SEQUENCE (p. 8-11)

NPR Invasions (p. 36)

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

Invasion sequence

- Pick an eligible Area. Priority:
  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 ♞

1. Draw Cards

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

A. Reveal Events

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

Optional Rule 7: Revealing More (p. 39)

- If 6 PRs, reveal 4 Events

B. Draw Action Cards

- Draw 3 cards (may draw one by one)

C. Pay for Action Cards

- 2 ⓓ per drawn card you keep

D. Pick/Replace Missions

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

2. Actions

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

Passing

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

3. Peace & Rebels

A. Remove Casus Belli & Truces

- Lose ⑵ 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 or Move

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

D. Peace Resolutions

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

Peace Resolution (p. 29-30)

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

1. Automatic White Peace

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

2. Total Victory

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

3. Partial Victory or Inconclusive

- May decide not to resolve
- If Enemy **Surrenders**
  - Gain ⑵, Enemy loses ⑵
  - May enforce Peace as if Part. Victory
  - War must end this Round
- **Optional Rule 3: No Surrender**
- **Partial Victory requirements**
  - If Enemy is a PR, your Deployed Land Units must outnumber Enemy 2:1
  - If Enemy is NPR or Bot, your Depl. Land Units must outnum. ♞ in your Areas plus Enemy Depl. Land Units
  - Units on Dist. Continents where the other Realm has no ⚉ do no count
- If PR Enemy has **Active Allies**
  - If and only if achieved against PR, then achieved against their Active Allies
  - Only a single Peace Term may be chosen for the PR and their Act. Allies
- If **inconclusive**
  - NPR accepts White Peace
  - Bot accepts White Peace if Tax Value of their ⚉ Occupied by you > your ⚉ Occupied by them

4. Aftermath

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

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

Bot Rules

Choice Proc. (p. 3)

At War?

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

Realm Selection

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

Province, Area, Sea Zone Selection

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

Opponent Selection

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

Ideas (p. 3)

- Bots do not take Idea effects into account

Token Limits (p. 4)

Cubes

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

Towns

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

Claims & Core Tokens

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

Other Limited Tokens

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

Bots & Alliances (p. 4)

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

Covert Actions (p. 4)

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

Bot Warfare (p. 4-6)

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

Maximum Army Capacity (MAC)

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

Movement

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

Ship placement

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

Targeting Charts (p. 6)

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

E. Prestige Penalties

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

F. Interregnums

- Lose 1✠
- Flip ♚ on your Realm

G. Religious Dissent

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

H. Gain/Remove Unrest

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

I. Roll Rebel Dice

- In Turn order, each PR rolls Rebel Dice

Peace Terms (p. 30-31)

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

White Peace

- **Requirements**
  - Total Victory to Enforce
- All Occupied Provinces must be returned to their Lawful Owners
- All involved PRs lose (1)

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 (1) 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 ♛

Vassalization

- **Requirements**
  - Partial or Total Victory to Enforce
  - Loser must be an NPR
  - Victor must Occupy Loser's Capital
  - Victor must Occup. 1+ Loser's *de jure* Prov. in non-Cap. Area (if any)
- With **Active Allies** (p. 30)
  - Only apply for Realms for which the Victor satisfies all requirements
  - For other Realms, treat as White Peace without (P) loss
- Loser becomes a Vassal of the Victor
- Victor places ♛ on all Loser's *de jure* Prov., except Prov. Occup. by other PRs
- Victor may place 2 ⬢ in Loser's Realm
- Add ✂ to all Provinces gained in Areas where the Victor Occupied no Provinces
- Remove all Loser's ⚒/♚
- Victor may discard ⛊ from Area(s) of gained ♛ to remove 2 ✂ from same Area(s)
- Remove War/Truce tokens from the Loser

Force Conversion

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

Humiliation

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

Full Annexation

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

Secure Desired Succession

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

Negotiated Peace

- **Requirements**
  - Not Enforceable
  - Both sides must be human players
- May agree who is Vict./Loser (if anyone)
- May agree on another listed Peace Term, but other conditions must be met
- If agreeing on Keep Current Board State
  - Both sides may exchange Occupied Provinces for ⓓ
  - Both sides may Liberate Provinces (with no (P) 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

DNPRs (⬡) (p. 35)

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

Rebels (⚑) (p. 37)

Rebel Dice

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

Bot rolls (p. 4)

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

Rebel Units (⚑)

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

Optional rule 5: Religious Rebels

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

Religion, Faith (p. 38)

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

Religion abilities

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

Diverse Faiths

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

Revolutionary Ideology

- Token is placed on top of existing Religion (instead of replacing it)
- If Revolutionary Realm ***Researches*** Gov. Form other than *"Revolutionary Regime"*
  - They remove ⚙ in Capital Area, <u>and</u>
  - 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, <u>or</u>
  - Controls Roma
    - This supersedes the Alliance
    - PR may not have other ☗
- **Papal Controller**
  - PR with most ☗ (left-most breaks ties)
  - Bonuses
    - +1⚜ in Phase 4, Step D
    - Discount of 1ⓓ per Advisor in Phase 4, Step B
    - Discount of 1⚜ for Actions Incr. ✠
    - Has Access to Papal Actions
- **Uncontested Papal Controller**
  - PR with most ☗, min 2 and no tie
  - Extra ⓟ in Phase 4, Step E

Prestige (ⓟ) (p. 42-43)

Missions (p. 42)

- Rewards follow Standard Event Effects

Milestones (p. 42-43)

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

HRE (p. 43-45)

Imperial Authority (⚜) (p. 43)

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

Imperial Influence (p. 44)

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

HRE Lands (p. 44)

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

PR as Imperial Subject (p. 44)

- May leave HRE only by Mission or Event

Leaving and Rejoining HRE (p. 45)

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

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

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

NPR Emperor (p. 45)

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

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

- Not used when Emp. is NPR or Bot (p. 6)
- Triggered when Emp.'s Ruler is replaced or discarded <u>and</u> ⚜ ≤ 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
  - 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 less 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

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

E. Score Prestige

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

Manpower (p. 23)

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

Imperial Influence (p. 44)

- # of Imperial =
- Must be placed in HRE Areas with 1+ Prov. Owned by NPR HRE Members
- Bot priorities (tie breakers: 1. Areas with Bot's ; 2. A→Z) (p. 3)
  1. Elec. Area where it would take least to have more 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
  - 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 (2) if target Area
    - Contains their Units, <u>and</u>
    - Has no Provinces Owned by Muslim Realms
  - Lose 2 otherwise
- If no Realm is *Committed to Crusade*
  - Papal Controller loses (2)

Scoring Power Struggles (p. 43)

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

5. Clean-up

A. Update and Refresh

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

B. Board and Status Mat clean-up

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

C. Discard down to 5 Action Cards

D. End of Age Routine

- Skip if not end of Age <u>or</u> Final Scoring triggered
- Place the Event deck for the next Age
- Replace all Milestones
- Replace unresearched non-Basic Ideas
- PR with least (P) (no ties) may choose replacement for 1 new Milestone or Idea
- Players with 1+ score (1)
  - Then in Turn order
    - Rem. 1 (prefer NPR) or pay 2⚔
    - Bots do not remove (p. 3)
- Reset Bot decks (p. 3)

Final Scoring

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

Other Rules

General Notes (p. 2-4)

Concepts & Terms

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

Token Limits (p.2)

- Generally limited. If nothing in supply, take from anywhere. Exceptions below
- **May not be moved**
  - Towns (⛀). If out of (p. 21)
    - Large ⛀, use 2 Small ⛀ instead
    - Small ⛀, use a ♛ instead
  - Vassal tokens (♛)
  - Alliances (⚒/☠), Marriages (♚/♥)
  - Crusade/Excommunicated token
  - Mercenary and Allied Units
  - Religion tokens in State Religion slot
  - Ill health tokens (♥) on Characters
  - "Unlimited" tokens
- **Cubes** (⬢)
  - Take from anywhere except
    - Roma ☗
    - *Changed Nat. Focus* slot
    - ⬢ covering income slots
- **Unlimited**
  - Ducats (ⓓ)
  - War/Truce tokens
  - Occupied tokens
  - +1✨ tokens
  - Tag chits

Rounding

- Round up unless stated otherwise

Governing PR (p. 19-21)

Monarch Power (⚙) (p. 19)

- No more than 10 ⚙ of any type

Characters (p. 19)

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

Stability (✠) (p. 20)

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

Bankruptcy (p. 21)

- When cannot pay a mandatory cost and cannot take a Loan
  - Lose 3✠
  - Lose (5)
  - Discard all ⓓ and 3⚑ from Treasury
  - Disband all Mercenaries
  - Fire all Advisors
  - Lose ½ of ⚙ per type (max 3 per type)

Core Provinces (⛉) (p. 21)

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

Dip. Relations (p. 32-33)

Influence (⬢) (p. 32)

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

Marriages (♚) (p. 32)

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

Alliances (⚒) (p. 32)

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

Vassals (♛) (p. 33)

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

NPRs (p. 35-36)

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

+1✨ tokens (p. 36)

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

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

- Buyer must have in those Areas
- Price: 3-15ⓓ per Province
- Both pay 1
- PR selling Core Provinces
  - Loses (P) = 2× Tax Value
- cannot be sold

Optional Rule 1: Secret Negotiations

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

Research Idea (X) (p. 12)

- Mark it with a Tag
- Apply immediate effects
- Score (2)
- If ≤2 other PRs tagged it, they score (1)
- If you ***Research*** another **Government Form** Idea while having one (p. 21)
  - Lose the previous one (no (P) loss)
  - Score (P) 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 meet req. or pay for one of A/B options, must pick the other one
- When cannot pay for either of A/B options, choose either one of them
- If an effect/choice affects >1 PR, resolve starting from Active player
- PR that "gains/loses" makes the choice
- NPRs say "yes", when offered Alliance or when they "may" do something
- Word "you" refers to Active player or player making A/B choice

Standard Event effects (p. 40)

Gain/place Influence

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

Gain Alliance

- Target must be Independ. <u>and</u> 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

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 by you

***Research* Idea**

- Score (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

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

Terminate/remove Alliance

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

Reject Ruler

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

Area Leaves HRE

- Loss of is accounted for in the text

Wars triggered by Events

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

Change State Religion (p. 13)

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

Convert between Catholic and Protestant

- Lose (2) <u>and</u> 1
- Lose 1 <u>and</u> total of 5 from Areas of abandoned Religion
- Place removed to Areas of new Rel.
- In each of your Areas of abandoned Rel.
  - Gain 1
  - Roll Rebel Dice

Embrace the Counter-Reformation

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

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 <u>or</u> an NPR Province <u>or</u> <u>or</u>
     - : Pay 1 to Disc. a matching Terr., <u>or</u> lose 1 on Distant Continent
   - Any Discovery must be Adjacent to
     - Your Realm, <u>or</u>
     - If having *"QftNW"*, your
   - Place on Discovered Area
3. If first on a Dist. Cont., add Tr. Cards

Warfare vs NPRs (p. 36)

- # of def. **NPR Units** = MC or NC
  - Land Units are Infantry
  - Ships are Light Ships
  - **Active Ally** defends with ½ of MC
  - Additional Units defending HRE Areas if **Emperor is NPR** (p. 45)
    - (3 ×) - (2 × # of HRE Areas with non-HRE Units before this Turn)
- NPR Provinces on **Distant Continents**
  - Double MC/NC for defense
    - Except from Areas with
  - Some Ports are Inactive (grayed out) until they have a , or
- 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⚔ + X) (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 Areas (up to your MC)

Allied Units

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

Mercenary Units (Max 3 per Turn)

- In your or 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	4	free
Cavalry	5	7	3
Artillery	6	8	-
Light Ship	4	-	-
Heavy Ship	10	-	-
Galley	2	-	-

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 ending makes a Port not Friendly
  - Ships must move to Adjacent non-Hostile Sea Zone
  - 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 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

Battle Sequence (p. 26-28)

- Ships vacate Trade Prot. slots (p. 28)
- If Bot is Attacker or Main Defender, follow Bot Action charts on p. 16 (p. 5)

1. Battle Preparations

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

2. Play Battle Actions ()

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

3. Roll Battle Dice

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

4. Assign Casualties

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

5A. Wounded Generals/Admirals

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

5B. Captured Enemy Ships

- Only if you have Ships remaining, and eliminated all Enemy Ships
- Capt. 1 Enemy Casualty per (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
- **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
- If PR chooses to Retreat, +1 Casualty
- **Retreat destination**
  - Attacker – Previous space(s)
  - Def. – Adj. sp. with no Enemy Units
    - Military Access rules apply
    - Each PR may choose diff. dest.

7. Proclaim a Winner

- The side with Units left in the Area wins
- If Active PR won, gains 1⚔ (max 1/Turn)
- Return surviving Imperial (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-resolution:** Each player chooses 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 Prov.
    - Occupied
    - Owned by the DNPR's Ally
    - Core Province of a PR
  - If DNPR has a Port facing any Main Map Sea Zone without */†, and it is Age II or later
    - May place the on vacant Territor.
    - 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
  - Area selection priority: 1. where they Own Provinces; 2. Adjacent by Land
  - Prov. selec. prio.: 1. Owned by Realm with lowest Tax Income; 2. A→Z

Spread of Religious Ideas

- Find clusters (bodies of Areas connected by Land) of Infectious Faiths (Protestant, Counter-Reformed)
- For each cluster but max 4 in total, max 2 of one type if >1 Inf. Faith in play
  - Place in an Adjacent Area (except Muslim or Orthodox)
- May not replace placed on same 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

Change National Focus (p. 13)

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

Minor Actions

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

Appoint Advisor/Leader (p. 13)

Advisor – Pay the cost

Admiral – Pay the cost

General – Pay the cost (reassign for free)

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

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 Tax Value
    - Enemy adds War token on them

Replen. Manp. (1 per 3) (p. 14)

- Move from Exhausted to Available

Take/Repay Loan (p. 14)

Take – Gain 5, gain 1

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

Repay – Pay 6, remove 1

- – When gaining from Passing

Papal Actions (p. 46)

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

Excommunicate Ruler (2)

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

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, ♞ = ½, ☛ = 2
   - Pay +1⚔ per Sieging Unit beyond the first (Action cost pays for the first Unit)
3. Siege total Tax Val. ≤ Siege Strength
   - To Siege an Island Province (blue Port), you need 1+ Ship in a Sea Zone it faces
4. Resolve effects of *"Defensive Mentality"*
5. When successfully Sieging
   - **Rebel Occupied Province**
     - Remove ⛁
     - Remove ✂
   - **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 Value of Own ⛁ + ⚑ in this Area and Adjacent to this Area
- **Blocking MC**
  - Occupied Provinces
  - MC from Adjacent Area blocked by Hostile Units in that Area
  - MC from Provinces only Adj. by Sea blocked by Hostile Sea Zones

Naval Capacity (NC)

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

Naval Activation (1⚔) (p. 16, 25-26)

- 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
  - 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 choose to **fight Pirates** in a Trade Node Adjacent to Activated Ships (p. 28)
- May use **Naval Bridge** 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
- May choose to **fight Pirates** in a Trade Node Adjacent to Activated Ships (p. 28)

Call Crusade (2)

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

HRE Actions

Increase (= 1+current) (p. 43)

- You must be the Emperor
- Increase by 1

Admin. Actions

Incr. Stab. (5 ± current) (p. 14)

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

Colonize (4/) (p. 14)

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

Convert Area (2 + 3) (p. 14)

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

Diplomatic Actions

Forge Alliance (1-3) (p. 15)

- Only with an NPR
- Both must be at Peace
- Must have at least 2 in target Realm
- If target is a Distant NPR, then
  - Must have a on 1+ of target's Areas
  - Use instead of (p. 32)
- If target has Alliance, then must have more and remove previous
- Pay = ½ of target's Tax Inc. (max 3)
- Add to target's Capital
- Add 1 to target's Cap. Area

Trade (1) (p. 15)

- Must have an available (upright) Merchant

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

Influence (1/3 per) (p. 15)

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

Fabricate Claim (2 per) (p. 15)

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

Trade Income (p. 34-35)

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

Secondary Trade Nodes

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

Trade Power ()

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

Bot Trade (p. 4)

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

Action Cards X + Y (p. 18-19)

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

Covert Actions ()

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

Display cards ()

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

Reactions ()

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

Card specific rules

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

Military Actions

Declare War (1⚔) (p. 16)

1. Pick target Realm(s), place War tokens
2. Penalties for no CB and DoW on your ♛
   - 2✠ per missing CB
   - 1✠ per your ♛ on targets, exceptions
3. ***Calls to Arms*** (in listed order)
   a. You may send *Offensive CtA*s
   b. Target HRE Members might send *Defensive CtA* to the Emperor
   c. Target NPRs send *Defensive CtA*s
   d. Target PRs may send *Defensive CtA*s
      - Bot sends *Def. CtA*s to ⚒ Adjacent to the Aggressor (p. 4)
4. PRs gain 1⚔ if they are
   - Target PR, <u>or</u>
   - Accepting *Def. CtA*s from NPRs (unless already at War with Aggressor)
   - Bots gain 1⚙ instead (p. 4)
     - 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 map
5. Remove all your ◆ 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 ⚔ cost)

Restrictions on DoW (p. 22)

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

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

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

- Apply regular ✠ penalty for missing CB
- Emp.'s DoW on Subject
  - Lose 1⚜
  - Remove 3◆ 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 receives *Defensive CtA* if
  - ⚜ ≥ 1, <u>and</u>
  - 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)

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** ⚜ = Emperor's ◆ (incl. Imperial ◆) in Elec. Areas (max 8)
- If a **Bot is Emperor** (p. 6)
  - Gain ⚙ = ⚜, if activating due to *CtA*
- **Human Imperial Subject** must
  - Exhaust 2⚜ (max ½ of total ⚜), <u>or</u>
  - Lose 6ⓓ (max ½ of Tax Inc.), <u>or</u>
  - Lose (1), <u>or</u>
  - Place CB on Aggressor's Capital
- **Bot Imperial Subject** loses 1⚙, unless at War, including this DoW (p. 6)

Casus Belli (p. 22)

Conquest (Claim) – Have ⛊ (or ⛉ (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 ♛

Disputed Succession – Any ♛ on target
- Also against PRs at War with the target
- Also negates penalty for DoW on ♛

Excommunication – You are Catholic and the target is *Excommunicated*
Holy War (Crusade)
- If you have *"Deus Vult"* Idea and target
  - Is Adjacent to you, <u>and</u>
  - 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 <u>and</u> target Controls any Provinces or has any Vassals in HRE <u>and</u> is not HRE member

Call to Arms (0-2◆ per ⚒) (p. 13)

- Call Allies to join your War (Minor Act.)
- Only during
  - Your own DoW, <u>or</u>
  - 🂠 – DoW on you or your NPR Ally
- Calling a PR Ally has no cost
- Only def. may call PR Allied to both sides
- To call an NPR, remove ◆ from its Areas
  - *Offens. CtA* – **2◆**, *Defen. CtA* – **1◆**
  - If **Dist. NPR**, use ⚙⚙ instead (p. 32)
- NPR Allies can only be called if they are
  - At Peace, <u>and</u>
  - Adjacent to you or your new Enemy
- Activate called NPR Allies

Activating NPR Ally (♛) (p. 33)

- Flip the ⚒ to ♛
- Human PR
  - Gains Allied Units to Available ⚜ equal to ½ of Tax Value of the NPR (including Vassals (p. 13)) (max 5)
  - Gains 1⚔ if Ally is Adj. to new Enemy
- Bot gains 2⚙ (p. 4)

Receiving a CtA (p. 32-33)

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

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
      - Bot chooses not to
    - Send *Def. CtA* to other NPR Allies
  - ⚒ with PRs on opposing side end

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*, <u>and</u> you have not Passed, <u>and</u> you are not already at War
  - Lose (2)
  - Rem. 5◆ from former ⚒'s Areas
  - If your former Ally is a PR, they may place a CB on your Capital
- Place Truce tokens, unless former Ally is PR who chose to place a CB