


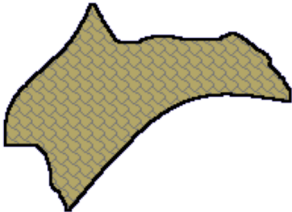

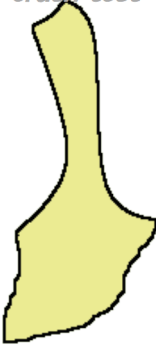
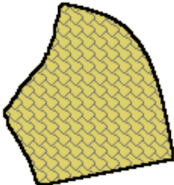
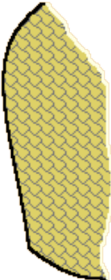
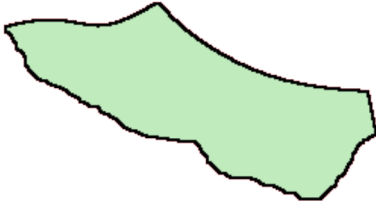


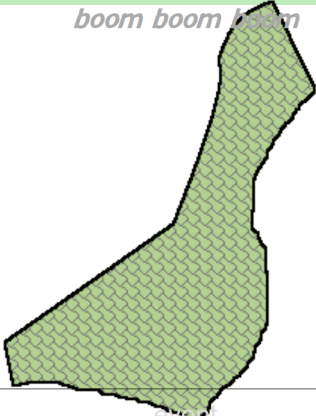

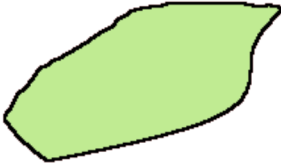

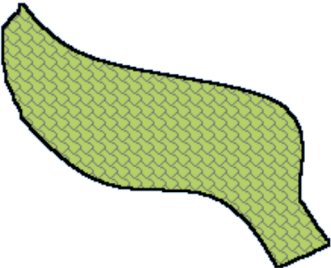


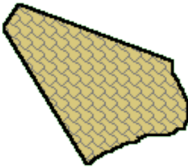


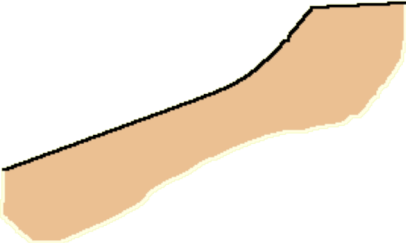




<div>Bioweapon</div> <div><i>maximizer</i></div> <div></div> <div><div>-event-</div><div>Rough seas</div><div>Armies moving by sea lose 1/2 units, rounded down</div></div>	<div>Bioweapon</div> <div><i>AACS</i></div> <div></div> <div><div>-event-</div><div>Reinforce</div><div>All players gain 2 units</div></div>	<div>Bioweapon</div> <div><i>midify</i></div> <div></div> <div><div>-event-</div><div>Reinforce</div><div>All players gain 2 units</div></div>
<div>Bioweapon</div> <div><i>frequency</i></div> <div></div> <div><div>-event-</div><div>Reinforce</div><div>All players gain 2 units</div></div>	<div>Wildstyle</div> <div><i>timeless</i></div> <div></div> <div><div>-event-</div><div>Reinforce+</div><div>All players gain 4 units</div></div>	<div>Wildstyle</div> <div><i>crash test</i></div> <div></div> <div><div>-event-</div><div>Reinforce++</div><div>All players gain 4 units</div></div>
<div>Wildstyle</div> <div><i>world of madness</i></div> <div></div> <div><div>-event-</div><div>Scrap-up</div><div>All players gain 2 scrap</div></div>	<div>Wildstyle</div> <div><i>earth meets water</i></div> <div></div> <div><div>-event-</div><div>Scrap-up</div><div>All players gain 2 scrap</div></div>	<div>TOT</div> <div><i>DLMD</i></div> <div></div> <div><div>-event-</div><div>Scrap-up+</div><div>All players gain 4 scrap</div></div>

<div>TOT</div> <div>2002</div> <div></div> <div><div>-event-</div><div>Dust Storm</div><div>Armies moving by land lose 1 unit</div></div>	<div>TOT</div> <div>electricity</div> <div></div> <div><div>-event-</div><div>Factory Failure</div><div>Factories do not produce</div></div>	<div>TOT</div> <div>boom boom boom</div> <div></div> <div><div>-event-</div><div>Remnant virus</div><div>Remnants get -1 on all rolls</div></div>
<div>Noisecontrol</div> <div>so high</div> <div></div> <div><div>-event-</div><div>Crash: Frontline</div><div>All areas in Frontline lose 1 troop</div></div>	<div>Noisecontrol</div> <div>shriek</div> <div></div> <div><div>-event-</div><div>Crash: Wildstyle</div><div>All areas in Wildstyle lose 1 troop</div></div>	<div>Noisecontrol</div> <div>dissonance</div> <div></div> <div><div>-event-</div><div>Crash: T&T</div><div>All areas in T&T lose 1 troop</div></div>
<div>Noisecontrol</div> <div>down down</div> <div></div> <div><div>-event-</div><div>Crash: Bioweapon</div><div>All areas in Bioweapon lose 1 troop</div></div>	<div>Frontline</div> <div>dreams and wonder</div> <div></div> <div><div>-event-</div><div>Tsunami</div><div>Areas with a beach lose 1 troop</div></div>	<div>Frontline</div> <div>curiosity</div> <div></div> <div><div>-event-</div><div>Quake</div><div>Areas with rough terrain lose 1 troop</div></div>

<div>Frontline</div> <div><i>hajos</i></div> <div></div> <div><div>-event-</div><div>Crash: Noisecontrol</div><div>All areas in Noisecontrol lose 1 troop</div></div>	<div>Frontline</div> <div><i>melodyman</i></div> <div></div> <div><div>-event-</div><div>Remnant virtue</div><div>Remnants get +1 on all rolls</div></div>	<div>Headhunter</div> <div><i>psychedelic</i></div> <div></div> <div><div>-event-</div><div>Crash: Headhunter</div><div>All areas in Headhunter lose 1 troop</div></div>
<div>Headhunter</div> <div><i>digwave</i></div> <div></div> <div><div>-event-</div><div>Sea Storm</div><div>Ports can not be used</div></div>	<div>Headhunter</div> <div><i>united one</i></div> <div></div> <div><div>-event-</div><div>ICBM malfunction</div><div>ICBM can not be fired this turn</div></div>	<div>Headhunter</div> <div><i>colors</i></div> <div></div> <div><div>-event-</div><div>Lightning Storm</div><div>Armies over 8 in size lose all troops over 8</div></div>