



Alpha Company

Add 1 point to the die roll



Alpha Company

Add 1 point to the die roll



Alpha Company

Add 1 point to the die roll



Alpha Company

Add 1 point to the die roll

Return card to deck if saboteurs fail



Alpha Company

Add 1 point to the die roll

Return card to deck if saboteurs fail



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Alpha Company

Add 1 point to the die roll

Return card to deck if saboteurs fail

Return card to deck if saboteurs fail

Return card to deck if saboteurs fail

Return card to deck if saboteurs fail



Bravo Company

Add 2 points to the die roll



Bravo Company

Add 2 points to the die roll



Bravo Company

Add 2 points to the die roll



Bravo Company

Add 2 points to the die roll

Return card to deck if saboteurs fail



Bravo Company

Add 2 points to the die roll

Return card to deck if saboteurs fail



Bravo Company

Add 2 points to the die roll

Return card to deck if saboteurs fail



Bravo Company

Add 2 points to the die roll

Return card to deck if saboteurs fail



Bravo Company

Add 2 points to the die roll

Return card to deck if saboteurs fail

Return card to deck if saboteurs fail

Return card to deck if saboteurs fail

Return card to deck if saboteurs fail



Charlie Company

Add 3 points to the die roll



Charlie Company

Add 3 points to the die roll



Charlie Company

Add 3 points to the die roll



Charlie Company

Add 3 points to the die roll

Return card to deck if saboteurs fail



Charlie Company

Add 3 points to the die roll

Return card to deck if saboteurs fail



Charlie Company

Add 3 points to the die roll

Return card to deck if saboteurs fail



Charlie Company

Add 3 points to the die roll

Return card to deck if saboteurs fail



Charlie Company

Add 3 points to the die roll

Return card to deck if saboteurs fail

Return card to deck if saboteurs fail

Return card to deck if saboteurs fail

Return card to deck if saboteurs fail



Delta Company

Add 4 points to the die roll



Delta Company

Add 4 points to the die roll



Delta Company

Add 4 points to the die roll



Delta Company

Add 4 points to the die roll

Return card to deck if saboteurs fail



Delta Company

Add 4 points to the die roll

Return card to deck if saboteurs fail



Delta Company

Add 4 points to the die roll

Return card to deck if saboteurs fail



Delta Company

Add 4 points to the die roll

Return card to deck if saboteurs fail



Delta Company

Add 4 points to the die roll

Return card to deck if saboteurs fail

Return card to deck if saboteurs fail

Return card to deck if saboteurs fail

Return card to deck if saboteurs fail



Echo Company

Add 5 points to the die roll



Echo Company

Add 5 points to the die roll



Echo Company

Add 5 points to the die roll



Echo Company

Add 5 points to the die roll

Return card to deck if saboteurs fail



Echo Company

Add 5 points to the die roll

Return card to deck if saboteurs fail



Echo Company

Add 5 points to the die roll

Return card to deck if saboteurs fail



Echo Company

Add 5 points to the die roll

Return card to deck if saboteurs fail



Echo Company

Add 5 points to the die roll

Return card to deck if saboteurs fail

Return card to deck if saboteurs fail

Return card to deck if saboteurs fail

Return card to deck if saboteurs fail

# Assassin



Agent 001

**Border Hit**

Add 1 point to the die roll

**Remote Hit**

Add 0 points to the die roll

Return card to deck if assassin fails

# Assassin



Agent 001

**Border Hit**

Add 1 point to the die roll

**Remote Hit**

Add 0 points to the die roll

Return card to deck if assassin fails

# Assassin



Agent 001

**Border Hit**

Add 1 point to the die roll

**Remote Hit**

Add 0 points to the die roll

Return card to deck if assassin fails

# Assassin



Agent 002

**Border Hit**

Add 2 points to the die roll

**Remote Hit**

Add 1 point to the die roll

Return card to deck if assassin fails

# Assassin



Agent 002

**Border Hit**

Add 2 points to the die roll

**Remote Hit**

Add 1 point to the die roll

Return card to deck if assassin fails

# Assassin



Agent 002

**Border Hit**

Add 2 points to the die roll

**Remote Hit**

Add 1 point to the die roll

Return card to deck if assassin fails

# Assassin



Agent 003

**Border Hit**

Add 3 points to the die roll

**Remote Hit**

Add 2 points to the die roll

Return card to deck if assassin fails

# Assassin



Agent 003

**Border Hit**

Add 3 points to the die roll

**Remote Hit**

Add 2 points to the die roll

Return card to deck if assassin fails

# Assassin



Agent 003

### Border Hit

Add 3 points to the die roll

### Remote Hit

Add 2 points to the die roll

Return card to deck if assassin fails

# Assassin



Agent 004

### Border Hit

Add 4 points to the die roll

### Remote Hit

Add 3 points to the die roll

Return card to deck if assassin fails

# Assassin



Agent 004

### Border Hit

Add 4 points to the die roll

### Remote Hit

Add 3 points to the die roll

Return card to deck if assassin fails

# Assassin



Agent 004

### Border Hit

Add 4 points to the die roll

### Remote Hit

Add 3 points to the die roll

Return card to deck if assassin fails

# Assassin



Agent 005

### Border Hit

Add 5 points to the die roll

### Remote Hit

Add 4 points to the die roll

Return card to deck if assassin fails

# Assassin



Agent 005

### Border Hit

Add 5 points to the die roll

### Remote Hit

Add 4 points to the die roll

Return card to deck if assassin fails

# Assassin



Agent 005

### Border Hit

Add 5 points to the die roll

### Remote Hit

Add 4 points to the die roll

Return card to deck if assassin fails

# Spy



Agent 001

Add 1 point to the die roll

Return card to deck after mission



Agent 001

Add 1 point to the die roll



Agent 001

Add 1 point to the die roll



Agent 001

Add 1 point to the die roll



Agent 001

Add 1 point to the die roll

Return card to deck after mission



Agent 002

Add 2 points to the die roll

Return card to deck after mission

Return card to deck after mission



Agent 002

Add 2 points to the die roll

Return card to deck after mission

Return card to deck after mission



Agent 002

Add 2 points to the die roll

Return card to deck after mission

Return card to deck after mission



Agent 002

Add 2 points to the die roll

Return card to deck after mission



**Spy**

Agent 002

Add 2 points to the die roll

Return card to deck after mission



**Spy**

Agent 003

Add 3 points to the die roll

Return card to deck after mission



**Spy**

Agent 003

Add 3 points to the die roll

Return card to deck after mission



**Spy**

Agent 003

Add 3 points to the die roll

Return card to deck after mission



**Spy**

Agent 003

Add 3 points to the die roll

Return card to deck after mission



**Spy**

Agent 004

Add 4 points to the die roll

Return card to deck after mission



**Spy**

Agent 003

Add 3 points to the die roll

Return card to deck after mission



**Spy**

Agent 004

Add 4 points to the die roll

Return card to deck after mission



Agent 004

Add 4 points to the die roll

Return card to deck after mission



Agent 005

Add 5 points to the die roll

Return card to deck after mission



Agent 004

Add 4 points to the die roll

Return card to deck after mission



Agent 005

Add 5 points to the die roll

Return card to deck after mission



Agent 004

Add 4 points to the die roll

Return card to deck after mission



Agent 005

Add 5 points to the die roll

Return card to deck after mission



Agent 005

Add 5 points to the die roll

Return card to deck after mission



Agent 005

Add 5 points to the die roll

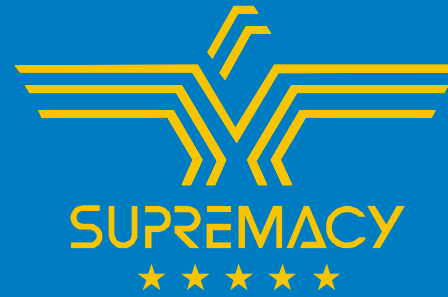
Return card to deck after mission



**SPECIAL  
SERVICES**



**SPECIAL  
SERVICES**



**SPECIAL  
SERVICES**



**SPECIAL  
SERVICES**



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