

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)

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)

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

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	$\text{@} = \clubsuit$
+ 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 $\text{P} = \#$ of Catholic PRs - 1 (max 3)
- If $\clubsuit = 6$, Emperor scores U
- PRs with "Abs. Mon." and $\clubsuit > 0$, score U
- 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 U 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 U

Scoring Power Struggles (p. 43)

- For each Battleground Area, score
 - U per Tax Value of Provinces Controlled (\clubsuit count as half)
 - U for being the only PR with \clubsuit/\heartsuit there (only on the Main Map)
 - U for at least 1 \clubsuit/\heartsuit 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 P (no ties) may replace 1 new Milestone or Idea
 - Players with 1+ \clubsuit (in turn order)
 - Score U
 - 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 $\geq 100\text{ P}$ and lead of $\geq 20\text{ P}$, or
 - PR has all \clubsuit and \clubsuit on the Map
- Score Missions from hand (no effects)
- Score $\text{P} = \text{Base and Vassal Tax Income}$
- Score U per \clubsuit , U per \heartsuit , U per \clubsuit
- Papal Contr. scores $\text{P} = \#$ of Cath. PRs
- Emperor scores $\text{P} = \clubsuit$
- Score $\text{P} = 2 \times \clubsuit$
- Subtract U per Tax Value of Occup. \clubsuit
- Subtract U per \clubsuit
- PR with most P wins, tie breakers:
 1. most \clubsuit , 2. most @

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 1* = exchanged Ⓛ / 10

Buy/sell Provinces

- Buyer must have Ⓛ in those Areas
- Price: 3-15 Ⓛ per Province
- Both pay 1*
- PR selling Core Provinces
 - Loses Ⓛ = 2x 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 Ⓛ
- If ≤2 other PRs tagged it, they score Ⓛ
- If you **Research** another **Government Form** Idea while having one (p. 21)
 - Lose the previous one (no Ⓛ loss)
 - Score Ⓛ as normal for the new one
- If * ≥ 3, **Imperial Subjects** may not **Research** Government Form Ideas (p. 44)

General Event guidelines (p. 40)

- In lists, word "or" is inclusive
- Ignore effects if conditions are not met
- Pick only one of A/B options (p. 12)
- When cannot 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 Ⓛ 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 Ⓛ/O 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

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

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)

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) (p. 17)

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

Regular Units (up to your MC)

- In your Areas
- In your Vassal's Areas

Allied Units

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

Mercenary Units (MC irrelevant)

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

Ships

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

Costs

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

Suppress Unrest (1 per) (p. 17)

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

Armies/Fleets (p. 24)

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

War Capacities (p. 22-23)

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

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

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:
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

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

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

- 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