

EU:TOP REFERENCE SHEET

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

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

The pages are meant to be joined to form two 3×A4-size foldable sheets so that one of them would contain Sequence of Play and Other Rules on opposite sides, and the other one would have all the Actions. There is another file where this info page is omitted and other pages appropriately ordered for a 2-sided print using a regular office printer.

AVAILABLE FILES

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

PDF files

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

eutpop_ref_sheet_print_1_sided.pdf – Single pages in logical order.

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

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

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

FORMATTING

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

SEQUENCE (p. 8-11)

1. DRAW CARDS

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

A. Reveal 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

Passing

- Allowed only if **Event** taken
- May take Minor Actions on same Turn
- First 2-4 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
 - PRs who still have not taken **Event**, get one more Turn to take **Event**
 - If PR has taken their final Turn, they are considered to have Passed

3. PEACE & REBELS

A. Remove Casus Belli & Truces

- Lose Ⓛ 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 (p. 2)
- Resolve the one invading with most Units (tie breaker: A→Z)
- Place Bot Army in Area, resolve Battle

C. Rebels Siege & Move

- Resolve by Area: 1. most Ⓛ; 2. A→Z
- In Areas with Ⓛ, 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 Ⓛ

- 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 Ⓛ

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 ½ of Tax Value currently Controlled by the NPR (including Vassals)
- Resolve Battle immediately (if any)
- Leave the NPR Units on board as Ⓛ

Peace Resolution Sequence (p. 29)

- While **Def. the HRE** is active (p. 44)
 - Surrendering is not allowed
- 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. Imperial Subjects as for Active Allies
- Peace is resolved with 1 Enemy at a time, except Active Allies
- Treat Vassals as part of their Overlord
- In each step, resolve Peace in Turn order

1. Automatic White Peace

- Requirements**
 - Neither side Occupies any Enemy Prov. (incl. Vassals and Active Allies)
- Optional Rule 3: No Surrender**
 - Surrendering is not allowed

2. Total Victory

- Must be resolved
- Treat Active Allies separately
- If Peace is made with an Active Ally, the Allied PR must remove (p. 30)
 - Ⓛ with that NPR, and
 - Allied Units = ½ of pre-War Tax Income of the NPR

Requirements

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

3. Partial Victory or Inconclusive

- May decide not to resolve
- If Enemy **Surrenders** (p. 30)
 - Gain Ⓛ, Enemy loses Ⓛ
 - May enforce Peace as if Part. Victory
- War must end this Round

D. Peace Resolutions

E. Prestige Penalties

- Flip all Ⓛ back to Ⓛ
- Lose Ⓛ on your Realm
- G. Religious Dissent**
 - Areas with Ⓛ: add Ⓛ to 1 Ⓛ in each Area
 - If it is an NPR, you have the most Ⓛ (min 2) in that Realm
 - Lose Ⓛ = Tax Val. of Occup. Ⓛ (max 5)

Peace Terms (p. 30-31)

- One Peace term per War/Enemy
- Any gained Ⓛ may displace other Ⓛ if the Area is full
- White Peace**
 - Requirements**
 - Total Victory to Enforce
 - All Occupied Provinces must be returned to their Lawful Owners
 - All involved PRs lose Ⓛ

Keep Current Board State

- Requirements**
 - Partial or Total Victory to Enforce
- Occupied Capitals must be returned
 - 10@ ransom to the Occupier
- By default both sides keep all non-Capital Provinces that they Occupy
- Victor, instead of keeping them, may
 - Exchange them for Prov. of equal Tax Val. that the Loser Occupies
 - Return them for 3@ per Tax Value
 - Liberate them, except Loser's Core Prov. and their Active Ally's Prov.
 - Score Ⓛ per Tax Value Liberated
 - May gain Ⓛ with 1 Liber. NPR
 - Place 2 Ⓛ in that NPR's Areas
- Loser must change State Religion and Rel. of Capit. Area to State Rel. of Victor
- All Occupied Provinces must be returned
- Victor gains Ⓛ
- Victor may add 2 Ⓛ in Loser's Cap. Area
- Loser loses Ⓛ
- Loser must remove 4 Ⓛ

Humiliation

- Requirements**
 - Partial or Total Victory to Enforce
- Victor must Occupy Loser's Capital or Loser must have Surrendered
- Loser may not be an NPR

4. Aftermath

- PRs now at Peace must move Units to the nearest Friendly Area (counting each Area or Sea Zone as 1 space)
 - If equally close, then PR may choose
 - This movement has no cost
- Players at Peace flip their Ⓛ back to Ⓛ
- Players 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 Ⓛ
- Loser becomes a Vassal of the Victor

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 Ⓛ/⌚

H. Gain/Remove Unrest

- If at War, add 2 Ⓛ to your Ⓛ
- If ≤ -2 Ⓛ, add 1 Ⓛ to your Ⓛ
- If ≥ +2 Ⓛ, remove 1 Ⓛ from your Ⓛ (p. 3)

I. Roll Rebel Dice

- Each human PR rolls Area by Area, for all their Ⓛ in given a Area (p. 37)
- Bots roll for all Areas at once (max 5 dice) (p. 4)

Victory or Defeat (p. 29)

- Victor is PR who achieved Total or Partial Victory or whose Enemy Surrendered
- There is no Victor or Loser when Bots with Adm. Ideas remove 1-2 Ⓛ (p. 3)

Emp. vs ext. Aggressor (p. 44-45)

- If Emperor wins
 - Gain 1 Ⓛ, if no HRE Prov. ceded
- If Emperor loses
 - Automatic White Peace
 - Inconclusive Result (unless agreed in Negotiated Peace terms (p. 31))

Truces (p. 30)

- When Peace is made, Realms enter Truce
- Truce tokens are not placed on Act. Allies
- Remove Truce/War on Vassalized Realms

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 Ⓛ
 - Recall Ships at sea
 - Move to Ports in range via non-Hostile Sea Zones (no Ⓛ cost)

Secure Desired Succession

- Requirements**
 - Partial or Total Victory to Enforce
 - Loser Capital must have a Ⓛ
 - Victor must Occupy Loser's Capital
 - Ignore Loser's Active Ally status

Force Conversion

- Requirements**
 - Partial or Total Victory to Enforce
 - Loser Capital must have a Ⓛ
 - Victor must Occupy Loser's Capital
 - Ignore Loser's Active Ally status

Keep Current Board State

- Requirements**
 - Partial or Total Victory to Enforce
 - Loser Capital must have a Ⓛ
 - Victor must Occupy Loser's Capital
 - Ignore Loser's Active Ally status

Imperial Influence (p. 44)

- | | |
|------------------------|---|
| + Base Tax Income | |
| + Vassal Tax Income | |
| - Advisor Upkeep | Papal Controller pays 1@ less per Advisor |
| - Military Maintenance | 1@ per Regular Unit
2@ per Mercenary
½@ per Ship at sea |
| - Plague | ½@ per Tax Income from Areas with Ⓛ |
| - Interest on Loans | 1@ per Ⓛ |
| +/- Ⓛ Modifier | |
| + Emperor's Ⓛ | @ = Ⓛ |
| + Income from Ideas | |

C. Corruption

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

D. Collect Monarch Power

- Ruler's Skill + Advisor's Skill
- Bots discard all spent Ⓛ (p. 3)
- Bots gain 6/7/8/9 Ⓛ
- If a Bot has 20+ small Ⓛ, they gain +1@
- If a Bot has 8 Large Ⓛ, they gain +1@
- If +3 Ⓛ, receive +2 Ⓛ
- If -3 Ⓛ, receive -1 Ⓛ

Reshuffling Bot Deck (p. 3)

- EVENT is always reshuffled
- IDEA is always reshuffled
- The player with least Ⓛ (no ties) may replace 1 new Milestone or Idea
- Players with 1+ Ⓛ (in turn order)
 - Score Ⓛ
 - Rem. 1 Ⓛ (prefer NPR) or pay 2@
 - Bots do not remove Ⓛ (p. 3)

Crusade Scoring (p. 46)

- Catholic Realms **Committed to Crusade**
 - Score Ⓛ if target Area
 - Contains their Units, and
 - Has no Provinces Owned by Muslim Realms
 - Lose 2 otherwise
- If Emperor is NPR (p. 45) or Bot (p. 3)
 - Roll a 6-sided die
 - If 6 or ≥ current Ⓛ + 2, gain 1 Ⓛ
 - If 1 or ≤ current Ⓛ - 2, lose 1 Ⓛ
 - Papal Controller receives +1@ (or Ⓛ)
 - Emp. receives extra Ⓛ (or Ⓛ) (p. 43):
 - Ⓛ = 2 or 3: Receive +1 Ⓛ
 - Ⓛ = 4 or 5: Receive +1 Ⓛ and +1 Ⓛ
 - Ⓛ = 6 – Receive +2 Ⓛ and +1 Ⓛ
 - Additional Ⓛ from Gov. Form Ideas

Scoring Power Struggles (p. 43)

- For each Battleground Area, score Ⓛ = Ⓛ per Tax Value of Provinces Controlled (Ⓛ count as half)
- If Ⓛ = 6, Emperor scores Ⓛ
- Ⓛ for being the only PR with Ⓛ/⌚ there (only on the Main Map)
- Active Crusades
- Active Power Struggle
- Remove Crusade/Excom. and Ⓛ tokens
- Additional criteria on the card
- Discard the card

5. CLEAN-UP

A. Update and Refresh

- Allied Units in Armies → Available Ⓛ
- Update Manpower
- Refresh Exhausted Manpower
 - ½ of Exhausted Units (min 3, max 6)
- Refresh Merchants
- Add Ⓛ = # of Colonial Ⓛ (max 4)
- Discard Bot Ⓛ if no vacant Terr. (p. 3)
- Remove Ⓛ from **Changed Nat. Focus** slot

B. Board and Status Mat clean-up

- Remove Ⓛ
 - Between Bots and PRs (p. 3)
 - From DNPRs with Tax Income ≥ 10@
 - Remove all Ⓛ from Map
 - Adjust Imperial Ⓛ and redistribute
 - If Emperor is at Peace
 - Remove Imperial Ⓛ
 - Remove Tag from **Defending the HRE**
 - 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
 - Reset Round Status markers
 - Reshuffle Bot decks (p. 3)

C. Discard down to 5 Action Cards

D. End of Age Routine

ACTIONS

GENERIC ACTIONS

Event (p. 12)

- Must be taken exactly once per Round
- 1. Collect \oplus on the Card and move Round Status marker
- 2. Add 2 \oplus to remaining face-up Events
- 3. Resolve effects
- 4. Resolve symbols
- 5. Replace Ruler (opt. if other PR's Turn)
- 6. If everyone has taken an **Event** and unpicked Event remains
 - Auto-resolve symbols
 - 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 \oplus 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

Change National Focus (p. 13)

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

General Event guidelines (p. 40)

- In lists, word "or" is inclusive
- Ignore effects if conditions are not met
- 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

- Use the token with C as Capital (underlined in Event text)
- If target Province has \clubsuit/\oplus , then \clubsuit goes underneath
- If Area is full, then may replace \clubsuit

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)

Reject Ruler

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

Gain \blacksquare

- May have only 1 per Area
- Target Prov. may not have Opp.'s \clubsuit/\oplus

Develop a Small \clubsuit into a Large \clubsuit

- \clubsuit must be Owned by you
- PR that has Passed cannot Declare War

Eligible Marriage Partners (p. 32)

- Christians may Marry only other Christ.
- Muslims may Marry only other Muslims
- Revolutionary PRs may not Marry
 - Loses \clubsuit = 2 \times Tax Value
- \clubsuit cannot be sold

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

- If having "QftNW", may move 1 Light \blacksquare
 - Must move to a Distant Sea Zone
 - May not enter a Hostile Sea Zone
- Roll. May reroll for 1 \clubsuit , max 2 \times . Use the last result
 - No \clubsuit : Discover a matching Territory or an NPR Province or \clubsuit or \oplus
 - \clubsuit : Pay 1 \clubsuit to Disc. a match. Terr., or remove 1 of your \blacksquare on Dist. Cont.

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

Gain Merchant

- Only if you have 2 merchants

Gain Military Unit

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

Gain Action

- Must be taken immediately

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
- 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 \clubsuit/\oplus , then \clubsuit goes underneath
- May not be placed on PR's Core Prov.
- If first \clubsuit on a Dist. Cont., add Tr. Cards

Terminate/remove Alliance

- If \clubsuit
 - Lose Allied Units = $\frac{1}{2}$ of NPR's pre-War Tax Income
 - Your Enem. must add War tokens on it
- If out of \clubsuit , may remove one (except \clubsuit) with no penalties

Reject Ruler

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

Gain \blacksquare

- May have only 1 per Area

Area Leaves HRE

- Loss of \clubsuit is accounted for in the text

Wars triggered by Events

- If not marked as **Declare War** Action, do steps 3-7 (DoW restrictions apply)

Develop a Small \clubsuit into a Large \clubsuit

- \clubsuit must be Owned by you

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
 - Must move to a Distant Sea Zone
 - May not enter a Hostile Sea Zone
- Place removed \clubsuit to Areas of new Rel.
- In each of your Areas of abandoned Rel.
 - Gain 1 \times
 - Roll Rebel Dice

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

Secondary Event Effects (p. 41)

Native Uprising \clubsuit

- Each player
 - Loses 1 \clubsuit
 - Gains \times in 1 Distant \clubsuit

Attrition \clubsuit

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

Lost at Sea \clubsuit

- Remove 1 Ship of each Opponent not Adjacent to a Friendly Port

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

Disloyal Vassals \clubsuit

- Every PR having Areas with \clubsuit , but no \clubsuit/\oplus or fewer \clubsuit than any Opp., must

- Pick qualified Area with most of their \clubsuit

- Place \clubsuit 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 \oplus/\clubsuit , and it is Age II or later

- May place the \clubsuit on vacant Territory

- If first \clubsuit on a Distant Continent, add Tr. Cards

Pirates \clubsuit

- 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 \clubsuit

- 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 DNPR's Capital

Auto-resolution:

- Area selection priority: same as \clubsuit
- If no existing \clubsuit , then select targets by: 1. lowest \clubsuit ; 2. random

Spread of the Revolution \clubsuit

- Find clusters of \clubsuit

- For each cluster (max 4)
 - Place \clubsuit in an Adjacent Area

- If no \clubsuit , place \clubsuit in 2 PR Capital Areas

- If only 1 cluster, then also add a \clubsuit in an Area not Adjacent to this cluster

- Place on top of existing Religion tokens

- If out of \clubsuit , then may take \clubsuit from board

Auto-resolution:

- Area selection priority: same as \clubsuit

- If no existing \clubsuit , then select targets by: 1. lowest \clubsuit ; 2. random

Incr. Stab. (5 \clubsuit ± current \clubsuit) (p. 14)

- Increase \clubsuit by 1

Activate Power Struggle \clubsuit

- Move Upcoming Power Struggle to the Active Power Struggle slot

- Place \clubsuit on Areas named on the card

Government Form Ideas (p. 21)

HRE ACTIONS

Increase \clubsuit (1 \clubsuit + current \clubsuit) (p. 43)

- You must be the Emperor

- Increase \clubsuit by 1

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 ♦, or
 - Place CB on Aggressor's Capital
- Bot Imperial Subject loses 1♦, unless at War, including this DoW (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 ♦

Battle Sequence (p. 26-28)

- Order if multiple Battles (p. 22):
 - Naval before Land Battles
 - 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:
 - Humans before Bots (p. 5)
 - PR with the most Units
 - PR who last took a Turn decides
 - Only the Main Defender may
 - Assign a General to the Battle
 - Play *Battle Actions*
 - Roll Dice
 - If one of the Defenders is a Bot (p. 6)
 - Main Defender gets +3 NPR Ships on their side in Naval Battle
 - 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

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)

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*

MILITARY ACTIONS

Declare War (1×) (p. 16)

- Pick target Realm(s), place War tokens
- Lose ✕
 - 2♦ per missing CB
 - 1♦ per your ♦ on targets, exceptions
- Calls to Arms** (in listed order)
 - You may send *Offensive CtAs*
 - Target HRE Members might send *Defensive CtA* to the Emperor
 - Target NPRs send *Defensive CtAs*
 - Target PRs may send *Defensive CtAs*
- PRs gain 1× if they are
 - Target PR, or
 - Accepting *Def. CtAs* from NPRs (unless already at War with Aggressor)
- Remove all your ♦ from target Realms
- Resolve Naval Battles
- Resolve Land Battles
- If no Battles, may **Activate** or **Recruit Units** (no ✕ cost)

NOTE: If Bot is Attacker or Main Def., then Battle Seq. has differences not covered here

Restrictions on DoW (p. 22)

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

Warfare vs NPRs (p. 36)

- # of def. **NPR Units** = MC or NC once per Turn (but for both)
 - Land Units are Infantry
 - Ships are Light Ships
- Active Ally** defends with ½ of MC
- NPRs defend at normal strength even if not enough tokens in Supply
- No restrictions when answering *Def. CtA*
- Events may specify other exceptions

War Capacities (p. 22-23)

- A Province may contribute to MC/NC once per Turn (but for both)
 - 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
- Siege** total Tax Val. ≤ Siege Strength
 - To Siege an Island Province (blue Port), you need 1+ Ship in a Sea Zone it faces
- Resolve effects of "*Defensive Mentality*"
- When successfully Sieging
 - Rebel Occupied Province**
 - Remove ✕
 - Remove ✕
 - Blocking NC**
 - Occupied Ports

Siege (p. 28)

- Pick an Area with 1+ Enemy Controlled Provinces, where you have 1+ Units
- Players regaining Control of Provinces remove ✕ from Town/Vassal track

Naval Activation (1×) (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)

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

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× 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

DoW on Bot or their Ally (p. 4)

- Calls to Arms**
 - Bot refuses *Offensive CtAs*
 - Bot accepts *Defensive CtAs*, unless
 - At War with an Opponent
- 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

Holy War (Crusade)

- If you have "*Deus Vult*" Idea and target target Owns Provinces
- Is Adjacent to you, and
- Has different State Religion (except other Christians), or is a Distant Realm
- If you are Catholic
 - Also negates penalty for DoW on ♦
- 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

Recruit Units (1× + X@) (p. 17)

- 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

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

- 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 ½ of Tax Value of the Ally + its Vassals (max 5)
 - Gain 1× if Ally is Adj. to a new Enemy

Costs

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

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 = ½ of Ally's pre-War Tax Value
 - Enemy must place a War token on your former Ally

Suppress Unrest (1× per ✕) (p. 17)

- ✕/♦ 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

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@
- Optional rule 2: Available Mercenaries**
 - Only if activating an Army for Land Movement in your Own Area
 - 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
 - Ships must move to Adjacent non-Hostile Sea Zone
 - If can't move, must be disbanded

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

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)

Token Limits

- Generally limited. If nothing in supply, take from anywhere. Exceptions below
- May not be moved
 - Towns (O), Vassal tokens (P)
 - Alliances (X/O), Marriages (B/O)
 - Crusade/Excommunicated token
 - Mercenary Units
 - Allied Units
 - Religion tokens in State Religion slot
 - Ill health tokens (W) on Characters
 - "Unlimited" tokens
- Cubes (D)
 - Take from anywhere except
 - Roma Cardinal
 - Changed Nat. Focus slot
 - Cubes covering income slots
 - No more than 10 D of any type (p. 3)
- Unlimited
 - Ducats (D)
 - War/Truce tokens
 - Occupied tokens
 - +1 P tokens
 - Tag chits

Rounding

- Round up unless stated otherwise

GOVERNING PR (p. 20-21)

Stability (p. 20)

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

Bankruptcy (p. 21)

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

Towns (p. 21)

- If out of Large O , use 2 Small O instead
- If out of Small O , use a P instead
- Core Provinces (p. 21)**
 - To place a O , a player needs to Own all Provinces in the Area
 - O may not be placed to an Area where all Provinces already that PR's Core Prov.
 - Placing O displaces any O/O in the Area
 - O counts as O

DIP. RELATIONS (p. 32-33)

Influence (p. 32)

- >**Papal States and Emp.** cannot be Vassal.
- Vassals in Wars**
 - Area may contain max 5 P
 - P may not be placed in Areas where all Provinces are owned by PRs
 - Once all Provinces in an Area are Owned by PRs, all P must be removed
 - No P may be placed in Distant Areas
 - P may be used as P for **Forge Alliance** and **Call to Arms** in any Distant Area

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 P was removed, Vassals become independent

DNPRs (p. 35)

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

+1 P tokens (p. 36)

- Provide +1 MC
- Count as +1 Tax Value for the purposes of
 - Resolving Peace
 - Contribution of Allied Units
- Alliances with **Distant NPRs** (p. 33)
 - Use P instead of P for sending CtA
 - They contribute Allied Units as normal (despite double MC for defense)

Vassals (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
 - Without** O , your Base Tax must be \geq 2x target's Base Tax
 - With** O , your Base Tax must be $>$ target's Base Tax

- Discard P from target Realm = target Tax Inc. + Oppon. P in target Realm
- When **Vassalizing** your Ally
 - Remove your X
 - Place P on their Prov. (2 on Large)
 - All other PRs must remove their O

- When **Annexing**
 - Replace P with O
 - Remove any O

- Bot rolls (p. 4)**
 - Roll for all Areas at once (max 5 dice)
 - O O O : Lose 1 O
 - Lose max 1 O , even if more rolled
 - *: Remove 1 X
 - O : Rebellion
 - If possible, apply in Area with Bot's Army
 - If Prov. gets Liber., place O in the Area

Rebel Units

- >**Papal States and Emp.** cannot be Vassal.
- Hostile to all PRs**
 - O on Vassal counts as O on Overlord
 - Vassals do not defend themselves
 - Vassals contribute to Overlord's MC, but not NC
 - Overlord may Recruit Regular Units and Mercenaries in their Vassals' Areas

Sieging

- If Province is Core of its Owner

- Place O on top of it

- 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

- Large Provinces; 2. A→Z

- PR's Vassals

- Assist in Wars as if part of Overlord

- May be ceded in Peace Resolutions

- If Overlord does not exist, or PR P was removed, Vassals become independent

- When taking an Action that requires to remove P , remove 1 fewer P if you have 1+ O in the Area

- 1. Large Provinces; 2. A→Z

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