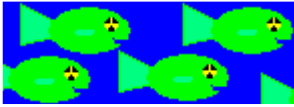


Secret Go Fish

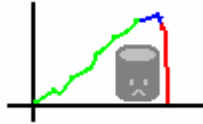


You may demand of one enemy a single card of one of the following types. If possible, he/she must give you one (his/her choice).

weapon	warhead	special
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If your enemy claims not to have such a card, you may challenge. In that case, you may examine the enemy's hand. Should you find the card, show it to the other players and keep it, and the enemy loses 2M citizens. But should your enemy not have that card, you lose 5M citizens.

Top Secret HUBBERT PEAK



Worldwide supplies of jet fuel plummet precipitously. Any bomber in flight will run out of fuel if the owner rolls, on d100, higher than the percentage of its max tonnage that the bomber has already expended. All players affected roll right now. You may not recover a DCX that runs out of fuel.

Top Secret Volcano!



A previously unknown volcano erupts in your nation, **killing 5 + 2d4 M people**. Lava flows clockwise, **killing half as many** (round down) in each subsequent nation. The lava stops the instant before it "wrap around" back to your country. (That is, no one takes damage more than once.)

Secret JEDI POWER



Every turn roll 1d6 to see what Jedi Power is active.

1	Jedi Power goes away.
2	Draw one more card than normal and discard one.
3,4	Mind control: steal 2M from an enemy
5	Force push: After any d100 roll, you may swap the high and low die.
6	Force sense: Lose 1M whenever <u>anyone</u> else has citizens <u>killed</u>

Each Power stays active 1 turn. However, backwards speak you must when active Jedi Power is, or lose 1M citizens you will.

SPECIAL CORPORATE TAKEOVER



Your fleet of high-priced lawyers secures for you one enemy installation (including atomic cannon, minefield, etc.) Play on your turn and take any active installation. (You cannot take an installation that has been discarded or destroyed.)

SPECIAL REBUILDING FROM THE RUBBLE



You may resurrect any one installation card (yours or another player's) that has been discarded or destroyed. Play at any time. Recover the card and play it immediately.

SUBMARINE SEA WOLF H-K



Hunter-Killer submarine may attack other subs.

A revealed sub is **destroyed on 01-60**.

A non-revealed sub is **destroyed on 01-25** and **revealed on 26-60**.

A ship-based Installation (carrier, etc.) is **destroyed on 01-75**.

If no sub or ship is attacked, the Sea Wolf may bombard an enemy, **killing 1d3 M citizens**

Any of these attacks reveal the Sea Wolf

SUBMARINE OHIO SSBN



This nuclear ballistic missile sub may carry any combination of warheads up to 60 Mt. They are loaded simultaneously (*a la* Space Platform) but only one may be fired per turn. Each warhead may have a different target but all must be assigned targets when loaded.

SPECIAL XX

Committee



Your counter-espionage efforts are wildly successful. Play after any enemy uses a human spy for any purpose. The spy's action is negated and the enemy loses 4M citizens who defect in disgust to your nation. NB: Remember that *the*