





Liberty Boys - Orders

March - move all units in  issue more orders as you increase in rank
max 3 



Infiltrate - a spy may roll infiltrate die

Artillery - attach adjacent  with cannon or navy. Roll 1 dice per unit. Enemy may return fire if they have cannon or navy.


Muster - Any unit in a city/town. Gain 1 musketeer. Pay 1 food

Hire - Hire a mercenary. Pay 

Promote - Change Unit type. Pay 1 medicine

Encamp - Gain Resources in . Issue more orders as rank increases. Max 3 

Strategize - Gain 1 Strategy card

Trade - Trade 1 resource / Pay 0: gain 2 resources to gain 1 

Seek Funding - Gain 2 money

Build - Navy or Canon
wood / wood / ore / money wood / ore / ore / money

Upgrade -	Gear Food skins	Weapons ore wood	Vaccinate medicine Coin
	Ignore winter penalty	Explosive Dice	Kill zone is increased by 1