

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. There is another file where this info page is omitted and other pages appropriately ordered for a 2-sided print using a regular office printer.

AVAILABLE FILES

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

PDF files

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

eutpop_ref_sheet_print_1_sided.pdf – Single pages in logical order.

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

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

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

FORMATTING

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

NPR Invasions (p. 36)

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

Invasion sequence

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

Peace Resolution (p. 29-30)

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

1. Automatic White Peace

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

2. Total Victory

- Must be resolved
- Treat Active Allies separately
- If Peace is made with an **Active Ally**, the Allied PR must remove

SEQUENCE (p. 8-11)

1. DRAW CARDS

- May not score Missions in Phase 1 (p. 42)
- Bots ignore this Phase (p. 2)

A. Reveal Events

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

Optional Rule 7: Revealing More (p. 39)

- If 6 PRs, reveal 4 of them

B. Draw Action Cards

- Draw 3 cards (may draw one by one)

C. Pay for Action Cards

- 2 P 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 2-4 PRs to Pass gain P
- If no more PRs eligible to gain P ,
End of Action Phase is triggered

- x with that NPR, and
- Allied Units = $\frac{1}{2}$ of pre-War Tax Income of the NPR

Requirements

- Must Occupy all single Enemy's *de jure* Provinces, and
- Enemy has no Deployed Land Units

3. Partial Victory or Inconclusive

- May decide not to resolve
- If Enemy **Surrenders**
 - Gain Q , Enemy loses Q
 - May enforce Peace as if Part. Victory
 - War must end this Round

Optional Rule 3: No Surrender

Partial Victory requirements

- If Enemy is a PR, your Deployed Land Units must outnumber Enemy 2:1
- If Enemy is NPR or Bot, your Depl. Land Units must outnumber P in your Areas plus Enemy Depl. Land Units
- Units on Dist. Continents where the other Realm has no O do no count
- If PR Enemy has **Active Allies**
 - If and only if achieved against PR, then achieved against their Active Allies
 - Only a single Peace Term may be

- Each remaining PR may take 1 more Action of their choice, then
- PRs who still have not taken **Event**, get one more Turn to take **Event**
- If PR has taken their final Turn, they are considered to have Passed

3. PEACE & REBELS

A. Remove Casus Belli & Truces

- Lose Q 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 P ; 2. A→Z (p. 2)

C. Rebels Siege & Move

- Resolve by Area: 1. most P ; 2. A→Z
- In **Areas with x** , Rebels Siege x . Priority: 1. Large Provinces
- If 2+ PRs with x 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 x is Adj. by Land and P will not be outnum. there by PRs
 - Move all but 1 P . Priority: 1. most P ; 2. most PR O ; 3. A→Z
 - Resolve Battle immediately
 - Otherwise remove 1 P

- chosen for the PR and their Act. Allies
- If **inconclusive**
 - NPR accepts White Peace
 - Bot accepts White Peace if Tax Value of their O Occupied by you > your O Occupied by them

4. Aftermath

- Raise P by 1 (p. 44-45)
 - if PR Emp. wins against ext. Aggressor and no HRE Prov. is ceded
 - for each Area joining HRE
- Drop P by 1 (p. 44-45)
 - if PR Emp. loses against ext. Aggressor
 - for each Area leaving HRE
- PRs at Peace must move Units to the nearest Friendly Area (count 1 for each Area/Sea Zone)
 - If equally close, then PR may choose
 - This movement has no cost

PRs at Peace flip their P back to x

PRs at Peace remove Allied Units

PRs at Peace flip their War/True tokens

PRs at Peace flip their

ACTIONS

GENERIC ACTIONS

Event (p. 12)

- Must be taken exactly once per Round
- Must select a face-up Event
- 1. Collect \textcircled{A} on the card and move Round Status marker
- 2. Add 2 \textcircled{A} 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 \textcircled{A}
- 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 \textcircled{A}
- Place \textcircled{A} tokens on both Capitals
- Both may draw an Action card of a type chosen by Active Player

Alliance

- Active player pays 1 \textcircled{A}
- Place \textcircled{A} tokens on both Capitals

Monetary Support

- Active player pays \textcircled{A} = exchanged \textcircled{A} / 10

Buy/sell Provinces

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

Optional Rule 1: Secret Negotiations

- Pay 1 \textcircled{A} for a private 3-minute conference
- All other communication must be public

Research Idea (X \textcircled{P}) (p. 12)

- Mark it with a Tag
- Score \textcircled{Q}
- If ≤ 2 other PRs tagged it, they score \textcircled{U}
- If you **Research** another Government Form Idea while having one (p. 21)
 - Lose the previous one (no \textcircled{P} loss)
 - Score \textcircled{P} as normal for the new one
- If $\textcircled{P} \geq 3$, 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**
- If Area is full, then may replace \textcircled{A}
- Gain Alliance**
- Target must be Independ. and at Peace
 - If target is NPR \textcircled{A} of an Opponent
 - Your \textcircled{A} must be \geq Opponent's \textcircled{A}
 - If out of \textcircled{A} , may remove one (except \textcircled{A}) with no penalties

Gain Royal Marriage

- If out of \textcircled{A} , may remove one (except \textcircled{A})

Reject Ruler

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

Area Leaves HRE

- Loss of \textcircled{A} 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

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 \textcircled{Q} and 1 \textcircled{P}
- Lose 1 \textcircled{A} and total of 5 \textcircled{A} from Areas of abandoned Religion
- Place removed \textcircled{A} to Areas of new Rel.
- In each of your Areas of abandoned Rel.
 - Gain 1 \textcircled{X}
 - Roll Rebel Dice

Embrace the Counter-Reformation

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

Develop a Small \textcircled{O} into a Large \textcircled{O}

- \textcircled{O} must be Owned by you

Gain Merchant

- Only if you have 2 merchants

Gain Action

- Must be taken immediately

Research Idea

- Score \textcircled{P} 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 $\textcircled{O}/\textcircled{P}$, then \textcircled{O} goes underneath

Termination/Remove Alliance

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

Reject Ruler

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

Gain Military Unit

- Must take Reg. Units from Available \textcircled{A}
- May not trigger a Battle

Distant Trade (p. 35)

- When the first $\textcircled{A}/\textcircled{O}$ is placed on a Distant Continent, add matching Trade Cards and shuffle Trade Deck, including discard pile

Explore (1 \textcircled{A} + 1 \textcircled{X}) (p. 12)

- If having "QfNW", may move 1 Light \textcircled{A}
 - Must move to a Distant Sea Zone
 - May not enter a Hostile Sea Zone
- Roll. May reroll for 1 \textcircled{A} , max 2 \textcircled{X} . Use the last result
- Gain 1 \textcircled{X}
- Roll Rebel Dice

Embrace the Counter-Reformation

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

Secondary Event Effects (p. 41)

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

Native Uprising

- Each player

- Loses 1 \textcircled{A}

- Gains \textcircled{X} in 1 Distant \textcircled{O}

- You may ignore one of the effects (even the only one affecting you)

DNPR Expansion

- Pick a DNPR per matching color (not \textcircled{A})

Disloyal Vassals

- Every PR having Areas with \textcircled{A} , but no $\textcircled{A}/\textcircled{P}$ or fewer \textcircled{A} than any Opp., must

- Pick such Area with most of their \textcircled{A}

- Gain \textcircled{X} on all their \textcircled{A} in the Area

- Place \textcircled{A} = Tax Val. of their \textcircled{A} in Area

- You place no \textcircled{A}

Pirates

- Place a Pirate into maritime Trade Node
- Trade Node must have 1+ Merchant, if possible

Auto-resolution:

- Start with Protestant

- Alternate between Prot. and Ctr-Ref.

- Area selection priority: 1. Areas with \textcircled{O} ; 2. highest Area Tax Value; 3. A-Z

- If placing Diverse Faith, go A-Z

Spread of the Revolution

- Find clusters of \textcircled{O}

- For each cluster (max 4)

- Place \textcircled{O} in an Adjacent Area

- If no clusters, then place Diverse Faiths tokens in any 2 Catholic Areas not Adjacent to Sea Zones marked with \dagger

Cardinal Dies

- Remove any \textcircled{A} , except the Roma \textcircled{A}

Auto-resolution:

- Remove rightmost \textcircled{A} from the PR with most \textcircled{A}

- If tied, remove rightmost \textcircled{A} of those

Character Mortality

- All DNPRs with matching colors

- target an Adjacent NPR

- Area selection priority: same as \textcircled{O}

- If no existing \textcircled{O} , then select targets by:
 - 1. lowest \textcircled{A} ; 2. random

Activate Power Struggle (adv. rules)

- Move Upcoming Power Struggle to the Active Power Struggle slot

- You roll max 1 Rebel Die

Colonize (4 $\textcircled{A}/\textcircled{M}$) (p. 14)

- Replace one of your \textcircled{A} on a vacant Territory with a Small \textcircled{O}

- Must be connected to your Capital Area by your \textcircled{O} and/or \textcircled{A}

Auto-resolution:

- Area selection priority: same as \textcircled{O}

- If no existing \textcircled{O} , then select targets by:
 - 1. lowest \textcircled{A} ; 2. random

Convert Area (2 \textcircled{A} + 3 \textcircled{A}) (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

- Only once per Round

- Place \textcircled{A} in **Change Nat. Focus** slot

- Do one or both in order:

- 1. Move 0-1 \textcircled{A} 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 \textcircled{A} and 2 \textcircled{A} to instead

- Pick 1 of the cards from the top 5 discards of type matching paid \textcircled{A}

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MILITARY ACTIONS

Declare War (1X) (p. 16)

- Pick target Realm(s), place War tokens
- Lose $\frac{1}{2}$ per missing CB
- $\frac{1}{2}$ per your $\frac{1}{2}$ on targets
- Calls to Arms** (in listed order)
 - You may send *Offensive CtAs*
 - Target HRE Members might send *Defensive CtA* to the Emperor
 - Target NPRs send *Defensive CtAs*
 - Target PRs may send *Defensive CtAs*
- PRs gain 1X if they are
 - Target PR, or
 - Accepting *Def. CtAs* from NPRs (unless already at War with Aggressor)
 - Bots gain 1O instead (p. 4)
 - If then the Bot has < 5/5/6/7 O, it gains $\frac{1}{2}$ until it reaches 5/5/6/7
 - If Bot has any Available $\frac{1}{2}$, they spend 1O to recruit 7/9/9/11 Units, and check MAC if Army is on the map
- Remove all your $\frac{1}{2}$ from target Realms
- Resolve triggered Naval Battles
- Resolve triggered Land Battles
- If no Battle is triggered, may **Activate Units** or **Recruit Units** (no X cost)

Call to Arms (0-2 $\frac{1}{2}$ per $\frac{1}{2}$) (p. 13)

- Call Allies to join your War (Minor Act.)
- Only during a DoW
- Your own, or
 - $\frac{1}{2}$ – Targeting 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 $\frac{1}{2}$ from its Areas
 - If *Offensive CtA*, 2 $\frac{1}{2}$
 - If *Defensive CtA*, 1 $\frac{1}{2}$
 - If **Distant NPR**, may use $\frac{1}{2}$ instead
- NPR Allies can only be called if they are
 - At Peace, and
 - Adjacent to you or your new Enemy
- Bot sends *Def. CtAs* to $\frac{1}{2}$ Adj. to Aggres.
- For each NPR Ally called to arms
 - Flip the $\frac{1}{2}$ to $\frac{1}{2}$
 - Add Allied Units to Available $\frac{1}{2}$ equal to $\frac{1}{2}$ of Tax Value of the Ally + its Vassals (max 5)
 - Gain 1X if Ally is Adj. to a new Enemy
 - Bot gains 2O if *Def. CtA* (p. 4)

Restrictions on DoW (p. 22)

- Your Ally
 - Truce
 - PR who has Passed
 - NPR Ally of PR who matches (b) or (c)
 - HRE Member at Peace with Emperor if Emperor matches (a), (b) or (c)
 - Distant Realm undiscovered by you
 - During an Interregnum
- Exceptions:**
- If you have $\frac{1}{2}$ on target and use Disputed Succession CB, then (a) and (g) do not apply, but Alliance ends

Casus Belli (p. 22)

- You may send *Offensive CtAs*
- Target HRE Members might send *Defensive CtA* to the Emperor
- Target NPRs send *Defensive CtAs*
- Target PRs may send *Defensive CtAs*

4. PRs gain 1X if they are

• Target PR, or

• Accepting *Def. CtAs* from NPRs (unless already at War with Aggressor)

• Bots gain 1O instead (p. 4)

• If then the Bot has < 5/5/6/7 O, it gains $\frac{1}{2}$ until it reaches 5/5/6/7

• If Bot has any Available $\frac{1}{2}$, they spend 1O to recruit 7/9/9/11 Units, and check MAC if Army is on the map

5. Remove all your $\frac{1}{2}$ 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 X cost)

Holy War (Crusade) (p. 22)

- Conquest (Claim) – Have $\frac{1}{2}$ in Area where target Owns Provinces
- Call to Arms – Receive a *CtA*
- General CB – Have CB token target
- Event – Event that lets you Declare War
 - Also negates penalty for DoW on $\frac{1}{2}$
- Disputed Succession – Any $\frac{1}{2}$ on target
 - Also against PRs at War with the target
 - Also negates penalty for DoW on $\frac{1}{2}$
- Imperial Liberation – You are the Emperor and the non-HRE member target Controls Provinces or has Vassals in HRE
- Excommunication – You are Catholic and the target is *Excommunicated*

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

- Subject's DoW on another Subject
 - Human Emperor must place CB on Aggressor's Capital
 - Bot Emp. defends targeted Subj. (p. 6)

Defending the HRE (p. 44)

External Realm's DoW on Imp. Subject

- PR Emperor receives *Defensive CtA* if
 - $\frac{1}{2} \geq 1$, 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 1O (no normal penalties)
- On Distant Cont. only allowed in (p. 26)
 - Gain $\frac{1}{2}$ = $\frac{1}{2}$, if activating due to *CtA*
- Human Imperial Subject** must
 - Exhaust 2 $\frac{1}{2}$ (max $\frac{1}{2}$ of total $\frac{1}{2}$), or
 - Lose 6O (max $\frac{1}{2}$ of Tax Inc.), or
 - Place CB on Aggressor's Capital
- Bot Imperial Subject loses 1O, unless at War, including this DoW (p. 6)

Activating Def. the HRE (p. 44)

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

- Bot Imperial Subject loses 1O, unless at War, including this DoW (p. 6)

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)
- If *Defensive CtA*, and you have not Passed, and you are not already at War
 - Lose 2O
 - Rem. 5 $\frac{1}{2}$ from former $\frac{1}{2}$'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
- If Offensive CtA, place War tokens on your Ally's Enemies
 - Flip the $\frac{1}{2}$ to $\frac{1}{2}$
 - Add Allied Units to Available $\frac{1}{2}$ equal to $\frac{1}{2}$ of Tax Value of the Ally + its Vassals (max 5)
 - Gain 1X if Ally is Adj. to a new Enemy
 - Bot gains 2O if *Def. CtA* (p. 4)

Refusing a CtA

- Remove $\frac{1}{2}$
- 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 2O
 - Rem. 5 $\frac{1}{2}$ from former $\frac{1}{2}$'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

Accepting a CtA

- If *Offensive CtA*, place War tokens on your Ally's Enemies
 - Flip the $\frac{1}{2}$ to $\frac{1}{2}$
 - Add Allied Units to Available $\frac{1}{2}$ equal to $\frac{1}{2}$ of Tax Value of the Ally + its Vassals (max 5)
 - Gain 1X if Ally is Adj. to a new Enemy
 - Bot gains 2O if *Def. CtA* (p. 4)
- If *Defensive CtA*
 - Enemy places War tokens on you
 - If from NPR, you may
 - Make them Active Ally or not
 - Send *Def. CtA* to other NPR Allies
 - If you are Allied to a PR on opposing side, this Alliance ends

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 $\frac{1}{2}$
 - You must be at War
 - Remove 1 $\frac{1}{2}$ from the Area or pay 3O
 - If all Prov. in Area are Owned by PRs, you need permission from one of those PRs
- In **HRE** while *Def. HRE* is active (p. 44)
 - Free for
 - Emperor
 - Anyone at War with Emperor

Holy War (Crusade)

- If you have "Deus Vult" Idea and target
 - Is Adjacent to you, and
 - Has different State Religion (except other Christians)
- If you are Catholic
 - Target Realm is a target of a *Crusade*
 - Tag *Committed to Crusade* slot when using this CB

Imperial Liberation

Excommunication

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)
 - Stop when disembarking (p. 26)

On Distant Cont.

- only allowed in (p. 26)
 - Gain $\frac{1}{2}$ = $\frac{1}{2}$, if activating due to *CtA*

Human Imperial Subject

- Exhaust 2 $\frac{1}{2}$ (max $\frac{1}{2}$ of total $\frac{1}{2}$), or
- Lose 6O (max $\frac{1}{2}$ of Tax Inc.), or
- Place CB on Aggressor's Capital

On Distant Cont.

- When successfully Sieging
 - Rebel Occupied Province**
 - Remove $\frac{1}{2}$
 - Remove $\frac{1}{2}$
 - NPR Province**
 - Add Occupied token
 - Add your $\frac{1}{2}$ (with $\frac{1}{2}$)
 - Hostile PR's $\frac{1}{2}$ / $\frac{1}{2}$**
 - Add your $\frac{1}{2}$ (with $\frac{1}{2}$) on top of it
 - That player must cover a slot on their Town/Vassal track with a $\frac{1}{2}$
 - Moved Land Units are Adjacent to it

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)

Army reorganization

- may be done at any point during its movement (p. 25)
- May use *Naval Bridge* if (p. 26)

On Distant Cont.

- when destination
 - May pick up or drop off Light Ships
 - 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 already are Units Hostile to the NPR)
- May choose to **fight Pirates** in a Trade Node Adjacent to Activated Ships (p. 28)

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)

Naval Bridge

- Across any number of Sea Zones
- A Sea Zone may be crossed by up to 3 Units per 1 Friendly Ship in that Sea Zone
- Does not count as a space
- May recruit up to 3 Mercenary Units (normal cost)
- 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

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)
- 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

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Naval Bridge

OTHER RULES

GENERAL NOTES (p. 2-4)

Concepts & Terms

- Adjacent:** A Prov./Unit/token is adj. to their Area, to ones sharing a border with it and to Prov. in them
- A Port is adj. also to its Sea Zones, to Ports facing them and to their Areas
- Areas/Sea Zones are adj. if they share a border or have Ports facing the same Sea Zone
- A Realm is adj. if an Own Prov. is adj.

- Deployed:** of a Unit on the board or in an Army/Fleet

- Friendly:**
 - Armies/Units/Prov. Controlled by you/ X/P
 - Non-Hostile Areas containing Friendly Prov.

- Hostile:**
 - Armies/Units/Prov. Controlled by P/Realms at War with you and Areas
 - Areas containing Hostile Units/Prov.
 - Sea Zones containing Hostile Ships
 - Sea Zones facing Hostile NPR Ports and containing no Ship 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 $\text{P}/\text{O}/\text{P}$ (Controller on top, Lawful Owner on bottom)

- 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
- R. Core Provinces:** has its flag, or superseding, its O in the Prov. Area

Token Limits

- Generally limited. If nothing in supply, take from anywhere. Exceptions below

May not be moved

- Towns (O), Vassal tokens (P)
 - If out of Large O , use 2 Small O instead
 - If out of Small O , use a P instead
- Alliances (X/P), Marriages (X/P)
- Crusade/Excommunicated token
- Mercenary Units

Allied Units

- Religion tokens in State Religion slot
- Ill health tokens (H) on Characters
- "Unlimited" tokens
- Cubes** (D)
 - Take from anywhere except
 - Roma P
 - Changed Nat. Focus slot
 - D covering income slots

Unlimited

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

Rounding

- Round up unless stated otherwise

GOVERNING PR (p. 19-21)

Monarch Power (M)

- No more than 10 M of any type

Characters

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

Stability (S)

- 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 S per missing S
 - If no S , ignore this penalty

Bankruptcy

- When cannot pay a mandatory cost and cannot take a Loan
- Lose 3 P
- Lose S
- Discard all O 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)

- 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 already that PR's Core Prov.

- Placing O displaces any O/P in the Area

O counts as O

DIP. RELATIONS (p. 32-33)

Influence (X/P)

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

- Once all Provinces in an Area are Owned by PRs, all X/P must be removed

- When a DNPR's Province is Annexed or Vassalized, keep O underneath the O/P

Marriages (X)

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

Alliances (X)

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

Vassals (P)

- 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 X
 - Place P on their Prov. (2 on Large)
 - All other PRs must remove their X

If the target has Vassals

- You need a X to Vassalize them
- If you also discard P from target's Vassals equal to their Tax Income
 - They also become Vassals

Otherwise

- Assign each O to one of your X
- Core Province gets Occupied
- Occ. or non-Core Prov. gets Liber.

Otherwise

- Lose 1 O . If unable to, then pay 2 O
- Exhaust 1 P . If unable to, pay 2 O
- Lose 2 O

*: Remove 1 X

Bot rolls (p. 4)

- Roll for all Areas at once (max 5 dice)
- Roll: Lose 1 O

When Annexing

- Replace P with O
- Remove any X

>Papal States and Emp.

- cannot be Vassal.

Vassals in Wars

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

NPNS (p. 35-36)

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

NPR's Vassals

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

DNPRs (O)

- When a DNPR's Province is Annexed or Vassalized, keep O underneath the O/P

• O cannot be placed on PR Core Provinces

+1 P tokens

- 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

(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 O pentagram side up in Areas with Religious Dissent
- If Religious Rebels Occupy your Capital and 2+ other Provinces, you may
 - Change State Religion to the Religion of your Capital Area, and

- Discount of 1 P for all Actions that Increase P
- Has Access to Papal Actions

• Uncontested Papal Controller

- PR with most P
- The left-most P breaks ties
- Bonuses
 - +1 P in Phase 4, Step D
 - Discount of 1 P per Advisor in Phase 4, Step B
 - Discount of 1 P for all Actions that Increase P
 - Change State Religion to the Religion of your Capital Area, and
 - Has Access to Papal Actions
- If there are no eligible candidates
 - The current Emperor retains the title
 - P drops by 2
- Elector Areas vote for candidates
 - Elec. Area votes for candidate that has most P (incl. Imp. P) in that Area
 - Elec. Area with no NPR Prov. where all P 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 $\text{P} < 3$ following election of a new Emp.
 - P 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
 - Removed when Area leaves HRE
 - May not be used for Subjugate

HRE (p. 43-45)

Imperial Authority (P) (p. 43)

- Max $\text{P} = \#$ of Elector Areas + 1

Lose P if max P goes below current P

Imperial Influence (p. 44)

- Works like regular P 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

Protestantism

- May Change State Rel. to Catholicism

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

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 O)
 - Lose 1 P

- If all HRE Prov. in an Area are Owned or Vassal. by HRE Members or Emperor
 - The Area is reincorporated (remove O)
 - Gain 1 P

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

- 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/P
 - If Core Province of another PR, they place a O there

PAPAL CURIA (p. 45-46)

- # of Regular Cardinal Slots = # of Catholic PRs + 1