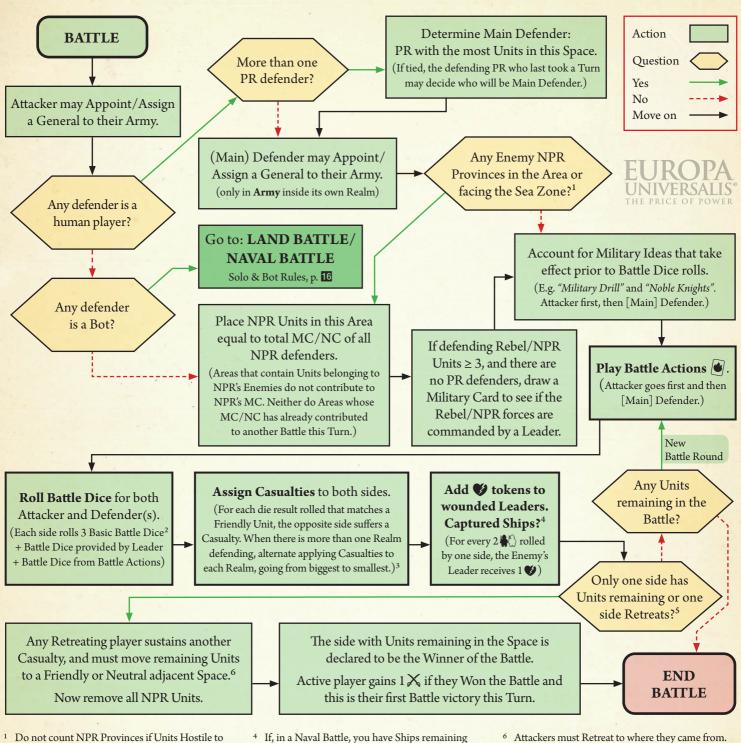
Footnotes on the reverse side



- ¹ Do not count NPR Provinces if Units Hostile to the NPR were present prior to this Turn.
- Basic Battle Dice in Land Battles are 3 Infantry Dice, and in Naval Battles they are 3 Artillery Dice.
- If a player Army has a combination of Mercenary, Regular, and/or Allied Units, they must alternate applying Casualties to each of those Unit types (in the listed order).
- while no Enemy Ships remain, you may turn one Enemy Casualty into a Captured Ship for each you rolled in this Battle Round.
- ⁵ Unless NPR Units are defending their Capital Area, last remaining Area, or Sea Zone adjacent to Capital, they Retreat (are removed) if their side has fewer Units than their Enemy.
- ⁶ Attackers must Retreat to where they came from.

General notes:

- Read Space as Area in the case of a Land Battle and Sea Zone in case of a Naval Battle (Space can also be Port in the case of a Naval Retreat).
- Count Pirates as Rebels. Pirates and Rebels always fight until the last Unit.

- ¹ Neither side in the War Occupy any of their Enemy's Provinces (including Provinces of any of their Enemy's Vassals or Active Allies).
- ² A PR must Occupy all of their Enemy's Provinces, while the Enemy has no Deployed Land Units. Vs. an NPR Enemy, a Bot must Occupy NPR's Capital and Provinces of Tax Value $\geq \frac{1}{2}$ of NPR's Tax Income.
- Once a player has answered this question with a "no", they do not get to answer it with a "yes" later in the Peace Resolution step this Round.
- ⁴ Victor must Occupy Loser's Capital and at least one of their Provinces in another of their Areas (if any).
- ⁵ A player who satisfies this condition is considered the Victor in this War. Units on Distant Continents where Enemy PR has no O do not count.
- ⁶ Only human players can Surrender. A player who Surrenders is considered the Loser of that War. The Victor must Enforce a Peace that they can meet the requirements for. The Victor may Enforce Humiliation even if they do not Occupy Loser's Capital.
- ⁷ Victor must Occupy Loser's Capital, or the Enemy must have Surrendered.
- Loser can never be forced to pay more than $2 \times Tax$ Income to Victor, in total.
- 9 Victor must Occupy Loser's Capital, and there must be at least 1 on Loser's Capital.
- 10 Victor must Occupy or Own all Provinces in Loser's Capital Area. Victor must have another State Religion than Loser.