

EU:TOP REFERENCE SHEET

This is a reference sheet for those who want something more verbose than official Player Aid, but less verbose than Rules. It includes most of the rules and presents them as bullet points. It does not include setup rules and some things that can be understood more intuitively (e.g. some definitions on pages 3-5).

The content is fitted on 12 A4-size pages which are grouped in 3: 3 pages for Sequence of Play, 3 pages for Actions other than Military Actions, 3 pages for Military Actions, and finally, 3 pages containing Other Rules. In some places, words are abbreviated and articles dropped to save space. Therefore, all statements are not grammatically correct sentences, but hopefully they are still easily understandable.

The pages are meant to be joined to form two $3 \times$ A4-size foldable sheets so that one of them would contain Sequence of Play and Other Rules on opposite sides, and the other one would have all the Actions. There is another file where this info page is omitted and other pages appropriately ordered for a 2-sided print using a regular office printer.

AVAILABLE FILES

Latest version of PDFs and L^AT_EX sources can be found at <https://github.com/raunc/eutpop-ref-sheet>.

PDF files

eutpop_ref_sheet.pdf (this file) – All pages joined in groups of 3 as described above.

eutpop_ref_sheet_print_1_sided.pdf – Single pages in logical order.

eutpop_ref_sheet_print_1_sided_bw.pdf – Same as previous but without colored background and text.

eutpop_ref_sheet_print_2_sided.pdf – Single pages reordered for 2-sided print as described above.

eutpop_ref_sheet_print_2_sided_bw.pdf – Same as previous but without colored background and text.

FORMATTING

Main Rules are written in black (or red in some cases). These apply to both human players and bots, unless inapplicable to bots (e.g. bots do not deal with @). Bot Rules are written in dark gray (or light red in some cases). These are relevant only when bots are in play. References to specific pages (e.g. "(p. 2)") also follow the same colors. They are written in black when they refer to Main Rules and in dark gray when they refer to Bot Rules.

NOTE ABOUT RULEBOOK VERSIONING

Page footers say that this work is based on Rules 1.0, which is the latest version published online at the time of writing. However, printed rulebook (the one that comes with the game) is not identical to the online version. The only significant difference known to the authors of this reference sheet is the definition of Conquest CB on page 22 of Rules. This change has been made here too, but the version still points to 1.0 because the printed rulebook has no version number on it.

SEQUENCE (p. 8-11)

NPR Invasions (p. 36) ←
• Resolve NPRs in alphabetical order
• Invasion takes place if
• The NPR is not an Active Ally, and
• There are no Hostile Units in Areas where the NPR Controls Prov., and
• There is at least one eligible target Area Adjacent to the NPR
• An Area is eligible if
• It contains Hostile O/P , 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 \times to 2 Enemy O/P in the target Area (pick A→Z)
• Place NPR Units equal to $\frac{1}{2}$ 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 P

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

1. DRAW CARDS

- May not score Missions in Phase 1 (p. 42)
- A. Reveal Events**
- Lose Q if not at war with the CB target
- B. NPR Invasions** (advanced rules)
- NPRs at War might invade PRs
 - If 6 PRs, reveal 4 Events
- C. Draw Action Cards**
- Draw 3 cards (may draw one by one)
- D. Pick/Replace Missions**
- Mission can be picked if 1+ prerequisite
 - Missions are completed (p. 42)
 - Max 2 in hand

2. ACTIONS

- On each Turn, must take 1 Action, and
 - May take any # of Minor Actions
 - Bots use Main Turn Structure (p. 7)
- Passing**
- Allowed only if **Event** taken
 - May take Minor Actions on same Turn
 - First 2/3/4 PRs to Pass gain A
 - If no more PRs eligible to gain A , **End of Action Phase** is triggered
 - Each remaining PR may take 1 more Action of their choice, then
 - PRs who still have not taken **Event**, get one more Turn to take **Event**
 - If PR has taken their final Turn, they are considered to have Passed

- Peace Resolution** (p. 29-30) ←
- Treat Active Allies separately
 - If Peace is made with an **Active Ally**, the Allied PR must remove
 - X with that NPR, and
 - Allied Units = $\frac{1}{2}$ 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 Q , Enemy loses Q
 - May enforce Peace as if Part. Victory
 - War must end this Round
 - **Optional Rule 3: No Surrender**
- Partia**l Victory requirements
- If Enemy is a PR, your Deployed Land Units must outnumber Enemy 2:1
 - If Enemy is NPR or Bot, your Deployed Land Units must outnumber P in your Areas plus Enemy Depl. Land Units
 - Units on Dist. Continents where the

- other Realm has no O do no count
- If PR Enemy has **Active Allies**
 - If and only if achieved against PR, then achieved against their Active Allies
 - Allied Units = $\frac{1}{2}$ of pre-War Tax Income of the NPR
 - **Requirements**
 - NPR accepts White Peace
 - Bot accepts White Peace if Tax Value of their O Occupied by you > your O 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 P back to X
 - PRs at Peace remove Allied Units
 - If a Bot is now at Peace (p. 2-3)
 - Remove Bot's Army, unless Bot's O in the Area have X or P
 - Replace Fully Annexed Bots (p. 3, 6)

3. PEACE & REBELS

- A. Remove Casus Belli & Truces**
- Lose Q if not at war with the CB target
- B. NPR Invasions** (advanced rules)
- NPRs at War might invade PRs
 - If 6 PRs, reveal 4 Events
- C. Pay for Action Cards**
- 2 A 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

E. Prestige Penalties

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

F. Interregnum

- Lose 1 P
- Flip P on your Realm

G. Religious Dissent

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

H. Gain/Remove Unrest

- If at War, add 2 X to your O
- If $\leq -2\text{P}$, add 1 X to your O
- If $\geq +2\text{P}$, remove 1 X from your O
- Bots with Adm. Ideas remove 1-2 X (p. 3)

I. Roll Rebel Dice

- In turn order, each PR rolls Rebel Dice

J. Gain/Remove Unrest

- If at War, add 2 X to your O
- If $\leq -2\text{P}$, add 1 X to your O
- If $\geq +2\text{P}$, remove 1 X from your O
- Bots with Adm. Ideas remove 1-2 X (p. 3)

K. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

L. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

M. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

N. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

O. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

P. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

Q. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

R. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

S. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

T. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

U. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

V. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

W. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

X. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

Y. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

Z. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

AA. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

AB. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

AC. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

AD. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

AE. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege X . Priority: 1. Large Provinces

AF. Rebels Siege or Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with X**, Rebels Siege <math

ACTIONS

GENERIC ACTIONS

Event (p. 12)

- Must be taken exactly once per Round
- 1. Select a face-up Event, collect \oplus on the card and move Round Status marker
- 2. Add 2 \oplus 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 \spadesuit
- 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 \clubsuit
- Place \clubsuit tokens on both Capitals
- Both may draw an Action card of a type chosen by Active Player

Alliance

- Active player pays 1 \clubsuit
- Place \clubsuit tokens on both Capitals

Monetary Support

- Active player pays \clubsuit = exchanged \oplus / 10

Buy/sell Provinces

- Buyer must have \blacksquare in those Areas
- Price: 3-15 \clubsuit per Province
- Both pay 1 \clubsuit
- PR selling Core Provinces
 - Loses \clubsuit = 2x Tax Value
- \clubsuit cannot be sold

Optional Rule 1: Secret Negotiations

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

Research Idea (X \clubsuit) (p. 12)

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

General Event guidelines (p. 40)

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

Standard Event effects (p. 40)

Gain/place Influence

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

Gain Alliance

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

Gain Royal Marriage

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

Gain \clubsuit

- May have only 1 per Area

Gain/place \clubsuit or \clubsuit

- Target Prov. may not have Opp.'s \clubsuit / \clubsuit

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 \clubsuit and 1 \clubsuit
- Lose 1 \clubsuit and total of 5 \clubsuit from Areas of abandoned Religion
- Place removed \clubsuit to Areas of new Rel.
- In each of your Areas of abandoned Rel.
 - Gain 1 \clubsuit
 - Roll Rebel Dice
- Roll. May reroll for 1 \clubsuit , max 2 \clubsuit . Use the last result
 - If having "QftNW", may move 1 Light \clubsuit
 - Must move to a Distant Sea Zone
 - May not enter a Hostile Sea Zone
- Any Discovery must be Adjacent to
 - Your Realm, or
 - If having "QftNW", your \clubsuit
- Place \blacksquare on Discovered Area
- If first \blacksquare on a Dist. Cont., add Tr. Cards

Gain Military Unit

- Must take Reg. Units from Available \clubsuit
- May not trigger a Battle
- Gain Action
 - Must be taken immediately
- Develop a Small \clubsuit into a Large \clubsuit
 - \clubsuit must be Owned by you

Research Idea

- Score \clubsuit 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 \clubsuit / \clubsuit , then \clubsuit goes underneath
- May not be placed on PR's Core Prov.
- If first \clubsuit on a Dist. Cont., add Tr. Cards

Terminate/remove Alliance

- If \clubsuit
 - Lose Allied Units = $\frac{1}{2}$ of NPR's pre-War Tax Income
 - Your \clubsuit must add War tokens on it

Reject Ruler

- Discard current Ruler and Event's ruler once Event is resolved
- If out of \clubsuit , may remove one (except \clubsuit)

Area Leaves HRE

- Loss of \clubsuit is accounted for in the text

Wars triggered by Events

- If not marked as **Declare War** Action, do steps 3-7 (DoW restrictions apply)

Gain Merchant

- Only if you have 2 merchants

Distant Trade (p. 35)

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

Explore (1 \clubsuit + 1 \clubsuit) (p. 12)

- If having "QftNW", may move 1 Light \clubsuit
- Must move to a Distant Sea Zone
- May not enter a Hostile Sea Zone
- Place removed \clubsuit to Areas of new Rel.
- In each of your Areas of abandoned Rel.
 - Gain 1 \clubsuit
 - Roll Rebel Dice
- Roll. May reroll for 1 \clubsuit , max 2 \clubsuit . Use the last result
 - If having "QftNW", your \clubsuit
- Place \blacksquare on Discovered Area
- If first \blacksquare on a Dist. Cont., add Tr. Cards

Secondary Event Effects (p. 41)

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

Native Uprising

- Each player
 - Loses 1 \clubsuit
 - Gains \clubsuit in 1 Distant \clubsuit
- You may ignore one of the effects (even the only one affecting you)

DNPR Expansion

- Pick a DNPR per matching color (not \clubsuit)
- For each picked DNPR
 - Place \clubsuit on an Adj. Prov. that is not Capital, unless NPR's last Prov.
 - Pick such Area with most of their \clubsuit
 - Gain \clubsuit on all their \clubsuit in the Area
 - Place \clubsuit = Tax Val. of their \clubsuit in Area
 - You place no \clubsuit

Pirates

- Place a Pirate into maritime Trade Node
 - Trade Node must have 1+ Merchant, if possible
- If DNPR has a Port facing any Main Map Sea Zone without */ \clubsuit , and it is Age II or later
 - May place the \clubsuit on vacant Territory

Auto-resolution:

- Node with most Merchants. Tie breakers: 1. Exp. Node; 2. random

Cardinal Dies

- Remove any \clubsuit , except the Roma \clubsuit
- Auto-resolution:
 - Remove rightmost \clubsuit from the PR with most \clubsuit
 - If tied, remove rightmost \clubsuit of those

Character Mortality

- All matching characters gain an \clubsuit
- Area selection priority: 1. where they Own Provinces; 2. Adjacent by Land

Unrest/Rebellion

- All PRs roll Rebel Dice
- You roll max 1 Rebel Die

Change National Focus (p. 13)

- Only once per Round
- When the first \blacksquare / \clubsuit is placed on a Distant Continent, add matching Trade Cards and shuffle Trade Deck, including discard pile
- Do one or both in order:
 1. Move 0-1 \clubsuit from 2 pools to 3rd pool
 2. Choose ≤3 cards to discard from hand (discard after this Action)

Cut ties (p. 14)

- Remove any number of your \clubsuit or \blacksquare
 - Draw 1 fewer from any Act. Decks
 - End any number of Alliances
 - If Ally at Peace (p. 33)
 - Lose 5 \clubsuit from their Realm
 - Add Truce
- If Ally at War (p. 33)
 - Lose 2 \clubsuit
 - Lose all \clubsuit from Ally's Realm

MINOR ACTIONS

- \clubsuit – May be played outside your Actions Turn, under specific circumstances
- Appoint Advisor/Leader (p. 13)
 - Any Discovery must be Adjacent to
 - Your Realm, or
 - If having "QftNW", your \clubsuit
 - Place \blacksquare on Discovered Area
 - If first \blacksquare on a Dist. Cont., add Tr. Cards
- Replen. Manp. (1 \clubsuit per 3 \clubsuit) (p. 14)
 - Move \clubsuit from Exhausted to Available

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

Spread of Religious Ideas

- Find clusters (bodies of Areas connected by Land) of Infectious Faiths (Protestant, Counter-Reformed)

Call Crusade

- Target Area must have at least 2 Provinces Owned by Muslim Realms
- Place Crusade Token on the target Area

War

- You may immediately take a free **Declare War** Action against Muslim Realm(s) with Provinces in target Area to

Score

- Gain 2 free Mercenary Infantry Units
- Tag **Committed to Crusade**

Cath.

- Cath. Realms have Holy War CB against Muslim Realms Owning Prov. in the Area

HRE ACTIONS

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

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

ADM. ACTIONS

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

- Pay 1 \clubsuit or 3 \clubsuit per \clubsuit (min 1 \clubsuit)
- May place \clubsuit in Areas Adj. to your \blacksquare , \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

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

- Pay 1 \clubsuit or

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

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

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

Defending the HRE (p. 44)

- External Realm's DoW on Imp. Subject**
- Bot Emp. also defends Subjects if attacked by another Subject without CB (p. 6)
 - PR Emperor receives *Defensive CtA* if $\clubsuit \geq 1$, and
 - They are at Peace with the Subject
 - If the Emperor accepts
 - Apply "Accepting a CtA" procedure
 - Activate *Defending the HRE*
 - If the Emperor refuses
 - Lose 1 \clubsuit (no normal penalties)
- External Realm's DoW on the Emperor**
- If Emperor's Capital is in HRE
 - May activate *Defending the HRE*
 - Bot Emperor activates it (p. 4)

Activating Def. the HRE (p. 44)

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

MILITARY ACTIONS

Casus Belli (p. 22)

- Conquest (Claim)** – Have \clubsuit (or \clubsuit (p. 21)) in Area where target Lawfully Owns or Controls any Provinces
- Call to Arms** – Receive a *CtA*
- General CB** – Have CB token on target
- Event** – Event that lets you Declare War
 - Also negates penalty for DoW on \clubsuit
- Calls to Arms** (in listed order)
1. Pick target Realm(s), place War tokens
 - 2 \clubsuit per missing CB
 - 1 \clubsuit per your \clubsuit on targets, exceptions
 2. Penalties for no CB and DoW on your \clubsuit

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

1. Pick target Realm(s), place War tokens
 - 2 \clubsuit per missing CB
 - 1 \clubsuit per your \clubsuit on targets, exceptions
2. Penalties for no CB and DoW on your \clubsuit

Disputed Succession

Excommunication

Holy War (Crusade)

Siege (p. 28)

Suppress Unrest (1 \times per \clubsuit) (p. 17)

Activate Units (p. 16)

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

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

Recruit Units (1 \times + X \circledast) (p. 17)

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

Naval Movement

Land Movement

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

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

Receiving a CtA (p. 32-33)

Refusing a CtA

Accepting a CtA

Optional rule 2: Available Mercenaries

Naval Bridge (p. 26)

Ships in Port (p. 26)

Roll Battle Dice

Proclaim a Winner

Military Access (p. 25)

Armies/Fleets (p. 24)

War Capacities (p. 22-23)

Warfare vs NPRs (p. 36)

Battle Triggers (p. 27, 28)

Battle Sequence (p. 26-28)

1. Battle Preparations

2. Assign Casualties

3. Land Battle

4. Naval Battle

5A. Wounded Generals/Admirals

5B. Captured Enemy Ships

6. Retreat

7. Proclaim a Winner

Costs

Play Battle Actions (1 \circledast)

Attack

Defense

Retreat

Costs

Optional rule 4: Helping Hand (p. 36)

Optional rule 5: Extra Dice (p. 36)

Optional rule 6: Extra Dice (p. 36)

Optional rule 7: Extra Dice (p. 36)

Optional rule 8: Extra Dice (p. 36)

Optional rule 9: Extra Dice (p. 36)

Optional rule 10: Extra Dice (p. 36)

Optional rule 11: Extra Dice (p. 36)

Optional rule 12: Extra Dice (p. 36)

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Optional rule 81: Extra Dice (p. 36)

Optional rule 82: Extra Dice (p. 36)

Optional rule 83:

OTHER RULES

GENERAL NOTES (p. 2-4)

Concepts & Terms

Adjacency:

- Prov./Unit/token is Adj. to its Area, bordering Areas, Prov. in those Areas
- Port is also Adj. to its Sea Zones, Ports facing same Sea Z., Areas of such Ports
- Areas/Sea Zones are Adj. if they share a border. Areas are also Adj. to Areas with Ports facing the same Sea Zone
- Realm is Adj. if an Own Prov. is Adj.
- Deployed: Unit on board or in Army/Fleet
- Friendly:
 - Armies/Units/Prov. Controlled by you/ X/P
 - Non-Hostile Areas with Friendly Prov.

- Hostile:
 - Armies/Units/Prov. Controlled by H or Realms at War with you
 - Areas with Hostile Units/Prov.
 - Sea Zones with Hostile Ships
 - Sea Zones facing Hostile NPR Ports and with no Ships Hostile to them
- Neutral: neither Friendly nor Hostile
- Opponent: player other than you
- Player: human or Bot
- You: the Active Player

- Occupied Province: has Occ. token or 2 $\text{O}/\text{C}/\text{P}$ (Controller on top, Lawful Owner beneath)
- Own Province: has its Realm's flag/ O/O and is non-Occupied

- Realm: made of Own Prov. and Areas with such Prov.
 - (N)PR: (Non-)Player Realm
 - Distant R.: with Dist. Capital
- Realm's Core Prov.: has its flag/ O on Prov. or O in Area (O/O supercede flags)
- Colonial U : U on vacant Territory (p. 12)

Token Limits (p. 2)

- Generally limited. If nothing in supply, take from anywhere. Exceptions below
- May not be moved

- Towns (O). If out of (p. 21)
 - Large O , use 2 Small O instead
 - Small O , use a P instead
- Vassal tokens (P)
 - Alliances (X/P), Marriages (X/X)
 - Crusade/Excommunicated token
 - Mercenary and Allied Units
 - Religion tokens in State Religion slot
 - Ill health tokens (V) on Characters
 - "Unlimited" tokens

Cubes (I)

- When taking an Action that requires to remove I , remove 1 fewer I if you have 1+ I in the Area
 - Roma I
 - Changed Nat. Focus slot
 - I covering income slots
- Unlimited
 - Ducats (D)
 - War/Truce tokens
 - Occupied tokens
 - +1 P tokens
 - Tag chits

Rounding

- Round up unless stated otherwise

GOVERNING PR (p. 19-21)

Monarch Power (M) (p. 19)

- No more than 10 M of any type

Characters (p. 19)

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

Stability (S) (p. 20)

- If gaining P and $\text{S} = 3$, gain 2 P per step
- If losing P and $\text{S} = -3$, lose 2 P per step
 - If $<2\text{P}$, lose any P per missing P
 - If no P , ignore this penalty

Bankruptcy (p. 21)

- When cannot pay a mandatory cost and cannot take a Loan
 - Lose 3 P
 - Lose S
 - Discard all D and 3 P from Treasury
 - Disband all Mercenaries
 - Fire all Advisors
 - Lose $\frac{1}{2}$ of P per type (max 3 per type)

Core Provinces (O) (p. 21)

- To place a O , a player needs to Own all Provinces in the Area

- O may not be placed to an Area where all Provinces are already that PR's Core Prov.

- Placing O displaces any O/P in the Area
 - O counts as U

DIP. RELATIONS (p. 32-33)

Influence (X) (p. 32)

- Area may contain max 5 X
- X may not be placed in Areas where all Provinces are owned by PRs

- Vassal tokens (P)
 - Alliances (X/P), Marriages (X/X)
 - Crusade/Excommunicated token
 - Mercenary and Allied Units
 - Religion tokens in State Religion slot
 - Ill health tokens (V) on Characters
 - "Unlimited" tokens

Marriages (X) (p. 32)

- Max 3 X ("Cabinet" Idea allows 1 more)
 - X counts as P , but cannot be removed and is excluded from Area's 5 P limit

DNPRs (O) (p. 35)

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

REBELS (P) (p. 37)

Rebel Dice

- Roll Area by Area
- Roll 1 die per X you have in a given Area

Rebellion

- If you have Military Units in the Area
 - Add P per O result
 - Any Battle is triggered after all Rebel Dice rolls have been resolved

Otherwise

- Assign each O to one of your X

- Core Province gets Occupied

- Occ. or non-Core Prov. gets Liber.

- O : Lose 1 O . If unable to, then pay 2 D

- O : Exhaust 1 P . If unable to, pay 2 D

- O : Lose 2 D

- *: Remove 1 X

Bot rolls (p. 4)

- Roll for all Areas at once (max 5 dice)

- O O O : Lose 1 O
 - Lose max 1 O , even if more rolled

- *: Remove 1 X

- O : Rebellion
 - If possible, apply in Area with Bot's Army
 - If Prov. gets Liber., place U in the Area

- Otherwise, they become independent and you may
 - Place X on their Capital, or
 - Place U in one of their Areas

- When Annexing
 - Replace P with O , remove any P

- >Papal Stat. and Emp. cannot be Vassalized

Vassals in Wars

- U on Vassal counts as U on Overlord

- Vassals do not defend themselves

NPRs (p. 35-36)

- If natural Capital is Owned by another Realm, then pick a new Capital. Priority: 1. Large Provinces; 2. A→Z

NPR's Vassals

- Assist in Wars as if part of Overlord
- May be ceded in Peace Resolutions
- If Overlord does not exist, or PR P was removed, Vassals become independent

+1 P tokens (p. 36)

- Provide +1 MC
- Count as +1 Tax Value for the purposes of
 - Resolving Peace
 - Contribution of Allied Units
 - Subjugation
 - Do not affect Sieges
 - Removed if Prov. is Annex. or Vassalized and is excluded from Area's 5 P limit

Optional rule 5: Religious Rebels

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

REBELS (P) (p. 37)

Rebel Dice

- Roll Area by Area
- Roll 1 die per X you have in a given Area

Rebellion

- If you have Military Units in the Area
 - Add P per O result
 - Any Battle is triggered after all Rebel Dice rolls have been resolved

Otherwise

- Assign each O to one of your X

- Core Province gets Occupied

- Occ. or non-Core Prov. gets Liber.

- O : Lose 1 O . If unable to, then pay 2 D

- O : Exhaust 1 P . If unable to, pay 2 D

- O : Lose 2 D

- *: Remove 1 X

Bot rolls (p. 4)

- Roll for all Areas at once (max 5 dice)

- O O O : Lose 1 O
 - Lose max 1 O , even if more rolled

- *: Remove 1 X

- O : Rebellion
 - If possible, apply in Area with Bot's Army
 - If Prov. gets Liber., place U in the Area

- Otherwise, they become independent and you may
 - Place X on their Capital, or
 - Place U in one of their Areas

- When Annexing
 - Replace P with O , remove any P

- >Papal Stat. and Emp. cannot be Vassalized

Vassals in Wars

- U on Vassal counts as U on Overlord

- Vassals do not defend themselves

PAPAL CURIA (p. 45-46)

- # of Regular O Slots = # of Cath. PRs + 1
- Only Catholic PRs may have Cardinals

If not a Core Province

- PR who Owns or has Vassalized it
 - Is Allied to the >Papal States, or
 - Controls Roma
 - This supersedes the Alliance
 - PR may not have other O

If Territory

- replace O 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)

Papal Controller

- PR with most O (left-most breaks ties)

- Bonuses
 - +1 P in Phase 4, Step D

- Discount of 1 P per Advisor in Phase 4, Step B

- Discount of 1 P for Actions Incr. P

- Has Access to Papal Actions

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

- Emp. may Change State Rel. only when HRE Rel. is different from Emp.'s Rel.