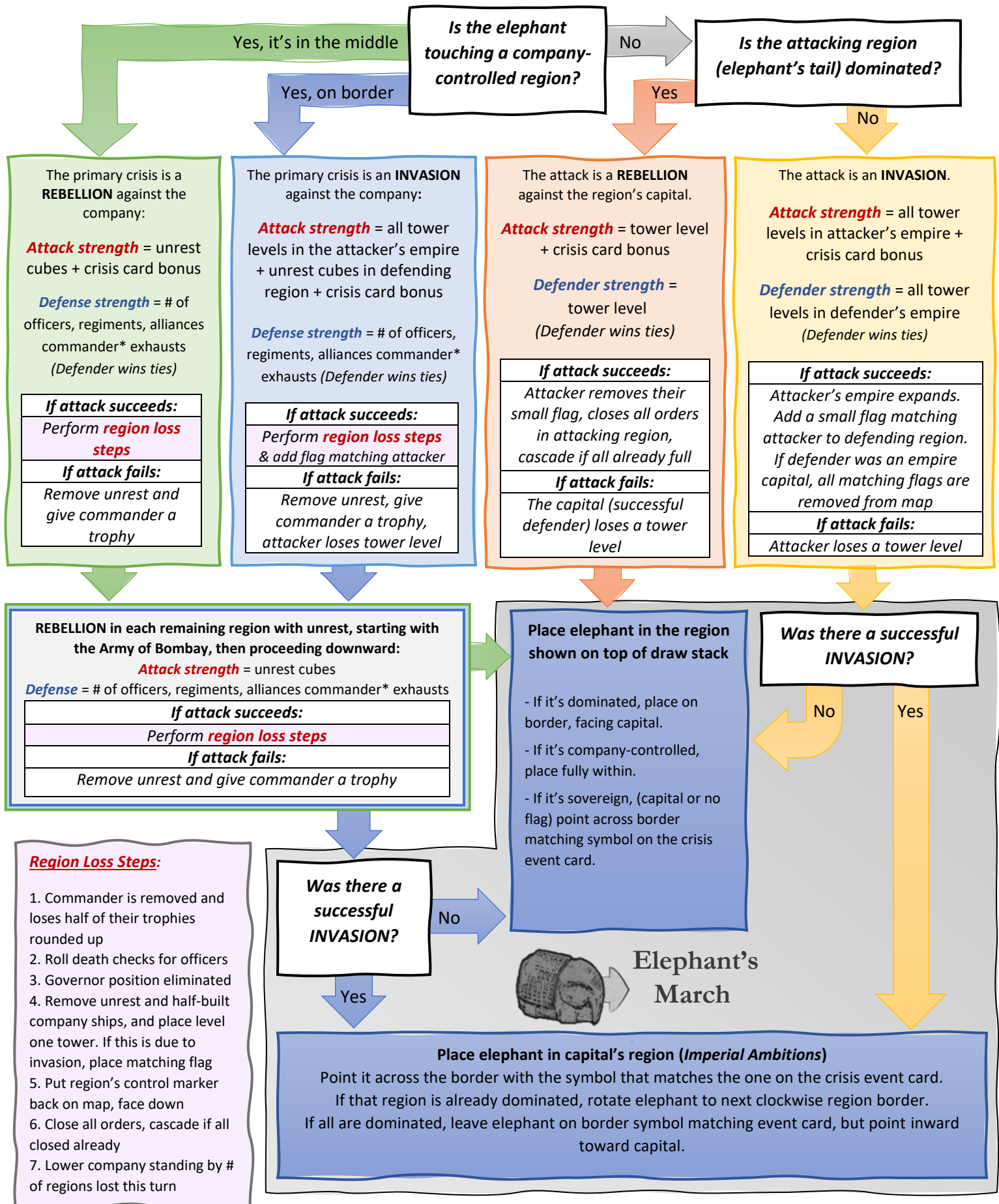


CRISIS EVENT



*if commander is vacant, Military Affairs acts. If MA also vacant, Chairman acts. Neither MA nor Chairman will lose/gain trophies.