

Group name	Power	Transferable power	Resistance	Income	Alignments				Alignments total	Outgoing arrows	Special abilities
Airlines	1	0	3	1	Straight				1	1	Bermuda gets +2 income if it controls this group
Alien Abductors	2	0	5	1	Weird	Criminal			2	1	The UFOs get +2 income if they control this group
American Autoduel Association	1	0	5	2	Weird	Violent			2	1	
Anti-Nuclear Activists	2	0	5	1	Liberal				1	1	+2 on any attempt to destroy Nuclear Power Companies
Antifa	0	1	6	1	Violent	Criminal	Fanatic		3	0	+2 on any attempt to destroying group
Antiwar Activists	0	0	3	1	Liberal	Peaceful			2	0	
Arms Smugglers	2	0	6	3	Violent	Criminal			2	2	Cthulhu gets +2 income if it controls this group
Big Media	4	3	6	3	Straight	Liberal	Media		3	3	An extra +2 on any attempt to control a media group
Bloggers	0	2	6	0	Peaceful	Media			2	0	The group that directly controls the Bloggers gets +10 to defend itself against any attack
Boy Sprouts	0	0	3	1	Straight	Peaceful			2	0	+3 on any attempt to control any straight group
Cable Companies	5	2	6	3	Media				1	2	
California	5	0	4	5	Weird	Liberal	Peaceful		3	2	
Chain Letters	0	1	1	3	Conservative	Criminal	Media		3	0	Zurich gets +2 income if it controls this group
CIA	6	4	5	1	Violent				1	3	On your turn, you may pay 5 MB from the CIA in order to look at all special cards held by any one player
Clone Arrangers	6	2	6	1	Violent	Criminal			2	2	+3 on any attempt to destroy any group
Coffee Shops	1	0	3	4	Peaceful				1	1	+2 on any attempt to control or neutralise any media group
Comic Book Movies	1	0	1	2	Weird	Violent	Media		3	1	
Congressional Wives	1	0	4	1	Straight	Conservative			2	1	
Convenience Stores	1	0	4	3	Straight	Peaceful			2	1	
Cosplayers	0	0	4	3	Weird	Fanatic			2	0	
Cycle Gangs	0	0	4	0	Weird	Violent			2	0	+2 on any attempt to destroy any group
Democrats	5	0	4	3	Liberal				1	2	An extra +2 on any attempt to control a liberal group
Eco-Guerillas	0	0	6	1	Weird	Liberal	Violent		3	0	
Evil Geniuses for a Better Tomorrow	0	2	6	3	Weird				1	0	+4 on any attempt to control, neutralise or destroy the Orbital Mind Control Lasers
Fast Food Chains	2	0	4	3	Straight				1	1	
FBI	4	2	6	0	Straight				1	3	An extra +5 on any attempt to destroy a violent or criminal group. +10 if it's both
Federal Reserve	5	3	7	6					0	2	When it transfer money, that money can go to any group in the same power structure
FEMA	4	3	4	3	Peaceful				1	3	Any attempt to destroy any card in your power structure is at -5 when you control FEMA
Fiendish Fluoridators	3	0	5	1	Fanatic				1	2	+3 on any attempt to neutralise a group
Flat Earthers	1	0	2	1	Weird	Conservative			2	1	
Fjord Motor Company	2	0	4	2	Peaceful				1	1	
Fraternal Orders	3	0	5	2	Conservative				1	1	
Goldfish Fanciers	0	0	4	1	Peaceful	Fanatic			2	0	
Gun Lobby	2	0	3	1	Conservative	Violent			2	2	Normal resistance 3; against any liberal group, resistance 10
Hackers	2	2	4	2	Weird	Criminal			2	1	+3 on any attempt to neutralise any group
Health Food Stores	1	0	3	2	Liberal				1	1	+2 on any attempt to control Anti-Nuclear Activists or California
High Fashion	1	0	1	4	Weird	Peaceful			2	1	Discordia gets +2 income if it controls this group
Hipsters	0	0	3	1	Weird	Fanatic			2	0	
Hollywood	2	1	0	5	Liberal	Media			2	2	+2 on any attempt to control any group. An extra +2 to control any media group
International Drug Smugglers	3	0	5	5	Criminal				1	3	+4 on any attempt to control Punk Rockers, Cycle Gangs or Hollywood
Internet Pr0n	2	0	2	3	Liberal	Media			2	1	
IRS	5	3	5	See special abilities	Criminal				1	2	Owning player may tax each opponent 2 MB on his own income phase. Tax may come from any group. If a player has no money, he owes no tax.
Junk Mail	1	0	3	2	Peaceful	Criminal	Media		3	1	+4 on any attempt to control the Post Office
L-4 Society	1	0	2	0	Weird	Peaceful			2	1	+4 on any attempt to control, neutralise or destroy the Orbital Mind Control Lasers. +10 for a direct attempt
Libertarians	1	0	4	1	Fanatic				1	1	
Loan Sharks	5	0	5	6	Violent	Criminal			2	1	
Local Police Departments	0	0	4	1	Straight	Conservative	Violent		3	0	
Madison Avenue	3	1	3	2					0	2	+3 on any attempt to control any media group
Militias	2	0	4	2	Conservative	Violent			2	1	
Moral Minority	2	0	1	2	Straight	Conservative	Fanatic		3	1	
Morticians	0	0	4	2	Straight	Peaceful			2	0	
Multinational Oil Companies	6	0	4	8					0	3	
New York	7	0	8	3	Violent	Criminal			2	3	
Nuclear Power Companies	4	0	4	3	Conservative				1	1	
Online Videos	3	0	3	4	Media				1	2	
Orbital Mind Control Lasers	4	2	5	0					0	2	On their turn, owner can add, remove or reverse an alignment of any one other group in play; change lasts for that turn only
Pale People in Black	0	0	1	2	Weird				1	0	The Assassins get +2 income if they control this group
Parent/Teacher Agglomeration	0	0	5	1	Straight	Conservative	Peaceful		3	0	
Pentagon	6	0	5	3	Straight	Violent			2	3	
Post Office	4	3	3	-1					0	1	
Preppers	0	0	6	2	Conservative	Fanatic			2	0	Gives +2 resistance to all owner's other groups
Professional Sports	2	0	4	3	Violent	Fanatic			2	2	+3 on any attempt to control any media group
Psychiatrists	0	0	6	2	Weird				1	0	An extra +2 on any attempt to neutralise any group
Public Art	0	0	2	2	Weird	Liberal			2	0	Bavaria gets +2 income if it controls this group
Punk Rockers	0	0	4	1	Weird				1	0	
Re: Re: RE: Fwd: Fwd: Re: Email Forwards	0	1	3	1	Media				1	0	If directly controlled by a media group, that media group gets +1 income
Recyclers	2	0	2	3	Liberal				1	1	Pay 5 MB from this group to draw an extra card on your turn. This is not an action
Republicans	5	0	4	4	Conservative				1	3	An extra +2 on any attempt to control a conservative group
Robot Sea Monsters	0	0	6	2	Violent				1	0	
Russian Campaign Donors	1	1	2	3	Criminal				1	2	
Science Fiction Fans	0	0	5	2	Weird				1	0	+2 on any attempt to control any weird group
Semiconscious Liberation Army	0	0	8	0	Weird	Liberal	Violent	Criminal	4	0	+1 on any attempt to destroy any group
Society for Creative Anarchism	0	0	4	1	Weird	Violent			2	0	
Spammers	0	0	3	3	Criminal	Media			2	0	The Network gets +2 income if it controls this group
Tabloids	2	0	3	3	Weird	Media			2	1	+3 on any attempt to control Convenience Stores
Texas	6	0	6	4	Conservative	Violent			2	2	
The Mafia	7	0	7	6	Violent	Criminal			2	3	+3 on any attempt to control any criminal group. +6 for direct control
The Men in Black	0	2	6	1	Weird	Criminal			2	0	
The United Nations	1	0	3	3	Liberal	Peaceful			2	1	
Tobacco & Liquor Companies	4	0	3	3	Straight				1	2	
Trilateral Commission	5	0	6	3	Straight	Liberal			2	2	
TV Preachers	3	0	6	4	Straight	Fanatic	Media		3	1	+3 on any attempt to control the Moral Minority
Undeground Media	1	1	5	0	Liberal	Media			2	1	
Video Games	2	0	3	7	Media				1	1	
Vloggers	0	1	5	1	Peaceful	Media			2	0	The group that directly controls the Vloggers gets +5 to defend itself against any attack

Card name	Description			
Assassination	Play this card immediately after the dice are rolled on any attempt (by any player) to destroy, control or neutralise. That roll is immediately changed to a 2.			
Bribery	Play this card during your turn, if you have an open control arrow, to automatically take control of any one uncontrolled group. Playing this card counts as an action.			
Computer espionage	Play this card at any time to either count the money on any one group card or examine all of one player's special cards.			
Deep agent	Play this card after privilege has been invoked. The privilege is totally abolished. That attack cannot be made privileged.			
Interference (x 2)	You may interfere with one privileged attack. No other players may interfere.			
Market manipulation	Play this card during your income phase to double all your groups' incomes, for that turn only. This card does not allow the IRS to collect twice, or require Post Office to pay twice.			
Media blitz	Play this card to revive a group from the "dead" pile. It becomes uncontrolled. (If the Servants of Cthulhu destroyed the group, it still counts as a destroyed group for victory. If they destroy it again, it counts again!			
Murphy's law	Play this card immediately after the dice are rolled on any attempt (by any player) to destroy, control or neutralise. That roll is immediately changed to a 12.			
Ninjas	Play this card at any time except during an attack to put any one uncontrolled group in the discard pile. It does not count as destroyed			
Secrets man was not meant to know	Play this card when any other special card is played, for any purpose. That card is immediately neutralised; it has no effect. Both cards are discarded.			
Senate investigating committee	Play this card at the beginning of any other player's turn. That player loses his turn completely			
Slush fund	Exchange this card, at any time, for 15 MB to be placed in your illuminati treasury.			
Swiss bank account	Exchange this card, at any time, for 25 MB to be placed in your illuminati treasury.			
Time warp	Play this card during your turn to allow you one extra action on that turn. Remember, no individual group except the UFOs may act more than once during the turn.			
Whispering campaign	You may attempt to destroy a single group with power 0. Roll attacking power vs. defending resistance, but a successful attack destroys the target. Playing this card is not an action, but the attack itself is an action.			
White collar crime	Play this card at any time to reorganise all your money freely - that is, any amount(s) may be moved between any groups. You also get an extra 5 MB that may be placed anywhere.			

Feature	Number of groups	Percentage of groups		
Conservative	13	15,29%		
Criminal	16	18,82%		
Fanatic	10	11,76%		
Liberal	15	17,65%		
Media	16	18,82%		
Peaceful	16	18,82%		
Straight	15	17,65%		
Violent	20	23,53%		
Weird	22	25,88%		
Has transferable power	22	25,88%		
Has no power	27	31,76%		
Has 0 alignments	5	5,88%		
Has 1 alignments	30	35,29%		
Has 2 alignments	38	44,71%		
Has 3 alignments	11	12,94%		
Has 4 alignments	1	1,18%		
Has 1 outgoing arrow	30	35,29%		
Has 2 outgoing arrows	18	21,18%		
Has 3 outgoing arrows	10	11,76%		
Has special abilities	45	52,94%		

Feature	Mean	Median	Mode	Standard deviation
Power	2,06	2,00	0,00	2,07
Power excluding groups with 0	3,02	2,00	1,00	1,83
Transferable power	0,51	0,00	0,00	0,97
Transferable power excluding groups with 0	1,95	2,00	1,00	0,90
Resistance	4,15	4,00	4,00	1,65
Income	2,31	2,00	1,00	1,68
Alignments	1,68	2,00	2,00	0,82
Outgoing arrows	1,13	1,00	1,00	1,00
Outgoing arrows excluding groups with 0	1,66	1,00	1,00	0,76