



The Celestial Kingdom		Responsibility:
<p>It will not ally with any state but Influence Counters can be used to influence the decisions of the Government to grant a Trade Concession.</p> <p>After rolling, the Influence Counters are discarded</p> <p>The Trade Concession Card shows the Economic Value</p>		Colonial Minister
No of Influence Counters played	D6 Roll	Effect
1	5+	A Trading Concession is granted
2	4+	A Trading Concession is granted
3	3+	A Trading Concession is granted
4	2+	A Trading Concession is granted
5	1+	A Trading Concession is granted



Opposition to Trade Concessions		Responsibility:
<ul style="list-style-type: none"> An army Corps of the Celestial Kingdom will be deployed for each attack on a Trade Concession Any played state with a trade concession may send a Punitive Expedition to restore the Concession 		Colonial Minister
Number of Trade Concessions	Die Roll Required to force Government to act	Number of concessions attacked
1	6	1
2	6	1
3	5+	1
4	4+	2
5	3+	2
6	3+	2
7	2+	2
8	2+	3



Punitive Expedition		Responsibility:
<ul style="list-style-type: none"> Consists of: One Army Corps and One Naval Squadron Both must be paid for at their current Military Technology Level Each Army Corps rolls 1d6 and adds the Military Technology Level. Each Celestial Army Corps rolls 1d6 Re-roll any combat where the scores are equal until a result is obtained 		Army Minister
Outcome	Played state	Celestial Kingdom
The Expedition has same or higher score	The Trade Concession is restored and another granted.	Opposition Rolls now +1
The Expedition has a lower score	Failure! Expedition returns home.	Opposition Rolls now +1