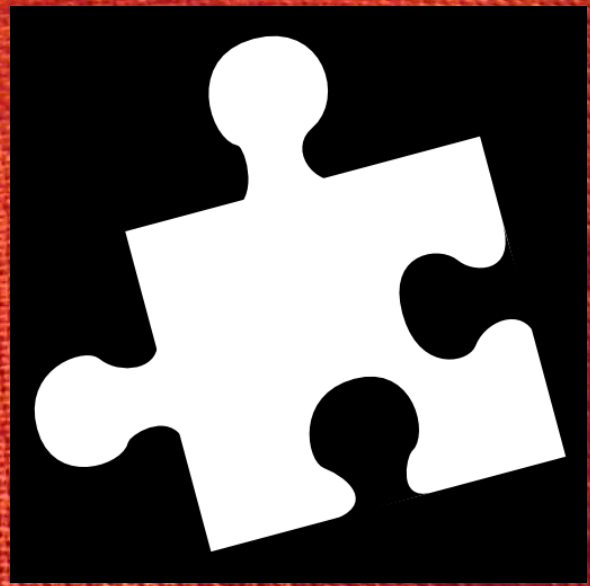


Field Agent

MISSION

Receive 1 extra Nation
Scoring point if the Soviets
win the round

4+



Handler

MISSION

Receive 1 point if you have the
Launch Codes are in play at
the end of the round
(face up or face down)
(Launch Codes will not count
towards nation scoring) 6+



Assassin

MISSION

Receive 1 point if you
terminate the Soviet Assassin

Lose 1 point for each American
or Neutral spy you terminate

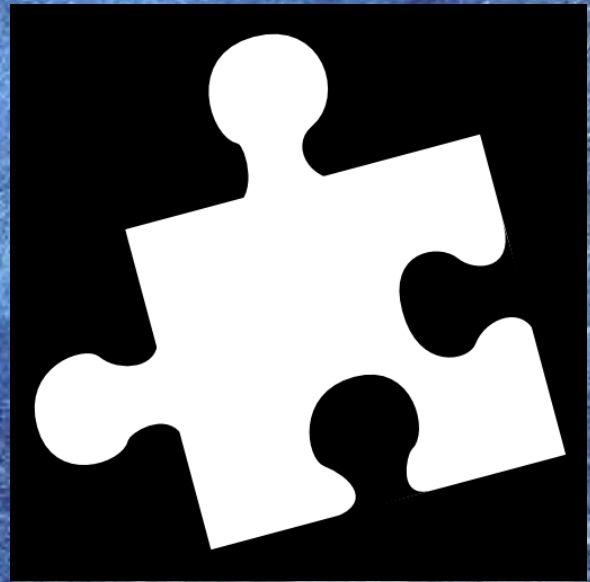


Field Agent

MISSION

After all tradecraft card actions have been taken, but before scoring, choose a spy, if that spy is the Soviet Field Agent, receive 1 point

4+



Handler

MISSION

Receive 1 point if you have
the Satellite Plans are in play
at the end of the round
(face up or face down)
(Satellite Plans will not count
towards scoring)

6+



Double Agent

MISSION

Receive 1 point if neither Assassin achieves their mission

Receive 1 point if the round ends in a tie for nation scoring

3,5



Information Broker

MISSION

Receive 1 point if your face up cards in play have the highest sum

Receive 1 point if the round ends in a tie for nation scoring

3,5