



## POLAND

### WINGED HUSSARS 🐾🐴

ATTACK TWICE. ADD +3 TO YOUR DICE ROLL IF POLAND HAS ALLY COUNTRYBALLS. ⚡ >=14 EACH

### WARSAW, RISE! 🏰

REMOVE ALL SKULL MARKERS 💀 FROM POLAND. ⚡ >=6

### CAN INTO SPACE 🛸 X7 🚀 X7

BUILD A ROCKET, GO INTO SPACE AND AUTOMATICALLY WIN.



## ROMANIA

### DRACULA'S DUES 🐾 💎

ATTACK ONCE. IF YOU SUCCEED, HEAL ROMANIA BY REMOVING A SKULL MARKER 💀. ⚡ >=14

### TRANSYLVANIAN FORT 💎

PLACE A ROMANIAN FORT IN FRONT OF ANY COUNTRYBALL WITHOUT A FORT, BLOCKING THE NEXT SUCCESSFUL ATTACK ON IT.



## CANADA

### MAPLE SYRUP TRICK 🐾

STUN AN ENEMY COUNTRYBALL WITHOUT ACTUALLY ADDING A SKULL MARKER 💀. ⚡ >=7

### SLAPSHOT BARRAGE 🏆 🛈

CONSECUTIVELY ATTACK AS MANY COUNTRYBALLS AS YOU WANT UNTIL YOU MISS. ⚡ >=11 EACH

### MOUNTIE PATROL 🐾

PLAY ONLY WHEN AN ENEMY IS ABOUT TO ATTACK CANADA. REDUCE THEIR DICE ROLL BY 5.



## FRANCE

### TOUR DE FORCE 🐾 💎

ATTACK AN ENEMY COUNTRYBALL. CAN ONLY BE USED ONCE PER TURN. ⚡ >=4

### BAGUETTE BAKERY 🍞

HEAL A COUNTRYBALL BY REMOVING ONE SKULL MARKER 💀 FROM IT. ⚡ >=8

### LA GRANDE ARMÉE 🏴

GAIN +1 HORSE AT THE START OF YOUR TURN IF FRANCE HAS NO SKULL MARKERS 💀.





### SWEDEN

**LION OF THE NORTH** 🏴‍☠️🐴  
ATTACK A COUNTRYBALL. IF YOU SUCCEED, STEAL ONE RESOURCE FROM THE TARGET. ⚡>=10

**VIKING RAID** 📦  
DESTROY AN ENEMY SPECIAL CARD. ⚡>=8

**NORDIC STEEL** 💰  
IF YOU START YOUR TURN WITH NO RESOURCES, GAIN 1 IRON.



### UNITED STATES

**SPECIAL FORCES** 🛡️🪵  
ATTACK UP TO TWO DIFFERENT COUNTRYBALLS. ⚡>=12 EACH

**EMBARGO ACT** 🪵  
STEAL A RESOURCE CARD FROM A PLAYER. CAN BE DONE ONCE PER TURN.

**PROJECT MANHATTAN** 🪵 x5 💰  
COMPLETELY ELIMINATE A COUNTRYBALL. ⚡>=10



### MEXICO

**LUCHADOR SLAM** 🏴‍☠️💰  
ATTACK ALL ENEMY COUNTRYBALLS AT ONCE. ⚡>=16

**FIESTA TIME** 💰  
INCREASE ALL DICE ROLLS THIS TURN BY +4. ADD A SKULL MARKER💀 ON MEXICO (BUT NO STUN). CANNOT BE STACKED.

**SIESTA TIME**  
REMOVE ALL SKULL MARKERS FROM MEXICO. MUST BE THE ONLY ABILITY USED THIS TURN.



### CHINA

**ART OF KUNG FU** 💰📦💰  
ATTACK A COUNTRYBALL. ADD +3 TO YOUR ROLL FOR EACH SKULL MARKER💀 THE COUNTRYBALL ALREADY HAS. ⚡>=12

**MADE IN CHINA** 🪵🪵🪵  
PLACE A CHINESE FACTORY NEAR YOUR CARDS. GAIN +1 IRON AT THE START OF YOUR TURN IF YOU HAVE A FACTORY. YOU CAN HAVE UP TO TWO FACTORIES AT A TIME.





## GERMANY

**AUFTRAGSTAKTIK** 🏴  
MAKE ONE ATTACK AGAINST EACH ENEMY COUNTRYBALL. ⚡>=14 EACH

**ARMY DRILL** 🎉  
INCREASE ALL YOUR DICE ROLLS THIS TURN BY +2. CANNOT BE STACKED.

**STURMTRUPPEN** 🐾  
PLAY ONLY WHEN AN ENEMY ATTACKS ONE OF YOUR COUNTRYBALLS. IMMEDIATELY COUNTER-ATTACK THAT ATTACKER.  
⚡>=13



## RUSSIA

**MASS OFFENSIVE** 📦  
ATTACK UP TO 5 TIMES.  
⚡>=17 EACH

**RUSSIAN WINTER** 🍃  
PLAY ONLY WHEN AN ENEMY IS ABOUT TO ATTACK ONE OF YOUR COUNTRYBALLS. REDUCE THEIR ROLL BY 4.

**ATTERO DOMINATUS**  
USE ALL REMAINING RESOURCES AND COINS TO ATTACK. ⚡>=5



## MONGOLIA

**HORSE ARCHERS** 🐾  
ATTACK A COUNTRYBALL. ⚡>=10

**MONGOL YAMS** 🍅反腐  
PLACE A MONGOL YAM NEAR YOUR CARDS. GAIN +1 HORSE AT THE START OF YOUR TURN IF YOU HAVE A YAM. YOU CAN HAVE ONLY ONE YAM AT A TIME.

**SUBJUGUTION TRIBUTE** 🎁  
AT THE START OF YOUR TURN STEAL ONE COIN 🍉 FROM THE ENEMY FOR EACH SKULL MARKER 💀 THEY HAVE IN TOTAL.



## TÜRKİYE

**CAVALRY CHARGE** 🐾  
ATTACK AN ENEMY COUNTRYBALL. IF YOU ELIMINATE IT, GAIN ALL ENEMY'S RESOURCES. ⚡>=10

**OTTOMAN SIEGE** 🏰  
PLACE THE SIEGE CARD ON A TARGET COUNTRYBALL, STUNNING IT UNTIL TÜRKİYE IS STUNNED. ONLY ONE CARD CAN BE SIEGED AT A TIME.





## ITALY

**CONDOTTIERI BANDS** 🏴  
HIRE MERCENARIES TO ATTACK A COUNTRYBALL. CAN BE USED EVEN WHEN STUNNED. ⚙>=8

### PIZZA PARTY

UNSTUN ALL YOUR COUNTRYBALLS. CAN BE USED EVEN WHEN STUNNED.

### ALL THE ROADS

UPON ELIMINATING A COUNTRYBALL WITH ITALY, DISCARD ITALY AND SPAWN THE ROMAN EMPIRE.



## JAPAN

**WAY OF THE SAMURAI** 🏴  
ATTACK AN ENEMY COUNTRYBALL. ADD +5 TO YOUR DICE ROLL IF THE TARGET HAS NO SKULL MARKERS. ⚙>=14

### KAMIKAZE

ATTACK AN ENEMY COUNTRYBALL AND YOURSELF. CAN'T MISS.

### BUSHIDO CODE

JAPAN CAN'T GET STUNNED EXCEPT WHEN USING KAMIKAZE.



## UNITED NATIONS

### BLUE HELMETS

PLACE THE UN IN FRONT OF YOUR COUNTRYBALLS. UNTIL THE UN IS ELIMINATED, THE ENEMY CAN'T ATTACK ANY OTHER COUNTRYBALLS YOU HAVE.

### MEDICAL CONVOY

REMOVE 1 SKULL MARKER FROM A COUNTRYBALL. CAN BE USED ONCE PER TURN.

### PEACEKEEPING

THE UN CANNOT GET STUNNED.



## AUSTRALIA

### KANGAROO KICK

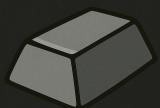
ATTACK A COUNTRYBALL. ⚙>=8

### LAND DOWN UNDER

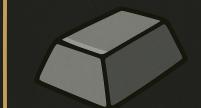
SUPPLY AUSTRALIAN TROOPS. INCREASE YOUR NEXT DICE ROLL THIS TURN FOR AN ATTACK ABILITY BY +3. CANNOT BE STACKED.

### VEGEMITE RATIONS

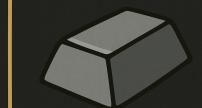
IF YOU HAVE NO GRAIN AT THE START OF YOUR TURN, GET 1 GRAIN.



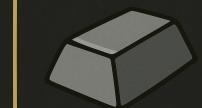
IRON



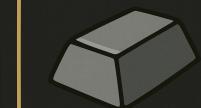
IRON



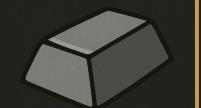
IRON



IRON



IRON



IRON



## UNITED KINGDOM

### RULE BRITANNIA

ATTACK A COUNTRYBALL. IF YOU SUCCEED, STEAL UP TO 1 STEEL FROM THE DEFENDER. ⚒>=11

### ROYAL NAVY

PLACE THE BRITISH NAVY IN FRONT OF A CHOSEN COUNTRYBALL, BLOCKING THE NEXT SUCCESSFUL ATTACK ON IT. THE NAVY CAN BE AT ONE PLACE AT A TIME.

IF THE BRITISH NAVY EXISTS ON THE START OF YOUR TURN, GAIN 1 COIN.



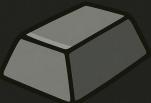
## UKRAINE

### COSSACK CHARGE

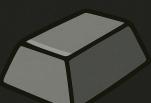
ATTACK A COUNTRYBALL. CAN BE USED ONCE PER TURN. ⚒>=10

### BREADBASKET

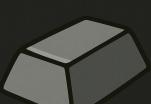
PLACE A UKRAINIAN WHEAT FIELD NEAR YOUR CARDS. GAIN +1 GRAIN AT THE START OF YOUR TURN IF YOU HAVE A WHEAT FIELD. YOU CAN HAVE ONLY ONE WHEAT FIELD AT A TIME.



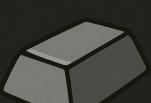
IRON



IRON



IRON



IRON



## NETHERLANDS

### BICYCLE INFANTRY

ATTACK A COUNTRYBALL. ⚒>=14

### MERCHANT REPUBLIC

PLACE A DUTCH TRADE OUTPOST NEXT TO A CHOSEN ENEMY CARD. EACH TIME YOU SUCCESSFULLY ATTACK THAT CARD, GAIN 4 COINS. YOU CAN HAVE ONLY ONE TRADE OUTPOST AT A TIME.



## ROMAN EMPIRE

### ROMAN LEGIONS

SEND YOUR LEGIONS TO ATTACK A COUNTRYBALL. CAN BE USED EVEN WHEN STUNNED. ⚒>=5

### PANEM ET CIRCENSES

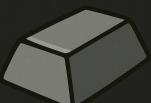
UNSTUN ALL YOUR COUNTRYBALLS.

### ROMA VICTRIX

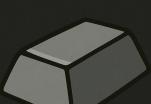
THE ROMAN EMPIRE CANNOT GET STUNNED.



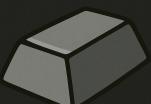
IRON



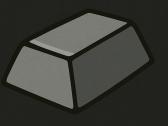
IRON



IRON



IRON



IRON



OIL



OIL



OIL



OIL



OIL



