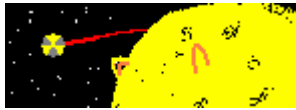


SPECIAL GRAVITATIONAL SLINGSHOT



Hold this card. Play it at the moment you are about to lose a turn (for any reason except voluntarily). Instead of losing a turn, you gain a turn, acting twice in a row.

Secret Mine Shaft Gap



Your government's secret program to squirrel away productive and fecund members of the population pays off. Roll 1d3. For that many turns, at the start of your turn (including this one), gain 3 M people from the discard pile. Applies only when war is in effect.

Top Secret

ASYMMETRIC WARFARE



Your enemy is bogged down fighting an insurgency in a recently-occupied land. There are 5M initial insurgents. Every turn your enemy loses 1d3 M people, then roll a d6:

1,2	2M insurgents killed
3,4	status quo
4,6	1M new insurgents

Your enemy can also kill insurgents by detonating a nuclear warhead, but only half of the listed dead are insurgents. (The rest are normal citizens.) This card persists until all insurgents are gone.

SPECIAL: INSTALLATION PROJECT: ORION



Your nation develops a nuclear rocket. From now on, you may use a nuclear warhead as a "missile" capable of carrying twice its own tonnage as payload. The "booster" warhead does not count for damage. It can be intercepted by anything that can intercept a Coyote. You must announce your intent to use Orion when you flip the first warhead. **After each use, there is a 1-in-3 chance that 1 M of your citizens die due to environmental degradation.** Can be attacked like Atomic Cannon.

Top Secret Mother-in-Law of Supergerm



A nasty new flu escapes your germ warfare labs. Whoever has this card (starting with whoever draws it) loses 1d4 M people at the start of his/her turn, then immediately passes it clockwise. Vaccinated nations lose no people. Super Serum cancels this card. NB: Under the usual order of play, this card will kill people on every player turn.

Top Secret MANCHURIAN CANDIDATE



You have managed to brainwash a leader of an enemy nation. Pick an enemy. For the next turn, you make all decisions for that nation. You may see and play from the enemy's hand. However, you cannot order a course of action that deliberately leads to fatalities for that nation.

Secret May Day



Your nation holds a garish public display of its latest military equipment.

Draw and reveal cards from the deck until you have revealed four weapon systems or warheads. You may keep any or all of these, discarding one card for each one kept. Cards you refuse are discarded; non-weapons, non-warhead cards are reshuffled into the deck.

Secret ARMS RACE



You and an enemy are locked in an arms race. Four separate times, you each draw a card from the deck. Whoever draws the higher card may keep it, discarding one in its place. In event of a tie, both may keep their cards. Cards not taken are reshuffled into the deck.

Card values are, highest to lowest:

* weapon (high payload wins)
* warhead (high Megatonage wins)
* anti-missile system (all equal)
* installation (all equal)
Any other card has no value <u>and</u> cannot be kept.

SPECIAL: INSTALLATION Pyrokinesis



Your government founds an institute for pyrokinetic children.

Once per turn, you may attempt to destroy a random card in your enemy's unplayed hand. Success comes on 01-35 on d100.

This ability may be attacked like Atomic Canon.