

<p>1</p> <p>Turn Coat!</p> <p>MUST PLAY</p> <p>Remove one of your 1 rated leaders from the map. Select a chit to determine which state, you are not allied to, he defects to. Place a 1 rated leader of that state on its capital, if one is available. If not, just remove the leader.</p>	<p>2</p> <p>Unrest!</p> <p>MUST PLAY</p> <p><i>Reinforcement Phase</i></p> <p>You get no production this turn and can build no naval units or units from your force pool.</p>	<p>3</p> <p>Loyal Minor State</p> <p><i>Reinforcement Phase</i></p> <p>The production in any one of your minor satellites is doubled whatever was rolled for it, this turn only.</p>	<p>4</p> <p>Good Horse Sense</p> <p><i>Reinforcement Phase</i></p> <p>Permanently add 2 regular cavalry to your states force pool.</p>
<p>5</p> <p>Elite Troops</p> <p><i>Reinforcement Phase</i></p> <p>Permanently add 2 guard infantry to your state's force pool.</p>	<p>6</p> <p>Elite Cavalry</p> <p><i>Reinforcement Phase</i></p> <p>Permanently add 1 guard cavalry to your state's force pool.</p>	<p>7</p> <p>A Foreign War</p> <p>MUST PLAY</p> <p><i>Reinforcement Phase</i></p> <p>Remove any leader, 4 infantry, 2 naval squadrons, and 2 naval transports belonging to your state alone, from anywhere on the map not under siege or blockaded, and place them 3 months ahead of the current turn on the turn record chart. These units have been sent to fight in a war off-map.</p>	<p>8</p> <p>Rally to the Flag!</p> <p><i>Reinforcement Phase</i></p> <p>Fore-go your production roll this turn; all un-besieged production cities in your state (not satellites or allies) provide 3 productions points each this turn only.</p>
<p>9</p> <p>Storm at Sea</p> <p>MUST PLAY</p> <p>Roll the die to select a sea zone. Violent storms force all naval units in that sea zone, or blockading any ports in that sea zone, to leave the sea zone and return to a friendly port or an adjacent sea zone. No naval units may sail into that sea zone this turn. Place a storm marker in that sea zone.</p>	<p>10</p> <p>Rising Star</p> <p><i>Reinforcement Phase</i></p> <p>Replace any one of your state's 1 rated leaders on the map with a 2 rated leader.</p>	<p>11</p> <p>Shining Star</p> <p><i>Reinforcement Phase</i></p> <p>Replace any one of your state's 2 rated leaders with the 3 rated leader if he's not already on the map; If he is already on the map, replace any one of your state's 0 rated leaders on the map with a 1 rated leader.</p>	<p>12</p> <p>Bitter Harvest</p> <p>MUST PLAY</p> <p><i>Applies to <u>all</u> players</i></p> <p>All players must add 1 to their attrition die roll this turn on top of any other DRMs.</p>

Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



13

Bumper Crop

Attrition Phase

Subtract **1** from your Attrition die roll this turn in addition to any other DRMs.

14 **A Foreign War**

MUST PLAY

Reinforcement Phase

Remove any leader, 2 infantry, 1 naval squadron, and 1 naval transport belonging to your state alone, from anywhere on the map not under siege or blockaded, and place them 3 months ahead of the current turn on the turn record chart. These units have been sent to fight in a war off-map.

15

Storm at Sea

MUST PLAY

Roll the die to select a sea zone. Violent storms force all naval units in that sea zone, or blockading any ports in that sea zone, to return to a friendly port. No naval units may sail into that sea zone this turn. Place a storm marker in the sea zone.

16

Rally to the Flag!

Reinforcement Phase

Fore-go your production roll this turn; all un-besieged production cities in your state (not satellites or allies) provide 3 productions points each this turn only.

17

Forlorn Hope

Combat Phase

When rolling for any **one** city your state's forces are besieging, subtract **2** from the die roll in addition to any other DRMs.

18

All I ask is a Tall Ship

Reinforcement Phase

Place 1 naval SP in any controlled home port city.

19

On the Rocks

MUST PLAY

*Two Winter turns
Applies to all players*

Naval Phase

If this is a winter turn; NO naval movement is allowed in sea zones 1, 2, or 3 for the remainder of this turn or the next if it is also a winter turn. Place Ice markers in those sea zones.

20

Recruiting Drive

Reinforcement Phase

Permanently add 4 infantry OR 2 cavalry, your choice, to your force pool.

21

Coin in the Cushions

Reinforcement Phase

Get **1** extra production points this turn in addition to your normal allotment.

22

My Kingdom for a Horse!

Reinforcement Phase

Permanently add **2** cavalry SP to your force pool.

23

Captured Ships

Reinforcement Phase

Your navy has captured some ships in a foreign war. Place **1** NSP in any controlled home port.

24

Naval Increase

Reinforcement Phase

Add **4** Naval Production Points to your track.

Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



25

Power Play!

End of Diplomacy Segment

Skip the first player determination and take your Player Segment first this turn if you wish.

26

Caught Napping!

MUST PLAY

End of Diplomacy Segment

You take your player segment last after all other players have taken theirs.

27

Star of the Sea

Reinforcement Phase

Your admiral may be placed with any Naval SP of yours anywhere on the map.

28

Coin in the Cushions

Reinforcement Phase

Get 2 extra production points this turn in addition to your normal allotment.

29

Homecoming

Reinforcement Phase

If you have any forces away in a foreign war, the war is over and they return immediately.

If you do not, but an ally does, you may play this card for them.

30

Lost in a Faraway Land

MUST PLAY

Reinforcement Phase

If you have any forces away in a foreign war, the war was lost.

Remove them from the turn record track and roll to determine what units survived.

31

A Season to Forget

Nothing of note takes place.

32

A Season to Forget

Nothing of note takes place.

33

A Season to Forget

Nothing of note takes place.

34

A Season to Forget

Nothing of note takes place.

35

A Season to Forget

Nothing of note takes place.

36

A Season to Forget

Nothing of note takes place.

Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



Musket Diplomacy
Event Card



<p>1801-1806 add 3i each year 1806-1811 add 2i each year 1802 add 2g, 1c</p>	<p>1801-1803 add 3i each year 1804-1807 add 2i each year 1808-1811 add 1i each year 1804 add 2g, 1c</p>	<p>1801-1809 add 2i each year 1810-1811 add 1i each year 1802 add 2g, 1c</p>
<p>1801-1805 add 3i each year 1805-1811 add 2i each year 1803 add 2g, 1c</p>	<p>1801-1811 add 2i each year 1802 add 2g, 1c</p>	<p>1801-1808 add 2i each year 1809-1811 add 1i each year 1803 add 2g, 1c</p>
<p>1801-1804 add 3i each year 1806-1811 add 2i each year 1804 add 2g, 1c</p>	<p>1801-1807 add 2i each year 1808-1811 add 1i each year 1803 add 2g, 1c</p>	<p>1801-1807 add 2i each year 1808-1811 add 1i each year 1804 add 1g, 1c</p>
<p>1801-1803 add 3i each year 1804-1811 add 2i each year 1805 add 2g, 1c</p>	<p>1801-1808 add 2i each year 1809-1811 add 1i each year 1804 add 2g, 1c</p>	<p>1801-1811 add 1i each year 1802 add 2g, 1c</p>

Reinforcement

Card

Reinforcement

Card

Reinforcement

Card

Reinforcement

Card

Reinforcement

Card

Reinforcement

Card

Reinforcement

Card

Reinforcement

Card

Reinforcement

Card

Reinforcement

Card

Reinforcement

Card

Reinforcement

Card