

TOP SECRET

NANOTECH NIGHTMARE



Runaway nanobot "grey goo" eats people but leaves behind shiny new weapons systems.

Lose 1-6 million people. Draw 4 cards. For every two million people (or fraction) you lose, you may keep one card. Discard something in return; also discard any unused from the 4 drawn.

SECRET

Celebrity Chase



Your enemy's nation is gripped by the riveting (if excruciatingly slow) flight from justice of a major celebrity.

He/she loses one turn.

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BRIDE OF SUPERGERM



Play on enemy. He/she rolls d100 to see effect:

00	49	Lose 1d6M people; roll d100 next turn
50	64	Lose 2d6M people; roll d100 next turn
65	84	Cured. Discard
85	94	Turned. Pass card to new player
95	99	Benign strain. <u>Gain</u> 1d6M; roll d100 next turn.

Cured by Superserum

SPECIAL ANTI-SUB WARFARE



Destroy one deployed sub plus payload. May be played on an unrevealed sub but only on a percentile roll between 01 and 30.

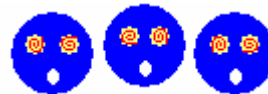
Play at the start of your turn.

SPECIAL IN-FLIGHT REFUELING



Play during your turn when you have a bomber in flight. This bomber will stay aloft until it has expended its maximum tonnage of bombs even if non-warhead cards are played between them. It can still be shot down, crash, etc.

SPECIAL MK ULTRA



Advances in mind control techniques allow you to play one Propaganda card to full effect, even during wartime.

Play from your hand at the same time you flip over the Propaganda card.

SPECIAL ZOMBIE BOMBS



Your warhead emits strange radiation. The number "killed" is halved but you receive them into your population.

Play after turning over a warhead but before you determine the damage.

SECRET

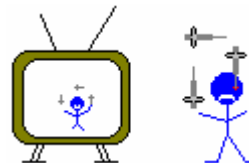
Let's You and Him Fight



You manage to insult two enemy nations to such a high degree of rage that they each lose one turn arguing over who gets to obliterate you.

SECRET

Reality TV



A hit new reality show sweeps your nation and **5 million of your citizens accidentally kill themselves** in imitation of the stunts shown on the program.