

Missions

Assassin (3+, Soviet/American) – trying to kill enemy assassin

Field Agent (4+, American) – trying to identify Soviet Field Agent

Field Agent (4+, Soviet) – trying to get Soviets to win Nation scoring

Handler (6, American) – trying to obtain Satellite Plans

Handler (6, Soviet) – trying to obtain Launch Codes

Double Agent (3, 5, neutral) – trying to make assassins fail

Information Broker (3, 5, neutral) – trying to get highest card values

How to Score

Living (alive only)

Players can score 1 point if they live to tell their tale

Nation (alive or dead)

Players can score 1 point if their nation wins the round (more cards of their color are in play at the end), don't forget Mole!

Mission (alive or dead)

Players can usually score 1 point for completing their mission successfully

Microchip/Forgery – 1, 2, or 3 points possible if still face up

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