

EU:TOP REFERENCE SHEET

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

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

The pages are meant to be joined to form two 3×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 (see image on the right). To achieve this using a regular office printer, print (2-sided) one of the "trifold" files listed below, and join the pages in groups of three as shown in the image. If you do not want to bind them in such manner, then use one of the "single pages" files instead.



AVAILABLE FILES

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

PDF files

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

eutpop_ref_sheet_single_pages.pdf – Single pages in logical order

eutpop_ref_sheet_single_pages_bw.pdf – Single pages in logical order, no colored background and text

eutpop_ref_sheet_single_pages_flattened.pdf – Single pages in logical order, no transparent objects or vector graphics, 720dpi. More reliable for printing, but larger file size and text is not searchable

eutpop_ref_sheet_trifold.pdf – Single pages reordered for binding as a trifold (see image and description above)

eutpop_ref_sheet_trifold_bw.pdf – Single pages reordered for binding as a trifold (see image and description above), no colored background and text

eutpop_ref_sheet_trifold_flattened.pdf – Single pages reordered for binding as a trifold (see image and description above), no transparent objects or vector graphics, 720dpi. More reliable for printing, but larger file size and text is not searchable

Note that these links point to the latest version of the files, which might differ from this file.

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 ④). Bot Rules are written in dark gray (or light red in some cases). These are relevant only when bots are in play. References to specific pages (e.g. "(p. 2)") also follow the same colors. They are written in black when they refer to Main Rules and in dark gray when they refer to Bot Rules.

NOTE ABOUT RULEBOOK VERSIONING

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

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 \oplus
- 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 \spadesuit
- Place \clubsuit tokens on both Capitals
- Both may draw an Action card of a type chosen by Active Player

Alliance

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

Monetary Support

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

Buy/sell Provinces

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

Optional Rule 1: Secret Negotiations

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

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

- Mark it with a Tag
- Apply immediate effects
- Score \clubsuit
- If ≤ 2 other PRs tagged it, they score \spadesuit
- If you **Research** another **Government Form** Idea while having one (p. 21)
 - Lose the previous one (no \oplus loss)
 - Score \oplus 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 \spadesuit
- 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 \spadesuit
 - Roll Rebel Dice

Embrace the Counter-Reformation

- Allowed only when
 - 1+ Counter-Ref. token is in play, and
 - You are Catholic
- Pay 3 \oplus
- 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
- 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

Research Idea

- Score \oplus as normal (Active PR first)
- If the Idea is not on display
 - Replace unpicked non-Basic Idea of the same type
- 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

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 be \geq Opponent's \clubsuit
- If out of \clubsuit , may remove one (except \clubsuit) with no penalties

Reject Ruler

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

Area Leaves HRE

- Loss of \clubsuit is accounted for in the text

Wars triggered by Events

- If not **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 \clubsuit/\clubsuit is placed on a Distant Continent, add matching Trade Cards and shuffle Trade Deck, including discard pile

Explore (1 \spadesuit + 1 \times) (p. 12)

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

MINOR ACTIONS

- \clubsuit – May be played outside your Actions Turn, under specific circumstances
- Advisor – Pay the \oplus cost
- Admiral – Pay the \times cost
- General – Pay the \times cost (reassign for free)
- Replen. Manp. (1 \times per 3 \clubsuit) (p. 14)
 - When attacked in your Realm
 - May assign/remove Ruler for free (p. 25)

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 \times 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 \times 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 */ \oplus , 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 \oplus

Unrest/Rebellion (●)

- All PRs roll Rebel Dice

Character Mortality (●)

- You roll max 1 Rebel Die

Change National Focus (p. 13)

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

Cut ties (p. 14)

- Remove any number of your \clubsuit or \clubsuit
- 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
 - Add Truce

Excommunicate Ruler (2 \clubsuit)

- Target must be Catholic
- Place Excom. token on target's Capital
- Target loses \spadesuit
- Target loses 1 \clubsuit (except Roma \clubsuit)
- Enemy adds War token on them
- Papal Controller pays 1 \spadesuit less for actions increasing \clubsuit (p. 46)
- If target has Alliance, then must have more \clubsuit and remove previous \clubsuit
- Pay \clubsuit = $\frac{1}{2}$ of target's Tax Inc. (max 3)
- Add \clubsuit to target's Capital
- Cath. Realms have Excom. CB against the target

Replen. Manp. (1 \times per 3 \clubsuit) (p. 14)

- Move \clubsuit from Exhausted to Available

Attrition (●)

- All PRs at War, except you, lose 1 for every 4 Deployed Land Units as Casualties

Lost at Sea (●)

- Remove 1 Ship of each Opponent not Adjacent to a Friendly Port
- 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 Action (p. 14)

- 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 \clubsuit in an Adjacent Area (except Muslim or Orthodox)
- May not replace \clubsuit placed on same Turn</

Restrictions on DoW (p. 22)

- a. Your Ally
 - b. Truce
 - c. PR who has Passed
 - d. NPR Ally of PR who matches (b) or (c)
 - e. HRE Member at Peace with Emperor if Emperor matches (a), (b) or (c)
 - f. Distant Realm undiscovered by you
 - g. During an Interregnum
- Exceptions:**
- If you have \clubsuit on target and use Disputed Succession CB, then (a) and (g) do not apply, but Alliance ends
 - No restrictions when answering *Def. CtA*
 - Events may specify other exceptions

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

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

Defending the HRE (p. 44)

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

Activating Def. the HRE (p. 44)

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

MILITARY ACTIONS

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

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

Casus Belli (p. 22)

- Conquest (Claim)** – Have \clubsuit (or \clubsuit (p. 21)) in Area where target Lawfully Owns or Controls any Provinces
- Call to Arms** – Receive a *CtA*
- General CB** – Have CB token on target
- Event** – Event that lets you Declare War
- Disputed Succession** – Any \clubsuit on target
- 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
 - Bots gain 1 \clubsuit instead (p. 4)
 - If then the Bot has < 5/5/6/7 \clubsuit , it gains \clubsuit until it reaches 5/5/6/7
 - If Bot has any Available \clubsuit , they spend 1 \clubsuit to recruit 7/9/9/11 Units, and check MAC if Army is on map

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

- Accepting *Def. CtAs* from NPRs (unless already at War with Aggressor)
- PRs gain 1 \times if they are
 - Target PR, or
 - Accepting *Def. CtAs* from NPRs
- PRs gain 1 \times if they are
 - Target PR, or
 - Accepting *Def. CtAs* from NPRs (unless already at War with Aggressor)
- PRs gain 1 \times if they are
 - Target PR, or
 - Accepting *Def. CtAs* from NPRs (unless already at War with Aggressor)

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

- Flip the \clubsuit to \clubsuit
- Human PR
 - Gains Allied Units to Available \clubsuit equal to $\frac{1}{2}$ of Tax Value of the NPR (including Vassals (p. 13)) (max 5)
 - NPR Allies can only be called if they are
 - At Peace, and
 - Adjacent to you or your new Enemy
 - Activate called NPR Allies

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
 - Send *Def. CtA* to other NPR Allies
 - \clubsuit with PRs on opposing side end

Military Access (p. 25)

- In Areas with 1+ Province whose *de jure* or *de facto* owner is **Friendly** or **Enemy**
 - From its Area (**Land Activ.**, or
 - Always available
- In **Neutral Areas**
 - Not available in Areas with your \clubsuit
 - You must be at War
 - Also negates penalty for DoW on \clubsuit
- In **HRE** while *Def. HRE* is active (p. 44)
 - Free for
 - Emperor
 - Anyone at War with Emperor

Siege (p. 28)

- Pick an Area with 1+ Enemy Controlled Provinces, where you have 1+ Units
- Calculate total Siege Strength of Units you will use and pay \times cost
 - Strength (round down) (p. 24):
 - $\clubsuit = 1$, $\clubsuit = \frac{1}{2}$, $\clubsuit = 2$
 - Pay +1 \times per Sieging Unit beyond the first (Action cost pays for the first Unit)
- Siege total Tax Val. \leq Siege Strength
 - To Siege an Island Province (blue Port), you need 1+ Ship in a Sea Zone it faces
- Resolve effects of "Defensive Mentality"
- When successfully Sieging
 - Rebel Occupied Province**
 - Remove \clubsuit
 - Remove \times
 - NPR Province**
 - Add Occupied token
 - Add your \clubsuit (with \times)
 - Hostile PR's \clubsuit/\clubsuit**
 - 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 \clubsuit
 - 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 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

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

- 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)
- Only during
 - Your own DoW, or
 - \clubsuit – 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 \clubsuit from its Areas
 - Offens. CtA* – 2 \clubsuit , *Defen. CtA* – 1 \clubsuit
 - If **Dist. NPR**, use \clubsuit instead (p. 32)
- NPR Allies can only be called if they are
 - At Peace, and
 - Adjacent to you or your new Enemy
- Bot gains 2 \clubsuit (p. 4)

Refusing a CtA

- Remove \times
- If this was an Active Ally
 - Lose Allied Units = $\frac{1}{2}$ of Ally's pre-War Tax Value
- 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
 - Send *Def. CtA* to other NPR Allies
 - \clubsuit with PRs on opposing side end

Naval Bridge (p. 26)

- Across any number of Sea Zones
- A Sea Zone may be crossed by up to 3 **Units per 1 Friendly \clubsuit** in that Sea Zone
- Does not count as a space
- May include Ships of PR Allies, unless
 - That Sea Zone has Enemy Ships, or
- Optional rule 2: Available Mercenaries**
 - Only if activating an Army for Land Movement in your Own Area
 - 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
 - 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
 - Always available
- In **Neutral Areas**
 - Not available in Areas with your \clubsuit
 - You must be at War
 - Also negates penalty for DoW on \clubsuit
- In **HRE** while *Def. HRE* is active (p. 44)
 - Free for
 - Emperor
 - Anyone at War with Emperor
- 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
- To deploy a Fleet, assign Ship(s) to it
 - From Sea Zone (**Naval Activ.**, or
 - Additional Units defending HRE Areas if **Emperor is NPR** (p. 45)
 - From your Supply (during *Recruit*)
- Occupied Provinces
- MC in Area = Tax Value of Own \clubsuit + \clubsuit 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
- Blocking NC**
 - Occupied Ports

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

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

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 **Land Activation** or **Naval Activ.**

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)

- Artillery** Units require "Cannons" Idea

Regular Units

- In your or \clubsuit Areas (up to your MC)

Allied Units

- In your Areas (up to your MC)

Mercenary Units (Max 3 per Turn)

- In your or \clubsuit 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 \otimes	4 \otimes	free
Cavalry	5 \otimes	7 \otimes	3 \otimes
Artillery	6 \otimes	8 \otimes	-
Light Ship	4 \otimes	-	-
Heavy Ship	10 \otimes	-	-
Galley	2 \otimes	-	-

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 \clubsuit makes a Port not Friendly
 - Ships must move to Adjacent non-Hostile Sea Zone
- May choose to **fight Pirates** in a Trade Node Adjacent to Activated Ships (p. 28)
- They must move with the Army

Warfare vs NPRs (p. 36)

- # of def. **NPR Units** = MC or NC
 - Land Units are Infantry
 - Ships are Light Ships
 - Active Ally** defends with $\frac{1}{2}$ of MC
 - Additional Units defending HRE Areas if **Emperor is NPR** (p. 45)
 - (3 \otimes) - (2 \times # of HRE Areas with non-HRE Units before this Turn)
- Military Capacity (MC)**
 - MC in Area = Tax Value of Own \clubs

OTHER RULES

GENERAL NOTES (p. 2-4)

Concepts & Terms

Adjacency:

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

Hostile:

- Armies/Units/Prov. Controlled by H or Realms at War with you
- Areas with Hostile Units/Prov.
- Sea Zones with Hostile Ships
- Sea Zones facing Hostile NPR Ports and with no Ships Hostile to them
- Neutral: neither Friendly nor Hostile
- Opponent: player other than you
- Player: human or Bot
- You: the Active Player
- Occupied Province: has Occ. token or $2 \text{O}/\text{C}/\text{P}$ (Controller on top, Lawful Owner beneath)
- Own Province: has its Realm's flag/ O/O and is non-Occupied
- Realm: made of Own Prov. and Areas with such Prov.
 - (N)PR: (Non-)Player Realm
 - Distant R.: with Dist. Capital
- Realm's Core Prov.: has its flag/ O on Prov. or O in Area (O/O supercede flags)
- Colonial U : U on vacant Territory (p. 12)

Token Limits (p. 2)

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

Cubes (I)

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

Rounding

- Round up unless stated otherwise

GOVERNING PR (p. 19-21)

Monarch Power (M) (p. 19)

- No more than 10 M of any type

Characters (p. 19)

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

Stability (S) (p. 20)

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

Bankruptcy (p. 21)

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

Core Provinces (O) (p. 21)

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

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

NPRs (p. 35-36)

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

Influence (X) (p. 32)

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

- Once all Provinces in an Area are Owned by PRs, all X must be removed
- No X may be placed in Distant Areas

Marriages (X) (p. 32)

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

DIP. RELATIONS (p. 32-33)

- Towns (O). If out of (p. 21)
 - Large O , use 2 Small O instead
 - Small O , use a P instead

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

- Do not affect Sieges
- Removed if Prov. is Annex. or Vassalized

+1 P tokens (p. 36)

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

DNPRs (O) (p. 35)

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

REBELS (P) (p. 37)

Rebel Dice

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

Rebellion

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

Loss

- Max 3 P . If unable to, then pay 2 D

Exhaust

- Max 1 P . If unable to, pay 2 D

Loss

- Max 2 D

Remove

- Max 1 X

Bot rolls (p. 4)

- Roll for all Areas at once (max 5 dice)
- $\text{O} \text{ O} \text{ O}$: Lose 1 O
 - Lose max 1 O , even if more rolled

Islam

- Max 1 X
- May replace default 3 D Dice with 3 A

Rebellion

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

Annexing

- Replace P with O , remove any P

Papal Stat.

- Cannot be Vassalized

Vassals in Wars

- U on Vassal counts as U on Overlord
- Vassals do not defend themselves

Capital

- When Annexing

Sieging

- If Province is Core of its Owner
 - Place O on top of it
 - The Lawful Owner must cover a Town/Vassal slot with a U

Occupied

- 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 O

Cardinals

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

Territory

- Replace O with a O (color chosen by the Active Player)

MC

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

Bonuses

- +1 D in Phase 4, Step D

Discount

- Discount of 1 D per Advisor in

Step B

Actions Incr.

Has Access to Papal Actions

Optional rule 5: Religious Rebels

- When Religious Rebels Occupy your Capit. and 2+ other Provinces, you may
 - Change State Religion to the Religion of your Capital Area, and

Religious Dissent

- May be non-HRE Realm

Interregnum

- May have Interregnum

Eligible candidate

- Must be a PR

Must follow official HRE Rel.

- (if any)

Extra P in Phase 4, Step E

Uncontested Papal Controller

- Turn/place all O pentagram side up in Areas with Religious Dissent

Keep O underneath the O/P

O cannot be placed on PR Core Provinces

IDEAS (p. 3)

- Bots do not take Idea effects into account

Movement

- Normally up to 2 spaces and stops when entering Hostile or Neutral Area

Naval Bridge

- can be crossed by up to 9 Units, excess Units are laid down

Mountain Borders

- Bots ignore Mountain Borders

Moving into Neutral Areas

- Remove 1 P if any

Not allowed if Bot's U in the Area

Ship placement

- Never on Trade Protection slots

Adjacent to own Ports or Ships

TOKEN LIMITS (p. 4)

Cubes

- If out of I , take according to the following priority

Take I from Spent \text