

## Warhead Incendiary Bomb



Replaces a 40 Mt warhead  
You set your enemy's cities  
afire. For the next 3 turns, on  
his/her turn, he/she must reveal  
one unplayed card at random.

weapon system	destroyed
nuclear warhead	detonates on self
propaganda	destroyed; fire kills 1 M and burns 1 extra turn
other	destroyed

## SPECIAL F.M.A.D.



Your scientists deploy a  
Focused Magnetic Anomaly  
Device. When attacked by a  
bomber, expend a warhead and  
add its megatonnage to d100:

01-30	Normal detonation
31-85	Warhead misses (is lost)
86-110	bomber crashes
111-130	bomber hits random nation
> 130	You may <u>redirect</u> bomber

Retain card until 50 Mt or more  
have been expended.

## SPECIAL FAIL SAFE



Play when you flip over a  
bomber (not a missile).  
You may *immediately* flip  
over the next card. If it is a  
warhead, detonate it as usual.  
If it is not, lose the card and a  
turn. If the bomber you play is  
the Stealth Bomber, you may  
flip over two cards  
immediately.

## SPECIAL

### Yalkyrie



Play after any Secret or  
Top Secret that has  
resulted in dead people  
(not "leave for a neutral  
country", etc.). You may  
immediately harvest one-half  
(round down) of the dead to  
your nation. (Can play after  
loss by you or any nation.)

## Top Secret SINGULARITY

Your computer network  
achieves transcendence.  
Before ascending to a new  
plane of existence, it leaves  
you a "gift": Roll d100.

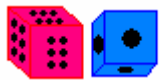
01-10	It takes 2d6 M of your citizens with it.
11-20	It costs you 1 turn in random blackouts.
21-79	It reveals everyone's command line
80-94	It scrambles command line of all other players
95-99	It detonates a 40 Mt warhead on any enemy.
00	It absorbs your hand. Draw 15 cards; keep 9.

## SPECIAL : INSTALLATION UNIVERSITY LABS



Extensive research  
infrastructure improves  
efficiency. Every turn, roll  
1d6. If you roll less than the  
number of turns since the last  
time the card was successful,  
you may draw one more card  
than you normally would and  
then discard one from that set.  
This ability may be attacked  
like Atomic Cannon.

## Secret Prescience



Your investment in  
paranormal research pays  
off, sort of. Out of sight  
of the other players, roll  
and record 1d100 five  
times. The next 5  
percentile rolls you make  
will come from that list in  
order.

## MISSILE DONG FENG (East Wind)



Max load: **200 Megatons**

Acts like a Stealth Bomber  
(swoops out of your hand after  
flipping over a warhead). Can  
be shot down by anything that  
can shoot down a Saturn or  
anything that can shoot down a  
Stealth Bomber.

## WARHEAD ANTI-MATTER BOMB



Replaces a 40 Mt  
warhead. Kills 6 M. Also,  
reveal one card from enemy hand  
and kill an additional amount  
given by table.

nuclear warhead	4 M
missile or bomber	3 M
propaganda	5 M
other	1 M

The revealed card is then  
lost (consumed by the  
anti-matter).