



¹ Do not count NPR Provinces if Units Hostile to the NPR were present prior to this Turn.
² Basic Battle Dice in Land Battles are 3 Infantry Dice, and in Naval Battles they are 3 Artillery Dice.
³ 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).
⁴ If, in a Naval Battle, you have Ships remaining 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.
⁷ Victor must Occupy Loser's Capital, or the Enemy must have Surrendered.
⁸ Loser can never be forced to pay more than 2 × 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.