

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)

- Treat **Vassals** as part of their Overlord
- Making Peace flips respective War token(s)
- In each step, resolve Peace in Turn order
- 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.

Requirements

- Occ. all single Enemy's *de jure* Prov.
- Enemy has no Deployed Land Units

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:

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

Invasion sequence

1. 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

2. Add ♠ to 2 Enemy Ⓢ/Ⓜ in the target Area (pick A→Z)

3. Place NPR Units = ½ of current NPR Str., ignore Prov. in Areas with Hostile Units

4. Resolve Battle immediately (if any)

- Place Bot Army in the Area (p. 2)

5. Leave the NPR Units on board as ♠

• Optional Rule 3: No Surrender

• Partial Victory requirements

- If human Enemy, Deployed Land Units must outnumber Enemy 2:1
- If NPR or Bot Enemy, your Deployed Land Units must outnumber. ♠ in your Areas plus Enemy Depl. Land Units
- Units on Dist. Continents where the other Realm has no Ⓢ do no count
- If PR Enemy has **Active Allies**
 - If and only if achieved against PR, then achieved against their Active Allies
 - Only a single Peace Term may be chosen for the PR and their Act. Allies
- If **inconclusive**
 - NPR accepts White Peace
 - Bot accepts White Peace if Tax Value of their Ⓢ Occupied by Enemy > Tax Val. of Enemy Provinces Occupied by them

4. Aftermath

- PRs at Peace must move Units to the nearest Friendly Area (count 1 for each Area/Sea Zone)
 - If equally close, then PR may choose
 - This movement has no cost
- PRs at Peace flip their ♠ back to ♠
- PRs 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 Ⓢ
- Replace Fully Annexed Bots (p. 3, 6)

2. In Areas with no ♠

- If an Area with ♠ is Adj. by Land and ♠ will not be outnumbered there by PRs
 - Move all but 1 ♠. Priority:
1. most ♠; 2. most PR Ⓢ; 3. A→Z
 - Resolve Battle immediately
- Otherwise remove 1 ♠

D. Peace Resolutions

- While **Def. the HRE** is active (p. 44)
 - External Aggressor may never resolve Peace separately with NPR Imp. Subj., unless Victory over Emp. is achieved
 - Treat NPR Imp. Subjects as Emp.'s ♠
- When **Emperor** makes Peace with an External Aggressor (p. 44-45)
 - If Emperor won and no HRE Prov. is ceded, raise ♠ by 1
 - If Emperor lost, drop ♠ by 1
- Raise/drop ♠ by # of Areas joining/leaving HRE (p. 45)
- PR is the Victor if (p. 29-31)
 - They achieved Total/Partial Victory, or
 - Their Enemy Surrendered, or
 - It was agreed in Negotiated Peace

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 $\text{\textcircled{d}}$ 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 $\text{\textcircled{d}}$ per Tax Value
 - Liberate them, except Loser's Core Prov. and their Active Ally's Prov.
 - Score $\text{\textcircled{u}}$ per Tax Value Liberated
 - May gain $\text{\textcircled{a}}$ with 1 Liber. NPR
 - Place 2 in that NPR's Areas
- Max $\text{\textcircled{d}}$ demanded is 2 \times Tax Income of the Loser (after return of the Provinces)
- PRs may discard from Area(s) of gained Prov. to remove 2 $\text{\textcircled{x}}$ from same Area(s)
- PRs may place in each Area where they lost 1+ or

Full Annexation

- **Requirements**
 - **Total Victory to Enforce**
 - **Loser must be an NPR or Bot**
- With **Active Allies** only possible when resolved separately (p. 30)
- Remove all Loser's $\text{\textcircled{a}}$ /
- If Loser is , the Allied PR loses $\text{\textcircled{2}}$
- Victor may discard in Area(s) of gained Prov. to remove 2 $\text{\textcircled{x}}$ from same Area(s)
- If Emp. enforces Full Annex. on Subject with the same State Religion, drop by 1 (p. 45)

Humiliation

- **Requirements**
 - **Partial or Total Victory to Enforce**
 - **Victor must Occupy Loser's Capital or Loser must have Surrendered**
 - **Loser must be a PR**
- All Occup. Provinces must be returned
- Victor scores $\text{\textcircled{u}}$ = 2 \times Tax Value of Provinces returned to Loser (max 10)
 - No $\text{\textcircled{u}}$ from Prov. of Active Allies
- Loser loses the same amount of $\text{\textcircled{u}}$

Vassalization (advanced rules)

- **Requirements**
 - **Partial or Total Victory to Enforce**
 - **Loser must be an NPR**
 - **Victor must Occupy Loser's Capital**
 - **Victor must Occup. 1+ Loser's *de jure* Prov. in non-Cap. Area (if any)**
- With **Active Allies** (p. 30)
 - Only apply for Realms for which the Victor satisfies all requirements
 - For other Realms, treat as White Peace without $\text{\textcircled{u}}$ loss
- Loser becomes a Vassal of the Victor
- Victor places on all Loser's *de jure* Prov., except Prov. Occup. by other PRs
- Victor may place 2 in Loser's Realm
- Add $\text{\textcircled{x}}$ to all Provinces gained in Areas where the Victor Occupied no Provinces
- Remove all Loser's $\text{\textcircled{a}}$ /
- Victor may discard in Area(s) of gained to remove 2 $\text{\textcircled{x}}$ from same Area(s)
- Remove War/Truce tokens from the Loser

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 $\text{\textcircled{u}}$ loss
- All Occupied Provinces must be returned

- Loser must change State Religion and Rel. of Capital Area to State Rel. of Victor
- Victor gains $\text{\textcircled{3}}$
- Victor may add 2 in Loser's Cap. Area
- Loser loses $\text{\textcircled{5}}$
- Loser must remove 4

Secure Desired Succession (adv. r.)

- **Requirements**
 - **Partial or Total Victory to Enforce**
 - **Loser's Capital must have a**
 - **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 / and $\text{\textcircled{a}}$ /, except Victor's, from the Loser's Capital
- Victor scores $\text{\textcircled{3}}$ per / removed
- PRs whose / was removed, lose $\text{\textcircled{3}}$
- If Victor has on Loser's Capital, they
 - Flip their back to
 - Score $\text{\textcircled{u}}$ = Loser's Tax Inc. (max 5)
- Victor may
 - If Loser is an NPR, add 4 to Loser's Capital Area
 - If Loser is a PR, replace Loser's Ruler with a Leader from any discard pile
 - May then gain $\text{\textcircled{a}}$ with the Loser

Negotiated Peace (advanced rules)

- **Requirements**
 - **Not Enforceable**
 - **Both sides must be human players**
- May agree who is Vict./Loser (if anyone)
- May agree on any other Peace Term, except *Vassalization* and *Full Annexation*, but other requirements must be met
- If agreeing on Keep Current Board State
 - Both sides may exchange Occupied Provinces for $\text{\textcircled{d}}$
 - Both sides may Liberate Provinces (with no $\text{\textcircled{u}}$ 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

E. Prestige Penalties

- Flip all to
 - Lose $\text{\textcircled{3}}$ per , except for on Vassals, and your Allies with whom
 - No other PR has $\text{\textcircled{a}}$, and
 - If NPR, you have most (min 2)
- Lose $\text{\textcircled{u}}$ = Tax Val. of Occup. (max 5)

F. Interregnums

- Lose 1 $\text{\textcircled{a}}$
- Flip all on your Realm

G. Religious Dissent

- In Areas following a different Religion from your State Religion
 - In each Area containing your
 - Add 1 $\text{\textcircled{x}}$ to any of yours
 - In 1 Area containing your
 - Add 1 $\text{\textcircled{x}}$ to any of yours, or
 - Remove 1
- Bots gain max 1 $\text{\textcircled{x}}$ (p. 3)

H. Gain/Remove Unrest

- If at War, add 2 $\text{\textcircled{x}}$ to your
- If $\leq -2\text{\textcircled{a}}$, add 1 $\text{\textcircled{x}}$ to your
- If $\geq +2\text{\textcircled{a}}$, remove 1 $\text{\textcircled{x}}$ from your
- Bots with Adm. Ideas remove 1-2 $\text{\textcircled{x}}$ (p. 3)

I. Roll Rebel Dice

- In Turn order, each PR rolls Rebel Dice

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)

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

- Uncontested Papal Controller scores Ⓢ = # 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

Manpower (p. 23)

- Indicated by Town/Vassal Tracks and +1♣ tokens
- Emperor has additional ♣ = ♣ (p. 43)
- Max 20, Bots have min 3 (p. 3)
- When increases, add to Available ♣
- When decreases
 - Remove from Depl., Exh. or Avail. ♣
 - Bots remove from Reserve first (p. 3)

Imperial Influence (p. 44)

- # of Imperial ♣ = ♣
- Must be placed in HRE Areas with 1+ Prov. Owned by NPR HRE Members
- Bot priorities (tie breakers: 1. Areas with Bot's ♣; 2. A→Z) (p. 3)
 - Elec. Area where it would take least ♣ to have more ♣ than any other PR
 - Any Elector Area not full
 - Any HRE Area not full

HRE Religion (p. 45)

- If all Elector Areas are Protestant but HRE Religion is not
 - HRE Religion becomes Protestant
 - ♣ drops by 1
- If all Elector Areas are Catholic
 - HRE Religion becomes Catholic
- If Elector Areas have different Religions
 - HRE has no official Religion (mark with Diverse Faiths token)

Reshuffling Bot Deck (p. 3)

- EVENT is always reshuffled
- IDEA is always reshuffled
- Cards used for FOCUS are not reshuffled
- Half of the rest is reshuffled

Crusade Scoring (p. 46)

- Catholic Realms *Committed to Crusade*
 - Score Ⓢ if target Area
 - Contains their Units, and
 - Has no Provinces Owned by Muslim Realms
 - Lose Ⓢ otherwise
- If no Realm is *Committed to Crusade*
 - Papal Controller loses Ⓢ

Scoring Power Struggles (p. 43)

- For each Battleground Area, score
 - Ⓢ per Tax Value of Provinces Controlled (♣ count as half)
 - Ⓢ for being the only PR with ♣/♣ there (only on the Main Map)
 - Ⓢ for at least 1 ♣/♣ there
- Additional criteria on the card
- Discard the card

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Ⓢ
- Remove all ♥ from Map
- 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

D. End of Age Routine

- 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
- Emperor scores Ⓢ = ♣
- Score Ⓢ = 2 × ♣
- Subtract Ⓢ per Tax Value of Occup. ♣
- Subtract Ⓢ per ♣
- PR with most Ⓢ wins, tie breakers:
 - most ♣, 2. most Ⓢ

ACTIONS

GENERIC ACTIONS

Event (p. 12)

- Must be taken exactly once per Round
- 1. **Select** a face-up Event, **collect** ④ on the card and **move** Round Status marker
- 2. Add 2 ④ 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
- 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
- Place 2 tokens on both Capitals
- Both may draw an Action card of a type chosen by Active Player

Alliance

- Active player pays 1
- Place 2 tokens on both Capitals

Monetary Support

- Active player pays = exchanged ④ / 10

Buy/sell Provinces

- May only sell Own Provinces
- Buyer must have in those Areas
- Price: 3-15④ per Province
- Both pay 1
- PR selling Core Provinces
 - Loses = 2 × Tax Value

Optional Rule 1: Secret Negotiations

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

Research Idea (X) (p. 12)

- Mark it with a Tag
- Apply immediate effects
- Score (2)
- If ≤ 2 other PRs tagged it, they score (1)
- If you **Research** another **Government Form** Idea while having one (p. 21)
 - Lose the previous one (no loss)
 - Score as normal for the new one
- If ≥ 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

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

Gain Alliance

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

Gain Royal Marriage

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

Gain

- May have only 1 per Area

Gain/place or

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

Gain Merchant

- Only if you have 2 merchants

Gain Military Unit

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

Gain Action

- Must be taken immediately

Develop a Small into a Large

- must be Owned

Research Idea

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

Terminate/remove Alliance

- If , lose Allied Units = ½ of NPR's pre-War Strength
- Enemy places War tokens on former

Reject Ruler

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

Area Leaves HRE

- Loss of 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

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

Adopt Counter-Reformed Catholicism

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

Distant Trade (p. 35)

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

Explore (1 + 1) (p. 12)

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

Secondary Event Effects (p. 41)

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

Native Uprising

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

Disloyal Vassals

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

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

Character Mortality

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

Unrest/Rebellion

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

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-resol.:** PRs choose for themselves

DNPR Expansion

- Pick a DNPR per matching color (not \heartsuit)
- For each picked DNPR
 - Place \heartsuit on an Adj. Prov. that is not
 - Capital, unless NPR's last Province
 - Occupied
 - Owned by the DNPR's Ally
 - Core Province of a PR
 - If DNPR has a Port facing any Main Map Sea Zone without \heartsuit / \spadesuit , and it is Age II or later
 - May instead place the \heartsuit on any vacant coastal Territory
 - If first \heartsuit on a Distant Continent, add Trade Cards
 - If \heartsuit was placed on a PR \heartsuit / \spadesuit , then
 - \heartsuit goes underneath the \heartsuit / \spadesuit
 - Add \times to the \heartsuit / \spadesuit
 - If \heartsuit was placed on a PR's NPR \heartsuit
 - That PR may place a CB token on the DNPR's Capital
- **Auto-resolution:**
 - All DNPRs with matching colors target an Adjacent NPR Province. Priority:
 1. In Areas where they Own Provinces
 2. In Areas Adjacent by Land
 3. Owned by NPR with lowest Str.
 4. A \rightarrow Z

Spread of Religious Ideas

- Find clusters of Protes. and Counter-Ref. (bodies of Areas connected by Land)
- For each cluster, place \heartsuit in an Adjacent Area (except Muslim or Orthodox), but
 - Max 4 in total
 - If 2 of one type already placed, then must place the other type if possible
 - May not replace \heartsuit placed this Turn
- If no clusters, then place Diverse Faiths tokens in any 2 Catholic Areas not Adjacent to Sea Zones marked with \spadesuit
- **Auto-resolution:**
 - Start with Protestant
 - Alternate between Prot. and Ctr-Ref.
 - Area selection priority: 1. Areas with \heartsuit ; 2. highest Area Tax Value; 3. A \rightarrow Z
 - If placing Diverse Faith, go A \rightarrow Z

Spread of the Revolution

- Find clusters of \heartsuit
- For each cluster (max 4)
 - Place \heartsuit in an Adjacent Area
- If no \heartsuit , place \heartsuit in 2 PR Capital Areas
- If only 1 cluster, then also add a \heartsuit in an Area not Adjacent to this cluster
- Place on top of existing Religion tokens
- If out of \heartsuit , then may take \heartsuit from board
- **Auto-resolution:**
 - Area selection priority: same as \heartsuit
 - If no existing \heartsuit , then select targets by:
 1. lowest \heartsuit ; 2. random

Activate Power Struggle (adv. rules)

- Move Upcoming Power Struggle to the Active Power Struggle slot
- Place \heartsuit on Areas named on the card

Change National Focus (p. 13)

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

MINOR ACTIONS

- \heartsuit – May be taken outside your Turn, under specific circumstances

Appoint Advisor/Leader (p. 13)

Advisor – Pay the \heartsuit cost

Admiral – Pay the \times cost

General – Pay the \times cost (reassign for free)

- \heartsuit – When attacked in your Realm
- May assign/remove Ruler for free (p. 25)

Ruler – Free

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

Cut ties (p. 14)

- Remove any number of your \heartsuit or \spadesuit
- End any number of Alliances
- For each ended Alliance (p. 33)
 - Lose 5 from former Ally's Realm
 - Add Truce
 - If former Ally is at War, then also
 - Lose 2
 - Lose all from their Realm
 - If they were \heartsuit
 - Lose Allied Units = $\frac{1}{2}$ of their pre-War Strength
 - Enemies add War tokens on them

Replen. Manp. (1 \times per 3) (p. 14)

- Move from Exhausted to Available

Take/Repay Loan (p. 14)

Take – Gain 5, gain 1

- Allowed only if < 5
- \heartsuit – When must cover a cost

Repay – Pay 6, remove 1

PAPAL ACTIONS (p. 46)

- You must be the Papal Controller
- Max 1 Papal Action per Round
- Only in Ages I and II

Excommunicate Ruler (2)

- Target Realm must be Catholic
- Place Excom. token on target's Capital
- Target loses
- Target loses 1 (except Roma)
- Target loses 4 from Catholic Areas
- Catholic Realms have Excommunication CB against the target

Call Crusade (2👤)

- Target Area must have at least 2 Provinces Owned by Muslim Realms
- Place Crusade Token on the target Area
- You may immediately take a free **Declare War** Action against Muslim Realm(s) with Provinces in target Area to
 - Score 1👤
 - Gain 2 free Mercenary Infantry Units
 - Tag *Committed to Crusade*
- Cath. Realms have Holy War CB against Muslim Realms Owning Prov. in the Area

HRE ACTIONS

Increase 🏰 (1👤 = 1+current 🏰) (p. 43)

- You must be the Emperor
- Increase 🏰 by 1

ADMIN. ACTIONS

Incr. Stab. (5👤 ± current 🏰) (p. 14)

- Increase 🏰 by 1
- If Papal Controller, pay 1👤 less (p. 46)
- If Orthodox and current 🏰 is -1 or 0, pay 1👤 less (p. 38)

Colonize (4👤/🏰) (p. 14)

- Replace one of your 🏰 on a vacant Territory with a Small 🏰
- Must be connected to your Capital Area by your 🏰 and/or Light 🏰

Convert Area (2👤 + 3🏰) (p. 14)

- Must Own 1+ Province in Area(s) governed by the Religion slot, and
 - All Provinces must be owned by Realms of the same State Religion
- If Protestant, pay 1👤 less (p. 38)
- Change Religion to your State Religion
- Add 1🏰 to your affected 🏰
- Roll Rebel Dice in affected Area(s)

DIPLOMATIC ACTIONS

Forge Alliance (1-3👤) (p. 15)

- Only with an NPR
- Both must be at Peace
- Must have at least 2👤 in target Realm
- If target is a Distant NPR, then
 - Must have a 🏰 on 1+ of target's Areas
 - 🏰 count as 🏰 (p. 32)
- If target has Alliance, then must have more 🏰 than previous Ally and remove that 🏰
- Pay 1👤 = 1/2 of target's Base Tax (max 3)
- Add 🏰 to target's Capital
- Add 1🏰 to target's Capital Area, if there is space

Trade (1👤) (p. 15)

- Must have an available (upright) Merchant
- 1. Reveal 3 Trade cards
- 2. May collect 2🏰 and end Action
- 3. May move 1 Light 🏰
 - The 🏰 must move Adjacent to the Trade Node that will be selected, or create connection to that Trade Node
 - May displace a 🏰 if no vacant slot
 - May not enter a Hostile Sea Zone
- 4. Select an eligible Trade Node
- 5. Select an available (upright) Merchant
 - Move it to the selected Node
 - Max 1 Merchant per PR (p. 34)
 - Activate it (lay it on its side)
- 6. Eligible PRs collect the Trade Income

Influence (1👤/3🏰 per 🏰) (p. 15)

- Pay 1👤 or 3🏰 per 🏰 (min 1👤)
- May place 🏰 in Areas Adj. to your 🏰, 🏰, 🏰, 🏰, 🏰 that were there at the start of the Turn
- Max 2🏰 per Area per Turn
- Area may contain max 5🏰
- No 🏰 on Distant Continents

Fabricate Claim (2👤 per 🏰) (p. 15)

- 🏰 – may be countered by **Counterespion.**
- In Areas listed on Active or Upcoming Power Struggle, costs 1👤 per 🏰 (p. 43)
- **Requirements**
 - You must be at Peace
 - May be placed only in Areas adjacent to your Realm
 - May not place 🏰 on Areas where you
 - Own all Provinces, or
 - Have a 🏰
 - To fabricate a 🏰 on Distant Area
 - It must be Adjacent by Land, and
 - Have an NPR Province, 🏰 or 🏰

Trade Income (p. 34-35)

- Human PRs collect Trade Inc. if the Node
 - Has their Merchant, and
 - Is **eligible**: connected to Capital Area by 🏰, 🏰, 🏰 or Light 🏰 (not required in Inland Trade Node's Area; Occupied 🏰/🏰 count)
- Expanded - red column, otherwise - green
- **1 PR per row** may collect Trade Income. Priority (losers are pushed to lower row):
 1. Highest Trade Power
 2. Active PR breaks ties as they please
- Each Pirate Ship lowers all PRs by 1 row

Secondary Trade Nodes

- If Active PR has highest (may be tied) Trade Power in eligible Sec. Trade Node
 - They may collect Income from the lowest row of the Secondary Node
 - Other players collect income from Primary Node as normal
- May not select a Sec. Node with a Pirate

Trade Power (🏰) in eligible Node

- 1 🏰 for your Merchant
- 1 🏰 per Key Province you Own
- 1 🏰 per 🏰 in Adj. Trade Protection slots (only for Maritime Trade Nodes)
- Key Prov. with "++" provide +1 🏰 per "++"
- Key Prov. do not count for Sec. Node

Bot Trade (p. 4)

- Bots have 1 Merchant (never exhausted)
- When human PR **Trades**, Bots collect Trade Income if Node is eligible for them
 - Maritime Trade Node (-1 🏰 per Pirate)
 - Main Map Nodes: 2 🏰
 - Distant Nodes: 3 🏰
 - Inland Trade Node: 2 🏰
 - Bot must have 1+ Adjacent 🏰
 - -1 🏰 if human PR has 3+ 🏰 from Key Prov. and "Mercantilism" Idea
- When Bot collects Trade Income, move its Merchant to that Node

Action Cards X🏰 + Y🏰 (p. 18-19)

- Action cost can never go below 0
- Cards in hand are secret
- Discard piles are public information
- If deck is empty when need to draw
 - If >5 cards in discard pile, keep the top 5, shuffle others
 - If ≤5 cards in discard pile, shuffle all
- Papal Controller pays 1👤 less for actions increasing 🏰 (p. 46)
- If Orthodox and current 🏰 is -1 or 0, pay 1👤 less for actions increasing 🏰 (p. 38)

Covert Actions (🏰)

- Can be countered by **Counterespionage**
- When countered, pay cost and 🏰 uses

Display cards (🏰)

- Max 2 in play per player (must be diff.)
 - Must discard 1 of them to play another
- Fully charge the card with 🏰 when played
- 1+ charges are exhausted per use (in addition to 🏰 cost)

Reactions (🏰)

- May be played outside your Turn, under specific circumstances

Card specific rules

- **One Step Ahead, Forced March:** May not be played on Army with 🏰>🏰 (p. 24)
- **Development:** Protest. pay -1👤 (p. 38)
- **Integrate Area:** see **Core Prov.** (p. 21)
- **Subjugate:** see **Vassals** (p. 33)

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 that you have no CB for
- During an Interregnum

Exceptions:

- If you have 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 penalty for missing CB
- Emp.'s DoW on Subject
 - Lose 1
 - Remove 3 from HRE Areas
- Subject's DoW on another Subject
 - Human Emperor must place a CB token 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
 - ≥ 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)

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** = Emperor's (incl. Imperial) in Elec. Areas (max 8)
- If a **Bot is Emperor** (p. 6)
 - 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 token on Aggressor's Capital
- Bot Imperial Subject** loses 1 , unless at War, including this DoW (p. 6)

MILITARY ACTIONS

Declare War (1) (p. 16)

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

Activating NPR Ally () (p. 33)

- Flip the to
- Human PRs
 - Add Allied Units to Available equal to ½ of NPR Strength (max 5)
 - Gain 1 if is Adj. to new Enemy, and activated as part of CtA (p. 13)
- Bots gain 2 (p. 4)

Receiving a CtA (p. 32-33)

- Defensive CtAs* can always be accepted
- Offensive CtAs* must be refused in case of DoW restrictions
- Bot accepts *Defensive CtAs*, unless at War with an Opponent (p. 4)
- Bot always refuses *Offensive CtAs* (p. 4)

Accepting a CtA

- If *Defensive CtA*
 - Enemy places War tokens on you
 - 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 Adj. to the Aggressor (p. 4)

Casus Belli (p. 22)

Conquest (Claim) – Have (or) (p. 21)) in Area where target Lawfully Owns or Controls any Prov., or has any Vassals (p. 33)

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

Disputed Succession – Any on target

- Also against PRs at War with the target

- Also negates penalty for DoW on

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 per) (p. 13)

- Call Allies to join your War (Minor Act.)
- Only during your own DoW, or as in response to DoW on you or your NPR
- 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 from its Areas
 - Offensive CtA* – 2
 - Defensive CtA* – 1
 - If **Dist. NPR**, use instead (p. 32)
- Activate called NPR Allies

- If *Offensive CtA*, place War tokens on your Ally's Enemies

Refusing a CtA

- Remove
- If this was an Active Ally
 - Lose Allied Units = ½ of Ally's pre-War Strength
 - 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
 - Lose
 - Rem. 5 from former s Areas
 - If your former Ally is a PR, they may place a CB token on your Capital
- Place Truce tokens, unless former Ally is PR who has CB token on your Capital

Military Access (p. 25)

- In Areas with 1+ Province whose *de jure* or *de facto* owner is **Friendly** or **Enemy**
 - Always available
- In **Neutral** Areas
 - Not available in Areas with your
 - You must be at War
 - Remove 1 from the Area or pay 3 €
 - If all Prov. in Area are Owned by PRs, you need permission from one of them
- In **HRE** while *Def. HRE* is active (p. 44)
 - Free for
 - Emperor
 - Anyone at War with Emperor

Suppress Unrest (1 € per €) (p. 17)

- / may not be Occupied
- Area may not contain any Hostile Units

Activate Units (p. 16)

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

Land Activation (1 €) (p. 16, 25-26)

- Do **Land Movement** or **Siege**

Land Movement

- Move an Army or a Unit up to 2 spaces
 - Check **Military Access** (p. 25)
 - 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
- Crossing a **Mountain Border** to a Hostile or Neutral Area (p. 25)
 - Action cost pays for first 3 Units
 - Pay additional 1 € 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
 - Enemy NPR Provinces (unless there are already Units Hostile to the NPR)
- **Optional rule 2: Available Mercenaries**
 - Only if activating an Army for Land Movement in your Own Area
 - May recruit up to 3 Mercenary Units (normal cost)
 - They must move with the Army

Armies/Fleets (p. 24)

- To deploy an Army, assign Unit(s) to it
 - From its Area (**Land Activ.**), or
 - From Available (during **Recruit**)
- To deploy a Fleet, assign Ship(s) to it
 - From Sea Zone (**Naval Activ.**), or
 - From your Supply (during **Recruit**)
- If it becomes empty, remove from map

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 € cost
 - Strength (round down) (p. 24):
 $\text{€} = 1$, $\text{€} = \frac{1}{2}$, $\text{€} = 2$
 - Pay +1 € 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
 - Remove €
 - **NPR Province**
 - Add Occupied token
 - Add your (with €)
 - **Hostile PR's** /
 - Add your (with €) on top of it
 - That player must cover a slot on their Town/Vassal track with a
 - **Enemy Occupied Province** whose Lawful Owner is Friendly or Neutral
 - Remove Occupier's
 - **Rebel/Enemy Occupied Province** whose Lawful Owner is your Enemy
 - Replace Occupier's / with your (with €)
6. Ships move out of successfully Sieged Ports and may trigger a Battle
7. Players regaining Control of Provinces remove from Town/Vassal track

Naval Bridge (p. 26)

- Across any number of Sea Zones
- A Sea Zone may be crossed by up to **3 Units per 1 Friendly** in that Sea Zone
- Does not count as a space
- May include Ships of PR Allies, unless
 - That Sea Zone has Enemy Ships, or
 - Disembarking in a Hostile Area where the Ally has no Enemies
- **Movement must end** in the Area where Units disembark

War Capacities (p. 22-23)

- A Province may contribute to MC/NC once per Turn (but for both)
- ### Military Capacity (MC)
- MC in Area = Tax Val. of Own Prov. + in the Area and Adjacent to the Area
 - **Blocking MC**
 - Occupied Provinces provide no MC
 - MC from Adjacent Area blocked by Hostile Units in that Area
 - MC from Provinces only Adj. by Sea blocked by Hostile Sea Zones
- ### Naval Capacity (NC)
- NC in Sea Zone = # of Own Ports facing the Sea Z. (Large Ports count as 2 (p. 4))
 - **Blocking NC**
 - Occupied Ports provide no NC
 - NC is blocked in Sea Z. with Enemy

Naval Activation (1 €) (p. 16, 25-26)

- Do **Naval Movement** or **Undock**
- May **fight Pirates** in Trade Node Adjacent to a Sea Zone where Ships ended **Naval Activation** (p. 25, 28)
- Activated Light Ships may occupy vacant **Trade Protection** slots in non-Hostile destinations (p. 25)

Naval Movement

- Select 1 Sea Zone or Friendly Port as destination
- Move any number of Ships within range to the destination (Ports have limits)
 - Ship/Fleet may move up to 2 spaces
 - May not pass through Hostile or Distant Sea Zones (p. 25)
- On **Distant Continents** (p. 26)
 - If you have no , or Adj. to Dist. Sea Zone, you must **Explore** to enter it
 - To move across the Pacific Ocean, spend an additional of any type
- **Galleys** are disbanded if the Fleet moves to a Sea Zone without € / € (p. 24)
- **Fleet reorganization** may be done at the start and destination (p. 25)
 - May pick up or drop off Light Ships
- A **Battle is triggered** when destination
 - Contains Enemy Ships, or
 - Faces Enemy NPR Ports (unless there already are Ships Hostile to the NPR)
- May move (after Nav. Battle if any) a Land Unit/Army via **Naval Bridge** if (p. 26)
 - It includes destination Sea Zone, and
 - Moving Unit/Army is Adj. to Bridge

Undock

- Move any number of your Ships from Ports to Adjacent non-Hostile Sea Zones

Warfare vs NPRs (p. 36)

- **NPR Strength** = Tax Value of all Prov. Owned by NPR or its Vassals
- # of def. **NPR Units** = MC or NC
 - Always Infantry or Light Ships
 - **Active Ally** defends with ½ of MC
 - Extra Units defending HRE Members in HRE Areas if **Emp. is NPR** (p. 45)
 - $(3 \times \text{NPR}) - (2 \times \# \text{ of HRE Areas with non-HRE Units before this Turn})$
- NPR Provinces on **Distant Continents**
 - Double MC/NC for defense (if no ♥)
 - Some Ports are Inactive (grayed out) until they have a 🏰, 🏰 or 🏰
- 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 (1X + X👑) (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 🏰 Areas (up to your MC)

Allied Units

- In your Areas (up to your MC)
- In Areas of 🏰 (up to their MC)

Mercenary Units (Max 3 per Turn)

- In your or 🏰 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👑	4👑	free
Cavalry	5👑	7👑	3👑
Artillery	6👑	8👑	-
Light Ship	4👑	-	-
Heavy Ship	10👑	-	-
Galley	2👑	-	-

Ships in Port (p. 26)

- Max 2 in a Small Port
- Max 4 in a Large Port
- Max 6 in a Large Port in a single Fleet
- Heavy Ships are repaired at Turn/Round end
- If Port becomes non-Friendly by any means other than Sieges
 - Ships move to Adj. non-Hostile Sea Z.
 - If can't move, must be disbanded

Battle Triggers (p. 27, 28)

- Land Units/Ships Hostile to each other end up in the same Area/Sea Zone
- Land Units are in Area with Hostile NPR Prov., or Ships in Sea Zone facing Hostile NPR Ports, unless Units/Ships Hostile to

that NPR were there before current Turn

- PR wishes to fight Pirates Adj. to where their Activated Ships ended **Naval Activ.**
 - Attacking Ships must be in the same Sea Zone (p. 25)
- If 2+ Battles, Active PR decides the order

Battle Sequence (p. 26-28)

- Ships vacate Trade Prot. slots (p. 28)
- Attacker is Active PR or who Decl. War
- If Bot is Attacker or Main Defender, follow Bot Action charts on p. 16 (p. 5)
- If Bot fights alongside another PR (p. 6)
 - Bot's 🏰 counts as 3 NPR 🏰

1. Battle Preparations

- **Emperor** may add all Imperial 🏰 (p. 44)
 - Only usable in HRE Areas or Emp.'s Areas Adj. by Land to HRE
 - May not be used when Enemy force consists of only NPR HRE Members
 - Add as Allied Infantry (keep separately)
- If 2+ PRs defend, pick **Main Defender**:
 1. Humans before Bots (p. 5)
 2. PR with the most Units
 3. PR defen. who last took a Turn decides
- Only Attacker and Main Defender may
 - Assign a General to the Battle
 - Play *Battle Actions*
 - Roll Dice
- 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 their Leader, if any
- Apply Military Ideas effects

2. Play Battle Actions (🎲)

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

3. Roll Battle Dice

- If **Land Battle**, default 3🎲 Dice
 - 3🎲 or 3🎲 for Muslim PRs (p. 38)
- If **Naval Battle**, default 3🎲 Dice
- Additional Dice from Leaders and 🏰
- 1 hit per your Unit matched with 🎲/🎲/🎲
 - Ships are matched with 🎲
 - +1 automatic hit per Heavy Ship
 - With respective Ideas, count 🎲 as 2🎲

4. 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 🏰
 - 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

5A. Wounded Generals/Admirals

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

5B. Captured Enemy Ships

- Only if you have Ships remaining, and eliminated all Enemy Ships
- Capt. 1 Enemy Casualty per 🎲 (last roll)
 - Enemy decides which Ships
 - You may deploy Fleet if available
- Capt. Heavy Ships are damaged (p. 24)

6. Retreat

- Attacker chooses first, then defender
- Resolve separately for each **PR**
 - Retreating PRs suffer 1 more Casualty
- **NPRs Retreat** (remove from board) if outnumbered, unless (p. 36)
 - Fighting alongside Rebels, or
 - In their Capital Area, or
 - In Sea Zone Adj. to Capital Area, or
 - In last Area where they Control Prov.
- **Rebels** never Retreat (p. 37)
- If nobody Retreats, then go back to step 2
- **Retreat destinations**
 - Units that moved to this space Retreat to previous space(s)
 - Others to Adjacent space where no Battle is triggered, or may not Retreat
 - Mil. Access, Nav. Bridge rules apply
 - All Units of the same PR must Retreat to a single space

7. Proclaim a Winner

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

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/♠/♣
 - Non-Hostile Areas with Friendly Prov.
- **Hostile:**
 - Armies/Units/Prov. Controlled by ♠ 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 ♣/♠/♣ (Controller on top, Lawful Owner beneath)
- **Own Province** has its Realm's flag/♣/♠ 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/♣ on Prov. or ♣ in Area (♣/♠ supercede flags)
- **Colonial** ♣: ♣ 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 (♣). If out of (p. 21)
 - Large ♣, use 2 Small ♣ instead
 - Small ♣, use a ♠ instead
 - Vassal tokens (♣)
 - Alliances (♠/♣), Marriages (♠/♣)
 - Crusade/Excommunicated token
 - Mercenary and Allied Units
 - Deployed and Exhausted Units
 - "Unlimited" tokens

- **Cubes** (♣)
 - Take from anywhere, except
 - Roma ♣
 - *Changed Nat.* Focus slot
 - ♣ covering income slots
- **Unlimited**
 - Ducats (♠)
 - War/Truce tokens
 - Occupied/Battleground tokens
 - +1 ♠ tokens
 - Ill Health/Interest tokens (♥/♠)
 - Negative Prestige tokens
 - Tag chits
 - Tokens used to indicate State Religion

Rounding

- Round up unless stated otherwise

GOVERNING PR (p. 19-21)

Monarch Power (♠) (p. 19)

- No more than 10 ♠ of any type

Characters (p. 19)

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

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)

- If a PR cannot pay a mandatory ♠ cost and cannot take a Loan, they
 - First pay as much ♠ as they can, then
 - Lose 3 ♠
 - Lose ♠
 - Discard 3 ♠ from Treasury
 - Disband all Mercenaries
 - Fire all Advisors
 - Lose ½ of ♠ per type (max 3 per type)

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 are 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

Marriages (♠) (p. 32)

- Max 3 ♠ ("Cabinet" Idea allows 1 more)
- ♠ counts as ♠, but cannot be removed and is excluded from Area's 5 ♠ limit
- When taking an Action that requires to remove ♠, remove 1 fewer ♠ if you have 1+ ♠ 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 (♠) (p. 32)

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

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
 - When **Vassalizing** your Ally
 - Remove your ♠
 - Place ♠ on their Prov. (2 on Large)
 - All other PRs must remove their ♠
 - If the **target has Vassals**
 - You need a ♠ to Vassalize that target
 - If you also discard ♠ from target's Vassals equal to their Base Tax
 - They also become you Vassals
 - If not, they become NPRs, you may
 - Place ♠ on their Capital, or
 - Place ♠ in one of their Areas
 - When **Annexing**
 - Replace ♠ with ♠, remove any ♠
- >**Papal Stat.** and **Emp.** cannot be Vassalized
- **Vassals in Wars**
 - ♠ on Vassal counts as ♠ 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 ♠ was removed) become NPRs

DNPRs (♠) (p. 35)

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

+1 🗡️ 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 (🗡️) (p. 37)

Rebel Dice

- Roll Area by Area
- Roll 1 die per 🗡️ you have in a given Area
- 🗡️: Rebellion
 - If you have Military Units in the Area
 - Lose 1 Unit per 🗡️ as Casualty
 - If no Units to lose
 - Assign each 🗡️ to one of your 🗡️
 - Core Province gets Occupied
 - Occ. or non-Core Prov. gets Liber.
- 🗡️: Lose 1 🗡️. If unable to, then pay 2 🗡️
- 🗡️: Exhaust 1 🗡️. If unable to, pay 2 🗡️
- 🗡️: Lose 2 🗡️
- 🗡️: Remove 1 🗡️ in the Area

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 (🗡️)

- 🗡️ are Hostile to all PRs
- Sieging**
 - Each 🗡️ has Siege Strength of 1
 - If Province is Core of PR who has 🗡️/🗡️ on it and not Occupied
 - Place 🗡️ on top of it
 - Cover Town/Vassal slot with a 🗡️
 - Otherwise
 - It is Liberated
- Liberation**
 - If **Occupied** by an Enemy of Province's Lawful Owner, remove Occupier's 🗡️
 - If **not a Core Province** of PR who Owns or has Vassalized it
 - Remove 🗡️/🗡️
 - If Core of another PR, they place 🗡️
 - If **Territory**, replace 🗡️ with a 🗡️ (color chosen by the Active Player)
 - PR whose Province is Liberated by Rebels must **place a CB token** on new Owner's Capital and remove any Truce
 - Bot **places a 🗡️** if their Province gets Liberated by Rebels (p. 4)

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
 - Remove 🗡️ and 🗡️ in Areas of your new State Religion

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
 - May **Change State Religion**
- Protestantism
 - Conv. Area** and **Developm.** cost -1 🗡️
 - May **Change State Religion**
- Orthodoxy
 - Discount of 1 🗡️ when **Increasing Stab.** from -1 to 0 or from 0 to 1
- Islam
 - May replace default 3 🗡️ Dice with 3 🗡️

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)
- 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

PAPAL CURIA (p. 45-46)

- # of Regular 🗡️ Slots = # of Cath. PRs + 1
- Only Catholic PRs may have Cardinals
- Roma Cardinal** belongs to PR who
 - Is Allied to the >Papal States, or
 - Controls Roma
 - This supersedes the Alliance
 - PR may not have other 🗡️
- Papal Controller**
 - PR with most 🗡️ (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 Actions Incr. 🗡️
 - Has Access to Papal Actions

• Uncontested Papal Controller

- PR with most 🗡️, min 2 and no tie
- Extra 🗡️ in Phase 4, Step E

PRESTIGE (🗡️) (p. 42-43)

Missions (p. 42)

- Rewards follow Event guidelines

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

HRE (p. 43-45)

Imperial Authority (🗡️) (p. 43)

- Max 🗡️ = # of Elector Areas + 1
- Drop 🗡️ if max 🗡️ goes below current 🗡️

Imperial Influence (p. 44)

- Works like regular 🗡️ except
 - 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 except the Emperor
- 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.
 - The Area leaves the HRE (place 🗡️)
 - 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)

- If HRE has official Religion, Emp. may only **Change State Rel.** to HRE Religion
- If Emperor adopts Revolutionary Ideology, then HRE is permanently dissolved

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 🗡️ ≤ 4

- 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.
- If 🗳 < 3 following election of a new Emp.
 - 🗳 increases by 1
- If new PR is elected and *Defending the HRE* is active
 - Untag *Def. the HRE*
 - Empty Imperial 🗳 pool
 - New Emp. may place a CB token on any non-HRE Realm at War with NPR HRE Members

BOT RULES

CHOICE PROC. (p. 3)

At War?

- If no Enemy has Provinces remaining, consider the Bot not at War for all choices

Realm Selection

- Use Targeting Charts
- Priorities for picking a Realm in an Area
 1. Capital in the Area
 2. Highest tot. Tax Val. Owned in Area
 3. Random

Province, Area, Sea Zone Selection

- When applying effects directly beneficial to the Bot or bad for an Opponent
 - Prioritize highest Tax Value
- When applying effects directly bad for the Bot or beneficial to an Opponent
 - Prioritize lowest Tax Value
- Otherwise, A→Z

Opponent Selection

1. Opponent at War with Bot (if applicable)
2. Roll a die
 - 1-3: Highest 🗳
 - 4-6: Highest Tax Income
3. Human players before Bots
4. Random

IDEAS (p. 3)

- Bots do not take Idea effects into account

TOKEN LIMITS (p. 4)

Cubes

- If out of 🎲, take according to the following priority
 1. Take 🎲 from Spent 🎲
 2. Take 🎲 from Areas w/o Bot's 🗳/🗳 (prefer furthest from Bot's Cap. Area)
 3. Take from Areas of an Ally with the lowest Base Tax
 4. Take from Available 🎲

Towns

- If out of 🏠 (and has +20 income token), Bot will not Siege Prov. or Colonize Terr.

Claims & Core Tokens

- Max 6 🗳 (numbered 1-6)
- Max 2 🗳 (numbered 7-8)
- If out of 🗳, take according to the following priority
 1. Take non-Colonial Distant 🗳
 2. Take 🗳 from a Main Map Area with the lowest Tax Value
- Tie breakers
 1. Furthest from the Capital Area
 2. A→Z

Other Limited Tokens

- Avoid removing directly beneficial
- Prefer removing directly harmful
- Otherwise A→Z

BOTS & ALLIANCES (p. 4)

- Bots never enter into Alliances with Opponents (unless through an Event)

COVERT ACTIONS (p. 4)

- Bot's Covert Actions can be countered with *Counterespionage* as normal
- Bots never counter Covert Actions

BOT WARFARE (p. 4-6)

- Bot recruits always into its Army
- When recruiting, Bots always pay full 🎲 price, even if less Available 🗳

Maximum Army Capacity (MAC)

- Area with land connection to Capital (continuous chain of Bot's 🏠 that are Adjacent by Land) – unlimited
- Otherwise – Bot's MC for the Area + 3 (min 9, if Naval Bridge closes the only gap in land connection to the Capital)
- When *Defending the HRE* is active (p. 6)
 - Treat all HRE Areas as connected to Emperor's Capital for MAC purposes

Movement

- Normally up to 2 spaces and stops when entering Hostile, but not Neutral Area
- Bot's **Naval Bridge** can be crossed by up to 9 Units, excess Units are laid down
- Bots ignore **Mountain Borders**
- Moving into Neutral Areas
 - Remove 1 🗳 if any
 - Not allowed if Bot's 🗳 in the Area

Ship placement

- Never on Trade Protection slots
- Adjacent to own Ports or Ships

TARGETING CHARTS (p. 6)

- **Target types**
 - Realms
 - "Owner of [Province]"
 - Lawful Owner if Occupied
 - "Realm in [AREA]", preference:
 1. Valid Realm with Capit. in the Area
 2. Valid Realm with Highest Tax Value Owned in the Area
 3. A→Z
- If **mil. target is NPR**, place 🗳. Priority:
 1. In named Area or Area of named Prov.
 2. In target's Capital Area
- **Vacant Territory** as target
 - If Bot has "QftNW", place 🗳, end Turn
 - Otherwise, invalid target
- **Invalid military targets**
 - Vassal → Substitute: Overlord
 - All target's Prov. Owned by PRs or DNPRs → Substitute: Owner of target's Capital
 - Bot's Ally
 - Truce with the Bot
 - Opponent who has Passed, including their NPR Allies and HRE Subjects
 - Bot has 4+ 🗳 in NPR target's Areas
 - All target's Prov. already owned by Bot
- **Invalid diplomatic targets**
 - Opponent
 - At War with the Bot
 - DNPR with 10+ Base Tax
 - All target's Provinces Owned by other Realms (PRs or DNPRs)
- If **Invalid target**, choose another:
 1. Substitute (if a valid one exists)
 2. Roll between children nodes
 3. If no valid descendant nodes
 1. Next sibling (increase die value, wrap around)
 2. Next cousin (increase die value, wrap around)