

Diplomat Command Cards.

Nbr	Name	When?	Effect	Cost
2	Cease Fire	After opponent declares an invasion on player's territory	Prevent invasion and no more attacks from that attacker	2
4	Colony Influence	End of the game	3 Victory Points if Diplomat still alive	0
2	Decoys Revealed	On your turn, before first invasion	Free redeployment of commanders	0
2	Energy Crisis	On your turn, before first invasion	Collect One energy from each opponent	0
2	Evacuation	After opponent declares an invasion on player's territory	Move all units from attacked territory to any other own territory	0
2	MOD Reduction	On your turn, before first invasion	All opponents remove 4 MODs in turn order. Then you remove 2 MODs.	2
3	Redeployment	End of turn	Extra free move	0
3	Territorial Station	On your turn, before first invasion	Free space station on any land territory you occupy	1

Land Command Cards.

Nbr	Name	When?	Effect	Cost
3	Assemble MODs	On your turn, before first invasion	Place 3 MODs on one own land territory	1
2	Colony Influence	End of the game	3 Victory Points if Land Commander still alive	0
2	Frequency Jam	On your turn, before first invasion	Chosen player cannot play command cards on your turn	0
1	Land Death Trap	After opponent declares an invasion on player's territory	Opponent must destroy half the units from invading land territory	3
3	Reinforcements	On your turn, before first invasion	Place 1 MODs on 3 different lands you control	0
3	Scout Forces	On your turn, before first invasion	Draw a random land. When you occupy it, place 5 MODs on it.	0
5	Stealth MODs	After opponent declares an invasion on player's territory	Place 3 additional MODs in the defending land	0
1	Stealth Station	After opponent declares an invasion on player's territory	Place a Space Station in the defending land	0

Naval Command Cards.

Nbr	Name	When?	Effect	Cost
3	Assemble MODs	On your turn, before first invasion	Place 3 MODs on one own water territory	1
2	Colony Influence	End of the game	3 Victory Points if Naval Commander still alive	0
2	Frequency Jam	On your turn, before first invasion	Chosen player cannot play command cards on your turn	0
5	Hidden Energy	On your turn, before first invasion	Draw a water territory card. If you occupy it at the end of the turn, get 4 Energy.	0
2	Reinforcements	On your turn, before first invasion	Place 1 MODs on 3 different water territories you control	0
5	Stealth MODs	After opponent declares an invasion on player's territory	Place 3 additional MODs in the defending water territory	0
1	Water Death Trap	After opponent declares an invasion on player's territory	Opponent must destroy half the units from invading water territory	3

Nuclear Command Cards.

Nbr	Name	When?	Effect	Cost
1	Aqua Brother	On your turn, before first invasion	Roll a d6: 1 = US Pacific, 2 = Asia Pacific, 3 = N. Atlantic, 4 = S. Atlantic, 5 = Indian, 6 = Re-roll. Destroy one unit in every territory of the zone rolled.	3
1	Armageddon	On your turn, before first invasion	All players may play any number of Nuclear cards for free, in turn order	4
3	Assassin Bomb	On your turn, before first invasion	Choose an opponent's commander. Roll a d8. He dies on a 3 or more.	1
1	Nicky Boy	On your turn, before first invasion	Roll a d6: 1-2 = Cresinion, 3-4 = Delphot, 5-6 = Sajon Destroy one unit in every territory of the zone rolled.	3
2	Rocket Strike Land	On your turn, before first invasion	Choose a land territory. Roll a d6, opponent removes that number of units from that territory	2
2	Rocket Strike Moon	On your turn, before first invasion	Choose a moon territory. Roll a d6, opponent removes that number of units from that territory	2
2	Rocket Strike Water	On your turn, before first invasion	Choose a water territory. Roll a d6, opponent removes that number of units from that territory	2
3	Scatter Bomb Land	On your turn, before first invasion	Turn 3 random land cards. Half the units from those territories, rounded up, are removed.	1
2	Scatter Bomb Moon	On your turn, before first invasion	Turn 3 random moon cards. Half the units from those territories, rounded up, are removed.	1
2	Scatter Bomb Water	On your turn, before first invasion	Turn 3 random water cards. Half the units from those territories, rounded up, are removed.	1
1	The Mother	On your turn, before first invasion	Roll a d6: 1 = N.America, 2 = S.America, 3 = Europe, 4 = Africa, 5 = Asia, 6 = Australia. Destroy one unit in every territory of the zone rolled.	3

Space Command Cards.

Nbr	Name	When?	Effect	Cost
3	Assemble MODs	On your turn, before first invasion	Place 3 MODs on one own moon territory	1
2	Colony Influence	End of the game	3 Victory Points if Space Commander still alive	0
1	Energy Extraction	On your turn, before first invasion	If you occupy all moon territories at the end of the turn, collect 7 Energy	1
2	Frequency Jam	On your turn, before first invasion	Chosen player cannot play command cards on your turn	0
3	Invade Earth	On your turn, before first invasion	Draw an land territory you don't occupy. During this turn, you may invade it from any moon territories.	0
1	Orbital Mines	After opponent declares an invasion on player's territory	Opponent must destroy half the units from invading moon territory	2
3	Reinforcements	On your turn, before first invasion	Place 1 MODs on 3 different moon territories you control	0
4	Stealth MODs	After opponent declares an invasion on player's territory	Place 3 additional MODs in the defending moon territory	0