Grand Board

* Each player gets 1 turn split into 3 phases
  + **Resource gathering/placement (name?)**
    - Player gains **X** amount of units
      * Dependent on regions held + base amount
        + Ex: 3 (base) + 5 (region bonuses) = 8 total units
    - Player can place any number of available soldiers in any owned provinces
      * All in one province, one in all provinces, etc
  + **Movement**
    - Player can make **X** amount of move commands
      * Moves soldiers from one province to another
        + Owned-to-owned
        + Owned-to-enemy
  + **Battle**
    - If the player moved any soldiers into enemy territory, battle triggers
      * Play transfers to the battle board/screen
* Turn is over when all battles are resolved
* Moves on to next player

Battle Board

* When a province has two opposing armies present in it, a battle is triggered
* Opposing players take turns issuing orders to their units on the board
  + Turn ends when all present units have acted
  + The attacking player (the one who moved soldiers into the region/the one who doesn’t own the territory) goes first
  + Either player can choose to flee on their turn
    - If the attacker flees, the defender wins and keeps their territory
    - If the defender wins, the attacker wins and takes the territory
    - **[How to deal with left-over units]**
      * Remaining units return to player’s unit pool, or
      * Remaining units get redistributed to adjacent friendly territory (men running away)
        + Randomly distributed? Player choice?
* The battle ends when:
  + One side has run out of units
  + One side decides to flee the battle
* The winner gains or retains control of the region the battle took place in