

# 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:
  1. NPR's Capital Area
  2. Area with the most NPR's Core Prov.
  3. Area Adjacent by Land
  4. Random
- Add to 2 Enemy / in the target Area (pick A→Z)
- Place NPR Units equal to  $\frac{1}{2}$  of Tax Value currently Controlled by the NPR (including Vassals)
- NPRs invade at normal strength even if not enough tokens in Supply (p. 2)
- Resolve Battle immediately (if any)
  - Place Bot Army in Area (p. 2)
- Leave the NPR Units on board as

## 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

## 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

## 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:
  1. most NPR Units; 2. A→Z (p. 2)

### C. Rebels Siege or Move

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

### D. Peace Resolutions

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

### • Treat Active Allies separately

- If Peace is made with an **Active Ally**, the Allied PR must remove
  - with that NPR, and
  - Allied Units =  $\frac{1}{2}$  of pre-War Tax Income of the NPR

### • Requirements

- Occ. all single Enemy's *de jure* Prov.
- Enemy has no Deployed Land Units

### 3. Partial Victory or Inconclusive

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

other Realm has no do not count

### • If PR Enemy has **Active Allies**

- If and only if achieved against PR, then achieved against their Active Allies
- Only a single Peace Term may be chosen for the PR and their Act. Allies

### • If inconclusive

- NPR accepts White Peace
- Bot accepts White Peace if Tax Value of their Occupied by you > your Occupied by them

### 4. Aftermath

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

## E. Prestige Penalties

- Flip all **•** 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 **P** = Tax Val. of Occup. **•** (max 5)

## F. Interregnum

- 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 **X** to any **•** of yours
  - In 1 Area containing your **•**
    - Add 1 **X** to any **•** of yours, or
    - Remove 1 **•**
- Bots gain max 1 **X** (p. 3)

## H. Gain/Remove Unrest

- If at War, add 2 **X** to your **•**
- If  $\leq -2\frac{P}{R}$ , add 1 **X** to your **•**
- If  $\geq +2\frac{P}{R}$ , remove 1 **X** from your **•**
- Bots with Adm. Ideas remove 1-2 **X** (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 **1**

## Keep Current Board State

### • Requirements

- Partial or Total Victory to Enforce
- Occupied Capitals must be returned
  - 10@ ransom to the Occupier
- By default both sides keep all non-Capital Provinces that they Occupy
- Victor, instead of keeping them, may
  - Exchange them for Prov. of equal Tax Val. that the Loser Occupies
  - Return them for 3@ per Tax Value
  - Liberate them, except Loser's Core Prov. and their Active Ally's Prov.
    - Score **1** per Tax Value Liberated
    - May gain **•** with 1 Liber. NPR
    - Place 2 **•** in that NPR's Areas
  - Max @ demanded is 2x Tax Income of the Loser (after return of the Provinces)
  - PRs may discard **•** from Area(s) of gained Prov. to remove 2 **X** 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 **P** 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 **X** 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 **X** 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 **P** 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 **P** = 2x Tax Value of Provinces returned to Loser (max 10)
  - No **P** from Prov. of Active Allies
- Loser loses the same amount of **P**

## 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 **X** 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 **P** = 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 @
  - Both sides may Liberate Provinces (with no **P** gained)
- In addition, may agree on one side taking an immediate **Cut Ties** and/or **P-to-P Diplomacy** (normal cost), disregarding restrictions for being at War

## 4. INCOME AND UPKEEP

- May *Take Loans* during this phase

### A. Cut costs

- May (must if needed to avoid Bankrupt.):
  - Fire Advisors
  - Disband Units
  - Regular Units → Available  $\clubsuit$
  - Recall Ships at sea
  - Move to Ports in range via non-Hostile Sea Zones (no  $\times$  cost)

### B. Collect Income minus Costs

+ Base and Vassal Tax Income	Do not count slots with $\clubsuit$ (p. 28)
- Advisor Upkeep	Papal Controller pays 1@ less per Advisor
- Military Maintenance	1@ per Regular Unit 2@ per Mercenary $\frac{1}{2}\text{@}$ per Ship at sea
- Plague	$\frac{1}{2}\text{@}$ per Tax Income in $\heartsuit$ Areas (r. up)
- Interest on Loans	1@ per $\clubsuit$
+/- $\clubsuit$ Modifier	
+ Emperor's $\clubsuit$	@ = $\clubsuit$
+ Income from Ideas	

### C. Corruption

- May discard @ to avoid costs
- 0-49 @: No cost
- 50-59 @: Pay 1 $\clubsuit$ , gain  $\clubsuit$  per unpaid  $\clubsuit$
- 60-69 @: Pay 2 $\clubsuit$ , gain  $\clubsuit$  per unpaid  $\clubsuit$
- ...

### D. Collect Monarch Power

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

### E. Score Prestige

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

### Manpower (p. 23)

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

### Imperial Influence (p. 44)

- # of Imperial  $\clubsuit$  =  $\clubsuit$
- Must be placed in HRE Areas with 1+ Prov. Owned by NPR HRE Members
- Bot priorities (tie breakers: 1. Areas with Bot's  $\clubsuit$ ; 2. A→Z) (p. 3)
  - Elec. Area where it would take least  $\clubsuit$  to have more  $\clubsuit$  than any other PR
- Any Elector Area not full
- Any HRE Area not full

### HRE Religion (p. 45)

- If all Elector Areas are Protestant but HRE Religion is not
  - HRE Religion becomes Protestant
  - $\clubsuit$  drops by 1
- If all Elector Areas are Catholic
  - HRE Religion becomes Catholic
- If Elector Areas have different Religions
  - HRE has no official Religion (mark with Diverse Faiths token)

### Reshuffling Bot Deck (p. 3)

- EVENT is always reshuffled
- IDEA is always reshuffled
- Cards used for FOCUS are not reshuffled
- Half of the rest is reshuffled

### Crusade Scoring (p. 46)

- Catholic Realms *Committed to Crusade*
  - Score 2 $\clubsuit$  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 2 $\clubsuit$

### Scoring Power Struggles (p. 43)

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

## 5. CLEAN-UP

### A. Update and Refresh

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

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

- Remove  $\clubsuit$ 
  - Between Bots and PRs (p. 3)
  - From DNPRs with Tax Income  $\geq 10\text{@}$
- Remove all  $\clubsuit$  from Map
- Adjust Imperial  $\clubsuit$  and redistribute
- If Emperor is at Peace
  - Remove Imperial  $\clubsuit$
  - Remove Tag from *Defending the HRE*
- Remove Tags from *Committed to Crusade*
- If Age III or IV, check HRE Religion (advanced rules) (p. 45)
- PR 1st to Pass gets the First Player token
  - If already has it, PR 2nd to Pass gets it
- Reshuffle Bot decks (p. 3)

### C. Discard down to 5 Action Cards

### D. End of Age Routine

- Skip if not end of Age or Final Scoring triggered
- Place the Event deck for the next Age
- Replace all Milestones
- Replace unresearch. non-Basic Ideas
- The player with least  $\clubsuit$  (no ties) may replace 1 new Milestone or Idea
- Players with 1+  $\clubsuit$  score 1 $\clubsuit$ 
  - Then in turn order
    - Rem. 1 $\clubsuit$  (prefer NPR) or pay 2 $\clubsuit$
    - Bots do not remove  $\clubsuit$  (p. 3)
- Reset Bot decks (p. 3)

## FINAL SCORING

- Trigger Final Scoring **after Phase 5** if
  - No more Events left, **or**
  - PR has  $\geq 100\text{P}$  and lead of  $\geq 20\text{P}$ , **or**
  - PR has all  $\clubsuit$  and  $\clubsuit$  on the Map
- Score Missions from hand (no effects)
- Score  $\clubsuit$  = Base and Vassal Tax Income
- Score 1 $\clubsuit$  per  $\clubsuit$ , 1 $\clubsuit$  per  $\clubsuit$ , 2 $\clubsuit$  per  $\clubsuit$
- Papal Contr. scores  $\clubsuit$  = # of Cath. PRs
- Emperor scores  $\clubsuit$  =  $\clubsuit$
- Score  $\clubsuit$  =  $2 \times \clubsuit$
- Subtract 1 $\clubsuit$  per Tax Value of Occup.  $\clubsuit$
- Subtract 1 $\clubsuit$  per  $\clubsuit$
- PR with most  $\clubsuit$  wins, tie breakers:
  1. most  $\clubsuit$
  2. most  $\clubsuit$

# ACTIONS

## GENERIC ACTIONS

### Event (p. 12)

- Must be taken exactly once per Round
- 1. Select a face-up Event, collect Ⓛ on the card and move Round Status marker
- 2. Add 2 Ⓛ to remaining face-up Events
- 3. Resolve effects
- 4. Resolve secondary effects, left to right
- 5. Replace Ruler (opt. if other PR's Turn)
- 6. If everyone has taken an **Event** and unpicked Event remains
  - Auto-resolve secondary effects
  - Ruler may be appointed for 2 Ⓛ
- 7. Flip a face-down Event, if any remain

### Player-to-player Diplomacy (p. 12)

- May interact with one player per Action
- May not do **Monetary Support** and **Buy/Sell Provinces** on the same turn
- If one of the PRs is at War, then may only do **Monetary Support**

### Marriage

- Active Player pays 1 Ⓛ
- Place Ⓛ tokens on both Capitals
- Both may draw an Action card of a type chosen by Active Player

### Alliance

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

### Monetary Support

- Active player pays Ⓛ = exchanged Ⓛ / 10

### Buy/sell Provinces

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

### Optional Rule 1: Secret Negotiations

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

### Research Idea (X Ⓛ) (p. 12)

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

## General Event guidelines (p. 40)

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

## Standard Event effects (p. 40)

### Gain/place Influence

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

### Gain Alliance

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

### Gain Royal Marriage

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

### Gain Ⓛ

- May have only 1 per Area

### Gain/place Ⓛ or Ⓛ

- Target Prov. may not have Opp.'s Ⓛ/⌚

### Gain Merchant

- Only if you have 2 merchants

## Gain Military Unit

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

## Gain Action

- Must be taken immediately

## Develop a Small Ⓛ into a Large Ⓛ

- Ⓛ must be Owned by you

## Research Idea

- Score Ⓛ as normal (Active PR first)
- If the Idea is not on display
  - Replace unpicked non-Basic Idea of the same type
- If no unpicked non-Basic Idea, add the Idea to a new row

## Placing DNPR tokens

- Use the token with C as Capital (underlined in Event text)
- If target Province has Ⓛ/⌚, then Ⓛ goes underneath
- May not be placed on PR's Core Prov.
- If first Ⓛ on a Dist. Cont., add Tr. Cards

## Terminate/remove Alliance

- If Ⓛ
  - Lose Allied Units = ½ of NPR's pre-War Tax Income
  - Your Enem. must add War tokens on it

## Reject Ruler

- Discard current Ruler and Event's ruler once Event is resolved

## Area Leaves HRE

- Loss of Ⓛ is accounted for in the text

## Wars triggered by Events

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

## Distant Trade (p. 35) ←

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

## Explore (1 Ⓛ + 1 Ⓛ) (p. 12)

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

## Secondary Event Effects (p. 41)

- When auto-resolving, no one is Active Player (you)
- Native Uprising** 
  - Each player
    - Loses 1 
    - Gains  in 1 Distant 
  - You may ignore one of the effects (even the only one affecting you)

## Disloyal Vassals

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

## Pirates

- Place a Pirate into maritime Trade Node
  - Trade Node must have 1+ Merchant, if possible
- Auto-resolution:** Node with most Merchants. Tie breakers: 1. Exp. Node; 2. random

## Cardinal Dies

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

## Character Mortality

- All matching characters gain an 
- After the second , the character dies

## Unrest/Rebellion

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

## Change National Focus (p. 13)

- Only once per Round
- Place  in *Change Nat. Focus* slot
- Do one or both in order:
  - Move 0-1  from 2 pools to 3rd pool
  - 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 

## MINOR ACTIONS

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

## Appoint Advisor/Leader (p. 13)

**Advisor** – Pay the  cost

**Admiral** – Pay the  cost

**General** – Pay the  cost (reassign for free)

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

## Attrition

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

## Lost at Sea

- Remove 1 Ship of each Opponent not Adjacent to a Friendly Port
- Auto-resolution:** Each player chooses for themselves

## DNPR Expansion

- Pick a DNPR per matching color (not )
- For each picked DNPR
  - Place  on an Adj. Prov. that is not
    - Capital, unless NPR's last Prov.
    - Occupied
    - Owned by the DNPR's Ally
    - Core Province of a PR
  - If DNPR has a Port facing any Main Map Sea Zone without  $*$ / $\dagger$ , and it is Age II or later
    - May place the  on vacant Territory
    - If first  on a Distant Continent, add Trade Cards
  - If  was placed on a PR /, then
    -  goes underneath the 
    - Add  to the /
  - If  was placed on a PR's NPR 
    - That PR may place CB on the DNPR's Capital

## Auto-resolution:

- All DNPRs with matching colors target an Adjacent NPR
- Area selection priority: 1. where they Own Provinces; 2. Adjacent by Land
- Prov. selec. prio.: 1. Owned by Realm with lowest Tax Income; 2. A→Z

## Spread of Religious Ideas

- Find clusters (bodies of Areas connected by Land) of Infectious Faiths (Protestant, Counter-Reformed)
- For each cluster but max 4 in total, max 2 of one type if  $>1$  Inf. Faith in play
  - Place  in an Adjacent Area (except Muslim or Orthodox)
- May not replace  placed on same Turn
- If no clusters, then place Diverse Faiths tokens in any 2 Catholic Areas not Adjacent to Sea Zones marked with  $\dagger$
- Auto-resolution:**
  - Start with Protestant
  - Alternate between Prot. and Ctr-Ref.
  - Area selection priority: 1. Areas with ; 2. highest Area Tax Value; 3. A→Z
  - If placing Diverse Faith, go A→Z

## Spread of the Revolution

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

## Activate Power Struggle (adv. rules)

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

## Ruler – Free

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

## Cut ties (p. 14)

- Remove any number of your  or 
- End any number of Alliances
- If Ally at Peace (p. 33)
  - Lose 5  from their Realm
  - Add Truce
- If Ally at War (p. 33)
  - Lose 2 
  - Lose all  from Ally's Realm
  - If Active Ally
    - Lose Allied Units =  $\frac{1}{2}$  of their pre-War Tax Value
    - Enemy adds War token on them

## Take/Repay Loan (p. 14)

### Take – Gain 5

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

### Repay – Pay 6

-  – When gaining  from Passing

## PAPAL ACTIONS (p. 46)

- You must be the Papal Controller
- Max 1 Papal Action per Round
- Only in Ages I and II

## Excommunicate Ruler (2

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

## Replen. Manp. (1 per 3

- Move  from Exhausted to Available

## Call Crusade (2 $\clubsuit$ )

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

## HRE ACTIONS

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

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

## ADMIN. ACTIONS

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

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

### Colonize (4 $\clubsuit$ / $\clubsuit$ ) (p. 14)

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

### Convert Area (2 $\clubsuit$ + 3 $\clubsuit$ ) (p. 14)

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

## DIPLOMATIC ACTIONS

### Forge Alliance (1-3 $\clubsuit$ ) (p. 15)

- Only with an NPR
- Both must be at Peace
- Must have at least 2 $\clubsuit$  in target Realm
- If target is a Distant NPR, then
  - Must have a  $\clubsuit$  on 1+ of target's Areas
  - Use  $\clubsuit$  instead of  $\clubsuit$  (p. 32)
- 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
- Add 1 $\clubsuit$  to target's Cap. Area

### Trade (1 $\clubsuit$ ) (p. 15)

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

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

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

### Fabricate Claim (2 $\clubsuit$ per $\clubsuit$ ) (p. 15)

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

### Action Cards X $\clubsuit$ + Y $\clubsuit$ (p. 18-19)

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

### Covert Actions ( $\clubsuit$ )

- Can be countered by **Counterespionage**
- When countered, pay cost and  $\clubsuit$  uses

### Trade Income (p. 34-35)

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

### Secondary Trade Nodes

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

### Trade Power ( $\clubsuit$ )

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

### Bot Trade (p. 4)

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

### Display cards ( $\clubsuit$ )

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

### Reactions ( $\clubsuit$ )

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

### Card specific rules

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

## 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 1 $\clubsuit$ , 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)

1. Pick target Realm(s), place War tokens
2. Penalties for no CB and DoW on your  $\clubsuit$ 
  - 2 $\clubsuit$  per missing CB
  - 1 $\clubsuit$  per your  $\clubsuit$  on targets, exceptions
3. **Calls to Arms** (in listed order)
  - a. You may send *Offensive CtAs*
  - b. Target HRE Members might send *Defensive CtA* to the Emperor
  - c. Target NPRs send *Defensive CtAs*
  - d. Target PRs may send *Defensive CtAs*
    - Bot sends *Def. CtAs* to  $\clubsuit$  Adjacent to the Aggressor (p. 4)
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 $\clubsuit$  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

5. Remove all your  $\clubsuit$  from target Realms
6. Resolve triggered Naval Battles
7. Resolve triggered Land Battles
8. If no Battle is triggered, may **Activate Units** or **Recruit Units** (no  $\times$  cost)

### 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)
  - Gains 1 $\times$  if Ally is Adj. to new Enemy
- Bot gains 2 $\clubsuit$  (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
    - $\clubsuit$  with PRs on opposing side end

## Casus Belli (p. 22)

**Conquest (Claim)** – Have  $\clubsuit$  (or  $\clubsuit$  (p. 21)) in Area where target Lawfully Owns or Controls any Provinces

**Call to Arms** – Receive a *CtA*

**General CB** – Have CB token on target Event – Event that lets you Declare War

- Also negates penalty for DoW on  $\clubsuit$
- Also against PRs at War with the target
- Also negates penalty for DoW on  $\clubsuit$

**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 $\clubsuit$ per $\clubsuit$ ) (p. 13)

- Call Allies to join your War (Minor Act.)
- 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
- Activate called NPR Allies

### Refusing a CtA

- Remove  $\clubsuit$
- If this was an Active Ally
  - Lose Allied Units =  $\frac{1}{2}$  of Ally's pre-War Tax Value
  - Enemy must place a War token on your former Ally
- If *Defensive CtA*, and you have not Passed, and you are not already at War
  - Lose 2 $\clubsuit$
  - Rem. 5 $\clubsuit$  from former  $\clubsuit$ '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 **U**
  - You must be at War
  - Remove 1 **U** from the Area or pay 3 **@**
  - 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 **X** per **X**) (p. 17)

- **O/P** may not be Occupied
- Area may not contain any Hostile Units

## Activate Units (p. 16)

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

## Land Activation (1 **X**) (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 **U**
- Crossing a **Mountain Border** to a Hostile or Neutral Area (p. 25)
  - Action cost pays for first 3 Units
  - Pay additional 1 **X** 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 **X** (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 **X** cost
  - Strength (round down) (p. 24):  
 $\clubsuit = 1, \spadesuit = \frac{1}{2}, \heartsuit = 2$
  - Pay +1 **X** 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 **O**
    - Remove **X**
  - **NPR Province**
    - Add Occupied token
    - Add your **O** (with **X**)
  - **Hostile PR's O/P**
    - Add your **O** (with **X**) on top of it
    - That player must cover a slot on their Town/Vassal track with a **U**
  - **Enemy Occupied Province** whose Lawful Owner is Friendly or Neutral
    - Remove Occupier's **O**
  - **Rebel/Enemy Occupied Province** whose Lawful Owner is your Enemy
    - Replace Occupier's **O/U** with your **O** (with **X**)
6. Ships move out of successfully Sieged Ports and may trigger a Battle
7. Players regaining Control of Provinces remove **U** 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 U** 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 **O** + **P** 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 **X**) (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 **U**, **O** or **P** Adj. to Dist. Sea Zone, you must **Explore** to enter it
  - To move across the Pacific Ocean, spend an additional **U** of any type
- **Galleys** are disbanded if the Fleet moves to a Sea Zone without \*/+ (p. 24)
- **Fleet reorganization** may be done at the start and destination (p. 25)
  - May pick up or drop off Light Ships
- If destination Sea Zone is not Hostile
  - Light Ships may occupy vacant **Trade Protection** slots there (p. 25)
- A **Battle is triggered** when destination
  - Contains Enemy Ships, or
  - Faces Enemy NPR Ports (unless there already are Ships Hostile to the NPR)
- May choose to **fight Pirates** in a Trade Node Adjacent to Activated Ships (p. 28)
- May use **Naval Bridge** 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  $\frac{1}{2}$  of MC
  - Additional Units defending HRE Areas if **Emperor is NPR** (p. 45)
    - ( $3 \times \text{MC}$ ) - ( $2 \times \# \text{ of HRE Areas with non-HRE Units before this Turn}$ )
- NPR Provinces on **Distant Continents**
  - Double MC/NC for defense
    - Except from Areas with  $\text{MC}$
  - Some Ports are Inactive (grayed out) until they have a  $\text{O}$ ,  $\text{C}$  or  $\text{P}$
- 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 $\times$ + X $\oplus$ ) (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  $\text{P}$  Areas (up to your MC)

## Allied Units

- In your Areas (up to your MC)
- In Areas of  $\text{P}$  (up to their MC)

## Mercenary Units (Max 3 per Turn)

- In your or  $\text{P}$  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 $\oplus$	4 $\oplus$	free
Cavalry	5 $\oplus$	7 $\oplus$	3 $\oplus$
Artillery	6 $\oplus$	8 $\oplus$	-
Light Ship	4 $\oplus$	-	-
Heavy Ship	10 $\oplus$	-	-
Galley	2 $\oplus$	-	-

## 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  $\text{P}$  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

## 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  $\star$  (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

### 2. 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  $\star$ , use as their Leader, if any
- Apply Military Ideas effects

### 2. Play Battle Actions ( $\star$ )

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

### 3. Roll Battle Dice

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

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

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

### 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  $\star$
    - 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 $\star$  per your 2 $\star$
  - A Leader receiving the second  $\star$  dies

### 5B. Captured Enemy Ships

- Only if you have Ships remaining, and eliminated all Enemy Ships
- Capt. 1 Enemy Casualty per  $\star$  (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 $\times$  (max 1/Turn)
- Return surviving Imperial  $\star$  (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/ $\bowtie/\bowtie$
- Non-Hostile Areas with Friendly Prov.

#### • Hostile:

- Armies/Units/Prov. Controlled by  $\bowtie$  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 $\bowtie/\bowtie/\bowtie$ (Controller on top, Lawful Owner beneath)

#### • Own Province: has its Realm's flag/ $\bowtie/\bowtie$ 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/ $\bowtie$ on Prov. or $\bowtie$ in Area ( $\bowtie/\bowtie$ supercede flags)

#### • Colonial $\blacksquare$ : $\blacksquare$ 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 ( $\bowtie$ ). If out of (p. 21)
  - Large  $\bowtie$ , use 2 Small  $\bowtie$  instead
  - Small  $\bowtie$ , use a  $\bowtie$  instead
- Vassal tokens ( $\bowtie$ )
- Alliances ( $\bowtie/\bowtie$ ), Marriages ( $\bowtie/\bowtie$ )
- Crusade/Excommunicated token
- Mercenary and Allied Units
- Religion tokens in State Religion slot
- Ill health tokens ( $\bowtie$ ) on Characters
- "Unlimited" tokens

### Cubes ( $\bowtie$ )

- Take from anywhere except
  - Roma  $\bowtie$
  - Changed Nat. Focus slot
  - $\bowtie$  covering income slots

### • Unlimited

- Ducats (@)
- War/Truce tokens
- Occupied tokens
- +1 $\bowtie$  tokens
- Tag chits

### Rounding

- Round up unless stated otherwise

## GOVERNING PR (p. 19-21)

### Monarch Power ( $\bowtie$ ) (p. 19)

- No more than 10  $\bowtie$  of any type

### Characters (p. 19)

- Max 1 Ruler
- Max 1 General/Admiral per Army/Fleet
- Max 1 Advisor per  $\bowtie$  type

### Stability ( $\bowtie$ ) (p. 20)

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

### Bankruptcy (p. 21)

- When cannot pay a mandatory cost and cannot take a Loan
  - Lose 3 $\bowtie$
  - Lose 5 $\bowtie$
  - Discard all @ and 3 $\bowtie$  from Treasury
  - Disband all Mercenaries
  - Fire all Advisors
  - Lose 1/2 of  $\bowtie$  per type (max 3 per type)

### Core Provinces ( $\bowtie$ ) (p. 21)

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

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

### Influence ( $\bowtie$ ) (p. 32)

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

### Marriages ( $\bowtie$ ) (p. 32)

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

### • When taking an Action that requires to remove $\bowtie$ , remove 1 fewer $\bowtie$ if you have 1+ $\bowtie$ 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 ( $\bowtie$ ) (p. 32)

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

### Vassals ( $\bowtie$ ) (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  $\bowtie$
    - Place  $\bowtie$  on their Prov. (2 on Large)
    - All other PRs must remove their  $\bowtie$
  - If the **target has Vassals**
    - You need a  $\bowtie$  to Vassalize that target
    - If you also discard  $\bowtie$  from target's Vassals equal to their Tax Income
      - They also become your Vassals
    - Otherwise, they become independent and you may
      - Place  $\bowtie$  on their Capital, or
      - Place  $\blacksquare$  in one of their Areas
  - When **Annexing**
    - Replace  $\bowtie$  with  $\bowtie$ , remove any  $\bowtie$
- **Papal Stat.** and **Emp.** cannot be Vassalized
- **Vassals in Wars**
  - $\blacksquare$  on Vassal counts as  $\blacksquare$  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  $\bowtie$  was removed, Vassals become independent

### +1 $\bowtie$ 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/O
- O cannot be placed on PR Core Provinces

## REBELS (R) (p. 37)

### Rebel Dice

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

### Bot rolls (p. 4)

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

### Rebel Units (R)

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

## Optional rule 5: Religious Rebels

- Turn/place all R 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 R and R 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 3R Dice with 3A

### 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 R in Capital Area, and
  - Change State Religion to match the Religion of Capital Area

## PAPAL CURIA (p. 45-46)

- # of Regular R 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 R
- Papal Controller
  - PR with most R (left-most breaks ties)
  - Bonuses
    - +1\* in Phase 4, Step D
    - Discount of 1d per Advisor in Phase 4, Step B
    - Discount of 1\* for Actions Incr. \*
    - Has Access to Papal Actions

## Uncontested Papal Controller

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

## PRESTIGE (P) (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 (E) (p. 43)

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

### Imperial Influence (p. 44)

- Works like regular R 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 E 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 R)
  - Lose 1\*
- If all HRE Prov. in an Area are Owned or Vassal. by HRE Members or Emperor
  - The Area is reincorporated (remove R)
  - 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 E ≤ 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 **P**
  - 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 "QfNW", 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)