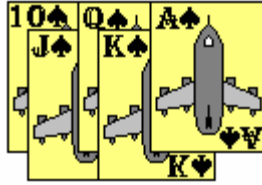


Secret OLYMPICS



Receive 1 Million from every player for hosting the Olympic Games. Select a nation randomly (including your own). That nation is medal leader and receives 2d3 Million from the discard pile.

SPECIAL ACE PILOT



Due to exceptional pilot efficiency, your bomber may **carry 50% more** megatonnage (round down). Play when the bomber reaches or exceeds its nominal capacity.

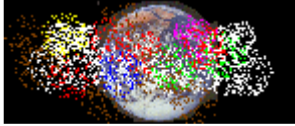
Warhead NEUTRON BOMB



Takes the place of a **40 Mt** warhead. Do the following three times:

- ∞ 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.

Secret Kessler Syndrome



Accumulation of space debris makes near-Earth orbit dangerous.

From now on, each player on his/her turn must roll a d6 for each of his/her space-borne systems (space platform, killer satellite, etc.):

1	system destroyed
2-3	system unusable this turn
4-6	no effect

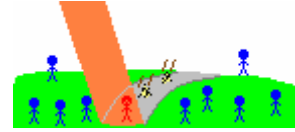
The debris field will dissipate when, on a d10, the drawer rolls less than the number of turns it has been out. Add 1 for each system destroyed by the debris field.

Secret Extreme Prejudice



One of your own agents, investigating rumors of government conspiracy, gets uncomfortably close to the truth. **Lose 1 turn while you "fix" matters.**

Top Secret MICROWAVE MISHAP



Your enemy's orbital power satellite goes horribly awry. The microwave beam sweeps across his/her largest city, killing **10 Million**. **Domed Cities** immune to this effect.

Top Secret Alien Abductions



Pesky visitors from another world **abduct 15 Million of your citizens**, never to return.

You can save 12 Million of them by firing any interceptor that can stop a Saturn missile.

Warhead DISTRIBUTEL SPUTNIKOV



Upgraded Killer Satellite. Launch like killer satellite. Each turn, may attack one space-borne system (space platform, spy satellite, etc.). Roll 1d6:

1,2	killer satellite fails and is destroyed
3	killer satellite fails but survives
4-6	killer satellite succeeds and survives

SPECIAL SUITCASE NUKE



Your operatives have smuggled a **10 Mt bomb** into an enemy city. Play this card on your turn to detonate it, in addition to any other actions you take. Bomb shelters ineffective (due to lack of warning).