

Game of Nations Reference Sheet

Turn Phases

1. Movement of Tanker(s) to the Home Port and receipt of revenue due.
2. Movement of the Secret Agent and use of an Espionage card.
3. Movement (or placement) of a single Leader piece.
Pay upkeep of all other Travelling Leaders.
4. Placement of one Pipeline, and purchase or sale of one Tanker.
5. Return of Tanker(s) from the Home Port to Kark.

Units

Unit	Piece	Cost	Movement	Notes
King (2 each)		\$2M	\$2M / space	Travelling Leader upkeep cost is \$2M when not moving
Politician (2 each)		\$2M	\$2M / space	Travelling Leader upkeep cost is \$2M when not moving
Dictator (1 each)		\$1M	\$2M / space	Travelling Leader upkeep cost is \$1M when not moving
Guerilla (1 each)		\$1M	\$1M / space	Travelling Leader upkeep cost is \$1M when not moving
Secret Agent (1 each)		Free	Free; up to 7 spaces	\$1M to buy Espionage Card at ? space
Tanker (16 total)		\$4M	See phases 1 and 5	Can be sold back to the bank for \$2M
Pipeline (12 total)		\$3M	N/A	Placed between two bordering countries