

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

- 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 Depl. Land Units must outnum. in your Areas plus Enemy Depl. Land Units
- Units on Dist. Continents where the

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)

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

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

F. Interregnum

- Lose $1\clubsuit$
- Flip \clubsuit on your Realm

G. Religious Dissent

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

H. Gain/Remove Unrest

- If at War, add $2\clubsuit$ to your \clubsuit
- If $\leq -2\clubsuit$, add $1\clubsuit$ to your \clubsuit
- If $\geq +2\clubsuit$, remove $1\clubsuit$ from your \clubsuit
- Bots with Adm. Ideas remove $1-2\clubsuit$ (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 \clubsuit may displace other \clubsuit 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 \clubsuit

Keep Current Board State

• Requirements

- Partial or Total Victory to Enforce
- Occupied Capitals must be returned
 - $10\clubsuit$ 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 $3\clubsuit$ per Tax Value
 - Liberate them, except Loser's Core Prov. and their Active Ally's Prov.
 - Score \clubsuit per Tax Value Liberated
 - May gain \clubsuit with 1 Liber. NPR
 - Place 2 \clubsuit in that NPR's Areas
 - Max \clubsuit demanded is $2\times$ Tax Income of the Loser (after return of the Provinces)
 - PRs may discard \clubsuit from Area(s) of gained Prov. to remove $2\clubsuit$ from same Area(s)
 - PRs may place \clubsuit in each Area where they lost $1+\clubsuit$ or \clubsuit

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 \clubsuit loss
- Loser becomes a Vassal of the Victor

- Victor places \clubsuit on all Loser's *de jure* Prov., except Prov. Occup. by other PRs
- Victor may place 2 \clubsuit in Loser's Realm
- Add \clubsuit to all Provinces gained in Areas where the Victor Occupied no Provinces
- Remove all Loser's \clubsuit
- Victor may discard \clubsuit from Area(s) of gained \clubsuit to remove $2\clubsuit$ 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 \clubsuit loss
- Loser must change State Religion and Rel. of Capit. Area to State Rel. of Victor
- All Occupied Provinces must be returned
- Victor gains \clubsuit
- Victor may add 2 \clubsuit in Loser's Cap. Area
- Loser loses \clubsuit
- Loser must remove 4 \clubsuit

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 $\clubsuit = 2\times$ Tax Value of Provinces returned to Loser (max 10)
 - No \clubsuit from Prov. of Active Allies
- Loser loses the same amount of \clubsuit

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

Secure Desired Succession

• Requirements

- Partial or Total Victory to Enforce
- Loser's Capital must have a \clubsuit
- 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 \clubsuit/\clubsuit and \clubsuit/\clubsuit , except Victor's, from the Loser
- Victor scores \clubsuit per \clubsuit/\clubsuit removed
- PRs whose \clubsuit/\clubsuit was removed, lose \clubsuit
- If Victor has \clubsuit on Loser, they
 - Flip their \clubsuit back to \clubsuit
 - Score $\clubsuit =$ Loser's Tax Inc. (max 5)
- Victor may
 - If Loser is an NPR, add $4\clubsuit$ to Loser's Capital Area
 - If Loser is a PR, replace Loser's Ruler with a Leader from any discard pile
 - May then gain \clubsuit 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 \clubsuit
 - Both sides may Liberate Provinces (with no \clubsuit 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 $\frac{1}{2}$ @ per Ship at sea
- Plague	$\frac{1}{2}$ @ 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 $\geq 10\clubsuit$
- 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 $\geq 100\clubsuit$ and lead of $\geq 20\clubsuit$, **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

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

Embrace the Counter-Reformation

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

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 2*. 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)
- 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

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 */†, 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 †
- **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:
 - 1. lowest
 - 2. random

Activate Power Struggle (adv. rules)

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

Change National Focus (p. 13)

- Only once per Round
- Place in Change Nat. Focus slot
- Do one or both in order:
 1. Move 0-1 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 and 2 to instead pick 1 of the cards from the top 5 discards of type matching paid

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 = ½ 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) (p. 14)

- 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)

Activating Def. the HRE (p. 44)

- Tag *Defending the HRE* slot
- If **human PR is Emperor**, add NPR Units to **Imperial ♦** = Emperor's ♦ (incl. Imperial ♦) in Elec. Areas (max 8)
- If a **Bot is Emperor** (p. 6)
 - No Imperial ♦
 - Gain ♦ = ♦, if activating due to *CtA*
- **Human Imperial Subject** must
 - Exhaust 2♦ (max ½ of total ♦), or
 - Lose 6@ (max ½ of Tax Inc.), or
 - Lose 1♦, or
 - Place CB on Aggressor's Capital
- **Bot Imperial Subject** loses 1♦, unless at War, including this DoW (p. 6)

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

- Emp.'s DoW on Subject
 - Apply normal penalties
 - Lose 1♦
 - Remove 3♦ from HRE Areas
- Subject's DoW on another Subject
 - Human Emperor must place CB on Aggressor's Capital
 - Bot Emp. defends targeted Subj. (p. 6)

Imperial ♦ in Battles (p. 44)

- Works like Allied Units
- Only usable in
 - HRE Areas
 - Emp.'s Areas Adj. by Land to HRE
- May not be used when Enemy force consists of only NPR HRE Members
- Add as Infantry when Battle starts
- Return surviving Units to Imperial ♦

Defending the HRE (p. 44)

External Realm's DoW on Imp. Subject

- PR Emperor receives *Defensive CtA* if
 - ♦ ≥ 1, and
 - They are at Peace with the Subject
- If the Emperor accepts
 - Apply "Accepting a CtA" procedure
 - Activate *Defending the HRE*
- If the Emperor refuses
 - Lose 1♦ (no normal penalties)
- Bot Emperor accepts, unless (p. 6)
 - At War with an Opponent

External Realm's DoW on the Emperor

- If Emperor's Capital is in HRE
 - May activate *Defending the HRE*

Battle Sequence (p. 26-28)

- Order if multiple Battles (p. 22):
 1. Naval before Land Battles
 2. Active Player decides
- Ships vacate Trade Prot. slots (p. 28)
- 1. **Battle Preparations**
 - Emperor may use Imperial ♦ (p. 44)
 - Multiple Defenders defend together
 - If 2+ PR Def., pick **Main Defender**
 - Priority for Main Defender selection:
 1. Humans before Bots (p. 5)
 2. PR with the most Units
 3. PR who last took a Turn decides
 - Only the Main Defender may
 - Assign a General to the Battle
 - Play *Battle Actions*
 - Roll Dice
 - If one of the Defenders is a Bot (p. 6)
 - Main Defender gets +3 NPR Ships on their side in Naval Battle
 - Attacker may **Appoint Leader**
 - Def. may **App. General** if in their Realm
 - May not **App. Leader** later in the Battle
 - Max 1 Leader on each side (p. 25, 27)
 - If more than 1 Leader, then player may choose which one to use (p. 25)
 - If only **NPR/Rebel Defenders** with total of 3+ Units (p. 36, 37)
 - Draw ✎
 - Use as Defender's Leader, if any
 - Apply Military Ideas effects

2. Play Battle Actions (✎)

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

3. Roll Battle Dice

- If **Land Battle**
 - Default 3♦ Dice
 - 3♦/3♠ for Muslim PRs (p. 38)
- If **Naval Battle**
 - Default 3-4 Dice
 - 1 automatic hit per Heavy Ship
 - Additional Dice from Leaders and ✎

4. Assign Casualties

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

MILITARY ACTIONS

Declare War (1X) (p. 16)

1. Pick target Realm(s), place War tokens
2. Lose ♦
 - 2♦ per missing CB
 - 1♦ per your ♦ 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*
4. PRs gain 1X if they are
 - Target PR, or
 - Accepting *Def. CtAs* from NPRs (unless already at War with Aggressor)
5. Remove all your ♦ from target Realms
6. Resolve Naval Battles
7. Resolve Land Battles
8. If no Battles, may **Activate or Recruit Units** (no X cost)

NOTE: If Bot is Attacker or Main Def., then Batt. Seq. has differ. not covered here (p. 5-6)

5A. Wounded Generals/Admirals

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

5B. Captured Enemy Ships

- Only if you have
 - Ships remaining, and
 - Eliminated all Enemy Ships
- Capture 1 Enemy Casualty per your ♦
 - 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** if outnum., 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
- Victorious Active PR gains 1X (max 1 per Turn)

Restrictions on DoW (p. 22)

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

g. During an Interregnum

Exceptions:

- If you have 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

Casus Belli (p. 22)

Conquest (Claim) – Have in Area where target Owns Provinces

Call to Arms – Receive a *CtA*

General CB – Have CB token target

Event – Event that lets you Declare War

- Also negates penalty for DoW on

Disputed Succession – Any on target

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

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

Holy War (Crusade)

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

Imperial Liberation – You are the Emperor and the non-HRE target Controls Provinces or has Vassals in HRE

DoW on Bot or their Ally (p. 4)

3. Calls to Arms

- Bot refuses *Offensive CtAs*
- Bot accepts *Defensive CtAs*, unless
 - At War with an Opponent
- Bot Emp. activ. *Def. the HRE* if they can
- Bot sends *Def. CtAs* to Adj. to Aggres.
 - They gain 2 for each such Ally
 - Flip those to

4. Gaining and Recruiting

- Targeted Bots and Bots joining the War by accepting a *CtA* from NPR, gain 1
- If then the Bot has < 5/5/6/7 , it gains until it reaches 5/5/6/7
- If Bot has any Available , they spend 1 to recruit 7/9/9/11 Units, and check MAC if Army is on the map

Call to Arms (minor Action) (p. 13)

- Only
 - With your own DoW, or
 - – If DoW on you or your NPR
- If receiving a *CtA* from your NPR Ally, you may call other NPR Allies
- Calling a PR has no cost
- To call an NPR, remove from its Areas
 - If *Offensive CtA*, 2
 - If *Defensive CtA*, 1

- Only def. may call PR Allied to both sides
- NPR Allies can only be called if they are
 - At Peace, and
 - Adjacent to you or your new Enemy
- For each NPR Ally called to arms
 - Flip the to
 - Add Allied Units to Available equal to $\frac{1}{2}$ of Tax Value of the Ally + its Vassals (max 5)
 - Gain 1 if Ally is Adj. to a new Enemy

Receiving a CtA (p. 32-33)

- *Defensive CtA* can always be accepted
- *Offensive CtA* must be refused in case of DoW restrictions

Accepting a CtA

- If *Offensive CtA*, place War tokens on your Ally's Enemies
- If *Defensive CtA*
 - Enemy places War tokens on you
 - If from NPR, you may
 - Make them Active Ally or not
 - Send *Def. CtA* to other NPR Allies
 - If you are Allied to a PR on opposing side, this Alliance ends

Refusing a CtA

- Remove
- 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
 - Rem. 5 from former ’s Areas
 - If your former Ally is a PR, they may place a CB on your Capital
- Place Truce tokens, unless former Ally is PR who chose to place a CB

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
- NPRs defend at normal strength even if not enough tokens in Supply
- If **multiple Battles**, priorities:
 1. Capital Area and Adj. Sea Zones
 2. Largest Enemy force
 3. First Battle
- NPR Provinces on **Distant Continents**
 - Double MC/NC for defense
 - Except from Areas with
 - Some Ports are Inactive (grayed out) until they have a , or

Recruit Units (1 + X

- May recruit as many as you can afford
- **Artillery** Units require "Cannons" Idea

Regular Units (up to your MC)

- In your Areas
- In your Vassal's Areas

Allied Units

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

Mercenary Units (MC irrelevant)

- In your Areas
- In your Vassal's Areas
- Max 3 per Turn

Ships

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

Costs

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

Suppress Unrest (1 per

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

Armies/Fleets (p. 24)

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

War Capacities (p. 22-23)

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

Military Capacity (MC)

- MC in Area = Tax Value of Own + in this Area and Adjacent to this Area

Blocking MC

- Occupied Provinces
- MC from Adjacent Area blocked by Hostile Units in that Area
- MC from Provinces only Adj. by Sea blocked by Hostile Sea Zones

Naval Capacity (NC)

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

Blocking NC

- Occupied Ports

Activate Units (p. 16)

- Do Land Activation or Naval Activ.

Land Activation (1X) (p. 16)

- Do Land Movement or Siege

Land Movement

- Move an Army or a Unit up to 2 spaces
 - 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)
 - Friendly Areas
 - Areas with an Enemy Province
 - Vacant Terr. with your or Enemy
- Crossing a **Mountain Border** to a Hostile or Neutral Area (p. 25)
 - Action cost pays for first 3 Units
 - Pay additional 1X per 3 Units
- Check **Military Access** (p. 25) —
- **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

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: = 1, = 1/2, = 2 (p. 24)
 - First Unit is included in Action cost
 - Pay 1X per additional Sieging Unit
3. Siege total Tax Val. ≤ Siege Strength
 - To Siege an Island Province (blue Port), you need 1+ Ship in a Sea Zone it faces
4. Resolve effects of "Defensive Mentality"
5. When successfully Sieging

Rebel Occupied Province

- Remove
- Remove X

NPR Province

- Add Occupied token
- Add your (with X)

Hostile PR's /

- Add your (with X) on top of it
- That player must cover a slot on their Town/Vassal track with a

Enemy Occupied Province

whose Lawful Owner is Friendly or Neutral

- Remove Occupier's

Rebel/Enemy Occupied Province

whose Lawful Owner is your Enemy

- Replace Occupier's / with your (with X)

Naval Bridge (p. 26)

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

Military Access (p. 25)

- In Areas with 1+ Province whose *de jure* or *de facto* owner is **Friendly** or **Enemy**
 - Always available
- In **Neutral** Areas
 - Not available in Areas with your
 - You must be at War
 - Remove 1 from the Area or pay 3@
 - If all Prov. in Area are Owned by PRs, you need permission from one of those PRs
- In **HRE** while *Def. HRE* is active (p. 44)
 - Free for
 - Emperor
 - Anyone at War with Emperor

6. Ships move out of successfully Sieged Ports and may trigger a Battle

7. Players regaining Control of Provinces remove from Town/Vassal track

Naval Activation (1X) (p. 16)

- Do Naval Movement or Undock

Naval Movement

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

Ships in Port (p. 26)

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

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 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 U
 - 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 O 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 3U 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 O in Capital Area, and
 - Change State Religion to match the Religion of Capital Area

PAPAL CURIA (p. 45-46)

- # of Regular U 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 U
- Papal Controller
 - PR with most U (left-most breaks ties)
 - Bonuses
 - +1U 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 U, 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 (¶) (p. 43)

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

Imperial Influence (p. 44)

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

HRE Lands (p. 44)

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

PR as Imperial Subject (p. 44)

- May leave HRE only by Mission or Event

Leaving and Rejoining HRE (p. 45)

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

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

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

NPR Emperor (p. 45)

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

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

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

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

BOT RULES

CHOICE PROC. (p. 3)

At War?

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

Realm Selection

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

Province, Area, Sea Zone Selection

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

Opponent Selection

1. Opponent at War with Bot (if applicable)
2. Roll a die
 - 1-3: Highest **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)