

Player Aid	Player Aid	Player Aid	Player Aid	Player Aid
<p>Playing Statesmen: Only if the state listed on the statesmen is part of the United States.</p>	<p>Playing Statesmen: Only if the state listed on the statesmen is part of the United States.</p>	<p>Playing Statesmen: Only if the state listed on the statesmen is part of the United States.</p>	<p>Playing Statesmen: Only if the state listed on the statesmen is part of the United States.</p>	<p>Playing Statesmen: Only if the state listed on the statesmen is part of the United States.</p>
<p>Possible Actions: <i>(may do each once/turn)</i></p>	<p>Possible Actions: <i>(may do each once/turn)</i></p>	<p>Possible Actions: <i>(may do each once/turn)</i></p>	<p>Possible Actions: <i>(may do each once/turn)</i></p>	<p>Possible Actions: <i>(may do each once/turn)</i></p>
<p>Make a Speech</p> <ol style="list-style-type: none"> 1. Expend 1 influence. 2. Roll the die. 3. On a 6 statesman receives 1 point of popularity. 4. For each extra influence spent, the player adds 1 to the die roll. 	<p>Make a Speech</p> <ol style="list-style-type: none"> 1. Expend 1 influence. 2. Roll the die. 3. On a 6 statesman receives 1 point of popularity. 4. For each extra influence spent, the player adds 1 to the die roll. 	<p>Make a Speech</p> <ol style="list-style-type: none"> 1. Expend 1 influence. 2. Roll the die. 3. On a 6 statesman receives 1 point of popularity. 4. For each extra influence spent, the player adds 1 to the die roll. 	<p>Make a Speech</p> <ol style="list-style-type: none"> 1. Expend 1 influence. 2. Roll the die. 3. On a 6 statesman receives 1 point of popularity. 4. For each extra influence spent, the player adds 1 to the die roll. 	<p>Make a Speech</p> <ol style="list-style-type: none"> 1. Expend 1 influence. 2. Roll the die. 3. On a 6 statesman receives 1 point of popularity. 4. For each extra influence spent, the player adds 1 to the die roll.
<p>Whip Up Support</p> <ol style="list-style-type: none"> 1. Expend 1 Influence. 2. Roll die, divide by 3. 3. Round down. 4. Party receives this amount of Public Support. 	<p>Whip Up Support</p> <ol style="list-style-type: none"> 1. Expend 1 Influence. 2. Roll die, divide by 3. 3. Round down. 4. Party receives this amount of Public Support. 	<p>Whip Up Support</p> <ol style="list-style-type: none"> 1. Expend 1 Influence. 2. Roll die, divide by 3. 3. Round down. 4. Party receives this amount of Public Support. 	<p>Whip Up Support</p> <ol style="list-style-type: none"> 1. Expend 1 Influence. 2. Roll die, divide by 3. 3. Round down. 4. Party receives this amount of Public Support. 	<p>Whip Up Support</p> <ol style="list-style-type: none"> 1. Expend 1 Influence. 2. Roll die, divide by 3. 3. Round down. 4. Party receives this amount of Public Support.
<p>Fund Newspapers</p> <p>Spend 1 influence to start a cube in the party's color on the Newspaper track,</p> <p>Or</p> <p>spend 2 influence to move a cube of the party's color which is already on the track up by one level.</p>	<p>Fund Newspapers</p> <p>Spend 1 influence to start a cube in the party's color on the Newspaper track,</p> <p>Or</p> <p>spend 2 influence to move a cube of the party's color which is already on the track up by one level.</p>	<p>Fund Newspapers</p> <p>Spend 1 influence to start a cube in the party's color on the Newspaper track,</p> <p>Or</p> <p>spend 2 influence to move a cube of the party's color which is already on the track up by one level.</p>	<p>Fund Newspapers</p> <p>Spend 1 influence to start a cube in the party's color on the Newspaper track,</p> <p>Or</p> <p>spend 2 influence to move a cube of the party's color which is already on the track up by one level.</p>	<p>Fund Newspapers</p> <p>Spend 1 influence to start a cube in the party's color on the Newspaper track,</p> <p>Or</p> <p>spend 2 influence to move a cube of the party's color which is already on the track up by one level.</p>