

The Aristocrats



Resistance: 5
Income: 3

Conservative
Weird

Bribery

Play this card during your turn to automatically take control of any one uncontrolled group. Playing this card counts as an action.

Robot Sea Monsters



Power: 2
Resistance: 6
Income: 2

Socialist
Violent

White Collar Crime

Play this card at any time to reorganize all your money freely - that is, any amount(s) may be moved between any groups. You also get an extra 5MB which may be placed anywhere.

Unit 61398

+2 on any attempt to destroy any group.



Power: 2 / 3
Resistance: 6
Income: 0

Socialist
Conservative
Violent

Evil Geniuses for a Better Tomorrow

+4 on any attempt to control, neut, or destroy OMCL's



Power: 0 / 2
Resistance: 6
Income: 2

Weird
Violent
Socialist

People's Republic of China

+6 on any attempt to control Big Box Stores or SNOOD



Power: 7
Resistance: 8
Income: 6

Socialist
Conservative

Orbital Mind Control Lasers (OMCL's)

on their turn, may add, remove or reverse an alignment of any one other group; change lasts for that turn only



Power: 4 / 2
Resistance: 5
Income: 0

Socialist

The Domed City of Dubai

+4 to directly control, neutralize or destroy OMCL's



Power: 1
Resistance: 2
Income: 3

Corporate
Weird

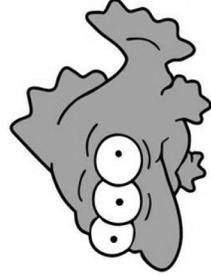
Population of the Third World

*income paid directly to this group's master



Resistance: 0
Income: 8*

Environmental Protection Agency (EPA)



Power: 1
Resistance: 3
Income: 3

Liberal
Peaceful

Deprogrammers

+4 on any attempt to destroy any Weird or Fanatic group (+8 if it's both); Discordia's puppets are not immune to attack from Deprogrammers



Power: 1
Resistance: 4
Income: 2

Straight
Fanatic