

In the case the target was a City, or a City was part of the attacked group, the City is switched to the winner's livery. Cities can't be destroyed, they can only be switched color.

If you realize that the attacker has a lower Battle value than the defense, the Battle is not possible and the move doesn't count.

The Battle value of the Princes is computed the same way as their movement potential. The only difference is that the Battle value is determined at the end of the move (whereas the movement potential is computed at the beginning of the move). In other words, the farther the Prince is from his Queen, the weaker he becomes, and the closer the stronger.

This Battle value for Princes is 5 points less the distance in hexagons from their Queen.

This value is doubled in defense while standing in a mountain hexagon.

examples :

- *A Prince attacks a plain hexagon located 3 hexagons away from his Queen, his Battle value is 2 ($5-3=2$)*

- *A Prince is in a mountain one hexagon away from his Queen. His value in case it is attacked is 8 ($5-1=4$, times 2 because defense in mountain = 8)*

- *A player wants to attack a Prince located in a mountain. The Queen of the attacker is 2 hexagons away from the Battle, the Queen of the defense is 3 hexagons away. The attack can not occur because the attacker has a Battle value of 3 ($5-2=3$) and the defense has a value of 4 ($5-3=2$, doubled in mountain for defense = 4).*

The Battle value of a Queen is 4 in a plain and 7 in a mountain.

The Battle value of a City is 3 in a plain and 5 in a mountain.

Remember that these values for Queens and Cities are only used for defense purpose, in case they are attacked by Princes.

Case of a City in the same hexagon of another pawn.

When a Prince or a Queen are in a plain with a City and, you can add their Battle values (value in plains). In the same situation but in a mountain, you add the value in the plain of the pawn and the value in mountain of the City.

Attacking with 2 Princes.

You can bring 2 Princes in the same hexagon to add up their Battle values and beat a strong opponent pawn. This is the only exception to the rule stating that you can only have one pawn per hexagon.

However, during your next turn you MUST separate them by moving away one Prince. If you forget or decide not to do so, one of the 2 Princes is automatically eliminated.