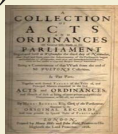
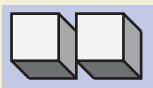


Sophia Naturalisation Act of 1705



@



x5

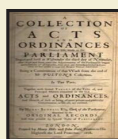
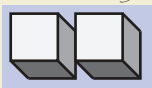


Each player Removes ONE (1) Cube from FIVE (5) of his Spaces with a English Privy Councillor icon. Players may discard 1 English Agent Token to cancel their own Removals.

ADVANCE THE SEASON MARKER ONE (1) BOX

1

Scottish Militia Bill of 1708



@



x5

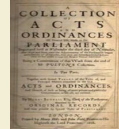
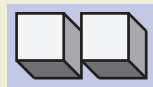


Each player Removes ONE (1) Cube from FIVE (5) Spaces with a Saltire Rebellion Scoring icon. Players may discard 1 Scots Agent Token to cancel their own Removals. **EXCEPTION:** Clan Spaces are immune.

ADVANCE THE SEASON MARKER ONE (1) BOX

2

Act anent Peace & War of 1703



@



ALL

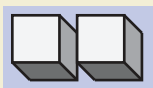


Remove ONE (1) Cube from EVERY Space with a Fortress Rebellion Scoring icon. All players may discard 1 Agent Token to cancel Removal of their own pieces.

ADVANCE THE SEASON MARKER ONE (1) BOX

3

Act of Security of 1704



@



x5

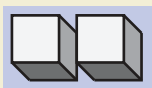


Each player Removes ONE (1) Cube from FIVE (5) of his Spaces with a Unionist Icon. Players may discard 1 Agent Token to cancel their own Removals.

ADVANCE THE SEASON MARKER ONE (1) BOX

4

Alien Act of 1705



@

Cavalier
ALL

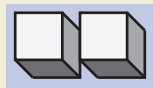


Remove ONE (1) Cube from EVERY Cavalier Party Space. Players may discard 1 Scots Agent Token to cancel their own Removals.

ADVANCE THE SEASON MARKER ONE (1) BOX

5

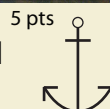
Battle of Beachy Head (1707)



x?

WIN

Each Other Player



PER 2x



THEN +1



All players secretly bid any number of Cubes to be Removed from the board. High bid: take this card and use as an Anchor icon. All others Place 1 Cube/2 Cubes Removed.

ADVANCE THE SEASON MARKER ONE (1) BOX

6

Battle of the Lizard (1707)



x?

WIN

5 pts



Each Other Player

PER 2x



THEN +1

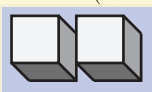


All players secretly bid any number of Cubes to be Removed from the board. High bid: take this card and use as an Anchor icon. All others Place 1 Cube/2 Cubes Removed.

ADVANCE THE SEASON MARKER ONE (1) BOX

7

Battle of Blenheim (1714)



x?

WIN

6 pts



x3

Each Other Player

PER 2x



THEN +1

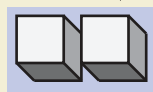


All players secretly bid any number of Cubes to be Removed from the board. High bid: take this card and use as 2 Mil-Flag icons. All others Place 1 Cube/2 Cubes Removed.

ADVANCE THE SEASON MARKER ONE (1) BOX

8

Battle of Almansa (1707)



x?

WIN

4 pts



x2

Each Other Player

PER 2x



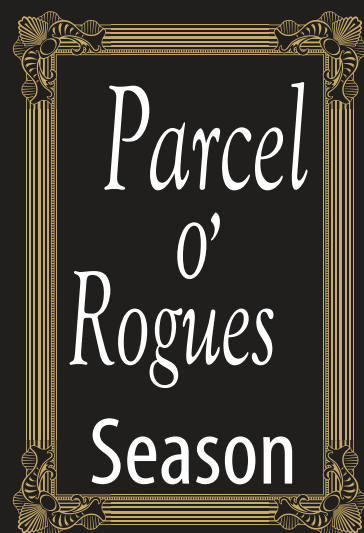
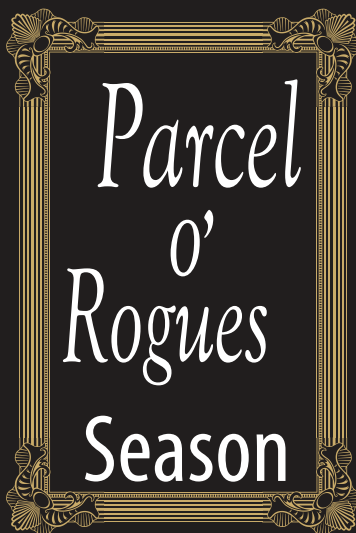
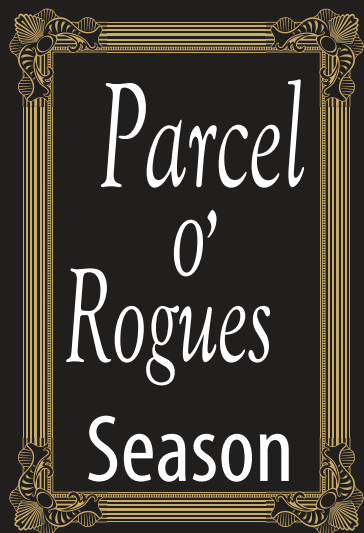
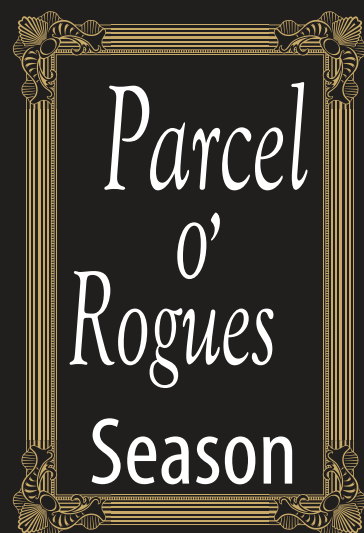
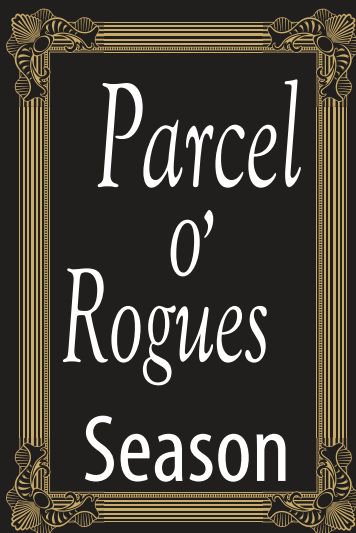
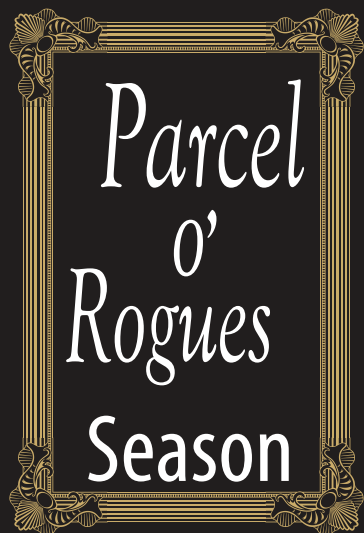
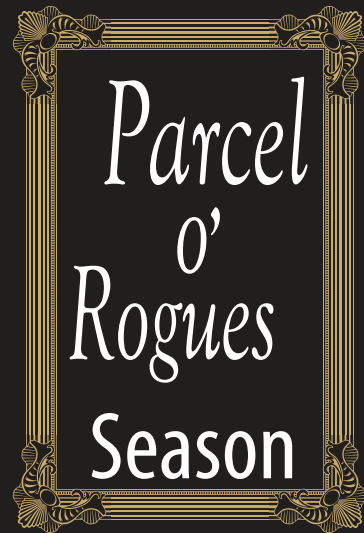
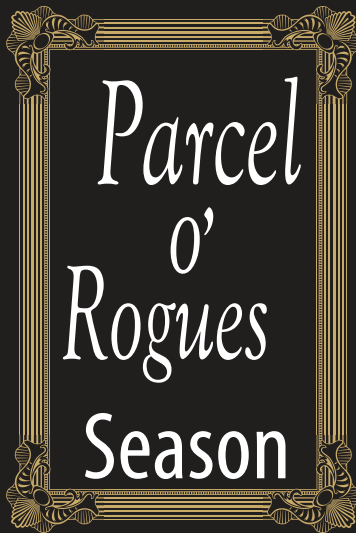
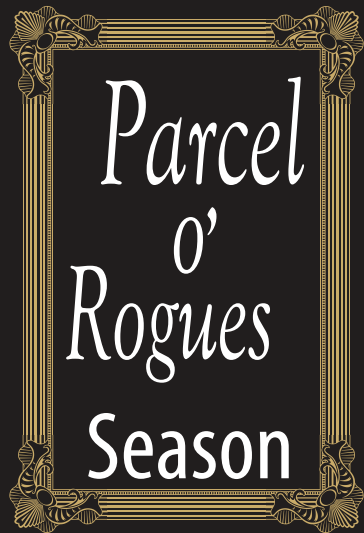
THEN +1



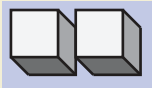
All players secretly bid any number of Cubes to be Removed from the board. High bid: take this card and use as 2 Mil-Flag icons. All others Place 1 Cube/2 Cubes Removed.

ADVANCE THE SEASON MARKER ONE (1) BOX

9



Battle of Ramillies (1706)



BID ~~X~~ x? WIN ^{6 pts} x3

Each Other Player

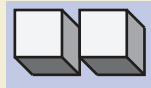
PER 2x ~~X~~ THEN +1

All players secretly bid any number of Cubes to be Removed from the board. High bid: take this card and use as 2 Mil-Flag icons. All others Place 1 Cube/2 Cubes Removed.

ADVANCE THE SEASON MARKER ONE (1) BOX

10

Battle of Eckeren (1703)



BID ~~X~~ x? WIN ^{4 pts} x2

Each Other Player

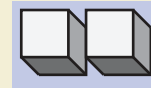
PER 2x ~~X~~ THEN +1

All players secretly bid any number of Cubes to be Removed from the board. High bid: take this card and use as a Mil-Flag icon. All others Place 1 Cube/2 Cubes Removed.

ADVANCE THE SEASON MARKER ONE (1) BOX

11

Battle of Elixheim (1705)



BID ~~X~~ x? WIN ^{4 pts} x2

Each Other Player

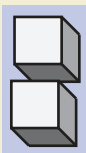
PER 2x ~~X~~ THEN +1

All players secretly bid any number of Cubes to be Removed from the board. High bid: take this card and use as a Mil-Flag icon. All others Place 1 Cube/2 Cubes Removed.

ADVANCE THE SEASON MARKER ONE (1) BOX

12

Darien Scheme (1698 - 1700)



~~X~~ @ x5

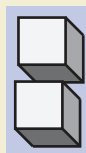


Each player Removes ONE (1) Cube from FIVE (5) of his Spaces with a Separatist Icon. Players may discard 1 Agent Token to cancel their own Removals.

ADVANCE THE SEASON MARKER ONE (1) BOX

13

Economic Depression



~~X~~ OR ~~X~~ ~~X~~ ~~X~~



Each player must either Discard ONE (1) of his Coin Tokens or remove THREE (3) of his Cubes from the board. All players may discard 1 Agent Token to cancel Removal of their own Cubes.

ADVANCE THE SEASON MARKER ONE (1) BOX

14

Economic Depression



~~X~~ OR ~~X~~ ~~X~~ ~~X~~

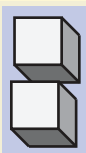


Each player must either Discard ONE (1) of his Coin Tokens or remove THREE (3) of his Cubes from the board. All players may discard 1 Agent Token to cancel Removal of their own Cubes.

ADVANCE THE SEASON MARKER ONE (1) BOX

15

The Auld Alliance



~~X~~ @ x5

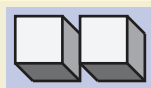
@ OR

Each player Removes ONE (1) Cube from FIVE (5) of his own Spaces with a Military Flag icon. Each player may then Place ONE (1) Cube at any Space with an Act of Union scoring icon.

ADVANCE THE SEASON MARKER ONE (1) BOX

16

Jacobite Scare!



~~X~~ @ x5

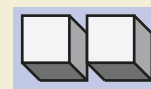


Each player Removes ONE (1) Cube from FIVE (5) of his Spaces with a Jacobite Icon. **EXCEPTION:** not in France. Players may discard 1 Agent Token to cancel their own Removals.

ADVANCE THE SEASON MARKER ONE (1) BOX

17

Lord High Commissioner



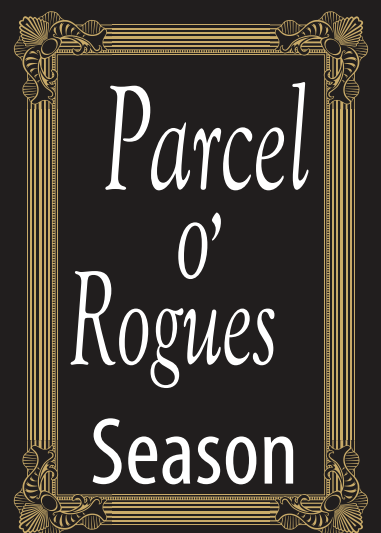
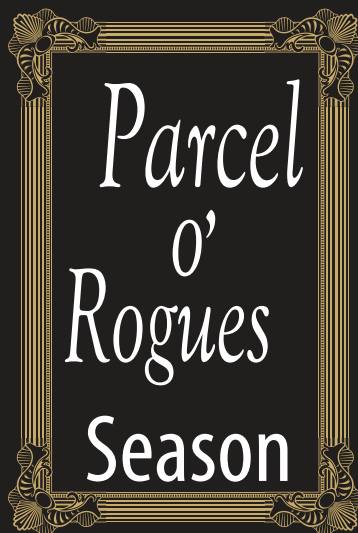
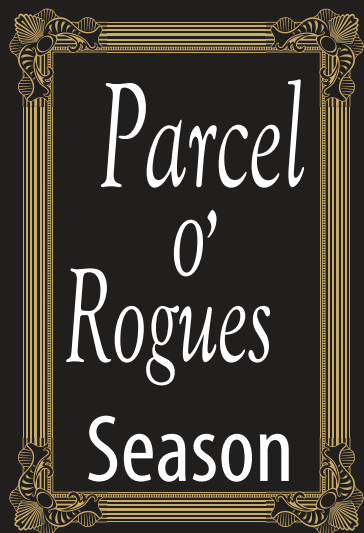
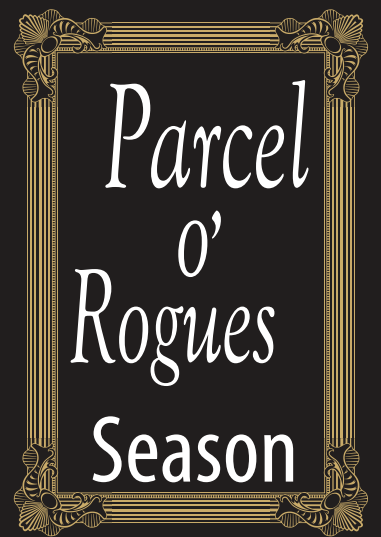
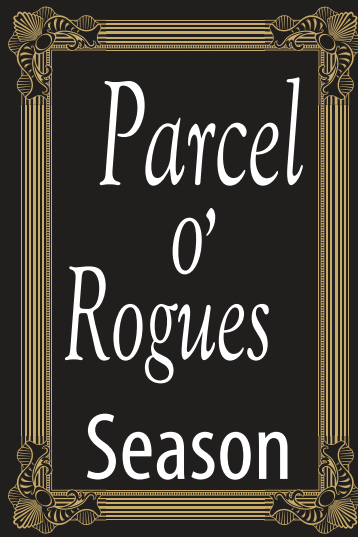
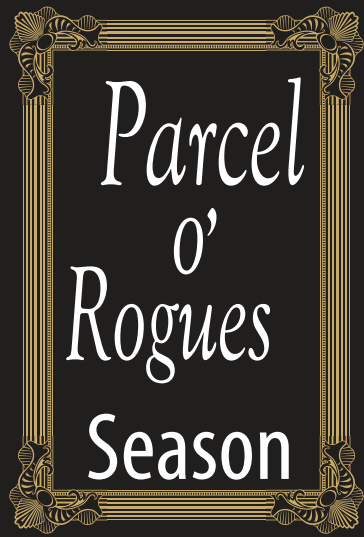
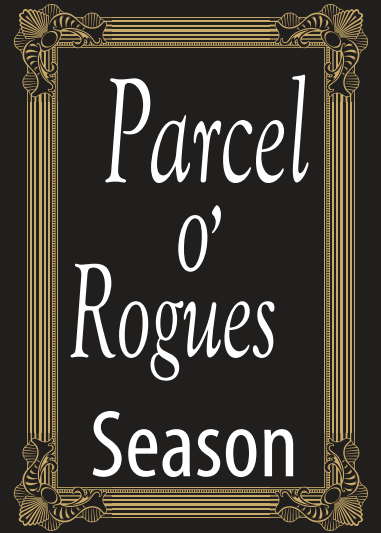
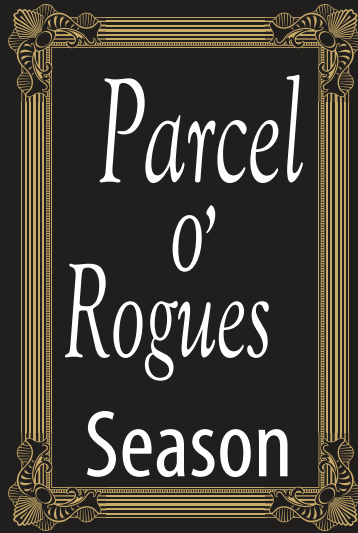
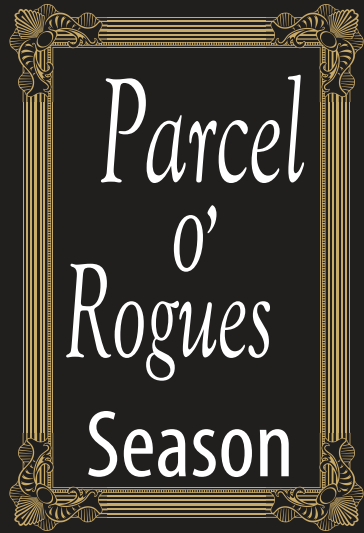
~~X~~ @ x5



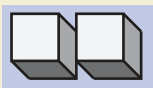
Each player Removes ONE (1) Cube from FIVE (5) of his own Scottish MP Spaces. Players may discard 1 Scottish Agent Token to cancel their own Removals.

ADVANCE THE SEASON MARKER ONE (1) BOX

18



Scotch Plot of 1703-1704



@



x5

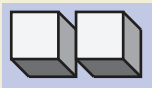


Each player Removes ONE (1) Cube from FIVE (5) of his Spaces with a Scottish Privy Councillor icon. Players may discard 1 Scots Agent Token to cancel their own Removals.

ADVANCE THE SEASON MARKER ONE (1) BOX

19

Great Storm of 1703



@



ALL

ALL

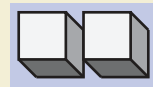


Remove ONE (1) Cube at every Space with an Anchor or Coin icon.

ADVANCE THE SEASON MARKER ONE (1) BOX

20

Twining's Tea House est. 1706



@



x5



Each player Removes ONE (1) Cube from FIVE (5) of his own English MP Spaces. Players may discard 1 English Agent Token to cancel their own Removals.

ADVANCE THE SEASON MARKER ONE (1) BOX

21

Daniel Defoe

1660 - 1731



At any time during your Turn, Remove 1 Cube from any English Party Faction

Famous for writing Robinson Crusoe, Defoe was, like Swift, a political writer, but on the seamier side. He served several prison terms. Trader & Journalist, with modern notions, he was persecuted under the Stuarts and backed William III, becoming one of his spies. Persecuted under Queen Anne for his Nonconformist views, he was imprisoned yet again, until the Tories arranged his release. He then spied for them and wrote pro-Union propaganda.

22

The Anglican Church



At any time during your Turn Place or Remove 1 Cube at a Space with this icon. Use once per Turn.



23

Whitehall



When you draw a Season Card you may pass it to the Player on your LEFT and draw an Action Card instead.



24

Jonathan Swift

1667 - 1745



At any time during your Turn, Remove 1 Cube from any English Party Faction

Famous for writing Gulliver's Travels, Swift was a political essayist & propagandist for Whig Principles. He was also a cleric, receiving a doctorate of Divinity from Trinity College, Dublin (Anglican, not Catholic; he feared the Catholics). Later in life, he colluded with the Tories because their policies coincided with his own outlook. He would have agreed that he was 'a Whig in politics and Tory in religion'.

25

Andrew Fletcher of Saltoun

1655 - 1716



At any time during your Turn, Remove 1 Cube from any Scottish Party Faction

Fletcher was an early example of the Professional Agitator. Throughout his career he remained a man of fixed principle, but as is often the case with such men, the chaos of the times forced him to team up with groups who were often opposed to one another. A political writer, he fomented & participated in a number of plots by various actors. But he was always a champion for Scottish independence, and Liberty, resisting the Union to the bitter end.

26

Simon Fraser

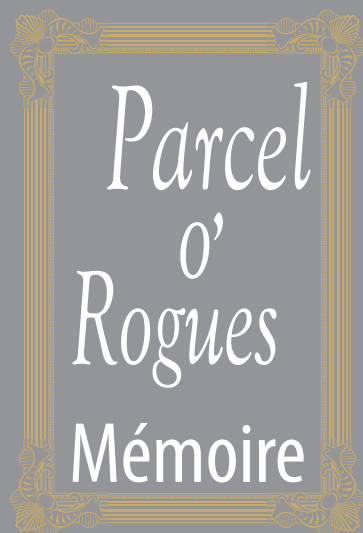
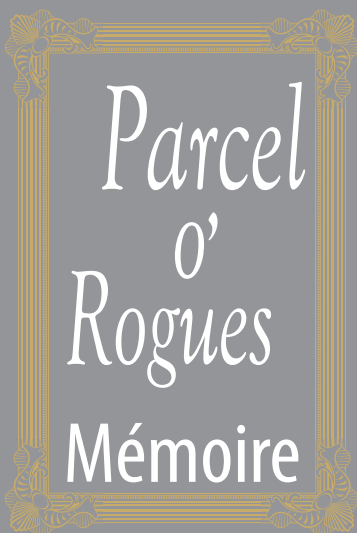
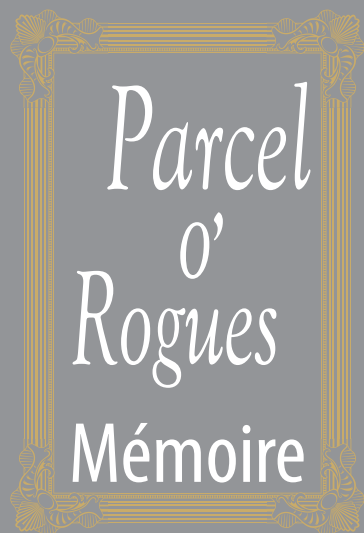
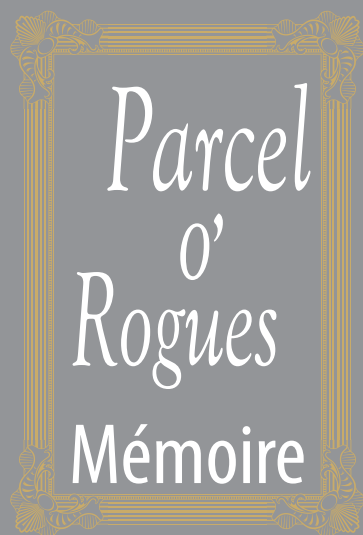
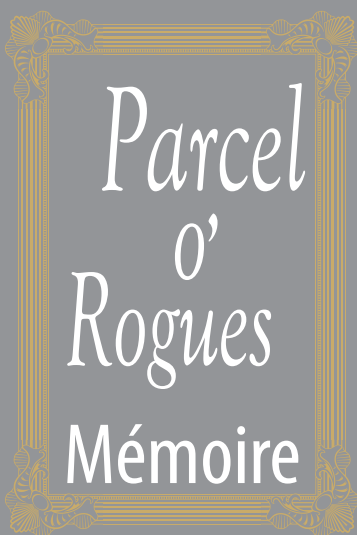
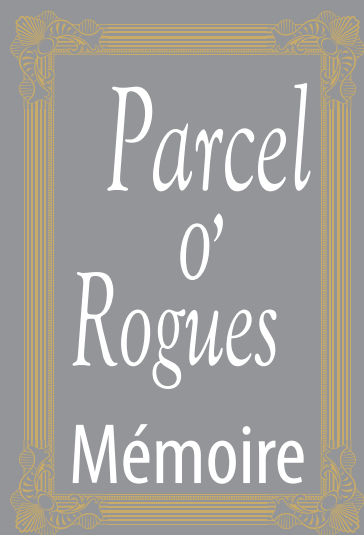
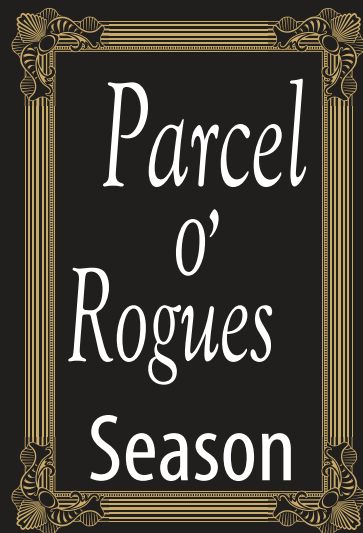
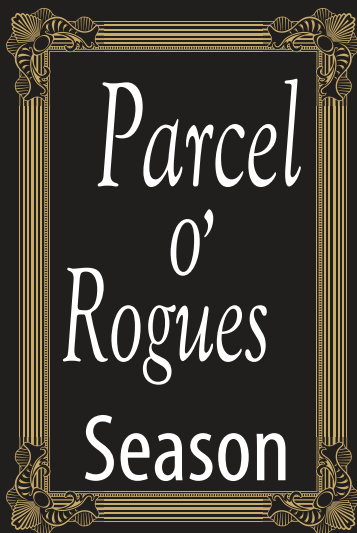
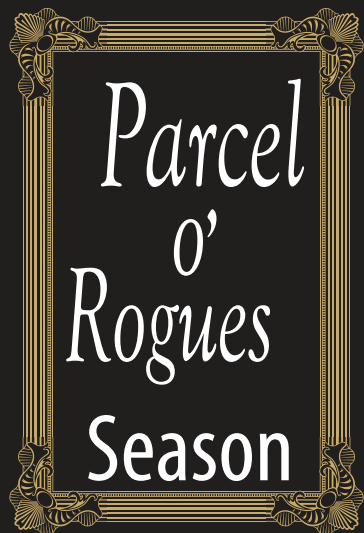
1647 - 1747



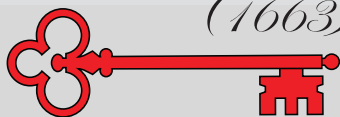
At any time during your Turn, Remove 1 Cube from any Scottish Party Faction or from any French Space

Known as 'The Fox', Simon Fraser was a real piece of work. There is insufficient room here to detail all his crimes, which included armed rebellion, kidnapping, and rape. He did more than anyone to foment the 1708 Rising and then to cause its failure. A complete cynic, he saw in chaos a way to get what he wanted, which was suzerainty over the Fraser Clan and the title of Lord Lovat. He has the distinction of being the last British peer executed for treason.

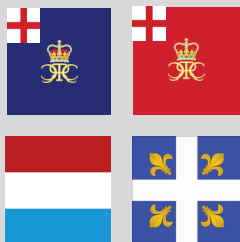
27



Horse Guards (1663)

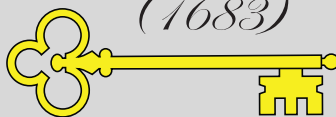


-1 Cube needed for Control at Spaces with these icons.



28

Ordnance Board (1683)



-1 Cube needed for Control at Spaces with this icon.



29

Board of Admiralty (1628)



-1 Cube needed for Control at Spaces with this icon.



30

The Holy See

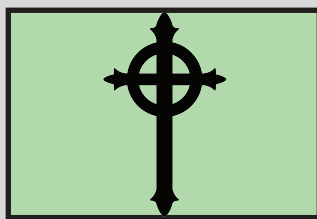


At any time during your Turn Place or Remove 1 Cube at a Space with this icon. Use once per Turn.



31

The Kirk (1660)

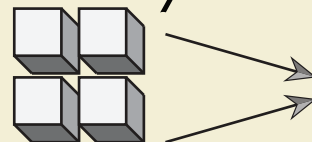


At any time during your Turn Place or Remove 1 Cube at a Space with this icon. Use once per Turn.



32

Deception



Move up to 4 of your Cubes to 1 new location

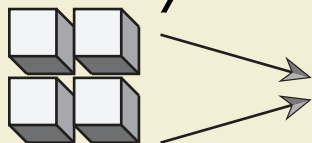


Place 1-2 Cubes AND THEN Remove 1 Cube

All Types of Space Eligible

33

Deception



Move up to 4 of your Cubes to 1 new location



Place 1-2 Cubes AND THEN Remove 1 Cube

All Types of Space Eligible

34

Factional Troubles



Place 1-2 Cubes AND THEN Remove 1 Cube



Remove up to 2 Cubes from eligible Spaces. Adjacency not required. Controlled Spaces eligible.

Targets: MP, Clan, French

35

Factional Troubles



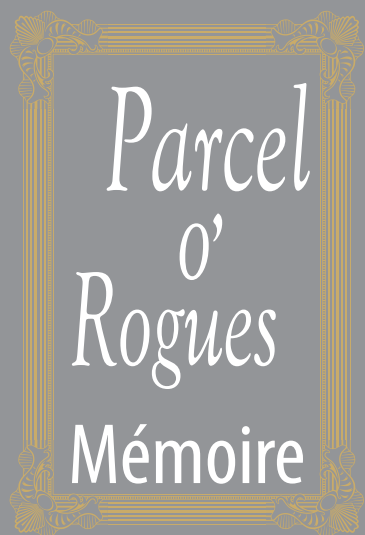
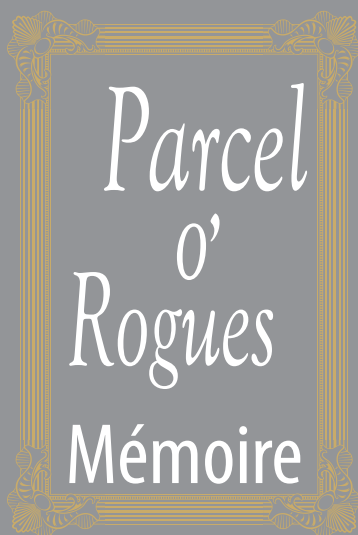
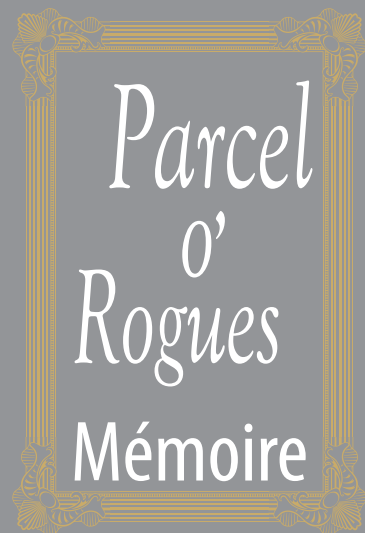
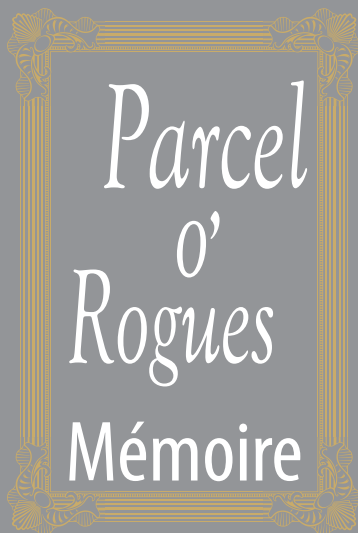
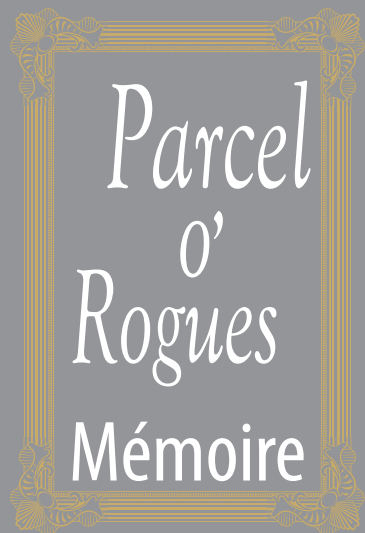
Place 1-2 Cubes AND THEN Remove 1 Cube



Remove up to 2 Cubes from eligible Spaces. Adjacency not required.

Targets: MP, Clan, French

36



Flowers of Rebellion



Place 1-4 Cubes



Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Institutions

37

Flowers of Rebellion



Place 1-4 Cubes



Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Institutions

38

Flowers of Rebellion



Place 1-4 Cubes



Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Institutions

39

Flowers of Rebellion



Place 1-4 Cubes

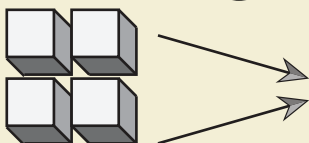


Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Institutions

40

General Graft



Move up to 4 of your Cubes to 1 new location

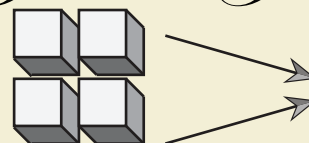


Place up to 3 of your Cubes.

All Types of Space Eligible

41

General Graft



Move up to 4 of your Cubes to 1 new location

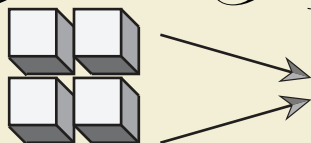


Place up to 3 of your Cubes.

All Types of Space Eligible

42

General Graft



Move up to 4 of your Cubes to 1 new location



Place up to 3 of your Cubes.

All Types of Space Eligible

43

General Patronage



Place 1-4 Cubes



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.
Controlled Spaces eligible.

All Types of Space Eligible

44

General Patronage



Place 1-4 Cubes



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

All Types of Space Eligible

45



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



*Parcel
o'
Rogues*
Action



Parcel
o'
Rogues
Action

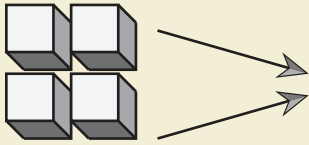


Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action

General Subversion



Move up to 4 of your Cubes to 1 new location

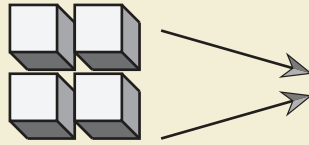


Remove up to 2 Cubes from eligible Spaces. Adjacency not required. Controlled Spaces eligible

All Types of Space Eligible

46

General Subversion



Move up to 4 of your Cubes to 1 new location

ANY

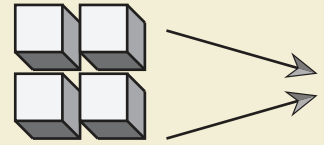


Remove up to 2 Cubes from eligible Spaces. Adjacency not required.

All Types of Space Eligible

47

Institutional Graft



Move up to 4 of your Cubes to 1 new location

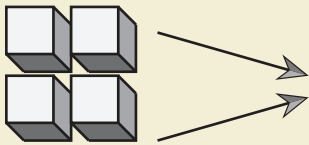


Place up to 3 of your Cubes.

Target: Institutions

48

Institutional Graft



Move up to 4 of your Cubes to 1 new location

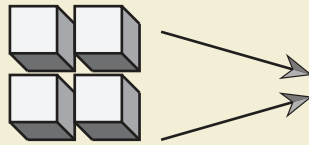


Place up to 3 of your Cubes.

Target: Institutions

49

Institutional Graft



Move up to 4 of your Cubes to 1 new location

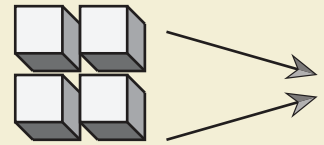


Place up to 3 of your Cubes.

Target: Institutions

50

Institutional Graft



Move up to 4 of your Cubes to 1 new location



Place up to 3 of your Cubes.

Target: Institutions

51

Institutional Patronage



Place 1-4 Cubes



Remove up to 2 Cubes from eligible Spaces. Adjacency not required. Controlled Spaces eligible.

Target: Institutions

52

Institutional Patronage



Place 1-4 Cubes

ANY



Remove up to 2 Cubes from eligible Spaces. Adjacency not required.

Target: Institutions

53

Institutional Patronage



Place 1-4 Cubes

ANY



Remove up to 2 Cubes from eligible Spaces. Adjacency not required.

Target: Institutions

54



*Parcel
o'
Rogues*
Action



*Parcel
o'
Rogues*
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action

Institutional Subversion



Move up to 4 of your Cubes to 1 new location



ANY

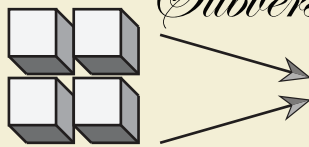


Remove up to 2 Cubes from eligible Spaces. Adjacency not required. Controlled Spaces eligible

Target: Institutions

55

Institutional Subversion



Move up to 4 of your Cubes to 1 new location

ANY

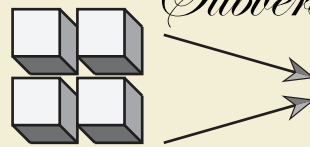


Remove up to 2 Cubes from eligible Spaces. Adjacency not required.

Target: Institutions

56

Institutional Subversion



Move up to 4 of your Cubes to 1 new location

ANY



Remove up to 2 Cubes from eligible Spaces. Adjacency not required.

Target: Institutions

57

Institutional Subversion



Move up to 4 of your Cubes to 1 new location

ANY

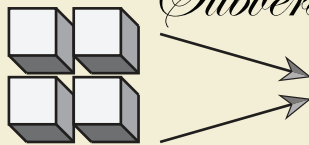


Remove up to 2 Cubes from eligible Spaces. Adjacency not required.

Target: Institutions

59

Institutional Subversion



Move up to 4 of your Cubes to 1 new location

ANY

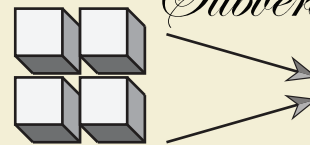


Remove up to 2 Cubes from eligible Spaces. Adjacency not required.

Target: Institutions

58

Institutional Subversion



Move up to 4 of your Cubes to 1 new location

ANY



Remove up to 2 Cubes from eligible Spaces. Adjacency not required.

Target: Institutions

60

Institutional Troubles



Place 1-2 Cubes AND THEN Remove 1 Cube



ANY



Remove up to 2 Cubes from eligible Spaces. Adjacency not required. Controlled Spaces eligible.

Target: Institutions

61

Institutional Troubles



Place 1-2 Cubes AND THEN Remove 1 Cube

ANY



Remove up to 2 Cubes from eligible Spaces. Adjacency not required.

Target: Institutions

62

Institutional Troubles



Place 1-2 Cubes AND THEN Remove 1 Cube

ANY



Remove up to 2 Cubes from eligible Spaces. Adjacency not required.

Target: Institutions

63



Parcel
o'
Rogues
Action



*Parcel
o'
Rogues*
Action



Parcel
o'
Rogues
Action



*Parcel
o'
Rogues*
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action

Institutional Troubles



Place 1-2 Cubes AND THEN Remove 1 Cube

ANY



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

Target: Institutions

64

Party Patronage



Place 1-4 Cubes



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.
Controlled Spaces eligible.

Targets: MP, Clan, French

65

Party Patronage



Place 1-4 Cubes

ANY



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

Targets: MP, Clan, French

66

Party Patronage



Place 1-4 Cubes

ANY



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

Targets: MP, Clan, French

67

Party Patronage



Place 1-4 Cubes

ANY

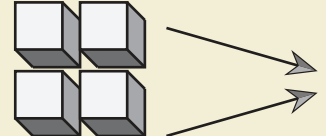


Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

Targets: MP, Clan, French

68

Playing Both Sides



Move up to 4 of your Cubes to 1 new location

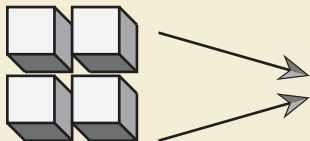


Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Persons

69

Playing Both Sides



Move up to 4 of your Cubes to 1 new location

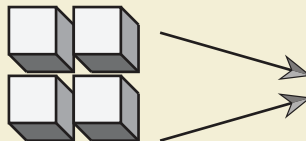


Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Persons

70

Playing Both Sides



Move up to 4 of your Cubes to 1 new location

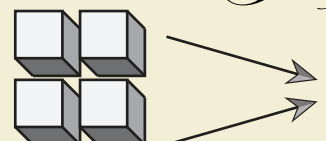


Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Persons

71

Personal Graft



Move up to 4 of your Cubes to 1 new location



Place up to 3 of your Cubes.

Target: Persons

72



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



*Parcel
o'
Rogues*
Action



Parcel
o'
Rogues
Action

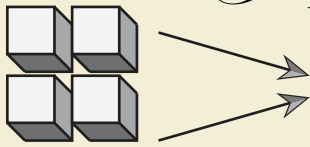


Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action

Personal Graft



Move up to 4 of your Cubes to 1 new location

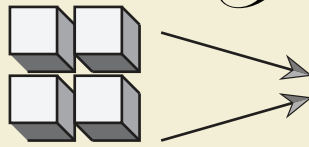


Place up to 3 of your Cubes.

Target: Persons

73

Personal Graft



Move up to 4 of your Cubes to 1 new location



Place up to 3 of your Cubes.

Target: Persons

74

Personal Patronage



Place 1-4 Cubes



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.
Controlled Spaces eligible.

Target: Persons

75

Personal Patronage



Place 1-4 Cubes

ANY



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

Target: Persons

76

Personal Patronage



Place 1-4 Cubes

ANY

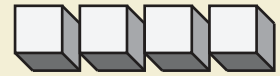


Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

Target: Persons

77

Personal Patronage



Place 1-4 Cubes

ANY



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

Target: Persons

78

Personal Patronage



Place 1-4 Cubes

ANY



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

Target: Persons

79

Personal Patronage



Place 1-4 Cubes

ANY



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

Target: Persons

80

Personal Troubles



Place 1-2 Cubes AND THEN Remove 1 Cube



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.
Controlled Spaces eligible.

Target: Persons

81



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



*Parcel
o'
Rogues*
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action

Personal Troubles



Place 1-2 Cubes AND THEN Remove 1 Cube



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

Target: Persons

82

Personal Troubles



Place 1-2 Cubes AND THEN Remove 1 Cube



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

Target: Persons

83

Personal Troubles



Place 1-2 Cubes AND THEN Remove 1 Cube



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

Target: Persons

84

Personal Troubles



Place 1-2 Cubes AND THEN Remove 1 Cube

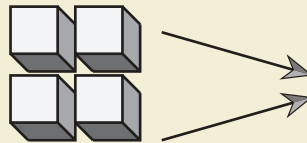


Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

Target: Persons

85

Personal Subversion



Move up to 4 of your Cubes to 1 new location

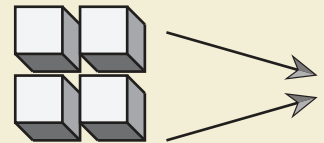


Remove up to 2 Cubes from eligible
Spaces. Adjacency not required.
Controlled Spaces eligible

Target: Persons

86

Personal Subversion



Move up to 4 of your Cubes to 1 new location

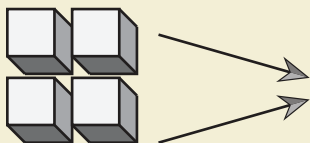


Remove up to 2 Cubes from eligible
Spaces. Adjacency not required.

Target: Persons

87

Personal Subversion



Move up to 4 of your Cubes to 1 new location

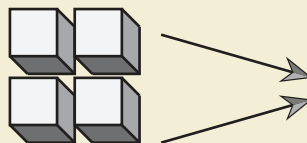


Remove up to 2 Cubes from eligible
Spaces. Adjacency not required.

Target: Persons

88

Personal Subversion



Move up to 4 of your Cubes to 1 new location

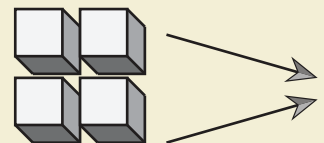


Remove up to 2 Cubes from eligible
Spaces. Adjacency not required.

Target: Persons

89

Personal Subversion



Move up to 4 of your Cubes to 1 new location



Remove up to 2 Cubes from eligible
Spaces. Adjacency not required.

Target: Persons

90



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



*Parcel
o'
Rogues*
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action

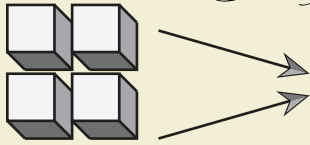


Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action

Political Graft



Move up to 4 of your Cubes to 1 new location

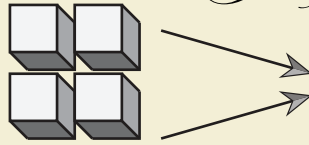


Place up to 3 of your Cubes.

Targets: MP, Clan, French

91

Political Graft



Move up to 4 of your Cubes to 1 new location

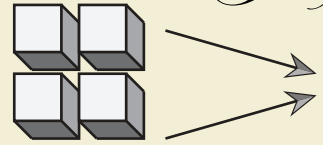


Place up to 3 of your Cubes.

Targets: MP, Clan, French

92

Political Graft



Move up to 4 of your Cubes to 1 new location

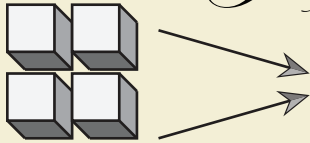


Place up to 3 of your Cubes.

Targets: MP, Clan, French

93

Political Graft



Move up to 4 of your Cubes to 1 new location

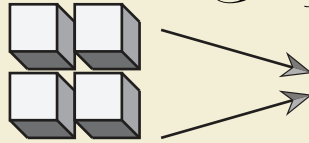


Place up to 3 of your Cubes.

Targets: MP, Clan, French

94

Political Graft



Move up to 4 of your Cubes to 1 new location

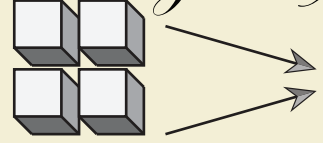


Place up to 3 of your Cubes.

Targets: MP, Clan, French

95

Policy Shift



Move up to 4 of your Cubes to 1 new location

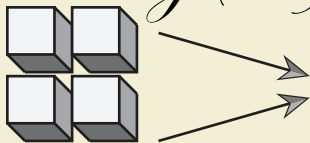


Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Institutions

96

Policy Shift



Move up to 4 of your Cubes to 1 new location

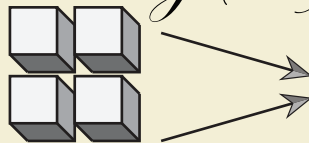


Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Institutions

97

Policy Shift



Move up to 4 of your Cubes to 1 new location

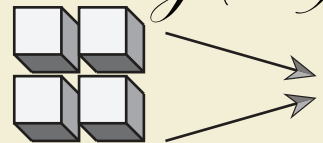


Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Institutions

98

Policy Shift



Move up to 4 of your Cubes to 1 new location



Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Institutions

99



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



*Parcel
o'
Rogues*
Action



Parcel
o'
Rogues
Action

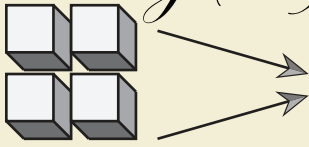


Parcel
o'
Rogues
Action



*Parcel
o'
Rogues*
Action

Policy Shift



Move up to 4 of your Cubes to 1 new location

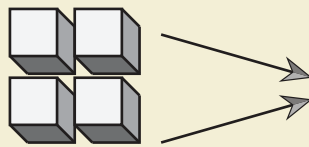


Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Institutions

100

Political Subversion



Move up to 4 of your Cubes to 1 new location

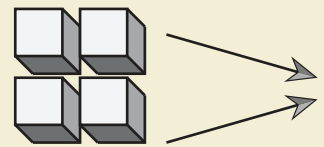


Remove up to 2 Cubes from eligible Spaces. Adjacency not required. Controlled Spaces eligible

Targets: MP, Clan, French

101

Political Subversion



Move up to 4 of your Cubes to 1 new location



Remove up to 2 Cubes from eligible Spaces. Adjacency not required.

Targets: MP, Clan, French

102

Roots of Rebellion



Place 1-4 Cubes



Place 1-2 Cubes AND THEN Remove 1 Cube

All Types of Space Eligible

103

Roots of Rebellion



Place 1-4 Cubes



Place 1-2 Cubes AND THEN Remove 1 Cube

All Types of Space Eligible

104

Roots of Rebellion



Place 1-4 Cubes



Place 1-2 Cubes AND THEN Remove 1 Cube

All Types of Space Eligible

105

Seeds of Rebellion



Place 1-4 Cubes



Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Persons

106

Seeds of Rebellion



Place 1-4 Cubes



Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Persons

107

Seeds of Rebellion



Place 1-4 Cubes



Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Persons

108



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



*Parcel
o'
Rogues*
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action

Seeds of Rebellion



Place 1-4 Cubes



Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Persons

109

Seeds of Rebellion



Place 1-4 Cubes



Place 1-2 Cubes AND THEN Remove 1 Cube

Target: Persons

110

Time of Troubles



Place 1-2 Cubes AND THEN Remove 1 Cube



ANY



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.
Controlled Spaces eligible.

All Types of Space Eligible

111

Time of Troubles



Place 1-2 Cubes AND THEN Remove 1 Cube

ANY



Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

All Types of Space Eligible

112

Time of Troubles



Place 1-2 Cubes AND THEN Remove 1 Cube

ANY

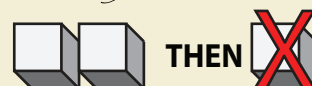


Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

All Types of Space Eligible

113

Time of Troubles



Place 1-2 Cubes AND THEN Remove 1 Cube

ANY

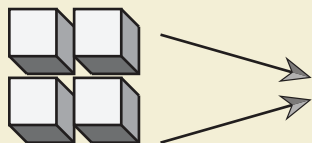


Remove up to 2 Cubes from eligible Spaces.
Adjacency not required.

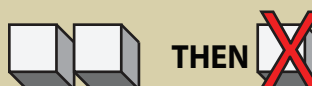
All Types of Space Eligible

114

Trimmer



Move up to 4 of your Cubes to 1 new location

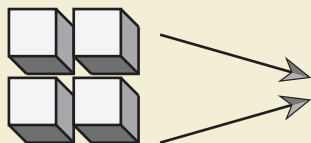


Place 1-2 Cubes AND THEN Remove 1 Cube

Targets: MP, Clan, French

115

Trimmer



Move up to 4 of your Cubes to 1 new location

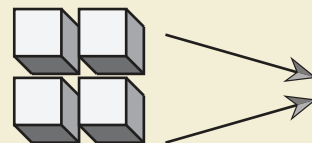


Place 1-2 Cubes AND THEN Remove 1 Cube

Targets: MP, Clan, French

116

Trimmer



Move up to 4 of your Cubes to 1 new location



Place 1-2 Cubes AND THEN Remove 1 Cube

Targets: MP, Clan, French

117



*Parcel
o'
Rogues*
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action

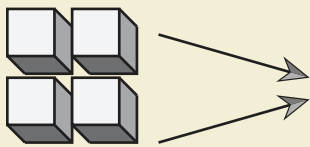


Parcel
o'
Rogues
Action



Parcel
o'
Rogues
Action

Trimmer



Move up to 4 of your Cubes to 1 new location

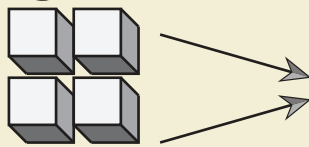


Place 1-2 Cubes AND THEN Remove 1 Cube

Targets: MP, Clan, French

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Trimmer



Move up to 4 of your Cubes to 1 new location



Place 1-2 Cubes AND THEN Remove 1 Cube

Targets: MP, Clan, French

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Weeds of Rebellion



Place 1-4 Cubes



Place 1-2 Cubes AND THEN Remove 1 Cube

Targets: MP, Clan, French

120

Weeds of Rebellion



Place 1-4 Cubes



Place 1-2 Cubes AND THEN Remove 1 Cube

Targets: MP, Clan, French

121

Weeds of Rebellion



Place 1-4 Cubes



Place 1-2 Cubes AND THEN Remove 1 Cube

Targets: MP, Clan, French

122

