

# SEQUENCE (p. 8-11)

## 1. DRAW CARDS

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

### A. Reveal 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

### Passing

- Allowed only if **Event** taken
- May take Minor Actions on same Turn
- First 2-4 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
  - 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 (p. 2)
  - Resolve the one invading with most Units (tie breaker: A→Z)
  - Place Bot Army in Area, resolve Battle

### C. Rebels Siege & Move

- Resolve by Area: 1. most 🏰; 2. A→Z
- In Areas with ✂, Rebels Siege ✂. Priority:
  1. Large Provinces
  2. If 2+ PRs with ✂ in the Area, PR with lowest Tax Income (no tie) in the Area chooses (p. 37)
  3. 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: 1. most ✂; 2. most PR 🏰; 3. A→Z
    - Resolve Battle immediately
  - Otherwise remove 1 🏰

## 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:
  1. NPR's Capital Area
  2. Area with the most NPR's Core Prov.
  3. Area Adjacent by Land
  4. 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)
- Resolve Battle immediately (if any)
- Leave the NPR Units on board as 🏰

## Peace Resolution Sequence (p. 29)

- 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
- Treat Vassals as part of their Overlord
- In each step, resolve Peace in Turn order

### 1. Automatic White Peace

- **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 (p. 30)
  - ✂ with that NPR, and
  - Allied Units = ½ of pre-War Tax Income of the NPR

### 3. Partial Victory or Inconclusive

- **Requirements**
  - Must Occupy all single Enemy's *de jure* Provinces, and
  - Enemy has no Deployed Land Units
- May decide not to resolve
- If Enemy **Surrenders** (p. 30)
  - Gain Ⓔ, Enemy loses Ⓔ
  - May enforce Peace as if Part. Victory
  - War must end this Round

### Optional Rule 3: No Surrender

- Surrendering is not allowed
- **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 not count
- If PR Enemy has **Active Allies** (p. 30)
  - 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 (p. 29-30)
  - Terms may be negotiated with a PR

### 4. Aftermath

- PRs now at Peace must move Units to the nearest Friendly Area (counting each Area or Sea Zone as 1 space)
  - If equally close, then PR may choose
  - This movement has no cost
- Players at Peace flip their 🏰 back to ✂
- Players 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)

## D. Peace Resolutions

### E. Prestige Penalties

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

## F. Interregnums

- Lose 1 🏰
- Flip 🏰 on your Realm

## G. Religious Dissent

- Areas with 🏰: add ✂ to 1 🏰 in each Area
- Areas with 🏰: add ✂ to 1 🏰 or remove 1 🏰 in 1 Area
- Bots gain max 1 ✂ (p. 3)

- 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
  - $\text{MC} \leq 4$ , and
  - Emp.'s Ruler is replaced/discarded
- 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
  - $\text{MC}$  drops by 2
- **Elector Areas vote** for candidates
  - Elec. Area votes for candidate that has most  $\text{MC}$  (incl. Imp.  $\text{MC}$ ) in that Area
  - Elec. Area with no NPR Prov. where all  $\text{MC}$  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  $\text{MC} < 3$  following election of a new Emp.
  - $\text{MC}$  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  $\text{MC}$  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

- If applying good on theirs or bad on an Opponent
  - Prioritize highest Tax Value
- If applying bad on theirs or good on 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  $\text{MC}$
  - 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  $\text{MC}$ , take according to the following priority
  1. Take  $\text{MC}$  from Spent  $\text{MC}$
  2. Take  $\text{MC}$  from Areas w/o Bot's  $\text{MC}$  (prefer furthest from Bot's Cap. Area)
  3. Take from Areas of an Ally with the lowest Tax Income
  4. Take from Available  $\text{MC}$

### Towns

- If out of  $\text{MC}$ , the Bot will not Siege Provinces or Colonize Territories

### Claims & Core Tokens

- Max 6  $\text{MC}$  (numbered 1-6)
- Max 2  $\text{MC}$  (numbered 7-8)
- If out of  $\text{MC}$ , take according to the following priority
  1. Take non-Colonial Distant  $\text{MC}$
  2. Take  $\text{MC}$  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. 5)

- When recruiting, Bots always pay full  $\text{MC}$  price, even if less Available  $\text{MC}$

### Maximum Army Capacity (MAC)

- Area with land connection to Capital (continuous chain of Bot's  $\text{MC}$  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  $\text{MC}$  if any
  - Not allowed if Bot's  $\text{MC}$  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  $\text{MC}$ . 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  $\text{MC}$ , 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+  $\text{MC}$  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

## 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 ①

## 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 ① 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)

## 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 ② = 2× Tax Value of Provinces returned to Loser (max 10)
  - No ② from Prov. of Active Allies
- Loser loses the same amount of ②

## 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 Active Ally, then 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 (p. 45)
  - Lose 1🏰

## Secure Desired Succession

- **Requirements**
  - Partial or Total Victory to Enforce
  - Loser 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 ② = 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 ② 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

## H. Gain/Remove Unrest

- If at War, add 2 ✂ to your 🏰
- If ≤ -2✂, add 1 ✂ to your 🏰
- If ≥ +2✂, remove 1 ✂ from your 🏰
- Bots with Adm. Ideas remove 1-2✂ (p. 3)

## I. Roll Rebel Dice

- Each human PR rolls Area by Area, for all their ✂ in given a Area (p. 37)
- Bots roll for all Areas at once (max 5 dice) (p. 4)

## Victory or Defeat (p. 29)

- Victor is PR who achieved Total or Partial Victory or whose Enemy Surrendered
- There is no Victor or Loser when
  - Automatic White Peace
  - Inconclusive Result (unless agreed in Negotiated Peace terms (p. 31))

## Emp. vs ext. Aggressor (p. 44-45)

- If Emperor wins
  - Gain 1🏰, if no HRE Prov. ceded
- If Emperor loses
  - Lose 1🏰
  - If Areas leave HRE, lose additional 🏰

## Truces (p. 30)

- When Peace is made, Realms enter Truce
- Truce tokens are not placed on Act. Allies
- Remove Truce/War on Vassalized Realms

## Rebel Units

- 🏹 are Hostile to all PRs
- **Sieging**
  - If Province is Core of its Owner
    - Place 🏹 on top of it
  - 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)

### Catholicism

- Counter-Reformed Realms and Areas are also considered to be Catholic
- Abilities
  - Have access to Papal Curia
  - May **Change State Religion** to Protestantism from Age II onwards

### Protestantism abilities

- Discount of 1🏹 on **Convert Area**
- Discount of 1🏹 on **Development**
- May **Change State Rel.** to Catholicism

### Orthodoxy abilities

- Discount of 1🏹 when **Increasing Stab.** from -1 to 0 or from 0 to 1

### Islam abilities

- May replace the default 3 Infantry Dice with 3 Cavalry Dice

### 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

## PRESTIGE (🏹) (p. 42-43)

### Missions

- May not be completed in Phase 1
- Rewards follow Standard Event Effects

### Milestones

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

## PAPAL CURIA (p. 45-46)

- # of Regular Cardinal Slots = # of Catholic PRs + 1
- **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 🏹
  - The 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 all Actions that Increase 🏹
    - Has Access to Papal Actions
- **Uncontested Papal Controller**
  - PR with most 🏹, min 2 and no tie
  - Extra 🏹 in Phase 4, Step E

## HRE (p. 43-45)

### Imperial Authority (p. 43)

- Max 🏹 = # of Elector Areas + 1
- Emperor's bonuses
  - Additional 🏹 = 🏹
  - Additional Tax Income = 🏹
  - If 🏹 ≥ 1, may use *Defending the HRE*
  - If 🏹 = 2 or 3, then +1🏹
  - If 🏹 = 4 or 5, then +1🏹, +1🏹
  - If 🏹 = 6, then +2🏹, +1🏹, +1🏹
- Gaining 1 🏹
  - **Increase Authority:** Pay 🏹 = 1 + current 🏹
  - Win a War vs non-HRE Aggressor (if no HRE Provinces ceded (p. 44))
  - Reincorporate HRE Area
  - If 🏹 < 3 upon Election

- Losing 1 🏹
  - Refusing CtA when non-HRE Aggressor Declares War on an Imperial Subject
  - An Area leaves the HRE
  - Lose a War vs non-HRE Aggressor
  - Emperor Declares War on HRE Member without a CB
  - Emp. enforces Full Annex. on HRE Member with the same State Religion
- Lose 🏹 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
- **Unlawful Occupant** – Capital not in HRE but
  - Occupies 🏹 in HRE, or
  - Owns 🏹 in HRE, or
  - Has 🏹 in HRE
- **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)

- Changes in 🏹
  - When Area leaves the HRE, lose 1🏹
  - When Area rejoins, gain 1🏹
  - Based on a die-roll at the end of Round
- Number of Units defending an HRE Area
  - MC of Defending NPRs (as normal)
  - +3 × 🏹
  - -2 × number of HRE Areas with non-HRE Units prior to this Turn

## 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 Tax Income	
+ Vassal Tax Income	
- 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 from Areas with ♥
- 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

- Ruler's Skill + Advisor's Skill
- Bots discard all spent ⚡ (p. 3)
- Bots gain 6/7/8/9 ⚡
- If a Bot has 20+ small ⚡, they gain +1⚡
- If a Bot has 8 Large ⚡, they gain +1⚡
- If +3♣, receive +2⚡
- If -3♣, receive -1⚡
- If Emperor is NPR (p. 45) or Bot (p. 3)
  - Roll a 6-sided die
    - If 6 or ≥ current ♣ + 2, gain 1♣
    - If 1 or ≤ current ♣ - 2, lose 1♣
- Papal Controller receives +1⚡ (or ⚡)
- 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 Exhausted Manpower
  - ½ of Exhausted Units (min 3, max 6)
- Refresh Merchants
- Add ⚡ = # of Colonial ♣ (max 4)
- Discard Bot ⚡ if no vacant Terr. (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
- Reset Round Status markers
- Reshuffle Bot decks (p. 3)

### C. Discard down to 5 Action Cards

### D. End of Age Routine

- If end of Age
  - If no next Age, go to Final Scoring
  - 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+ ⚡ (in turn order)
    - Score ⚡
    - Rem. 1♣ (prefer NPR) or pay 2♣
    - Bots do not remove ⚡ (p. 3)
  - Reset Bot decks (p. 3)

## FINAL SCORING

- Triggered 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 ⚡ = 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

# OTHER RULES

## GENERAL NOTES (p. 2)

### Token Limits

- Generally limited. If nothing in supply, take from anywhere. Exceptions below
- May not be moved
  - Towns (🏰), Vassal tokens (👤)
  - Alliances (🤝/👤), Marriages (👰/👤)
  - Crusade/Excommunicated token
  - Mercenary Units
  - Allied Units
  - Religion tokens in State Religion slot
  - Ill health tokens (👤) on Characters
  - "Unlimited" tokens
- Cubes (🎲)
  - Take from anywhere except
  - Roma Cardinal
  - *Changed Nat. Focus* slot
  - Cubes covering income slots
  - No more than 10 🎲 of any type (p. 3)
- Unlimited
  - Ducats (💰)
  - War/Truce tokens
  - Occupied tokens
  - +1 🎲 tokens
  - Tag chits

### Rounding

- Round up unless stated otherwise

## GOVERNING PR (p. 20-21)

### 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)

### Towns (p. 21)

- If out of Large 🏰, use 2 Small 🏰 instead
- If out of Small 🏰, use a 🏰 instead

### 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
- 🏰 may be used as 🏰 for *Forge Alliance* and *Call to Arms* in any Distant Area

### Marriages (p. 32)

- Max 3 👰 ("Cabinet" Idea allows 1 more)
- May not enter Marriages during Interregn.
- 👰 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

### Alliances (p. 32)

- Max 3 🤝 ("Cabinet" Idea allows 1 more)
- NPR may only be Allied to 1 PR
- **Active Allies** (p. 33)
  - Part of every War you are involved in (or enter into while they are active)
  - They defend their Areas with ½ of MC
- Alliances with **Distant NPRs** (p. 33)
  - Use 🏰 instead of 🏰 for sending CtA
  - They contribute Allied Units as normal (despite double MC for defense)

### 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
  - **Without** 🏰, your Base Tax must be ≥ 2× target's Base Tax
  - **With** 🏰, your Base Tax must be > target's Base Tax
  - Discard 🏰 from target Realm = target Tax Inc. + Oppon. 🏰 in target Realm
  - When **Vassalizing** your Ally
    - Remove your 🤝
    - Place 🏰 on their Prov. (2 on Large)
    - All other PRs must remove their 🏰
  - When **Annexing**
    - Replace 🏰 with 🏰
    - Remove any 🏰
- If the **target has Vassals**
  - You need a 🏰 to Vassalize them
  - 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

- > **Papal States** and **Emp.** cannot be Vassal.
- **Vassals in Wars**
  - 🏰 on Vassal counts as 🏰 on Overlord
  - Vassals do not defend themselves
  - Vassals contribute to Overlord's MC, but not NC
  - Overlord may Recruit Regular Units and Mercenaries in their Vassals' Areas

## 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

## DNPRS (p. 35)

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

## +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

## REBELS (p. 37)

### Rebel Dice

- Roll Area by 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

# ACTIONS

## GENERIC ACTIONS

### *Event* (p. 12)

- Must be taken exactly once per Round
- 1. Collect ④ on the Card and move Round Status marker
- 2. Add 2 ④ to remaining face-up Events
- 3. Resolve effects
- 4. Resolve symbols
- 5. Replace Ruler (opt. if other PR's Turn)
- 6. If everyone has taken an **Event** and unpicked Event remains
  - Auto-resolve symbols
  - Ruler may be appointed for 2👤
- 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👤
- Place 🗳 tokens on both Capitals
- Both may draw an Action card of a type chosen by Active Player

### **Alliance**

- Active player pays 1👤
- Place 🗳 tokens on both Capitals

### **Monetary Support**

- Active player pays 🗳 = exchanged ④ / 10

### **Buy/sell Provinces**

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

### **Optional Rule 1: Secret Negotiations**

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

### *Change National Focus* (p. 13)

- Only once per Round
- Place 🗳 in *Change Nat. Focus* slot
- Do one or both in order:
  1. Move 0-1🗳 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🗳 and 2④ to instead pick 1 of the cards from the top 5 discards of type matching paid 🗳

### **General Event guidelines** (p. 40)

- In lists, word "or" is inclusive
- Ignore effects if conditions are not met
- 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
- If Area is full, then may replace 🗳

#### **Gain Alliance**

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

#### **Gain Royal Marriage**

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

#### **Gain 🗳**

- May have only 1 per Area

#### **Gain/place 🗳 or 🗳**

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

#### **Develop a Small 🗳 into a Large 🗳**

- 🗳 must be Owned by you

### **Gain Merchant**

- Only if you have 2 merchants

### **Gain Military Unit**

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

### **Gain Action**

- Must be taken immediately

### **Research Idea**

- Score 🗳 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 🗳/🗳, then 🗳 goes underneath
- May not be placed on PR's Core Prov.
- If first 🗳 on a Dist. Cont., add Tr. Cards

### **Terminate/remove Alliance**

- If 🗳
  - 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 🗳 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

### **Eligible Marriage Partners** (p. 32)

- Christians may Marry only other Christ.
- Muslims may Marry only other Muslims
- Revolutionary PRs may not Marry
- PR may not Marry other PR's Vassals

### *Explore* (1👤 + 1🗳) (p. 12)

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

### *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 ② and 1🗳
- Lose 1 🗳 and total of 5 🗳 from Areas of abandoned Religion
- Place removed 🗳 to Areas of new Rel.
- In each of your Areas of abandoned Rel.
  - Gain 1 🗳
  - Roll Rebel Dice

### **Embrace the Counter-Reformation**

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

## 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



## Secondary Event Effects (p. 41)

### 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 qualified 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→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→Z
  - If placing Diverse Faith, go A→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

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

## Government Form Ideas (p. 21)

- Max 1 at a time
- If you **Research** another
  - Lose the previous one (no  $\heartsuit$  loss)
  - Score  $\heartsuit$  as normal for the new one
- If  $\heartsuit \geq 3$ , Imperial Subjects may not **Research** Government Form Ideas (p. 44)

### Research Idea (X $\heartsuit$ ) (p. 12)

- Mark with a Tag
- Apply immediate effects
- Score  $\heartsuit$
- If  $\leq 2$  other PRs have it, they score  $\heartsuit$

### Distant Trade (p. 35)

- When the first  $\heartsuit$ / $\spadesuit$  is placed on a Distant Continent, add matching Trade Cards and shuffle Trade Deck, including discard pile

## HRE ACTIONS

### Increase $\heartsuit$ (1 $\heartsuit$ + current $\heartsuit$ ) (p. 43)

- You must be the Emperor
- Increase  $\heartsuit$  by 1

## MINOR ACTIONS

### 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

### 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  $\leq 5$
- $\heartsuit$  – When must cover a cost

**Repay** – Pay 6 $\heartsuit$ , remove 1 $\heartsuit$

- May be done immediately after Passing

### Cut ties (p. 14)

- Remove any number of your  $\heartsuit$  or  $\spadesuit$
- 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

### 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

### 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 2
  - 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

### 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

### 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

## PAPAL ACTIONS (p. 46)

- Max 1 Papal Action per Round
- Only in Ages I and II

### *Excommunicate Ruler* (2👤)

- Target must be Catholic
- Place Excom. token on target's Capital
- Target loses 1👤
- Target loses 1👤 (except Roma 🏰)
- Target loses 4👤 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

## ADMIN. ACTIONS

### *Incr. Stab.* (5👤 ± current 🏰) (p. 14)

- Increase 🏰 by 1

### *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)
- All Provinces must be owned by Realms of the same State Religion
- Add 1🏰 to your affected 🏰
- Roll Rebel Dice for all your 🏰 in affected Area(s)

## DIPLOMATIC ACTIONS

### *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

### *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
- If target has Alliance, then must have more 🏰 and remove previous 🏰
- Pay 🏰 = ½ of target's Tax Inc. (max 3)
- Add 🏰 to target's Capital
- Add 1🏰 to target's Cap. Area (if not full)

### *Fabricate Claim* (2👤 per 🏰) (p. 15)

- 🏰 may be intercepted by *Counterespion.*
- In Areas listed on Active or Upcoming Power Struggle, costs 1👤 per 🏰 (p. 43)
- **Requirements**
  - You must be at Peace
  - 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* (1👤) (p. 15)

- Must have an available Merchant
1. Reveal 3 Trade cards
  2. May collect 2👤 and end Action
  3. May move 1 Light 🏰
    - Only if
      - It increases Trade Power in Node you will select, or
      - It creates a connection to the Node you will select
    - May displace Opp.'s 🏰 if no vac. slot
    - May not enter a Hostile Sea Zone
  4. Select eligible Trade Node (connected to Capital Area by 🏰, 🏰, 🏰 or Light 🏰)

## Merchants (p. 34-35)

- Merchant may be activated once per Round
- Trade Node may contain any number of Merchants, but max 1 per player

### *Trade Power* (🏰) (p. 35)

- 1 🏰 for your Merchant
- 1 🏰 per Key Province you Own
- 1 🏰 per 🏰 in Trade Protection slots in Adjacent Sea Zones (only for Maritime Trade Nodes)
- Key Prov. with "+" provide +1🏰 per "+"
- Key Provinces do not count for Secondary Nodes

## Action Cards (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

### *Display cards* (🏰)

- Max 2 in play per player (must be diff.)
- If already having 2 and playing another
  - Must discard one in play

### *Covert Actions* (🏰)

- Can be countered by *Counterespion.*
- When countered
  - Cost must be paid
  - Display Card uses must be spent

## Bot Trade (p. 4)

- Bots have only one Merchant
- Bots gain 1🏰 fewer per Pirate
- Bot 🏰 do not occupy Trade Prot. slots
- Bot's Merchants are never exhausted

### *Humans Trading*

- When human PR *Trades*, Bots collect Trade Income if eligible in that Node
  - Maritime Trade Node
    - Main Map Nodes: 2🏰
    - Distant Nodes: 3🏰
  - Inland Trade Node: 2🏰
    - Bot must have 1+ Adjacent 🏰
- If hum. PR has 3+ 🏰 from Key Prov. and "Mercantilism" Idea, Bots gain 1🏰 fewer
- When Bot collects Trade Income, move its Merchant to that Node

5. Select an available (upright) Merchant
  - Move it to the selected Node
  - Activate it (lay it on its side)
6. Calculate Tr. Power for all eligible PRs with Merch. in selec. Node and collect 🏰

## Income Rows

- 1 PR per row may collect Trade Income
- If 2+ PRs qualify for the same row
  - PR with highest Trade Power pushes others down
  - Active PR breaks ties as they please
- Each Pirate Ship pushes all players down

### *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

## 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 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 Battle Seq. has differences not covered here

## 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)