

Here I Stand

Debater Player Aid

Protestants

Name	Value	Entry Turn	Lang.	Bonus
Luther	4	1	G	Bonus CP for translation in German zone
Melanchthon	3	1	G	Bonus CP for translation in German zone
Bucer	2	1	G	+1 die for Ref within 2 spaces of Strasburg
Carlstadt	1	1	G	Target 3 Germans spaces w/treatise; unrest if fails
Zwingli	3	2	G	+1 die for Ref within 2 spaces of Zurich
Oekolampadius	2	2	G	+1 die for Ref within 2 spaces of Basel
Bullinger	2	3	G	Insert in 2nd round of debate in any zone
Calvin	4	4	F	Target 3 French speaking spaces with a treatise
Farel	2	4	F	+1 die for Ref within 2 spaces of Geneva
Cop	2	4	F	+1 die for Ref within 2 spaces of Paris
Olivetan	1	4	F	Bonus CP for translation in French zone
Tyndale	2	2	E	Bonus CP for translation in English zone
Cranmer	3	4*	E	+1 die for Ref within 2 spaces of London
Coverdale	2	4*	E	Bonus CP for translation in English zone
Latimer	1	4*	E	+1 die for Ref attempts in England
Wishart	1	6	E	+1 die for Ref attempts in Scotland
Knox	3	6	E	+1 die for Ref in England or Scotland

* Does not enter until Cranmer reformer is in play

Catholics

Name	Value	Entry Turn	Bonus
Eck	3	1	+1 die in debate attacks
Campeggio	2	1	Roll die after debate loss; if 5 or 6 result is ignored
Aleander	2	1	If concludes debate, winner flips an extra space
Tetzel	1	1	1 CP to St. Peter's with burn books
Cajetan	1	1	Target 3 spaces with burn books
Contarini	2	2	+1 die for Cntr Ref within 2 spaces of Charles V
Pole	3	5	+1 die for Papacy if present at Council of Trent
Caraffa	2	5	Target 3 spaces in any zone with burn books
Loyola	4	6	Found Jesuit University for only 2 CP
Faber	3	6	+2 dice for Cntr Ref against an electorate
Canisius	3	6	+1 die for Cntr Ref within 2 spaces of Regensburg
Gardiner	3	7	+1 die in debate in English zone if attacker