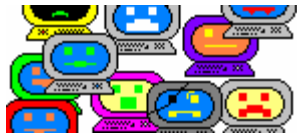


SECRET BLOGS GONE WILD!



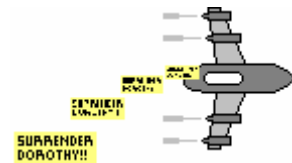
Rampaging "new media" geeks pry everywhere. A randomly selected player (including you) must flip over his/her command chain; exposed cards must remain so until played. Repeat every turn on your turn, until you roll on d6 less than the number of turns this has been in effect.

SPECIAL HARDENING



Play on your turn. From now on, your nation is immune to the effects of EMP warheads or solar flares. (Like Vaccination, this effect never goes away.)

SPECIAL LEAFLETS

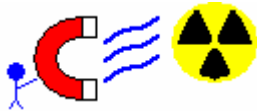


You may use a bomber to drop Propaganda even during wartime. However:

- (a) Each Prop card occupies tonnage equal to 2 times its yield (ex: 13 M people = 26 megatons).
- (b) You receive only 1/2 of the listed yield (round down, minimum 1M)

You are not allowed to mix leaflets and warheads. Once a non-Propaganda card is turned up, the bomber is lost.

SPECIAL WILD WEASEL



Electronic countermeasures pull weapon off-course. Play when a missile or bomber detonates a warhead on you but before damage is rolled. The chart effect is reduced one level. *Not* an interceptor.

Order of Precedence (for < 20 Mt)

Triple (+10)	+1
+10 (Triple)	0
Double (+5)	-2
+5 (Double)	dud
+2	explodes

Bomber B52 STRATOFORTRESS



Max load: **200 Megatons**
Due to extreme age, has a **1 in 10 chance of crashing** each time it drops a warhead (after the first). Shot down by anything that can shoot down a B58.

SPECIAL SNEAK ATTACK



Surprise move gives your nation the initiative. Play at the start of any other player's turn except your nearest neighbors. You go instead and play follows you normally (per interceptor rules). If fewer than four players remain, you may instead play this on your turn to kill 1d3+1 Million enemy people.

SPECIAL POPULATION EXPLOSION



A.K.A. Grif Cannon

Play on your turn. You may sacrifice one population card, which acts as a warhead of four times as many megatons. (Ex. 2 M people = 8 Mt bomb) and may be immediately detonated on an enemy.

SPECIAL INERTIAL GUIDANCE

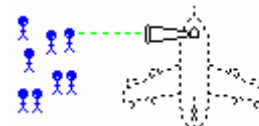


Precision targeting enhances the effectiveness of your nuclear warheads. Play after you detonate a nuclear warhead on an enemy but before damage is rolled. The chart effect is raised one level.

Order of Precedence (for < 20 Mt)

explodes	+2
dud	+5 (double)
-2	Double (+5)
0	+10 (triple)
+1	Triple (+10)

SPECIAL SPY PLANE



Play via your command line. Send either CW or anti-CW. On your turn, roll 1d6 and receive intel on overflowed nation:

1	Shot down by air defenses
2	No useful intel gained
3,4	Conduct a census
5	Look at enemy command line
6	Look at two random cards from enemy hand or reveal sub.

The plane then moves to the next country same direction. Persists until shot down; spends turn over homeland refueling (no intel on self) You may opt not to spy, in which case plane simply moves at end of turn.