

SPECIAL:
INSTALLATION
TERMINAL PHASE
ADAPTIVE GUIDANCE



Your missiles can adapt to conditions near the target. Interceptors fired at them will fail on 01-20 on d100. Can be attacked like Atomic Cannon.

SPECIAL
DEF-CON 1



The heightened state of readiness of your rocket forces allows a rapid response to provocation.

Play immediately after an enemy has detonated a nuclear warhead on your nation. You may immediately play against that nation a missile/warhead combination from your hand. It does not become your turn.

SPECIAL
W.O.P.R.



World Operations Planned Response supercomputer maximizes your weapons' impact.

Play after the enemy has declined to shoot down or stop any warhead-based attack you make. Roll the appropriate dice three times and keep whichever result you choose.

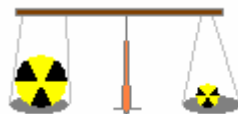
Usable once.

MISSILE
POP-UP MISSILE



Play through your command line. One-shot space platform. At launch, place one warhead (60 Mt or less) from your hand. Launch fails on 1 on 1d6. Cannot be reloaded. Can be attacked by killer satellite but only before the target is announced.

SPECIAL
Faulty Inventory Control



Play after your enemy has turned over a nuclear warhead but before damage is rolled. The exposed warhead acts as one of the next size smaller.

The warhead counts as its original size for bombers. (100 Mt → 75 Mt; 50 Mt → 40 Mt; etc.)

10 Mt → 5 Mt (kills 1M people)

SPECIAL
FALSE ORDERS



Play on your turn. You may order one enemy sub to launch one warhead at any nation *other than its own*. You may instead order it to "test" its warhead.

This card may be foiled by a Spy (played by any player).

SPECIAL
EXposÉ



Accidental release of classified documents causes massive scandal in your enemy's government!

Play when an enemy uses a Propaganda for any purpose other than to steal people. (This includes "protesting" it through the command line.) He/she immediately loses the listed number of people; they are divided as evenly as possible among the other players (including you), with your nation receiving any remainder.

SPECIAL:
INSTALLATION
SPY SCHOOL



Your intelligence service turns out particularly well-trained agents.

Play on your turn.

Whenever you use a human Spy, you may recover it by discarding a different card. (You may do this once per turn.) This ability may be attacked like Atomic Cannon.

SPECIAL
Coattails



Play whenever an enemy plays a Propaganda card on someone else (not you). The victim must also give you half as many people as listed (round down). If war is in effect, you may play this card after any enemy has killed citizens of a third country; 2M people flee that third country to yours. If you draw this card when only two players remain, discard it and draw another.