

BARRICADES & BORDERS PRESTIGE PLAYSHEET

Prestige		Responsibility:
		All
The Largest army this turn	+1	
The Largest navy this turn	+1	
Highest industrial level this turn	+2	
Highest army technology level this turn	+1	
Highest naval technology level this turn	+1	
Won a war this turn	+3	
A Successful Colonial Expedition this turn	+3	
Gained a Minor State as an Ally this turn	+2	
Gained a new colony this turn	+2	
Gained a new trade concession this turn	+1	
Unrest is at level 1 at the end of the turn	+2	
Unrest is at level 2 at the end of the turn	+1	
Built a new monument this turn	+1	
The Most monuments this turn	+2	
The Highest Unrest	-2	
Lost a war this turn	-2	
A Failed Colonial Expedition this turn	-1	
No monuments	-1	

Bonus Cards		Responsibility:
		All
If it is one of the top two states on the Prestige chart	Gain 3 bonus cards	
If it is one of the middle four states on the Prestige chart	Gain 2 bonus cards	
if it is one of the bottom two states on the Prestige chart	Gain 1 bonus card	
Bonus cards can be used: <ul style="list-style-type: none"> • As a +1 modifier to any one combat during the Resolution of a War • To replace a clause of a peace treaty with another one (not already part of the treaty) • To make a Colonial Expedition automatically successful • Exchanged for an Influence Counter • Exchanged for a random Event Card • As a +1 modifier to persuade the home population to accept a change of objective 		