

Sequence of Play

1. Revolts
2. Receive Trade Blocks & Rotate First Player
3. Actions

Movement Die Rolls

Roll when making a Military attack:
Mountain/Straits: ≥ 2
By Sea: ≥ 4 (+1 if using sea lane, +1 if attacking from friendly-controlled).

Scoring Summary

- **Control of an Area:** Area Value
- **Most Trade Blocks in Area:** 1/2 (FRD) of Area Value.
- **Foreign Trade Blocks in Warehouse:** 1VP per block. Return blocks.
- **Army Cards in Hand/on Display:** negative VP equal to circled value.

Action Summary

1. **Attack a Province/Sea Area (Military):** See chart.
2. **Attack a Province/Sea Area (Diplomacy):** Neutral: spend two trade blocks, roll a 2+ to take control (or one block and no roll w/Diplomat). Enemy: Diplomat only. Roll 6+ to remove an enemy control disc, with a +1 per trade block spent (up to 3). If the province/sea area becomes neutral, place a friendly control disc.
3. **Recruit an available Army card:** Optionally spend one trade block from your warehouse to discard all face-up cards (once), then select one card and add it to your display (if a Leader, Engineer, Diplomat, Merchant) or hand.
4. **Discard a Card:** Discard a card from your hand (not from your display).
5. **Fortify:** Spend four trade blocks (two w/Engineer) from your warehouse to place a fortification (black disk) to a friendly-controlled province.
6. **Place Trade Block:** Place two trade blocks (+1 per Merchant) from your warehouse into a region/sea area with or adjacent to a friendly trade block or control disc. Displace a trade block (when area is full) on a die roll of 5+.
7. **Place Control Disc:** Place an additional control discs into any friendly-controlled province.

Special Card Summary

Military Leader: May play one card out of sequence during Combat. May choose to Ambush an attacker, resulting in *all* Skirmishers (Foot Skirmishers, Archers, Light Horse) receiving a +1 die roll modifier.

Engineer: Reduces the cost of building a fortification to two trade blocks. Artillery gets a +1 die roll modifier and Siege Towers get +1.

Diplomat: Improves diplomatic attacks against Neutrals and allows diplomatic attacks against enemy-controlled territories.

Merchant: Increases the number of trade blocks that can be played in the Place Trade Block action by one per merchant. Increases the number of trade blocks received in phase 2 by one per Merchant. Receive a +1 for each Merchant when attempting to displace an opponent's trade block.

Battle Summary

Type	Condition	Army Order	Special
Neutral	No control in target zone	N/A	No battle; roll 3+ to capture.
Standard	None	Fast - Slow	
Ambush	Defender has Leader (Defender's option)	Fast - Slow	Select cards before defender Ambush option. +1 DRM for Skirmishers, Archers, and Light Horse.
Siege	Defender has Fortification	N/A	Play only 3 rounds. Ambush N/A. Mounted units N/A. Artillery hits on 5-6. Engineer takes control of Fortification after victory.
Sea	Sea Area	N/A	Any Galleys plus one Sword/Spear, one Foot Skirmisher/Archer, and one Artillery. All targets are "Galley" for Artillery.

NOTE: Slow units are SWORD, PIKE, SPEAR, WARBAND. Skirmishers are FOOT SKIRMISHERS, ARCHERS, AND LIGHT HORSE.

ROUT: When all three markers are on one side or the other, a rout occurs. If Defender is Routed, Attacker receives an additional action (1/action max). If Attacker is routed, Defender receives 2 trade cubes from attacker's warehouse, if available.