

# SEQUENCE (p. 8-11)

## NPR Invasions (p. 36)

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

## Invasion sequence

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

## 1. DRAW CARDS

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

### A. Reveal Events

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

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

- If 6 PRs, reveal 4 Events

### B. Draw Action Cards

- Draw 3 cards (may draw one by one)

### C. Pay for Action Cards

- 2 per drawn card you keep

### D. Pick/Replace Missions

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

## 2. ACTIONS

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

### Passing

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

## 3. PEACE & REBELS

### A. Remove Casus Belli & Truces

- Lose 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:
  - most NPR Units; 2. A→Z (p. 2)

### C. Rebels Siege or Move

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

### D. Peace Resolutions

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

## Peace Resolution (p. 29-30)

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

### 1. Automatic White Peace

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

### 2. Total Victory

- Must be resolved

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

### 3. Partial Victory or Inconclusive

- May decide not to resolve
- If Enemy **Surrenders**
  - Gain , Enemy loses
  - 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 outnumber in your Areas plus Enemy Depl. Land Units
  - Units on Dist. Continents where the

other Realm has no do no count

- If PR Enemy has **Active Allies**
  - If and only if achieved against PR, then achieved against their Active Allies
  - Only a single Peace Term may be chosen for the PR and their Act. Allies
- If **inconclusive**
  - NPR accepts White Peace
  - Bot accepts White Peace if Tax Value of their Occupied by you > your Occupied by them

### 4. Aftermath

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

## E. Prestige Penalties

- Flip all ♠ back to ♠
  - Lose ③ for each unless
    - Only you have ♠ with them, and
    - If it is an NPR, you have the most ♠ (min 2) in that Realm
- Lose ④ = Tax Val. of Occup. ♠ (max 5)

## F. Interregnums

- Lose 1 ♠
- Flip ♠ on your Realm

## G. Religious Dissent

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

## H. Gain/Remove Unrest

- If at War, add 2 ♠ to your ♠
- If  $\leq -2$  ♠, add 1 ♠ to your ♠
- If  $\geq +2$  ♠, remove 1 ♠ from your ♠
- Bots with Adm. Ideas remove 1-2 ♠ (p. 3)

## I. Roll Rebel Dice

- In Turn order, each PR rolls Rebel Dice

## Peace Terms (p. 30-31)

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

### White Peace

- **Requirements**
  - Total Victory to Enforce
- All Occupied Provinces must be returned to their Lawful Owners
- All involved PRs lose ④

### Keep Current Board State

- **Requirements**
  - Partial or Total Victory to Enforce
- Occupied Capitals must be returned
  - 10④ 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 3④ per Tax Value
  - Liberate them, except Loser's Core Prov. and their Active Ally's Prov.
    - Score ④ per Tax Value Liberated
    - May gain ♠ with 1 Liber. NPR
    - Place 2 ♠ in that NPR's Areas
- Max ④ demanded is 2× Tax Income of the Loser (after return of the Provinces)
- PRs may discard ♠ from Area(s) of gained Prov. to remove 2 ♠ from same Area(s)
- PRs may place ♠ in each Area where they lost 1+ ♠ or ♠

### Vassalization

- **Requirements**
  - Partial or Total Victory to Enforce
  - Loser must be an NPR
  - Victor must Occupy Loser's Capital
  - Victor must Occup. 1+ Loser's *de jure* Prov. in non-Cap. Area (if any)
- With **Active Allies** (p. 30)
  - Only apply for Realms for which the Victor satisfies all requirements
  - For other Realms, treat as White Peace without ④ loss
- Loser becomes a Vassal of the Victor

- Victor places ♠ on all Loser's *de jure* Prov., except Prov. Occup. by other PRs
- Victor may place 2 ♠ in Loser's Realm
- Add ♠ to all Provinces gained in Areas where the Victor Occupied no Provinces
- Remove all Loser's ♠/♠
- Victor may discard ♠ from Area(s) of gained ♠ to remove 2 ♠ from same Area(s)
- Remove War/Truce tokens from the Loser

### Force Conversion

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

### Humiliation

- **Requirements**
  - Partial or Total Victory to Enforce
  - Victor must Occupy Loser's Capital or Loser must have Surrendered
  - Loser may not be an NPR
- All Occup. Provinces must be returned
- Victor scores ④ = 2× Tax Value of Provinces returned to Loser (max 10)
  - No ④ from Prov. of Active Allies
- Loser loses the same amount of ④

### Full Annexation

- **Requirements**
  - Total Victory to Enforce
  - Loser must be an NPR or Bot
- With **Active Allies** only possible when resolved separately (p. 30)

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

### Secure Desired Succession

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

### Negotiated Peace

- **Requirements**
  - Not Enforceable
  - Both sides must be human players
- May agree who is Vict./Loser (if anyone)
- May agree on another listed Peace Term, but other conditions must be met
- If agreeing on Keep Current Board State
  - Both sides may exchange Occupied Provinces for ④
  - Both sides may Liberate Provinces (with no ④ 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 ♣
  - Recall Ships at sea
    - Move to Ports in range via non-Hostile Sea Zones (no ✕ cost)

### B. Collect Income minus Costs

+ Base and Vassal Tax Income	Do not count slots with ♣ (p. 28)
- Advisor Upkeep	Papal Controller pays 1④ less per Advisor
- Military Maintenance	1④ per Regular Unit 2④ per Mercenary ½④ per Ship at sea
- Plague	½④ per Tax Income in ♥ Areas (r. up)
- Interest on Loans	1④ per ♠
+/- ♣ Modifier	
+ Emperor's ♣	④ = ♣
+ Income from Ideas	

### C. Corruption

- May discard ④ to avoid costs
- 0-49 ④: No cost
- 50-59 ④: Pay 1♣, gain ♠ per unpaid ♣
- 60-69 ④: Pay 2♣, gain ♠ per unpaid ♣
- ...

### D. Collect Monarch Power

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

### E. Score Prestige

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

## Manpower (p. 23)

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

## Imperial Influence (p. 44)

- # of Imperial ♣ = ♣
- Must be placed in HRE Areas with 1+ Prov. Owned by NPR HRE Members
- Bot priorities (tie breakers: 1. Areas with Bot's ♣; 2. A→Z) (p. 3)
  - Elec. Area where it would take least ♣ to have more ♣ 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
  - ♣ 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 ♣ 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 ♣

## Scoring Power Struggles (p. 43)

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

## 5. CLEAN-UP

### A. Update and Refresh

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

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

- Remove ♣
  - Between Bots and PRs (p. 3)
  - From DNPRs with Tax Income ≥ 10④
- Remove all ♥ from Map
- Adjust Imperial ♣ and redistribute
- If Emperor is at Peace
  - Remove Imperial ♣
  - Remove Tag from *Defending the HRE*
- Remove Tags from *Committed to Crusade*
- If Age III or IV, check HRE Religion (advanced rules) (p. 45)
- PR 1st to Pass gets the First Player token
  - If already has it, PR 2nd to Pass gets it
- Reshuffle Bot decks (p. 3)

### C. Discard down to 5 Action Cards

### D. End of Age Routine

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

## FINAL SCORING

- Trigger Final Scoring **after Phase 5** if
  - No more Events left, or
  - PR has ≥ 100 ♣ and lead of ≥ 20 ♣, or
  - PR has all ♣ and ♣ on the Map
- Score Missions from hand (no effects)
- Score ♣ = Base and Vassal Tax Income
- Score ♣ per ♥, ♣ per ♣, ♣ per ♣
- Papal Contr. scores ♣ = # of Cath. PRs
- Emperor scores ♣ = ♣
- Score ♣ = 2 × ♣
- Subtract ♣ per Tax Value of Occup. ♣
- Subtract ♣ per ♣
- PR with most ♣ wins, tie breakers:
  - most ♣, 2. most ④

# ACTIONS

## GENERIC ACTIONS

### Event (p. 12)

- Must be taken exactly once per Round
- 1. **Select** a face-up Event, **collect** ④ on the card and **move** Round Status marker
- 2. Add 2 ④ 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 1
- 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 1
- Place 2 tokens on both Capitals
- Both may draw an Action card of a type chosen by Active Player

### Alliance

- Active player pays 1 1
- Place 2 tokens on both Capitals

### Monetary Support

- Active player pays 1 = exchanged ④ / 10

### Buy/sell Provinces

- Buyer must have 1 in those Areas
- Price: 3-15 ④ per Province
- Both pay 1 1
- PR selling Core Provinces
  - Loses ④ = 2 × Tax Value
- 1 cannot be sold

### Optional Rule 1: Secret Negotiations

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

### Research Idea (X ④) (p. 12)

- Mark it with a Tag
- Apply immediate effects
- Score ④
- If ≤2 other PRs tagged it, they score ④
- If you **Research** another **Government Form** Idea while having one (p. 21)
  - Lose the previous one (no ④ loss)
  - Score ④ as normal for the new one
- If 3, **Imperial Subjects** may not **Research** Government Form Ideas (p. 44)

### General Event guidelines (p. 40)

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

### Standard Event effects (p. 40)

#### Gain/place Influence

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

#### Gain Alliance

- Target must be Independ. and at Peace
- If target is NPR 2 of an Opponent
  - Your 1 must be ≥ Opponent's 1
- If out of 2, may remove one (except 1) with no penalties

#### Gain Royal Marriage

- Target must be eligible
- If out of 1, may remove one (except 1)

#### Gain 1

- May have only 1 per Area

#### Gain/place 1 or 1

- Target Prov. may not have Opp.'s 1/1

#### Gain Merchant

- Only if you have 2 merchants

### Gain Military Unit

- Must take Reg. Units from Available 1
- May not trigger a Battle

### Gain Action

- Must be taken immediately

### Develop a Small 1 into a Large 1

- 1 must be Owned by you

### Research Idea

- Score ④ 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 1/1, then 1 goes underneath
- May not be placed on PR's Core Prov.
- If first 1 on a Dist. Cont., add Tr. Cards

### Terminate/remove Alliance

- If 1
  - Lose Allied Units = 1/2 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 1 is accounted for in the text

### Wars triggered by Events

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

### Change State Religion (p. 13)

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

### Convert between Catholic and Protestant

- Lose ④ and 1 1
- Lose 1 1 and total of 5 1 from Areas of abandoned Religion
- Place removed 1 to Areas of new Rel.
- In each of your Areas of abandoned Rel.
  - Gain 1 1
  - Roll Rebel Dice

### Embrace the Counter-Reformation

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

### Distant Trade (p. 35)

- When the first 1/1 is placed on a Distant Continent, add matching Trade Cards and shuffle Trade Deck, including discard pile

### Explore (1 1 + 1 X) (p. 12)

1. If having "QftNW", may move 1 Light 1
  - Must move to a Distant Sea Zone
  - May not enter a Hostile Sea Zone
2. Roll. May reroll for 1 1, max 2×
  - Use the last result
    - No 1: Discover a matching Territory or an NPR Province or 1 or 1
    - 1: Pay 1 1 to Disc. a matching Terr., or lose 1 1 on Distant Continent
  - Any Discovery must be Adjacent to
    - Your Realm, or
    - If having "QftNW", your 1
  - Place 1 on Discovered Area
3. If first 1 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
  - Gains  $\times$  in 1 Distant
- You may ignore one of the effects (even the only one affecting you)

## Disloyal Vassals

- Every PR having Areas with  $\heartsuit$ , but no  $\clubsuit$ ,  $\diamondsuit$  or fewer  $\heartsuit$  than any Opp., must
  - Pick such Area with most of their  $\heartsuit$
  - Gain  $\times$  on all their  $\heartsuit$  in the Area
  - Place  $\heartsuit$  = Tax Val. of their  $\heartsuit$  in Area
  - You place no  $\heartsuit$

## 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  $\heartsuit$ , except the Roma  $\heartsuit$
- **Auto-resolution:**
  - Remove rightmost  $\heartsuit$  from the PR with most  $\heartsuit$
  - If tied, remove rightmost  $\heartsuit$  of those

## Character Mortality

- All matching characters gain an  $\heartsuit$
- After the second  $\heartsuit$ , 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  $\heartsuit$ )
- For each picked DNPR
  - Place  $\heartsuit$  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  $\heartsuit$ , and it is Age II or later
    - May place the  $\heartsuit$  on vacant Territor.
  - If first  $\heartsuit$  on a Distant Continent, add Trade Cards
  - If  $\heartsuit$  was placed on a PR  $\heartsuit$ , then
    - $\heartsuit$  goes underneath the  $\heartsuit$
    - Add  $\times$  to the  $\heartsuit$
  - If  $\heartsuit$  was placed on a PR's NPR  $\heartsuit$ 
    - 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  $\rightarrow$  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  $\heartsuit$  in an Adjacent Area (except Muslim or Orthodox)
- May not replace  $\heartsuit$  placed on same Turn
- If no clusters, then place Diverse Faiths tokens in any 2 Catholic Areas not Adjacent to Sea Zones marked with  $\heartsuit$
- **Auto-resolution:**
  - Start with Protestant
  - Alternate between Prot. and Ctr-Ref.
  - Area selection priority: 1. Areas with  $\heartsuit$ ; 2. highest Area Tax Value; 3. A  $\rightarrow$  Z
  - If placing Diverse Faith, go A  $\rightarrow$  Z

## Spread of the Revolution

- Find clusters of  $\heartsuit$
- For each cluster (max 4)
  - Place  $\heartsuit$  in an Adjacent Area
- If no  $\heartsuit$ , place  $\heartsuit$  in 2 PR Capital Areas
- If only 1 cluster, then also add a  $\heartsuit$  in an Area not Adjacent to this cluster
- Place on top of existing Religion tokens
- If out of  $\heartsuit$ , then may take  $\heartsuit$  from board
- **Auto-resolution:**
  - Area selection priority: same as  $\heartsuit$
  - If no existing  $\heartsuit$ , then select targets by: 1. lowest  $\heartsuit$ ; 2. random

## Activate Power Struggle (adv. rules)

- Move Upcoming Power Struggle to the Active Power Struggle slot
- Place  $\heartsuit$  on Areas named on the card

## Change National Focus (p. 13)

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

## MINOR ACTIONS

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

## Appoint Advisor/Leader (p. 13)

**Advisor** – Pay the  $\heartsuit$  cost

**Admiral** – Pay the  $\times$  cost

**General** – Pay the  $\times$  cost (reassign for free)

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

**Ruler** – Free

- Allowed if no Ruler or Ruler is "Interregn."
- $\heartsuit$  – When Ruler is discarded with no replacement

## Cut ties (p. 14)

- Remove any number of your  $\heartsuit$  or  $\heartsuit$
- 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 =  $\frac{1}{2}$  of their pre-War Tax Value
  - Enemy adds War token on them

## Replen. Manp. (1 $\times$ per 3 $\heartsuit$ ) (p. 14)

- Move  $\heartsuit$  from Exhausted to Available

## Take/Repay Loan (p. 14)

**Take** – Gain 5, gain 1

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

**Repay** – Pay 6, remove 1

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

## Call Crusade (2👤)

- Target Area must have at least 2 Provinces Owned by Muslim Realms
- Place Crusade Token on the target Area
- You may immediately take a free **Declare War** Action against Muslim Realm(s) with Provinces in target Area to
  - Score 1👤
  - Gain 2 free Mercenary Infantry Units
  - Tag *Committed to Crusade*
- Cath. Realms have Holy War CB against Muslim Realms Owning Prov. in the Area

## HRE ACTIONS

### Increase 🏰 (1👤 = 1+current 🏰) (p. 43)

- You must be the Emperor
- Increase 🏰 by 1

## ADMIN. ACTIONS

### Incr. Stab. (5👤 ± current 🏰) (p. 14)

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

### Colonize (4👤/🏰) (p. 14)

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

### Convert Area (2👤 + 3🏰) (p. 14)

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

## DIPLOMATIC ACTIONS

### Forge Alliance (1-3👤) (p. 15)

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

## Trade (1👤) (p. 15)

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

## Influence (1👤/3🏰 per 🏰) (p. 15)

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

## Fabricate Claim (2👤 per 🏰) (p. 15)

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

## Trade Income (p. 34-35)

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

## Secondary Trade Nodes

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

## Trade Power (🏰)

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

## Bot Trade (p. 4)

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

## Action Cards X🏰 + Y🏰 (p. 18-19)

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

## Covert Actions (🏰)

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

## Display cards (🏰)

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

## Reactions (🏰)

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

## Card specific rules

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

## 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
- During an Interregnum

### Exceptions:

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

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

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

## Defending the HRE (p. 44)

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

- Bot Emp. also defends Subjects if attacked by another Subject without CB (p. 6)
- PR Emperor receives *Defensive CtA* if
  - ≥ 1, 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)

### External Realm's DoW on the Emperor

- If Emperor's Capital is in HRE
- May activate *Defending the HRE*
  - Bot Emperor activates it (p. 4)

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

- Tag *Defending the HRE* slot
- If **human PR is Emperor**, add NPR Units to **Imperial**  = Emperor's (incl. Imperial ) in Elec. Areas (max 8)
- If a **Bot is Emperor** (p. 6)
  - Gain = , if activating due to *CtA*
- Human Imperial Subject** must
  - Exhaust 2 (max ½ of total ) , 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)

## MILITARY ACTIONS

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

- Pick target Realm(s), place War tokens
- Penalties for no CB and DoW on your
  - 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*
    - Bot sends *Def. CtAs* to Adjacent to the Aggressor (p. 4)
- PRs gain 1 $\times$  if they are
  - Target PR, or
  - Accepting *Def. CtAs* from NPRs (unless already at War with Aggressor)
  - Bots gain 1 instead (p. 4)
    - If then the Bot has < 5/5/6/7 , it gains until it reaches 5/5/6/7
    - If Bot has any Available , they spend 1 to recruit 7/9/9/11 Units, and check MAC if Army is on map
- Remove all your from target Realms
- Resolve triggered Naval Battles
- Resolve triggered Land Battles
- If no Battle is triggered, may ***Activate Units*** or ***Recruit Units*** (no  $\times$  cost)

### Activating NPR Ally () (p. 33)

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

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

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

### Accepting a CtA

- If *Offensive CtA*, place War tokens on your Ally's Enemies
- If *Defensive CtA*
  - Enemy places War tokens on you
  - If from NPR, you may
    - Make them Active Ally or not
      - Bot chooses not to
    - Send *Def. CtA* to other NPR Allies
  - with PRs on opposing side end

## Casus Belli (p. 22)

- Conquest (Claim)** – Have (or (p. 21)) in Area where target Lawfully Owns or Controls any Provinces
- Call to Arms** – Receive a *CtA*
- General CB** – Have CB token on target
- Event** – Event that lets you Declare War
  - Also negates penalty for DoW on
- Disputed Succession** – Any on target
  - Also against PRs at War with the target
  - Also negates penalty for DoW on
- Excommunication** – You are Catholic and the target is *Excommunicated*
- Holy War (Crusade)**
  - If you have "Deus Vult" Idea and target
    - Is Adjacent to you, and
    - Has diff. State Religion (except other Christians), incl. any Distant Realms
  - If you are Catholic
    - Target Realm is a target of a *Crusade*
    - Tag *Commit. to Crus.* if using this CB
- Imperial Liberation** – You are the Emperor and target Controls any Provinces or has any Vassals in HRE and is not HRE member
- Call to Arms*** (0-2 per ) (p. 13)
  - Call Allies to join your War (Minor Act.)
  - Only during
    - Your own DoW, or
    - DoW on you or your NPR Ally
  - Calling a PR Ally has no cost
  - Only def. may call PR Allied to both sides
  - To call an NPR, remove from its Areas
    - Offens. CtA* – 2 , *Defen. CtA* – 1
    - If **Dist. NPR**, use instead (p. 32)
  - NPR Allies can only be called if they are
    - At Peace, and
    - Adjacent to you or your new Enemy
  - Activate called NPR Allies

### Refusing a CtA

- Remove
- If this was an Active Ally
  - Lose Allied Units = ½ of Ally's pre-War Tax Value
  - Enemy must place a War token on your former Ally
- If *Defensive CtA*, 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



## 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 $\text{€}$
  - If all Prov. in Area are Owned by PRs, you need permission from one of them
- In **HRE** while *Def. HRE* is active (p. 44)
  - Free for
    - Emperor
    - Anyone at War with Emperor

## Suppress Unrest (1 $\times$ per $\times$ ) (p. 17)

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

## Activate Units (p. 16)

- Do **Land Activation** or **Naval Activ.**

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

- Do **Land Movement** or **Siege**

## Land Movement

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

## Armies/Fleets (p. 24)

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

## Siege (p. 28)

1. Pick an Area with 1+ Enemy Controlled Provinces, where you have 1+ Units
2. Calculate total Siege Strength of Units you will use and pay  $\times$  cost
  - Strength (round down) (p. 24):  
 $\text{♣} = 1$ ,  $\text{♠} = \frac{1}{2}$ ,  $\text{♠} = 2$
  - Pay +1 $\times$  per Sieging Unit beyond the first (Action cost pays for the first Unit)
3. Siege total Tax Val.  $\leq$  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  $\times$
  - **NPR Province**
    - Add Occupied token
    - Add your (with  $\times$ )
  - **Hostile PR's** /
    - Add your (with  $\times$ ) 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  $\times$ )
6. Ships move out of successfully Sieged Ports and may trigger a Battle
7. Players regaining Control of Provinces remove from Town/Vassal track

## Naval Bridge (p. 26)

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

## War Capacities (p. 22-23)

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

## Military Capacity (MC)

- MC in Area = Tax Value of Own + in this Area and Adjacent to this Area
- **Blocking MC**
  - Occupied Provinces
  - MC from Adjacent Area blocked by Hostile Units in that Area
  - MC from Provinces only Adj. by Sea blocked by Hostile Sea Zones

## Naval Capacity (NC)

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

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

- Do **Naval Movement** or **Undock**

## Naval Movement

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

## Undock

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



## Warfare vs NPRs (p. 36)

- # of def. **NPR Units** = MC or NC
  - Land Units are Infantry
  - Ships are Light Ships
  - Active Ally** defends with ½ of MC
  - Additional Units defending HRE Areas if **Emperor is NPR** (p. 45)
    - (3 × 🏰) - (2 × # of HRE Areas with non-HRE Units before this Turn)
- NPR Provinces on **Distant Continents**
  - Double MC/NC for defense
    - Except from Areas with 🏰
  - Some Ports are Inactive (grayed out) until they have a 🏰, 🏰 or 🏰
- NPRs defend at normal strength even if not enough tokens in Supply
- If **multiple Battles**, NPR's priorities:
  - Capital Area and Adj. Sea Zones
  - Largest Enemy force
  - First Battle

## Recruit Units (1× + X🏰) (p. 17)

- May recruit as many as you can afford
- May recruit in multiple Areas/Sea Zones
- Only Regular Infantry/Light Ships can be deployed outside Armies/Fleets
- Artillery** Units require "Cannons" Idea

## Regular Units

- In your or 🏰 Areas (up to your MC)

## Allied Units

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

## Mercenary Units (Max 3 per Turn)

- In your or 🏰 Areas (MC irrelevant)

## Ships

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

## Costs

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

## Ships in Port (p. 26)

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

## Battle Triggers (p. 27, 28)

- Land Units/Ships Hostile to each other end up in the same Area/Sea Zone
- Land Units are in Area with Hostile NPR Prov., or Ships in Sea Zone facing Hostile NPR Ports, unless Units/Ships Hostile to

that NPR were there before current Turn

- PR wishes to fight Pirates Adj. to where their Activated Ships ended **Naval Activ.**
  - Attacking Ships must be in the same Sea Zone (p. 25)
- If 2+ Battles, Active PR decides the order

## Battle Sequence (p. 26-28)

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

### 1. Battle Preparations

- Emperor may use Imperial 🏰 (p. 44)
  - Only usable in HRE Areas or Emp.'s Areas Adj. by Land to HRE
  - May not be used when Enemy force consists of only NPR HRE Members
  - Add as Allied Infantry (keep separately)
- Multiple Defenders defend together
- If 2+ PR Def., pick **Main Defender**.
  - Priority for Main Defender selection:
    - 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 their Leader, if any

Apply Military Ideas effects

### 2. Play Battle Actions (🎲)

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

### 3. Roll Battle Dice

- If **Land Battle**
  - Default 3🎲 Dice
    - 3🎲/3🎲 for Muslim PRs (p. 38)
- If **Naval Battle**
  - Default 3🎲 Dice
- Additional Dice from Leaders and 🎲

- 1 hit per your Unit matched with 🎲/🎲/🎲
  - Ships are matched with 🎲
  - +1 automatic hit per Heavy Ship
  - With respective Ideas, count 🎲 as 2🎲

### 4. Assign Casualties

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

### 5A. Wounded Generals/Admirals

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

### 5B. Captured Enemy Ships

- Only if you have Ships remaining, and eliminated all Enemy Ships
- Capt. 1 Enemy Casualty per 🎲 (last roll)
  - Enemy decides which Ships
  - You may deploy Fleet if available
- Capt. Heavy Ships are damaged (p. 24)

### 6. Retreat

- Attacker chooses first, then defender
- NPRs retreat** (remove from board) if outnumbered, unless (p. 36)
  - Fighting alongside Rebels, or
  - In their Capital Area, or
  - In Sea Zone Adj. to Capital Area, or
  - In last Area where they Control Prov.
- Rebels** never retreat (p. 37)
- If nobody retreats, then go back to step 2
- If PR chooses to Retreat, +1 Casualty
- Retreat destination**
  - Attacker – Previous space(s)
  - Def. – Adj. sp. with no Enemy Units
    - Military Access rules apply
    - Each PR may choose diff. dest.

### 7. Proclaim a Winner

- The side with Units left in the Area wins
- If Active PR won, gains 1× (max 1/Turn)
- Return surviving Imperial 🏰 (p. 44)
- Remove remaining NPR units (p. 36)

# OTHER RULES

## GENERAL NOTES (p. 2-4)

### Concepts & Terms

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

### Token Limits (p.2)

- Generally limited. If nothing in supply, take from anywhere. Exceptions below
- **May not be moved**
  - Towns (♠). If out of (p. 21)
    - Large ♠, use 2 Small ♠ instead
    - Small ♠, use a ♠ instead
  - Vassal tokens (♠)
  - Alliances (♠/♠), Marriages (♠/♠)
  - Crusade/Excommunicated token
  - Mercenary and Allied Units
  - Religion tokens in State Religion slot
  - Ill health tokens (♠) on Characters
  - "Unlimited" tokens

- **Cubes** (♠)
  - Take from anywhere except
    - Roma ♠
    - *Changed Nat. Focus* slot
    - ♠ covering income slots

### Unlimited

- Ducats (♠)
- War/Truce tokens
- Occupied tokens
- +1 ♠ tokens
- Tag chits

### Rounding

- Round up unless stated otherwise

## GOVERNING PR (p. 19-21)

### Monarch Power (♠) (p. 19)

- No more than 10 ♠ of any type

### Characters (p. 19)

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

### Stability (♠) (p. 20)

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

### Bankruptcy (p. 21)

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

### Core Provinces (♠) (p. 21)

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

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

### Influence (♠) (p. 32)

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

### Marriages (♠) (p. 32)

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

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

### Alliances (♠) (p. 32)

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

### Vassals (♠) (p. 33)

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

## NPRS (p. 35-36)

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

### +1 ♠ tokens (p. 36)

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

## DNPRs (🗡) (p. 35)

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

## REBELS (👤) (p. 37)

### Rebel Dice

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

### Bot rolls (p. 4)

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

### Rebel Units (👤) (p. 37)

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

## Optional rule 5: Religious Rebels

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

## RELIGION, FAITH (p. 38)

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

### Religion abilities

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

### Diverse Faiths

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

### Revolutionary Ideology

- Token is placed on top of existing Religion (instead of replacing it)
- If Revolutionary Realm **Researches** Gov. Form other than "*Revolutionary Regime*"
  - They remove 🗡 in Capital Area, and
  - Change State Religion to match the Religion of Capital Area

## PAPAL CURIA (p. 45-46)

- # of Regular 🗡 Slots = # of Cath. PRs + 1
- Only Catholic PRs may have Cardinals
- **Roma Cardinal** belongs to PR who
  - Is Allied to the >Papal States, or
  - Controls Roma
    - This supersedes the Alliance
    - PR may not have other 🗡
- **Papal Controller**
  - PR with most 🗡 (left-most breaks ties)
  - Bonuses
    - +1🗡 in Phase 4, Step D
    - Discount of 1🗡 per Advisor in Phase 4, Step B
    - Discount of 1🗡 for Actions Incr. 🗡
    - Has Access to Papal Actions

### • Uncontested Papal Controller

- PR with most 🗡, min 2 and no tie
- Extra 🗡 in Phase 4, Step E

## PRESTIGE (🏰) (p. 42-43)

### Missions (p. 42)

- Rewards follow Standard Event Effects

### Milestones (p. 42-43)

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

## HRE (p. 43-45)

### Imperial Authority (🗡) (p. 43)

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

### Imperial Influence (p. 44)

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

### HRE Lands (p. 44)

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

### PR as Imperial Subject (p. 44)

- May leave HRE only by Mission or Event

### Leaving and Rejoining HRE (p. 45)

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

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

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

### NPR Emperor (p. 45)

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

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

- Not used when Emp. is NPR or Bot (p. 6)
- Triggered when Emp.'s Ruler is replaced or discarded and 🗡 ≤ 4

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

## BOT RULES

### CHOICE PROC. (p. 3)

#### At War?

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

#### Realm Selection

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

#### Province, Area, Sea Zone Selection

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

#### Opponent Selection

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

## IDEAS (p. 3)

- Bots do not take Idea effects into account

## TOKEN LIMITS (p. 4)

### Cubes

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

### Towns

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

### Claims & Core Tokens

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

### Other Limited Tokens

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

## BOTS & ALLIANCES (p. 4)

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

## COVERT ACTIONS (p. 4)

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

## BOT WARFARE (p. 4-6)

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

### Maximum Army Capacity (MAC)

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

## Movement

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

## Ship placement

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

## TARGETING CHARTS (p. 6)

### • Target types

- Realms
- "Owner of [Province]"
  - Lawful Owner if Occupied
- "Realm in Area", preference:
  1. Valid Realm with Capit. in the Area
  2. Valid Realm with Highest Tax Value Owned in the Area
  3. A→Z

- If **mil. target is NPR**, place 🗳. Priority:
  1. In named Area or Area of named Prov.
  2. In target's Capital Area

### • Vacant Territory as target

- If Bot has "QftNW", place 🗳, end Turn
- Otherwise, invalid target

### • Invalid military targets

- Vassal → Substitute: Overlord
- All target's Prov. Owned by PRs or DNPRs → Substitute: Owner of target's Capital
- Bot's Ally
- Truce with the Bot
- Opponent who has Passed, including their NPR Allies and HRE Subjects
- Bot has 4+ 🗳 in target's Areas
- All target's Prov. already owned by Bot

### • Invalid diplomatic targets

- Opponent
- At War with the Bot
- DNPR with 10+ Tax Income
- All target's Prov. Owned by PRs or DNPRs

### • If Invalid target, choose another:

1. Substitute (if a valid one exists)
2. Roll between children nodes
3. If no valid descendant nodes
  1. Next sibling (increase die value, wrap around)
  2. Next cousin (increase die value, wrap around)