# **CRISIS EVENT**

Yes, it's in the middle

Is the elephant touching a companycontrolled region?

Yes

No

Is the attacking region (elephant's tail) dominated?

No

The primary crisis is a **REBELLION** against the company:

**Attack strength** = unrest cubes + crisis card bonus

Defense strength = # of
officers, regiments, alliances
 commander\* exhausts
 (Defender wins ties)

If attack succeeds:

Perform **region loss steps** 

If attack fails:

Remove unrest and give commander a trophy The primary crisis is an **INVASION** against the company:

Yes, on border

Attack strength = all tower levels in the attacker's empire + unrest cubes in defending region + crisis card bonus

**Defense strength** = # of officers, regiments, alliances commander\* exhausts (*Defender wins ties*)

#### If attack succeeds:

Perform **region loss steps** & add flag matching attacker

If attack fails:

Remove unrest, give commander a trophy, attacker loses tower level The attack is a **REBELLION** against the region's capital.

> Defender strength = tower level (Defender wins ties)

#### If attack succeeds:

Attacker removes their small flag, closes all orders in attacking region, cascade if all already full

### If attack fails:

The capital (successful defender) loses a tower level

The attack is an INVASION.

Attack strength = all tower levels in attacker's empire + crisis card bonus

**Defender strength** = all tower levels in defender's empire (Defender wins ties)

#### If attack succeeds:

Attacker's empire expands.
Add a small flag matching
attacker to defending region.
If defender was an empire
capital, all matching flags are
removed from map

If attack fails:

Attacker loses a tower level

REBELLION in each remaining region with unrest, starting with the Army of Bombay, then proceeding downward:

Attack strength = unrest cubes

Defense = # of officers, regiments, alliances commander\* exhausts

If attack succeeds:

Perform region loss steps

If attack fails:

Remove unrest and give commander a trophy

Place elephant in the region shown on top of draw stack

- If it's dominated, place on border, facing capital.
- If it's company-controlled, place fully within.
- If it's sovereign, (capital or no flag) point across border matching symbol on the crisis event card.

Was there a successful INVASION?

No

Yes

### **Region Loss Steps:**

- Commander is removed and loses half of their trophies rounded up
- 2. Roll death checks for officers
- 3. Governor position eliminated
- 4. Remove unrest and half-built company ships, and place level one tower. If this is due to invasion, place matching flag
- 5. Put region's control marker back on map, face down
- 6. Close all orders, cascade if all closed already
- 7. Lower company standing by # of regions lost this turn

Was there a successful INVASION?

Yes

Elephant's March

## Place elephant in capital's region (Imperial Ambitions)

Point it across the border with the symbol that matches the one on the crisis event card. If that region is already dominated, rotate elephant to next clockwise region border. If all are dominated, leave elephant on border symbol matching event card, but point inward toward capital.

No