

INTRODUCTION

This booklet contains scenarios recommended for use by experienced players. These scenarios use the Eastern Europe map board; apart from the solo scenarios, they are suited for 4–6 players.

TEAM PLAY RULES

Some Scenarios include PRs that have permanent Alliances with another PR, as described in the Realm Setup and/or Setup Card. This means that neither of those PRs will be allowed to end this Alliance by any means, and thus those players will play as a “Team”.

GENERAL RULES

- Both Realms must have the same State Religion. If one converts, so must the other.
- When a member of a Team Researches a Government Idea, the other member of that Team must also immediately tag this Idea. The researcher's teammate also receives the Instant Effect, but gains no Prestige. This does not count as another *Research* Action, and it does not provide any additional Prestige to the Team member who Researched the Idea.
- Team members never need to *Explore* to enter a Distant Sea Zone where a member of the same Team has / / .
- Monetary Support within a Team is considered a Minor Action, and costs no .
- When scoring a Power Struggle, if both Team members (and no other PR) Own Provinces in a , the Team member with most there scores for being the only PR with / there. Also, count both Team members as one faction when determining if a requirement to avoid loss has been met.

DOW & ALLIANCE RULES

- Any DoW restriction that applies to one member of a Team now applies to both members of that Team.
- For DoW restriction purposes, any Realm that is Allied or Married to one member of a Team is considered to be Allied or Married to both members of that Team.
- When one member of a Team either Declares War or has War Declared upon them, both members of that Team automatically join that War and may take the *Call to Arms* Action accordingly.

PEACE RULES

- Members of a Team must jointly agree on Peace Terms, or no Peace is concluded. Members of a Team must perform the Peace Resolution step of Phase 3 together, on the Turn of the Team member who plays earliest in overall Turn order.
- Automatic White Peace is only concluded if both Realms in a Team meet Automatic White Peace conditions against a common Enemy.
- A Team member cannot Enforce a Partial Victory on an Enemy that is currently in a position to Enforce a Partial Victory on the other Team member.
- No PR can Enforce a Partial Victory on a member of a Team if the other member of that Team is currently in a position to Enforce a Partial Victory on that PR.

EVENT RULES

- When any Event asks players to make a decision or choose from multiple options, both Team members must choose the same option. If there is a disagreement, the first Team member due to make a choice will make the choice for both Team members.

FINAL SCORING

- Members of a Team win or lose together. When calculating Final Scoring, a Team's score is the average of both members' scores.

FEATURED REALMS

MAJOR POWERS

Muscovy (005-1)

Confined to the eastern steppes of Europe, >Muscovy's isolated position is ideal for a relatively undisturbed buildup. They can Annex their multiple starting Vassals, subdue >Novgorod, and make gains into the lands of the >Great Horde. Colonizing Siberia and expanding towards both the Baltic and the Black Sea should be their next priorities.

Ottomans (006-1)

The >Ottomans are surrounded by some of the most profitable European Trade Nodes, and they start with strong military capabilities. Conquest is their game, but they will face issues as they expand into a religiously

diverse region. Setting resources aside to reap the benefits of early Missions is essential for >Ottoman growth. The >Ottomans should try to take advantage of their corner position before their rivals come too close.

Poland (007-1)

>Poland starts the game without a Ruler, but is presented with a good candidate on their first Event of Age I, leading to a close relationship with >Lithuania. Diplomacy will be key, as >Poland is surrounded by many Opponents. >Poland's priorities include defeating the >Teutonic Order and accessing the Trade Nodes in the Baltic Sea, and disputing the thrones of >Bohemia and >Hungary.

Kalmar Union (008-1/009-1)

>Denmark has the stronger starting position, while >Sweden's later potential is higher. By cementing the union of the Scandinavian kingdoms, it is possible to get the best of both worlds. Dominating the Baltic region, as well as the northern seas and shores, should be their next steps. They can then use this position to dominate Trade and become a colonial power.

Event 108-2 lets >Denmark turn into >Sweden, using >Swedish Events from that point onwards (all tokens stay the same).

OTHER REALMS

Venice (014-1)

Starting with a large navy and a presence in the most profitable European Trade Nodes, >Venice should focus on maintaining an efficient Trade network, as Income is crucial to defending their scattered Provinces. Surrounded by strong Opponents, and with limited Manpower, they will need to muster all the Allies and Mercenaries that their Ducats can pay for.

Mamluks (015-1)

The >Mamluks are the only Realm to start with presence in the Indian Ocean as well as the Mediterranean, giving them a unique position to profit from Trade in spice and luxuries. Harsh Events and weak Rulers represent the Mamluks' decadence, and they will need to palliate these effects. They should try to expand into Northern Africa and the Middle East ahead of their rivals.

Byzantium (016-1) & Ulm (017-1)

See scenarios S2-06 and S2-07.

S2-01: THE GRAND CAMPAIGN (6 PLAYERS)

KEY INFORMATION

Time Period: 1444–1821 (Age I, II, III, and IV)
Number of Players: 6
Player Realms: >Ottomans (green), >France (blue), >Castile (in clockwise order) (yellow), >England (red), >Austria (white), >Poland (purple)
1st Player Round 1: >Ottomans
Number of Rounds: 16

INTRODUCTION

See S1-01, with the following additions:

>Poland, which starts the game without a Ruler, has powerful neighbors to the west, east, and south. >Poland's dynastic ties with >Lithuania can be used to their advantage, if they are nurtured with diplomacy. As soon as a new Ruler ascends to the throne, >Poland can also think about expanding militarily to the north or south.

The >Ottomans are on the verge of becoming a true empire, but they have many enemies and few friends. If they can build up their military strength to conquer what remains of >Byzantium and Anatolia, they are well placed to expand into Europe, the Middle East, or the Mediterranean.

HISTORICAL BACKGROUND

See S1-01, with the following additions:



After Poland lost their king and armies at Varna, their throne was offered to the Grand Duke of Lithuania. The unification of these two titles would create one of the largest realms in Europe, with lands stretching from the Baltic region to the Black Sea and Pontic Steppes.

Meanwhile, the Ottomans' victory at Varna let lay their hands on the glorious city of Constantinople. In the north, the Crimean horde was seeking protection from the Sultan, and the beys of Anatolia would soon bend their knee as well. Their relationship with the mighty Mamluks to the south was however rather tense, and a clash with the Habsburgs over dominance in the Balkans was imminent.





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, Eastern Europe, and Distant Continents map boards. Russia and North Asia are off-limits, as shown by the shaded area in the map image below. The Astrakhan  and Novgorod  are in play, even if their Areas are not.

PLAYER REALM SETUPS

Realm	Provinces (🏰/🏰)	Influence (🏰)	🏰/🏰/🏰/🏰/🏰	Merchants	Military
>Ottomans (Setup Card 006-1)	🏰: Edirne (L), Hüdavendigar (L), Selanik, Yanya, Sofya, Silistre, Ankara, Izmir, Kütahya, Mentеше, Teke, Amasya, Sivas	KARAMAN (2), KURDISTAN (1), RUM (1), WALLACHIA & BULGARIA (1), SERBIA & ALBANIA (1)	State Religion: Muslim 🏰: MACEDONIA & THRACE	Black Sea  , Alexandria 	MACEDONIA & THRACE (Army 1: 2 Infantry, 1 Cavalry), AEGEAN SEA (L. Ship, Fleet: 3 Galleys)
>France (Setup Card 004-1) – same setup as in S1-01					
>Castile (Setup Card 002-1) – same setup as in S1-01					
>England (Setup Card 003-1) – same setup as in S1-01					
>Austria (Setup Card 001-1) – same setup as in S1-01					
>Poland (Setup Card 007-1)	🏰: Kraków (L), Poznań, Lublin, Sandomierz, Kalisz, Sieradz, Lwów, Podole; 🏰: Warszawa, Suceava, Basarabia	MAZOVIA & MALOPOLSKA (1), LITHUANIA (2), RED RUTHENIA (1), BOHEMIA (1), ROYAL HUNGARY (1)	State Religion: Catholic 🏰: >Lithuania	Krakow  , Kiev 	MALOPOLSKA & MAZOVIA (Army 1: 2 Infantry)

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; 156B, 157B, 158B, 160B; 101-1, 102-1, 103-1, 104-1, 106-1, 107-1	11A-2, 12A-2, 13A-2, 14A-2; 154B, 155B, 159B, 162B; 101-2, 102-2, 103-2, 104-2, 106-2, 107-2
Age II	21A-1, 22A-1, 23A-1, 24A-1; 251B, 253B, 260B, 264B; 201-1, 202-1, 203-1, 204-1, 206-1, 207-1	21A-2, 22A-2, 23A-2, 24A-2; 252B, 254B, 259B, 262B; 201-2, 202-2, 203-2, 204-2, 206-2, 207-2
Age III	31A-1, 32A-1, 33A-1, 34A-1; 352B, 353B, 358B, 360B; 301-1, 302-1, 303-1, 304-1, 306-1, 307-1	31A-2, 32A-2, 33A-2, 34A-2; 351B, 354B, 362B, 364B; 301-2, 302-2, 303-2, 304-2, 306-2, 307-2
Age IV	41A-1, 42A-1, 43A-1, 44-1; 451B, 453B, 454B, 455B; 401-1, 402-1, 403-1, 404-1, 406-1, 407-1	41A-2, 42A-2, 43A-2, 44A-2; 452B, 456B, 457B, 458B; 401-2, 402-2, 403-2, 404-2, 406-2, 407-2

Trade Deck




Take out all cards that are marked with a †, 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 their green starting Missions. The rest of each PR's Mission deck is set aside for later Rounds.

>Poland, instead of their native Mission 3A, has the generic Mission 2F as part of their Mission deck.

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, >England  #4, and >Poland  #5.

POWER STRUGGLES

For your first Grand Campaign, we recommend using the following Power Struggles in the order listed below (for later playthroughs, you may randomize their order):

1. *The Italian Wars*, 2. *Struggle for the Balkans*, 3. *Thirty Years' War*, 4. *War of Spanish Succession*, 5. *Seven Years' War*, 6. *Napoleonic Wars*

DYNAMIC NPRS (O)

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

SHORTER VARIANTS

End the game after Age II or Age III for a shorter scenario.

VARIANT WITH MUSCOVY

For a variant that utilises the entire map board, but leaves a power vacuum in the center, you can replace >Austria with >Muscovy, using Setup Card 005-1. Replace Events as follows:

Age I: 101-1 → 105-1 / 101-2 → 105-2

Age II: 201-1 → 205-1 / 201-2, 259B → 205-2, 255B

Age III: 301-1, 34A-1 → 305-1, 34A-3 / 301-2, 364B → 305-2, 355B

Age IV: 401-1 → 405-1 / 401-2 → 405-2

VICTORY CONDITIONS

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




S1-05: TEAM VARIANT (6 PLAYERS)

Scenario S1-05, from the Scenarios I booklet can be played as a variant with 6 players, where 2 players play >Spain I (Castile) and >Spain II (Aragon) as a Team.

MAIN DIFFERENCES

- Add >England and >Spain II (Aragon) as PRs, using Setup Cards 003-2 and 018-2.
- The scenario will have 8 Rounds, with 4 Rounds in Age III and 4 Rounds in Age IV.

SETUP CHANGES

- Turn order: >England (red), >Austria (white), >Spain I (yellow), >Netherlands (green), >France (blue), >Spain II (purple)
- >Spain II controls  #4.
- >Spain II has no Missions.
- >England's Missions: 1A, 1B, 1C, 2A, 2B, 2C, 2D, 3A, 3B, 3F, 3G

EVENT DECKS

Ignore the Event deck compositions from the original scenario description, and compose Event decks as listed below.

This variant is also played without the "+1 Event", meaning that 6 Events are put on display during Phase 1 of each Round.

Age III (1st half)	31A-1, 32A-1, 33A-1, 34A-1; 353B, 355B, 360B; 301-1, 302-1, 303-1, 304-1, 311-1
Age III (2nd half)	31A-2, 32A-2, 33A-2, 34A-2; 351B, 357B, 362B; 301-2, 302-2, 303-2, 304-2, 311-2
Age IV (1st half)	41A-1, 42A-1, 43A-1, 44A-1; 451B, 452B, 455B; 401-1, 402-1, 403-1, 404-1, 411-1
Age IV (2nd half)	41A-2, 42A-2, 43A-2, 44A-2; 456B, 457B, 458B; 401-2, 402-2, 403-2, 404-2, 411-2

POWER STRUGGLES

From *The Italian Wars*, *Thirty Years' War*, *Distant Trade*, *War of Spanish Succession*, and *Seven Years' War*, draw 4 cards at random and shuffle them in random order to form the deck.

SCENARIO-SPECIFIC RULES

- >Spain I and >Spain II play as a Team, using the Team Play Rules described on page 1.
- The historical Rulers of >Castile/>Spain Events always go to >Spain I.
- If >Spain I enters an Interregnum, >Spain II is subject to the same DoW restrictions. >Spain II's own Interregnums cause no penalties.
- If an Event names >Castile/>Spain as the beneficiary or victim of an effect, the Team members may agree amongst themselves if >Spain I or >Spain II should receive it. If the Team members cannot agree, >Spain I will receive the effect. However, if only one of them can pay a cost or be hit by a bad effect, and the other Team member would be unaffected, then this effect must be applied to the Team member that would be affected.

VICTORY CONDITIONS

Most (P) at the end of Age IV. Normal endgame triggers apply (see main rules, p. 11). Final Scoring is done according to normal rules with the addition of the Team Play conditions (see p. 1).

S2-02: THE ENEMY AT THE GATES (4 PLAYERS)

KEY INFORMATION

Time Period: 1444–1720 (Age I, II, and III)
Number of Players: 4
Player Realms: >Ottomans (green), >Austria (white),
 (in clockwise order) >Poland (purple), >Muscovy (yellow)
1st Player Round 1: >Ottomans
Number of Rounds: 12

INTRODUCTION

This scenario takes place in Central and Eastern Europe, with most of Western Europe not in play – this changes the character of the game quite a bit. While there is more room to expand by military conquest on land, it is much harder to expand via Colonization. Trade is generally less lucrative than in scenarios like S2-01, where access to maritime Trade Nodes is a lot easier, but it can still generate needed cash.

>Muscovy is the strongest of the Russian princes, and can become a real empire once they see off their main rival to the North, the Republic of >Novgorod, and the remnants of the Mongol hordes.

The Grand Duchy of >Lithuania, with its Ruthenian lands, will likely be a region of conflict between the >Muscovites and the >Polish, while the >Ottomans will rival both of them for the steppes north of the Black Sea.

The Balkans will be contested by >Austria and the >Ottomans, but the >Polish also have dynastic claims to the >Hungarian throne. And, who is to say that >Austria will get the Holy Roman Empire all to themselves?

HISTORICAL BACKGROUND

With the Ottomans' crushing victory against the Crusaders at Varna, what had previously seemed like a distant threat now alarmed all of Christendom. With the fall of Constantinople, the City of the World's Desire, the Ottomans rose from being merely another Turkic tribe in Anatolia to become the terror of all Europe.

The centuries to come would see the Ottomans as a seemingly unstoppable force, reaching the gates of Vienna first in 1529 and again, more famously, in 1683, when the Polish Winged Hussars charged down from Mount Kahlenberg to rescue the besieged city.

Throughout this period, the Balkans were the battleground upon which the Habsburgs and their allies desperately wrestled to keep the mighty Ottoman war machine at bay. Fortunes would eventually turn in the favor of the Emperor in Vienna, as the Ottomans increasingly had to manage growing tensions across their vast domains.

The Habsburgs, meanwhile, had to deal with internal struggles of their own. The Holy Roman Empire was never a unified and coherent monarchy, and as frictions between the Emperor and his subjects increased, vultures circled on all sides of the Empire's borders.

In the northeast, Muscovy and the Polish-Lithuanian Commonwealth would enter into a long-term struggle for domination over the Orthodox lands of Ruthenia, where the power of the Tatar hordes was steadily dwindling. However, Tatar raiders would still haunt Eastern rulers for centuries, keeping Crimea as a stronghold with Ottoman support.

As the Russian lands consolidated under their own Emperor, the region around the Black Sea was suddenly fiercely contested by three mighty powers.

PLAYER REALM SETUPS

Realm	Provinces (🌐/🏰)	Influence (🏰)	🏰/🏰/🏰/🏰/🏰	Merchants	Military
>Ottomans (Setup Card 006-1) – same setup as in S2-01					
>Austria (Setup Card 001-1) – same setup as in S1-01					
>Poland (Setup Card 007-1) – same setup as in S2-01					
>Muscovy (Setup Card 005-1)	🌐: Moskva, Rzhev, Vladimir, Kasimov, Murom, Suzdal, Vologda, Galich, Viatka, Nizhny Novgorod; 🏰: Beloozero, Yaroslavl, Pskov, Perm	MOSCOW & RYAZAN (2), NOVGOROD (1), VOLOGDA (1), CENTRAL RUSSIA (1)	State Religion: Orthodox 🏰: >Tver, >Odojev	Kazan 🏰, Novgorod 🏰	MOSCOW & RYAZAN (Army 1: 2 Infantry, 1 Cavalry)

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; 158B, 161B; 101-1, 105-1, 106-1, 107-1	11A-2, 12A-2, 13A-2, 14A-3; 160B, 162B; 101-2, 105-2, 106-2, 107-2
Age II	21A-1, 22A-1, 23A-1, 24A-3; 251B, 264B; 201-1, 205-1, 206-1, 207-1	21A-2, 22A-2, 23A-2, 24A-4; 262B, 263B; 201-2, 205-2, 206-2, 207-2
Age III	31A-1, 32A-1, 33A-1, 34A-1; 353B, 360B; 301-1, 305-1, 306-1, 307-1	31A-2, 32A-2, 33A-2, 34A-3; 354B, 363B; 301-2, 305-2, 306-2, 307-2
Age IV (optional)	41A-1, 42A-1, 43A-1, 44-1; 453B, 454B; 401-1, 405-1, 406-1, 407-1	41A-2, 42A-2, 43A-2, 44A-2; 452B, 458B; 401-2, 405-2, 406-2, 407-2

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, Eastern Europe, and Distant Continents map boards. Some Areas are off-limits, as shown by the shaded parts of the map image below.




Trade Deck

Take out all cards that are marked with a †, as well as T22-1, and set them aside. These may be added later (see main rules, p. 35).



Missions

All players may pick two Missions from their green starting Missions. The rest of each PR's Mission deck is set aside for later Rounds.


Emperor

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

Papal Curia

>Austria controls  #1 and >Poland  #2.

Extra NPR Manpower

Place +1  tokens on Piemonte, Genève, Sardenya, and Tunis. These Provinces provide additional MC for their NPR Owners (see main rules, p. 36).

POWER STRUGGLES

For your first playthrough, we recommend using the following Power Struggles in the listed below (for later playthroughs, you may randomize their order):

1. *Struggle for the Balkans*, 2. *Great Northern War*, 3. *The Holy League*, 4. *The Deluge*.

DYNAMIC NPRS (O)

If you want to start with DNPRs on the map board, we suggest using >Hungary (green), >Denmark (pink), and >Mamluks (orange).

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).



3-PLAYER VARIANT

This scenario can be played with three players instead of four (or one player and two Bots), by taking out >Poland as a PR, and removing the following Events:

Age I: 107-1, 158B / 107-2, 160B



Age II: 207-1, 264B / 207-2, 263B

Age III: 307-1, 360B / 307-2, 354B

(**Age IV:** 407-1, 454B / 407-2, 458B)

5-PLAYER VARIANTS

This scenario can be played with 5 players, by adding either >Denmark, >Sweden, or >Mamluks as the fifth PR. Adding >Denmark or >Sweden puts a bit more pressure on >Poland and >Muscovy, while the addition of >Mamluks puts more pressure on >Ottomans. However, this somewhat adjusts itself if the affected players focus their attention more in the other direction (southward in the case of >Poland and >Muscovy, and northward in the case of >Ottomans).

With >Denmark or >Sweden as a PR (3rd in Turn order,  #3), the NORTH SEA Sea Zone and North Sea  are in play.

Add the following Events for >Denmark:

Age I: 108-1, 154B / 108-2, 159B

Age II: 208-1, 254B / 208-2, 258B, and replace: 262B → 259B

Age III: 308-1, 355B / 308-2, 362B

(**Age IV:** 408-1, 455B / 408-2, 456B)



Add the following Events for >Sweden:

Age I: 109-1, 154B / 109-2, 159B

Age II: 209-1, 254B / 209-2, 258B, and replace: 262B → 259B

Age III: 309-1, 355B / 309-2, 362B

(**Age IV:** 409-1, 455B / 409-2, 456B)

With >Mamluks as a PR (2nd in Turn order), the ALGIERS Area, WESTERN MED. Sea Zone, Genoa , Maghreb , and Trade Card T22-1 are in play. Add these Events:

Age I: 115-1, 154B / 115-2, 159B

Age II: 215-1, 260B / 215-2, 254B

Age III: 315-1, 355B / 315-2, 362B

(**Age IV:** 415-1, 455B / 415-2, 456B)

>Mamluk Missions: *Native:* 1D, 2A, 2H, 4O,

Generic: 1A, 1C, 2G, 3A, 3G, 3H, 3M, 5A

6-PLAYER VARIANT

For a really crowded experience, both >Denmark and >Mamluks can be added. In this case we recommend that all Sea Zones, as well as the AMERICA map and all the Trade Nodes in the 5-player variants, also be in play. Use the following new Turn order:

>Ottomans (green), >Mamluks (red), >Austria (white), >Denmark (blue), >Poland (purple), >Muscovy (yellow)

Age I: 108-1, 115-1, 154B, 156B / 108-2, 115-2, 155B, 159B

Age II: 208-1, 215-1, 257B, 260B / 208-2, 215-2, 254B, 258B,

and replace: 262B → 259B

Age III: 308-1, 315-1, 355B, 358B / 308-2, 315-2, 357B, 362B

(**Age IV:** 408-1, 415-1, 451B, 455B / 408-2, 415-2, 456B, 457B)

S2-03: MEDITERRANEAN DOMINANCE (5 PLAYERS)

KEY INFORMATION

Time Period: 1444–1720 (Age I, II, and III)
Number of Players: 5
Player Realms: >Venice (red), >Ottomans (green), >Mamluks (in clockwise order) (purple), >France (blue), >Castile (yellow)
1st Player Round 1: >Venice
Number of Rounds: 12

INTRODUCTION

In this Scenario all players compete to gain Ownership of 4 Objectives, which are key Mediterranean Provinces. Controlling any of these Provinces that are Lawfully Owned by an Opponent also counts for Victory purposes.

Players should try to dominate the seas and coastlines to ensure Victory in the game, as this will improve their own mobility while also hindering that of their Opponents.

The restricted play area creates fierce and intense competition right from the start. Short-term planning is crucial, since an unchecked Opponent can end the game at any moment. However, completely ignoring long-term planning will see you lose out if you are unable to get to the Objectives soon enough.

This uneasy balance should see Alliances between players shifting dynamically as the board situation changes.

HISTORICAL BACKGROUND

The growing naval prowess of the Western European powers would give them the confidence to confront the Ottomans' dominance at sea. Since the fall of the Byzantine Empire, the Ottomans had expanded their naval capacity in the Mediterranean region at an unprecedented rate. The Sultan's support of corsair activities with new bases in Northern Africa had caused fear along all the coasts of the Mediterranean. At the Battle of Lepanto the Ottoman navy was dealt what seemed like a crushing blow, but this would merely slow down the Ottomans' expansion rather than end it. The island of Cyprus succumbed to the Ottomans in 1571, and the last resistance in Tunisia fell in 1574. In 1669, an almost generation-long siege in Crete pushed the Venetians out of that strategic island.

A balance of power was then established between Spain and the Ottoman Empire that lasted until the 18th century, with each of them dominating their respective halves of the Mediterranean. The standing of the Italian merchant republics as naval powers was meanwhile made increasingly more irrelevant.

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, Eastern Europe, and

PLAYER REALM SETUPS

Realm	Provinces (🗺️/🏰)	Influence (🏰)	✝️/🏳️/👑/🛡️/👤	Merchants	Military
>Venice (Setup Card 014-1)	🗺️: Venezia (L), Verona, Treviso, Brescia, Zara, Creta; 🏰: Naxos	LOMBARDY (1), CENTRAL ITALY (1), DALMATIA (1), GREECE (1), AEGEAN ARCHIPELAGO (1), EGYPT (1)	State Religion: Catholic 🏳️: >Albania, >Knights	Adriatic Sea 🗺️, Alexandria 🗺️	VENETIA (Army 1: 2 Infantry), ADRIATIC SEA (L. Ship, Fleet: 2 Galleys), EASTERN MED. (L. Ship), AEGEAN SEA (L. Ship)
>Ottomans (Setup Card 006-1) – same setup as in S2-01					
>Mamluks (Setup Card 015-1)	🗺️: Qahirah (L), Halab (L), Bangazi, Iskandariyya, Dumyat, Fayyum, Gazzah, Jaffa, Al-Quds, Tarabulus, Dimashq; Distant 🗺️: Upper Egypt (L); Distant 🏰: Hejaz	KARAMAN (2), KURDISTAN (1), TRIPOLITANIA (1)	State Religion: Muslim	Alexandria 🗺️, Aleppo 🗺️	EGYPT (Army 1: 2 Infantry, 1 Cavalry), EASTERN MEDITERRANEAN (L. Ship, Fleet: 2 Galleys)
>France (Setup Card 004-1) – same setup as in S1-01					
>Castile (Setup Card 002-1) – same setup as in S1-01					

Realm setups are also described on the 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; 156B, 154B, 158B; 102-1, 104-1, 106-1, 114-1, 115-1	11A-3, 12A-2, 13A-2, 14A-3; 155B, 159B, 162B; 102-2, 104-2, 106-2, 114-2, 115-2
Age II	21A-1, 22A-1, 23A-1, 24A-3; 251B, 255B, 259B; 202-1, 204-1, 206-1, 214-1, 215-1	21A-2, 22A-2, 23A-2, 24A-4; 254B, 257B, 258B; 202-2, 204-2, 206-2, 214-2, 215-2
Age III	31A-1, 32A-1, 33A-1, 34A-3; 357B, 359B, 361B; 302-1, 304-1, 306-1, 314-1, 315-1	31A-2, 32A-2, 33A-2, 34A-2; 351B, 354B, 362B; 302-2, 304-2, 306-2, 314-2, 315-2

Distant Continents map boards. Large parts of Northern Europe are off-limits, as shown by the shaded region of the map image below.

Trade Deck

Take out all cards that are marked with a †, as well as T09-1 and T16-1, and set them aside. From the cards set aside, return the cards marked with a 2 or a 3 symbol to the Trade deck. The remaining cards that were set aside may only be added to the Trade deck later (see main rules, section 12.6, p. 35).

Missions

All players may pick two Missions from their green starting Missions.

>Venice: Native: 1F, 2B, 3L, 3M, Gen: 1A, 1D, 2A, 2D, 3A, 4O

>Ottomans: 1A, 1B, 1C, 2A, 2B, 2C, 3B, 3C, 3D, 4B

>Mamluks: Native: 1D, 2A, 2H, 4O, Gen: 1A, 1C, 2G, 3A, 3G, 3M

>France: 1A, 1B, 1C, 2A, 2B, 3B, 3D, 3E, 4B, 4E

>Castile: 1A, 1B, 1C, 2A, 2B, 2C, 2D, 3A, 3C, 3D

Emperor

>Austria is the Emperor of the HRE (starting at +3). Use the NPR Emperor rules on page 45 of the main rules.

Papal Curia

>Castile controls #1, >Venice #2, and >France #3.

Marking Objectives

We suggest marking the Objectives (listed under Victory Conditions) with tokens to make them easier to see at a glance.

POWER STRUGGLES

We recommend not using Power Struggles for this scenario. However, if you would rather play for only, and not compete for the Objectives listed in the Victory Conditions below, you can use the following Power Struggles in the listed order or randomized:

1. *The Italian Wars*, 2. *Struggle for the Balkans*, 3. *The Holy League*, 4. *War of Spanish Succession*

VICTORY CONDITIONS

Whoever Owns 4 of the following Provinces wins instantly: Athina, Baleares, Cyprus, Firenze, Genova, Napoli, Provence, Rhodes, Tangiers, and Tunis. Controlling a Province which is Lawfully Owned by an Opponent also counts for Victory purposes.

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



S2-03: TEAM VARIANT (6 PLAYERS)

For a very different experience, this scenario can be played with 3 Teams, starting at the beginning of Age III.

MAIN DIFFERENCES

- Use 1618 setup side of the map boards.
- There are 3 Teams. **Team 1:** >Spain I (Castile) and >Spain II (Aragon) are set up using Setup Cards 002-2 and 018-2. **Team 2:** >France and >Venice are set up using Setup Cards 004-2 and 014-2. **Team 3:** >Ottomans I (Rumelia) and >Ottomans II (Egypt) are set up using Setup Cards 006-2 and 015-2.
- The scenario starts with Age III and has 8 Rounds.

SETUP CHANGES

- Turn order: >Venice (red), >Ottomans I (green), >Spain I (yellow), >France (blue), >Ottomans II (purple), >Spain II (white)
- In addition to the Areas in the standard S2-03, ROYAL HUNGARY, HUNGARIAN PLAIN and TRANSYLVANIA are also in play.
- >Spain I controls #1, >Venice #2, >France #3, and >Spain II #4.
- >Venice starts the game with 3 extra Galleys in their Fleet.
- The scenario is played without Missions.
- All Trade Cards are in play from the beginning.
- All PRs start with 3 extra of their choice (max. 5 of any type).

EVENT DECKS

Ignore the Event deck compositions from the original scenario description, and compose Event decks as listed below.

This variant is played without the “+1 Event”, meaning that only 6 Events are put on display during Phase 1 of each Round.

Age III (1st half)	31A-1, 32A-1, 33A-1, 34A-3; 354B, 355B, 358B; 302-1, 304-1, 306-1, 314-1, 315-1
Age III (2nd half)	31A-2, 32A-2, 33A-2, 34A-2; 351B, 357B, 359B; 302-2, 304-2, 306-2, 314-2, 315-2
Age IV (1st half)	41A-1, 42A-1, 43A-1, 44A-1; 451B, 452B, 454B; 402-1, 404-1, 406-1, 414-1, 415-1
Age IV (2nd half)	41A-2, 42A-2, 43A-2, 44A-2; 453B, 456B, 458B; 402-2, 404-2, 406-2, 414-2, 415-2

SCENARIO-SPECIFIC RULES

- The Team rules on page 1 are in use.
- No PR may Ally with a member of another Team.
- Spain: All rules from the 'S1-05: Team Variant' (see p. 3) apply.
- >Ottoman Events are considered native to >Ottomans I.
- >Mamluk Events are considered native to >Ottomans II. Read any mention of >Mamluks in these Events as >Ottomans II.
- If >Ottomans I enters an Interregnum, >Ottomans II is subject to the same DoW restrictions. >Ottomans II's own Interregnums cause no penalties.

VICTORY CONDITIONS

Whichever Team Owns 5 of the following Provinces wins instantly: Baleares, Creta, Cyprus, Firenze, Genova, Gibraltar, Malta, Provence, Rhodes, and Tangiers. Controlling a Province which is Lawfully Owned by an Opponent also counts for Victory purposes.

Otherwise, the winner is the player with the most at the end of Age IV. >Venice doubles gained from Tax Income during Final Scoring (before averaging scores). No endgame triggers apply.

S2-04: NAPOLEON RISING (6 PLAYERS)

KEY INFORMATION

- Time Period:** 1783–1821 (Age IV)
Number of Players: 6
Player Realms: >Prussia (purple), >Russia (green), >France (blue), >Spain (yellow), >Great Britain (red), and >Austria (white)
1st Player Round 1: >Prussia
Number of Rounds: 3

INTRODUCTION

This scenario starts in the middle of the Age of Revolutions and lasts for 3 Rounds, but it is not a very short scenario since there is a lot going on in Age IV.

With Events triggering the spread of the Revolution, Grand Coalitions, coups, and much more, this scenario should be action-packed and ripe for chaos and lots of player vs. player interaction. No Realm should escape unscathed in this game.

Will the Revolution sweep the old monarchies aside? Will Napoleon rise to power and form a new European Empire? Or, will the European Concert keep the revolutionary forces at bay?

HISTORICAL BACKGROUND

In 1783, the American Revolution was at its end. Great Britain, still a great empire, had suffered a humiliating blow at the hands of one of their colonial subjects. The birth of a new, independent American country, inspired by ideals of natural rights, sovereignty, and commercial freedom, created new paradigm in terms of ideas for governing modern states. Despite their losses, the British continued to dominate the world's oceans.

In France a revolution was brewing, with the bourgeoisie protesting against the hegemony and decadence of the old privileged classes.

Voices in the Spanish colonies were trying to mobilize movements similar to the American one, to break free from the "Old World."

Austria, Prussia, and Russia had cynically agreed to partition the Polish and Lithuanian lands, and subsequently found themselves scrambling against each other for dominance in the region.

Imperial authority was on the wane as the German princes claimed royal titles for themselves and began to act more and more like independent states in their own right.

Russia, meanwhile, had set their sights on the Ottoman territories around the Black Sea, as the once so mighty Sultanate faltered in its attempts to modernize.



SETUP INSTRUCTIONS

Set the game up as described on page 6 of the Main Rules, with the following additions.


Starting Rulers

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

Boards and Areas in play

Use the 1618 setup side of the Western Europe, Eastern Europe, and Distant Continents map boards. North Asia and Anatolia are off-limits, as shown in the image below.

Monarch Power

All PRs start with 4 extra  of their choice (max. 5 of any single type).

Events

Shuffle Events separately for each of the 3 Rounds of the scenario. All 6 Events for the first Round are then placed on display, and 3 Events are revealed as normal.



Trade Deck

All Trade Cards are in use in this scenario.





Missions

This scenario is played without any Missions.




Extra Manpower and Prestige

>Prussia starts with two +1  tokens and 10 .

Emperor and HRE

>Austria is the Emperor of the HRE (starting at +1 ) and thus has +1  (15  in total) and +1 Tax Income. Place  in NETHERLANDS, SWITZERLAND, and LOMBARDY.

Papal Curia

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


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

Administrative: "Tolerance" (none), "Absolute Monarchy" (>Prussia, >France, >Austria, >Russia, >Spain), and 2 random Ideas

Diplomatic: "OfNW" (>France, >Great Britain, >Spain), "Cabinet" (>Austria), "Mercantilism" (>France), "Constitutional Monarchy" (>Great Britain)

Military: "Cannons" (all PRs), "Tercios/Janissaries" (all PRs), "Line Infantry" (>France), and 1 random Idea

Power Struggles

Napoleonic Wars is activated once the  on Event 42A-2 is resolved.

DNPR SETUP (O)

C: Capital, PR: Owned by PR (see PR setups):

- >United States of America (Pink 1): Virginia (C), New England.
- >Netherlands (Orange): Amsterdam (C), Gent, Antwerpen, Brugge (PR), Namur (PR), Luxembourg (PR). AFRICA: Cape of Good Hope. Also, all >Dutch Core Provinces (no  needed).
- >Sweden (Blue): Stockholm (C), Lund, Gotland, Stralsund. Also, all >Swedish Core Provinces, except Neva (no  needed).
- >Two Sicilies (Green): Napoli (C), Salerno, Bari, Palermo, Mesina.

PLAYER REALM SETUPS

Realm	Provinces (🌐/🏰)	Influence (🏰)	✝️/🏳️/👑/🏰/🏰	Merchants	Military
>Prussia (Friederich II, <i>An Army with a State</i> , 413-1)	🌐: Berlin (L), Potsdam (L), Magdeburg (L), Silesia (L), Altmark, Neumark, Kleve, Bremen, Stettin, Köslin, Kulm, Danzig, Königsberg, Osterode	POMERANIA (1), SAXONY (1), WESTPHALIA (1), LOWER SAXONY (1)	State Religion: Protestant 🏳️: >Great Britain 🏰: WIELKOPOLSKA	Saxony 🏰, Lübeck 🏰	BRANDENBURG: (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery), BALTIC SEA: (L. Ship), SKAGERRAK: (L. Ship)
>Russia (Elizaveta I, <i>Rise of an Empire</i> , 405-1)	🌐: All Provinces in MOSCOW & RYAZAN, C. RUSSIA, NOVGOROD, KARELIA, POMORYE, VOLOGDA, PERM, KAZAN, E. UKRAINE and SARATOV, plus: Sarai, Astrakhan, Reval, Livland, Riga, Polockas (🏳️), Smolenskas, Kijevas, Zaporozje; 🏰: Edisanas (🏳️), Majar (🏳️)	SJÆLLAND & FYN (1), SVEALAND (1), CIRCASSIA (1), CRIMEA (1)	State Religion: Orthodox 🏰: WHITE RUTHENIA, CRIMEA 🏰: KARELIA	Novgorod 🏰, Astrakhan 🏰	MOSCOV & RYAZAN: (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery), GULF OF BOTHNIA: (L. Ship)
>France (Louis XV, <i>Mississippi Bubble</i> , 404-1)	🌐: All Provinces in BRITTANY & NORMANDIE, SEINE, AQUITAINE and LOIRE, plus: Bourgogne (L), Lyon (L), Provence (L), Lorraine (L), Franche-Comté, Toulouse, Montpellier, Corsica, Sundgau	RHINELAND (1), LOMBARDY (1), BURGUNDY (1), SJÆLLAND & FYN (1), SVEALAND (1), NETHERLANDS (1)	State Religion: Catholic 🏳️: >Spain, >USA 👑: >Spain 🏰: FLANDERS & WAL-LONIA, LOMBARDY 🏰: SEINE	Bordeaux 🏰, Champagne 🏰	SEINE: (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery), GULF OF LION: (L. Ship), C. MEDITERRANEAN: (L. Ship), BAY OF BISCAY: (L. Ship, Fleet: 1 H. Ship)
>Spain (Felipe V, <i>Nueva Planta Decrees</i> , 402-1)	🌐: All Provinces in CASTILE, LEON, ARAGON, plus: Sevilla (L), Córdoba, Granada, Ceuta, Canarias, Tlemcen, Oran; Distant 🌐: Mexico (L, 🏳️), Central America (L), Cuzco (L), Mississippi, Florida, Antilles, New Granada (🏳️), Quito, Charcas, Chile (🏳️), La Plata (🏳️), Philippines	LOMBARDY (1), CENTRAL ITALY (1), NAPLES (1), SICILY (1)	State Religion: Catholic 🏳️: >France 👑: >France, >Naples 🏰: ANDALUCIA	Sevilla 🏰, N. America 🏰	CASTILE (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery), C. ATLANTIC (L. Ship, Fleet: 1 H. Ship), W. MEDITERRANEAN (L. Ship), CARIBBEAN SEA (L. Ship), S.W. ATLANTIC (L. Ship)
>Great Britain (George II, <i>Captain Jenkins' Ear</i> , 403-1)	🌐: All Provinces in EAST ANGLIA, WALES & WESSEX, NORTHUMBRIA, SCOTLAND and IRELAND, plus: Gibraltar, Hannover, Braunschweig; Distant 🌐: Bengal (L), Hudson Bay, Canada, Great Lakes (🏳️)	PORTUGAL (2), SJÆLLAND & FYN (1), SVEALAND (1), NETHERLANDS (1)	State Religion: Protestant 🏳️: >Portugal, >Prussia Distant 🏰: Antilles, Cape of Good Hope 👑: 2	English Ch. 🏰, North Sea 🏰	EAST ANGLIA (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery), DOGGERBANK (L. Ship), ENGLISH CH. (2 L. Ships, Fleet: 1 H. Ship), E. ATL. (L. Ship), C. ATL. (L. Ship), N.W. ATL. (L. Ship), INDIAN OCEAN (L. Ship)
>Austria (Maria Theresia I, <i>The Pragmatic Sanction</i> , 401-1)	🌐: All Provinces in AUSTRIA, TIROL, BOHEMIA, ROYAL HUNGARY, HUNGARIAN PLAIN and TRANSYLVANIA, plus: Milano (L), Krain, Rijeka, Zagreb, Cremona, Brugge, Namur, Luxembourg, Lwów (🏳️)	BAV. & SWABIA (2), WESTPHALIA (1), CENTRAL ITALY (1), LOMBARDY (1) Imperial 🏰: RHINELAND (1)	State Religion: Catholic Emperor of HRE, +1 🏰 🏳️: >Savoy 👑: >Tuscany 🏰: MAZOVIA & MALOPOLSKA	Adriatic Sea 🏰, Wien 🏰	AUSTRIA (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery), ADRIATIC SEA (L. Ship)

EVENT DECK

	1st Round	2nd Round	3rd Round
Age IV	44A-1, 43A-2, 451B, 454B, 404-2, 405-2	452B, 453B, 455B, 456B, 458B, 403-2	41A-2, 42A-2, 44A-2, 401-2, 402-2, 413-2

Events are shuffled separately for each of the 3 Rounds of the scenario.

>Savoy (Pink 2): Savoie (C), Piemonte, Sardenya, Milano (PR), Cremona (PR).

VICTORY CONDITIONS

The winner is the player with the most 🏰 at the end of Round 3. Normal endgame triggers apply (see main rules, p. 11).

SCENARIO-SPECIFIC RULES

- No one is allowed to Ally >Ottomans.
- This scenario is played without the “+1 Event”, meaning that only 6 Events are put on display during Phase 1 of each Round.
- Bots will not offer or accept any Peace Terms in the 2nd Round unless Total Victory has been achieved by either party.

S2-05: HERE I STAND ONCE MORE (6 PLAYERS)

KEY INFORMATION

Time Period: 1515–1715 (Age II and III)
Number of Players: 6
Player Realms: >England (red), >France (blue), >Habsburgs (yellow), >Papal States (white), >Ottomans (green), >Protestant League (purple)
(in clockwise order)
1st Player Round 1: >England
Number of Rounds: 6

INTRODUCTION

This scenario pays tribute to the board game *Here I Stand*.

It features some very unique styles of play for >Protestant League and >Papal States players. The >Habsburg player may appear set to steamroll all before them, but they will find themselves beset by opponents on all sides. >Papal States and >Protestant League players will compete for religious domination, while the other 4 powers will need to conduct in-game diplomacy with care to prevent any one power from gaining too much strength. This is an advanced scenario, with additional setup and special rules, but is also quite rewarding and should hopefully excite players familiar with *HiS* or *Virgin Queen*, as well as anyone who enjoys asymmetric strategy games.

HISTORICAL BACKGROUND

"Unless I am convicted by Scripture and plain reason, my conscience is captive to the Word of God ... Here I stand" – Martin Luther (1521)

The great Habsburg dominions stretch from Iberia to Austria, and from Sicily to their newly inherited lands in the Low Countries, a behemoth of power and wealth. But on every side they face great threats, by way of arms and also of thought. The proud kingdoms of England and France are about to grow stronger as they eye new territories in Europe and abroad, while the Ottomans to the east stand poised to launch themselves deeper into Europe. As ever, the Pope stands ready to meddle in the affairs of kings, while to the north the embers of the Reformation begin to smolder.

The fires of war and religious strife are about to catch all of Europe ablaze. With Christendom itself seemingly in peril, will you take a stand and defend your people, faith, and honor?

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 all the map boards. The shaded areas in the image on the right are off-limits for this scenario.

Monarch Power

All PRs start with 2 extra 🗳️ of their choice.

Trade Deck

Take out all cards that are marked with a + and set them aside. From the cards set aside, return the cards marked with a 1 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

This scenario is played without any Missions.

Emperor

>Habsburgs is the Emperor of the HRE (starting at +2 🗳️). Place 🗳️ in LOMBARDY and CENTRAL ITALY.

Papal Curia

>Papal States controls the Rome 🗳️. >Habsburgs controls 🗳️ #1, >France 🗳️ #2, and >England 🗳️ #3.

Religion

ANDALUCIA is Catholic, and starts with a Catholic token. BRANDENBURG is Protestant, and starts with a Protestant token.

Ideas on Display (Researched by)

Administrative: "Tolerance" (>Ottomans), and 2 random Ideas

Diplomatic: "QftNW" (>Habsburgs), and 2 random Ideas

Military: "Cannons" (all PRs), "Tercios/Janissaries" (>Ottomans), and 1 random Idea

Extra NPR Manpower

>Poland starts with a +1 🗳️ token on each of their Provinces in MAZOVIA & MALOPOLSKA. Warszawa is considered part of >Poland.

SCENARIO-SPECIFIC RULES

- Religious Rivals:** >Papal States and >Protestant League are considered Religious Rivals. They may take **Convert** Actions in Areas of their Rival's Religion where they have 🗳️, as if these Areas were part of their Realm. During a **Convert** Action, they may discard 1 🗳️ per 2 Tax Value of Provinces in the target Area that are Owned by Realms of their Rival's Religion, to make such Areas eligible targets for the Action.
- >Protestant League Special Ability:** When an Area adjacent to >Protestant League's Realm, in which they have no 🗳️ yet, becomes Protestant, they may place a 🗳️ on a small Province belonging to an NPR in that Area. This may not be a Capital unless it is that Realm's last remaining Province.
- >Protestant League** may not be Declared War upon until after the Event *League of Schmalkalden* has been resolved.
- >Castilian and >Austrian Events are considered >Habsburg Events.
- The **>Habsburg Capital** is Madrid, but Wien may be used to enforce Humiliation Peace Terms in the same way their Capital would (as long as Wien's Lawful Owner is >Habsburgs). >Austrian and >Castilian Core Provinces both count as >Habsburg Core Provinces for all purposes.
- The **>Ottoman Capital** is Constantinople.



PLAYER REALM SETUPS

Realm	Provinces (🗺️/🏰)	Influence (🏰)	✝️/🏳️/🏰/🏰/🏰	Merchants	Military
>England (Henry VII, <i>The Lollard Heresy, 103-2</i>)	🗺️: London (L), North- umberland, York, Lancashire, Pale, Shrewsbury, Wales, Wes- sex, Oxford, Essex, Picardie	SCOTLAND (3), NETHER- LANDS (2), PORTUGAL (1)	State Religion: Catholic 🏳️ + 🏰: >Portugal 🏰: IRELAND	English Ch. 🏰, North Sea 🏰	EAST ANGLIA (Army 1: 2 Infantry), DOGGERBANK (L. Ship), ENGLISH CH. (2 L. Ships), EASTERN ATL. (L. Ship)
>France (Charles VIII, <i>Claim to Throne of Naples, 104-2</i>)	🗺️: All Provinces in LOIRE and AQUITAINE, plus: Paris (L), Champagne (L), Lyon (L), Bourgogne (L), Provence (L), Toulouse, Montpellier, Maine, Nor- mandie, Caux; 🏰: Milano (L), Cremona, Nantes, Rennes	BRITTANY (2), SCOT- LAND (2), LOMBARDY (1), RHINELAND (1), CENTRAL ITALY (1)	State Religion: Catholic 🏰: SEINE 🏰: AQUITAINE, BRIT- TANY & NORMANDY	Bordeaux 🏰, Genoa 🏰	SEINE (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery), AQUITAINE (Army 2: 2 Infantry), GULF OF LION (L. Ship), BAY OF BISCAY (L. Ship)
>Habsburgs (Fernando V, <i>Christopher Columbus, 102-2</i>)	🗺️: All Provinces in AUSTRIA, TIROL, CASTILE, LEON, ARAGON, ANDALUCIA, and SICILY, plus: Krain, Sundgau, Franche-Comté, Sardenya, Canarias; Distant 🗺️: Antilles 🏰: Napoli (L), Salerno, Bari, Luxembourg, Namur, Artois, Antwerpen, Gent, Brugge, Breda, Zeeland, Amsterdam	BAVARIA & SWABIA (2), ROYAL HUNGARY (1), RHINELAND(1), BOHE- MIA (1), LOMBARDY (1), VENETIA (1), CENTRAL ITALY (1), NAPLES (1), PORTUGAL (1), NETHER- LANDS (1) Imperial 🏰: RHINE- LAND (1), WESTPHALIA (1)	State Religion: Catholic Emperor of HRE, +2 🏰 🏰: ANDALUCIA, ARAGON 🏰: >Hungary	Sevilla 🏰, Genoa 🏰	LEON (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery), AUSTRIA (Army 2: 2 In- fantry), CENTRAL ATLAN- TIC (2 L. Ships), WEST- ERN MEDITERRANEAN (L. Ship), CENTRAL MED- ITERRANEAN (L. Ship), CARIBBEAN SEA (L. Ship)
>Papal States (Alexander VI, <i>Nepotism of the Borgias, 112-2</i>)	🗺️: Roma (L), Ancona, Avignon, Ferrara, Parma	CENTRAL ITALY (2), LOM- BARDY (2), VENETIA (1), DALMATIA (1), RHINE- LAND (1), WESTPHALIA (1), BAVARIA & SWABIA (1)	State Religion: Catholic	Genoa 🏰, Adriatic Sea 🏰	CENTRAL ITALY (Army 1: 1 Infantry), CENTRAL MEDITERRA- NEAN (L. Ship, Fleet: 2 Galleys)
>Ottomans: (Bayezid II, <i>Rise of Safavid Persia, 106-2</i>)	🗺️: All in Provinces in MACEDONIA & THRACE, NORTHERN ANATOLIA, GREECE, and AYDIN, plus: Sofya, Silistre, Albania, Koso- vo, Smeredevo, Bosnia, Kara- man, Konya; 🏰: Tirgoviste, Buzau	DALMATIA (1), ALGIERS (2)	State Religion: Muslim 🏳️: >Tlemcen 🏰: MACEDONIA & THRACE	Alexandria 🏰, Black Sea 🏰	MACEDONIA & THRACE (Army 1: 3 Infantry, 1 Cav- alry, 1 Artillery), AEGEAN SEA (L. Ship, Fleet: 3 Gal- leys), BLACK SEA (L. Ship)
>Protestant L. (Joachim I, <i>Succession of Stettin, 113-2</i>)	🗺️: Berlin, Potsdam, Altmark	POMERANIA (2), PRUSSIA (1), JUTLAND (1), LOWER SAXONY (1), WESTPHALIA (1), BOHEMIA (1)	State Religion: Protestant	Saxony 🏰, Krakow 🏰	BRANDENBURG (Army 1: 1 Infantry)

EVENT DECKS

	1st half	2nd half
Age II	21A-1, 22A-2, 23A-1, 24A-1; 251B, 253B, 259B, 260B, 261B 202-1, 203-1, 204-1, 206-1, 212-1	21A-2, 22A-1, 23A-2, 24A-2; 252B, 257B, 258B, 254B 201-2, 203-2, 204-2, 206-2, 212-2, 213-2
Age III	31A-1, 32A-1, 33A-1, 34A-1; 353B, 358B, 359B, 362B 301-1, 303-1, 304-1, 306-1, 312-1, 313-1	

VICTORY CONDITIONS

The winner is the player with the most 🏰 at the end of Round 6 (when there are no more Event Cards to reveal).

Additional Prestige scored during Final Scoring

For every Protestant token in or adjacent to NORTHUMBRIA,

>England scores (2) and >Protestant League scores (1). For each of those Areas that are still Catholic, >Papal States scores (3).

For LOIRE, Areas adjacent to LOIRE, and all HRE Areas, >Papal States scores (2) per Catholic Area, and >Protestant League scores (2) per Protestant Area. If the Area is an Elector Area they score (3) instead. >Habsburgs scores (2) per Catholic Elector Area.

S2-06: THE RISE OF THE PURPLE PHOENIX (SOLO)

KEY INFORMATION

Time Period: 1444–1821 (Age I, II, III and IV)
Number of Players: 1 (+2 Bots)
Player Realms: >Byzantium (Purple), >Ottomans (Green),
(in clockwise order) >Venice (Red)
1st Player Round 1: >Byzantium
Number of Rounds: 16

INTRODUCTION

A challenging solo campaign, where you, as >Byzantium, face overwhelming odds against the encroaching >Ottoman forces and additional threats from your long-standing rival in >Venice. This scenario is recommended for experienced players who are comfortable starting with fewer resources than their Bot Opponents.

Despite the difficult start, a successful >Byzantine player will be able to make gains against the >Ottomans, to reclaim their former heartland. Once a power base has been secured, goals can include reclaiming all of Anatolia or even avenging the Fourth Crusade. Should further success ensue, the player may turn their eyes West and seek to restore as much of the former Roman Empire as possible, although new Opponents in >Spain and >France may have something to say about that.

HISTORICAL BACKGROUND

The Western Roman Empire fell in 476 AD, nearly 1,000 years before the time period covered here, but the Eastern Roman Empire lived on as Byzantium, or the Byzantine Empire.

Crippled by the sack of Constantinople as orchestrated by the Venetians in 1204, the Empire never fully recovered. In 1444, it existed as a small state centered around Constantinople itself and a few enclaves in Greece.

Historically, Byzantium would look to help from the Catholic West, with the Emperor and his family even converting to Catholicism to appease the Pope. Despite these efforts, the Byzantine Empire fell in 1453, just 9 years after the start of this scenario. Can you reverse this history?

SETUP INSTRUCTIONS

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

Emperor

>Austria is the Emperor of the HRE, with +3 🏰 upon setup.

Papal Curia

>Venice controls 🏰 #1 and 🏰 #2.

Trade Deck

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

Other Instructions

- >Byzantium starts with 20 🏰 rather than 15 🏰
- >Venice starts with a +1 🏰 token.
- Remove all Ideas/Milestones involving the Distant Continents before drawing cards to put on display.

MISSIONS

>Byzantium may at any time complete any of the Missions from the list below, as long as they satisfy the stated requirements and have completed at least one Mission from the previous tier.

❑ 1A “Recover Core Territories” – (5)

Requirements: Own or Vassalize all Provinces in GREECE and MACEDONIA & THRACE.

Effects: Gain a 🏰 in MACEDONIA & THRACE, and 🏰 in SERBIA & ALBANIA and WALLACHIA & BULGARIA, as well as +1 🏰.

❑ 1B “Monopolize Trade” – (2)

R: Perform a Trade Action with 6+ Trade Power.

E: May spend 1 🏰 to Expand Black Sea 🏰 or Alexandria 🏰.

❑ 2A “Rule the Greeks” – (5)

R: Own 7+ Provinces in Areas adjacent to the AEGEAN SEA. 4+ of them must be in GREECE or AEGEAN ARCHIPELAGO. Be at Peace.

E: Gain 🏰 in CYPRUS, SICILY, and an Area facing the BLACK SEA.

❑ 2B “Conquer the Balkans” – (4)

R: Own 6+ Provinces in DALMATIA, CROATIA & BOSNIA, SERBIA & ALBANIA, and WALLACHIA & BULGARIA Areas.

E: Gain 🏰 in VENETIA, NAPLES, and CENTRAL ITALY.

❑ 2C “Convert Asia Minor” – (5)

R: 2+ Areas among NORTHERN ANATOLIA, AYDIN, RUM, and KARAMAN follow your State Religion.

E: Gain 🏰 in SYRIA and PALESTINE.

❑ 3A “Secure Southern Italy” – (3)

R: Own or Vassalize Napoli.

E: Gain 🏰 in CORSICA & SARDINIA and SICILY.

❑ 3B “Avenge the 4th Crusade” – (5)

R: Own/Occupy Venezia.

E: Venezia becomes a small 🏰, gain 15 🏰.

❑ 3C “Recover Jerusalem” – (6)

R: Own Al-Quds.

E: Gain a 🏰 in EGYPT; Gain 1 🏰 if Orthodox, or 1 🏰 if Catholic.

❑ 3D “The Eternal City” – (5)

R: Own Roma.

E: Gain a 🏰 in LOMBARDY.

❑ 4A “Restore the Pentarchy” – (7)

R: Own Roma, Constantinople, Iskandariyya, Halab, and Al-Quds.

E: All Christian Areas in your Realm convert to your State Religion.

❑ 4B “Mediterranean Dominance” – (8)

R: Have 🏰 or 🏰 on 4+ Coastal Provinces facing each of the following Sea Zones: WESTERN MED., GULF OF LION, CENTRAL MED., ADRIATIC SEA, ESTERN MED., AEGEAN SEA.

E: Gain 2 🏰. You may Expand one Trade Node for free.

❑ 4C “Re-establish Western Empire” – (9)

R: Own 4+ Provinces between ANDALUCIA, ARAGON, and CASTILE Areas. Also Own at least 4+ Provinces between AQUITAINE, LANGUEDOC, BURGUNDY, LOIRE, and SEINE.

E: Gain 🏰 in up to 4 of the Areas above.

PLAYER AND BOT REALM SETUPS

Realm	Provinces (🗺️/🏰)	Influence (🏰)	✝️/🏳️/🏰/🏰/🏰	Merchants	Military
>Byzantium (Setup Card 016-1)	🗺️: Constantinople, Morea; 🏰: Athina	SERBIA & ALBANIA (1), GREECE (1), AEGEAN ARCH. (1), CYPRUS (1), RUM (1) TRANSCAUCASIA (1), CIRCASSIA (1)	State Religion: Orthodox 🏰: MACEDONIA & THRACE, GREECE	Black Sea 🏰, Alexandria 🏰	MACEDONIA & THRACE (Army 1: 2 Infantry), BLACK SEA (L. Ship)
OttomanBot (Setup Card 006-1)	🗺️: Edirne (L), Hüdavendigâr (L), Selanik, Yanya, Sofya, Silistre, Ankara, Izmir, Kütahya, Menteşe, Teke, Amasya, Sivas	KARAMAN (2), KURDISTAN (1), RUM (1), WALLACHIA & BULGARIA (1)	State Religion: Muslim 🏰: MACEDONIA & THRACE	Black Sea 🏰	NOT ON MAP (Army 1: 3 Infantry), AEGEAN SEA (L. Ship)
VeniceBot (Setup Card 014-1)	🗺️: Venezia (L), Verona, Treviso, Brescia, Zara, Creta, Naxos	LOMBARDY (1), CENTRAL ITALY (1), DALMATIA (1), GREECE (1), AEGEAN ARCHIPELAGO (1), EGYPT (1)	State Religion: Catholic 🏳️: >Albania, >The Knights	Adriatic Sea 🏰	NOT ON MAP (Army 1: 2 Infantry), ADRIATIC SEA (L.Ship), EASTERN MED. (L. Ship), AEGEAN SEA (L. Ship)

EVENT DECKS

	1st half	2nd half
Age I	11A-1, 12A-1, 13A-1, 14A-1; 156B; 116-1, 106-1, 114-1	11A-3, 12A-2, 13A-2, 14A-3; 162B; 116-2, 106-2, 114-2
Age II	21A-1, 22A-1, 23A-1, 24A-3; 251B; 216-1, 206-1, 214-1	21A-2, 22A-2, 23A-2, 24A-4; 264B; 216-2, 206-1, 214-2
Age III	31A-1, 32A-1, 33A-1, 34A-3; 363B; 316-1, 306-1, 314-1	31A-2, 32A-2, 33A-2, 34A-2; 357B; 316-2, 306-2, 314-2
Age IV	41A-1, 42A-1, 43A-1, 44A-1; 454B; 416-1, 406-1, 414-1	41A-2, 42A-2, 43A-2, 44A-2; 453B; 416-2, 406-2, 414-2

DYNAMIC NPRS (🏰)

>Hungary (green) including Vassals, >Mamluks (orange). All DNPR Expansion must take place on the Main Map.

POWER STRUGGLES

We do not recommend using Power Struggles for this scenario.

SCENARIO-SPECIFIC RULES

- If during Peace Resolution >Byzantium enforces Peace on >Ottomans such that >Byzantium would Annex all Provinces in GREECE and MACEDONIA & THRACE, except that they would normally be unable to Annex Edirne due to it being the >Ottoman Capital, then >Byzantium may Annex Edirne too. In this case, alphabetically determine a new Capital among >Ottoman Core Provinces that are Owned by the >Ottomans, selecting among their Large Core Provinces first (normally Hüdavendigâr).
- If >Austria is fully annexed, then the HRE is disbanded. Ignore all HRE effects the rest of the game.
- If OttomanBot is given the choice to Declare War during an Event, it will always choose to do so.
- No 🏰 is scored for Uncontested Control of the Curia
- Treat "Has uncontested control of the Curia" as "is Papal Controller" during resolution of PAPAL CURIA Bot Action flowchart.

Escalating Bot Power

- During Phase 4, add 1 🏰 to bot income for all bots for every 10 🏰 of Tax Income >Byzantium earns, rounding down.

More Bots

- If at the end of any Age any Bot has a Tax Income of 6 or lower, replace that Bot with the one listed below. For any Bot thus eliminated, >Byzantium gains 🏰 = (5 - current Age #) x 2.
- 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.
- The new Bot will retain the same 🏰 and Ideas as its predecessor.
- Replace Events associated with the eliminated Bot Realm, with Events associated with the new Bot Realm in the Event decks for the upcoming Ages.
- Place Bot Ships in all Sea Zones adjacent to the new Bot's Ports.
- Never replace any existing 🗺️ or 🏰 with new Bot's 🗺️ even if these Provinces are named in the Bot's setup.
- Remove any existing 🏳️ with an NPR that is turned into a Bot.
- **If VeniceBot is eliminated, replace with FranceBot.** >France starts with Towns on all Provinces in BRITTANY & NORMANDY, AQUITAINE, SEINE, LOIRE, LANGUEDOC, and BURGUNDY, with the exception of the Provinces of Savoie and Avignon.
- **If OttomanBot is eliminated, replace with CastileBot/SpainBot.** >Spain starts with 🗺️ on all Provinces in LEON, CASTILE, ANDALUCIA, ARAGON, SICILY, and NAPLES, plus Canarias and Sardenya.

VICTORY CONDITIONS

If >Byzantium completes Mission 4C and has a higher Tax Income than each of the Bots (separately), they win instantly.

Otherwise, most 🏰 at the end of Age IV. Normal endgame triggers apply (see main rules, p. 11).

S2-07: GLORY FOR ULM (SOLO)

KEY INFORMATION

Time Period: 1444–1821
Number of Players: 1 (+2 Bots)
Player Realms: >Ulm (purple), >Austria (white), and either (in clockwise order) >France (blue) or >Venice (red)
1st Player Round 1: >Ulm
Number of Rounds: 16

GLORY
FOR
ULM

INTRODUCTION

There may well be an alternative timeline, where >Ulm's presence looms large way into the 21st century. Unfortunately for us fourth dimensional creatures that can only perceive a single timeline, we are not living that reality. Not since 1805 has >Ulm made the headlines, and while headlines are still hard to come by, the After Action Report comic about >Ulm's exploits in Europa Universalis III left a growing online community in its wake – much to the confusion of its original creator.

AHISTORICAL BACKGROUND

From its beginnings as a scrappy village, the city of Ulm has flourished. It was named Imperial City in 1181, and in 1377 it constructed the world's tallest church. In an ever-changing world, Ulm sees opportunities on the horizon – its hunger for wealth does not fit within the confines of the city itself, and it must expand beyond its walls. Neighbouring states like Württemberg and Bavaria slowly become a growing menace, envious of Ulm's fortunes.

Further away, the growing threats of the Emperor, Austria, and France loom large. Ulm's ambitions would directly collide with Europe's powers that be. But where those kingdoms merely have troops, Ulm has technique. Ulm will not need forces in large numbers, since they will not rule from above, but from the shadows. Spy networks around Europe have been set up, ready to be unleashed when Ulm needs them.

SETUP NOTES

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

Boards

All the boards are in play to be able to fit all the Glory! Use the 1444 setup side.

Emperor

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

Papal Curia

>Austria controls 🏰 #1, >France 🏰 #2, and >Ulm 🏰 #3.

Trade Deck

Take out all cards that are marked with a †, and set them aside. These are only added later (see main rules, p. 85).

MISSIONS

>Ulm may at any time complete any of the Missions from the list below, as long as they satisfy the stated requirements, and have completed at least one Mission from the previous tier.

1A "The Master Plan" – (2)

Requirements: Use all 🏰 on a *Spy Network*.

Effects: Look at the top 3 cards of a Bot deck, and discard one card.

1B "Take on your neighbours" – (3)

R: Annex or Vassalize one of: >Saxony, >Bavaria, or >Switzerland.

E: Place 3 🏰 in eligible Areas, or gain 2 🏰.

1C "What else is going on? I" – (2)

R: Trade in the Saxony 🏰 or Wien 🏰 with 3+ Trade Power.

E: Gain another *Trade Action* (free) if you have unused Merchants.

2A "Under the Imperial Radar" – (4)

R: Have 10 of your 🏰 placed on the map board.

E: Add up to 3 🏰 to the Emperor's 🏰.

2B "Stadtflotte" – (3)

R: Have a Fleet with 6+ Galleys and 1+ Heavy Ship.

E: Gain a 🏰 in an Area adjacent by Sea and a free *Naval Activation*.

2C "HMS Pinafore" – (3)

R: Have 3 Light Ships adjacent to >English Areas.

E: Perform a free *Trade Action*, or remove up to 2 Pirate Ships.

2D "What else is going on? II" – (3)

R: Trade in the Adriatic Sea 🏰 with 3+ Trade Power.

E: Gain 2 🏰, or gain a 🏰 adjacent to the ADRIATIC SEA.

3A "Take on Venice" – (5)

R: Own Venezia.

E: Gain 2 🏰, or develop a small coastal 🏰 into a large 🏰.

3B "Furniture Wars" – (5)

R: Own or Vassalise 3+ >Ottoman or >Swedish Core Provinces.

E: Gain 3 🏰 of any kind.

3C "What else is going on? III" – (3)

R: Trade in the English Channel with 🏰 3+ Trade Power.

E: Gain 2 🏰 adjacent to the ENGLISH CHANNEL or NORTH SEA.

4A "Emperor in the Shadows" – (6)

R: Have all of your 🏰 placed on the map board.

E: Add up to 3 🏰 to the Emperor's 🏰.

4B "Holy Roman Ulmpire" – (6)

R: Own all Provinces in all the original HRE Elector Areas.

E: Gain 3 🏰 of any kind.



PLAYER AND BOT REALM SETUPS

Realm	Provinces (🗺️/🗺️)	Influence (🏰)	✝️/🏳️/👑/🛡️/🏰	Merchants	Military
>Ulm (Setup Card 017-1)	🗺️: Ulm	BAVARIA & SWABIA (2), SWITZERLAND (2), RHINELAND (1), SAXONY (1), WESTPHALIA (1)	State Religion: Catholic	Wien 🗺️, Saxony 🗺️	BAVARIA & SWABIA (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 Influence: RHINELAND (1), WESTPHALIA (1), SAXONY (1)	State Religion: Catholic Emperor of HRE, +3 🏰 👑: >Hungary	Wien 🗺️	ADRIATIC SEA (L. Ship)
FranceBot (Setup Card 004-1)	🗺️: Paris (L), Champagne (L), Orléans (L), Lyon (L), Saintonge, Poitou, Armagnac, Limousin, Berry, Bourbon, Toulouse, MontPELLier	LANGUEDOC (2), SCOTLAND (2), LOMBARDY (1), BURGUNDY (1)	State Religion: Catholic 🏳️: >Scotland, >Provence 🛡️: BRITTANY & NORMANDY, AQUITAINE	Champagne 🗺️	GULF OF LION (L.Ship), BAY OF BISCAY (L.Ship)

EVENT DECKS

	1st half	2nd half
Age I	11A-1, 12A-1, 13A-1, 14A-1; 157B 117-1, 101-1, 104-1 (if using VeniceBot, 104-1 → 114-1)	11A-2, 12A-2, 13A-2, 14A-2; 155B 117-2, 101-2, 104-2 (if using VeniceBot, 104-2 → 114-2)
Age II	21A-1, 22A-1, 23A-1, 24A-1; 259B 217-1, 201-1, 204-1 (if using VeniceBot, 204-1 → 214-1)	21A-2, 22A-2, 23A-2, 24A-2; 258B 217-2, 201-2, 204-2 (if using VeniceBot, 204-2 → 114-2)
Age III	31A-1, 32A-1, 33A-1, 34A-1; 360B 317-1, 301-1, 304-1 (if using VeniceBot, 304-1 → 314-1)	31A-2, 32A-2, 33A-2, 34A-2; 359B 317-2, 301-2, 304-2 (if using VeniceBot, 304-2 → 314-2)
Age IV	41A-1, 42A-1, 43A-1, 44A-1; 453B 417-1, 401-1, 404-1 (if using VeniceBot, 404-1 → 414-1)	41A-2, 42A-2, 43A-2, 44A-2; 452B 417-2, 401-2, 404-2 (if using VeniceBot, 404-2 → 414-2)

DYNAMIC NPRS (🏰)

>Ferrara (green), >Siena (orange), >Palatinate (blue), and >Frankfurt (pink). Each of these DNPRs start with a +1 🏰 token on their Capital.

POWER STRUGGLES

We do not recommend using Power Struggles for this scenario.

ALTERNATIVE START

If you'd like to start with a different approach, we recommend using VeniceBot (starting with the regular amount of 🗺️ and using Setup Card 014-1) instead of FranceBot. The Event 417-1 will then give >Ulm a 🛡️ in any of BURGUNDY, LOMBARDY, RHINELAND, or CENTRAL ITALY instead.

SCENARIO-SPECIFIC RULES

- You start with a *Spy Network* and a *Subjugate* Action Card in hand. These don't count towards the maximum of 4 cards following setup step 4.
- AustriaBot starts with 🗺️ according to the chosen difficulty level.
- FranceBot starts with 5 🗺️. In Age I, instead of their default Bot Deck composition, remove cards 3, 4, 11, and 12 from their deck.
- Vassal Provinces count as Key Provinces for Trade.
- You may Build Ships in or adjacent to your Vassals' Ports.
- You are allowed to *Subjugate* NPRs that have a higher Base Tax Income than you, but this requires a Royal Marriage with the target.

More Bots

If at the end of an Age any Bot has a Tax Income of 6 or lower, replace that Bot with the Bot nearest to you from the list below (your choice in case of a tie):

- KalmarBot**, with 🗺️ on all >Swedish and >Norwegian Core Provinces, as well as the >Danish Core Provinces and Vassals.
- PolandBot**, with 🗺️ on its Vassals, and all >Lithuanian Core Provinces.
- OttomanBot**, with 🗺️ on all Provinces in all of their starting Areas, as well as all Provinces in SERBIA & ALBANIA and KARAMAN.
- 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.
- The Bot will retain the same 🏰 and Ideas as its predecessor.
- Replace Events associated with the eliminated Bot Realm with Events associated with the new Bot Realm in the Event decks for the upcoming Ages.
- Place Bot Ships in all Sea Zones adjacent to the new Bot's Ports.
- Never replace any existing 🗺️ or 🗺️ with a new Bot's 🗺️ even if these Provinces are named in the Bot's setup.
- Remove any existing 🏳️ with an NPR that is turned into a Bot.

VICTORY CONDITIONS

If >Ulm completes Missions 4A and 4B and has a higher Tax Income than each of the Bots (separately), they win instantly.

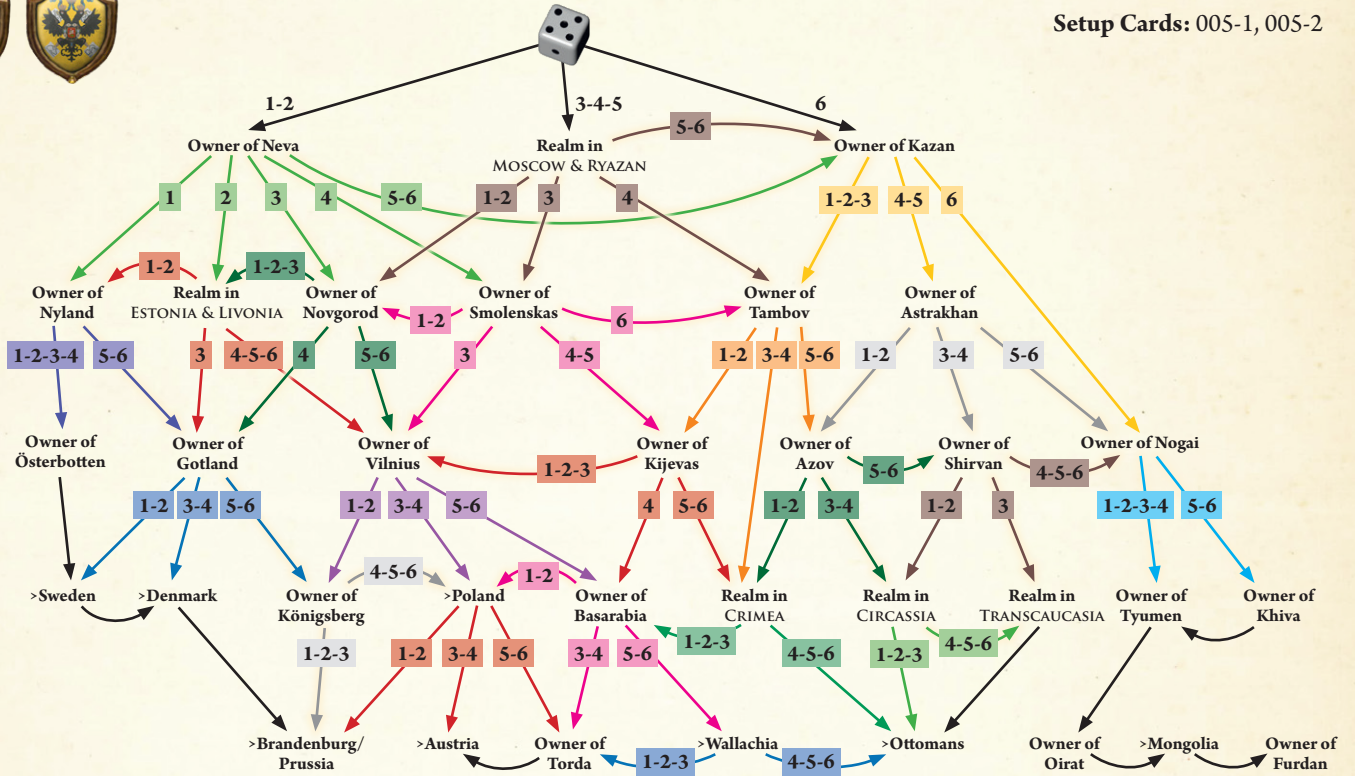
Otherwise, most 🏰 at the end of Age IV. Normal endgame triggers apply (see main rules, p. 11).

BOT REALM TARGETING CHARTS

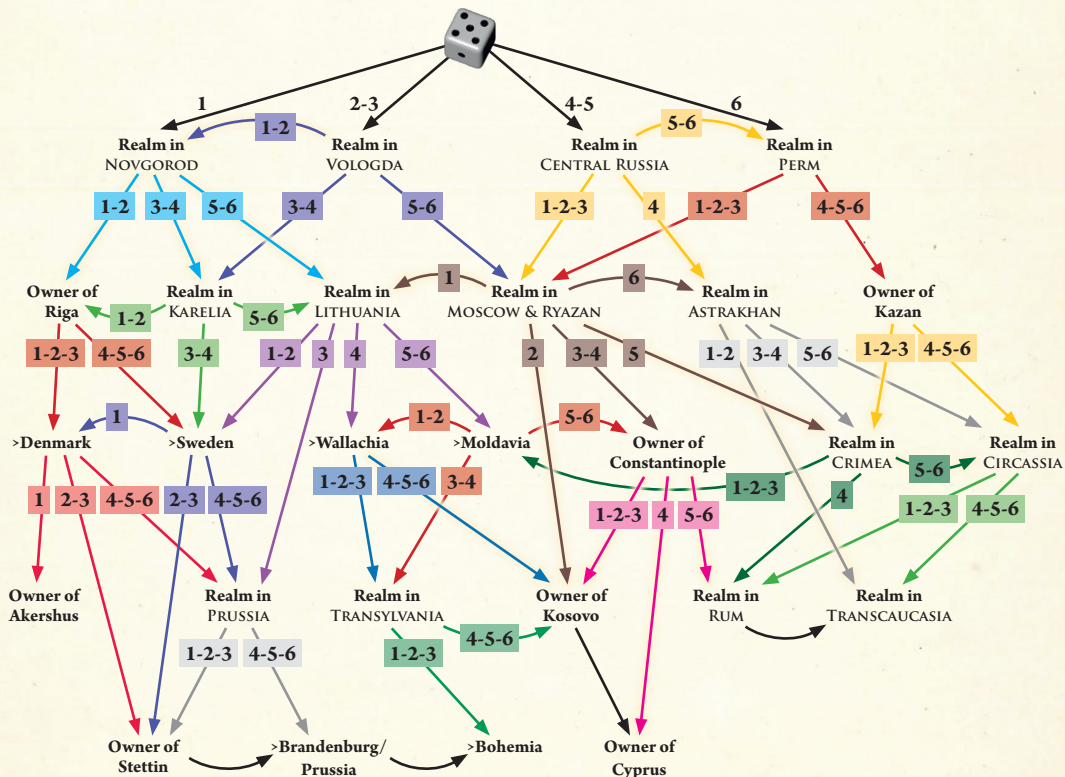
MUSCOVYBOT/RUSSIABOT

MILITARY TARGETING CHART

Setup Cards: 005-1, 005-2



DIPLOMATIC TARGETING CHART



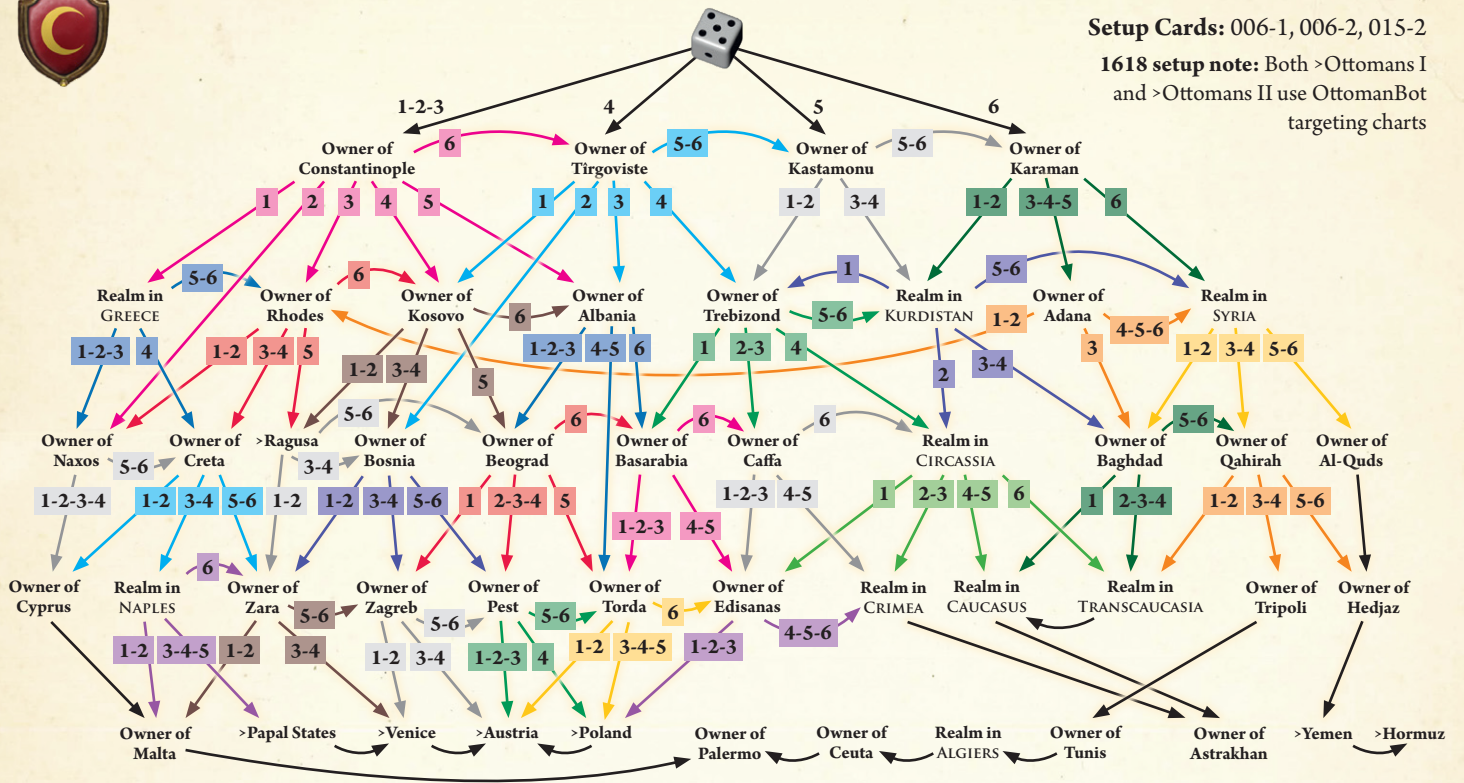
Remove the following cards from their Bot deck:

Age I: 8/9/10/12; Age II: 8/9/10/14; Age III: 8/10/14/18; Age IV: 8/10/11/14

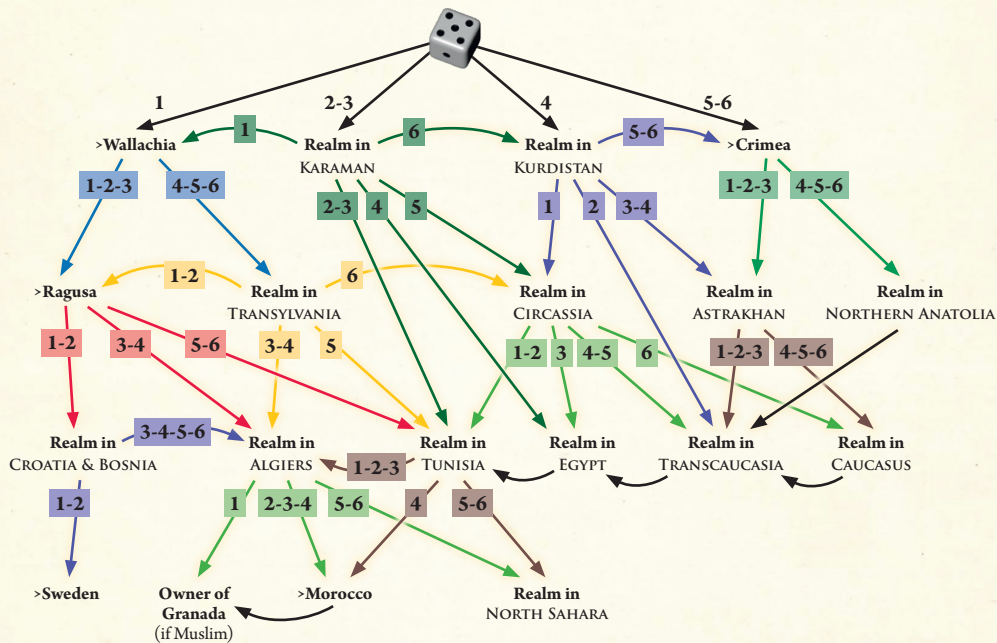
OTTOMANBOT



MILITARY TARGETING CHART



DIPLOMATIC TARGETING CHART



Remove the following cards from their Bot deck:

Age I: 8/11/12/14; Age II: 8/11/12/14; Age III: 8/11/12/14; Age IV: 6/11/12/14

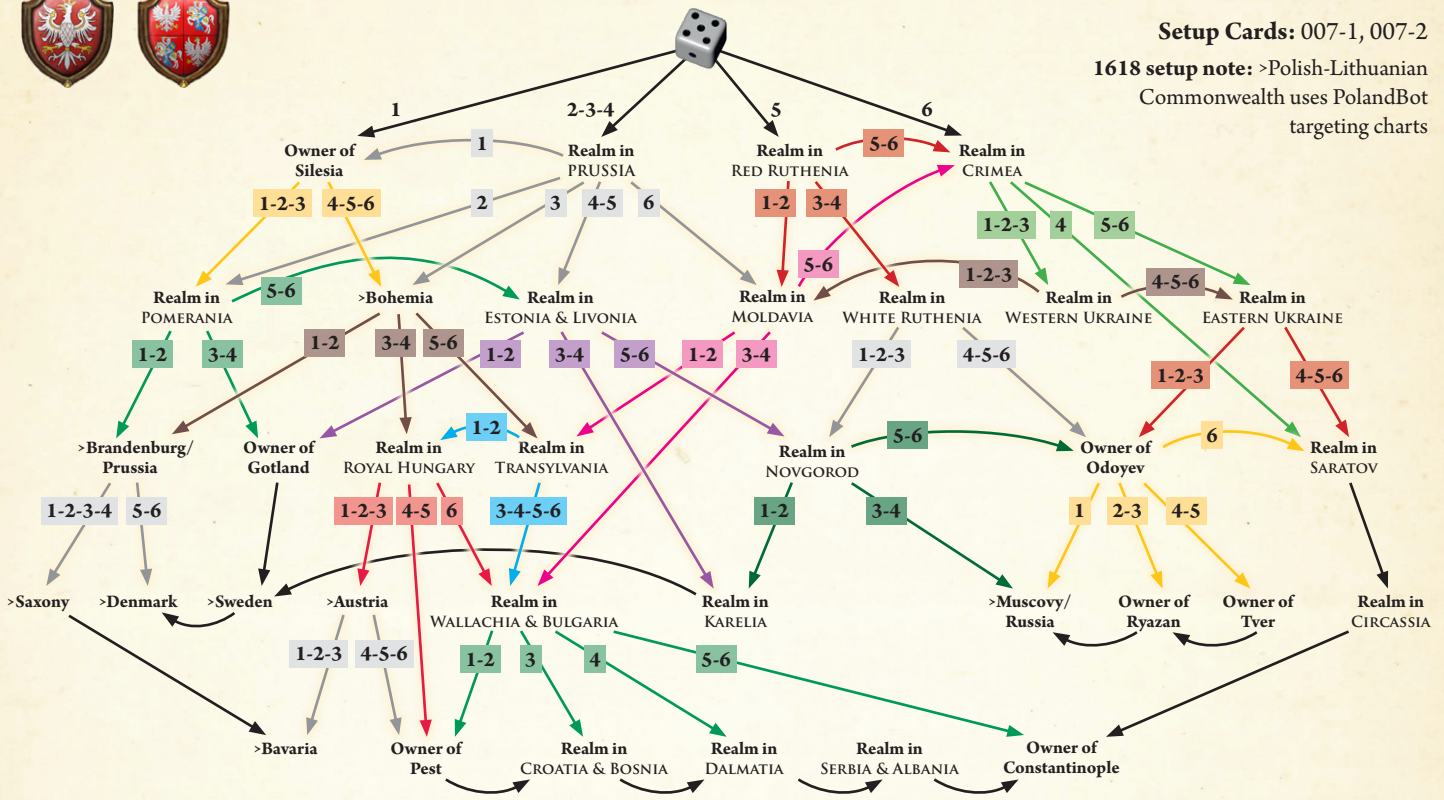
POLANDBOT

MILITARY TARGETING CHART

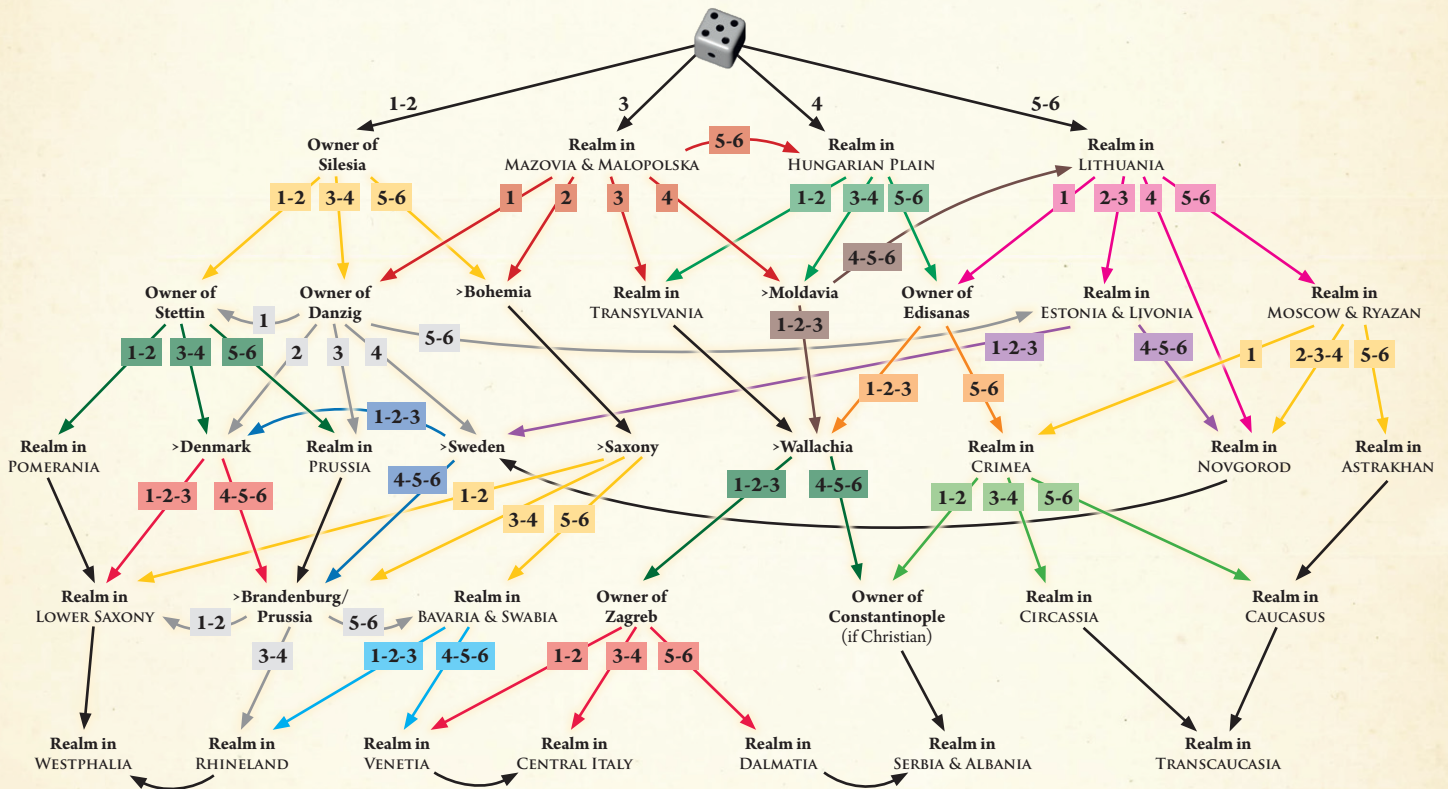


Setup Cards: 007-1, 007-2

1618 setup note: >Polish-Lithuanian Commonwealth uses PolandBot targeting charts



DIPLOMATIC TARGETING CHART



Remove the following cards from their Bot deck:

Age I: 9/10/11/12; Age II: 10/11/12/20; Age III: 6/10/11/12; Age IV: 2/10/11/12

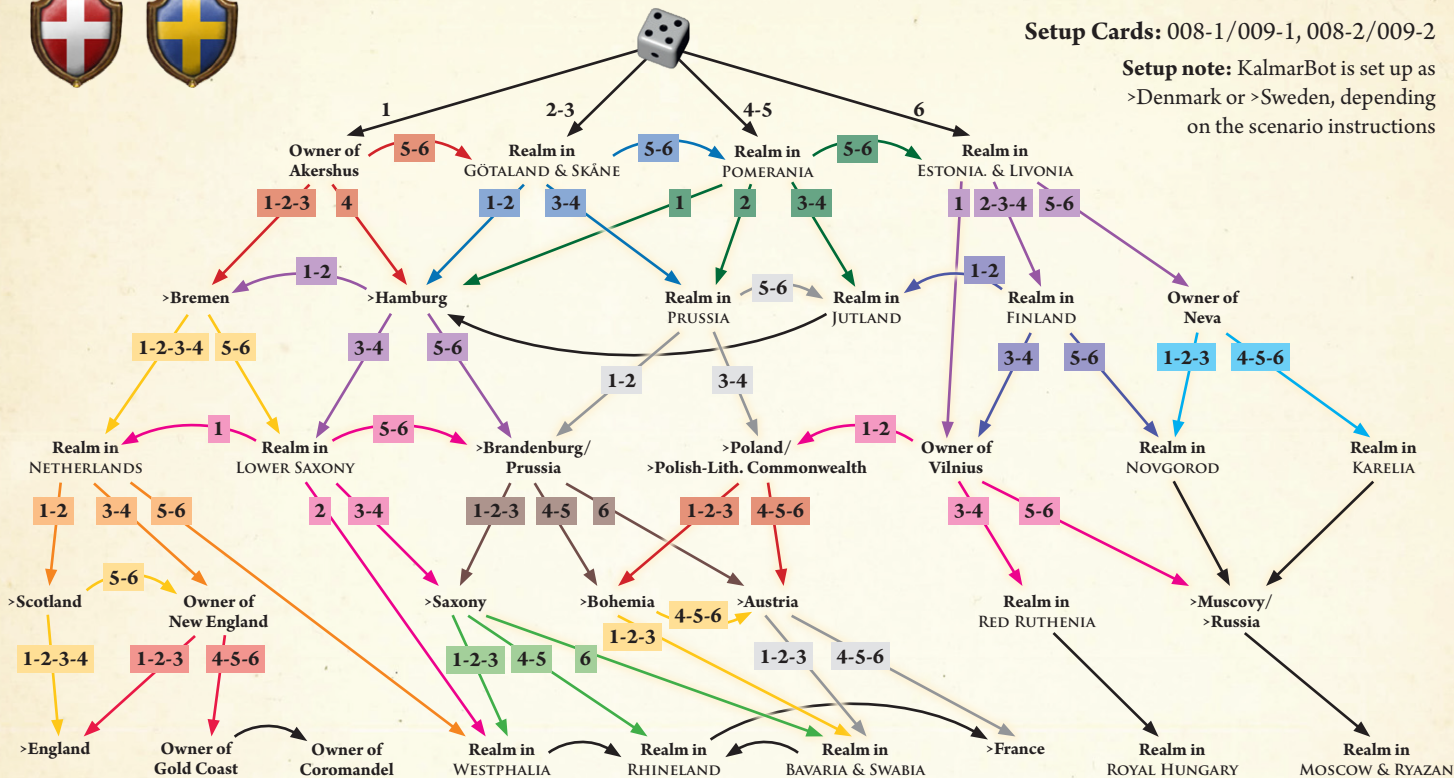
KALMARBOT

MILITARY TARGETING CHART

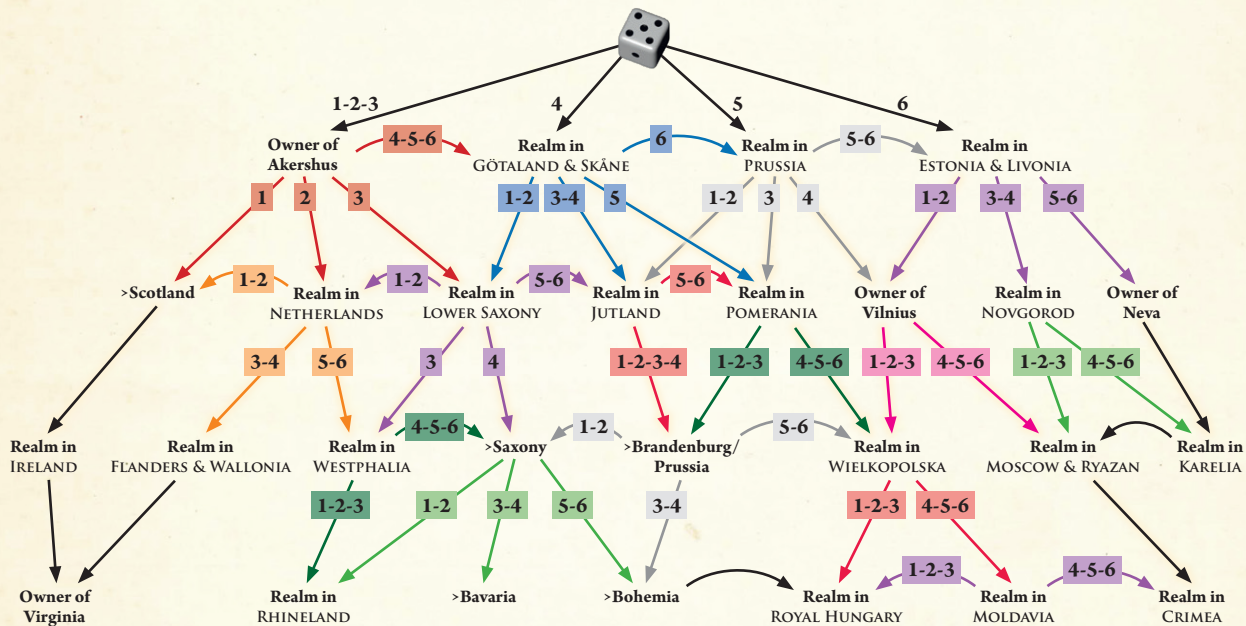


Setup Cards: 008-1/009-1, 008-2/009-2

Setup note: KalmarBot is set up as >Denmark or >Sweden, depending on the scenario instructions



DIPLOMATIC TARGETING CHART

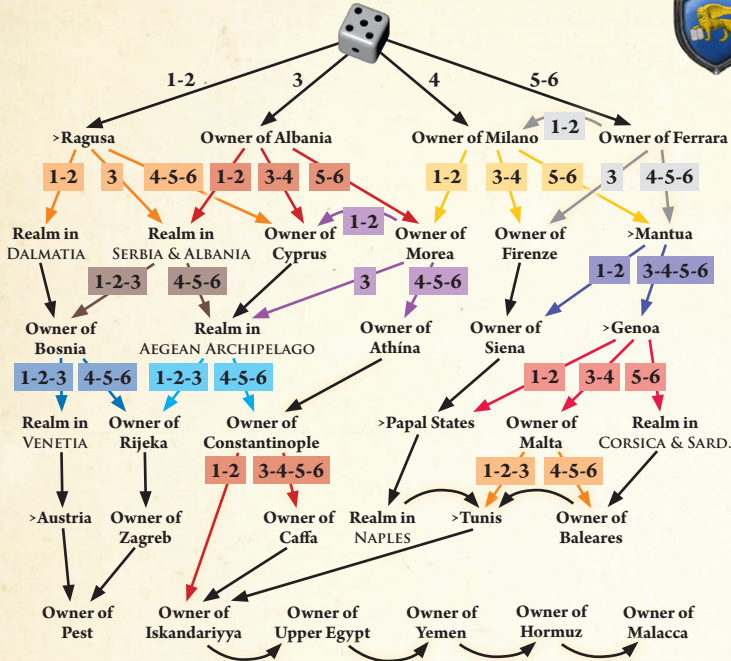


Remove the following cards from their Bot deck:

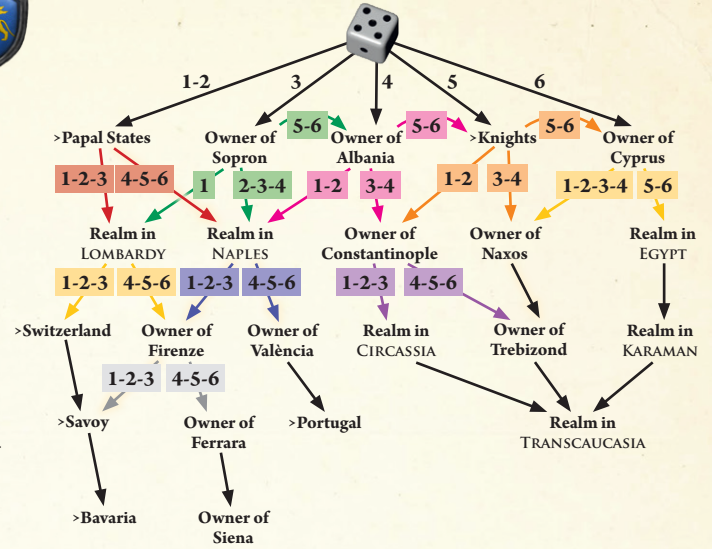
Age I: 2/11/12/14; Age II: 4/11/12/14; Age III: 6/12/14/21; Age IV: 2/12/14/23

VENICEBOT

MILITARY TARGETING CHART



DIPLOMATIC TARGETING CHART



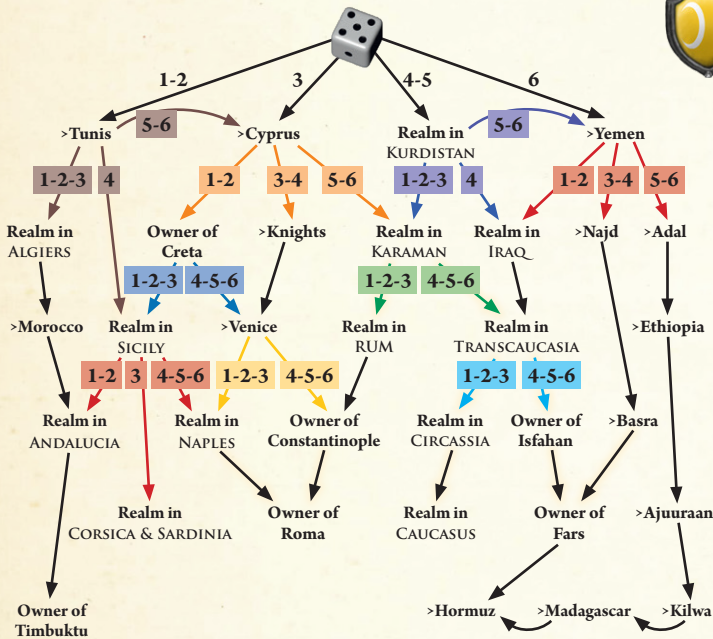
Remove the following cards from their Bot deck:

Age I: 4/7/11/12; Age II: 4/7/11/12; Age III: 3/4/12/23; Age IV: 3/4/12/19

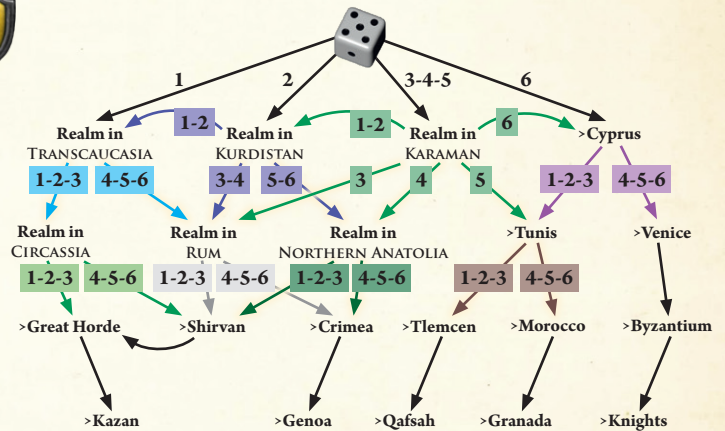
Setup Cards: 014-1, 014-2

MAMLUKBOT

MILITARY TARGETING CHART



DIPLOMATIC TARGETING CHART



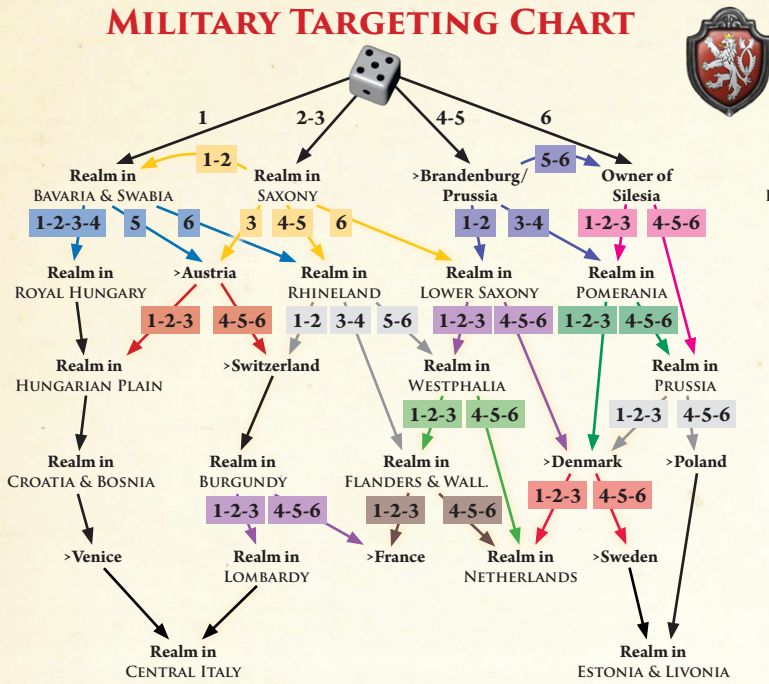
Remove the following cards from their Bot deck:

Age I: 6/10/11/12; Age II: 6/10/12/22; Age III: 8/12/14/23; Age IV: 8/12/14/17

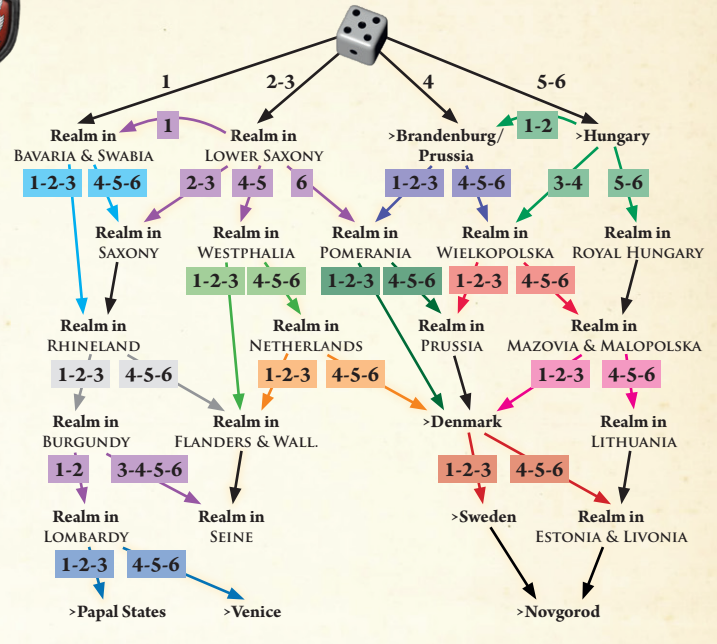
Setup Card: 015-1






BOHEMIABOT

MILITARY TARGETING CHART



DIPLOMATIC TARGETING CHART



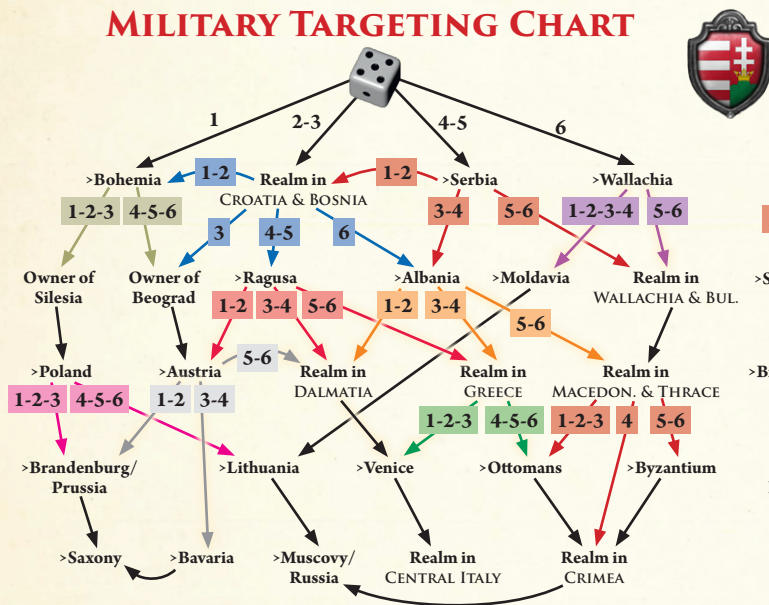
Setup note: Place a Merchant in Wien , a  on >Hungary, and 2 Units in the Army. Place 4 , using the Diplomatic chart above. We recommend giving BohemiaBot 1 extra  upon setup, indicated by placing a +1  token in their Manpower Reserve.

Remove the following cards from their Bot deck:

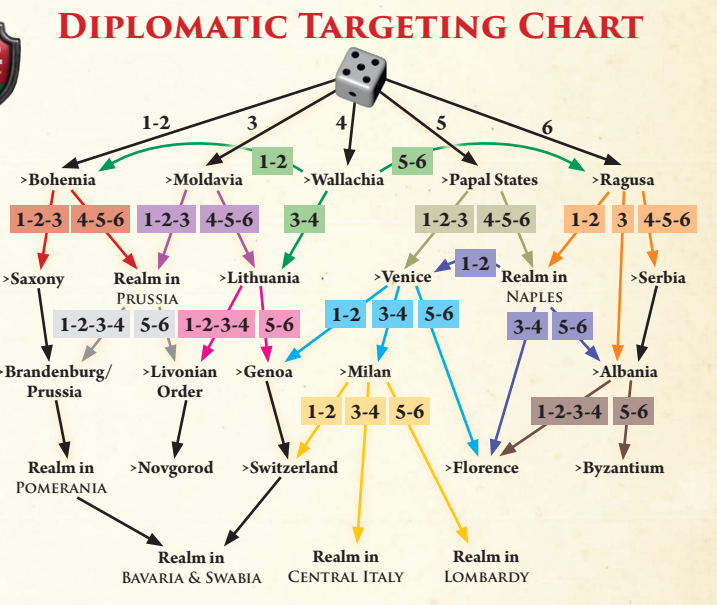
Age I: 2/9/11/12; Age II: 4/9/11/12; Age III: 4/9/11/12; Age IV: 4/9/11/12

HUNGARYBOT




MILITARY TARGETING CHART



DIPLOMATIC TARGETING CHART



Setup note: We recommend not using Events 11A-2 or 264B if playing with HungaryBot. Use Event 11A-3 instead of 11A-2.

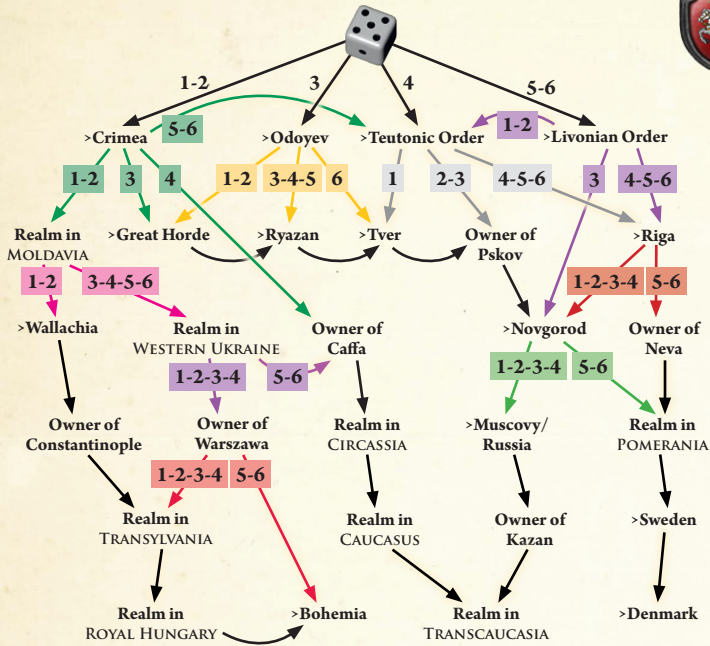
Place a Merchant in Wien , a  on >Bohemia and >Austria, and 2 Units in the Army. Place 4 , using the Diplomatic chart above.

Remove the following cards from their Bot deck:

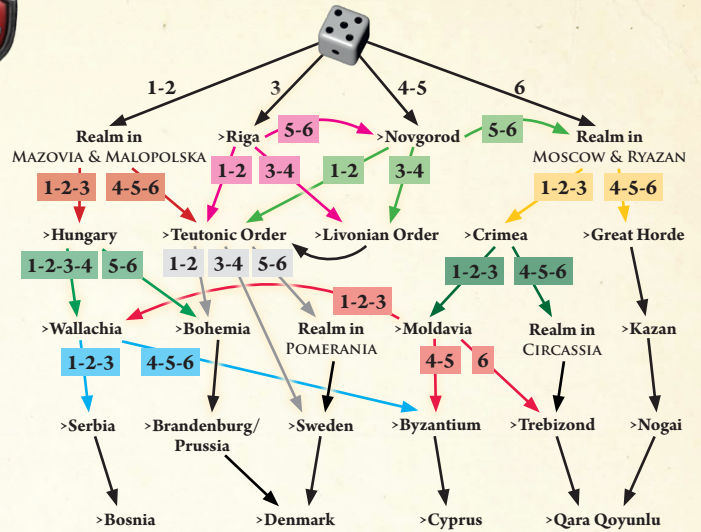
Age I: 7/10/11/12; Age II: 7/10/11/12; Age III: 4/10/11/12; Age IV: 4/10/11/12;

LITHUANIABOT

MILITARY TARGETING CHART



DIPLOMATIC TARGETING CHART



Remove the following cards from their Bot deck:

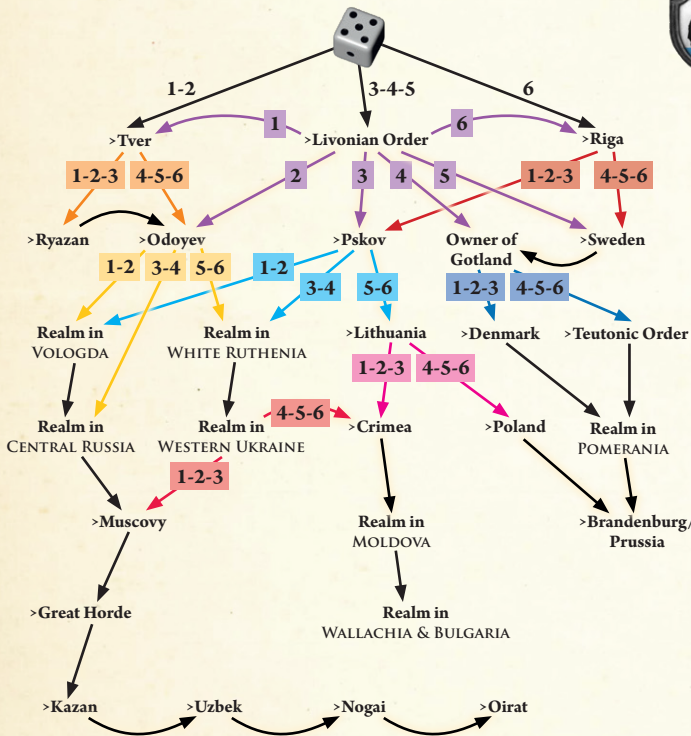
Age I: 9/10/11/12; Age II: 10/11/12/14; Age III: 10/11/12/20; Age IV: 10/11/12/22

Setup note: Place a Merchant in Kiev , a on >Poland, and 2 Units in the Army.

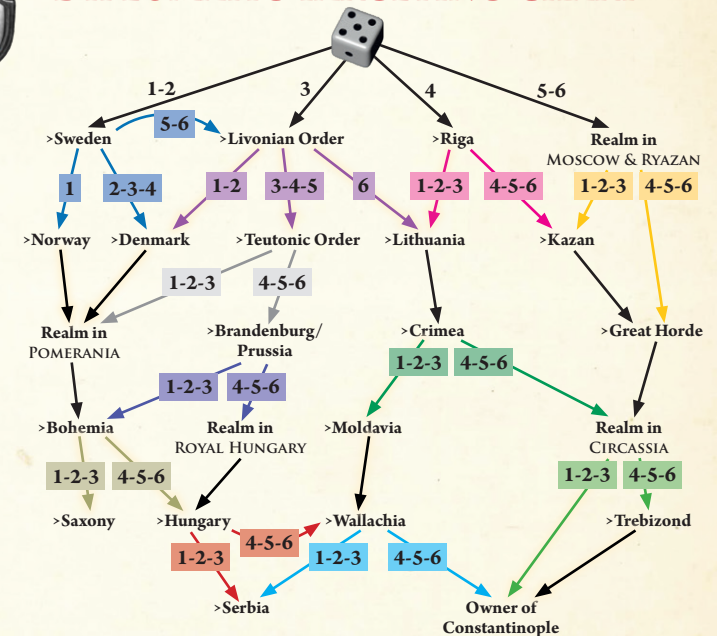
Place 4 , using the Diplomatic chart above.

NOVGORODBOT

MILITARY TARGETING CHART



DIPLOMATIC TARGETING CHART



Remove the following cards from their Bot deck:

Age I: 2/10/11/12; Age II: 2/11/12/15; Age III: 2/12/14/15; Age IV: 2/11/14/15

Setup note: Place a Merchant in Novgorod and 2 Units in the Army.

Place 4 , using the Diplomatic chart above.

REALMS ON THE EASTERN EUROPE MAP

Alphabetically listed by CAPITAL AREA

















EASTERN EUROPE

 Naxos AEGEAN ARCH. 1444 †: 1d 1618: -	 Kazan KAZAN 1444 C: 3d 1618: -
 Knights AEGEAN ARCH. 1444 †: 1d 1618: On West Eur.	 Lithuania LITHUANIA 1444 †: 12d 1618: -
 Yaroslavl C. RUSSIA 1444 †: 1d 1618: -	 Byzantium MACE. & THR. 1444 †: 3d+ 1618: -
 Crimea CRIMEA 1444 C: 4d 1618 C: 2d	 Ottomans MACE. & THR. 1444 C: 15d 1618 C: 53d+
 Zaporozhie* CRIMEA 1444: - 1618 †: 2d	 Mazovia MAZ. & MALOP. 1444 †: 1d 1618: -
 Kurland* ESTONIA & LIV. 1444: - 1618 †: 1d	 Poland MAZ. & MALOP. 1444 †: 9d+ 1618: -
 Livonian Ord. ESTONIA & LIV. 1444 †: 3d 1618: -	 Polish-Lith C.* MAZ. & MALOP. 1444: - 1618 †: 22d+
 Riga ESTONIA & LIV. 1444 †: 1d 1618: -	 Moldavia MOLDAVIA 1444 †: 2d 1618 †: 1d
 Athens GREECE 1444 †: 1d 1618: -	 Muscovy MOSCOW & R. 1444 †: 10d+ 1618: -

 Odoyev MOSCOW & R. 1444 †: 1d 1618: -	 Russia* MOSCOW & R. 1444: - 1618 †: 29d+
 Ryazan MOSCOW & R. 1444 †: 1d 1618: -	 Tver MOSCOW & R. 1444 †: 1d 1618: -
 Novgorod NOVGOROD 1444 †: 7d 1618: -	 Pskov NOVGOROD 1444 †: 1d 1618: -
 Perm PERM 1444 †: 1d 1618: -	 Teutonic O. PRUSSIA 1444 †: 4d 1618: -
 Great Horde SARATOV 1444 C: 7d 1618: -	 Albania SERBIA & ALB. 1444 †: 1d 1618: -






 Serbia SERBIA & ALB. 1444 †: 2d 1618: -	 Transylvania* TRANSYLVANIA 1444: - 1618 †: 2d
 Beloozero VOLOGDA 1444 †: 1d 1618: -	 Wallachia WALL. & BUL. 1444 †: 2d 1618 †: 2d
 Austria* (AUSTRIA) 1444: On West Eur. 1618 †: 14d	 Bran.-Prussia* (BRANDENBURG) 1444: - 1618 †: 7d
 Hungary HUN. PLAIN 1444 †: 8d+ 1618: -	 Genoa (LOMBARDY) 1444 †: 4d 1618: On West Eur.
 Sweden (SVEALAND) 1444 †: 7d 1618 †: 10d	 Venice (VENETIA) 1444 †: 7d+ 1618 †: 7d

MIDDLE EAST

 Nogai* ASTRAKHAN 1444: On Distant C. 1618 C: 1d	 Ramazan KARAMAN 1444 C: 1d 1618: -
 Gazikumukh* CAUCASUS 1444: - 1618 C: 1d	 Aq Qoyunlu KURDISTAN 1444 C: 3d 1618: -
 Shirvan CAUCASUS 1444 C: 1d 1618: -	 Bitlis KURDISTAN 1444 C: 1d 1618: -
 Circassia CIRCASSIA 1444 †: 1d 1618 †: 1d	 Candar N. ANATOLIA 1444 C: 1d 1618: -
 Imereti CIRCASSIA 1444 †: 2d 1618 †: 2d	 Trebizond RUM 1444 †: 1d 1618: -
 Cyprus CYPRUS 1444 †: 1d 1618: -	 Georgia TRANSCAUCASIA 1444 C: 1d 1618: -
 Mamluks EGYPT 1444 C: 15d+ 1618: -	 Qara Qoyunlu TRANSCAUCASIA 1444 C: 7d+ 1618: -
 Karaman KARAMAN 1444 C: 2d 1618: -	 Persia* (ISFAHAN) 1444: - 1618: 10d

Vassal Realms have the flag of their Overlord depicted to the right of their Tax Income on the relevant starting year.

Realms with their Capital located on a different map have faded flags. Capital Areas located on other maps are listed in brackets.

Catholic 
Counter-Reformed 
Protestant 
Orthodox 
Muslim 

* only present on the 1618 map

SUGGESTED MISSION DECKS

FEATURED REALMS

- >Portugal: Native: 1F, 2B, 2D, 3B,
Generic: 1B, 1C, 2F, 2G, 2H, 3A, 3G, 3J
- >Netherlands: Native: 1D, 2A, 2H, 3B,
Generic: 1C, 1F, 2B, 2C, 3C, 3H, 3K, 4B
- >Papal States: Native: 1F, 3K, 3H, 4P,
Generic: 1A, 1C, 2A, 2C, 2G, 2H, 3A, 4O
- >Brandenburg: Native: 1C, 2A, 2F, 2I,
Generic: 1E, 1F, 2E, 2H, 3A, 3H, 3J, 4N
- >Venice: Native: 1F, 2B, 3L, 3M,
Generic: 1A, 1D, 2A, 2C, 2D, 2H, 3A, 4P
- >Mamluks: Native: 1D, 2A, 2H, 4O,
Generic: 1C, 1F, 2C, 2F, 3A, 3G, 3H, 5A
- >Byzantium and >Ulm are mainly intended for solo play with scenario-specific Missions.

UNFEATURED REALMS

- >Aragon: Generic: 1A, 1C, 1D, 2A, 2C, 2D,
2G, 2H, 3A, 3G, 3H, 3M
- >Burgundy: Generic: 1A, 1D, 1E, 2A, 2B,
2E, 2H, 2I, 3A, 3J, 4A, 4N
- >Great Horde: Generic: 1A, 1C, 1F, 2C, 2F,
2G, 2H, 3A, 3C, 3G, 3H, 3J
- >Hungary: Generic: 1C, 1E, 1F, 2C, 2E, 2F,
2H, 2I, 3A, 3C, 3H, 3J
- >Lithuania: Generic: 1A, 1C, 1F, 2C, 2F, 2G,
2H, 3A, 3C, 3H, 4A, 5A
- >Morocco: Generic: 1B, 1C, 1F, 2A, 2B, 2D,
2G, 3B, 3D, 3G, 3M, 4B
- >Novgorod: Generic: 1A, 1B, 1C, 2A, 2C,
2D, 2F, 2H, 3A, 3C, 3J, 3L

- >Norway: Generic: 1C, 1D, 1E, 2B, 2D, 2F,
2H, 3B, 3D, 3H, 3L, 4B
- >Qara Qoyunlu: Generic: 1A, 1C, 1F, 2A,
2C, 2F, 2G, 3A, 3C, 3G, 4A, 5A
- >Teutonic Order: Generic: 1B, 1C, 1E, 2C,
2D, 2F, 2I, 3A, 3C, 3J, 3L, 4N
- >Tunis: Generic: 1B, 1C, 1F, 2C, 2D, 2F, 2G,
3A, 3C, 3D, 3G, 3M
- Italian Realm: Generic: 1C, 1D, 1E, 2A, 2C,
2D, 2H, 3A, 3D, 3H, 3M, 4O
- Inland German Realm: Generic: 1C, 1E, 1F,
2A/2F*, 2C, 2E, 2H, 2I, 3A, 3C, 3J, 4N
(* pick 2F for >Bohemia)
- Coastal German Realm: Generic: 1B, 1E, 1F,
2A, 2D, 2E/3K*, 2F, 2I, 3A, 3J, 4N, 5A
(* For Realms wanting to leave the HRE)