

SEQUENCE (p. 8-11)

NPR Invasions (p. 36)

- Resolve NPRs in alphabetical order
- Invasion takes place if**
 - The NPR is not an Active Ally, and
 - There are no Hostile Units in Areas where the NPR Controls Prov., and
 - There is at least one eligible target Area Adjacent to the NPR
- An Area is eligible if**
 - It contains Hostile /, and
 - If Adj. by Sea only, a connecting Sea Zone contains no Hostile Ships, and
 - It contains no non-Hostile PR Units

Invasion sequence

- Pick an eligible Area. Priority:
 - NPR's Capital Area
 - Area with the most NPR's Core Prov.
 - Area Adjacent by Land
 - Random
- Add to 2 Enemy / in the target Area (pick A→Z)
- Place NPR Units equal to ½ of Tax Value currently Controlled by the NPR (including Vassals)
- NPRs invade at normal strength even if not enough tokens in Supply (p. 2)
- Resolve Battle immediately (if any)
 - Place Bot Army in Area (p. 2)
- Leave the NPR Units on board as

1. DRAW CARDS

- May not score Missions in Phase 1 (p. 42)

A. Reveal Events

- Draw # of PRs + 1, reveal 3 of them

Optional Rule 7: Revealing More (p. 39)

- If 6 PRs, reveal 4 Events

B. Draw Action Cards

- Draw 3 cards (may draw one by one)

C. Pay for Action Cards

- 2 per drawn card you keep

D. Pick/Replace Missions

- Mission can be picked if 1+ prerequisite Missions are completed (p. 42)
- Max 2 in hand

2. ACTIONS

- On each Turn, must take 1 Action, and
- May take any # of Minor Actions
- Bots use Main Turn Structure (p. 7)

Passing

- Allowed only if **Event** taken
- May take Minor Actions on same Turn
- First 2/3/3/4 PRs to Pass gain
- If no more PRs eligible to gain , **End of Action Phase** is triggered
 - Each remaining PR may take 1 more Action of their choice, then
 - PRs who still have not taken **Event**, get one more Turn to take **Event**
 - If PR has taken their final Turn, they are considered to have Passed

3. PEACE & REBELS

A. Remove Casus Belli & Truces

- Lose if not at war with the CB target

B. NPR Invasions (advanced rules)

- NPRs at War might invade PRs
- Bots suffer max 1 NPR invasion. Priority:
 - most NPR Units; 2. A→Z (p. 2)

C. Rebels Siege or Move

- Resolve by Area: 1. most ; 2. A→Z
- In **Areas with** , Rebels Siege . Priority:
 - Large Provinces
 - If 2+ PRs with in the Area, PR with lowest Tax Income (no tie) in the Area chooses (p. 37)
 - A→Z
- In **Areas with no**
 - If an Area with is Adj. by Land and will not be outnumbered there by PRs
 - Move all but 1 . Priority:
 - most ; 2. most PR ; 3. A→Z
 - Resolve Battle immediately
 - Otherwise remove 1

D. Peace Resolutions

- When Emperor makes Peace with an External Aggressor (p. 44-45)
 - If Emp. won and no HRE Prov. is ceded, raise by 1
 - If Emp. lost, drop by 1
- Raise/drop by # of Areas joining/leaving HRE (p. 45)
- Making Peace flips respective War token(s)

Peace Resolution (p. 29-30)

- While **Def. the HRE** is active (p. 44)
 - PRs at War with Emperor may enforce Peace on Imp. Subjects only if Victory over Emp. is achieved
 - Emp. negotiates on behalf of NPR Imperial Subjects as for Active Allies
- Peace is resolved with 1 Enemy at a time, except Active Allies, in any order
- Treat Vassals as part of their Overlord
- In each step, resolve Peace in Turn order
- Victory is only assigned to PR
 - Who achieved Total/Partial Victory, or
 - Whose Enemy Surrendered, or
 - If agreed as such in Negotiated Peace
- Bots use the Peace Resolution chart (p. 15)

1. Automatic White Peace

- Must be resolved
- Requirements**
 - Neither side Occupies any Enemy Prov. (incl. Vassals and Active Allies)

2. Total Victory

- Must be resolved

- Treat Active Allies separately
- If Peace is made with an **Active Ally**, the Allied PR must remove
 - with that NPR, and
 - Allied Units = ½ of pre-War Tax Income of the NPR
- Requirements**
 - Occ. all single Enemy's *de jure* Prov.
 - Enemy has no Deployed Land Units

3. Partial Victory or Inconclusive

- May decide not to resolve
- If Enemy **Surrenders**
 - Gain , Enemy loses
 - May enforce Peace as if Part. Victory
 - War must end this Round
- Optional Rule 3: No Surrender**
- Partial Victory requirements**
 - If Enemy is a PR, your Deployed Land Units must outnumber Enemy 2:1
 - If Enemy is NPR or Bot, your Depl. Land Units must outnumber in your Areas plus Enemy Depl. Land Units
 - Units on Dist. Continents where the

other Realm has no do no count

- If PR Enemy has **Active Allies**
 - If and only if achieved against PR, then achieved against their Active Allies
 - Only a single Peace Term may be chosen for the PR and their Act. Allies
- If **inconclusive**
 - NPR accepts White Peace
 - Bot accepts White Peace if Tax Value of their Occupied by you > your Occupied by them

4. Aftermath

- PRs at Peace must move Units to the nearest Friendly Area (count 1 for each Area/Sea Zone)
 - If equally close, then PR may choose
 - This movement has no cost
- PRs at Peace flip their back to
- PRs at Peace remove Allied Units
- If a Bot is now at Peace (p. 2-3)
 - Remove Bot's Army, unless Bot's in the Area have or
- Replace Fully Annexed Bots (p. 3, 6)

E. Prestige Penalties

- Flip all ♠ back to ♠
 - Lose ③ for each unless
 - Only you have ♠ with them, and
 - If it is an NPR, you have the most ♠ (min 2) in that Realm
- Lose ④ = Tax Val. of Occup. ♠ (max 5)

F. Interregnums

- Lose 1 ♠
- Flip ♠ on your Realm

G. Religious Dissent

- In Areas following a different Religion from your State Religion
 - In each Area containing your ♠
 - Add 1 ♠ to any ♠ of yours
 - In 1 Area containing your ♠
 - Add 1 ♠ to any ♠ of yours, or
 - Remove 1 ♠
- Bots gain max 1 ♠ (p. 3)

H. Gain/Remove Unrest

- If at War, add 2 ♠ to your ♠
- If ≤ -2 ♠, add 1 ♠ to your ♠
- If $\geq +2$ ♠, remove 1 ♠ from your ♠
- Bots with Adm. Ideas remove 1-2 ♠ (p. 3)

I. Roll Rebel Dice

- In turn order, each PR rolls Rebel Dice

Peace Terms (p. 30-31)

- One Peace term per War/Enemy
- Any gained ♠ may displace other ♠ if the Area is full

White Peace

- **Requirements**
 - Total Victory to Enforce
- All Occupied Provinces must be returned to their Lawful Owners
- All involved PRs lose ④

Keep Current Board State

- **Requirements**
 - Partial or Total Victory to Enforce
- Occupied Capitals must be returned
 - 10④ ransom to the Occupier
- By default both sides keep all non-Capital Provinces that they Occupy
- Victor, instead of keeping them, may
 - Exchange them for Prov. of equal Tax Val. that the Loser Occupies
 - Return them for 3④ per Tax Value
 - Liberate them, except Loser's Core Prov. and their Active Ally's Prov.
 - Score ④ per Tax Value Liberated
 - May gain ♠ with 1 Liber. NPR
 - Place 2 ♠ in that NPR's Areas
- Max ④ demanded is 2× Tax Income of the Loser (after return of the Provinces)
- PRs may discard ♠ from Area(s) of gained Prov. to remove 2 ♠ from same Area(s)
- PRs may place ♠ in each Area where they lost 1+ ♠ or ♠

Vassalization

- **Requirements**
 - Partial or Total Victory to Enforce
 - Loser must be an NPR
 - Victor must Occupy Loser's Capital
 - Victor must Occup. 1+ Loser's *de jure* Prov. in non-Cap. Area (if any)
- With **Active Allies** (p. 30)
 - Only apply for Realms for which the Victor satisfies all requirements
 - For other Realms, treat as White Peace without ④ loss
- Loser becomes a Vassal of the Victor

- Victor places ♠ on all Loser's *de jure* Prov., except Prov. Occup. by other PRs
- Victor may place 2 ♠ in Loser's Realm
- Add ♠ to all Provinces gained in Areas where the Victor Occupied no Provinces
- Remove all Loser's ♠/♠
- Victor may discard ♠ from Area(s) of gained ♠ to remove 2 ♠ from same Area(s)
- Remove War/Truce tokens from the Loser

Force Conversion

- **Requirements**
 - Partial or Total Victory to Enforce
 - Victor must Control all Provinces in Loser's Capital Area
 - Victor's Religion differs from Loser's
- With **Active Allies** (p. 30)
 - Only apply for Realms for which the Victor satisfies all requirements
 - For other Realms, treat as White Peace without ④ loss
- Loser must change State Religion and Rel. of Capit. Area to State Rel. of Victor
- All Occupied Provinces must be returned
- Victor gains ③
- Victor may add 2 ♠ in Loser's Cap. Area
- Loser loses ⑤
- Loser must remove 4 ♠

Humiliation

- **Requirements**
 - Partial or Total Victory to Enforce
 - Victor must Occupy Loser's Capital or Loser must have Surrendered
 - Loser may not be an NPR
- All Occup. Provinces must be returned
- Victor scores ④ = 2× Tax Value of Provinces returned to Loser (max 10)
 - No ④ from Prov. of Active Allies
- Loser loses the same amount of ④

Full Annexation

- **Requirements**
 - Total Victory to Enforce
 - Loser must be an NPR or Bot
- With **Active Allies** only possible when resolved separately (p. 30)

- Remove all Loser's ♠/♠
- If Loser is ♠, the Allied PR loses ②
- Victor may discard ♠ in Area(s) of gained Prov. to remove 2 ♠ from same Area(s)
- If Emp. enforces Full Annex. on Subject with the same State Religion, drop ♠ by 1 (p. 45)

Secure Desired Succession

- **Requirements**
 - Partial or Total Victory to Enforce
 - Loser's Capital must have a ♠
 - Victor must Occupy Loser's Capital
 - Ignore Loser's Active Ally status
- All Occupied Prov. must be returned
- If Loser is NPR, all their other Wars end on White Peace terms
- Remove all ♠/♠ and ♠/♠, except Victor's, from the Loser
- Victor scores ③ per ♠/♠ removed
- PRs whose ♠/♠ was removed, lose ③
- If Victor has ♠ on Loser, they
 - Flip their ♠ back to ♠
 - Score ④ = Loser's Tax Inc. (max 5)
- Victor may
 - If Loser is an NPR, add 4 ♠ to Loser's Capital Area
 - If Loser is a PR, replace Loser's Ruler with a Leader from any discard pile
 - May then gain ♠ with the Loser

Negotiated Peace

- **Requirements**
 - Not Enforceable
 - Both sides must be human players
- May agree who is Vict./Loser (if anyone)
- May agree on another listed Peace Term, but other conditions must be met
- If agreeing on Keep Current Board State
 - Both sides may exchange Occupied Provinces for ④
 - Both sides may Liberate Provinces (with no ④ gained)
- In addition, may agree on one side taking an immediate **Cut Ties** and/or **P-to-P Diplomacy** (normal cost), disregarding restrictions for being at War

4. INCOME AND UPKEEP

- May **Take Loans** during this phase

A. Cut costs

- May (must if needed to avoid Bankrupt.):
 - Fire Advisors
 - Disband Units
 - Regular Units → Available ♣
 - Recall Ships at sea
 - Move to Ports in range via non-Hostile Sea Zones (no ✕ cost)

B. Collect Income minus Costs

+ Base and Vassal Tax Income	Do not count slots with ♣ (p. 28)
- Advisor Upkeep	Papal Controller pays 1④ less per Advisor
- Military Maintenance	1④ per Regular Unit 2④ per Mercenary ½④ per Ship at sea
- Plague	½④ per Tax Income in ♥ Areas (r. up)
- Interest on Loans	1④ per ♠
+/- ♣ Modifier	
+ Emperor's ♣	④ = ♣
+ Income from Ideas	

C. Corruption

- May discard ④ to avoid costs
- 0-49 ④: No cost
- 50-59 ④: Pay 1♣, gain ♠ per unpaid ♣
- 60-69 ④: Pay 2♣, gain ♠ per unpaid ♣
- ...

D. Collect Monarch Power

- Gain ♣/♠/✕ = Ruler's + Advisor's Skill
- Bots discard all spent ♣ (p. 3)
- Bots gain 6/7/8/9 ♣
- If Bot has 20+ Small ♣, receives +1♣
- If Bot has 8 Large ♣, receives +1♣
- If +3♣, receive +2♣ of any type
- If -3♣, receive -1♣ of any type
- Papal Controller receives +1♣ (or ♣)
- If Emperor is NPR (p. 45) or Bot (p. 3)
 - Roll a 6-sided die
 - If 6 or ≥ curr. ♣ + 2, raise ♣ by 1
 - If 1 or ≤ curr. ♣ - 2, drop ♣ by 1
- Emp. receives extra ♣ (or ♣) (p. 43):
 - ♣ = 2 or 3: Receive +1♣
 - ♣ = 4 or 5: Receive +1♣ and +1✕
 - ♣ = 6 - Receive +2♣ and +1✕
- Additional ♣ from Gov. Form Ideas

E. Score Prestige

- Uncontested Papal Controller scores ♣ = # of Catholic PRs - 1 (max 3)
- If ♣ = 6, Emperor scores ♣
- PRs with "Abs. Mon." and ♣ > 0, score ♣
- Active Crusades
- Active Power Struggle
- Remove Crusade/Excom. and ♣ tokens

Manpower (p. 23)

- Indicated by Town/Vassal Tracks and +1♣ tokens
- Emperor has additional ♣ = ♣ (p. 43)
- Max 20, Bots have min 3 (p. 3)
- When increases, add to Available ♣
- When decreases
 - Remove from Depl., Exh. or Avail. ♣
 - Bots remove from Reserve first (p. 3)

Imperial Influence (p. 44)

- # of Imperial ♣ = ♣
- Must be placed in HRE Areas with 1+ Prov. Owned by NPR HRE Members
- Bot priorities (tie breakers: 1. Areas with Bot's ♣; 2. A→Z) (p. 3)
 - Elec. Area where it would take least ♣ to have more ♣ than any other PR
 - Any Elector Area not full
 - Any HRE Area not full

HRE Religion (p. 45)

- If all Elector Areas are Protestant but HRE Religion is not
 - HRE Religion becomes Protestant
 - ♣ drops by 1
- If all Elector Areas are Catholic
 - HRE Religion becomes Catholic
- If Elector Areas have different Religions
 - HRE has no official Religion (mark with Diverse Faiths token)

Reshuffling Bot Deck (p. 3)

- EVENT is always reshuffled
- IDEA is always reshuffled
- Cards used for FOCUS are not reshuffled
- Half of the rest is reshuffled

Crusade Scoring (p. 46)

- Catholic Realms *Committed to Crusade*
 - Score ♣ if target Area
 - Contains their Units, and
 - Has no Provinces Owned by Muslim Realms
 - Lose 2 otherwise
- If no Realm is *Committed to Crusade*
 - Papal Controller loses ♣

Scoring Power Struggles (p. 43)

- For each Battleground Area, score
 - ♣ per Tax Value of Provinces Controlled (♣ count as half)
 - ♣ for being the only PR with ♣/♣ there (only on the Main Map)
 - ♣ for at least 1 ♣/♣ there
- Additional criteria on the card
- Discard the card

5. CLEAN-UP

A. Update and Refresh

- Allied Units in Armies → Available ♣
- Update Manpower
- Refresh ½ Exhausted Units (min 3, max 6)
- Repair Heavy Ships in Port
- Refresh Merchants
- Add ♣ = # of Colonial ♥ (max 4)
- Discard Bot ♣ if there is no vacant Territory (p. 3)
- Remove ♣ from *Changed Nat. Focus* slot

B. Board and Status Mat clean-up

- Remove ♣
 - Between Bots and PRs (p. 3)
 - From DNPRs with Tax Income ≥ 10④
- Remove all ♥ from Map
- Adjust Imperial ♣ and redistribute
- If Emperor is at Peace
 - Remove Imperial ♣
 - Remove Tag from *Defending the HRE*
- Remove Tags from *Committed to Crusade*
- If Age III or IV, check HRE Religion (advanced rules) (p. 45)
- PR 1st to Pass gets the First Player token
 - If already has it, PR 2nd to Pass gets it
- Reshuffle Bot decks (p. 3)

C. Discard down to 5 Action Cards

D. End of Age Routine

- Skip if not end of Age or Final Scoring triggered
- Place the Event deck for the next Age
- Replace all Milestones
- Replace unresearch. non-Basic Ideas
- The player with least ♣ (no ties) may replace 1 new Milestone or Idea
- Players with 1+ ♣ score ♣
 - Then in turn order
 - Rem. 1♣ (prefer NPR) or pay 2♣
 - Bots do not remove ♣ (p. 3)
- Reset Bot decks (p. 3)

FINAL SCORING

- Trigger Final Scoring **after Phase 5** if
 - No more Events left, or
 - PR has ≥ 100 ♣ and lead of ≥ 20 ♣, or
 - PR has all ♣ and ♣ on the Map
- Score Missions from hand (no effects)
- Score ♣ = Base and Vassal Tax Income
- Score ♣ per ♥, ♣ per ♣, ♣ per ♣
- Papal Contr. scores ♣ = # of Cath. PRs
- Emperor scores ♣ = ♣
- Score ♣ = 2 × ♣
- Subtract ♣ per Tax Value of Occup. ♣
- Subtract ♣ per ♣
- PR with most ♣ wins, tie breakers:
 - most ♣, 2. most ④

ACTIONS

GENERIC ACTIONS

Event (p. 12)

- Must be taken exactly once per Round
- 1. **Select** a face-up Event, **collect** ④ on the card and **move** Round Status marker
- 2. Add 2 ④ to remaining face-up Events
- 3. Resolve effects
- 4. Resolve secondary effects, left to right
- 5. Replace Ruler (opt. if other PR's Turn)
- 6. If everyone has taken an **Event** and unpicked Event remains
 - Auto-resolve secondary effects
 - Ruler may be appointed for 2 1
- 7. Flip a face-down Event, if any remain

Player-to-player Diplomacy (p. 12)

- May interact with one player per Action
- May not do **Monetary Support** and **Buy/Sell Provinces** on the same turn
- If one of the PRs is at War, then may only do **Monetary Support**

Marriage

- Active Player pays 1 1
- Place 2 tokens on both Capitals
- Both may draw an Action card of a type chosen by Active Player

Alliance

- Active player pays 1 1
- Place 2 tokens on both Capitals

Monetary Support

- Active player pays 1 = exchanged ④ / 10

Buy/sell Provinces

- Buyer must have 1 in those Areas
- Price: 3-15④ per Province
- Both pay 1 1
- PR selling Core Provinces
 - Loses ④ = 2× Tax Value
- 1 cannot be sold

Optional Rule 1: Secret Negotiations

- Pay 1 1 for a private 3-minute conference
- All other communication must be public

Research Idea (X④) (p. 12)

- Mark it with a Tag
- Apply immediate effects
- Score ④
- If ≤2 other PRs tagged it, they score ④
- If you **Research** another **Government Form** Idea while having one (p. 21)
 - Lose the previous one (no ④ loss)
 - Score ④ as normal for the new one
- If ④ ≥ 3, **Imperial Subjects** may not **Research** Government Form Ideas (p. 44)

General Event guidelines (p. 40)

- In lists, word "or" is inclusive
- Ignore effects if conditions are not met
- Pick only one of A/B options (p. 12)
- When cannot meet req. or pay for one of A/B options, must pick the other one
- When cannot pay for either of A/B options, choose either one of them
- If an effect/choice affects >1 PR, resolve starting from Active player
- PR that "gains/loses" makes the choice
- NPRs say "yes", when offered Alliance or when they "may" do something
- Word "you" refers to Active player or player making A/B choice

Standard Event effects (p. 40)

Gain/place Influence

- 1+ Province in Area must be Owned by NPR/Vassal
- May replace 1 if all target Areas are full

Gain Alliance

- Target must be Independ. and at Peace
- If target is NPR ④ of an Opponent
 - Your ④ must be ≥ Opponent's ④
- If out of ④, may remove one (except ④) with no penalties

Gain Royal Marriage

- Target must be eligible
- If out of ④, may remove one (except ④)

Gain 1

- May have only 1 per Area

Gain/place ④ or ④

- Target Prov. may not have Opp.'s ④/④

Gain Merchant

- Only if you have 2 merchants

Gain Military Unit

- Must take Reg. Units from Available 1
- May not trigger a Battle

Gain Action

- Must be taken immediately

Develop a Small ④ into a Large ④

- ④ must be Owned by you

Research Idea

- Score ④ as normal (Active PR first)
- If the Idea is not on display
 - Replace unpicked non-Basic Idea of the same type
 - If no unpicked non-Basic Idea, add the Idea to a new row

Placing DNPR tokens

- Use the token with C as Capital (underlined in Event text)
- If target Province has ④/④, then ④ goes underneath
- May not be placed on PR's Core Prov.
- If first ④ on a Dist. Cont., add Tr. Cards

Terminate/remove Alliance

- If 1
 - Lose Allied Units = ½ of NPR's pre-War Tax Income
 - Your Enem. must add War tokens on it

Reject Ruler

- Discard current Ruler and Event's ruler once Event is resolved

Area Leaves HRE

- Loss of 1 is accounted for in the text

Wars triggered by Events

- If not marked as **Declare War** Action, do steps 3-7 (DoW restrictions apply)
- PR that has Passed cannot Declare War

Change State Religion (p. 13)

- Only from Age II onwards
- For **Emperor**, only allowed if HRE Rel. is diff. from Emp.'s Rel. (adv. rules) (p. 45)
- Do one of the following

Convert between Catholic and Protestant

- Lose ④ and 1 1
- Lose 1 ④ and total of 5 ④ from Areas of abandoned Religion
- Place removed ④ to Areas of new Rel.
- In each of your Areas of abandoned Rel.
 - Gain 1 1
 - Roll Rebel Dice

Embrace the Counter-Reformation

- Allowed only when
 - 1+ Counter-Ref. token is in play, and
 - You are Catholic
- Pay 3 1
- Convert to Counter-Reformed
- Place Ctr-Ref. token to your Capital Area

Distant Trade (p. 35)

- When the first 1/④ is placed on a Distant Continent, add matching Trade Cards and shuffle Trade Deck, including discard pile

Explore (1 1 + 1 1) (p. 12)

- If having "QftNW", may move 1 Light 1
 - Must move to a Distant Sea Zone
 - May not enter a Hostile Sea Zone
- Roll. May reroll for 1 1, max 2×. Use the last result
 - No ④: Discover a matching Territory or an NPR Province or ④ or ④
 - ④: Pay 1 1 to Disc. a match. Terr., or remove 1 of your 1 on Dist. Cont.
- Any Discovery must be Adjacent to
 - Your Realm, or
 - If having "QftNW", your 1
- Place 1 on Discovered Area
- If first 1 on a Dist. Cont., add Tr. Cards

Secondary Event Effects (p. 41)

- When auto-resolving, no one is Active Player (you)

Native Uprising

- Each player
 - Loses 1
 - Gains \times in 1 Distant
- You may ignore one of the effects (even the only one affecting you)

Disloyal Vassals

- Every PR having Areas with \heartsuit , but no \clubsuit / \spadesuit or fewer \heartsuit than any Opp., must
 - Pick such Area with most of their \heartsuit
 - Gain \times on all their \heartsuit in the Area
 - Place \heartsuit = Tax Val. of their \heartsuit in Area
 - You place no \heartsuit

Pirates

- Place a Pirate into maritime Trade Node
 - Trade Node must have 1+ Merchant, if possible
- **Auto-resolution:** Node with most Merchants. Tie breakers: 1. Exp. Node; 2. random

Cardinal Dies

- Remove any \heartsuit , except the Roma \heartsuit
- **Auto-resolution:**
 - Remove rightmost \heartsuit from the PR with most \heartsuit
 - If tied, remove rightmost \heartsuit of those

Character Mortality

- All matching characters gain an \heartsuit
- After the second \heartsuit , the character dies

Unrest/Rebellion

- All PRs roll Rebel Dice
- You roll max 1 Rebel Die

Attrition

- All PRs at War, except you, lose 1 for every 4 Deployed Land Units as Casualties

Lost at Sea

- Remove 1 Ship of each Opponent not Adjacent to a Friendly Port
- **Auto-resolution:** Each player chooses for themselves

DNPR Expansion

- Pick a DNPR per matching color (not \heartsuit)
- For each picked DNPR
 - Place \heartsuit on an Adj. Prov. that is not
 - Capital, unless NPR's last Prov.
 - Occupied
 - Owned by the DNPR's Ally
 - Core Province of a PR
 - If DNPR has a Port facing any Main Map Sea Zone without \heartsuit / \spadesuit , and it is Age II or later
 - May place the \heartsuit on vacant Territor.
 - If first \heartsuit on a Distant Continent, add Trade Cards
 - If \heartsuit was placed on a PR \heartsuit / \spadesuit , then
 - \heartsuit goes underneath the \heartsuit / \spadesuit
 - Add \times to the \heartsuit / \spadesuit
 - If \heartsuit was placed on a PR's NPR \heartsuit
 - That PR may place CB on the DNPR's Capital
- **Auto-resolution:**
 - All DNPRs with matching colors target an Adjacent NPR
 - Area selection priority: 1. where they Own Provinces; 2. Adjacent by Land
 - Prov. selec. prio.: 1. Owned by Realm with lowest Tax Income; 2. A \rightarrow Z

Spread of Religious Ideas

- Find clusters (bodies of Areas connected by Land) of Infectious Faiths (Protestant, Counter-Reformed)
- For each cluster but max 4 in total, max 2 of one type if >1 Inf. Faith in play
 - Place \heartsuit in an Adjacent Area (except Muslim or Orthodox)
- May not replace \heartsuit placed on same Turn
- If no clusters, then place Diverse Faiths tokens in any 2 Catholic Areas not Adjacent to Sea Zones marked with \spadesuit
- **Auto-resolution:**
 - Start with Protestant
 - Alternate between Prot. and Ctr-Ref.
 - Area selection priority: 1. Areas with \heartsuit ; 2. highest Area Tax Value; 3. A \rightarrow Z
 - If placing Diverse Faith, go A \rightarrow Z

Spread of the Revolution

- Find clusters of \heartsuit
- For each cluster (max 4)
 - Place \heartsuit in an Adjacent Area
- If no \heartsuit , place \heartsuit in 2 PR Capital Areas
- If only 1 cluster, then also add a \heartsuit in an Area not Adjacent to this cluster
- Place on top of existing Religion tokens
- If out of \heartsuit , then may take \heartsuit from board
- **Auto-resolution:**
 - Area selection priority: same as \heartsuit
 - If no existing \heartsuit , then select targets by: 1. lowest \heartsuit ; 2. random

Activate Power Struggle (adv. rules)

- Move Upcoming Power Struggle to the Active Power Struggle slot
- Place \heartsuit on Areas named on the card

Change National Focus (p. 13)

- Only once per Round
- Place \heartsuit in *Change Nat. Focus* slot
- Do one or both in order:
 1. Move 0-1 \heartsuit from 2 pools to 3rd pool
 2. Choose ≤ 3 cards to discard from hand (discard after this Action)
 - Draw 1 fewer from any Act. Decks
 - May pay 1 \heartsuit and 2 \heartsuit to instead pick 1 of the cards from the top 5 discards of type matching paid \heartsuit

MINOR ACTIONS

- \heartsuit – May be played outside your Actions Turn, under specific circumstances

Appoint Advisor/Leader (p. 13)

Advisor – Pay the \heartsuit cost

Admiral – Pay the \times cost

General – Pay the \times cost (reassign for free)

- \heartsuit – When attacked in your Realm
- May assign/remove Ruler for free (p. 25)

Ruler – Free

- Allowed if no Ruler or Ruler is "Interregn."
- \heartsuit – When Ruler is discarded with no replacement

Cut ties (p. 14)

- Remove any number of your \heartsuit or \heartsuit
- End any number of Alliances
- If Ally at Peace (p. 33)
 - Lose 5 \heartsuit from their Realm
 - Add Truce
- If Ally at War (p. 33)
 - Lose 2 \heartsuit
 - Lose all \heartsuit from Ally's Realm
 - If Active Ally
 - Lose Allied Units = $\frac{1}{2}$ of their pre-War Tax Value
 - Enemy adds War token on them

Replen. Manp. (1 \times per 3 \heartsuit) (p. 14)

- Move \heartsuit from Exhausted to Available

Take/Repay Loan (p. 14)

Take – Gain 5 \heartsuit , gain 1 \heartsuit

- Allowed only if <5 \heartsuit
- \heartsuit – When must cover a cost

Repay – Pay 6 \heartsuit , remove 1 \heartsuit

- \heartsuit – When gaining \heartsuit from Passing

PAPAL ACTIONS (p. 46)

- You must be the Papal Controller
- Max 1 Papal Action per Round
- Only in Ages I and II

Excommunicate Ruler (2 \heartsuit)

- Target must be Catholic
- Place Excom. token on target's Capital
- Target loses \heartsuit
- Target loses 1 \heartsuit (except Roma \heartsuit)
- Target loses 4 \heartsuit from Cath. Areas
- Cath. Realms have Excom. CB against the target

Call Crusade (2👤)

- Target Area must have at least 2 Provinces Owned by Muslim Realms
- Place Crusade Token on the target Area
- You may immediately take a free **Declare War** Action against Muslim Realm(s) with Provinces in target Area to
 - Score 1👤
 - Gain 2 free Mercenary Infantry Units
 - Tag *Committed to Crusade*
- Cath. Realms have Holy War CB against Muslim Realms Owning Prov. in the Area

HRE ACTIONS

Increase 🏰 (1👤 = 1+current 🏰) (p. 43)

- You must be the Emperor
- Increase 🏰 by 1

ADMIN. ACTIONS

Incr. Stab. (5👤 ± current 🏰) (p. 14)

- Increase 🏰 by 1
- If Papal Controller, pay 1👤 less (p. 46)
- If Orthodox and current 🏰 is -1/0, pay 1👤 less (p. 38)

Colonize (4👤/🏰) (p. 14)

- Replace one of your 🏰 on a vacant Territory with a Small 🏰
- Must be connected to your Capital Area by your 🏰 and/or 🏰

Convert Area (2👤 + 3👤) (p. 14)

- Must Own 1+ Province in Area(s) governed by the Religion slot
- All Provinces must be owned by Realms of the same State Religion
- If Protestant, pay 1👤 less (p. 38)
- Change Religion to your State Religion
- Add 1🏰 to your affected 🏰
- Roll Rebel Dice in affected Area(s)

DIPLOMATIC ACTIONS

Forge Alliance (1-3👤) (p. 15)

- Only with an NPR
- Both must be at Peace
- Must have at least 2👤 in target Realm
- If target is a Distant NPR, then
 - Must have a 🏰 on 1+ of target's Areas
 - Use 🏰 instead of 🏰 (p. 32)
- If target has Alliance, then must have more 🏰 and remove previous 🏰
- Pay 1👤 = 1/2 of target's Tax Inc. (max 3)
- Add 🏰 to target's Capital
- Add 1🏰 to target's Cap. Area

Trade (1👤) (p. 15)

- Must have an available (upright) Merchant
1. Reveal 3 Trade cards
 2. May collect 2👤 and end Action
 3. May move 1 Light 🏰
 - Only if selecting a Trade Node where
 - It increases your Trade Power, or
 - It creates a connection to the Node
 - May displace Opp.'s 🏰 if no vac. slot
 - May not enter a Hostile Sea Zone
 4. Select an eligible Trade Node
 5. Select an available (upright) Merchant
 - Move it to the selected Node
 - Max 1 Merchant per PR (p. 34)
 - Activate it (lay it on its side)
 6. Eligible PRs collect the Trade Income

Influence (1👤/3👤 per 🏰) (p. 15)

- Pay 1👤 or 3👤 per 🏰 (min 1👤)
- May place 🏰 in Areas Adj. to your 🏰, 🏰, 🏰, 🏰, 🏰 that were there at the start of the Turn
- Max 2🏰 per Area per Turn
- Area may contain max 5🏰
- No 🏰 on Distant Continents

Fabricate Claim (2👤 per 🏰) (p. 15)

- 🏰 – may be countered by **Counterespionage**.
- In Areas listed on Active or Upcoming Power Struggle, costs 1👤 per 🏰 (p. 43)
- **Requirements**
 - You must be at Peace
 - May be placed only in Areas adjacent to your Realm
 - May not place 🏰 on Areas where you
 - Own all Provinces, or
 - Have a 🏰
 - To fabricate a 🏰 on Distant Area
 - It must be Adjacent by Land, and
 - Have an NPR Province, 🏰 or 🏰

Trade Income (p. 34-35)

- Human PRs collect Trade Inc. if the Node
 - Has their Merchant, and
 - Is **eligible**: connected to Capital Area by 🏰, 🏰, 🏰 or Light 🏰 (not required in Inland Trade Node's Area; Occupied 🏰/🏰 count)
- Expanded - red column, otherwise - green
- **1 PR per row** may collect Trade Income. Priority (losers are pushed to lower row):
 1. Highest Trade Power
 2. Active PR breaks ties as they please
- Each Pirate Ship lowers all PRs by 1 row

Secondary Trade Nodes

- If Active PR has highest (may be tied) Trade Power in eligible Sec. Trade Node
 - They may collect Income from the lowest row of the Secondary Node
 - Other players collect income from Primary Node as normal
- May not select a Sec. Node with a Pirate

Trade Power (🏰)

- 1 🏰 for your Merchant
- 1 🏰 per Key Province you Own
- 1 🏰 per 🏰 in Adj. Trade Protection slots (only for Maritime Trade Nodes)
- Key Prov. with "+" provide +1 🏰 per "+"
- Key Prov. do not count for Sec. Node

Bot Trade (p. 4)

- Bots have 1 Merchant (never exhausted)
- When human PR **Trades**, Bots collect Trade Income if Node is eligible for them
 - Maritime Trade Node (-1 🏰 per Pirate)
 - Main Map Nodes: 2 🏰
 - Distant Nodes: 3 🏰
 - Inland Trade Node: 2 🏰
 - Bot must have 1+ Adjacent 🏰
 - -1 🏰 if hum. PR has 3+ 🏰 from Key Prov. and "Mercantilism" Idea
- When Bot collects Trade Income, move its Merchant to that Node

Action Cards X🏰 + Y👤 (p. 18-19)

- Action cost can never go below 0
- Cards in hand are secret
- Discard piles are public information
- If deck is empty when need to draw
 - If >5 cards in discard pile, keep the top 5, shuffle others
 - If ≤5 cards in discard pile, shuffle all
- Papal Controller pays 1👤 less for actions increasing 🏰 (p. 46)
- If Orthodox and current 🏰 is -1/0, pay 1👤 less for actions increasing 🏰 (p. 38)

Covert Actions (🏰)

- Can be countered by **Counterespionage**
- When countered, pay cost and 🏰 uses

Display cards (🏰)

- Max 2 in play per player (must be diff.)
 - Must discard 1 of them to play another
- Fully charge the card with 🏰 when played
- 1+ charges are exhausted per use (in addition to 🏰 cost)

Reactions (🏰)

- May be played outside your Action Turn, under specific circumstances

Card specific rules

- **One Step Ahead**: Cannot be played on an Army with 🏰 > 🏰 (p. 24)
- **Development**: Protest. pay -1👤 (p. 38)
- **Integrate Area**: see **Core Prov.** (p. 21)
- **Subjugate**: see **Vassals** (p. 33)

Activating Def. the HRE (p. 44)

- Tag *Defending the HRE* slot
- If **human PR is Emperor**, add NPR Units to **Imperial** = Emperor's (incl. Imperial) in Elec. Areas (max 8)
- If a **Bot is Emperor** (p. 6)
 - No Imperial
 - Gain = , if activating due to *CtA*
- **Human Imperial Subject** must
 - Exhaust 2 (max ½ of total), or
 - Lose 6 (max ½ of Tax Inc.), or
 - Lose (), or
 - Place CB on Aggressor's Capital
- **Bot Imperial Subject** loses 1, unless at War, including this DoW (p. 6)

Imperial in Battles (p. 44)

- Works like Allied Units
- Only usable in
 - HRE Areas
 - Emp.'s Areas Adj. by Land to HRE
- May not be used when Enemy force consists of only NPR HRE Members
- Add as Infantry when Battle starts
- Return surviving Units to Imperial

HRE Int. Wars with no CB (p. 45)

- Emp.'s DoW on Subject
 - Apply normal penalties
 - Lose 1
 - Remove 3 from HRE Areas
- Subject's DoW on another Subject
 - Human Emperor must place CB on Aggressor's Capital
 - Bot Emp. defends targeted Subj. (p. 6)

Defending the HRE (p. 44)

External Realm's DoW on Imp. Subject

- PR Emperor receives *Defensive CtA* if
 - ≥ 1, and
 - They are at Peace with the Subject
- If the Emperor accepts
 - Apply "Accepting a CtA" procedure
 - Activate *Defending the HRE*
- If the Emperor refuses
 - Lose 1 (no normal penalties)
- Bot Emperor accepts, unless (p. 6)
 - At War with an Opponent

External Realm's DoW on the Emperor

- If Emperor's Capital is in HRE
 - May activate *Defending the HRE*

MILITARY ACTIONS

Declare War (1X) (p. 16)

1. Pick target Realm(s), place War tokens
2. Lose 2
 - 2 per missing CB
 - 1 per your on targets, exceptions
3. **Calls to Arms** (in listed order)
 - a. You may send *Offensive CtAs*
 - b. Target HRE Members might send *Defensive CtA* to the Emperor
 - c. Target NPRs send *Defensive CtAs*
 - d. Target PRs may send *Defensive CtAs*
4. PRs gain 1X if they are
 - Target PR, or
 - Accepting *Def. CtAs* from NPRs (unless already at War with Aggressor)
5. Remove all your from target Realms
6. Resolve Naval Battles
7. Resolve Land Battles
8. If no Battles, may **Activate** or **Recruit Units** (no X cost)

NOTE: If Bot is Attacker or Main Def., then Batt. Seq. has differ. not covered here (p. 5-6)

Battle Sequence (p. 26-28)

- Order if multiple Battles (p. 22):
 1. Naval before Land Battles
 2. Active Player decides
- Ships vacate Trade Prot. slots (p. 28)
- 1. **Battle Preparations**
 - Emperor may use Imperial (p. 44)
 - Multiple Defenders defend together
 - If 2+ PR Def., pick **Main Defender**
 - Priority for Main Defender selection:
 1. Humans before Bots (p. 5)
 2. PR with the most Units
 3. PR who last took a Turn decides
 - Only the Main Defender may
 - Assign a General to the Battle
 - Play *Battle Actions*
 - Roll Dice
 - If one of the Defenders is a Bot (p. 6)
 - Main Defender gets +3 NPR Ships on their side in Naval Battle
- Attacker may **Appoint Leader**
- Def. may **App. General** if in their Realm
- May not **App. Leader** later in the Battle
- Max 1 Leader on each side (p. 25, 27)
- If more than 1 Leader, then player may choose which one to use (p. 25)
- If only **NPR/Rebel Defenders** with total of 3+ Units (p. 36, 37)
 - Draw
 - Use as Defender's Leader, if any
- Apply Military Ideas effects

2. Play Battle Actions ()

- Attacker plays all before Defender
- In each Battle Round, each side may only benefit from 1 use of the same (p. 19)
- Effects of a last for the duration of Battle, unless stated otherwise (p. 26)
- **Opt. Rule 4: Helping Hand** (p. 36)
 - All PRs may play to back NPRs (start from Active PR)

3. Roll Battle Dice

- If **Land Battle**
 - Default 3 Dice
 - 3/3 for Muslim PRs (p. 38)
- If **Naval Battle**
 - Default 3 Dice
 - 1 automatic hit per Heavy Ship
- Additional Dice from Leaders and

4. Assign Casualties

- If **multiple Defenders**, then
 - Alternate, largest to smallest faction
 - Attacker decides ties
- If **Land Battle**
 - Alternate between Merc., Regular and Allied Units in that order
 - PR taking hits chooses within these
 - Regular Units go to Exhausted
 - Discard Mercenaries, Allied Units
- If **Naval Battle**
 - PR taking hits chooses Ships taking hits
 - Heavy Ships can take 2 hits
 - Lay it on its side after first hit

5A. Wounded Generals/Admirals

- If you inflicted 1+ Casualty
 - Enemy Leader gets 1 per your 2
- A Leader receiving the second dies

5B. Captured Enemy Ships

- Only if you have
 - Ships remaining, and
 - Eliminated all Enemy Ships
- Capture 1 Enemy Casualty per your
 - Enemy decides which Ships
 - You may deploy Fleet if available
- Capt. Heavy Ships are damaged (p. 24)

6. Retreat

- Attacker chooses first, then defender
- **NPRs retreat** if outnumbered, unless (p. 36)
 - Fighting alongside Rebels, or
 - In their Capital Area, or
 - In Sea Zone Adj. to Capital Area, or
 - In last Area where they Control Prov.
- **Rebels** never retreat (p. 37)
- If nobody retreats, then go back to step 2
- If PR chooses to Retreat, +1 Casualty
- **Retreat destination**
 - Attacker – Previous space(s)
 - Def. – Adj. sp. with no Enemy Units
 - Military Access rules apply
 - Each PR may choose diff. dest.

7. Proclaim a Winner

- The side with Units left in the Area wins
- Victorious Active PR gains 1X (max 1 per Turn)

Restrictions on DoW (p. 22)

- a. Your Ally b. Truce
- c. PR who has Passed
- d. NPR Ally of PR who matches (b) or (c)
- e. HRE Member at Peace with Emperor if Emperor matches (a), (b) or (c)
- f. Distant Realm undiscovered by you

g. During an Interregnum

Exceptions:

- If you have on target and use Disputed Succession CB, then (a) and (g) do not apply, but Alliance ends
- No restrictions when answering *Def. CtA*
- Events may specify other exceptions

Casus Belli (p. 22)

Conquest (Claim) – Have in Area where target Owns Provinces

Call to Arms – Receive a *CtA*

General CB – Have CB token target

Event – Event that lets you Declare War

- Also negates penalty for DoW on

Disputed Succession – Any on target

- Also against PRs at War with the target

- Also negates penalty for DoW on

Excommunication – You are Catholic and the target is *Excommunicated*

Holy War (Crusade)

- If you have "*Deus Vult*" Idea and target
 - Is Adjacent to you, and
 - Has different State Religion (except other Christians), or is a Distant Realm
- If you are Catholic
 - Target Realm is a target of a *Crusade*
 - Tag *Committed to Crusade* slot when using this CB

Imperial Liberation – You are the Emperor and the non-HRE target Controls Provinces or has Vassals in HRE

Warfare vs NPRs (p. 36)

- # of def. **NPR Units** = MC or NC
 - Land Units are Infantry
 - Ships are Light Ships
- **Active Ally** defends with ½ of MC
- NPRs defend at normal strength even if not enough tokens in Supply
- If **multiple Battles**, priorities:
 1. Capital Area and Adj. Sea Zones
 2. Largest Enemy force
 3. First Battle
- NPR Provinces on **Distant Continents**
 - Double MC/NC for defense
 - Except from Areas with
 - Some Ports are Inactive (grayed out) until they have a , or

DoW on Bot or their Ally (p. 4)

3. Calls to Arms

- Bot refuses *Offensive CtAs*
- Bot accepts *Defensive CtAs*, unless
 - At War with an Opponent
- Bot Emp. activ. *Def. the HRE* if they can
- Bot sends *Def. CtAs* to Adj. to Aggres.
 - They gain 2 for each such Ally
 - Flip those to

4. Gaining and Recruiting

- Targeted Bots and Bots joining the War by accepting a *CtA* from NPR, gain 1
- If then the Bot has < 5/5/6/7 , it gains until it reaches 5/5/6/7
- If Bot has any Available , they spend 1 to recruit 7/9/9/11 Units, and check MAC if Army is on the map

Call to Arms (minor Action) (p. 13)

- Only
 - With your own DoW, or
 - – If DoW on you or your NPR
- If receiving a *CtA* from your NPR Ally, you may call other NPR Allies
- Calling a PR has no cost
- To call an NPR, remove from its Areas
 - If *Offensive CtA*, 2
 - If *Defensive CtA*, 1

- Only def. may call PR Allied to both sides
- NPR Allies can only be called if they are
 - At Peace, and
 - Adjacent to you or your new Enemy
- For each NPR Ally called to arms
 - Flip the to
 - Add Allied Units to Available equal to ½ of Tax Value of the Ally + its Vassals (max 5)
 - Gain 1 if Ally is Adj. to a new Enemy

Receiving a CtA (p. 32-33)

- *Defensive CtA* can always be accepted
- *Offensive CtA* must be refused in case of DoW restrictions

Accepting a CtA

- If *Offensive CtA*, place War tokens on your Ally's Enemies
- If *Defensive CtA*
 - Enemy places War tokens on you
 - If from NPR, you may
 - Make them Active Ally or not
 - Send *Def. CtA* to other NPR Allies
 - If you are Allied to a PR on opposing side, this Alliance ends

Refusing a CtA

- Remove
- If this was an Active Ally
 - Lose Allied Units = ½ of Ally's pre-War Tax Value
 - Enemy must place a War token on your former Ally
- If *Defensive CtA*, and you have not Passed, and you are not already at War
 - Lose
 - Rem. 5 from former s Areas
 - If your former Ally is a PR, they may place a CB on your Capital
- Place Truce tokens, unless former Ally is PR who chose to place a CB

Recruit Units (1 + X) (p. 17)

- May recruit as many as you can afford
- **Artillery** Units require "*Cannons*" Idea

Regular Units (up to your MC)

- In your Areas
- In your Vassal's Areas

Allied Units

- In your Areas (up to your MC)
- In Areas of (up to their MC)

Mercenary Units (MC irrelevant)

- In your Areas
- In your Vassal's Areas
- Max 3 per Turn

Ships

- In your Own Ports
- 1 Ship per Port (2 per Large Port (p. 4))
- Place in Port or Adj. non-Hostile Sea Zone, optionally on vacant Tr. Prot. slots

Costs

	Regular	Merc.	Allied
Infantry	2	4	free
Cavalry	5	7	3
Artillery	6	8	-
Light Ship	4	-	-
Heavy Ship	10	-	-
Galley	2	-	-

Suppress Unrest (1 per) (p. 17)

- / may not be Occupied
- Area may not contain any Hostile Units

Armies/Fleets (p. 24)

- To deploy an Army, assign Unit(s) to it
 - From its Area (**Land Activ.**), or
 - From Available (during **Recruit**)
- To deploy a Fleet, assign Ship(s) to it
 - From Sea Zone (**Naval Activ.**), or
 - From your Supply (during **Recruit**)
- If it becomes empty, remove from map

War Capacities (p. 22-23)

- A Province may contribute to MC/NC once per Turn (but for both)

Military Capacity (MC)

- MC in Area = Tax Value of Own + in this Area and Adjacent to this Area
- **Blocking MC**
 - Occupied Provinces
 - MC from Adjacent Area blocked by Hostile Units in that Area
 - MC from Provinces only Adj. by Sea blocked by Hostile Sea Zones

Naval Capacity (NC)

- NC in a Sea Zone = # of Own Ports facing this Sea Zone (Large Ports count as 2)
- **Blocking NC**
 - Occupied Ports

Activate Units (p. 16)

- Do **Land Activation** or **Naval Activ.**

Land Activation (1X) (p. 16)

- Do **Land Movement** or **Siege**

Land Movement

- Move an Army or a Unit up to 2 spaces
 - May use **Naval Bridge**
 - Stop when entering a Distant, Hostile or Neutral Area (p. 25)
 - Stop when disembarking (p. 26)
- On **Distant Cont.** only allowed in (p. 26)
 - Friendly Areas
 - Areas with an Enemy Province
 - Vacant Terr. with your or Enemy
- Crossing a **Mountain Border** to a Hostile or Neutral Area (p. 25)
 - Action cost pays for first 3 Units
 - Pay additional 1X per 3 Units
- Check **Military Access** (p. 25)
- **Army reorganization** may be done at any point during its movement (p. 25)
 - May pick up or drop off Regular Infantry Units
 - May shift Units between Armies
 - May be split up or merged with another Army
- A **Battle is triggered** when Units enter an Area containing
 - Hostile Units
 - Enemy NPR Provinces (unless there are already Units Hostile to the NPR)
- **Optional rule 2: Available Mercenaries**
 - Only if activating an Army for Land Movement in your Own Area
 - May recruit up to 3 Mercenary Units (normal cost)
 - They must move with the Army

Siege (p. 28)

1. Pick an Area with 1+ Enemy Controlled Provinces, where you have 1+ Units
2. Calculate total Siege Strength of Units you will use and pay X cost
 - Strength: = 1, = 1/2, = 2 (p. 24)
 - First Unit is included in Action cost
 - Pay 1X per additional Sieging Unit
3. Siege total Tax Val. ≤ Siege Strength
 - To Siege an Island Province (blue Port), you need 1+ Ship in a Sea Zone it faces
4. Resolve effects of "Defensive Mentality"
5. When successfully Sieging
 - **Rebel Occupied Province**
 - Remove
 - Remove X
 - **NPR Province**
 - Add Occupied token
 - Add your (with X)
 - **Hostile PR's** /
 - Add your (with X) on top of it
 - That player must cover a slot on their Town/Vassal track with a
 - **Enemy Occupied Province** whose Lawful Owner is Friendly or Neutral
 - Remove Occupier's
 - **Rebel/Enemy Occupied Province** whose Lawful Owner is your Enemy
 - Replace Occupier's / with your (with X)

Naval Bridge (p. 26)

- Across any number of Sea Zones
- A Sea Zone may be crossed by up to 3 Units per 1 Friendly Ship in that Sea Zone
- Does not count as a space
- May include Ships of PR Allies, unless
 - That Sea Zone has Enemy Ships, or
 - Disembarking in a Hostile Area where the Ally has no Enemies

Military Access (p. 25)

- In Areas with 1+ Province whose *de jure* or *de facto* owner is **Friendly** or **Enemy**
 - Always available
- In **Neutral** Areas
 - Not available in Areas with your
 - You must be at War
 - Remove 1 from the Area or pay 3 $\text{\textcircled{d}}$
 - If all Prov. in Area are Owned by PRs, you need permission from one of those PRs
- In **HRE** while *Def. HRE* is active (p. 44)
 - Free for
 - Emperor
 - Anyone at War with Emperor

6. Ships move out of successfully Sieged Ports and may trigger a Battle
7. Players regaining Control of Provinces remove from Town/Vassal track

Naval Activation (1X) (p. 16)

- Do **Naval Movement** or **Undock**

Naval Movement

- Select 1 Sea Zone or Friendly Port as destination
- Move any number of Ships within range to the destination (Ports have limits)
 - Ship/Fleet may move up to 2 spaces
 - Stop when entering Distant or Hostile Sea Zone (p. 25)
 - May not pass through Hostile Sea Zones
- On **Distant Continents** (p. 26)
 - If you have no , or Adj. to Dist. Sea Zone, you must **Explore** to enter it
 - To move across the Pacific Ocean, spend an additional of any type
- **Galleys** are disbanded if the Fleet moves to a Sea Zone without */† (p. 24)
- **Fleet reorganization** may be done at the start and destination (p. 25)
 - May pick up or drop off Light Ships
- If destination Sea Zone is not Hostile
 - Light Ships may occupy vacant **Trade Protection** slots there (p. 25)
- A **Battle is triggered** when destination
 - Contains Enemy Ships, or
 - Faces Enemy NPR Ports (unless there already are Ships Hostile to the NPR)
- May choose to **fight Pirates** in a Trade Node Adjacent to Activated Ships (p. 28)
- May use **Naval Bridge** if (p. 26)
 - Destination Sea Zone is part of it, and
 - Moved Land Units are Adjacent to it

Undock

- Move any number of your Ships from Ports to Adjacent non-Hostile Sea Zones
- May choose to **fight Pirates** in a Trade Node Adjacent to Activated Ships (p. 28)

Ships in Port (p. 26)

- Max 2 in a Small Port
- Max 4 in a Large Port
- Max 6 in a Large Port in a single Fleet
- Heavy Ships are repaired at Turn/Round end
- If a Port ceases to be Friendly due to an ending
 - Ships must move to Adjacent non-Hostile Sea Zone
 - If can't move, must be disbanded

OTHER RULES

GENERAL NOTES (p. 2-4)

Concepts & Terms

- **Adjacency:**
 - **Prov./Unit/token** is Adj. to its Area, bordering Areas, Prov. in those Areas
 - **Port** is also Adj. to its Sea Zones, Ports facing same Sea Z., Areas of such Ports
 - **Areas/Sea Zones** are Adj. if they share a border. **Areas** are also Adj. to Areas with Ports facing the same Sea Zone
 - **Realm** is Adj. if an Own Prov. is Adj.
- **Deployed:** Unit on board or in Army/Fleet
- **Friendly:**
 - Armies/Units/Prov. Controlled by you/♠/♣
 - Non-Hostile Areas with Friendly Prov.
- **Hostile:**
 - Armies/Units/Prov. Controlled by ♠ or Realms at War with you
 - Areas with Hostile Units/Prov.
 - Sea Zones with Hostile Ships
 - Sea Zones facing Hostile NPR Ports and with no Ships Hostile to them
- **Neutral:** neither Friendly nor Hostile
- **Opponent:** player other than you
- **Player:** human or Bot
- **You:** the Active Player
- **Occupied Province:** has Occ. token or 2 ♠/♣/♠ (Controller on top, Lawful Owner beneath)
- **Own Province:** has its Realm's flag/♠/♣ and is non-Occupied
- **Realm:** made of Own Prov. and Areas with such Prov.
 - **(N)PR:** (Non-)Player Realm
 - **Distant R.:** with Dist. Capital
- Realm's **Core Prov.:** has its flag/♠ in Area (♠/♣ supercede flags)
- **Colonial** ♠: ♠ on vacant Territory (p. 12)

Token Limits (p.2)

- Generally limited. If nothing in supply, take from anywhere. Exceptions below
- **May not be moved**
 - Towns (♠). If out of (p. 21)
 - Large ♠, use 2 Small ♠ instead
 - Small ♠, use a ♠ instead
 - Vassal tokens (♠)
 - Alliances (♠/♠), Marriages (♠/♠)
 - Crusade/Excommunicated token
 - Mercenary and Allied Units
 - Religion tokens in State Religion slot
 - Ill health tokens (♠) on Characters
 - "Unlimited" tokens

- **Cubes** (♠)
 - Take from anywhere except
 - Roma ♠
 - *Changed Nat. Focus* slot
 - ♠ covering income slots

Unlimited

- Ducats (♠)
- War/Truce tokens
- Occupied tokens
- +1 ♠ tokens
- Tag chits

Rounding

- Round up unless stated otherwise

GOVERNING PR (p. 19-21)

Monarch Power (♠) (p. 19)

- No more than 10 ♠ of any type

Characters (p. 19)

- Max 1 Ruler
- Max 1 General/Admiral per Army/Fleet
- Max 1 Advisor per ♠ type

Stability (♠) (p. 20)

- If gaining ♠ and ♠ = 3, gain 2 ♠ per step
- If losing ♠ and ♠ = -3, lose 2 ♠ per step
 - If <2 ♠, lose any ♠ per missing ♠
 - If no ♠, ignore this penalty

Bankruptcy (p. 21)

- When cannot pay a mandatory cost and cannot take a Loan
 - Lose 3 ♠
 - Lose ♠
 - Discard all ♠ and 3 ♠ from Treasury
 - Disband all Mercenaries
 - Fire all Advisors
 - Lose ½ of ♠ per type (max 3 per type)

Core Provinces (♠) (p. 21)

- To place a ♠, a player needs to Own all Provinces in the Area
- ♠ may not be placed to an Area where all Provinces already that PR's Core Prov.
- Placing ♠ displaces any ♠/♣ in the Area
- ♠ counts as ♠

DIP. RELATIONS (p. 32-33)

Influence (♠) (p. 32)

- Area may contain max 5 ♠
- ♠ may not be placed in Areas where all Provinces are owned by PRs
- Once all Provinces in an Area are Owned by PRs, all ♠ must be removed
- No ♠ may be placed in Distant Areas

Marriages (♠) (p. 32)

- Max 3 ♠ ("Cabinet" Idea allows 1 more)
- ♠ counts as ♠, but cannot be removed and is excluded from Area's 5 ♠ limit

- When taking an Action that requires to remove ♠, remove 1 fewer ♠ if you have 1+ ♠ in the Area
- May not enter Marriage
 - Christian and non-Christian partner
 - Muslim and non-Muslim partner
 - Revolutionary PR
 - PR and other PR's Vassal
 - During Interregnum

Alliances (♠) (p. 32)

- Max 3 ♠ ("Cabinet" Idea allows 1 more)
- NPR may only be Allied to 1 PR
- ♠ are part of every War you are involved in (or enter into while they are active)

Vassals (♠) (p. 33)

- Vassals are a separate category of Realms (not part of Overlord's Realm, not NPR)
- Using *Subjugate* Action Card
 - Target may not be a Distant Realm
 - When **Vassalizing** your Ally
 - Remove your ♠
 - Place ♠ on their Prov. (2 on Large)
 - All other PRs must remove their ♠
 - If the **target has Vassals**
 - You need a ♠ to Vassalize that target
 - If you also discard ♠ from target's Vassals equal to their Tax Income
 - They also become you Vassals
 - Otherwise, they become independent and you may
 - Place ♠ on their Capital, or
 - Place ♠ in one of their Areas
 - When **Annexing**
 - Replace ♠ with ♠, remove any ♠
- **Papal Stat.** and **Emp.** cannot be Vassalized
- **Vassals in Wars**
 - ♠ on Vassal counts as ♠ on Overlord
 - Vassals do not defend themselves

NPRS (p. 35-36)

- If natural Capital is Owned by another Realm, then pick a new Capital. Priority:
1. Large Provinces; 2. A→Z
- NPR's **Vassals**
 - Assist in Wars as if part of Overlord
 - May be ceded in Peace Resolutions
 - If Overlord does not exist, or PR ♠ was removed, Vassals become independent

+1 ♠ tokens (p. 36)

- Provide +1 MC
- Count as +1 Tax Value for the purposes of
 - Resolving Peace
 - Contribution of Allied Units
 - Subjugation
- Do not affect Sieges
- Removed if Prov. is Annex. or Vassalized

DNPRs (👤) (p. 35)

- When a DNPR's Province is Annexed or Vassalized, keep 👤 underneath the 🏰/🏰
- 👤 cannot be placed on PR Core Provinces

REBELS (👤) (p. 37)

Rebel Dice

- Roll Area by Area
- Roll 1 die per 🗡 you have in a given Area
- 🗡: Rebellion
 - If you have Military Units in the Area
 - Add 🗡 per 🗡 result
 - Any Battle is triggered after all Rebel Dice rolls have been resolved
 - Otherwise
 - Assign each 🗡 to one of your 🗡
 - Core Province gets Occupied
 - Occ. or non-Core Prov. gets Liber.
- 🗡: Lose 1🗡. If unable to, then pay 2🗡
- 🗡: Exhaust 1🗡. If unable to, pay 2🗡
- 🗡: Lose 2🗡
- 🗡: Remove 1 🗡

Bot rolls (p. 4)

- Roll for all Areas at once (max 5 dice)
- 🗡 🗡 🗡: Lose 1 🗡
 - Lose max 1 🗡, even if more rolled
- 🗡: Remove 1 🗡
- 🗡: Rebellion
 - If possible, apply in Area with Bot's Army
 - If Prov. gets Liber., place 🗡 in the Area

Rebel Units (👤)

- 🗡 are Hostile to all PRs
- **Sieging**
 - If Province is Core of its Owner
 - Place 🗡 on top of it
 - The Lawful Owner must cover a Town/Vassal slot with a 🗡
 - If Occupied or not Core of its Owner
 - It is Liberated
- **Liberation**
 - If **Occupied** by an Enemy of Province's Lawful Owner, remove Occupier's 🗡
 - If **not a Core Province** of PR who Owns or has Vassalized it
 - Remove 🗡/🗡
 - If Core Province of another PR, they place a 🗡 there
 - If **Territory**, replace 🗡 with a 🗡 (color chosen by the Active Player)
 - A PR whose Province is Liberated by Rebels must **place a CB** on the new Owner's Capital and remove any Truce
 - Bot **places a 🗡** if their Province gets Liberated by Rebels (p. 4)

Optional rule 5: Religious Rebels

- Turn/place all 🗡 pentagram side up in Areas with Religious Dissent
- If Religious Rebels Occupy your Capit. and 2+ other Provinces, you may
 - **Change State Religion** to the Religion of your Capital Area, and
 - Remove 🗡 and 🗡 in Areas of your new State Religion

RELIGION, FAITH (p. 38)

- NPRs change State Religion if the Religion of their Capital Area changes
- Counter-Reformed Realms and Areas are also considered to be Catholic
- The >Papal States is always Catholic (p. 5)

Religion abilities

- Catholicism
 - Have access to Papal Curia
 - May **Change State Religion**
- Protestantism
 - **Conv. Area** and **Developm.** cost -1🗡
 - May **Change State Religion**
- Orthodoxy
 - Discount of 1🗡 when **Increasing Stab.** from -1 to 0 or from 0 to 1
- Islam
 - May replace default 3🗡 Dice with 3🗡

Diverse Faiths

- Means no dominant faith in the Area
- Cannot be State Religion

Revolutionary Ideology

- Token is placed on top of existing Religion (instead of replacing it)
- If Revolutionary Realm **Researches** Gov. Form other than "*Revolutionary Regime*"
 - They remove 🗡 in Capital Area, and
 - Change State Religion to match the Religion of Capital Area

PAPAL CURIA (p. 45-46)

- # of Regular 🗡 Slots = # of Cath. PRs + 1
- Only Catholic PRs may have Cardinals
- **Roma Cardinal** belongs to PR who
 - Is Allied to the >Papal States, or
 - Controls Roma
 - This supersedes the Alliance
 - PR may not have other 🗡
- **Papal Controller**
 - PR with most 🗡 (left-most breaks ties)
 - Bonuses
 - +1🗡 in Phase 4, Step D
 - Discount of 1🗡 per Advisor in Phase 4, Step B
 - Discount of 1🗡 for Actions Incr. 🗡
 - Has Access to Papal Actions

• Uncontested Papal Controller

- PR with most 🗡, min 2 and no tie
- Extra 🗡 in Phase 4, Step E

PRESTIGE (👤) (p. 42-43)

Missions (p. 42)

- Rewards follow Standard Event Effects

Milestones (p. 42-43)

- If completed at the same time, then tie breaker is Turn order (start with Active Player in Phase 2, otherwise First Player), unless stated otherwise on Milestone

HRE (p. 43-45)

Imperial Authority (👤) (p. 43)

- Max 🗡 = # of Elector Areas + 1
- Drop 🗡 if max 🗡 goes below current 🗡

Imperial Influence (p. 44)

- Works like regular 🗡 except
 - Is placed only in Phase 5, Step B
 - Must be placed in HRE Areas with at least 1 NPR HRE Member
 - Removed when Area leaves HRE
 - May not be used for **Subjugate**

HRE Lands (p. 44)

- **HRE Members** – Realms with Capital in HRE (can be PRs, NPRs, Vassal Realms)
- **Imperial Subjects** – HRE Members except the Emperor
- **Elector Area**
 - Marked with 🗡 on the Map
 - Must have Capital of 1+ HRE Member

PR as Imperial Subject (p. 44)

- May leave HRE only by Mission or Event

Leaving and Rejoining HRE (p. 45)

- When all Provinces in an HRE Area are Owned by external Realms except Emp.
 - The Area leaves the HRE (place 🗡)
 - Lose 1🗡
- If all HRE Prov. in an Area are Owned or Vassal. by HRE Members or Emperor
 - The Area is reincorporated (remove 🗡)
 - Gain 1🗡

HRE Religion (adv. rules) (p. 45)

- Emp. may **Change State Rel.** only when HRE Rel. is different from Emp.'s Rel.
- If Emperor adopts Revolutionary Ideology, then HRE is permanently dissolved

NPR Emperor (p. 45)

- Emperor cannot be Vassalized
- If Emp. is Fully Annexed, HRE dissolves

Imperial Elections (adv. rules) (p. 45)

- Not used when Emp. is NPR or Bot (p. 6)
- Triggered when Emp.'s Ruler is replaced or discarded and 🗡 ≤ 4

- Eligible **candidate Realm**
 - Must be a PR
 - Must follow official HRE Rel. (if any)
 - May be non-HRE Realm
 - May have Interregnum
- If there are **no eligible candidates**
 - The current Emperor retains the title
 - 🗳 drops by 2
- **Elector Areas vote** for candidates
 - Elec. Area votes for candidate that has most 🗳 (incl. Imp. 🗳) in that Area
 - Elec. Area with no NPR Prov. where all 🗳 belong to the same PR
 - Votes for that PR, if eligible
 - If PR has Capital in an Elector Area
 - If eligible, that PR gets the vote
 - If not, the Area does not vote
 - All ties are decided by current Emp.
- If 🗳 < 3 following election of a new Emp.
 - 🗳 increases by 1
- If new PR is elected and *Defending the HRE* is active
 - New Emp. may place CB on any non-HRE Realm at War with NPR HRE Members
 - Imperial 🗳 stays the same and can be used as normal by the new Emperor

BOT RULES

CHOICE PROC. (p. 3)

At War?

- If no Enemy has Provinces remaining, consider the Bot not at War for all choices

Realm Selection

- Use Targeting Charts
- Priorities for picking a Realm in an Area
 1. Capital in the Area
 2. Highest tot. Tax Val. Owned in Area
 3. Random

Province, Area, Sea Zone Selection

- When applying effects beneficial to them or bad for an Opponent
 - Prioritize highest Tax Value
- When applying effects bad for them or beneficial to an Opponent
 - Prioritize lowest Tax Value
- Otherwise, A→Z

Opponent Selection

1. Opponent at War with Bot (if applicable)
2. Roll a die
 - 1-3: Highest 🗳
 - 4-6: Highest Tax Income
3. Human players before Bots
4. Random

IDEAS (p. 3)

- Bots do not take Idea effects into account

TOKEN LIMITS (p. 4)

Cubes

- If out of 🗳, take according to the following priority
 1. Take 🗳 from Spent 🗳
 2. Take 🗳 from Areas w/o Bot's 🗳/🗳 (prefer furthest from Bot's Cap. Area)
 3. Take from Areas of an Ally with the lowest Tax Income
 4. Take from Available 🗳

Towns

- If out of 🗳 (and has +20 income token), Bot will not Siege Prov. or Colonize Terr.

Claims & Core Tokens

- Max 6 🗳 (numbered 1-6)
- Max 2 🗳 (numbered 7-8)
- If out of 🗳, take according to the following priority
 1. Take non-Colonial Distant 🗳
 2. Take 🗳 from a Main Map Area with the lowest Tax Value
- Tie breakers
 1. Furthest from the Capital Area
 2. A→Z

Other Limited Tokens

- Avoid removing directly beneficial
- Prefer removing directly harmful
- Otherwise A→Z

BOTS & ALLIANCES (p. 4)

- Bots never enter into Alliances with Opponents (unless through an Event)

COVERT ACTIONS (p. 4)

- PRs counter Bot's Cov. Act. as normal
- Bots never counter Covert Actions

BOT WARFARE (p. 4-6)

- Bot recruits always into its Army
- When recruiting, Bots always pay full 🗳 price, even if less Available 🗳

Maximum Army Capacity (MAC)

- Area with land connection to Capital (continuous chain of Bot's 🗳 that are Adjacent by Land) – unlimited
- Otherwise – Bot's MC for the Area + 3 (min 9, if Naval Bridge closes the only gap in land connection to the Capital)
- When *Defending the HRE* is active (p. 6)
 - Treat all HRE Areas as connected to Emperor's Capital for MAC purposes

Movement

- Normally up to 2 spaces and stops when entering Hostile or Neutral Area
- Bot's **Naval Bridge** can be crossed by up to 9 Units, excess Units are laid down
- Bots ignore **Mountain Borders**
- Moving into Neutral Areas
 - Remove 1 🗳 if any
 - Not allowed if Bot's 🗳 in the Area

Ship placement

- Never on Trade Protection slots
- Adjacent to own Ports or Ships

TARGETING CHARTS (p. 6)

- **Target types**
 - Realms
 - "Owner of [Province]"
 - Lawful Owner if Occupied
 - "Realm in Area", preference:
 1. Valid Realm with Capit. in the Area
 2. Valid Realm with Highest Tax Value Owned in the Area
 3. A→Z
- If **mil. target is NPR**, place 🗳. Priority:
 1. In named Area or Area of named Prov.
 2. In target's Capital Area
- **Vacant Territory** as target
 - If Bot has "QftNW", place 🗳, end Turn
 - Otherwise, invalid target
- **Invalid military targets**
 - Vassal → Substitute: Overlord
 - All target's Prov. Owned by PRs or DNPRs → Substitute: Owner of target's Capital
 - Bot's Ally
 - Truce with the Bot
 - Opponent who has Passed, including their NPR Allies and HRE Subjects
 - Bot has 4+ 🗳 in target's Areas
 - All target's Prov. already owned by Bot
- **Invalid diplomatic targets**
 - Opponent
 - At War with the Bot
 - DNPR with 10+ Tax Income
 - All target's Prov. Owned by PRs or DNPRs
- If **Invalid target**, choose another:
 1. Substitute (if a valid one exists)
 2. Roll between children nodes
 3. If no valid descendant nodes
 1. Next sibling (increase die value, wrap around)
 2. Next cousin (increase die value, wrap around)