

Group 3 (describe your own): Make up your own interesting feature.

Each territory has a “civilization value”, affected by how many attacks have been taken.

In each turn, every player has a chance to draw a special card that allows them to perform a special action. Drawing a card will cost their civilization value. There are 6 types of new actions in total. There is a different weight associated with each of them, determining the likelihood of drawing that particular skill. The skill cards (or none) and their respective weights are as follows:

1. **Nothing is drawn** (Weight: 0.29): This option signifies that no skill card is drawn
2. **Paratroopers** (Weight: 0.2): This skill enables players to launch a team of paratroopers at a "remote" territory, limited by the costs associated with the attack.
3. **Nuclear Weapon** (Weight: 0.01): With this powerful skill, players can directly invade and occupy a territory of their choice. Upon successfully utilizing this skill, all units present in the targeted territory are eliminated, and the ownership of the territory is modified.
4. **Defense Infrastructure** (Weight: 0.1): This skill allows players to modify the attack/defense costs associated with a territory.
5. **Super Shield** of a Territory (Weight: 0.2): By utilizing this skill, players can enhance the defense capabilities of a specific territory so that no enemy can occupy this territory for one turn.
6. **Eliminate Fog** of an Arbitrary Territory (Weight: 0.1): This skill grants players the ability to remove the fog of war from a chosen territory for a single turn.
7. **Gap Generator** (Weight: 0.1): This skill makes a territory hidden from seeing by enemies even when an enemy has a spy on it.