

RESOURCES (spending units - military, research, culture)

Resources can be spent for:

1. **Culture** - advance standing with any space
2. **Trade** - exchange resources with spaces adjacent to spaces you control based on cultural level or trade between players freely
3. **Recruit**
 - a. Military units - spend military resources in the military phase
 - b. Research units - spend research resources in the investment phase
4. **Move Troops** (in the military phase)
5. **Fund Research** - spend research resources to increase technology track *up to* the number of researchers you have
6. **Victory Points** - spend 1 of each resource type *per tile you control* to gain 1 victory point

TILE

- Produces at most two resource types, one more than the other
- Players determine the production allocation of a tile to produce corresponding amounts of resources (x tech multiplier)
- Neutral tiles always produce at the middle allocation and use the level of advancement multiplier

ROUND

1. **Pay** - put resources in bank equal to upkeep costs of military and research units
 - a. If not enough resources to pay costs, layoff $\frac{1}{2}$ corresponding units (rounded up) per deficit
 - b. Move one space on “egalitarian” track
2. **Military Phase** - spend resources on military actions until all players pass
3. **Harvest** - collect resources based on control (move resources from board to player mat)
4. **Investment Phase** - spend resources on investment actions until all players pass
5. **Resolve Military** - military units occupying same spaces enter combat
6. **Production** - place resources on board

MILITARY PHASE

- Players take military actions one at a time until everyone passes
- Neutral territories always have 3 units

Military Actions

1. **Move** - spend 1 military resource to move up to 3 troops from 1 tile to an adjacent tile
 - a. Cannot move *out* of a space containing opposing units greater than or equal to yours

2. Recruit - spend 1 military resource to add one military unit to a space you control

COMBAT

- Roll 1d6 for each military unit in an encounter
- The side with the higher total eliminates opposing units
- If multiple factions occupy the same tile during the military resolution phase, players determine target in turn order until one faction occupies each tile (excluding allies occupying friendly neutral spaces)
- Neutral nations must always be the last target

INVESTMENT PHASE

- Take investment actions one at a time until everyone passes

Investment Actions

1. Spend
2. Trade
 - a. With adjacent neutral space based on cultural level
 - b. With any player at any rate