PLAYERS AID

Terminology:
***POP**=popularity, **$**=1 peso, **VP**=victory points, **S & VP cards**= supply & VP cards.*

ON YOUR TURN

(take 1 action then pass)

ACTIVATE AN ORDER

- **Recruit.** Deploy 1 infantry.
- **March.** Move units 1 space, cavalry moves 2 spaces. You can join or divide forces.
- **Train.** Upgrade troop one level.
- **Attack.** Remove stronghold, remove 1 strength point from a troop, leave 1 infantry or capture a leader/character. May lose POP.
- **Buy card.** Buy either with match or pay $. May earn POP.
- **Stronghold.** Build half stronghold. May earn POP.
- **Taxes / looting.** Take 2 or 3 $, then lose 1 POP.
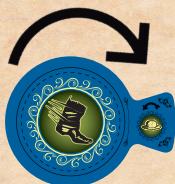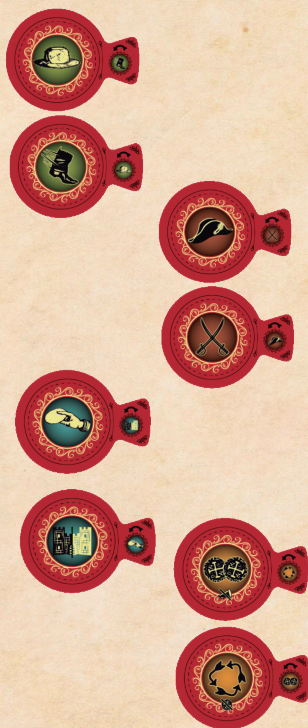- **Clone.** Clone any order, pay 1$.

ACTIVATE CARD

- You must use an order token.
- Character remains, events are discarded.

RETRIEVE ORDERS (& CARDS)

- Turn over order tokens.
- New card is placed on the market.
- May lose POP.

REORGANIZE ORDERS

- You can turn over any order token on your play area, then pass.

DOMAIN

- Control all provinces in a region.
- Take VP showing in the region.
- Take $ showing in the region.
- Take 1 POP for each half stronghold in the region.
- Place one domain marker.

S & VP CARDS

- Pay 1 supply for each troop, 1$ / POP = 1 supply.
- 1VP for each star province controlled on game board.
- 2VP for each province controlled illustrated on card.
- 1VP for each star province in domain.

END OF THE GAME

TO WIN MEET ONE CONDITION:
- Control all 3 enemy flags provinces.
- Reach 10 points more than opponent.
- Reach or pass 30VP.
- Most VP when supply market is empty.

GENERAL CONCEPTS:

- Provinces can have many troops and leader tokens from different factions, but only one troop per faction (infantry, cavalry or artillery).
- Provinces can only have 1 stronghold.
- Use POP to pay for supply only if your marker is on the top half of the popularity board.

PATRIA·LIBRE

THE STRUGGLE FOR
MEXICAN INDEPENDENCE