

TURN	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	1490	1505	1520	1535	1550	1565	1580	1595	1610	1625	1640	1655	1670	1685	1700	1715	1730	1745	1760	1775



TURN SEQUENCE
INITIAL PHASE
Deploy new powers
Merchants enter trade centers
Prepare playing cards
PLAYING ROUNDS
Determine playing order
Card playing rounds:
• Peace negotiations
• Free actions
• Card play and actions
• Round end
END OF TURN
End all wars
Commercial competition
Income and maintenance
Degrade units
Social agitation
Victory points

WARS		CASUS BELLI	
	VS		VS
	VS		VS
	VS		VS
	VS		VS
	VS		VS



VP	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49

UNREST	0	1	2	3	4	5	6	7	8	9