

EU:TOP REFERENCE SHEET

This is a reference sheet for those who want something more verbose than official Player Aid, but less verbose than Rules. It includes most of the rules and presents them as bullet points. It does not include setup rules and some things that are already presented in a concise way in the Rules (e.g. definitions on pages 3-5).

The content is fitted on 12 A4-size pages which are grouped in 3: 3 pages for Sequence of Play, 3 pages for Actions other than Military Actions, 3 pages for Military Actions, and finally, 3 pages containing Other Rules. In some places, words are abbreviated and articles dropped to save space. Therefore, all statements are not grammatically correct sentences, but hopefully they are still easily understandable.

The pages are meant to be joined to form two 3×A4-size foldable sheets so that one of them would contain Sequence of Play and Other Rules on opposite sides, and the other one would have all the Actions. There is another file where this info page is omitted and other pages appropriately ordered for a 2-sided print using a regular office printer.

AVAILABLE FILES

Latest version of PDFs and L^AT_EX sources can be found at <https://github.com/raunc/eutpop-ref-sheet>.

PDF files

eutpop_ref_sheet.pdf (this file) – All pages joined in groups of 3 as described above.

eutpop_ref_sheet_print_1_sided.pdf – Single pages in logical order.

eutpop_ref_sheet_print_1_sided_bw.pdf – Same as previous but without colored background and text.

eutpop_ref_sheet_print_2_sided.pdf – Single pages reordered for 2-sided print as described above.

eutpop_ref_sheet_print_2_sided_bw.pdf – Same as previous but without colored background and text.

FORMATTING

Main Rules are written in black (or red in some cases). These apply to both human players and bots, unless inapplicable to bots (e.g. bots do not deal with @). Bot Rules are written in dark gray (or light red in some cases). These are relevant only when bots are in play. References to specific pages (e.g. "(p. 2)") also follow the same colors. They are written in black when they refer to Main Rules and in dark gray when they refer to Bot Rules.

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 outnum. 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)
 - 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. 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)
- Optional Rule 3: No Surrender**
 - Surrendering is not allowed

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

- 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

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
 - If it is an NPR, you have the most Ⓛ (min 2) in that Realm
 - Bots gain max 1 Ⓛ (p. 3)

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 Ⓛ

Keep Current Board State

- Requirements**
 - Partial or Total Victory to Enforce
- Occupied Capitals must be returned
 - 10 Ⓛ 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 3 Ⓛ per Tax Value
 - Liberate them, except Loser's Core Prov. and their Active Ally's Prov.
 - Score Ⓛ per Tax Value Liberated
 - May gain Ⓛ with 1 Liber. NPR
 - Place 2 Ⓛ in that NPR's Areas
- Loser must change State Religion and Rel. of Capit. Area to State Rel. of Victor
- All Occupied Provinces must be returned
 - Victor gains Ⓛ
 - Victor may add 2 Ⓛ in Loser's Cap. Area
 - Loser loses Ⓛ
 - Loser must remove 4 Ⓛ

H. Gain/Remove Unrest

- If at War, add 2 Ⓛ to your Ⓛ
- If Ⓛ ≤ -2 Ⓛ, add 1 Ⓛ to your Ⓛ
- If Ⓛ ≥ +2 Ⓛ, remove 1 Ⓛ from your Ⓛ (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
 - Automatic White Peace
 - 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

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)

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

Force Conversion

- Requirements**
 - Partial or Total Victory to Enforce

- Occupied Capitals must be returned
 - 10 Ⓛ less per Advisor
- Military Maintenance
 - 1 Ⓛ per Regular Unit
 - 2 Ⓛ per Mercenary
 - ½ Ⓛ per Ship at sea
- Plague
 - ½ Ⓛ per Tax Income from Areas with Ⓛ
- Interest on Loans
 - 1 Ⓛ per Ⓛ
- +/- Ⓛ Modifier
 - + Ⓛ = Ⓛ
- Emperor's Ⓛ
 - Ⓛ = Ⓛ
- Income from Ideas
 - + Income from Ideas

C. Corruption

- May discard Ⓛ to avoid costs
 - 0-49 Ⓛ: No cost
 - 50-59 Ⓛ: Pay 1 Ⓛ, gain Ⓛ per unpaid Ⓛ
 - 60-69 Ⓛ: 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

- For each Battleground Area, score Ⓛ = Ⓛ per Tax Value of Provinces Controlled (Ⓛ count as half)
- If Ⓛ = 6, Emperor scores Ⓛ
- PRs with "Abs. Mon." and Ⓛ > 0, score Ⓛ
- Active Crusades
- Active Power Struggle
- Remove Crusade/Excom. and Ⓛ tokens
- Additional criteria on the card
- Discard the card

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. Ⓛ
 - Refresh Merchants
 - Add Ⓛ = # of Colonial Ⓛ (max 4)
 - Discard Bot Ⓛ if no vacant Terr. (p. 3)
 - Remove Ⓛ from *Changed Nat. Focus* slot

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
- 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)

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 Ⓛ
- 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 Ⓛ

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 Controlled (Ⓛ count as half)
 - Emperor scores Ⓛ = Ⓛ
 - Score Ⓛ = 2 × Ⓛ
 - Subtract Ⓛ per Tax Value of Occup. Ⓛ
 - Ⓛ for at least 1 Ⓛ/Ⓛ there
 - Additional criteria on the card
 - Discard the card

5. CLEAN-UP</h

ACTIONS

GENERIC ACTIONS

Event (p. 12)

- Must be taken exactly once per Round
- 1. Collect \oplus on the Card and move Round Status marker
- 2. Add 2 \oplus 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 \spadesuit
- 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 \clubsuit
- Place \clubsuit tokens on both Capitals
- Both may draw an Action card of a type chosen by Active Player

Alliance

- Active player pays 1 \clubsuit
- Place \clubsuit tokens on both Capitals

Monetary Support

- Active player pays \clubsuit = exchanged \oplus / 10

Buy/sell Provinces

- Buyer must have \blacksquare in those Areas
- Price: 3-15 \oplus per Province
- Both pay 1 \clubsuit
- PR selling Core Provinces
 - Loses \oplus = 2 \times Tax Value
 - \clubsuit cannot be sold

Optional Rule 1: Secret Negotiations

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

Change National Focus (p. 13)

- Only once per Round
- Place \clubsuit in *Change Nat. Focus* slot
- Do one or both in order:
 1. Move 0-1 \clubsuit 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 \clubsuit and 2 \oplus to instead pick 1 of the cards from the top 5 discards of type matching paid \clubsuit

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 \clubsuit

Gain Alliance

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

Gain Royal Marriage

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

Reject Ruler

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

Gain \blacksquare

- May have only 1 per Area

Gain/place \clubsuit or \clubsuit

- Target Prov. may not have Opp.'s \clubsuit/\clubsuit

Develop a Small \clubsuit into a Large \clubsuit

- \clubsuit must be Owned by you
- 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
 - Loses \oplus = 2 \times Tax Value
- \clubsuit cannot be sold

Explore (1 \clubsuit + 1 \times) (p. 12)

- If having "QftNW", may move 1 Light \blacksquare
 - Must move to a Distant Sea Zone
 - May not enter a Hostile Sea Zone
- Roll. May reroll for 1 \clubsuit , max 2 \times . Use the last result
 - No \clubsuit : Discover a matching Territory or an NPR Province or \clubsuit or \clubsuit
 - \clubsuit : Pay 1 \clubsuit to Disc. a match. Terr., or remove 1 of your \blacksquare on Dist. Cont.

Embrace the Counter-Reformation

- Allowed only when
 - 1+ Counter-Ref. token is in play, and
 - You are Catholic
- Pay 3 \clubsuit
- Convert to Counter-Reformed
- If first \blacksquare on a Distant Continent, add Trade Cards

Gain Merchant

- Only if you have 2 merchants

Gain Military Unit

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

Gain Action

- Must be taken immediately

Research Idea

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

Terminate/remove Alliance

- If \clubsuit
 - Lose Allied Units = $\frac{1}{2}$ 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

Gain \blacksquare

- May have only 1 per Area

Area Leaves HRE

- Loss of \clubsuit is accounted for in the text

Wars triggered by Events

- If not marked as **Declare War** Action, do steps 3-7 (DoW restrictions apply)

Develop a Small \clubsuit into a Large \clubsuit

- \clubsuit must be Owned by you

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 \oplus and 1 \clubsuit
 - Must move to a Distant Sea Zone
 - May not enter a Hostile Sea Zone
- Place removed \clubsuit to Areas of new Rel.
- In each of your Areas of abandoned Rel.
 - Gain 1 \times
 - Roll Rebel Dice

Embrace the Counter-Reformation

- Allowed only when
 - 1+ Counter-Ref. token is in play, and
 - You are Catholic
- Pay 3 \clubsuit
- Convert to Counter-Reformed
- If first \blacksquare on a Distant Continent, add Trade Cards

Secondary Event Effects (p. 41)

Native Uprising \clubsuit

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

Disloyal Vassals \clubsuit

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

Pirates \clubsuit

- Place a Pirate into maritime Trade Node
 - Trade Node must have 1+ Merchant, if possible
- If DNPR has a Port facing any Main Map Sea Zone without */ \oplus , and it is Age II or later
 - May place the \clubsuit on vacant Territory

Auto-resolution:

- Node with most Merchants. Tie breakers: 1. Exp. Node; 2. random

Cardinal Dies \clubsuit

- Remove any \clubsuit , except the Roma \clubsuit
- Auto-resolution:
 - Remove rightmost \clubsuit from the PR with most \clubsuit
 - If tied, remove rightmost \clubsuit of those DNPR's Capital

Auto-resolution:

- Area selection priority: same as \oplus
- If no existing \clubsuit , then select targets by: 1. lowest \clubsuit ; 2. random

Unrest/Rebellion \clubsuit

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

NOTE: When resolving Event effec. for Bots, there are differences not covered here (p. 9)

Distant Trade (p. 35)

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

HRE ACTIONS

Increase \clubsuit (1 \clubsuit + current \clubsuit) (p. 43)

- You must be the Emperor
- Increase \clubsuit by 1

Repay - Pay 6 \oplus , remove 1 \clubsuit

- May be done immediately after Passing

Cut ties (p. 14)

- Remove any number of your \clubsuit or \blacksquare
- End any number of Alliances
- If Ally at Peace (p. 33)
 - When attacked in your Realm
 - Lose 5 \clubsuit from their Realm
 - Score \oplus as normal for the new one
 - May assign/remove Ruler for free (p. 25)
- If Ally at War (p. 33)
 - Allowed if no Ruler or Ruler is "Interregn."
 - When Ruler is discarded with no replacement

Appoint Advisor/Leader (p. 13)

- Advisor - Pay the \oplus cost
- Admiral - Pay the \times cost
- General - Pay the \times cost (reassign for free)

Ruler - Free

- Roll Rebel Dice for all your \times in affected Area(s)

Research Idea (X \oplus) (p. 12)

- Mark with a Tag
- Apply immediate effects
- Score \oplus
- If ≤ 2 other PRs have it, they score \oplus

Replen. Mana. (1 \times per 3 \clubsuit) (p. 14)

- Move \clubsuit from Exhausted to Available

Attrition \clubsuit

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

Lost at Sea \clubsuit

- Remove 1 Ship of each Opponent not Adjacent to a Friendly Port
- You may ignore one of the effects (even the only one affecting you)

Auto-resolution:

- Each player

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 ♦

Battle Sequence (p. 26-28)

- Order if multiple Battles (p. 22):
 - Naval before Land Battles
 - Active Player decides
- Ships vacate Trade Prot. slots (p. 28)
- Battle Preparations**
 - Emperor may use Imperial ♦ (p. 44)
 - Multiple Defenders defend together
 - If 2+ PR Def., pick **Main Defender**
 - Priority for Main Defender selection:
 - Humans before Bots (p. 5)
 - PR with the most Units
 - 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

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 (1×) (p. 16)

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

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

Restrictions on DoW (p. 22)

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

Warfare vs NPRs (p. 36)

- # of def. **NPR Units** = MC or NC once per Turn (but for both)
 - 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
- 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

Disputed Succession – Any ♦ on target

- Also against PRs at War with the target
- Also against PRs at War with the target
- Also negates penalty for DoW on ♦

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

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
 - Double MC/NC for defense
 - Except from Areas with ♦
 - Target Realm is a target of a *Crusade*
 - Tag *Committed to Crusade* slot when using this CB

Recruit Units (1× + X④) (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	2④	4④	free
Cavalry	5④	7④	3④
Artillery	6④	8④	-
Light Ship	4④	-	-
Heavy Ship	10④	-	-
Galley	2④	-	-

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

- 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

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

Attack – Previous space(s)

Def. – Adj. sp. with no Enemy Units

Military Access rules apply

Each PR may choose diff. dest.

Prisoner

Victorious Active PR gains 1× (max 1 per Turn)

Victory

OTHER RULES

GENERAL NOTES (p. 2)

Token Limits

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

Rounding

- Round up unless stated otherwise

GOVERNING PR (p. 20-21)

Stability (p. 20)

- If gaining P and $\text{P} = 3$, gain 2 P per step
- If losing P and $\text{P} = -3$, lose 2 P per step
 - If <2 P , lose any P per missing P
 - If no P , ignore this penalty

Bankruptcy (p. 21)

- When cannot pay a mandatory cost and cannot take a Loan
 - Lose 3 P
 - Lose G
 - Discard all D and 3 G from Treasury
 - Disband all Mercenaries
 - Fire all Advisors
 - Lose 1% of P per type (max 3 per type)

Towns (p. 21)

- If out of Large O , use 2 Small O instead
- If out of Small O , use a P instead
- Core Provinces (p. 21)**
 - To place a O , a player needs to Own all Provinces in the Area
 - O may not be placed to an Area where all Provinces already that PR's Core Prov.
 - Placing O displaces any O/O in the Area
 - O counts as O

DIP. RELATIONS (p. 32-33)

Influence (p. 32)

- >**Papal States and Emp.** cannot be Vassal.
- Vassals in Wars**
 - Area may contain max 5 P
 - P may not be placed in Areas where all Provinces are owned by PRs
 - Once all Provinces in an Area are Owned by PRs, all P must be removed
 - No P may be placed in Distant Areas
 - P may be used as P for **Forge Alliance** and **Call to Arms** in any Distant Area

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 P was removed, Vassals become independent

DNPRs (p. 35)

- When a DNPR's Province is Annexed or Vassalized, keep O underneath the O/P
- O cannot be placed on PR Core Provinces
- 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 P instead of P for sending CtA
 - They contribute Allied Units as normal (despite double MC for defense)

+1 P 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

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 O** , your Base Tax must be \geq 2× target's Base Tax
- With O** , your Base Tax must be $>$ target's Base Tax
- Discard P from target Realm = target Tax Inc. + Oppon. P in target Realm
- When **Vassalizing** your Ally
 - Remove your X
 - Place P on their Prov. (2 on Large)
 - All other PRs must remove their O

- When **Annexing**
 - Replace P with O
 - Remove any O

Bot rolls (p. 4)

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

Rebel Units

Rebel Units

- If Revolutionary Realm **Researches** Gov. Form other than "Revolutionary Regime"
 - They remove O in Capital Area, and Change State Religion to match the Religion of Capital Area
- If Province is Core of its Owner
 - Place O on top of it
 - If Occupied or not Core of its Owner
 - It is Liberated

PRESTIGE (P) (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

Imperial Subjects

Optional rule 5: Religious Rebels

Unlawful Occupant

Papal Controller

Elector Area

PR as Imperial Subject

Leaving and Rejoining HRE

HRE (p. 43-45)

Protestantism abilities

Imperial Authority (p. 43)

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

Orthodoxy abilities

NPR Emperor (p. 45)

Province, Area, Sea Zone Selection

BOT WARFARE (p. 5)

BOTS & ALLIANCES (p. 4)

Realm Selection

COVERT ACTIONS (p. 4)

MAXIMUM ARMY CAPACITY (MAC)

Opponent Selection

Opponent

Movement

Ideas (p. 3)

TOKEN LIMITS (p. 4)

Cubes

Ship placement

Targeting Charts (p. 6)

Target types

Realms

Owner of [Province]

Lawful Owner if Occupied

Realm in Area, preference:

Valid Realm with Capit. in the Area

Valid Realm with Highest Tax Value Owned in the Area

A→Z

If mil. target is NPR, place O . Priority:

1. In named Area or Area of named Prov.

2. In target's Capital Area

Vacant Territory as target

If Bot has "QfNW", place O , 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+ P 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

OPPONENT SELECTION

- 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
 - $\text{P} \leq 4$, and
 - Emp.'s Ruler is replaced/discard
- Eligible candidate Realm
 - Must be a PR
 - Must follow official HRE Rel. (if any)
 - May be non-HRE Realm
 - May have Interregnum

IDEAS (p. 3)

- Bots do not take Idea effects into account

TOKEN LIMITS (p. 4)

Cubes

- If out of O , take according to the following priority
 - Take O from Spent O
 - Take O from Areas w/o Bot's X/O
 - Take from Areas of an Ally with the lowest Tax Income
 - Take from Available O

Towns

- If out of O , the Bot will not Siege Provinces or Colonize Territories

CLAIMS & CORE TOKENS

- Max 6 O (numbered 1-6)
- Max 2 O (numbered 7-8)

- If out of O , take according to the following priority
 - Take non-Colonial Distant O
 - Take O from a Main Map Area with the lowest Tax Value

Other Limited Tokens

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

BOTS & ALLIANCES (p. 4)

- 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
 - Capital in the Area
 - Highest tot. Tax Val. Owned in Area
 - Random

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 O price, even if less Available O

MAXIMUM ARMY CAPACITY (MAC)