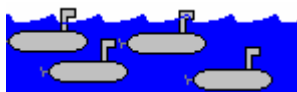## SPECIAL : INSTALLATION
AIRCRAFT CARRIER

Play on your turn. From now on, bombers in flight do not count toward your nine-card total. Can be attacked like Atomic Cannon.

SPECIAL : INSTALLATION
WOLF PACK

Play on your turn. From now on, your subs can carry any combination of warheads up to 40 Mt. All warheads on a given sub must target a single nation; only one warhead may be fired per turn per sub. A sub is revealed for the turn following any firing. Can be attacked like Atomic Cannon.

SPECIAL: INSTALLATION
ROCKET BASE

Play on your turn. From now on, missiles in flight do not count toward your nine-card total. Can be attacked like Atomic Cannon.

WARHEAD: INSTALLATION
LUNAR BASE

Must be launched like killer satellite. Use once per turn to attack enemies. Roll d100:

|	
01-05	Disaster! Base lost
06-15	no effect
16-50	kill 1d6 M
51-00	kill 1d3+1 M

May be attacked like Atomic Cannon but only by a missile able to launch a killer satellite. Cannot be attacked by killer satellite.

INSTALLATION
BATTLESHIP

Play through your command line. Can sail one spot CW or anti-CW each turn or can stay still and attack enemy on whose coast it is sailing. Kills 1d3 M once per turn. Can return to port if it sails to your coast. Cannot be attacked in port; can be sabotaged only in port. Cannot bombard or sail past any nation with a minefield. Can be attacked like Atomic Cannon.

SPECIAL: INSTALLATION
BREADBASKET
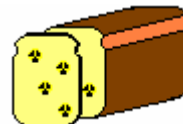
Play on your turn. Your nation has tremendous agricultural surpluses. Every turn gain 1 M population. Can be destroyed like Atomic Cannon

SPECIAL: INSTALLATION
WAR COLLEGE

Superior training yields a tactical advantage. Play on your turn. From now on, your nuclear warheads do an extra 2 M in damage in addition to chart effects. (Still no damage on dud or explodes.) Can be attacked like Atomic Cannon.

SPECIAL : INSTALLATION
D.E.W. LINE

Global network of radar stations provides clues to enemy intentions. Play on your turn. From now on, any nuclear warhead detonated on you causes 2 M fewer casualties than called for by the chart. Can be attacked like Atomic Cannon.

SPECIAL: INSTALLATION
SOSUS LINE

Sub-oceanic array of sonar detectors allows your nation to track submarines. Play on your turn. All enemy submarines count as "revealed" for your nation. Nuclear attacks from subs on your nation kill 2M fewer citizens than indicated by the chart. Can be attacked like Atomic Cannon.