

# EU:TOP REFERENCE SHEET

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

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

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

## AVAILABLE FILES

Latest version of PDFs and L<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 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.

## 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)

<b>NPR Invasions</b> (p. 36) ←
• Resolve NPRs in alphabetical order
• <b>Invasion takes place if</b>
• 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
• <b>An Area is eligible if</b>
• It contains Hostile $\text{O}/\text{P}$ , and
• If Adj. by Sea only, a connecting Sea Zone contains no Hostile Ships, and
• It contains no non-Hostile PR Units
<b>Invasion sequence</b>
• 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 $\times$ to 2 Enemy $\text{O}/\text{P}$ in the target Area (pick A→Z)
• Place NPR Units equal to $\frac{1}{2}$ of Tax Value currently Controlled by the NPR (including Vassals)
• NPRs invade at normal strength even if not enough tokens in Supply (p. 2)
• Resolve Battle immediately (if any)
• Place Bot Army in Area (p. 2)
• Leave the NPR Units on board as $\text{P}$

<b>Peace Resolution</b> (p. 29-30) ←
• While <b>Def. the HRE</b> 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)

<b>1. Automatic White Peace</b>
• Must be resolved
• <b>Requirements</b>
• Neither side Occupies any Enemy Prov. (incl. Vassals and Active Allies)
<b>2. Total Victory</b>
• Must be resolved

## 1. DRAW CARDS

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

### A. Reveal Events

- Lose  $\text{Q}$  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

### C. Draw Action Cards

- Draw 3 cards (may draw one by one)

### D. Pay for Action Cards

- Resolve by Area: 1. most  $\text{P}$ ; 2. A→Z

### E. 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 2/3/4 PRs to Pass gain  $\text{P}$
- If no more PRs eligible to gain  $\text{P}$ , **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
  - $\text{X}$  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  $\text{Q}$ , Enemy loses  $\text{Q}$
  - May enforce Peace as if Part. Victory
  - War must end this Round
- **Optional Rule 3: No Surrender**

#### Part. 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  $\text{P}$  in your Areas plus Enemy Depl. Land Units
- Units on Dist. Continents where the

## 3. PEACE & REBELS

### A. Remove Casus Belli & Truces

- Lose  $\text{Q}$  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

### C. Rebels Siege or Move

- Resolve by Area: 1. most  $\text{P}$ ; 2. A→Z

### D. Rebels Siege or Move

- Lose  $\text{P}$  on your Realm

## E. Prestige Penalties

- Flip all  $\text{P}$  back to  $\text{P}$
- Lose  $\text{Q}$  for each unless
  - Only you have  $\text{X}$  with them, and
  - If it is an NPR, you have the most  $\text{P}$  (min 2) in that Realm
- Lose  $\text{P}$  = Tax Val. of Occup.  $\text{O}$  (max 5)
- Bots gain max 1  $\times$  (p. 3)

### F. Interregnum

- Lose 1  $\text{P}$

- Flip  $\text{P}$  on your Realm

### Peace Terms (p. 30-31)

- One Peace term per War/Enemy
- Any gained  $\text{P}$  may displace other  $\text{P}$  if the Area is full
- 3. A→Z

### G. Religious Dissent

- In Areas following a different Religion from your State Religion
- In each Area containing your  $\text{O}$ 
  - Add 1  $\times$  to any  $\text{O}$  of yours
  - In 1 Area containing your  $\text{P}$ 
    - Add 1  $\times$  to any  $\text{P}$  of yours, or
    - Remove 1  $\text{P}$ .

### H. Gain/Remove Unrest

- If at War, add 2  $\times$  to your  $\text{O}$
- If  $\leq -2\text{P}$ , add 1  $\times$  to your  $\text{O}$
- If  $\geq +2\text{P}$ , remove 1  $\times$  from your  $\text{O}$
- Bots with Adm. Ideas remove 1-2  $\times$  (p. 3)
- In turn order, each PR rolls Rebel Dice

## 4. INCOME AND UPKEEP

### A. Cut costs

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

### B. Roll Rebel Dice

- In turn order, each PR rolls Rebel Dice

### C. Rebels Siege or Move

- Lose 1  $\text{P}$

### D. Collect Income minus Costs

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

### E. Secure Desired Succession

#### Requirements

- Partial or Total Victory to Enforce
- Victor's Capital must have a  $\text{P}$
- 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  $\text{P}$  and  $\text{X}/\text{P}$ , except Victor's, from the Loser
- Victor scores  $\text{Q}$  per  $\text{P}/\text{Q}$  removed
- PRs whose  $\text{P}$  was removed, lose  $\text{Q}$
- If Victor has  $\text{P}$  on Loser, they flip their  $\text{P}$  back to  $\text{P}$
- Score  $\text{P}$  = Loser's Tax Inc. (max 5)
- Liberate them, except Loser's Core Prov. and their Active Ally's Prov.
- Loser must change State Religion and Rel. of Capit. Area to State Rel. of Victor
- All Occupied Provinces must be returned
- Victor may
  - If Loser is an NPR, add 4  $\text{P}$  to Loser's Capital Area
  - May gain  $\text{X}$  with 1 Liber. NPR
  - Place 2  $\text{P}$  in that NPR's Areas
- Max  $\text{P}$  demanded is 2  $\times$  Tax Income of the Loser (after return of the Provinces)
- PRs may discard  $\text{P}$  from Area(s) of gained Prov. to remove 2  $\times$  from same Area(s)
- PRs may place  $\text{P}$  in each Area where they lost 1  $\text{P}$  or  $\text{P}$

### F. 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  $\text{P}$  loss
- Return them for 3  $\text{P}$  per Tax Value
- Liberate them, except Loser's Core Prov. and their Active Ally's Prov.
- Loser must change State Religion and Rel. of Capit. Area to State Rel. of Victor
- All Occupied Provinces must be returned
- Victor may
  - If Loser is an NPR, add 4  $\text{P}$  to Loser's Capital Area
  - May gain  $\text{X}$  with 1 Liber. NPR
  - Place 2  $\text{P}$  in that NPR's Areas
- Max  $\text{P}$  demanded is 2  $\times$  Tax Income of the Loser (after return of the Provinces)
- PRs may discard  $\text{P}$  from Area(s) of gained Prov. to remove 2  $\times$  from same Area(s)
- PRs may place  $\text{P}$  in each Area where they lost 1  $\text{P}$  or  $\text{P}$

### G. 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
- 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  $\text{P}$
  - Both sides may Liberate Provinces (with no  $\text{P}$  gained)
- If agreeing on Full Annexation
  - Only apply for Realms for which the Victor satisfies all requirements
  - For other Realms, treat as White Peace without  $\text{P}$  loss
  - 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

### H. Negotiated Peace

#### Requirements

- Not Enforceable
- Both sides must be human players
- Loser may not be an NPR
- May agree who is Vict./Loser (if anyone)
- All Occup. Provinces must be returned
- Victor scores  $\text{P}$  = 2  $\times$  Tax Value of Provinces returned to Loser (max 10)
- No  $\text{P}$  from Prov. of Active Allies
- Loser loses the same amount of  $\text{P}$
- Both sides may Liberate Provinces (with no  $\text{P}$  gained)
- Remove Crusade/Excom. and  $\text{P}$  tokens

### I. Vassalization

#### Requirements

- Partial or Total Victory to Enforce

### J. Diplomacy

#### Requirements

- Total Victory to Enforce

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

#### Gain Merchant

- Only if you have 2 merchants

### Change State Religion (p. 13)

- #### Distant Trade (p. 35) ←
- 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

#### 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 Military Unit

- Must take Reg. Units from Available  $\clubsuit$
- May not trigger a Battle
- 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
- 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  $\clubsuit/\clubsuit$ , then  $\clubsuit$  goes underneath

#### Terminate/remove Alliance

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

#### Reject Ruler

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

#### 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)

#### Gain Merchant

- Only if you have 2 merchants

### Change National Focus (p. 13)

- #### 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)

- If having "QftNW", may move 1 Light  $\clubsuit$
- 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  $\clubsuit$
  - 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)

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

#### Native Uprising

- 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

- Pick a DNPR per matching color (not  $\clubsuit$ )
- For each picked DNPR
  - Place  $\clubsuit$  on an Adj. Prov. that is not Capital, unless NPR's last Prov.
    - 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  $\clubsuit$

#### Disloyal Vassals

- 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

- Place a Pirate into maritime Trade Node
  - Trade Node must have 1+ Merchant, if possible
  - May place the  $\clubsuit$  on vacant Territory
  - If first  $\clubsuit$  on a Distant Continent, add Tr. Cards

#### Cardinal Dies

- 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

- All DNPRs with matching colors target an Adjacent NPR

- Area selection priority: 1. where they Own Provinces; 2. Adjacent by Land

#### Unrest/Rebellion

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

#### Change National Focus (p. 13)

- #### Ruler – Free
- Only once per Round
  - Allowed if no Ruler or Ruler is "Interregn."
  - Place  $\blacksquare$  in Change Nat. Focus slot
  - Do one or both in order:
    1. Move 0-1 $\clubsuit$  from 2 pools to 3rd pool
    2. Choose  $\leq 3$  cards to discard from hand (discard after this Action)
      - Remove any number of your  $\clubsuit$  or  $\blacksquare$
      - Draw 1 fewer from any Act. Decks
      - End any number of Alliances
      - If Ally at Peace (p. 33)
        - Lose 5  $\clubsuit$  from their Realm
        - Add Truce
      - If Ally at War (p. 33)
        - Lose 2  $\clubsuit$
        - Lose all  $\clubsuit$  from Ally's Realm

#### Cut ties (p. 14)

- Remove any number of your  $\clubsuit$  or  $\blacksquare$ 
  - 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  $\clubsuit$
    - Roll Rebel Dice

#### Excommunicate Ruler

- Target must be Catholic
- Place Excom. token on target's Capital
- If Active Ally
  - Lose Allied Units =  $\frac{1}{2}$  of their pre-War Tax Value
  - Target loses  $\clubsuit$
  - Target loses 1  $\clubsuit$  (except Roma  $\clubsuit$ )
  - Enemy adds War token on them
- Any Discovery must be Adjacent to
  - Your Realm, or
  - If having "QftNW", your  $\blacksquare$
  - Place  $\blacksquare$  on Discovered Area
  - If first  $\blacksquare$  on a Dist. Cont., add Tr. Cards

#### Replen. Manp. (1 $\clubsuit$ per 3 $\clubsuit$ ) (p. 14)

- Move  $\clubsuit$  from Exhausted to Available

### 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

#### War

- 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  $\clubsuit$  in an Adjacent Area (except Muslim or Orthodox)
- May not replace  $\clubsuit$  placed on same Turn
- If no clusters, then place Diverse Faiths tokens in any 2 Catholic Areas not Adjacent to Sea Zones marked with  $\dagger$

#### Auto-resolution:

- Start with Protestant
- Alternate between Prot. and Ctr-Ref.
- Area selection priority: 1. Areas with  $\clubsuit$ ; 2. highest Area Tax Value; 3. 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  $\clubsuit$  in an Adjacent Area (except Muslim or Orthodox)
- May not replace  $\clubsuit$  placed on same Turn
- If no clusters, then place Diverse Faiths tokens in any 2 Catholic Areas not Adjacent to Sea Zones marked with  $\dagger$

#### Influence

- Auto-resolution: Node with most Merchants. Tie breakers: 1. Exp. Node; 2. random
- If first  $\clubsuit$  on a Distant Continent, add Tr. Cards

#### Colonize (4 $\clubsuit$ /3 $\clubsuit$ ) (p. 14)

- Replace one of your  $\blacksquare$  on a vacant Territory with a Small <math

## 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

### 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  $\clubsuit$
- Calls to Arms** (in listed order)
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  $\clubsuit$

### Declare War (1 $\clubsuit$ ) (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  $\clubsuit$

### Disputed Succession

- 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*

### Excommunication

- e. You are Catholic and the target is *Excommunicated*

### Holy War (Crusade)

- f. If you have "Deus Vult" Idea and target
  - Is Adjacent to you, and
    - Has diff. State Religion (except other Christians), incl. any Distant Realms

### PRs gain 1 $\clubsuit$ if they are

- Target PR, or
  - Accepting *Def. CtAs* from NPRs (unless already at War with Aggressor)
- If you are Catholic
  - 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
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    - If Bot has any Available  $\clubsuit$ , they spend 1 $\clubsuit$  to recruit 7/9

# 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

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

- When taking an Action that requires to remove  $\text{I}$ , remove 1 fewer  $\text{I}$  if you have 1+  $\text{I}$  in the Area
  - Roma  $\text{I}$
  - Changed Nat. Focus slot
  - $\text{I}$  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  $\text{P}$  and  $\text{S} = 3$ , gain 2 $\text{P}$  per step
- If losing  $\text{P}$  and  $\text{S} = -3$ , lose 2 $\text{P}$  per step
  - If  $<2\text{P}$ , lose any  $\text{P}$  per missing  $\text{P}$
  - If no  $\text{P}$ , 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 $\text{P}$  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.

### NPRs (p. 35-36)

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

### Influence ( $\text{X}$ ) (p. 32)

- Area may contain max 5  $\text{X}$
- $\text{X}$  may not be placed in Areas where all Provinces are owned by PRs

- Once all Provinces in an Area are Owned by PRs, all  $\text{X}$  must be removed
- No  $\text{X}$  may be placed in Distant Areas

### Marriages ( $\text{X}$ ) (p. 32)

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

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

- 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

- Do not affect Sieges
- Removed if Prov. is Annex. or Vassalized

### +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

### 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  $\text{P}$  result
  - Any Battle is triggered after all Rebel Dice rolls have been resolved
- Otherwise
  - Assign each  $\text{P}$  to one of your  $\text{X}$
  - Core Province gets Occupied
  - Occ. or non-Core Prov. gets Liber.

#### Loss

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

#### Exhaust

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

#### Loss

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

#### Remove

- \*: 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

#### Islam

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

#### Rebellion

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

#### Annexing

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

#### Papal Stat.

- >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

#### 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  $\text{P}$  on the Map

- Must have Capital of 1+ HRE Member

#### Revolutionary Ideology

- Token is placed on top of existing Religion (instead of replacing it)

#### Sieging

- If Province is Core of its Owner
  - Place  $\text{O}$  on top of it
  - The Lawful Owner must cover a Town/Vassal slot with a  $\text{U}$

#### Occupied

- 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  $\text{P}$

- 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)

- PR with most  $\text{P}$  (left-most breaks ties)

- Bonuses
  - +1 $\text{P}$  in Phase 4, Step D

- Discount of 1 $\text{P}$  per Advisor in Phase 4, Step B

- Bot places a  $\text{U}$  if their Province gets Liberated by Rebels (p. 4)

- Discount of 1 $\text{P}$  for Actions Incr.  $\text{P}$

- Has Access to Papal Actions

### 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

### IDEAS (p. 3)

#### IDEAS (p. 3)

- 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

#### 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

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

- Core Province gets Occupied

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

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

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