# RULES

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## 1. Introduction

*Europa Universalis: The Price of Power* is a board game that carries on the great legacy of the Europa Universalis video game series by Paradox Interactive. Those of you familiar with any of the video games that have come out during the series' more than 20-year long history will probably instantly recognise several of the concepts in the board game. Knowledge of the video games, however, is not required to play or enjoy this game.

The starting point of the first Age of *Europa Universalis: The Price of Power* is the year 1444, in the aftermath of the Battle of Varna, where the Ottomans won a decisive victory against the combined Christian crusader forces. Europe is about to leave the Middle Ages behind and enter the Early Modern Era. The world is about to undergo changes like it never has before. No longer will civilizations in different parts of the globe exist in separate spheres with limited or no contact with the outside world. The lives of people across the whole planet are about to be irreversibly tangled together in a complex global web of power pol-

itics, imperialist expansion, colonization, trade, and cultural exchange, as well as wars and epics with disastrous consequences.

At the same time, science, political philosophy, and technology were starting to make progress at a rate not seen before in the history of mankind. This would impact warfare, forms of government, and religious institutions, as well as the daily lives of ordinary people, in ways that no one could have foreseen at the time when it all began to happen.

While some states would flourish in this environment, and even grow into positions of global dominance, other civilizations would suffer and almost disappear completely.

A lot of what the colonial and imperialist powers of that era did in their struggle for glory and riches is of course highly problematic when viewed through modern eyes. Knowledge of the many key events and developments of that time period is nonetheless crucial to understanding how we have come to be where we are in the world of today.

The game views the world through the eyes of the European powers of that day and age, not because we endorse what they did, but because it is a way to help us understand some of the choices they made. Perhaps we can then see more clearly how or why parts of history unfolded in the way that they did, while also giving players the freedom to explore somewhat realistic what-if scenarios in the setting of this time period.

There is a lot of ground to cover amidst all this for a mere board game, and we have no pretensions of getting anywhere near a simulation of it all. The game still allows you to immerse yourself in this highly interesting time period, and guide your chosen realm through a great chunk of history. Faced with challenges based on real historical events of the time, you will often need to make tough choices and negotiate with your opponents in order for your realm to thrive and grow.

We hope that this game can be an inspiration for people to dig deeper into this subject matter.

# 2. Game Overview

*Europa Universalis: The Price of Power* is a board game of empire building, conquest, diplomacy, and exploration in the early modern era. Each player will lead one of Europe's great nations to its glory or demise, depending on their ability to make timely choices and their skill in managing the resources available to them.

During the game, players will use Monarch Power (<img>) and Ducats (<img>) to perform Administrative, Diplomatic, and Military Actions, such as building up military forces, fighting battles, forging diplomatic relations, and developing aspects of their societies' internal machinery. Managing diplomatic relations with the other players is also an important aspect of the game.

This booklet covers the multiplayer rules. Solo rules are treated in a separate booklet.

For your first game, we advice you to skip all rules marked as "Advanced Rules".

## 2.1 Winning the Game

The winner is the player who finishes the game with the most Prestige (ⓟ). There are many potential paths to victory and you will score Prestige in different ways , depending on how you focus your efforts. Some players will build vast empires, some will form powerful alliances and diplomatic relations, and others will rely on prosperous trade networks, or prioritize development and technology over territorial gains.

## Scoring Prestige during the game

Players will score Prestige during the game for completing Missions and Milestones, researching Ideas, winning Wars, etc. This will all be recorded on the Prestige track.

## Final Scoring

Final Scoring is initiated when the final round has been completed, or when certain scenario specific conditions have been met.

At this stage all players will score Prestige for their Towns and Vassals, Diplomatic relations, controlling the Papal Curia, Imperial Authority (<img>), and current Stability value, among other things .

## 2.2 General Notes

### Token Limits

Generally, if you run out of a certain type of token, you have to remove a token from somewhere else to be able to place a new one. You may choose where to take this token from, but this may only be done if there are no such tokens left in the Supply. Exceptions to this are detailed below.

*Tokens that may not be moved*
- Towns
- Vassal tokens
- Alliance tokens
- Crusade/Excommunicated token
- Mercenary Units
- Religion tokens used for State Religion
- Rebel/NPR Units in use as Allied Units
- Ill health tokens on Characters

### Cubes (Monarch Power, Influence etc.)

Each player has 30 available cubes that are used for Monarch Power, Influence, Colonists, Cardinals, charging up uses on Display Cards, and to cover up the income slots of Provinces Occupied by Enemies.

When short on cubes you may freely take these from anywhere, except the Roman Cardinal, *Changed Nat. Focus* slot, and cubes used to cover income slots on Player mat.

### NPR Units

NPRs always defend and invade at their normal strength even if there aren't enough NPR Units to represent them.

### "Unlimited" tokens

Some tokens are considered unlimited. If they should run out, find another way of indicating their meaning. These include: Ducat coins, War/Truce tokens, Occupied tokens, +1 Manpower tokens, and Tag chits.

### Rounding Up

When halving numbers, always round up, unless specifically stated otherwise.

### Text Formating

Game terms are written with Capitalized First Letters. Actions and Action Cards are always written in *Bold Italics*. Area names are written in SMALL CAPS. Realm names and adjectives referencing Realms are always written like this: >France and >French, >Austria and >Austrian, etc. Ideas in the game are always enclosed by quotation marks (e.g. "Tolerance").

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# Iconography & Abbreviations

| | | | | | |
|---|---|---|---|---|---|
| <img> | Ducats | ⓟ | Prestige (also ①, ②, ③, etc.) | <img> | Administrative Action Card |
| <img> | Monarch Power cube | <img> | Stability | <img> | Diplomatic Action Card |
| <img> | Administrative Power | <img> | Manpower | <img> | Military Action Card |
| <img> | Diplomatic Power | <img> | Trade Power | <img> | Reaction |
| <img> | Military Power | <img> | Trade Node | <img> | Battle Action |
| <img> | Town | <img> | Imperial Authority | <img> | Display Card |
| <img> | Vassal token | <img> | Not HRE | <img> | Covert Action |
| <img> | Alliance | <img> | Ill Health token | | |
| <img> | Royal Marriage | <img> | Interest token | **CB** | Casus Belli |
| <img> | Active Ally | <img> | DNPR token | **DoW** | Declaration of War |
| <img> | Disputed Succession | <img> | Revolutionary token | **CtA** | Call to Arms |
| <img> | Influence | <img> | Protestant/Counter-Reformed token | **MC** | Military Capacity |
| <img> | Claim token | <img> | Battleground Area | **NC** | Naval Capacity |
| <img> | Core token | <img> | Rebel Unit | **PR** | Player Realm |
| <img> | Colonist | <img> | Rebel Town | **NPR** | Non-Player Realm |
| <img> | Cardinal | <img> | Unrest | **DNPR** | Dynamic NPR |
| <img> | Cube | <img> | Bot Power | **HRE** | Holy Roman Empire |

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# Game Concepts

Some of the game's core concepts are described here for quick reference.

Map elements are described on the next spread (p. 6–7).

**Prestige (ⓟ):** Prestige is equivalent to victory points, and gaining Prestige is how you win the game. Completing Missions and **Milestones** is an effective way of gaining Prestige. (See p. 2, 11 and 42.)

**Monarch Power (<img>):** The game's core resource. In essence, these cubes are action points that players may spend on various Actions. There are three types of Monarch Power: **Administrative (<img>)**, **Diplomatic (<img>)**, and **Military (<img>)** Power. A player cannot keep more than 10 <img> of any one type on their Player Mat. (See p. 19.)

**Ducats (<img>):** The monetary currency of the game and a measure of a Realm's wealth. Ducats are useful for building up your armed forces and many other things. (See 'Economy', p. 20.)

**Realm:** A Realm consists of all Provinces that have the same flag, Town (<img>), or DNPR token. An **Area** is considered part of a Realm if it contains any Provinces **Owned** by that Realm. The players each govern a **Player Realm** (see p. 19).

**Occupied** Provinces are neither considered part of the **Occupant**'s Realm nor the **Lawful Owner**'s Realm (see p. 28).

A **Distant Realm** is one whose **Capital** is on a Distant Continent (see p. 36).

**NPR:** Non-Player Realms include all independent Realms that are not controlled by human players or bot players. A **DNPR** is an NPR whose Provinces are marked with DNPR tokens (<img>). (See p. 35.)

**Province:** See ❼ and ❽ on page 4. Provinces are one of the main sources of income for players.

**Town (<img>):** Towns are placed on the board to signify **Ownership** or **Control** of Provinces.

**Vassal:** Vassal Realms are subordinated to an **Overlord** Realm. They are not independent, and thus not considered NPRs, but are not considered part of their Overlord's Realm either. PRs cannot be Vassals. Players place Vassal tokens (<img>) on all the Provinces of their Vassals. (See p. 33.)

**Core Provinces:** Cores are Provinces that either have the flag of their Owner printed on the map or are located in Areas where their Owner has Core tokens (<img>). They will never Declare Independence when in Rebellion. (See p. 21.)

**Influence (<img>):** Players can benefit greatly from spreading their <img> around the board, to pave the way for Alliances, Royal Marriages, **Subjugation**, and more. (See p. 32.)

**Alliance (<img>):** Alliances can be very useful when the danger of War threatens. Alliances can be formed with both NPRs and other PRs. (See p. 32.)

**Royal Marriages (<img>):** Royal Marriages strengthen bonds and provide interesting diplomatic opportunities. (See p. 32.)

**War:** It is likely that players will fight Wars against NPRs or other PRs. They are complex affairs but can be an effective tool if well planned. (See p. 22.)

**Declaration of War (DoW):** To start a War, you must Declare War on another Realm. Before doing this, make sure you have a **Claim (<img>)** or other **Casus Belli** ("justification for war"). (See p. 22.)

**Military Units:** Land Units are usually Recruited from your Available **Manpower (<img>)**, and are used most efficiently when organized into **Armies**. You can spend Military Power to move your Armies around, fight **Land Battles**, and **Siege** Provinces. **Ships** can be used to fight **Naval Battles**, Protect Trade, transport Land Units, and more. (See p. 24.)

**Military** and **Naval Capacity (MC/NC):** These are measures for how many Units or Ships a Realm can muster in one specific Area or Sea Zone. A Realm's MC is equal to the combined Tax Value of all their Provinces adjacent to the Area in question, while NC is equal to the number of Ports that a Realm Owns facing a particular Sea Zone. (See p. 22.)

**Trade:** Trade can provide great wealth, even for smaller Realms, if actively pursued. Trade Income is collected through **Merchants** in the **Trade Nodes** spread around the board (see ⑬ and ⑮, p. 4). (See p. 34.)

**Actions** and **Action Cards:** There are a number of **Basic Actions** that the players may perform. There are also Action Cards (one deck for each type of Monarch Power), which may be played as Actions. Most Actions have a <img> cost. Actions are named in *Bold Italics*. (See 'Basic Actions', p. 12, and 'Action Cards', p. 18.)

**Leaders** and **Advisors:** All Action Cards, and most Realm-specific Events, feature characters at the bottom of the card. Advisors (square portrait) can be appointed for Monarch Power bonuses, and Leaders (circular portrait) can serve as **Generals**, **Admirals**, or **Rulers** for PRs. (See p. 19.)

**Events:** There is one deck of Event Cards for each Age of the game. These are the Ages of Discovery (I), Reformation (II), Absolutism (III) and Revolutions (IV, included in Deluxe Edition only).

Each Round a certain number of Events will get played and take effect. The Event deck dictates the flow of time, and it will often determine when the game will end. (See p. 39.)

**Ideas:** Ideas represent improvements in technology that have effects on what you can do in the game. (See p. 21.)

**Stability (<img>):** All PRs have a Stability value, which ranges from -3 to +3. Stability affects Income, Unrest, and Monarch Power Income. Stability may also impact certain Event effects. (See p. 20.)

**Unrest (<img>):** Unrest in your Provinces may cause loss of Ducats, Manpower, or Monarch Power, or cause these Provinces to be captured by **Rebels**. (See p. 37.)

**Holy Roman Empire (HRE):** The HRE is a confederation that includes a great number of German and North Italian states. While largely autonomous, they are nominally all subjects of one **Emperor**. Being the Emperor comes with certain benefits and responsibilities. As a measure of the Emperor's power over the member states, the Emperor has an **Imperial Authority (<img>)** value. (See p. 43.)

**Papal Curia:** Catholic PRs may compete to control the most **Cardinals (<img>)** in the Papal Curia in order to gain certain bonuses. (See p. 45.)

## IMPORTANT TERMS

**Adjacency:** A Realm, Province, Area or 🎲 will often be described in terms of Adjacency.

A **Province**, **Unit**, or **token** is considered Adjacent to the Area in which it is located and all Areas that share a border with that Area. It is also considered Adjacent to all Provinces in each of these Areas.

A Coastal Province (**Port**) is also considered Adjacent to all other Ports facing the same Sea Zones, to all Areas with such Ports, and to all the Sea Zones it faces.

An **Area** is considered Adjacent to all other Areas with which it shares a border. Coastal Areas with Ports facing the same Sea Zone are Adjacent to each other.

A **Realm** is Adjacent to anything that its Provinces are Adjacent to. Vassals do not provide Adjacency for their Overlord.

**Own:** When the rules refer to Ownership of Provinces, they mean Provinces on which you have a ⬡, and where there is no 🏴, 📋, Enemy ⬡, or Occupied token on the same Province.

**Control/Occupy:** Provinces are Controlled by their Lawful Owners, unless they are Occupied by Rebels or Enemies, in which case they are Controlled by the Occupant (see p. 28).

**Friendly, Neutral, and Hostile:** When Armies, Units, Provinces, or Ports are referred to as **Friendly**, it means that they are Controlled by you, your Vassal, or your Ally. Friendly Areas are those that either contain (at least) one of your ⬡ or 🏴, or a Province Controlled by an Ally.

**Hostile** refers to things Controlled by Rebels, or by Realms at War with you (including their Vassals and Active Allies). Hostile Realms, and their Units, are also called **Enemies**. An Area containing Hostile Units or Provinces is considered a Hostile Area, even if it has Friendly Provinces.

**Neutral** refers to things that are neither Friendly nor Hostile.

**Opponent:** This term refers to the other players in the game: humans and bots.

**Deployed:** Military Units and Ships on the board, or in an Army or Fleet, are considered to be **Deployed**.

**You:** Use of the word "you" in the rules always refers to the Active Player when used in the context of Actions and Events.

## THE MAP BOARD

The Map Board is the centerpiece of the game, and where the bulk of the action takes place. The large **Main Map** is divided into **Areas** ❶ and **Sea Zones** ❷, while the **Distant Continents** ❸ look a bit different. The **Distant Continents Board** also holds the **Prestige Track** ❹.

**Areas** ❶ on the Main Map are separated from other Areas by a white border, and from Sea Zones by a dark blue coast line.

**Mountain Borders** ❺ are indicated with a pattern of black triangles on them. Some Areas include islands and have their borders shown as blue dashed lines ❻ where they overlap Sea Zones.

Areas are, amongst other things, where you keep and move your Military Units. See Movement, p. 25.

Areas have their Religion indicated by a **Religion Symbol**. Some symbols apply to more than one Area ❼. The Religion of an Area may change during the game.

**Sea Zones** ❷ are sections of oceans and seas which only Ships may occupy. Land Units can only cross Sea Zones using Naval Transport. Galleys can only exist in Sea Zones marked with a * or a †. See more about Naval Movement on p. 25.

Area and Sea Zone names are always written in small caps, e.g., SAXONY, JUTLAND, or BALTIC SEA, etc.

An Area may contain a number of different **Provinces** belonging to one or more Realms. **Small Provinces** ❽ and **Large Provinces** ❾ have a **Tax Value** of 1 and 2 respectively; each Province is depicted as a shield with their Realm's flag. The names of **Capitals** ❿ are underlined.

The Provinces of **Vassal Realms** ⓫ display a small version of their Overlord's flag at the bottom of their own flag.

Coastal Provinces are referred to as **Ports** ⓬. Ports also act as spaces that can be entered by Friendly Ships. Port symbols of Large Ports have a double circle and count as two Ports for all purposes.

**Island Provinces** ⓭ have blue Port symbols and can only be Sieged if you have any Ships in an adjacent Sea Zone.

The Provinces of the **Major Powers** (listed in the scenario booklets) in the game have golden frames and flags in saturated colors, while the remaining Realms have paler flags in silver frames.

Most Sea Zones are adjacent to 1–2 **Maritime Trade Nodes** ⓮ and contain 2–3 **Trade Protection slots** ⓯. Areas may contain **Inland Trade Nodes** ⓰. **Gold Provinces** ⓱ marked with a Gold icon interact with certain Events, as well as appearing on Gold Trade Cards. See more on trade on p. 34.

The **Distant Continents** ❸ are shown in separate boxes, in a smaller scale than the Main Map Board.

Provinces on the Distant Continents are called **Distant Provinces** ⓲; each of these is also a separate Area, connected to Adjacent Areas by white lines.

Some sparsely populated Areas on the Distant Continents contain no Province. These Areas instead show a circled number, and are called **Territories** ⓳. Territories can be Colonized (see p. 14).

### Distant Continents Board

### Main Map Board

### Western Europe Map Board

### Eastern Europe Map Board (Deluxe Ed. only)

Coastal Provinces also have Ports on the Distant Continents but a number of these are grayed out and designated as **Inactive Ports** ⓴ at the start of the game.

All Sea Zones on Distant Continents are connected via matching letters ㉑ to one or more Sea Zones on the Main Map or on other Distant Continents.
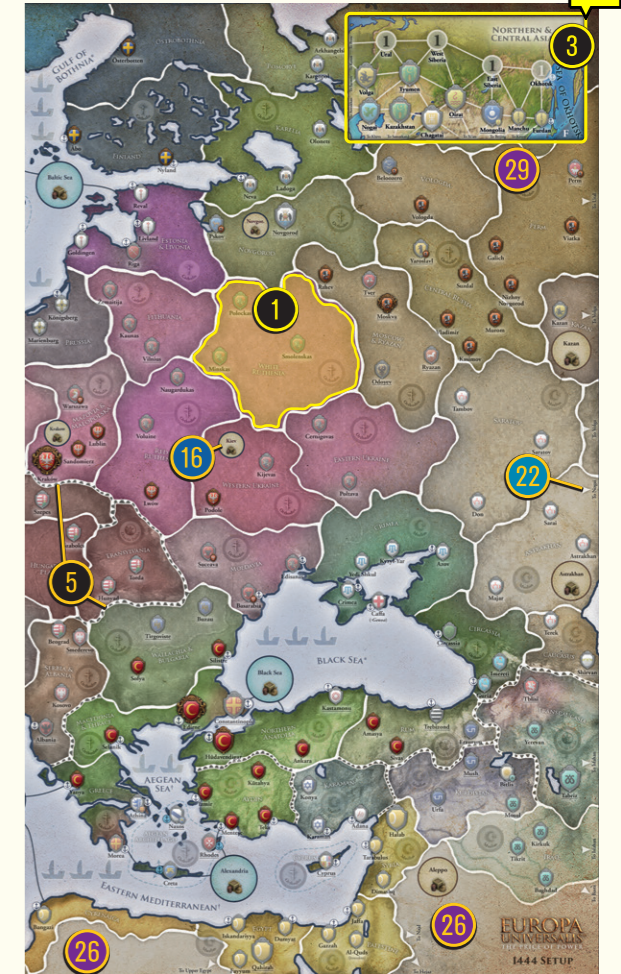
Overland connections ㉒ to other maps all name the Area to which they connect. The Areas/Sea Zones on either side of such a connection are considered Adjacent.

On the left edge of the Western Europe Board lies the **Colonist Pool** ㉓, used for placing Colonists (🚶).

In the heart of Europe lies the Holy Roman Empire (HRE), with its numerous member states. What lies on the yellow side of the dotted **HRE Border** ㉔ is inside of the HRE, what lies on the red side of the border is outside of it. Some Areas within the HRE are designated as **Elector Areas** ㉕ and are marked with Imperial eagles.

## MAP ODDITIES

- The unnamed "Areas" on the bottom edge of the Main Map are impassable deserts ㉖.
- The EAST AFRICAN COAST ㉗ Sea Zone is adjacent to the Indian Ocean 🎲.
- The Ports of Adal and Upper Egypt ⓲ are facing the INDIAN OCEAN Sea Zone on the INDIA & ARABIA map.
- For Ships to cross one of the G, H, or I ㉖ connections, in any direction, between the AMERICA and FAR EAST maps, you must pay an extra 🪙 of your choice.
- PERM ㉙ is not considered adjacent to POMORYE. VOLOGDA separates them.
- The >Mamluks have a Province on the AFRICA map ⓲, and a Vassal on the INDIA & ARABIA map.
- >Kazan has one Province in the KAZAN Area and one on the NORTHERN & CENTRAL ASIA map.
- The Maghreb 🎲 and Aleppo 🎲 are located in the impassable deserts ㉖ on the map. A Trade Node is considered adjacent to all named Areas that border the desert it is in.
- The >Dutch Core Provinces ㉚ (p. 3) are marked with the flag of the >Netherlands "behind" the main Province flag.
- Roma ㉛ is flanked by a Cardinal biretta that indicates that you gain a Cardinal in the Roma slot in the Papal Curia (p. 46) by Controlling Roma or having an Alliance with the >Papal States. The crucifix is a reminder that the State Religion of the >Papal States will always remain Catholic.

# 3. GAME SETUP

At the start of the game, determine Player Realms and setup by selecting a scenario from the Scenario Booklet.

**1** Place the **Map Boards (A)** in a central location and put **Player Mats (B)** around the board as shown in your chosen scenario. The setup pictured here is for a Deluxe Edition 6-player, 1444 scenario.

Shuffle each of the **Action Card decks (C)** separately and place them at the side of the board; leave space for each deck to have a discard pile.

Sort the **Trade deck (D)** according to the chosen scenario, and then shuffle it and place it by the edge of the board.

Set up the **Event deck (E)** as described in the chosen scenario. Take a number of Events matching the player count plus one from the top of the deck and place them on display, with the first three cards face-up and the remaining cards face-down.

Shuffle the **Milestones (F)** for the first Age that will be played and place one card from each suit on display.

Set aside all **Ideas (G)** marked with an Age number which is higher than the first Age of your chosen scenario. Shuffle the remaining Ideas by type. Draw two cards from each deck and place them on display next to the 3 default Ideas (green background).

Position the **Status mat (H)** next to the boards and place Cardinals (⬥) and the Imperial Authority (✸) token according to the scenario setup. Place all players' Round Status markers in the "Event not taken" box.

The resource tray containing Ducat (ⓓ) coins, 🏭, 🔨, and Mercenary Units, etc., is referred to as the General Supply; place this next to the board.

**2** Give each player the tray with all units and tokens matching their player color, and put their Prestige (🏆) markers by the **Prestige track (I)**.

Each player should then place their Stability marker on 0 on their **Stability track (J)**, and place 20 small 🛡 and 8 large 🛡 in their slots (one in each slot) of their **Town track (K)**.

Then, each player should place one 🏳 on the first spot of their **Vassal track (L)**, and two 🏳 in every other spot of that track.

Unless otherwise stated in the scenario, each player now puts 3 Monarch Power tokens in each of their **Monarch Power pools (M)**, and places 15 ⓓ in their **Treasury (N)**.

**3** Provide each player with their Realm's **Setup Card (O)**, or scenario setup notes, listing their starting Provinces (Large Provinces are marked with an "L") and starting Rulers **(P)**.

Players should then set their Realms up according to this setup, taking 🛡 from the Town track of their Player Mats, and adding Small **(Q)** 🛡 and Large **(R)** 🛡, as well as 🛡 **(S)** as indicated. 🛡 and 🏳 are always taken from their lowest-numbered slots (from left to right). Then, each player adds a number of Units to their Available 🗡 equal to the total 🗡 shown on their Town and Vassal tracks (plus ✸ value for the Emperor). From Available 🗡 **(T)**, allocate Units

to the starting Armies listed in their setup. Place the miniatures for the starting Armies and Fleets in the starting Areas **(U)**, and unused Armies and Fleets on their corresponding mats. Place starting Ships on Trade Protection slots in the Sea Zones listed, or on the Fleet mat **(V)**.

Players should also add 📦 **(W)**, **Merchants (X)**, 🗡, and 🏛 **(Y)** to the Map Board as specified, and place the appropriate Religion token in the State Religion slot on the Player mat.

Once this setup is complete, players should slide their starting Rulers underneath the Ruler slots **(Z)** of their Player Mats, making sure that the correct side is facing up.

**4** This step of setup replaces the Draw Cards Phase of the first Round. Each player draws one card from each of the Action Card decks, plus another three Action Cards of their choice.

Players may then Appoint any **Advisors** and **Leaders** from these cards, paying the hiring costs shown in their lower-right corners.

Following this, each player may, at no cost, hold up to 4 Action Cards in their hand, discarding as necessary. (**Note:** hand size limit at the end of Phase 5 is 5 Action Cards.)

Finally, distribute **Mission Cards** according to the scenario's setup instructions. The default method is for each player to secretly select 2 of the green Starting Missions from their Mission deck to keep in their hand, and set the rest aside for later.

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Labels (left to right, top to bottom):

Mission Cards · Stability marker · Distant Continents Board · Army/Fleet mat · Milestones · Main Map Board · Status mat · Cardinals (⬥) · Round Status markers · Imperial Authority (✸) · (Note!: Deluxe Edition components pictured) · General Supply tray · Rebel Dice · Exploration Die · Event display · Event deck · Trade deck · Action Cards: Administrative Diplomatic Military · Battle Dice · Mission deck slot · Player mat · Advisors (Hire from cards drawn) · Ideas · Religion token · 3 tokens in each of the Monarch Power pools · Small and Large Town (🛡) · Player tray · Setup Card (O) · Starting Ruler (P) · Stability (✚) track · Small Towns · Large Towns · Town track (Base Tax) · Manpower (🗡) Reserve · Treasury · Vassal (🏳) track · Monarch Power (🏛) pools · State Religion slot · Advisor slots · Ruler slot

France 1444

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# 4. Sequence of Play

The game is divided into Ages, each of which consists of four Rounds. Each Round is broken down into five Phases:

**1. Draw Cards Phase**
A. Reveal Events
B. Draw Action Cards
C. Pay for Action Cards you keep
D. Pick/Replace Missions

**2. Action Phase**
Players take Turns performing one Action at a time, until all players have passed.

**3. Peace & Rebels Phase**
A. Remove Casus Belli & Truces
B. NPR Invasions
C. Rebels Siege & Move
D. Peace Resolution
E. Prestige Penalties
F. Interregnum
G. Religious Dissent
H. Gaining/Removing Unrest
I. Roll Rebel Dice

**4. Income and Upkeep Phase**
A. Cut costs
B. Collect Income minus Costs
C. Corruption
D. Collect Monarch Power
E. Score Prestige

**5. Clean-up Phase**
A. Update & Refresh
B. Board and Status Mat clean-up
C. Discard down to a hand size of 5 cards
D. End of Age Routine

## 4.1 Phase 1: Draw Cards

**A. Reveal Events**

Draw Event cards according to the chosen scenario (normally equal to the number of players plus one) from the top of the Event deck, and place them in a face-down display next to the Event deck. Then, flip the first three of these cards face-up.

**B. Draw Action Cards**

Each player then, in Turn Order, draws three Action Cards, in any combination, from any of the three Action Card decks (Administrative, Diplomatic, or Military). Players may draw cards one by one, and should keep these cards secret from their Opponents.

**C. Pay for Action Cards you keep**

Players must pay 2 (d) for each of these cards that they would like to keep. Cards not paid for must be discarded.

### D. Pick/Replace Missions

During this step, any player who has fewer than 2 Missions in their hand may pick new Missions. All players may also replace any of their currently held Missions.

## 4.2 Phase 2: Actions

In this phase players take Turns in clockwise order, starting with the player who has the First Player token (normally the first player to Pass in the previous Round). The scenario setup will identify who the starting First Player is.

**Taking a Turn**

On their Turn, the Active Player may choose to perform either a Basic Action or play an Action Card from their hand. Most Actions have Monarch Power costs that must be paid with (Ⓜ) of the appropriate type. Basic Actions are listed below and on the Player Aids, and explained in detail in the chapter on Basic Actions (p. 12).

There are five Minor Actions that may be performed without using a Turn. These may be performed in addition to any other Action, or sometimes even during another player's Turn. A player cannot perform a Minor Action alone on their Turn, they must also perform another Action.

**Taking an Event**

Each player must take the *Event* Action exactly once during the Action Phase, but they may choose when to do this; a player cannot Pass if they have not taken this Action.

When a player takes their *Event* Action, they must move their Round Status marker to the *Event Taken* space on the Status Mat.

**Unpicked Event**

After all players have taken their Event the bottom row of symbols on any unpicked Event will be resolved, while the Event text itself will not take effect (see p. 40).

**Passing**

The first player to Pass immediately collects 5 (d) from the general supply, and places their Round Status marker on the *Has Passed – 1st* space on the Status Mat. They will also receive the First Player token at the end of the Round. If the current First Player is the first to Pass, the First Player token instead goes to the second player to Pass. Depending on the total number of players, the second and third players to Pass may also be eligible to collect Ducats; see the table below. Only Minor Actions may be performed on the same Turn that you Pass.

Once you Pass, you can perform no more Actions for the remainder of the Round.

No one may Declare War on a player who has Passed, or whose NPR Allies.

| No. of players: | 3 | 4+ |
|---|---|---|
| 1st to Pass: | 5 (d) | 5 (d) |
| 2nd to Pass: | 2 (d) | 3 (d) |
| 3rd to Pass: | – | 2 (d) |

**Triggering End of Action Phase**

When there are no more players eligible to receive Ducats for Passing, each remaining player gets to take one more Action of their choice. For all players who have taken an Event at this point, this is their final Turn.

After this, if any players have still not taken any Event this Round, those players must take one final Turn to perform their *Event* Action.

When a player has taken their final Turn, they are considered to have Passed.

| Basic Actions |
|---|
| *Generic Actions* |
| Event (mandatory) |
| Player-to-Player Diplomacy |
| Research Idea (Cost stated on Idea card) |
| Change State Religion |
| Change National Focus |
| Explore (1 🌿 + 1 ⚔) |
| *Minor Actions (do not take a Turn)* |
| Take/Repay Loan – ✋ |
| Appoint Advisor/Leader – ✋ |
| Replenish Manpower (1 ⚔ per 3 ★) |
| Call to Arms (0–2 🌿 / ▪ per ⚔) – ✋ |
| *Administrative Actions* |
| Increase Stability (5 🛡 +/– current ✚) |
| Convert Area (2 🛡 + 3 (d)) |
| Colonize ( 4 🛡 / 🏛) |
| *Diplomatic Actions* |
| Influence (1 🌿 *or* 3 (d) per token) |
| Forge Alliance (1–3 🌿) |
| Fabricate Claims (2 🌿 per ▪) – ✏ |
| Trade (1 🌿) |
| *Military Actions* |
| Declare War (1 ⚔) |
| Activate Units (1 ⚔) |
| Recruit (1 ⚔ + X (d)) |
| Suppress Unrest (1 ⚔ per Province) |

## 4.3 Phase 3: Peace & Rebels

Once all players have Passed, the Peace & Rebels Phase begins. Follow the steps below, in sequence:

**A. Remove Casus Belli & Truces**

Remove all CB and Truce tokens from the board. A player removing a CB loses (2) if not at War with the Realm it is removed from.

**B. NPR Invasions**

If an NPR, which not an Active Ally, is at War with any PR(s), and that NPR Controls Provinces in any Area where there are no Units belonging to the NPR's Enemies, the PR(s) may now face an Invasion from that NPR. Resolve according to the steps described on page 36.

**C. Rebels Siege & Move**

Perform this step if there are any Rebel Units (👥) on the board. Resolve Areas in order of most 👥 to fewest 👥 (break ties alphabetically).

- **For Areas with both 👥 and ⚔:** The 👥 in each such Area now Siege any ⚫/▪ with ⚔ that they can. The number of 👥 must match the Tax Value of the Provinces they Siege in each Area. The 👥 will Siege Large Provinces first when possible (otherwise pick alphabetically).
  - » **Core Provinces:** Place a Rebel Town (⚫) on top of the Owner's ⚫, and cover the rightmost vacant slot on their Town track with a ▪.
  - » **Non-Core Provinces are Liberated** (see p. 37): Owners must return ⚫/▪ to their Player mat and place a CB token on the new Province Owner.
- **For each Area with 👥 and no ⚔:**
  1. Move all 👥 except one, to an Area with ⚔ which is Adjacent by Land, if any (prefer Area with most ⚔, then random). 👥 cannot move to an Area where the number of PR Land Units present outnumbers them.
  2. Resolve Battle immediately if there are any PR Land Units in this Area, following the normal Rules for Rebels (see p. 37). Rebels do not fight other Rebel Units.
  3. If there were no eligible Adjacent Areas to move to, remove one 👥.

**D. Peace Resolution**

This step only occurs if there are any ongoing Wars, and all Wars are then resolved according to the sequence described in section 10.1 (see p. 29), as summarized here:

1. In Turn order, resolve all Wars where **Automatic White Peace** requirements have been met.
2. In Turn order, resolve all Wars where a **Total Victory** has been achieved by a PR.
3. Then handle **Partial Victories** and **Inconclusive Wars** in Turn order. Each player must resolve all the Wars that they wish to (and can) resolve, before moving on to the next player.
4. Finally, handle the **aftermath**, returning any Land Units in Neutral Areas to their Owners' Realms, and flipping all 🔄 back to their 🛡 side, for all PRs that are now at Peace.

**E. Prestige Penalties**

- Flip all 🛡 that still display the 🔥 side back to the normal side. All players lose (3) for each of their 🛡 getting flipped. This penalty is avoided if they are also the only PR to have an ⚔ on the Realm with the 🔥 on it, and also have the most ▪ (min. 2 ▪) in that Realm if it is an NPR.
- Players who now have ⚫ that are Occupied by Enemies or Rebels lose (P) equal to their Tax Value (max. (5)).

**F. Interregnums**

Players with an Interregnum (no Ruler) lose 1 ✚, and must flip 🛡 on their Realm to reveal the 🔥 side.

**G. Religious Dissent**

- Players who have Religious Dissent (a Religion other than their State Religion) in any of their Areas must add ⚔ to one ⚫ in each affected Area.
- Players who have 🏴 in Areas with a Religion other than their State Religion, must, in one affected Area, either remove 1 🏴, or add ⚔ to one of their 🏴 there.

**H. Gain/Remove Unrest**

1. **Players still at War** must add ⚔ to two of their ⚫ (flip disc to reveal ⚔).
2. **Players with -2 ✚** or lower must add ⚔ to one of their ⚫.
3. **Players with +2 ✚** or higher may remove ⚔ from one Province of their choice (flip disc to reveal shield).

**I. Roll Rebel Dice**

Players who have ⚫ or Vassals with Unrest must now roll a Rebel Die for each of them.

Rebel Dice are rolled on a per Area basis. The possible outcomes of these dice rolls are described on page 37.



*Example: >Castile was not able to deal with the Rebels in Leon in the Action Phase. In the Peace & Rebels Phase, step C, the two now Siege the two Provinces with ⚔ (Galicia and Badajoz). Since both are >Castilian Core Provinces, ⚫ are placed on top of the >Castilian ⚫, while >Castile must cover two spaces on their Town track with ▪. In step F, >Castile will lose (2) because two of their ⚫ are Occupied by Rebels.*

*Next Round, if those Provinces are still Occupied by Rebels, since there will then be no more Provinces with ⚔ in the Area, the 👥 will move to an Adjacent Area with ⚔, if any, or else one of the 👥 will be removed.*



*Example: The Diverse Faiths token in Andalucia means that >Castile must, in step H, add Unrest to one of their Provinces. >Castile selects Córdoba and goes on to roll one Rebel Die, in step J, for the Unrest there. They roll a 🔴 result, meaning they lose 1 ▪. >Castile chooses to lose 1 ▪. The Rebel Towns and Units in Leon do not force >Castile to roll additional Rebel Dice.*

## 4.4 Phase 4: Income & Upkeep

In this phase, players collect Tax Income and Monarch Power, and make updates. All players perform this Phase simultaneously.

Players are allowed to take and repay Loans, as described in the *Take/Repay Loans* Minor Action, in this Phase.

### A. Cut Costs

To reduce their expenses, players may (and must do so, if necessary, to prevent Bankruptcy in Step B):

- Fire any Advisors they like, by discarding those Advisors' cards.
- Disband any of their Military Units. Return any disbanded Regular Units to Available ✯, Ships to Supply, and Mercenary Units to the General Supply.
- Recall Ships at sea. Ships may return to any Friendly Port within reach of their normal Movement, via Sea Zones with no Enemies, at no ✗ cost.

### B. Collect Income minus Costs

| Source | Income/Cost |
|---|---|
| + Base Tax Income | Income indicated on Town tracks (Small Town and Large Town track combined) |
| + Vassal Tax Income | Income indicated on Vassal track |
| – Advisor Upkeep | As stated on the cards (1–4 🪙 per Advisor). Papal Controller: Pay 1 🪙 less per Advisor. |
| – Military Maintenance (for Deployed Units) | 1 🪙 per Regular Unit 2 🪙 per Mercenary ½ 🪙 for every Ship remaining at sea |
| – Interest on Loans | 1 🪙 per 🏴 |
| – Plague Effects | ½ 🪙 is lost per 1 🪙 of Tax Income from Areas with a 💀 |
| +/– ✝ Modifier | +2 🪙 for positive ✝ -2 🪙 for negative ✝ |
| + Emperor's 🦅 | Equal to 🦅 value |
| + Income for Ideas | See "Bureaucracy" Idea |

### C. Corruption

Cost to keep Ducats in your Treasury (you may decide not to keep all of your Ducats):

0 – 49 🪙: no cost
50–59 🪙: 1 🐖 or gain 1 📊
60–69 🪙: 2 🐖 or gain 1 📊 per 🐖 not paid
70–79 🪙: 3 🐖 or gain 1 📊 per 🐖 not paid
Etc.



*Deciding not to fire any Advisors or disband any Military Units, the yellow player (>Castile) first collects an income (⟶) of 14 🪙 (Small Towns + Large Towns + Stability bonus) minus 8 🪙 of expenses for a total of 6 🪙. The expenses consist of an upkeep of 2 🪙 for two Deployed Military Units (not pictured) and 6 🪙 for two Advisors (costing 4 🪙 and 2 🪙 respectively).*

*Having paid their Advisors, >Castile will profit from the bonuses when collecting Monarch Power. Adding up the matching skills of their Ruler and Advisors, >Castile receives 1 🖋 (⟶), 4 🕊 (⟶) and 4 ✗ (⟶). At the end of the Income & Upkeep Phase, >Castile refreshes their 2 Exhausted Units (below minimum of 3) by moving them (⟶) to Available ✯.*

### D. Collect Monarch Power

Players then collect Monarch Power (👑), calculated as follows:

- For each type of Monarch Power, add the Ruler's Skill in this particular field to that of the appropriate Advisor. (A PR in Interregnum is considered to have a base Skill of 1 in each Monarch Power field.)
- Players with +3 ✝ receive 2 👑 more, of any types chosen by the player.
- Players with -3 ✝ receive 1 👑 less, of any type chosen by the player.
- The Papal Controller receives +1 🕊.
- The Emperor of the HRE may receive additional 👑 depending on their 🦅.
- Players with certain Government Form Ideas may receive additional 👑.

### E. Score Prestige

- A player who is Uncontested Papal Controller scores (P) equal to the number of Catholic PRs minus one (max. (3).)
- If 🦅 is at 6, the Emperor scores (1).
- Players with the "Absolute Monarchy" Idea and positive ✝ score (1).
- Score any active Crusade (see p. 46) and/or Power Struggle (see p. 43), and remove the Crusade/Excommunicated token and all 🔘 tokens.

## 4.5 Phase 5: Clean-up

### A. Update and refresh

1. Remove all Allied Units from your Manpower Reserve and Armies.
2. Update your Manpower Reserve to reflect your new total if you have gained or lost 🔘/🔷 (or ✯ was modified otherwise) this Round. Count Deployed Units as part of this total. New Units are added to Available ✯. Units to be removed can be taken from any of Exhausted ✯, Available ✯, or Deployed Regular Units.
3. Refresh Exhausted Manpower by moving half of the Units in your Exhausted ✯ (min. 3, max. 6) to your Available ✯.
4. Refresh all Merchants by returning them to their upright position.
5. Add 👥 to the Colonist Pool equal to the number of your Colonial 🚩 on the board (add max. 4 👥).
6. Adjust Imperial 🕊 to match 🦅. The Emperor may (re)distribute Imperial 🕊 in any HRE Areas with space.
   Remove any 👑 from your *Changed National Focus* slot.

### B. Board and Status Mat clean-up

1. Remove ✗ from Bots, and from DNPRs that have a Tax Income of 10+ 🪙.
2. Remove all ❤ from the Map Boards.
3. Remove any tags from the *Committed to Crusade* slot, and, if the Emperor is at Peace, the *Defending the HRE* slot.
4. Remove all Units from Imperial ✯ if the Emperor is a Peace.
5. Pass the First Player token to the player with their Round Status marker in the *Has Passed – 1st* space (or the *2nd* space if the first to pass is the current First Player)
6. Reset all Round Status markers to the *Event not taken* space.

---

**Example:** *Having gone through steps A, B, C, and D of the Income & Upkeep Phase, it is time for Roberto (>Castile) and his three friends to do step E, followed by Phase 5.*

*With 3 👥, including the Roma Cardinal (due to an Alliance with the >Papal States), >France has uncontested control of the Papal Curia. Earlier in the game, >England has converted to Protestantism, but >France, >Castile and >Austria remain Catholic. >France thus scores (3 – 1 =) (2). >Austria, as the Emperor, has +4 🦅 and scores no additional Prestige for this, but they have researched "Absolute Monarchy", and with +1 ✝ they score (1). The markers on the Prestige Track are moved accordingly. As there are no Active Power Struggles this Round, this completes step E.*

*Each player removes Allied Units, updates and refreshes their Manpower, and returns their Merchants to their upright positions. >Castile has 5 Colonial 🚩 and gains the maximum of 4 👥, while >England and >France both have 2 Colonial 🚩 and gain 2 👥 each. >Austria gains no 👥.*

*With +4 🦅 >Austria gets to place a total of 4 Imperial Influence in HRE Areas. Imperial Authority has gone up one step since the previous Round, so >Austria may therefore place one cube in addition to those already on the board. They may also redistribute the 3 Imperial Influence they already have on the board if they would wish to. If any Imperial Influence had come off the board (e.g. to pay for a Call to Arms Action) during the current Round, >Austria would have placed these back on the board during this step.*

*>Castile must then remove their ✗ with >Portugal, since >Portugal is a DNPR, and increased their Tax Income from 9 🪙 to 10 🪙 during the preceeding Action Phase.*

*Now the specified tokens are removed from the board, as well as the relevant tags, before passing the 1st Player token and resetting Round Status markers.*

---

### C. Discard down to 5 Action Cards

All players must discard down to a maximum hand size of 5 Action Cards. Players may choose which card(s) to discard.

Display Cards that are in play do not count towards the 5-card limit.

### D. End of Age Routine

If at the end of an Age, perform the End of Age Routine described below.

## 4.5 End of Age Routine

When all players have completed Phase 5, and there are no more Events left in the deck for the current Age, perform the following steps in sequence:

1. Prepare (unless you have already done so) and place the Event deck for the next Age.
   **Note:** If there is no next Age, move on to Final Scoring instead (see section 4.6).
2. Remove all Milestones from the previous Age from the game, and replace them with four Milestones drawn from the deck belonging to the next Age.
3. Draw random replacements of matching type for any unresearched Ideas on display.
4. The player with the fewest (P) on the Prestige Track may then choose to replace one of the new Ideas or one Milestone, and select a replacement of the same type from the deck.
5. Players who have at least one 👤 in play score (1), and must then (in updated Turn order) remove one of their 👤 from the board, from an NPR if possible, or pay 2 🕊 to avoid this.

If a player removes their 👤 from your Realm (forcing you to do the same from your Realm), you must still remove another 👤, if you have one, or pay 2 🕊.

## 4.6 Final Scoring

Final Scoring is initiated when the final Round has been completed. Unless otherwise specified in the scenario's Victory Conditions, this happens after completing Phase 5, when any of these three conditions apply:

- there are no more Event cards remaining in the decks for the chosen scenario after having completed a Round.
- a player has 100+ (P) on the Prestige Track, while also having a lead on the next player of 20 (P) or more.
- a player has all their 🔘 (Large and Small) and 🔷 on the board at the end of Phase 5.

Prestige is scored according to the list below unless the Victory Conditions for the chosen scenario state otherwise.

- Players may reveal and score any Missions remaining in their hand for which they have completed the requirements (but all Effects are ignored)
- (P) equal to their current Tax Income
- (1) per 🛡 in play
- (1) per 👥 in play
- (2) per ✗ in play
- (P) equal to the number of Catholic PRs for being Papal Controller
- (P) equal to Imperial Authority (🦅) for the Emperor of the HRE
- (P) equal to twice current ✝ (note that negative ✝ provides negative (P))
- Subtract (1) per Tax Value of 🔘 Occupied by Rebels or Enemies
- Subtract (1) per 🏴 in Treasury

If two or more players are tied on (P) at this stage, having the most remaining 👑 breaks any ties among those players. If there are still players who are tied, 🪙 in Treasury breaks any ties between these players. If two or more players are still tied, they share the victory.



*During Final Scoring, >Castile's board situation looks like this (in this example we'll assume that they have no tokens elsewhere on the board).*

*>Castile scores 14 (P) from Tax Income (12 (P) from 🔘 and (2) from 🔷). As there is no Tax Income to be gained from Galicia, Navarra, or Barcelona, which are Occupied by Rebels or Enemies, these Provinces provide no Prestige.*

*They also score (1) for the Marriage, (2) for the Alliance with >Portugal, and (1) for the Core token in ANDALUCIA.*

*For Galicia and Navarra they must subtract (2), as these 🔘 are Occupied by Enemies. But Barcelona, which is merely a Vassal Province does not cost them any further Prestige loss.*

*>Castile has a Stability of -2, and must deduct a further (4) for this, but they are also Papal Controller, and thus score (3).*

*>Castile will also be able to complete the "La Reconquista" Mission that they have in their hand for (2), but may not take advantage of its Effects at this stage, and thus cannot Research "Tercios/Janissaries" to score extra Prestige.*

*This means they may add 17 (P) in all to their score of 43 (P) from the Prestige Track, finishing on a total of 60 (P).*

# 5. BASIC ACTIONS

During the Action Phase you can take Basic Actions and play Action Cards by paying their costs, which are divided among the three types of Monarch Power.

You are always able to take a Basic Action on your Turn, as long as you pay its Monarch Power cost. Some Basic Actions do not have an associated Monarch Power cost. The Basic Actions are described below:

## 5.1 GENERIC ACTIONS

Generic Actions are not linked to a particular type of Monarch Power, and don't necessarily cost Monarch Points to perform. They do however take up a whole player Turn.

### Event (mandatory)

During each Action Phase, each player **must** take this Action once, and only once, before they can Pass.

When taking this Action, do as follows:

1. Select a face-up Event from the Event Display, collect any Ducats that are on it, and move your Round Status marker to the *Event taken* space.
2. Place 2 🪙 from the General Supply on any remaining face-up Events.
3. Play the Event and resolve its effects. If the Event offers a choice of effects (such as **A** or **B**), choose only one to resolve.
4. Resolve any symbols at the bottom of the Event from left to right (see p. 41).
5. If the Event is associated with your own Realm, you must replace your current Ruler with any Ruler on this card.
   If the Event is associated with another Realm, that player must choose whether or not to appoint the Ruler on this card.
6. If you are the last player to take the *Event* Action this Round and there is still an

unpicked Event remaining, resolve the bottom row of symbols on that Event using the auto-resolution rules (p. 41).
The Event text itself on the unpicked Event does not take effect. However, if it has a historical Ruler on it, the player associated with that Event may pay 2 🗡 to appoint the Ruler on the card.
7. Turn over a face-down Event, if any remain.

Whenever an effect on an Event says "you," that effect applies to the Active Player, or to the player forced to make a choice.

### Player-to-Player Diplomacy

This Action lets you make an agreement with another player, to make various transactions.

You may only have diplomatic exchanges with one PR each time you take this Action. Monetary support and Sale of Provinces may not be performed during the same Turn, but other combinations may. If either Realm is at War, Monetary Support is the only transaction that may take place.

**Alliances and Marriages:** Entering into an Alliance or Royal Marriage with another PR each costs 1 🍃 for the player performing this Action. Both players must place a corresponding token on the other PR's Capital.

When entering into a Marriage, both players may draw an Action Card of a type chosen by the Active Player.

**Monetary support:** The player taking this Action must pay 1 🍃 for every 10 🪙 (rounded up) that changes hands, whether they are giving or receiving support.

**Buy/sell Provinces:** To buy Provinces from another player, the buyer must have 🛡 in all Areas where the Provinces are located. The minimum price per Province sold is 3 🪙, and the maximum is 15 🪙.
Both buyer and seller must also pay 1 🗡 to take part in such a transaction. A player

selling any of their Core Provinces loses 🅟 equal to twice their Tax Value. Vassal Provinces cannot be bought or sold.

> *Optional Rule: Secret Negotiations*
> By spending one additional 🍃 you may have a private, 3-minute conference with another player. All other in-game communication must take place openly.

### Explore (1 🍃 + 1 ✖)

Requires "Quest for the New World" (QftNW) Idea to use Ships for Exploring.

When taking this Action, follow the steps below in sequence:

1. If you have QftNW, you may move one Light Ship (using rules for Naval Movement, p. 25) into a Sea Zone on one of the Distant Continents. The Ship may not enter a Sea Zone where a Naval Battle would be triggered.
2. Roll the Exploration Die, then either use the result (as described below) or pay 1 🍃 to re-roll:
   - **Result with no 💀**: Discover a Territory matching the number rolled, or a Distant Area with an NPR Province.
   - **Result with 💀**: Pay 1 🍃 to Discover a Territory matching the number rolled, or fail Exploration and remove one of your Ships on a Distant Continent. Any Discovery made must be adjacent to your Realm or, if you have QftNW, one of your Ships. Place a 🛡 on the Discovered Area. 🛡 placed on Territories are henceforth considered Colonial Claims.

   You can pay to re-roll a maximum of two times; you must use the result of the last roll you make.
3. When the first Area on a Distant Continent is Discovered (🛡 has been placed), add all unused Trade Cards matching the number for this continent (see p. 35), and reshuffle the deck.

### Research Idea (X 🔵)

To claim bonuses from an Idea card, pay its Monarch Point cost and place one of your Tag chits on the Idea card.

Apply any immediate effects in the Idea description right away.

Researching an Idea will earn you ②. If two or fewer players have the researched an Idea before you, they will receive another ① each. If three or more players have already researched the Idea, only you earn Prestige this Turn.



**Example:** >England, having previously Researched the "Quest for the New World" Idea and discovered the Antilles, decides to Explore. They already have a Light Ship in the CARIBBEAN SEA but use their optional move to bring a Light Ship from the Port in Lancashire to the NORTHWESTERN ATLANTIC (2 spaces, via the **A** connection) to increase the odds of discovering something interesting. They roll a "2 🍃", and may choose to discover Florida, Mississippi, New Granada, Guyana, or Canada. >England chooses Canada, and places one of their 🛡 there. If >England had a Town in Virginia, they would have also been able to discover the Adjacent Territory, Great Lakes. The skull means that >England must also pay 1 🍃. If >England could not pay this cost, the Explore Action would have failed, and they would have had to lose one of their Ships on the Distant Continents board. The skull also means that >England cannot discover Mexico or Central America on this Turn, since these Provinces are Owned by NPRs.

### Change National Focus

When taking this Action you must, in order, perform one or both of the two options below. You may only take this Action once per Round. Place a 🔳 in the *Changed Nat. Focus* slot on your Player mat to indicate that you have done so.

1. Increase one type of Monarch Power by up to 2 🔵 by taking a maximum 1 🔵 from each of the other two Monarch Power pools on your Player mat.
2. Discard up to 3 Action Cards from your hand. Then draw one card fewer than you discarded, from any of the Action decks.
   You may pay 1 🔵 and 2 🪙 to pick one of these cards from the top 5 discards of the deck matching the paid 🔵 type (instead of drawing it from the deck).

### Change State Religion

Starting with Age II, this Action allows a Realm to change its State Religion from Catholic to Protestant (or from Protestant to Catholic). Otherwise, changing State Religion can only happen through an Event, or if Conversion is forced upon you (p. 31).

This Action has no Monarch Power cost, but you must instead face the following consequences:
- Lose ② and 1 ✝
- Lose one Royal Marriage and 5 🔷 (in total) from any Area(s) belonging to the Religion that you are abandoning.

- Place the same amount of 🔷 that you removed into Areas with the same faith as your new State Religion.
- Gain 1 ✖ in each of your Areas of the Religion you converted from. Then roll Rebel Dice (see p. 37) for these Areas.

If there is at least one Counter-Reformed token on the board (following the *Council of Trent* Event), Catholic PRs may pay 3 🗡 to embrace the Counter-Reformation and place a Counter-Reformed token in their Capital Area, without suffering any of the consequences listed above.

## 5.2 MINOR ACTIONS

Minor Actions do not complete your Turn but may be performed in addition to your normal Turn Action. Minor Actions may be taken on the Turn that you Pass, but you may not take them again in this Round once you have Passed unless as a *Reaction*.

### Appoint Advisor/Leader – 📖

This Minor Action allows you to hire and fire Advisors (square portrait) and Leaders (circular portrait) on cards in your hand.

**Appoint Advisor:** Pay the 🪙 cost shown in the card's lower right corner, then tuck that card under its matching Advisor slot on your player mat.

**Appoint General/Admiral:** Pay the ✖ cost stated in the card's lower right corner to employ a Leader as a General or an Admiral (see p. 23). Tuck that card under one of

Army/Fleet mats. Alternatively use 📖 Action to reassign a General from one of your Armies to another. Generals (not Admirals) may be appointed or reassigned as a *Reaction* if someone attacks one of your Armies located inside of your Realm.

**Appoint new Ruler:** If you currently have no Ruler (or if your Ruler's "name" is enclosed in a parenthesis), you may take a Leader from your hand and appoint them as your new Ruler for free. Appointing a new Ruler may be performed as a *Reaction* if the current Ruler dies without any replacement.

### Call to Arms (0–2 🍃 / 🔶 per ⚔) – 📖

This Action may only be taken in conjunction with your own DoW or as a *Reaction* in response to a DoW on you or your NPR Ally.

If you are the Aggressor, you must pay 2 🍃 for each NPR Ally you want to call. Alternatively you can pay by discarding 2 🔶 from the Ally's Realm instead of spending 🍃.

When someone Declares War on you or your NPR Ally, you may, as a *Reaction*, send *Defensive CtA* to each of your Allies at no cost. However, when accepting a CtA from an NPR, you may only call on other NPR Allies.

You may call your PR Allies to War at no cost, but they may refuse. See rules for 'Receiving a CtA' (p. 32). If a PR is Allied both to the aggressor and the defender, they may only be Called to Arms by the defender.

NPR Allies can only be Called to Arms if:
- They are at Peace.
- You have at least 2 🔶 in their Realm.
- They are Adjacent, either to your Realm, or to one of your new Enemies.

For each NPR Ally called to arms:
- Flip the ⚔ to the 🔵 (Active Ally) side
- Add a number of NPR Units to your own Available ⚔ equal to ½ of the Tax Value of all Provinces Owned NPR Ally and their Vassals (but maximum 5 Units).
- Gain 1 ✖ if the NPR Ally is Adjacent to an Enemy.

> **Reactions ( 📖 )**
> Some Minor Actions may, under certain circumstances, be performed as *Reactions* to interrupt the normal sequence, also outside of your own Turn (or even outside of the Action Phase in some cases).
>
> These Actions are marked with the 📖 icon, and the conditions under which these may be performed as *Reactions* are stated in each Action's description.
>
> Action Cards may also be labeled as *Reactions*.

---

**Example:** >France (blue player) takes their Event Action and selects Wars of the Roses, moving their Round Status marker to the *Event taken* space on the Status Mat. They place 2 🪙 from the General Supply on each of the other two face-up Events. The top section of Wars of the Roses *Event text takes effect no matter what. But* >France *must decide which option to execute and picks* **B**), *thereby receiving 1* 🍃. >England must take the ✝ and 🅟 losses, and see the Rebels appear in the north as Unrest spreads. If >England wishes to take Edward IV as their new king, he will now become >England's new Ruler. Then they reveal the face-down Event on the right.

>English Event

**Take/Repay Loan – (🖐)**

You may take Loans, as long as you do not already have 5 or more Interest tokens in your Treasury. Taking a Loan may be done as a *Reaction* if you must cover a cost and lack the funds to do it. When you take a Loan, take an Interest token and 5 (d) from the General Supply and add them to your Treasury.

To repay a Loan, pay 6 (d) from your Treasury and return the Interest token to the General Supply. You may immediately use Ducats gained for Passing for this purpose.

**Replenish Manpower (1✕ per 3 Units)**

You may Refresh Exhausted Units in your Manpower Reserve at a cost of 1✕ for every 3 Units. Move these Units from the Exhausted 🏚 area to the Available 🏚 area; they are now ready to be recruited.

**Cut Ties**

Return any number of your 🔶 from the board to your supply, and/or end any number of Alliances. If you end any Alliances, suffer the penalties described under the *Ending an Alliance* section, on page 33.

## 5.3 ADMINISTRATIVE ACTIONS

**Increase Stability (5🗡 +/– current ⚖)**

You may spend 5🗡, modified by the current Stability value, to increase your Stability by 1 step (e.g. increasing Stability from -3 to -2 costs (5 – 3 =) 2🗡, while increasing Stability from +1 to +2 costs (5 + 1 =) 6🗡).

**Convert Area (2🗡 + 3(d))**

You may convert the Religion of a given Area to your State Religion if you Own every Province governed by this Religion symbol, or if you Own at least one of these and all of the other Provinces are Owned by Realms of the same State Religion as yours.

Place the appropriate Religion token (or remove current token to reveal symbol), add ✕ to one of your affected 🟤, and roll Rebel Dice for all Areas governed by this Religion symbol.

**Colonize (4🗡 / 👥)**

To take a *Colonize* Action, spend 4🗡 or 4 of your 👥 from the Colonist Pool (or any combination of those totaling 4), then replace one of your 🔵 on a vacant Territory with a Small 🟤. The Colonial 🔵 you replace must be connected to your Capital through a continuous chain of Areas and Sea Zones with your 🟤 and/or Ships.



**Example:** >England (red player), has discovered the Antilles, Canada, Pernambuco, and the Gold Coast. They have Ships in the NORTHWESTERN ATLANTIC, SOUTHEASTERN ATLANTIC, and NORTHEASTERN ATLANTIC. They have 2 👥 in the Colonist Pool, and spend 2🗡 to reach the total of 4 required to complete the *Colonize* Action. They may now convert one of their Colonial 🔵 into a Town.

However, >England may only convert a 🔵 that is connected through a chain of English Ships and/or 🟤 to their Capital. There is no Ship in the CARIBBEAN SEA or SOUTHWESTERN ATLANTIC, so the Antilles and Pernambuco 🔵 cannot be converted into 🟤 at this time. Neither can the 🔵 on the Gold Coast Territory. Even if there were a Ship in the SOUTHEASTERN ATLANTIC, this chain would not be complete as there are no Ships in the Sea Zones between the SOUTHEASTERN ATLANTIC and other Sea Zones with English Ships.

>England may however choose to place their Town in Canada, as shown by the yellow lines. With a Ship in the CARIBBEAN SEA they would be able to place a Town in the Antilles or Gold Coast as well, since the CARIBBEAN SEA is adjacent to both the NORTHWESTERN ATLANTIC and the SOUTHEASTERN ATLANTIC (**C**-connection).



**Example:** >France (blue player) wants to use an *Influence* Action to increase their diplomatic power in Italy. They decide to place 2 more 🔶 in LOMBARDY, where they already have one token. This means that there is now a total of five 🔶 in LOMBARDY; no more 🔶 may be placed here without first removing tokens. CENTRAL ITALY and CORSICA & SARDINIA are adjacent both to the first >French token in LOMBARDY and the >French tokens and Town in LANGUEDOC, so >France decides to put one token in each of these Areas too. >France spends 2🗡 and 6 (d) to pay for these 🔶. No 🔶 may be placed in NAPLES and DALMATIA, since these Areas are outside >France's reach.

## 5.4 DIPLOMATIC ACTIONS

**Influence (1🗡 or 3(d) per 🔶)**

Pay 1🗡 for the first 🔶 you place, and then either 1🗡 or 3(d) for each subsequent token.

You may place 🔶 in Areas Adjacent to any of your 🟤, 🏴, ⚔, 🏚, or 🔶 that were there at the start of your Turn.

You may place as many 🔶 as you like, but no more than 2 🔶 in each Area during a single Turn.

**Note:** There can be no more than 5 🔶 in any Area. To place 🔶 in an Area that is "full," use the relevant *Covert Actions*.

No 🔶 may be placed on any Distant Continent.

**Forge Alliance (1–3🗡)**

To ally yourself with an NPR, pay 🗡 equal to half the target NPR's Tax Income (but max. 3🗡), then take an available ⚔ from your Supply and place it on one of the target's Provinces in their Capital Area, along with an 🔶 there if there is space.

For more details on the benefits and obligations of Alliances, see page 32.

- In order to take this Action, both you and the target NPR must be at Peace.
- You must have a total of at least 2 🔶 in any Area(s) belonging to the target NPR.
- If the target NPR is Allied to a Opponent, you must have more 🔶 than them in total in the target NPR's Areas in order to replace their ⚔ with yours.
- To forge an Alliance with a Distant NPR, you must have a 🔵 on 1+ of their Areas.

**Fabricate Claims (2🗡 per 🔵) – 📄**

This is a *Covert Action*. Pay 2🗡 per 🔵 to place 🔵 in Areas Adjacent to your Realm. A 🔵 provides a Conquest CB against all Realms that Own Provinces in the Area in which the 🔵 is placed.



Claim 1

- You cannot Fabricate Claims in Areas in which you Own all the Provinces.

- You must be at Peace to Fabricate Claims.
- To Fabricate a Claim on a Distant Area, it must be Adjacent to your Realm by Land, and contain an NPR Province, 🟤, 🏴, or 🟢.

**Trade (1🗡)**

If you have an available Merchant, you may pay 1🗡 to do the following in sequence:

1. Reveal 3 Trade Cards.
2. If you cannot or do not wish to make use of any of these cards, discard them all, ignore step 3–6, and collect 2(d).
3. Optionally move one of your Light Ships (following Naval Movement rules, p. 25) to establish a connection to or increase your Trade Power (🔵) where you intend to Trade, and place it on a Trade Protection slot (displacing an Opponent's Ship if necessary) in its destination Sea Zone. This Ship may not enter a Sea Zone where a Naval Battle would be triggered.
4. Pick one of the cards that name a Trade Node where you are eligible to Trade (see below). If a Ship was moved, the chosen Node must be Adjacent to this Ship, or connected to your Capital via a chain that includes this Ship. Discard the other cards.
5. Select an available (upright) Merchant and, if not already there, move it to the Trade Node you chose. Activate this Merchant by laying it down on its side.
6. Calculate Trade Power (see 🔵) for yourself and any Opponents with a Merchant (activated or not) in the selected Node, and determine what income row each player should collect income from.

Players may only collect Trade Income in Nodes that are connected to their Capital Area through a continuous chain of Areas where they have Merchants, 🟤, or 🔶, and/or Sea Zones where they have Ships.



**Example:** >England (red player), takes a Trade Action. They draw 3 Trade cards and consider their options. They would normally be able to trade Livestock in the North Sea 🐄, but since their Merchant there has already been activated, they won't be able to do so again this Round. The North America 🏴 is currently cut off from London since there are no Ships in any of the CARIBBEAN SEA, NORTHWESTERN ATL., EASTERN ATL., or NORTHEASTERN ATL. Sea Zones.

That leaves the player with the Cloth card, and >England can trade in both the Champagne and the English Channel 🏴 (connections to >English Capital indicated with yellow arrows). To trade in Champagne 🏴 they would need to move their Merchant there (from the English Channel 🏴), but since they don't own any of the listed Key Provinces for Champagne 🏴, they would only have a Trade Power of 1 in that Node (from the Merchant), yielding an income of 5(d).

In the English Channel 🏴 however, they can achieve a Trade Power of 6 (Merchant + 3 Ships + 2 Key Provinces) by moving their Ship from the NORWEGIAN SEA to e.g. DOGGERBANK. The Expanded Trade token enables them to collect the income in the red column, for an impressive 14(d). >France has a Merchant and an adjacent Ship there as well and will collect 6(d).

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**Covert Actions ( 📄 )**

Some Diplomatic Actions and Action Cards are labeled as *Covert Actions*, with a 📄 icon. These are Actions that target other Realms for devious purposes, and they can be countered by the *Counterespionage* card.

These are the *Covert Actions* available:

- **Fabricate Claims** (Basic Action)
- **Support Rebels** (Spy Network)
- **Sow Discontent** (Spy Network)
- **Sabotage Reputation** (Spy Network)
- **New Alliance** (Action Card)
- **Study Technology** (Action Card)
- **Counterespionage** (Action Card)

## 5.5 MILITARY ACTIONS

### Declare War (1⚔)

You may Declare War on any number of Realms during this Action. By doing so, you enter into a War with the target Realm(s).

**Note:** Check DoW restrictions (p. 22). You normally cannot Declare War on your Ally, an undiscovered Distant Realm, a player who has Passed or their NPR Allies, any HRE Member if you are Allied to the Emperor or if the latter has Passed, a Realm that you have a Truce with (or their NPR Allies), or during an Interregnum.

Pay the Action cost, and then execute the following steps in sequence:

1. Determine Realm(s) to be targeted by your DoW and place a War token on the Capital of each Realm.
2. Lose 2☨ for each target Realm for which you do not have a valid Casus Belli (see p. 22) and 1☨ for each target Realm with which you have a 👑 (unless affected by a Disputed Succession).
3. You may take the *Call to Arms* Minor Action, paying its costs (see p. 13).*
4. Targeted NPRs automatically send a *Defensive CtA* to any Ally they have.*
5. If target is an HRE Member, and you are not, the Emperor receives a *Defensive CtA* and may *Defend the HRE* (see p. 44).*
6. Targeted PRs gain 1⚔, and may take the *Call to Arms* Minor Action (for free).*
7. Remove all of your 🏴 in every Area of the target Realm(s).
8. If any Ships are on opposing sides of this War are now located in the same Sea Zone, or if PR Ships now find themselves in Sea Zones faced by Hostile NPR Ports, Naval Battles will take place here (see p. 28).**
9. If any Land Units are on opposing sides of this War are now located in the same Area, or if PR Units now find themselves in Areas with Hostile NPR Provinces, Land Battles will take place here (see p. 27).**
10. If the Declaration of War does not trigger any Battles you may immediately either take an *Activate Units* or *Recruit Units* Action at no additional ⚔ cost.

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\* PRs that are Called to Arms must respond to this as explained under 'Receiving a CtA' on p. 32.

\*\* No Battle is triggered with an NPR if there were Units/Ships Hostile to that NPR present in the Area/Sea Zone prior to the current Turn.



**Example:** >Castile (yellow player) has a 🛡 in ANDALUCIA and uses it to *Declare War* on >Granada, placing a War token on their Capital. They pay 1⚔ for the *Declare War* Action, and 1⚔ to *Appoint a General* for their Army (Minor Action).

Their Army is located in CASTILE, and with no Ships at Sea no Battles are triggered, so they get an *Activate Units* Action at no additional cost, which they use to move their Army via LEON and into ANDALUCIA. This way they bypass the Mountain Border between CASTILE and ANDALUCIA which would have required them to spend an additional ⚔ if they crossed it.

As soon as the >Castilian Army enters the Hostile Area of ANDALUCIA, >Granada will muster a force to defend their lands. They have two small Provinces, and thus defend with 2 Units (black).
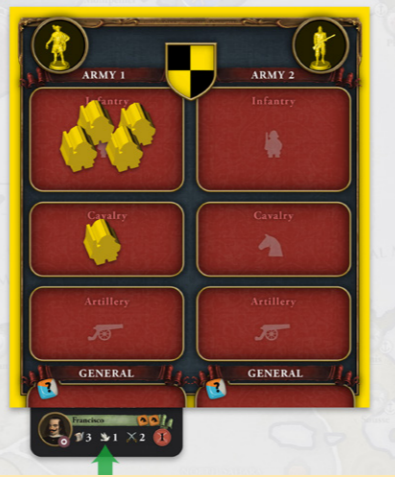
### Activate Units (1⚔)

You may spend 1⚔ to take a *Land Activation* or a *Naval Activation*. Both Land and Naval Activations may include Naval Transport as part of the Action. Detailed rules for Movement, Sieges, and Battles are described in the Warfare chapter (pp. 25–28).

**Land Activation:** Pick an Area with at least one of your Armies or Regular Units, and perform one of the two options below:

- **Land Movement** (see p. 25): Move one Army or single Unit in this Area up to 2 spaces. It must end its movement if entering a Hostile or Neutral Area. To enter a Neutral Area you need Military Access.

  When Units enter an Area containing Enemy Units or Hostile NPR Provinces, a Battle takes place immediately (p. 27).**

- **Siege** (see p. 28): If the selected Area has Enemy Provinces, you can activate Units to Siege instead of moving.

  The Action cost pays for a single Sieging Unit. Pay 1⚔ more per additional Unit that takes part in the Siege. Calculate Siege Strength and pick target Provinces.

**Naval Activation:** A Naval Activation lets you perform one of the two options below:

- **Naval Movement** (see p. 25): Nominate a single destination (Sea Zone or Port), and Move any number of your Ships within range to this destination. Fleets of Ships may move up to 2 spaces.

You may nominate a destination Sea Zone containing Enemy Ships or facing Enemy NPR Ports, in which case a Naval Battle (see p. 28) will take place there.** Ships en route may not pass through Sea Zones where Naval Battles would trigger.

- **Undock:** Move any number of your Ships from Ports and into Adjacent Sea Zones where no Naval Battles will be triggered.

**Naval Transport** (see p. 25): Land Units may during **Land Movement** cross any number of Sea Zones via an existing bridge of Friendly Ships as if the Areas on either side of the bridge were adjacent by land.

Following **Naval Movement** (and after any Naval Battle), a number of Land Units can be transported via such a bridge of Ships as long as they pass through the destination Sea Zone for the Ships that were moved.

Each Ship in such a naval bridge enables up to 3 Land Units to cross the Sea Zone that the Ship is in.

**Note:** When moving on any of the Distant Continents, movement always ends in the first space (Area or Sea Zone) you enter.

> **Optional Rule: Available Mercenaries**
> When taking an *Activate Units* Action, activating an Army and performing a Land Movement that originates in one of your own Areas, you may recruit up to 3 Mercenary Units (at normal cost); they may move immediately with the activated Army.



**Example:** >Austria has Declared War on >France's Ally, >Naples (previously liberated when >Castile annexed >Aragon). >France has answered the Call to Arms from their Ally, and when their Turn comes, they want to make sure that >Naples can defend against an >Austrian invasion.

>France decides to take a *Naval Activation* (paying 1⚔), and moves one of their three Ships in the GULF OF LION and the one in the WESTERN MEDITERRANEAN to the CENTRAL MEDITERRANEAN. The Ships now form a Naval Bridge able to carry up to 6 Land Units (2 Ships in each Sea Zone) across the Sea. >France's Army in LANGUEDOC holds 4 Infantry and 1 Cavalry Unit, and being adjacent to the recently created Naval Bridge, they will be able to move across this bridge (light green arrows) and disembark in NAPLES, as part of the *Naval Activation*. Even if they have not used the whole transport capacity of the bridge, they still cannot transport the Unit from LOMBARDY since Units may only be transported from a single location to another.



**Example:** >England is at War with >Desmond (Owner of Mhumhain) and >France, and wants to *Recruit Units* in two Areas, IRELAND and NORTHUMBRIA. First off, they pay the 1⚔ Action cost.

They want to take advantage of their entire Military Capacity for this Area (Provinces marked with green halo) when recruiting there, including the two adjacent Ports, Wales and Lancashire. This lets them take 3 Units from their Available 🌟 to place in this Area. They choose to get 2 Infantry Units and 1 Artillery Unit, paying 10 💰, creating Army 2 in IRELAND to hold these Units, and placing the Port onto the Army Mat. This will trigger a Battle with >Desmond, who will defend with 1 Unit, but the Battle will be handled once all recruitment is done.

Now >England also wants to recruit Units into their Army 1 located in NORTHUMBRIA. Normally their Military Capacity for this Area would be 11 (counting all adjacent Provinces, including the Port of Pale) but since the capacity provided by three of these Provinces has already been used for the recruitment in IRELAND, the Military Capacity available for use in NORTHUMBRIA this Turn is 8 (Provinces with blue halo). >England however only has 4 remaining Units in Available 🌟, and adds 2 Infantry Units, 1 Cavalry Unit, and 1 Artillery Unit to the already existing Infantry Unit in Army 1, paying the cost of 15 💰. Since they have a Military Capacity of 4 remaining for NORTHUMBRIA, they also recruit the 4 Allied Units provided by their Active Ally, >Burgundy, as Infantry for free. On top of this, they could have recruited Mercenary Units, which do not count towards Military Capacity, but >England feels that they are capable of conquering Scotland (>France's Active Ally) in their next Turn with what they now have.

They go on to resolving the Battle in IRELAND before ending their Turn.

### Recruit Units (1⚔ + X 💰)

Pay 1⚔ and the requisite amount of 💰 to recruit as many Military Units from your Available 🌟 and build as many Ships as you like (and can afford). Units may be placed directly on the board (Regular Infantry Units only) or inside your Armies. New Armies may be created to hold Units that you recruit.

If you recruit Units in Areas containing Enemy Units or Hostile NPR Provinces, Battles will commence there once all recruitment is done.

**Regular Units** can be recruited in one or more of your, or your Vassals', Areas up to your MC (see p. 22) in each of these Areas.

A Province cannot be counted for Military Capacity more than once per Turn, so each Province may only contribute to recruitment in a single Area.

**Allied Units** in your Manpower Reserve (see p. 32) may be recruited for free as Infantry, or optionally as Cavalry at 3 💰 each. Allied Units are recruited in your own Areas within your MC limits. Alternatively you may instead recruit a number of Allied Units in Areas of your Active Allies, up to their MC.

**Mercenary Units** do not count towards Military Capacity but they must be recruited in your own Areas, and you can recruit a maximum of 3 Mercenary Units per Turn.

**Ships** can be built at a maximum rate of one Ship in each Port you Own. Ships may be placed on a Port or in a Sea Zone next to it (optionally on vacant Trade Protection slots), as long as doing so does not trigger a Naval Battle.

| Cost to recruit/hire/build | | | |
| --- | --- | --- | --- |
| **Type** | **Regular** | **Merc.** | **Allied** |
| Infantry | 2 💰 | 4 💰 | free |
| Cavalry | 5 💰 | 7 💰 | 3 💰 |
| Artillery* | 6 💰 | 8 💰 | – |
| Light Ship | 4 💰 | – | – |
| Heavy Ship | 10 💰 | – | – |
| Galley | 2 💰 | – | – |

\* To Recruit Artillery Units you must have researched the "Cannons" Idea.

### Suppress Unrest (1⚔ per Province)

Pay 1⚔ for each of your 🔵/🟣 from which you wish to remove Unrest (🏴). You cannot *Suppress Unrest* in:

- Provinces whose Area contains any Enemy Units or 🏴
- Provinces that you Occupy
- Provinces Occupied by an Enemy

# 6. ACTION CARDS

Action Cards work very much like Basic Actions. Playing an Action Card takes up a whole Turn (unless otherwise specified), not counting Minor Actions.

The Monarch Power (👑) cost of playing an Action Card is indicated in the card's top left corner, and is always of the type associated with the deck that the card belongs to. Some cards also have a Ducat cost that must be paid. The cost of playing an Action Card (or Action on a Display Card) can never go below zero; that is to say, you may never gain 👑 by playing an Action Card.

When playing a card for its Action, resolve its effect right away and then discard that card (unless it is a Display Card).

All Action Cards are dual-purpose. You may play the card to take its Action, or to *Appoint* the character in the bottom section.

## Characters (Leaders & Advisors)

Each Action Card depicts a character, either a Leader (circular portrait) or an Advisor (square portrait). Take the *Appoint Advisor/Leader* Action to make use of them. Characters are described in detail on page 19.

## Cards in Hand

Cards in hand should be kept secret from other players until they are played.

The hand size limit for Action Cards is 5, but this is only checked in Phase 5, step C.

## Decks and Discard Piles

The Action card decks are placed next to each other at the side of the board as shown in the setup. Discard piles are created as needed, placing discarded cards face up. The discard piles are public information.

If a deck is empty when you need to draw a card, shuffle the discard pile to form a new deck, but leave out the top 5 discards and let them remain as a discard pile. If the discard pile has 5 or fewer cards when the deck is empty, shuffle the whole discard pile.

## 6.1 THE THREE DECKS

### Administrative Deck (📋)

The Administrative deck is in many ways the most varied Action deck; these cards will help you develop your Realm, increase your Stability, improve your economy, reduce Religious Dissent, and facilitate Research.

### Diplomatic Deck (🕊)

Cards in the Diplomatic deck will be useful when you need to put pressure on your Opponents through less costly and more subtle means than War. They are also necessary if you wish to expand your Realm peacefully. Many cards require a minimum of 👥.

### Military Deck (⚔)

Unsurprisingly, the Military deck contains cards that will give you an edge in the event of War. They can give increased mobility to your forces or provide direct bonuses in Battles, such as additional Battle Dice.

## 6.2 SPECIAL CARDS

### Display Cards (👁)

Display Cards are marked with a 👁 icon in the top right corner. They act differently from other Action Cards in that they are placed face-up on display when played, and charged up with a number of 📦 from your Supply matching the squares depicted on the card. They rarely have any other effect on the Turn that they are played.

In subsequent Turns, when on display, a Display Card makes the Actions listed on the card available to the player who played it. These Actions work just like any other Actions in the game, have a 👑 cost, and normally take a Turn to perform. However, some of them are marked as *Battle Actions* or *Reactions*, and are treated as such.

Each time you take one of the Actions on a card, remove a 📦 (or more if the Action says so) from the available uses on that card.

Once the last 📦 on a Display Card has been spent, discard the card.

**Note:** You can have a maximum of 2 Display Cards, and never two of the same card, in play at any given time. If you play a Display Card when you already have 2 in play, discard one of the cards in play.

### Battle Actions (✋)

*Battle Actions* are cards (and Actions on Display Cards) meant to be played during Battles in the "Play Battle Actions" step. These Action are marked with a ✋ icon and can be used in any Battle in which you are involved, even if it is not your Turn.

If the *Lend a Helping Hand* Optional Rule (see p. 36) is in play, these cards may also be played to aid NPRs in Battles that you are not involved in.

Each side in a Battle may only use the same *Battle Action* once per Battle.

Battle Dice gained from *Battle Actions* remain in your dice pool for the duration of the Battle.

### Reactions (🖐)

Action Cards that are marked as *Reactions*, with a 🖐 icon, are used to interrupt play, just like other *Reactions* (see p. 13).

### Covert Actions (🗡)

The Diplomatic deck has a number of Action Cards (and Actions on the **Spy Network** Display Card) that are marked as *Covert Actions* with a 🗡 icon. Just like other *Covert Actions* (see p. 15), these can be countered by a *Counterespionage* card.

If a card is countered, it is discarded and its cost must still be paid. If a *Covert Action* on a Display Card is prevented, the indicated number of uses (📦) is still spent.

**Example:** *>France has the New Alliance card, a Covert Action, in their hand, and wishes to play the card for its Action.*
*>Castile has 2 👥 in ARAGON, and picking the NPR >Aragon as a target would allow >France to remove the >Castilian 👥, and add two of their own there instead. Since it would then mean that >France would have the most 👥 in the >Aragonese Realm, this would grant >France an Alliance with >Aragon. >France finds this very tempting, and pays the 4 👥 and 2 💰 to play the card.*
*>Castile wants none of it though, and as >France is about to pick the >Castilian 👥 off the map, >Castile plays the Counterespionage card from their hand, paying the cost of 2 🕊. Both cards are discarded, and the New Alliance card has no effect. >France still loses the resources spent to pay for the cost of playing the card, and with this >France's Turn is complete.*

**Example:** *>Austria decides to play a Central Authority card, and pays the cost of 2 📋 and 2 💰 to place it on display. They fill up the 3 uses on the card with 📦 from their Supply, thus completing their Turn.*
*By the time it is >Austria's Turn again, >France has Declared War on them. >Austria has 8 Regular Units Deployed. To get some more funds in their Treasury, >Austria decides to exhaust two uses on the Central Authority card, and pay 1 📋 in order to perform the War Taxes Action and gain 8 💰. The Action also makes them gain 1 ⚔, and they decide to add it to their Town in Steiermark.*

# 7. GOVERNING YOUR PLAYER REALM

All players govern a Player Realm. This Realm is represented on the Map Board through its 🛡 and tokens, while the internal machinations of government, for the most part, are handled on the Player mat.

## 7.1 MONARCH POWER (👑)

Monarch Power is one of your primary resources. There are three types of Monarch Power: Administrative Power (📋), Diplomatic Power (🕊), and Military Power (⚔) – each of these are used to perform different types of Actions.

The Realm's total Skill Level in each type of Monarch Power is determined by adding together the appropriate Ruler Skill and that of the matching Advisor (if any) – in each Round, you will gain that much Monarch Power of the appropriate type. Certain Ideas may modify a Realm's Skill Level.

You can store a maximum of 10 tokens of each type of Monarch Power on your player mat; immediately discard any surplus.

## 7.2 CHARACTERS (LEADERS & ADVISORS)

All Action Cards, and many Events, depict a Character at the bottom. These are either Leaders (circular portrait) or Advisors (square portrait). Characters will serve your Realm for a while before they die or move on; Character mortality is controlled by Events (p. 41).

### Leaders

Leaders can be Appointed as Rulers, Generals, or Admirals. At the beginning of the game, all PRs get a starting Ruler designated in the scenario setup instructions.


Raimondo
📋1 🕊1 ⚔2 📋

### Historical Rulers

Historical Rulers appear on Event Cards, and are identified by their purple name banner; they belong to the Realm that shares their flag (coat of arms). A historical Ruler normally replaces the current Ruler in its Realm as soon as the Event has been resolved.


Isabel I
de Trastámara, 1474-1504
📋3 🕊4 ⚔2

### Leaders as Rulers

If your Ruler slot is vacant, you may Appoint a Leader to rule your Realm; tuck this card underneath your player mat's Ruler Slot. Rulers add their Skill values to their respective Realms' Monarch Power incomes. Appointing a Leader as a Ruler costs nothing.

Rulers stay in their positions until they die, unless an Event replaces them.

Using the *Appoint Advisor/Leader* Minor Action, a Ruler may also be assigned, for free, to command an Army. In this case, place a Ruler General token on your Army Mat.

A Realm may never have more than one Ruler at a time.

### Leaders as Generals and Admirals

Generals and Admirals may be *Appointed* at a cost of 1 or 2 ⚔ each (stated in the lower right corner of the card). They are collectively referred to as Military Leaders, and provide a number of additional dice in Battle as indicated on the right sides of their name banners.

A Military Leader must be tucked underneath an Army or Fleet Mat. They may be replaced, and a General moved to another Army (even one without any Units), using the *Appoint Advisor/Leader* Minor Action. Generals that are replaced without any available Army Mat to relocate to must be discarded.

### Advisors

There are three types of Advisors, one for each type of Monarch Power: Administrative, Diplomatic, and Military. You can only have one Advisor of each type in play at a time. Advisors are found in their respective Action Card decks. An Advisor's skill in its appropriate Monarch Power category is added to that of its Ruler, and provides a Realm's Skill Total.

Advisors have costs (indicated on the coin in the bottom right corner of their cards) that must be paid as soon as you appoint them, and again during the Income & Upkeep Phase of each Round.

If you cannot or do not want to pay the upkeep for an Advisor, it must be discarded.


Maximilien
📋 +2    2

**Example:** *In their hand, >England has a Develop Realm card, with the +2 Administrative Advisor Maximilien on it. They already have two Display Cards in play, and decide to employ the Advisor by taking the Appoint Advisor/Leader Minor Action, paying 2 💰, and tucking the card in place.*

## THE ANATOMY OF AN ACTION CARD



- Monarch Power cost (Diplomatic)
- Ducat cost (💰)
- Action section of Action Card
- Action description
- Character section of Action Card
- Character name
- Advisor portrait (square frame)
- Symbol relating to character mortality
- Advisor's Monarch Power skill bonus

- Monarch Power cost (Military)
- Card type (*Covert Action*)
- Action illustration
- Action type (*Reaction*)
- Monarch Power cost of Action (Military)
- No. of Action uses
- Leader portrait (circular frame)
- Cost in 💰 to Appoint/maintain
- Leader's skill values in each type of Monarch Power

- Card ID no.
- Card title
- Card type (Display Card)
- Actions made available to a player when this card is on display
- Battle Dice provided if employed as a General
- Cost in ⚔ to Appoint as a General

**New Alliance** (DIP-03-2)
4 / 2
Remove any 2 👥 from target NPR, and add 2 of your own 👥.
Then, if you and target NPR are both at Peace, and you now have the most 👥 in their Areas, you gain an 🤝 with target.
* Costs 1 👥 less if you have a *Spy Network* in play.
Thomas
🕊 +2    2

**Military Traditions** (MIL-06-1)
2 / 2
Enables these Actions:
1 **Superior Cavalry:** Turn 2 of your Battle Dice results into Cavalry hits.
1 **Veterans:** Your Enemy must remove 2 Battle Dice before a Battle roll.
1 **Military Education:** Pick and assign any General from the discards.
Uses:
Louis
📋1 🕊2 ⚔3    2

## The Deaths of Leaders and Advisors

Every time a ♥ symbol (see p. 41) on an Event Card is resolved, each Character in play with a matching icon next to its portrait receives an Ill Health token (♥). When a Character receives their second ♥, they die. Military Leaders may also receive ♥ (and die) in Battle.

When characters die, they are simply discarded. With Military Leaders or Advisors this has no further consequences, except that you may no longer benefit from their bonuses.

### Ruler death – Interregnum

When your Ruler dies (is discarded), you should try to replace them right away.

If the discarded Ruler was the Emperor of the HRE, see section 18.9, 'Imperial Elections' (p. 45).

**Important:** You may immediately replace a discarded Ruler by taking the *Appoint Advisor/Leader* Minor Action as a *Reaction* (if you have an Action Card with a Leader).

If you cannot (or will not) do this, your Realm enters an Interregnum – a Regency Council with a Skill of 1 in each Monarch Power field will rule until it is replaced. Indicate this state by placing the Interregnum token on your Ruler slot.

You may also take the *Appoint Advisor/Leader* Minor Action later, during the Interregnum, to appoint a new Ruler.

For as long as the Interregnum lasts you cannot enter into new Royal Marriages, and may not Declare War on anyone (except on Marriage partners experiencing a *Disputed Succession*, or by accepting a *Defensive CtA*).

A PR that has no Ruler come Phase 3, step G, loses 1 ☩ (and any Marriage tokens (♛) on this Realm will be flipped to the Disputed Succession (♛) side.

## 7.3 STABILITY (☩)

Every PR has a Stability value, ranging from -3 to +3, and in most scenarios players will begin with a Stability of 0. A Realm's Stability value gives a clear indication of that Realm's ability to handle internal struggles like Unrest (✖), but also how efficiently the current government will be able to pursue its goals. A Stability of 0 has no effect on your Realm.

When increasing your Stability (through an Action Card or a Basic Action), modify that Action's cost according to your current Stability (e.g., to increase Stability from +2 to +3, using the *Increase Stability* Basic Action, you must pay (5 + 2 =) 7 ♦).

### Positive Stability

PRs with positive Stability receive benefits each Round. These are illustrated on the Stability track of each player mat.

- **+1 ☩ or higher:** Receive an additional 2 ♦ in Tax Income in Phase 4, Step B.
- **+2 ☩ or higher:** You may remove ✖ from one of your Provinces in Phase 3, Step H.
- **+3 ☩:** Receive a bonus of any 2 ♟ of your choice in Phase 4, Step D.

### Negative Stability

PRs with negative Stability suffer penalties each Round. These are illustrated on the Stability track of each player mat.

- **-1 ☩ or lower:** Receive 2 ♦ fewer in Tax Income in Phase 4, Step B.
- **-2 ☩ or lower:** Add ✖ to one of your Provinces in Phase 3, Step H.
- **-3 ☩:** Receive 1 ♟ fewer, of your choice in Phase 4, Step D.
- A negative Stability may also trigger a number of negative Event effects.

### Stability Beyond +3 or -3

It is not possible to go above +3 ☩, or below -3 ☩.

- If you gain Stability when at +3 ☩, you instead gain 3 ♟.
- If you lose Stability when at -3 ☩, you instead lose 3 ♟. If you have fewer than 3 ♟ to lose, you must instead lose 1 ♟ of another type for each missing ♟. If you have no ♟ at all, ignore this penalty.

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*The Stability track ① is where you keep track of your current ☩. In your Manpower Reserve ②, you keep all the ★ that is currently not Deployed – both Exhausted ★ and Available ★.*
*The Town track ③ is where you keep your unused ⬤. By adding together the highest uncovered numbers from the slots for Small and Large ⬤, and ♟ ④, you get your Tax Income and ★.*
*Your Treasury ⑤ is used to store your Ducats (♦), and is also where Interest tokens (⬇) are kept. Each Monarch Power Pool ⑥ can hold up to 10 ♟. The Changed National Focus slot ⑦ is tagged with a ♟ when that Action is taken. Your Realm's State Religion is indicated by placing the appropriate Religion token in the State Religion slot ⑧. Your Ruler's card is tucked under the Ruler slot ⑨, while cards with Advisors are tucked underneath their respective Advisor slots ⑩.*

## 7.4 ECONOMY

### Ducats (♦)

All monetary costs and gains in the game are measured in a currency called Ducats. There are three denominations of Ducat coins in the game; 1-Ducat coins, 5-Ducat coins, and 10-Ducat coins.

Ducats are not meant to be limited by component availability, so on the rare occasion that you run out of coins, make a note of any additional funds in your Treasury. Players should exchange large stacks of 1-Ducat coins for 5- or 10-Ducat coins when possible, to make sure that change is always available in the General Supply.

### Tax Income and Upkeep Costs

Tax Income and Upkeep Costs are calculated simultaneously, by adding together all income sources and deducting all costs, as listed under Phase 4, Step B (p. 10).

### Unpaid Upkeep Costs

Advisors must be paid before they provide their Monarch Power bonuses (the cost is indicated in the lower right corner of an Advisor's card). Unpaid Advisors leave immediately, without providing bonuses.

Disband unpaid Land Units and return them to Available ★ or the Supply.

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Ships that have not been returned to Friendly Ports when you cannot cover the cost of keeping them at Sea are Disbanded.

If you cannot cover the Interest on your Loans, you must take another Loan if you can or go Bankrupt.

### Loans and Interest (⬇)

A player can take a Loan as a Minor Action, or they may be forced to do so in order to cover their expenses.

When a player takes a Loan, they take 5 ♦ from the Supply and add an ⬇ to their Treasury – these tokens indicate how much Interest that player must pay each Round. This is a mandatory Cost. A player who has 5 or more ⬇ in their Treasury is not allowed to take another Loan.

A Loan can be repaid as a Minor Action, at a cost of 6 ♦. When a player repays a Loan, they also remove an ⬇ from their Treasury. Money earned for passing can be used to repay Loans during the Turn when the player passes.

### Bankruptcy

If a PR has 5 or more ⬇ in their Treasury and cannot pay a mandatory Cost (such as Interest on Loans, Rebel Die results, etc.), that Realm immediately goes Bankrupt (remember that paying for Advisors and Military Units is not mandatory).

*A Bankrupt Player Realm:*
- loses 3 ☩
- loses 3 ⑤
- discards all ♦ and 3 ⬇ from their Treasury
- disbands all Mercenaries
- fires all Advisors
- loses 3 ♟, 3 ♟, and 3 ✖.

## 7.5 TOWNS

The ⬤ represent the geographical extent of your Realm on the Map Board, and are also your main source of Tax Income and Manpower as revealed by the Town track.

As your Realm grows, you take ⬤ from the Town track on your Player mat and place them on Provinces on the Map Board. ⬤ are always taken from their lowest-numbered slots (from left to right), and as you do this, you uncover slots on the track, with higher levels of income and Manpower.

Each small ⬤ provides Tax Income of 1 ♦, and each large ⬤ provides income of 2 ♦. Every ♟ provides ½ ♦.

If you run out of Large ⬤, you may instead put 2 small ⬤ on Large Provinces.

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If all 20 of your small ⬤ on the Player mat have been placed on the Map Board, take a +20 ♦ Income tile and place the remaining 20 ⬤ from your Supply onto your Player mat's Town track. The +20 ♦ Income tile must be returned to the Supply if you fall below 20 small ⬤ again later. If you run out of all 40 small ⬤, place a ♟ instead of a ⬤ whenever a new small ⬤ is required.

## 7.6 CORE PROVINCES

All Provinces on the Map Board that have a Realm's flag on it are considered *Core Provinces* of that Realm. This applies no matter who currently Owns that Province, unless a player has placed a Core token (◇) in this Area (see below).

A PR's Core Provinces cannot be Liberated (see p. 37), to form or join another Realm. They may, however, defect back to that PR, via Rebellion, if they are currently Controlled or Owned by another PR.

### Core Tokens (◇)



To place a ◇, a PR needs to Own all the Provinces in the target Area, and use the *Integrate Area* Action on a *Develop Realm* card. Doing so displaces any ◇ or other ◇ that are already in the same Area. A ◇ cannot be placed in an Area where all Provinces are already the PR's Core Provinces. Sometimes ◇ may be placed via a Mission reward.

All Provinces in an Area where a PR has placed a ◇ are considered Core Provinces of that PR (and no other Realm). Each ◇ in play is worth ① during Final Scoring.

## 8. IDEAS

The progress of technology and philosophy is represented by Idea Cards. These are acquired by taking the *Research Idea* Action (see p. 12), also simply called *Research*, and spending Monarch Points matching

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that Idea's type. Some Ideas have prerequisites that must be satisfied before you may Research them, and some Ideas do not get added to the Idea deck until the game reaches a certain Age.

Every Idea provides some form of bonus to its owner. Every Idea also provides (②) when you research it.

If you are the second or third player to Research this Idea, any player(s) that already have the Idea that you Research score another (①) each. Once three players have gotten the Idea, no more (P) is awarded to players other than the one Researching it.

### Available Ideas and adding Ideas

At the start of the game there are normally 3 Ideas of each type available to *Research*, with one of each type being that type's Basic Idea (green background). These are laid out in a 3 x 3 grid, with one column for each Monarch Power type. More Ideas will be added with Events later on as the game progresses, creating additional rows in the grid.

If an Event or a Mission enables you to *Research* an Idea which is not on display, you may indeed do so. To do this, return one unpicked, non-Basic Idea, of matching type, from the display to the deck to make space for the new Idea in the display grid. If, in such a case, all Ideas of the same type have been Researched by someone, make space for a new row of Ideas, and add the new Idea there.

### Government Forms

Some Ideas are labeled as Government Forms. You can only ever have one of these Ideas Researched at any given time.

If you Research another Government Form Idea when you already have a Government Form Idea, you lose the one that you already had. Remove your Tag chit from the Idea you lost. You will score (P) as normal when doing this, and will not lose any (P) for the Idea that you lost.

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### THE ANATOMY OF AN IDEA CARD

Monarch Power type and cost to *Research* this Idea (here 5 ♟).

Idea title

Age when first eligible

(P) gained when *Researching* this Idea

Bonus gained when having this Idea

Bonus gained instantly upon *Researching* this Idea

Basic Ideas have a green background and frame

Label stating that this Idea is a Government Form

**Absolute Monarchy** — III

Gain 1 ☩ each time you Enforce a Peace on an Opponent in a Peace Resolution.
Gain 2 ♟ and (①) during the Income & Upkeep Phase if you have positive ☩.
**Instant effect:** Lose 1 ☩, gain 2 ♟, and pick any Display Card from the discards.
*Government Form (max. 1)*

# 9. WARFARE

When Diplomacy won't satisfy your ambitions, Warfare might be your next step. By gaining Claims, forging Alliances, and recruiting military forces at the right time, you can set yourself up for a successful campaign of conquest. Sometimes you may also have to defend against foreign or domestic attackers.

Warfare against NPRs is described in a separate section in the chapter on Non-Player Realms (page 36).

## 9.1 DECLARATIONS OF WAR (DOW)

You may enter into a War in one of four ways:
1. By taking a *Declare War* Action (p. 16)
2. By being Declared War upon
3. Through an Event (p. 40)
4. By accepting a Call to Arms (p. 32)

The first two, obviously, involve a DoW. The third will tell you who Declares War on who.

Accepting a CtA always comes as a direct response to another DoW.

### Restrictions on DoW

You may not Declare War:
- on an Ally
- on a Realm with which you have a Truce
- on a PR that has Passed
- on an NPR Ally of a player with whom you have a Truce or that has Passed
- on an HRE Member which is at Peace with the Emperor, if you have an Alliance or Truce with the Emperor, or if the Emperor has Passed
- during an Interregnum

Exceptions to the above restrictions:
- If you have a Marriage, displaying the 🔥 side, with the DoW target, the Disputed Succession CB (see box insert) lets you Declare War even if the target is your Ally or during an Interregnum (or both). You may ignore all restrictions if you are answering a *Defensive CtA*.
- If the War is triggered by an Event, any exceptions are mentioned on the Event.

### Casus Belli (CB)

When Declaring War, in order to avoid getting a -2 ⚖ penalty, you need a Casus Belli (see box insert).

CtAs and Events that trigger Wars constitute CBs in themselves.

### Royal Marriage with DoW target

When Declaring War on a Realm with which you have a Royal Marriage, you get a

-1 ⚖ penalty, unless you use the Disputed Succession CB or Event CB (see box insert).

### DoW triggering Battles

A DoW will trigger an immediate Land Battle if you have Military Units located in an Area with any Enemy Units, or Enemy NPR Provinces. A Naval Battle will be triggered upon DoW if you have Ships in a Sea Zone with Enemy Ships, or Enemy NPR Ports facing it.

If multiple Battles are triggered, all Naval Battles must be resolved before Land Battles, but other than that the Active Player decides the order in which they will be resolved.

### Free Activate or Recruit Action

When performing the *Declare War* Action (and only then) you may take a free *Activate*

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## CASUS BELLI (CB)

A Casus Belli ("justification for war") enables you to Declare War without receiving a -2 ⚖ penalty. The following CBs can be obtained.

### Conquest (Claim)

Having a Claim (🛡) on an Area provides a CB against all other Realms that currently Own Provinces in that Area.

### Call to Arms

A CtA (see p. 32) in itself constitutes a CB on your Ally's new Enemy. This CB is lost immediately if the CtA is refused.

A *Defensive CtA* lets you ignore all DoW restrictions (like Truces, conflicting Alliances, etc.) when accepting the Call.

### General CB (CB token)

Some situations will provide you with a temporary CB, indicated with a CB token on the target's Capital.

You get a CB against any Ally that refuses to honor your CtA. You may also get such a CB from an Event.

CB tokens are removed from the board in Phase 3, Step A (see p. 9).

### Event

An Event that lets you Declare War on another Realm is always a CB in itself.

This CB also negates the -1 ⚖ penalty for a DoW on a Marriage partner.

### Disputed Succession

A 👑 which is displaying its "Disputed Succession" (🔥) side provides a CB for *all* players against the Realm on which the token is placed.

This CB also negates the -1 ⚖ penalty for Declaring War on a Marriage partner. Furthermore, if you have a Marriage with

the target, this CB lets you Declare War even during an Interregnum or if the target is your Ally (or both). If used to Declare War on an Ally, the Alliance ends.

Additionally a 🔥 provides a CB on all PRs at War with the target Realm.

### Excommunication

If your Realm is Catholic, and the Curia controller has *Excommunicated* the Ruler of another Realm, you have a CB against that Realm for as long as the Excommunicated token is in play (see p. 46). This token is removed at the end of the Round.

### Holy War (Crusade)

With the "Deus Vult" Idea, you have this CB against all Adjacent Realms with a different State Religion than yours, including any Distant Realm, with the notable exception that PRs with a Christian State Religion cannot use it against other Christian Realms.

If your Realm is Catholic, you get this CB against Realms that are currently the target of a *Crusade* (see p. 46). When using this CB to Declare War on a Crusade target, place one of your Tag chits on the *Committed to Crusade* slot on the Status Mat. The Crusade token is removed in Phase 4, Step E.

### Imperial Liberation (HRE only)

The Emperor has a permanent CB against any Realm with their Capital located outside the HRE that Owns Provinces or has Vassals located inside the HRE.

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*Units* or *Recruit Units* Action if the DoW did not trigger any Battles (see p. 16).

## 9.2 WAR CAPACITIES

### Military Capacity (MC)

Military Capacity is the measure of how many Units a Realm can muster in one Area.

A Realm's MC for any given Area is equal to the combined Tax Value of that Realm's own Provinces and their Vassal Provinces in this Area or Adjacent to this Area (including Ports facing the same non-Hostile Sea Zone as this Area).

This value is used to determine how many Regular and Allied Units a PR can place into an Area during a *Recruit Units* Action (Mercenaries are not limited by MC).

Equally important, MC is used to determine how many Units an NPR will use to defend an Area when under attack.

#### Blocking MC

Provinces Occupied by an Enemy never contribute to MC.

Provinces in Areas containing Enemy Units do not contribute to MC in Adjacent Areas, whether calculating NPR defense (see p. 36) or PR Recruitment capacity.

MC provided by Ports in Areas that are Adjacent by Sea only, and not by Land, are blocked by Enemy Ships located in the Sea Zone in between those Areas.

A Province cannot be blocked from contributing MC to its own Area in any other way than it being Occupied by an Enemy.

### Naval Capacity (NC)

Naval Capacity is the measure of how many Ships a Realm can muster in one Sea Zone.

A Realm's NC for any given Sea Zone is equal to the number of Ports facing that Sea Zone, which that Realm Owns (large Ports count as two Ports).

This value is used to determine (1) how many Ships a PR can place into a Sea Zone during a *Recruit Units* Action, and (2) how many Ships an NPR will use to defend a Sea Zone when under attack.

Inactive Ports (see p. 5) do not contribute to the NC of their NPR Owners.

#### Blocking NC

Provinces Occupied by an Enemy do not contribute to NC. NC provided by Ports facing a Sea Zone containing Enemy Ships can never be used to Recruit Ships into that Sea Zone, since you are not allowed to trigger a Naval Battle during a *Recruit Units* Action. Military Units in the Area where the Port is located do not affect NC at all.

### MC/NC only counts once per Turn

A Province can only contribute to MC once per Turn, and to NC once per Turn (but it may be used for both MC and NC).

This means that if you Recruit Units in two (or more) locations that have overlapping MC/NC, you must decide in which one of those locations you wish to utilize the capacity provided by each Province (see the *Recruit Units* example on p. 17).

Similarly, if more than one Battle is triggered against the same NPR on a single Turn, that NPR only gets to take advantage of the MC/NC provided by each Province for one Land Battle and one Naval Battle. How this is worked out is described in detail in chapter 13.4 (p. 36).

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## 9.3 MANPOWER (★)

Manpower is the maximum number of Regular Units that you may have Deployed – this number is equal to the total of the highest number revealed on each of the Town Tracks and the Vassal track on your Player Mat (½ of Tax Income on each track). The combined total of Regular Units Deployed, in Available ★, and Exhausted ★, must equal this number. To field Land Units exceeding your Manpower value, you have to employ Mercenaries or Allied troops.

Manpower values may be modified (e.g., by Ideas or via *Increase Manpower* on the *Military Reforms* card), and this is then indicated by placing +1 ★ tokens in the Manpower Reserve.



Player mats have Manpower Reserves that hold Available and Exhausted Units. When your Manpower increases, you add more Units from your Supply to the

Reserve. When Manpower decreases, move Units back to your Supply.

Changes to Manpower are applied during the Clean-up Phase.

Manpower can never rise above 20.

### Exhausted Manpower

Casualties (see p. 27) are returned to the Exhausted ★ area of the Manpower Reserve and are not available until Refreshed.

## 9.4 MILITARY LEADERS

Armies and Fleets may be assigned Leaders from Action Cards (or your current Ruler), using the *Appoint Advisor/Leader* Action. An Army Leader is called a **General**, and a Fleet Leader is called an **Admiral**. Slide these cards underneath the associated Army and Fleet Mats so that only the Leader (and not the card's Action) shows.

Appointing a Leader costs 1 or 2 ⚔, as indicated in the card's bottom right corner.



**Example:** Having a Conquest Casus Belli, due to their 🛡 in VENETIA, >Austria Declares War on >Venice (an NPR) which is an Ally of >France, and sends a CtA to their own Ally, >Genoa (NPR), paying 2 ★ from LOMBARDY to add 2 Allied NPR Units to their Available ★ (half of >Genoa's Tax Income of 4). >France, getting a CtA from >Venice, decides to join the Call, and, by joining their War against >Austria, gains 1 ⚔, but decides not to make >Venice an Active Ally. This way, >Venice will defend at full strength, but >France does not get to add any >Venetian Units to their Manpower Reserve. >Austria must now remove all their 🐎 in LOMBARDY and DALMATIA (where >Venice has Provinces), but since they already spent the 2 ★ in LOMBARDY to Activate their Ally, they only need to remove the 1 🐎 in DALMATIA.

The DoW triggers a number of Battles. First the Naval Battles need to be resolved. >Austria has 1 Light Ship in the ADRIATIC SEA to which 5 >Venetian Ports are facing (Venezia counts double), and so they face 5 Ships there. In the GULF OF LION, the 2 >French Light Ships will be facing 3 >Genoese Ships. In both Naval Battles, the NPR Ships sink the PR Ships, before being removed.

Then, Land Battles will commence in both VENETIA and LOMBARDY, since >Austria has Armies in both Areas, and >France has an Army in LOMBARDY as well. >Austria, as the Active Player, decides to resolve the Battle in VENETIA first. When calculating >Venice's MC for VENETIA, they would normally include all Provinces in the Adjacent Areas as well, but since there is an Enemy Army in LOMBARDY, >Venice may not count Brescia. They will however count Zara in DALMATIA, along with Verona, Treviso, and Venezia (x2), for a total MC of 5.

In LOMBARDY, >Venice will only defend with 1 Unit (MC from Brescia) since they already spent their remaining MC in the Battle of VENETIA. The >French Army will, however, be joining them in the fight against the >Austrians here. >Genoa on the other hand will join the >Austrian side. However, since they are an Active Ally of >Austria, they will defend their Area with only 2 Units – half of their normal MC (3 divided by 2). Had the >French Ships beaten the >Genoese at Sea, Corsica would have been blocked from contributing to the >Genoese defense. The >Venetian and >Genoese Units will not be added to their PR Allies' Army Mats though, and will all be removed after Battle no matter who wins.

Finally, >Austria does not get a free *Activate* or *Recruit Units* Action, since Battles were triggered.

## Military Units, Armies, and Fleets

There are several different types of Military Units that can be Deployed. Each player has 20 Regular Units and three Army miniatures, plus 15 Ships and a Fleet at their disposal. There are also Mercenary Units and NPR/Rebel Units.

### Regular Units

These Land Units normally make up the bulk of your armed forces on land, and are deployed through the *Recruit Units* Action as Infantry, Cavalry, or Artillery. Your available Units are kept in your Manpower Reserve, and the rest are set aside in your Supply. During the Income & Upkeep Phase you must pay 1 (d) for each Deployed Regular Unit you want to keep in service; any Units not paid for will return to your Available.

### Infantry

**Hits on:** or
**Siege Strength:** 1
**Recruitment Cost:** 2 (d)

Infantry may be deployed directly onto the board as single Units, or in one of your Armies by placing them onto the Infantry area on your chosen Army mat.

The cost of moving a Single Unit is the same as moving an entire Army.

With the Ideas "Tercios/Janissaries" and "Line Infantry", the outlined icon on the result counts as a second Infantry result. Each Unit may still only score one hit.

### Cavalry

**Hits on:**
**Siege Strength:** ½ (rounded down)
**Recruitment Cost:** 5 (d)

Cavalry must be deployed in Armies. Place the Unit tokens onto the Cavalry area of your chosen Army mat to signify that they are deployed as Cavalry.

### Artillery (requires "Cannons" Idea)

**Hits on:**
**Siege Strength:** 2
**Recruitment Cost:** 6 (d)

Artillery must be deployed in Armies. Place the Unit tokens onto the Artillery area on your chosen Army mat.

Artillery Units have a Siege Strength of 2; they may Siege two small Provinces or one large Province at the cost of just 1.

Armies that have more Artillery than Cavalry Units cannot be used with the Action Cards *Forced March* or *One Step Ahead*.

### Armies

All players have 3 Army miniatures, each with a corresponding Army Mat.

To Deploy an Army, you must assign at least one of your Land Units to it, either from the Area in which the Army is placed (during a *Land Activation*), or from Manpower (during a *Recruit* Action). If all Units in an Army are removed from its mat, remove its miniature from the board.

Units in an Army are placed on their corresponding Army Mat; each Army may contain as many Regular Units, Mercenary Units, and Allied NPR Units as you like. All Units in an Army move as one, and are represented on the board by the Army miniature depicted on the Army Mat.

It takes only a single *Land Activation* to Move an entire Army, with all its Units.

During a *Land Activation*, an Army may pick up or drop off Units in its Area at any point during Movement, for free.

An Army may also be assigned a General – a Leader who provides extra Battle Dice.

### Ships

Ship Units are deployed through the *Recruit* Action, as Light Ships, Heavy Ships, or Galleys. When you build a Ship, it comes from your supply – it does not affect. You can only build 1 Ship per Port (2 per Large Port), per *Recruit* Action.

During the Phase 4 you must pay ½ (d) for every Ship that you want to keep at sea. Any ships not paid for must return to a Friendly Port within reach (2 spaces). Any ships at sea that are not paid for and unable to return to a Friendly Port must be discarded.

### Light Ships

**Hits on:**
**Build Cost:** 4 (d)

A Light Ship costs 4 (d) to build. A Light Ship may be deployed directly onto the board as a Single Ship, or you may place it onto your Fleet Mat.

Light Ships may be used to occupy Trade Protection Slots in a Sea Zone, and will then each provide a Trade Power of 1 in all Trade Nodes adjacent to that Sea Zone. Read more about Trade Power in chapter 11.5 (p. 35).

### Heavy Ships

**Hits on:** + 1 automatic Hit
**Build Cost:** 10 (d)

A Heavy Ship can only be deployed onto the Fleet Mat, as part of your Fleet.

Each Heavy Ship involved in a Naval Battle inflicts an automatic Casualty on the Enemy each time the Battle Dice are rolled (in addition to any hits rolled on the dice). When counting hits on the dice, Heavy Ships are counted in the same way as other Ships.

Heavy Ships are able to take two hits before being removed as Casualties. Indicate that a Heavy Ship has been damaged by laying the Ship on its side (or position it vertically for Standard Ed.). If it does not take another hit it will immediately be repaired if its Fleet ends a Turn in a Friendly Port.

Captured Heavy Ships are always damaged.

### Galleys

**Hits on:**
**Build Cost:** 2 (d)

A Galley can only be deployed onto a Fleet Mat, as part of a Fleet.

Galleys can only sail in Sea Zones marked with a * or a †. If a Fleet containing Galleys moves from one of those and into a Sea Zone without a * or a †, all Galleys in that Fleet are immediately lost and must be discarded.

### Fleets

All players have a Fleet Unit and a corresponding Fleet Mat.

To deploy your Fleet, you must assign it at least one Ship, from the Sea Zone where you deploy the Fleet Unit (during a *Naval Activation*), or from your Supply (during a *Recruit* Action). If all Units in the Fleet are removed from its mat, remove its miniature from the board.

Ships in your Fleet are placed on your Fleet Mat; your Fleet may contain as many Ships as you like. All Ships in your Fleet move as one, and are represented on the board by your Fleet miniature. You may never have more than one active Fleet.

During a *Naval Activation*, the Fleet may pick up or drop off Light Ships in its starting and destination Sea Zone, for free.

Ships are placed on your Fleet Mat in the Light Ships, Heavy Ships, or Galleys areas, depending on what types you have built.

Your Fleet may also be assigned an Admiral – a Leader who provides extra Battle Dice.

### Mercenaries

Mercenary Units come from the General Supply, and are available to all players. They are expensive, but do not count against your Manpower or Military Capacity. Mercenaries otherwise use the same rules for deployment as Regular Units, and are deployed using the *Recruit Units* Action as Infantry, Cavalry, or Artillery. You can Recruit a maximum of 3 Mercenary Units during a *Recruit Units* Action.

Each Mercenary Unit costs 2 (d) more to recruit than a Regular Unit of the same type. During the Income & Upkeep Phase you must either pay 2 (d) for each Mercenary Unit you want to keep in service, or else return them to the General Supply.

### NPR Units, Rebels, & Pirates

Black Units come from the General Supply and are by default treated as either Infantry or Light Ships. They are used to represent Rebels and NPR forces at War with PRs, or as Allied Units in a PR's Army.

#### Rebel Units ( )

All black Land Units on the board (including invading NPR Units that stay in an Area after a Battle) are considered to be (see p. 37). always fight to the last man, and will try to Siege any / with in their Area in Phase 3, Step C (see p. 9).

#### NPR Units

NPR Units are used to represent the defending or invading forces of NPRs (see p. 36). Defending NPR Units are removed after Battle, while invading Units stay on as.

#### Allied Units

When a player sends a CtA, or accepts a CtA (see p. 32), thereby turning an NPR Ally into an Active Ally, they will add a number of NPR Units to their Available. As long as these are in the PRs service, they are referred to as Allied Units.

#### Pirates

Pirates are always placed on Trade Nodes, and reduce the of all PRs in that Node (see p. 35). Pirates can be attacked by Ships located in a Sea Zone Adjacent to the Node in question; to do so, a player must take a *Naval Activation*. The Ships used to attack must all be in a single Sea Zone.

### Generals and Admirals in Battle

Leaders add Battle Dice to any Battles in which they are involved (Leaders' Battle Dice are indicated on their name banners).

Only one Leader on each side may add dice to the Battle; if a player has more than one Leader in a Battle, they decide which one to use. If there are Armies/Fleets from more than one player fighting on the same side, see the 'Fighting multiple Enemies' Section on page 27 for how to determine which Leader will provide their Battle Dice.

For every second result your Enemy rolls in a single roll of Battle Dice (land or naval) your Leader receives a token.

### Rulers in Command

You may use your Ruler as a General (but not as an Admiral) without having to pay any, but you risk him being killed in Battle.

When assigning your Ruler to an Army, place the "Ruler General" token next to that Army's General slot to indicate your Ruler is in command.

### 9.5 MOVEMENT

All Military Unit movement is performed during the Action Phase, except for returning Ships to Port during the Income & Upkeep Phase, Step A, and relocating Units in Neutral Areas during the Aftermath of Peace Resolution (see p. 29).

Armies, Fleets, and single Units are moved by using the *Activate Units* Military Action, or by playing certain Military Cards (e.g. *Forced March*, or *Naval Maneuver*). The *Explore* and *Trade* Actions also let you move one Ship (with some restrictions).

### Land Movement

A *Land Activation* may be used to activate and move a single Army (which must contain at least 1 Regular Unit) or Regular Unit. An Army/Unit may move up to 2 spaces (Areas), but must end its movement if it enters a Hostile, Neutral, or Distant Area.

If entering an Area containing Enemy Units, a Battle takes place immediately.

Land Units may cross Sea Zones containing Friendly Ships, as described in the 'Naval Transport of Land Units' section below.

#### Mountain Borders

A *Land Activation*, let you move up to 3 Units across a Mountain Border into a Hostile Area. For every additional spent, you may move 3 more Units across the Mountain Border.

### Military Access

You can always move Units through Friendly Areas and into Areas that contain at least one Enemy Province.

To move your troops into Areas where there are only Neutral Provinces, you must be at War, and either remove 1 from the Area in question or pay 3 (d).

Military Access is not available in Neutral Areas in which you have a.

If all the Provinces in a Neutral Area are Owned by an Opponent, you must have that player's permission to move any of your Armies or Units into that Area.

### Reorganizing Armies

During a *Land Activation*, an Army can pick up or drop off Units at any point during its Movement, and it may be split up or merged with another of your Armies.

Only Regular Infantry Units may be dropped off in an Area, but other Land Units may be shifted between different Armies.

### Naval Movement

A *Naval Activation* has two options: you may Undock to move any number of Ships out of Port to their Adjacent Sea Zones, or you may perform a Naval Movement to move any number of Ships to a single destination (Sea Zone or Port) within those Ships' range. A Ship may move up to two spaces (Sea Zones or Ports), but must end its movement if it enters a Hostile or Distant Sea Zone.

Activated Ships may only enter a Hostile Sea Zone if that Sea Zone is the end destination of all Ships being moved. Moving into a Hostile Sea Zone immediately triggers a Naval Battle.

### Occupying Trade Protection Slots

Light Ships that end their Movement in a Sea Zone without Enemy Ships may be used to occupy any vacant Trade Protection Slots in that Sea Zone.

### Reorganizing Fleets

During a *Naval Activation*, a Fleet can pick up or drop off Units at the start and/or end

points of its Movement. Only Light Ships may be dropped off in a Sea Zone.

### Naval Movement during other Actions
During a *Trade* or an *Explore* Action, the Active Player may move one of their Light Ships, using otherwise normal Movement Rules, with these exceptions:
- During a *Trade* Action, the Ship that was moved may be used to displace an Opponent's Ship occupying a Trade Protection Slot in its destination Sea Zone.
- During an *Explore* Action, the Ship has to end its Movement in a Sea Zone on a Distant Continent.

### Ships in Port
A Port is a space that can be entered just like a Sea Zone, but by Friendly Ships only. Ships in a Port cannot be attacked by enemy Ships.

A Port may normally hold up to 2 Ships. The Port of a Large Province counts as two Ports, but may hold up to 6 Ships, if they are part of the same Fleet.

Damaged Heavy Ships are automatically repaired if in a Port at the end of a Turn.

### Naval Transport of Land Units
Ships at sea form a "bridge" across the Sea Zones they occupy. This is called a Naval Bridge, and it may extend across any number of Sea Zones as long as an unbroken chain of Ships connects these Sea Zones.

Each Sea Zone in a Naval Bridge may be crossed by up to three Land Units per Friendly Ship present in that Sea Zone.

Land Units may cross any number of Sea Zones as long as a Naval Bridge connects the Areas where they embark and disembark.

A player may use Ships belonging to their PR Allies, but only if there are no Enemy Ships in any of the Sea Zones in question.

Land Units may disembark in Hostile Areas; this may result in an immediate Land Battle. To disembark in a Hostile Area when using Allied Ships for the Naval Transport, those Allies also need to be at War with one of the Enemies present in that Hostile Area.

### During Land Activation
When Naval Transport is performed as part of a *Land Activation*, treat the Areas on either side of the Naval Bridge as Adjacent during movement. The bridge itself does not count as a space while moving, but movement must end in the Area in which the Units disembark.

### During Naval Activation
At the end of a *Naval Activation*, after any Naval Battles have been resolved, you may transport an Army/Unit across a Naval Bridge that are part of. This requires the Army/Unit to be transported is located in an Area Adjacent to the Naval Bridge.

### Movement on Distant Continents
On the Distant Continents, Land Units move between Areas along the white lines connecting them on the map.

Land Movement on the Distant Continents is only allowed in Friendly Areas, Areas containing an Enemy Province, and vacant Territories containing your own or any Enemy's ⬛. Movement into Neutral Areas on the Distant Continents is not allowed.

When an Army, Fleet, or Military Unit moves into any Area or Sea Zone on Distant Continents, its movement ends immediately. This is regardless of whether movement started on or off a Distant Continent.

If you have no ⬛, ◎, or 🏴 adjacent to a Sea Zone on a Distant Continent, you must take an *Explore* Action to enter that Sea Zone.

### Entering or Leaving a Distant Continent
Fleets and Ships may enter, leave, and move between the Distant Continents via Sea Zones marked with matching letters.

When moving Ships across the Pacific Ocean between the FAR EAST and the AMERICA maps, you must spend an additional 🎲 of any type.

Some Areas on the Distant Continents connect to Areas on the main Map Board via connection lines marked with the names of the Areas to which they connect.

## 9.6 BATTLE SEQUENCE
For all Land and Naval Battles, perform these steps in sequence:

1. **Battle Preparations**
   Determine Main Defender if multiple defending PRs. Appoint Generals. Apply Military Idea effects.
2. **Play Battle Actions**
   Attacker first, then Defender.
3. **Roll Battle Dice**
   Both sides simultaneously.
4. **Assign Casualties**
5. **Wounded Leaders & Captured Ships**
6. **Retreat (or continue fighting)**
   Attacker decides first, then Defender. Go back to step 2 if Battle continues.
7. **Proclaim a Winner**
   Active Player may once per Turn gain 1 ⚔ for a Battle won in the Action Phase.

Repeat the sequence, skipping step 1, if both sides decide to continue fighting.

If a player decides to Retreat, they lose one additional Unit/Ship as a Casualty.

NPRs stop fighting after any round of Battle if they are weaker (have fewer Units) than their opponent, unless defending their Capital Area, last remaining Area, or Sea one Adjacent to Capital Area.

The effects of a *Battle Action* last for the duration of a Battle, unless otherwise stated.

**Example:** *Continuing on from the Activate Units example on page 16, >Castile uses no Battle Cards, but the General (Francisco) provides them with two (orange) Cavalry Dice in addition to the standard three (white) Infantry Dice. They roll 🐎,🐎,🐎, and a blank, for two hits with their Infantry Units, and one hit with their Cavalry Unit. The defenders only roll the standard three Infantry Dice, getting 🐎, 🐎, and a blank, for one hit, since NPRs only hit on Infantry results (fully shaded Infantry silhouettes).*

*>Castile must remove one Unit as a Casualty, and picks an Infantry Unit, which they return to the Exhausted ✶ area on their player mat. Both defenders are removed from the board. >Castile then collects 1 ⚔ for winning the Battle.*

*On their next Turn, >Castile may spend 2 ⚔ to Siege the Provinces of Granada and Gibraltar.*

## 9.7 LAND BATTLES
At any point during the Action Phase or Peace & Rebels Phase, a Land Battle will commence if any of these situations occur:
- Units Hostile to each other end up in the same Area (Rebels are Hostile to all PRs)
- Units move into, or are Recruited in, an Area containing one or more Enemy NPR Provinces (see p. 36)*
- PR Units are located in an Area where, upon a DoW, one or more NPR Provinces become Hostile to the PR (p. 36)*

* No Battle is triggered with an NPR if there were Units Hostile to that NPR already there prior to the current Turn

If multiple Battles are triggered on the same Turn, e.g. upon DoW, during Recruiting or using *Logistics Master*, the Active Player decides the order in which to resolve them.

### 1. Battle Preparations
At the start of the Battle, the Attacker has a final chance to take the *Appoint Leader* Minor Action to assign a General to their Army. Then, the Defender may do the same as a *Reaction*, if they are defending one of the Areas of their Realm. Remember that each side may only use one General per Battle, so if there are multiple Defenders, a Main Defender must be determined, as described in the *Fighting multiple Enemies* section.

The *Appoint Leader* Action may not be taken again during the same Battle.

Any Military Ideas that take effect at the start of a Battle must now be accounted for (e.g. "Military Drill" or "Noble Knights").

### 2. Play Battle Actions (✋)
The attacker must play all the *Battle Actions* they wish to use, before the defender does so.

### 3. Roll Battle Dice
Each side rolls 3 Infantry Dice (white), adding any dice from Generals, who provide the Battle Dice shown on their name banners.

Add additional Battle Dice for any *Battle Actions* that were played (such as *Superior Tactics* or *Inspired Leadership*).

Both sides involved in Battle roll their dice simultaneously, and hits are counted against Units that match the icons rolled on the dice. Infantry hit on a 🐎 or 🐎 result, Cavalry hit on a 🐎 result, and Artillery hit on a 🔫 result. You match icons with Units, regardless of the color of the dice.

The outlined Infantry icon on a 🐎 result may be counted as an Infantry hit only if you have the "Tercios/Janissaries" or "Line Infantry" Military Ideas.

You inflict as many Casualties on your Enemy as the number of icons rolled that you are able to match with a corresponding Unit present in that battle. Each Unit can only inflict one Casualty per roll.

If Units remain on both sides after rolling the dice and removing Casualties, another round of Battle may occur. Before this can happen, each side has the option to Retreat. The attacker chooses first, followed by the defender. If both sides decide to continue fighting, repeat the Battle sequence starting with Step 2, as described above.

*Infantry Die    Cavalry Die    Artillery Die*

### 4. Assign Casualties
If a player taking Casualties has a combination of Mercenary, Regular, and/or Allied Units, they must alternate applying Casualties to each of the categories (in that order). If, within a category, they have Infantry, Cavalry, or Artillery, they may choose what Unit type to remove.

Regular Units are placed in the Play Mat's Exhausted ✶ area. Mercenaries and Allied Units are returned to the General Supply.

### 5. Wounded Generals
For each pair of 🐎 that you rolled, any General leading your Enemy's Army gets one 💔, as long as you inflicted at least one Casualty on the Enemy. A Leader receiving his second 💔 dies. If a killed Leader is a Realm's Ruler, see Ruler Death (p. 20).

### 6. Retreat
If a player chooses to Retreat from a Battle, they lose one additional Unit as a Casualty.

Attacking Units must retreat to the Area(s) from which they attacked. Units which disembarked from Ships immediately prior to Battle must Retreat back across the Sea to the Area from which they embarked.

The defender(s) may Retreat to any Adjacent Area that does not contain Enemy Units (the rules for Military Access apply). When defending, all retreating Units from the same PR must Retreat to a single Area.

### 7. Proclaim a Winner
The winner of a Battle is the side who has Units remaining in the Area after all Casualties and Retreats have been resolved. If no Units remain at all, the Battle has no winner.

If the Active Player is victorious in a Battle, they earn 1 ⚔. This applies to Battles that take place in the Action Phase only, and not Battles versus 🏴 in the Peace & Rebels Phase. If multiple Battles (Land or Naval) are triggered on a Turn, only 1 ⚔ may be earned.

### Fighting multiple Enemies
If a player attacks an Area in which there are Units from two (or more) different Realms which they are at War with, these Units defend as one united force for the duration of the Battle, whether they are Allied or not, and roll just one set of Battle Dice.

NPR Units defending their own Area are not added to the Army Mat of a defending player, and they will be removed from the map at the end of Battle as normal.

If there are two (or more) PRs defending together, the PR with the most Units will be named as the Main Defender. If tied, the player who last took a Turn may decide who will be the Main Defender. Only that Main Defender may assign a General to the Battle, play *Battle Actions*, and roll the Battle Dice.

If multiple defenders are Retreating, they may each pick the destination of their Retreat.

### Assigning Casualties to multiple Defenders
When there are multiple defenders, assign Casualties by alternating between these, going from the largest to the smallest faction (number of Units), with the attacker deciding ties.

**Example:** *Having played Military Reforms on a previous Turn, >France now Activates one of their Armies and moves it into the neighboring Area where their Enemies, >England and >Castile, each have an Army. >France also Appoints a +2 Cavalry Dice General to their Army.*

*>England, with 6 Units present (>Castile has 4 Units), will be the Main Defender, and their +2 Infantry Dice General takes charge. >Castile's Military Idea "Tercios/Janissaries" thus does not count, while >England's Idea "Military Drill" will take effect; >England decides that >France must remove one of the Cavalry Dice provided by their General.*

*>France has the "Noble Knights" Idea and 3 Cavalry Units in their Army, and gets to roll 3 Cavalry Dice before the first Battle Round, inflicting a Casualty for each of the two 🐎 results that they roll. >England and >Castile must remove one Unit each.*

*In the Play Battle Actions step, >France, goes first and uses the Innovatory Tactics Battle Action on their Military Reforms card, spending 1 ⚔ as well as discarding one of the ✋ marking available uses on the card. They decide to add 2 Cavalry Dice and 2 Artillery Dice to their pool of dice for this Battle.*

*>France will thus roll the basic 3 Infantry Dice, as well as 3 Cavalry Dice and 2 Artillery Dice, in each Battle Round of this Battle.*

## 9.8 SIEGES & OCCUPATION

To initiate a Siege, a *Land Activation* must be taken for the Siege option. Sieging is required to Occupy and gain Control of Enemy Provinces.

Perform the following steps in order once you have paid the Action cost of 1⚔:

1. Pick an Area with 1+ Enemy Controlled Provinces, where no remaining Enemy Units, where you have 1+ Land Units.
2. Calculate the total Siege Strength for the Units you wish to use for the Siege, and pay an additional ⚔ for each Unit taking part beyond the first Unit.
3. Pick the Enemy Provinces you wish to Siege, with a total Tax Value equal to or lower than your Siege Strength.

   If you wish to Siege an Island Province (blue Port), you need to have at least one Ship in a Sea Zone that the Port is facing.
4. Resolve effects of "Defensive Mentality" if any of the Province Owners has it.
5. When Sieging:
   - a **Rebel Occupied Province**, simply remove the Rebel Town (🏚). Also remove any ⚔ from this Province.
   - an **NPR Province**, place an Occupied token on that Province, and then one of your own ⚓, of matching size, with the ⚔ side facing up, on top of it.
   - a **Hostile PR's Province**, place your own ⚓, with the ⚔ side facing up, on top of their ⚓ or 🏴. That player must then cover up a corresponding slot on the Town track or Vassal track of their Player Mat with a 🛡, to signify that this Province provides no Tax Income.
   - an **Enemy Occupied Province**, which Lawful Owner is Neutral or Friendly (including you), simply return the Occupier's ⚓ to their Town track.
6. Ships in the Port of a Sieged Province must immediately be moved out into an Adjacent Sea Zone – if the Enemy Ships are present in that Sea Zone, a Naval Battle will immediately take place.
7. Players who regain Control of any of their Provinces that have been Occupied, may remove a matching number of 🛡 from the corresponding slots of their Town track or Vassal track.

### Occupied Provinces

Provinces Sieged from a Realm you are at War with are referred to as Occupied. The Occupied token is used to mark NPR Provinces that are currently Occupied, and thus

Controlled, by a PR. As the ⚓ or 🏴 of the Lawful Occupier's ⚓ stays in place underneath the Occupier's ⚓ when a player's Province is Occupied, the use of the Occupied token is not needed in these cases.

An Occupied Province has both a de jure "owner" (the Lawful Owner) and a de facto "owner" (the Occupant) and is therefore considered to have disputed Ownership. In game terms, this means that such Provinces are not considered to be included in the terms Own or Realm. When determining if a Province is Owned by someone, and thus part of their Realm, that Province has to be both Lawfully Owned and Controlled by the same Realm.

## 9.9 NAVAL BATTLES

At any point during the Action Phase or Peace & Rebels Phase, a Naval Battle will commence if any of these situations occur:

- Ships Hostile to each other end up in the same Sea Zone
- A PR wishes to fight the Pirates in a Trade Node Adjacent to where their Activated Ships ended a *Naval Activation*
- Units move into a Sea Zone facing one or more Enemy NPR Ports (see p. 36)*
- PR Units are located in a Sea Zone where, upon a DoW, one or more NPR Ports become Hostile to the PR (see p. 36)*
- * No Battle is triggered with an NPR if there were Ships Hostile to that NPR already there prior to the current Turn

If multiple Naval Battles are triggered upon DoW, the Active Player decides the order in which to resolve them.

Ships may not transport any Land Units until the Naval Battle has been resolved. Ships in Trade Protection slots must vacate their slots if Enemy Ships force them to fight a Naval Battle by entering their Sea Zone.

### 1. Battle Preparations

Defenders may not Appoint Admirals at the start of a Naval Battle. Otherwise this step works in the same way as in a Land Battle.

### 2. Play Battle Actions (✊)

Works in the same way as in a Land Battle.

### 3. Roll Naval Battle Dice

Dice rolling in Naval Battles works similarly to Land Battles, except that you roll 3 Artillery Dice (blue) as a base instead of 3 Infantry Dice, with each Ship inflicting a Casualty on the Enemy if it can be matched with a ⚓ result.

Additionally, each Heavy Ship also inflicts one automatic Casualty on the Enemy.

### 4. Assign Casualties

Players taking Casualties choose which Ships to remove from Battle; these are returned to the player's Supply.

Heavy Ships are able to take two hits before being removed as Casualties. Lay a Heavy Ship on its side (or position it vertically for Standard Ed.) if it has been damaged. A damaged Heavy Ship is repaired if it ends a Turn in a Friendly Port.

### 5A. Wounded Admirals

If your Enemy lost at least one Ship in the same roll of Battle Dice, they must place an Ill Health token (🤕) on their Admiral for each pair of 🎲 that you rolled.

### 5B. Captured Enemy Ships

After counting up all Casualties, and assigning wounds to Admirals, you may Capture Enemy Ships if you have Ships remaining *and* you have eliminated all of the Enemy's Ships.

For each 🎲 result you rolled in the last round of Battle, convert one Enemy Casualty into a captured Ship.

Your Enemy decides which of their Ships are captured and which are sunk; they must return all of these to their Supply. You may then take Ships from your own Supply, equal to the number that you Captured, and place them into the Sea Zone where the Battle occurred, or on the appropriate section of your Fleet Mat (deploy Fleet if necessary).

### 6. Retreat

Retreats at sea work much like Retreats on land, except that Ships must retreat into Adjacent Sea Zones or Ports. A Ship is lost instead of a Land Unit.

Ships may only Retreat to an Adjacent non-Hostile Sea Zone, or into an Adjacent Friendly Port, otherwise they cannot Retreat. All retreating Ships belonging to the same Realm must Retreat to one destination.

A player who decides to Retreat must lose one Ship of their choice as a Casualty.

### 7. Proclaim a Winner

The winner of a Naval Battle is the side who has Ships remaining in the Sea Zone once all Casualties and Retreats have been resolved. If there are no Ships remaining from either side, the Naval Battle has no winner.

If the Active Player is victorious in a Naval Battle, they earn 1⚔. If multiple Battles (Land or Naval) are triggered on a Turn, only 1⚔ may be earned.

### Fighting multiple Enemies

Works in the same way as in a Land Battle.

## 10. PEACE RESOLUTION

Peace Resolution is exclusively handled in Step E of the Peace & Rebels Phase.

Players always resolve Peace for one Enemy at a time. However, a PR with Active Allies normally negotiates on behalf of their Active Allies as well (see below).

### 10.1 PEACE RESOLUTION SEQUENCE

During Phase 3, Step E: Peace Resolution, first check to see if any players have met the requirements for Automatic White Peace or Total Victory for any of their ongoing Wars. You may also use the Peace Resolution flow chart to guide you through the process.

#### 1. Automatic White Peace

If any ongoing Wars meet the Automatic White Peace requirements, these Wars all end immediately, and the PRs involved place Truce tokens on their Enemy's Capital for each such War.

Count Vassals and Active Allies as part of the associated PR's Realm when checking for Automatic White Peace. Such a Peace cannot be concluded separately with an Active Ally. If you conclude a White Peace with a PR with Active Allies, you are no longer at War with any of their Active Allies either.

#### 2. Total Victory

If any player meets the Total Victory requirements for any of their Wars, resolve these Wars in Turn order (one player resolves all their Total Victories before moving on to the next player, in clockwise order).

Wars where Total Victory has been achieved must be resolved before moving on. The Victor must Enforce Peace Terms of their choosing unless a Negotiated Peace is agreed with the Loser.

If a player has met Total Victory requirements versus an NPR which is the Active Ally of another PR, they must Enforce a Peace on this NPR separately from any Peace Terms concluded with the PR. When Peace has been resolved with another PR's Active Ally, remove that PR's Ally token from that NPR.

When a Peace has been concluded, whether Enforced or Negotiated (provided that the Loser Realm still exists), players place Truces as appropriate on all their former Enemies' Capitals.

#### 3. Partial Victory or Inconclusive

Beginning with the first player and going clockwise, each player then resolves (or decides not to resolve) all of their remaining Wars. A player must resolve all of the Wars that they wish to end, in any order they like, before the next player may do the same.

Where a player has met the Partial Victory requirements, they may choose to Enforce or Negotiate (for human player Enemies) Peace Terms.

In a War where no side is Victorious, an NPR Enemy will (and a Bot might) accept a White Peace, while Peace Terms must be Negotiated for a human player Enemy.

Peace is normally resolved with one Enemy Realm at a time, but players resolve Peace on behalf of their Active Allies (see below).

When a Peace has been concluded, players place Truces as appropriate on all their former Enemies' Capitals.

#### 4. Aftermath

After Peace Resolution, any PR which is now at Peace must immediately relocate any Units that they have in a Neutral Area to the nearest Friendly Area (counting each Area or Sea Zone as a distance of one space). If several Friendly Areas are equally close, the player may choose in which of these Areas to put their Units. This does not cost any ⚔.

PRs that now are at Peace flip all their 🏴 that display the Active Ally side (🐴) back to their normal side (🏴).

### 10.2 VICTORY OR DEFEAT

If you meet the requirements for Partial or Total Victory (as per the table below), or if your Enemy Surrenders, you are considered to be the Victor of that War.

Note that an NPR is always considered to have zero Land Units Deployed.

A player may end up as the Victor of a War where the only terms they are capable of Enforcing are really unfavorable (notably if the Enemy has achieved bigger territorial gains than they have). In such cases the Victor may prefer (if the Loser does not Surrender) to continue the War or try to agree to a Negotiated Peace with their Enemy.

#### Neither side is Victorious

Some Wars will end with an Automatic White Peace or Inconclusive Result, and thus have no Victor or Loser.

With an Automatic White Peace, the Peace Terms are fixed. However, with an Inconclusive Result, neither side can Enforce their preferred Peace Terms, unless a player wishes to Surrender.

| Victory/Peace Conditions | | | |
|---|---|---|---|
| **Condition** | **Requirements that must be met** | **Peace Terms Allowed** | **Separate Peace w/ Active Allies?** |
| **Automatic White Peace** | Neither side in the War has any Land Units inside the Enemy's Realm (or any of their Vassals' or Active Allies' Realms), and none of them Occupy any of the Enemy's Provinces. | White Peace | No |
| **Total Victory** | A PR Occupies all of one of their Enemies' Provinces, and this Enemy has no Deployed Land Units remaining.<br><br>An NPR which is an Active Ally of a PR Enemy is treated separately from the PR they are Allied to when resolving Total Victories. | All terms are allowed (as long as any term specific additional requirements are met) | Yes |
| **Partial Victory** | **PR Enemy:** PR's Deployed Land Units outnumber the Deployed Land Units of their Enemy two to one.*<br><br>**NPR or Bot Enemy:** PR's Deployed Land Units outnumber the total number of 🏴 in their Areas, plus any Deployed Enemy Land Units.*<br><br>*Units located on Distant Continents where the other Realm Owns no Provinces do not count towards these calculations. | Apart from Full Annexation, all other terms are allowed (as long as any term specific additional requirements are met) | No |
| **Inconclusive Result** | None of the above requirements are met. | White Peace, Negotiated Peace (human enemy) | No |

An NPR will always accept a White Peace if offered one.

A Bot will, in the case of an Inconclusive Result, accept a White Peace offer if their Enemy Occupies Provinces of a greater Tax Value from the Bot, than the Bot Occupies from their Enemy.

## Surrendering

A player may voluntarily Surrender, even if the Enemy has not met the requirements for Total or Partial Victory, and thereby name their Enemy as the Victor of that War.

By Surrendering, you immediately lose ②, and your Enemy gains ②.

If you Surrender, your Enemy is allowed to Enforce Peace as if they had achieved a Partial Victory. They must, however, end the War this Round, either by Enforcing one of the applicable Peace Terms or by agreeing a Negotiated Peace with you.

## Enforcing Peace Terms

Being Victorious means that you may Enforce the Peace Terms that match the Victory Conditions that have been met.

## 10.3 PEACE AND ALLIES

If you win a War against an Alliance of two PRs, Victory Conditions and Peace terms are resolved individually for each PR Enemy. PRs must negotiate Peace on behalf of their Active NPR Allies – that is those that have had their ✕ flipped to the ⚔ side.

## Peace Rules for Active Allies (⚔)

### Automatic White Peace

When determining if Automatic White Peace requirements have been met, count Active Allies as part of their PR Ally's Realm. If requirements are met, you enter a White Peace with both the PR and their Active Allies.

### Total Victory

When determining and resolving Total Victories against Active Allies, treat them as any other NPR. Once Peace has been resolved for such an Active Ally, the PR Allied to that NPR must discard Allied Units equal to that NPR's pre-War Tax Income divided by two. The ✕ is then removed from the board.

### Partial Victory

Unless you have achieved a Partial Victory against your PR Enemy, you have not achieved this against their Active Allies either. If you have achieved a Partial Victory against a PR Enemy, on the other hand, that also applies to all Active Allies of that PR.

In this case Peace is Enforced or negotiated simultaneously for the PR as well as their Active Allies. Only a single Peace Term must be selected for all the Realms involved in a Peace resolution (PRs as well as their Active Allies), which is resolved as detailed below:

### Peace Terms

*White Peace* works exactly the same as normal, while *Full Annexation* is only possible with Total Victories being resolved individually for Active Allies.

*Humiliation* only grants (P) for Provinces returned to PR Enemies directly. Any Provinces Lawfully Owned by their Active Allies must be returned without any (P) reward.

With the *Keep Current Board State* Peace term, treat Provinces Lawfully Owned by your Enemies' Active Allies mostly like any other Provinces you Occupy. You may keep them, except Capitals, as normal, or return them to get Ducats in return. It is not, however, possible to Liberate the Provinces of an Enemy's Active Allies in order to gain (P).

For the *Vassalization*, *Force Conversion* and *Secure Desired Succession* Peace Terms, only apply the Peace Term effects to the Realms involved, for which the Victor can also satisfy all the additional requirements. For the remaining Realms, treat this as a White Peace between the parties (with no (P) loss), with Occupied Provinces being returned to their Lawful Owners.

## 10.4 TRUCES

Once a Peace has been concluded, the parties involved enter a Truce that lasts through the next Round. Place Truce tokens on the Realms with whom you have a Truce.

You are not allowed to Declare War upon a Realm with whom you have a Truce, but may still enter a War against them by accepting a *Defensive CtA* (see p. 32).

Truce tokens are removed in the following Peace & Rebels Phase, during Step A.

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### PEACE TERMS

When resolving Peace, only one Peace Term may be chosen per War/Enemy. Any 🛡 gained can be placed in Areas that are full – displace other 🛡 as necessary.

The requirements for each Peace Term are listed as bullet points in red type.

### White Peace

- **Total Victory to Enforce**

This is a return to the pre-War conditions with no compensation being paid by either party. Any PRs involved lose ① each.

All Occupied Provinces must be returned to their Lawful Owners.

### Keep Current Board State

- **Partial or Total Victory to Enforce**

Occupied Capitals must be returned to their Lawful Owners, who must pay a ransom of 10 ⓓ to the Occupier.

By default, apart from the Capitals, Occupiers (on both sides) keep all Provinces that they currently Occupy.

However, the Victor (and only the Victor), in place of keeping Provinces that they Occupy from the Loser, may instead:
- Exchange any of these Provinces for any Provinces of equal Tax Value that the Loser currently Occupies from them.
- Return any of these Provinces and demand that the Loser pays them 3 ⓓ per Tax Value of Provinces returned.

- Liberate (see p. 37) any of these Provinces that are not Core Provinces of the Loser, and score ① per Tax Value Liberated. The Victor may also gain an Alliance with one Liberated NPR and place 2 🛡 in that NPR's Areas.

The Victor may mix and match the options above. The total Ducats that can be demanded from return of Capital and other Provinces is capped at 2 x Tax Income of the Loser (as calculated after return of these Provinces).

PRs may, by discarding a 🛡 from any Area(s) where they have gained Provinces, also remove 2 ✕ from the same Area(s).

PRs that have lost any of their Provinces or Vassal Provinces as a consequence of this War, may place a 🛡 in each Area where they have lost at least one Province (if they want).

### Humiliation

- **Partial or Total Victory to Enforce**
- **Victor must Occupy Loser's Capital or Loser must have Surrendered**

All Occupied Provinces must be returned to their Lawful Owners.

The Victor scores (P) equal to 2 x Tax Value of the Provinces returned to the Loser (max. 10 (P)). The Loser loses the same amount of (P). No (P) is scored from Provinces returned to Loser's Active Allies.

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### Peace Term Eligibility table

| Victory/Peace Conditions → Peace Terms ↓ | White Peace | Negotiated Peace | Keep Curr. Board State | Humiliation | Vassalization | Force Conversion | Secure Des. Succession | Full Annexation |
|---|---|---|---|---|---|---|---|---|
| | Automatic White Peace (Inconclusive Result) | | Total Victory / Partial Victory (or Enemy Surrenders) | | | | | |
| vs. Human Player Enemy | ✔ | ✔ | ✔ | ✔ | | ✔ | ✔ | |
| vs. Bot Enemy | ✔ | | ✔ | ✔ | | ✔ | ✔ | ✔ |
| vs. NPR Enemy | ✔ | | ✔ | | ✔ | ✔ | ✔ | ✔ |
| Must Occupy Loser's Capital | | | | ✔* | ✔ | ✔ | ✔ | ✔ |
| Additional requirements | | | | | ✔ | ✔ | ✔ | |

\* Occupying Loser's Capital is not required if they have Surrendered.

**Note:** For Peace Resolutions involving the Emperor of the HRE, when the Emperor is *Defending the HRE*, see page 44.

### Optional Rule: No Surrender!

Surrendering is not allowed. All Wars continue until terms can be Enforced or the belligerents can agree on a Negotiated Peace.

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## Vassalization

- **Partial or Total Victory to Enforce**
- **Loser must be an NPR**
- **Victor must Occupy Loser's Capital and at least one of their Provinces in another of their Areas (if any)**

The Loser becomes a Vassal (see p. 33) of the Victor, and the latter places their 🏴 on all Provinces Owned by Loser and all Provinces you Occupy from Loser, and returns all of their 🌀 from Occupied Provinces to the Town track on their Player Mat.

The Victor may place 2 🛡 in their new Vassal's Realm. Add ✕ to all 🏴 gained in Areas where Victor Occupied no Provinces.

Victor may, by discarding a 🛡 from any Area(s) where they have gained Vassal Provinces (🏴), also remove 2 ✕ from the same Area(s).

## Force Conversion

- **Partial or Total Victory to Enforce**
- **Victor must Occupy Loser's Capital and Control all other Provinces in Loser's Capital Area**

All Occupied Provinces must be returned to their Lawful Owners.

The Loser must change their State Religion and the Religion of their Capital Area to match the State Religion of the Victor.

The Victor gains ③, and may add 2 🛡 in Loser's Capital Area. The Loser loses ⑤ and must remove 4 🛡 from the board.

## Secure Desired Succession

- **Partial or Total Victory to Enforce**
- **Loser Capital must have a 💍**
- **Victor must Occupy Loser's Capital**

All Occupied Provinces must be returned to their Lawful Owners.

Remove all 💍 (currently showing the 💍 side) from the Loser's Capital, except Victor's Marriage token. Victor scores ③ per token (💍) removed. Players who have their tokens (💍) removed lose ③ each.

Victor then flips their own 💍 on Loser's Capital (if they have any) back to its 💍 side, and scores (P) equal to Loser's Tax Income (max. ⑤).

Victor may then gain an Alliance with the Loser and, if Loser is an NPR, add 4 🛡 in Loser's Capital Area, or, if Loser is a PR, discard Loser's Ruler (see p. 20).

## Full Annexation

- **Total Victory to Enforce**
- **Loser must be an NPR or Bot**

Loser's Realm is fully incorporated into Victor's Realm. Remove War token and Occupied tokens from Loser's Realm.

If Loser is an Active Ally of a PR, that PR loses ② and must remove their ✕.

Victor may, by discarding a 🛡 from any Area(s) where they have Annexed Provinces, also remove 2 ✕ from the same Area(s).

For Full Annexation of a Bot Realm, see page XX in the Solo & Bot Rules.

## Negotiated Peace

- **Not Enforceable**
- **Both parties must be human players**

Regardless of whether or not conditions for Victory have been met, players may negotiate Peace terms between themselves. The players may also agree on who will be named as the Victor or Loser, if anyone.

Players may agree on any of the other Peace Terms listed here, except *Vassalization* and *Full Annexation*, as long as additional requirements are met.

Keep in mind that Peace Terms are generally unilateral, e.g. both parties cannot *Humiliate* each other, *Force Conversion* upon each other, or *Secure Desired Succession* on each other.

If agreeing to *Keep Current Board State* terms, either of the parties may exchange Occupied Provinces for Ducats, and both sides may agree to Liberate Provinces if they give up all (P) gains from Liberation.

As normal only one Peace Term may be selected per War.

Optionally, in addition to picking one of the other listed Peace terms, the players may agree on *one* of them taking an immediate *Cut Ties* and/or *P-to-P Diplomacy* Action (paying for the Action as normal), disregarding the restrictions for being at War, as part of the Peace Resolution. The terms for this Action and the Peace terms are settled as one agreement, and not separately.

# 11. DIPLOMATIC RELATIONS

## 11.1 INFLUENCE (🟥►)

Influence signifies political power and good relations with NPRs in Areas that you do not directly control. Certain Diplomatic Actions, like *Forge Alliance*, or the *Subjugate* Action Card, require you to have a certain amount of 🟥► in the target Realm.

No Area can hold more than 5 🟥►, and it is possible to fill an Area with 🟥► in order to prevent other players from taking the *Influence* Action to place 🟥► there.

🟥► gained via Events, Mission rewards, or Peace Terms can be placed in Areas that are full – displace other 🟥► as necessary.

Any PR's 🟥► can be sabotaged by the *Spy Networks* of their Opponents.

Your 🟥► is limited by the number of 🟥► available in your player color (30 in total). If you do not have 🟥► remaining in your Supply, you may freely remove your own 🟥► from the board to use them where needed.

### Influence and Player Realms

🟥► cannot be used to affect other PRs, and may not be placed in Areas where all Provinces are owned by PRs.

Once all the Provinces in an Area are Owned by PRs, all 🟥► here are removed and returned to their owners' Supply.

### Influence on Distant Continents

No 🟥► can be placed in Distant Areas, but 🎖🎖 in the Colonist Pool, for *Forge Alliance* and *Call to Arms* purposes, count as 🟥► in any Distant Area.

## 11.2 MARRIAGES (👑)

You may use the *Royal Marriage* Action Card to strengthen your political ties to the Realm to which you get married. In these rules, the terms "Royal Marriage" and simply "Marriage" are used interchangeably.

You can have a maximum of 3 👑 (the "Cabinet" Idea allows for one more).

### Effects of Royal Marriages

- For all purposes, a 👑 counts as an 🟥►, but 👑 cannot be removed and do not count toward an Area's 5 🟥► limit.
- Whenever you take an Action (or play an Action Card) that requires you to remove 🟥► from an Area, remove one fewer 🟥► than normal if you have at least one 👑 in that Area.

- A Marriage makes it possible to *Subjugate* Realms that have Tax Incomes higher ½ of your own Base Tax Income.
- Royal Marriages are triggers for a number of Events (e.g. *Disputed Succession*).
- You receive a -1 ⚓ penalty if you attack a Realm to which you are Married (in addition to any loss of Stability that may occur as a result of lacking a Casus Belli).

### Eligible Marriage Partners

Christian Realms can only enter into Marriages with other Christian Realms, and Muslim Realms can only enter into Marriages with other Muslim Realms.

You may Marry your own Vassals, but not those of other players. If an NPR to whom you are Married is Vassalized by another player, you must remove your Marriage token from that Area.

More than one PR can be Married to the same NPR.

You may enter a Marriage with an Opponent Realm (see *Player-to-Player Diplomacy*), in which case both will gain an Action Card of a type chosen by the Active Player.

### Disputed Succession (🔥👑)

Having a Royal Marriage with another Realm also comes with the risk of dragging you into a conflict over a Disputed Succession.

A Disputed Succession may be triggered by the Event by the same name, as well as certain other Events, or by an Interregnum (see p. 20).

When a Disputed Succession is triggered for a Realm, flip all the Marriage tokens on this Realm to their "Disputed Succession" (🔥👑) side. A flipped Marriage token provides a CB for all players (p. 22). The token's owner risks suffering a Prestige loss if taking no action, as described on page 9.

## 11.3 ALLIANCES (⚔)

An Alliance is a pact between Realms to support each other in the event of War.

You can have a maximum of 3 ⚔ (the "Cabinet" Idea allows for one more).

### Effects of Alliances

- When you Declare War, or someone Declares War on you or your NPR Ally, you may send a *Call to Arms* (p. 13).
- You may receive a CtA when someone Declares War on your Ally, or your Ally Declares War on another Realm.

- You may play the *Subjugate* Action Card to Vassalize an Ally, if you have enough 🟥► in their Areas.

### Alliance Restrictions

- An NPR can only be Allied to one PR.
- It is not possible to *Forge Alliances* (p. 15) while you are at War.
- You may not forge or gain Alliances with Realms that are at War (incl. Active Allies).

### Sending a CtA

One of the main benefits of Alliances, is that you may call on your Allies in times of War, using the *Call to Arms* Minor Action (p. 15).

### Receiving a CtA

An Ally may send you an *Offensive CtA* when they Declare War on another Realm. An Ally may send you a *Defensive CtA* when they are the target of a DoW– NPRs automatically always do so at once.

You must immediately respond to a CtA, after determining if you can accept it:

- If this is a *Defensive CtA* you can always accept (no DoW restrictions apply).
- If this is an *Offensive CtA* you must adhere to DoW restrictions (p. 22). If a CtA cannot be accepted, it must be refused.

#### Accepting a CtA

When you accept a CtA, you immediately join your Ally's side in the War.

1. Place War tokens on your Ally's Enemies if accepting an *Offensive CtA*. Place War tokens of PRs on opposing side on your own Capital if accepting a *Defensive CtA*.
2. If you enter this War by accepting a *Defensive CtA* from an NPR Ally, you gain 1 ⚔, and may yourself send a *Defensive CtA* to your other NPR Allies at no cost.
3. If you accept a *Defensive CtA* when you are also Allied to a PR on the opposing side, your Alliance with that PR is terminated.
4. If accepting a CtA from an NPR, decide whether you wish to make them an Active Ally or not.
5. Return to the appropriate step of the *Declare War* Action sequence (p. 16).

Joining a War by accepting a CtA does <u>not</u> trigger any new opportunity for your Enemies to send CtAs.

#### Refusing a CtA

When you refuse a CtA, the Alliance with the sender is terminated.

1. Remove your ⚔ from Ally sending CtA.
2. If this was an Active Ally, you lose a number of Allied Units from your Available 🎖 or Armies equal to ½ of the Tax Value of

the NPR's pre-War Provinces. Your Enemy must place a War token on your former Active Ally. This is now a separate War.

3. If this is a *Defensive CtA*, you lose (2) and must remove 5 🟥► from your former Ally's Areas.
4. If this is a *Defensive CtA* and your former Ally is a PR, they *may* place a CB token on your Capital.
5. If your former Ally is an NPR, or a PR that chose not to place a CB token, you must place a Truce token on your Capital (and if a PR, they must on yours).
6. Return to the appropriate step of the *Declare War* Action sequence (p. 16).

Ignore steps 3 and 4 above if at least one of the following statements are true:
- You have Passed
- You are already involved in another War

### Alliances between Player Realms

PRs are allowed to enter into Alliances with other PRs, but such Alliances are not created through the *Forge Alliance* Action – it is instead agreed upon as part of a *Player-to-Player Diplomacy* Action (see p. 12).

Players must respond to CtAs according to the 'Receiving a CtA' section.

#### Conflicting Alliances

PRs that have Alliances with other PRs may sometimes face situations were they are Allied to Realms on both sides of a War.

If you are Allied to a Realm that has Declared War on another of your Allies, you can only get a CtA from the defender.

### Active Allies (🔥⚔)

When you send a *Call to Arms* to an NPR Ally, flip the ⚔ to the "Active Ally" (🔥⚔) side, and immediately add a number of Allied Units equal to ½ of the Tax Value of the NPR's Provinces to the Available 🎖 area on your player mat. When accepting a CtA from an NPR Ally, you may choose whether or not to Activate that Ally.

The NPR Units in your Manpower Reserve may be recruited during a *Recruit Units* Action, as described on page 17.

Your Active Allies are considered part of every War that you are currently involved in (or enter into while they are active). These NPRs can be attacked by your Enemies.

Active NPR Allies defend their own Areas with only half MC, since they have provided their PR Ally with part of their forces.

You are allowed to *Recruit* a number of Allied Units in Areas of your Active Allies, up to their MC for the chosen Area.

### Resolving Peace on behalf of Active Allies

You will be able to settle Peace Terms on behalf of all your Active Allies, except for Active Allies that your Enemy has achieved a Total Victory against (see p. 30).

### Alliances with Distant NPRs

Count your 🎖🎖 as 🟥► in your Ally's Realm when sending a CtA to a Distant NPR Ally. When sending an *Offensive CtA*, discard 2 🎖🎖 instead of 2 🟥►. While Distant Realms have double MC for defense, this does not affect how many Allied Units they contribute.

### Ending an Alliance

There are a number of ways in which an Alliance can be ended:

- **By refusing a CtA**, with consequences as described under 'Refusing a CtA'
- **By accepting a Defensive CtA** from one Ally against another of your Allies, as described under 'Accepting a CtA'
- **By using the Disputed Succession CB** to Declare War on your Ally (see p. 22)
- **Through an Event** that either lets you (or forces you) terminate an Alliance, or that makes a player gain an Alliance with another PR's Ally, or when they have no available ⚔ left (p. 40)
- **Through the Forge Alliance** Action or the *New Alliance* Action Card, when one player's ⚔ replaces another player's ⚔
- **If an Enemy achieves a Total Victory** against your NPR Ally (p. 29)
- **By taking the Cut Ties** Minor Action, with the following consequences:
  » **Ally at Peace:** Lose 5 🟥► from Areas belonging to your former Ally, then place a Truce token on their Capital.
  » **Ally at War / Active Ally:** Lose 2 ⚓, and all 🟥► from Areas of your former Ally. If this was an Active Ally, you lose a number of Allied Units from your Manpower Reserve or Armies equal to ½ of the Tax Value of the NPR's pre-War Provinces. Your Enemy must place a War token on your former Active Ally. This is now a separate War.

## 11.4 VASSALS (🫖)

Vassals are subordinate Realms. Vassals of PRs pay Vassal Tax to their Overlord <u>and</u> add to their Overlord's Manpower, as indicated by the Vassal track.

It is possible to Vassalize an NPR via Peace Resolution or diplomatic Subjugation.

A Vassal can only have a Marriage ties with their Overlord, and no other PRs.

Vassals do not count as part of their

Overlord's Realm, and are not considered to be NPRs either. Vassal Realms as such, a separate category of Realm.

Events may cause Vassals to break free from their Overlord.

### Diplomatic Subjugation (Vassalizing and Annexing)

You may use the *Subjugate* Action Card to diplomatically Vassalize or Annex an NPR.

This NPR must first be your Ally. When you Vassalize this NPR, remove your ⚔ from their Realm, and place 🫖 on each of their Provinces (2 tokens on Large Provinces). All other PRs must remove any 🟥► they had on this Realm.

A Vassal may later be politically Annexed and thus fully integrated into its Overlord's Realm by using another *Subjugate* card.

To play the *Subjugate* card on your NPR Ally or Vassal, your Base Tax Income must be at least twice that of the target. You must also discard 🟥► equal to the target's Tax Income plus any Opponent 🟥► in the target's Realm from any of their Areas.

If you have a Marriage with the target, your Base Tax Income must simply exceed that of the target.

### Subjugating an NPR with Vassals

A Marriage is also required to Vassalize an NPR that itself has Vassals. The NPR's Vassals will only become your Vassals if you discard 🟥► from their Areas as well, matching their Tax Income, when playing the *Subjugate* card. Otherwise they are released as NPRs (see p. 35), but you may place a ⚔ on their Capital <u>or</u> a 🛡 in one of their Areas.

### NPRs on Distant Continents

A PR cannot *Subjugate* a Distant Realm.

### The Papal States and the Emperor

The >Papal States and the Emperor of the HRE can neither be Vassalized by force nor by diplomatic means.

### Vassals in Wars

Vassals will not act independently in Wars or Peace Resolution. To capture Provinces belonging to someone else's Vassal, you must Declare War on, and resolve Peace with, their Overlord. A 🛡 on a Vassal's Area counts as a 🛡 on their Overlord.

Vassals do not defend themselves and simply provide Manpower for their Overlord, as shown on the Vassal track.

Vassals contribute to their Overlord's MC, but not NC. The Overlord may Recruit Land Units in their Vassals' Areas as if the Vassals' Provinces were their own.

# 12. TRADE

Trade income is collected by all players with a Merchant in the chosen Trade Node whenever the *Trade* Action (p. 15) is used.

## 12.1 TRADE CARDS

All Trade Cards depict a trade good, and list two or three Trade Nodes where that good can be traded. For each Trade Node on the card there are also up to four Key Provinces listed. The names of Maritime Trade Nodes are followed by a ⚓ icon when listed on Trade Cards.

In the top right corner there is a small table that lists the Trade Income provided depending on your Trade Power (see section 12.5).

Some Trade Cards have a Secondary Trade Node listed in parentheses below one or more of the primary Trade Nodes, and you can read how these work in section 12.5.

Some cards have a * or a † next to the trade good name, and one or more numbers in colored boxes on the left. These cards are often not included in the starting Trade deck (see the various scenario setups), but will enter the game as Distant Continents are discovered (see section 12.6).

**Note:** Trade Nodes and Key Provinces that are located on the Eastern Europe Map Board (Deluxe Ed. / Fate of Empires Exp. only) are listed in text colored light gray. These Nodes and Provinces are not in play when playing with the Standard Edition.

### Additional Requirements

Some Trade Cards have Trade Nodes listed with additional requirements that must be met in order to make that Node eligible. In some cases there simply has to be a PR ♟ (anyone's) on one of the Key Provinces. In other cases the Active Player needs to Own one of the Key Provinces.

### Gold and Inflation

An economy that becomes too reliant on gold will suffer from inflation and corruption. To represent this, whenever you *Trade* with a Gold card and your Trade Income from that trade exceeds your Tax Income divided by 2, you must either pay 1 💰 or take an Interest token and add it to your Treasury. Such Interest tokens can be removed as normal, via the *Take/Repay Loan* Minor Action.

**Note:** Receiving an Interest token in this way can take you above five Interest tokens without causing Bankruptcy. If you go above five Interest tokens in this manner, it will prevent you from taking any further Loans, and will cause Bankruptcy if you later cannot cover a mandatory cost.

#### Gold
Lose 1 💰 or gain 1 💰 if 💰 > ½ Base Tax

### Slaves

Regrettably, the slave trade was commonplace in many parts of the world during most of the era in which the game takes place. However, with time, it increasingly came to be seen as inhumane.

If you *Trade* with a Slaves card in Age III or IV, you will lose 1 😊.

#### Slaves
Lose 1 😊 if Age III/IV

### The Anatomy of a Trade Card

- Card ID no.
- Trade good name and illustration
- Linked Distant Continents
- Trade Node options
- Additional Requirements
- Secondary Trade Nodes
- Key Provinces marked with "+" provide one additional ⭐ per "+"
- Trade Power (⭐) column
- Trade Income columns Regular Node (green) Expanded Node (red)
- Key Provinces that provide additional ⭐ in Trade Node 1
- Key Provinces that provide additional ⭐ in Trade Node 2
- Key Provinces that provide additional ⭐ in Trade Node 3

Fur*

| | 6+ | 11 | 14 |
|---|---|---|---|
| | 3–5 | 8 | 10 |
| | 1–2 | 5 | 6 |

| Trade Nodes | Key Provinces |
|---|---|
| N. America ⚓ must be a ♟ on a Key Province | Hudson Bay + Canada + Great Lakes + New England |
| Novgorod (Baltic Sea) | Novgorod + Neva + Ladoga + Arkhangelsk + |
| Kazan (Astrakhan) | West Siberia ++ Kazan + Perm + Tyumen + |

## 12.2 TRADE NODES (🎲)

Trade Nodes are represented on the board by circular spaces in which players may place their Merchants. These are the key locations through which the world's trade goods are exchanged and transported.

To Trade in a Trade Node you must first place one of your Merchants in it. This may be done during a *Trade* Action.

Maritime Trade Nodes are colored blue on the Map Board, while Inland Trade Nodes are colored light brown.

Genoa

### Eligible Trade Nodes

To collect Trade Income from a Trade Node, that Node must be connected to your Capital by a continuous chain of Areas where you have Merchants, ♟, 🏛, or 📦, and/or Sea Zones where you have Ships. If there is even a single gap in that chain, you cannot collect income from that Node.

## 12.3 PROTECTING TRADE

Light Ships may be placed in available **Trade Protection slots** when entering a Sea Zone. When doing so, lay the Ship on its side on the slot (Standard Ed.: flip it over to display the Ship with the ⭐ icon).

Each Light Ship in a Trade Protection slot provides 1 Trade Power (⭐) to Maritime Trade Nodes Adjacent to its Sea Zone.

The number of Trade Protection slots limits the number of Ships that can Protect Trade in each Sea Zone. To replace an Opponent's Ship on a Trade Protection slot you need to take a *Trade* Action (see p. 15).

## 12.4 MERCHANTS

Each PR begins the game with 2 Merchants each (unless otherwise noted in scenario setup). PRs can acquire new Merchants by researching certain Ideas or completing certain Missions.

Each Merchant Pawn provides a ⭐ of 1, and is used to indicate a Realm's presence in a Trade Node. At the beginning of the game, Merchants are placed in Trade Nodes according to the scenario setup. During the game, you may move or place new Merchants by using the *Trade* Action.

A Merchant is considered available when in an upright position on the board. When a Merchant is activated as a part of a *Trade* Action, it must be laid on its side; it may not be activated again that Round.

### Merchant Limit in Trade Nodes

A Trade Node may contain any number of Merchants, but each player may only have one Merchant in a given Node. Importantly, only 3 players can collect Trade Income during a single *Trade* Action, since each Income row can only be claimed by one Merchant (see below).

## 12.5 TRADE POWER (⭐) & TRADE INCOME

To determine your ⭐ in a Trade Node during a *Trade* Action, count:

| | 💰 |
|---|---|---|
| 6+ | 11 | 14 |
| 3–5 | 8 | 10 |
| 1–2 | 5 | 6 |

- 1 ⭐ for your Merchant
- 1 ⭐ for each Key Province you Own that matches the Trade Card's activated Node.
- 1 ⭐ for each Light Ship in a Trade Protection slot in adjacent Sea Zones (for Maritime Trade Nodes only).

- Key Provinces highlighted with "+" signs provide an additional ⭐ per "+" sign.
- Key Provinces only count for the primary Trade Nodes, and never for the secondary Nodes.

### Regular and Expanded Nodes

Collect Ducats as indicated by Trade Power (⭐) on the Trade Card. Read the green column for all Nodes that have not been Expanded, and the red column for Nodes that have been Expanded with the *Commercial Growth* Action Card or through a Mission or an Event.

Expanded

### Only one Player per Income Row

Only one player may collect the Trade Income in each row. If two or more players qualify for Trade Income from the same row, the player with the highest Trade Power pushes the other player(s) down to the Trade Income row(s) below. The Active Player may break any ties as they please.

**Example:** >England takes a Trade Action in the BORDEAUX Node. They have 5 ⭐ in this Node. Both >France and >Castile have Merchants here as well, and they both have 3 ⭐.

No player qualifies for the top Trade Income row, but all three qualify for the second row. Since >England has the highest ⭐, they push the other two down. Only one player may occupy the third row however, and >England, as the Active Player, decides to break the tie in favor of >Castile. >France therefore receives no Trade Income.

## Pirates

For each Pirate Ship present in a Trade Node, all players collect Trade Income from one row lower than normal in that Node.

If you only qualify for the bottom row before taking Pirates into account, a Pirate will push you down so that you collect no Trade Income from that Node at all. This effectively limits the number of players that can collect income during a *Trade* Action by one for each Pirate present in that Node.

## Secondary Trade Nodes

Some Trade Cards have Secondary Trade Nodes listed in parentheses below one or more of the primary Trade Nodes.

If the Active Player has a Trade Power (excluding Key Provinces) not exceeded by any other player in an eligible Secondary Node, they may select that Node and collect Trade Income from the lowest Income row on the Trade Card. No other player gets any income from the Secondary Node.

Selecting a Secondary Node also triggers Trade Income from the associated Primary Node for all players, other than the Active Player, that are able to collect Income there.

If there is a Pirate in a Secondary Trade Node, it may not be selected.

**Example:** >Castile has taken a Trade Action but drew no Trade Cards with eligible primary Trade Nodes. However, on the Cloth card (T02-3) they drew, Genoa ⭐ is listed as a Secondary Node. >France has 4 ⭐ and >Castile has 3 ⭐ in Genoa ⭐, but >Castile can move a Merchant there to reach 4 ⭐ as well. Even if >Castile now has 4 ⭐ in this Node, they may only collect the Trade Income from the lowest row (5 💰) since it is only a Secondary Node. >France gets nothing.

## 12.6 DISTANT TRADE

Whenever someone successfully *Explores* and places a 📦 on an Area on a Distant Continent, shuffle all unused Trade Cards that depict that Continent's number into the Trade Deck, along with the discard pile.

Coffee

You can find the Continent numbers along the edge of the Trade card, to the left of the trade good illustration. For the cards that are normally in the deck from the start of the game, these numbers are shown in semi-transparent boxes.

The corresponding numbers on the Distant Continents board are found in the top right corner of each Distant Continent.

# 13. NON-PLAYER REALMS (NPRS)

**Non-Player Realms (NPRs)** are the various states, nations, tribes, and principalities that are not part of any Player Realm.

Each NPR has its own flag (or coat of arms), and all Provinces bearing that flag belong to that NPR.

### Liberated NPR Provinces

NPR Provinces that have been Annexed by PRs may sometimes be Liberated via Rebel activity or Peace Resolutions. Such Provinces will rejoin their NPR if it still exists, or restore this NPR if it does not. If their natural Capital is still Owned by another Realm, alphabetically pick a new Capital for this NPR, selecting among their Large Provinces first, if any.

## 13.1 NPR RELATIONS

Rules for interacting with NPRs are found in the 'Diplomatic Relations' chapter (p. 32).

## 13.2 NPRS WITH VASSALS

Some NPRs have Vassals. Vassal Provinces display a small version of their Overlord's flag next to their own flag.

An NPR's Vassals will always assist their Overlord in Wars, as if they were the NPR's own Provinces. This also applies to NPR Invasions (see section 13.5). Vassal Provinces may also be ceded in Peace Resolutions.

*Subjugation* of NPRs with Vassals requires a Marriage with the NPR (see p. 33).

### Released Vassals

If a Vassal Realm's Overlord does not exist anymore, or if the Overlord was a PR whose ♟ have somehow been removed from their Vassal's Provinces, the former Vassal Realm is now considered an independent NPR.

## 13.3 DNPRS

In some scenario setups certain NPRs are designated as **Dynamic NPRs (DNPRs)**. Events may also cause DNPRs to emerge.

All Provinces Owned by the same DNPR are marked with DNPR tokens (⬡) of matching color. The ⬡ with a capital **C** on it is used to mark the DNPR's Capital.

When a DNPR's Province is Annexed or Vassalized by a PR, keep the ⬡ underneath the player's ♟/♟ in case it gets Liberated. A ⬡ can never be placed on a PR's Core. DNPRs expand when an Event with matching symbol is resolved (see p. 41).

## 13.4 WARFARE VS. NPRS

### NPRs defending Areas

When a PR is at War with an NPR, the NPR will defend as follows.

Each time a player moves any of their Military Units into an Area containing Provinces Owned by an Enemy NPR, or when they have Units in such an Area when War is Declared, a Battle immediately takes place. The NPR will always defend their Areas with a number of Infantry Units equal to their MC for this Area (see p. 22). These Units all appear in the Area under attack.

If there are Units Hostile to your NPR Enemy already located in the Area that you are moving into (or when War is Declared), no Battle is triggered.

If an NPR is the Active Ally of a PR, they defend with only half their MC.

### NPRs defending Sea Zones

Each time you move your Ships into a Sea Zone Adjacent to an Enemy NPR, they will engage you in a Naval Battle with a number of Light Ships equal to their NC for that Sea Zone (see p. 23). A Naval Battle will also be triggered if you have Ships in such a Sea Zone when you Declare War.

If there are Ships Hostile to your NPR Enemy already located in the Sea Zone that you are moving into (or when War is Declared), no Battle is triggered.

### No more NPR Units in Supply

NPRs always defend at their normal strength even if there aren't enough available NPR Units/Ships to represent them. Just keep count of losses for the duration of the Battle.

### Multiple Battles triggered

If more than one Battle is triggered against the same NPR on a single Turn, an NPR will use as much of its MC/NC as possible to defend its own Capital Area and any Sea Zone next to its Capital. After that they will prioritize defending against the largest Enemy force, and in case there is a tie, they prioritize the first Battle to be resolved.

### Fighting Several NPRs in one Area

If an Area that you attack contains Provinces belonging to more than one NPR Enemy, all defending Units from the combined MC of these NPRs will face you in a single Battle. NPR NC is similarly combined when triggering a Naval Battle.

### NPRs with Extra Manpower

In some scenarios, +1 🔥 tokens are used to compensate or boost the strength of certain

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NPRs for various reasons. The tokens are placed on Provinces listed in the scenario. Provinces with +1 🔥 tokens provide additional MC for their NPR Owners in the Area in question, and Adjacent Areas.

Each +1 🔥 token also counts as one extra Tax Value for the Province for the purpose of Resolving Peace, calculating an NPR Ally's contribution in a War, and for Subjugation. Sieges are not affected by these tokens.

Such a token is simply removed if the Province is Annexed or Vassalized by a PR.

### NPRs on Distant Continents

When calculating the MC or NC contribution of a Distant Province, for NPR defense purposes, double its Tax Value.

In other words, each Small Province on the Distant Continents contributes 2 Units while each Large Province contributes 4.

There are however some Ports that are considered Inactive as long as that Province does not hold a 🏰, ⬤, or 🏛. These Ports have a light gray symbol, and do not provide any NC for their NPR Owners.

### NPR behavior in Battle

NPR Units always act as Infantry in Land Battles and as Light Ships in Naval Battles.

If there are only NPR defenders, and they have a total of 3+ Units, draw a card from the top of the Military Deck at the start of the Battle; if this card has an Advisor on it, that NPR force has no Leader; if this card has a Leader on it, use his Military Skill just like with any other General/Admiral – discard the card at the end of the Battle.

Battle Dice are then rolled as normal for both sides. The player to the right of the Active Player should roll the NPR's dice.

### Beyond the first Round of Battle

NPRs always give up resistance if they have fewer Units than their Enemy after any Round of Battle, unless the Area they are currently defending is their Capital Area, or the last Area where they still control any Provinces. If the NPR forfeits the Battle, remove all their Units from the board.

If the Battle takes place in their Capital Area or the last Area in which the NPR still Controls Provinces, they will always fight to the last Unit, and never give up.

NPR Ships will fight to the last Ship if the Sea Zone is next to their Capital Area.

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### Aftermath of Battles

Once a player has won a Battle against one or more NPRs, they may Siege any Hostile Provinces inside that Area as normal on their next Turn. If the PR's forces leaves the Area without Sieging or leaving any Units behind, the NPR will defend it in the same manner the next time a Hostile force enters the Area.

Whenever an NPR wins a defensive Battle, the NPR Units are removed from the board afterwards. They will defend in the same way again if a PR sends a new force to attack them.

## 13.5 NPR INVASIONS

### Advanced Rules

If an NPR is at War with any Player Realm(s), during Phase 3, Step B, the player(s) may face an Invasion from that NPR. Resolve NPRs in alphabetical order.

If all three of the criteria below are satisfied, an Invasion will take place:

- The NPR is not an Active Ally of any PR.
- There are no Units Hostile to the NPR in any of the Areas where the NPR currently Controls Provinces.
- There is at least one eligible Invasion target Area Adjacent to the NPR:
  » The target Area must contain ⬤/🏛 belonging to a PR Hostile to the NPR (incl. on any of NPR's Provinces that are Occupied by an Enemy).
  » Areas are ineligible if they are Adjacent by Sea only, and not by Land, and the connecting Sea Zone contains at least one Ship that is Hostile to the NPR.
  » Areas are not eligible if they contain Units that belong to a PR which is not at War with the NPR.

Each Invasion follows the sequence below:
1. If there are two or more eligible Adjacent Areas, pick (in order of priority):
   1. NPR's own Capital Area
   2. Area with the most of NPR's Core Provinces
   3. Area Adjacent by Land to NPR
   4. Randomly selected Adjacent Area
2. In the selected Area, add 🗡 to 2 ⬤/🏛 belonging to players at War with the NPR (pick alphabetically).
3. Place NPR Units here equal to ½ the Tax Value of the Provinces currently Controlled by the NPR. Count their Vassals as part of the NPR's Realm for this purpose.
4. Resolve Battle immediately if there are any Military Units in the invaded Area, following the normal rules for NPRs.
5. From this point onwards, these NPR Units behave as Rebel Units (🔥).

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Realms in the era when the game takes place often had as much trouble facing domestic threats as when facing external ones. Rebellions were commonplace, and they are also a central feature of the game mechanics.

Events and Religious Dissent will cause Unrest (🗡) to appear in PRs, and Rebel Units (🔥) will pop up, seeking to Occupy or Liberate Provinces.

## 14.1 UNREST (🗡)

When a Province gains Unrest, flip its ⬤/🏛 token, so that the 🗡 symbol is face-up. Unrest in your Land Vassals forces you to roll Rebel Dice. Provinces with 🗡 still provide Tax Income and Manpower as normal.

🗡 that is covered by a 🏛 or ⬤ of a PR Occupant does not count for any purpose. NPR Provinces can never have Unrest.

## 14.2 REBEL DICE

During Phase 3, Step I, players must roll Rebel Dice for each of their Provinces (both ⬤ and 🏛) with 🗡. Certain Events will also require Rebel Dice to be rolled.

When doing so, players with 🗡 must roll and resolve their Rebel Dice in clockwise order, starting with the Active Player if caused by an Event, or the First Player when rolling in the Peace & Rebels Phase.

**Roll Rebel Dice Area by Area**
Each player rolls Rebel Dice Area by Area, for all their Unrest in a given Area at once (not Province by Province).

### Rebel Dice Results

| | | | |
|---|---|---|---|
| 🚩 | Rebellion | ② | Lose 2 💰 |
| 📦 | Lose 1 👑 | ⚫ | No effect |
| 🧍 | Exhaust 1 🔥 | ⚔ | Remove 1 🗡 |

### Rebellion

If you have any Military Units in the Area you rolled for, a 🔥 is placed in the Area per 🚩 result, triggering a Battle after all Rebel Dice rolls have been resolved.

Otherwise, you must assign each Rebellion result to one of your ⬤/🏛 with 🗡, of your choice, in that Area. The Rebels will take control of the Province you assign the Rebellion to. If you assign it to a Core

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Province, you must place a Rebel Town (🏚) on top of your ⬤/🏛, and cover the corresponding slot on the Town or Vassal track on your Player Mat with a 🏠. If the chosen Province is not one of your Core Provinces, the Province is Liberated as described in section 14.3 below.

*Lose 1 👑*
Discard 1 👑 from a Monarch Power pool of your choice, and return it to your Supply.

*Exhaust 1 🔥*
Move one Unit from Available 🔥, or one of your Deployed Units, to Exhausted 🔥.

*Lose 2 💰*
Pay 2 💰 to the General Supply.

*Remove 1 🗡*
Remove 🗡 from one ⬤/🏛 of your choice in the Area you just rolled for.

*Inability to pay the Cost of a roll*
If you are unable to pay Monarch Power (👑) or Exhaust Manpower as required by the Rebel Dice, you must instead pay 2 💰 for each such result.

If you do not have the required Ducats, you must take a Loan. If there are already five or more Interest tokens in your Treasury, your Realm goes Bankrupt (see p. 21).

## 14.3 REBEL UNITS (🔥)

The same black Units are used to represent both NPRs, Allied Units, and 🔥. However, NPR Units are always removed after a Battle has been resolved, and Allied Units solely exist in PR Armies. Black Units located in Areas on the map are always considered 🔥.

🔥 are considered Hostile to all PRs.

### Rebel Units in Battle

Rebel Units will fight just like NPR Units (see 'NPR behavior in Battle', p. 36), except they will always fight to the last man.

### Rebel Units Sieging

In Phase 3, Step C (see p. 9), 🔥 will lay Siege to any Provinces with 🗡 that they are able.

Each 🔥 has a Siege Strength of one. The Rebels prefer to Siege large Provinces, if they have the required Siege Strength. A single 🔥 can Siege one Small Province. Two 🔥 can siege one Large Province or two Small Provinces, and so on.

If an Area contains several PRs with Provinces in Unrest, the player with the lowest Tax Income in this Area chooses which Province the Rebels will Siege (within the

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limits of the criteria above). If there is a tie, pick Provinces alphabetically.

When 🔥 Siege a Core Province of a PR, place a 🏚 on top of the player's ⬤, and cover the corresponding slot on the Town or Vassal track on the Player Mat with one of the player's 🏠.

If the Rebels Siege a Province which is not a Core Province of the owner, the Province is Liberated as described below.

### Liberation

A Province Occupied by Rebels is immediately Liberated if it is not a Core Province of the PR which it is rebelling against. In this case, immediately remove the player's ⬤/🏛 from the board and return it to the owner's Player Mat.

- A Liberated Province once again belongs to its original Realm, whether that Realm still exists or if it has now reemerged as an independent Realm.
- If a Province Liberated in this manner originally belonged to another PR than the Realm it was Liberated from, the Lawful Owner will regain Control of the Province, and may place a ⬤ there.
- If a Liberated Province is a Territory (has no NPR Province in it), replace the player's ⬤ with a 🏰 of a color chosen by the Active Player.

A player who loses a Province due to it being Liberated must place a CB token on the new Province Owner's Capital.

Remove all 🔥 from any Areas with Liberated Realms if no 🗡 remains in the Area.

### Rebel Units moving

If, at the start of Phase 3, Step C, 🔥 find themselves in an Area with no 🗡, they may move, as described on page 9.

## 14.4 SIEGING REBEL TOWNS (🏚)

When Sieging a 🏚, simply remove the 🏚, along with any 🗡, on this Province.

If you are at War with the Owner of this Province, you may place your own ⬤ on top of theirs (in 🗡 state) as normal.

# 15. RELIGION & FAITH

All Areas and Realms on the Main Board must belong to one of the following six faiths:

- Catholic/Counter-Reformed Catholic
- Protestant (from Age II onwards)
- Orthodox
- Muslim
- Diverse Faiths
- Revolutionary (only in Age IV)

The Religions of Realms and Areas on the Distant Continents are outside the scope of the game mechanics of this game.

## Catholicism

At the start of Age I, Catholic Christianity dominates all of Western Europe.

In Age II, with the advent of Protestantism, Catholicism will lose some ground; the *Council of Trent* Event will then enable Catholic PRs to embrace the Counter-Reformation.

**Counter-Reformed** Realms and Areas are still considered to be Catholic, and are affected by all things that fall under the definition of being Catholic.

As an Infectious Faith (see below) the Counter-Reformed version of Catholicism can resist the spread of Protestantism by spreading itself.

*Catholic Abilities*

Catholic PRs have access to Papal mechanics. Using *Man of the Church* Action Cards, Catholic PRs may take control of the Papal Curia and thereby gain access to certain bonuses as well as the Papal Actions (see p. 46).

From Age II onwards, PRs with Catholic State Religion may convert to Protestantism.

## Protestantism

In Age II, a number of Events (particularly *The Reformation Spreads*) will introduce Protestant Christianity to Western and Central Europe.

Protestantism is an Infectious Faith.

*Protestant Abilities*

Protestant Realms receive a discount of 1 🖐 on the *Convert Area* Action, and the cost of playing the *Develop Realm* Action Card.

PRs with Protestant State Religion may convert to Catholicism.

## Orthodoxy

The Orthodox Christian faith dominates most of Eastern Europe.

*Orthodox Abilities*

Realms with Orthodox State Religion get a discount of 1 🖐 when *Increasing Stability* from -1 to 0, or from 0 to +1.

## Islam

The Muslim faith dominates most of Anatolia, the Middle East, and Northern Africa. Areas with Provinces Owned by Muslim Realms may be targeted by Crusades (see p. 46) in Ages I and II.

*Muslim Abilities*

In any Land Battle, Muslim PRs may replace their basic 3 Infantry Dice with 3 Cavalry Dice.

## Diverse Faiths

Sometimes the Area simply has a Diverse Faiths token, because no single faith dominates that Area, or because that Area's Religion deviates from the major Religions.

Areas with Diverse Faiths are always considered to be in a state of Religious Dissent (see below) for all PRs, regardless of their State Religion.

## Revolutionary Ideology

**Deluxe Ed. / Fate of Empires Exp. only**

In Age IV a new "faith" enters the frame, and springs up across Europe via certain Events. This works like any other Religion, except that you place its token on top of any already existing Religion token when adding it to an Area instead of replacing the existing token. When a Revolutionary token is removed, any revealed Religion will again count.

Revolutionary Ideology is considered an Infectious Faith, but its spread is triggered by a separate symbol.

## 15.1 INFECTIOUS FAITHS

Protestantism and Counter-Reformed Catholicism are considered Infectious Faiths, and will spread to new Areas when the 🕆 symbol appears on Events (see p. 41).

Revolutionary Ideology likewise will spread when the 👁 symbol appears on Events.

## 15.2 STATE RELIGION

Each playable Realm has a State Religion, which is defined at the start of the game. A PR's State Religion sets limits on certain Actions, such as Royal Marriages and gaining control of the Papal Curia.

The State Religion of NPRs at the start of the game is defined by the Realm Player Aid.

## Changing State Religion

PRs may convert State Religion from Catholic to Protestant, or the opposite, from Age II onwards, by taking the *Change State Religion* Basic Action (see p. 13).

State Religion may also change as a result of an Event, or as a result of Peace Terms in which another Religion is forced upon your Realm (see p. 31).

NPRs change State Religion if the Religion of their Capital Area changes.

## 15.3 RELIGION OF AREAS

Religions apply to Areas, rather than Provinces. In other words, a Province belongs to the Religion of its respective Area.

For some peripheral Areas, Religion is governed by the symbol/token of a neighboring Area (with an arrow indicating this).

For visibility, we recommend that players place Religion tokens on each of their Areas not belonging to their State Religion, even if that Religion is printed on the board. All Areas on the Main Map are considered to belong to one of the listed Religions.

## Converting Areas

PRs may convert Areas to their State Religion by performing the *Convert Area* Action (see p. 14), or by playing the *Man of the Church* card or the *Missionaries* Action on the *Develop Realm* card.

Any existing Religion tokens (incl. Revolutionary tokens) in the Area are removed when the Area is converted. The exception is when converting the Area to Revolutionary Ideology (in which case the token is just placed on top of any existing token).

## Religious Dissent

When a PR holds Provinces in an Area with a Religion other than that Realm's State Religion, that Area is considered to be in a state of Religious Dissent for that PR.

During Phase 3, Step G (see p. 9), players must add ✕ to one of their own 🛡 in each Area where they face Religious Dissent, and either remove 1 📦, or add ✕ to one of their 🏴 in one Area with Religious Dissent where they have 🏴.

# 16. EVENTS

Event Cards give a sense of the flow of history, and dictate events that are largely outside players' control.

The cards include specific historical events, as well as more generic events that could have happened at any time and place, such as epidemics, piracy, dynastic crises, revolts, and more.

## Four Ages – four Event decks

The Event Deck is divided into four Ages: Age of Discovery (I), Age of Reformation (II), Age of Absolutism (III), and Age of Revolutions (IV). The Ages in the Event Deck enter play in chronological order. First you go through all the Events in Age I, then Age II, etc. At the end of a Round, when there are no Events of the current Age remaining in the deck, prepare the deck for the next Age, so that it is ready for the start of the next Round.

Many scenarios span a fixed number of Ages and only use Events from these Ages.

## Preparing Event Decks

Select all Event cards for the Age you are about to start, as listed in the chosen Scenario Setup. In the setups, the listed Events will be divided into two halves for each Age. These halves should be shuffled separately, before the first half is placed on top of the second, to form the deck.

How to create Event decks for custom scenarios is described in Scenario Booklet I.

## 16.1 EVENT TYPES AND ID NUMBERS

The Event ID number in the top right corner contains some information about what type of Event this is. The first digit of the ID number identifies in which Age it belongs.

**A-Events** have an A in the ID (e.g. 11A-1). These cards make the engine tick, and control the mortality of Characters (as described on p. 41). All scenarios must include 8 A-Events per Age.

**B-Events** have a B in the ID (e.g. 354B). The scenarios list which B-Events should be used, but it is possible to replace these Events with other B-Events to provide variation between games.

**Realm Specific Events** have a flag in their lower-right corner and no letter in their ID number (e.g. 202-2).

There are two Realm Specific Events per Age for each of the Major Powers and featured Realms. The Event deck will always include all Events associated with the PRs that are in play in the chosen scenario and no other Realm Specific Events.

Most of these Events have a historical Ruler (see p. 19) in the bottom section of the card, associated with the Realm that this Event belongs to.

## 16.2 THE EVENT DISPLAY

At the start of each Round, in the Draw Cards Phase, a number of Events equal to the number of players plus one (e.g. 5 Events in a 4-player game), are drawn from the top of the deck and placed on display in a row. The first 3 Events (from the left) are placed face-up for everyone to see, while the remaining Events are placed face-down. The face-down Events get revealed later, as players take the mandatory *Event* Action.

*Optional Rule: Revealing More*

If you want a game with less hidden information in games with 6 players, reveal the first 4 Events instead of 3. This will result in more 🅳 amassing on the Events.

*Optional Rule: Randomizing X-Events*

Within each Age, Event Cards are marked with either (1), (2), or (X), in a circle in the card's top-left corner. The cards marked (1) must always go in the first half, while cards marked (2) must go into the second half. Cards marked with an (X) can go into either half, but suggestions are given in the scenario setups for which half to place each of these cards in as well. For a bit more randomness and less predictability, you can instead use the following method:

Separate all cards according to these markings, then shuffle the (X) cards before distributing them among the (1) and (2) stacks, ensuring that each stack has the same number of cards. Shuffle the (1) stack to form the top half of the Event deck for that Age, and shuffle the (2) stack to form the bottom half of the deck.

## THE ANATOMY OF AN EVENT CARD



Sort order indicator. (1) goes in the 1st half of the deck, and (2) in the 2nd half. (X) can go in either half.

Event section of card

**A)** and **B)** option of Event

Secondary effects section of card

Symbols relating to secondary effects

Event Card ID number. The first digit reveals that this is an Age I Event. The **A** indicates that this is an A-Event.

Event illustration

Event description

Character name

Historical Ruler section of card

Historical Ruler portrait

Symbols relating to character mortality

Card title

Use of the word "you" always refers to the player who plays the Event card

Battle Dice provided if employed as a General

Event's Realm affiliation (›Austria in this case)

Leader's skill values in each type of Monarch Power, if serving as your Ruler

**Comet Sighted** (11A-1)

A) **The end is nigh!:** All players lose 1 🕆. You gain 2 💰, and may discard up to 3 Milestones and/or unpicked Ideas and draw random replacements of matching type.

B) **It's an omen:** Choose an Area adjacent to your Realm. All players with ⬤ in this Area lose 1 🕆.

**The Italian Wars I** (I01-2)

A) **Italy is our domain!:** ›Austria gains 3 ✕, and 🚩 in each of these Areas with ›French ⬤ or 🔴: LOMBARDY, C. ITALY, VENETIA, and NAPLES. ›France gets a 🚩 in LOMBARDY and an 🏴 with ›Florence.

B) **Ease tension:** ›Austria loses (1) 🕆 but may add 2 ⬤ to one of the Areas above. You gain 1 💰.

**Maximilian I**
Habsburg, 1493–1519
➕ 🔵 1 ⚫ 3 ✕ 2

## 16.3 Playing an Event

During the Action Phase, all players need to take the *Event* Action once (and only once) before being allowed to Pass.

When taking an Event, follow the instructions in the *Event* Action (p. 12).

### General Event guidelines

- In comma separated lists (e.g. of Areas), where the last two items are separated by an "or", you may pick any of those items, or even several of those items.
- Some Event effects are meaningless or will not trigger unless certain conditions are met. Ignore the effect in these cases.
- When required to make a choice between an A) and a B) option in an Event, if you cannot meet the requirements or pay the costs of one of the two options, you must pick the other option. If not able to pay for either option, pick any of the options.
- If the Event has effects or choices that concern more than one player, these effects are resolved player by player, in clockwise order, starting with the Active player unless stated otherwise.

### Standard Event effects

There are certain effects that are repeated on several Events, and that must adhere to the following guidelines, unless the card specifically states otherwise.

Use of the word "you" in these guidelines refer to the beneficiary/victim of the effect.

#### Gain/place Influence

If an Event says that you gain, or are allowed to place, a number of 🔷 in certain Areas, this means that you can place this 🔷 as long as there is at least one Province in the Area that is Owned by an NPR or by a Vassal Realm. If you are unable to place all of this 🔷 due to the 5 🔷 per Area limit, you may displace Opponent 🔷 as required, to make space for your own 🔷.

#### Gain Alliance

To gain an Alliance with a Realm, the target Realm must be an Independent Realm which is currently at Peace. Realms that have been Vassalized, Annexed, or are at War, are ineligible targets, and this effect will be ignored for such Realms.

If the named target is an NPR Ally of an Opponent, you may only replace their ⚔ with your ⚔ if you have at least as many 🔷 as them in the target NPR's Areas.

If you are out of available ⚔, you may take one of your ⚔ from the board, as long as this is not an Active Ally (⚜). If

you end an Alliance in this way you suffer no further consequences.

#### Gain Royal Marriage

The target must be an eligible Marriage partner (see p. 32), but no other restrictions apply.

#### Gain/place ⚫ or ⚑

To gain a ⚫ or ⚑ on a Province when an Event says so, that Province cannot already be Owned, Vassalized, or Occupied by another PR (no Opponent ⚫/⚑ on it already), unless specifically stated otherwise.

#### Develop a Small ⬤ into a Large ⬤

Replace one of your Small ⬤ with a Large ⬤, updating your Player mat as appropriate. The ⬤ must be Owned by you.

#### Gain Merchant

You can only gain a third Merchant from an Event, a Mission, or the "Free Trade" Idea if you currently have only 2 Merchants.

#### Gain Military Unit

When gaining Military Units, whether Land Units or Ships, via Events, place these Units in a location where no Battle is triggered. If no such location is eligible for placement, you do not gain these Units. Land Units must be taken from the Available ⭐.

#### Gain Action

When you gain an Action from an Event, the Action is clearly indicated in **bold italics**, and you must then take this Action immediately or decline the opportunity. If you are not the Active player, the Active player then gets to finish their Turn afterwards, before play continues in clockwise order as normal.

#### Research Idea

When an Event lets you *Research* an Idea, you, and any Opponents that have this Idea already, will score ⓟ as normal (see p. 12). If an Event causes several players to Research the same Idea, then clockwise order, starting with the Active Player, determines who Researched it first.

If the Idea named on the Event is currently not on display, add this Idea to the appropriate column of the Idea display, if you *Research* it. Select an unpicked Idea of the same type to remove, if there are any, or create a new row in the Idea display if there are no unpicked Ideas of matching type. Removed Ideas are shuffled back into the deck.

#### Placing DNPR tokens

When placing DNPR tokens (⚫), place the token, of that color, with a capital **C** on

it on the DNPR's Capital Province (underlined when listed on an Event).

If there are any ⚫/⚑ on the Provinces listed, simply place the ⚫ underneath the ⚫/⚑ unless stated otherwise on the card. These Provinces will only join the DNPR if Liberated (see p. 37) at a later stage.

#### Terminate/Remove Alliance

When an Event requires that you terminate an Alliance, remove the appropriate ⚔ from the board.

If this was an Active Ally, you lose a number of Allied Units from your Manpower Reserve or Armies equal to ½ of the NPR's pre-War Tax Income. Your Enemy must place a War token on your former Active Ally. This is now a separate War.

#### Reject Ruler

Sometimes an option on an Event may let you, or force you to, Reject the Historical Ruler on the very same Event.

In these cases both your current Ruler and the Event card with the new Ruler on it are discarded once the Event has been resolved.

#### Area leaves HRE

When an Area leaves the HRE through an Event, any loss of ⚜ is already accounted for in the Event text itself.

#### Wars triggered by Events

If an Event makes you Declare War as part of its effect, and this is not marked as a *Declare War* Action, only follow steps 3–10 of the *Declare War* Action sequence (see p. 16). You must adhere to the DoW restrictions (see p. 22) unless stated otherwise, and if the target is ineligible, no DoW is made.

If an Event lets you select a target to Declare War on, an eligible target must be selected if possible.

If an NPR Declares War on you as a consequence of an Event, follow steps 6–10 of the *Declare War* Action sequence.

## 16.4 Unpicked Events

Each Round (in most scenarios) there will be an unpicked Event left on display, after the final player has taken their *Event* Action.

The remaining Event will not take effect, but if it has a historical Ruler on it, the player associated with that Event may pay 2 🗡 to appoint the Ruler on the card.

Any symbols at the bottom of the card will be auto-resolved immediately after the last player has completed their *Event* Action, according to the auto-resolution rules listed under each symbol on the next page.

## 16.5 Secondary Effects

Some Events have symbols along the bottom edge that impact, among other things, Unrest/Rebels, NPR behavior, and character mortality (Leaders and Advisors).

After resolving the Event's main text, these symbols' effects are resolved in order, from left to right, by the Active Player (you).

**Note:** Auto-resolution rules are in some cases used to execute symbol effects for Events that remain unpicked when all players have taken the *Event* Action.

### Character Mortality 🔴

All characters with a symbol next to their portrait that matches the symbol on the Event played will receive an Ill Health token (❤). If a character receives a second 🔴, they die and their card is discarded.

### Unrest/Rebellion 🔴

All players must roll a Rebel Die for each of their Provinces with Unrest (✖), following the procedure described on page 37.

You roll a maximum of one Rebel Die.

### Native Uprising 🔥

Each player loses 1 👣 from the Colonist Pool and gains Unrest in a Distant ⬤.

You may choose one of the two effects to ignore (even if it is the only one affecting you).

### Lost at Sea 🚢

You must choose and remove one Ship belonging to each Opponent that is **not** adjacent to a friendly Port.

**Auto-resolution:** Each player chooses for themselves.

### Pirates ☠

Place a Pirate Ship (see p. 25) into a maritime Trade Node of your choice. If possible, this must be a Node that has at least one Merchant in it. Pirates reduces Trade Income in the Node where they are located (see p. 35).

**Auto-resolution:** Place the Pirate Ship into the Trade Node with the most Merchants. First tie breaker: Expanded Node, second tie breaker: random.

### Cardinal Dies 🚫

You must remove any ♟, except the Roma ♟, from the Papal Curia. Slide remaining ♟ to the left, to fill the gap.

**Auto-resolution:** Remove a ♟ belonging to the PR with the most ♟. If two or more PRs are tied, remove the rightmost ♟ belonging to one of these PRs.

### Attrition ☠

All PRs that are at War and have 5 or more Regular Units Deployed lose 2 of their Deployed Units (place in Exhausted ⭐).

You lose no Units.

### Disloyal Vassals ⚡

Affects every PR that has any Areas with ⚑ with either no 🔷, or with less 🔷 in the Area than any Opponent.

Of the Areas that qualify, they must pick the Area with the highest amount of ⚑, gain ✖ on all their ⚑ there, and must then place a number of 👣 equal to the Tax Value of their ⚑ with ✖ in this Area.

You gain ✖ as normal if affected, but do not need to place any 👣.

### DNPR Expansion 🔵🔵

For each such symbol that matches the color of an DNPR in play which is not currently an Active Ally, pick a DNPR of that color.

Place a matching ⚫ on a Province Adjacent to the DNPR. This may not be a Capital, unless it is the last remaining Province of an NPR, nor can it be Occupied, Owned by the DNPR's Ally, or the Core Province of a PR.

If a Province of an NPR is selected, this Province is taken over by the DNPR.

If the Province selected is Owned by a PR, place the ⚫ underneath the ⚫ (thus making it a Core Province of the DNPR) and add ✖ to the ⚫.

From Age II onwards, for DNPRs with a Port facing the Atlantic Ocean (any Main Map Sea Zone with no * or †), you may instead place a ⚫ on any vacant Territory.

If a DNPR takes a Province from an NPR Allied to a PR, the player may place a CB token on the DNPR's Capital.

**Auto-resolution:** The DNPR takes a Province from an Adjacent NPR. First they will go for Provinces in Areas where they already Own Provinces themselves, then Provinces in Areas Adjacent to their Realm by Land. They will target the eligible NPR with the lowest Tax Income. If several Realms are tied, use alphabetic order among Adjacent Provinces Owned by the tied Realms.

### Spread of Religious Ideas ✝

Determine number of clusters of Infectious Faiths (see p. 38). A cluster is any body of Areas connected by Land, that have the same Religion. A single token/symbol in an Area which is not Adjacent by Land to any other Area with the same Religion is considered a separate cluster.

1. Place a new Protestant/Counter-Reformed token (✝) in an Area Adjacent

to each cluster, of the same type as the cluster it is placed next to (but max. 4 new tokens). Adjacency may here be traced across a Sea Zone. Orthodox or Muslim Areas may not be chosen.

Placing a ✝ into an Area replaces any token that is already there.

You may place ✝ in any order you like, but a token may never replace another ✝ placed on the same Turn.

If there are more than four clusters, you may choose which ones receive new ✝ next to them, but you cannot place more than two ✝ of the same Religion if there are other options are available.

2. If there are no Infectious Faiths clusters on the board, place Diverse Faiths tokens instead in any two Catholic Areas not Adjacent to Sea Zones marked with a †.

**Auto-resolution:** Spread Infectious Faiths (alternating between Protestant and Counter-Reformed, starting with Protestant) into Adjacent Areas: preference goes to Areas with at least 1 ⬤; then to Areas with Provinces of the highest total Tax Value; break ties in alphabetical order, by Area name.

When placing Diverse Faiths tokens instead, go in alphabetical order, ignoring Areas that already have Diverse Faiths.

### Spread of the Revolution 🔴
**Deluxe Ed. / Fate of Empires Exp. only**

This symbol only appears on Age IV Events, and it works in the same way as the Spread of Religious Ideas symbol described above, except that you place Revolutionary tokens (🔴) next to clusters of 🔴. The 🔴 may also be placed in Orthodox or Muslim Areas.

If there are no 🔴 on the board, place 🔴 in two PR Capital Areas. If there is only one cluster of 🔴, also add a 🔴 in an Area not Adjacent to any Area with a 🔴.

If there are no more available 🔴, you may remove a 🔴 from the board to use it.

🔴 are always placed on top of any existing Religion tokens.

**Auto-resolution:** As above (spread of 🔴). If no existing 🔴, place in Capital Area of PRs with lowest ⚜ (decide ties randomly).

### Activate Power Struggle ⓟ

If Power Struggles are in play, move the Upcoming Power Struggle to the *Active Power Struggle* area on the Status Mat.

Also, place ♟ tokens in the Battleground Areas (♟) named on the activated Power Struggle to highlight the Areas in contention.

The Active Power Struggle will be scored in Phase 4, Step E (see p. 43).

# 17. VICTORY & PRESTIGE (P)

The most common Victory Condition for the various scenarios in the game, is to be the player with the most Prestige (P) at the end of the game.

Prestige is scored in a number of different ways during and at the end of the game.

Final Scoring happens in Phase 5 of the Round when the end of the game has been triggered, as described on page 11.

Some scenarios will have different Final Scoring criteria.

## 17.1 THE PRESTIGE TRACK

Prestige (P) scored during the game is indicated with the Prestige Markers on the Prestige Track, which is located on the Distant Continents board.

The main sources of (P) during the course of the game are Missions, Milestones, Power Struggles (if used), Ideas, and Events.

Once a player's (P) exceeds 60, flip their Prestige Marker to the "+60" side, and continue counting additional (P) from the start of the track. If a player's (P) falls below zero, place a Negative Prestige token on top of their Prestige Marker, to indicate that its position shows a negative (P) value.

In some scenarios, the end of the game is triggered when a player passes a certain amount of (P) on the Prestige Track.

## 17.2 MISSIONS

Each of the Major Powers of the game has an individual deck of Mission Cards. In addition, there are two generic Mission decks that can be used to compose Mission decks for other Realms. Each Scenario will specify which Missions are available to each playable Realm at the start of the game.

Some Missions have a green frame and background, indicating them as starting Missions for the regular 1444 setup. For such a game, players will normally pick two of these starting Missions at the beginning.

Striving towards completing Missions provides clear intermediate goals during the course of the game, and tends to send a Realm down a semi-historical path. They are particularly useful to new players, but certainly add both flavor and dynamism to the game for seasoned gamers too.

Experienced groups of gamers who prefer a complete sandbox experience can remove Missions from the game completely, if all players agree on it.

### Mission Prerequisites

All missions have a Mission ID (in the red circle at the bottom of the card). Certain Missions require that you complete one of the listed prerequisite Missions (indicated to the left of the Mission ID) before they can be completed and scored, and in turn they may open up other Missions (indicated to the right of the Mission ID).

### Completing a Mission

Missions can be completed at any time except in Phase 1. To complete a Mission, you must meet its listed requirements and announce this to the other players. Upon doing so, the Mission's listed effects immediately take place. Mission requirements must be met at the time of scoring; having previously met a Mission's requirements does not qualify.

A player who completes a Mission also receives a number of (P) as stated in the Mission Card's top right corner.

### Mission Rewards

When collecting the Reward from a completed Mission, the same rules apply as for Standard Event effects (see p. 40).

### Selecting New Missions

In the next Draw Cards Phase after you have completed and scored one or both Missions in your hand, you may select new, eligible Missions from your deck to replace them, so that you once again have 2 Missions in hand.

In the Draw Cards Phase, you may also put any Mission in your hand back in the deck, and select a new, eligible one to replace it with.

## 17.3 MILESTONES

Milestones are similar to Missions, but they are public and may be scored by anyone who meets their completion requirements. The (P) reward will be higher for those who complete the Milestones before other players, so they provide an arena for competition among players – even between those who do not have directly conflicting interests on the Map Board.

There are always four available Milestones. In each Age, one card is randomly drawn from each of the four decks (Expansion, Politics, Warfare, and Economics). At the end of each Age, discard all Milestones and draw new ones from each of the next Age's decks. Scenarios may sometimes instruct you to remove certain Milestones from the game before setup, or to display predefined Milestones instead of drawing at random.

Milestones may also be replaced whenever the *Comet Sighted* Event is played. In this case draw new Milestones from the remaining ones for the current Age.

### Completing a Milestone

The first player to complete a Milestone scores (5), the second player scores (3), and the third scores (1). When you complete a Milestone, mark it with a Tag Chit from your supply. Subsequent players completing this Milestone score no (P).

The tie breaker if several players complete a Milestone at the same time is the Turn order (starting with the Active Player if in Phase 2, or First Player if in Phases 3 or 4), unless stated otherwise on the Milestone.

Milestones also provide rewards in the form of Monarch Power (⚔, ◆, or ⚒) or Ducats (d), as indicated in the lower right corner of the card. All players completing a Milestone receive the same reward.

## 17.4 POWER STRUGGLES

**Advanced Rules**

Whether you want to include Power Struggles or not in your game is up to your gaming group. We recommend that you play without them in your first game.

Power Struggles add increased levels of tension, interaction, and conflict between PRs, since they will be simultaneously competing for the same objectives.

### The Italian Wars

FLANDERS & WALLONIA, RHINELAND, BURGUNDY, LOMBARDY, VENETIA, CENTRAL ITALY, and NAPLES.

Score (2) for controlling the Papal Curia. If ⚜France, ⚜Castile or ⚜Austria has ● in less than two of these Areas, they lose (3).

Just below the card's title, above the horizontal line, each Power Struggle lists a number of **Battleground Areas** (⚔) where players will compete for (P). Below the line there are some additional criteria for gaining or losing (P) when that card is scored.

### Preparing the Power Struggle deck

Scenario setups have different recommended Power Struggle deck compositions. Some scenarios will suggest Power Struggles to be sorted in a specific order, while others may suggest a randomized order.

The deck should be placed face-up with the top-most card visible to all players – this card is called the Upcoming Power Struggle.

### Claims in Battleground Areas

When taking the *Fabricate Claims* Action (see p. 15), all players get a discount of 1 ◆ on each 🛡 placed in any Battleground Area Adjacent to their Realm, which is listed on either the Active Power Struggle or the Upcoming Power Struggle.

### Activating Power Struggles

Power Struggles get activated when the relevant symbol appears on an Event (see section 16.5, p. 41). When the top card of the deck is moved to the *Active Power Struggle* space on the Status Mat, this will also reveal the new top card in the deck, giving players a chance to prepare for what is coming next.

### Scoring Power Struggles

The card in the *Active Power Struggle* space will be scored in the Income & Upkeep Phase, Step E (see p. 10).

When a Power Struggle is scored, all players who satisfy the conditions will score (P) as described below.

#### Scoring Battleground Areas (⚔)

For each Battleground Area, players will score (P) as follows:

- (1) per Tax Value of Provinces they Control there (🏰 count as half).
- (1) for being the only PR with 🏰/🏰 there (for ⚔ on the Main Map only).
- (1) for having at least one ⚔/🛡 there.

#### Additional Prestige criteria

Players that satisfy listed criteria may score additional (P), while players who fail to do so will sometimes lose (P). These conditions are often specific to certain Realms.

# 18. THE HOLY ROMAN EMPIRE (HRE)

The Holy Roman Empire is an institution that wields great power, but it is a difficult beast to tame. It is a great responsibility, and its member states won't always necessarily bend to the will of their overlord.

In the standard 1444 setup, Austria starts as the Holy Roman Emperor.

## 18.1 IMPERIAL AUTHORITY

The Holy Roman Emperor has an Imperial Authority (🦅) ranging from 0 to +6, with different bonuses according to its level. If 🦅 gets reduced when already at 0, or increased when already at +6, this has no effect. In a 1444 setup, the Emperor starts with +3 🦅.

🦅 is capped at: 1 + the current number Elector Areas (see section 18.3).

### Increased Manpower and Income

The Holy Roman Emperor's 🦅 value is added directly to their Manpower value. If Imperial Authority changes, the Emperor's Manpower Reserve must be adjusted accordingly, in Phase 5, Step A.

During Phase 4, the 🦅 value is also added directly to the Emperor's Tax Income. This additional Tax Income is not considered to be part of Base Tax Income, and it is not included when calculating Manpower.

### Additional Bonuses

Each Round, during the Income & Upkeep Phase, the Emperor's 💰 income (and potentially (P)) is affected by the 🦅 level.

| Current 🦅 | Bonus |
|---|---|
| +1 or higher | May use *Defending the HRE* ability |
| +2 or +3 | +1 ◆ |
| +4 or +5 | +1 ◆ and +1 ⚔ |
| +6 | +2 ◆, +1 ⚔, and (1) |

### Gaining/Losing Imperial Authority

The Emperor can increase their Imperial Authority by one step as an Action (by spending ⚔ equal to 1 plus their current 🦅 level), by defeating external attackers, and by reincorporating HRE Areas.

The Emperor can lose 🦅 as a consequence of failing in their duty to protect their Subjects and the HRE lands, or by aggressively expanding within the HRE.

| Event/Action | 🦅 |
|---|---|
| Spend ⚔ = 1 + current 🦅 | +1 |
| Win War vs. non-HRE Aggressor | +1 |
| Reincorporate HRE Area | +1 |
| If below +3 🦅 upon Election | +1 |
| Refusing CtA upon DoW by non-HRE Aggressor on an Imperial Subject | -1 |
| An Area leaves the HRE | -1 |
| Lose War vs. non-HRE Aggressor | -1 |
| Emperor Declares War on HRE Member without having a CB | -1 |
| Emperor enforces Full Annexation Peace Term on an HRE Member of the same State Religion | -1 |
| # of Elector Areas falls below: current 🦅 – 1 | -1 per step |

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## THE ANATOMY OF MISSIONS AND MILESTONES

**Mission**

- Mission's Realm affiliation (here: England)
- Mission title
- (P) provided by Mission
- Completion requirements description
- Effect of completing Mission
- Starting Missions have a green background
- Prerequisite Mission(s). One of the required Missions must be completed before you may select this Mission.
- Mission ID

**Settle in America** (3)

Own ● in 2+ of New England, Virginia, Hudson Bay, Canada, or Antilles.

**Effect:** Gain 1 🪙🪙. You may pay 1 ⚔ to expand the English Channel ⚓.

1B → 2A → 2D → 3F → 3G

**Milestone**

- Milestone title
- (P) reward for 1st player to complete Milestone
- (P) reward for 2nd player
- (P) reward for 3rd player
- Unlocked Mission(s). Missions that are made available for selection by completing this Mission.
- Resource reward for completing Milestone

**Expand Nation** (5) (3) (1)

Own ● in at least 2 different Areas that don't contain any of your Core Provinces.

+2 🕊

## 18.2 IMPERIAL INFLUENCE

There are 6 gray Imperial Influence cubes in the game. The Emperor has access to a number of Imperial ⬢ equal to ✳. They place Imperial ⬢ on setup as per setup instructions, and update the number of Imperial ⬢ available in Phase 5, Step A, based on the current ✳.

For most purposes Imperial ⬢ works just the same as regular ⬢ but there are some exceptions:

- Imperial ⬢ is always placed or redistributed in Phase 5, Step A, and should always match ✳ at that point.
- Imperial ⬢ must be placed in HRE Areas that contain at least one Province Owned by an HRE Member.
- If an HRE Area with Imperial ⬢ leaves the HRE, that Imperial ⬢ is immediately removed from the board and returned to the Supply.
- Imperial ⬢ may not be removed for the purpose of *Subjugation*.

## 18.3 HRE LANDS

All Provinces and Areas inside the dotted HRE border are considered part of the HRE, unless a "Not HRE" token has been placed in the Area in question (see section 18.6).

For the HRE to retain its integrity and unity, the Emperor must make sure that HRE Provinces are owned by member states and not by external Realms.

### HRE Members

All Realms whose Capital is inside the dotted HRE border are considered to be HRE Members unless there is a "Not HRE" token in their Capital Area. Member states that are not the Emperor are considered Imperial Subjects of the Emperor. PRs, NPRs, and Vassal Realms can be HRE Members.

### PRs as Imperial Subjects

In some scenarios PRs may be playing as HRE Member states that do not hold the Emperor title (e.g. >Netherlands or >Brandenburg). The Emperor might also be a PR or they may be an NPR.

PR HRE Members may only leave the HRE if they have a Mission or Event that allows them to do so. They may not *Research* Government Ideas if ✳ is +3 or higher.

As an Imperial Subject, every time the Emperor activates *Defending the HRE*, you must do one of the following:

- Exhaust 2 ✶ (max. ½ of total ✶)
- Lose 6 🪙 (max. ½ of Tax Income)
- Lose ①
- Place a CB token on Aggressor's Capital

IMPERIAL AUTHORITY

Gain a bonus equal to to Tax Income and ✶.

Defending the HRE:

0 | +1 | +2 | +3 | +4 | +5 | +6

Official HRE Religion (may not change until Age III)   Catholic

+1🕊 | +1🕊 | +1🕊,1✗ | +1🕊,1✗ | +2🕊,1✗,①

Increase Imperial Authority: 🕊 = 1 + current value

Imperial ✶

*The Imperial Authority track is located on the Status Mat, and is where current ✳ is tracked, along with applicable bonuses, official HRE Religion, Imperial ✶, and Defending the HRE status.*

### Unlawful Province Occupants

If an HRE Province is Occupied, Owned, or Vassalized by an external Realm (one whose Capital is outside the HRE), that Realm is considered to be an Unlawful Occupant.

The Emperor has a permanent Imperial Liberation Casus Belli (see p. 22) against all such Unlawful Occupants. If an Area in its entirety leaves the HRE (as described below), these Provinces are no longer considered part of the HRE and the Emperor loses the Imperial Liberation Casus Belli for all Provinces in that Area.

In the 1444 setup there are three such Unlawful Occupants: >Burgundy, >Venice, and >Denmark.

### Elector Areas

Elector Areas are indicated with an Imperial eagle on the board. These Areas are of extra importance to the Emperor, and anyone with ambitions of becoming the next Emperor.

To count as an Elector Area, the Area must contain the Capital of at least one HRE Member. Once all such Capitals are Owned by Realms with their Capital in a different Area, the Area ceases to be an Elector Area.

## 18.4 DEFENDING THE HRE

When a non-HRE Realm Declares War on an Imperial Subject, if ✳ is at +1 or higher, the Emperor will automatically receive a *Defensive CtA* from their Subject unless this Subject is at War with the Emperor.

The Emperor may accept such a CtA, as if from an Ally, following the 'Accepting a CtA' procedure (see p. 32), but also tagging the *Defending the HRE* slot on the Status mat with a Tag chit. For as long as the Emperor is still at War this ability will be active.

If the Emperor refuses such a CtA, instead of the normal effects refusing a CtA, they immediately suffer a -1 ✳ penalty.

If the Emperor's own Capital is located

within the HRE's borders, they may also activate the *Defending the HRE* ability when a non-HRE Realm Declares War on the Emperor directly.

### Imperial Manpower

Upon activating *Defending the HRE*, a number of NPR Units equal to the Emperor's total ⬢ in Elector Areas (including Imperial ⬢) is added to the Imperial ✶ pool on the Status Mat, up to a maximum of 8 Units.

The Emperor may use Imperial ✶ in every Battle where they participate in HRE Areas, or any Areas of their Realm that are Adjacent by Land to an HRE Area. They may, at the start of such Battles, add all of this ✶ as Infantry Units that will fight alongside their Army, except in Battles where the Enemy facing the Emperor only consists of NPR HRE Members.

The Imperial Units work like Allied Units in the Battle, but are kept separate from any other Allied Units in the same Battle. Once the Battle is over, any surviving Imperial Units are returned to the Imperial ✶ pool.

When the Emperor is at Peace again, in Phase 5, Step B, empty the Imperial ✶ pool, and return any remaining NPR Units to the General Supply.

### Military Access in the HRE

While *Defending the HRE* is tagged, the Emperor, and anyone at War against the Emperor, has free Military Access (see p. 25) through all Areas within the HRE.

### Peace Resolution

As long as the *Defending the HRE* slot is tagged, PRs at War with the Emperor may not negotiate Peace with NPRs within the HRE. Peace must instead be negotiated with the Emperor, who may agree Peace Terms on behalf of their NPR Subjects as if they were Active Allies of the Emperor.

If a War against an external Aggressor is won by the Emperor (per the Victory condi-

tions described on p. 29), they gain 1 ✳ as long as they do not cede any Provinces located inside the HRE to an external Realm.

If a War against an external Aggressor is lost by the Emperor, they lose 1 ✳. Whole Areas thus leave the HRE, they will lose ✳ due to this as well (see section 18.6).

## 18.5 INTERNAL WARS

If the Emperor does not have a CB when Declaring War against one of their Imperial Subjects, they will lose 1 ✳ and must remove 3 ⬢ from HRE Areas (in addition to the regular penalties for having no CB).

If an Imperial Subject Declares War on another HRE Member without a CB, the Emperor must place a CB token on the Capital of the Aggressor.

### Full Annexation by Emperor

If the Emperor enforces the Full Annexation Peace Term on another HRE Member of the same State Religion as themselves, they suffer a -1 ✳ penalty.

## 18.6 LEAVING & REJOINING THE HRE

If all the Provinces in an HRE Area are Owned by external Realms (not Emperor, and with their Capital located outside the HRE), that Area will automatically leave the HRE. Place a "Not HRE" (⊘) token in the Area.

If an Area leaves the HRE, the Emperor loses 1 ✳. Loss of ✳ for Areas that leave as a direct consequence of an Event is accounted for in the Event effects.

### Reincorporating Areas

Whenever all Provinces in an Area that left the HRE are Owned or Vassalized by HRE Members or the Emperor, the Area is reincorporated into the HRE; remove the ⊘.

To reincorporate Areas that are partially within the HRE border, it is enough that the Provinces within the border are Owned or Vassalized by HRE Members.

When an Area is reincorporated into the HRE, the Emperor gains 1 ✳.

## 18.7 HRE RELIGION

**Advanced Rules**

The official Religion of the HRE is Catholicism at the start of the game (as printed on the HRE Religion slot on the Status Mat).

The HRE's Religion cannot change until Age III, from which point onwards you check at the end of each Round:

- If all the Elector Areas are Protestant, the HRE Religion changes to Protestantism, and ✳ drops by 1.
- If all the Elector Areas are Catholic, the HRE's Religion stays Catholic or reverts to Catholicism.
- If there are Elector Areas of multiple Religions, the HRE ceases to have an official Religion; place a Diverse Faiths token in the HRE Religion slot.

The Emperor is only allowed to *Change State Religion* if the HRE has changed its official Religion to another Religion than that which is currently the Emperor's State Religion.

## 18.8 NPR EMPEROR

If the HRE region is in play but the Emperor is controlled by an NPR, the HRE mat is still used to keep track of Imperial Authority. An NPR Emperor starts with +3 ✳ as usual; it receives ✳ whenever an Area leaves the HRE, and +1 whenever an Area is reincorporated.

Roll a six-sided die at the end of the Round to see if Imperial Authority increases or decreases. If the roll is greater than the current ✳ by 2 or more, ✳ increases by one step. If the roll is lower than the current ✳ by 2 or more, ✳ decreases by one step.

The number of Units that defend an HRE Area under attack is always as follows:

| Units defending Areas in NPR HRE |
| --- |
| Military Capacity of any defending NPR(s) |
| + 3 x ✳ |
| – 2 x the number of HRE Areas containing non-HRE Units prior to this Turn |

### Vassalizing or Annexing an NPR Emperor

An NPR Emperor cannot be Vassalized either by force or diplomatically.

If an NPR Emperor is Fully Annexed during Peace Resolution, the HRE dissolves and ceases to exist for the rest of the game.

## 18.9 IMPERIAL ELECTIONS

**Advanced Rules**

If the Emperor has +4 ✳ or below when their current Ruler is replaced or discarded, an Imperial Election must be held.

The new Emperor belongs to the PR that receives support from the most Elector Areas. The PR that has the most ⬢ (including Imperial ⬢) in an Elector Area receives the vote from that Area. Ties for most ⬢ in an Area, or for highest number of Elector votes, are decided by the current Emperor.

An Elector Area where all Provinces have been Vassalized by a single PR will automatically vote for their Overlord.

A PR that has its Capital in an Elector Area gets the vote from that Area if eligible. Otherwise that Elector Area does not vote.

To be eligible for (re)election as Emperor, a Realm must follow the official Religion of the HRE (if there is one). PRs that are not HRE Members, or with Interregnums can still be eligible. If no PR is eligible to become Emperor, the Emperor title remains with the current Emperor, but ✳ decreases by 2.

If ✳ is below +3 when a new Emperor is elected, ✳ increases by 1.

If a new PR is elected Emperor while the departed Emperor was *Defending the HRE*, the new Emperor may place a CB token on any non-HRE Realm at War with NPR HRE Members. The Imperial ✶ stays at its current level, and will be available to the new Emperor under the normal conditions.

No election is held if the Emperor is controlled by an NPR.

## 19. THE PAPAL CURIA

PRs whose State Religion is Catholic may play *Man of the Church* Action Cards to influence the Papal Curia.

Dominating the Curia to become the Papal Controller provides certain bonuses and gives access to the Papal Actions.

### 19.1 CARDINALS (👒)

Cardinals (👒) are 🁢 that players place on the slots of the Papal Curia track.

If a player is alone in having the most 👒, with a minimum of 2 👒, on the Papal Curia track, this makes them the *Uncontested* Papal Controller and gives them access to Papal Actions and all the bonuses below.

If two or more players are tied for having the most 👒, the tied player with the leftmost 👒 is the Papal Controller, receiving all benefits except for the Prestige bonus.

The number of regular Cardinal slots available on the Papal Curia track at any given time is always one more than the number of Catholic PRs currently active in the game. The Roma slot (always) comes in addition to these. Block off any slots not in play. The starting setup for the Papal Curia is described in each Scenario.

When you gain a 👒, it is placed in the first Cardinal slot to the right of the dotted line on the Papal Curia track. All 👒 currently on the track are then slid one space to the right. If there is a 👒 in the rightmost

*The Papal Curia track is located on the Status Mat. The Cardinal slots with a number and a "+" sign are only available when that many (or more) Catholic PRs are in play.*

available slot when a new token is added, this 🂠 is returned to its owner.

## Controlling the Roma Cardinal

To gain, and retain, control of the leftmost slot, labeled "Roma", you need to either have:
1. An Alliance with the ›Papal States, or
2. Control the Province of Roma.

### Capturing Roma

While Controlling (Occupying or Owning) Roma, you automatically gain a 🂠 in the Roma slot on the Papal Curia track, and must place a 🂠 there. This supersedes any Alliance with the ›Papal States.

However, this is also the only 🂠 you are allowed to have, and you must immediately discard all your other 🂠 from the Curia.

You are not allowed to play *Man of the Church* cards to gain Cardinals while you Occupy or Own Roma.

## 19.2 Papal Controller

The player with the most 🂠 is the Papal Controller. In case of a tie for most 🂠, having the left-most 🂠 breaks the tie.

The Papal Controller has access to the Papal Actions and receives +1 🗡 each Round, during Phase 4, Step D.

The Papal Controller also pays 1 🗡 less for all Actions that Increase Stability, and 1 🪙 less per Advisor during Phase 4, Step B.

### Uncontested Papal Controller

If you have Uncontested Control (at least 2 🂠, and most 🂠 with no tie) of the Papal Curia during Phase 4, Step E, you receive (P) equal to the number of Catholic PRs minus one, but max. (3).

## 19.3 Papal Actions

Each Round, in Ages I and II, the Papal Controller may perform one Papal Action. Once the Crusade/Excommunicated token has been placed on the board, no more Papal Actions may be performed for the remainder of that Round.

### Excommunicate Ruler (2 🗡)

Place an Excommunicated token on the targeted Catholic Realm's Capital.

A PR whose Ruler is Excommunicated loses (1) and 1 🂠 from the Papal Curia track, and they must discard 4 ◆🂠 from Catholic Areas. The Roma 🂠 cannot be removed.

As long as the Excommunicated token is in play, all Catholic Realms have an Excommunication CB (see p. 22) on that Realm.

The Excommunicated token remains in play until Phase 5, Step B.

### Call Crusade (2 🗡)

Nominate a target Area that has at least 2 Provinces Owned by Muslim Realms, and place the Crusade token there.

You may immediately take a free *Declare War* Action targeting a Muslim Realm with Provinces in the target Area to gain (1) and Mercenary Infantry Units. If you do so, tag the *Committed to Crusade* slot on the Status Mat with a Tag chit.

The Crusade token provides a Holy War CB (see p. 22) for all Catholic Realms on Muslim Realms which Own a Province in that Area. If you use this CB on a valid target when taking a *Declare War* Action, tag the *Committed to Crusade* slot on the Status Mat. Multiple players may have the *Committed to Crusade* slot tagged.

### Crusade Scoring

This occurs in Phase 4, Step E, when the Crusade token is on the board.

• Catholic Realms that are *Committed to Crusade* each score (2) if they have any Units in the Crusade Target Area and there are no Provinces Owned by Muslim Realms left there. If there still are Muslim Provinces there, they each lose (2).

• If no Realm is *Committed to Crusade* at this point, the Papal Controller loses (2).

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# 20. 2-Player Games

## 20.1 2 Players + Bot(s)

The default way to set up a 2-player game is to pick a 3- or 4-player scenario, and replace the missing players with bots.

See the Solo & Bot Rules booklet for how to play a game with bots.

## 20.2 No Bots Variant

In a 2-player game without bots, during setup, organize the Event decks as if there were 4 players but use only the Realm Specific Events for the two Player Realms in play, and use B-Events instead of Realm Specific Events for the third and fourth PR.

During play, reveal Events as in a 4-player game. Each player must take two *Event* Actions each Round before they may Pass.

The first player to Pass collects 3 (d), then the remaining player may take 2 Actions before they must Pass. If the remaining player still has to take at least one more *Event* Action at this stage, they may nonetheless take one other Action of their choice before taking their *Event* Action(s). The second player to Pass collects no Ducats upon Passing.

The First Player is allowed to retain the First Player token by Passing first.

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# 21. PR Elimination

The game by default does not have player elimination, since a player may always Surrender when facing a catastrophic defeat in a War, and PRs always retain their Capital when a Peace is concluded.

If, however, for whatever reason, one of the players has to leave the game before it ends, there are two ways to handle this. In either case, this should be done at the end of a Round, after resolving all of that PR's Wars.

The first, and easiest, solution, is to leave all 🂠 and 🪙 belonging to that PR on the Map Boards, and continue playing as if all of these belonged to an NPR. Remove any ✖ from those 🂠/🪙, and remove all other pieces and tokens of that PR from the game. Terminate all Alliances with that PR. This new NPR cannot be Allied or Vassalized.

Whenever one of that PR's Events are revealed, simply remove it from the Event display. In those Rounds where none of that PR's Events show up, auto-resolve any symbols on the additional Unpicked Event.

The second solution, which requires a bit of custom tweaking, is to replace the human player that leaves with a bot player.

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# Game Components (Standard Ed. / Deluxe Ed.)

## Boards

Western Europe Map Board

Eastern Europe Map Board (Deluxe Edition only)

Distant Continents Board

## Card Decks

Action Cards (108)

Trade Cards (44)

Event Cards (110/221)

Setup Cards (8/17)

Mission mini cards (88/160)

Milestone mini cards (48/64)

Idea mini cards (21/30)

Power Struggle mini cards (3/10)

Bot mini cards (48)

## Cardboard Mats

Player/Bot Mats (4/6)

Army/Fleet Mats (8/12)

Status Mat (1)

## Dice

Infantry Dice (6)

Cavalry Dice (3)

Artillery Dice (3)
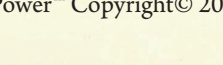
Rebel Dice (3)

Exploration Die (1)

Regular die (1)

## Common Tokens

Mercenary Units (14/20)

NPR/Rebel Units (16/25)

Rebel Towns (10/15)

NPR/Pirate Ships (7/10)

Gold 10-Ducat coins (14/21)

Silver 5-Ducat coins (14/21)

Copper 1-Ducat coins (24/36)

First Player token (1)

Income +20 tokens (4/6)

Negative Prestige tokens (2)

Imperial Authority token (1)

Ill Health/Interest tokens (30)

Crusade/Excommunicated token (1)

Protestant/Counter-Reformed tokens (29/32)

Catholic/Diverse Faiths tokens (7/9)

Orthodox/Muslim tokens (0/11)

Revolutionary/+1 Manpower tokens (0/10)

Not HRE/+1 Manpower tokens (8)

Expanded Trade/+1 Manpower tokens (6)

Occupied/Battleground tokens (11)

Dynamic NPR tokens (31/53)

Imperial Influence cubes (6)

## Player Token Sets
**(4 sets in Standard Ed. / 6 sets in Deluxe Ed.)**

Army Miniatures (3)

Fleet Miniature (1)

Merchant pawns (3)

Monarch Power/Influence cubes (30)

Stability/Round Status markers (2)

Land Units (20)

Naval Units (15)

Large Towns (8)

Small Towns (40)

Claim/Core tokens + Claim/CB tokens (6+2)

Alliance/Active Ally tokens (4)

Royal Marriage/Disputed Succession tokens (4)

Vassal tokens (19)

Ruler General/Regency token (1)

War/Truce tokens (5)

Tag chits (12)

Prestige marker (1)