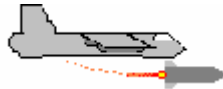


## WARHEAD JASSM

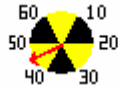
Joint Air-to-Surface  
Standoff Missile



Must be launched by a bomber.

Takes the place of a 20 Mt warhead. On each turn, can move CW or anti-CW or detonate on nation over which it is flying. Kills 5 M + 1d3 M. Can be shot down by the nation it is currently flying over (only), by expenditure of any nuclear warhead; chance of success is 01-50 on d100. Can change direction each turn. **Does not count in hand once launched.**

## WARHEAD DIAL-A-YIELD



This warhead may be of any size from 10 Mt to 60 Mt. Announce at the moment it is flipped over.

## SPECIAL

# Deja Vu



Play at any time. You may recover and use any **SPECIAL** that has been discarded (including discard after use).

## SPECIAL: INSTALLATION SAGE



Semi-automatic control system allows for more efficient use of interceptors. Play on your turn. From now on, whenever you use an interceptor, you have a 01-20 chance on d100 of recovering it for reuse. Can be attacked like Atomic Cannon.

## MISSILE S.L.A.M.



Supersonic

Low-Altitude Missile

Nuclear-powered cruise missile that does not detonate on you if it returns to your country; it can circle the world repeatedly. Must move every turn; cannot change direction. Includes two 20 Mt warheads; can detonate one per turn. Also kills (1d3-1) M citizens of whatever nation it is over, due to unshielded nuclear engine. Shot down by anything that can shoot down a cruise missile.

## BOMBER FB-111 SWITCHBLADE



Max load: 75 Mt

After turning over one warhead, you may on the same turn flip over a second card.

Shot down by anything that can shoot down a B1B.

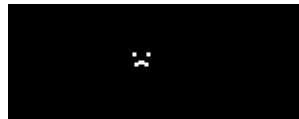
## WARHEAD XF-85 GOBLIN



Replaces a 20 Mt warhead. "Parasite" fighter flies escort for host bomber.

After deployment through command line, the Goblin has a 01-50 chance on d100 of stopping any interceptor fired at the bomber. Is destroyed if successful. Is lost when the bomber is shot down, runs out of fuel, or crashes. Cannot be used with DCX or Shuttle. Does not count in hand once revealed.

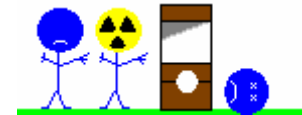
## Secret BLACKOUT



Your aging electrical power grid collapses.

You lose 1d2 turns repairing it. Once you have finished losing turns, gain 2 M people from the discard pile for every turn lost.

## Top Secret COUP D'ÉTAT



Your enemy's leader suffers a coup d'état. Any bomber or missile in flight is lost. Roll 1d6 to resolve the revolution:

1,	1d6 M citizens killed in fighting
3,	Lose one turn putting down internal enemies
4	
5	All installations (atomic cannon, etc.) destroyed
6	Military purge: discard command line