

1

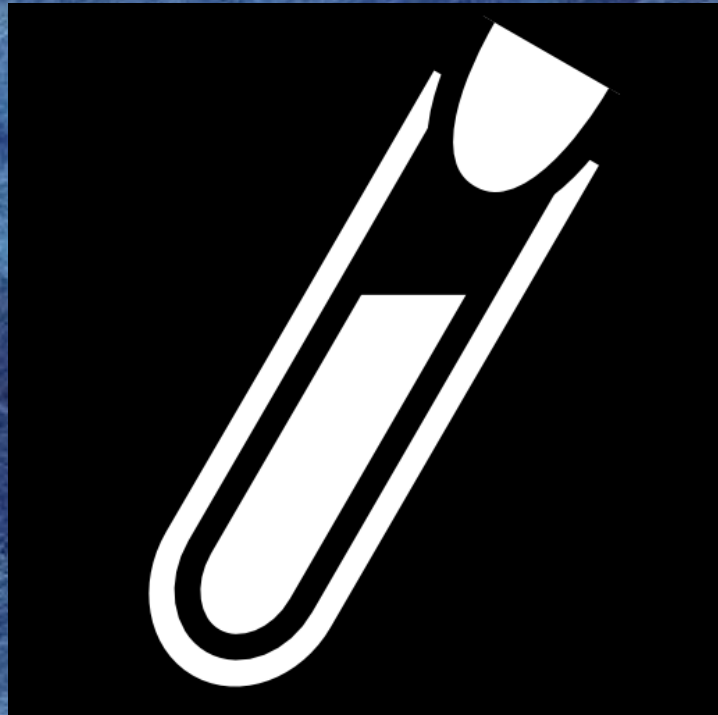


Gun

Terminate a spy
(not yourself)

If ready in hand or in
play, may be shown to
cancel the effect of a
knife attack against you

2



Antidote

If ready in hand or in play, may be shown to cancel the effect of a poison attack, even if not directed at you

3



Poison

Terminate a spy
(not yourself)

(may be cancelled
by antidote)

4



Knife

Terminate a spy
(not yourself)

(may be cancelled
by gun)

5



Cyanide Pill

Terminate yourself

During Nation Scoring,
score 1 extra point if
your side wins

6+

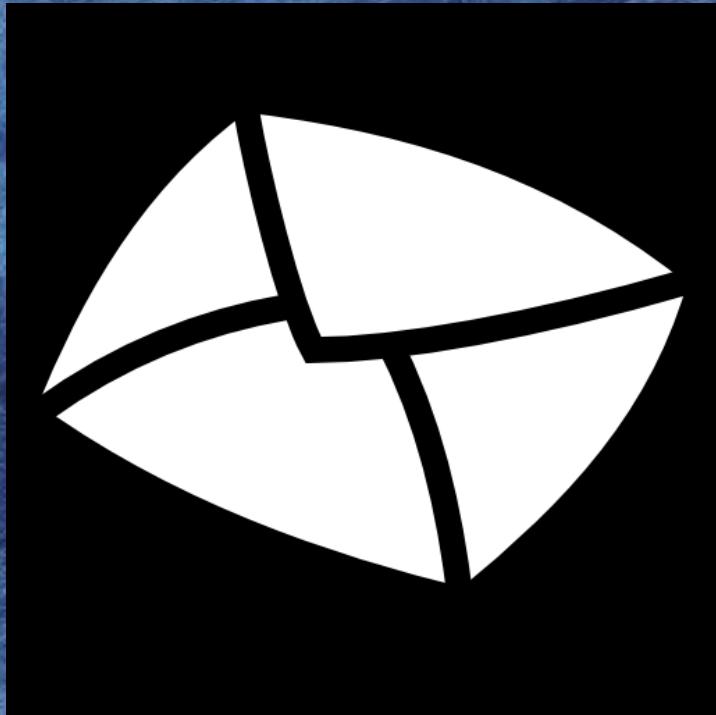
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Bang and Burn

Choose one face up
card that has already
been played and turn it
face down

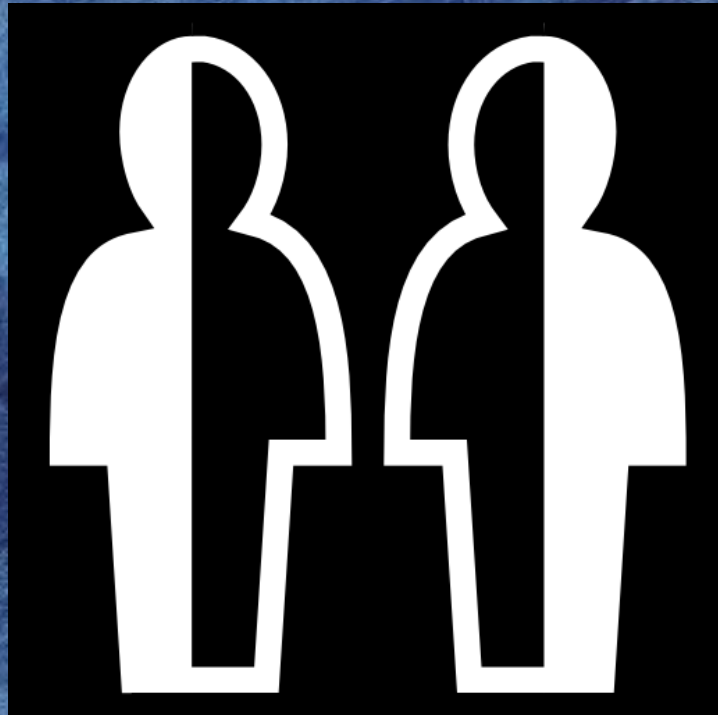
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Extortion

Choose a spy (not yourself), that spy must choose one of their face up cards in play and turn it face down

8



Decoy

Examine the discard
pile, select one card,
immediately play it, then
place this card in the
discard pile

9

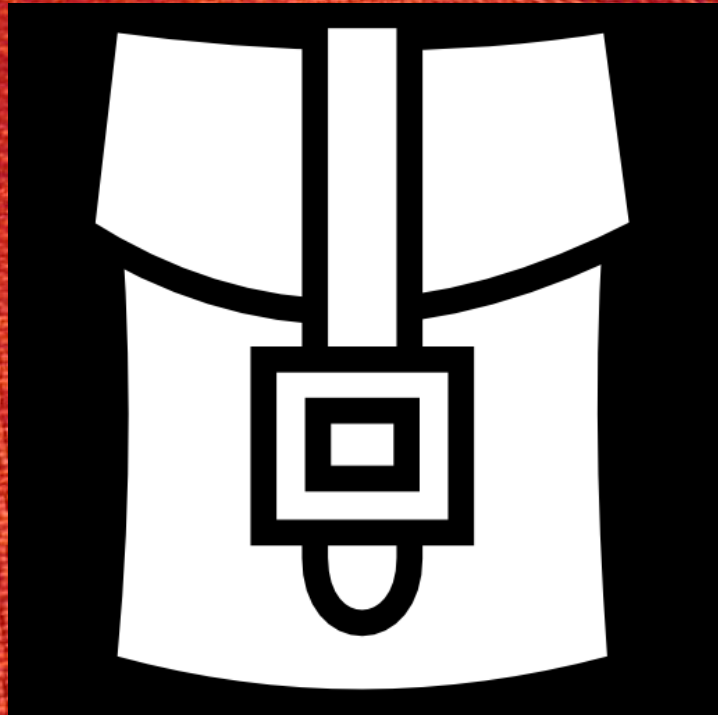


Chicken Feed

If ready in hand or in
play and you are the
target of the Polygraph
or the Code Book,
you may lie

4+

10



Dead Drop

Select any two cards in
play and switch them

(not including this card,
face down cards may be
chosen)

1 1



Pocket Lint

If ready in hand or in play, you may show Pocket Lint instead of your role card when required to do so

5+

12



Hidden Mic

Look at the role card of the spy with the lowest valued face up card in play so far (other than your own)

5+

13

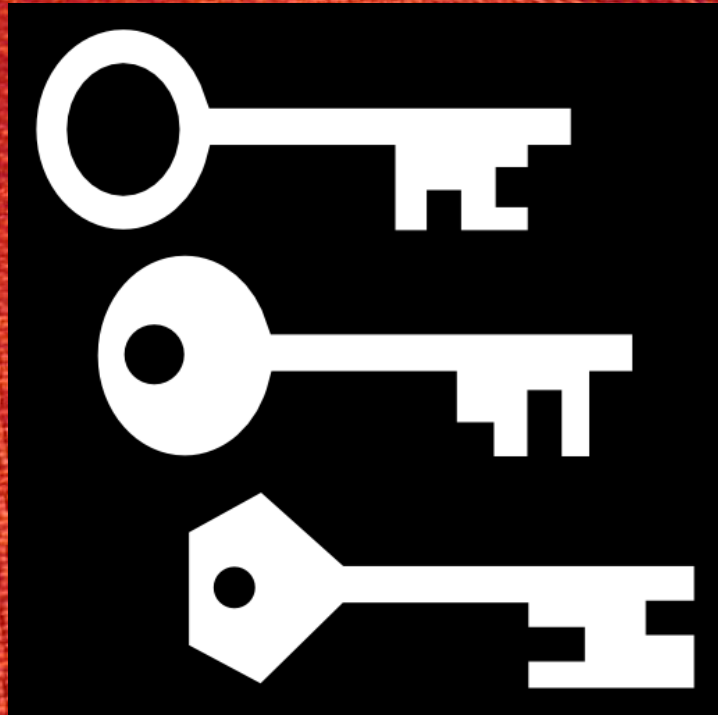


Surveillance

Choose a spy, look at
that spy's role card

5+

14



Forgery

During scoring, the
Forgery is worth points
equal to the current
round number

15

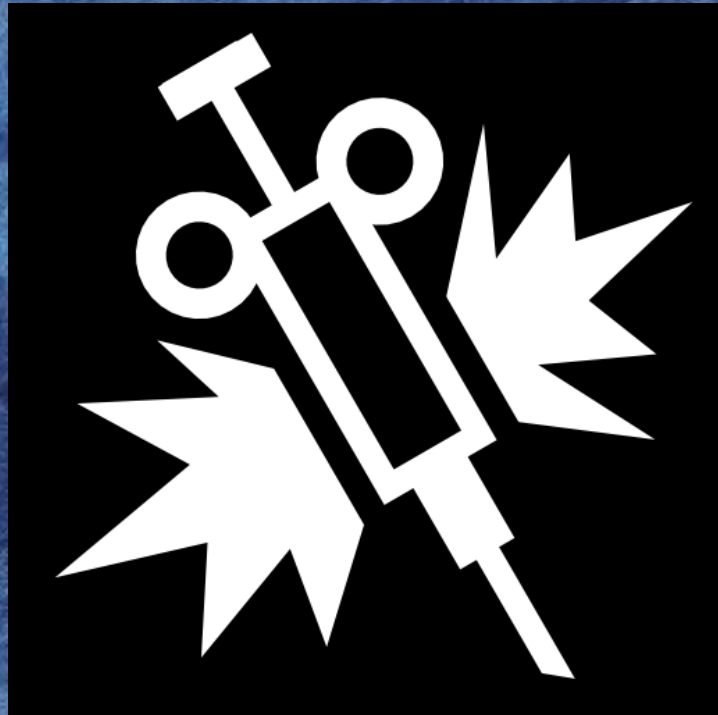


Polygraph

Choose a spy, that spy
must announce their
nationality, but not reveal
their role card

4+

16



Truth Serum

Choose a spy, that spy
must show their role
card to a spy of their
choice

17



Safehouse

You cannot be terminated
this round, but you may not
terminate any other spies
this round either

5+

18



Mole

During Nation Scoring, you may choose one spy to be revealed as a mole, their cards no longer count towards Nation Scoring

19

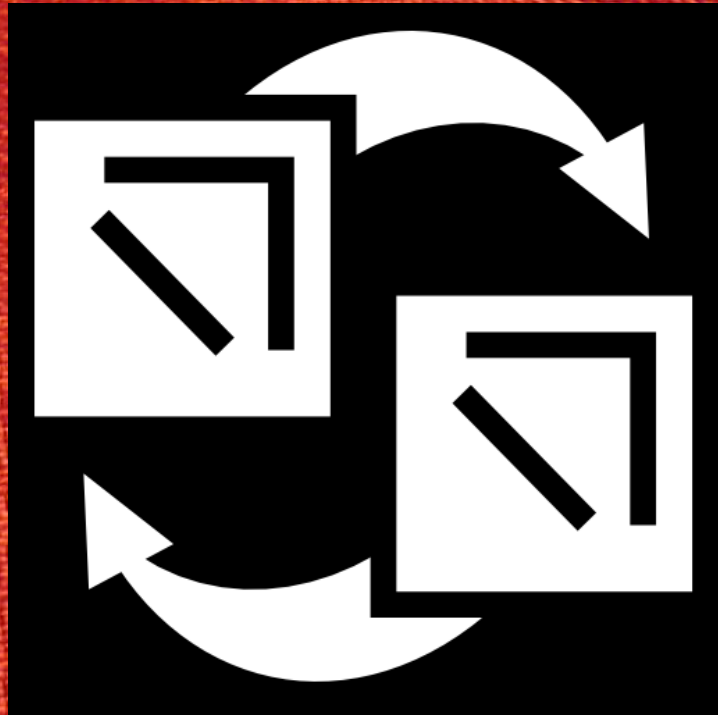


Arrest

Choose one spy, that spy must reveal all of their Tradecraft cards and play with them visible for the rest of the round

4+

20



Exchange

Choose a spy, that spy
must exchange a card
not yet in play with you

(card selection should be
done simultaneously)

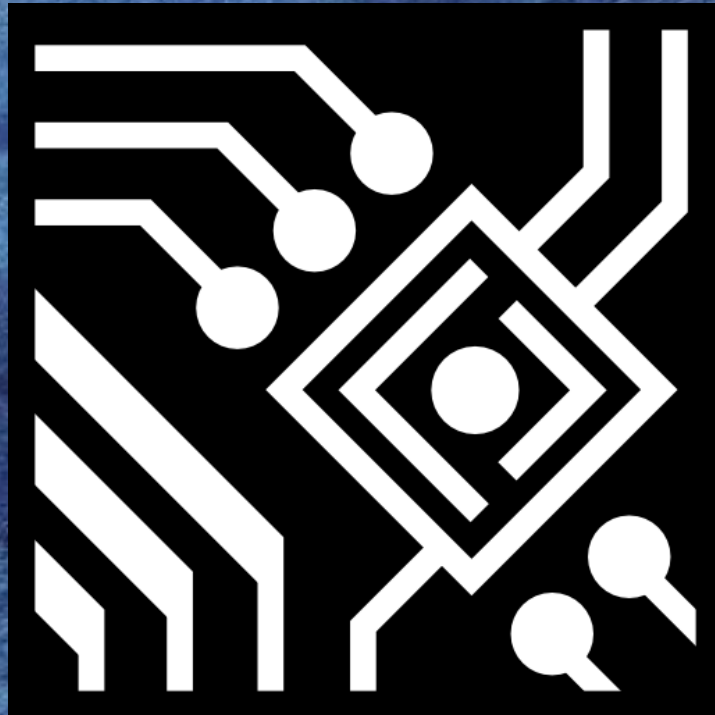
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Code Book

Choose a spy and name a specific role (Soviet Assassin, American Handler, etc.), if that spy is the named role, they are compromised and must flip their role card face up for the rest of the round 4+

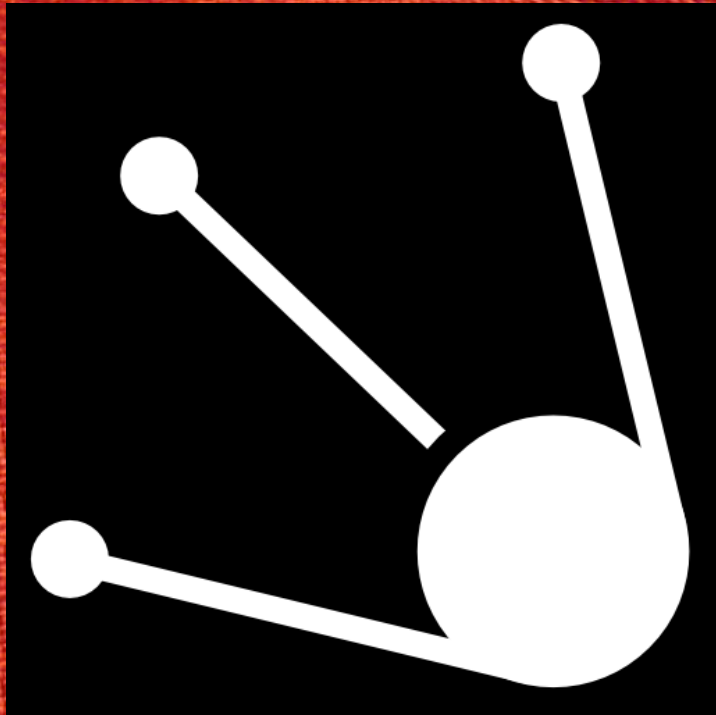
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Microchip

For the purpose of Mission Scoring, the Microchip counts as either the Satellite Plans or the Launch Codes

23

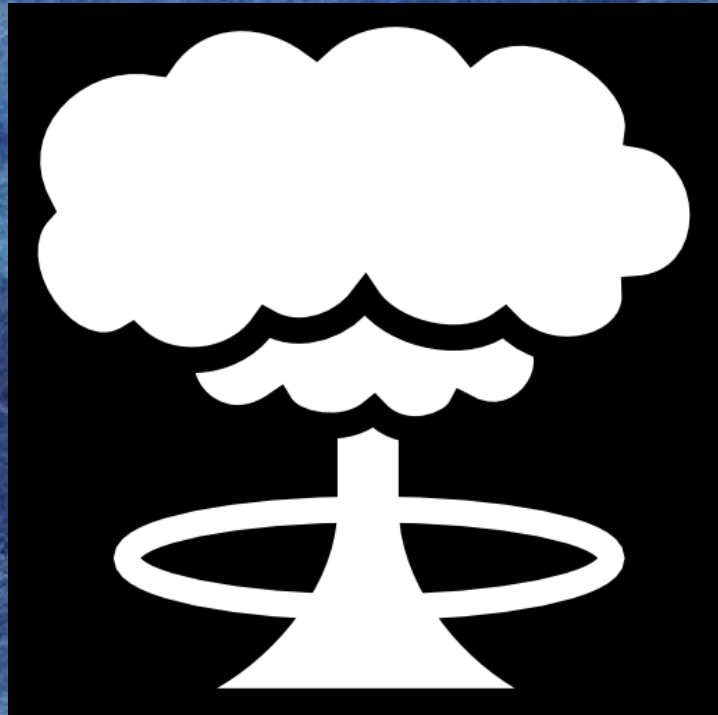


Satellite Plans

Look at the tradecraft
cards that are not yet in
play of the spy seated to
your left

6+

24



Launch Codes

Look at the tradecraft cards that are not yet in play of the spy seated to your right

6+