


1 **GEORGE WASHINGTON**  
NO PARTY  
1789-1797



**SLAVEOWNER**

**AMERICAN LEGEND**  
PLAYERS CANNOT TARGET YOU WITH ATTACK CARDS. STAB ATTACKS AND EXECUTIVE ACTIONS AFFECT YOU NORMALLY.

2 **JOHN ADAMS**  
FEDERALISTS  
1797-1801



**ALIEN & SEDITION ACTS**  
ANY PLAYER THAT WOULD STAB YOU MUST FIRST GIVE YOU AN ACTION CARD. YOU MAY DISCARD 2 ACTION CARDS TO DODGE AN ATTACK.

**NEPOTISM**  
IF JOHN QUINCY ADAMS IS IN THE GAME, YOUR STABS AGAINST OTHER PRESIDENTS DEAL DOUBLE DAMAGE.

3 **THOMAS JEFFERSON**  
DEMOCRATIC REPUBLICAN  
1801-1809



**SLAVEOWNER**

**LOUISIANA PURCHASE**  
DISCARD TWO CARDS. LEWIS AND CLARK ROUGH UP THE PRESIDENT FURTHEST FROM YOU. THEY TAKE ONE UNAVOIDABLE WOUND. IF MULTIPLE PRESIDENTS ARE FURTHEST, CHOOSE ONE. PLAY THIS ABILITY ONLY ONCE PER TURN.


**FOUNDING FATHER**  
WHENEVER A PLAYER ATTACKS YOU, YOU MAY DISCARD AN ACTION CARD TO DRAW A NEW ONE. (YOU MAY DO THIS BEFORE THE ATTACK HITS.)

5 **JAMES MONROE**  
DEMOCRATIC REPUBLICAN  
1817-1825



**MONROE DOCTRINE**  
WHENEVER JAMES MONROE IS ATTACKED, IF HE SURVIVES, YOU MAY DISCARD AN ACTION CARD TO STAB THE ATTACKING PLAYER.


6 **JOHN QUINCY ADAMS**  
DEMOCRATIC REPUBLICAN  
1825-1829



**UNCOOPERATIVE CONGRESS**  
YOU CAN'T PLAY MORE THAN ONE TYPE OF CARD PER TURN.

**NEPOTISM**  
IF JOHN ADAMS IS IN THE GAME, YOUR STABS AGAINST OTHER PRESIDENTS DEAL DOUBLE DAMAGE.

7 **ANDREW JACKSON**  
DEMOCRAT  
1829-1837



**SLAVEOWNER**

**DUEL**  
YOU MAY DISCARD AN ACTION CARD TO DUEL ANOTHER PRESIDENT. EACH DUELING PRESIDENT FLIPS A COIN AT THE SAME TIME. IF JACKSON'S COIN COMES UP HEADS, THE OTHER PRESIDENT IS KILLED. IF THE OTHER PRESIDENT'S COIN COMES UP HEADS, JACKSON TAKES A WOUND. PLAY THIS ABILITY ONLY ONCE.

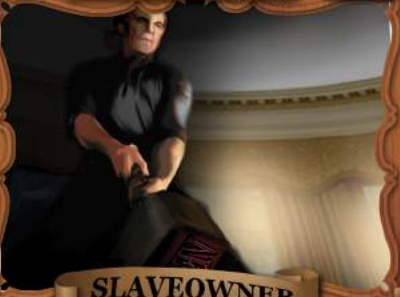
8 **MARTIN VAN BUREN**  
DEMOCRAT  
1837-1841



**SLAVEOWNER**

**MARTIN VAN RUIN**  
OTHER PLAYERS CAN'T MAKE DRAW ACTIONS.  
AFTER YOUR FIRST TURN, PLAYERS IGNORE DISTANCE FOR THEIR ATTACKS.

10 **JOHN TYLER**  
WHIG  
1841-1845



**SLAVEOWNER**

**MORE VEToes THAN ANY BEFORE HIM**  
WHEN YOU ANNOUNCE JOHN TYLER'S CANDIDACY, DRAW THREE ACTION CARDS FACE DOWN AND PUT THEM UNDER TYLER.  
MAY DISCARD ONE OF THESE CARDS TO VETO AN EXECUTIVE ACTION.  
YOU MAY DISCARD TWO OF THESE CARDS TO DODGE AN ATTACK.

11 **JAMES K. POLK**  
DEMOCRAT  
1845-1849



**SLAVEOWNER**

**ANNEX TEXAS**  
YOU MAY DISCARD AN ACTION CARD TO DODGE A SLAVEOWNER'S ATTACK.

**ANNEX OREGON**  
YOU MAY DISCARD TWO ACTION CARDS TO DODGE AN ATTACK.

**WARTIME**  
DRAW AN EXTRA ACTION CARD AT THE END OF YOUR TURN.

**12** ZACHARY TAYLOR  
WHIG  
1849-1850



**SLAVEOWNER**

**AVOID THE ISSUES**  
EXECUTIVE ACTIONS PLAYED BY OTHER PLAYERS DON'T AFFECT YOU.


ONCE PER TURN, YOU MAY DISCARD AN ACTION CARD TO DODGE AN ATTACK.

**14** FRANKLIN PIERCE  
DEMOCRAT  
1853-1857



**BLEEDING KANSAS**  
PRESIDENTS CANNOT AVOID STABS FROM OTHER PRESIDENTS WITH A DIFFERENT PARTY.

**21** CHESTER ARTHUR  
REPUBLICAN  
1881-1885




**RE-INVIGOR THE NAVY**  
AS AN ACTION, YOU MAY LAUNCH A NAVAL ASSAULT ON ANOTHER PRESIDENT. AT THE START OF YOUR NEXT TURN, THEY TAKE TWO UNAVOIDABLE WOUNDS. PLAY THIS ABILITY ONLY ONCE.

**22** GROVER CLEVELAND  
DEMOCRAT  
1885-1889



**ABOLISHED EXECUTIVE ORDERS**  
OTHER PRESIDENTS HAVE NO ABILITIES.

**23** BENJAMIN HARRISON  
REPUBLICAN  
1889-1893



**UNPRECEDENTED FEDERAL SPENDING**  
YOU MAY PLAY ANY NUMBER OF CARDS DURING YOUR TURN WITHOUT SPENDING AN ACTION.  
AT THE END OF YOUR TURN, DISCARD ALL BUT ONE ACTION CARD FROM YOUR HAND.

**24** GROVER CLEVELAND  
DEMOCRAT  
1893-1897



**RETURN TO OFFICE**  
WHEN YOU DIE, IF THERE ARE AT LEAST THREE PRESIDENTS LEFT ALIVE AT END OF TURN, YOU COME BACK TO LIFE. DISCARD YOUR ACTION CARDS AND DRAW TWO NEW ONES. KEEP GROVER CLEVELAND AS YOUR PRESIDENT.


**26** THEODORE ROOSEVELT  
REPUBLICAN  
1901-1909



**DEADLIEST MAN IN THE WHITE HOUSE**  
IF YOUR STAB HITS A PRESIDENT, THEY DIE.


**LIVE FOR THE HUNT**  
YOUR STABS CANNOT BE DODGED.

**29** WARREN HARDING  
REPUBLICAN  
1921-1923




**IGNORE THE LEAGUE OF NATIONS**  
EXECUTIVE ACTIONS PLAYED BY OTHER PLAYERS DON'T AFFECT YOU.  
YOU CANNOT PLAY MORE THAN ONE EXECUTIVE ACTION PER TURN.

**31** HERBERT HOOVER  
REPUBLICAN  
1929-1933



**MONEY CAN STOP THE DEPRESSION**  
WHenever a player plays a card, they draw an action card.


**32** **FRANKLIN D ROOSEVELT**  
DEMOCRAT  
1933-1945



**ARSENAL OF DEMOCRACY**  
DURING EACH OTHER PLAYER'S TURN, YOU MAY GIVE THAT PLAYER A CARD FROM YOUR HAND, THEN DRAW AN ACTION CARD. PLAY THIS ABILITY ONLY ONCE PER TURN.

**WARTIME**  
DRAW AN EXTRA ACTION CARD AT THE END OF YOUR TURN.


**33** **HARRY TRUMAN**  
DEMOCRAT  
1945-1953



**FORCE THE SURRENDER**  
PRESIDENTS WITH A WOUND CANNOT REACT TO YOUR STABS.

**WARTIME**  
DRAW AN EXTRA ACTION CARD AT THE END OF YOUR TURN.

**34** **DWIGHT D EISENHOWER**  
REPUBLICAN  
1953-1961



**IRANIAN COUP OF 1953**  
DISCARD TWO ACTION CARDS. TARGET PRESIDENT IS OVERTHROWN AND PLACED ON BOTTOM OF THE PRESIDENT DECK, THEN REPLACED WITH A NEW PRESIDENT FROM THE PRESIDENT DECK. THAT PLAYER DISCARDS THEIR ACTION CARDS, THEN DRAWS THREE NEW ONES. PLAY THIS ABILITY ONLY ONCE.

**WARTIME**  
DRAW AN EXTRA ACTION CARD AT THE END OF YOUR TURN.

**35** **JOHN F KENNEDY**  
DEMOCRAT  
1961-1963



**WE CHOOSE TO GO TO THE MOON**  
YOU MAY DISCARD AN ACTION CARD TO FUND THE APOLLO PROGRAM. AT THE END OF KENNEDY'S NEXT TURN, GET TWO VOTES. THESE VOTES CAN WIN THE GAME INSTEAD OF A KILL. PLAY THIS ABILITY ONLY ONCE.

**WARTIME**  
DRAW AN EXTRA ACTION CARD AT THE END OF YOUR TURN.

**36** **LYNDON B JOHNSON**  
DEMOCRAT  
1963-1969




**GREAT SOCIETY PROGRAM**  
DURING YOUR TURN, AS A FREE ACTION, YOU MAY DISCARD AN ACTION CARD TO DRAW A NEW ONE.

PLAY THIS ABILITY ONLY ONCE PER TURN.

**WARTIME**  
DRAW AN EXTRA ACTION CARD AT THE END OF YOUR TURN.


**37** **RICHARD NIXON**  
REPUBLICAN  
1969-1974



**RESIGNATION**  
IF RICHARD NIXON WOULD DIE, INSTEAD HE RESIGNS. KEEP YOUR HAND, REPLACE NIXON WITH THE TOP CARD OF THE PRESIDENT DECK, THEN PLACE NIXON ON BOTTOM OF THE PRESIDENT DECK.

**WARTIME**  
DRAW AN EXTRA ACTION CARD AT THE END OF YOUR TURN.

**38** **GERALD FORD**  
REPUBLICAN  
1974-1977



**PARDON NIXON**  
REMOVE ALL CORRUPTION COUNTERS FROM A PLAYER. IF YOU REMOVE AT LEAST 3 CORRUPTION COUNTERS FROM ANOTHER PLAYER, YOU GET A VOTE. PLAY THIS ABILITY ONLY ONCE.


**WARTIME**  
DRAW AN EXTRA ACTION CARD AT THE END OF YOUR TURN.

**39** **JIMMY CARTER**  
DEMOCRAT  
1977-1981



**PARDON THE DRAFT DODGERS**  
IF A PRESIDENT IS KILLED WITHOUT HAVING ATTACKED AN OPPONENT, THEY GET A VOTE.

**40** **RONALD REAGAN**  
REPUBLICAN  
1981-1989



**SURVIVING ASSASSINATION IS GREAT FOR THE POLLS**  
WHenever REAGAN SUCCESSFULLY AVOIDS A WOUND, GET A VOTE.

**41** **GEORGE H. W. BUSH**  
REPUBLICAN  
1989-1993



**STRATEGIC ARMS REDUCTION TREATY (S.A.R.T.)**  
DISCARD AN ATTACK CARD- EACH OTHER PLAYER MUST DISCARD AN ATTACK CARD. EACH PLAYER THAT DOESN'T TAKES ONE UNAVOIDABLE WOUND. PLAY THIS ABILITY ONLY ONCE.


**NEPOTISM**  
IF GEORGE W BUSH IS IN THE GAME, YOUR STABS DEAL DOUBLE DAMAGE.

**42** **BILL CLINTON**  
DEMOCRAT  
1993-2001



**THE COMEBACK KID**  
IF CLINTON WOULD DIE, INSTEAD YOU MAY DISCARD 2 ACTION CARDS. IF YOU DO, REMOVE YOURSELF FROM OFFICE, THEN COME BACK TO THE GAME AT THE START OF YOUR NEXT TURN. YOU GAIN A CORRUPTION COUNTER.


**43** **GEORGE W. BUSH**  
REPUBLICAN  
2001-2009



**MISSION ACCOMPLISHED**  
AFTER KILLING AN OPPONENT, YOU MAY DECLARE "MISSION ACCOMPLISHED!" IF YOU DO, REMOVE YOURSELF FROM THE GAME UNTIL THE BEGINNING OF YOUR NEXT TURN. YOU MAY ONLY DO THIS ONCE.

**NEPOTISM**  
IF GEORGE HW BUSH IS IN THE GAME, YOUR STABS AGAINST OTHER PRESIDENTS DEAL DOUBLE DAMAGE.

**EMERGENCY CABINET MEETING**



**EXECUTIVE ACTION**

DRAW TWO ACTION CARDS.


**EMERGENCY CABINET MEETING**



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**EXECUTIVE ACTION**

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**EMERGENCY CABINET MEETING**



**EXECUTIVE ACTION**

DRAW TWO ACTION CARDS.

THE BENEDICT ARNOLD



**ATTACK - MELEE**

AMBUSH A PRESIDENT NEXT TO YOU.  
THIS ATTACK CANNOT BE BLOCKED OR DODGED.  
THEY TAKE ONE WOUND.  
IF THAT PRESIDENT IS IN YOUR PARTY,  
THEY DIE IF HIT.

THE BENEDICT ARNOLD



**ATTACK - MELEE**

AMBUSH A PRESIDENT NEXT TO YOU.  
THIS ATTACK CANNOT BE BLOCKED OR DODGED.  
THEY TAKE ONE WOUND.  
IF THAT PRESIDENT IS IN YOUR PARTY,  
THEY DIE IF HIT.

THE BENEDICT ARNOLD



**ATTACK - MELEE**

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THIS ATTACK CANNOT BE BLOCKED OR DODGED.  
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IF THAT PRESIDENT IS IN YOUR PARTY,  
THEY DIE IF HIT.

THE BENEDICT ARNOLD



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THIS ATTACK CANNOT BE BLOCKED OR DODGED.  
THEY TAKE ONE WOUND.  
IF THAT PRESIDENT IS IN YOUR PARTY,  
THEY DIE IF HIT.

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THEY DIE IF HIT.

THE BENEDICT ARNOLD



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THE BENEDICT ARNOLD



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THE BENEDICT ARNOLD



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THEY DIE IF HIT.

THE BENEDICT ARNOLD



**ATTACK - MELEE**

AMBUSH A PRESIDENT NEXT TO YOU.  
THIS ATTACK CANNOT BE BLOCKED OR DODGED.  
THEY TAKE ONE WOUND.  
IF THAT PRESIDENT IS IN YOUR PARTY,  
THEY DIE IF HIT.

IMPEACHMENT



EXECUTIVE ACTION

CHOOSE A PRESIDENT TO IMPEACH.  
IF ANOTHER PRESIDENT SECONDS YOUR CHOICE, THE IMPEACHED PRESIDENT TAKES ONE UNAVOIDABLE WOUND.

IMPEACHMENT



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IF ANOTHER PRESIDENT SECONDS YOUR CHOICE, THE IMPEACHED PRESIDENT TAKES ONE UNAVOIDABLE WOUND.

EXCESSIVELY PARTISAN POLITICS



EXECUTIVE ACTION

EACH PRESIDENT THAT ISN'T IN YOUR PARTY FLIPS A COIN.  
HEADS- THAT PRESIDENT DODGES, AND IS UNHURT.  
TAILS- THAT PRESIDENT TAKES ONE UNAVOIDABLE WOUND.  
ANY SCAPEGOAT IN PLAY THAT ISN'T IN YOUR PARTY TAKES A WOUND. IF AT LEAST ONE PRESIDENT TOOK A WOUND, YOU GET A CORRUPTION COUNTER.

*"IF THEY'RE NOT WITH YOU, THEY'RE WRONG!"*

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EXECUTIVE ACTION

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*"IF THEY'RE NOT WITH YOU, THEY'RE WRONG!"*

JUDICIARY BRANCH



EXECUTIVE ACTION

DUE TO CHECKS & BALANCES, PRESIDENTS CAN'T ATTACK YOU UNTIL AFTER YOUR NEXT TURN.

*"THE SUPREME COURT ABHORS THIS NEW ELECTION SYSTEM."*

JUDICIARY BRANCH



EXECUTIVE ACTION

DUE TO CHECKS & BALANCES, PRESIDENTS CAN'T ATTACK YOU UNTIL AFTER YOUR NEXT TURN.

*"THE SUPREME COURT ABHORS THIS NEW ELECTION SYSTEM."*

**BRIBERY**



**REACTION**

PLAY WHEN AN OPPONENT ATTACKS YOU.  
THE ATTACK MISSES.  
THAT OPPONENT GETS A CORRUPTION COUNTER.  
YOU GET TWO CORRUPTION COUNTERS.

**BRIBERY**



**REACTION**

PLAY WHEN AN OPPONENT ATTACKS YOU.  
THE ATTACK MISSES.  
THAT OPPONENT GETS A CORRUPTION COUNTER.  
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**BRIBERY**



**REACTION**

PLAY WHEN AN OPPONENT ATTACKS YOU.  
THE ATTACK MISSES.  
THAT OPPONENT GETS A CORRUPTION COUNTER.  
YOU GET TWO CORRUPTION COUNTERS.

**PAID BETRAYAL**



**ATTACK - MELEE**

CHOOSE A PRESIDENT NEXT TO YOU.  
THANKS TO THEIR EASILY SWAYED STAFFERS,  
THEY TAKE ONE UNAVOIDABLE WOUND.  
YOU GET A CORRUPTION COUNTER.

**PAID BETRAYAL**



**ATTACK - MELEE**

CHOOSE A PRESIDENT NEXT TO YOU.  
THANKS TO THEIR EASILY SWAYED STAFFERS,  
THEY TAKE ONE UNAVOIDABLE WOUND.  
YOU GET A CORRUPTION COUNTER.

**PAID BETRAYAL**



**ATTACK - MELEE**

CHOOSE A PRESIDENT NEXT TO YOU.  
THANKS TO THEIR EASILY SWAYED STAFFERS,  
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**PAID BETRAYAL**



**ATTACK - MELEE**

CHOOSE A PRESIDENT NEXT TO YOU.  
THANKS TO THEIR EASILY SWAYED STAFFERS,  
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YOU GET A CORRUPTION COUNTER.

**PAID BETRAYAL**



**ATTACK - MELEE**

CHOOSE A PRESIDENT NEXT TO YOU.  
THANKS TO THEIR EASILY SWAYED STAFFERS,  
THEY TAKE ONE UNAVOIDABLE WOUND.  
YOU GET A CORRUPTION COUNTER.



BLOCK



**REACTION**

PLAY WHEN AN OPPONENT ATTACKS YOU.  
THE ATTACK MISSES.

BLOCK



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THE ATTACK MISSES.

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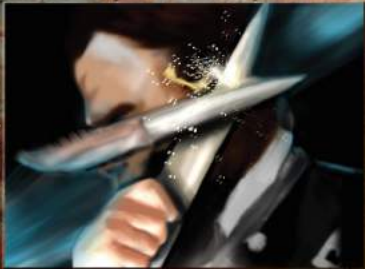
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THE ATTACK MISSES.

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**REACTION**

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THE ATTACK MISSES.

**SCAPEGUAT**  
REPUBLICAN

**SLAVEOWNER**

**EXECUTIVE ACTION**

PLAY THIS CARD IN FRONT OF YOU.

IF SOMEONE SUCCESSFULLY ATTACKS YOUR PRESIDENT, YOU MAY HAVE SCAPEGUAT TAKE THE WOUND INSTEAD.

NEPOTISM - SCAPEGUAT ACTIVATES ANY NEPOTISM EFFECTS YOUR PRESIDENT MAY HAVE. (WHEN SCAPEGUAT DIES, IT GOES TO THE DISCARD PILE, NOT THE VOTE PILE.)

**SCAPEGUAT**  
REPUBLICAN

**SLAVEOWNER**

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**SCAPEGUAT**  
DEMOCRAT

**SLAVEOWNER**

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NEPOTISM - SCAPEGUAT ACTIVATES ANY NEPOTISM EFFECTS YOUR PRESIDENT MAY HAVE. (WHEN SCAPEGUAT DIES, IT GOES TO THE DISCARD PILE, NOT THE VOTE PILE.)

**MUTUALLY ASSURED DESTRUCTION**

**REACTION**

PLAY WHEN AN OPPONENT WOULD WOUND YOU.

THAT WOUND BECOMES UNAVOIDABLE.

DEAL ONE UNAVOIDABLE WOUND TO YOUR ATTACKER.

**MUTUALLY ASSURED DESTRUCTION**

**REACTION**

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**REACTION**

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THAT WOUND BECOMES UNAVOIDABLE.

DEAL ONE UNAVOIDABLE WOUND TO YOUR ATTACKER.

OPEN PEACE TALKS



EXECUTIVE ACTION

CHOOSE A PRESIDENT.  
THAT PLAYER DRAWS AN ACTION CARD.  
THAT PRESIDENT CANNOT WOUND YOU UNTIL YOUR NEXT TURN.  
YOU DON'T COUNT FOR DISTANCE FOR THAT PLAYER DURING THIS TIME.

OPEN PEACE TALKS



EXECUTIVE ACTION

CHOOSE A PRESIDENT.  
THAT PLAYER DRAWS AN ACTION CARD.  
THAT PRESIDENT CANNOT WOUND YOU UNTIL YOUR NEXT TURN.  
YOU DON'T COUNT FOR DISTANCE FOR THAT PLAYER DURING THIS TIME.

MANIFEST DESTINY



EXECUTIVE ACTION

CHOOSE A PRESIDENT.  
YOU CONTROL THAT PRESIDENT'S NEXT TURN. YOU GET A CORRUPTION COUNTER.  
(YOU SEE ALL OF THAT PLAYER'S CARDS AND MAKE ALL DECISIONS AND ACTIONS FOR THAT PLAYER DURING THAT TURN. THAT PLAYER KEEPS ALL VOTES THEY WOULD EARN. YOU CANNOT CONTROL THAT TURN IF YOU'RE DEAD.)

MANIFEST DESTINY



EXECUTIVE ACTION

CHOOSE A PRESIDENT.  
YOU CONTROL THAT PRESIDENT'S NEXT TURN. YOU GET A CORRUPTION COUNTER.  
(YOU SEE ALL OF THAT PLAYER'S CARDS AND MAKE ALL DECISIONS AND ACTIONS FOR THAT PLAYER DURING THAT TURN. THAT PLAYER KEEPS ALL VOTES THEY WOULD EARN. YOU CANNOT CONTROL THAT TURN IF YOU'RE DEAD.)

CHANGE OF CONGRESS



EXECUTIVE ACTION

EACH PLAYER DISCARDS THEIR ACTION CARDS, THEN DRAWS TWO NEW ONES.

CHANGE OF CONGRESS



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EMANCIPATION PROCLAMATION



EXECUTIVE ACTION

ALL SLAVEOWNERS TAKE ONE UNAVOIDABLE WOUND.  
YOU DRAW AN ACTION CARD.  
ABRAHAM LINCOLN AND BARACK OBAMA EACH GET +1 LIFE.

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YOU DRAW AN ACTION CARD.  
ABRAHAM LINCOLN AND BARACK OBAMA EACH GET +1 LIFE.

VICE PRESIDENT



EXECUTIVE ACTION

PLAY THIS CARD IN FRONT OF YOU.

IF YOU DIE, PUT YOUR PRESIDENT CARD ON THE BOTTOM OF THE PRESIDENT DECK INSTEAD OF YOUR KILLER'S VOTE PILE, THEN REPLACE IT WITH A NEW PRESIDENT CARD FROM THE PRESIDENT DECK.

DISCARD ANY ACTION CARDS IN FRONT OF YOU OR IN YOUR HAND, THEN DRAW THREE NEW ONES. PLACE VICE PRESIDENT IN THE DISCARD PILE.

VICE PRESIDENT



EXECUTIVE ACTION

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DISCARD ANY ACTION CARDS IN FRONT OF YOU OR IN YOUR HAND, THEN DRAW THREE NEW ONES. PLACE VICE PRESIDENT IN THE DISCARD PILE.

WIKILEAKS



EXECUTIVE ACTION

DRAW AN ACTION CARD.

EACH OPPONENT REVEALS AN ACTION CARD AT RANDOM FROM THEIR HAND.

*"THE SOURCE OF THE LEAKS MAY BE UN-AMERICAN, BUT FINDING A WAY TO PROFIT FROM IT CERTAINLY ISN'T."*

WIKILEAKS



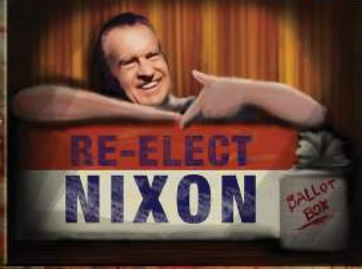
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RIGGED RE-ELECTION



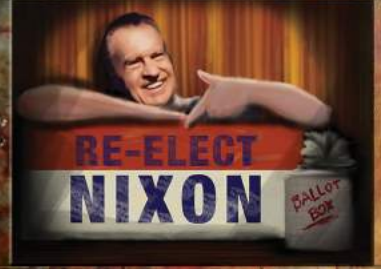
REACTION

PLAY WHEN YOU WOULD DIE.

YOU ARE NOW AT FULL HEALTH INSTEAD.

YOU GET A CORRUPTION COUNTER.

RIGGED RE-ELECTION



REACTION

PLAY WHEN YOU WOULD DIE.

YOU ARE NOW AT FULL HEALTH INSTEAD.

YOU GET A CORRUPTION COUNTER.

SECRET SERVICE



REACTION

PLAY WHEN AN OPPONENT ATTACKS YOU.

YOUR AGENTS SAVE YOU FROM TAKING ANY DAMAGE.

THE ATTACKING PRESIDENT IS HAULED AWAY TO THE BOTTOM OF THE PRESIDENT DECK.

THAT PLAYER KEEPS THEIR HAND AND REPLACES THEIR PRESIDENT WITH A RANDOM CARD FROM THE PRESIDENT DECK.

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PATRIOT ACT



**EXECUTIVE ACTION**

LOOK AT ANOTHER PLAYER'S ACTION CARDS,  
THEN TAKE ONE OF THEM.

PATRIOT ACT



**EXECUTIVE ACTION**

LOOK AT ANOTHER PLAYER'S ACTION CARDS,  
THEN TAKE ONE OF THEM.

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**EXECUTIVE ACTION**

LOOK AT ANOTHER PLAYER'S ACTION CARDS,  
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PATRIOT ACT



**EXECUTIVE ACTION**

LOOK AT ANOTHER PLAYER'S ACTION CARDS,  
THEN TAKE ONE OF THEM.

MORE USEFUL AS A CORPSE



**REACTION**

PLAY WHEN AN OPPONENT ATTACKS YOU.

DISCARD A PRESIDENT CARD FROM YOUR VOTE PILE OR  
YOUR HAND, THEN PLACE IT ON BOTTOM OF THE  
PRESIDENT DECK.

IF YOU DO, THE ATTACKING PRESIDENT TRIPS ON  
THE CORPSE AND STABS THEMSELVES INSTEAD.

THEY TAKE ONE WOUND. THEIR ATTACK MISSES.

"SOME COMBATANTS ARE DEADLIER AFTER THEY'VE DIED."

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THEY TAKE ONE WOUND. THEIR ATTACK MISSES.

"SOME COMBATANTS ARE DEADLIER AFTER THEY'VE DIED."

THROWING KNIFE



**ATTACK - RANGED**

THROW A KNIFE AT ANY OTHER PRESIDENT.

THEY TAKE ONE WOUND.

THROWING KNIFE



**ATTACK - RANGED**

THROW A KNIFE AT ANY OTHER PRESIDENT.

THEY TAKE ONE WOUND.

THROWING KNIFE



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