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.

There are 6 extra skills that players can potentially perform by drawing a card, costing their civilization value. Each option has a different weight

* Nothing is drawn 0.29
* Missile that can attack “remote” territories (limited by costs) 0.2
  + missile -> unit
* Nuclear weapon: directly “invade/occupy” a territory 0.01
  + eliminate all units on the territory, modify owner
* Defense infrastructure - change the attack/defense cost 0.1
  + add field to territory
* Absolute defense of a Territory 0.2
  + add field to territory, enabled this turn
* Eliminate fog of an arbitrary territory for one turn 0.1
  + add field: Set<Integer> visibleToPlayers
* Gap Generator: It can make a territory hidden from enemies even when an enemy has a spy on it, protecting your own territory 0.1
  + add field

add civilization value to territory