

**SECRET**  
**PEACE**  
**BREAKS OUT!**



Spontaneous global movement forces leaders to declare peace. Everyone picks up his/her command line and plays a new one. In-flight weapons systems are recovered. For the next two turns, *peace is enforced*. Any nation that attacks another has **5 Million people defect** to the target in sympathy (even if the attack fails) but peace is kept. After two turns, peace lasts until it is broken the usual way.

**Secret**  
**LIFE ON MARS**

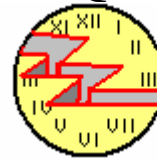


Your scientists discover life on Mars.

**Good news:** 1 M people flock to your nation from every other player.

**Bad news:** "Martian Flu" kills 1d6 M of your people. SuperSerum prevents deaths; vaccines no effect; domed cities doubles deaths.

**SECRET**  
**TIMEQUAKE**



**Odd ripples in the spacetime continuum.** After your turn, the order of play will reverse (go anti-clockwise). Once play returns to you, the order will reverse again, restoring the original order. If you draw this card when only one other nation remains, discard it and draw another.

**SPECIAL**  
**POLICE STATE**



THE COMPUTER IS YOUR FRIEND



Play when a propaganda card is played on you. Your enemy receives no population; you, however, lose 20% of the listed amount (minimum 1 Million) due to "re-education" issues.

**SPECIAL**  
**SEALED BORDER**



Play on your turn. This card renders you immune to involuntary population transfer to an immediate neighbor. This includes propaganda, defections, etc., including Secrets but not deaths. Can be "opened" by a nuclear strike. Also cancels Leaky Border if played against that enemy. If there is only one other player when you draw this card, discard it & draw another.

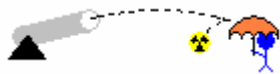
**SPECIAL:**  
**INSTALLATION OVERLOAD**

I think I can fit just one more.



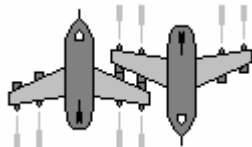
You can overload your atomic cannon. From now on, you may now fire up to 20 Mt from your atomic cannon. Play on your turn. Can be attacked like Atomic Cannon; must be destroyed before Atomic Cannon can be attacked.

**SPECIAL**  
**THEATER DEFENSES**



Use as an interceptor for "non-interceptable" weapons types including subs; atomic cannons; and space stations. Not usable on bombers or missiles.

**SPECIAL**  
**GPS SCRAMBLER**



Guidance network is sabotaged. For the next turn, any bomber that detonates a warhead will hit a random nation. (This include both the bomber's owner and you.) Play on your turn.

**Warhead**  
**ENHANCED**  
**NEUTRON BOMB**



Takes the place of a **60 Mt** warhead. Roll d100. Fails on 00-09. Otherwise divide by 10 and drop fractions; that many times, repeat the following:

- ∞ Roll 1d6
- ∞ On a 1-4, kill that many million people.
- ∞ On a 5-6, take and keep a random card from the target's unplayed hand.