

Data Conflict Results Tables

Domestic Region

Roll	0	1	2	3	4	5-6	7-8	9+
2								
3								
4								
5	-	-	-	-	-			
6	-	-	-	-	-	-	-	
7*	-	-	-	-	-	-	-	-
8	-	-	-	-	-			
9	-	-	-					
10	-	-						
11								
12								

Doubles: Player with fewest units in this Region draws 1 card.

- Backlash** – Enemy receives 1 Insurgent unit and draws cards = Region’s Value.
- Crash** – Discard 1 random card.
- International Support** – Draw 1 card.
- Neutralization** – Place 1 enemy unit in the Neutralization Box or draw 1 card.
- Recruit** – Perform Neutralization (above) or recruit 1 USA (or UN, if in play) unit. 1 Infra. + 1 Natl. Guard / Region; Military units require Infra. in Data attack.
- Defection** – Perform Neutralization or Recruit (above), or flip 1 enemy unit.
- Riot** – You receive 1 Insurgent unit and draw cards = Region’s Value.
- Protests** – You receive 1 Insurgent unit for that Foreign Region and draw 1 card.
- Intervention** – Perform Neutralization (above) or Recruit 1 unit for that Foreign Region (or the U.N., if in play).

Foreign Region

Roll	0	1	2	3	4	5-6	7-8	9+
2								
3								
4								
5	-	-	-	-	-			
6	-	-	-	-	-	-	-	-
7*	-	-	-	-	-	-	-	-
8	-	-	-	-	-	-	-	
9	-	-	-					
10	-	-						
11								
12								

Doubles: Each player *without* Infrastructure in this Foreign Region draws 1 card.

* On every roll of ‘7,’ discard the top card of the Crisis Deck.

ARMED CONFLICT RESULTS TABLES

REGULAR + MAX.

Roll	1	2	3	4-5	6-7	8-10	11-13	14+
2								
3	-							
4	-	-						
5	-	-						
6	-	-	-	-	-			
7*	-	-	-	-	-	-		
8	-	-	-	-				
9								
10								
11								
12								

Doubles: Non-rolling player may ‘Retreat’ one friendly unit (8.15).

- Counterattack** – The defending side may attack with any or all of its units in the Region. *If no counterattack occurs, the battle is over.*
- Neutralization** – Place 1 enemy unit in the Neutralization Box or draw 1 card.
- Termination** – Eliminate 1 enemy unit (of *your* choice) in that Region. Infrastructure cannot be chosen. *If only Infrastructure is present, treat as ‘-’.*
- Pacification** – Eliminate all enemy units in the Region, *including* Infrastructure.
- Collateral Damage** – Lose cards = Region’s Value.

Maximum Firepower – Declared before dice roll; double Attack Strength, but Collateral Damage (⚡) applies to *every* **black** result.

Less Than Lethal – Declared *before* dice roll; Rebel max. of 1 per Game Turn.

Clandestine Units – Unaffected by adverse results when defending *unless*: 1) all Attacking units are Strike Forces, 2) a Surveillance card is played before dice roll, or 3) the result is generated by a *Counterattack*.

LESS THAN LETHAL

Roll	1	2	3	4-5	6-7	8-10	11-13	14+
2								
3	-							
4	-	-						
5	-	-						
6	-	-	-	-				
7*	-	-	-	-	-	-		
8	-							
9								
10								
11								
12								

Doubles: Both players draw 1 card.

* On every roll of ‘7,’ discard the top card of the Crisis Deck.