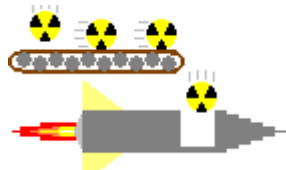## Special: Installation
Kanban

Your war production staff has perfected just-in-time inventory control and production. From now on, after playing any Secrets, Top Secrets, or Specials at the start of your turn, you immediately draw back to 9 cards (and play any new Secrets, etc.). This ability may be attacked like Atomic Cannon.

Warhead
ASAT

This Anti-Satellite missile is an interceptor for orbital systems (space platform, weather satellite, etc. but not lunar base). Keep in your hand until an enemy uses a space-borne system against you.
Fails on launch on 01-05 on d100. Otherwise, the ASAT negates the use and destroys the system. Usable once.

Warhead
PARATROOPERS

Elite airborne troops wreak havoc behind enemy lines. Must be played from a bomber and occupies 20 Mt. After flipping this card, choose 1 of the following:.

| Destroy one installation. |
| Destroy one card at random from enemy's unplayed hand. |
| Cause enemy to lose 1 turn. |

The troops may be recovered if the launching bomber has at least 10 Mt capacity left and uses it to pick them up. The card returns to

Weapon System
Space Marines

Play through your command line. Fails on 1 on 1d6. Otherwise, you may commandeer one orbital weapon system (not Lunar Base). OR, you may commandeer the Lunar Base, but only on 1-3 on 1d6.

Special
hijack!

Play on your turn. You may claim a bomber in flight as your own; it goes into your unplayed hand. You do not receive the warheads following it. This card can be countered by a human Spy.

Warhead
S.E.A.L.S

Elite "black ops" team trained in sabotage. Must be played from a sub and occupies the whole sub. After revealing the target, choose 1 of the following:.
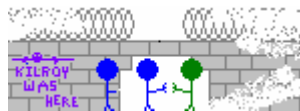
| Destroy one installation. |
| Steal one card at random from unplayed hand. |
| Cause enemy to lose 1 turn. |

After the action, roll 1d6. On a 6, the team is recovered. The action may be negated and the team destroyed by any human Spy.

Top Secret
Reunification

Your nation reunites with a historical adjunct.
Choose an enemy. Average your population with him/her. (You receive any extra.) Pool your hands (including command lines, missile or bomber in flight, space platforms, etc. but not fixed installations) and divide evenly and randomly between you. A Sealed Border (owned by either nation) is lost.

Special
TIME BANDIT

Play at the start of any other player's turn.   You immediately "steal" that player's turn, going in his/her place (drawing cards, flipping, etc.). The order of play then returns to normal, following the person from whom you stole the turn. NB: It is possible to give yourself two turns in a row using this card.

Secret
Shutdown

Your government suffers a parliamentary crisis. Any bomber or missile in flight is lost. Roll 1d6 for an additional effect:

1	lose 2 turns
2,3	2 M citizens leave in disgust to an enemy
4,5	4 M citizens flee to a neutral nation
6	Discard your command line and play another.