



Events		Responsibility: Foreign Secretary / All
<ul style="list-style-type: none"> Those with at least one Influence Counter are involved in the resolution Player teams have a hand of Event Cards at the start of the game. These are labelled according to the type of Event and can only be played with that type of event. 		
Each played state involved totals their Resolution Score as follows:		
Total the scores of the Event Cards		Total
Each Influence Counters present in the Minor State (both states when two are involved)		+1
If one of the top two states on the Prestige chart		+1
Control may apply a bonus for good 'colour' added by a player or any 'game history'		+/-
"Best laid schemes..." Add the score of a d6.		+ score



The Played state with the highest score is the 'winner' and determines the outcome from these options:



Event	Outcome 1	Outcome 2
Scandal	Change in Influence	Change in Influence
Crisis	The two states unite	They do not unite
Border Incident	War	Change in Influence
War?	War	Peace
An Appeal for Aid	Becomes area of a player state	Change in Influence
Succession	Becomes Allied	Change in Influence
Outcome	Detail	
Change in Influence	The winner replaces one Influence Counter of each of the other states with a (free) Influence Counter (in one state only if two are involved)	
The two states unite	The two minor states are now one state. Any Allied status is lost. Discard all Influence Counters, the winner places 3 and the others place 1 Influence Counter.	
They do not unite	The two states remain separate. The winner replaces one Influence Counter of each of the other states with a (free) Influence Counter (in one state only)	
War	The two states go to war. Any player state which has Influence Counters in place may support one or the other or remain neutral. Supporting states may deploy Army Corps as per a War provided they can move to either state.	
Peace	The state and the influence counters remain as they were prior to the event.	
Becomes part of a Player State	The Minor state now becomes an area of the Winning Played State. All Influence Counters are discarded.	
Becomes Allied	The Minor State becomes Allied with the Winner (even if it was previously an ally of another state). The winner discards Influence Counters of others and replaces them with the winner's Influence Counters until the winner has the most counters and a majority	