
















<p>5 Assassin Chastity</p>  <p>Attack: Pay the activation cost of up to two unprotected Characters then discard those Character(s).</p>	<p>3 Secret Contact Shadow</p> <p>+4 Power</p>  <p>Remove all money from one Character. You may activate the Character again as usual.</p>	<p>4 Doctor Dr. Mendel</p>  <p>Restore a Character that is out of commission.</p>	<p>2 Bodyguard Tanner</p>  <p>If this card overlaps another Character, that Character is protected. You can move this card anytime on your turn.</p>
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Event cards:

<p>No one can be trusted</p> <p>Each player must immediately pay \$1,000 for each Character he controls. If a player can't (or chooses not to) pay for a Character he must discard it.</p> 	<p>Control at any cost</p> <p>For this round it costs an additional \$1,000 to activate Characters that do not have activation icons.</p> 	<p>Money is power</p> <p>Immediately hold an auction for 3 Power. Use the rules for normal auctions, but do not take Characters.</p> 	<p>And power is money</p> <p>Each player may immediately take \$4,000 from the bank.</p> 
<p>You won't succeed alone</p> <p>Each player may immediately take \$5,000 from the bank and put it in front of his screen. It can be used at any point in the game, but only to pay other players.</p> 	<p>It's about force</p> <p>For this round all Characters with an activation cost of at least 2 cost \$2,000 less to activate. This does not affect the activation cost for other purposes.</p> 	<p>We'll all be hurt</p> <p>Each player must immediately put one of his Characters out of commission.</p> 	<p>Don't believe you're safe</p> <p>For this round all Characters are considered to be protected.</p> 
<p>Bulletin: Violence hampers negotiations...</p> <p>If a player makes a successful Attack this round he may immediately store 1 Power.</p>	<p>Bulletin: Bombings ravage Beckham...</p> <p>Each  icon is worth +1 Power at the end of the game.</p>	<p>Bulletin: New deals mean more trade...</p> <p>Each  icon is worth +1 Power at the end of the game.</p>	<p>Bulletin: UTG faces more turmoil...</p> <p>Each  icon is worth +1 Power at the end of the game.</p>

Initiative token:

