

Boycott



Minor Effect:
Players cannot collect synergy bonuses from weapons consumer cards.

Major Effect:
Each player with one or more weapons business must discard one of those businesses from play.

Insurrection



Minor Effect:
Immediately play the next Weaponized Society card.

Major Effect:
The game ends.
All players lose.

Assassination



Minor Effect:
The current president cannot play consumer cards for one full turn around the board.

Major Effect:
The current president is eliminated from the game.

Prepper Movement



Minor Effect:
Shuffle one food, home, and energy consumer card from the discard pile back into the consumer deck.

Major Effect:
Shuffle all food, home, and energy consumer cards from the discard pile back into the consumer deck.

Anti-War Movement



Minor Effect:
Players cannot collect synergy bonuses from War legislation.

Major Effect:
Whenever a War legislation card is revealed, discard it and replace it with a new legislation card.

Riot



Minor Effect:
Players pay \$4 for each weapons business they own.

Major Effect:
Players with weapons businesses must reveal their money. The player with the most is eliminated from the game.

A Few Casualties



Minor Effect:
Play one less consumer card each Main Street phase.

Major Effect:
Play two less consumer cards each Main Street phase.

UN Sanctions



Minor Effect:
Weapons businesses have -\$1 income.

Major Effect:
Weapons businesses have -\$3 income.

Good Guy With A Gun



Has no effects.

Good Guy With A Gun



Has no effects.

Good Guy With A Gun



Has no effects.

Good Guy With A Gun



Has no effects.

Good Guy With A Gun



Has no effects.

Good Guy With A Gun



Has no effects.