

# EU:TPOP REFERENCE SHEET

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

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

The pages are meant to be joined to form two 3×A4-size foldable sheets so that one of them would contain Sequence of Play and Other Rules on opposite sides, and the other one would have all the Actions (see image on the right). To achieve this using a regular office printer, print (2-sided) one of the "trifold" files listed below, and join the pages in groups of three as shown in the image. If you do not want to bind them in such manner, then use one of the "single pages" files instead.



## AVAILABLE FILES

Latest version of PDFs and L<sup>A</sup>T<sub>E</sub>X sources can be found at <https://github.com/raunc/eutpop-ref-sheet>.

### PDF files

**eutpop\_ref\_sheet.pdf** (this file) – All pages joined in groups of 3

**eutpop\_ref\_sheet\_single\_pages.pdf** – Single pages in logical order

**eutpop\_ref\_sheet\_single\_pages\_bw.pdf** – Single pages in logical order, no colored background and text

**eutpop\_ref\_sheet\_trifold.pdf** – Single pages reordered for binding as a trifold (see image and description above)

**eutpop\_ref\_sheet\_trifold\_bw.pdf** – Single pages reordered for binding as a trifold (see image and description above), no colored background and text

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

## FORMATTING

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

## NOTE ABOUT RULEBOOK VERSIONING

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

## 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  $\clubsuit/\spadesuit$ , 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  $\times$  to 2 Enemy  $\clubsuit/\spadesuit$  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  $\clubsuit$

### 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

## 1. DRAW CARDS

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

### A. Reveal Events

- Lose  $\clubsuit$  if not at war with the CB target

### B. NPR Invasions (advanced rules)

- NPRs at War might invade PRs
  - If 6 PRs, reveal 4 Events

### B. Draw Action Cards

- Draw 3 cards (may draw one by one)

### C. Pay for Action Cards

- Resolve by Area: 1. most  $\clubsuit$ ; 2. A→Z

### D. Pick/Replace Missions

- Mission can be picked if 1+ prerequisite
  - Contains Hostile  $\clubsuit/\spadesuit$ , and
  - If Adj. by Sea only, a connecting Sea Zone contains no Hostile Ships, and
  - It contains no non-Hostile PR Units

## 2. ACTIONS

- On each Turn, must take 1 Action, and
  - NPR's Capital Area
  - Area with the most NPR's Core Prov.
  - Area Adjacent by Land
  - Random
- May take Minor Actions on same Turn
- First 2/3/4 PRs to Pass gain  $\clubsuit$
- If no more PRs eligible to gain  $\clubsuit$ , **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

- Allowed only if **Event** taken
- May take Minor Actions on same Turn
- First 2/3/4 PRs to Pass gain  $\clubsuit$
- If no more PRs eligible to gain  $\clubsuit$ , **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
- Victor places  $\clubsuit$  on all Loser's *de jure* Prov., except Prov. Occupied by other PRs
- Any gained  $\clubsuit$  may displace other  $\clubsuit$  if the Area is full
- In **Areas with  $\times$** 
  - If an Area with  $\times$  is Adj. by Land and  $\clubsuit$  will not be outrun, there by PRs
    - Move all but 1  $\clubsuit$ . Priority:
      - most  $\times$
      - most PR  $\clubsuit$
      - A→Z
    - Resolve Battle immediately
    - Otherwise remove 1  $\clubsuit$
- Victor places  $\clubsuit$  on all Loser's *de jure* Prov., except Prov. Occupied by other PRs
- Any gained  $\clubsuit$  may displace other  $\clubsuit$  if the Area is full
- In **Areas with no  $\times$** 
  - If an Area with  $\times$  is Adj. by Land and  $\clubsuit$  will not be outrun, there by PRs
    - Move all but 1  $\clubsuit$ . Priority:
      - most  $\times$
      - most PR  $\clubsuit$
      - A→Z
    - Resolve Battle immediately
    - Otherwise remove 1  $\clubsuit$

### 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)

### 3. Partial Victory or Inconclusive

- May decide not to resolve
- If Enemy **Surrenders**
  - Gain  $\clubsuit$ , Enemy loses  $\clubsuit$
  - May enforce Peace as if Part. Victory
  - War must end this Round
- Optional Rule 3: No Surrender**
  - Partial Victory requirements**
    - If Enemy is a PR, your Deployed Land Units must outnumber Enemy 2:1
    - If Enemy is NPR or Bot, your Deployed Land Units must outnumber  $\clubsuit$  in your Areas plus Enemy Depl. Land Units
    - Units on Dist. Continents where the

### 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  $\clubsuit$  back to  $\clubsuit$
- PRs at Peace remove Allied Units
- If a Bot is now at Peace (p. 2-3)
  - Remove Bot's Army, unless Bot's  $\clubsuit$  in the Area have  $\times$  or  $\clubsuit$
- Replace Fully Annexed Bots (p. 3, 6)

## 3. PEACE & REBELS

### A. Remove Casus Belli & Truces

- Lose  $\clubsuit$  if not at war with the CB target

### B. NPR Invasions (advanced rules)

- NPRs at War might invade PRs
  - If 6 PRs, reveal 4 Events

### B. Draw Action Cards

- Draw 3 cards (may draw one by one)

### C. Pay for Action Cards

- Resolve by Area: 1. most  $\clubsuit$ ; 2. A→Z

### D. Pick/Replace Missions

- Mission can be picked if 1+ prerequisite
  - Contains Hostile  $\clubsuit/\spadesuit$ , and
  - If Adj. by Sea only, a connecting Sea Zone contains no Hostile Ships, and
  - It contains no non-Hostile PR Units

## 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

### 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@ ransom to the Occupier

- By default both sides keep all non-Capital Provinces that they Occupy

- Victor, instead of keeping them, may
  - Only apply for Realms for which the Victor satisfies all requirements
  - Exchange them for Prov. of equal Tax Val. that the Loser Occupies

- Return them for 3@ per Tax Value

- Liberate them, except Loser's Core Prov. and their Active Ally's Prov.

- Score  $\clubsuit$  per Tax Value Liberated

- 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

- May agree who is Vict./Loser (if anyone)

- All Occup. Provinces must be returned

- Victor scores  $\clubsuit$  = 2× Tax Value of Provinces returned to Loser (max 10)

- If agreeing on Keep Current Board State
  - Both sides may exchange Occupied Provinces for  $\clubsuit$

- Loser loses the same amount of  $\clubsuit$

### 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)

### Full Annexation

#### Requirements

- Total Victory to Enforce

- Loser must be an NPR or Bot

- With Active Allies only possible when

- Loser becomes a Vassal of the Victor

## G. Religious Dissent

- In Areas following a different Religion from your State Religion
  - In each Area containing your  $\clubsuit$ 
    - Add 1 $\times$  to any  $\clubsuit$  of yours
  - In 1 Area containing your  $\clubsuit$ 
    - Add 1 $\times$  to any  $\clubsuit$  of yours, or
- Lose 1 $\clubsuit$  = Tax Val. of Occup.  $\clubsuit$  (max 5)

### I. Roll Rebel Dice

- In Turn order, each PR rolls Rebel Dice

### J. Gain/Remove Unrest

- If at War, add 2  $\times$  to your  $\clubsuit$ 
  - 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
- If  $\leq -2\clubsuit$ , add 1  $\times$  to your  $\clubsuit$ 
  - Bots with Adm. Ideas remove 1-2 $\times$  (p. 3)

## 4. INCOME AND UPKEEP

- May **Take Loans** during this phase

### A. Cut costs

- May (must if needed to avoid Bankrupt.):
  - 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.  $\clubsuit$
    - 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)

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# ACTIONS

## GENERIC ACTIONS

### Event (p. 12)

- Must be taken exactly once per Round
- 1. Select a face-up Event, collect  $\oplus$  on the card and move Round Status marker
- 2. Add 2  $\oplus$  to remaining face-up Events
- 3. Resolve effects
- 4. Resolve secondary effects, left to right
- 5. Replace Ruler (opt. if other PR's Turn)
- 6. If everyone has taken an **Event** and unpicked Event remains
  - Auto-resolve secondary effects
  - Ruler may be appointed for 2 $\spadesuit$
- 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 $\clubsuit$
- Place  $\clubsuit$  tokens on both Capitals
- Both may draw an Action card of a type chosen by Active Player

#### Alliance

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

#### Monetary Support

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

#### Buy/sell Provinces

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

#### Optional Rule 1: Secret Negotiations

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

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

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

### General Event guidelines (p. 40)

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

### Standard Event effects (p. 40)

#### Gain/place Influence

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

#### Gain Alliance

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

#### Gain Royal Marriage

- Target must be eligible
- If out of  $\clubsuit$ , may remove one (except  $\clubsuit$ )

#### Gain $\clubsuit$

- May have only 1 per Area

#### Gain/place $\clubsuit$ or $\clubsuit$

- Target Prov. may not have Opp.'s  $\clubsuit/\clubsuit$

#### Gain Merchant

- Only if you have 2 merchants

### Change State Religion (p. 13)

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

#### Convert between Catholic and Protestant

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

#### Explore (1 $\clubsuit$ + 1 $\clubsuit$ ) (p. 12)

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

### Gain Military Unit

- Must take Reg. Units from Available  $\clubsuit$
- May not trigger a Battle
- Pick only one of A/B options (p. 12)
- When cannot meet req. or pay for one of A/B options, must pick the other one
- When cannot pay for either of A/B options, choose either one of them

### Gain Action

- Must be taken immediately

### Develop a Small $\clubsuit$ into a Large $\clubsuit$

- $\clubsuit$  must be Owned by you

### Research Idea

- Score  $\clubsuit$  as normal (Active PR first)
- If the Idea is not on display
  - Replace unpicked non-Basic Idea of the same type
- PR that "gains/loses" makes the choice
- NPRs say "yes", when offered Alliance or when they "may" do something
- Word "you" refers to Active player or player making A/B choice

### Placing DNPR tokens

- Use the token with C as Capital (underlined in Event text)
- If target Province has  $\clubsuit/\clubsuit$ , then  $\clubsuit$  goes underneath

### Gain/place Influence

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

### Gain Alliance

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

### Terminate/remove Alliance

- If  $\clubsuit$ 
  - 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
- If out of  $\clubsuit$ , may remove one (except  $\clubsuit$ )

### Area Leaves HRE

- Loss of  $\clubsuit$  is accounted for in the text

### Wars triggered by Events

- If not **Declare War** Action, do steps 3-7

### Gain Merchant

- Only if you have 2 merchants

### Distant Trade (p. 35)

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

### Explore (1 $\clubsuit$ + 1 $\clubsuit$ ) (p. 12)

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

## MINOR ACTIONS

### Embrace the Counter-Reformation

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

### Appoint Advisor/Leader (p. 13)

- Advisor** – Pay the  $\oplus$  cost
- Admiral** – Pay the  $\times$  cost
- General** – Pay the  $\times$  cost (reassign for free)
- $\clubsuit$  – When attacked in your Realm
- May assign/remove Ruler for free (p. 25)

3. If first  $\blacksquare$  on a Dist. Cont., add Tr. Cards

### Secondary Event Effects (p. 41)

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

### Native Uprising (p. 41)

- Each player
  - Loses 1 $\clubsuit$
  - Gains  $\clubsuit$  in 1 Distant  $\clubsuit$
- You may ignore one of the effects (even the only one affecting you)

### DNPR Expansion (p. 41)

- Pick a DNPR per matching color (not  $\clubsuit$ )

### Disloyal Vassals (p. 41)

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

### Pirates (p. 41)

- Place a Pirate into maritime Trade Node
  - Trade Node must have 1+ Merchant, if possible
- If DNPR has a Port facing any Main Map Sea Zone without \*/ $\oplus$ , and it is Age II or later
  - May place the  $\clubsuit$  on vacant Territory

### Auto-resolution:

- Node with most Merchants. Tie breakers: 1. Exp. Node; 2. random

### Cardinal Dies (p. 41)

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

### Character Mortality (p. 41)

- All DNPRs with matching colors target an Adjacent NPR
- Area selection priority: same as  $\clubsuit$

### Unrest/Rebellion (p. 41)

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

### Convert between Catholic and Protestant

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

### Change National Focus (p. 13)

- Only once per Round
- Do one or both in order:
  1. Move 0-1 $\oplus$  from 2 pools to 3rd pool
  2. Choose  $\leq 3$  cards to discard from hand (discard after this Action)

### Cut ties (p. 14)

- Remove any number of your  $\clubsuit$  or  $\blacksquare$
- May pay 1 $\clubsuit$  and 2 $\oplus$  to instead pick 1 of the cards from the top 5 discards of type matching paid  $\oplus$

### Ruler – Free

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

### Take/Ripay Loan (p. 14)

- Take – Gain 5 $\oplus$ , gain 1 $\clubsuit$
- Allowed only if  $<5\clubsuit$
- $\clubsuit$  – When must cover a cost

## Restrictions on DoW (p. 22)

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

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

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

## Defending the HRE (p. 44)

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

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

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

## MILITARY ACTIONS

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

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

### Casus Belli (p. 22)

- Conquest (Claim)** – Have  $\clubsuit$  (or  $\clubsuit$  (p. 21)) in Area where target Lawfully Owns or Controls any Provinces
- Call to Arms** – Receive a *CtA*
- General CB** – Have CB token on target
- Event** – Event that lets you Declare War
  - Also negates penalty for DoW on  $\clubsuit$
- Disputed Succession** – Any  $\clubsuit$  on target
  - Also against PRs at War with the target
  - Also negates penalty for DoW on  $\clubsuit$
- Excommunication** – You are Catholic and the target is *Excommunicated*
- Holy War (Crusade)**
- If you have "Deus Vult" Idea and target
    - Is Adjacent to you, and
    - Has diff. State Religion (except other Christians), incl. any Distant Realms
  - Bots gain 1 $\clubsuit$  instead (p. 4)
    - If then the Bot has < 5/5/6/7  $\clubsuit$ , it gains  $\clubsuit$  until it reaches 5/5/6/7
    - If Bot has any Available  $\clubsuit$ , they spend 1 $\clubsuit$  to recruit 7/9/9/11 Units, and check MAC if Army is on map

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

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

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

8. If no Battle is triggered, may **Activate Units** or **Recruit Units** (no  $\times$  cost)

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

- Flip the  $\clubsuit$  to  $\clubsuit$
- Human PR
  - Gains Allied Units to Available  $\clubsuit$  equal to  $\frac{1}{2}$  of Tax Value of the NPR (including Vassals (p. 13)) (max 5)
  - Gains 1 $\times$  if Ally is Adj. to new Enemy
  - Bot gains 2 $\clubsuit$  (p. 4)
- Call Allies to join your War (Minor Act.)
- Only during
  - Your own DoW, or
    - $\clubsuit$  – DoW on you or your NPR Ally
  - Calling a PR Ally has no cost
- Only def. may call PR Allied to both sides
- To call an NPR, remove  $\clubsuit$  from its Areas
  - Offens. CtA – 2 $\clubsuit$ , Defen. CtA – 1 $\clubsuit$
  - If Dist. NPR, use  $\clubsuit$  instead (p. 32)
- NPR Allies can only be called if they are
  - At Peace, and
  - Adjacent to you or your new Enemy
- Activate called NPR Allies

### 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 *Offensive CtA*, place War tokens on your Ally's Enemies
  - If from NPR, you may
    - Make them Active Ally or not
    - Send *Def. CtA* to other NPR Allies
- If *Defensive CtA*, and you have not Passed, and you are not already at War
  - Lose  $\clubsuit$
  - Rem. 5 $\clubsuit$  from former  $\clubsuit$ 's Areas
  - If your former Ally is a PR, they may place a CB on your Capital
  - Place Truce tokens, unless former Ally is PR who chose to place a CB
- They must move with the Army

## Military Access (p. 25)

- In Areas with 1+ Province whose *de jure* or *de facto* owner is **Friendly** or **Enemy**
  - From its Area (**Land Activ.**, or
  - Always available
- In **Neutral Areas**
  - Not available in Areas with your  $\clubsuit$
  - You must be at War
  - Remove 1 $\clubsuit$  from the Area or pay 3 $\clubsuit$
- In **HRE** while *Def. HRE* is active (p. 44)
  - Free for
    - Emperor
    - Anyone at War with Emperor

### Siege (p. 28)

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

- Rebel Occupied Province**
- Remove  $\clubsuit$
  - Remove  $\times$

- NPR Province**
- Add Occupied token
  - Add your  $\clubsuit$  (with  $\times$ )

- Hostile PR's  $\clubsuit/\times$**
- Stop when entering a Distant, Hostile or Neutral Area (p. 25)

- On Distant Cont.** only allowed in (p. 26)

- Friendly Areas**
- Add your  $\clubsuit$  (with  $\times$ ) on top of it

- Areas with an Enemy Province**
- That player must cover a slot on their Town/Vassal track with a  $\clubsuit$

- Vacant Terr.** with your or Enemy  $\clubsuit$
- Add your  $\clubsuit$  (with  $\times$ ) on top of it

- Enemy Occupied Province** whose Lawful Owner is Friendly or Neutral
- Remove Occupier's  $\clubsuit$

- Crossing a Mountain Border** to a Hostile or Neutral Area (p. 25)
- Action cost pays for first 3 Units
  - Pay additional 1 $\times$  per 3 Units

- Army reorganization** may be done at any point during its movement (p. 25)
- May pick up or drop off Light Ships
  - If destination Sea Zone is not Hostile
    - Light Ships may occupy vacant **Trade Protection** slots there (p. 25)

- A Battle is triggered** when destination
- Contains Enemy Ships, or
  - Faces Enemy NPR Ports (unless there already are Ships Hostile to the NPR)

- 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)

- Army reorganization** may be done at any point during its movement (p. 25)
- May pick up or drop off Regular Infantry Units
  - If destination Sea Zone is not Hostile
    - Light Ships may occupy vacant **Trade Protection** slots there (p. 25)

- Players regaining Control of Provinces** remove  $\clubsuit$  from Town/Vassal track

### Naval Bridge (p. 26)

- Across any number of Sea Zones
- A Sea Zone may be crossed by up to 3 **Units per 1 Friendly  $\clubsuit$**  in that Sea Zone

- Optional rule 2: Available Mercenaries**
- Only if activating an Army for Land Movement in your Own Area

- Unit** does not count as a space
- May include Ships of PR Allies, unless
    - That Sea Zone has Enemy Ships, or

- Unit** is Adjacent to it
- Destination Sea Zone is part of it, and

- Unit** is Adjacent to it
- The Land Unit/Army is Adjacent to it

### Undock

- Move any number of your Ships from Ports to Adjacent non-Hostile Sea Zones
- May recruit up to 3 Mercenary Units (normal cost)

- Movement must end** in the Area where Units disembark

### Ships in Port (p. 26)

- Max 2 in a Small Port
- Max 4 in a Large Port
- Max 6 in a Large Port in a single Fleet

- Heavy Ships** are repaired at Turn/Round end

- If ending  $\clubsuit$  makes a Port not Friendly**
- Ships must move to Adjacent non-Hostile Sea Zone

- If can't move, must be disbanded**

## War Capacities (p. 22-23)

- A Province may contribute to MC/NC once per Turn (but for both)
  - From its Area (**Land Activ.**, or
  - Always available
- In **Neutral Areas**
  - Not available in Areas with your  $\clubsuit$
  - You must be at War
  - Remove 1 $\clubsuit$  from the Area or pay 3 $\clubsuit$
- In **HRE** while *Def. HRE* is active (p. 44)
  - Free for
    - Emperor
    - Anyone at War with Emperor

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

- Occupied Provinces**
- Occupied Provinces

- MC in Area** = Tax Value of Own  $\clubsuit$  +  $\clubsuit$  in this Area and Adjacent to this Area

- Blocking MC**
- Occupied Provinces

- MC from Adjacent Area** blocked by Hostile Units in that Area

- MC from Provinces only Adj. by Sea** blocked by Hostile Sea Zones

- Blocking NC**
- Occupied Ports

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

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

### Naval Movement

- Select 1 Sea Zone or Friendly Port as destination
- Move any number of Ships within range to the destination (Ports have limits)
  - Ship/Fleet may move up to 2 spaces
  - May not pass through Hostile or Distant Sea Zones (p. 25)
- Artillery Units require "Cannons" Idea

### Regular Units

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

### Allied Units

- In your Areas (up to your MC)

### Mercenary Units (Max 3 per Turn)

- In your or  $\clubsuit$  Areas (MC irrelevant)

### Ships

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

### Costs

	Regular	Merc.	Allied
Infantry	2 $\clubsuit$	4 $\clubsuit$	free

# 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/ $\text{X}/\text{P}$
  - Non-Hostile Areas with Friendly Prov.

- Hostile:
  - Armies/Units/Prov. Controlled by  $\text{H}$  or Realms at War with you
  - Areas with Hostile Units/Prov.
  - Sea Zones with Hostile Ships
  - Sea Zones facing Hostile NPR Ports and with no Ships Hostile to them
- Neutral: neither Friendly nor Hostile
- Opponent: player other than you
- Player: human or Bot
- You: the Active Player

- Occupied Province: has Occ. token or  $2 \text{O}/\text{C}/\text{P}$  (Controller on top, Lawful Owner beneath)
- Own Province: has its Realm's flag/ $\text{O}/\text{O}$  and is non-Occupied
- Realm: made of Own Prov. and Areas with such Prov.
  - (N)PR: (Non-)Player Realm
  - Distant R.: with Dist. Capital

- Realm's Core Prov.: has its flag/ $\text{O}$  on Prov. or  $\text{O}$  in Area ( $\text{O}/\text{O}$  supercede flags)
- Colonial  $\text{U}$ :  $\text{U}$  on vacant Territory (p. 12)
- Token Limits (p.2)
  - Generally limited. If nothing in supply, take from anywhere. Exceptions below
  - May not be moved
    - Towns ( $\text{O}$ ). If out of (p. 21)
      - Large  $\text{O}$ , use 2 Small  $\text{O}$  instead
      - Small  $\text{O}$ , use a  $\text{P}$  instead
    - Vassal tokens ( $\text{P}$ )
      - Alliances ( $\text{X}/\text{P}$ ), Marriages ( $\text{X}/\text{X}$ )
        - Crusade/Excommunicated token
        - Mercenary and Allied Units
        - Religion tokens in State Religion slot
        - Ill health tokens ( $\text{V}$ ) on Characters
        - "Unlimited" tokens

- DIP. RELATIONS (p. 32-33)
- Influence ( $\text{P}$ ) (p. 32)
  - Area may contain max 5  $\text{P}$ .
  - $\text{P}$  may not be placed in Areas where all Provinces are owned by PRs
  - No  $\text{P}$  may be placed in Distant Areas

- Marriages ( $\text{P}$ ) (p. 32)
  - Max 3  $\text{P}$  ("Cabinet" Idea allows 1 more)
  - $\text{P}$  counts as  $\text{P}$ , but cannot be removed and is excluded from Area's 5  $\text{P}$  limit

### Cubes ( $\text{B}$ )

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

### Rounding

- Round up unless stated otherwise

## GOVERNING PR (p. 19-21)

### Monarch Power ( $\text{M}$ ) (p. 19)

- No more than 10  $\text{M}$  of any type

### Characters (p. 19)

- Max 1 Ruler
- Max 1 General/Admiral per Army/Fleet
- Max 1 Advisor per  $\text{P}$  type

### Stability ( $\text{S}$ ) (p. 20)

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

### Bankruptcy (p. 21)

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

### Core Provinces ( $\text{O}$ ) (p. 21)

- To place a  $\text{O}$ , a player needs to Own all Provinces in the Area

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

- Placing  $\text{O}$  displaces any  $\text{O}/\text{P}$  in the Area
  - $\text{O}$  counts as  $\text{U}$

### 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  $\text{P}$  was removed, Vassals become independent

### +1 $\text{P}$ tokens (p. 36)

- Provide +1 MC
- Count as +1 Tax Value for the purposes of
  - Resolving Peace
  - Contribution of Allied Units
  - Subjugation
  - Do not affect Sieges
  - Removed if Prov. is Annex. or Vassalized and is excluded from Area's 5  $\text{P}$  limit

### DNPRs ( $\text{O}$ ) (p. 35)

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

### REBELS ( $\text{P}$ ) (p. 37)

#### Rebel Dice

- Roll Area by Area
- Roll 1 die per  $\text{X}$  you have in a given Area

#### Rebellion

- If you have Military Units in the Area
  - Add  $\text{P}$  per  $\text{O}$  result
  - Any Battle is triggered after all Rebel Dice rolls have been resolved

#### Otherwise

- Assign each  $\text{O}$  to one of your  $\text{X}$

#### Core Province gets Occupied

- Occ. or non-Core Prov. gets Liber.

#### $\text{O}$ : Lose 1 $\text{O}$ . If unable to, then pay 2 $\text{D}$

#### $\text{O}$ : Exhaust 1 $\text{P}$ . If unable to, pay 2 $\text{D}$

#### $\text{O}$ : Lose 2 $\text{D}$

#### \*: Remove 1 $\text{X}$

#### Bot rolls (p. 4)

- Roll for all Areas at once (max 5 dice)

#### $\text{O}$ $\text{O}$ $\text{O}$ : Lose 1 $\text{O}$

- Lose max 1  $\text{O}$ , even if more rolled

#### \*: Remove 1 $\text{X}$

#### $\text{O}$ : Rebellion

- If possible, apply in Area with Bot's Army
- If Prov. gets Liber., place  $\text{U}$  in the Area

#### When Annexing

- Replace  $\text{P}$  with  $\text{O}$ , remove any  $\text{P}$

#### >Papal Stat. and Emp. cannot be Vassalized

#### Vassals in Wars

- $\text{U}$  on Vassal counts as  $\text{U}$  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  $\text{P}$  was removed, Vassals become independent

#### +1 $\text{P}$ tokens (p. 36)

- Provide +1 MC
- Count as +1 Tax Value for the purposes of
  - Resolving Peace
  - Contribution of Allied Units
  - Subjugation
  - Do not affect Sieges
  - Removed if Prov. is Annex. or Vassalized and is excluded from Area's 5  $\text{P}$  limit

### Optional rule 5: Religious Rebels

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

### REBELS ( $\text{P}$ ) (p. 37)

#### Rebel Dice

- Roll Area by Area

#### Rebellion

#### Otherwise

#### Core Province gets Occupied

#### $\text{O}$ : Lose 1 $\text{O}$ . If unable to, then pay 2 $\text{D}$

#### $\text{O}$ : Exhaust 1 $\text{P}$ . If unable to, pay 2 $\text{D}$

#### $\text{O}$ : Lose 2 $\text{D}$

#### \*: Remove 1 $\text{X}$

#### Bot rolls (p. 4)

- Roll for all Areas at once (max 5 dice)

#### $\text{O}$ $\text{O}$ $\text{O}$ : Lose 1 $\text{O}$

- Lose max 1  $\text{O}$ , even if more rolled

#### \*: Remove 1 $\text{X}$

#### $\text{O}$ : Rebellion

#### Have access to Papal Curia

#### May Change State Religion

#### Protestantism

#### Conv. Area and Developm. cost -1 $\text{P}$

#### Orthodoxy

#### Discount of 1 $\text{P}$ when Increasing Stab.

#### Islam

#### May replace default 3 $\text{P}$ Dice with 3 $\text{P}$

#### Diverse Faiths

#### Means no dominant faith in the Area

#### Cannot be State Religion

#### Elector Area

#### Marked with $\text{P}$ 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 $\text{O}$ )

#### \*: Lose 1 $\text{P}$

#### 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 $\text{O}$

#### Only Catholic PRs may have Cardinals

#### Roma Cardinal belongs to PR who Owns or has Vassalized it

#### Is Allied to the >Papal States, or

#### Controls Roma

#### This supersedes the Alliance

#### PR may not have other $\text{O}$

#### If Territory, replace $\text{O}$ with a $\text{O}$

#### (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 $\text{U}$ if their Province gets Liberated by Rebels (p. 4)