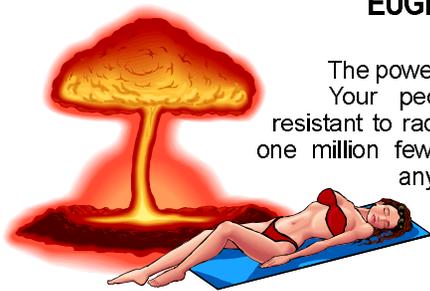




BASHNIA

The power to fight.
 Instead of drawing and playing a normal turn, you may launch an infantry attack on either of your two immediate neighbors.
 You lose a die minus one million population, he loses a die plus one (or his Atomic Cannon should you choose to attack it instead).

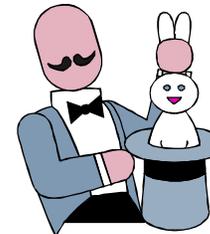
COUNTRY



EUGENIA

The power of good genes.
 Your people are highly resistant to radiation. You lose one million fewer population to any warhead blast.

COUNTRY



FOOLJA

The power of sleight of hand.
 Instead of drawing from the deck, you may draw any bomber or missile you have on your launchpad back into your hand.

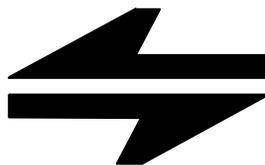
COUNTRY



LITIGATION LAND

The power to sue.
 Instead of drawing and playing normally, you may sue any player that attacked you in any way during the turn.
 As a result of the litigation, he misses his next turn and there is a 50% chance you get 2 million of his population as a court settlement.

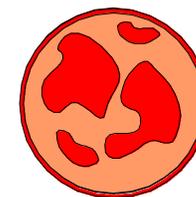
COUNTRY



MAGPIE

The power to swap.
 At the beginning of your turn, you may swap country cards with any other player (except one who traded you Magpie on his last turn).

COUNTRY



MARS COLONY

The power of distance.
 You are out of reach of submarines, atomic cannons, bombers, Bashnia and the Leaky Border.
 Neither can you use any of those.
 SuperVirus and the Cobalt Bomb skip right over you.

COUNTRY



MIZZOU

The power of disbelief.
 All propaganda played on you is at half effectiveness (rounding up).

COUNTRY



RECYCLELAND

The power to recycle.
 Any time a player drops a dud on you or runs out of fuel over your country, you can recover the cards and put them in your hand (discarding back down to your normal complement).

COUNTRY



UFORIA

The power to overload.
 You can pack up to twice the normal warhead size into any one of your missiles (not bombers, submarines, etc). If you do so, however, you must roll the dice twice. If any clouds come up, keep the worst result. Otherwise, add the effects!

COUNTRY