

# SEQUENCE (p. 8-11)

## 1. DRAW CARDS

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

### A. Reveal Events

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

### Optional Rule 7: Revealing More (p. 39)

- If 6 PRs, reveal 4 Events

### B. Draw Action Cards

- Draw 3 cards (may draw one by one)

### C. Pay for Action Cards

- 2 Ⓛ per drawn card you keep

### D. Pick/Replace Missions

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

## 2. ACTIONS

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

### Passing

- Allowed only if **Event** taken
- May take Minor Actions on same Turn
- First 2/3/3/4 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**

## NPR Invasions (p. 36) ←

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

### Invasion sequence

- Pick an eligible Area. Priority:
  1. NPR's Capital Area
  2. Area with the most NPR's Core Prov.
  3. Area Adjacent by Land
  4. Random
- Add ✕ to 2 Enemy ⚔/⚑ in the target Area (pick A→Z)
- Place NPR Units equal to ½ of Tax Value currently Controlled by the NPR (including Vassals)
- NPRs invade at normal strength even if not enough tokens in Supply (p. 2)
- Resolve Battle immediately (if any)
  - Place Bot Army in Area (p. 2)
- Leave the NPR Units on board as ⚔

- If PR has taken their final Turn, they are considered to have Passed

## 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 2, Enemy loses 2
  - May enforce Peace as if Part. Victory
  - War must end this Round
- **Optional Rule 3: No Surrender**
- **Partial Victory requirements**
  - If Enemy is a PR, your Deployed Land Units must outnumber Enemy 2:1
  - If Enemy is NPR or Bot, your Depl. Land Units must outnum. ⚔ in your Areas plus Enemy Depl. Land Units
  - Units on Dist. Continents where the

## 3. PEACE & REBELS

### A. Remove Casus Belli & Truces

- Lose 2 if not at war with the CB target

### B. NPR Invasions (advanced rules)

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

### C. Rebels Siege & Move

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

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 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)

- 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
    - $\star \leq 4$ , and
    - Emp.'s Ruler is replaced/discard
  - Eligible **candidate Realm**
    - Must be a PR
    - Must follow official HRE Rel. (if any)
    - May be non-HRE Realm
    - May have Interregnum
  - If there are **no eligible candidates**
    - The current Emperor retains the title
    - $\star$  drops by 2
  - Elector Areas vote** for candidates
    - Elec. Area votes for candidate that has most  $\star$  (incl. Imp.  $\star$ ) in that Area
    - Elec. Area with no NPR Prov. where all  $\star$  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  $\star < 3$  following election of a new Emp.
    - $\star$  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  $\star$  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
  - Capital in the Area
  - Highest tot. Tax Val. Owned in Area
  - 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

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

### IDEAS (p. 3)

- Bots do not take Idea effects into account

### TOKEN LIMITS (p. 4)

#### Cubes

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

#### Towns

- If out of  $\star$ , the Bot will not Siege Provinces or Colonize Territories

#### Claims & Core Tokens

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

#### Other Limited Tokens

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

### BOTS & ALLIANCES (p. 4)

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

### COVERT ACTIONS (p. 4)

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

### BOT WARFARE (p. 5)

- When recruiting, Bots always pay full  $\star$  price, even if less Available  $\star$

### Maximum Army Capacity (MAC)

- Area with land connection to Capital (continuous chain of Bot's  $\star$  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  $\star$  if any
  - Not allowed if Bot's  $\star$  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:
    - Valid Realm with Capit. in the Area
    - Valid Realm with Highest Tax Value Owned in the Area
    - A→Z
- If **mil. target is NPR**, place  $\star$ . Priority:
  - In named Area or Area of named Prov.
  - In target's Capital Area
- Vacant Territory** as target
  - If Bot has "QftNW", place  $\star$ , 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+  $\star$  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

## E. Prestige Penalties

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

## F. Interregnum

- Lose  $1\clubsuit$
- Flip  $\clubsuit$  on your Realm

## G. Religious Dissent

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

## H. Gain/Remove Unrest

- If at War, add  $2\clubsuit$  to your  $\clubsuit$
- If  $\leq -2\clubsuit$ , add  $1\clubsuit$  to your  $\clubsuit$
- If  $\geq +2\clubsuit$ , remove  $1\clubsuit$  from your  $\clubsuit$
- Bots with Adm. Ideas remove  $1-2\clubsuit$  (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  $\clubsuit$  may displace other  $\clubsuit$  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  $\clubsuit$

## Keep Current Board State

### • Requirements

- Partial or Total Victory to Enforce
- Occupied Capitals must be returned
  - $10\clubsuit$  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  $3\clubsuit$  per Tax Value
  - Liberate them, except Loser's Core Prov. and their Active Ally's Prov.
    - Score  $\clubsuit$  per Tax Value Liberated
    - May gain  $\clubsuit$  with 1 Liber. NPR
    - Place 2  $\clubsuit$  in that NPR's Areas
  - Max  $\clubsuit$  demanded is  $2\times$  Tax Income of the Loser (after return of the Provinces)
  - PRs may discard  $\clubsuit$  from Area(s) of gained Prov. to remove  $2\clubsuit$  from same Area(s)
  - PRs may place  $\clubsuit$  in each Area where they lost  $1+\clubsuit$  or  $\clubsuit$

## 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  $\clubsuit$  loss
- Loser becomes a Vassal of the Victor

- Victor places  $\clubsuit$  on all Loser's *de jure* Prov., except Prov. Occup. by other PRs
- Victor may place 2  $\clubsuit$  in Loser's Realm
- Add  $\clubsuit$  to all Provinces gained in Areas where the Victor Occupied no Provinces
- Remove all Loser's  $\clubsuit$
- Victor may discard  $\clubsuit$  from Area(s) of gained  $\clubsuit$  to remove  $2\clubsuit$  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  $\clubsuit$  loss
- Loser must change State Religion and Rel. of Capit. Area to State Rel. of Victor
- All Occupied Provinces must be returned
- Victor gains  $\clubsuit$
- Victor may add 2  $\clubsuit$  in Loser's Cap. Area
- Loser loses  $\clubsuit$
- Loser must remove 4  $\clubsuit$

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

## 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  $\clubsuit/\clubsuit$

- If Loser is  $\clubsuit$ , the Allied PR loses  $\clubsuit$
- Victor may discard  $\clubsuit$  in Area(s) of gained Prov. to remove  $2\clubsuit$  from same Area(s)
- If Emp. enforces Full Annex. on Subject with the same State Religion, drop  $\clubsuit$  by 1 (p. 45)

## Secure Desired Succession

### • Requirements

- Partial or Total Victory to Enforce
- Loser Capital must have a  $\clubsuit$
- 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  $\clubsuit/\clubsuit$  and  $\clubsuit/\clubsuit$ , except Victor's, from the Loser
- Victor scores 3 per  $\clubsuit/\clubsuit$  removed
- PRs whose  $\clubsuit/\clubsuit$  was removed, lose  $\clubsuit$
- If Victor has  $\clubsuit$  on Loser, they
  - Flip their  $\clubsuit$  back to  $\clubsuit$
  - Score  $\clubsuit =$  Loser's Tax Inc. (max 5)
- Victor may
  - If Loser is an NPR, add  $4\clubsuit$  to Loser's Capital Area
  - If Loser is a PR, replace Loser's Ruler with a Leader from any discard pile
  - May then gain  $\clubsuit$  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  $\clubsuit$
  - Both sides may Liberate Provinces (with no  $\clubsuit$  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

## Rebel Units

- **Rebels** are Hostile to all PRs
- **Sieging**
  - If Province is Core of its Owner
    - Place **Rebel** on top of it
  - If Occupied or not Core of its Owner
    - It is Liberated
- **Liberation**
  - If **Occupied** by an Enemy of Province's Lawful Owner, remove Occupier's **Rebel**
  - If **not a Core Province** of PR who Owns or has Vassalized it
    - Remove **Rebel**/**Rebel**
    - If Core Province of another PR, they place a **Rebel** there
  - If **Territory**, replace **Rebel** with a **O** (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 **U** if their Province gets Liberated by Rebels (p. 4)
- **Optional rule 5: Religious Rebels**
  - Turn/place all **Rebel** 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 **Rebel** and **Rebel** in Areas of your new State Religion

## RELIGION, FAITH (p. 38)

### Catholicism

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

### Protestantism abilities

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

### Orthodoxy abilities

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

### Islam abilities

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

### Diverse Faiths

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

### Revolutionary Ideology

- Token is placed on top of existing Religion (instead of replacing it)

- If Revolutionary Realm **Researches** Gov. Form other than "*Revolutionary Regime*"
  - They remove **Rebel** in Capital Area, and
  - Change State Religion to match the Religion of Capital Area

## PRESTIGE (P) (p. 42-43)

### Missions

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

### Milestones

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

## PAPAL CURIA (p. 45-46)

- # of Regular Cardinal Slots = # of Catholic PRs + 1
- **Roma Cardinal** belongs to PR who
  - Is Allied to the >Papal States, or
  - Controls Roma
    - This supersedes the Alliance
    - PR may not have other **Rebel**
- **Papal Controller**
  - PR with most **Rebel**
  - The left-most **Rebel** breaks ties
  - Bonuses
    - +1*W* in Phase 4, Step D
    - Discount of 1*W* per Advisor in Phase 4, Step B
    - Discount of 1*W* for all Actions that Increase **Rebel**
    - Has Access to Papal Actions
- **Uncontested Papal Controller**
  - PR with most **Rebel**, min 2 and no tie
  - Extra **P** in Phase 4, Step E

## HRE (p. 43-45)

### Imperial Authority (p. 43)

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

### Losing 1 **Imperial Authority**

- Refusing CtA when non-HRE Aggressor Declares War on an Imperial Subject
- An Area leaves the HRE
- Lose a War vs non-HRE Aggressor
- Emperor Declares War on HRE Member without a CB
- Emp. enforces Full Annex. on HRE Member with the same State Religion
- Lose **Imperial Authority** if max **Imperial Authority** goes below current **Imperial Authority**

### Imperial Influence (p. 44)

- Works like regular **Rebel** 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, NPs, Vassal Realms)
- **Imperial Subjects** – HRE Members except the Emperor
- **Unlawful Occupant** – Capital not in HRE but
  - Occupies **Rebel** in HRE, or
  - Owns **Rebel** in HRE, or
  - Has **Rebel** in HRE
- **Elector Area**
  - Marked with **Imperial Authority** 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 **Rebel**)
  - Lose 1*W*
- If all HRE Prov. in an Area are Owned or Vassal. by HRE Members or Emperor
  - The Area is reincorporated (remove **Rebel**)
  - Gain 1*W*

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

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

### NPR Emperor (p. 45)

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

## 4. INCOME AND UPKEEP

- May *Take Loans* during this phase

### A. Cut costs

- May (must if needed to avoid Bankrupt.):
  - Fire Advisors
  - Disband Units
  - Regular Units → Available  $\clubsuit$
  - 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 $\blacksquare$ (p. 28)
- Advisor Upkeep	Papal Controller pays 1@ less per Advisor
- Military Maintenance	1@ per Regular Unit 2@ per Mercenary $\frac{1}{2}\text{@}$ per Ship at sea
- Plague	$\frac{1}{2}\text{@}$ per Tax Income in $\heartsuit$ Areas (r. up)
- Interest on Loans	1@ per $\clubsuit$
+/- $\clubsuit$ Modifier	
+ Emperor's $\clubsuit$	@ = $\clubsuit$
+ Income from Ideas	

### C. Corruption

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

### D. Collect Monarch Power

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

### E. Score Prestige

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

### Manpower (p. 23)

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

### Imperial Influence (p. 44)

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

### HRE Religion (p. 45)

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

### Scoring Power Struggles (p. 43)

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

## 5. CLEAN-UP

### A. Update and Refresh

- Allied Units in Armies → Available  $\clubsuit$
- Update Manpower
- Refresh  $\frac{1}{2}$  Exhausted Units (min 3, max 6)
- Repair Heavy Ships in Port
- Refresh Merchants
- Add  $\clubsuit$  = # of Colonial  $\blacksquare$  (max 4)
- Discard Bot  $\clubsuit$  if there is no vacant Territory (p. 3)
- Remove  $\clubsuit$  from *Changed Nat. Focus* slot

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

- Remove  $\clubsuit$ 
  - Between Bots and PRs (p. 3)
  - From DNPRs with Tax Income  $\geq 10\text{@}$
- Remove all  $\clubsuit$  from Map
- Adjust Imperial  $\clubsuit$  and redistribute
- If Emperor is at Peace
  - Remove Imperial  $\clubsuit$
  - 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

- If end of Age and no Final Scoring
  - Place the Event deck for the next Age
  - Replace all Milestones
  - Replace unresearch. non-Basic Ideas
  - The player with least  $\clubsuit$  (no ties) may replace 1 new Milestone or Idea
  - Players with 1+  $\clubsuit$  (in turn order)
    - Score  $\clubsuit$
    - Rem. 1 $\clubsuit$  (prefer NPR) or pay 2 $\clubsuit$
    - Bots do not remove  $\clubsuit$  (p. 3)
  - Reset Bot decks (p. 3)

## FINAL SCORING

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

# OTHER RULES

## GENERAL NOTES (p. 2)

### Token Limits

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

### Rounding

- Round up unless stated otherwise

## GOVERNING PR (p. 20-21)

### Stability (p. 20)

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

### Bankruptcy (p. 21)

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

### Towns (p. 21)

- If out of Large ●, use 2 Small ● instead
- If out of Small ●, use a ◆ instead

### Core Provinces (p. 21)

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

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

### Influence (p. 32)

- Area may contain max 5 ◆
- ◆ may not be placed in Areas where all Provinces are owned by PRs
- Once all Provinces in an Area are Owned by PRs, all ◆ must be removed
- No ◆ may be placed in Distant Areas
- ◆ may be used as ◆ for **Forge Alliance** and **Call to Arms** in any Distant Area

### Marriages (p. 32)

- Max 3❖ ("Cabinet" Idea allows 1 more)
- May not enter Marriages during Interregn.
- ❖ counts as ◆, but cannot be removed and is excluded from Area's 5 ◆ limit
- When taking an Action that requires to remove ◆, remove 1 fewer ◆ if you have 1+ ❖ in the Area

### Alliances (p. 32)

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

### Vassals (p. 33)

- Vassals are a separate category of Realms (not part of Overlord's Realm, not NPR)
- Using Subjugate Action Card**
  - Target may not be a Distant Realm
  - Without** ❖, your Base Tax must be  $\geq 2 \times$  target's Base Tax
  - With** ❖, your Base Tax must be  $>$  target's Base Tax
  - Discard ◆ from target Realm = target Tax Inc. + Oppon. ◆ in target Realm
- When **Vassalizing** your Ally
  - Remove your ❖
  - Place ◆ on their Prov. (2 on Large)
  - All other PRs must remove their ❖
- When **Annexing**
  - Replace ◆ with ○
  - Remove any ❖

- If the **target has Vassals**
  - You need a ❖ to Vassalize them
  - If you also discard ◆ from target's Vassals equal to their Tax Income
    - They also become your Vassals
  - Otherwise, they become independent and you may
    - Place ❖ on their Capital, or
    - Place ■ in one of their Areas

- Papal States and Emp. cannot be Vassal.

### Vassals in Wars

- on Vassal counts as ■ on Overlord
- Vassals do not defend themselves
- Vassals contribute to Overlord's MC, but not NC
- Overlord may Recruit Regular Units and Mercenaries in their Vassals' Areas

## NPRS (p. 35-36)

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

### DNPRs (p. 35)

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

### +1◆ tokens (p. 36)

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

## REBELS (p. 37)

### Rebel Dice

- Roll Area by Area
- :** Rebellion
  - If you have Military Units in the Area
    - Add ♦ per ● result
    - Any Battle is triggered after all Rebel Dice rolls have been resolved
- Otherwise
  - Assign each ● to one of your ✕
  - Core Province gets Occupied
  - Occ. or non-Core Prov. gets Liber.
- ◎:** Lose 1♦. If unable to, then pay 2◎
- ◎:** Exhaust 1◆. If unable to, pay 2◎
- ◎:** Lose 2◎
- ✖:** Remove 1 ✕

### Bot rolls (p. 4)

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

# ACTIONS

## GENERIC ACTIONS

### Event (p. 12)

- Must be taken exactly once per Round
- 1. 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 ♀ = 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 ♀ 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 meet req. or pay for one of A/B options, must pick the other one
- When cannot pay for either of A/B options, choose either one of them
- If an effect/choice affects >1 PR, resolve starting from Active player
- PR that "gains/loses" makes the choice
- NPRs say "yes", when offered Alliance or when they "may" do something
- Word "you" refers to Active player or player making A/B choice

## Standard Event effects (p. 40)

### Gain/place Influence

- 1+ Province in Area must be Owned by NPR/Vassal
- If Area is full, then may replace ✪

### Gain Alliance

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

### Gain Royal Marriage

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

### Gain ♦

- May have only 1 per Area

### Gain/place ✪ or ♀

- Target Prov. may not have Opp.'s ✪/♀

### Gain Merchant

- Only if you have 2 merchants

## Change State Religion (p. 13)

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

### Convert between Catholic and Protestant

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

### Embrace the Counter-Reformation

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

## 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 ♀ as normal (Active PR first)
- If the Idea is not on display
  - Replace unpicked non-Basic Idea of the same type
- If no unpicked non-Basic Idea, add the Idea to a new row

## Placing DNPR tokens

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

## Terminate/remove Alliance

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

## Reject Ruler

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

## Area Leaves HRE

- Loss of ✪ is accounted for in the text

## Wars triggered by Events

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

## 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)

- If having "QfNW", may move 1 Light ↗
  - Must move to a Distant Sea Zone
  - May not enter a Hostile Sea Zone
- Roll. May reroll for 1\*, max 2\*. Use the last result
  - No Ⓛ: Discover a matching Territory or an NPR Province or Ⓛ or \*
  - Ⓛ: Pay 1\* to Disc. a match. Terr., or remove 1 of your ↗ on Dist. Cont.
- Any Discovery must be Adjacent to
  - Your Realm, or
  - If having "QfNW", your ↗
- Place ♦ on Discovered Area
- If first ♦ on a Dist. Cont., add Tr. Cards

## War Capacities (p. 22-23)

- A Province may contribute to MC/NC once per Turn (but for both)

## Military Capacity (MC)

- MC in Area = Tax Value of Own + in this Area and Adjacent to this Area

### Blocking MC

- Occupied Provinces
- MC from Adjacent Area blocked by Hostile Units in that Area
- MC from Provinces only Adj. by Sea blocked by Hostile Sea Zones

## Naval Capacity (NC)

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

### Blocking NC

- Occupied Ports

## Activate Units (p. 16)

- Do Land Activation or Naval Activ.

## Land Activation (1X) (p. 16)

- Do Land Movement or Siege

## Land Movement

- Move an Army or a Unit up to 2 spaces
  - May use **Naval Bridge**
  - Stop when entering a Distant, Hostile or Neutral Area (p. 25)
  - Stop when disembarking (p. 26)
- On **Distant Cont.** only allowed in (p. 26)
  - Friendly Areas
  - Areas with an Enemy Province
  - Vacant Terr. with your or Enemy
- Crossing a **Mountain Border** to a Hostile or Neutral Area (p. 25)
  - Action cost pays for first 3 Units
  - Pay additional 1X per 3 Units
- Check **Military Access** (p. 25) —
- **Army reorganization** may be done at any point during its movement (p. 25)
  - May pick up or drop off Regular Infantry Units
  - May shift Units between Armies
  - May be split up or merged with another Army
- A **Battle is triggered** when Units enter an Area containing
  - Hostile Units
  - Enemy NPR Provinces (unless there are already Units Hostile to the NPR)
- **Optional rule 2: Available Mercenaries**
  - Only if activating an Army for Land Movement in your Own Area
  - May recruit up to 3 Mercenary Units (normal cost)
  - They must move with the Army

## Siege (p. 28)

1. Pick an Area with 1+ Enemy Controlled Provinces, where you have 1+ Units
2. Calculate total Siege Strength of Units you will use and pay X cost
  - Strength: = 1, = 1/2, = 2 (p. 24)
  - First Unit is included in Action cost
  - Pay 1X per additional Sieging Unit
3. Siege total Tax Val. ≤ Siege Strength
  - To Siege an Island Province (blue Port), you need 1+ Ship in a Sea Zone it faces
4. Resolve effects of "Defensive Mentality"
5. When successfully Sieging

### Rebel Occupied Province

- Remove
- Remove X

### NPR Province

- Add Occupied token
- Add your (with X)

### Hostile PR's /

- Add your (with X) on top of it
- That player must cover a slot on their Town/Vassal track with a

### Enemy Occupied Province

whose Lawful Owner is Friendly or Neutral

- Remove Occupier's

### Rebel/Enemy Occupied Province

whose Lawful Owner is your Enemy

- Replace Occupier's / with your (with X)

## Naval Bridge (p. 26)

- Across any number of Sea Zones
- A Sea Zone may be crossed by up to 3 Units per 1 Friendly Ship in that Sea Zone
- Does not count as a space
- May include Ships of PR Allies, unless
  - That Sea Zone has Enemy Ships, or
  - Disembarking in a Hostile Area where the Ally has no Enemies

## Military Access (p. 25)

- In Areas with 1+ Province whose *de jure* or *de facto* owner is **Friendly** or **Enemy**
  - Always available
- In **Neutral** Areas
  - Not available in Areas with your
  - You must be at War
  - Remove 1 from the Area or pay 3@
  - If all Prov. in Area are Owned by PRs, you need permission from one of those PRs
- In **HRE** while *Def. HRE* is active (p. 44)
  - Free for
    - Emperor
    - Anyone at War with Emperor

6. Ships move out of successfully Sieged Ports and may trigger a Battle

7. Players regaining Control of Provinces remove from Town/Vassal track

## Naval Activation (1X) (p. 16)

- Do Naval Movement or Undock

## Naval Movement

- Select 1 Sea Zone or Friendly Port as destination
- Move any number of Ships within range to the destination (Ports have limits)
  - Ship/Fleet may move up to 2 spaces
  - Stop when entering Distant or Hostile Sea Zone (p. 25)
  - May not pass through Hostile Sea Zones
- On **Distant Continents** (p. 26)
  - If you have no , or Adj. to Dist. Sea Zone, you must **Explore** to enter it
  - To move across the Pacific Ocean, spend an additional of any type
- **Galleys** are disbanded if the Fleet moves to a Sea Zone without \*/† (p. 24)
- **Fleet reorganization** may be done at the start and destination (p. 25)
  - May pick up or drop off Light Ships
- If destination Sea Zone is not Hostile
  - Light Ships may occupy vacant **Trade Protection** slots there (p. 25)
- A **Battle is triggered** when destination
  - Contains Enemy Ships, or
  - Faces Enemy NPR Ports (unless there already are Ships Hostile to the NPR)
- May choose to **fight Pirates** in a Trade Node Adjacent to Activated Ships (p. 28)
- May use **Naval Bridge** if (p. 26)
  - Destination Sea Zone is part of it, and
  - Moved Land Units are Adjacent to it

## Undock

- Move any number of your Ships from Ports to Adjacent non-Hostile Sea Zones
- May choose to **fight Pirates** in a Trade Node Adjacent to Activated Ships (p. 28)

## Ships in Port (p. 26)

- Max 2 in a Small Port
- Max 4 in a Large Port
- Max 6 in a Large Port in a single Fleet
- Heavy Ships are repaired at Turn/Round end
- If a Port ceases to be Friendly due to an ending
  - Ships must move to Adjacent non-Hostile Sea Zone
  - If can't move, must be disbanded

## Secondary Event Effects (p. 41)

- When auto-resolving, no one is Active Player (you)
- 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 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
- 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
- Place in Change Nat. Focus slot
- Do one or both in order:
  1. Move 0-1 from 2 pools to 3rd pool
  2. Choose ≤3 cards to discard from hand (discard after this Action)
    - Draw 1 fewer from any Act. Decks
    - May pay 1 and 2 to instead pick 1 of the cards from the top 5 discards of type matching paid

## 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

## Take/Repay Loan (p. 14)

### Take – Gain 5

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

### Repay – Pay 6

- – 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

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

- Move from Exhausted to Available

## Restrictions on DoW (p. 22)

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

g. During an Interregnum

### Exceptions:

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

## Casus Belli (p. 22)

**Conquest (Claim)** – Have in Area where target Owns Provinces

**Call to Arms** – Receive a *CtA*

**General CB** – Have CB token target

**Event** – Event that lets you Declare War

- Also negates penalty for DoW on

**Disputed Succession** – Any on target

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

**Excommunication** – You are Catholic and the target is *Excommunicated*

## Holy War (Crusade)

- If you have "Deus Vult" Idea and target
  - Is Adjacent to you, and
  - Has different State Religion (except other Christians), or is a Distant Realm
- If you are Catholic
  - Target Realm is a target of a *Crusade*
  - Tag *Committed to Crusade* slot when using this CB

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

## DoW on Bot or their Ally (p. 4)

### 3. Calls to Arms

- Bot refuses *Offensive CtAs*
- Bot accepts *Defensive CtAs*, unless
  - At War with an Opponent
- Bot Emp. activ. *Def. the HRE* if they can
- Bot sends *Def. CtAs* to Adj. to Aggres.
  - They gain 2 for each such Ally
  - Flip those to

## 4. Gaining and Recruiting

- Targeted Bots and Bots joining the War by accepting a *CtA* from NPR, gain 1
- If then the Bot has < 5/5/6/7 , it gains until it reaches 5/5/6/7
- If Bot has any Available , they spend 1 to recruit 7/9/9/11 Units, and check MAC if Army is on the map

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

- Only
  - With your own DoW, or
    - – If DoW on you or your NPR
- If receiving a *CtA* from your NPR Ally, you may call other NPR Allies
- Calling a PR has no cost
- To call an NPR, remove from its Areas
  - If *Offensive CtA*, 2
  - If *Defensive CtA*, 1

- Only def. may call PR Allied to both sides
- NPR Allies can only be called if they are
  - At Peace, and
  - Adjacent to you or your new Enemy
- For each NPR Ally called to arms
  - Flip the to
  - Add Allied Units to Available equal to  $\frac{1}{2}$  of Tax Value of the Ally + its Vassals (max 5)
  - Gain 1 if Ally is Adj. to a new Enemy

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

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

### Accepting a CtA

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

## Refusing a CtA

- Remove
- If this was an Active Ally
  - Lose Allied Units =  $\frac{1}{2}$  of Ally's pre-War Tax Value
  - Enemy must place a War token on your former Ally
- If *Defensive CtA*, and you have not Passed, and you are not already at War
  - Lose
  - Rem. 5 from former 's Areas
    - If your former Ally is a PR, they may place a CB on your Capital
  - Place Truce tokens, unless former Ally is PR who chose to place a CB

## Warfare vs NPRs (p. 36)

- # of def. **NPR Units** = MC or NC
  - Land Units are Infantry
  - Ships are Light Ships
- **Active Ally** defends with  $\frac{1}{2}$  of MC
- NPRs defend at normal strength even if not enough tokens in Supply
- If **multiple Battles**, priorities:
  1. Capital Area and Adj. Sea Zones
  2. Largest Enemy force
  3. First Battle
- NPR Provinces on **Distant Continents**
  - Double MC/NC for defense
  - Except from Areas with
  - Some Ports are Inactive (grayed out) until they have a , or

## Recruit Units (1 + X

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

### Regular Units (up to your MC)

- In your Areas
- In your Vassal's Areas

### Allied Units

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

### Mercenary Units (MC irrelevant)

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

### Ships

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

### Costs

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

## Suppress Unrest (1 per

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

## Armies/Fleets (p. 24)

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

## 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 $\clubsuit$ (1 $\clubsuit$ + current $\clubsuit$ ) (p. 43)

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

## ADMIN. ACTIONS

### Incr. Stab. (5 $\clubsuit$ ± current $\clubsuit$ ) (p. 14)

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

### Colonize (4 $\clubsuit$ /2 $\clubsuit$ ) (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  $\clubsuit$

### Convert Area (2 $\clubsuit$ + 3 $\clubsuit$ ) (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 $\clubsuit$  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
  - Use 2 $\clubsuit$  instead of 1 $\clubsuit$  (p. 32)
- If target has Alliance, then must have more  $\clubsuit$  and remove previous  $\clubsuit$
- Pay  $\clubsuit$  = 1/2 of target's Tax Inc. (max 3)
- Add  $\clubsuit$  to target's Capital
- Add 1 $\clubsuit$  to target's Cap. Area

### 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  $\clubsuit$ 
  - Only if selecting a Trade Node where
    - It increases your Trade Power, or
    - It creates a connection to the Node
    - May displace Opp.'s  $\clubsuit$  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 $\clubsuit$ /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 -1/0, 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 ( $\clubsuit$ )

- 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 hum. 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 Action Turn, under specific circumstances

### Card specific rules

- **One Step Ahead**: Cannot be played on an 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)

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

- Tag *Defending the HRE* slot
- If **human PR is Emperor**, add NPR Units to **Imperial ♦** = Emperor's ♦ (incl. Imperial ♦) in Elec. Areas (max 8)
- If a **Bot is Emperor** (p. 6)
  - No Imperial ♦
  - Gain ♦ = ♦, if activating due to *CtA*
- **Human Imperial Subject** must
  - Exhaust 2♦ (max ½ of total ♦), or
  - Lose 6@ (max ½ of Tax Inc.), or
  - Lose 1♦, or
  - Place CB on Aggressor's Capital
- **Bot Imperial Subject** loses 1♦, unless at War, including this DoW (p. 6)

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

- Emp.'s DoW on Subject
  - Apply normal penalties
  - Lose 1♦
  - Remove 3♦ from HRE Areas
- Subject's DoW on another Subject
  - Human Emperor must place CB on Aggressor's Capital
  - Bot Emp. defends targeted Subj. (p. 6)

## Imperial ♦ in Battles (p. 44)

- Works like Allied Units
- Only usable in
  - HRE Areas
  - Emp.'s Areas Adj. by Land to HRE
- May not be used when Enemy force consists of only NPR HRE Members
- Add as Infantry when Battle starts
- Return surviving Units to Imperial ♦

## Defending the HRE (p. 44)

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

- PR Emperor receives *Defensive CtA* if
  - ♦ ≥ 1, and
  - They are at Peace with the Subject
- If the Emperor accepts
  - Apply "Accepting a CtA" procedure
  - Activate *Defending the HRE*
- If the Emperor refuses
  - Lose 1♦ (no normal penalties)
- Bot Emperor accepts, unless (p. 6)
  - At War with an Opponent

### External Realm's DoW on the Emperor

- If Emperor's Capital is in HRE
  - May activate *Defending the HRE*

## Battle Sequence (p. 26-28)

- Order if multiple Battles (p. 22):
  1. Naval before Land Battles
  2. Active Player decides
- Ships vacate Trade Prot. slots (p. 28)
- 1. **Battle Preparations**
  - Emperor may use Imperial ♦ (p. 44)
  - Multiple Defenders defend together
  - If 2+ PR Def., pick **Main Defender**
    - Priority for Main Defender selection:
      1. Humans before Bots (p. 5)
      2. PR with the most Units
      3. PR who last took a Turn decides
    - Only the Main Defender may
      - Assign a General to the Battle
      - Play *Battle Actions*
      - Roll Dice
    - If one of the Defenders is a Bot (p. 6)
      - Main Defender gets +3 NPR Ships on their side in Naval Battle
    - Attacker may **Appoint Leader**
    - Def. may **App. General** if in their Realm
    - May not **App. Leader** later in the Battle
    - Max 1 Leader on each side (p. 25, 27)
    - If more than 1 Leader, then player may choose which one to use (p. 25)
    - If only **NPR/Rebel Defenders** with total of 3+ Units (p. 36, 37)
      - Draw ✎
      - Use as Defender's Leader, if any
    - Apply Military Ideas effects

## 2. Play Battle Actions (✎)

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

## 3. Roll Battle Dice

- If **Land Battle**
  - Default 3♦ Dice
  - 3♦/3♠ for Muslim PRs (p. 38)
- If **Naval Battle**
  - Default 3-4 Dice
  - 1 automatic hit per Heavy Ship
  - Additional Dice from Leaders and ✎

## 4. Assign Casualties

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

## MILITARY ACTIONS

### Declare War (1×) (p. 16)

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

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

## 5A. Wounded Generals/Admirals

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

## 5B. Captured Enemy Ships

- Only if you have
  - Ships remaining, and
  - Eliminated all Enemy Ships
- Capture 1 Enemy Casualty per your ♦
  - Enemy decides which Ships
  - You may deploy Fleet if available
- Capt. Heavy Ships are damaged (p. 24)

## 6. Retreat

- Attacker chooses first, then defender
- **NPRs retreat** if outnum., unless (p. 36)
  - Fighting alongside Rebels, or
  - In their Capital Area, or
  - In Sea Zone Adj. to Capital Area, or
  - In last Area where they Control Prov.
- **Rebels** never retreat (p. 37)
- If nobody retreats, then go back to step 2
- If PR chooses to Retreat, +1 Casualty

### • Retreat destination

- Attacker – Previous space(s)
- Def. – Adj. sp. with no Enemy Units
  - Military Access rules apply
  - Each PR may choose diff. dest.

## 7. Proclaim a Winner

- The side with Units left in the Area wins
- Victorious Active PR gains 1× (max 1 per Turn)