

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 |

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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