

EU:TPOP REFERENCE SHEET

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

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

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



AVAILABLE FILES

Latest version of PDFs and L^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

eutpop_ref_sheet_single_pages.pdf – Single pages in logical order

eutpop_ref_sheet_single_pages_bw.pdf – Single pages in logical order, no colored background and text

eutpop_ref_sheet_single_pages_flattened.pdf – Single pages in logical order, no transparent objects or vector graphics, 720dpi. More reliable for printing, but larger file size and text is not searchable

eutpop_ref_sheet_trifold.pdf – Single pages reordered for binding as a trifold (see image and description above)

eutpop_ref_sheet_trifold_bw.pdf – Single pages reordered for binding as a trifold (see image and description above), no colored background and text

eutpop_ref_sheet_trifold_flattened.pdf – Single pages reordered for binding as a trifold (see image and description above), no transparent objects or vector graphics, 720dpi. More reliable for printing, but larger file size and text is not searchable

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

FORMATTING

Main Rules are written in black (or red in some cases). These apply to both human players and bots, unless inapplicable to bots (e.g. bots do not deal with ④). 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.

LINKS TO SOURCE MATERIAL

- Main Rules
- Bot Rules

SEQUENCE (p. 8-11)

1. DRAW CARDS

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

A. Reveal Events

- Draw # of PRs + 1, reveal 3 of them

Optional Rule 7: Revealing More (p. 39)

- If 6 PRs, reveal 4 Events

B. Draw Action Cards

- Draw 3 cards (may draw one by one)

C. Pay for Action Cards

- 2 ⚔ per drawn card you keep

D. Pick/Replace Missions

- Mission can be picked if 1+ prerequisite Missions are completed (p. 42)
- Max 2 in hand

2. ACTIONS

- On each Turn, must take 1 Action, and
- May take any # of Minor Actions

Passing

- Allowed only if **Event** taken
- May take Minor Actions on same Turn
 - ⚔ gained from Passing may be spent
- First 2/3/3/4 PRs to Pass gain ⚔
- If no more PRs eligible to gain ⚔, **End of Action Phase** is triggered
 - Each remaining PR may take 1 more Action of their choice, then
 - PRs who still have not taken **Event**, get one more Turn to take **Event**
 - If PR has taken their final Turn, they are considered to have Passed

3. PEACE & REBELS

A. Remove CB tokens & Truces

- Lose ⚔ if not at war with the CB target

B. NPR Invasions (advanced rules)

- NPRs at War might invade PRs
- Bots suffer max 1 NPR invasion. Priority: 1. most NPR Units; 2. A→Z (p. 2)

NPR Invasions (p. 36)

- Resolve NPRs in alphabetical order
- **Invasion takes place if**
 - The NPR is not an Active Ally, and
 - The NPR or its Vassals have 1+ Prov. in Areas without Hostile Units, 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

Peace Resol. Sequence (p. 29-30)

- **Optional Rule 3: No Surrender**
- **Partial Victory requirements**
 - If human Enemy, Deployed Land Units must outnumber Enemy 2:1
 - On PR's Turn, they resolve all Wars in that step using Terms whose req. are met
 - 1 Enemy at a time in any order, except normally Active Allies are resolved together with their PR Ally
 - Bots use Peace Resolution chart (p. 15)

1. Automatic White Peace

- Must be resolved, using White Peace terms
- **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
 - ⚔ with that NPR, and
 - Allied Units = ½ of pre-War NPR Str.

3. Remaining Wars

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

C. Rebels Siege or Move

- Within steps 1 and 2, resolve by Area in order of: 1. most ⚔; 2. A→Z
- 1. In **Areas with ***, Rebels Siege *. Priority:
 - Large Provinces
 - If 2+ PRs with * in the Area, PR with lowest Tax Income (no tie) in the Area chooses (p. 37)
 3. A→Z

Invasion sequence

- Pick an eligible Area. Priority:
 - NPR's Capital Area
 - Area with the most NPR's Core Prov.
 - Area Adjacent by Land
 - Random
- Add * to 2 Enemy ⚔/* in the target Area (pick A→Z)
- Place NPR Units = ½ of current NPR Str., ignore Prov. in Areas with Hostile Units
- Resolve Battle immediately (if any)
 - They achieved Total/Partial Victory, or
 - Place Bot Army in the Area (p. 2)
- Leave the NPR Units on board as ⚔

Peace Terms (p. 30-31)

- **Humiliation Requirements**
 - 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
- All Occupied Prov. must be returned

Vassalization (advanced rules)

- **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.
- With **Active Allies** (p. 30)
 - Only apply for Realms for which the Victor satisfies all requirements
 - For other Realms, treat as White Peace without ⚔ loss
- Victor may
 - If Loser is an NPR, add 4 ⚔ to Loser's Capital Area
 - Victor places ⚔ on all Loser's *de jure* Prov., except Prov. Occup. by other PRs
 - If Loser is a PR, replace Loser's Ruler with a Leader from any discard pile
 - Max @ demanded is 2x Tax Income of the Loser (after return of the Provinces)
 - Add * to all Provinces gained in Areas where the Victor Occupied no Provinces
 - May then gain * with the Loser

Full Annexation

- **Requirements**
 - Total Victory to Enforce
 - Loser must be an NPR or Bot
- With **Active Allies** only possible when resolved separately (p. 30)

Force Conversion (advanced rules)

- **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 ⚔ 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

E. Prestige Penalties

- Flip all ⚔ to *
 - If at War, add 2 * to your ⚔
 - If -2*, add 1 * to your ⚔
 - If ≥ +2*, remove 1 * from your ⚔
 - In 1 Area containing your ⚔
 - Add 1 * to any ⚔ of yours
 - If NPR, you have most ⚔ (min 2)
 - Lose ⚔ = Tax Val. of Occup. ⚔ (max 5)
 - Bots gain max 1 * (p. 3)

G. Religious Dissent

- In Areas following a different Religion from your State Religion
 - In each Area containing your ⚔
 - Only you have *, and
 - If NPR, you have most ⚔ (min 2)
 - In 1 Area containing your ⚔
 - Add 1 * to any ⚔ of yours, or
 - Remove 1 ⚔
 - Bots with Adm. Ideas remove 1-2* (p. 3)

H. Gain/Remove Unrest

- If at War, add 2 * to your ⚔
- If -2*, add 1 * to your ⚔
- If ≥ +2*, remove 1 * from your ⚔
- In each Area containing your ⚔
 - Add 1 * to any ⚔ of yours
- Bots with Adm. Ideas remove 1-2* (p. 3)

I. Roll Rebel Dice

- In Turn order, each PR rolls Rebel Dice

F. Interregnum

- Lose 1*
- Flip all ⚔ on your Realm

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 (adv. r.)

- **Requirements**
 - Partial or Total Victory to Enforce
 - Victor scores ⚔ = 2x Tax Value of Provinces returned to Loser (max 10)
 - No ⚔ from Prov. of Active Allies
 - Loser loses the same amount of ⚔

B. Collect Income minus Costs

+ Base and Vassal Tax Income	Do not count slots with ⚔ (p. 28)
- 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 in * Areas (r. up)
- 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

- Gain */*/* = Ruler's + Advisor's Skill
- Bots discard all spent ⚔ (p. 3)
- Bots gain 6/7/8/9 ⚔
- If Bot has 20+ Small ⚔, receives +1@
- If Bot has 8 Large ⚔, receives +1@
- If +3*, receive +2@ of any type
- If -3*, receive -1@ of any type
- Papal Controller receives +1* (or ⚔)
- If Emperor is NPR (p. 45) or Bot (p. 3)
 - Roll a 6-sided die
 - If 6 or ≥ curr. * + 2, raise * by 1
 - If 1 or ≤ curr. * - 2, drop * by 1
- 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

E. Score Prestige

- For each Battleground Area, score ⚔ = # of Catholic PRs - 1 (max 3)
- If * = 6, Emperor scores ⚔
- PRs with "Abs. Mon." and * > 0, score ⚔
- Active Crusades
- Active Power Struggle
- Remove Crusade/Excom. and ⚔ tokens

5. CLEAN-UP

A. Update and Refresh

- Allied Units in Armies → Available ⚔
- Update Manpower
- Refresh ½ Exhausted Units (min 3, max 6)
- Repair Heavy Ships in Port
- Refresh Merchants
- Add ⚔ = # of Colonial ⚔ (max 4 per PR)
- Discard Bot ⚔ if there is no vacant Territory (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 Base Tax ≥ 10@
- Adjust Imperial ⚔ and redistribute
- If Emperor is at Peace with all Ext. Aggressors
 - Remove Imperial ⚔
 - Remove Tag from *Defending the HRE*
- Remove Tags from *Committed to Crusade*
- If Age III or IV, check HRE Religion (advanced rules) (p. 45)
- PR 1st to Pass gets the First Player token
- If already has it, PR 2nd to Pass gets it
- Reshuffle Bot decks (p. 3)

C. Discard down to 5 Action Cards

- Skip if not end of Age or Final Scoring triggered
- Place the Event deck for the next Age
- Replace all Milestones
- Replace unresearched non-Basic Ideas
- If Age III/IV, add new Ideas to deck
- PR with least ⚔ (no ties) may choose replacement for 1 new Milestone or Idea
- PRs with 1+ ⚔ score ⚔
- PRs, except Bots (p. 3), in Turn order
 - Remove 1* (prefer NPR), or pay 2*
- Reset Bot decks (p. 3)

FINAL SCORING

- Trigger Final Scoring after Phase 5 if
 - No more Events left, or
 - PR has ≥ 100 ⚔ and lead of ≥ 20 ⚔, or
 - PR has all ⚔ and ⚔ on the Map
- Score Missions from hand (no effects)
- Score ⚔ = Base and Vassal Tax Income
- Score ⚔ per ⚔, ⚔ per *, ⚔ per *
- Papal Contr. scores ⚔ = # of Cath. PRs Controlled (≠ count as half)
- Emperor scores ⚔ = *
- Score ⚔ = 2x *
- Subtract ⚔ per Tax Value of Occup. ⚔
- PR with most ⚔ wins, tie breakers:
 - 1. most ⚔, 2. most ⚔

ACTIONS

GENERIC ACTIONS

Event (p. 12)

- Must be taken exactly once per Round
- 1. Select a face-up Event, collect \textcircled{A} on the card and move Round Status marker
- 2. Add 2 \textcircled{A} 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 \textcircled{A}
- 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 \textcircled{A}
- Place \textcircled{A} tokens on both Capitals
- Both may draw an Action card of a type chosen by Active Player

Alliance

- Active player pays 1 \textcircled{A}
- Place \textcircled{A} tokens on both Capitals

Monetary Support

- Active player pays \textcircled{A} = exchanged \textcircled{A} / 10

Buy/sell Provinces

- May only sell Own Provinces
- Buyer must have \textcircled{U} in those Areas
- Price: 3-15 \textcircled{A} per Province
- Both pay 1 \textcircled{A}
- PR selling Core Provinces
 - Loses \textcircled{P} = 2 \times Tax Value

Optional Rule 1: Secret Negotiations

- Pay 1 \textcircled{A} for a private 3-minute conference
- All other communication must be public

Research Idea (X \textcircled{P}) (p. 12)

- Mark it with a Tag
- Apply immediate effects
- Score \textcircled{Q}
- If ≤ 2 other PRs tagged it, they score \textcircled{U}
- If you **Research** another **Government Form** Idea while having one (p. 21)
 - Lose the previous one (no \textcircled{P} loss)
 - Score \textcircled{P} as normal for the new one
- If $\textcircled{P} \geq 3$, **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 pay required cost for one of A/B options and can pay for the other one, then must pick the other one
- 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 $\textcircled{O}/\textcircled{P}$, then \textcircled{O} goes underneath
- May replace \textcircled{P} if all target Areas are full

Gain Alliance

- Target must be Independent and at Peace
- If target is NPR \textcircled{X} of an Opponent
 - Your \textcircled{P} must be \geq Opponent's \textcircled{P}
- If out of \textcircled{X} , may remove one (except \textcircled{P}) with no penalties

Gain Royal Marriage

- Target must be eligible
- If out of \textcircled{X} , may remove one (except \textcircled{P})

Gain \textcircled{U}

- May have only 1 per Area

Gain/place \textcircled{O} or \textcircled{P}

- Target Prov. may not have Opp.'s $\textcircled{O}/\textcircled{P}$

Gain Merchant

- Only if you have 2 merchants

Change State Religion (p. 13)

- Only from Age II onwards
- If HRE has official Rel., **Emp.** may only change to HRE Rel. (adv. rules) (p. 45)
- Do one of the following

Convert between Catholic and Protestant

- Change State Rel. to Catholic/Protestant
- Lose \textcircled{Q} and 1 \textcircled{P}
- Lose 1 \textcircled{A} and total of 5 \textcircled{P} from Areas of abandoned Religion
- Place removed \textcircled{P} to Areas of new Rel.
- In each of your Areas of abandoned Rel.
 - Gain 1 \textcircled{X}
 - Roll Rebel Dice

Adopt Counter-Reformed Catholicism

- Allowed only when
 - 1+ Counter-Ref. token is in play, and
 - You are Catholic
- Pay 3 \textcircled{A}
- Change State Religion to Counter-Reformed
- Place Ctr-Ref. token to your Capital Area

Gain Military Unit

- Must take Reg. Units from Available \textcircled{P}
- May not trigger a Battle
- Pick only one of A/B options (p. 12)
- When cannot pay required cost for one of A/B options and can pay for the other one, then must pick the other one
- If an effect/choice affects >1 PR, resolve starting from Active player

Gain Action

- Must be taken immediately

Develop a Small \textcircled{O} into a Large \textcircled{O}

- \textcircled{O} must be Owned

Research Idea

- Score \textcircled{P} 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 $\textcircled{O}/\textcircled{P}$, then \textcircled{O} goes underneath
- May not be placed on PR's Core Prov.

Termination/Remove Alliance

- If \textcircled{O} , lose Allied Units = $\frac{1}{2}$ of NPR's pre-War Strength
- If out of \textcircled{X} , may remove one (except \textcircled{P}) with no penalties

Gain Royal Marriage

- Target must be eligible
- If out of \textcircled{X} , may remove one (except \textcircled{P})

Reject Ruler

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

Area Leaves HRE

- Loss of \textcircled{P} is accounted for in the text

Wars Triggered by Events

- If not **Declare War** Action, do steps 3-7
- DoW restrictions apply
- PR that has Passed cannot Declare War

Distant Trade (p. 35)

- When the first $\textcircled{U}/\textcircled{O}$ is placed on a Distant Continent, add matching Trade Cards and shuffle Trade Deck, including discard pile

Explore (1 \textcircled{A} + 1 \textcircled{X}) (p. 12)

- 1. If having "QfNW", may move 1 Light \textcircled{L}
 - Must move to a Distant Sea Zone
 - May not enter a Hostile Sea Zone
- 2. Roll. May reroll for 1 \textcircled{A} , max 2 \textcircled{A}
 - Use the last result
 - No \textcircled{P} : Discover a matching Territory or an (D)NPR Province or \textcircled{O} or \textcircled{P}
 - \textcircled{P} : Pay 1 \textcircled{A} to Discover a matching vacant Territory, or lose 1 \textcircled{A} on a Distant Continent
 - Any Discovery must be Adjacent to
 - Your Realm, or
 - If having "QfNW", your \textcircled{L}
 - Place \textcircled{U} on Discovered Area
- 3. If first \textcircled{U} on a Dist. Cont., add Tr. Cards

Secondary Event Effects (p. 41)

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

Native Uprising \textcircled{R}

- Each player
 - Loses 1 \textcircled{P}
 - Gains \textcircled{X} in 1 Distant \textcircled{O}
- You may ignore one of the effects (even the only one affecting you)

DNPR Expansion $\textcircled{D}\textcircled{P}$

- Pick a DNPR per matching color (not \textcircled{P})
- For each picked DNPR

Disloyal Vassals \textcircled{R}

- Every PR having Areas with \textcircled{P} , but no $\textcircled{P}/\textcircled{Q}$ or fewer \textcircled{P} than any Opp., must
 - Pick such Area with most of their \textcircled{P}
 - Occupied
 - Owned by the DNPR's Ally
 - Core Province of a PR
- If DNPR has a Port facing any Main Map Sea Zone without $\textcircled{P}/\textcircled{Q}$, and it is Age II or later
 - Gain \textcircled{X} on all their \textcircled{P} in the Area
 - Place \textcircled{P} = Tax Val. of their \textcircled{P} in Area
 - You place no \textcircled{P}

Pirates \textcircled{R}

- Place a Pirate into maritime Trade Node
 - Trade Node must have 1+ Merchant, if possible
 - May instead place the \textcircled{O} on any vacant coastal Territory
- If first \textcircled{O} on a Distant Continent, add Trade Cards

Cardinal Dies \textcircled{R}

- Remove any \textcircled{P} , except the Roma \textcircled{P}
- Auto-resolution:

- Remove rightmost \textcircled{P} from the PR with most \textcircled{P}
- If tied, remove rightmost \textcircled{P} of those
- Auto-resolution:
 - That PR may place CB on the DNPR's Capital

Character Mortality \textcircled{R}

- All DNPRs with matching colors target an Adjacent NPR Province. Priority: 1. In Areas where they Own Provinces 2. random
- All matching characters gain an \textcircled{X}
- After the second \textcircled{X} , the character dies

Unrest/Rebellion \textcircled{R}

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

Change National Focus (p. 13)

- Only once per Round
- Do one or both in order:

1. Move 0-1 \textcircled{A} 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 \textcircled{A} and 2 \textcircled{A} to instead
- May not enter a Hostile Sea Zone

2. Choose ≤ 3 cards to discard from hand (discard after this Action)

- End any number of Alliances
- If Ally at Peace (p. 33)
 - Lose 5 \textcircled{P} from their Realm
 - Add Truce

3. If Ally at War (p. 33)

- Lose 2 \textcircled{P}
- When Ruler is discarded with no replacement

4. Repay - Pay 6 \textcircled{A} , remove 1 \textcircled{P}

- Change Religion to your State Religion
- Add 1 \textcircled{X} to your affected \textcircled{O}
- Roll Rebel Dice in affected Area(s)

MINOR ACTIONS

- \textcircled{P} – May be taken outside your Turn, under specific circumstances
- **Appoint Advisor/Leader** (p. 13)
 - Advisor – Pay the \textcircled{A} cost
 - Admiral – Pay the \textcircled{X} cost
 - General – Pay the \textcircled{X} cost (reassign for free)
 - \textcircled{P} – When attacked in your Realm
 - May assign/remove Ruler for free (p. 25)

- Replen. Manp. (1 \textcircled{X} per 3 \textcircled{P}) (p. 14)
 - Move \textcircled{P} from Exhausted to Available

Attrition \textcircled{R}

- All PRs at War, except you, lose 1 for every 4 Deployed Land Units as Casualties (bodies of Areas connected by Land)

Lost at Sea \textcircled{R}

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 that you have no CB for
- 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 automatically 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 token on Aggressor's Capital
- **Bot Imperial Subject** loses 1 \clubsuit , unless at War, including this DoW (p. 6)

MILITARY ACTIONS

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

1. Pick target Realm(s), place War tokens
2. Penalties for no CB and DoW on your \clubsuit
 - 2 \clubsuit per missing CB
 - 1 \clubsuit per your \clubsuit on targets, exceptions
3. **Calls to Arms** (in listed order, a to d)
 - 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*
 - Bot sends *Def. CtAs* to all valid \clubsuit Adjacent to the Aggressor (p. 4)
4. PRs gain 1 \times if they are
 - Target PR, or
 - Accepting *Def. CtAs* from NPRs (unless already at War with Aggressor)
 - If you are Catholic
 - Target Realm is a target of a *Crusade*
 - If then the Bot has < 5/5/6/7 \clubsuit , it gains \clubsuit until it reaches 5/5/6/7
 - If Bot has any Available \clubsuit , they spend 1 \clubsuit to recruit 7/9/9/11 Units, and check MAC if Army is on map
 - Bots gain 1 \clubsuit instead (p. 4)
 - If then the Bot has < 5/5/6/7 \clubsuit , it gains \clubsuit until it reaches 5/5/6/7
 - If Bot has any Available \clubsuit , they spend 1 \clubsuit to recruit 7/9/9/11 Units, and check MAC if Army is on map
5. Remove all your \clubsuit from target Realms
6. Resolve triggered Naval Battles
7. Resolve triggered Land Battles
8. If no Battle is triggered, may **Activate Units** or **Recruit Units** (no \times cost)

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

- Flip the \clubsuit to \clubsuit
- Human PRs
 - Add Allied Units to Available \clubsuit equal to $\frac{1}{2}$ of NPR Strength (max 5)
 - Gain 1 \times if \clubsuit is Adj. to new Enemy, and activated as part of CtA (p. 13)
 - Bots gain 2 \clubsuit (p. 4)
- Activate called NPR Allies

Receiving a CtA (p. 32-33)

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

Refusing a CtA

- Remove \clubsuit
- If this was an Active Ally
 - Lose Allied Units = $\frac{1}{2}$ of Ally's pre-War Strength
 - Enemy must place a War token on your former Ally
- Bot accepts *Defensive CtAs*, unless at War with an Opponent (p. 4)
- Bot always refuses *Offensive CtAs* (p. 4)

Accepting a CtA

- If *Defensive CtA*
 - Enemy places War tokens on you
 - \clubsuit with PRs on opposing side end
 - If from NPR, you may
 - Make them Active Ally or not
 - Bot chooses not to
 - Send *Def. CtA* to other NPR Allies
 - Bot sends *Def. CtAs* to all valid \clubsuit Adj. to the Aggressor (p. 4)
- If *Defensive CtA*, and you have not Passed, and you are not already at War
 - Lose \clubsuit
 - Rem. 5 \clubsuit from former \clubsuit 's Areas
 - If your former Ally is a PR, they may place a CB on your Capital
 - Place Truce tokens, unless former Ally is PR who has CB token on your Capital
 - They must move with the Army

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
- If all Prov. in Area are Owned by PRs, you need permission from one of them
- Also negates penalty for DoW on \clubsuit

Excommunication – You are Catholic and the target is Excommunicated

Holy War (Crusade)

- If you have "Deus Vult" Idea and target
 - Is Adjacent to you, and
 - Has diff. State Religion (except other Christians), incl. any Distant Realms
- If you are Catholic
 - Target Realm is a target of a *Crusade*
 - Tag *Commit. to Crus.* if using this CB

Imperial Liberation – You are the Emperor and target Controls any Provinces or has any Vassals in HRE and is not HRE member

Call to Arms (0-2 \clubsuit per \clubsuit) (p. 13)

- Call Allies to join your War (Minor Act.)
- Only during your own DoW, or as \clubsuit in response to DoW on you or your NPR \clubsuit
- Calling a PR Ally has no cost
- 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
- To call an NPR, remove \clubsuit from its Areas
 - *Offensive CtA* – 2 \clubsuit
 - *Defensive CtA* – 1 \clubsuit
 - If **Dist. NPR**, use \clubsuit instead (p. 32)
- Activate called NPR Allies

Receiving a CtA (p. 32-33)

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

Refusing a CtA

- Remove \clubsuit
- If this was an Active Ally
 - Lose Allied Units = $\frac{1}{2}$ of Ally's pre-War Strength
 - Enemy must place a War token on your former Ally
- Bot accepts *Defensive CtAs*, unless at War with an Opponent (p. 4)
- Bot always refuses *Offensive CtAs* (p. 4)

Accepting a CtA

- If *Defensive CtA*
 - Enemy places War tokens on you
 - \clubsuit with PRs on opposing side end
 - If from NPR, you may
 - Make them Active Ally or not
 - Bot chooses not to
 - Send *Def. CtA* to other NPR Allies
 - Bot sends *Def. CtAs* to all valid \clubsuit Adj. to the Aggressor (p. 4)
- If *Defensive CtA*, and you have not Passed, and you are not already at War
 - Lose \clubsuit
 - Rem. 5 \clubsuit from former \clubsuit 's Areas
 - If your former Ally is a PR, they may place a CB on your Capital
 - Place Truce tokens, unless former Ally is PR who has CB token on your Capital
 - They must move with the Army

Military Access (p. 25)

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

Armies/Fleets (p. 24)

- To deploy an Army, assign Unit(s) to it
 - From Available \clubsuit (during *Recruit*)
 - Always available
- In **Neutral Areas**
 - Not available in Areas with your \clubsuit
 - You must be at War
 - Remove 1 \clubsuit from the Area or pay 3 \clubsuit
- In **HRE** while *Def. HRE* is active (p. 44)
 - Free for
 - Emperor
 - Anyone at War with Emperor

War Capacities (p. 22-23)

- A Province may contribute to MC/NC once per Turn (but for both)
 - From its Area (*Land Activ.*), or
 - Always available
- # of def. **NPR Units** = MC or NC
 - Extra Units defending HRE Members in HRE Areas if **Emp. is NPR** (p. 45)
 - (3 \times \clubsuit) - (2 \times # of HRE Areas with non-HRE Units before this Turn)
- 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

Siege (p. 28)

1. Pick an Area with 1+ Enemy Controlled Provinces, where you have 1+ Units
2. Calculate total Siege Strength of Units you will use and pay \times cost
 - Strength (round down) (p. 24):
 - $\clubsuit = 1$, $\clubsuit = \frac{1}{2}$, $\clubsuit = 2$
 - Pay +1 \times per Sieging Unit beyond the first (Action cost pays for the first Unit)
3. Siege total Tax Val. \leq Siege Strength
 - To Siege an Island Province (blue Port), you need 1+ Ship in a Sea Zone it faces
4. Resolve effects of "Defensive Mentality"
5. When successfully Sieging
 - **Rebel Occupied Province**
 - Remove \clubsuit
 - Remove \times
 - **NPR Province**
 - Add Occupied token
 - May use *Naval Bridge*
 - Stop when entering a Distant, Hostile or Neutral Area (p. 25)
 - On **Distant Cont.** only allowed in (p. 26)
 - Friendly Areas
 - Areas with an Enemy Province
 - Vacant Terr. with your or Enemy \clubsuit
 - On **Distant Cont.** only allowed in (p. 26)
 - Friendly Areas
 - Areas with an Enemy Province
 - Vacant Terr. with your or Enemy \clubsuit
 - Crossing a **Mountain Border** to a Hostile or Neutral Area (p. 25)
 - Action cost pays for first 3 Units
 - Pay additional 1 \times per 3 Units
 - **Army reorganization** may be done at any point during its movement (p. 25)
 - May pick up or drop off Regular Infantry Units
 - May shift Units between Armies
 - May be split up or merged with another Army
 - A **Battle is triggered** when Units enter an Area containing Hostile Units
 - Contains Enemy Ships, or
 - Faces Enemy NPR Ports (unless there already are Ships Hostile to the NPR)
 - May use *Naval Bridge* (after Battle if any) to move an Army/Unit if (p. 26)
 - Destination Sea Zone is part of it, and
 - That Sea Zone has Enemy Ships, or
 - Disembarking in a Hostile Area where the Ally has no Enemies
 - **Movement must end** in the Area where Units disembark

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

- Do *Land Activation* or *Naval Activ.*

Land Activation (1 \times) (p. 16, 25-26)

- Do *Land Movement* or *Siege*

Naval Capacity (NC) (p. 36)

- NC in Sea Zone = # of Own Ports facing the Sea Z. (Large Ports count as 2 (p. 4))
- NPRs defend at normal strength even if not enough tokens in Supply
- If **multiple Battles**, NPR's priorities:
 1. Capital Area and Adj. Sea Zones
 2. Largest Enemy force
 3. First Battle

Recruit Units (1 \times + X \oplus) (p. 17)

- May recruit as many as you can afford
- May recruit in multiple Areas/Sea Zones
- Only Regular Infantry/Light Ships can be deployed outside Armies/Fleets
- Artillery Units require "Cannons" Idea

Regular Units

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

Allied Units

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

Mercenary Units (Max 3 per Turn)

- In your or \clubsuit Areas (MC irrelevant)

Ships

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

Costs

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

Play Battle Actions (0)

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

Roll Battle Dice

- If **Land Battle**, default 3 \clubsuit Dice
 - 3 \clubsuit or 3 \clubsuit for Muslim PRs (p. 38)
- If **Naval Battle**, default 3 \clubsuit Dice
 - Additional Dice from Leaders and \clubsuit
- 1 hit per your Unit matched with $\clubsuit/\clubsuit/\clubsuit$
 - Ships are matched with \clubsuit
 - +1 automatic hit per Heavy Ship
 - If can't move, must be disbanded

Proclaim a Winner

- The side with Units left in the Area wins
- If Active PR won, gains 1 \times (max 1/Turn)
- Return surviving Imperial \clubsuit (p. 44)
- Remove remaining NPR units (p. 36)

Battle Triggers (p. 27, 28)

- Land Units/Ships Hostile to each other end up in the same Area/Sea Zone
- Attacking Ships must be in the same Sea Zone (p. 25)
- If 2+ Battles, Active PR decides the order

Assign Casualties

- If **multiple factions** on same side, 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 \clubsuit
 - 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

Wounded Generals/Admirals

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

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 Adjacent to anything its Own Provinces are Adjacent to

Deployed:

Unit on board or in Army/Fleet

Friendly:

- Armies/Units/Prov. Controlled by you/ \bowtie/\bowtie
- Non-Hostile Areas with Friendly Prov.

Hostile:

- Armies/Units/Prov. Controlled by \bowtie or Realms at War with you
- Areas with Hostile Units/Prov.
- Sea Zones with Hostile Ships
- Sea Zones facing Hostile NPR Ports whose Naval Capacity is not blocked

Neutral:

neither Friendly nor Hostile

Opponent:

player other than you

Player:

human or Bot

You:

the Active Player

Occupied Province

has Occ. token or $2\bowtie/\bowtie/\bowtie$ (Controller on top, Lawful Owner beneath)

Own Province

has its Realm's flag/ \bowtie/\bowtie and is non-Occupied

Realm

consists of Own Provinces and Areas with Own Provinces

(N)PR:

(Non-)Player Realm

Distant R.:

with Dist. Capital

Realm's Core Prov.

has its flag/ \bowtie on Prov. or \bowtie in Area (\bowtie/\bowtie supercede flags)

Colonial \bowtie :

\bowtie on vacant Territory (p. 12)

Token Limits (p. 2)

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

May not be (re)moved

- Towns (\bowtie). If out of (p. 21)
 - Large \bowtie , use 2 Small \bowtie instead
 - Small \bowtie , use a \bowtie instead

Vassals (\bowtie)

counts as \bowtie

Cubes (\bowtie)

- Take from anywhere, except
 - Roma \bowtie
 - Changed Nat. Focus slot
 - \bowtie covering income slots

Unlimited

- Ducats (\bowtie)
- War/Truce tokens
- Occupied/Battleground tokens
- +1 \bowtie tokens
- Ill Health/Interest tokens (\bowtie/\bowtie)
- Negative Prestige tokens
- PR and other PR's Vassal
- Tag chits
- Tokens used to indicate State Religion

Rounding

- Round up unless stated otherwise

GOVERNING PR (p. 19-21)

Monarch Power (\bowtie) (p. 19)

No more than 10 \bowtie of any type

Characters (p. 19)

- Max 1 Ruler
- Max 1 General/Admiral per Army/Fleet
- Max 1 Advisor per \bowtie type

Stability (\bowtie) (p. 20)

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

Bankruptcy (p. 21)

- If a PR cannot pay a mandatory \bowtie cost and cannot take a Loan, then they
 - Pay as much \bowtie as they can
 - Lose 3 \bowtie
 - Lose 5 \bowtie
 - Discard 3 \bowtie from Treasury
 - Disband all Mercenaries
 - Fire all Advisors
 - Lose $\frac{1}{2}$ of \bowtie per type (max 3 per type)

Core Provinces (\bowtie) (p. 21)

- To place a \bowtie , a player needs to Own all Provinces in the Area
- \bowtie may not be placed to an Area where all Provinces are already that PR's Core Prov.

Placing \bowtie displaces any \bowtie/\bowtie in the Area

\bowtie counts as \bowtie

DIP. RELATIONS (p. 32-33)

Influence (\bowtie) (p. 32)

- Area may contain max 5 \bowtie
- \bowtie may not be placed in Areas where all Provinces are owned by PRs
- Once all Provinces in an Area are Owned by PRs, all \bowtie must be removed
- No \bowtie may be placed in Distant Areas

Marriages (\bowtie) (p. 32)

- Max 3 \bowtie ("Cabinet" Idea allows 1 more)
 - Roma \bowtie
 - Changed Nat. Focus slot
 - \bowtie covering income slots
- When taking an Action that requires to remove \bowtie , remove 1 fewer \bowtie if you have 1+ \bowtie in the Area
- May not enter Marriage
 - Christian and non-Christian partner
 - Muslim and non-Muslim partner
 - Revolutionary PR
 - PR and other PR's Vassal
 - During Interregnum

Alliances (\bowtie) (p. 32)

- Max 3 \bowtie ("Cabinet" Idea allows 1 more)
- NPR may only be Allied to 1 PR
- \bowtie are part of every War you are involved in (or enter into while they are active)

Vassals (\bowtie) (p. 33)

- Vassals are a separate category of Realms (not part of Overlord's Realm, not NPR)

Using Subjugate Action Card

- Target may not be a Distant Realm

When Vassalizing your Ally

- Remove your \bowtie
- Place \bowtie on their Prov. (2 on Large)
- All other PRs must remove their \bowtie
- If the target has Vassals

You need a \bowtie to Vassalize that target

- If you also discard \bowtie from target's Vassals equal to their Base Tax
 - They also become your Vassals
- If not, they become NPRs, you may
 - Place \bowtie on their Capital, or
 - Place \bowtie in one of their Areas

When Annexing

- Replace \bowtie with \bowtie , remove any \bowtie

>Papal Stat. and Emp. cannot be Vassalized

Vassals in Wars

- \bowtie on Vassal counts as \bowtie on Overlord
- Vassals do not defend themselves

NPRs (p. 35-36)

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

NPR's Vassals count as part of Overlord during War and Peace Resolution

- May be ceded in Peace Resolutions

Released Vassals (Overlord does not exist, or \bowtie was removed) become NPRs

DNPRs (\bowtie) (p. 35)

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

+1 \bowtie tokens (p. 36)

- Count as +1 Tax Value when calculating
 - MC
 - Base Tax
 - NPR Strength
- Do not affect Sieges
- Removed if Prov. is Annex. or Vassalized

REBELS (\bowtie) (p. 37)

Rebel Dice

- Roll Area by Area
- Roll 1 die per \bowtie you have in a given Area
- \bowtie : Rebellion
 - If you have Military Units in the Area
 - Lose 1 Unit per \bowtie as Casualty
 - If no Units to lose
 - Assign each \bowtie to one of your \bowtie
 - Core Province gets Occupied
 - Occ. or non-Core Prov. gets Liber.

HRE (p. 43-45)

RELIGION, FAITH (p. 38)

- NPRs and Vassals change State Religion if the Religion of their Capital Area changes

Counter-Reformed Realms and Areas are also considered to be Catholic

The >Papal States is always Catholic (p. 5)

Religion abilities

- Catholicism
 - Have access to Papal Curia
- Rebellion
 - If you have Military Units in the Area
 - Lose 1 Unit per \bowtie as Casualty
 - If no Units to lose
 - Assign each \bowtie to one of your \bowtie
 - Core Province gets Occupied
 - Occ. or non-Core Prov. gets Liber.
- Lose 1 \bowtie . If unable to, then pay 2 \bowtie
- Exhaust 1 \bowtie . If unable to, pay 2 \bowtie
- Lose 2 \bowtie
- Remove 1 \bowtie in the Area

Bot rolls (p. 4)

- Roll for all Areas at once (max 5 dice)
- $\bowtie \bowtie \bowtie$: Lose 1 \bowtie
 - Lose max 1 \bowtie , even if more rolled
- Remove 1 \bowtie
- Rebellion
 - Is placed only in Phase 5, Step B
 - Must be placed in HRE Areas with at least 1 NPR HRE Member
 - Removed when Area leaves HRE
 - May not be removed to Subjugate

HRE Lands (p. 44)

- HRE Members – Realms with Capital in HRE (can be PRs, NPRs, Vassal Realms)

Imperial Subjects – HRE Members

Elector Area

- Marked with \bowtie 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.
 - Place \bowtie on top of it
 - The Lawful Owner must cover a Town/Vassal slot with a \bowtie
- 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 \bowtie
- If not a Core Province of PR who Owns or has Vassalized it
 - Replace \bowtie with \bowtie

>Papal Cardinal belongs to PR who

- Is Allied to the >Papal States, or
- Controls Roma
- This supersedes the Alliance
- PR may not have other \bowtie

Papal Controller

- PR with most \bowtie (left-most breaks ties)
 - Bonuses
 - +1 \bowtie in Phase 4, Step D
 - Discount of 1 \bowtie per Advisor in Phase 4, Step B
 - Discount of 1 \bowtie for Actions Incr. \bowtie
 - Has Access to Papal Actions

NPR Emperor (p. 45)

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

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

- Not used when Emp. is NPR or Bot (p. 6)
- Triggered when Emp.'s Ruler is replaced or discarded and $\bowtie \leq 4$
- Human players before Bots
- Random