

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)

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

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

F. Interregnums

- Lose 1⠁
- Flip Ⓛ 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)

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 a given 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
- Victor must Occupy Loser's Capital
- Ignore Loser's Active Ally status

Force Conversion

- Requirements**
 - Partial or Total Victory to Enforce

Keep Current Board State

- Requirements**
 - Partial or Total Victory to Enforce

Optional Rule 3: No Surrender

- Surrendering is not allowed

Advisors Upkeep

- Advisor Upkeep Papal Controller pays 1@ less per Advisor

Military Maintenance

- Military Maintenance 2@ per Mercenary ½@ per Ship at sea

Plague

- Plague ½@ per Tax Income from Areas with Ⓛ

Interest on Loans

- Interest on Loans 1@ per Ⓛ

+/- Ⓛ Modifier

- +/- Ⓛ Modifier Ⓛ = Ⓛ

+ 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 Ⓛ
- ...

Negotiated Peace

- Requirements**
 - Not Enforceable
 - Both sides must be human players
 - Loser may not be an NPR

All Occup. Provinces must be returned

- May agree who is Vict./Loser (if anyone)
- May agree on another listed Peace Term, but other conditions must be met

If agreeing on Keep Current Board State

- Both sides may exchange Occupied Provinces for Ⓛ
- Both sides may Liberate Provinces (with no Ⓛ gained)

In addition, may agree on one side taking an immediate **Cut Ties** and/or **P-to-P Diplomacy** (normal cost), disregarding restrictions for being at War

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)

Reset Bot decks (p. 3)

Crusade Scoring (p. 45)

Catholic Realms Committed to Crusade

- Score 2⠁ if target Area
- Contains their Units, and
- Has no Provinces Owned by Muslim Realms

Lose 2 otherwise

If no Realm is Committed to Crusade

- Papal Controller loses 2⠁

Scoring Power Struggles (p. 43)

For each Battleground Area, score

- Ⓛ per Tax Value of Provinces

Papal Contr. scores Ⓛ = # of Cath. PRs

Emperor scores Ⓛ = Ⓛ

Score Ⓛ = 2 × Ⓛ

Subtract Ⓛ per Tax Value of Occup. Ⓛ

Score Ⓛ = 1 × Ⓛ

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 $2\oplus$
- 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 $1\oplus$
- Place \oplus tokens on both Capitals
- Both may draw an Action card of a type chosen by Active Player

Alliance

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

Monetary Support

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

Buy/sell Provinces

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

Optional Rule 1: Secret Negotiations

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

Change National Focus (p. 13)

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

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

- 1+ Province in Area must be Owned by NPR/Vassal

Gain Alliance

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

Gain Royal Marriage

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

Reject Ruler

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

Gain \blacksquare

- May have only 1 per Area

Gain/place \oplus or \oplus

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

Develop a Small \oplus into a Large \oplus

- \oplus must be Owned by you

Eligible Marriage Partners (p. 32)

- Christians may Marry only other Christ.
- Muslims may Marry only other Muslims
- Revolutionary PRs may not Marry
- PR may not Marry other PR's Vassals

Explore ($1\oplus + 1\otimes$) (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 $1\oplus$, max $2\otimes$. Use the last result
 - No \oplus : Discover a matching Territory or an NPR Province or \oplus or \oplus
 - \oplus : Pay $1\oplus$ 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 remove 1 of your \blacksquare on Dist. Cont.
- Any Discovery must be Adjacent to
 - Your Realm, or
 - If having "QftNW", your \blacksquare
- If first \blacksquare on a Distant Continent, add Trade Cards

Gain Merchant

- Only if you have 2 merchants

Gain Military Unit

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

Gain Action

- Must be taken immediately

Research Idea

- Score \oplus as normal (Active PR first)
- If the Idea is not on display
 - Replace unpicked non-Basic Idea of the same type
- 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 \oplus/\oplus , then \oplus goes underneath

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

Terminate/remove Alliance

- If \oplus
 - 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

Area Leaves HRE

- Loss of \oplus is accounted for in the text

Wars triggered by Events

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

Unrest/Rebellion

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

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 \oplus and $1\otimes$
 - Must move to a Distant Sea Zone
 - May not enter a Hostile Sea Zone
- Place removed \oplus to Areas of new Rel.

- In each of your Areas of abandoned Rel.
 - Gain $1\otimes$
 - Roll Rebel Dice

Embrace the Counter-Reformation

- Allowed only when
 - 1+ Counter-Ref. token is in play, and remove 1 of your \blacksquare on Dist. Cont.
- Any Discovery must be Adjacent to
 - Your Realm, or
 - If having "QftNW", your \blacksquare
- If first \blacksquare on a Distant Continent, add Trade Cards

Research Idea ($X\oplus$) (p. 12)

- Mark with a Tag
- Apply immediate effects
- Score \oplus
- If ≤ 2 other PRs have it, they score \oplus

Secondary Event Effects (p. 41)

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

Native Uprising

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

DNPR Expansion

- Pick a DNPR per matching color (not \oplus)

Disloyal Vassals

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

Pirates

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

Auto-resolution:

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

Cardinal Dies

- Remove any \oplus , except the Roma \oplus

Auto-resolution:

- Remove rightmost \oplus from the PR with most \oplus
- If tied, remove rightmost \oplus of those

Character Mortality

- All matching characters gain an \otimes

Area Leaves HRE

- After the second \otimes , the character dies

Character Mortality

- All matching characters gain an \otimes

Auto-resolution:

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

Auto-resolution:

- That PR may place CB on the DNPR's Capital

Auto-resolution:

- Increase \oplus by 1

HRE ACTIONS

Increase \oplus ($1\oplus + \text{current } \oplus$) (p. 43)

- You must be the Emperor

Distant Trade (p. 35)

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

Government Form Ideas (p. 21)

- Max 1 at a time

If you Research another

- Lose the previous one (no \oplus loss)

General

- Pay the \otimes cost (reassign for free) (p. 25)

Ruler

- Free

Appoint Advisor/Leader

- Pay the \otimes cost

Cut ties

- Remove any number of your \oplus or \blacksquare

Admiral

- End any number of Alliances

General

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)
- 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 Batt. Seq. has differ. not covered here (p. 5-6)

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

Casus Belli (p. 22)

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

Call to Arms – Receive a *CtA*

General CB – Have CB token target

Event – Event that lets you Declare War

Disputed Succession – Any ♦ on target

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

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

Holy War (Crusade)

- If you have "Deus Vult" Idea and target
 - Is Adjacent to you, and
 - Has different State Religion (except other Christians), or is a Distant Realm
- If you are Catholic
 - Double MC/NC for defense
 - Except from Areas with ♦
 - Target Realm is a target of a *Crusade*
 - Tag *Committed to Crusade* slot when using this CB

Recruit Units (1× + X④) (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

Costs

	Regular	Merc.	Allied
Infantry	2④	4④	free
Cavalry	5④	7④	3④
Artillery	6④	8④	-
Light Ship	4④	-	-
Heavy Ship	10④	-	-
Galley	2④	-	-

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

Receiving a CtA (p. 32-33)

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

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

If Defensive CtA, and you have not Passed, and you are not already at War

Attack – Previous space(s)

Def. – Adj. sp. with no Enemy Units

Military Access rules apply

Each PR may choose diff. dest.

Prisoner

Victorious Active PR gains 1× (max 1 per Turn)

Victory

OTHER RULES

GENERAL NOTES (p. 2)

Token Limits

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

May not be moved

- Towns (●), Vassal tokens (●)
- Alliances (●/●), Marriages (●/●)
- Crusade/Excommunicated token
- Mercenary Units
- Allied Units
- Religion tokens in State Religion slot
- Ill health tokens (●) on Characters
- "Unlimited" tokens

Cubes (●)

- Take from anywhere except
- Roma Cardinal
- Changed Nat. Focus slot
- Cubes covering income slots
- No more than 10 ● of any type (p. 3)

Unlimited

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

Rounding

- Round up unless stated otherwise

GOVERNING PR (p. 20-21)

Stability (p. 20)

- If gaining ● and ● = 3, gain 2● per step
- If losing ● and ● = -3, lose 2● per step
 - If <2●, lose any ● per missing ●
 - If no ●, ignore this penalty

Bankruptcy (p. 21)

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

Towns (p. 21)

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

DIP. RELATIONS (p. 32-33)

Influence (p. 32)

- Area may contain max 5 ●
- may not be placed in Areas where all Provinces are owned by PRs
- Once all Provinces in an Area are Owned by PRs, all ● must be removed
- No ● may be placed in Distant Areas
- may be used as ● 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 ● was removed, Vassals become independent

DNPRs (p. 35)

- When a DNPR's Province is Annexed or Vassalized, keep ● underneath the ●/●
- cannot be placed on PR Core Provinces
- Active Allies (p. 33)**
 - Part of every War you are involved in (or enter into while they are active)
 - They defend their Areas with ½ of MC
- Alliances with Distant NPRs (p. 33)**
 - Use ● instead of ● 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 ●**, your Base Tax must be ≥ 2× target's Base Tax
 - With ●**, your Base Tax must be > target's Base Tax
 - Discard ● from target Realm = target Tax Inc. + Oppon. ● in target Realm
 - When **Vassalizing** your Ally
 - Remove your ●
 - Place ● on their Prov. (2 on Large)
 - All other PRs must remove their ●

When Annexing

- Replace ● with ●
- Remove any ●
- If the target has Vassals
 - You need a ● to Vassalize them
 - If you also discard ● from target's Vassals equal to their Tax Income
 - They also become your Vassals

Bot rolls (p. 4)

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

Rebel Units

- **Papal States and Emp.** cannot be Vassal.
- Vassals in Wars**
 - on Vassal counts as ● 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

PRESTIGE (●) (p. 42-43)

Missions

- May not be completed in Phase 1
- Rewards follow Standard Event Effects

Milestones

- When completed at same time, then tie breaker is Turn order (starting with Active Player in Phase 2, otherwise with the First Player), unless otherwise stated on the Milestone

PAPAL CURIA (p. 45-46)

- # of Regular Cardinal Slots = # of Catholic PRs + 1
- Roma Cardinal** belongs to PR who is Allied to the ►Papal States, or
- Imperial Subjects** – HRE Members except the Emperor
- Optional rule 5: Religious Rebels**
 - Turn/place all ● pentagram side up in Areas with Religious Dissent
 - If Religious Rebels Occupy your Capit. and 2+ other Provinces, you may
 - Change State Religion to the Religion of your Capital Area, and

Papal Controller

- PR with most ●
- The left-most ● breaks ties

Bonuses

- +1● in Phase 4, Step D
- Discount of 1● per Advisor in Phase 4, Step B
- Discount of 1● for all Actions that Increase ●
- Has Access to Papal Actions

Unlawful Occupant

- Capital not in HRE but

Occupies ● in HRE, or

Owns ● in HRE, or

Has ● in HRE

Elector Area

Marked with ● on the Map

Must have Capital of 1+ HRE Member

PR as Imperial Subject (p. 44)

- May leave HRE only by Mission or Event

Leaving and Rejoining HRE (p. 45)

- When all Provinces in an HRE Area are Owned by external Realms except Emp.

Uncontested Papal Controller

- PR with most ●, min 2 and no tie

Extra ● in Phase 4, Step E

HRE (p. 43-45)

Imperial Authority (p. 43)

- Discount of 1● on Convert Area

Discount of 1● on Development

May Change State Rel. to Catholicism

Orthodoxy abilities

- Discount of 1● when Increasing Stab.

from -1 to 0 or from 0 to 1

Islam abilities

- May replace the default 3 Infantry Dice with 3 Cavalry Dice

Diverse Faiths

- Means no dominant faith in the Area

Cannot be State Religion

Revolutionary Ideology

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

Rebel Units

- If Revolutionary Realm **Researches** Gov. Form other than "Revolutionary Regime"
 - They remove ● in Capital Area, and
 - Change State Religion to match the Religion of Capital Area

Opponent Selection

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

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

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

Eligible candidate Realm

- Must be a PR
- Must follow official HRE Rel. (if any)
- May be non-HRE Realm
- May have Interregnum

If there are no eligible candidates

- The current Emperor retains the title
- drops by 2
- Elector Areas vote** for candidates
 - Elec. Area votes for candidate that has most ● (incl. Imp. ●) in that Area
 - Elec. Area with no NPR Prov. where all ● belong to the same PR
 - Votes for that PR, if eligible
 - If PR has Capital in an Elector Area
 - If eligible, that PR gets the vote
 - If not, the Area does not vote
 - All ties are decided by current Emp.

HRE Lands (p. 44)

- # of Regular Cardinal Slots = # of Catholic PRs + 1
- Roma Cardinal** belongs to PR who is Allied to the ►Papal States, or
- Imperial Subjects** – HRE Members except the Emperor

Optional rule 5: Religious Rebels

- Turn/place all ● pentagram side up in Areas with Religious Dissent
- If Religious Rebels Occupy your Capit. and 2+ other Provinces, you may
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- Discount of 1● per Advisor in Phase 4, Step B
- Discount of 1● for all Actions that Increase ●

Has Access to Papal Actions

Unlawful Occupant

Capital not in HRE but

Occupies ● in HRE, or

Owns ● in HRE, or

Has ● in HRE

Elector Area

Marked with ● on the Map

Must have Capital of 1+ HRE Member

PR as Imperial Subject (p. 44)

- May leave HRE only by Mission or Event

Leaving and Rejoining HRE (p. 45)

- When all Provinces in an HRE Area are Owned by external Realms except Emp.

Uncontested Papal Controller

- PR with most ●, min 2 and no tie

Lose 1●

If all HRE Prov. in an Area are Owned or Vassal. by HRE Members or Emperor

The Area is reincorporated (remove ●)

Gain 1●

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

- Emp. may Change State Rel. only when HRE Rel. is different from Emp.'s Rel.

Additional Tax Income = ●

If ● ≥ 1, may use Defending the HRE

If ● = 2 or 3, then +1●

If ● = 4 or 5, then +1●, +1X

If ● = 6, then +2●, +1X, +1U

Gaining 1 ●

Increase Authority: Pay ● = 1 + current ●

When Area leaves the HRE, lose 1●

When Area rejoins, gain 1●

Based on a die-roll at the end of Round

Number of Units defending an HRE Area

MC of Defending NPRs (as normal)

+3 × ●

-2 × number of HRE Areas with non-HRE Units prior to this Turn

Otherwise, A→Z

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