

Installation: Terrorist Training Camp



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Put a terrorist counter on Terrorist training camp at the beginning of your deploy phase. Remove a counter to negate the ability of a base installation for the remainder of this cycle.

Installation: Buried C3



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Opponents must have greater than 1 sensors to attack buried C3.

Installation: Hardened Barracks



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Tech level 1.

Installation: Germ Lab



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Tech level 1.

Installation: Antimatter Research Facility



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Tech Level 2

Installation: Theater Ballistic Missile Site



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Once per cycle, put a missile counter on this card. Remove 3 missile counters: destroy an installation.