

RULE BOOK

Baroque

WAR AND POLITICS IN THE HOLY ROMAN EMPIRE



Table of contents

1.0 OVERVIEW	2
2.0 GAME COMPONENTS	2
3.0 GAME SETUP	3
4.0 SEQUENCE OF PLAY	4
5.0 DECKS PREPARATION	4
6.0 INCOME PHASE	4
7.0 OPPORTUNITY CARDS PHASE	5
8.0 FIRST PLAYER PHASE	5
9.0 ACTIONS PHASE	5
10.0 ACTIONS	6
11.0 CONTROL OF A STATE	8
12.0 SUPPORT PHASE	8
13.0 PHASE OF THE END OF TURN	9
14.0 SPECIAL EVENT CARDS	9
15.0 VICTORY	11
APPENDIX 1: EVENTS CARDS	12
APPENDIX 2: OPPORTUNITY CARDS	14

1.0 OVERVIEW

In Baroque players are taken to 1650 Germany, at the end of the Thirty Years War. In this crucial historic moment players you will increase power to support the Emperor of the Holy Roman Empire, by controlling States and building cities and bishoprics. However, to obtain all of this, a cautious preparation of your own expansion will be needed.

The historical reference of Baroque does not make this game a strict historic simulation. In fact the situation developed in the game differs from what happened in reality, even if lots of events and characters with which you will play belong at this historical particularly troubled period.

As in real life, events, sometimes positive or negative, will interfere with your plans, even the best planned ones. You will have to be flexible enough to face catastrophic events against you and to rapidly seize an advantage from those which will affect the other players. In Baroque you will need to be both opportunistic and plan a long-term strategy at the same time.

A game in Baroque is based upon several turns; it is up to the players to choose which duration they prefer for a game.

The first game

If you are about to start your game for the very first time, I recommend you to read the effects of the Event Cards, listed in a dedicated chapter of this rulebook, so you can avoid unpleasant surprises.

If you love the thrill, set up your game as soon as possible and enjoy the uncertainty of this period.

1.1 Players and game duration

Even though the number of players may vary during a game, it works perfectly with 2, or 3 and 4 players. The game runs slightly differently based upon the number of players involved. Without taking into consideration the number of players, a game of Baroque can last from 3 turns (Standard Scenario) up to over 10 turns (Extended Scenario). **Each turn requires 40 to 50 minutes to complete** (double the time if it is the first or second time you play Baroque).

2.0 GAME COMPONENTS

Inside the box of Baroque you will find:

1 55x88 cm Mounted Map;

2 countersheets;

4 Major States Cards;

77 57x85mm Cards divided in: 36 Events deck and 41 Opportunity deck;

1 6-sided die;

This Rulebook.

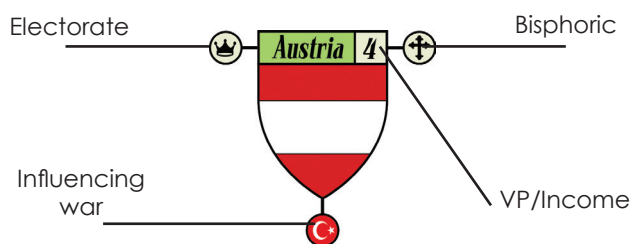
2.1 Map

The map reproduces the Holy Roman Empire in the mid-XVII century and is divided in those which we will call States. This is **NOT** a precise map of XVII century Germany, it is more an "idealistic" one than anything else, in which the States dimensions had been changed to easily give space for the markers. On the map there is also a track to record the Victory Points (VP). The **Major States** are the bases from which players will start the game. They are: Brandenburg (red), Austria (green), Palatinate States (yellow) and Spanish Netherlands (blue).

The **Minor States** are those territories which can be controlled.

The grey areas are **Foreign Countries**, these areas cannot be used and no player is allowed to enter.

Foreign Possessions are the States with the auction hammer icon. These can be obtained through auctions throughout the game. If not gained, they are treated as Foreign Countries. All the States have the following Coat-of-Arms:



This symbol indicates that the State is an **Electorate**. The player who controls it will gain a vote during the election of the new Emperor. The ten Electorate States are: Cologne, Trier, Mainz, the Lower Palatinate, Bayern, Brandenburg, Saxony, Austria, Lorraine, and Bohemia. Brunswick may become an Electorate if the associated event card will be drawn.

This symbol indicates that the State is a **Bishopric**. The player who controls the Bishopric will obtain political influence during an election, can build palaces which will give Victory Points (VP). The ten Bishoprics are: Liege, Cologne, Trier, Strasbourg, Munster, Osnabruck, Mainz, Bremen, Austria, and Salzburg. Cologne, Trier, and Mainz are also Electorates.



This symbol indicates that the State is a **Sea Port**. Ports produce additional income.

2.2 Card

The 77 cards are divided in two decks: Opportunity and Event Cards. In the Cards Manifest you will find an accurate description of every single card.

2.3 Die

The die is used only to determine which player will start at the beginning of the game and to decide which State is in Revolt and/or where a War breaks out. The die is not used to resolve any other situation that may occur during the game.

3.0 GAME SETUP

3.1 Choosing a Major State

Each player chooses a Major State using any possible method. The four Major States are: Brandenburg (red), Austria (green), Palatinate States (yellow) and Spanish Netherlands (blue).

NOTE: Palatinate States have 2 Major States (Upper and Lower).

3.1.1 Number of players: Based upon the number of players, some minor adjustments need to be taken during the setup of the game:

- **4 Players:** All the Major States are playable; furthermore the Event Cards "Spain will sell the Spanish Netherlands" and "Spain will sell the Franche-Comté" are removed from the game before starting to play.
- **3 Players:** Spanish Netherlands is not a playable Major State; its territory and the one of the Franche-Comté are not considered in play unless the Event Cards "Spain will sell the Spanish Netherlands" and "Spain will sell the Franche-Comté" are drawn and resolved.
- **2 Players:** the only playable Major States are Brandenburg and Austria. the Palatinate are neutral territories, while Spanish Netherlands and Franche-Comté are not considered in play unless the Event Cards "Spain will sell the Spanish Netherlands" and "Spain will sell the Franche-Comté" are drawn and resolved.

3.2 Initial Order of play

Players roll a die and a temporary Turn Order is determined based on the result: the player with the highest die roll will be the First Player and so on.

3.3 Choice of the initial controlled States

Starting from the First Player, each player in turn chooses one of the Minor States which is possi-

ble to control in addition to his own Major Power (as indicated on the Major Powers Cards and on the map) and put the Control counter of its colour on it. The available states for each player are summarized as follows:

- **Austria:** Silesia, Bohemia, Moravia, Carinthia, Carniola, Styria, Tyrol;
- **Brandenburg:** Prussia, Baden, Hessen, Lorraine;
- **Palatinate (Upper and Lower):** Brunswick, Berg, Oldenburg, Mecklenburg;
- **Spanish Netherlands:** Franche-Comté

3.3.1 2-players game: Each player chooses two states among the available ones in the list.

3.4 Initial placing of the Armies (two Armies)

Starting from the last player in the temporary order of play, each player places an Army in one of the states under his control. At the end of the first round, starting from the First Player and in the temporary order of play, players place a second Army in one of the states under his control. It is possible to put both Armies in the same state.

3.4.1 2-Players game: Each player places three Armies in the States he controls; 3 table rounds to place the Armies will be made, one Army for each round as follows:

- the first placing round is made starting from the second player;
- the second placing round is made starting from the first player;
- the last placing round is made starting from the second player.

3.5 Initial placing of the Cities

Starting from the First Player and proceeding in turn order, each player places one City not Fortified in one of his controlled States.

3.6 Initial Florins

Each player places the Florins Marker (FL) on the box 15 of his own Major Power Card.

3.6.1 2-Players game: Each player places the Florins marker on the box 18.

3.7 Cards Decks

Players shuffle the two decks Event and Opportunity Cards, keeping them separated from each other and place them on the appropriate box on the map.

Now the players are ready to play!

4.0 SEQUENCE OF PLAY

Each Turn is divided in the following Phases:

4.1 Cards Decks Preparation

The Event and Opportunity cards used during the previous turn are re-shuffled in their correspondent decks.

4.2. Income Phase (not on Turn 1)

In this Phase and at the same time, players calculate the Income resulting from the States under their own control, by applying the modifiers originating from the presence of Cities. Their own Track on the Major State Card is updated accordingly.

4.3 Opportunity Cards Phase

Based upon the number of players in the game, each player receives a certain number of Opportunity Cards and can buy others, with some limitations.

4.4 First Player Phase

Except in Turn 1, where it is chosen randomly, the First Player is who has the least Victory Points (VP) and in this Phase he decides the Turn Order for the next Actions Phase, then players put the Initiative marker in the chosen order on the track.

4.5 Actions Phases

In turn, each player performs these steps:

- Draws and resolves an Event Card;
- Plays an Opportunity Card from his hand and resolves it;
- Performs 3 Actions choosing from: Play an Opportunity Card, Build, Place/Remove Influence, Move Armies.

If a player does not have any Opportunity Cards in his hand, his turn is over. When all players are without any Opportunity Cards on their hands, go to the next Phase.

4.6 Support Phase

Each player performs these steps starting from the one with the highest Support score:

- Calculation of the Up keeping costs of the Armies;
- Change of the Control of States;
- Imperial Support.

NOTE: the Support score is constantly upgraded when a player takes control or loses an element which gives him Support Votes.

During the Support Phase players will follow this sub-phases sequence:

- Calculation of the Up keeping costs of the Armies;
- Change of Control of the Minor States;
- Support of the Imperial Throne;
- Active Wars.

4.7 End of Turn Phase

Each player determines the Victory Points gained during the current turn and updates his own score accordingly. If the turn played is the last of the game, proceed to determine the winner.

Every player will then discard played Figures and Divine Interventions in front of him, applying any relevant effect on the cards.

5.0 DECKS PREPARATION

Players re-shuffle separately the Event and Opportunity Cards decks with their respective discards.

5.1 Exceptions

4-Players game: the "Spain will sell Spanish Netherlands" and "Spain will sell Franche-Comtè" cards are not used;

Event Cards "War": these cards stay in their appropriate box until an Event Card "Peace" has been drawn and resolved.

Event Card "Famine": this card, if drawn and resolved during the previous turn, is placed at the bottom of the Event Cards deck after it has been re-shuffled with the discards;

Event Card "Polish Pass": if this Event Card is in play, is left on the board and is not re-shuffled, unless another Event Card says otherwise.

Event Cards removed from play: some Event Cards have a note "remove after play", these cards, once resolved, are put directly in the box and will never be re-shuffled in the decks.

6.0 INCOME PHASE

At the beginning of each Turn, **with the exception of the First Turn**, each player receives the Income from his own controlled States. Each players receive Florins (FL) equal to the total modified Income Value of all the States he controls.

This income can be influenced by Event Cards, such as "Famine" for example.

6.1 Basic Income Calculation

Each Controlled State produces an income in Florins equal to the number indicated. If in the State there is a City (normal or fortified), this value is doubled.

6.2 Prussia

Prussia produces a basic income of 2 FL, but if the Card "Polish Pass" is active the income will rise to 6FL. However it is not possible to build any City in Prussia.

6.3 Minimum Income

In case of any contingent and contemporary reasons a player should earn less than 5 FL in this Phase, he will be granted a minimum income of 5 FL.

7.0 OPPORTUNITY CARDS PHASE

At the beginning of this Phase, each player draws a number of cards based upon the number of players in the game. Furthermore, each player can buy a certain number of Opportunity Cards by paying for each one of them. This purchase can be done after having checked the starting hand of Opportunity Cards.

7.1 Purchase Sequence

Players buy Opportunity Cards as per order of Support to the Emperor, by starting from the player who has the highest value and proceeding up to the one with the lower value. In case of ties, the turn order will determine which player will be the first to go.

7.2 Mulligan

After having purchased the cards, but before the next player can start, the active player can decide to pay to discard some cards and draw new ones. The cost for this operation is 3 FL for 1 card, 7 FL for 2 cards and 12 FL for 3 cards. This mulligan is applied to all cards in payer hand, even the free ones.

7.3 Purchase Cost

Each added Card to the initial hand costs 2 FL.

7.4 Purchase Limitations

Each player has to respect the following limitations of initial and purchasable cards, based upon the number of players in game:

Nr. of Players	Initial Opportunity Cards for free	Max Opportunity Cards to buy (aside the free Cards)
2	5	6
3	3	5
4	2	4

8.0 FIRST PLAYER PHASE

In this Phase the Order of Play for the current Turn is decided.

8.1 First Turn

For the First Turn, follow the temporary order determined by the die roll made during the "Game Setup" (see para 3.2).

8.2 Subsequent Turns

The player with less Victory Points (VP) chooses the Order of Play for the current Turn, then players put the Initiative marker in the chosen order on the track. In case of ties, is the player with the lower Support score. In the event of another tie, the loser of the die roll will do the choice.

9.0 ACTIONS PHASE

This Phase is played in the same sequence by all players:

1. Event Card
2. Initial Opportunity Card
3. Actions.

If a player does not have any Opportunity Card in his hand when during his action turn, his entire Phase is skipped and he will not take any action during the turn.

9.0.1 Last player Rule: If only one player has Opportunity Cards, that will be his last Actions Phase, then the Turn will be over. In case he would have Opportunity Cards in hand these will be discarded.

Example: Francesco has 5 Opportunity Cards left; he is the only player to have cards. Francesco is the Last Player and can do only one further Actions Phase, where he can use up to 4 of his 5 cards (1 is the mandatory one, the remaining 3 are those that potentially he can play using all of his 3 Actions to play Opportunity Cards (see para 9.3). The last card remaining is then discarded and the Turn is over.

9.1 Event Card

At the beginning of his own Actions Phase, a player must, as first action, draw an Event card and apply its effects. In the very unlikely case that there are no card left, re-shuffle the discards to form a new deck and take the first card on top.

NOTE: Before starting your very first game, we strongly advice to take a quick look at the Event Cards just to have an idea of what could happen during a game.

9.2 Initial Opportunity Card

After the event resolution, the player is obliged to play an Opportunity Card from his hand and resolve its effects.

9.3 Actions

Finally, the player starts 3 actions, by choosing them from the following list:

- 1) Play an Opportunity Card.
- 2) Build;
- 3) Place/Remove 1 Influence or use an action of a Figure (see 10.1.1) to place / remove them.
- 4) Move an Army or a stack of Armies.

The player can decide to do less than 3 actions, but he cannot exceed the limit of 3 actions. A player can do his actions in whichever order he prefers and each action can be repeated several times.

9.4 End of Actions Phase

When all players have no Opportunity Cards left in their hand, the phase ends and pass to the next Support Phase.

10.0 ACTIONS

Here are listed all the possible Actions to do during the Actions Phase of each player.

10.1 Play an Opportunity Card

The Opportunity Cards hand is kept secret unless the cards are played or an effect clearly requires to show them.

At the beginning of each Actions Phase, a player must play an Opportunity Card **before** doing any other Action. This means that a player can play up to 4 Opportunity Cards during a single Actions Phase: 1 mandatory and up to 3 using the action "Play an Opportunity Card".

To play an OC, a player reveals it from his hand, reads the text loudly, applies its effects and then discards or removes from play or he keeps it in front of him, depending on what the card itself specifies.

If a player starts an Actions Phase without Opportunity cards in hand, he will not take any actions nor for that Phase nor for the rest of the Turn.

The Opportunity Cards cannot be kept in hand and "saved" for a following turn.

In the Appendix 2 you may find a detailed list of these cards.

10.1.1 Figures: Some Opportunity Cards portrait a historical figures from the period in which the game is set. These cards have to be kept in front and grant some bonuses and sometimes even more special Actions.

10.2 Build

During a Build Action, a player can build only one of the following options:

- Army
- City
- Fortified City
- Bishopric

IMPORTANT: the costs for each option may change if there is an Architect card played in front of the player. On each Opportunity Card "Architect" are listed the modified costs for all the 4 options.

10.2.1 Armies: Armies are used to take control of the States and in Battle. An Army costs **3 FL**, eventually modified if there is an Opportunity Card "Architect" played, and immediately placed in one State under the control of the active player. The maximum number of Armies in play for each player depends upon how many players are present:

Players	Maximum nr of Armies in play
2	15
3	11
4	10

The Armies in play have to be maintained: at the end of each Turn, during the Support Phase, it will be necessary to pay the Armies in play or remove those not needed to be kept.

Upkeeping costs Event Cards

Be aware that some Events, like "Wage of Armies" and "Salary of your own Armies", may occur during the turn and require an extra up keeping costs of your Armies! Don't be unprepared!

10.2.2 City: A City can be built only in a State under your control and each State can have only one City (normal or Fortified). The cost of one City is 6 FL, which can be modified if there is an Opportunity Card "Architect" played.

A City grants the following bonuses:

- doubles the Income of the State;
- it can be used to place/remove +1 Influence point using the related Action or given by a Figure; each City can be used once per Turn in this way, even if it is destroyed and re-built in the same Turn.

A City will always be part of the State, no matter who controls it.

10.2.3 Fortified City: In any State under his control, a player can upgrade a City in a Fortified City. To do so he needs either:

- **1 Army** in the State, which will be removed for building the Fortified City; **OR**
 - **8 FL**, eventually modified if an Opportunity Card "Architect" is played.
- A Fortified City grants the following bonuses:
- doubles the Income of the State (like the City);
 - can be used to place/remove +2 Influence points using the related Action or given by a Figure; each Fortified City can be used only once per Turn in this way even if it is destroyed and re-built in the same Turn.
 - a defensive bonus of +2 to the Battle Value of the defending Armies present in the State.

10.2.4 Bishopric: A player may build a Palace in every Bishopric State he controls. In order to do so he needs to have an Opportunity Card "Bishop" played in front of him and pay **6 FL**, eventually modified if there is an Opportunity Card "Architect" is in front of him. A Bishopric grants the following bonuses:

- Victory Points at the end of the game;
- can be used to place/remove +3 Influence points using the related Action or given by a Figure only in the States adjacent to the Bishopric State where the Bishopric has been built; each Bishopric can be used only once per Turn in this way, even if it is destroyed and re-built in the same Turn.

10.3 Place/Remove Influence

In Baroque the idea of Influence represents the political and military power. Influence allows to take Control of States. Each Action permits to Place or Remove Influence, following specific rules, and never both (at the same time).

A player has different ways to Place/Remove Influence from the map:

- the basic Action allows to Place/Remove 1 Influence point;
- the Opportunity Card "Power" allows to Place/Remove 2 Influence points;
- use the Action granted by a Politician or a Bishop to Place/Remove 1 Influence point.

All the listed options can be modified by using a City, a Fortified City and a Bishopric. It may be possible that Influence points belonging to different players co-exist in a State where there are no Armies present.

10.3.1 Basic Action: the Basic Action allows to Place/Remove 1 Influence point in any State (not a Major) that is near to a State controlled by a player and that doesn't have any enemy Army present in it.

10.3.2 Opportunity Card "Power": this action is the same as the previous one, with the fol-

lowing differences:

- it is possible to place/remove 2 Influence points, or on the same State or in different States.
- it is not necessary to be near to your own controlled States.

10.3.3 Opportunity Card "Politician": the action granted by a Politician is the same as the Basic Action with the only difference that it is not necessary to have a controlled State near the one where you want to place/remove the Influence point.

10.3.4 Opportunity Card "Bishop": the action granted by a Bishop is limited to what is described on the Card.

10.3.5 Movement of Armies: when an Army enters in a State, all the Influence points (NOT the Control Markers) are removed, including those of the player owning the Army.

10.3.6 Removal: with the action Remove Influence points is never possible to remove the Control Marker.

For the rules about the Control of the States, please refer to paragraph 11.0.

10.4 Moving Armies

During his own Actions Phase, a player can move all his Armies inside a single State, even dividing them among more destinations. All Armies chosen for the action have to be inside a single State.

10.4.1 Movement of Armies: each Army can move up to 2 States in distance. At the end of its activation, an Army can attempt a Forced march.

10.4.2 Forced march: an Army that has moved of 2 States and did not suffer a Movement Block, may attempt a Forced march. The active player rolls a die and can move of a third State with a result of 5-6.

10.4.3 Movement Block: an Army is forced to end its movement, and being unable to attempt a Forced march, if enters in a territory where one of the following conditions exist:

- presence of an Enemy Army;
- State under the control of another player.

10.4.4 Single Activation: each Army, within the same Actions Phase, can be activated and moved only once. At the end of the movement flip the Army counter on the "Moved" side. At the

beginning of the following Actions Phase, flip back all the Army counters to their active side.

10.4.5 Battle: when one or more Armies enter in one State where there are one or more enemy Armies, a Battle has to be resolved. Armies of different players cannot ever coexist inside a State. The player who moved the Armies is the Attacker, while the player who had the Armies in the State is the Defender.

The Battle is resolved in the following way:

- a. Initial assessment of Battle Points:** each Army has a value of 2 Battle Points (BP);
- b. Fortified City:** the BPs of the Defender's Armies are doubled;
- c. General:** the eventual modifier is applied for a General present in a State both for the Attacker and the Defender.
- d. Opportunity Cards:** Players secretly play cards from their hand. Each card adds 1 to the BPs, 2 if the discarded card is an Opportunity Card "Power".
- e. Winner:** the Winner of the Battle is decided. The winner of a Battle is the player who has the most BPs at the end of the resolution:
 - If the Winner is the **Attacker**, the Defender loses 1 Army and must Retreat, the Attacker obtains the control of the State;
 - If the Winner is the **Defender**, the Attacker loses 1 Army and must move back in the State from where he entered the Battle.
 - In case of **Ties**, the Defender wins, but the Attacker doesn't lose any Army and must move back in the State from where he entered the Battle.

10.4.6 Retreat: the defeated Defender must retreat by always keeping in mind the following priorities and consequences:

- If the adjacent State where he retreats is under his **control**, then there are no further consequences;
- If the adjacent State where he retreats is **neutral**, then the Defender suffer an additional loss of 1 Army;
- If the adjacent States are all controlled by enemies, then all the retreating Armies are eliminated.

10.4.7 Destroyed Armies: all the Armies eliminated from the map as casualties in a Battle can be re-built immediately through a Building Action during your own Actions Phase.

10.4.8 Counters in one State: if the Attacker is the winner, all the counters present in the State (Composers, Cities, Bishopric) remain. The **Fortified Cities** are reduced to the status of City.

11.0 CONTROL OF A STATE

The players gain VPs for the control of a State. The Control of a State is always shown by placing the appropriate counter in the State.

A player can obtain the Control of a State in one of the following ways:

- **Neutral State** if he is able to have at least 2 Influence points more than any other player. As soon as this condition is verified the player gets the control of the State and discards all the Influence points of the other players.
- **State controlled by an opponent:** if he is able to have at least 2 Influence points more than the controller of the State, remembering that the Control counter has a value of 1 Influence point. As soon as this condition is verified, the player gets the control of the State and replaces the opponent counter with his own one.
- **Military Control:** if an Army ends its movement in a neutral State or controlled by an opponent, during the Support Phase at the step "Change of Control of the States", if the Army will still be present in the State, the player will obtain the control by removing all the influences, including his own, from the State.
- **Military Victory:** if a player wins a Battle in a State, no matter its status is, he will gain its control immediately.

11.1 Major States

It is impossible for a player to obtain the control of an opponent's Major State. It is allowed only to occupy an enemy Major State by keeping at least one Army on it and blocking the opponent player to earn money and gain Victory Point from his own Major State and from the counters on it.

12.0 SUPPORT PHASE

When the Actions Phase is over, the Turn proceeds with the Support Phase and its sub-phases steps to resolve in sequence.

12.1 Calculation of the Up keeping costs of the Armies

Each player calculates the up keeping cost of his own Armies. The cost changes based upon the turn of play, as per following table:

Turn #	Cost of each Army
1	1 FL
2	2 FL
3	3 FL
4-7	4 FL
8+	5 FL

If a player cannot or does not want to pay for some or all his own Armies, he takes out from the map all those which are not being paid for.

12.2 Change of Control of the Minor States

In this step, players obtain the control of the Minor States, neutral or enemy occupied by their Armies.

12.3 Support of the Imperial Throne

In this step players calculate the Victory Points and the Favours of the Emperor based upon the total Support that they offer to the Imperial Throne. Each player has to make all the choices pertinent to him before the word passes to the subsequent player in order of Support.

The first to act is the player with the most Support. In case of ties for a position, the player who acted first in the current Turn wins.

Based upon the number of players and the ranking in the table, the following chart shows the bonuses of the Support to the Imperial Throne:

Ranking	2 players	3 players	4 players
1 st	3 VPs, 2 Fav	4 VPs, 1 Fav	5 VPs, 1 Fav
2 nd	4 Favours	2 VPs, 2 Fav	3 VPs, 2 Fav
3 rd	-	4 Favours	1 VP, 3 Fav
4 th	-	-	4 Favours

12.3.1 Calculation of the Support: the Support is tracked on the Powers Cards and is calculated in the following way:

- each Electorate State under control values 3 Votes;
- each Bishopric State under control values 1 Vote;
- each Bishopric State with a Bishopric values 2 Votes.

12.3.2 Favours of the Emperor: based upon the ranking position of the Support, players will be able to obtain some Favours from the Emperor. These favours are expendable in the following way (except where indicated, each option can be chosen only one time):

- **1 Favour (may be selected up to max 2 times):** increases of 1 the limit of Opportunity Cards that can be kept in hand for the next turn;
- **1 Favour:** the player earns 5 FL;
- **2 Favours:** the player earns 12 FL;
- **2 Favours:** the player gains 1 Army in his Major State;
- **2 Favours:** the player gains 3 VPs;
- **3 Favours:** the player gets the control of a non-Major State with no Cities, Armies and Bishopric in it, which has a printed value of max 2 on map;
- **4 Favours:** the player, at the beginning of

the next Phase of Opportunity Cards, chooses an Opportunity Card from those in the deck or in the discarded and put it in his hand, without paying it and bypassing the hand limit.

12.4 Active Wars

If there are any Wars still active (see 14.3) at the end of the turn, these all the players will lose money as per following table:

Active Wars	Loss of FL
1	2 FL
2	4 FL
3	7 FL
4	10 FL
5	15 FL

13.0 PHASE OF THE END OF TURN

During this Phase, players calculate the Victory Points gained during the turn. The points increase from a turn to another.

Players obtain Victory Points based upon the following list:

- **Control of States:** each State under control gives the owner its basic value printed on the map as Victory Point as indicated on its back side (only if there aren't enemy Armies in the State which negates control);
- **Composers:** each Composer present in the own Major State gives 3 VPs to the controlling player;
- **Bishoprics:** each Bishopric in a Bishopric State gives to the controlling player 3 VPs;
- **Cities:** Cities give to the controller of the State 1 VP each, while the Fortified Cities 2VPs each.

Every player will then discard played Figures and Divine Interventions in front of him, applying any relevant effect on the cards.

13.1 Automatic Victory

During the phase of the end of turn, a player that controls ALL the Electorate States is the winner, terminating the game.

14.0 SPECIAL EVENT CARDS

14.1 Chaos

The effects of this card are kept until the end of the on-going turn or until when will be played and resolved the Event card "Support of the Emperor", whatever condition occurs first.

Once played, the following effects are resolved in sequence:

- All the Incomes are halved (rounded up).

If the "Famine" card is also active, the halving will be applied after the required reductions.

- All the Event Cards "Uprising" are re-shuffled back in the Events deck. The same is valid for the "Support of the Emperor" card if already played and resolved.
- Each player loses 1 Army at his choice;
- Each player removes 1 City or, if not possible, reduces 1 Fortified City at his choice;
- **Brunswick** is now considered an Electorate State. Place the appropriate counter on the map.

This card is left in play on the appropriate box of the board map. Only when it will stop to be in effect will be moved in the discards of the Events deck.

14.2 Composers

In Germany, the Baroque was a flourishing period for the music compositions.

By playing the Event card "Baroque", the player picks a composer among those still available outside the map and places it in his own Major State, but only if that player controls more Cities (normal and fortified) than any other player.

Composers permanently remain in the Major State where they are placed, no matter who controls the State.

14.3 Wars

Some Events cards represent an aggression of foreign powers against the German principalities. When an Events card "War" is played, the active player rolls a die and applies the effect shown on the Table of War. Some Wars require to place counters on the map as a reminder.

The Event card that caused a particular War has to be left in play outside the discards as a reminder too.

The Wars remain active until an Events card "Peace" is played. Only then the Events cards will be discarded and the pertinent counters removed.

TABLE OF WARS

Die Roll Result	War
1	War with Denmark
2	Naval War with Netherlands
3	France Attacks!
4-5	Invasion by the Ottoman Empire
6	War with Sweden

14.3.1 War with Denmark: the Danes attempt to expand in the Baltic Sea. All the ports on the Baltic Sea are closed and until this War is ended it's not possible to receive any income from the Events card "Taxes on the Maritime Trade". The counters related to this War have to be placed on the ports of the Baltic Sea as a reminder. Furthermore the Events card "Denmark sells Holstein" cannot be resolved and if drawn it'll be simply discarded.

14.3.2 Naval War with the Netherlands: Holland, at the edge of its power, tries to protect and expand its own sphere of trading influence. All the ports on the North Sea are closed and until when this War ends it is not possible to receive any income from the Events card "Taxes on the Maritime Trade" and if the event is drawn it'll be simply discarded. The counters related to this War are placed on the ports of the North Sea as a reminder.

14.3.3 France Attacks!: The Sun King wants to expand his territories. The player who resolves this Event picks one of these states: Franche Comtè, Lorraine or Spanish Netherlands as target of the attack. In a 2 or 3 players game, if one of these States isn't in play yet through an auction, it cannot be selected.

- If the Selected State has **3 or more Armies**, the player removes 1 Army;
- If the selected State has **2 Armies**, the player removes both of them;
- If the selected State has **1 or no Army**, the player removes the Army if present, removes the City or reduces the Fortified City.

A Fortified City doubles the number of Armies present of the State in relation of the effects of this card. Furthermore, Events cards "Spain sells Franche-Comtè" and "Spain sells Spanish Netherlands" cannot be resolved and if drawn they'll be simply discarded.

14.3.4 Invasion by the Ottoman Empire: the Ottomans try to enter the heart of Europe.

If Styria has not been occupied (there is no Ottoman counter): all the Armies and Influence counter present in Styria are removed. Place the Ottoman counter in this State. This counter has a value of 5BP and can be removed only if is defeated in a Battle and so it is immune against the effects of an Events card "Peace".

If Styria has been occupied (the Ottoman counter is there): the Austrian player applies the following effects to his Major State:

- If Austria has **3 or more Armies**, the player

removes 1 Army;

- If Austria has **2 Armies**, the player removes both of them;
- If Austria has **1 or no Army**, the player removes the Army if present, removes the City or reduces the Fortified City.
- Fortified City doubles the number of Armies present in the State in relation to the effects of this card.

14.3.5 War with Sweden: Karl the XIIth attempts to unite the Baltic Sea under the Swedish flag and begins a large military campaign in Russia and in Poland.

This card cancels the effects of the Events card "Poland", that is then put in the discards of the Events deck and nullifies the Events card "Sweden sells the Western Pomerania".

14.4 Unrests

An unrest breaks out in a State. The player who resolves this card rolls a die and applies the result:

Die Roll	Effect
1-2-3	The player with the least Victory Points selects a State of value 1 or less.
4-5	The player with the least Victory Points selects a non-Major State of value 2 or less.
6	The player with the least Victory Points selects a non Major State of value 3 or less.

It is not possible to select a State where there are 2 or more Armies or a Neutral State.

The Unrest effects are the following:

- Remove all the Control and Influence markers from the State in Uprising;
- Remove 1 Army if present.

15.0 VICTORY

If there is no Automatic Victory (13.1) at the end of the game, the player with the most Victory Points will be the winner.

Ties are resolved through Support, in case of further tie [it is resolved] through the total of the remaining Florins or finally, based upon the following priority order: Palatinate States, Austria, Spanish Netherlands, Brandenburg.

CREDITS

Concept: Richard. H. Berg and Warren Treadgold

Development Team: Luca Veluttini

Production Manager: Luca Veluttini

Graphics Art: Nicola Carpentieri (materials) and Jessica Prando (box cover)

Format: Giulia Marich

Text Editing: Roberto Cati, Francesco Fontana, Giulia Marich, Luca Veluttini

Living Rules Support: Tullio de Scordili

Historical Support Research: Paolo Carraro, Ezio Melega

Playtesting: Scott Baron, Lavinia Fantini, Francesco Fontana, Oliver Giancarlo, Lucas Goss, Ricky Gray, Andrea Grizi, Stefano Grizi, Gerry Hagerty, Richard Hennessy, Michael Knight, Kevin McPartland, Brian Mountford, Jack Polonka, Ed Sabatine, Rob Seulowitz, Rich Shipley, Aaron Silvermann, Pete Stein, Rick Thornquist, Giuseppe Zacchei.

APPENDIX 1: EVENTS CARDS

BAD WEATHER (x2)

Snow storms, rain, floods and other natural disasters devastate the communication lines. The player who draws this card is not allowed to move any Armies.

BIRTH OF A MALE HEIR (x1)

Your dynastic line has been blessed with the birth of a male heir. Draw another Opportunity Card from the deck.

CHAOS (x1)

Germany is hardly recovering from the Thirty Years' War and the lack of a strong central leadership is felt. See rule 14.1

CONFUSION IN COMMAND (x2)

The player who draws this card skips this Actions Phase. His only action is to pass to the next player clockwise. If anyone else doesn't have any Opportunity cards, the turn ends.

DENMARK SELLS HOLSTEIN (x1)

The State of Holstein becomes available and playable. An auction will be made between players to control it, starting from the player who has drawn this card. There isn't any minimum offer. The auction round continues until only one bet will remain. The winning player gains the control of Holstein and this card is removed from play.

If no one places any bet, the card is placed in the discards with no effect and Holstein is unavailable again.

If War with Denmark is ongoing, this card is not applicable and it is simply discarded.

FAMINE (x1)

A famine rages on. All the Incomes of the States of the next turn are reduced by 1 (min. 1) before any doubling. At the end of the next Income Phase, discard this card and place it at the bottom of the Events cards deck AFTER it has been re-shuffled.

MARITIME TRADE (x2)

All the States with usable ports grant to their controller 3 FL per port. If the State with the port has a Fortified City, the income of the port increases by 2 FL.

PAY OFF THE LOAN TO FUGGER (x1)

During the first years of Capitalism, a lot is given to the loans and negotiations concluded by the rich House of Fugger, which was based in Augsburg. Some of those loans have to be

paid back now. Pay 3 FL to who controls Augsburg or to the bank (if no one controls it). If you haven't got any money, at the end of the next Income Phase pay 5 FL.

PEACE (x3)

All the active Wars cease, remove the pertinent markers.

If there are no active Wars, each player earns 5 FL.

POLISH PASS (x1)

If there is any on-going War with Sweden this card is not applicable and it is simply discarded. If playable it remains in play until a War with Sweden break out.

Anyone can move Armies to and from Prussia. The Income of Prussia are increased from 2 to 6 FL.

RELIGIOUS DISPUTE (x1)

All the Bishops are busy elsewhere. Discard all the Bishops in play.

SALARY OF YOUR OWN ARMIES (x2)

The player who draws this card must pay his own Armies to keep them on map, based on how many of them he controls on map.

1-3 Armies	3 FL
4-6 Armies	5 FL
7-9 Armies	7 FL
10 Armies	10 FL

The player can remove Armies before paying, so to have a more economic sustainability.

SPAIN SELLS THE FRANCHE-COMTE' (x1)

The State Franche-Comtè becomes available and playable. An auction will be made between players to control it, starting from the player who has drawn this card. The minimum offer is 3FL. The auction round continues until only one bet will remain. The winning player gains the control of Franche Comtè and this card is removed from play.

If no one places any bet, the card is placed in the discards with no effect and Franche-Comtè is unavailable again. If France Attacks! is ongoing, this card is not applicable and it is simply discarded.

Card not used in a 4-players game.

SPAIN SELLS THE SPANISH NETHERLANDS (x1)

The State Spanish Netherlands becomes available and playable. An auction will be made between players to control it, starting from the player who has drawn this card. The minimum

offer is 5FL. The auction round continues until only one bet will remain. The winning player gains the control of Spanish Netherlands and this card is removed from play.

If no one places any bet, the card is placed in the discards with no effect and Holstein is unavailable again. If France Attacks! is on-going, this card is not applicable and it is simply discarded.

Card not used in a 4-players game.

SUPPORT TO THE EMPEROR (x1)

Based on the Support ranking, the related VPs are distributed. After that players obtain the bonuses of the Favour of the Emperor.

SWEDEN SELLS THE WESTERN POMERANIA (x1)

The State Western Pomerania becomes available and playable. An auction will be made between players to control it, starting from the player who has drawn this card. There isn't any minimum offer. The auction round continues until only one bet will remain. The winning player gains the control of Western Pomerania and this card is removed from play.

If no one places any bet, the card is placed in the discards with no effect and Holstein is unavailable again.

If War with Sweden is on-going, this card is not applicable and it is simply discarded.

THE EMPEROR BESTOWS FUNDS (x1)

The Emperor bestows fund to his most faithful servants. The player who grants the highest support receives 10 FL, the second 6 FL, the third 3 FL, while the fourth...nothing!

UNREST (x3)

A non-Major State is in Unrest. See rule 14.4.

WAGE OF THE ARMIES (x2)

Each player must pay his Armies to keep them in play. For each Army owned he has to decide one of the following options (even different) for each Army:

- Pay 1 FL immediately;
- Pay 2 FL at the beginning of the next turn (after receiving the Incomes). If he hasn't enough FLs, then he will have to remove those Armies not paid. If it's the last turn of the game, this option will not be available;
- Remove the Army.

Keep this card beside the Events cards deck. If a second one will be drawn during the ongoing turn, discard it without applying its effects.

WAR! (x3)

Roll a die on the Table of War and refer to rule 14.3 to apply the effects. If the war resulted is already on-going, roll again.

Die Roll Result	War
1	War with Denmark
2	Naval War with Netherlands
3	France Attacks!
4-5	Invasion by the Ottoman Empire
6	War with Sweden

WEALTHY CITY TRADE (x2)

For each controlled City, each player earns 2 FL. For each controlled Fortified City, each player earns 3 FL.

WEDDING (x3)

The active player nominates a State with value of 1 which shouldn't be a Bishopric State or occupied by an opponent's Army. Obtains the control of that State thanks to the pre-defined wedding.

APPENDIX 2: OPPORTUNITY CARDS

AGOSTINO BARELLI, Architect (x1)

Play this card in front of you. The building actions are modified as follows:

City: 5 FL

Fortified City: 8 FL

Bishopric: 4 FL

Limitations: you can have only one Architect in play per Turn. If you play another one, discard this card.

Cost: if this card is still in play when you finish your turn, you have to pay 3 FL.

ARCHDUKE LEOPOLD WILHELM OF HABSBURG, Bishop of Strasburg (x1)

Play this card in front of you.

Action: you can place 1 Influence in any Bishopric State or in any State within 2 territories from Strasburg without the presence of an enemy Army.

Effect: you can build a Bishopric in a Bishopric State under your control.

Limitations: you can have only one Bishop in play per Turn. If you play another one, discard this card.

End of Turn: if this card is still in play when you finish your turn, take 8 FL.

ASSASSIN (x3)

Remove a Figure from the game.

BAROQUE (x2)

If you have more cities than any other player, you can take a Composer and place it in your Major State. Otherwise ignore this card.

BENJAMIN VON BLOCK, Painter (x1)

You commission a work of art. Based on how much you spend, you have a certain amount of VP:

- Minor Work of Art: pay 1 FL to obtain 2 VPs;
 - Important Work of Art: pay 2 FL to obtain 4 VPs;
 - Masterpiece: pay 3 FL to obtain 5 VPs.
- After choosing an option, discard this card.

CAPITALISM (x3)

The player who plays this card can immediately obtain money from investments assisted by the House of Fugger;

- Pay now 4 FL to have 8 FL, then pay to the Augsburg controller or the bank 1 FL;
- Pay now 7 FL to have 15 FL, then pay to the Augsburg controller or the bank 2 FL;
- Pay now 12 FL to have 25 FL, then pay to the Augsburg controller or the bank 3 FL.

CARLO LURAGO, Architect (x1)

Play this card in front of you. The building actions are modified as follows:

City: 4FL

Fortified City: 7 FL + 1 Army

Bishopric: 3 FL

Limitations: you can have only one Architect in play per Turn. If you play another one, discard this card.

Cost: if this card is still in play when you finish your turn, you have to pay 3 FL.

CHARLES V, DUKE OF LORRAINE (x1)

Play this card in front of you and place the pertinent marker on map, in an area that contains at least one of your Army.

Bonus: in combat has a bonus of +1 of Battle Points. If a battle is won, roll 1 die: with a result of 6 inflicting an additional loss to the enemy.

Forced march: 5-6

Limitations: you can have only one General in play per turn. If you play another one, discard this card

Cost: when you play this card pay 3 FL.

CHRISTOPHER BERNARD OF GALEN, Bishop of Munster (x1)

Play this card in front of you.

Action: you can place 1 Influence in any Bishopric State or in any State near Munster without the presence of an enemy Army.

Effect: you can build a Bishopric in a Bishopric State under your control.

Limitations: you can have only one Bishop in play per Turn. If you play another one, discard this card.

End of Turn: if this card is still in play when you finish your turn, take 6FL. Furthermore, you obtain the control of a State near Munster, provided that is free from enemy Armies.

COUNT ENEA SILVIO CAPRARA, Imperial Field Marshal (x1).

Play this card in front of you and place the pertinent marker on map, in an area that contains at least one of your Army.

Bonus: in combat has a bonus of +1 of Battle Points. After a combat, the Army can move of a further territory provided that the destination is not occupied by an enemy Army.

Forced march: 5-6

Limitations: you can have only one General in play per turn. If you play another one, discard this card

Cost: when you play this card pay 3 FL.

DIVINE INTERVENTION (x2)

After playing the card, keep it in front of you

until when you decide to use it. If you control more Bishopric States than any other player you can use this card to avoid the effects of an Events Card that may be applied against you.

DOMENICO MARTINELLI, Architect (x1)

Play this card in front of you. The building actions are modified as follows:

City: 3FL

Fortified City: 6 FL + 1 Army

Bishopric: 5 FL

Limitations: you can have only one Architect in play per Turn. If you play another one, discard this card.

Cost: if this card is still in play when you finish your turn, you have to pay 4 FL.

ENRICO ZUCCALLI, Architect (x1)

Play this card in front of you. The building actions are modified as follows:

City: 4FL

Fortified City: 6 FL

Bishopric: 6 FL

Limitations: you can have only one Architect in play per Turn. If you play another one, discard this card.

Cost: if this card is still in play when you finish your turn, you have to pay 5 FL.

FREDERICK WILHELM OF BRANDENBURG, Prince Elector (x1)

Play this card in front of you.

Action: you can place 1 Influence in any Minor State where there is no enemy Army.

Bonus: when you place Influence in a State near Brandenburg, increase always by 1 the total [Influence] that you are going to place.

Limitations: you can have only one Politician in play per turn. If you play another one, discard this card.

End of Turn: if this card is still in play when you finish your turn, you gain 5 VPs.

JOHANN HEINRICH ROOS, Painter (x1)

You commission a work of art. Based on how much you spend, you have a certain amount of VP:

- Minor Work of Art: pay 3 FL to obtain 5 VPs;
 - Important Work of Art: pay 5 FL to obtain 8 VPs;
 - Masterpiece: pay 7 FL to obtain 12 VPs.
- After choosing an option, discard this card.

JOHANN PHILIPP von SCHÖNBORN, Bishop of Mainz (x1)

Play this card in front of you.

Action: you can place 1 Influence in any Bishopric State or in any State near Mainz without

the presence of an enemy Army.

Effect: you can build a Bishopric in a Bishopric State under your control. Furthermore no Army can pass or stop in Mainz or in nearby territories. If there are armies when this card is played, they must move immediately in a nearby territory not controlled or friendly or return to their Major State.

Limitations: you can have only one Bishop in play per Turn. If you play another one, discard this card.

JOHANN GEORGE II of SAXONY, Prince Elector (x1)

Play this card in front of you.

Action: you can place 1 Influence in any Minor State where there is no enemy Army.

Limitations: you can have only one Politician in play per turn. If you play another one, discard this card.

End of Turn: if this card is still in play when you finish your turn, you gain 4 VPs.

JOSEPH HEINTZ THE YOUNGER, Painter (x1)

You commission a work of art. Based on how much you spend, you have a certain amount of VP:

- Minor Work of Art: pay 2 FL to obtain 3 VPs;
 - Important Work of Art: pay 3 FL to obtain 5 VPs;
 - Masterpiece: pay 5 FL to obtain 7 VPs.
- After choosing an option, discard this card.

LAMORAL II CLAUDIUS FRANZ, Count of THURN UND TAXIS, Postmaster General (x1)

Play this card in front of you.

Action: you can place 1 Influence in any Minor State where there is no enemy Army.

Bonus: when you place Influence in a Minor State not near a Major State in play, increase always by 1 the total [Influence] that you are going to place.

Limitations: you can have only one Politician in play per turn. If you play another one, discard this card.

End of Turn: if this card is still in play when you finish your turn, you gain 3 VPs.

MAXIMILIAN HEINRICH OF BAYERN, Bishop of Cologne (x1)

Play this card in front of you.

Action: you can place 1 Influence in any Bishopric State or in any State near Cologne without the presence of an enemy Army.

Effect: you can build a Bishopric in a Bishopric State under your control.

Limitations: you can have only one Bishop in play per Turn. If you play another one, discard

this card.

End of Turn: if this card is still in play when you finish your turn, take 5 FL.

MELCHIOR VON HATZFELDT, Imperial Field Marshal (x1)

Play this card in front of you and place the pertinent marker on map, in an area that contains at least one of your Army.

Bonus: in combat has a bonus of +2 of Battle Points. This Army wins the ties in combat.

Forced march: 4-6

Limitations: you can have only one General in play per turn. If you play another one, discard this card

Cost: when you play this card pay 4 FL.

POWER (x10)

This card can be used in two ways:

- Discard it during a battle to receive 2 Battle Points;
- Place or Remove 2 Influence in any Minor State everywhere on map.

RAIMONDO MONTECUCCOLI, Supreme Commander of the Imperial Armies (x1)

Play this card in front of you and place the pertinent marker on map, in an area that contains at least one of your Army.

Bonus: in combat has a bonus of +2 of Battle Points. This Army gains the control of the enemy territory where moved in at the end of the active player's actions round.

Forced march: 3-6

Limitations: you can have only one General in play per turn. If you play another one, discard this card

Cost: when you play this card pay 5 FL.

TRAITOR (x2)

Draw randomly an Opportunity Card from an opponent's hand.

VÁCLAV EUSEBIUS FRANTIŠEK, Prince of Lobkowitz, Chancellor of the Empire (x1)

Play this card in front of you.

Action: you can place 1 Influence in any Minor State where there is no enemy Army.

Bonus: when you place Influence in a State near the external border, increase always by 1 the total [Influence] that you are going to place.

Limitations: you can have only one Politician in play per turn. If you play another one, discard this card.

End of Turn: if this card is still in play when you finish your turn, you gain 4 VPs.