Grand Board

* Each player gets 1 turn split into 3 phases
  + **Unit gathering & placement**
    - Player gains a number of units at the start of the phase
      * Dependent on regions held + base amount
        + Ex: 3 (base) + 5 (region bonuses) = 8 total units
    - Player can place any number of available units in any owned provinces
      * All in one province, one in all provinces, etc.
  + **Movement**
    - Player can make any amount of movement commands on their units
      * Moves soldiers from one province to another
        + Owned-to-owned
        + Owned-to-enemy
      * Note: All controlled territory must have at least one unit present on it at all times. This means that a player can move at most n-1 units out of a territory, where n = # of units present on that territory.
  + **Battle**
    - If the player moved any soldiers into enemy territory, battle triggers
      * Play transfers to the battle board
* 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 flees, 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
* Once that battle is resolved, the game moves on to the next battle, if one exists. If no other battles need to be resolved, then play returns to the grand board and the next turn begins