

# 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 are already presented in a concise way in the Rules (e.g. 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×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<sup>A</sup>T<sub>E</sub>X 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.

## SEQUENCE (p. 8-11)

<b>NPR Invasions</b> (p. 36) ←
• Resolve NPRs in alphabetical order
• <b>Invasion takes place if</b>
• 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
• <b>An Area is eligible if</b>
• It contains Hostile $\text{O}/\text{P}$ , and
• If Adj. by Sea only, a connecting Sea Zone contains no Hostile Ships, and
• It contains no non-Hostile PR Units
<b>Invasion sequence</b>
• 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 $\text{O}/\text{P}$ 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 $\text{P}$

<b>Peace Resolution</b> (p. 29-30) ←
• While <b>Def. the HRE</b> 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)

<b>1. Automatic White Peace</b>
• Must be resolved
• <b>Requirements</b>
• Neither side Occupies any Enemy Prov. (incl. Vassals and Active Allies)
<b>2. Total Victory</b>
• Must be resolved

## 1. DRAW CARDS

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

### A. Reveal Events

- Lose  $\text{Q}$  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. Pay for Action Cards

- Resolve by Area: 1. most  $\text{P}$ ; 2. A→Z

### E. 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  $\text{P}$
- If no more PRs eligible to gain  $\text{P}$ , **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

- Treat Active Allies separately
- If Peace is made with an **Active Ally**, the Allied PR must remove
  - $\text{X}$  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  $\text{Q}$ , Enemy loses  $\text{Q}$
  - 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 Deployed Land Units must outnumber  $\text{P}$  in your Areas plus Enemy Depl. Land Units
  - Units on Dist. Continents where the

### 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  $\text{P}$  back to  $\text{X}$
- PRs at Peace remove Allied Units
- If a Bot is now at Peace (p. 2-3)
  - Remove Bot's Army, unless Bot's  $\text{O}$  in the Area have  $\text{X}$  or  $\text{P}$
- Replace Fully Annexed Bots (p. 3, 6)

## 3. PEACE & REBELS

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

### A. Remove Casus Belli & Truces

- Lose  $\text{Q}$  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. Rebels Siege or Move

- Resolve by Area: 1. most  $\text{P}$ ; 2. A→Z

### D. Rebels Siege or Move

- Lose 1  $\text{P}$
- Flip  $\text{P}$  on your Realm

## E. Prestige Penalties

- Flip all  $\text{P}$  back to  $\text{P}$
- Lose  $\text{Q}$  for each unless
  - Only you have  $\text{X}$  with them, and
  - If it is an NPR, you have the most  $\text{P}$  (min 2) in that Realm
- Lose  $\text{P}$  = Tax Val. of Occup.  $\text{O}$  (max 5)
- Bots gain max 1  $\text{X}$  (p. 3)

### F. Interregnum

- Lose 1  $\text{P}$

### G. Religious Dissent

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

### H. Gain/Remove Unrest

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

### I. Roll Rebel Dice

- In turn order, each PR rolls Rebel Dice
  - Victor places  $\text{P}$  on all Loser's *de jure* Prov., except Prov. Occup. by other PRs
  - If Loser is  $\text{P}$ , the Allied PR loses  $\text{Q}$
  - Victor may place 2  $\text{P}$  in Loser's Realm
  - Add  $\text{X}$  to all Provinces gained in Areas where the Victor Occupied no Provinces
  - If Emp. enforces Full Annex. on Subject with the same State Religion, drop  $\text{P}$  by 1 (p. 45)

### J. Gain/Remove Unrest

- Remove all Loser's  $\text{X}/\text{P}$
- If Loser is  $\text{P}$ , the Allied PR loses  $\text{Q}$
- Victor may discard  $\text{P}$  in Area(s) of gained Prov. to remove 2  $\text{X}$  from same Area(s)
- If Emp. enforces Full Annex. on Subject with the same State Religion, drop  $\text{P}$  by 1 (p. 45)

### K. Secure Desired Succession

- **Requirements**
  - Partial or Total Victory to Enforce
- All Occupied Provinces must be returned to their Lawful Owners
- All involved PRs lose  $\text{Q}$

### L. Force Conversion

- **Requirements**
  - Partial or Total Victory to Enforce
- Occupied Capitals must be returned
  - 10  $\text{P}$  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  $\text{P}$  per Tax Value
  - Liberate them, except Loser's Core Prov. and their Active Ally's Prov.
  - Score  $\text{Q}$  per Tax Value Liberated
  - All Occupied Provinces must be returned
  - Victor scores  $\text{Q}$  per  $\text{P}/\text{X}$  removed
  - PRs whose  $\text{P}/\text{X}$  was removed, lose  $\text{Q}$
  - If Victor has  $\text{P}$  on Loser, they
    - Flip their  $\text{P}$  back to  $\text{P}$
    - Score  $\text{Q}$  = Loser's Tax Inc. (max 5)
  - Victor may
    - If Loser is an NPR, add 4  $\text{P}$  to Loser's Capital Area
    - May gain  $\text{X}$  with 1 Liber. NPR
    - Place 2  $\text{P}$  in that NPR's Areas
  - Max  $\text{P}$  demanded is 2  $\text{X}$  Tax Income of the Loser (after return of the Provinces)
  - PRs may discard  $\text{P}$  from Area(s) of gained Prov. to remove 2  $\text{X}$  from same Area(s)
  - PRs may place  $\text{P}$  in each Area where they lost 1  $\text{P}$  or  $\text{X}$

### M. 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
- May agree who is Vict./Loser (if anyone)
- All Occup. Provinces must be returned
- 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  $\text{P}$
  - Both sides may Liberate Provinces (with no  $\text{P}$  gained)
- If agreeing on Keep Current Board State
  - Both sides may exchange Occupied Provinces for  $\text{P}$
  - Both sides may Liberate Provinces (with no  $\text{P}$  gained)
- Loser loses the same amount of  $\text{P}$

### N. Negotiated Peace

- **Requirements**
  - Not Enforceable
  - Both sides must be human players
- Loser may not be an NPR
- May agree who is Vict./Loser (if anyone)
- All Occup. Provinces must be returned
- 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  $\text{P}$
  - Both sides may Liberate Provinces (with no  $\text{P}$  gained)
- If agreeing on Keep Current Board State
  - Both sides may exchange Occupied Provinces for  $\text{P}$
  - Both sides may Liberate Provinces (with no  $\text{P}$  gained)
- Additional  $\text{P}$  from Gov. Form Ideas

### O. Score Prestige

- For each Battleground Area, score  $\text{P} = \#$  of Catholic PRs - 1 (max 3)
- If  $\text{P} = 6$ , Emperor scores  $\text{Q}$
- PRs with "Abs. Mon." and  $\text{P} > 0$ , score  $\text{Q}$
- Active Crusades
- Active Power Struggle
- Remove Crusade/Excom. and  $\text{P}$  tokens

### P. Diplomacy

- Disregard restrictions for being at War
- Loser becomes a Vassal of the Victor

## 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  $\text{P}$
  - Recall Ships at sea
  - Move to Ports in range via non-Hostile Sea Zones (no  $\text{X}$  cost)

### B. Collect Income minus Costs

+ Base and Vassal Tax Income	Do not count slots with $\text{P}$ (p. 28)
- Advisor Upkeep	Papal Controller pays 1 $\text{P}$ less per Advisor
- Military Maintenance	1 $\text{P}$ per Regular Unit
- Plague	1 $\text{P}$ per Tax Income in $\text{X}$ Areas (r. up)

# 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  $\leq 2$  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

### Embrace the Counter-Reformation

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

## 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

### 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

### Embrace the Counter-Reformation

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

## 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  $\clubsuit$

### Disloyal Vassals

- Every PR having Areas with  $\clubsuit$ , but no  $\clubsuit/\clubsuit$  or fewer  $\clubsuit$  than any Opp., must
  - 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
- If first  $\clubsuit$  on a Distant Continent, add Trade Cards

### 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 DNPRs with matching colors target an Adjacent NPR
- Area selection priority: same as  $\clubsuit$
- If no existing  $\clubsuit$ , then select targets by:
  - 1. lowest  $\clubsuit$ ; 2. random

### Unrest/Rebellion

- All PRs roll Rebel Dice

### Character Mortality

- 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  $\leq 3$  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)
- Advisor – Pay the  $\oplus$  cost
- Admiral – Pay the  $\times$  cost
- General – Pay the  $\times$  cost (reassign for free)
  - $\clubsuit$  – When attacked in your Realm
  - Place  $\blacksquare$  on Discovered Area
  - If first  $\blacksquare$  on a Dist. Cont., add Tr. Cards

## Attrition

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

### Spread of Religious Ideas

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

### Lost at Sea

- Remove 1 Ship of each Opponent not Adjacent to a Friendly Port
- For each cluster but max 4 in total, max 2 of one type if >1 Inf. Faith in play
  - Place  $\clubsuit$  in an Adjacent Area (except Muslim or Orthodox)

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

## Call Crusade (2 $\clubsuit$ )

- Target Area must have at least 2 Provinces Owned by Muslim Realms
- 1. Reveal 3 Trade cards
- 2. May collect 2 $\oplus$  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

## HRE ACTIONS

**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 ♦, or
  - Place CB on Aggressor's Capital
- Bot Imperial Subject** loses 1♦, unless at War, including this DoW (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 ♦

**Battle Sequence** (p. 26-28)

- Order if multiple Battles (p. 22):
  - Naval before Land Battles
  - Active Player decides
- Ships vacate Trade Prot. slots (p. 28)
- Battle Preparations**
  - Emperor may use Imperial ♦ (p. 44)
  - Multiple Defenders defend together
  - If 2+ PR Def., pick **Main Defender**
    - Priority for Main Defender selection:
      - Humans before Bots (p. 5)
      - PR with the most Units
      - 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

**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)

**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*

**MILITARY ACTIONS**

**Declare War** (1×) (p. 16)

- Pick target Realm(s), place War tokens
- Lose ✕
  - 2♦ per missing CB
  - 1♦ per your ♦ on targets, exceptions
- Calls to Arms** (in listed order)
  - You may send *Offensive CtAs*
  - Target HRE Members might send *Defensive CtA* to the Emperor
  - Target NPRs send *Defensive CtAs*
  - Target PRs may send *Defensive CtAs*
- PRs gain 1× if they are
  - Target PR, or
  - Accepting *Def. CtAs* from NPRs (unless already at War with Aggressor)
- Remove all your ♦ from target Realms
- Resolve Naval Battles
- Resolve Land Battles
- 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)

**Restrictions on DoW** (p. 22)

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

**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

**Disputed Succession** – Any ♦ on target

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

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

- Calls to Arms**
  - Bot refuses *Offensive CtAs*
  - Bot accepts *Defensive CtAs*, unless
    - At War with an Opponent
  - If 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 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 ½ 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

**Warfare vs NPRs** (p. 36)

- # of def. **NPR Units** = MC or NC once per Turn (but for both)
  - Land Units are Infantry
  - Ships are Light Ships
- Active Ally** defends with ½ of MC
- NPRs defend at normal strength even if not enough tokens in Supply
- No restrictions when answering *Def. CtA*
- Events may specify other exceptions

**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
  - Also negates penalty for DoW on ♦
  - 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

**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

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

**Refusing a CtA**

- Remove ✕
- If this was an Active Ally
  - Lose Allied Units = ½ of Ally's pre-War Tax Value

**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)
  - Land Units are Infantry
  - Ships are Light Ships
- 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
  - If **multiple Battles**, priorities:
    - Capital Area and Adj. Sea Zones
    - Largest Enemy force
    - First Battle
- Naval Capacity (NC)**
  - NC in a Sea Zone = # of Own Ports facing this Sea Zone (Large Ports count as 2)
  - Blocking NC**
    - Occupied Ports

**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)

**Allied Units**

**Mercenary Units** (MC irrelevant)

**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@	-	-

**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

**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

**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

**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 ✕
  - Free for
    - Emperor
    - Anyone at War with Emperor

**Optional rule 2: Available Mercenaries**

- Only if activating an Army for Land Movement in your Own Area
- 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** (1×) (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)

**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 ✕
  - Free for
    - Emperor
    - Anyone at War with Emperor

# 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/ $\text{X}/\text{P}$
  - Non-Hostile Areas with Friendly Prov.

#### Hostile:

- Armies/Units/Prov. Controlled by  $\text{H}$  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  $2 \text{D}/\text{O}/\text{P}$  (Controller on top, Lawful Owner beneath)

#### Own Province:

- has its Realm's flag/ $\text{O}/\text{O}$  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/ $\text{O}$  on Prov. or  $\text{O}$  in Area ( $\text{O}/\text{O}$  supercede flags)

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

### Cubes (■)

- Take from anywhere except
  - Roma  $\text{O}$
  - Changed Nat. Focus slot
  - $\text{P}$  covering income slots
- Unlimited
  - Ducats ( $\text{O}$ )
  - War/Truce tokens
  - Occupied tokens
  - +1 $\text{P}$  tokens
  - Tag chits

### Rounding

- Round up unless stated otherwise

## GOVERNING PR (p. 19-21)

### Monarch Power (■) (p. 19)

- No more than 10  $\text{P}$  of any type

### Characters (p. 19)

- Max 1 Ruler
- Max 1 General/Admiral per Army/Fleet
- Max 1 Advisor per  $\text{P}$  type

### Stability (■) (p. 20)

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

### Bankruptcy (p. 21)

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

### Core Provinces (■) (p. 21)

- To place a  $\text{O}$ , a player needs to Own all Provinces in the Area

- $\text{O}$  may not be placed to an Area where all Provinces already that PR's Core Prov.

- Placing  $\text{O}$  displaces any  $\text{O}/\text{O}$  in the Area
- $\text{O}$  counts as  $\text{U}$

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

### Influence (■) (p. 32)

- Area may contain max 5  $\text{P}$
- $\text{P}$  may not be placed in Areas where all Provinces are owned by PRs

- Once all Provinces in an Area are Owned by PRs, all  $\text{P}$  must be removed
- No  $\text{P}$  may be placed in Distant Areas

### Marriages (■) (p. 32)

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

### Cubes (■)

- When taking an Action that requires to remove  $\text{P}$ , remove 1 fewer  $\text{P}$  if you have 1+  $\text{P}$  in the Area
- May not enter Marriage
  - Christian and non-Christian partner
  - Muslim and non-Muslim partner
  - Revolutionary PR
  - PR and other PR's Vassal
  - During Interregnum

### Alliances (■) (p. 32)

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

### Rounding

- Round up unless stated otherwise

### DNPRs (■) (p. 35)

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

### REBELS (■) (p. 37)

#### Rebel Dice

- Roll Area by Area
- Roll 1 die per  $\text{X}$  you have in a given Area

#### Rebellion

- If you have Military Units in the Area
  - Add  $\text{P}$  per  $\text{O}$  result
  - Any Battle is triggered after all Rebel Dice rolls have been resolved
- Otherwise
  - Assign each  $\text{O}$  to one of your  $\text{X}$
  - Core Province gets Occupied
  - Occ. or non-Core Prov. gets Liber.

#### Loss

- Loss 1 $\text{O}$ . If unable to, then pay 2 $\text{O}$

#### Exhaust

- Exhaust 1 $\text{P}$ . If unable to, pay 2 $\text{O}$

#### Loss

- Loss 2 $\text{O}$

#### Remove

- Remove 1  $\text{X}$

### Bot rolls (p. 4)

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

#### Loss

- Loss 1  $\text{O}$

#### Stab

- Stab. from -1 to 0 or from 0 to 1

#### Islam

- May replace default 3 $\text{P}$  Dice with 3 $\text{P}$

#### Rebellion

- If possible, apply in Area with Bot's Army

#### Prov. gets Liber.

- If Prov. gets Liber., place  $\text{U}$  in the Area

### When Annexing

- Replace  $\text{P}$  with  $\text{O}$ , remove any  $\text{P}$

### Papal Stat. and Emp.

- cannot be Vassalized

### Vassals in Wars

- $\text{U}$  on Vassal counts as  $\text{U}$  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  $\text{P}$  was removed, Vassals become independent

### +1 $\text{P}$ 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  $\text{P}$  limit

### Optional rule 5: Religious Rebels

- Turn/place all  $\text{O}$  pentagram side up in Areas with Religious Dissent

- If Religious Rebels Occupy your Capit. and 2+ other Provinces, you may

#### Change State Religion

- to the Religion of your Capital Area, and

#### Remove

- and  $\text{O}$  in Areas of your new State Religion

### RELIGION, FAITH (p. 38)

#### NPRs change State Religion

- if the Religion of their Capital Area changes

#### Counter-Reformed Realms and Areas

- also considered to be Catholic

#### The Papal States

- is always Catholic (p. 5)

### Religion abilities

#### Catholicism

- Assign each  $\text{O}$  to one of your  $\text{X}$

#### Core Province gets Occupied

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

#### Loss 1 $\text{O}$

- If unable to, then pay 2 $\text{O}$

#### Exhaust 1 $\text{P}$

- If unable to, pay 2 $\text{O}$

#### Loss 2 $\text{O}$

- If unable to, pay 2 $\text{O}$

#### Remove 1 $\text{X}$

- If unable to, pay 2 $\text{O}$

### Bot rolls (p. 4)

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

#### Loss 1 $\text{O}$

- If unable to, then pay