



Assassin

MISSION

Receive 1 point if you terminate
the American Assassin

Lose 1 point for each Soviet or
Neutral spy you terminate



Field Agent

MISSION

Receive 1 extra Nation
Scoring point if the Soviets
win the round

4+



Handler

MISSION

Receive 1 point if you have the
Launch Codes in play at the
end of the round
(face up or face down)

6+



Assassin

MISSION

Receive 1 point if you
terminate the Soviet Assassin

Lose 1 point for each American
or Neutral spy you terminate

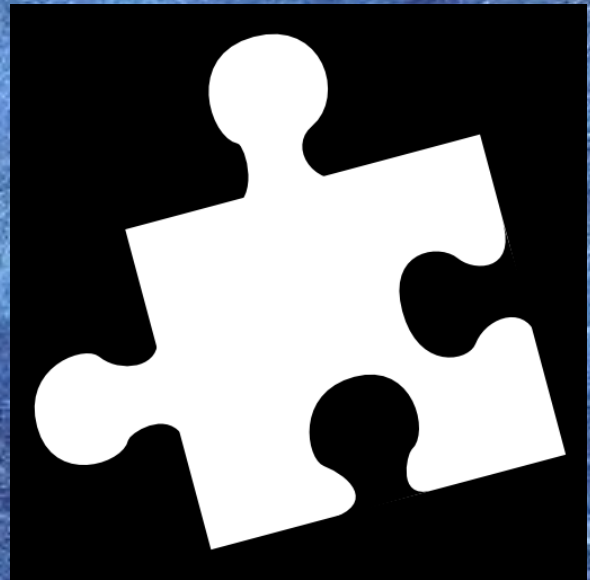


Field Agent

MISSION

After all tradecraft card actions have been taken, but before scoring, choose a spy, if that spy is the Soviet Field Agent, receive 1 point

4+



Handler

MISSION

Receive 1 point if you have
the Satellite Plans in play at
the end of the round
(face up or face down)

6+



Double Agent

MISSION

Receive 1 point if either Assassin
terminates the wrong spy

NATION

Receive 1 point if the round ends
in a tie for nation scoring

3,5



Information Broker

MISSION

Receive 1 point if your face up and face down cards in play have a higher sum than any living spy

NATION

Receive 1 point if the round ends in a tie for nation scoring

3,5