EUROPA UNIVERSALIS®
THE PRICE OF POWER

Solo & Bot RULES

Table of Contents

Solo Games 1
Multiplayer Games 1
Bot Basics 1
Difficulty Level 2
Sequence of Play 2
Choice Processes 3
Bots & Ideas 3
Token Limitations 4
Rebel Dice Rolls 4
Bot Trade 4
Bots & Alliances 4
Covert Actions 4
Bot Warfare 4
Substitute Bots 6
Bot Realms 6

Bot Actions
Main Turn Structure 7
Defend Action 8
Siege Action 8
Colonize Action 9
Event Action 9
Military Action 10
Diplomacy Action 11
Naval Action 12
Papal Curia Action 12
Explore Action 13
Spy Action 13
Unrest Action 14
Convert Action 14
Focus Action 14
Idea Action 14

Bot Peace Resolution 15
Land Battle Resolution 16
Naval Battle Resolution 16

Solo Games

Most solo games are set up in the same manner as a 3-player game. The difference is that your two Opponents, rather than being human players, will be PRs run by Bots.

All of your actions as a player will be governed by the normal rules, and you play to score the most (P) as normal. Bots will also score (P) during the course of the game.

Multiplayer Games

If you would like to play a multiplayer game that includes Bots, simply fill any PR slot in a scenario with a Bot (e.g., playing a 4-player scenario with 2 human players and 2 Bots).

For instructions on how to replace a human player with a Bot in an ongoing game, see page 6.

Bot Basics

Bots are PRs whose behavior is dictated by a series of flowcharts and a deck of cards called the **Bot Deck**. Each Bot Realm has a different Bot Deck composition and individual targeting charts for diplomatic and military Actions.

These flowcharts consider the current game situation when determining a Bot's course of action, but Bots are of course not as flexible as human Opponents. Therefore the Bots do take some shortcuts here and there, and do not always adhere to the same rules as human players. To make them unpredictable, a fair bit of randomness has been built into their decision making.

Bot Setup

Set the game up as described in the 'Game Setup' section on page 6 of the main rules. For each Bot, use the Setup Card, or setup described in the chosen scenario, for the appropriate Realm, with these amendments:

Bots use the **Bot Mat** on the reverse side of the regular Player Mats. Set up and **Bot Power** ( ) cubes (9 is the default), of the appropriate color on each Bot Mat, and keep the Bot's Army 1 miniature, Land Units, and Ships nearby.

Bots are set up as normal on the board, with a few exceptions: first, all are replaced by of the appropriate size. Second, place a Merchant only in the first Trade Node listed in the setup.

No Bot Army or Land Units are initially placed on the board. Instead, place any deployed Land Units in the Army area of the Bot Mat. In each Sea Zone with 1+ Ships or the Fleet, place only 1 of the Bot's Ships.

Manpower ( ) is calculated as normal from the Town tracks (and), except that Bots always have a minimum of 3 , no matter how few Towns they have.

Finally, compose a Bot Deck for each active Bot, according to the Bot Deck table for the matching Realm. Place each Bot Deck next to its corresponding Bot Mat.

Bot Power ( )

Instead of Monarch Power, Bots pay for their Actions with Bot Power. is not divided into different types of power, and **Available** may be used for any type of Action a Bot takes. The spent is then moved to the **Spent** area on the Bot Mat. All in Spent are discarded in Phase 4.

Bots **gain** according to the chosen difficulty level at the end of a Round. Gained is taken from Supply and placed in the Available area on the Bot Mat (if no remaining in Supply, see p. 4).

Discarded is returned to Supply.

Bot Cards

Each Bot Deck initially has the same 24 cards, but individual Bots will have certain cards removed from their decks during game setup and at the start of a new Age.

Each card has one or more Actions named on it, and a value. Whenever the Main Turn Structure (see p. 7) indicates, the Bot will draw a Bot Card, spend the indicated , and perform one of the Actions named on it (most often the top one).

Each of these Actions and how they are executed are described on pages 8–14.

The **War Action** replaces the Action(s) named at the top if the Bot is at War.

Some of the Bot Cards display an icon

The Anatomy of a Bot Card

signifying that the top Action Card from one of the Action decks should be discarded when this Bot Card is drawn (= Administrative, = Diplomatic, = Military).

Bot Mat

Bot Mats share many features with regular Player Mats, but Bot Mats do not have Treasury or Stability tracks, since Bots do not deal with Ducats or Stability.

Bot Mats also lack Monarch Power pools. Instead, they have an area for available and spent Bot Power ( ) ❶, as well as four Focus areas ❷. The Focus areas are used for placing that are spent when the Bot takes a FOCUS Action (see p. 14). The four Focus areas correspond with the four types of Milestones in the game.

All of a Bot's is always either Available or Deployed in its Army. Units available for recruitment are kept in the Manpower Reserve ❸, and Deployed Units are placed in the Army area ❹. These are represented on the board by the Bot's Army 1 miniature.

The Bot's State Religion is indicated by placing the appropriate Religion token in the State Religion slot ❺.

The bottom right is where a Bot's progress in Researched Ideas is tracked ❻. Once a Bot has Researched its first Idea of a Monarch Power type, place a Tag chit on the first space of the appropriate mini track. When another Idea of the same type is Researched, indicate this by moving the chit one space to the right along the mini track. Doing so gives the Bot access to certain bonuses (see 'Bots & Ideas', p. 3).

Bots have no Rulers, Generals, or Advisors.

Sequence of Play

The sequence of play of the game is followed as normal, but Bots will not perform all the steps that human players do.

1. Draw Cards Phase

Bots do not draw Action Cards or Missions, and therefore ignore this phase. Events are placed on display as normal.

2. Action Phase

Bots, in the same manner as human players, take Turns in order.

3. Peace & Rebels Phase

Bots are affected by most of the steps in this phase. However, some of these steps are treated a little bit differently (see below).

4. Income & Upkeep Phase

In this phase all Bots will gain according to the chosen difficulty level.

5. Cleanup Phase

This is performed as in a normal game. Bots update , , , and Imperial . All Bot decks are reshuffled.

Action Phase

When a Bot takes its Turn, refer to the Main Turn Structure chart (see p. 7) to determine the Action it will take.

Action charts

The charts for all Bot Actions are found on pages 7–14. Listed at the top of each Action chart is each path that leads to that chart (typically a Bot Card or another chart).

Event Resolution

Bots resolve Events using the EVENT Action (see p. 9). The General Event Rules and rules for Secondary Effects provided on this Bot Action are also used when applying effects to Bots from Events taken by other PRs.

Passing

Just like human players, Bots will eventually Pass. If a Bot Passes first, it gains 2 , and if it Passes second it gains 1 .

Peace & Rebels Phase

Bots resolve each step as described below.

A. Remove Casus Belli and Truces

Bots remove Truces as normal. Bots never have any CB tokens.

B. NPR Invasions

Bots may suffer a maximum of 1 NPR Invasion. Resolve the NPR Invasion that will invade with the most NPR Units (resolve any ties alphabetically), then place the Bot's Army in the target Area and resolve the Battle.

C. Rebels Siege or Move

Resolved as normal.

D. Peace Resolution

Performed in Turn order as normal.

Human players can resolve Peace with Bot Enemies as described in the main rules.

When it is a Bot's turn to resolve Peace, it uses the flowchart on page 15.

If a Bot is now at Peace, remove the Bot's Army from the map, unless the Bot has any

Difficulty Level

Before starting a game, you should decide what difficulty level you want to play at. Each Bot can be set to a different difficulty level, but the simplest solution is to choose the same level for all the Bots in your game. Try the "Easy" level for your very first Bot game.

The difficulty level can be altered by adjusting the strength of the Bots as follows:

	gained in Phase 4 each Round	in Focus to score Milestone	Minimum upon DoW on Bot	Units per recruit on DEF + MIL Actions
Easy	6	3	5	7
Normal	7	2	5	9
Hard	8	2	6	9
Very Hard	9	2	7	11

with or on them in the Area where their Army is located.

If a Bot is Fully Annexed by a PR, see 'Replacing Bot Realms' on page 6.

E. Prestige Penalties
Resolved as normal.

F. Interregnums
Bots are not affected by this.

G. Religious Dissent
Bots gain a maximum of 1 in this step.

H. Gain/Remove Unrest
Bots gain 2 for being at War. Then, if a Bot has any Administrative Ideas it will remove 1–2 accordingly.

I. Roll Rebel Dice
Bots resolve this as described under 'Rebel Dice Rolls', on page 4.

Income & Upkeep Phase
Bots only perform the steps below. Score Power Struggles and Crusades as normal.

Refresh Bot Power
Discard all spent and replenish Available according to chosen difficulty level.

Bots gain +1 if they have 20+ Small or 8 Large in play (+2 if both).

Bot Emperor – and
If the Emperor is a Bot, roll a die to see if increases or decreases, as described for NPR Emperors on page 45 of the main rules.

A Bot Emperor then gains extra equal to the + provided by the current level. A Bot Emperor gains (1) if at +6.

Papal Controller bonuses
If a Bot is the Papal Controller, it gains 1. If it has Uncontested Control of the Curia, it also scores (P) equal to the number of Catholic PRs minus one (max. (3)).

Cleanup Phase
Bots only perform the steps below. The Status Mat is updated as normal.

Update Manpower Reserve
Update Bots' to match their Town Track (and) as normal (min. is 3). Always return Units from the Manpower Reserve to Supply first if has been reduced.

Colonists
Bots gain for Colonial as normal. Discard a Bot's if they have no Colonial , and there are no vacant Territories.

All Bot-to-PR Alliances end
All Alliances between Bots and PRs (if any) expire and these are removed. This has no further consequences for either party.

Bot Emperor – Imperial Influence
If the Emperor is a Bot, Imperial is adjusted to match the current , and redistributed according to the prioritized list below. Repeat each step until there is no valid Area for that step, or there are no Imperial left, before moving to the next step (tie breakers: Areas with Bot's , then alphabetically):

1. The Elector Area where it would require the least for the Bot to get the most (more than any other PR).
2. Any Elector Area with available space.
3. Any HRE Area with available space.

Reshuffle Bot Deck
Used Bot cards are reshuffled into the deck according to the following rules:

- **EVENT**s are always reshuffled
- **IDEA**s are always reshuffled
- Set aside Bot Cards that were used for the FOCUS Action. These are not reshuffled.
- Reshuffle half of the remaining used Bot Cards (round up).

Any cards that are not reshuffled are removed for the remainder of the current Age.

End of Age Routine
At the end of each Age, all Bot Cards are reset (according to the deck composition listed for that Bot Realm) and shuffled.

Bots do not remove any of their .

Final Scoring
Bots score (P) during Final Scoring in the exact same way as human players.

Choice Processes
These general rules for Bot choice processes are used for all choices where no other criteria are given. They are also used when there is a need to break ties for other criteria.

At War?
If the only active Wars are with Realms with no remaining Provinces (i.e., all Occupied), then treat a Bot as "not at War" for the purposes of all choices (except Peace Resolution).

Realm Selection
Roll on the relevant Targeting Chart (Military or Diplomatic) for the Bot in question.

See the 'Bot Realms' section for how to use these charts (p. 6).

When picking a Realm within a certain Area (e.g., picking a DoW where it has a), prioritize Realms with a Capital in this Area, then by highest Tax Value of Provinces Owned in this Area, then random.

Province, Area, & Sea Zone Selection
When given the option to select a Province, Area, or Sea Zone (to add , to Siege, to invade, etc.), always do it in alphabetical order if no other preference is given.

When applying effects that are beneficial to the Bot, or bad for an Opponent (before alphabetic priority), prioritize Provinces/Areas of the highest possible Tax Value.

When applying effects that are bad for the Bot, or beneficial to an Opponent (before alphabetic priority), prioritize Provinces/Areas of the lowest possible Tax Value.

Opponent Selection
When applicable, always prioritize Opponents at War with the Bot. If no such candidate or more than one candidate, roll a die:

Die roll	Select valid Opponent with …
1–3	highest (P)
4–6	highest Tax Income

In case of a tie, prefer human players before other Bots, then decide randomly.

Bots & Ideas
Bots Research Ideas by taking the IDEA Action (see p. 14), and tagging chosen Ideas as normal. However, Bots do not take any Idea effects into account. Instead, Bots use their Bot Mats to track how many Ideas they have Researched of each Monarch Power type, receiving bonuses as follows:

	1–2 Ideas	3+ Ideas
Admin. Ideas	Remove 1 in Phase 3H	Remove 2 in Phase 3H
Diplo. Ideas	Naval Battles: +1 Artillery Die	
	Place +1 when taking a DIPLOMACY Action	Place +2 when taking a DIPLOMACY Action
Military Ideas	Land Battles: +1 Infantry Die	
		Siege 2 Tax Value per spent during SIEGE Action

Token Limitations

Cubes

If a Bot has no more in its Supply when it should gain or place on the map, first retrieve from Spent . Then, take from Areas where it has neither an nor a , prioritizing Areas furthest from the Bot's Capital Area. If there are no such Areas, take from Areas of the Ally with the lowest Tax Income, and then from Available .

Towns

If all 20 Small on a Bot mat have been placed on the Map board, give that Bot a +20 Income tile (with its Bot side face-up) and place the remaining 20 from the Bot's Supply onto its Town Track. A Bot with a +20 Income tile receives an additional in Phase 4. The +20 Income tile must be returned to the Supply if the Bot later falls below 20 Small .

If a Bot runs out of they will not Siege any new Provinces or Colonize any Territories. If this is still the situation in Phase 5, it triggers Final Scoring.

Claims & Core Tokens

The Bot will only use the numbered from 1–6 as , while those numbered 7–8 will only be used for the on their reverse side.

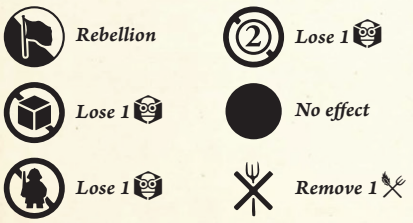
When a Bot needs to place a but all tokens are in play, they will first take a non-Colonial Distant , then the on the Main Map Area with lowest total Tax Value. Ties are solved by picking the furthest away from Bot's Capital Area, then alphabetically (by Area name).

Other Limited Tokens

If required to remove another type of token (e.g., to perform an Action or resolve an Event), Bots will pick alphabetically but prefer to remove tokens that hurt them directly; they avoid removing directly beneficial tokens.

Rebel Dice Rolls

Rebellion	*Lose 1*
Lose 1	*No effect*
Lose 1	*Remove 1*



Bots roll Rebel Dice for all of their at once, not Area by Area, and they roll a maximum of 5 Rebel Dice.

A Bot can lose a maximum of 1 each time it has to roll Rebel Dice, regardless of the number of dice rolled.

Use standard Bot choice processes (see p. 3) for applying Rebellions and removing , except that they will always apply Rebellions in the Area where their Army is located (if possible).

Bots place a in the Area if one of their Provinces are Liberated by Rebels.

Bot Trade

The Bot uses only one Merchant. The Bot's Merchant is only used as a marker to indicate where it traded last, and to determine the removal and auto-resolution placement of Pirates.

Each Pirate reduces Bot Trade Income by 1 in the Trade Node in question.

Bot Ships do not occupy Trade Protection Slots.

Bots Trading

Bots Trade as a part of their NAVAL Action (see p. 12). That Action's chart also covers passive Trade Income for other Bots that are eligible to collect Trade Income.

A Bot's Merchant is never exhausted.

Humans Trading

When a human player takes a ***Trade*** Action, eligible Bot Realms (see main rules, p. 34) may collect passive Trade Income as follows:

- **In a maritime Trade Node:** All Bots gain 2 for Main Map Nodes and 3 for Distant Nodes.
- **In an inland Trade Node:** All Bots gain 2 if they also have at least one adjacent to the selected Node.

A Bot is not required to have a Merchant present in a node in order to collect passive Trade Income from it, but will move its Merchant to that Trade Node once it collects Trade Income.

If the human player has the *"Mercantilism"* Idea, and has 3+ from Key Provinces, reduce the Bot income by 1 .

Bots & Alliances

Bots make Alliances with NPRs, but will never enter into an Alliances with an Opponent, unless through an Event (in which case the Alliance is terminated in Phase 5).

How Bots are affected by Alliances upon DoW is covered in the 'Bot Warfare' section and the MILITARY Action chart.

Covert Actions

Bot Actions labeled *Covert Action* can be negated as normal with ***Counterespionage***.

Bots will never counter *Covert Actions* directed at them.

Bot Warfare

A human player waging War on a Bot will follow the normal rules of Warfare from the main rules. When determining how the Bot interacts with its Enemy, use these rules.

Bot DoWs

Bots Declare War via the MILITARY Action (see p. 10). Resolve any Battles triggered alphabetically by Sea Zone and Area.

DoW on a Bot

When a War is Declared upon a Bot or their Ally, handle steps 3 and 4 of the ***Declare War*** Action sequence (main rules p. 16) like so:

3. Calls to Arms

- A Bot will always refuse all *Offensive CtAs*.
- A Bot will always accept a *Defensive CtA* (see main rules, p. 32) unless it is already at War with an Opponent. A Bot Emperor will activate *Defending the HRE* when it can.
- A Bot will send *Defensive CtAs* to all Allies that are adjacent to the Aggressor. The Bot gains 2 and flips their to the side for each such NPR Ally.

4. Gaining and Recruiting

- Targeted Bots, and Bots joining the War by accepting a CtA from an NPR, gain 1 .
- If, following this, the Bot has less than the "Min. upon DoW on Bot" (see p. 2) in Available , it gains until it reaches this minimum.
- Then, if it has any Available , the Bot immediately spends 1 to recruit 7/9/11 Units (see p. 2), and checks for MAC if the Army is on the map board.

Recruiting Units

Bots always recruit Units to the Army area of their Bot Mat; placing the Bot's Army miniature on the map is handled in a separate step of the charts. A Bot's Manpower is calculated in the same way as for human players during setup and updated during Phase 5, except that Bots always have a minimum of 3 . All Units currently in a Bot's Manpower Reserve count as Available . Bots never have Exhausted .

Bots recruit as many Units as indicated by the Action they are executing, up to the limit of their . If is lower than the number of Units they have paid to recruit, the Bot still spends the in full but only gets the number of Units that remain in .

Army Movement

The Bot's Army miniature is only placed on the map when it is required for a MILITARY or DEFEND Action, or to face an NPR Invasion. The DEFEND Action allows the Bot's Army to 'teleport' inside its own Realm if necessary. For the MILITARY Action, the Army can be placed in any of the Bot's Areas on the map, if it is not already on the map.

When a Bot's Army is placed in an Area on the map, the Bot's MAC for the Area in question is always checked.

Maximum Army Capacity (MAC)

While a Bot's Army may suddenly appear in various locations on the map (in ways that the Armies and Units of human players cannot), the number of Units that they can actually use in a Battle is determined by their MAC in the Area in question.

MAC simulates a Bot's ability to muster Units locally, and their ability to transport Units there from other parts of their Realm.

If Army size exceeds MAC when doing a MAC check, the excess Units are laid down on their side to signify their unavailability.

Conversely, if MAC exceeds the number of available (upright) Units when doing a MAC check, stand any laid down Units up until reaching MAC. Units are also stood up if the Army is removed from the board.

Unavailable (laid down) Units take no part in Battles fought by the Bot's Army. They cannot score hits on the Enemy, and they cannot be removed as Casualties.

Area status	MAC
Area has land connection* to Bot's Capital	Unlimited
Area has no land connection* to Bot's Capital	Bot's MC† for the Area + 3 (minimum 9 if a Naval Bridge closes the only gap in an otherwise valid land connection*)

* A land connection is a continuous chain of Bot's that are adjacent by land.

† See page 22 of the main rules.

Movement reach

For the MILITARY Action (not DEFEND), once the Bot Army is on the map, it can normally move 2 spaces (Areas) like any PR Army, but must end movement when entering a Hostile or Neutral Area.

A Bot's Naval Bridges can always be crossed by up to 9 Units. If a Bot Army needs to cross a Naval Bridge during a MILITARY Action, any excess Units are laid down on their side to indicate that they are unavailable until the the next time the Bot checks for MAC. These Units will not take part in any Battles while laid down.

Bots ignore Mountain border limitations.

Bots must remove one from Neutral Areas they move into (if any), and may not move into Neutral Areas where they have .

Ship Placement

Bots place just one Ship token in each Sea Zone, and they never occupy Trade Protection Slots or actually move around. Each Ship token represents the presence of the Bot's navy, and not a single Ship.

Whenever a Bot places a new Ship via a NAVAL, EXPLORE, DEFEND, or MILITARY Action, it must pick a Sea Zone adjacent to one of its Ships or Ports. If this is a Hostile Sea Zone, it triggers a Naval Battle.

Land Battles

A Bot's Army triggers Land Battles in the same manner as human players' Units and Armies (see p. 27 of the main rules). On a Bot's Turn, this will frequently happen during a MILITARY or DEFEND Action.

When a Bot as the Active Player wins its first Battle of a Turn, it receives 1 .

For each Battle, follow the instructions below or use the chart on page 16.

Land Battles vs. Opponents

When Bots face Opponents (human or Bot) in Battle, follow the normal Battle Sequence (see p. 26 of the main rules).

Bots generally roll 5 Infantry Dice in every Battle Round. A Bot with at least one Military Idea gets to roll an extra Infantry Die. Bots never use Military cards or Generals. Count all of a Bot's Units as Infantry. Bots never retreat.

Land Battles vs. Rebels/NPRs

When a Bot fights an NPR or Rebel force, always roll a number of Infantry Dice equal to the number of /NPR Units present. Every or result rolled counts as a Casualty for the Bot's Army.

If the Bot has any remaining Units after this, it wins the Battle. Any are removed.

If all of the Bot's Units were eliminated, the Bot loses. If a Bot loses against Rebels, a number of equal to half of the initial strength of the Bot's Army are removed.

Bot fighting alongside NPR/PR

A Bot rolls Battle Dice as normal when fighting alongside an NPR; assign casualties in the manner described under 'Fighting Multiple Enemies' in the main rules (p. 27).

When defending alongside another Bot, treat the Bot with the biggest Army as the Main Defender and apply their Military Ideas bonus (if they have any).

When a Bot fighting alongside a human player, the human player is always treated as the Main Defender.

Naval Battles

A Bot's Ships trigger Naval Battles under the same conditions as those of human players (see p. 28 of the main rules). On a Bot's Turn, this may happen during a NAVAL, EXPLORE, MILITARY, or DEFEND Action.

When a Bot as the Active Player wins its first Battle of a Turn, it receives 1 .

For each Battle, follow the instructions below or use the chart on page 16.

Naval Battles vs. Opponents

When a Naval Battle occurs between a Bot and an Opponent, only the Bot rolls dice.

Roll 1 Artillery Die, plus an Artillery Die for each Ship the Bot has in adjacent Sea Zones. If the Bot has at least one Diplomatic Idea, it rolls an extra Artillery Die. If a human player has an Admiral or plays an applicable *Battle Action* when facing a Bot in a Naval Battle, the Bot rolls one fewer Artillery Die.

The Bot scores one automatic hit for every 2 Ports it Owns facing the Battle's Sea Zone, plus 1 hit for every rolled.

If a human Enemy's Ships are all sunk, the Bot wins and its Ship stays on the map. Otherwise, the Bot loses and must remove its Ship. If a human player who wins has an Admiral, or has used a *Battle Action*, they capture a Light Ship.

If two Bots fight each other, the Bot scoring the most hits wins. Re-roll if tied.

Naval Battles vs. NPRs

When a Bot fights a Naval Battle versus an NPR, always roll a number of Artillery Dice equal to the number of NPR Ships.

If the number of rolled ≥ 2 + Bot's adjacent Ports, the Bot loses and must remove its Ship. If less than this, the Bot wins, and its Ship stays on the map.

Bot fighting alongside NPR/PR

When a Bot Ship fights alongside NPR Ships, roll dice in the same way as you nor-

mally would for a Bot vs. Opponent Naval Battle, treating every second NPR Ship fighting on a Bot's side as if they rolled an extra .

If a Bot fights alongside another PR (human or Bot), determine the Main Defender as in a Land Battle and treat the Main Defender as if it has 3 NPR Ships fighting on its side. Remove Bots' Ships if their side loses.

Substitute Bots

Replacing Bot Realms

Bot Realms can be eliminated via Full Annexation or scenario-specific rules.

Remove all of the eliminated Bot's tokens from play (unless a scenario says otherwise).

Select a new NPR/DNPR to turn into a Bot. If undefined by scenario rules, players should try to pick the NPR most capable of competing on level terms with the other PRs.

If the eliminated Bot Realm has native Events in the Event deck, try to pick a featured Realm with Events that can replace the eliminated Bot's Events. If this is not possible, replace them with B-Events instead. If there are no B-Events remaining, keep Events as they are and only execute effects that still apply when resolving these Events.

Place 3 Units in the Bot's Army and put the Bot's on all Provinces currently Owned by the chosen NPR. The new Bot inherits the (P) score, Ideas, and completed Milestones from the Bot it replaces. Otherwise, set the Bot up as normal (see p. 1).

Replacing Humans

To replace a human player with a Bot between Rounds, flip their Player Mat to its Bot Mat side and convert their resources as follows:

Calculating Bot Power:

- Each (, , or) = 1
- Every 5 = 1 (max. 5)
- Each positive = 1
- Each negative = -1
- Each = -1
- Minimum is "Min. upon DoW on Bot" (see p. 2) and maximum is 15

Other Resources:

- Replace every with a matching the Province size.
- In each Sea Zone with any Ships (incl. the Fleet), remove all except 1 Ship.
- Remove all Armies from the Map Board
- Put all Deployed Units into the Army, and the rest into the Manpower Reserve.
- Remove all cards from the Bot Deck that have a FOCUS Action matching Milestones achieved by the player.
- On the Bot Mat, mark the number of Ideas of each type that the player Researched (max. 3 each).

Bot Realms

Each Bot Realm consists of:

1. A list with the IDs of the Bot cards that should be removed from their Bot deck in each Age of the game.
2. Two Targeting Charts that are specific to that Realm.

The Bots are otherwise set up according to the chosen scenario and the rules on the first page of this booklet.

Targeting Charts

Each Bot Realm has a Military and a Diplomatic Targeting Chart. When indicated by a Bot's action flowchart, roll a standard die to determine the Realm targeted by the Action.

These charts can be found in the scenario booklet(s).

Target types

There are three types of targets in the charts:

- Realms (e.g., >Venice or >Bohemia)
- "Owner of [Province]", e.g., Alexandria (read as "Lawful Owner of" if Occupied)
- "Realm in [AREA]", e.g., RHINELAND
  - ▹ Prefer valid Realms with their Capital located in this Area
  - ▹ Then select valid Realm by highest Tax Value of Provinces Owned in this Area
  - ▹ Then pick alphabetically

Placing Claims on NPRs

When rolling on a Military Targeting Chart, if the target is an NPR, place a as soon as a valid target has been rolled. Normally the is placed in the NPR's Capital Area, but for all "Owner of [Province]" and "Realm in [AREA]" results, the is placed in the named Area or where the named Province is.

Vacant Territories as targets

If the Bot's rolled target is a vacant Territory, the Bot places a here and ends its Turn if it has *"QftNW"*, and treats it as an invalid target if it does not have *"QftNW"*.

Invalid Targets

If a target Realm is not valid (see below), roll between children nodes unless a preferred substitute is listed. If no (valid) descendant nodes, backtrack to sibling nodes, increasing the die value to the next branch with a valid target (wrap around if necessary). If no valid sibling nodes, backtrack to cousin nodes (increasing the die value as described above).

If a substitute target is invalid, roll between children nodes of the original target.

Invalid Military Targets:

- Target is a Vassal of another Realm → **Substitute:** Select Overlord instead
- All of target's Provinces are Owned by PRs or DNPRs → **Substitute:** Select Owner of target's Capital instead.
- Target is Allied with the Bot
- Target has a Truce with the Bot
- Target is an Opponent who has Passed, or an NPR Ally or HRE Subject of such
- Bot has 4+ in NPR target's Areas
- All of target's Provinces are already Owned by the Bot

Invalid Diplomatic Targets:

- Target is an Opponent
- Target is at War with the Bot
- Target is a DNPR with 10+ Tax Income
- All of target's Provinces are already Owned by other Realms (PRs or DNPRs)

Bot Emperor

If a Bot Realm holds the Emperor of the HRE, treat the increase and decrease of Imperial Authority ( ) as you would for NPR Emperors (see main rules, p. 45).

Any additional or provided by the current value, will be added to the that the Bot gains at the end of the Round. is also added to the Bot's .

A Bot Emperor will always come to the defense of its Imperial Subjects if they are attacked by a Realm outside the HRE, unless they are already at War with an Opponent or the Imperial Subject under attack. When activating the *Defending the HRE* ability by accepting such a CtA, the Emperor will gain equal to . Treat all HRE Areas as if connected to Emperor's Capital by land for MAC purposes when *Defending the HRE*.

A Bot Emperor will also defend member states that are attacked by other HRE members, if the attacker has no CB.

Imperial is not in use when the Emperor is a Bot.

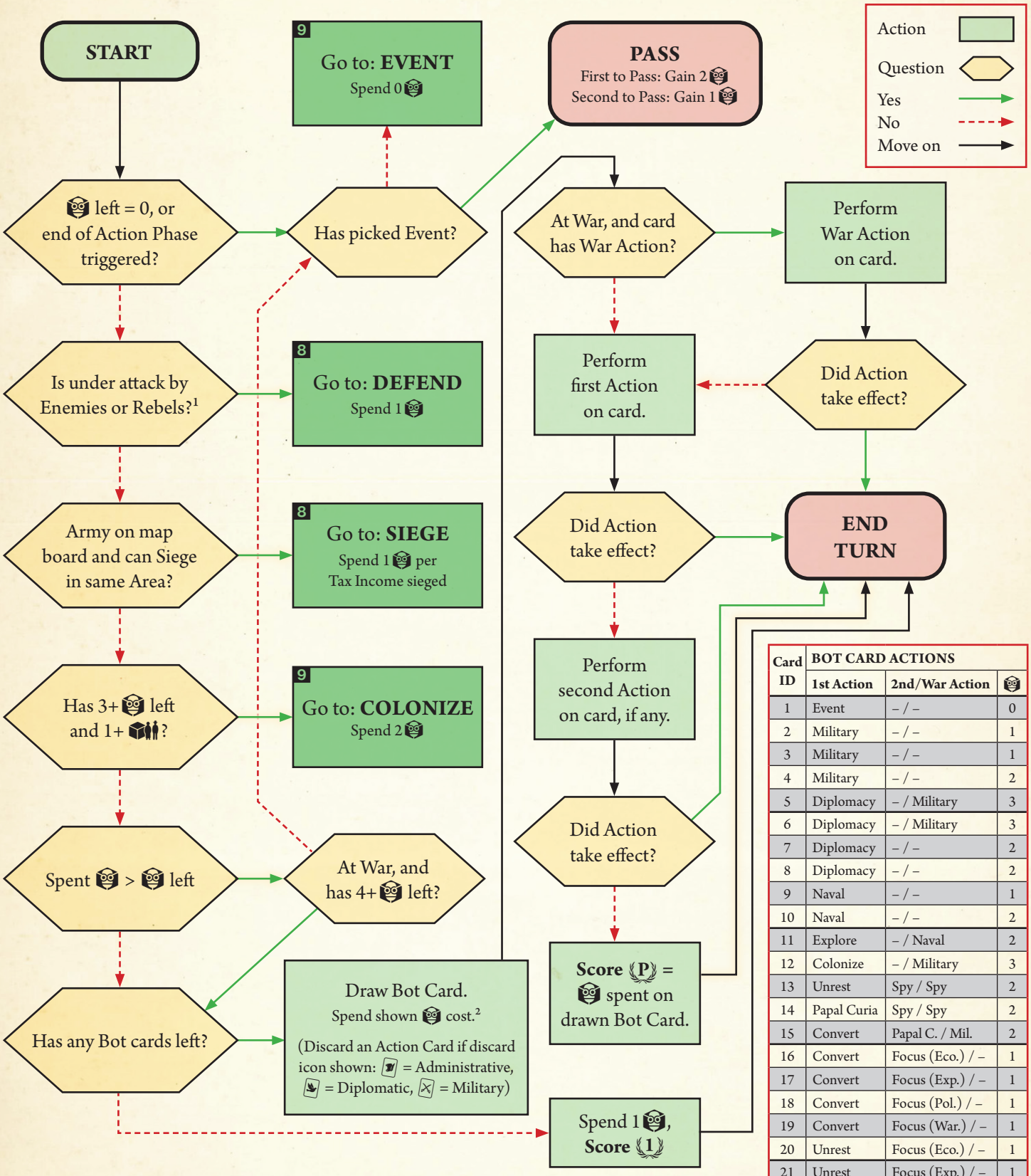
Imperial Election rules are not in play if the Emperor is a Bot.

Bot HRE Members

Bot Realms that are members of the HRE (but not Emperor) lose 1 when *Defending the HRE* gets activated. This does not apply if they are already at War (incl. through the DoW triggering *Defending the HRE*).

Bot Actions

Main Turn Structure



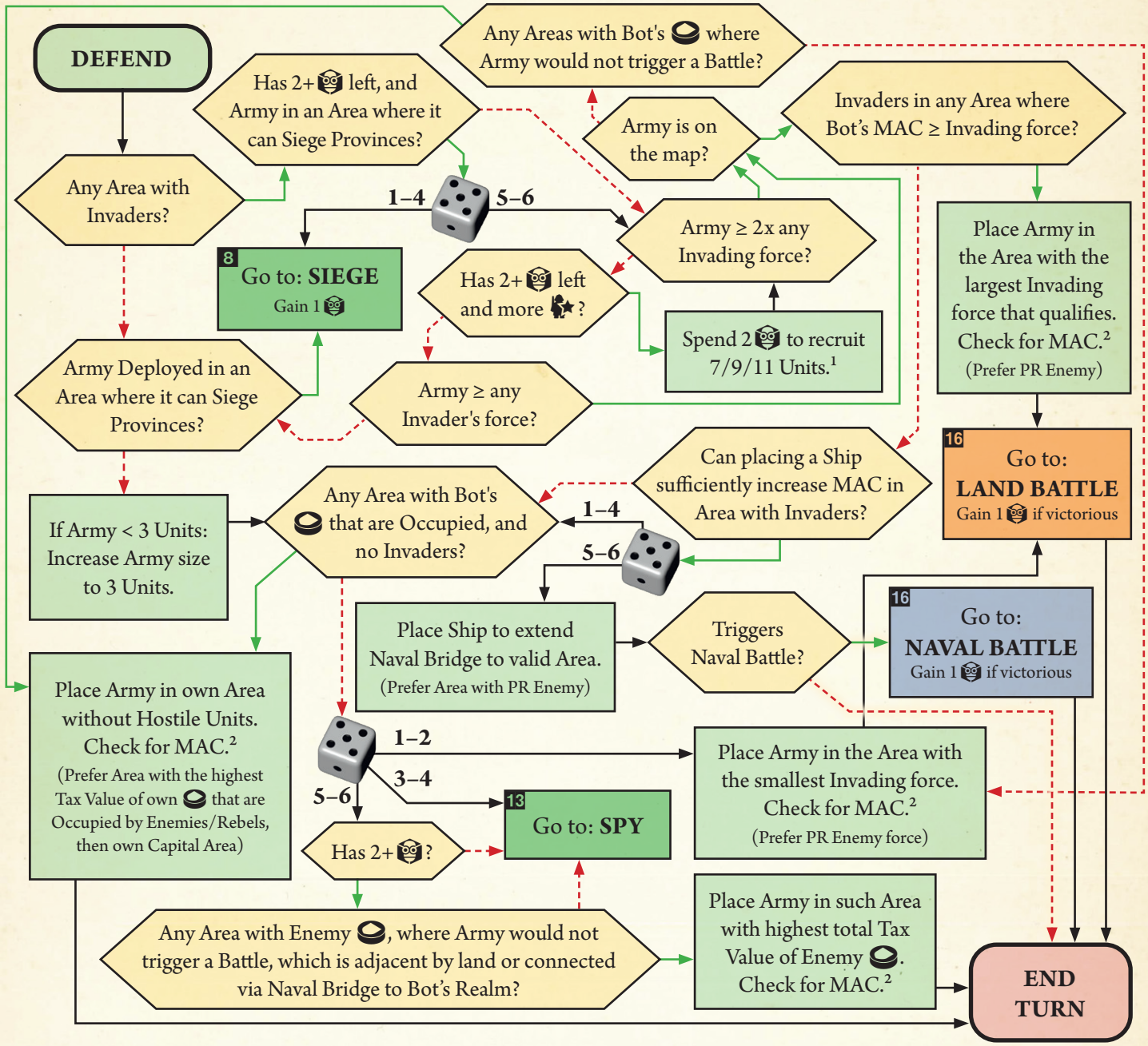
Card ID	BOT CARD ACTIONS		
	1st Action	2nd/War Action	
1	Event	– / –	0
2	Military	– / –	1
3	Military	– / –	1
4	Military	– / –	2
5	Diplomacy	– / Military	3
6	Diplomacy	– / Military	3
7	Diplomacy	– / –	2
8	Diplomacy	– / –	2
9	Naval	– / –	1
10	Naval	– / –	2
11	Explore	– / Naval	2
12	Colonize	– / Military	3
13	Unrest	Spy / Spy	2
14	Papal Curia	Spy / Spy	2
15	Convert	Papal C. / Mil.	2
16	Convert	Focus (Eco.) / –	1
17	Convert	Focus (Exp.) / –	1
18	Convert	Focus (Pol.) / –	1
19	Convert	Focus (War.) / –	1
20	Unrest	Focus (Eco.) / –	1
21	Unrest	Focus (Exp.) / –	1
22	Unrest	Focus (Pol.) / –	1
23	Unrest	Focus (War.) / –	1
24	Idea	– / –	3

[1] Bot is considered under attack if Enemy Units or are present in any Areas with Bot's , or if Enemies or Rebels Occupy any of Bot's .

[2] If Bot has less left than card's cost, spend remaining and execute card.

DEFEND ACTION

(from Main Turn Structure)



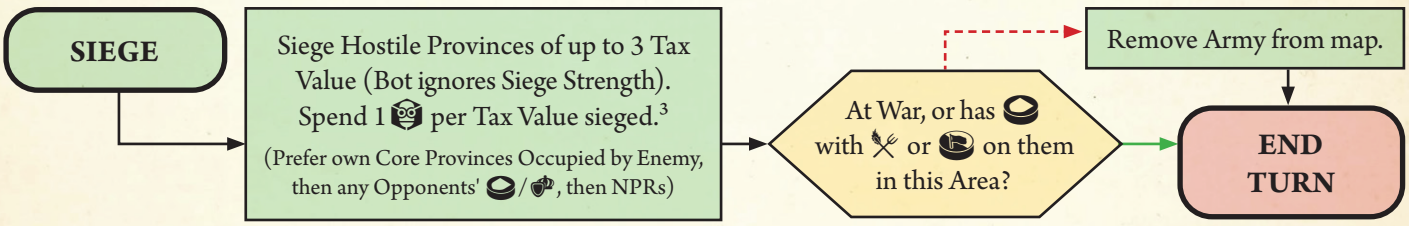
1 Number of Units recruited per 2 spent is determined by the chosen Difficulty Level

2 Adjust Unit availability in Army based on MAC (see p. 5).

Invaders = Hostile Units in Areas with Bot's .

SIEGE ACTION

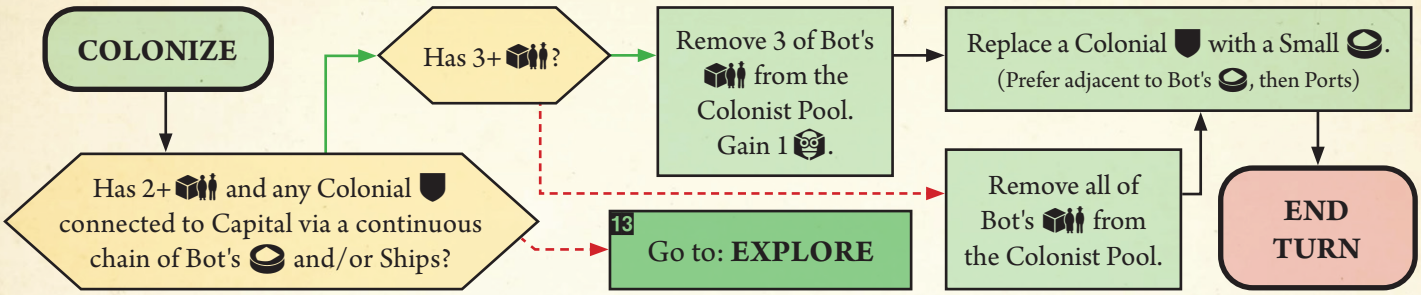
(from Main Turn Structure + from DEFEND and MILITARY Actions)



3 Island Provinces can only be Sieged if Bot has a Ship in an adjacent Sea Zone. If Bot only has 1 and no Small Provinces to Siege, it Sieges a Large Province. If Bot has 3+ Military Ideas, it Sieges 2 Tax Value per spent (up to 6 Tax Value in total). Also, see steps 4–7 of 'Sieges & Occupation', main rules page 23.

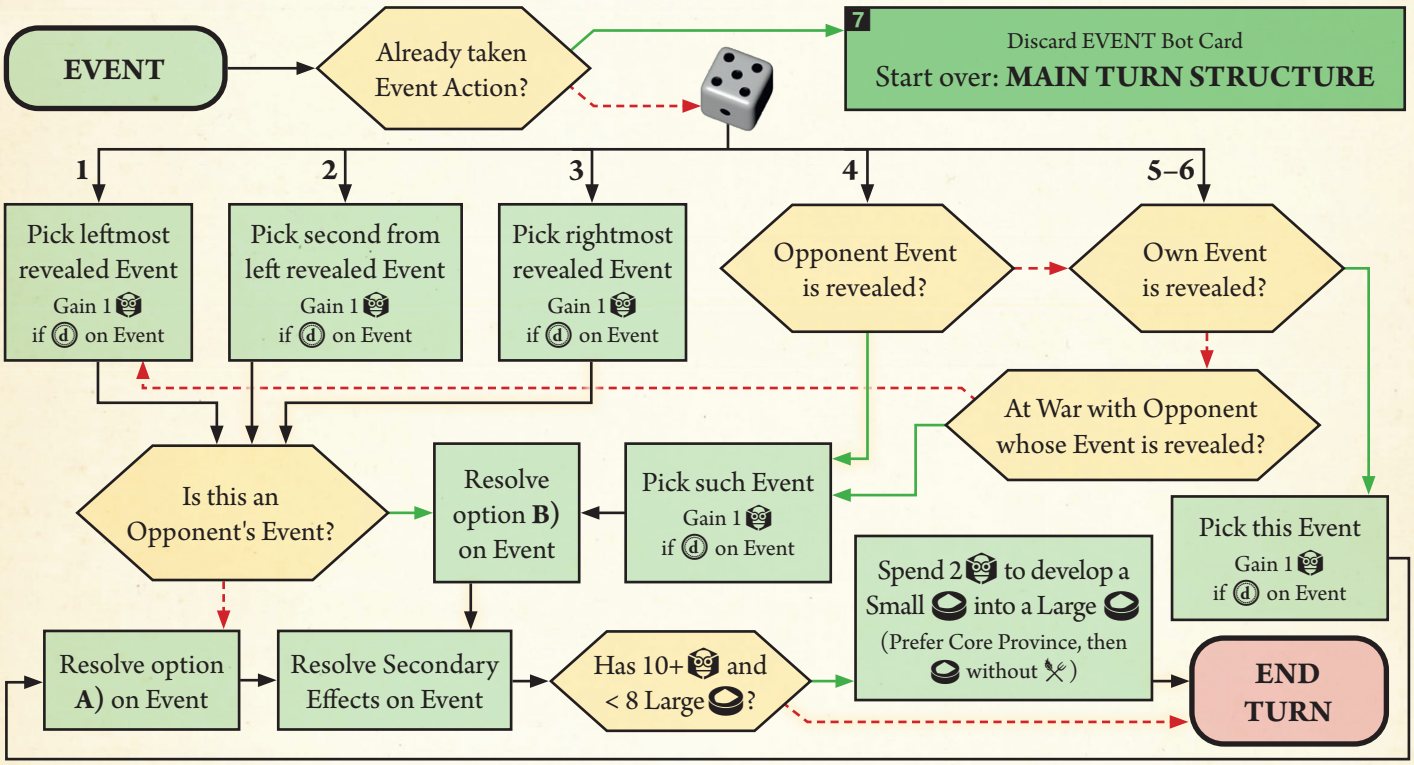
Colonize Action

(from Main Turn Structure + EXPLORE Action + Bot Card: **12**)



Event Action

(from Main Turn Structure + Bot Card: **01**)



General Event Rules

- **Use Choice Processes** on page 3.
- **Pick option A)** when not Active Player.
- **Pick the first option** on all suboptions.
- **Gaining/losing** : Gain/lose .
- **Gaining/losing** : Gain/lose 1 per 10, rounded up. Maximum 3.
- **Gaining** : Remove 1 per step. Gain 2 per step if Bot has no .
- **Losing** : Gain 1 per step.
- **Gaining/losing** / : Pick NPR with, respectively, the highest (gain) or lowest (lose) Tax Income possible.
- **Gaining** : Gain instead.
- **May Declare War:** Only if at Peace and Avaliable > Spent .
- ***Activation*:** MILITARY Action.
- ***Declare War* Action:** MILITARY Action. Proceed directly to Declare War step.
- ***Recruit* Action:** Pay 1 to recruit all .
- ***Trade* Action:** Gain 2.
- **Exhaust Units:** Lose Units from Army.
- **Pay X to do Y:** If able to pay cost, do it.
- **Adopting new State Religion:** Also change Religion of Capital Area and one more of Bot's Areas to same Religion.
- **Ignore non-applicable effects.**
- **Event/option has no applicable effects:** Gain 1 and resolve Secondary Effects.

Secondary Effects

Attrition : Resolved as normal.

Unrest/Rebellion : As above.

Activate Power Struggle : As above.

Character Mortality : Resolved as normal, but does not affect Bots.

Disloyal Vassals : As above.

Pirates : Use auto-resolution rules.

Lost at Sea : Bots are not affected. Use auto-resolution rules for human players.

Cardinal Dies : Use auto-resolution rules, but ignore Bot's own .

Native Uprising : Bots always ignore . Resolving Bot also ignores loss of . Human players suffer effects as normal.

DNPR Expansion : Use auto-resolution rules, but ignore Areas where the resolving Bot Owns any Provinces.

Spread of Religious Ideas : Use auto-resolution rules, except: **1.** Spread own State Religion first (if applicable); **2.** Prefer options that would not cause Religious Dissent for the resolving Bot; **3.** Prefer options that would remove Religious Dissent.

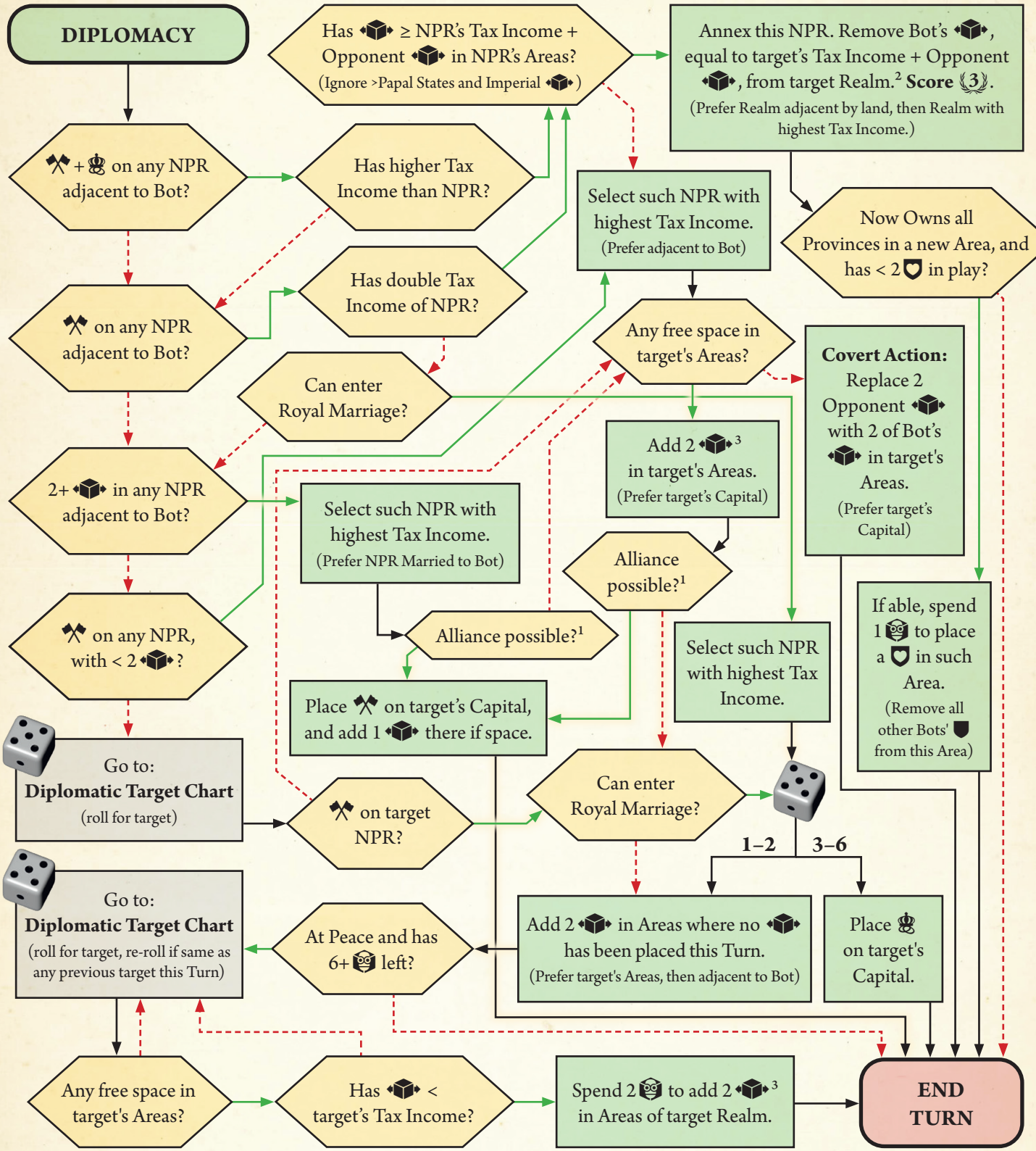
Spread of the Revolution : As above.

MILITARY ACTION

(from PAPAL and SPY Actions + Bot Cards: **02, 03, 04**; Bot Cards, War Action: **05, 06, 12, 15**)

Diplomacy Action

(Bot Cards: **05, 06, 07, 08**)



[1] Alliance requires: Bot is at Peace and has < 3 in play, target is at Peace and is not Bot's Ally, and any Ally of target has fewer than Bot in target's Areas.

[1] See DoW restrictions on page 22 of the main rules to determine target eligibility.

[2] **Realm's strength:** NPR = Tax Income; PR = number of Deployed Units + Available.

[3] Bot must remove one fewer if it has a on target Realm.

[4] Number of Units recruited per spent is determined by the chosen Difficulty Level.

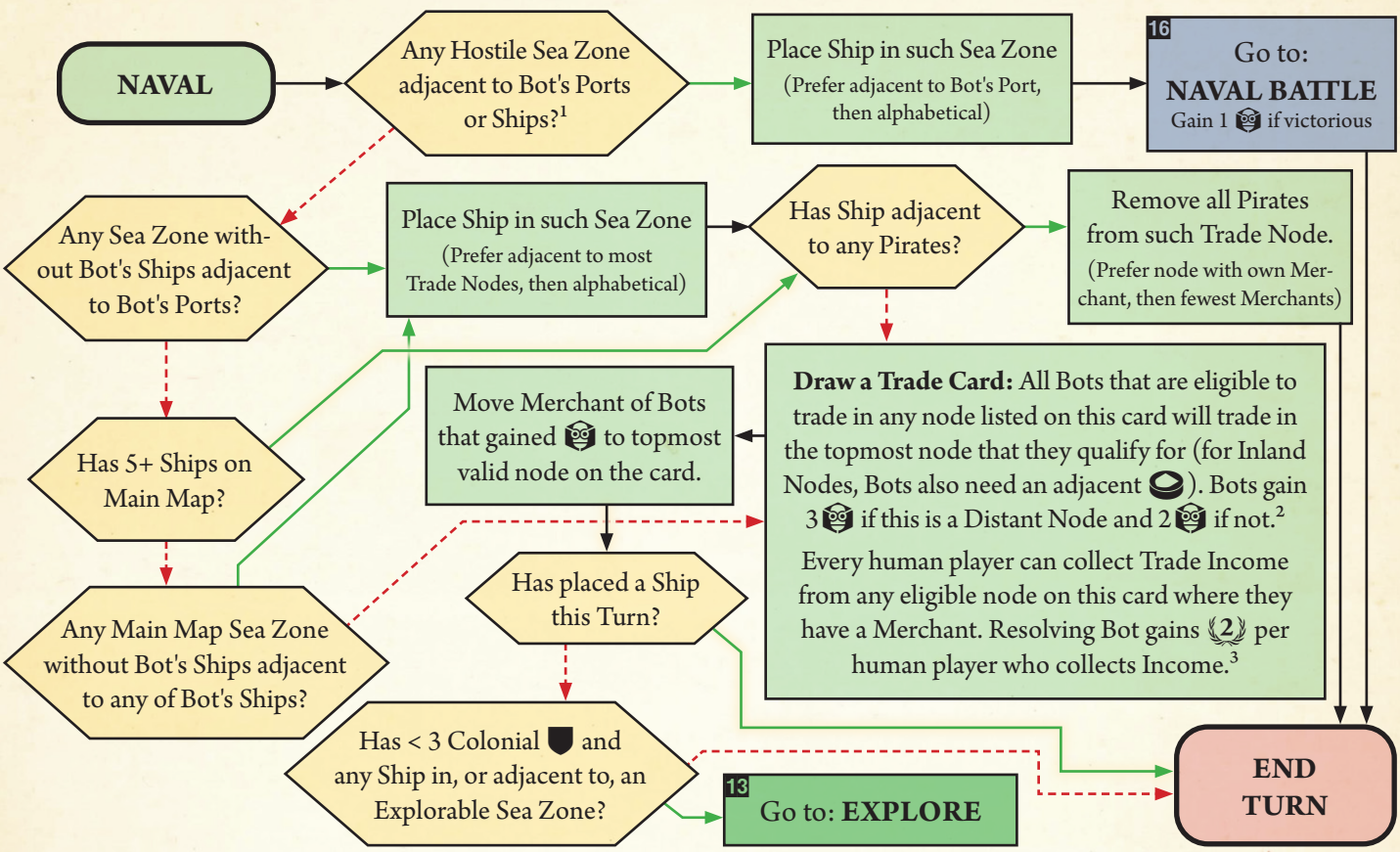
[5] Adjust Unit availability in Army based on MAC (see p. 5).

[2] Bot must remove one fewer if it has a on target Realm. Vassals of target are released as independent NPRs.

[3] If the Bot has researched any Diplomatic Ideas, it places additional if it has in its Supply (Bot ignores limit of placing max. 2 in the same Area):
1–2 Dip. Ideas: +1, **3+ Dip. Ieas:** +2

Naval Action

(Bot Cards: **09, 10**; Bot Cards, War Action: **11**)



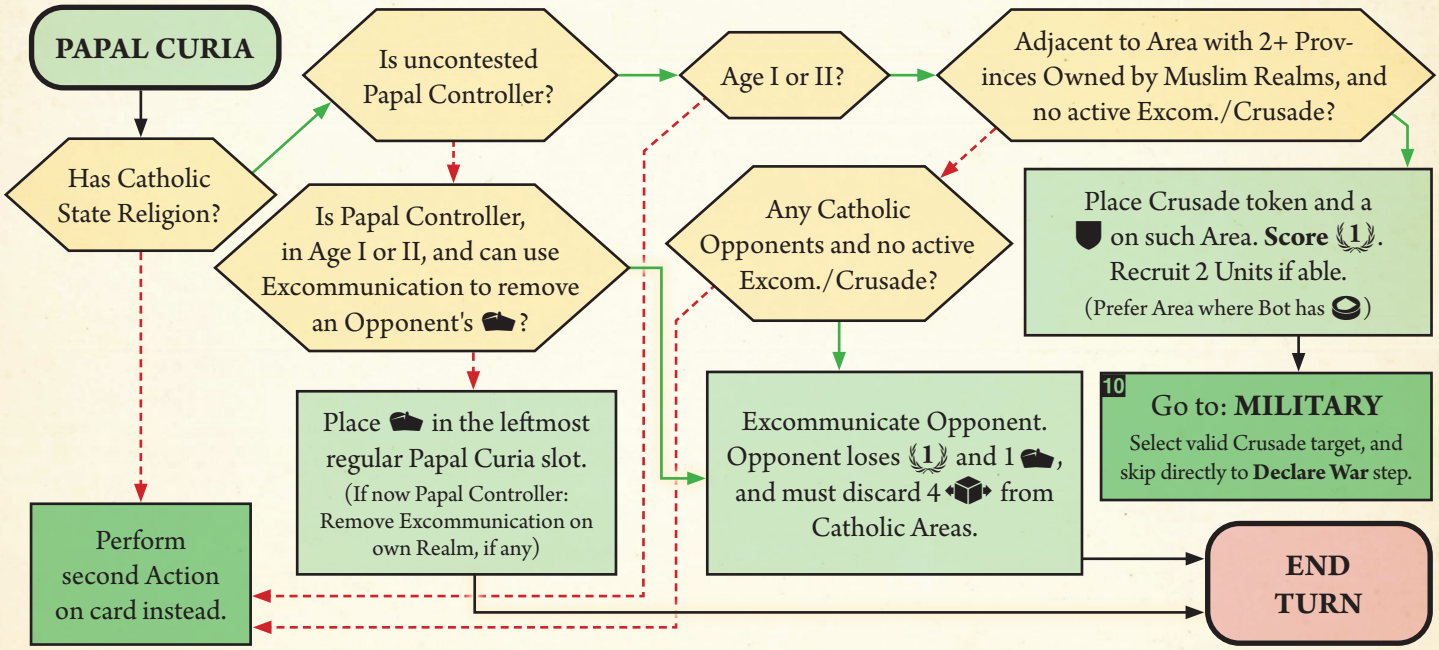
[1] Ignore Distant Sea Zones if Bot does not have *"QftNW"*.

[2] Bot's income gets reduced by 1 for each Pirate in the node where it trades.

[3] If playing without Missions for human players, give no (P) to Bots during this step.

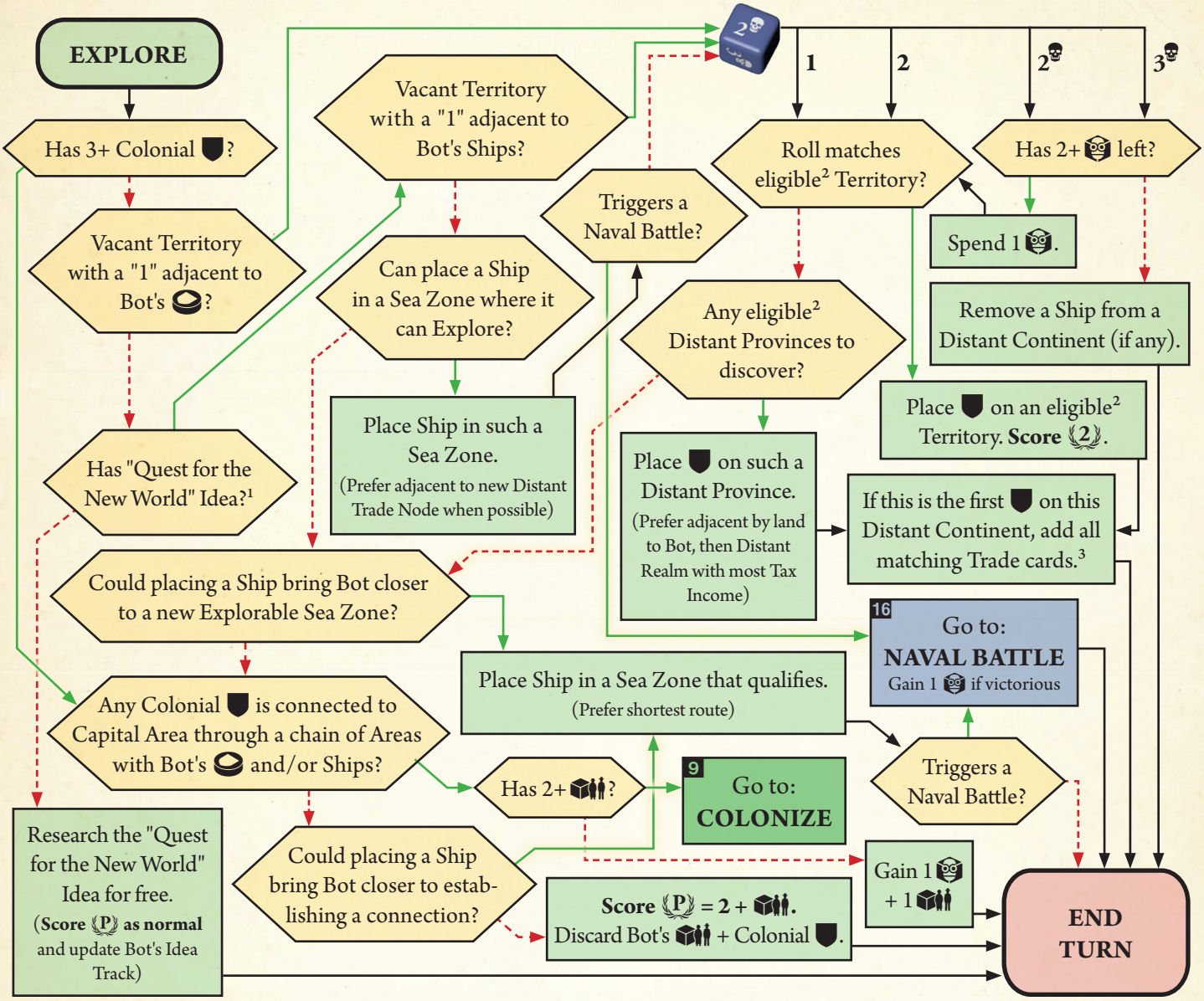
Papal Curia Action

(Bot Card: **14**; Bot Card, 2nd Action: **15**)



EXPLORE ACTION

(from NAVAL and COLONIZE Actions + Bot Card: **11**)



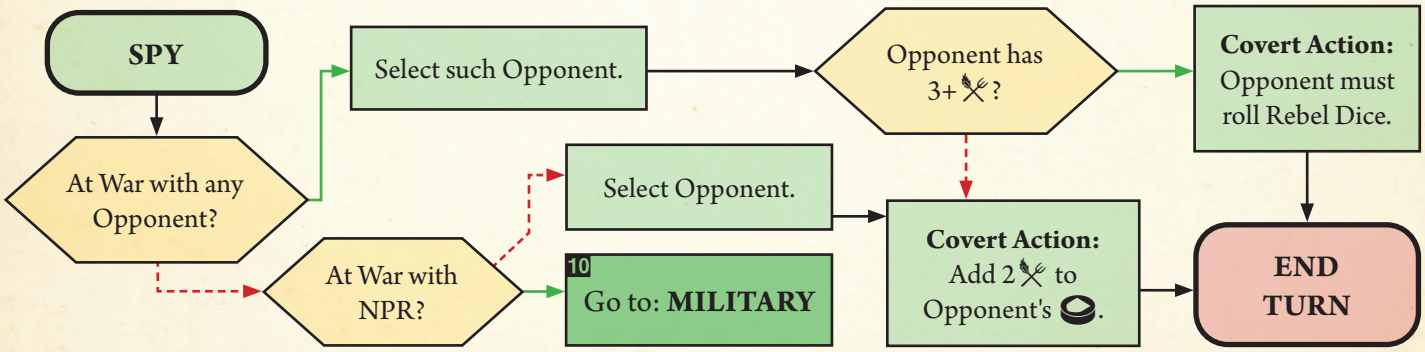
[1] If Bot is >Castile (or >Portugal), and, **1.** Bot has not Researched *"QftNW"*, **2.** Bot has not yet picked an Event, and **3.** *Christopher Columbus* (or *Casa da Índia*) Event is on display: Then, pick that Event, and select option **A** (paying for this Action counts as covering the cost of Researching *"QftNW"*).

[2] Distant Province/Territory must be adjacent to Bot's or Ship. Territories must match rolled number.

[3] Shuffle any set-aside Trade Cards matching the number on this Distant Continent into the Trade Deck.

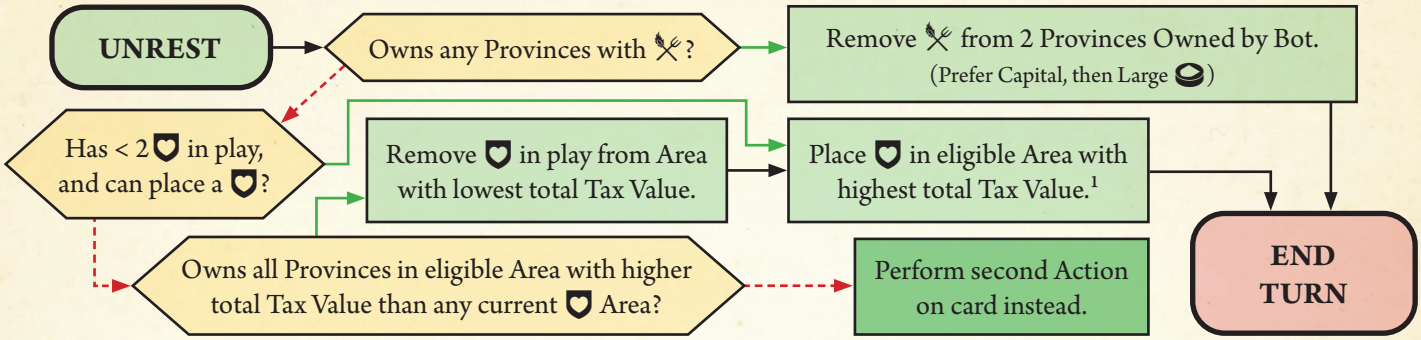
SPY ACTION

(from DEFEND Action + Bot Cards, 2nd Action: **13**, **14**; Bot Cards, War Action: **13**, **14**)



Unrest Action

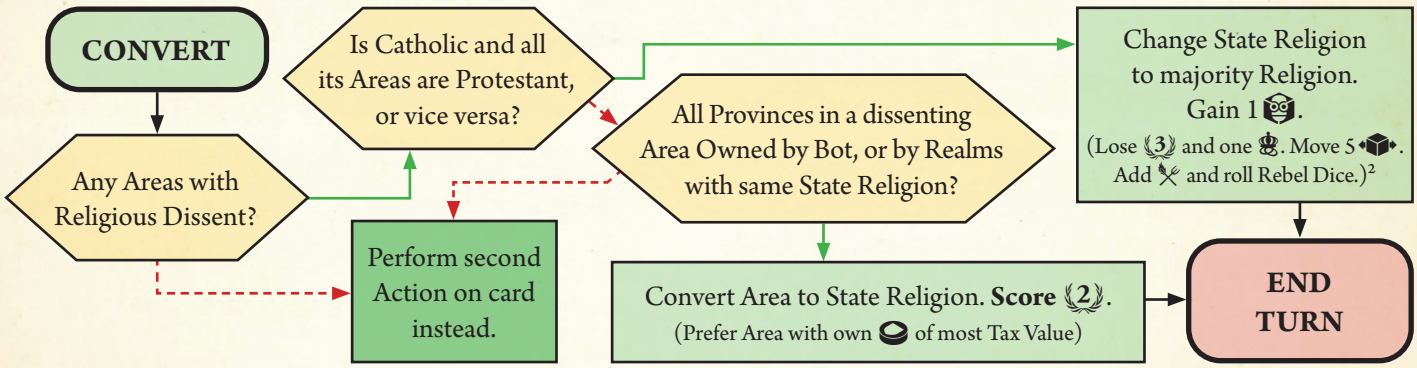
(Bot Cards: **13, 20, 21, 22, 23**)



[1] Remove all other Bots' from Areas where are placed.

Convert Action

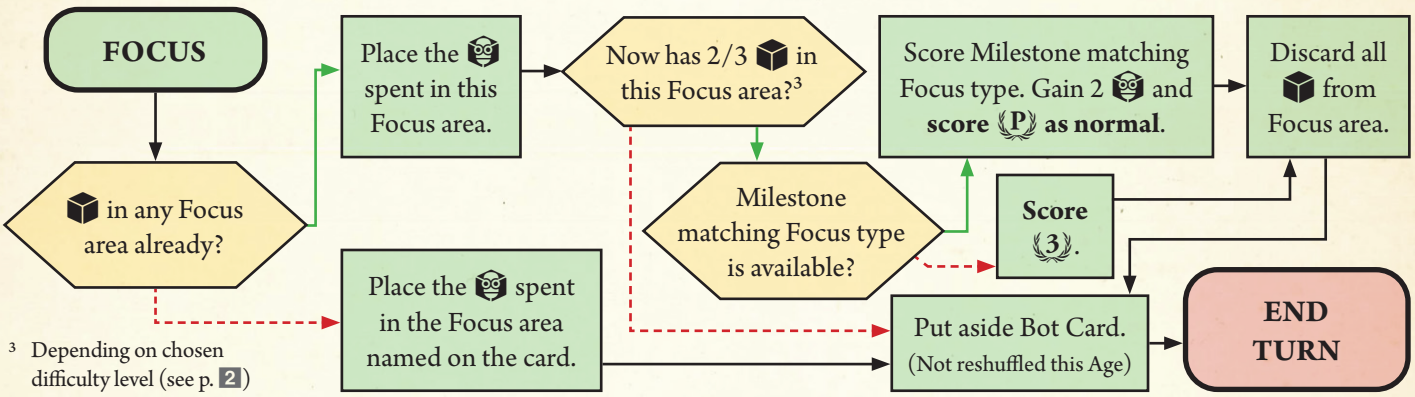
(Bot Cards: **15, 16, 17, 18, 19**)



[2] Same procedure as the ***Change State Religion*** Action on page 13 of the main rules.

Focus Action

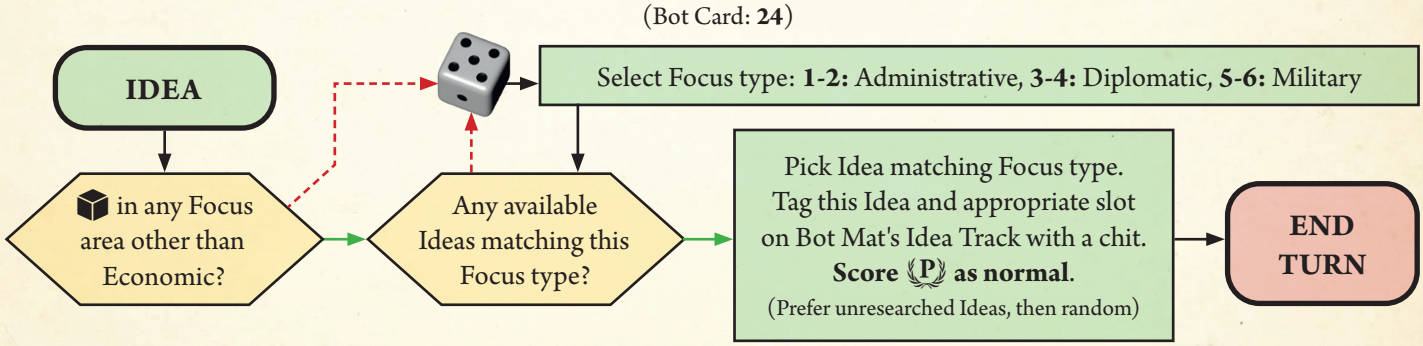
(Bot Cards, 2nd Action: **16, 17, 18, 19, 20, 21, 22, 23**)



[3] Depending on chosen difficulty level (see p. 2)

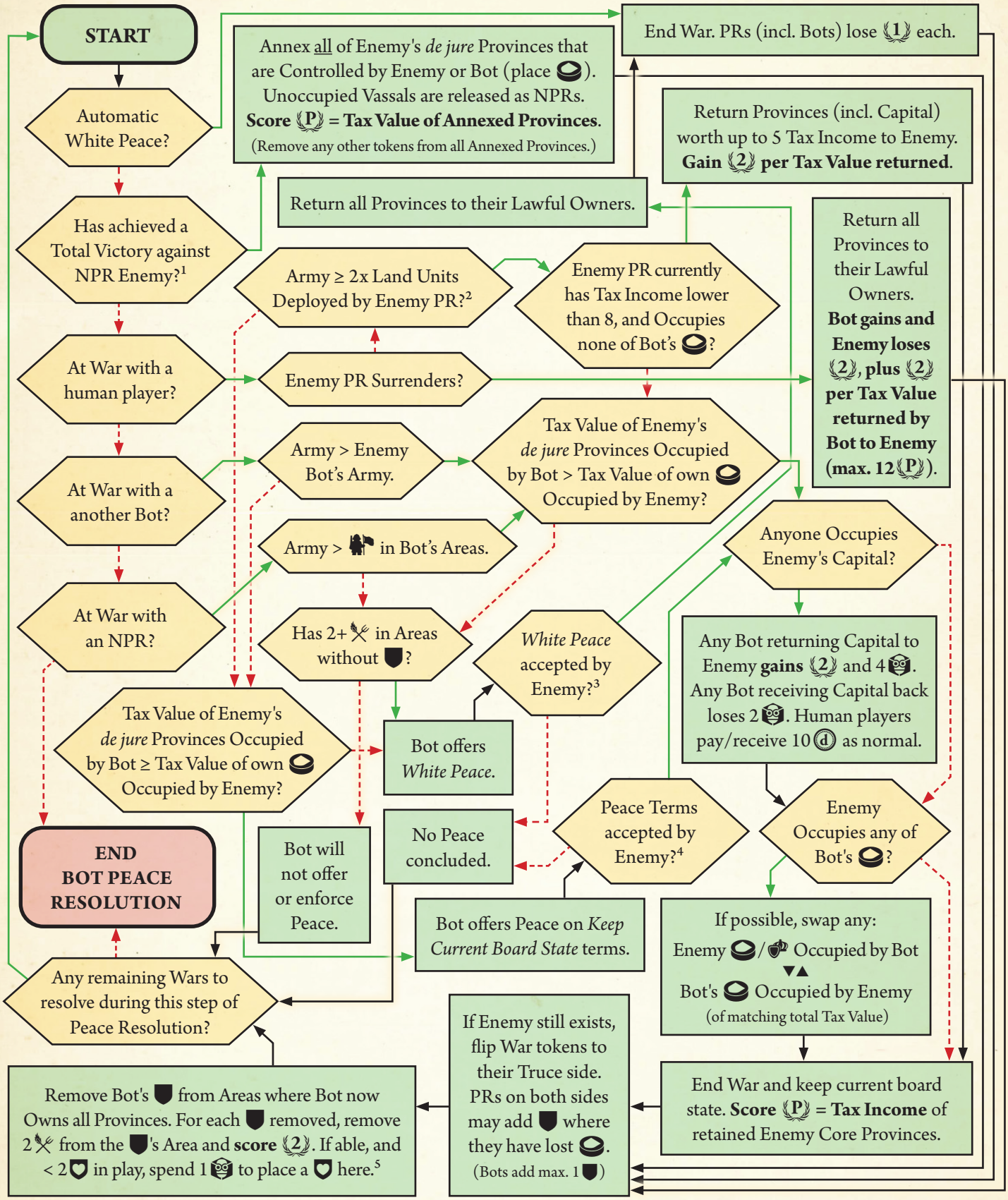
Idea Action

(Bot Card: **24**)



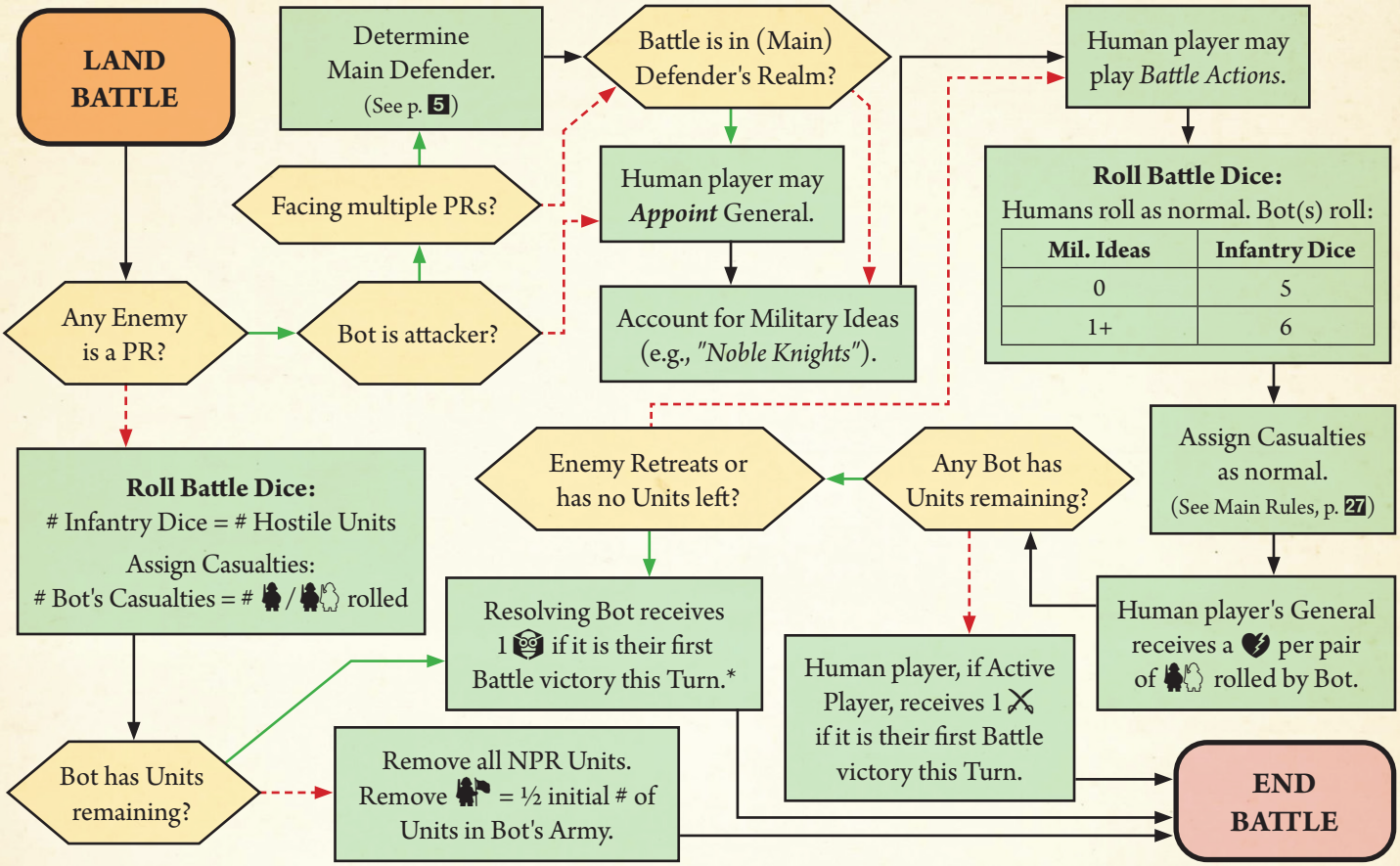
Bot Peace Resolution

Follow normal sequence for Peace Resolution (main rules p. 29), and use this chart each time it is a Bot's turn to resolve one of its Wars.

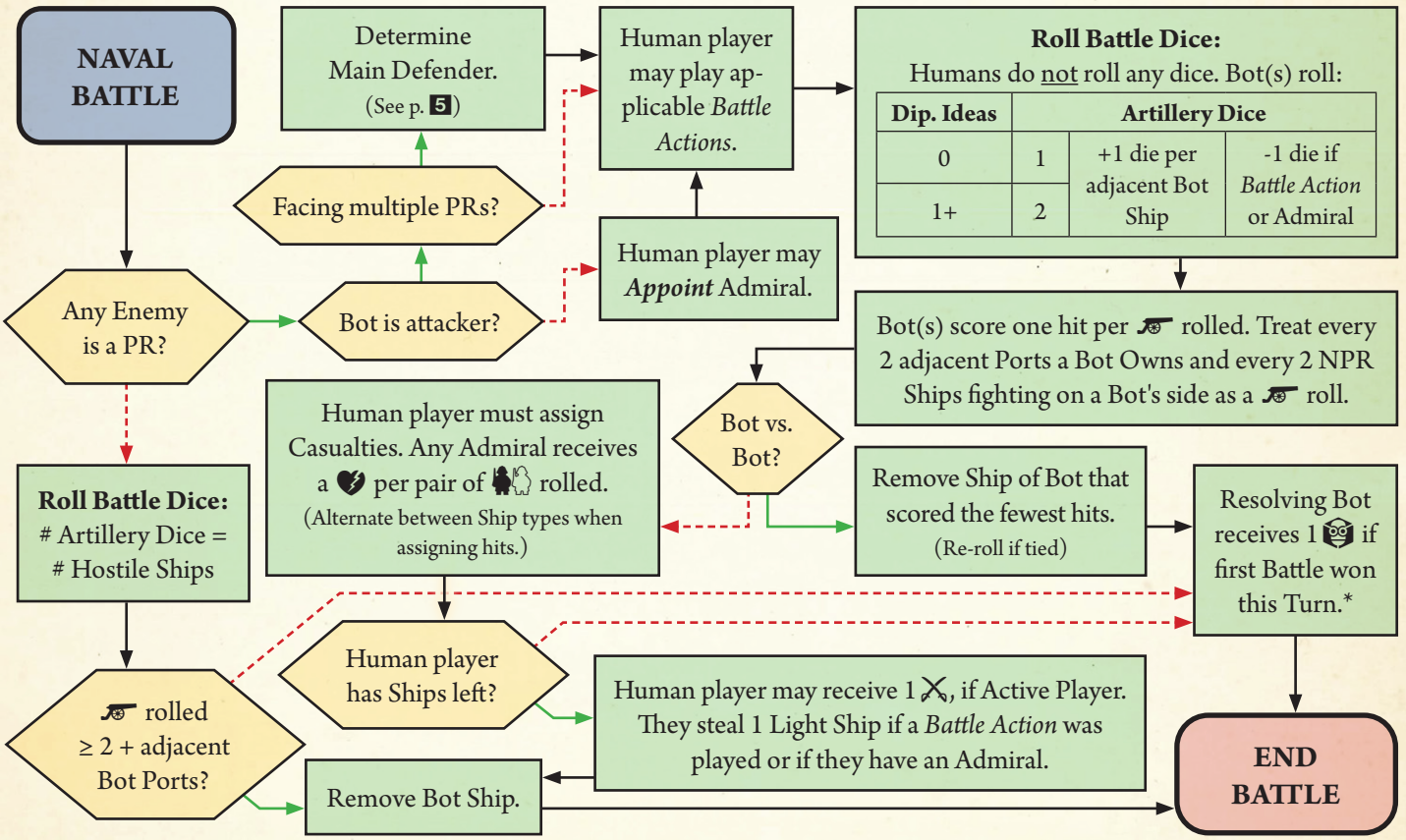


[1] Bot must Occupy NPR's Capital and Provinces of Tax Value ≥ ½ of NPR's Tax Income.
[2] Units located on Distant Continents where the Bot has no do not count.
[3] NPRs always accept. Enemy Bots accept if they cannot enforce Peace, and have 2+ in Areas where they do not have .
[4] Enemy Bots only accept these terms if both Bot Armies are of equal size, and Tax Value of Provinces Occupied by either side is equal.
[5] Remove all other Bots' from Areas where are placed.

Land Battle Resolution



Naval Battle Resolution



* **Note!:** The 1 gained for the first Battle win of a Turn for the resolving Bot (Active Player) is in most cases already specified in the relevant Bot Action charts.

Paradox Interactive, Europa Universalis: The Price of Power™ Copyright© 2022 Paradox Interactive AB (publ) All rights reserved.