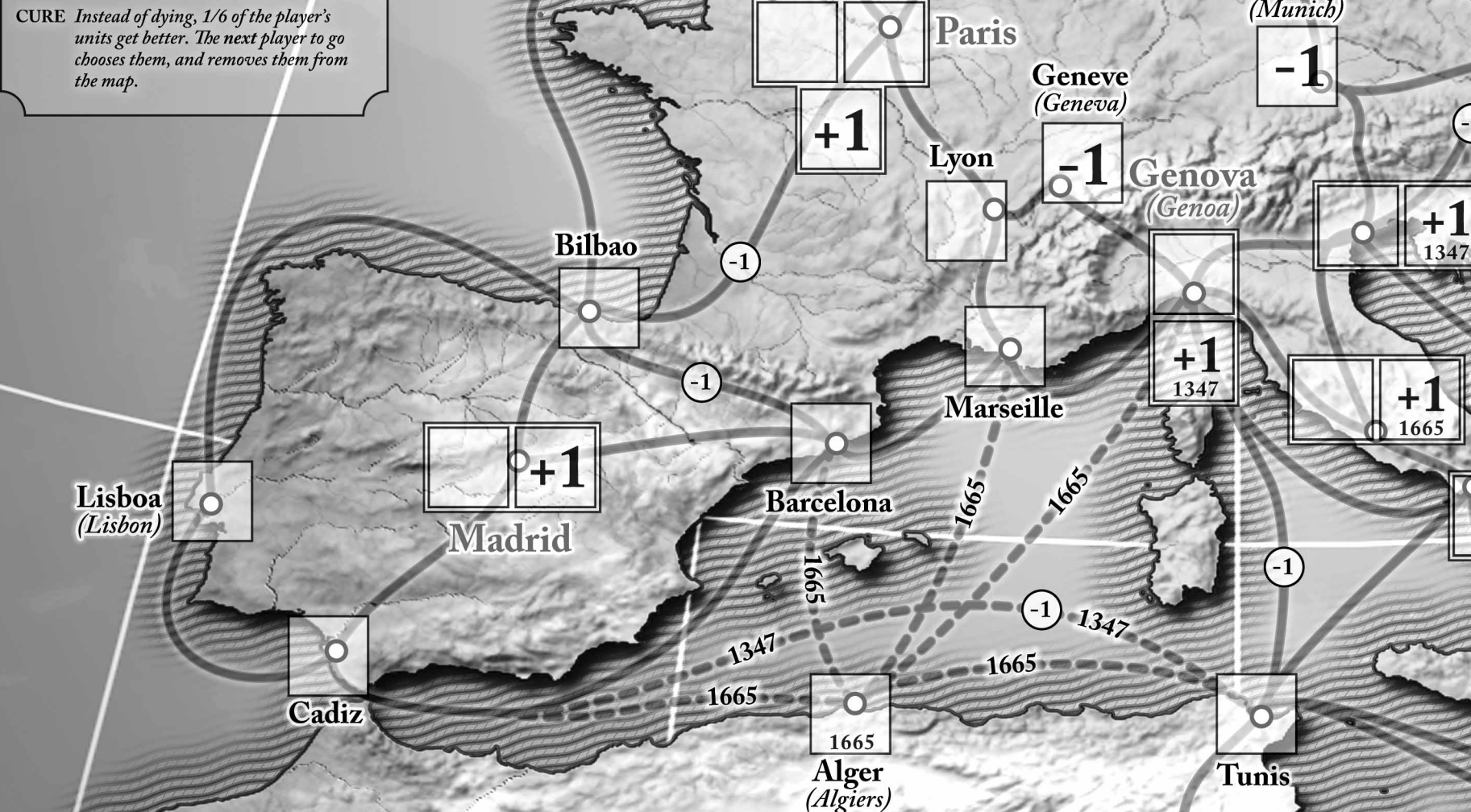


CURE *Instead of dying, 1/6 of the player's units get better. The next player to go chooses them, and removes them from the map.*



City
Line of Communication
1347 *Dated Line of Comm.*
(Exists only in labeled year)
Dated Region
(Exists only in labeled year)
1665

City
Line of Communication
1347 *Dated Line of Comm.*
(Exists only in labeled year)
Dated Region
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Line of Communication
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Dated Region
(Exists only in labeled year)
1665

Turn Order
(Lowest Body Count goes first)

1 2 3 4 5 6

Turn Order
(Lowest Body Count goes first)

1 2 3 4 5 6

Turn Order
(Lowest Body Count goes first)

1 2 3 4 5 6

Turn Order
(Lowest Body Count goes first)

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Turn Order
(Lowest Body Count goes first)

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Turn Order
(Lowest Body Count goes first)

1 2 3 4 5 6

Turn Order
(Lowest Body Count goes first)

1 2 3 4 5 6

Turn Order
(Lowest Body Count goes first)

1 2 3 4 5 6

Leave Map