Scenarios I

All scenarios by Aegir Games

Introduction

In this booklet you will find a range of scenarios that let you experience the game in various ways. They are designed for different player counts, different play times, and different types of narratives.

Most of the scenarios feature a combination of the game's Major Powers, but some scenarios feature other Realms that provide interesting and exciting challenges to play.

Picking a Scenario

When deciding which scenario to play, consider the following: first, how much time do you have to play, and second, how much experience does the group have with this game?

Play Time

Play time depends on the number of players and the number of Ages in the scenario. Each Age has four Rounds, and you can estimate about 10 minutes per player, per Round (roughly 40 minutes per player in each Age), for players who know the rules fairly well, but this will vary greatly between groups. New players will take longer, especially during the first Round. Bots play much faster, once you are familiar with the Bot charts.

Newbies or Veterans?

If all players are new to the game, we recommend setting up scenario S1-00 for your first session. Alternatively, a great way of learning basic game mechanics is to set up Scenario S1-01, and go through the Extended Gameplay Example (**www.aegirgames.com/europa-universalis/resources**) as you move the pieces, and then play on from the start of the second Round, where the Example leaves off. For your very first game of *EU:PoP*, we do not advise setting up any scenario that lasts more than 8 Rounds (at most).

Once you have a few games under your belt, you can try some of the more challenging scenarios, or even create your own setups and scenarios!

Scenario Setup

For all scenarios, set the game up as described on page 6 of the main rules.

Towns, Vassals, Military Units, Merchants, Influence, and Diplomatic Relations for each player are set up as described in your chosen scenario. For any scenario starting in 1444 or 1618, each player's setup can be found on their chosen Realm's Setup Card – make sure to use the correct side of the card.

Event Decks and the Trade Deck are also constructed as described in the scenario.

Events are divided into two halves for each Age.

Some scenarios modify the way the game is set up. These modifications may include different amounts of starting Monarch Power (), Ducats (), or Action Cards.

Any scenario starting in a year other than 1444 or 1618 has instructions on which Event Card players should use as their starting Rulers.

Some scenarios will restrict which Missions and Milestones are available, and some will include Power Struggles.

Victory Conditions

Some scenarios have different victory conditions. Most of the time, the winner will be the player with the most Prestige after Final Scoring. However, some scenarios may divide players into "teams" that win or lose together, and sometimes you may be able to win by completing a specific achievement. Generally, scenarios end when there are no more Events to reveal at the start of a Round, but many scenarios also have endgame triggers (often relating to a certain amount of ()).

Scenario Rules

Some scenarios modify or add to the game's main rules. If there is a rules conflict,

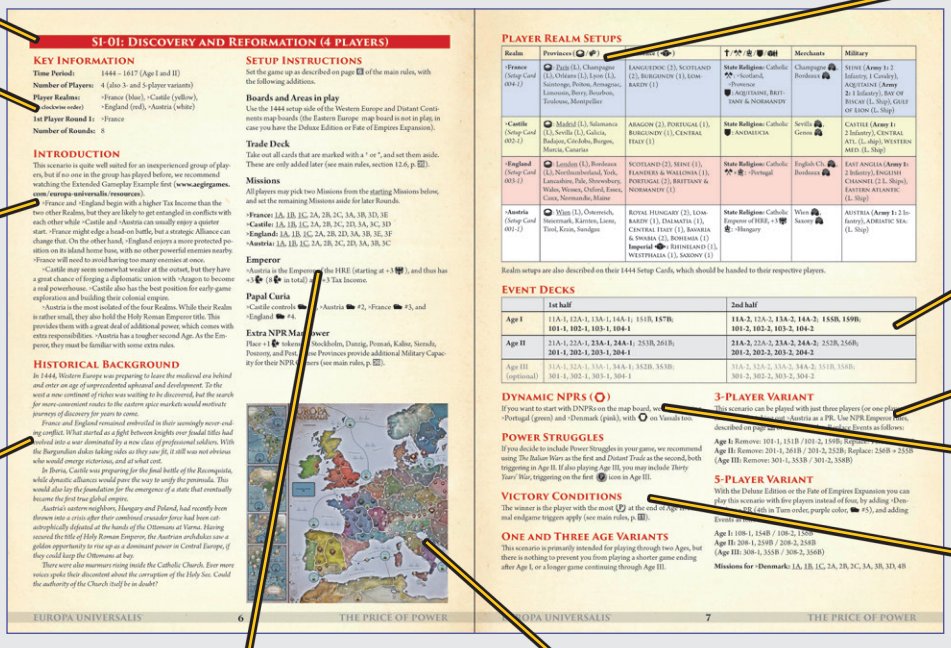
The Anatomy of a Scenario

Scenario number and name

Key information: Who? When? Where?

Introduction: What you can expect from this scenario, plus some basic strategic advice.

Historical background: Brief description of this scenario's historic context.



Setup instructions: Scenario-specific setup instructions.

Depiction of map boards in use, showing any "off-limits" sections.

Realm setups: Large Towns are marked with an (L).

Event decks: The IDs of all Events included in the scenario. The 1st and 2nd half of each Age are shuffled separately.

Variants?

Dynamic NPRs: These are typically optional.

Scenario-specific rules (if any), and **Victory conditions**

scenario-specific rules supersede the main rules.

Solo Play

All scenarios can be played solo, but to play a scenario with more than three players (1 solo player + 2 Bots), you will need the "Extra Bot Decks" add-on. Some scenarios have been designed specifically for solo play; these are not recommended for multiplayer setups.

Typically, scenarios designed specifically for solo play will provide sterner challenges. Your designated player Realm may be smaller-sized, or you may find yourself in a "me versus the world" situation.

The method for soloing a multiplayer scenario is to simply replace all factions other than your own with Bots, as described on page 3 of the Solo & Bot Rules.

Constructing your own Scenario

You can even make your own scenarios! Please see below for some guidelines.

Modifying a Scenario

The easiest place to start is to modify an existing scenario. For instance, you can simply replace some of a scenario's playable Realms with other Realms.

A Realm's Tax Income is the easiest way to quickly measure its potential. When picking a replacement Realm, it is generally wise to choose one with Tax Income similar to the Realm you are replacing. You may also want to read the section about 'Picking Realms', below.

Make sure to replace all Events specific to removed Realms with Events that match your replacement Realms. Add these new Events to the appropriate half of the matching Age deck before shuffling. Sometimes, replacing a Realm will also mean replacing some neutral A- or B-Events in order to make them more relevant.

Some Events can also be moved between halves for variation. The Events listed in **bold** in the scenarios provided in this booklet must stay in the half that they are listed, while unbolded Events can be swapped around.

Designing a Scenario from Scratch

The first thing to do is to determine your desired player count and play time for your scenario (See 'Picking a Scenario', above).

For scenarios with more than two Ages, it may be wise to include an endgame trigger condition to cut the game short in case of a runaway leader.

A good starting point for designing a scenario can be to find a historic time period with interesting conflicts that involve several Realms, or one with developments or phenomena that you would like to highlight. Some of these historical conflicts and races for prestige are represented on the optional Power Struggle Cards.

Picking Realms

When picking Realms, first decide which parts of the map you would like to focus on, and then determine if any parts of the map should be off limits in this particular scenario. With this in mind, decide which Realms you would like to be playable, and which should optionally be designated as Bots.

Normally, Player Realms should be balanced in terms of starting Tax Income, resources, and power potential. You can create an asymmetric scenario if you adapt victory conditions to reflect inherent imbalances, but this requires much more fine tuning.

For highly interactive scenarios, pick Realms in close proximity to each other, and which have conflicting Mission interests. For lower interaction scenarios, or scenarios that offer a longer build-up time, pick Realms that are further apart.

Remember to also define which Realm uses which player color, and who should be the starting player in Round 1.

Major Powers

The Major Powers that appear in the scenarios in this booklet are: >France, >Castile/>Spain, >England, and >Austria. These Realms are well-balanced in relation to each other, and each has great potential for expanding across the map board. Keep in mind that each Realm's room for growth will be affected by which other Realms are in play.

As all Major Powers have two dedicated Events in each Age, plus their own Mission decks, they are the easiest Realms for which to create custom scenarios.

Other Featured Realms

A number of other Realms also have their own Events. These Realms are: >Portugal, >Brandenburg/Prussia, >Netherlands, and >Papal States.

This group of Realms will have a Mission deck composed of Generic Missions combined with their own Missions.

Each Realm has vastly different resources and potential. While >Portugal can compete quite well with the Major Powers at the start of a 1444-setup, the others start in much more precarious positions. >Brandenburg/Prussia and the >Netherlands are competitive in a 1618-setup (Age III start), and have the potential to become contenders if they can survive the first two Ages of the game.

Non-featured Realms

You can also create scenarios for non-featured Realms.

Most of these Realms are unable to compete with the Major Powers or the stronger featured Realms, but some, including >Aragon, >Burgundy, and >Morocco, can be considered medium sized-powers. For even smaller Realms, almost any NPR on the board will provide serious obstacles to territorial expansion, and growth will likely be slow at the beginning of the game.

In these scenarios, since these Realms do not have any dedicated Events or Missions, any Realm-specific Events must be replaced by B-Events. In addition, players will have to compose each Realm's Mission deck using the Generic Mission Cards (see page 4).

Things to Consider

When creating a scenario, keep the following in mind:

The Papal Curia

At the start of the game, which Realms control the Cardinals of the Papal Curia?

Picking Missions

For scenarios starting in 1444 that use the Major Powers, you can normally just make the entire Mission deck available to the respective Player Realms. For scenarios set after 1444, or those with a specific theme or geographical focus, you may wish to remove some of the Missions that are available to each Major Power in play.

If your scenario includes Player Realms other than the Major Powers, you will have to define which Missions are available to each Realm. For any Featured Realms (not Major Powers), these will normally be a combination of their dedicated Missions and a number of Generic Missions.

See more in the 'Constructing Mission Decks' section on page 4.

Picking Milestones

As with Missions, if your scenario has a very specific theme or geographical focus, it might make sense to remove some of the

Milestones from the decks. For certain scenarios you might also want to define exactly which four Milestones should be placed on display during setup.

Milestones belonging to Ages that are not included in the scenario are of course removed from play.

Power Struggle Cards

Including Power Struggle Cards in your scenario is entirely optional. These cards are designed to draw focus to certain conflicts or battleground states of the time period, and tend to increase tension between Player Realms.

Dynamic NPRs

DNPRs can be used to populate the map in places where you think a player could otherwise expand too easily. They add some level of unpredictability to the environment surrounding the Player Realms, and can be used as a balancing tool.

Keep in mind that some Event Cards bring certain DNPR colors into play.

Constructing Event Decks

The most complex part of creating a scenario, other than balancing it, is to set up the Event decks to work properly. You must determine the number of Events you need of each Event type – this is decided by the number of PRs (Bots included).

Number of Events per Age

2 players, 0 Bots: 20 Events per Age (8 A-Events, 8 B-Events, 4 Realm-specific Events) – see main rules, section 20.2.
3 players: 16 Events per Age (8 A-Events, 2 B-Events, 6 Realm-specific Events)
4 players: 20 Events per Age (8 A-Events, 4 B-Events, 8 Realm-specific Events)
5 players: 24 Events per Age (8 A-Events, 6 B-Events, 10 Realm-specific Events)
6 players: 28 Events per Age (8 A-Events, 8 B-Events, 12 Realm-specific Events)

Composing the Two Halves

Each scenario in this booklet has instructions for dividing Events into two halves for each Age. Use the following guidelines for your own scenarios:

As stated in the rules, Event Cards are marked with either (1), (2), or (X), in a circle in the card's top-left corner. Separate all cards according to these markings, then distribute the (X) cards as you please among the (1) and (2) stacks, so that each stack has the same number of cards. Remember to record which cards go in the 1st and 2nd half of the deck within each Age. Shuffle each of the halves of the deck as you would during normal game setup.

Event Types

This section repeats some of the information about Event types from the main rules, and also expands on it.

A-Events (e.g. 11**A**-1) are integral to the game. For the game engine to work properly, all scenarios must have exactly 8 A-Events in each Age (4 in each half). There are four pairs of A-Events per Age (with an identical ID preceding the hyphen). In some cases there are alternatives to the default pair, with a higher digit following the hyphen. If you wish to replace any of the default A-Events in your scenario, they must be replaced with other A-Events that have an identical number preceding the hyphen.

B-Events (e.g. 354**B**) are used to fill out the rest of the Events deck, and and are often replaceable. A scenario should always list which B-Events it uses, but it can also suggest possible replacements to provide variation between games. Pick B-Events for your scenario with care, as different B-Events can add very distinct flavors to the game experience.

Realm-specific Events (e.g. 202-2) for active Player Realms and Bots should always be included in the scenario. As normal, the first digit of the ID indicates which Age they belong in, while the second and third digits identify the Realm they belong to. The digit following the hyphen tells you if it is the associated Realm's first or second Event for that Age. A scenario should always include all the Realm-specific Events for the active PRs in the relevant Ages.

Skipping the "+1 Event"

Normally, 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. This means that each Round there will be one Event which does not get played.

In scenarios that include several non-featured Realms, you may find that you have a shortage of B-Events. In this case, you may drop the "+1 Event", and instead draw a number of Events equal to the number of players each Round. This means that the Event deck for each Age of your scenario will need 4 fewer Events than normal. Make sure to specify this in the Scenario setup instructions. It also means that every Event in this scenario will be played every time.

Victory Conditions

The default victory condition is that the player with the most (P) at the end of the game is declared as the winner, but you can define completely different victory conditions for your own scenarios if you wish.

You might for example wish to have two predefined grand alliances, and let players win or lose as a team, by comparing each side's combined (P) total. Or, you might set up the scenario as a race to achieve some specific objective. Just make sure to clearly define victory conditions in your scenario description.

Scenario Creation Example: *After having twice played the basic 4-player scenario (S1-01), Roberto's player group decides to spice things up and change some of the Player Realms. In order to do so, they will need to compose new Event decks. They have decided that their scenario will last two Ages.*

The players agree to keep >Austria and >France in the scenario, but decide to replace >Castile with >Portugal and >England with >Aragon. >Aragon was chosen for game balance, since the direct challenge >Aragon poses to >France compensates for >England's removal. At the same time, >Aragon will also be able to fight >France and >Austria for dominance in Italy, and challenge >Portugal for Iberia while leaving some space between them at the start of the game.

They prepare the Event deck following the rules described in the 'Constructing Event Decks' section, above. For both Age I and Age II, they make sure to have a deck of 20 cards (number of players +1, for each of the 4 Rounds of an Age).

As normal, each Age deck will be made up of two halves. The group makes sure to pay attention to the 1/2/X symbols on the Events they wish to include in the deck, before picking the following cards:

Age I Events
First Half: *11A-1, 12A-1, 13A-1, 14A-1; 151B, 152B, 153B; 101-1, 104-1, 110-1.*
Second Half: *11A-2, 12A-2, 13A-2, 14A-2; 154B, 155B, 156B; 101-2, 104-2, 110-2.*

Age II Events
First Half: *21A-1, 22A-1, 23A-1, 24A-1; 251B, 252B, 253B; 201-1, 204-1, 210-1.*
Second Half: *21A-2, 22A-2, 23A-2, 24A-2; 254B, 256B, 257B; 201-2, 204-2, 210-2.*

For each half they first select the obligatory four A-Events, then they opt to include all A-Events with relevant historical events, including Burgundian Succession Crisis *in the first Age and the two Events relating to the Dutch revolts in the second Age, to give >France and >Austria an incentive to fight for this region.*

(cont. on the next page →)

The players then add the Realm-specific Events for the chosen Player Realms that have such Events. In this scenario, >Austria, >France, and >Portugal all have Realm-specific Events, while >Aragon does not.

Then they distribute these cards among the two halves of the appropriate Age deck, so that each half of the deck has 7 cards. In order to complete the decks, they must add 3 B-Events to each half of both Ages' decks (one more than normal in each half, to make up for >Aragon's missing Events).

First they add any B-Events that have a specific order indicator into the matching deck half, then fill out each half with "X" Events. They choose not to include Event 255B, since it is mainly intended for use when >Austria is not in play. Since >Austria is in play, Event 256B has been picked to provide a threat for >Austria on their Eastern border, where there is no player Opponent.

For both Ages, each half is then shuffled separately before being placed together to form the Event decks.

The final thing they need to change in setup is the Papal Curia. They give >Aragon the first Cardinal to the right of the dotted line, >Portugal the second, >Austria the third, and >France the fourth.

They decide that >Portugal and >Aragon should be compensated for their arguably weaker starting positions. Since >Aragon does not get any historical Rulers via Events, they create a scenario-specific rule that allows >Aragon to draw 4 Action Cards each Round during the Draw Cards Phase. Furthermore, they decide that >Portugal will start the game with the "Quest for the New World" *Idea researched, a* ⛊ *in Angola, and a* ***Naval Traditions*** *Action Card on display, to give them a head start in the colonial race.*

Constructing Mission Decks

The scenarios that come with the game have predefined Mission decks for each of the PRs, but knowing a bit about how to combine Missions is useful if you want to tweak existing scenarios or make your own.

Mission Decks for Major Powers

All the Major Powers have full Mission decks of tailored Missions. However, in some scenarios, for various reasons, these Realms may have access to a smaller selection of these Missions.

When you create a scenario, you might decide to label some Areas on the map board as being off limits. As a consequence, certain Major Powers may find that some of their Missions are impossible to complete.

Sometimes, players might simply want to tweak the Mission Decks. Here are a few tips on how to manage these issues while still keeping theme and balance:

1. The first option is to replace any ill-fitting Mission with a Generic Mission of similar difficulty and reward. Try to find Generic Missions whose requirements do not overlap too much with any other Missions in that Realm's Deck.
2. Another option is to lower the requirements to complete unachievable Missions, while also reducing their rewards accordingly.
3. A third option is to reduce the number of Missions available for all PRs. This is particularly useful with shorter scenarios.

Make sure that all players agree on the changes made to each Realm's Mission deck before starting the game.

Mission Decks for other Realms

When picking PRs other than the Major Powers, you will construct Mission decks for those Realms by combining Generic Missions to create a logical Mission tree. Mission decks are predetermined for the scenarios included with the game – when making your own scenarios, you may construct the Mission decks yourself.

If you are using lesser Featured Realms, their decks should include their Realm-specific Missions combined with Generic ones.

Use the following guidelines to create these decks:

1. As with the Major Powers, your Mission Deck should normally contain a total of 10 Missions if you play with the Standard Edition of the game, or 12 Missions when playing with the Deluxe Edition (or the Standard Edition with the *Fate of Empires* Expansion).
2. Make sure to include 3 Starter Missions in each Realm's Mission deck (green background).
3. Normally, a Major Power's Missions have a total of around 35–40 (P) of rewards in a 10 card deck, and 45–50 (P) in a 12 card deck; try to build decks with similar total Prestige values. Note that some Generic Missions are more flexible and therefore easier to complete, so it should be fine if your Realm's Mission Deck has a bit less Prestige.
4. Do not include Missions that would be achieved automatically. For example, if the scenario includes a Realm that Owns all Provinces in their Capital Area at the start of the game, avoid putting Generic Mission 2A, 'Our Natural Borders' in that Realm's Mission deck.
5. Try to balance each Realm's Mission deck with a mix of conquest-based and other types of Missions.
6. Make sure that the Missions in a Realm's deck link together in a meaningful way, so that each Mission is accompanied by at least one of its prerequisite Missions. This is necessary to ensure that all of a Realm's Missions can actually be completed.

More than one non-featured Realm in the same scenario

If you are creating a scenario that has more than one non-featured Realm, make sure to take into account any Missions for which there is only one copy.

Most Missions whose IDs start with "1" or "2" have two copies of each card, but Missions with higher ID numbers normally only have a single copy each. In distributing these, try to prioritize the Realms for whom the Missions are most appropriate, keeping in mind each Realm's overall deck composition.

E.g., if you have two non-featured Realms you can give Mission 1B, 'Build a Fleet' to one of them, and Mission 1D 'Merchant Fleet' to the other, with both receiving a copy of Mission 2B, 'Colonial Ventures'. However, as there is only one copy of 3B, 'Colonial Power', you will have to determine which Realm should get that one.

Some suggested Mission Decks

Starting Missions underlined.

>**Portugal:** *Native:* 1F, 2B,
Generic: 1B, 1D, 2A, 2D, 2F, 3B, 3G, 4B

>**Netherlands:** *Native:* 1D, 2A,
Generic: 1C, 1F, 2B, 2H, 3B, 3H, 3K, 4B

>**Papal States:** *Native:* 1F, 3K,
Generic: 1A, 1C, 2A, 2C, 2F, 3A, 3C, 4O

>**Brandenburg/Prussia:** *Native:* 1C, 2A,
Generic: 1A, 1F, 2F, 2H, 2I, 3A, 3J, 4N

>**Aragon:** *Generic:* 1A, 1C, 1D, 2A, 2C, 2D, 2G, 2H, 3A, 3G

>**Bavaria:** *Generic:* 1C, 1E, 1F, 2A, 2H, 2I, 3A, 3H, 3J, 4N

>**Burgundy:** *Generic:* 1A, 1D, 1E, 2A, 2B, 2D, 2I, 3A, 3J, 4N

>**Denmark:** *Generic:* 1A, 1C, 1D, 2A, 2B, 2D, 2F, 2I, 3A, 3L

>**Morocco:** *Generic:* 1B, 1C, 1F, 2A, 2B, 2D, 2G, 3D, 3G, 3M

>**Tunis:** *Generic:* 1B, 1C, 1F, 2C, 2D, 2F, 2G, 3D, 3G, 3M

S1-00: Introductory Scenario (3 players)

Key Information

Time Period: 1444 – 1489 (1st half of Age I)

Number of Players: 3

Player Realms: (in clockwise order) >France (blue), >Castile (yellow), >England (red)

Number of Rounds: 2

Introduction

This scenario is intended for a group of players that are new to the game. The scenario begins at the standard 1444 starting point and lasts for two Rounds (the first half of Age I). This is enough to familiarize yourself with all of the basics, as well as the flow, of the game.

Setup Instructions

Set the game up as described on page 6 of the main rules, with the following amendments:

Boards and Areas in play

Use the 1444 setup side of the Western Europe map only. The Distant Continents are off limits.

Trade Deck

Remove all Trade Cards that are marked with a † or * from the game.

Missions

From their Mission Decks, >France has 1A and 1B, >Castile has 1A and 1B, and >England has 1A and 1C. No new Missions can be selected.

Milestones

Use these Milestones: **Economic:** Full Cabinet; **Expansion:** Build a Trade Fleet; **Political:** Dynastic Ties; **Warfare:** Victorious in Battle.

Ideas and Action Cards

Remove all Ideas, and the Action Cards listed below, from the game.

- **Administrative:** ADM-01, ADM-02, ADM-07, and ADM-08.
- **Diplomatic:** DIP-02, DIP-05, DIP-06, and DIP-07.
- **Military:** MIL-01, MIL-03, MIL-05, MIL-06, and MIL-09.

Event Deck

Age I	11A-1, 12A-1, 13A-1, 14A-1; 153B; 102-1, 103-1, 104-1

All Events are shuffled together to form the Event Deck.

Scenario-specific Rules

- The following Basic Actions are not in use:
  - ▹ ***Explore***
  - ▹ ***Colonize***
  - ▹ ***Change State Religion***
  - ▹ ***Research Ideas***
- In the Peace & Rebels Phase:
  - ▹ Skip steps B, F, and G.
  - ▹ Only these Peace Terms may be used: White Peace, Keep Current Board State, Humiliation, and Full Annexation.
- Only option B) is available in Event 11A-1, *Comet Sighted*.

The following rules are not in play:

- All Advanced and Optional Rules.
- All of chapters 8, 11.4, 13.3, 15, 16.5, and 18–21 of the main rules.
  - ▹ This means that the Papal Curia is not in play, no bonuses or Papal Actions are in use, no Crusades, no Excommunication.
  - ▹ HRE Areas are treated no differently than other Areas. Emperor and Imperial Authority rules are not in play.
  - ▹ No Ideas are in play.
  - ▹ Vassal tokens are not in play, and no one gets any Vassal Tax.
  - ▹ Secondary effects on Events are not in play, so all symbols at the bottom of the cards can be ignored.

Victory Conditions

The winner is the player with the most (P) at the end of the second round of Age I (when there are no more Event Cards to reveal).

If all players wish to continue the game and now feel confident in the rules, you may instead shuffle in the remaining Action Cards, create the second half of the Age I Event deck as described in the 3-player variant of Scenario S1-01, and play on using normal rules.

Player Realm Setups

Realm	Provinces (/)	Influence ( )	/ /	Merchants	Military
>France *(Setup Card 004-1)*	: Paris (L), Champagne (L), Orléans (L), Lyon (L), Saintonge, Poitou, Armagnac, Limousin, Berry, Bourbon, Toulouse, Montpellier	Languedoc (2), Scotland (2), Burgundy (1), Lombardy (1)	: >Scotland, >Provence : Aquitaine, Brittany & Normandy	Champagne , Bordeaux	Seine (**Army 1:** 2 Infantry, 1 Cavalry), Aquitaine (**Army 2:** 1 Infantry), Bay of Biscay (L. Ship), Gulf of Lion (L. Ship)
>Castile *(Setup Card 002-1)*	: Madrid (L), Salamanca (L), Sevilla (L), Galicia, Badajoz, Córdoba, Burgos, Murcia, Canarias	Aragon (2), Portugal (1), Burgundy (1), Central Italy (1)	: Andalucia	Sevilla , Genoa	Castile (**Army 1:** 2 Infantry), Central Atlantic (L. ship), Western Med. (L. Ship)
>England *(Setup Card 003-1)*	: London (L), Bordeaux (L), Northumberland, York, Lancashire, Pale, Shrewsbury, Wales, Wessex, Oxford, Essex, Caux, Normandie, Maine	Scotland (2), Seine (1), Flanders & Wallonia (1), Portugal (2), Brittany & Normandy (1)	+ : >Portugal	English Ch. , Bordeaux	East Anglia (**Army 1:** 2 Infantry), English Channel (2 L. Ships), Eastern Atlantic (L. Ship)

Realm setups are also described on their 1444 Setup Cards, which should be handed to their respective players.

S1-01: Discovery and Reformation (4 players)

Key Information

Time Period: 1444 – 1617 (Age I and II)

Number of Players: 4 (also 3- and 5-player variants)

Player Realms: >France (blue), >Castile (yellow),
(in clockwise order) >England (red), >Austria (white)

1st Player Round 1: >France

Number of Rounds: 8

Introduction

This scenario is quite well suited for an inexperienced group of players, but if no one in the group has played before, we recommend watching the Extended Gameplay Example first (**www.aegirgames.com/europa-universalis/resources**).

>France and >England begin with a higher Tax Income than the two other Realms, but they are likely to get entangled in conflicts with each other while >Castile and >Austria can usually enjoy a quieter start. >France might edge a head-on battle, but a strategic Alliance can change that. On the other hand, >England enjoys a more protected position on its island home base, with no other powerful enemies nearby. >France will need to avoid having too many enemies at once.

>Castile may seem somewhat weaker at the outset, but they have a great chance of forging a diplomatic union with >Aragon to become a real powerhouse. >Castile also has the best position for early-game exploration and building their colonial empire.

>Austria is the most isolated of the four Realms. While their Realm is rather small, they also hold the Holy Roman Emperor title. This provides them with a great deal of additional power, which comes with extra responsibilities. >Austria has a tougher second Age. As the Emperor, they must be familiar with some extra rules.

Historical Background

In 1444, Western Europe was preparing to leave the medieval era behind and enter an age of unprecedented upheaval and development. To the west a new continent of riches was waiting to be discovered, but the search for more-convenient routes to the eastern spice markets would motivate journeys of discovery for years to come.

France and England remained embroiled in their seemingly never-ending conflict. What started as a fight between knights over feudal titles had evolved into a war dominated by a new class of professional soldiers. With the Burgundian dukes taking sides as they saw fit, it still was not obvious who would emerge victorious, and at what cost.

In Iberia, Castile was preparing for the final battle of the Reconquista, while dynastic alliances would pave the way to unify the peninsula. This would also lay the foundation for the emergence of a state that eventually became the first true global empire.

Austria's eastern neighbors, Hungary and Poland, had recently been thrown into a crisis after their combined crusader force had been catastrophically defeated at the hands of the Ottomans at Varna. Having secured the title of Holy Roman Emperor, the Austrian archdukes saw a golden opportunity to rise up as a dominant power in Central Europe, if they could keep the Ottomans at bay.

There were also murmurs rising inside the Catholic Church. Ever more voices spoke their discontent about the corruption of the Holy See. Could the authority of the Church itself be in doubt?

Setup Instructions

Set the game up as described on page 6 of the main rules, with the following additions.

Boards and Areas in play

Use the 1444 setup side of the Western Europe and Distant Continents map boards (the Eastern Europe map board is not in play, in case you have the Deluxe Edition or *Fate of Empires* Expansion).

Trade Deck

Take out all cards that are marked with a † or *, and set them aside. These are only added later (see main rules, section 12.6, p. 35).

Missions

All players may pick two Missions from the starting Missions below, and set the remaining Missions aside for later Rounds.

>France: 1A, 1B, 1C, 2A, 2B, 2C, 3A, 3B, 3D, 3E
>Castile: 1A, 1B, 1C, 2A, 2B, 2C, 2D, 3A, 3C, 3D
>England: 1A, 1B, 1C, 2A, 2B, 2D, 3A, 3B, 3E, 3F
>Austria: 1A, 1B, 1C, 2A, 2B, 2C, 2D, 3A, 3B, 3C

Emperor

>Austria is the Emperor of the HRE (starting at +3), and thus has +3 (8 in total) and +3 Tax Income.

Papal Curia

>Castile controls #1, >Austria #2, >France #3, and >England #4.

Extra NPR Manpower

Place +1 tokens on Stockholm, Danzig, Poznań, Kalisz, Sieradz, Poszony, and Pest. These Provinces provide additional MC for their NPR Owners (see main rules, p. 36).

Player Realm Setups

Realm	Provinces (/)	Influence ()	///	Merchants	Military
>France *(Setup Card 004-1)*	: Paris (L), Champagne (L), Orléans (L), Lyon (L), Saintonge, Poitou, Armagnac, Limousin, Berry, Bourbon, Toulouse, Montpellier	Languedoc (2), Scotland (2), Burgundy (1), Lombardy (1)	**State Religion:** Catholic : >Scotland, >Provence : Aquitaine, Brittany & Normandy	Champagne , Bordeaux	Seine (**Army 1:** 2 Infantry, 1 Cavalry), Aquitaine (**Army 2:** 1 Infantry), Bay of Biscay (L. Ship), Gulf of Lion (L. Ship)
>Castile *(Setup Card 002-1)*	: Madrid (L), Salamanca (L), Sevilla (L), Galicia, Badajoz, Córdoba, Burgos, Murcia, Canarias	Aragon (2), Portugal (1), Burgundy (1), Central Italy (1)	**State Religion:** Catholic : Andalucia	Sevilla , Genoa	Castile (**Army 1:** 2 Infantry), Central Atl. (L. ship), Western Med. (L. Ship)
>England *(Setup Card 003-1)*	: London (L), Bordeaux (L), Northumberland, York, Lancashire, Pale, Shrewsbury, Wales, Wessex, Oxford, Essex, Caux, Normandie, Maine	Scotland (2), Seine (1), Flanders & Wallonia (1), Portugal (2), Brittany & Normandy (1)	**State Religion:** Catholic + : >Portugal	English Ch. , Bordeaux	East Anglia (**Army 1:** 2 Infantry), English Channel (2 L. Ships), Eastern Atlantic (L. Ship)
>Austria *(Setup Card 001-1)*	: Wien (L), Österreich, Steiermark, Kärnten, Lienz, Tirol, Krain, Sundgau	Royal Hungary (2), Lombardy (1), Dalmatia (1), Central Italy (1), Bavaria & Swabia (2), Bohemia (1) **Imperial :** Rhineland (1), Westphalia (1), Saxony (1)	**State Religion:** Catholic Emperor of HRE, +3 : >Hungary	Wien , Saxony	Austria (**Army 1:** 2 Infantry), Adriatic Sea: (L. Ship)

Realm setups are also described on their 1444 Setup Cards, which should be handed to their respective players.

Event Decks

	1st half	2nd half
Age I	11A-1, 12A-1, 13A-1, 14A-1; 151B, **157B**; **101-1**, **102-1**, **103-1**, **104-1**	**11A-2**, 12A-2, **13A-2**, **14A-2**; **155B**, **159B**; **101-2**, **102-2**, **103-2**, **104-2**
Age II	21A-1, 22A-1, **23A-1**, **24A-1**; 253B, 261B; **201-1**, **202-1**, **203-1**, **204-1**	**21A-2**, 22A-2, **23A-2**, **24A-2**; 252B, 256B; **201-2**, **202-2**, **203-2**, **204-2**
Age III (optional)	31A-1, 32A-1, 33A-1, **34A-1**; **352B**, **353B**; **301-1**, **302-1**, **303-1**, **304-1**	31A-2, 32A-2, 33A-2, **34A-2**; 351B, 358B; **301-2**, **302-2**, **303-2**, **304-2**

Dynamic NPRs ()

If you want to start with DNPRs on the map board, we suggest using >Portugal (green) and >Denmark (pink), with on Vassals too.

Power Struggles

If you decide to include Power Struggles in your game, we recommend using *The Italian Wars* as the first and *Distant Trade* as the second, both triggering in Age II. If also playing Age III, you may include *Thirty Years' War*, triggering on the first (P) icon in Age III.

Victory Conditions

The winner is the player with the most (P) at the end of Age II. Normal endgame triggers apply (see main rules, p. 11).

One and Three Age Variants

This scenario is primarily intended for playing through two Ages, but there is nothing to prevent you from playing a shorter game ending after Age I, or a longer game continuing through Age III.

3-Player Variant

This scenario can be played with just three players (or one player and two Bots), by taking out >Austria as a PR. Use NPR Emperor rules, described on page 45 of the main rules. Replace Events as follows:

Age I: Remove: 101-1, 151B /101-2, 159B; Replace: 11A-2 → 11A-3
Age II: Remove: 201-1, 261B / 201-2, 252B; Replace: 256B → 255B
(**Age III:** Remove: 301-1, 353B / 301-2, 358B)

5-Player Variant

With the Deluxe Edition or the *Fate of Empires* Expansion you can play this scenario with five players instead of four, by adding >Denmark as a PR (4th in Turn order, purple color, #5), and adding Events as follows:

Age I: 108-1, 154B / 108-2, 156B
Age II: 208-1, 259B / 208-2, 258B
(**Age III:** 308-1, 355B / 308-2, 356B)

Missions for >Denmark: 1A, 1B, 1C, 2A, 2B, 2C, 3A, 3B, 3D, 4B

S1-02: Imperial Waltz (3 players + 1 Bot)

Key Information

Time Period: 1444 – 1712 (Age I, II and III)

Number of Players: 3 human players + 1 Bot

Player Realms: (in clockwise order) >Papal States (red), >Netherlands (yellow), >Brandenburg (blue), and AustriaBot (white)

1st Player Round 1: >Papal States

Number of Rounds: 12

Introduction

In this scenario the players face the struggle of three minor nations fighting to survive, and eventually trying to grow and flourish, in the periphery of a Holy Roman Empire dominated by the powerful Emperor, AustriaBot.

The players must carefully plan their strategies, not getting overconfident in their advance within the Holy Roman Empire, as the Emperor will not tolerate anyone trying to outclass him and will be swift dealing with unprepared opponents.

Playing through this scenario is a good way for players to familiarize themselves with the Solo & Bot rules, and learning how to handle Bots. It is also an interesting challenge to play as a minor Realm that has to weigh its options more carefully, using less brute force, and a more subtle approach, than when playing as a Major Power. At times the players will likely benefit from cooperating with one or even both of the other players. Sometimes they might also be able to take advantage of the actions of the Bot, or even manipulate the Bot into doing things that work in their favor.

With careful resource management and skilled diplomacy each of these three minor Realms have the potential to grow into powerful states, eventually perhaps even eclipsing the might of the Emperor.

Historical Background

The Holy Roman Empire was a decentralized, mixed monarchy comprised of multiple ethnicities and principalities, which encompassed most of Central Europe during the time period covered in this scenario.

Their ruler carried the title of "King of the Romans", and was crowned by the Pope at times when this was mutually beneficial to both parties. Only then could they rightfully claim to be the Holy Roman Emperor. Even so, the two powers engaged in an ongoing struggle for authority and power that lasted for centuries. More than once, the Holy Roman Emperors would try to impose their authority over the Papacy.

The years leading up to this scenario saw both Pope and Emperor facing many issues. The Pope had to deal with Papal claimants, while the Emperor's power was dependent on the balance of different factions within the Empire, requiring him to reward and chastise various princes at the right times.

The rise of Protestantism and conflicts across Europe saw the Holy Roman Empire shrink both in both power and territory, with large parts of Italy and Burgundy falling into the hands of Realms outside the Empire. Nevertheless, the Habsburg dynasty was able to consolidate their regional power and maintain their Imperial prestige for centuries.

Eventually the Low Countries emancipated themselves from the Emperor's influence, while the Brandenburgian Electorate assumed kingly status in non-Imperial Prussia. Thus, they were able to shape their own fortunes.

Setup Instructions

Set the game up as described on page 6 of the main rules, with the following additions.

Boards and Areas in play

Use the 1444 setup side of the Western Europe and Distant Continents map boards. The British Isles, the Iberian Peninsula, and North Africa are off limits, as shown in the image of the map board below.

Trade Deck

Take out all cards that are marked with a † or *, and set them aside. These are only added later (see main rules, section 12.6, p. 35).

Missions

All players may pick two Missions from the starting Missions below, and set the remaining Missions aside for later Rounds.

>**Papal States:** *Native:* 1F, 3K, *Gen.:* 1A, 1C, 2A, 2C, 2F, 3A, 3C, 4O
>**Netherlands:** *Native:* 1D, 2A, *Gen.:* 1C, 1F, 2B, 2H, 3B, 3H, 3K, 4B
>**Brandenburg:** *Native:* 1C, 2A, *Gen.:* 1A, 1F, 2F, 2H, 2I, 3A, 3J, 4N

Emperor

>Austria is the Emperor of the HRE (starting at +3), and thus has +3 and +3 Tax Income.

Papal Curia

>Papal States controls the Roma , >Austria controls #1, >Netherlands #2, and >Brandenburg #3.

Extra NPR Manpower

Place +1 tokens on Stockholm, Danzig, Poznań, Kalisz, Sieradz, Pozsony, Pest, Sardenya, Palermo, and Mesina. These Provinces provide additional MC for their NPR owners (see main rules, p. 36).

Player Realm Setups

Realm	Provinces (/)	Influence ( )	/ / / /	Merchants	Military
>Papal States *(Setup Card 012-1)*	: Roma (L), Ancona, Avignon	Central Italy (2), Lombardy (2), Naples (1), Venetia (1), Aragon (1), Burgundy (1), Rhineland (1), Westphalia (1), Flanders & Wallonia (1), Bavaria & Swabia (1)	**State Religion:** Catholic	Genoa , Adriatic Sea	Central Italy (**Army 1:** 1 Infantry)
>Netherlands *(Setup Card 011-1)*	: **Choose between:** Amsterdam and Zeeland, **or** Brugge and Gent, **or** Antwerpen and Breda	Netherlands (2), Flanders & Wallonia (2), Westphalia (1), Lower Saxony (1), Seine (1), Rhineland (1)	**State Religion:** Catholic + : >Burgundy	English Ch. , North Sea	English Channel (L. Ship), North Sea (L. Ship)
>Brandenburg *(Setup Card 013-1)*	: Berlin, Potsdam, Altmark	Pomerania (2), Prussia (1), Jutland (1), Lower Saxony (1), Westphalia (1), Bohemia (1)	**State Religion:** Catholic	Saxony , Wien	Brandenburg (**Army 1:** 1 Infantry)
AustriaBot *(Setup Card 001-1)*	: Wien (L), Österreich, Steiermark, Kärnten, Lienz, Tirol, Krain, Sundgau	Royal Hungary (2), Lombardy (1), Dalmatia (1), Central Italy (1), Bavaria & Swabia (2), Bohemia (1) **Imperial :** Rhineland (1), Westphalia (1), Saxony (1)	**State Religion:** Catholic Emperor of HRE, +3 : : >Hungary	Wien	Not on Map (**Army 1:** 2 Units), Adriatic Sea (Ship)

Realm setups are also described on their 1444 Setup Cards, which should be handed to their respective players.

Event Decks

	1st half	2nd half
Age I	11A-1, 12A-1, 13A-1, 14A-1; 151B, 156B; **101-1**, **111-1**, **112-1**, **113-1**	**11A-2**, 12A-2, **13A-2**, 14A-3; **155B**, **159B**; **101-2**, **111-2**, **112-2**, **113-2**
Age II	21A-1, 22A-1, **23A-1**, 24A-3; 256B, 259B; **201-1**, **211-1**, **212-1**, **213-1**	**21A-2**, 22A-2, **23A-2**, **24A-4**; 255B, 258B; **201-2**, **211-2**, **212-2**, **213-2**
Age III	31A-1, 32A-1, 33A-1, **34A-1**; 355B, **360B**; **301-1**, **311-1**, **312-1**, **313-1**	31A-2, 32A-2, 33A-2, **34A-2**; 351B, 356B; **301-2**, **311-2**, **312-2**, **313-2**

Dynamic NPRs ( )

If you want to start with DNPRs on the map board, we suggest using >France (blue) and/or >Denmark (pink), with on Vassals too.

Power Struggles

If you decide to include Power Struggles in your game, we recommend using *The Italian Wars* in Age II and *Thirty Years' War* in Age III, both triggering on the first, bright white, (P) icon in each Age.

Both will likely draw AustriaBot's attention towards targets close to the homelands of the other PRs, with >Papal States seeing the most action during the first Power Struggle and >Brandenburg the most during the last, while >Netherlands will get a taste of it during both.

Scenario-specific Rules

- The shaded regions of the map boards are not in play.
- As AustriaBot is the Emperor, there are no Imperial Elections
- >Papal States are not allowed to control other than the Roma Cardinal, but they may play ***Man of the Church*** cards to give to other PRs (including AustriaBot) instead.
- It is worth noting that >Netherlands is not allowed to Declare War (they may still accept CtAs from their Allies) or enter Royal Marriages for as long as their Ruler is "Estates-General".
- All the >Dutch Core Provinces (with the small Dutch flag underneath the main flag) count as Core Provinces of >Netherlands if they are Lawfully Owned by >Netherlands, and thus can never be Liberated (see main rules, p. 35 and p. 37) from the >Dutch.

Variant with 2 Bots

With the Deluxe Edition or the *Fate of Empires* Expansion you can play this scenario with five PRs instead of four, with two of those being Bots. We suggest adding >France as the second Bot Realm (5th in Turn order, purple color, #2), and adding Events as follows:

Age I: 104-1, 152B / 104-2, 154B
Age II: 204-1, 254B / 204-2, 256B
Age III: 304-1, 354B / 304-2, 359B.

Victory Conditions

The winner is the player with the most (P) at the end of Age III. Normal endgame triggers apply (see main rules, p. 11).

S1-03: Sea Route to India (4 players)

Key Information

Time Period: 1492 – 1720 (Age I, II and III)

Number of Players: 4

Player Realms: (in clockwise order) >Portugal (white), >Castile (yellow), >England (red), >France (blue)

1st Player Round 1: >Portugal

Number of Rounds: 10

Introduction

This scenario starts with the second half of Age I. This means that there will be just two rounds for Age I. There are are some slight changes to each PR's setup, as compared to the 1444 Setup Cards.

As the smallest Realm, >Portugal has a tough start. However, they have the upper hand in the colonial race since they have *"Quest for the New World"* researched from the beginning. They may have to divide their efforts between expanding and defending against their stronger neighbor to the east. Their alliance with >England may prove valuable – if the English are willing to stand by them.

>Castile can wait for Columbus and start by consolidating the lands closest to them, or they may instead channel their efforts into becoming the new masters of the Distant Continents.

>England and >France have seemingly buried the hatchet. Will >France now start looking beyond its immediate horizons, or will it once again put its trust in military prowess? Although >England may have suffered from losing their continental posessions to >France, they should be in a great position to focus on maritime efforts.

Historical Background

For centuries, the spice trade from India and the silk route from China were some of the most lucrative ventures that European merchants could invest in. This all changed when Constantinople fell to the Ottomans, making Europeans seek alternate sea routes to India.

Portugal had already explored most of the West African coast, with Colonies in the Gold Coast and the Cape of Good Hope by 1488. Shortly thereafter, Vasco da Gama's expedition to India would chart what came to be known as the Cape Route.

Castile, united with Aragon through the marriage of their Catholic monarchs, had just finished the reconquest of Granada. Shortly thereafter, an expedition led by Christopher Columbus would cross the Atlantic in search of a new route to the Indies. This, of course, led to the discovery of the Americas. Later, Magellan would try to find a route to the Pacific Ocean on an expedition that would lead to the first circumnavigation of the globe, completed by Elcano.

England wanted to follow in the footsteps of the Iberian kingdoms and lead expeditions to find a Northwest Passage between Asia and the Atlantic Ocean. This led explorers like John Cabot, Henry Hudson, and Martin Frobisher to discover Newfoundland and other American territories.

France was the last of the quartet to join the search for new routes to India. Their expeditions, led by Giovanni de Verrazzano and Jacques Cartier, explored the coast between Florida and Newfoundland, and the St. Lawrence River, as they too looked for the elusive Northwest Passage.

These expeditions had mixed success, but they laid the foundations for what would become the first global empires.

Setup Instructions

Set the game up as described on page 6 of the main rules, but disregard the Setup Cards and make the following additions.

Starting Rulers

Starting Rulers are taken from the Age I Events listed beneath the Realm names in the Player Realms Setup table on the next page.

Boards and Areas in play

Use the 1444 setup side of the Western Europe, and Distant Continents map boards.

Trade Deck

Take out all cards that are marked with a † or * and set them aside. From the cards set aside, return the cards marked with a 2 symbol to the Trade Deck. The remaining cards that were set aside are only added to the Trade Deck later (see main rules, section 12.6, p. 35).

Missions

All PRs start with their underlined Missions in their hand in Round 1. Missions in parentheses are considered to have been completed.

>France: 2A, 2B, 2C, 3A, 3B, 3D, 3E (1A, 1B, 1C)
>Castile: 1A, 1C, 2A, 2B, 2C, 2D, 3A, 3C, 3D (1B)
>England: 1A, 1B, 1C, 2A, 2B, 2D, 3A, 3B, 3E, 3F
>Portugal: *Native:* 1F, 2B, *Gen:* 1B, 1D, 2A, 2D, 2F, 3B, 3G, 4B

Emperor

>Austria (blue DNPR) is the Emperor of the HRE (starting at +3). Remember to use the rules for NPR Emperor, decribed on page 45 of the main rules.

Papal Curia

>Castile controls #1, >France #2, >Portugal #3, and >England #4.

Religion

ANDALUCIA is Catholic – place a Catholic token on its Religion slot.

Ideas

Ideas are set up as normal, but >Portugal has Researched *"Quest for the New World"* already. Any Bots should also start with *"QftNW"*.

Dynamic NPRs ( )

>Austria (blue) with on all >Austrian Core Provinces, plus Franche-Comté, Namur and Luxembourg. We recommend saving the orange for >Netherlands.

Scenario-specific Rules

- PRs cannot Siege or Subjugate Provinces in NETHERLANDS and FLANDERS & WALLONIA until Event 24A-2 (*Dutch Declare Independence*) has been resolved. Bots are not restricted by this rule.
- When 24A-2 (*Dutch Declare Independence*) is revealed, resolve it immediately. All Event symbols are auto-resolved.
- >Portugal cannot ***Explore*** on the AMERICA map until an Opponent has placed a in any of the Areas there.

Player Realm Setups

Realm	Provinces (🪙/🎓)	Influence (🏛)	✝/⚒/♔/🛡/🏰	Merchants	Military
>**Portugal** (**Afonso V**, *The Duke of Coimbra, 110-1*)	🪙: Lisboa (L), Porto, Beira, Madeira, Ceuta, Tangiers	Aragon (2), Central Italy (1), N. Morocco (1)	**State Religion:** Catholic ⚒ + ♔: >England **Distant** 🛡: Gold Coast	Sevilla 🏰, Bordeaux 🏰	Portugal (**Army 1:** 2 Infantry), Central Atlantic (2 L. Ships)
>**Castile** (**Isabel I**, *Iberian Wedding, 102-1*)	🪙: Madrid (L), Salamanca (L), Sevilla (L), Galicia, Badajoz, Burgos, Murcia, Canarias, Córdoba, Granada, Gibraltar	Aragon (2), Corsica & Sardinia (2) Burgundy (1), Central Italy (1)	**State Religion:** Catholic ⚒+♔: >Aragon 🛡: Andalucia	Sevilla 🏰, Genoa 🏰	Castile (**Army 1:** 2 Infantry), Central Atl. (L. ship), Western Med. (L. Ship)
>**England** (**Edward IV**, *Wars of the Roses, 103-1*)	🪙: London (L), Northumberland, York, Lancashire, Pale, Shrewsbury, Wales, Wessex, Oxford, Essex	Scotland (2), Flanders & Wallonia (1), Netherlands (1)	**State Religion:** Catholic ⚒+♔: >Portugal	English Ch. 🏰, North Sea 🏰	East Anglia (**Army 1:** 2 Infantry), English Channel (2 L. Ships), Eastern Atlantic (L. Ship)
>**France** (**Louis XI**, *End of Hundred Years' War, 104-1*)	🪙: Paris (L), Champagne (L), Orléans (L), Lyon (L), Bourgogne (L), Bordeaux (L), Provence (L), Saintonge, Poitou, Armagnac, Anjou, Limousin, Berry, Bourbon, Toulouse, Montpellier, Caux, Normandie, Maine, Picardie, Artois; 🎓: Rennes, Nantes	Scotland (2), Brittany & Normandy (1), Lombardy (1), Burgundy (1), Central Italy (1)	**State Religion:** Catholic ⚒:>Scotland ♔: >Brittany 🛡: Aquitaine, Brittany & Normandy	Bordeaux 🏰, Champagne 🏰	Seine (**Army 1:** 2 Infantry, 1 Cavalry), Gulf of Lion (L. Ship), Bay of Biscay (L. Ship)

Event Decks

	1st half	2nd half
Age I*	There is no first half of Age I in this scenario.	**11A-3**, 12A-1, 13A-1, 14A-1; **155B**, 156B; **102-2**, **103-2**, **104-2**, **110-2**
Age II	21A-1, 22A-1, **23A-1**, 24A-4; 253B, 257B; **202-1**, **203-1**, **204-1**, **210-1**	**21A-2**, 22A-2, **23A-2**, **24A-2**; 252B, 254B; **202-2**, **203-2**, **204-2**, **210-2**
Age III	31A-1, 32A-1, 33A-1, 34A-3; 351B, **352B**; **302-1**, **303-1**, **304-1**, **310-1**	31A-2, 32A-2, 33A-2, **34A-2**; 357B, 361B; **302-2**, **303-2**, **304-2**, **310-2**

* For Age I, all Events can be shuffled together, since there is no first half.

Power Struggles

We do not recommend using any Power Struggles with this scenario, as the Victory Conditions act similarly to a Power Struggle already.

3-Player Variant

If played with just three players, or one player and two Bots (as opposed to any combination of four players/Bots), you can take out >France and remove the following Events:

Age I: 104-2, 156B
Age II: 204-1, 257B / 204-2, 254B
Age III: 304-1, 351B / 304-2, 357B

We recommend having >France instead of >Austria as a DNPR in this case. Count all >French Core Provinces as part of this DNPR's Realm, and add blue DNPR tokens on Paris (C), Rennes, Nantes, Maine, Normandie, Caux, Picardie, Artois, Bordeaux, Anjou, Bourgogne, and Provence.

Victory Conditions

Any player wins instantly if they Own 16🪙 on all Distant Continents combined, with at least 2🪙 on each map.

Otherwise, the winner is the player with the most (P) at the end of Age III. Normal endgame triggers apply (see main rules, p. 11).

During Final Scoring, award extra (P) based on 🪙 on the Distant Continents as indicated below:

For every 🪙* in:	Additional (P)
America	1
Africa	2
Far East	3
India & Arabia	4
Distant Gold Province	+2

* Large 🪙 do not count double

S1-04: The Wars of Religion (3–4 Players/Bots)

Key Information

Time Period: 1511–1715 (Age II and III)

Number of Players: 3–4, with 2–3 human players plus 1–2 Bots

Player Realms: (in clockwise order) >Austria (white), >France (blue), >Castile (yellow), >England (red)

1st Player Round 1: >Austria

Number of Rounds: 8

Introduction

This scenario starts at the beginning of Age II (skipping Age I). This means that this scenario's map situation will be very different from any scenarios that start in Age I. Two of the Major Powers in this scenario, >France and >Castile have firmly consolidated their territorial power bases. The same is true to some extent for >Austria, but >England is territorially in a weaker state compared to where it is when starting in Age I. >Austria and >England are compensated with some starting (P) as noted in the Setup Instructions.

This means that this scenario is best suited for 2–3 players, using >England as a Bot, while the players assume control of >France and >Castile. >Austria can be either a third human player, or a second Bot.

Larger territorial possessions and less space to expand into at the start of the game means that players are likely to enter conflict with each other relatively early.

While Spain and Austria were historically united for most of the time period covered in this scenario, there are no special restrictions as to whom PRs may Ally with or against.

Historical Background

The Reformation, considered to have begun with Martin Luther's publication of the Ninety-five Theses in 1517, caused the Western Church to split into Protestantism and the Roman Catholic Church. Although tensions had been mounting for some time prior, this was the point at which they began to snowball.

In 1525, Albert, Duke of Prussia became the first German ruler to declare the Protestant faith as the state religion, followed by Hesse (1526), Saxony (1527), the Palatinate (1530), and Württemberg (1534), which posed a threat to the Habsburg Emperor's authority within the Empire. Protestant and Calvinist movements spread rapidly to the Netherlands, France, England, Scandinavia, Bohemia, and Hungary.

In 1534, Henry VIII of England passed the Act of Supremacy, naming himself the head of the Church of England breaking ranks from the Catholic Church.

France faced prolonged civil strife due to the Calvinists' expansion of the Reformation, resulting in the Wars of Religion.

Spain had to deal with Protestantism spreading across their holdings in the Low Countries that they had inherited from the house of Burgundy. This would eventually be a decisive factor in the events leading up to the Dutch Declaration of Independence.

The religious divide tearing through so many states of that era played a huge role in many of the conflicts that arose, but just as important was the Habsburgs' and the Bourbons' struggle to become the dominant force in Western and Central Europe.

Setup Instructions

Set the game up as described on page 6 of the main rules, but disregard the Setup Cards, and make the following additions.

Starting Rulers

Starting Rulers are taken from the Age I Events listed beneath the Realm names in the table on the next page.

Boards and Areas in play

Use the 1444 setup side of the Western Europe and Distant Continents map boards.

Monarch Power

All PRs start with 2 extra, of their choice (Bots get 2 extra).

Trade Deck

All Trade cards should be shuffled into the Trade Deck during setup.

Missions

All players may pick two Missions from the underlined Missions below, and set the remaining Missions aside for later Rounds. Missions in parentheses are considered to have been completed.

>Austria (if not a Bot): 1A, 2A, 2B, 2C, 3A, 3B, 3C (1B, 1C, 2D)
>France: 2A, 2B, 2C, 3A, 3B, 3D, 3E (1A, 1B, 1C)
>Castile: 2B, 2C, 3A, 3C, 3D (1A, 1B, 1C, 2A, 2D)
>England (if not a Bot): 1B, 1C, 2A, 2B, 2D, 3A, 3B, 3E, 3F (1A)

Emperor

>Austria is the Emperor of the HRE (starting with +4), and thus has +4 (14 in total) and +4 Tax Income.

Papal Curia

>Castile controls #1, >Austria #2, >France #3, and >England #4.

Religion

ANDALUCIA is Catholic – place a Catholic token on its Religion symbol.

Extra NPR Manpower

Place +1 tokens on Stockholm, Danzig, Poznań, Kalisz, Sieradz, Poszony, and Pest. These Provinces provide additional MC for their NPR Owners (see main rules, p. 36).

Dynamic NPR: Portugal

Place green DNPR tokens on all >Portuguese Core Provinces (Lisboa, Porto, Beira, Ceuta, and Madeira), as well as on Angola (AFRICA), Goa (INDIA & ARABIA), and Malacca (FAR EAST).

Ideas on Display (Researched by)

Administrative: *"Tolerance"* (none), and **2 random Ideas**
Diplomatic: *"QftNW"* (>Castile, >England), *"Cabinet"* (>Austria), and **1 random Idea**
Military: *"Cannons"* (all PRs), *"Glorious Arms"* (>France), and **1 random Idea**

Starting Prestige

>England starts on 10 (P) and >Austria starts on (5).

Player Realm Setups

Realm	Provinces (/)	Influence ( )	† / / / /	Merchants	Military
>**Austria** (**Maximillian I**, *The Italian Wars I, 101-2*)	: Wien (L), Österreich, Steiermark, Kärnten, Lienz, Tirol, Krain, Sundgau, Artois, Franche-Comté, Amsterdam, Zeeland, Breda, Antwerpen, Brugge, Gent, Namur, Luxembourg	Bavaria & Swabia (2), Royal Hungary (2), Rhineland (1), Bohemia (1), Dalmatia (1), **Imperial** : Central Italy (1), Lombardy (1), Westphalia (1), Saxony (1)	**State Religion:** Catholic Emperor of HRE, +4 : >Hungary : Bohemia	Adriatic Sea , Wien	Austria (**Army 1:** 2 Infantry), Adriatic Sea (L. Ship)
>**France** (**Charles VIII**, *Claim to Throne of Naples, 104-2*)	: Paris (L), Champagne (L), Orléans (L), Lyon (L), Bordeaux (L), Bourgogne (L), Provence (L), Anjou, Saintonge, Poitou, Armagnac, Limousin, Berry, Bourbon, Toulouse, Montpellier, Normandie, Caux, Maine, Picardie; : Milano(L), Cremona, Parma, Rennes, Nantes	Lombardy (2), Brittany & Normandy (2), Central Italy (1), Scotland (1), Burgundy (1)	**State Religion:** Catholic : >Scotland : >Brittany : Aquitaine, Brittany & Normandy	Bordeaux , Genoa	Languedoc (**Army 1:** 2 Infantry), Bay of Biscay (L. Ship), Gulf of Lion (2 L. Ships), Eastern Atlantic (L. Ship)
>**Castile** (**Fernando V**, *Christopher Columbus, 102-2*)	: Madrid (L), Salamanca (L), Sevilla (L), València(L), Napoli (L), Galicia, Badajoz, Burgos, Murcia, Canarias, Córdoba, Granada, Gibraltar, Navarra, Zaragoza, Barcelona, Baleares, Sardenya, Palermo, Mesina, Malta, Salerno, Bari; **Distant** : Antilles	Portugal (2), Burgundy (2), Central Italy (3)	**State Religion:** Catholic **Distant** : New Granada, Central America : Andalucia, Aragon	Sevilla , Genoa	Naples (**Army 1:** 2 Infantry), Central Atlantic (2 L. Ships), Western Med. (L. Ship), Central Med. (L. Ship), Caribbean Sea (2 L. Ships)
>**England** (**Henry VII**, *The Lollard Heresy, 103-2*)	: London (L), Northumberland, York, Lancashire, Pale, Shrewsbury, Wales, Wessex, Oxford, Essex	Scotland (3), Portugal (1), Netherlands (2)	**State Religion:** Catholic + : >Portugal : Ireland	English Ch. , North Sea	East Anglia (**Army 1:** 2 Infantry), English Ch. (3 L. Ships), Eastern Atlantic (2 L. Ships)

Event Decks

	1st half	2nd half
Age II	21A-1, 22A-1, **23A-1**, **24A-1**; 253B, **260B**; **201-1**, **202-1**, **203-1**, **204-1**	**21A-2**, 22A-2, **23A-2**, **24A-2**; 256B, 262B; **201-2**, **202-2**, **203-2**, **204-2**
Age III	31A-1, 32A-1, 33A-1, **34A-1**; **352B**, **353B**; **301-1**, **302-1**, **303-1**, **304-1**	31A-2, 32A-2, 33A-2, **34A-2**; 354B, 356B; **301-2**, **302-2**, **303-2**, **304-2**

Dynamic NPRs ( )

If you want to start with more DNPRs on the map board (in addition to >Portugal), we suggest using >Venice (light blue), and either >Denmark or >Poland (pink). If >Denmark, place on Slesvig and Holstein too, and if >Poland, place on Danzig and Kulm.

Power Struggles

If you decide to include Power Struggles in your game, we recommend randomizing the order of *The Italian Wars* and *Distant Trade* as the first two Power Struggles, both triggering in Age II, and use *Thirty Years' War* as the third, triggering on the first symbol in Age III.

Victory Conditions

The winner is the player with the most at the end of Age III. Normal endgame triggers apply (see main rules, p. 11).

2-Player Variant with no Bots

If you wish to play with only two PRs (no Bots), use the rules described in sections 18.8 (p. 45) and 20.2 (p. 46) of the main rules. Take out >Austria and >England, and replace Events as follows:

Age II: 201-1, 203-1 → 255B, 259B / 201-2, 203-2, 256B, 262B → 252B, 254B, 258B, 261B
Age III: 301-1, 303-1, 353B → 357B, 360B, 361B / 301-2, 303-2, 356B → 351B, 355B, 359B

3-Player Variant

If playing with only three PRs, you can take out >England as a PR and let them be the pink DNPR instead. In this case remove the following Events:

Age II: 203-1, 260B / 203-2, 256B;
Age III: 303-1, 352B/ 303-2, 356B.

S1-05: The Bourbonic Plague (4 players)

Key Information

Time Period: 1618 – 1720 (Age III)

Number of Players: 4

Player Realms: (in clockwise order) >Austria (white), >Spain I (yellow), >Netherlands (red), >France (blue)

1st Player Round 1: >Austria

Number of Rounds: 6

Introduction

>Spain I (Castile) will need to send their armies across Europe to defend their many domains across Italy, Burgundy, and the Low Countries. Threats arise both in Europe and on the Distant Continents.

>France has a cohesive domain, but is surrounded by >Spanish holdings on all sides, and faces Religious Dissent in their lands. Can they find an opportunity to strike at the Habsburgs amidst all this?

>Austria must deal with the disruptions of the Thirty Years' War. As the Holy Roman Emperor, they must quell Protestant Revolts while defending their Imperial borders from >France and the >Ottomans.

>Netherlands, being the smallest PR in the mix, will need to plan carefully to realize their ambition of reuniting the entirety of the Low Countries under their rule. Their Distant Provinces can provide the wealth needed to pay for life-saving Mercenary Armies.

Historical Background

1618 marked the beginning of one of the most destructive conflicts in European history: the Thirty Years' War.

With the Holy Roman Empire divided between Protestant and Catholic princes, the Emperor tried to manage the conflict as a domestic matter. However, the intervention of foreign powers (first Denmark, later followed by Sweden and France), together with sparks from other conflicts, such as the Franco-Spanish War and the Dutch War of Independence against Spain, triggered a continental war with Protestant and Catholic states fighting on both sides.

The conflict would only be concluded in 1648, with the Peace of Westphalia. This event saw the rise of France thanks to the Habsburgs being weakened in both Austria and Spain.

Setup Instructions

Set the game up as described on page 6 of the main rules, with the following additions:

Boards and Areas in play

Use the 1618 setup side of the Western Europe and Distant Continents map boards.

Monarch Power

All PRs start with 3 extra . They may choose what types these should be, but can start with no more than 5 of any particular type.

Events

Shuffle the two halves separately as normal, but place only 4 Events on display (3 face-up as usual).

Trade Deck

All Trade Cards should be in the Trade Deck at setup.

Missions

All players with Mission decks may pick two of their underlined Missions. >Spain I, as the strongest power in the scenario, has no Missions to aid them, while >Netherlands, as the weakest Realm, have a full Mission tree to help them survive and gain (P).

>**Austria:** 2A, 2C, 2D, 3A, 3C (completed: 1A, 1B, 1C, 2B, 3B)
>**Spain I (Castile):** None
>**France:** 2A, 2B, 2C, 3A, 3B, 3D, 3E (completed: 1A, 1B, 1C)
>**Netherlands:** *Native:* 1D, 2A, *Gen:* 1C, 1F, 2B, 2H, 3A, 3B, 3H, 4B

Emperor and HRE

>Austria is the Emperor of the HRE (starting at +2), and thus has +2 and +2 Tax Income. Place in Switzerland and Lombardy.

Papal Curia

>Spain I controls #1, >France #2, and >Austria #3.

Ideas on Display (Researched by) – 4 x 3 grid

Administrative: *"Tolerance"* (none), *"Deus Vult"* (>Austria), and **2 random Ideas**
Diplomatic: *"QftNW"* (all except >Austria), *"Cabinet"* (>Austria), *"Mercantilism"* (>France), *"Free Trade"* (>Netherlands)
Military: *"Cannons"* (all PRs), *"Tercios/Janissaries"* (>Spain I), *"Line Infantry"* (>Netherlands), and **1 random Idea**

Dynamic NPRs ( )

We recommend including the following DNPRs, with placed below PR , as Realms that can get Liberated:

>**Hungary** (pink), Poszony (C), Sopron, Zagreb, and Rijeka
>**Viceroyalty of Peru** (bright green), Cuzco (C), Quito, New Granada, Charcas, Chile, and La Plata
>**Viceroyalty of New Spain** (orange), Mexico (C), Central America, Florida, and Antilles.

Player Realm Setups

Realm	Provinces (/)	Influence ( )	† / / / /	Merchants	Military
>Austria *(Setup Card 001-2)*	: All in AUSTRIA, TIROL, BOHEMIA, ROYAL HUNGARY, **plus** Sundgau, Zagreb, Rijeka, Krain, Silesia	LOMBARDY (1), CENTRAL ITALY (1), BAVARIA & SWABIA (1), **Imperial** : BAVARIA & SWABIA (1), RHINELAND (1)	**State Religion:** Counter-Reformed Emperor of HRE, +2 : >Bavaria : >Spain I, >Tuscany	Wien , Adriatic Sea	AUSTRIA (**Army 1:** 2 Infantry, 1 Cavalry, 1 Artillery), ADRIATIC SEA (L. Ship)
>Spain I (Castile) *(Setup Card 002-2)*	: All in CASTILE, LEON, ANDALUCIA, **plus** Canarias, **Distant** : Mexico (L), C. America (L), Cuzco (L), Florida, Antilles, New Granada, Quito, Charcas, Chile, La Plata, Philippines	PORTUGAL (2), CENTRAL ITALY (1)	**State Religion:** Counter-Reformed + : >Portugal : >Spain II – permanent : >Austria, >France	Sevilla , N. America	CASTILE (**Army 1:** 2 Infantry, 1 Cavalry, 1 Artillery), CENTRAL ATLANTIC (L. ship), CARIBBEAN SEA. (L. Ship), S.W. ATLANTIC (L. Ship), S.E. PACIFIC. (L. Ship), EAST INDIES: (L. Ship)
>Netherlands *(Setup Card 011-2)*	: All in NETHERLANDS, **Distant** : Guyana, Moluccas, Timor	JUTLAND (1), WESTPHALIA(1), LOWER SAXONY (1), RHINELAND (1) **Not on Setup Card:** EAST ANGLIA (2)	**State Religion:** Protestant : >England : FLANDERS & WAL. **Distant** : Cape of Good Hope	Eng. Ch. , N. Amer. , E. Indies	NETHERLANDS (**Army 1:** 2 Infantry, 1 Cavalry, 1 Artillery), **1 L. Ship in each of:** ENGLISH CH., NORTH SEA., EAST. ATL., CARIB. SEA., S.E. ATL., EAST AFR. COAST, INDIAN OCN., EAST INDIES
>France *(Setup Card 004-2)*	: All in BRITTANY & NORMANDY, AQUITAINE, LOIRE, **plus** Paris (L), Champagne (L), Provence (L), Lyon (L), Bourgogne (L), Toulouse, Montpellier, Picardie	SVEALAND (1), SCOTLAND (1), LOMBARDY (1), RHINELAND (1)	**State Religion:** Counter-Reformed : >Spain I : BURGUNDY, SEINE **Distant** : Canada, New England : 2	Champ. , Bordeaux	SEINE (**Army 1:** 2 Infantry, 1 Cavalry, 1 Artillery), GULF OF LION (L. Ship), BAY OF BISCAY (L. Ship, **Fleet:** H. Ship), E. ATL. (L. Ship), N.W. ATL. (L. Ship)

Realm setups are also described on their 1618 Setup Cards, which should be handed to their respective players.

Event Decks

	1st half	2nd half
Age III	31A-1, 32A-1, 33A-1, **34A-1**; **352B**, **353B**, 354B, **360B**; **301-1**, **302-1**, **304-1**, **311-1**	31A-2, 32A-2, 33A-2, **34A-2**; 351B, 356B, 359B, 361B; **301-2**, **302-2**, **304-2**, **311-2**

Power Struggles

We recommend using *The Italian Wars* and *Thirty Years' War*, in random order.

>Spain I should count all Provinces Owned by >Spain II as if they were their own when scoring (P) for Power Struggles.

Scenario-Specific Rules

Event Rules

- **No "+1 Event":** Place only 4 Events on display during Phase 1 in this scenario, even if it has 4 players. Each player must pick an Event during Phase 2, and there will be no unpicked Event.
- **Each half of Age III has 3 Rounds.**

The two Spains

- >Spain I (Castile) has a permanent and unbreakable Alliance with the NPR, >Spain II (Aragon). The Provinces of >Spain II have a Spanish flag with a red outer border.
- >Spain I must always accept CtAs from >Spain II. >Spain II, likewise, accepts all CtAs from >Spain I, without the need for >Spain I to discard any .
- >Spain I cannot Subjugate >Spain II.
- >Spain I cannot Declare War on >Spain II.
- No PRs may enter a Royal Marriage with >Spain II.

England

- >England cannot be ***Subjugated***.
- >England defends with double NC in all Naval Battles.

Victory Conditions

The winner is the player with the most (P) at the end of Age III. Normal endgame triggers apply (see main rules, p. 11).

Additional Prestige awarded during Final Scoring

- Every Province in FLANDERS & WALLONIA that is Owned by >Spain II at the end of the game provides >Spain I with (1) during Final Scoring.
- For each Area with 1+ Provinces that are Owned by >Spain II at the end of the game, >Spain I gains (1) during Final Scoring.
- For each Area that had Provinces Owned by >Spain II at the beginning of the game but does not have any at the end of the game, >Spain I loses (1) during Final Scoring.
- >Netherlands scores (1) extra for each Province they Own in FLANDERS & WALLONIA during Final Scoring.

S1-06: The Ambitious Margrave (Solo)

Key Information

Time Period: 1444 – 1720 (Age I, II and III)

Number of Players: 1 (+2 Bots)

Player Realms: (in clockwise order) >Brandenburg (blue), and two Bots: >Austria (white), >Denmark (red)

1st Player Round 1: >Brandenburg

Number of Rounds: 12

Introduction

>Brandenburg is a small Realm with a lot of potential. At the start of the game they enjoy a shielded existence within the HRE, protected but also restricted by the power of the Emperor (AustriaBot). Outsiders have a hard time penetrating too far into the HRE, and if >Brandenburg eats too many of their Imperial neighbors, they will attract the Emperor's wrath.

Thus their development and expansion have to be carefully planned, to avoid facing too-early, potentially fatal confrontations. Cautiously expand through the northern Areas of the Empire, and outside its borders when possible, while also establishing diplomatic ties to the other Electors before making an open challenge for supremacy over the German lands.

While building up for this confrontation, DenmarkBot will provide early challenges. Once >Brandenburg eclipses one of their two Opponents, mighty FranceBot will wake up to dispute >Brandenburg's claims to the region around the Rhine.

Historical Background

Brandenburg became part of the Holy Roman Empire in 1157, when Albert the Bear inherited the lands from the last Wendish ruler. Initially a march in the Empire's hinterland, Brandenburg passed from the Ascanians to the Wittelsbachs to the Luxembourgs and gradually assumed a more-central position in Imperial politics. In 1356, as confirmed by the Golden Bull, the Emperor elevated Brandenburg to the rank of prince-elector.

In 1415 the electorate was granted to the Hohenzollern family, who ruled the margraviate from Berlin. The Hohenzollerns' conversion of their lands to Protestantism and the grant of ducal Prussia as a fief from the Polish crown would have great implications for Brandenburg.

Friedrich Wilhelm I the Great Elector (r. 1640–1688) consolidated Hohenzollern lands in Prussia and northern Germany, allowing Brandenburg to rise from the ashes of the Thirty Years' War. Following Hohenzollern support for the Habsburg candidate in the Spanish War of Succession, in 1701 Emperor Leopold I allowed Friedrich III of Brandenburg to crown himself as Friedrich I, King in Prussia.. In 1772, Friedrich II the Great (r. 1740–1786) took the title King of Prussia and successfully challenged Imperial hegemony in Germany.

Conflicts with Austria would elevate Prussia to the status of a Great Power, and they subsequently participated in the partitions of Poland and several of the Coalitions that faced Napoleon. Eventually, this upward journey would culminate in the unification of Germany under the Prussian Emperor Wilhelm I.

Setup Instructions

Set the game up as described on page 6 of the main rules, with the following additions.

Boards and Areas in play

Use the 1444 setup side of the Western Europe and Distant Continents map boards.

Trade Deck

Take out all cards that are marked with a † or *, and set them aside. These are only added later (see main rules, section 12.6, p. 35).

Missions

You may pick two Missions from the starting Missions below, and set the remaining Missions aside for later Rounds.

>**Brandenburg:** *Native:* 1C, 2A, *Generic:* 1E, 1F, 2C, 2E, 2F, 2H, 2I, 3A, 3C, 3H, 3J, 4A, 4N, 5A

Emperor

>Austria is the Emperor of the HRE (starting at +3), and thus has +3 and +3 Tax Income.

Papal Curia

>Austria controls #1,>Brandenburg #2, and >Denmark #3.

Extra NPR Manpower

Place +1 tokens on Stockholm, Danzig, Poznań, Kalisz, Sieradz, Pozsony, and Pest. These Provinces provide additional MC for their NPR owners (see main rules, p. 36).

Dynamic NPRs ( )

We recommend setting up >France as a DNPR, using the blue . If doing so, we also recommend activating >France with every Event with a DNPR symbol, not just the ones with blue symbols.

Power Struggles

We do not recommend using any Power Struggles for this scenario.

Scenario-specific Rules

Activating FranceBot

At the end of a Round, if >Brandenburg has eclipsed either of their two rivals, DenmarkBot or AustriaBot, either by Fully Annexing one of them or attaining a higher Tax Income than one of them during Phase 4, FranceBot will be activated as a replacement for that Bot. If both Bots get eclipsed during the same Round, replace the Bot with the lowest Tax Income (resolving any tie randomly).

Keep the of the replaced Bot on the board (unless Annexed), but treat it as if all its belong to an NPR from this point onwards.

FranceBot is set up according to their 1444 Setup Card (004-1) if activated in Age I or II, and using their 1618 Setup Card (004-2) if activated in Age III. If >France was set up as a DNPR at the start of the game, instead replace all blue DNPR tokens with >French (of matching size). Any >French Provinces currently Occupied by a PR will get a >French but will still be Occupied by that PR.

FranceBot inherits the (P) score and Researched Ideas from the Bot it replaces, receives 12, and starts with all their Deployed in their Army.

Player Realm Setups

Realm	Provinces (/)	Influence ( )	† / / / /	Merchants	Military
>Brandenburg *(Setup Card 013-1)*	: Berlin, Potsdam, Altmark	Pomerania (2), Prussia (1), Lower Saxony (1), Westphalia (1), Bohemia (1), ~~Jutland (1)~~	**State Religion:** Catholic	Saxony , Wien	Brandenburg (**Army 1:** 1 Infantry)
AustriaBot *(Setup Card 001-1)*	: Wien (L), Österreich, Steiermark, Kärnten, Lienz, Tirol, Krain, Sundgau	Royal Hungary (2), Lombardy (1), Dalmatia (1), C. Italy (1), Bavaria & Swabia (2), Bohemia (1) **Imperial :** Rhineland (1), Westphalia (1), Saxony (1)	**State Religion:** Catholic Emperor of HRE, +3 : >Hungary	Wien	Not on Map (**Army 1:** 2 Infantry), Adriatic Sea (Ship)
DenmarkBot	: København (L), Lund (L), Gotland, Vestjylland, Østjylland, Slesvig, Holstein	Østlandet (2), Vestlandet (1), Trøndelag (1), Götaland & Skåne (2), Svealand (1), Pomerania (1)	**State Religion:** Catholic + : >Norway, >Sweden	Lübeck	Not on Map (**Army 1:** 2 Infantry), Skagerrak (Ship), North Sea (Ship)

>Brandenburg and >Austria setups are also described on their Setup Cards. >Brandenburg places no in Jutland (ref. Setup Card 013-1), since all the Provinces there are Owned by >Denmark.

Event Decks

	1st half	2nd half
Age I	11A-1, 12A-1, 13A-1, 14A-1; 151B, 154B; **101-1**, **113-1**	**11A-2**, 12A-2, **13A-2**, **14A-2**; **155B**, 159B; **101-2**, **113-2**
Age II	21A-1, 22A-1, **23A-1**, **24A-1**; 254B, 255B; **201-1**, **213-1**	**21A-2**, 22A-2, **23A-2**, **24A-2**; **258B**, 259B; **201-2**, **213-2**
Age III	31A-1, 32A-1, 33A-1, **34A-1**; **353B**, **360B**; **301-1**, **313-1**	31A-2, 32A-2, 33A-2, **34A-2**; 356B, 358B; **301-2**, **313-2**

Replace Events as follows if FranceBot replaces DenmarkBot:
Age I: 151B → 104-1 / 159B → 104-2
Age II: 255B → 204-1 / 259B → 204-2
Age III: 360B → 304-1/ 358B → 304-2

Replace Events as follows if FranceBot replaces AustriaBot:
Age I: 101-1 → 104-1 / 101-2 → 104-2
Age II: 201-1 → 204-1 / 201-2 → 204-2
Age III: 301-1 → 304-1/ 301-2 → 304-2

Becoming Emperor

Since the Emperor is AustriaBot, the rules for Imperial Elections are not in play. However, if >Brandenburg at the start of Phase 3 has more than all Bots combined in all of the Elector Areas with NPR Provinces remaining, while simultaneously Occupying Wien, they may choose to immediately become the new Emperor.

Using Scandinavian Events

With the Deluxe Ed. or *Fate of Empires* Expansion, this scenario may be played using Scandinavian Events. Use KalmarBot instead of DenmarkBot (using the same setup) and replace Events as follows:

Age I: 151B → 108-1 / 159B → 108-2
Age II: 255B → 208-1 / 259B → 208-2
Age III: 360B → 308-1/ 358B → 308-2

If KalmarBot is defeated but >Sweden remains independent, you can activate SwedenBot instead of activating FranceBot, using Setup Card 009-1 and replacing Events as follows:

Age I: 108-1 → 109-1, / 108-2 → 109-2
Age II: 208-1 → 209-1, / 208-2 → 209-2
Age III: 308-1 → 309-1, / 308-2 → 309-2

Variant with 3 Bots

With the Deluxe Ed. or *Fate of Empires* Expansion, and the Extra Bot Decks add-on, the scenario can be played for a sterner challenge with 3 Bots, by including the Eastern Europe map board and adding PolandBot (2nd in Turn order, purple color, #4) from the start. Do not place any +1 tokens on setup when playing this variant. Use Setup Card 007-1, and add the following Events:

Age I: 107-1, 153B / 107-2, 156B
Age II: 207-1, 256B / 207-2, 257B
Age III: 307-1, 355B / 307-2, 351B

Victory Conditions

You win immediately if you Own or Occupy all three of København, Wien, and Paris at the same time at any point during this scenario.

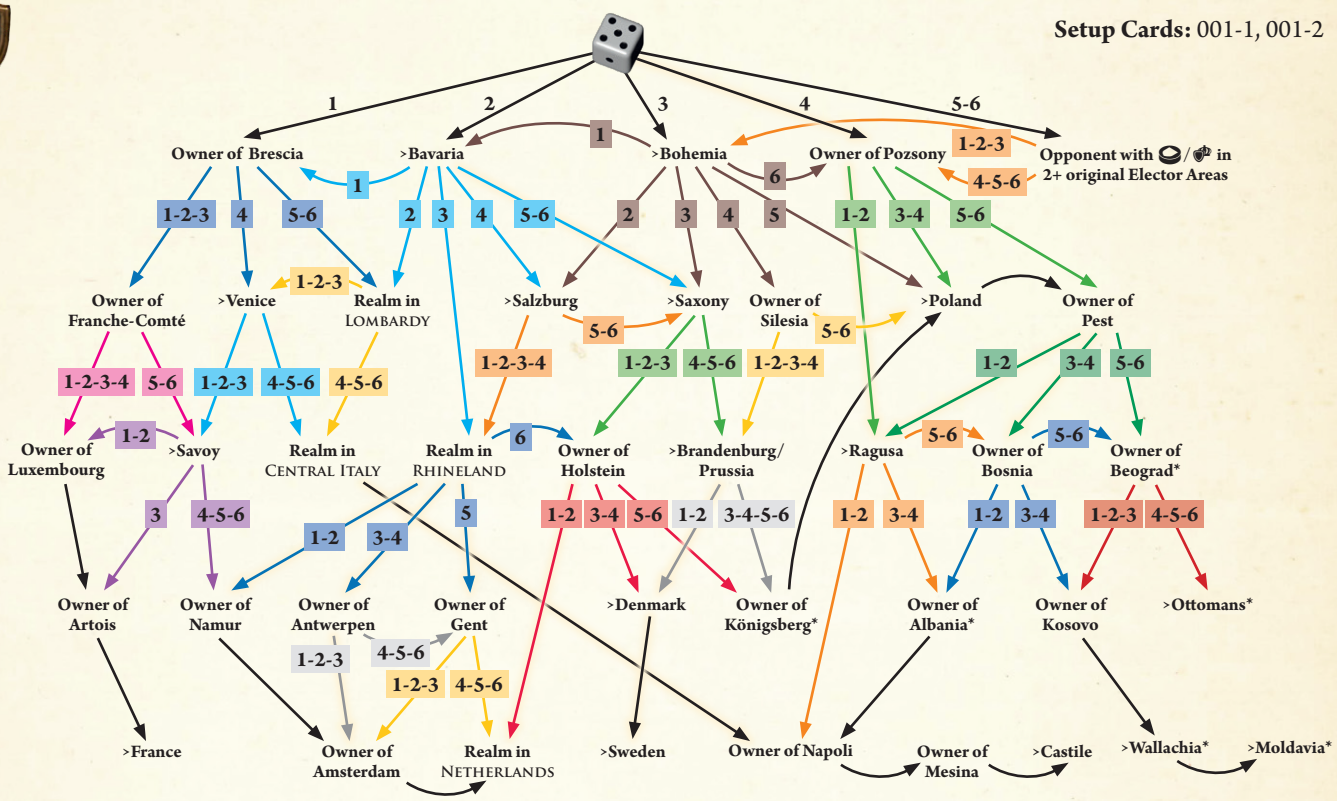
Otherwise, the winner is the player with the most (P) at the end of Age III. Normal endgame triggers apply (see main rules, p. 11).

Bot Realm Targeting Charts

AustriaBot

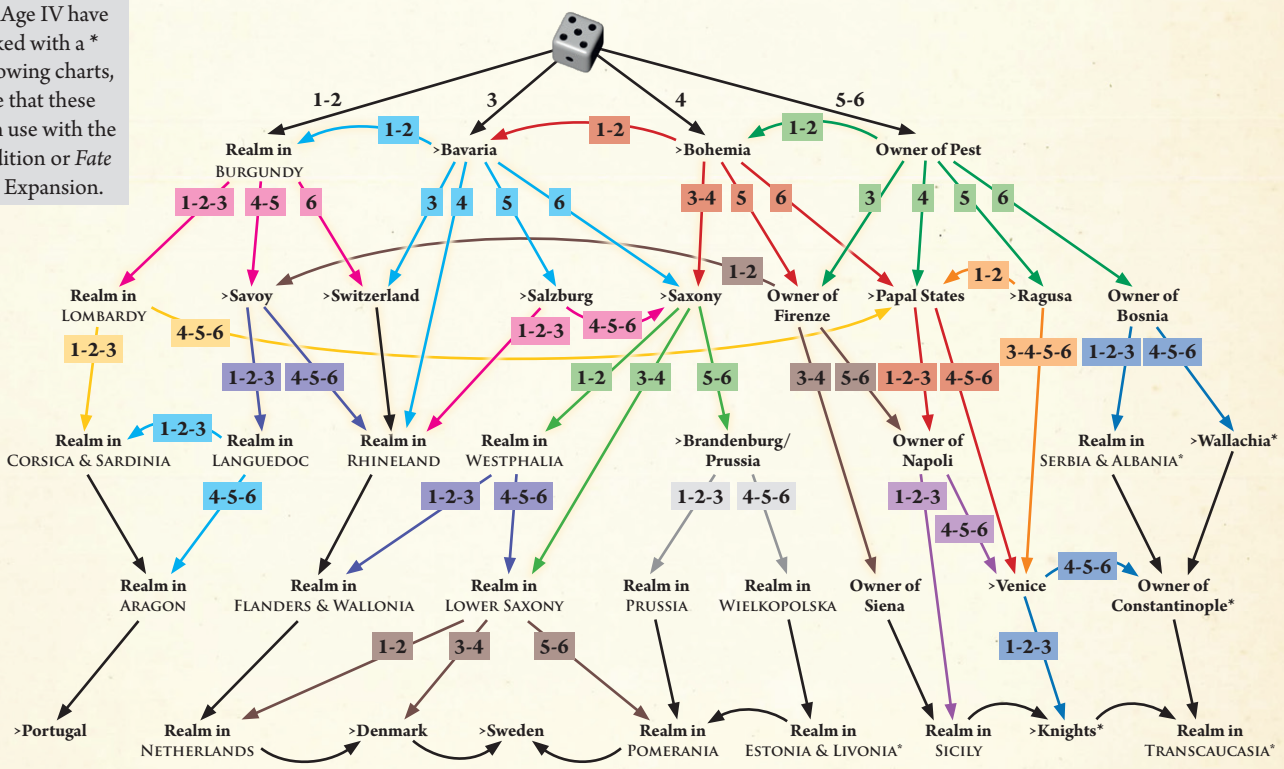
Military Targeting Chart

Setup Cards: 001-1, 001-2



Targets on the Eastern Europe map and Bot Decks for Age IV have been marked with a * in the following charts, to indicate that these are only in use with the Deluxe Edition or *Fate of Empires* Expansion.

Diplomatic Targeting Chart

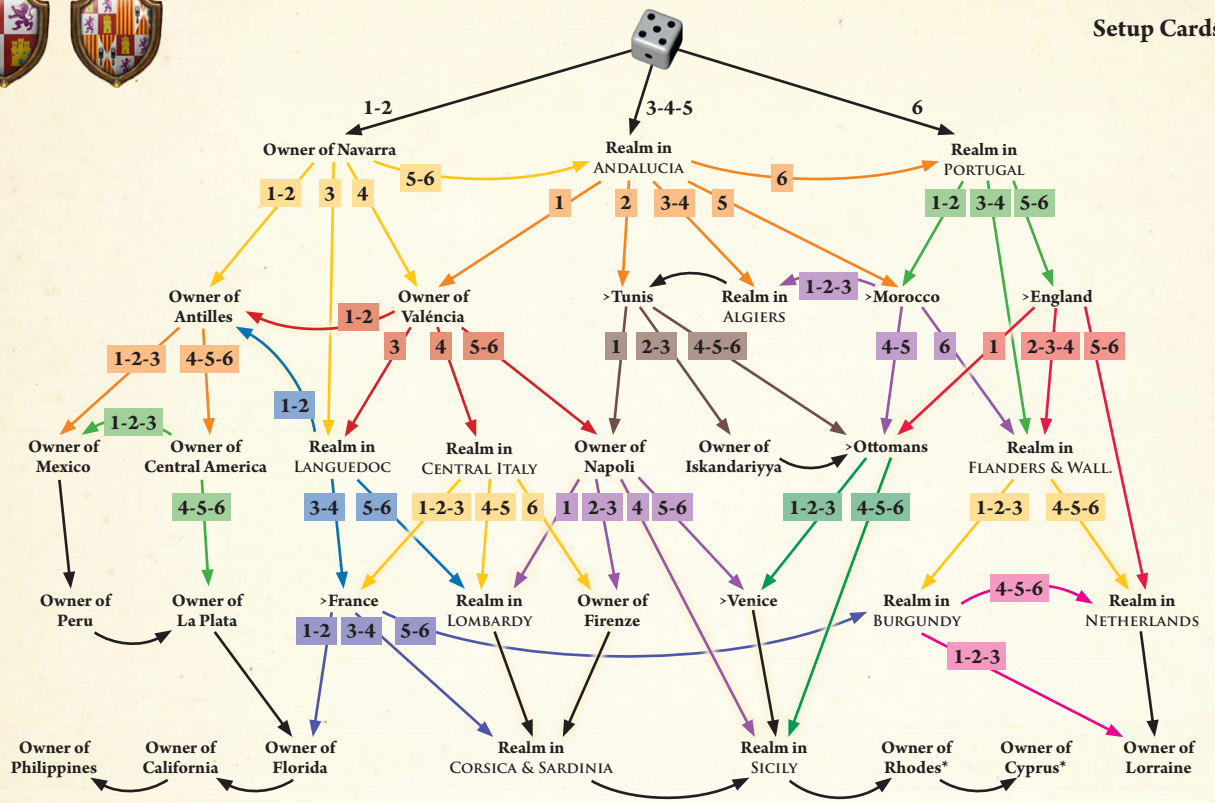


Remove the following cards from their Bot Deck:
Age I: 3/10/11/12; **Age II:** 5/10/11/12; **Age III:** 5/10/11/12; **Age IV*:** 10/11/12/17

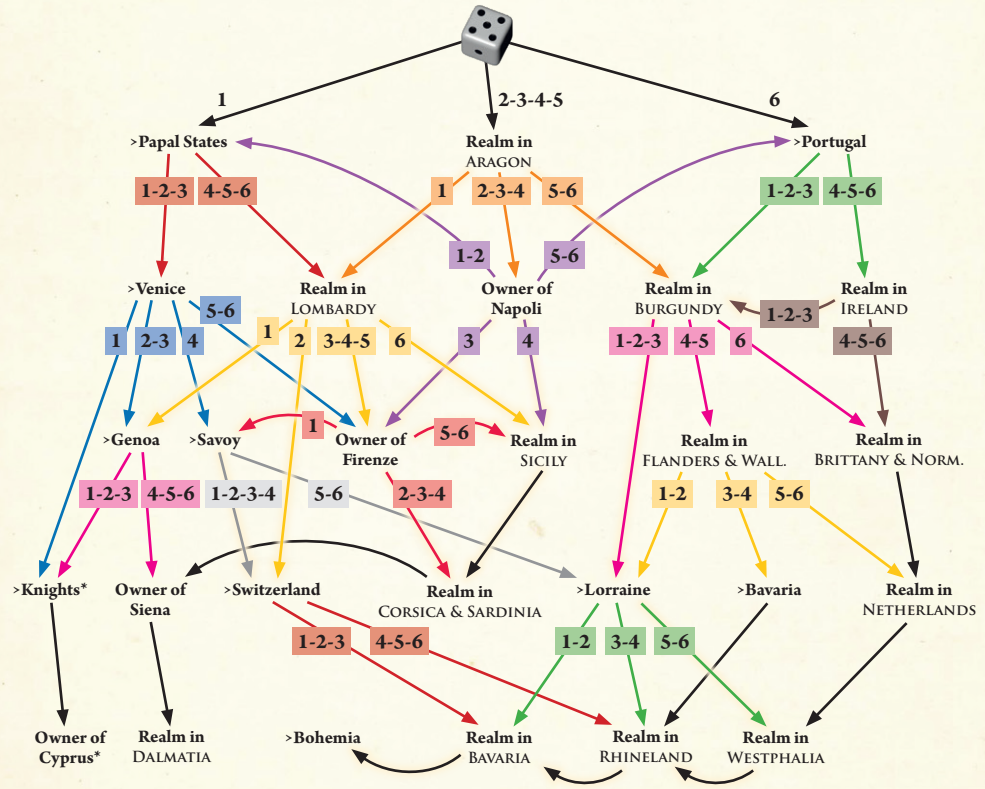
CastileBot/SpainBot

Military Targeting Chart

Setup Cards: 002-1, 002-2



Diplomatic Targeting Chart

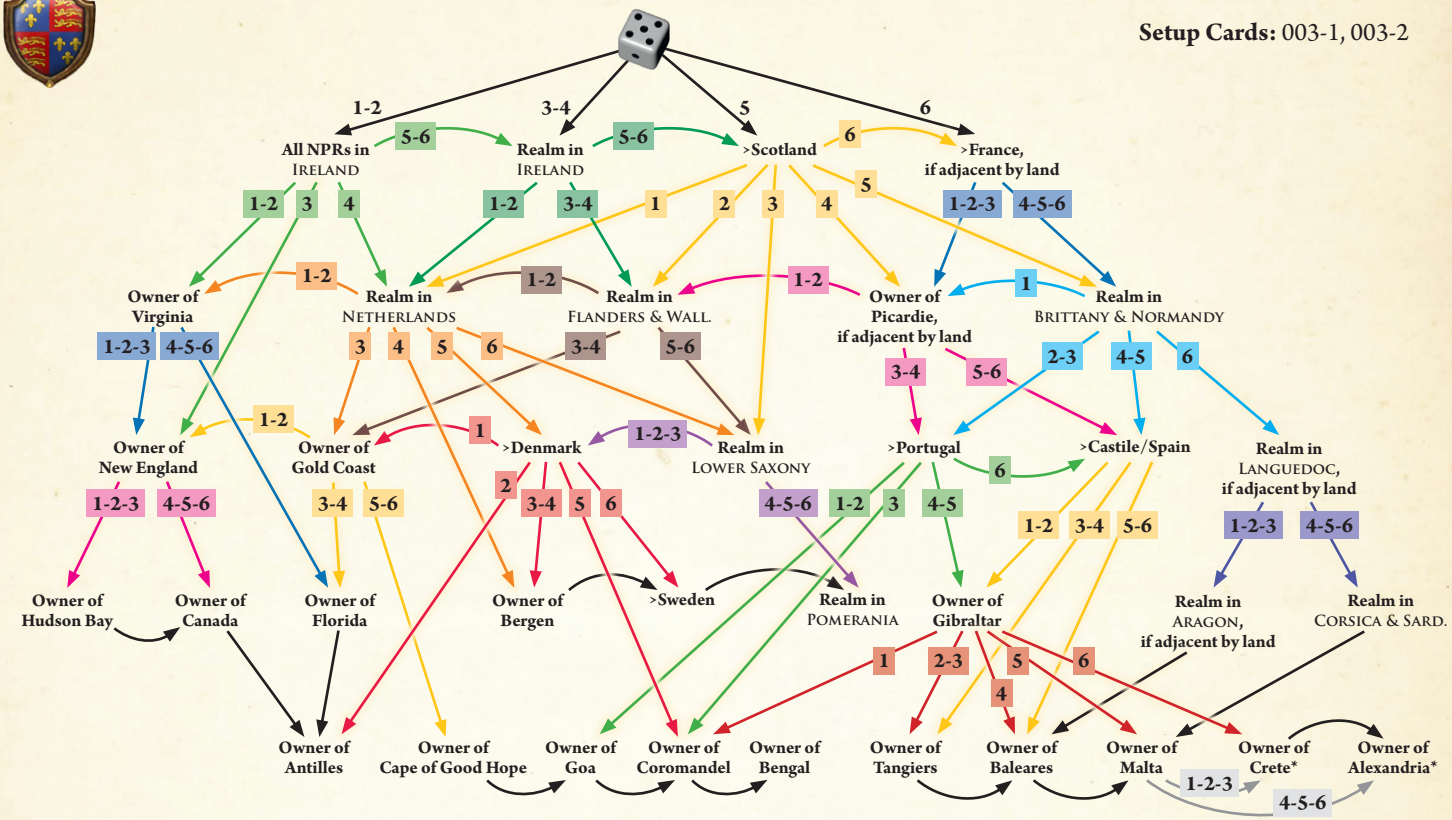


Remove the following cards from CastileBot's Bot Deck:
Age I: 4/10/12/20; **Age II:** 5/13/16/22; **Age III:** 4/8/13/19; **Age IV*:** 3/8/11/17

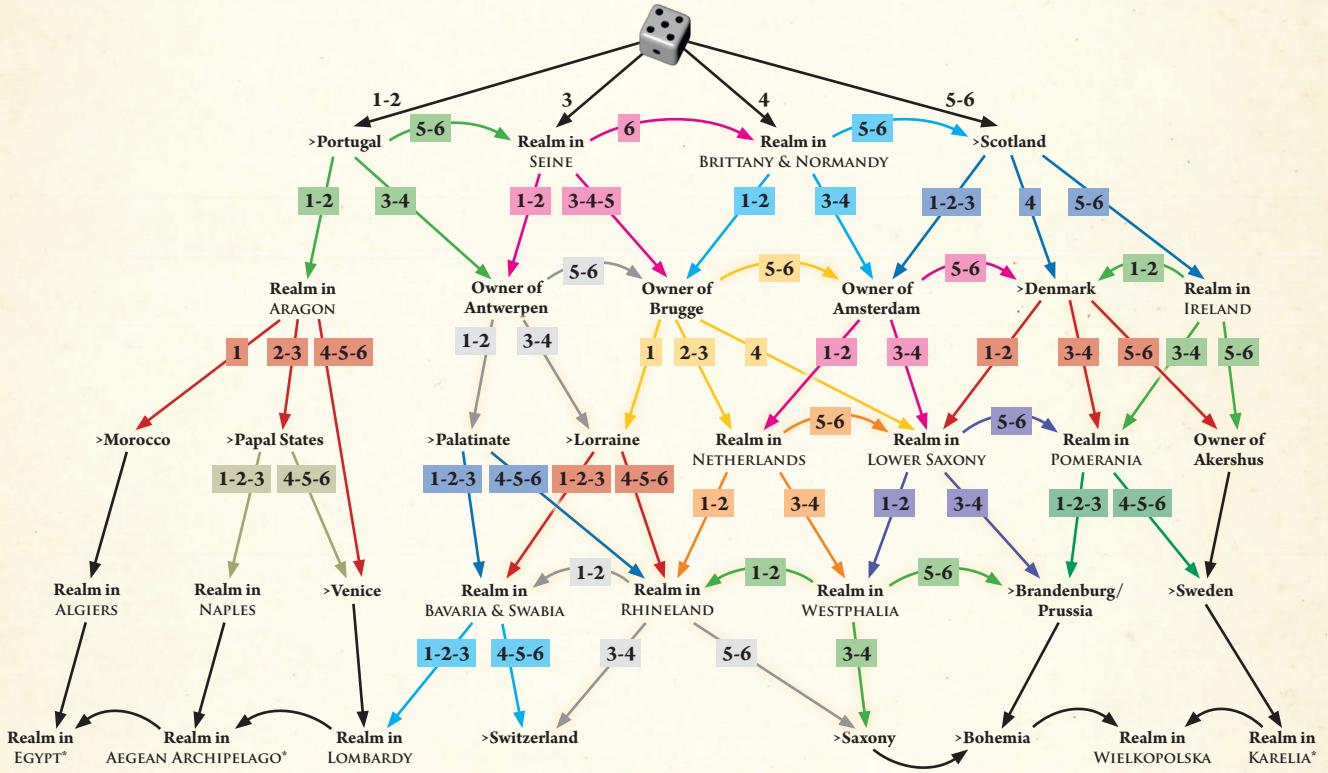
EnglandBot

Military Targeting Chart

Setup Cards: 003-1, 003-2



Diplomatic Targeting Chart

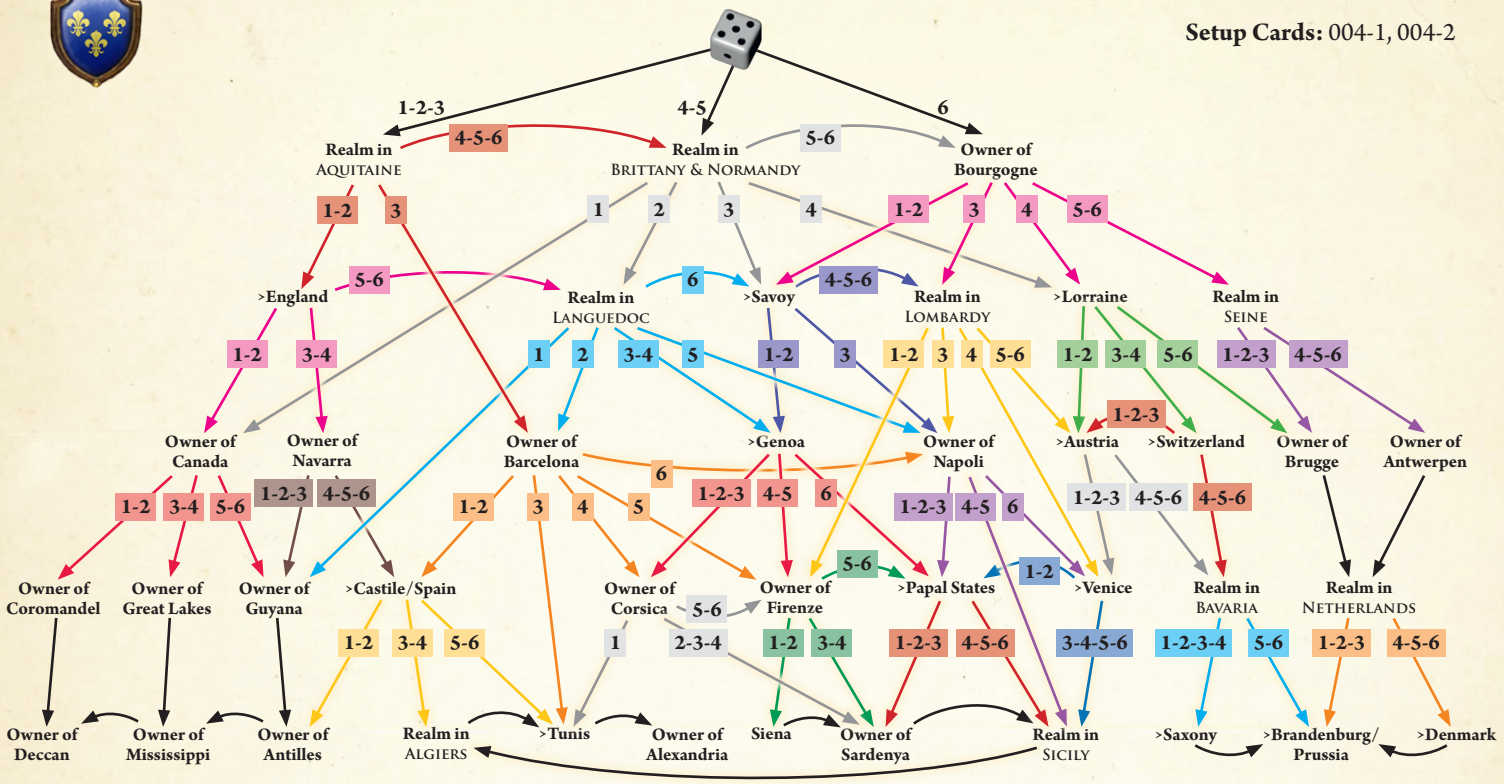


Remove the following cards from their Bot Deck:
Age I: 4/8/12/15; **Age II:** 4/8/12/14; **Age III:** 4/8/14/19; **Age IV*:** 2/14/15/17

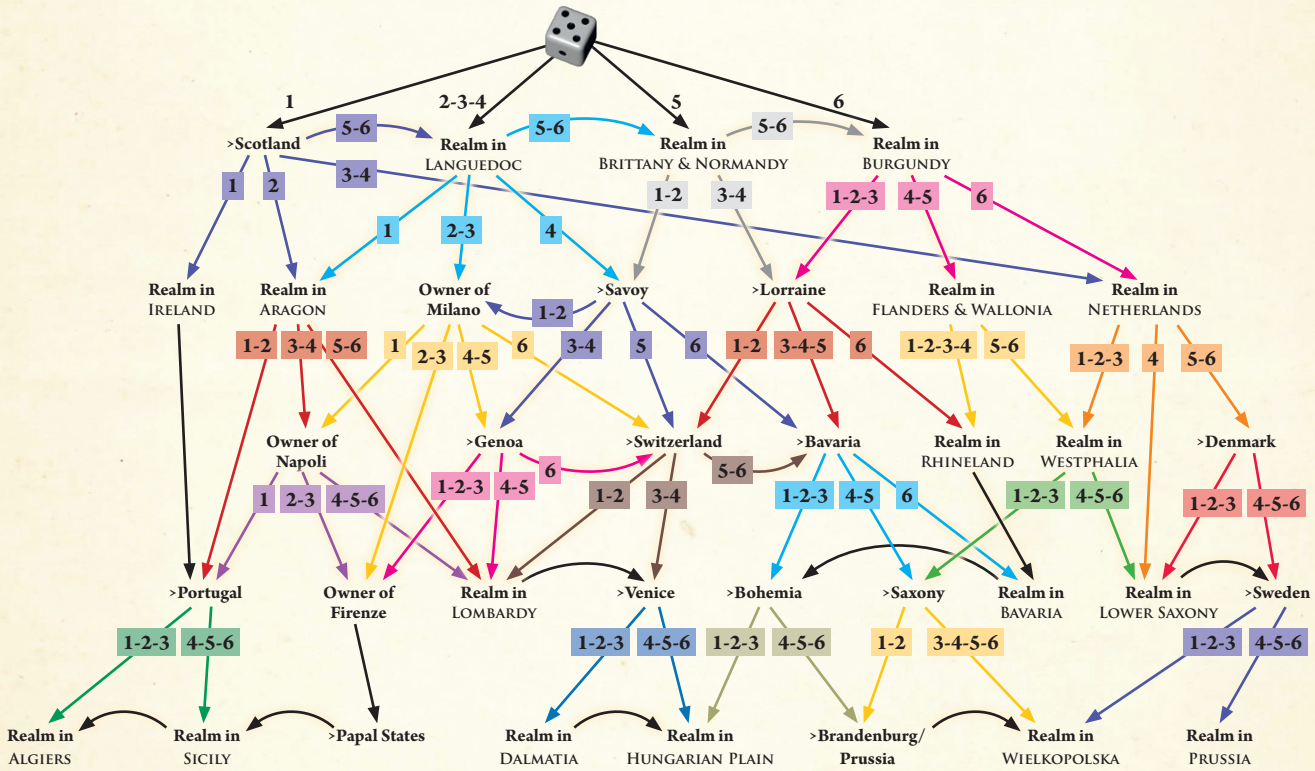
FranceBot

Military Targeting Chart

Setup Cards: 004-1, 004-2



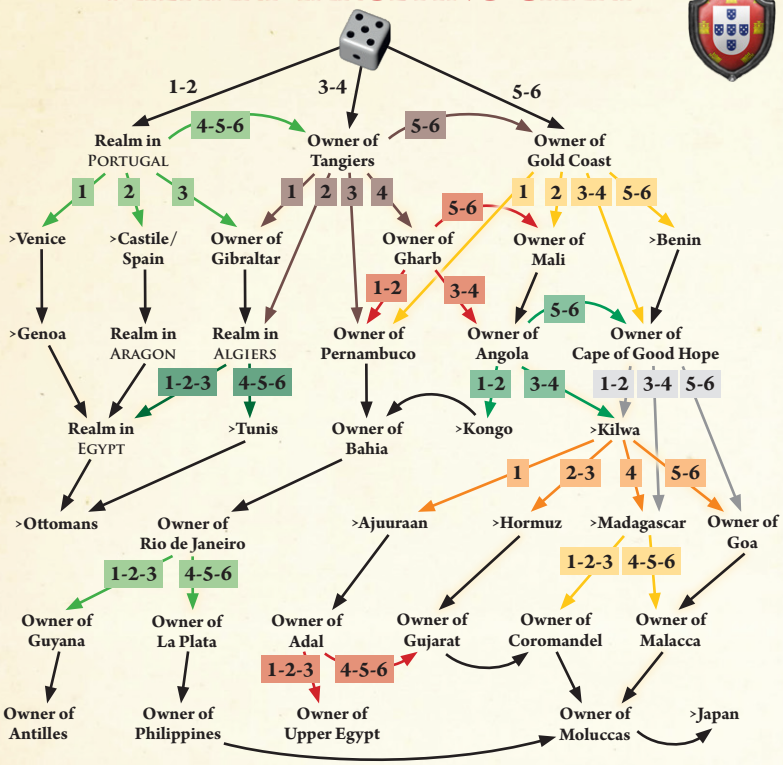
Diplomatic Targeting Chart



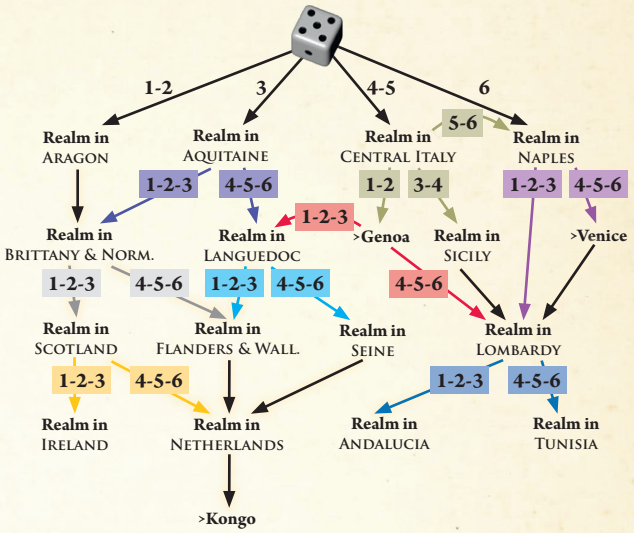
Remove the following cards from their Bot Deck:
Age I: 8/11/12/18; **Age II:** 8/10/12/16; **Age III:** 8/14/18/22; **Age IV*:** 8/11/14/16

PortugalBot

Military Targeting Chart



Diplomatic Targeting Chart

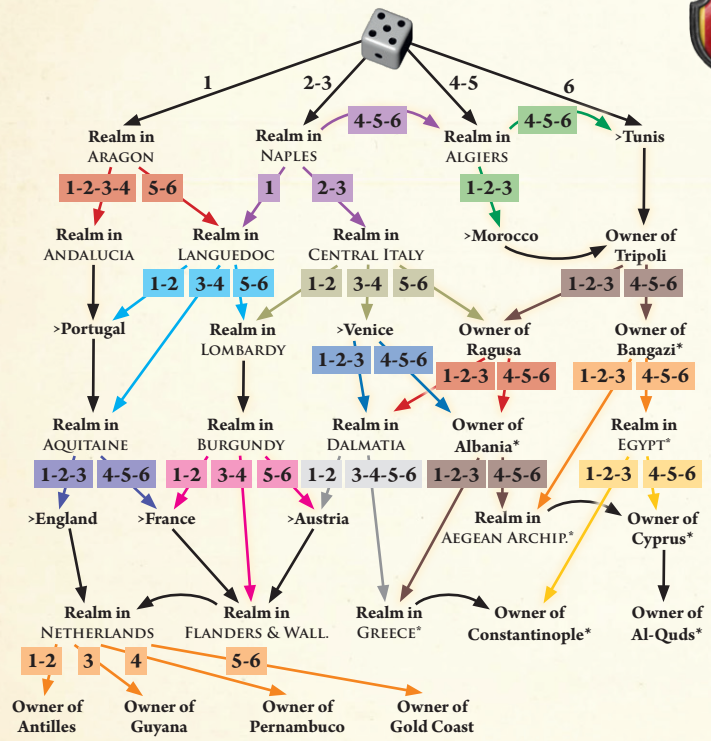


Remove the following cards from their Bot Deck:
Age I: 5/6/8/19; **Age II:** 5/6/7/13; **Age III:** 4/8/13/19; **Age IV*:** 4/8/13/19

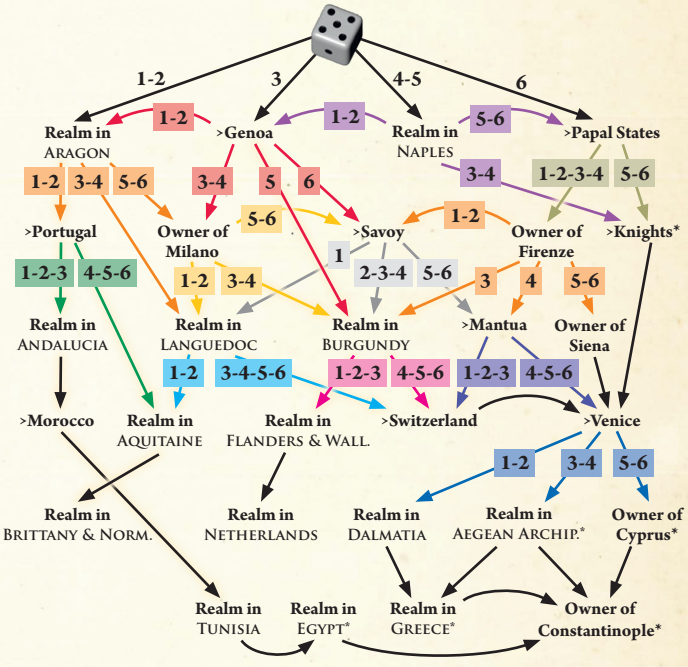
Setup Cards: 010-1, 010-2

AragonBot

Military Targeting Chart



Diplomatic Targeting Chart

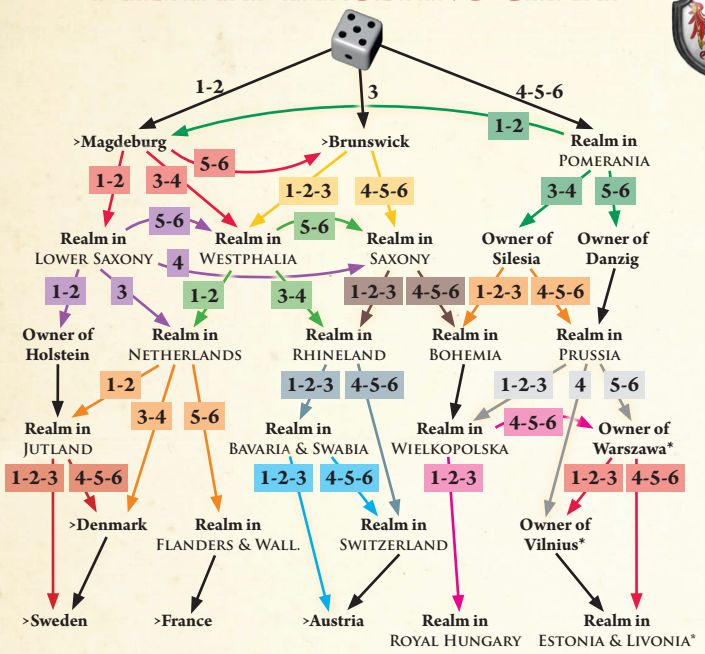


Remove the following cards from their Bot Deck:
Age I: 2/11/12/23; **Age II:** 4/5/11/12; **Age III:** 4/8/12/21; **Age IV*:** 5/11/12/14

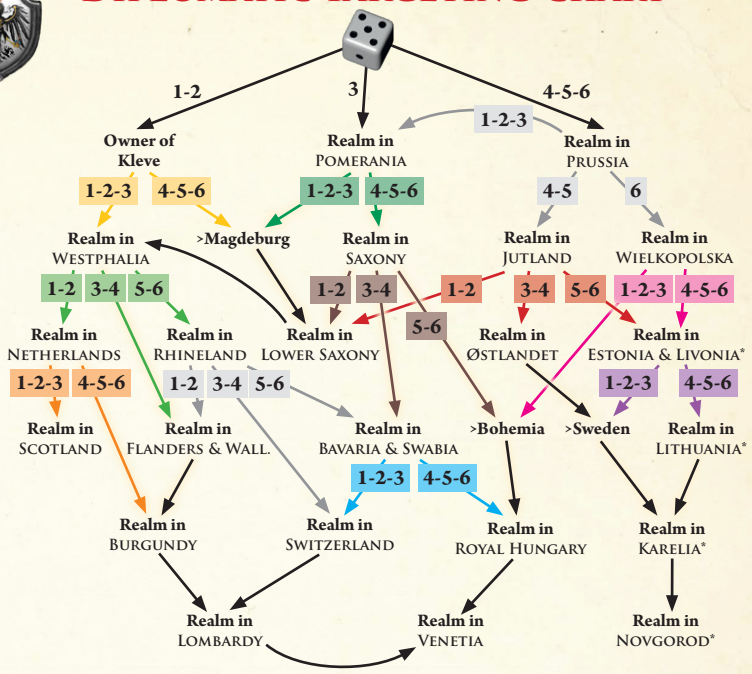
Setup note: Place a Merchant in Genoa, 2 Units in the Army, and Ships in the Gulf of Lion and Central Mediterranean. Place 4, using the Diplomatic chart above.

BRANDENBURG/PRUSSIABOT

MILITARY TARGETING CHART



DIPLOMATIC TARGETING CHART



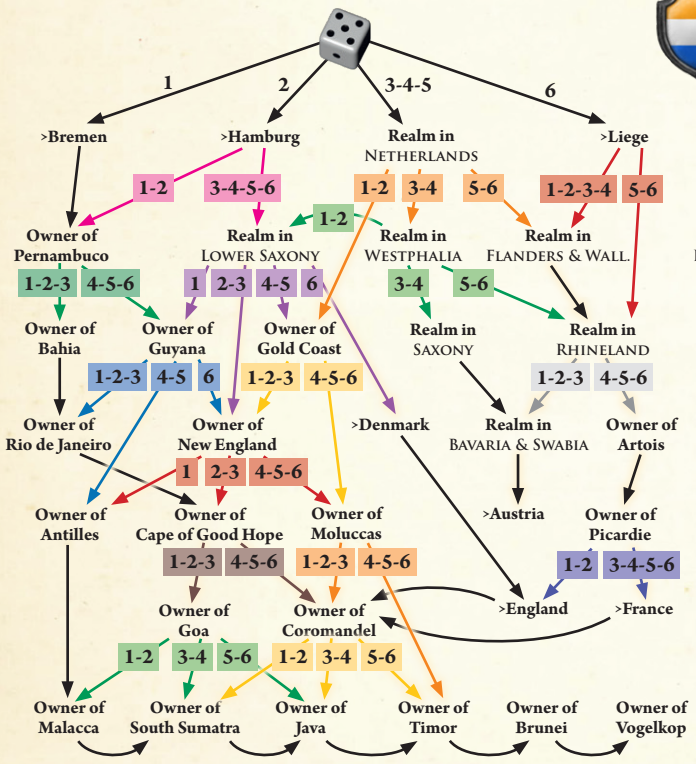
Remove the following cards from their Bot Deck:
Age I: 4/7/11/12; **Age II:** 5/11/12/14; **Age III:** 11/12/14/15; **Age IV*:** 11/12/14/15

Setup Cards: 013-1, 013-2

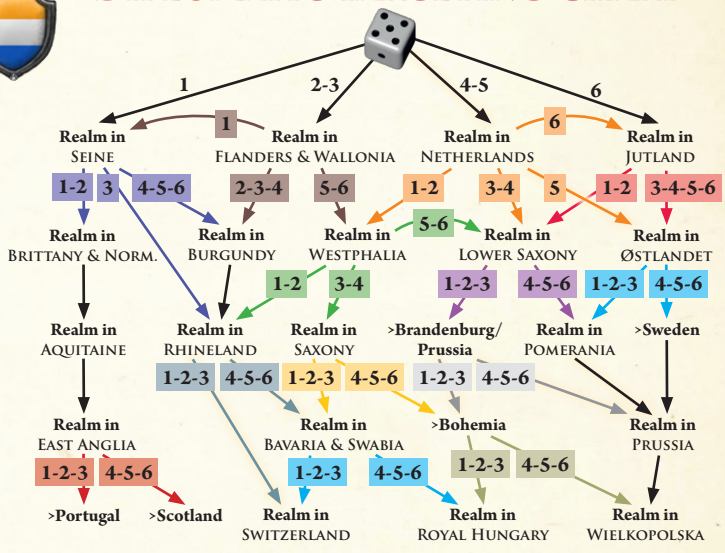
We recommend giving Brandenburg/PrussiaBot 1 extra ★ upon setup, indicated by placing a +1 ★ token in their Manpower Reserve.

NETHERLANDSBOT

MILITARY TARGETING CHART



DIPLOMATIC TARGETING CHART



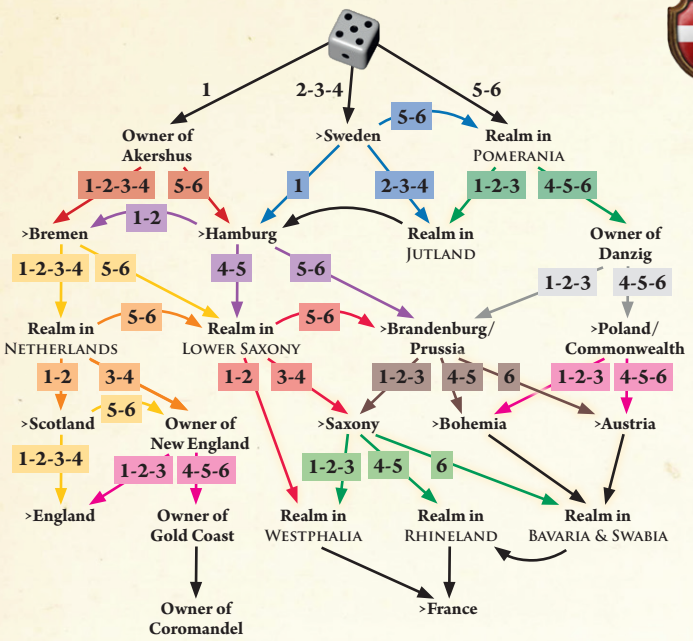
Remove the following cards from their Bot Deck:
Age I: 2/3/4/19; **Age II:** 4/7/14/15; **Age III:** 4/7/14/15; **Age IV*:** 14/15/20/23

Setup Cards: 011-1, 011-2

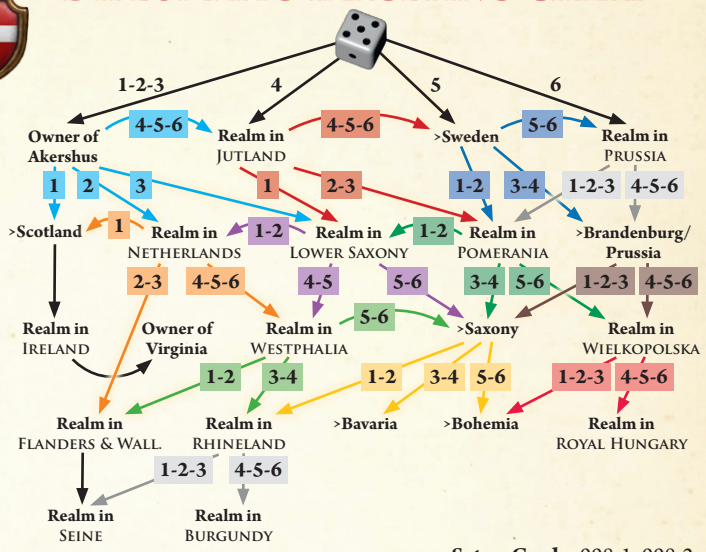
We recommend giving NetherlandsBot 1 extra ★ upon setup, indicated by placing a +1 ★ token in their Manpower Reserve.

DenmarkBot

Military Targeting Chart



Diplomatic Targeting Chart



Setup Cards: 008-1, 008-2 (with Deluxe Ed. or *Fate of Empires* Exp.)

Setup note: If playing with the Standard Ed., set up DenmarkBot as follows: Place a Merchant in Lübeck, 2 Units in the Army, and Ships in the North Sea, Skagerrak, and Baltic Sea. Place 4, using the Diplomatic chart above.

(If playing with the Deluxe Ed. or *Fate of Empires* Expansion, using the Eastern Europe map board, use KalmarBot targeting charts instead.)

Remove the following cards from their Bot Deck:
Age I: 3/11/12/15; **Age II:** 3/11/12/14; **Age III:** 3/8/14/23; **Age IV*:** 3/4/8/14;

Introductions to the Featured Realms

Major Powers

Austria (001-1)

In all the standard scenarios, >Austria starts as the Emperor of the HRE. While they have fewer Core Provinces than their rivals, they are shielded by their Imperial powers. >Austria has a strong Diplomatic position, but will often struggle with the Religious Unrest created by the Reformation in Age II.

Castile (002-1)

While >Castile starts out slightly weaker than their northern neighbors, they mostly have the Iberian corner to themselves and can quickly build a firm power base there without too much interference. >Castile has a strong colonial potential and is well poised to compete for dominance in Italy.

England (003-1)

>England has a strong initial Tax base, but starts in bit of a delicate position as they try to keep their last holdings in mainland France while facing some challenging Events in Age I. By bringing the British Isles fully under their control, they can focus on building up their navy as a means of safeguarding their homeland and fostering a colonial empire.

France (004-1)

>France starts with both a strong Tax base and powerful Allies, but they are surrounded by Opponents on all sides. They should use their strength to consolidate their position in the French region, while trying not to make too many enemies. Then, they can advance into Italy, the HRE, or the Distant Continents. >France will face Religious Unrest once the Reformation begins in Age II.

Other Realms

These are Realms that are not balanced with the Major Powers, but can provide interesting challenges in the right scenarios.

Portugal (010-1)

While weaker than the Major Powers, >Portugal's position gives them an early advantage in the exploration of the Distant Continents. Diplomacy with other players will be key to ensuring their security at home. A good navy will provide the opportunity to dominate Trade Nodes and protect colonial holdings.

Netherlands (011-1)

As the smallest of all the featured Realms, and ruled by the Estates General, >Netherlands' only chances for expansion during Age I will be Exploration and Diplomacy. If they make it to Age II, the minor Dutch states will unite and gain their independence. Their Events provide huge boosts in their competition against larger opponents.

Papal States (012-1)

>Papal States has a permanent seat in the Papal Curia, which they should use to their advantage. Their weak starting Tax Income and their geographical location, in the heart of Italy, mean that Diplomacy will be needed to approach the many conflicts that will erupt around their Realm.

Brandenburg/Prussia (013-1)

Starting as a small Realm in the HRE, >Brandenburg will initially have the Emperor's protection and room to grow within the HRE. From Age II onwards, powerful Events, and a likely conversion to Protestantism will make a clash with the Emperor almost inevitable.

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