1. B.O.B.- All bombers can move an extra space for 2 rounds
2. Sleep Comes After Death – Get +3 fuel resources from your hard working citizens this turn but -1 next turn due to their sleep deprivation from overworking.
3. Lady Gaga- She has ravaged the lands of resources for her new dress. -1 from your fuel resource roll this turn
4. WMD’s – You can accuse someone of harboring WMD’s and their tanks are immobilized this round.
5. Woodstock – Great time for all. All players draw +3 on their money roll.
6. Propane – Hank Hill is supplying all nations with propane. + 5 fuel on everyone’s fuel resource roll.
7. National Tragedy – Citizens join together in the war effort. You can produce an extra infantry unit for every 2 you buy.
8. Drought – Resources are scarce this turn. -1 off of your fuel resource roll this turn.
9. Prop 8 – A new product has been legalized and taxed. You gather +3 on your money roll this turn.
10. Training Montage – “Cause it’s the Eye of the Tiger!” Infantry are better prepared and sign up in such huge numbers that their production cost is half for 2 turns.
11. Smug – Your awesome flying units have become so smug that their smug emission cuts off their visual range and restricts their movement by -1 for a round.
12. Hard out there… - Money is tight this turn -1 on your money rolls this turn
13. Factory failure – You only produce half of units possible this turn
14. Economic Downturn – Times are really hard -3 on money rolls this turn
15. Steam Potions – Something weird was in your soldier’s daily slop and they’re unable to properly conquer. You can’t take other player territories this turn.
16. Steam Soup – Infantry are extra energized and move an extra space this turn.
17. Gears of Steam – Tanks are all spick and span and can cover an extra space this turn.
18. Tie Fighters – Your Fighter planes can cover an extra space this turn because they’re out of this world.
19. Dexter – One of your Infantry divisions has a genius who’s made a makeshift Tank! You can use it by reassigning (getting rid of) 3 Infantry units.
20. Steamrolled – Your tanks aren’t getting good traction. They move -1 space this turn.
21. I’m Rick Steam, Punk! - You get +2 on all resources this turn.
22. Looters – Civilians everywhere protest and raid! Lose -2 on your fuel rolls this turn.
23. Steam Mjolnir? – New tech has been revealed! Everyone has the option to drop 3 infantry in exchange for 1 tank on their next turn.
24. Heroes are made.. at a price – The cost of unit production drops by two this round.
25. Steam, Steam everywhere! – All units can move an extra space this round.
26. Steam Nuggets – add + 3 to your money roll this turn!