

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

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

Optional Rule 7: Revealing More (p. 39)

- If 6 PRs, reveal 4 Events

B. Draw Action Cards

- Draw 3 cards (may draw one by one)

C. Pay for Action Cards

- 2 Ⓛ per drawn card you keep

D. Pick/Replace Missions

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

2. ACTIONS

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

Passing

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

Peace Resolution (p. 29-30)

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

1. Automatic White Peace

- Must be resolved

Requirements

- Neither side Occupies any Enemy Prov. (incl. Vassals and Active Allies)

2. Total Victory

- Must be resolved

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)
- NPRs invade at normal strength even if not enough tokens in Supply (p. 2)
- Resolve Battle immediately (if any)
 - Place Bot Army in Area (p. 2)
- Leave the NPR Units on board as *
- If PR has taken their final Turn, they are considered to have Passed

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

3. Partial Victory or Inconclusive

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

3. PEACE & REBELS

A. Remove Casus Belli & Truces

- Lose 2 * if not at war with the CB target
- **B. NPR Invasions** (advanced rules)
 - NPRs at War might invade PRs
 - Bots suffer max 1 NPR invasion. Priority: 1. most NPR Units; 2. A→Z (p. 2)

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 outrun, there by PRs
- Move all but 1 *. Priority:
 1. most *
 2. most PR *
 3. A→Z
- Resolve Battle immediately
- Otherwise remove 1 *

D. Peace Resolutions

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

other Realm has no * do no count

• If PR Enemy has **Active Allies**

- If and only if achieved against PR, then achieved against their Active Allies
- Allied Units = ½ of pre-War Tax Income of the NPR

- **Requirements**
- Occ. all single Enemy's *de jure* Prov.
- Enemy has no Deployed Land Units

• **Inconclusive**

- NPR accepts White Peace
- Bot accepts White Peace if Tax Value of their * Occupied by you > your * Occupied by them

• **Aftermath**

- PRs at Peace must move Units to the nearest Friendly Area (count 1 for each Area/Sea Zone)
- If equally close, then PR may choose
 - This movement has no cost

- PRs at Peace flip their * back to *
- PRs at Peace remove Allied Units
- If a Bot is now at Peace (p. 2-3)
 - Remove Bot's Army, unless Bot's * in the Area have * or *
- Replace Fully Annexed Bots (p. 3, 6)

E. Prestige Penalties

- Flip all * back to *
 - Lose 2 * 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. Interregnum

- Lose 1 *
 - Flip * on your Realm

G. Religious Dissent

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

H. Gain/Remove Unrest

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

I. Roll Rebel Dice

- In turn order, each PR rolls Rebel Dice

4. INCOME AND UPKEEP

A. Cut costs

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

B. Collect Income minus Costs

| | |
|------------------------------|---|
| + Base and Vassal Tax Income | Do not count slots with * (p. 28) |
| - Advisor Upkeep | Papal Controller pays 1@ per Advisor |
| - Military Maintenance | 1@ per Regular Unit 2@ per Mercenary ½@ per Ship at sea |
| - Plague | ½@ per Tax Income in * Areas (r. up) |
| - Interest on Loans | 1@ per * |
| +/- * Modifier | |
| + Emperor's * | @ = * |
| + 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 *
 - Score * = Loser's Tax Inc. (max 5)
- Victor may
 - If Loser is an NPR, add 4 * to Loser's Capital Area
 - May gain * with 1 Liber. NPR
 - Place 2 * in that NPR's Areas
- Max @ 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 *
- Victor gains *
 - If Loser is a PR, replace Loser's Ruler with a Leader from any discard pile
 - May then gain * with the Loser

Humiliation

• 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 * loss
- Return them for 3@ per Tax Value
- Liberate them, except Loser's Core Prov. and their Active Ally's Prov.
- Loser must change State Religion and Rel. of Capit. Area to State Rel. of Victor
- All Occupied Provinces must be returned
- Victor may
 - If Loser is an NPR, add 4 * to Loser's Capital Area
 - May gain * with 1 Liber. NPR
 - Place 2 * in that NPR's Areas
- Max @ 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 *
- Victor gains *
 - If Loser is a PR, replace Loser's Ruler with a Leader from any discard pile
 - May then gain * with the Loser

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• Victor gains * - If Loser is a PR, replace Loser's Ruler with a Leader from any discard pile - May then gain * with the Loser

• If Agree on one side taking an immediate **Cut Ties** and/or **P-to-P Diplomacy** (normal cost), disregarding restrictions for being at War

• Loser becomes a Vassal of the Victor

• Victor gains * - If Loser is a PR, replace Loser's Ruler with a Leader from any discard pile - May then gain * with the Loser

• 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

• Additional criteria on the card

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ACTIONS

GENERIC ACTIONS

Event (p. 12)

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

Alliance

- Active player pays 1 \textcircled{A}
- Place \textcircled{A} tokens on both Capitals

Monetary Support

- Active player pays 1 \textcircled{A} = exchanged \textcircled{A} / 10

Buy/sell Provinces

- Buyer must have \textcircled{A} in those Areas
- Price: 3-15 \textcircled{A} per Province
- Both pay 1 \textcircled{A}
- PR selling Core Provinces
 - Loses \textcircled{P} = 2 \times Tax Value
 - \textcircled{A} cannot be sold

Optional Rule 1: Secret Negotiations

- Pay 1 \textcircled{A} for a private 3-minute conference
- All other communication must be public

Change National Focus (p. 13)

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

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 Merchant

- Only if you have 2 merchants

Gain Military Unit

- Must take Reg. Units from Available \textcircled{A}

Gain Action

- Must be taken immediately

Research Idea

- Score \textcircled{P} 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

Gain/place Influence

- 1+ Province in Area must be Owned by NPR/Vassal

- If Area is full, then may replace \textcircled{A}

Gain Alliance

- Target must be Independ. and at Peace

- If target is NPR \textcircled{A} of an Opponent
 - Your \textcircled{A} must be \geq Opponent's \textcircled{A}

- If out of \textcircled{A} , may remove one (except \textcircled{A}) with no penalties

Gain Royal Marriage

- Target must be eligible

- If out of \textcircled{A} , may remove one (except \textcircled{A})

Reject Ruler

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

Gain \textcircled{A}

- May have only 1 per Area

Gain/place \textcircled{A} or \textcircled{P}

- Target Prov. may not have Opp.'s \textcircled{A} / \textcircled{P}

Develop a Small \textcircled{A} into a Large \textcircled{A}

- \textcircled{A} 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

- PR may not Marry other PR's Vassals

Explore (1 \textcircled{A} + 1 \textcircled{X}) (p. 12)

- If having "QftNW", may move 1 Light \textcircled{A}
 - Must move to a Distant Sea Zone
 - May not enter a Hostile Sea Zone

- Roll. May reroll for 1 \textcircled{A} , max 2 \textcircled{X} . Use the last result

- No \textcircled{A} : Discover a matching Territory or an NPR Province or \textcircled{A} or \textcircled{P}

- \textcircled{A} : Pay 1 \textcircled{A} to Disc. a match. Terr., or remove 1 of your \textcircled{A} on Dist. Cont.

- Any Discovery must be Adjacent to

- Your Realm, or

- If having "QftNW", your \textcircled{A}

- If first \textcircled{A} on a Distant Continent, add Trade Cards

Gain Merchant

- Only if you have 2 merchants

Gain Military Unit

- Must take Reg. Units from Available \textcircled{A}

Gain Action

- Must be taken immediately

Research Idea

- Score \textcircled{P} 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

Standard Event effects (p. 40)

Gain/place Influence

- Use the token with C as Capital (underlined in Event text)

- If target Province has \textcircled{A} / \textcircled{P} , then \textcircled{A} goes underneath

- May not be placed on PR's Core Prov.

- If first \textcircled{A} on a Dist. Cont., add Tr. Cards

Terminate/remove Alliance

- If \textcircled{A}

- 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 \textcircled{A}

- May have only 1 per Area

Gain/place \textcircled{A} or \textcircled{P}

- Target Prov. may not have Opp.'s \textcircled{A} / \textcircled{P}

Develop a Small \textcircled{A} into a Large \textcircled{A}

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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

Change State Religion (p. 13)

- Only from Age II onwards

Convert between Catholic and Protestant

- Lose \textcircled{A} and 1 \textcircled{P}

- Lose 1 \textcircled{A} and total of 5 \textcircled{A} from Areas of abandoned Religion

- Do one of the following

Explore (1 \textcircled{A} + 1 \textcircled{X}) (p. 12)

- If having "QftNW", may move 1 Light \textcircled{A}

- Must move to a Distant Sea Zone

- May not enter a Hostile Sea Zone

- Roll. May reroll for 1 \textcircled{A} , max 2 \textcircled{X} . Use the last result

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- Any Discovery must be Adjacent to

- Your Realm, or

- If having "QftNW", your \textcircled{A}

- If first \textcircled{A} on a Distant Continent, add Trade Cards

Secondary Event Effects (p. 41)

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

Native Uprising (p. 41)

- Each player

- Loses 1 \textcircled{A}

- Gains \textcircled{A} in 1 Distant \textcircled{A}

- You may ignore one of the effects (even the only one affecting you)

DNPR Expansion (p. 41)

- Pick a DNPR per matching color (not \textcircled{A})

- For each picked DNPR

- Place \textcircled{A} 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

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)

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:
 - 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)

2. Play Battle Actions (✉)

5A. Wounded Generals/Admirals

- Attacker plays all ✕ before Defender
- In each Battle Round, each side may only benefit from 1 use of the same ✕ (p. 19)
- A Leader receiving the second ✕ dies
- 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

5. 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.

6. Refusing a CtA

- 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

7. Proclaim a Winner

- The side with Units left in the Area wins
- Heavy Ships can take 2 hits
- Victorious Active PR gains 1× (max 1 per Turn)

Restrictions on DoW (p. 22)

Exceptions:

- 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

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 negates penalty for DoW on ♦

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)

4. Gaining ♦ and Recruiting

- Calls to Arms**
 - Bot refuses *Offensive CtAs*
 - Bot accepts *Defensive CtAs*, unless
 - At War with an Opponent
 - 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 def. may call PR Allied to both sides
- NPR Allies can only be called if they are
 - At Peace, and
 - Adjacent to you or your new Enemy
- For each NPR Ally called to arms
 - Flip the ✕ to ♦
 - Add Allied Units to Available ♦ equal to ½ of Tax Value of the Ally + its Vassals (max 5)
 - Gain 1× if Ally is Adj. to a new Enemy

Receiving a CtA (p. 32-33)

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

Accepting a CtA

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

Refusing a CtA

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

g. During an Interregnum

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

Holy War (Crusade)

- If you have "Deus Vult" Idea and target owns Provinces
- Is Adjacent to you, and
- Has different State Religion (except other Christians), or is a Distant Realm
- If you are Catholic
 - Also negates penalty for DoW on ♦
 - 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

Recruit Units (1× + X@) (p. 17)

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

Regular Units (up to your MC)

- In your Areas
- In your Vassal's Areas

Allied Units

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

Mercenary Units (MC irrelevant)

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

Ships

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

Costs

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

Suppress Unrest (1× per ✕) (p. 17)

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

Armies/Fleets (p. 24)

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

War Capacities (p. 22-23)

- A Province may contribute to MC/NC once per Turn (but for both)
 - Land Units are Infantry
 - Ships are Light Ships
- 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
- If **multiple Battles**, priorities:
 - Capital Area and Adj. Sea Zones
 - Largest Enemy force
 - First Battle

3. Siege total Tax Val. ≤ Siege Strength

- To Siege an Island Province (blue Port), you need 1+ Ship in a Sea Zone it faces
- Resolve effects of "Defensive Mentality"
- When successfully Sieging
 - Rebel Occupied Province**
 - Remove ✕
 - Remove ✕
 - Blocking NC**
 - Occupied Ports
 - NPR Province**
 - Add Occupied token
 - Add your ✕ (with ✕)
 - Hostile PR's ✕/♦**
 - Add your ✕ (with ✕) on top of it
 - That player must cover a slot on their Town/Vassal track with a ✕

Land Activation (1×) (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 1× 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

4. **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

Naval Activation (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@
- 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

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

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 (1×) (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)

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 ✕
 - Emperor
 - Ships must move to Adjacent non-Hostile Sea Zone
 - If can't move, must be disbanded

EU:tPoP Reference Sheet 2023-01-08, based on Main Rules 1.0, Bot Rules 1.0

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/A), Marriages (X/M)
- Crusade/Excommunicated token
- Mercenary Units
- Allied Units
- Religion tokens in State Religion slot
- Ill health tokens (H) on Characters
- "Unlimited" tokens

Cubes (C)

- Take from anywhere except
- Roma Cardinal
- Changed Nat. Focus slot
- Cubes covering income slots
- No more than 10 C 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)

- 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

+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 $\geq 2 \times$ 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

REBELS (p. 37)

Rebel Dice

- Roll Area by Area
- O : Rebellion
 - If you have Military Units in the Area
 - Add P per O result
 - Any Battle is triggered after all Rebel Dice rolls have been resolved
 - Otherwise
 - Assign each O to one of your X
 - Core Province gets Occupied
 - Occ. or non-Core Prov. gets Liber.

- O : Lose 1 P . If unable to, then pay 2 D
- O : Exhaust 1 P . If unable to, pay 2 D
- O : Lose 2 D
- X : Remove 1 X

Bot rolls (p. 4)

- Roll for all Areas at once (max 5 dice)
- D D D : Lose 1 O
 - Lose max 1 O , even if more rolled
- X : 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

- Papal States and Emp.** cannot be Vassal.
- Vassals in Wars**
 - O on Vassal counts as O 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

Sieging

- If Province is Core of its Owner

Liberation

- If **Occupied** by an Enemy of Province's Lawful Owner, remove Occupier's O

Missions

- May not be completed in Phase 1

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

Optional rule 5: Religious Rebels

- Turn/place all O 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

Papal Controller

- PR with most P
 - The left-most P breaks ties
 - Bonuses
 - +1 P in Phase 4, Step D
 - Discount of 1 D per Advisor in Phase 4, Step B
 - Discount of 1 P for all Actions that Increase P
 - Has Access to Papal Actions

Elector Area

- Marked with P 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.

Uncontested Papal Controller

- PR with most P , min 2 and no tie

HRE (p. 43-45)

Protestantism abilities

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

Orthodoxy abilities

- Discount of 1 P 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)

Rebel Units

- If Revolutionary Realm **Researches** Gov. Form other than "Revolutionary Regime"

Sieging

- They remove O in Capital Area, and

Change State Religion

- to match the Religion of Capital Area

PRESTIGE (P) (p. 42-43)

Missions

- May not be completed in Phase 1

Rewards

- 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

HRE Lands (p. 44)

- HRE Members** – Realms with Capital in HRE (can be PRs, NPRs, Vassal Realms)

Imperial Subjects

- HRE Members

Eligible candidate Realm

- Must be a PR

Idea Selection

- Must follow official HRE Rel. (if any)

Non-HRE Realms

- May be non-HRE Realm

Interregnum

- May have Interregnum

Eligible candidate

- Must be a PR

Eligible candidate

- Must follow official HRE Rel. (if any)

Eligible candidate

- May be non-HRE Realm

Eligible candidate

- May have Interregnum

Eligible candidate

- Must be a PR

Eligible candidate

- Must follow official HRE Rel. (if any)

Eligible candidate

- May be non-HRE Realm

Eligible candidate

- May have Interregnum

Eligible candidate

- Must be a PR

Eligible candidate

- Must follow official HRE Rel. (if any)

Eligible candidate

- May be non-HRE Realm

Eligible candidate

- May have Interregnum