



25 Equipment



Air Power

Nothing like bombing people you can't see.

Foreign Powers can use Air Power to bombard everything on a tile and everything on it, or give an Army a +5 dice roll modifier.

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Military Advisor

They are there to train, not to fight. We promise.

An Army with a Military Advisor has a +4 roll modifier.

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1 **Currency**



Ammo

Everything needed to keep a conflict going.

Ammo is the game's currency. Use it to buy, build, and pay for actions.

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