

	Name	What it Does	When to Use
A♠	Holocaust Bomb	Blows up 1 continent, 3 rounds of radiation	Anytime
A♥	I.C.B.M.	Blows up 1 country and 4 adjacent countries, 2 rounds of radiation	Anytime
A♦	Atom Bomb	Blows up 1 country and 3 adjacent countries, 2 rounds of radiation	Anytime
A♣	Kamikaze Bomb	Blows up own country and any land bordering countries, 1 round of radiation	Anytime
K♠	Neutron Bomb	Blows up 1 continent, no radiation	Anytime
K♥	Anthrax S.C.U.D.	Blows up 1 country and 2d6 armies in each of 2 adjacent countries	Anytime
K♦	Titan Missile	Blows up 1 adjacent country	Anytime
K♣	Dirty Bomb	Irradiates 1 country and all adjacent for 3 rounds	Anytime
Q♠	Evacuation	A player's countries about to be hit by a bomb may evacuate ALL armies to an adjacent owned country and fight to escape into a country owned by an opponent. No cards may be played during fight to escape.	Anytime
Q♥	Bunker	Target country gets a bunker. Bombs/missiles do ½ dmg rounded up. Bunkered armies do not lose armies from radiation and defend with 1 extra die. Bunker can be taken.	Anytime
Q♦	Radiation Suits	Targeted player's armies immune to radiation for 3 rounds (nukes kill through suit)	Anytime
Q♣	Potassium Iodide	Targeted player's armies immune to radiation effects 1 round early. Lasts 5 rounds.	Anytime
J♠	Retribution	All countries captured during turn become irradiated for 1 round	End of turn
J♥	Phony War	3 rounds with no attacks; reinforcements and strategic shifts per round	End of any turn
J♦	Ton O' Cement	Radiation ends in 1 target country	Anytime
J♣	Countermeasures	Redirects bomb or missile to any other target	Anytime
10♠	Naval Attack	Active player may attack a country with a shore line from 1 country with a shore line	Anytime
10♥	Airlift	Transport armies from 1 location to 1 other owned country	Anytime
10♦	Air Cavalry	Active player may attack from 1 country to 1 other country anywhere in the world	Anytime
10♣	Troop Movement	Active player shifts armies to 1 adjacent country of his choosing before combat	Before turn
9♠	Espionage	Look into an opponent's hand and take one card: playing or risk card	Anytime
9♥	Generator	Pick up 2 new cards	Anytime
9♦	Retrieval	Recover a card of your choosing from the discard pile	Anytime
9♣	Amnesia	Opponent must discard all playing cards they are currently holding.	Anytime
8♠	Strike Force	Active player gets 10 extra army reinforcements	Anytime
8♥	Reinforcement	Active player gets double the # of armies in any one country	Anytime
8♦	Double Production	Active player doubles his # of reinforcements	Anytime
8♣	No Production	Halts all reinforcements for 1 turn; turning in a risk card is postponed	Before turn
7♠	Edward Snowden	Lay your cards on the table for one turn so that other players see them	When drawn
7♥	Creeping Death	Kills primary target and moves to adjacent countries until stopped by 5 or 6	Anytime
7♦	Infectious Disease	Roll 2d6 for # spreads. Choose any country as origin. Destroys ½ armies. Adjacent country to spread to is chosen by currently infected country. No repeat infections.	Anytime
7♣	Radiation Zombies	2d6 x5 (min 20) zombies appear in target country and fight armies there. Zombies attack with max 2d, move until defeated, and suffer no rad effects. Move to closest country with most armies, roll for ties. 2 rounds rad where zombies are defeated.	Anytime
6♠	Iron Curtain	Protects 3 adjacent countries: no conventional attacks for 5 rounds, invasion ok	Anytime
6♥	Double Casualties	Defenders have 2x casualties except from bombs or missiles for 1 round	Anytime
6♦	Continental Defense	No land or sea attacks on any countries in 1 continent for 3 rounds	Before any turn
6♣	Storms at Sea	No attacks across water for 1 round	Anytime
5♠	Firepower	Roll 1 extra die during attacks for 1 turn	Anytime
5♥	Ambush	All ties go to the attacker for 1 turn	Anytime
5♦	Coordinated Strike	Attack with owned armies from 2 countries adjacent to targets for 1 turn	Anytime
5♣	Sneak Attack	For 1 turn each country that is attacked loses 1 army before being attacked (cannot lose last army)	Anytime
4♠	Revolution	Take over opponent's armies in any 1 country	Anytime
4♥	Blind Rage	2 adjacent countries attack each other 2d6 times	Anytime
4♦	Starvation	Targeted country's armies evenly scatter from one country to adjacent owned countries. If no adjacent owned countries exist, armies die.	Anytime
4♣	Ceasefire	Targeted player's attack phase ends	Anytime
3♠	Treaty	Opponent may not attack you for 1 round	Anytime
3♥	Landlock	Armies in one country cannot move for 1 round	Anytime
3♦	Retreat	Targeted player must move all but 1 army to adjacent country	Anytime
3♣	Economic Depression	3 adjacent countries cannot be reinforced by targeted player for 2 rounds	Anytime
2♠	Spont. Combustion	Roll 1d6 18 times: roll a 4, 5, 6 = 1 army lost	Anytime
2♥	Meteor Shower	Hits prime target on 1, 2, 3 or adjacent on 4, 5, 6: roll 3 dice for losses	Anytime
2♦	Time Warp	It becomes your turn. Afterwards, play resumes where it left off. Any cards played with lasting effects are synced to the player whose turn it is when play resumes.	End of any turn
2♣	Time Reverse	The order of play is reversed	End of any turn

Rules: At the beginning of the game, after each player has placed his initial armies, each player receives 3 playing cards. A player receives an extra card at the end of his turn for every country he has taken over past the first one (cards for 2 or more countries taken). Countries connected by lines are considered adjacent. Moving into an irradiated country costs 1 army. Occupying an irradiated country costs 1 army per round. When cards cause radiation in a country w/ no losses from bombs in that country, additional radiation casualties are immediately taken. When attacking from radiation players attack with 1 less die. When defending from radiation players defend with 1 less die. Radiation does not stack, if a radioactive country is bombed again the longest duration wins. All other rules of Risk apply.

Cards are grouped into themes:

- Aces and Kings are bombs/missiles.
- The Queens are soft counters to bombs/radiation.
- The Jacks are hard counters.
- The 10s are movement based buffs.
- The 9s are things that happen to the playing cards.
- The 8s are reinforcement related.
- The 7s are double-edged swords.
- The 6s are cards that affect all players the same, though some might gain an advantage depending on how the cards are used.
- The 5s are buffs for the attacker.
- The 4s and 3s are debuffs to interfere with opponents.
- 2s are Acts of God.