

C
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SPECIAL



COBALT BOMB

Play after you have announced the target of any warhead and he has declined to shoot it down, but before you roll the dice.

This warhead produces a lot of fallout, causing each downwind (clockwise) player to lose half as much population as the preceding one, rounding down!



SPECIAL

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SPECIAL



BACTERIOLOGICAL WARHEAD

This card replaces a 20 megaton warhead. At the beginning of each of the victim's turns, roll a die:

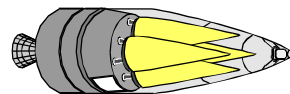
2-6	2-6 millions die
1	1 million die but the plague is cured (discard this card)



SPECIAL

M
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SPECIAL



MIRV

Play after you have announced the target of a missile-delivered warhead (of at least 20 megatons) and he has declined to shoot it down, but before you roll the dice.

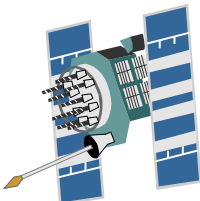
Roll the radio-active fallout dice once for each 10 megatons of the original warhead (rounding down; base yield is 2 million killed). All of these separate attacks must be on the same player.



SPECIAL

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SPECIAL



SPY SATELLITE

Once per turn, this satellite can gather military intelligence (on another player's two face-down cards only) or reveal a Submarine's location.

Put in orbit by an Atlas, Saturn, Titan, Space Shuttle or DCX Delta Clipper. It can be targeted by the Killer Satellite just like a Space Platform.



SPECIAL

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SPECIAL

25 MILLION
ENEMY
DENOUNCE
the irrefragable
government

UNSHRED DOCUMENTS

Play this right after a player has discarded (not played) a Propaganda card. This allows you to pick up the Propaganda and put it in your hand.

This includes Propaganda "burned" to allow a player to exercise his special power.



SPECIAL

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SPECIAL



LEAKY BORDER

Play this card on your neighbor to the right or left. You now have a common leaky border, across which illegal immigrants trickle into your country.

Every turn, your neighbor must give you (on his turn) 1 million of his population.

The Leaky Border can be sealed off by a nuclear blast.



SPECIAL

F
F

SPECIAL



FINAGLE FACTOR

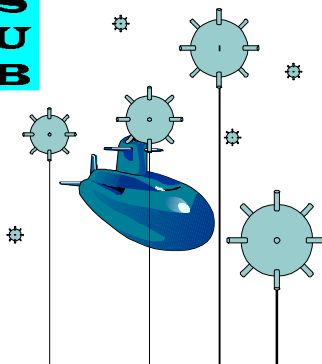
The "test blast" just revealed by another player went horribly wrong: roll dice as if the player had dropped the warhead on himself!



SPECIAL

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SPECIAL



MINE FIELD

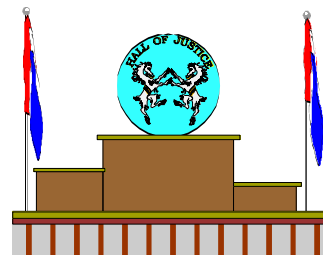
This mine field prevents any enemy submarines from patrolling your coast.



SPECIAL

H
T

SPECIAL



HIGH TREASON

Exchange your hand (excluding face-down cards, submarines, space platforms, etc) with another player's.



SPECIAL