









## 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.



## UNITED STATES

### MILITARY OPERATION 🗡️ 🗡️

ATTACK UP TO TWO DIFFERENT COUNTRYBALLS. 🎲 >=12 EACH

**EMBARGO ACT** 🗡️  
STEAL A RESOURCE CARD FROM A PLAYER. 🎲 >=11

**PROJECT MANHATTAN** 🗡️ x5 🗡️  
COMPLETELY ELIMINATE A COUNTRYBALL. 🎲 >=15



## TÜRKIYE

**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 TÜRKIYE 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** 🏰  
REMOVE THE STUN EFFECT FROM ALL YOUR OTHER COUNTRYBALLS (UNLESS THE STUN IS DUE TO A SPECIAL EFFECT).

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





## FRANCE

### TOUR DE FORCE 🐎 🎲

ATTACK AN ENEMY COUNTRYBALL.  
CAN ONLY BE USED ONCE PER  
TURN. CANNOT MISS.

### BAGUETTE BAKERY 🥖

HEAL A COUNTRYBALL BY  
REMOVING ONE SKULL MARKER 📴  
FROM IT. 🎲 >=8

### GRANDE ARMÉE

GAIN +1 HORSE AT THE START  
OF YOUR TURN IF YOU HAVE NO  
SKULL MARKERS 📴.



## 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  
TO ATTACK. AFTER THE ATTACK,  
YOUR TURN ENDS. 🎲 >=11



## 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 2  
COINS 🪙. YOU CAN HAVE ONLY ONE  
TRADE OUTPOST AT A TIME.

### DUTCH WATERLINE 🐎

PLAY ONLY WHEN AN ENEMY IS  
ABOUT TO ATTACK NETHERLANDS.  
REDUCE THEIR ROLL BY 6.



## ROMAN EMPIRE

### ROMAN LEGIONS 🐎 🎲

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

### PANEM ET CIRCENSES 🏰

REMOVE THE STUN EFFECT FROM  
ALL YOUR OTHER COUNTRYBALLS  
(UNLESS THE STUN IS DUE TO  
A SPECIAL EFFECT).



## 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. 🎲 >=6



## UNITED KINGDOM

### RULE BRITANNIA 🏰🏰

ATTACK A COUNTRYBALL. IF YOU SUCCEED, STEAL UP TO 1 STEEL FROM THE DEFENDER. 🎲 >=8

### 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 🪙.



## 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



## 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 ONLY ONE FACTORY AT A TIME.



## MEXICO

### LUCHADOR SLAM 🐎 🎲

ATTACK ALL ENEMY COUNTRYBALLS AT ONCE. 🎲  $\geq 16$

### FIESTA TIME

INCREASE ALL DICE ROLLS THIS TURN BY +5. 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.



## MONGOLIA

### HORSE ARCHERS 🐎 🐎

ATTACK A COUNTRYBALL. 🎲  $\geq 10$

### MONGOL YAMS 🍷 🍷 🎲

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 TOTAL.





## 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.



## SWITZERLAND

### SWISS GUARD 🏹🏹🏹

ATTACK ONCE. CAN ONLY ATTACK A COUNTRYBALL WITH SKULL MARKER(S). 🧟 ⚔️ >=13

### BANK INVESTMENT 🏦🏦🏹🏹

PLACE A SWISS BANK NEXT TO YOUR CARDS. GAIN +3 COINS 🏹 AT THE START OF YOUR TURN IF YOU HAVE A BANK AND SWITZERLAND IS NOT STUNNED. YOU CAN HAVE ONLY ONE BANK AT A TIME. WHILE YOU HAVE A BANK, GET 4 COINS 🏹 EACH TIME SWITZERLAND GETS STUNNED.



## UNITED NATIONS

### BLUE HELMETS 🏠

PLACE THE UN IN FRONT OF YOUR COUNTRYBALLS UNTIL YOUR NEXT TURN. DURING THIS TIME, THE ENEMY CAN ONLY ATTACK THE UN UNTIL IT'S ELIMINATED.

### MEDICAL CONVOY 🏠

REMOVE 1 SKULL MARKER 🧟 FROM A COUNTRYBALL. END YOUR TURN.

### PEACEKEEPING

UNITED NATIONS IS ELIMINATED AFTER GETTING 5 SKULL MARKERS 🧟 INSTEAD OF 3.



## 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.