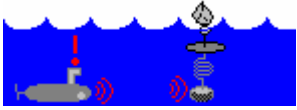


## WARHEAD SONOBUOY



Counts as a 20 Mt warhead. Must be dropped from a bomber only. For one turn all submarines are revealed to all nations. In addition, you can destroy one enemy sub on a roll of 01-50 on d100.

## Top Secret *Horrible Black Void*



**Ten million** citizens of your nation go missing with no explanation.

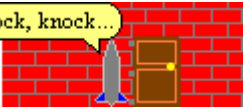
## SPECIAL MISDIRECTION



Play after any enemy plays a card that causes a transfer of population to him/herself from another player (not you). If the card was a Propaganda, you receive the people instead. If the card was not a Propaganda, you receive 50% of the people (round down); the others are lost. This card cannot be played on Leaky Border.

## SPECIAL BUNKER BUSTER

Knock, knock...



Play after an enemy has declined to shoot down a nuclear warhead but before you roll for damage. The warhead kills only 50% of the rolled yield, but you also destroy one "installation" (atomic cannon, sealed border, etc.) of your choice (except on "dud" or "explodes").

## Secret SURVIVALISTS



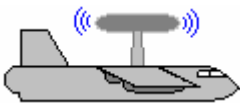
Your nation has 10 M paranoid survivalists. From now on, 20% (round down) of the deaths from any nuclear attack on you hit the survivalists instead of your normal citizens. This effect remains until all survivalists have been killed.

## SPECIAL Murphy's Law



Play after any percentile die roll. The original roll is immediately changed to an "01". This card is trumped by "Apocalypse Whenever".

## SPECIAL: INSTALLATION A.W.A.C.S.



### AIRBORNE WARNING AND CONTROL SYSTEM

Play on your turn. From now on, any missile-based interceptor you fire has a 01-50 on d100 chance of shooting down a missile or bomber it normally could not. (But it must be able to shoot down some bomber to be have a chance to shoot down any bomber; likewise missiles.) Can be attacked like Atomic Cannon.

## SPECIAL CMDF



Experimental technology allows you to reduce one warhead in size. One warhead in your arsenal will occupy one-half its normal space on a bomber (not missile). Play when you flip over the warhead you intend to shrink.

## SPECIAL: INSTALLATION CATERPILLAR DRIVE



Revolutionary new propulsion system renders your submarines virtually undetectable by sonar.

From now on, when your submarine is "revealed", it can be attacked only on 01-25 on d100. This ability can be attacked like Atomic Cannon.