

SPECIAL TWIST OF FATE



Play immediately after any roll of the dice. The original result is ignored and the dice are re-rolled.

SPECIAL WEATHER CONTROL SATELLITE



Launch like Killer Satellite. Each turn, roll 1d6.

1	satellite deorbits
2-3	no effect
4-5	summer blizzard kills 4M enemy population
6	induced tsunami kills 10M enemy population

In addition, may once per turn cause "Sudden Wind Change". Can be shot down by killer satellite. Can be sabotaged at launch. **Can be destroyed by Spy at any time.**

SECRET MOVING DAY



You and an enemy swap places in the order of play. You both keep your hands, command lines, etc. Leaky Border, Sealed Border, Minefield do not move. If you draw this card when there is only one enemy nation left, discard it and draw another.

Warhead CHEMICAL WARHEAD



Replaces a 20 Mt warhead. Once played, whoever holds the card loses 1-3 Million at the start of his/her turn. Then he/she rolls 1d10 to see what happens to the gas cloud.

1,2	moves clockwise
3,4	moves anti-clockwise
5 - 9	stays still
0	dissipates

SPECIAL HACK ATTACK



Your cyberwarriors crack the enemy battle computers. He/she must replace his/her command line with random cards from his/her hand, ordered randomly. Play on your turn.

SPECIAL MIR



Limited Space Station. Play through your command line. At launch place up to 4 warheads (40 Mt or less each) from your hand onto Mir. Successful launch on 2-6. Cannot be resupplied. Once all warheads are expended, de-orbiting station will kill an additional 3 Million in a randomly-chosen country (including owner's).

SPECIAL MULTI-STAGING



One missile may drop multiple warheads (like a bomber). Play when you turn over the second warhead. Same max tonnage but spread over up to 4 warheads. No in-flight refueling. Same interceptors. A MIRV affects only that warhead.

SECRET QUANTUM COMPUTER



Advanced simulation allows limited prognostication. Each turn, draw 1 more card than you would normally; of these, discard one of your choosing. Then you must roll higher than the number of turns you've had this power on a d10, or it is lost. On a die roll of "1", the computer suffers a Blue Screen of Death and detonates its power plant (equivalent to 10 Mt) in your country.

TOP SECRET TOTAL WAR MOBILIZATION



Your war planners tap unsuspected potential. **Receive 10 Million new people.** For every 3 Million of these you forgo, draw one card. If you have more than 9 cards, discard until you have 9 (not including this one).