

MILITARY CONFLICT CHART

Generalship Calculation Compare your "Dice Roll" to the "Generalship Factor Amount" and add the amount indicated to the total points you have from your Military Tokens, Canal "Certificates" and Mastermind Card(s).

Roll Amount	Generalship Factor
1 or 2	Add 0
3 or 4	Add 1
5 or 6	Add 2

Resolution Graph

Total Points		D E F E N D I N G P L A Y E R																			
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
ATTACKER	1	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	2	B	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	3	A	C	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	4	A	B	C	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	5	A	A	B	C	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	6	A	A	B	B	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	7	A	A	A	B	C	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	8	A	A	A	B	B	C	D	D	D	D	D	D	D	D	D	D	D	D	D	D
	9	A	A	A	A	B	B	C	D	D	D	D	D	D	D	D	D	D	D	D	D
	10	A	A	A	A	B	B	C	C	D	D	D	D	D	D	D	D	D	D	D	D
	11	A	A	A	A	B	B	B	C	D	D	D	D	D	D	D	D	D	D	D	D
	12	A	A	A	A	A	B	B	B	C	D	D	D	D	D	D	D	D	D	D	D
	13	A	A	A	A	A	B	B	B	C	C	D	D	D	D	D	D	D	D	D	D
	14	A	A	A	A	A	A	B	B	B	C	C	D	D	D	D	D	D	D	D	D
	15	A	A	A	A	A	A	B	B	B	B	C	C	D	D	D	D	D	D	D	D
	16	A	A	A	A	A	A	A	B	B	B	B	C	C	D	D	D	D	D	D	D
	17	A	A	A	A	A	A	A	B	B	B	B	B	C	C	D	D	D	D	D	D
	18	A	A	A	A	A	A	A	A	B	B	B	B	B	C	D	D	D	D	D	D
	19	A	A	A	A	A	A	A	A	B	B	B	B	B	C	C	D	D	D	D	D
	20	A	A	A	A	A	A	A	A	A	B	B	B	B	B	C	C	D	D	D	D

Results

A. The player with the largest number of points wins, and gets any Canal "certificates" used in the play, and in the event of an invasion, gets the "certificate" for the country invaded. The losing player must return all of the military tokens that he used in the play to the bank.

B. The player with the largest number of points wins, and gets any Canal "certificates" used in the play, and in the event of an invasion, gets the "certificate" for the country invaded; he sustained losses, however, and must return 1/2 of the military tokens he used in the play to the bank. The losing player must return all of the military tokens he used in the play to the bank.

C. The player that declared the conflict loses. He must return all of the military tokens that he used in the play to the bank, and forfeit any Canal "certificates" used in the play to the winner.

D. The player that declared the conflict loses. He must return all of the military tokens that he used in the play to the bank, and forfeit any Canal "certificates" used in the play to the winner. The winning player may then, at his option, immediately retaliate against the loser. If the winner decides to retaliate, he may draw two Military cards, and move his military tokens as described therein. He may then, at his option, declare an invasion or engagement in progress with the loser. The result of this conflict is decided in the same manner as any other conflict. Note: Players may not buy Military Tokens during this play.

Note: When a player loses 1/2 of the military tokens he used in a play, he must remove enough tokens to equal 1/2 of the sum of the points that the tokens add up to. When this results in partial tokens, the player must remove the whole unit.