**Special Abilities**

- **The General**: Double all attack values for a turn
- **The Dignitary**: Deflect attacks to another target
- **The President**: Direct attacks from target to self
- **The Hacker**: Reduce target’s action limit next turn and increase your own
- **The Criminal**: Steal base investment point from successfully attacked player
- **The Terrorist**: Cut player’s defense in half

**Player attributes**

- Attack
- Defend
- Sabotage
- Detection
- Research

**Ways to earn Victory Points (VP)**

- **Successful strikes**: Successfully strike a player with this showing to earn a Victory Point.
- **Successful Defenses**: Successfully defend a strike to earn a Victory Point.
- **Counter-strikes**: Detect an incoming strike (whether the attack was successful or not) and then successfully Counter-strike that player to earn a Victory Point.
- **Victory Point Theft**: Successfully strike with Physical Access to steal a Victory Point from the target.
- **Deflect**: If The Dignitary uses his special ability to deflect an strike and the strike is successfully defended, The Dignitary gets the Victory Point for successfully defending.