Declarations of War

Responsibility:

All

Only the following players can declare war:
- The Head of State
- The Secretary of State

The declaration must make clear:

- The state(s) which is declaring war (all the states including any Allied Minor States)
- The state on which war is being declared
- The objective - What they want to achieve as a result of the war

The Consequence of not achieving the objective will be an increase in **Unrest** by **ONE** level

War Resolution

Responsibility:

Army Minister

Navy Minister

- The cost of fighting a war is the **current maintenance** cost of the Army **OR** the Navy, whichever is the higher. Minor states do not pay any war cost.
- The size of the Army is the number of Army Corps in the Army. E.g. with an army size of 3, the army consists of three army corps.
- The size of the Navy is the number of Squadrons in the Navy. E.g. with a navy size of 2, the navy consists of two squadrons.
- Naval Squadrons and Army Corps are deployed for a war; there is no subsequent movement.

Naval Squadrons can be deployed

Responsibility:

Navy Minister

- Off the coast of the Player state or an Allied minor state
- Off the coast of an enemy state
- Off the coast of one of the player state's colonies
- Off the coast of an enemy colony
- Squadrons can be deployed individually to any of the above as numbers permit.

Army Corps can be deployed:

Responsibility:

Army Minister

- To a common border (home territory or an Allied Minor State) with an enemy state
- To a common border of an allied state with an enemy state
- Note: there must be a route through home territory of either allied player state, allied minor state or aligned Minor states.
- Army Corps can be deployed individually to any of the above as numbers permit.
- Army corps **cannot** be deployed by sea.

A Mountain Range blocks that section of a border and it is thus not a common border.

War resolution - Armies

Responsibility:

Army Minister

- Pair off the opposing Army Corps. Any corps without an opponent is placed against an enemy corps to support the 'paired' corps. All corps must have one supporting corps before any can have two supporting corps.
- Each Corps rolls 1d6.
- Add the difference in Technology Level to the side with the higher level.
- The higher score wins and is Victorious; the enemy corps is Defeated.
- Re-roll any combat where the scores are equal until a result is obtained.

War resolution - Navies

Responsibility:

Navy Minister

- Pair off the opposing Squadrons. Any squadron without an opponent is placed against an enemy squadron to support the 'paired' squadron. All squadrons must have one supporting squadron before any can have two supporting squadrons.
- Each Squadron rolls 1d6.
- Add the difference in Technology Level to the side with the higher level.
- The higher score wins and is the **Victorious**; the enemy corps is **Defeated**.
- Re-roll any combat where the scores are equal until a result is obtained.

Victory and Defeat

- The Attacker is the winner of the war if the number of Victories (land and naval) is **higher than** the number of victories by the defender.
- The Attacker is the winner of the war if the number of Victories (land and naval) is higher than the number of victories by the defender.

Peace Treaty

Responsibility:

Secretary of State

- A Peace Treaty is the outcome of a War. Any transfer of the territory under a Peace Treaty is permanent (i.e. until it changes hands in another war)
- The Peace Treaty contains one or two clauses (Victor's choice). Possible clauses are:
  - Conquest of an area belonging to the defeated Player State
  - A Minor Power which was Allied to the defeated Player State renounces that Alliance. The defeated Player State must remove all but one of its Influence Markers
  - Reparations (1/2 victor's costs, round up)
  - Transfer of a colony
- The Victor has the choice of which clause(s) go into the treaty unless the defeated state can play a Bonus Card (see below) in which case it can chose one of the clauses (or the clause if there is only a single one.
- Peace between the two powers will continue for all of the **next turn**

Armed forces at the end of a War

Responsibility:

Army Minister

Navy Minister

- All defeated Army Corps on both sides recover to full strength
- All defeated squadrons are lost and the navy size reduced accordingly