Mighty Kingdoms

Summer - repeat for 6 months

	Phase	Effect
A	Give Orders	Move, Defend, Raze, Regroup
B	Order Resolution	As above
C	Battle	Where more than one Kingdom has armies in a tile a battle occurs
D	Reform	Lay down if you crossed terrain. Take control where you're the only Kingdom in tile. Set new player order

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Mighty Kingdoms

Winter

	Phase	Effect
A	Recall armies	Trace line of supply back to Capital or be destroyed
B	Gather resources	Villages = Food, Cities = Gold
C	Spend resources	Tithe: Give away a resource. Build settlements. Recruit armies - 1 per Fortress. Feed armies - 1 food each
D	Deploy armies	Placed in settlements connected to Capital. Max: 1 per village, 2 per city, 3 per fortress

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