

# 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

### Passing

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

## 3. PEACE & REBELS

### A. Remove CB tokens & Truces

- Lose @ if not at war with the CB target

### B. NPR Invasions (advanced rules)

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

### NPR Invasions (p. 36)

- Resolve NPRs in alphabetical order
- **Invasion takes place if**
  - The NPR is not an Active Ally, and
  - The NPR or its Vassals have 1+ Prov. in Areas without Hostile Units, 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

### Peace Resol. Sequence (p. 29-30)

- Treat **Vassals** as part of their Overlord
- Making Peace flips respective War token(s)
- In each step, resolve Peace in Turn order
- On PR's Turn, they resolve all Wars in that step using Terms whose req. are met
  - 1 Enemy at a time in any order, except normally Active Allies are resolved together with their PR Ally
- Bots use Peace Resolution chart (p. 15)

### 1. Automatic White Peace

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

### 2. Total Victory

- Must be resolved
- Treat **Active Allies** separately
- If Peace is made with an **Active Ally**, the Allied PR must remove
  - @ with that NPR, and
  - Allied Units = ½ of pre-War NPR Str.

### • Requirements

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

### 3. Remaining Wars

- May decide not to resolve
- If Enemy **Surrenders**
  - Gain @, Enemy loses @
  - May enforce Peace as if Part. Victory
  - War must end this Round

### • Optional Rule 3: No Surrender

### • Partial Victory requirements

- If human Enemy, Deployed Land Units must outnumber Enemy 2:1
- If NPR or Bot Enemy, your Deployed Land Units must outnum. @ 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**
  - 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 Enemy > Tax Val. of Enemy Provinces Occupied by them

### 4. Aftermath

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

### C. Rebels Siege or Move

- Within steps 1 and 2, resolve by Area in order of: 1. most @; 2. A→Z

### 1. 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

### 2. 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@

### D. Peace Resolutions

- While **Def. the HRE** is active (p. 44)
  - External Aggressor may never resolve Peace separately with NPR Imp. Subj., unless Victory over Emp. is achieved
  - Treat NPR Imp. Subjects as Emp.'s @
- When **Emperor** makes Peace with an External Aggressor (p. 44-45)
  - If Emperor won and no HRE Prov. is ceded, raise @ by 1
    - If Emperor lost, drop @ by 1
  - Raise/drop @ by # of Areas joining/leaving HRE (p. 45)
- PR is the Victor if (p. 29-31)
  - They achieved Total/Partial Victory, or
  - Their Enemy Surrendered, or
  - It was agreed in Negotiated Peace

### Invasion sequence

1. 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
2. Add @ to 2 Enemy @/@ in the target Area (pick A→Z)
3. Place NPR Units = ½ of current NPR Str., ignore Prov. in Areas with Hostile Units
4. Resolve Battle immediately (if any)
  - Place Bot Army in the Area (p. 2)
5. Leave the NPR Units on board as @

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

## BOT RULES

### CHOICE PROC. (p. 3)

#### At War?

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

#### Realm Selection

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

#### Province, Area, Sea Zone Selection

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

#### Opponent Selection

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

### IDEAS (p. 3)

- Bots do not take Idea effects into account

### TOKEN LIMITS (p. 4)

#### Cubes

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

#### Towns

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

#### Claims & Core Tokens

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

#### Other Limited Tokens

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

### BOTS & ALLIANCES (p. 4)

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

### COVERT ACTIONS (p. 4)

- Bot's Covert Actions can be countered with **Counterespionage** as normal
- Bots never counter Covert Actions

### BOT WARFARE (p. 4-6)

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

#### Maximum Army Capacity (MAC)

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

### Movement

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

### Ship placement

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

### TARGETING CHARTS (p. 6)

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

## 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
- 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

## Full Annexation

### • Requirements

- Total Victory to Enforce
- Loser must be an NPR or Bot
- With **Active Allies** only possible when resolved separately (p. 30)
- Remove all Loser's /
- If Loser is , the Allied PR loses
- Victor may discard in Area(s) of gained Prov. to remove 2 from same Area(s)
- If Emp. enforces Full Annex. on Subject with the same State Religion, drop by 1 (p. 45)

## Humiliation

### • Requirements

- Partial or Total Victory to Enforce
- Victor must Occupy Loser's Capital **or** Loser must have Surrendered
- Loser must be a PR
- All Occup. Provinces must be returned
- Victor scores = 2× Tax Value of Provinces returned to Loser (max 10)
  - No from Prov. of Active Allies
- Loser loses the same amount of

## Vassalization (advanced rules)

### • 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 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 in Area(s) of gained to remove 2 from same Area(s)
- Remove War/Truce tokens from the Loser

## Force Conversion (advanced rules)

### • 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
- All Occupied Provinces must be returned

## E. Prestige Penalties

- Flip all to
  - Lose per , except for on Vassals, and Realms with whom
    - Only you have , and
    - If NPR, you have most (min 2)
- Lose = Tax Val. of Occup. (max 5)

## F. Interregnum

- Lose 1
- Flip all on your Realm

- Loser must change State Religion and Rel. of Capital Area to State Rel. of Victor
- Victor gains
- Victor may add 2 in Loser's Cap. Area
- Loser loses
- Loser must remove 4

## Secure Desired Succession (adv. r.)

### • Requirements

- Partial or Total Victory to Enforce
- Loser's Capital must have a
- Victor must Occupy Loser's Capital
- Ignore Loser's Active Ally status
- All Occupied Prov. must be returned
- If Loser is NPR, all their other Wars end on White Peace terms
- Remove all and , except Victor's, from the Loser
- Victor scores per removed
- PRs whose was removed, lose
- If Victor has on Loser, they
  - Flip their back to
  - Score = 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 (advanced rules)

### • Requirements

- Not Enforceable
- Both sides must be human players
- May agree who is Vict./Loser (if anyone)
- May agree on any other Peace Term, except *Vassalization* and *Full Annexation*, but other requirements must be met
- If agreeing on Keep Current Board State
  - Both sides may exchange Occupied Provinces for
  - Both sides may Liberate Provinces (with no 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

## 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  $\leq -2\ddot{F}$ , add 1 to your
- If  $\geq +2\ddot{F}$ , 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

## +1★ tokens (p. 36)

- Count as +1 Tax Value when calculating
  - MC
  - Base Tax
  - NPR Strength
- Do not affect Sieges
- Removed if Prov. is Annex. or Vassalized

## REBELS (¶) (p. 37)

### Rebel Dice

- Roll Area by Area
- Roll 1 die per ¶ you have in a given Area
- ¶: Rebellion
  - If you have Military Units in the Area
    - Lose 1 Unit per ¶ as Casualty
  - If no Units to lose
    - 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 ¶ in the Area

### Bot rolls (p. 4)

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

## Rebel Units (¶)

- ¶ are Hostile to all PRs
- **Sieging**
  - Each ¶ has Siege Strength of 1
  - If Province is Core of its Owner
    - Place ¶ on top of it
    - The Lawful Owner must cover a Town/Vassal slot with a ¶
  - If Occupied or not Core of its Owner
    - It is Liberated
- **Liberation**
  - If Occupied by an Enemy of Province's Lawful Owner, remove Occupier's ¶
  - If not a Core Province of PR who Owns or has Vassalized it
    - Remove ¶/¶
    - If Core of another PR, they place ¶
  - If Territory, replace ¶ with a ¶ (color chosen by the Active Player)
  - A PR whose Province is Liberated by Rebels must place a CB on the new Owner's Capital and remove any Truce
  - Bot places a ¶ if their Province gets Liberated by Rebels (p. 4)

## Optional rule 5: Religious Rebels

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

## RELIGION, FAITH (p. 38)

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

### Religion abilities

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

### Diverse Faiths

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

### Revolutionary Ideology

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

## PAPAL CURIA (p. 45-46)

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

## • Uncontested Papal Controller

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

## PRESTIGE (¶) (p. 42-43)

### Missions (p. 42)

- Rewards follow Event guidelines

### Milestones (p. 42-43)

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

## HRE (p. 43-45)

### Imperial Authority (¶) (p. 43)

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

### Imperial Influence (p. 44)

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

### HRE Lands (p. 44)

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

### PR as Imperial Subject (p. 44)

- May leave HRE only by Mission or Event

### Leaving and Rejoining HRE (p. 45)

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

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

- If HRE has official Religion, Emp. may only **Change State Rel.** to HRE Religion
- If Emperor adopts Revolutionary Ideology, then HRE is permanently dissolved

### NPR Emperor (p. 45)

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

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

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

## 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  $\star$
  - Recall Ships at sea
  - Move to Ports in range via non-Hostile Sea Zones (no  $\times$  cost)

### B. Collect Income minus Costs

+ Base and Vassal Tax Income	Do not count slots with $\star$ (p. 28)
- Advisor Upkeep	Papal Controller pays 1@ less per Advisor
- Military Maintenance	1@ per Regular Unit 2@ per Mercenary $\frac{1}{2}d$ per Ship at sea
- Plague	$\frac{1}{2}d$ per Tax Income in $\heartsuit$ Areas (r. up)
- Interest on Loans	1@ per $\star$
+/- $\star$ Modifier	
+ Emperor's $\star$	$d = \star$
+ Income from Ideas	

### C. Corruption

- May discard @ to avoid costs
- 0-49 @: No cost
- 50-59 @: Pay 1 $\star$ , gain  $\star$  per unpaid  $\star$
- 60-69 @: Pay 2 $\star$ , gain  $\star$  per unpaid  $\star$
- ...

### D. Collect Monarch Power

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

### E. Score Prestige

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

### Manpower (p. 23)

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

### Imperial Influence (p. 44)

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

### HRE Religion (p. 45)

- If all Elector Areas are Protestant but HRE Religion is not
  - HRE Religion becomes Protestant
  - $\star$  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  $\star$  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  $\star$

### Scoring Power Struggles (p. 43)

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

## 5. CLEAN-UP

### A. Update and Refresh

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

### B. Board and Status Mat clean-up

- Remove  $\star$ 
  - Between Bots and PRs (p. 3)
  - From DNPRs with Base Tax  $\geq 10d$
- Remove all  $\star$  from Map
- Adjust Imperial  $\star$  and redistribute
- If Emperor is at Peace with all Ext. Aggressors
  - Remove Imperial  $\star$
  - Remove Tag from *Defending the HRE*
- Remove Tags from *Committed to Crusade*
- If Age III or IV, check HRE Religion (advanced rules) (p. 45)
- PR 1st to Pass gets the First Player token
  - If already has it, PR 2nd to Pass gets it
- Reshuffle Bot decks (p. 3)

### C. Discard down to 5 Action Cards

### D. End of Age Routine

- Skip if not end of Age or Final Scoring triggered
- Place the Event deck for the next Age
- Replace all Milestones
- Replace unresearched non-Basic Ideas
  - If Age III/IV, add new Ideas to deck
- PR with least  $\star$  (no ties) may choose replacement for 1 new Milestone or Idea
- PRs with 1+  $\star$  score  $\star$
- PRs, except Bots (p. 3), in Turn order
  - Remove 1 $\star$  (prefer NPR), or pay 2 $\star$
- Reset Bot decks (p. 3)

## FINAL SCORING

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

# OTHER RULES

## GENERAL NOTES (p. 2-4)

### Concepts & Terms

#### • Adjacency:

- **Prov./Unit/token** is Adj. to its Area, bordering Areas, Prov. in those Areas
- **Port** is also Adj. to its Sea Zones, Ports facing same Sea Z., Areas of such Ports
- **Areas/Sea Zones** are Adj. if they share a border. **Areas** are also Adj. to Areas with Ports facing the same Sea Zone
- **Realm** is Adjacent to anything its Own Provinces are Adjacent to

#### • Deployed: Unit on board or in Army/Fleet

#### • Friendly:

- Armies/Units/Prov. Controlled by you/ $\bowtie$ / $\clubsuit$
- Non-Hostile Areas with Friendly Prov.

#### • Hostile:

- Armies/Units/Prov. Controlled by  $\clubsuit$  or Realms at War with you
- Areas with Hostile Units/Prov.
- Sea Zones with Hostile Ships
- Sea Zones facing Hostile NPR Ports whose Naval Capacity is not blocked

#### • Neutral: neither Friendly nor Hostile

#### • Opponent: player other than you

#### • Player: human or Bot

#### • You: the Active Player

#### • Occupied Province has Occ. token or 2 $\clubsuit/\bowtie/\clubsuit$ (Controller on top, Lawful Owner beneath)

#### • Own Province has its Realm's flag/ $\bowtie/\bowtie$ and is non-Occupied

#### • Realm consists of Own Provinces and Areas with Own Provinces

##### • (N)PR: (Non-)Player Realm

##### • Distant R.: with Dist. Capital

#### • Realm's Core Prov. has its flag/ $\bowtie$ on Prov. or $\bowtie$ in Area ( $\bowtie/\bowtie$ supercede flags)

#### • Colonial $\blacksquare$ : $\blacksquare$ on vacant Territory (p. 12)

### Token Limits (p. 2)

- Generally limited. If nothing in supply, take from anywhere. Exceptions below

#### • May not be (re)moved

- Towns ( $\bowtie$ ). If out of (p. 21)
  - Large  $\bowtie$ , use 2 Small  $\bowtie$  instead
  - Small  $\bowtie$ , use a  $\clubsuit$  instead
- Vassal tokens ( $\clubsuit$ )
- Alliances ( $\bowtie/\bowtie$ ), Marriages ( $\bowtie/\bowtie$ )
- Crusade/Excommunicated token
- Mercenary and Allied Units
- Deployed and Exhausted Units
- "Unlimited" tokens

### Cubes ( $\diamondsuit$ )

- Take from anywhere, except
  - Roma  $\clubsuit$
  - Changed Nat. Focus slot
  - $\diamondsuit$  covering income slots

### • Unlimited

- Ducats (@)
- War/Truce tokens
- Occupied/Battleground tokens
- +1 $\clubsuit$  tokens
- Ill Health/Interest tokens ( $\heartsuit/\clubsuit$ )
- Negative Prestige tokens
- Tag chits
- Tokens used to indicate State Religion

### Rounding

- Round up unless stated otherwise

## GOVERNING PR (p. 19-21)

### Monarch Power ( $\bowtie$ ) (p. 19)

- No more than 10  $\bowtie$  of any type

### Characters (p. 19)

- Max 1 Ruler
- Max 1 General/Admiral per Army/Fleet
- Max 1 Advisor per  $\bowtie$  type

### Stability ( $\clubsuit$ ) (p. 20)

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

### Bankruptcy (p. 21)

- If a PR cannot pay a mandatory @ cost and cannot take a Loan, then they
  - Pay as much @ as they can
  - Lose 3 $\clubsuit$
  - Lose 5 $\clubsuit$
  - Discard 3 $\clubsuit$  from Treasury
  - Disband all Mercenaries
  - Fire all Advisors
  - Lose  $\frac{1}{2}$  of  $\bowtie$  per type (max 3 per type)

### Core Provinces ( $\bowtie$ ) (p. 21)

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

## DIP. RELATIONS (p. 32-33)

### Influence ( $\clubsuit$ ) (p. 32)

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

### Marriages ( $\bowtie$ ) (p. 32)

- Max 3 $\bowtie$  ("Cabinet" Idea allows 1 more)
- $\bowtie$  counts as  $\clubsuit$ , but cannot be removed and is excluded from Area's 5  $\clubsuit$  limit
- When taking an Action that requires to remove  $\clubsuit$ , remove 1 fewer  $\clubsuit$  if you have 1+  $\bowtie$  in the Area
- May not enter Marriage
  - Christian and non-Christian partner
  - Muslim and non-Muslim partner
  - Revolutionary PR
  - PR and other PR's Vassal
  - During Interregnum

### Alliances ( $\bowtie$ ) (p. 32)

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

### Vassals ( $\clubsuit$ ) (p. 33)

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

### NPRs (p. 35-36)

- If natural Capital is Owned by another Realm, then pick a new Capital. Priority:
  1. Large Provinces; 2. A→Z
- NPR's **Vassals** count as part of Overlord during War and Peace Resolution
  - May be ceded in Peace Resolutions
- **Released Vassals** (Overlord does not exist, or  $\clubsuit$  was removed) become NPRs

### DNPRs ( $\bowtie$ ) (p. 35)

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

# ACTIONS

## GENERIC ACTIONS

### Event (p. 12)

- Must be taken exactly once per Round
- 1. Select a face-up Event, collect Ⓛ on the card and move Round Status marker
- 2. Add 2 Ⓛ to remaining face-up Events
- 3. Resolve effects
- 4. Resolve secondary effects, left to right
- 5. Replace Ruler (opt. if other PR's Turn)
- 6. If everyone has taken an **Event** and unpicked Event remains
  - Auto-resolve secondary effects
  - Ruler may be appointed for 2 Ⓛ
- 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 Ⓛ / 10

### Buy/sell Provinces

- May only sell Own Provinces
- Buyer must have ⚪ in those Areas
- Price: 3-15 Ⓛ per Province
- Both pay 1 Ⓛ
- PR selling Core Provinces
  - Loses Ⓛ = 2x Tax Value

### Optional Rule 1: Secret Negotiations

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

### Research Idea (X Ⓛ) (p. 12)

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

## General Event guidelines (p. 40)

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

## Standard Event effects (p. 40)

### Gain/place Influence

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

### May replace Ⓛ if all target Areas are full

### Gain Alliance

- Target must be Independent 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 Ⓛ/⌚

### Gain Merchant

- Only if you have 2 merchants

## Change State Religion (p. 13)

- Only from Age II onwards
- If HRE has official Rel., **Emp.** may only change to HRE Rel. (adv. rules) (p. 45)
- Do one of the following

### Convert between Catholic and Protestant

- Change State Rel. to Catholic/Protestant
- Lose Ⓛ 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

### Adopt Counter-Reformed Catholicism

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

## Gain Military Unit

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

## Gain Action

- Must be taken immediately

## Develop a Small Ⓛ into a Large Ⓛ

- Ⓛ must be Owned

## 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 Strength
- Enemy places War tokens on former Ⓛ

## 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 **Declare War** Action, do steps 3-7
- DoW restrictions apply
- PR that has Passed cannot Declare War

## Distant Trade (p. 35) ←

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

## Explore (1 Ⓛ + 1 Ⓛ) (p. 12)

1. If having "QftNW", may move 1 Light ⚪
  - Must move to a Distant Sea Zone
  - May not enter a Hostile Sea Zone
2. Roll. May reroll for 1 Ⓛ, max 2 ×
  - Use the last result
  - No Ⓛ: Discover a matching Territory or an (D)NPR Province or Ⓛ or Ⓛ
  - Ⓛ: Pay 1 Ⓛ to Discover a matching vacant Territory, or lose 1 Ⓛ on a Distant Continent
3. If first ⚪ on a Dist. Cont., add Tr. Cards

## Warfare vs NPRs (p. 36)

- **NPR Strength** = Tax Value of all Prov. Owned by NPR or its Vassals
- # of def. **NPR Units** = MC or NC
  - Always Infantry or Light Ships
  - **Active Ally** defends with ½ of MC
  - Extra Units defending HRE Members in HRE Areas if **Emp. is NPR** (p. 45)
    - $(3 \times \text{MC}) - (2 \times \# \text{ of HRE Areas with non-HRE Units before this Turn})$
- NPR Provinces on **Distant Continents**
  - Double MC/NC for defense (if no  $\heartsuit$ )
  - Some Ports are Inactive (grayed out) until they have a  $\diamond$ ,  $\clubsuit$  or  $\spadesuit$
- NPRs defend at normal strength even if not enough tokens in Supply
- If **multiple Battles**, NPR's priorities:
  1. Capital Area and Adj. Sea Zones
  2. Largest Enemy force
  3. First Battle

## Recruit Units (1 $\times$ + X $\diamond$ ) (p. 17)

- May recruit as many as you can afford
- May recruit in multiple Areas/Sea Zones
- Only Regular Infantry/Light Ships can be deployed outside Armies/Fleets
- **Artillery** Units require "Cannons" Idea

## Regular Units

- In your or  $\diamond$  Areas (up to your MC)

## Allied Units

- In your Areas (up to your MC)
- In Areas of  $\diamond$  (up to their MC)

## Mercenary Units (Max 3 per Turn)

- In your or  $\diamond$  Areas (MC irrelevant)

## Ships

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

## Costs

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

## 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 Port becomes non-Friendly by any means other than Sieges
  - Ships move to Adj. non-Hostile Sea Z.
  - If can't move, must be disbanded

## Battle Triggers (p. 27, 28)

- Land Units/Ships Hostile to each other end up in the same Area/Sea Zone
- Land Units are in Area with Hostile NPR Prov., or Ships in Sea Zone facing Hostile NPR Ports, unless Units/Ships Hostile to

## Battle Sequence (p. 26-28)

- Ships vacate Trade Prot. slots (p. 28)
- Attacker is Active PR or who Decl. War
- If Bot is Attacker or Main Defender, follow Bot Action charts on p. 16 (p. 5)
- If Bot fights alongside another PR (p. 6)
  - Bot's  $\clubsuit$  counts as 3 NPR  $\clubsuit$

### 1. Battle Preparations

- **Emperor** may add all Imperial  $\star$  (p. 44)
  - Only usable in HRE Areas or Emp.'s Areas Adj. by Land to HRE
  - May not be used when Enemy force consists of only NPR HRE Members
  - Add as Allied Infantry (keep separately)
- If 2+ PRs defend, pick **Main Defender**:
  1. Humans before Bots (p. 5)
  2. PR with the most Units
  3. PR defen. who last took a Turn decides
- Only Attacker and Main Defender may
  - Assign a General to the Battle
  - Play *Battle Actions*
  - Roll Dice

#### 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  $\diamond$ , use as their Leader, if any
- Apply Military Ideas effects

### 2. Play Battle Actions ( $\diamond$ )

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

### 3. Roll Battle Dice

- If **Land Battle**, default 3 $\clubsuit$  Dice
  - 3 $\clubsuit$  or 3 $\spadesuit$  for Muslim PRs (p. 38)
- If **Naval Battle**, default 3 $\spadesuit$  Dice
  - Additional Dice from Leaders and  $\diamond$
  - 1 hit per your Unit matched with  $\clubsuit/\spadesuit/\diamond$ 
    - Ships are matched with  $\diamond$
    - +1 automatic hit per Heavy Ship
    - With respective Ideas, count  $\clubsuit/\spadesuit$  as 2 $\diamond$

that NPR were there before current Turn

- PR wishes to fight Pirates Adj. to where their Activated Ships ended **Naval Activ.**
  - Attacking Ships must be in the same Sea Zone (p. 25)
- If 2+ Battles, Active PR decides the order

### 4. Assign Casualties

- If **multiple factions** on same side, 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  $\star$
  - 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 $\heartsuit$  per your 2 $\clubsuit$
- A Leader receiving the second  $\heartsuit$  dies

### 5B. Captured Enemy Ships

- Only if you have Ships remaining, and eliminated all Enemy Ships
- Capt. 1 Enemy Casualty per  $\clubsuit$  (last roll)
  - Enemy decides which Ships
  - You may deploy Fleet if available
- Capt. Heavy Ships are damaged (p. 24)

### 6. Retreat

- Attacker chooses first, then defender
- Resolve separately for each **PR**
  - Retreating PRs suffer 1 more Casualty
- **NPRs Retreat** (remove from board) 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
- **Retreat destinations**
  - Units that moved to this space Retreat to previous space(s)
  - Others to Adjacent space where no Battle is triggered, or may not Retreat
    - Mil. Access, Nav. Bridge rules apply
    - All Units of the same PR must Retreat to a single space

### 7. Proclaim a Winner

- The side with Units left in the Area wins
- If Active PR won, gains 1 $\times$  (max 1/Turn)
- Return surviving Imperial  $\star$  (p. 44)
- Remove remaining NPR units (p. 36)

## Secondary Event Effects (p. 41)

- When auto-resolving, no one is Active Player (you)
- Native Uprising** 
  - Each player
    - Loses 1 
    - Gains  in 1 Distant 
  - You may ignore one of the effects (even the only one affecting you)

## Disloyal Vassals

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

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

## Character Mortality

- All matching characters gain an 
- After the second , 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-resol.:** PRs choose for themselves

## DNPR Expansion

- Pick a DNPR per matching color (not 
- For each picked DNPR

- Place  on an Adj. Prov. that is not
  - Capital, unless NPR's last Province
  - Occupied
  - Owned by the DNPR's Ally
  - Core Province of a PR
- If DNPR has a Port facing any Main Map Sea Zone without \*/†, and it is Age II or later
  - May instead place the  on any vacant coastal Territory
  - If first  on a Distant Continent, add Trade Cards
- If  was placed on a PR /, then
  -  goes underneath the /
  - Add  to the /
- If  was placed on a PR's NPR ,
  - That PR may place CB on the DNPR's Capital

## Auto-resolution:

- All DNPRs with matching colors target an Adjacent NPR Province. Priority:
  1. In Areas where they Own Provinces
  2. In Areas Adjacent by Land
  3. Owned by NPR with lowest Str.
  4. A→Z

## Ruler – Free

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

## Cut ties (p. 14)

- Remove any number of your  or 
- End any number of Alliances
- If Ally at Peace (p. 33)
  - Lose 5  from their Realm
  - Add Truce
- If Ally at War (p. 33)
  - Lose 2 
  - Lose all  from Ally's Realm
  - If Active Ally
    - Lose Allied Units = ½ of their pre-War Strength
    - Enemy adds War token on them

## MINOR ACTIONS

-  – May be taken outside your Turn, under specific circumstances

## Appoint Advisor/Leader (p. 13)

**Advisor** – Pay the @ cost

**Admiral** – Pay the X cost

**General** – Pay the X cost (reassign for free)

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

## Spread of Religious Ideas

- Find clusters of Protes. and Counter-Ref. (bodies of Areas connected by Land)
- For each cluster, place  in an Adjacent Area (except Muslim or Orthodox), but
  - Max 4 in total
  - If 2 of one type already placed, then must place the other type if possible
  - May not replace  placed this Turn
- If no clusters, then place Diverse Faiths tokens in any 2 Catholic Areas not Adjacent to Sea Zones marked with †
- **Auto-resolution:**
  - Start with Protestant
  - Alternate between Prot. and Ctr-Ref.
  - Area selection priority: 1. Areas with ; 2. highest Area Tax Value; 3. A→Z
  - If placing Diverse Faith, go A→Z

## Spread of the Revolution

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

## Activate Power Struggle (adv. rules)

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

## Take/Repay Loan (p. 14)

**Take** – Gain 5@, gain 1 

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

**Repay** – Pay 6@, remove 1 

## PAPAL ACTIONS (p. 46)

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

## Excommunicate Ruler (2

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

## Replen. Manp. (1X per 3

 (p. 14)

- Move  from Exhausted to Available

## 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
  - If all Prov. in Area are Owned by PRs, you need permission from one of them
- In **HRE** while *Def. HRE* is active (p. 44)
  - Free for
    - Emperor
    - Anyone at War with Emperor

## Suppress Unrest (1 per ) (p. 17)

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

## Activate Units (p. 16)

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

## Land Activation (1 ) (p. 16, 25-26)

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

### Land Movement

- Move an Army or a Unit up to 2 spaces
  - Check **Military Access** (p. 25)
  - May use **Naval Bridge**
  - Stop when entering a Distant, Hostile or Neutral Area (p. 25)
- 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
- **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

## 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

## 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 cost
  - Strength (round down) (p. 24):  
 = 1, = 1/2, = 2
  - Pay +1 per Sieging Unit beyond the first (Action cost pays for the first Unit)
3. Siege total Tax Val.  $\leq$  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
  - **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
  - **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 )
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 Bridge (p. 26)

- Across any number of Sea Zones
- A Sea Zone may be crossed by up to **3 Units per 1 Friendly**  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
- **Movement must end** in the Area where Units disembark

## 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 Val. of Own Prov. + in the Area and Adjacent to the Area
- **Blocking MC**
  - Occupied Provinces provide no MC
  - 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 Sea Zone = # of Own Ports facing the Sea Z. (Large Ports count as 2 (p. 4))
- **Blocking NC**
  - Occupied Ports provide no NC
  - NC is blocked in Sea Z. with Enemy

## Naval Activation (1 ) (p. 16, 25-26)

- Do **Naval Movement** or **Undock**
- May **fight Pirates** in Trade Node Adjacent to a Sea Zone where Ships ended **Naval Activation** (p. 25, 28)

### 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
  - May not pass through Hostile or Distant Sea Zones (p. 25)
- 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 use **Naval Bridge** (after Battle if any) to move an Army/Unit if (p. 26)
  - Destination Sea Zone is part of it, and
  - The Land Unit/Army is Adjacent to it
- **Undock**
  - Move any number of your Ships from Ports to Adjacent non-Hostile Sea Zones

## Call Crusade (2 $\clubsuit$ )

- 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 $\clubsuit$
  - Gain 2 free Mercenary Infantry Units
  - Tag *Committed to Crusade*
- Cath. Realms have Holy War CB against Muslim Realms Owning Prov. in the Area

## HRE ACTIONS

### Increase $\clubsuit$ ( $\clubsuit = 1 + \text{current } \clubsuit$ ) (p. 43)

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

## ADMIN. ACTIONS

### Incr. Stab. ( $5\clubsuit \pm \text{current } \clubsuit$ ) (p. 14)

- Increase  $\clubsuit$  by 1
- If Papal Controller, pay 1 $\clubsuit$  less (p. 46)
- If Orthodox and current  $\clubsuit$  is -1 or 0, pay 1 $\clubsuit$  less (p. 38)

### Colonize (4 $\clubsuit$ / $\clubsuit$ ) (p. 14)

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

### Convert Area (2 $\clubsuit$ + 3 $\clubsuit$ ) (p. 14)

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

## DIPLOMATIC ACTIONS

### Forge Alliance (1-3 $\clubsuit$ ) (p. 15)

- Only with an NPR
- Both must be at Peace
- Must have at least 2 $\clubsuit$  in target Realm
- If target is a Distant NPR, then
  - Must have a  $\clubsuit$  on 1+ of target's Areas
    - $\clubsuit$  count as  $\clubsuit$  (p. 32)
- If target has Alliance, then must have more  $\clubsuit$  than previous Ally and remove that  $\clubsuit$
- Pay  $\clubsuit = \frac{1}{2}$  of target's Base Tax (max 3)
- Add  $\clubsuit$  to target's Capital
- Add 1 $\clubsuit$  to target's Capital Area, if there is space

### Trade (1 $\clubsuit$ ) (p. 15)

- Must have an available (upright) Merchant
- 1. Reveal 3 Trade cards
- 2. May collect 2 $\clubsuit$  and end Action
- 3. May move 1 Light  $\clubsuit$ 
  - The  $\clubsuit$  must move Adjacent to the Trade Node that will be selected, or create connection to that Trade Node
  - May displace a  $\clubsuit$  if no vacant slot
  - May not enter a Hostile Sea Zone
- 4. Select an eligible Trade Node
- 5. Select an available (upright) Merchant
  - Move it to the selected Node
    - Max 1 Merchant per PR (p. 34)
  - Activate it (lay it on its side)
- 6. Eligible PRs collect the Trade Income

### Influence (1 $\clubsuit$ /3 $\clubsuit$ per $\clubsuit$ ) (p. 15)

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

### Fabricate Claim (2 $\clubsuit$ per $\clubsuit$ ) (p. 15)

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

### Action Cards X $\clubsuit$ + Y $\clubsuit$ (p. 18-19)

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

### Covert Actions ( $\clubsuit$ )

- Can be countered by **Counterespionage**
- When countered, pay cost and  $\clubsuit$  uses

### Trade Income (p. 34-35)

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

### Secondary Trade Nodes

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

### Trade Power ( $\clubsuit$ ) in eligible Node

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

### Bot Trade (p. 4)

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

### Display cards ( $\clubsuit$ )

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

### Reactions ( $\clubsuit$ )

- May be played outside your Turn, under specific circumstances

### Card specific rules

- **One Step Ahead, Forced March**: May not be played on Army with  $\clubsuit > \clubsuit$  (p. 24)
- **Development**: Protest. pay -1 $\clubsuit$  (p. 38)
- **Integrate Area**: see **Core Prov.** (p. 21)
- **Subjugate**: see **Vassals** (p. 33)

## 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 that you have no CB for
  - g. During an Interregnum
- Exceptions:**
- If you have  $\clubsuit$  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

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

- Apply regular  $\clubsuit$  penalty for missing CB
- Emp.'s DoW on Subject
  - Lose 1 $\clubsuit$
  - Remove 3 $\clubsuit$  from HRE Areas
- Subject's DoW on another Subject
  - Human Emperor must place CB on Aggressor's Capital

## Defending the HRE (p. 44)

### External Realm's DoW on Imp. Subject

- Bot Emp. also defends Subjects if attacked by another Subject without CB (p. 6)
- PR Emperor automatically receives *Defensive CtA* if
  - $\clubsuit \geq 1$ , 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 $\clubsuit$  (no normal penalties)

### External Realm's DoW on the Emperor

- If Emperor's Capital is in HRE
  - May activate *Defending the HRE*
    - Bot Emperor activates it (p. 4)

## Activating Def. the HRE (p. 44)

- Tag *Defending the HRE* slot
- If **human PR is Emperor**, add NPR Units to **Imperial  $\clubsuit$**  = Emperor's  $\clubsuit$  (incl. Imperial  $\clubsuit$ ) in Elec. Areas (max 8)
- If a **Bot is Emperor** (p. 6)
  - Gain  $\clubsuit = \clubsuit$ , if activating due to *CtA*
- **Human Imperial Subject** must
  - Exhaust 2 $\clubsuit$  (max  $\frac{1}{2}$  of total  $\clubsuit$ ), or
  - Lose 6 $\clubsuit$  (max  $\frac{1}{2}$  of Tax Inc.), or
  - Lose 1 $\clubsuit$ , or
  - Place CB token on Aggressor's Capital
- **Bot Imperial Subject** loses 1 $\clubsuit$ , unless at War, including this DoW (p. 6)

## MILITARY ACTIONS

### Declare War (1 $\times$ ) (p. 16)

1. Pick target Realm(s), place War tokens
2. Penalties for no CB and DoW on your  $\clubsuit$ 
  - 2 $\clubsuit$  per missing CB
  - 1 $\clubsuit$  per your  $\clubsuit$  on targets, exceptions
3. **Calls to Arms** (in listed order, a to d)
  - 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*
    - Bot sends *Def. CtAs* to all valid  $\clubsuit$  Adjacent to the Aggressor (p. 4)
4. PRs gain 1 $\times$  if they are
  - Target PR, or
  - Accepting *Def. CtAs* from NPRs (unless already at War with Aggressor)
  - Bots gain 1 $\clubsuit$  instead (p. 4)
    - If then the Bot has < 5/5/6/7  $\clubsuit$ , it gains  $\clubsuit$  until it reaches 5/5/6/7
    - If Bot has any Available  $\clubsuit$ , they spend 1 $\clubsuit$  to recruit 7/9/9/11 Units, and check MAC if Army is on map

5. Remove all your  $\clubsuit$  from target Realms
6. Resolve triggered Naval Battles
7. Resolve triggered Land Battles
8. If no Battle is triggered, may **Activate Units** or **Recruit Units** (no  $\times$  cost)

### Activating NPR Ally ( $\clubsuit$ ) (p. 33)

- Flip the  $\clubsuit$  to  $\clubsuit$
- Human PRs
  - Add Allied Units to Available  $\clubsuit$  equal to  $\frac{1}{2}$  of NPR Strength (max 5)
  - Gain 1 $\times$  if  $\clubsuit$  is Adj. to new Enemy, and activated as part of CtA (p. 13)
- Bots gain 2 $\clubsuit$  (p. 4)

### Receiving a CtA (p. 32-33)

- *Defensive CtAs* can always be accepted
- *Offensive CtAs* must be refused in case of DoW restrictions
- Bot accepts *Defensive CtAs*, unless at War with an Opponent (p. 4)
- Bot always refuses *Offensive CtAs* (p. 4)

### Accepting a CtA

- If *Defensive CtA*
  - Enemy places War tokens on you
  - $\clubsuit$  with PRs on opposing side end
  - If from NPR, you may
    - Make them Active Ally or not
      - Bot chooses not to
    - Send *Def. CtA* to other NPR Allies
      - Bot sends *Def. CtAs* to all valid  $\clubsuit$  Adj. to the Aggressor (p. 4)

## Casus Belli (p. 22)

**Conquest (Claim)** – Have  $\clubsuit$  (or  $\clubsuit$  (p. 21)) in Area where target Lawfully Owns or Controls any Provinces

**Call to Arms** – Receive a *CtA*

**General CB** – Have CB token on target Event – Event that lets you Declare War

• Also negates penalty for DoW on  $\clubsuit$

**Disputed Succession** – Any  $\clubsuit$  on target • Also against PRs at War with the target

• Also negates penalty for DoW on  $\clubsuit$

**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 diff. State Religion (except other Christians), incl. any Distant Realms
- If you are Catholic
  - Target Realm is a target of a *Crusade*
  - Tag *Commit. to Crus.* if using this CB

**Imperial Liberation** – You are the Emperor and target Controls any Provinces or has any Vassals in HRE and is not HRE member

### Call to Arms (0-2 $\clubsuit$ per $\clubsuit$ ) (p. 13)

- Call Allies to join your War (Minor Act.)
- Only during your own DoW, or as  $\clubsuit$  in response to DoW on you or your NPR  $\clubsuit$
- Calling a PR Ally has no cost
- 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
- To call an NPR, remove  $\clubsuit$  from its Areas
  - *Offensive CtA* – 2 $\clubsuit$
  - *Defensive CtA* – 1 $\clubsuit$
  - If **Dist. NPR**, use  $\clubsuit$  instead (p. 32)
- Activate called NPR Allies

- If *Offensive CtA*, place War tokens on your Ally's Enemies

### Refusing a CtA

- Remove  $\clubsuit$
- If this was an Active Ally
  - Lose Allied Units =  $\frac{1}{2}$  of Ally's pre-War Strength
  - 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 $\clubsuit$
  - Rem. 5 $\clubsuit$  from former  $\clubsuit$ '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 has CB token on your Capital