



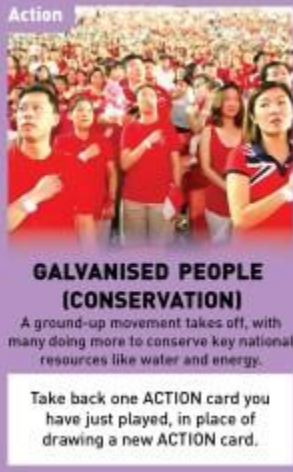


# New Card Explanation Guide

<p><b>Action</b></p>  <p><b>SPECIAL INTELLIGENCE</b> Security agencies foil a terrorist plot, with help from tip-offs by vigilant citizens.</p> <p>Remove one active SUBVERSIVE card from play. Add this SPECIAL INTELLIGENCE card to your Score.</p>	<p><b>SPECIAL INTELLIGENCE</b></p> <p>This card allows you to eliminate one <i>Subversive</i> card from play, and add 2 bonus points to your score at the same time.</p> <p>You can eliminate any active <i>Subversive</i> card even if it was not drawn by you.</p> <p>The eliminated <i>Subversive</i> card is immediately placed in the discard pile of the player who drew it.</p>
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**Note: All Galvanised People cards can be played “for free” on a player’s turn, i.e. they are not counted as one of the two Action cards that can be played per turn.**

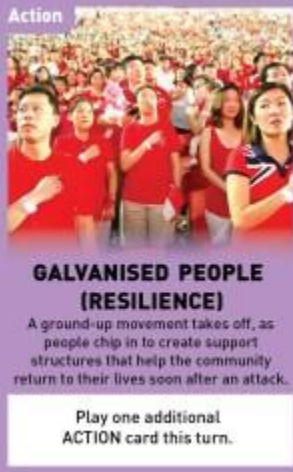
<p><b>Action</b></p>  <p><b>GALVANISED PEOPLE (COMPASSION)</b> A ground-up movement takes off, with many more donating money and volunteering to help the less fortunate.</p> <p>Allows one ACTION card to be played regardless of the National Effort level required.</p>	<p><b>GALVANISED PEOPLE (COMPASSION)</b></p> <p>When used in combination with <u>one</u> other <i>Action</i> card, it allows that <i>Action</i> card to be played regardless of the <i>National Effort</i> level required.</p> <p>For example, to play the “Neighbourliness” <i>Action</i> card, you need your Social Defence to be at level 4. However, if you pair it with the Galvanised People (Compassion) card on your turn, you can play the “Neighbourliness” card even if your Social Defence is at level 1, 2, or 3.</p>
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### **GALVANISED PEOPLE (CONSERVATION)**

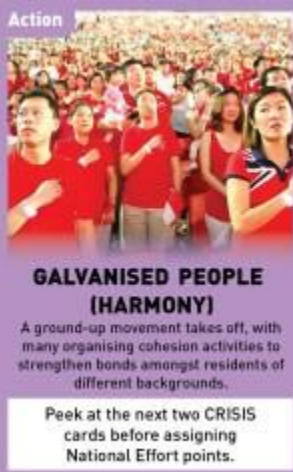
Playing this card allows you to take back any other *Action* card that you had just played on your turn, instead of drawing a new *Action* card.

For example, if you had just played “Neighbourhood Watch”, play this card to take back the “Neighbourhood Watch” card back to maintain a deck of 4 cards in hand.



### **GALVANISED PEOPLE (RESILIENCE)**

Playing this card on your turn allows you to play three *Action* cards instead of the usual two.



### **GALVANISED PEOPLE (HARMONY)**

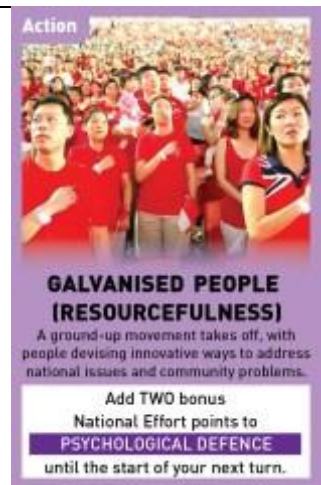
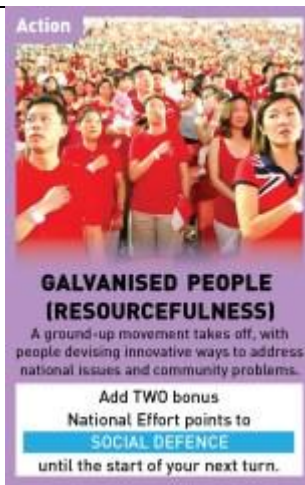
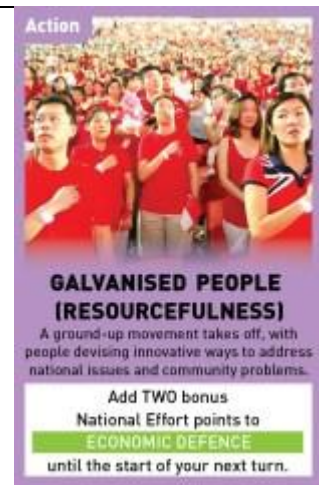
This card is to be played at the start of your turn, before assigning *National Effort* levels. Doing so allows you to peek at the next two *Crisis* cards that will be drawn later during your turn. This will give you an advantage by allowing you to assign your *National Effort* levels to deal with the crisis that is coming.



## GALVANISED PEOPLE (LOYALTY)

This card helps you by doubling the effect for all *Action* cards played during your turn. All damage done to *Terrorist Cells* by your *Action* cards is doubled, and all increases to your own *Citizen Groups'* support levels are also doubled.

However, the doubling effect does not apply to loss of support by *Citizen Groups* due to *Action* cards. For example, for cards like "Raids" and "Security Profiling", the effect on *Terrorist Cells* is doubled, but the negative effect on *Citizen Groups* is not doubled.



## GALVANISED PEOPLE (RESOURCEFULNESS)

These five cards give two bonus (or free) *National Effort* points to the specified *Total Defence* pillar, above and beyond what you assign to it. This effect lasts until the beginning of your next turn. Once played, this card is placed face up in the central card play area. Before you carry out the first step of your next turn, remove this card and put it in the discard pile.





### SUBVERSIVE (UNDERMINE)

When this card is active, all players can only assign one *National Effort* point to the specified *Total Defence* pillar. Players can assign points to the other pillars normally, but are restricted to only one for this pillar until this *Subversive* is eliminated or replaced by another *Subversive* card drawn by the same player who drew this card.



### SUBVERSIVE (DISRUPT)

When this card is active, all players can only draw at most two new *Action* cards during their turn. If they discard or use more than two cards on their turn, they can only replace them with two new *Action* cards, even if it leaves them with less than four cards at the end of the turn.



## SUBVERSIVE (INSTIGATE)

When this card is active, all players must draw an additional *Crisis* card during every turn, and play out its effects.

Multiple copies of this card can be active at the same time, if different players draw this during their turn. In such cases, each such *Subversive* card adds one to the number of *Crisis* cards to be drawn on every player's turn.



## SUBVERSIVE (INFLAME)

When this card is active, all players receive double the impact for *Crisis* cards related to the specified pillar.

For example, if “Subversive (Inflame) – Military Defence” is active, and “Disgruntled NSmen” is drawn on a player's turn, it will reduce one *Citizen Group's* support level by 4 instead of 2, if the player has a Military Defence level of 1.

