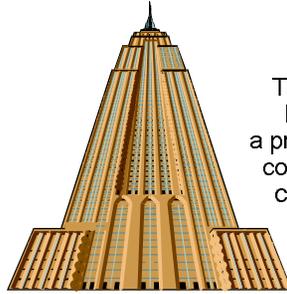




ASGUARD

The power to recruit the fallen.
Any time (except during Final Retaliation) you kill another country's population by any means, you get to add 1 million of the killed to your own population.

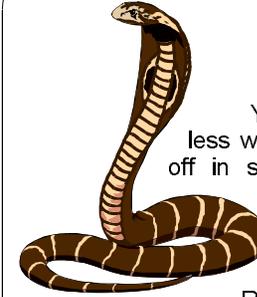
COUNTRY



BABEL

The power to argue.
Every time someone plays a propaganda on you, you may counter with a propaganda card of your own, reducing their propaganda's effect accordingly.

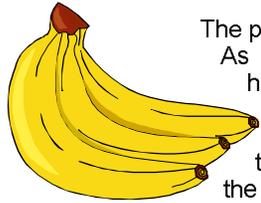
COUNTRY



BAGMAD

The power to terrorize.
You can turn up a 20 megaton or less warhead during peace and set it off in someone else's country. The warhead cannot be sabotaged or intercepted; roll dice normally. This cannot start war, but could trigger Final Retaliation.

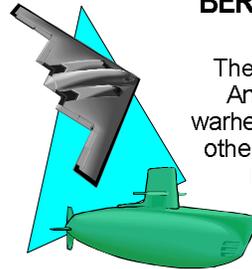
COUNTRY



BANANALAND

The power of Red Tape.
As part of your turn, you may have 2 million of your population flee for another country (never the same twice in a row). This causes the recipient country to lose a turn assimilating the refugees.

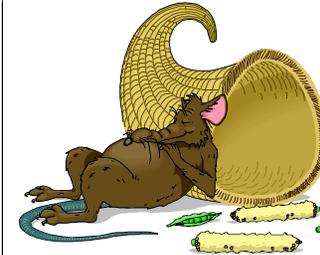
COUNTRY



BERMUDA TRIANGLAND

The power to confuse attackers.
Any time someone sends a warhead against you by any means other than the atomic cannon or a missile, there is a 1 in 6 chance that it will miss its target entirely (and be treated as a dud).

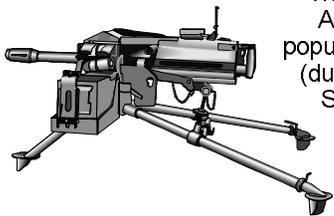
COUNTRY



CORNUCOPIA

The power of plenty.
You play with one more card than everybody else (ten instead of nine).

COUNTRY



DEATHSCHLAND

The power of denial.
Any time your population tries to leave (due to Propaganda, Secrets, etc), you shoot the traitors instead!

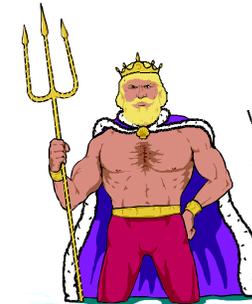
COUNTRY



DETRITUSSIA

The power to scavenge.
Instead of drawing from the normal deck, you may draw the last discard instead (no more than one; any other cards you may be entitled to must be drawn normally; spent delivery systems are discarded last warhead on top).

COUNTRY



GREAT BIGLAND

The power to rule the waves.
Once per turn, as part of your turn, you may burn a propaganda card to spy out a submarine at sea belonging to any other player.

COUNTRY