

EUROPA UNIVERSALIS®: THE PRICE OF POWER

ROUND SUMMARY

1. Draw Cards Phase (p. 8)

- Reveal Events (3 face-up)
- Draw Action Cards (3 cards, of any types you prefer, one by one)
- Pay to keep Action Cards (2 per card)
- Pick/Replace Missions (max. 2 in hand)

2. Action Phase (p. 8)

Players take Turns performing 1 Action at a time (excl. Minor Actions), until all PRs have Passed.

3. Peace & Rebels Phase (p. 9)

- Remove Casus Belli and Truces
- NPR Invasions (p. 36)
- Rebels Siege or Move
- Peace Resolution (p. 29)
- Prestige Penalties
- Interregnum
- Religious Dissent
- Gain/Remove Unrest (for Wars and)
- Roll Rebel Dice (p. 37)

4. Income & Upkeep Phase (p. 10)

- Cut Costs
- Collect Income minus Costs (Tax Income – Advisors – Mil. Units – +/- modifiers)
- Corruption (if 50+ in Treasury)
- Collect Monarch Power (incl. bonuses for , Papal Controller, and Emperor)
- Score Prestige (Power Struggles, Crusades, Ideas, 6 , and Uncont. Papal Controller)

5. Cleanup Phase (p. 10)

- Update & Refresh
 - Disband all Allied Units
 - Update Manpower Reserve
 - Refresh Exhausted and repair H. Ships
 - Refresh Merchants
 - Add to the Colonist Pool
 - Remove from Change National Focus
- Board and Status Mat cleanup
 - Remove from Bots and 10+ DNPRs
 - Remove from map board
 - Adjust Imperial to match
 - Remove Imperial if Emperor at Peace
 - Remove Tag chits from the Status Mat
 - Pass the First Player token
 - Reset all Round Status markers
- Discard down to 5 Action Cards
- End of Age Routine (p. 11)

BONUS FOR PASSING

# of players:	3	4-5	6
1st to Pass:	5	5	5
2nd to Pass:	2	3	3
3rd to Pass:	–	2	2
4th to Pass:	–	–	1

BASIC ACTIONS

Generic Actions	p. 12
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)	p. 13
Take/Repay Loan –	
Appoint Advisor/Leader –	
Call to Arms (0–2 per) –	
Replenish Manpower (1 per 3)	
Cut Ties	
Administrative Actions	p. 14
Increase Stability (5 +/- current)	
Convert Area (2 + 3)	
Colonize (4 /)	<ul style="list-style-type: none"> Requires connection to Capital Area
Diplomatic Actions	p. 15
Influence (1 or 3 per)	<ul style="list-style-type: none"> Must spend minimum 1
Forge Alliance (1–3)	<ul style="list-style-type: none"> Cost: = 1/2 target's Tax Income (max. 3) Both PR and target NPR must be at Peace Requires 2 in target's Areas
Fabricate Claims (2 per) –	<ul style="list-style-type: none"> Must be at Peace
Trade (1)	<ul style="list-style-type: none"> Requires connection to Capital Area
Military Actions	p. 16
Declare War (1)	see back of Player Aid
Activate Units (1)	<ul style="list-style-type: none"> Land Activation: Move (p. 25) or Siege (p. 28) Naval Activation: Move (p. 25) or Undock
Recruit (1 + X)	
Suppress Unrest (1 per Province)	

MILITARY UNIT COSTS

Cost to Recruit/build			
Type	Regular	Merc.	Allied
Infantry	2	4	free
Cavalry	5	7	3
Artillery*	6	8	–
Light Ship	4	Maintenance Costs: 1 per Regular 2 per Mercenary 1/2 per Ship at Sea	
Heavy Ship	10		
Galley	2		

* Requires "Cannons" Idea

EVENT SYMBOLS

Summary of Secondary Effects on Events (p. 41). "You" refers to Active Player.

Character Mortality : All characters with a mortality symbol that matches the symbol on the Event receive an .

Unrest/Rebellion : All players must roll a Rebel Die for each of their / with (see p. 37). You roll a max. of 1 Rebel Die.

Native Uprising : Each player loses 1 from the Colonist Pool and gains in a Distant . You may ignore one of the effects.

Lost at Sea : Disband 1 Ship of each Opponent that is not adjacent to a Friendly Port.

Pirates : Place a Pirate in a Maritime Trade Node (if possible, with 1+ Merchants).

Cardinal Dies : Remove any , except the Roma . Slide remaining to the left.

Attrition : All PRs at War, except you, lose 1 Land Unit for every 4 Deployed Land Units.

Disloyal Vassals : PRs with in Areas where they either have no / or fewer than any Opponent must add on all their in the valid Area with the most , and then place equal to the Tax Value of their in this Area. You place no .

DNPR Expansion : For each symbol, place a of the same color on a Province adjacent to a matching (**avoid:** Capitals of NPRs with 2+ Provinces, Occupied Provinces, the DNPR's Allies, and Core Province of PRs). Place the underneath any / on that Province and add to the /.

Spread of Religious Ideas : Find any clusters of Infectious Faiths in play.

- In an Area adjacent to a cluster, place a of the same type as the chosen cluster.
- If you have placed fewer than 4 this Turn, place a next to another cluster (if any). If 2+ Infectious Faith in play, place max. 2 of one type. You may not replace another placed on the same Turn.
- If no clusters, add Diverse Faiths to 2 Catholic Areas not facing Sea Zones with †.

Spread of the Revolution : Follow 'Spread of Religious Ideas' rules, but place instead (for exceptions, see p. 41).

Activate Power Struggle : Move the Upcoming Power Struggle to the *Active Power Struggle* area on the Status Mat.

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DECLARATION OF WAR

Declaring War is done by performing the *Declare War* Action (see p. 16).

Declare War Action sequence

1. Determine DoW targets.
2. Lose 2 ♣ per target if no CB (p. 22) and 1 ♣ per target with your ♣
3. **Calls to Arms** (in listed order):
 - a. *Offensive CtAs* (p. 13).
 - b. *Emperor Defends the HRE?* (p. 44).
 - c. NPRs send *Defensive CtAs*
 - d. PRs may send *Defensive CtAs* (p. 13).
4. Targeted PRs, and PRs accepting *Defensive CtAs* from NPRs, gain 1 ♣.
5. Remove ♣ from target Realm(s)'s Areas.
6. Resolve triggered Naval Battles (p. 28).
7. Resolve triggered Land Battles (p. 27).
8. If no Battles: take an *Activate Units* or *Recruit Units* Action at no ♣ cost.

You may not Declare War:

- a. on an Ally
- b. on a Realm with whom you have a Truce
- c. on a PR that has Passed
- d. on an NPR Ally of a PR that meets **b** or **c**
- e. on an HRE Member at Peace with the Emperor if the Emperor meets **a**, **b**, or **c**
- f. on Distant Realms undiscovered by you
- g. during an Interregnum

Exceptions to the above restrictions:

- Having a Marriage with the DoW target that shows the ♣ side lets you ignore **a** and **f**.
- If accepting a *Defensive CtA*, ignore all.
- Wars caused by Events may have exceptions.

CASUS BELLI (CB) p. 22

- **Conquest:** Aggressor has a Claim (♣) in any of target's Areas.
- **Call to Arms:** A CtA constitutes a CB in itself if accepted by the receiver.
- **General CB:** Aggressor has a CB token on target's Capital.
- **Event:** An Event that provides an opportunity to Declare War is a CB.
- **Disputed Succession:** Target has a ♣ on its Capital or is at War with a Realm with a ♣ on its Capital.
- **Excommunication:** Target has the Excommunicated token on its Capital and Aggressor is Catholic.
- **Holy War:** The Crusade token is in any of target's Areas (Catholic vs. Muslim), or Aggressor has "Deus Vult" Idea.
- **Imperial Liberation:** Target is not an HRE Member and has ♣/♣ inside the HRE, and Aggressor is Emperor.

CALL TO ARMS (CTA)

SENDING A CTA p. 13

Sending a CtA is done using the *Call to Arms* Minor Action in conjunction with a *Declare War* Action or as a response to a DoW.

- **Offensive CtA:** Discard 2 ♣ from the Areas of each NPR Ally you wish to call.
- **Defensive CtA:** Discard 1 ♣ from the Areas of each NPR Ally you wish to call.
- **PR Allies:** Calling a PR Ally is always free, but a PR Ally may refuse the CtA (see below). A PR Allied to Realms on both sides may only be Called by the defending side.

NPR Allies can only be Called to Arms if:

- They are at Peace.
- They are adjacent either to your Realm or to a new Enemy.

For each NPR Ally Called to Arms:

- Activate the Ally: Flip the ♣ to its ♣ side
- Add a number of NPR Units to your own Available ♣ equal to 1/2 of the Tax Value of all Provinces Owned by that NPR Ally and their Vassals (max. 5 Units).
- Gain 1 ♣ if the NPR Ally is adjacent to a new Enemy.

RECEIVING A CTA p. 32

The receiver must immediately respond to a CtA, after determining if they can accept it.

- **Offensive CtA:** The receiver must adhere to any DoW restrictions.
- **Defensive CtA:** The receiver may ignore all DoW restrictions.

Accepting a CtA

1. Place War Tokens accordingly
2. If a *Defensive CtA* from an NPR: The receiver may send *Defensive CtAs* to their other NPR Allies using the *Call to Arms* Action.
3. Terminate any conflicting Alliances.
4. If a CtA from NPR: The receiver must decide whether to Activate that Ally or not.
5. Return to the *Declare War* Action sequence.

Refusing a CtA

1. Remove ♣ from Ally sending CtA.
2. If an Active Ally: Remove Allied Units equal to the amount they provided. Your Enemies place War tokens on that NPR's Capital.
3. If a *Defensive CtA*: Lose (2) and remove 5 ♣ from your former Ally's Areas.*
4. If a *Defensive CtA* from a PR Ally they may place a CB token on your Capital.*
5. Place Truce token(s) if no CB token placed.
6. Return to the *Declare War* Action sequence.

* Skip step 3 and 4 if at War or have Passed.

BATTLE DICE

LAND BATTLES p. 27

3 Infantry Dice	
+ dice from Leader Military Skill	
+ dice from Military Cards played	

Dice Results

- : Score a hit with an Infantry Unit.
- : Counts as a result. Counts as 2 results for PRs with "Tercios/Janissaries" or "Line Infantry".
- : Score a hit with a Cavalry Unit.
- : Score a hit with an Artillery Unit.

NAVAL BATTLES p. 28

3 Artillery Dice	
+ dice from Leader Military Skill	
+ dice from Military Cards played	

Dice Results

- : Score a hit with any Ship.
- Add 1 automatic hit per Heavy Ship.
- : Capture 1 Enemy Ship during Step 5 of a Battle, if Enemy has been eliminated.

BATTLE SEQUENCE

1. Battle Preparations

- Determine Main Defender
- Appoint Military Leaders
- Apply Military Idea effects

2. Play Battle Actions

- Attacker first, then Defender
- Each side may only benefit from one use of any particular Battle Action
- Battle Dice gained remain in the dice pool for the duration of the entire Battle

3. Roll Battle Dice

- Both sides roll before applying results

4. Assign Casualties

- Alternate between factions if multiple factions on the same side in the Battle
- Each faction must alternate between Mercenary, Regular, and Allied Units

5. Wounded Leaders & Captured Ships

- Inflict 1 ♣ on Enemy Leader per 2

6. Retreat (or continue fighting)

- Attacker decides first, then defender
- Go back to step 2 if Battle continues
- Any Retreating PRs suffer 1 Casualty
- NPRs Retreat if outnumbered, unless in their Capital Area, last remaining Area, or Sea Zone facing their Capital Area

7. Proclaim a Winner

- Active Player gains 1 ♣ for the first Battle won on a Turn in the Action Phase.