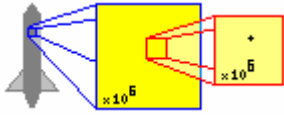


Warhead

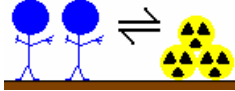
HAWKING BOMB



Fire a microscopic black hole at your enemy. Takes the place of a 40 Mt bomb but has a yield determined by d100:

01-05	10 Mt
06-20	20 Mt
21-45	40 Mt
45-70	50 Mt
71-85	60 Mt
86-95	75 Mt
96-00	100 Mt

Top Secret Arms for Hostages



Your government has been found out in an arms-for-hostages swap.

Give an enemy nation one nuclear warhead (≤ 60 Mt). In return, that enemy must "free" (give to you) 1 M people for every 6 Mt. (This can eliminate a player.) You also lose a turn dealing with the scandal. If you have no warheads, you lose two turns.

SPECIAL Apocalypse Whenever



After any player (including you) has detonated any nuclear warhead and rolled on the chart, play this card. The rolled result is ignored and the **roll is changed immediately to "99: Triple the yield"**.

NB: On a 100 Mt or greater warhead, this card destroys the world.

Top Secret MISSILE GAP



You are locked in a public relations arms race with your enemy.

Each of you reveals a card from your unplayed hand.

Is it a missile?	Them Y	Them N
You Y	Both lost 2M	They lose 5M
You N	You lose 5M	Both lose 0M

Do this a total of three times. (Losses are defections to a neutral nation.)

Top Secret SHALL WE PLAY A GAME?



Your battle computer goes rogue during a simulated wargame.

Attack a random nation (including yours) according to the chart. (Roll 1d6 once to determine missile and load.)

1	Polaris	10 Mt
2,3	Atlas	20 Mt
4,5	Coyote	40 Mt
6	Saturn	60 Mt

Top Secret The Swarm



Your nation is infested with killer bees, 30 M strong. 1d6 M of them will each sting one of your citizens, killing both. Each turn, the swarm moves CW and persists until all bees are dead. You may explode a warhead to save people equal to **one-half** its yield; commit before rolling for number of stings. Do not roll for the warhead.

Warhead ORBITAL DEFENSES



Orbiting γ -ray laser can shoot down any

incoming missile (not bomber) but requires a nuclear "pump". Launched like space platform. At time of launch, place 1-4 warheads

(any size) on board. When attacked, discard one warhead.

Has a chance of success equal to 2.5 times the megatons expended.

Can reload to 4 warheads via Shuttle/DCX but if the platform is ever empty, it is lost. Counts as interceptor if successful. Can also stop Meteor Strike by expenditure of any warhead.

Top Secret Heck's Hex



Place a curse on an enemy nation. For the next turn, all players must make all possible attacks against that nation. This includes Secrets and exposed warheads, but does not include unplayed cards (such as Specials, sub warheads, etc.) You cannot "test" rather than attack the hexed person.

SPECIAL BOBBLE



Your scientists surround your nation with a time-stop field. Play on your turn; activates at the end of your turn. Until your turn comes again, your nation cannot affect or be affected by anything. (No warheads, Secrets, etc.) Wandering effects (cobalt bomb, EMP bomb, etc.) skip over you while bobbled.