

ULTIMA RATIO REGIS



GAME RULES

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(Version 2.1)

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1. Introduction

Ultima Ratio Regis is a game for 1-8 players, that recreates the military history of the modern European age; starting with the discovery of America, and ending with the French Revolution.

The game extends for 20 turns of 15 years each, with a duration between two and four hours per turn; and it is organized in scenarios of several turns each, including a possible "Grand campaign" that would cover 20 turns.

In Ultima Ratio Regis, the players will control the different major powers that disputed world hegemony mainly during the 16th, 17th and 18th centuries.

The present rule book is structured in two blocks: One with the introduction and the rules (this one), designed not only for a smooth first reading, but to facilitate later consultations of rules, and another one with a game example from the beginning of a scenario, as well as the scenarios of the game.

2. Design philosophy

It is difficult to design a game with scenarios that can span up to 300 years, in turns of fifteen years, without either strange endings, or having excessively pre-fixed the different nations in conflict.

To achieve this balance, in uRR several mechanisms are available: The major powers have a series of home areas, that no matter how bad the game goes, they cannot lose (a completely different matter is that the controlling player sinks in the victory points score if the player plays badly).

On the other hand, the major powers also have interest in a series of theaters of operations (where they can have presence and operate), and others where they cannot. In this way, no matter how much the player controlling Spain wants to colonize Quebec to harm the French, if Spain has no interest in North America, it will never be able to settle in that area.

In this way, for practical purposes, all "what ifs" of the game, basically affect the victory points that the players gain (or do not gain). For example, if the Huguenot side wins the French wars of Religion, in later turns we would still have France as one of the hegemonic European major powers, and basically with the same interests (however, it would be a Protestant power).

Finally, uRR - the king's last reason - is a military game, where diplomacy, trade, different developments, and in general economy appear in a simplified way, basically as military objectives. This is why these rules have been provided with simple mechanisms that allow the major power rise and downfall, where we can see the birth and rise of new empires; and the slow or rapid decay of old major powers, attenuated or precipitated by military victories or defeats.

3. Cards

The cards are one of the most important elements of uRR. The different types of cards, and the information they provide, are described below.

3.1 Event cards

These cards describe the different historical events that take place throughout the turn, such as alliances with small major powers, technological improvements, events in battles, and especially the great events that took place at the time.

These events are divided into two large groups: generic events (they have an illustration), and historical events (they have no illustration). The first ones are further divided into three groups: combat cards (they have a 1 in a dark wax seal), which are the only cards that can exceptionally be used to modify the combat rules; improvement cards (to obtain alliances with minor power major powers in the game, or cards to obtain technological improvements); and the rest of the cards that mainly collect historical -but recurrent- events of the time.

The historical events show the great events of the age that appear in history books and that had a great impact. The turns in which they have effect is shown in the cards.

The event cards may have the name in white with a blue background, indicating that they must be the first ones to be played (they are called priority cards), or a black name with a blue gradient background indicating that they are the first ones that must be played if the player has 4 or less cards left (i.e., they also become priority cards, but only when the player has 4 or less cards left).

3.2 Minor power and major power cards

They show relevant information on the major powers that each player controls, and that were competing against each other at the time, or on the minor powers that can become allies of those major powers.



GENERIC CARDS

2

Bavaria
Imperial Elector

012

Action points on green background: The game is stopped and players may bet on this card.

Minor's power position on the map.

Card identification number.

1

Surprise attack

Play it before throwing dice in one combat.
The opponent must roll once again the dice with a result of 6.

013

Action point on a red background indicates the card is a combat card.

Card name.

HISTORICAL CARDS

Turn 1 - 5

3 **The Italian Wars**

All the major powers with domains in Milan, Florence, Papal States or South Italy, have casus belli between them.
Turn 1: Milan and South Italy are activated (with independent level 2 control markers).

SPAIN FRANCE

101

Turns the card is in play (in this example from 1 to 5).

Blue background means this event is priority.

These major powers are at war.

Turn 1

3 **Shah Kulu rebellion**

Place level 3 rebellions on Adalia and Sivas.

CASUS BELLI

PERSIA OTTOMANS

112

Degraded blue background means that the event is priority when the player has 4 cards in his hand.

These powers have mutual Casus Belli.

3

Casus belli

Between two major powers (or a major power and an independent minor power), not at war or allied, chosen by the player playing this card.
Place control tokens of these powers over this card.

029

Card illustration (only generic event cards).

Card instructions.

Turn 4 - 11

3 **Counter reformation**

The player chooses two Catholic major powers and increases their unrest level by 1.

406

Pale yellow background means the event can be played without restrictions.

Historical event cards differ from generic event cards in that they have no illustration, have the title within a rectangle, and have the turns in play in the upper right corner.

MINOR POWER CARD

1 VOTE

BOHEMIA
Turns 1 - 8

Special rules:
• When at the beginning of one turn, they are not allied with any power, they ally with Austria.
• Imperial Elector.

Imperial elector and number of votes.

Position on the map.

MAJOR POWER CARD

Turns 1 - 4

France

8 3 2 1 Vitality Income

4 10

Religion:
• Catholic
• Protestant
• Muslim
• Orthodox

Western power.

Each objective grants 1 VP.

Available units.

Theaters where the power has interest. Dashed with a number indicates a future turn.

Turns the card is in play.

Religion:
• Catholic
• Protestant
• Muslim
• Orthodox

Western power.

Each objective grants 1 VP.

Available units.

Theaters where the power has interest. Dashed with a number indicates a future turn.

4. Counters

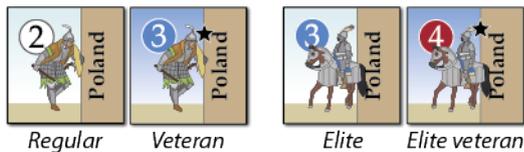
They represent military units, commerce, political relations, and a great miscellany of control markers.

4.1 Military units

Troop

Land unit of the different minor and major powers. Depending on the nationality and the location (Europe or overseas), each counter represents about 5000 soldiers (including auxiliary troops). They have two faces, one side for regular troops, and one for veterans. Each side has a number printed, which refers to its quality, and that varies between the worst (quality 2, abbreviated as I2), and the best (quality 4 or I4).

Eastern Major powers:



Western Major powers:



Squadron

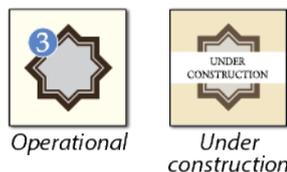
Naval unit of the age, each representing from 5 to 10 ships of the line (plus auxiliary ships), and up to 30 or 50 galleys, depending on nationality and sea. They have one operational side, and another one that marks that the fleet is in repair (or under construction).



As in the case of troops, the number printed on each side varies depending on quality: the worst (E2) and the best (E3).

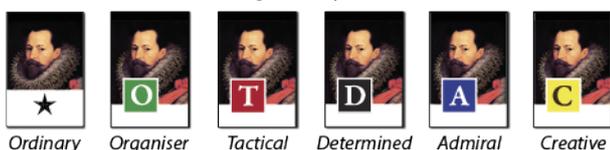
Fortress

It represents the great defensive systems of the age, as well as their regular garrisons. It also has two faces, one when it is under construction, and another if it is already operational (hereinafter F).



Leader

This counter summarizes the generals or admirals of the age, their general staff, and the logistics that accompanied the armies and fleets of the age. They have two faces, one for or-



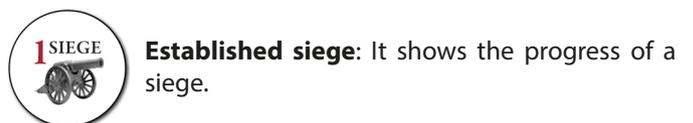
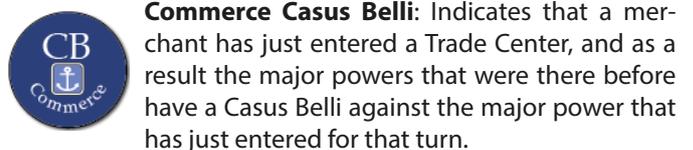
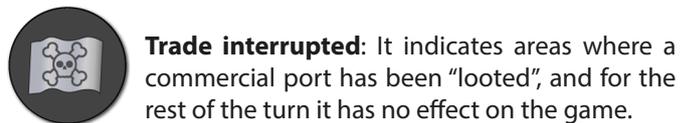
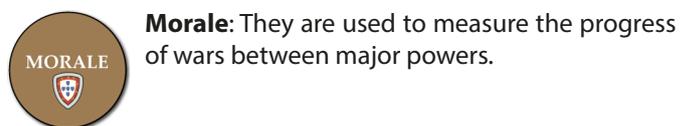
dinary (professional) leaders and the other for extraordinary leaders; this second one represents specific officers of the age, who went down in history due to their special competence, as well as other less known officers. For these officers, there is usually a feature in which they stand out, and that makes them brilliant.

Revolts and active independent areas

Zones in rebellion or other local military presences, representing independent warlords, tribes, etc ... Also with two sides according to their strength, marked as 2 for the smallest ones, and 3 for the larger ones.



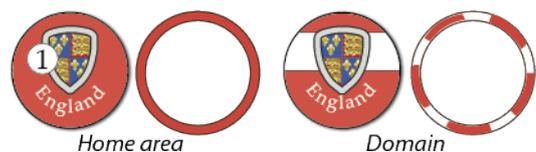
4.2 Other counters



Major power control markers

Like almost all the counters, they have two sides, one striped and one solid that can be numbered; depending on where they are located, they indicate different things:

- Home areas or domains, representing the recognized control of a major power over an area. Because of counter economy, many areas are already of the corresponding color, so no control markers are required.



- On a trade center, it indicates the presence of one or two merchants.
- On another major power control counter, it indicates that the major power on the top has conquered the area during a war in progress.
- On a dispersion area, it indicates that the major power is

preparing the infrastructure to create a commercial network in the trading center (in the next turn, possibly they will become merchants).

- On a major power card, it indicates that the major power has a Casus Belli against the owner of the counter.
- In the war/alliance boxes, it indicates that these two major powers are at war or allied.
- In the unrest box, it indicates the unrest level of that major power (the number on the counter indicates that the major

power has flipped the marker).

- In the VP box, it indicates the level reached by the player who controls it. In this case, each player will mark their VPs with some of his major power counters.

5. Example of use of the counters

1: Polish army with regular general.

2: Russian army with tactical general.

3: Dispersion box of the theater of operations, with dispersed Polish and Russian units.

4: Trade center with capacity for two merchants, occupied by a Polish merchant and a Russian merchant.

5: Russian merchant that has been bought this turn and will enter the trade center next turn, probably causing a commercial competition.

6: Russians and Poles are at war. The two control markers placed in the area indicate that at the beginning of the war it belonged to Poland, but Russia has captured it and controls it at this moment.

7: The Kursk area is a Polish domain at the start of the game and on the map it has the color (dashed) of Poland, therefore is not necessary to place a control marker on it (as long as it belongs to Poland). If now it has a Russian domain marker it

means that Russia is the power who controlled it at the beginning of the war, (that area must have been obtained as war reparation in a previous war). If it had a Polish domain marker on top of the Russian it would mean that, in addition to the above, Poland has captured it during the course of this war and it controls it at this moment.

8: The Poltava area belongs to the Cossacks, a minor power. No control markers are placed on areas controlled by minor powers; the major power they are allied with is the one owning the minor power's card. The placement of a Russian control marker on that area indicates that the Cossacks are allied with Poland, and that Russia has captured the area during the present war and is controlling it at the present moment (as is the case with Bryansk).

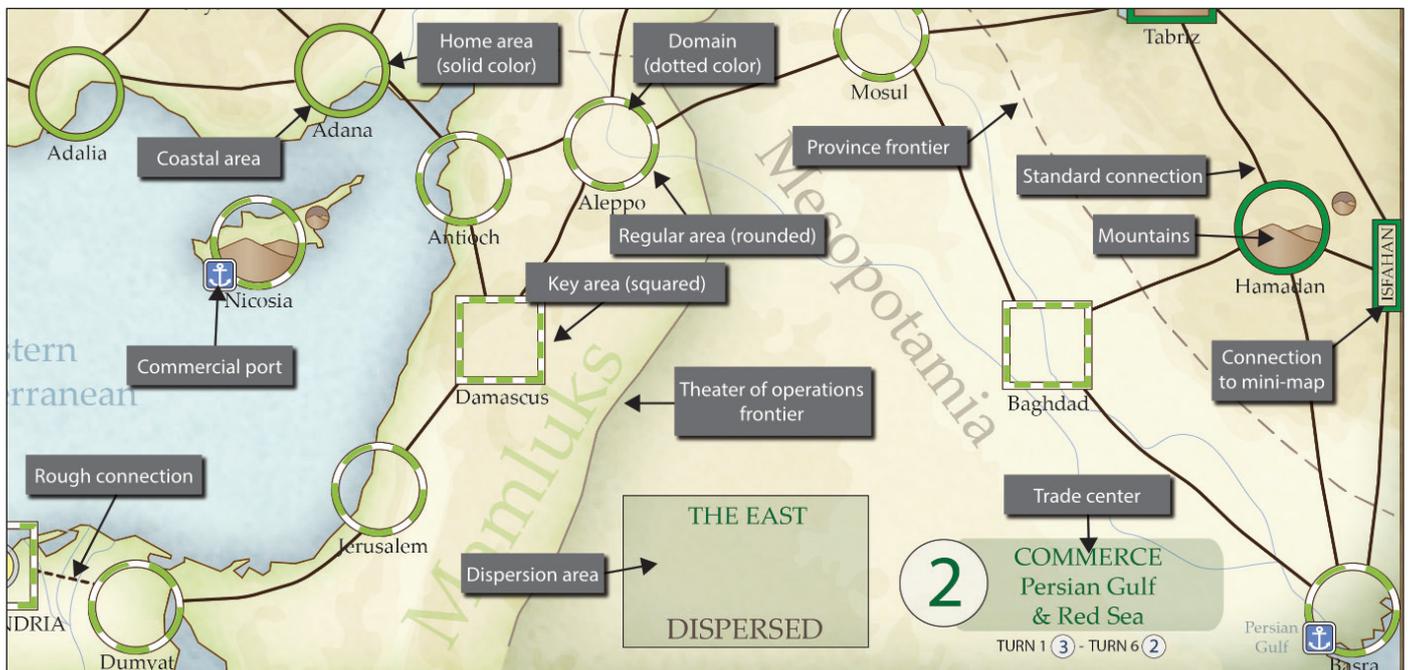
9: Kiev is a commercial port. The "trade interrupted" counter means that in the course of this war Russia has taken control of the area at some point and it has been automatically sacked. This can have consequences if there is a commercial competition at the end of the turn. Poland recovered the area later, but the trade interrupted counter remains in place.

10: The Russian control marker indicates that Russia has 6 unrest points, the Polish control marker (on the solid side) indicates that Poland has 12 unrest points.

6. The game board

The game board is divided into a main operations map, which mostly covers Europe, and five mini-maps with the regions of Siberia, America, the Indian Ocean, Africa and Asia.

In turn, each map is divided into seas and (land) theaters of operations, and the latter into provinces, areas, connections, dispersed boxes and trade centers.



In the map in the next page we can observe:

- 1: Turn track.
- 2: World Map, where all the oceanic naval areas are shown.
- 3: Turn sequence.
- 4: Track to indicate wars and alliances. The tracking of most wars and Casus Belli can be done simply by leaving the event cards in sight and as a reminder on the side of the map, however, some wars are not caused by event cards; in these cases they will be indicated here.
- 5: Box to place the units eliminated during the turn.
- 6: Victory points track.
- 7: Unrest track.

Theaters of operations: In total there are 9 on the main map and 7 on the mini-maps (including Siberia). Each theater of operations has a box for dispersed units. Many theaters are also divided into provinces, separated from each other by dashed lines. The East theater is split in two parts, one is in the main operations map and the other is in the India minimap. The Western Europe theater, exceptionally, has two dispersion boxes; one for France and one for the British Isles.

TURN

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UNREST

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7. Preparation of the game

Depending on the number of players and the time you want to play, the first thing to do is to choose one of the scenarios that are provided in the Playbook.

As you can see, each scenario has a turn of beginning and another of ending, some major powers, which are the ones that participate in it (some may appear initially, and others in a later turn), and a number of players.

7.1 Start of a scenario

Given that each player will normally control several major powers, in the scenarios these are grouped according to the number of players. Each player will control the major powers of one of these groups.

Each of these groups can receive a bonus, given that their major powers have more difficulty in getting victory points (hereinafter referred to as VP). This correction can come in the form of a fixed VP bonus at the beginning of the game, or also as an extra bonus each turn (see [“2.1 Example: Start of a scenario”](#)).

7.1.1 Major power auction

The aforementioned groups are auctioned as follows:

- The players decide the order in which they sit around the board. This order will be maintained throughout the game.
- In secret, each player bets a VP number to establish the **game order**. This order is very important and is used to solve many tie breaks during the game.
- Once the amount wagered is revealed, the players will split among themselves the positions of "player 1", "player 2", and so on. Ties are resolved at random.
- Each player chooses the group of major powers he will control, following the order determined above.
- Each player takes one control counter from one of his major powers with the number corresponding to the position he gained in the auction (i.e., the game order), and he places it on the VP scoreboard. The player who bet the highest number of VPs places his counter at 0, the next player places his counter at a number equal to the difference between the number of VPs he bet and the number of VPs bet by the first player. All other players calculate their VPs in the same way.

(See [“2.2 Example: Power Auction”](#)).

7.2 Preparation of the game board

The turn counter is placed on the corresponding box, and the independent and rebellion control markers are placed where indicated in the scenario.

Next, the players display on the board the major powers they lead (see [“2.3 Example: Deployment of a power”](#)). The deployment is done simultaneously, and it ends when all players are satisfied with it.

In some scenarios, there are theaters of operations that are not part of the game. Unless the same scenario states otherwise, with those regions and seas players cannot interact in any way, they proceed as if they were not in the map at all.

8. Game sequence

The game is played in turns, each of which can last between 2 and 4 hours. The scenarios show the turn they start and the turn they finish. Each turn is divided into three phases:

- Turn start, when according to the scenario, new major powers can enter the game, and the play deck is prepared.
- Half turn, divided into impulses.
- Turn end, when wars will be finalized (or periods of truce will start), the maintenance of the major powers will be done, and VP will be counted; as is explained below.

8.1 Turn start

The turn is prepared by completing the following tasks:

8.1.1 Turn special rules

Consult the final section of the Game Book, after the scenarios, for any special rules for that turn and for the deployment of new powers, if any.

8.1.2 Entry of new major powers

Depending on the scenario, if applicable, check at which player controls them; and then deploy them (see [“24. Deployment of a major \(or minor\) power”](#)).

There may be major powers that change their major power card. If the military forces on the map of that major power do not coincide with those available, the same types of units can be substituted, provided they are worse (for example, you can degrade I3 units to I2 units). If this is not possible, the units are eliminated.

8.1.3 Trade adjustments

If it is not the initial turn of a scenario, merchants who were prepared during the previous turn (which are in the dispersed zone), now enter the trading centers, possibly creating Casus Belli between major powers (see [“21.3.2 Casus Belli \(CB\)”](#)). The commercial ports destroyed in the previous turn, are once again operational. All this is explained below (see [“19.2 Commerce”](#)).

8.1.4 Building the card deck

Then the card deck with which to play during the turn is prepared, and these cards are secretly dealt to the players.

The number of cards to be played each turn depends on the number of players, and it is fixed throughout the game. Once the number of cards has been determined, the card deck is prepared.

Cards per turn	
3 players	39 (13/player)
4 players	40 (10/player)
5 players	40 (8/player)
6 players	42 (7/player)
7 players	42 (6/player)
8 players	48 (6/player)

As explained in the Introduction, there are major power cards and event cards. Event cards are also divided between gener-

ic events and historical events. Each historical event states the turns during which it can be played (generic events may be played throughout the game).

To prepare the deck, first put aside all historical event cards for the turn that is going to be played, and also the 40 generic event cards. The deck will be prepared by combining all the historical event cards and a random selection of the generic event cards, taking as many of the later as needed to reach the required number of cards depending of the number of players (see [“2.4 Example: Preparation of the deck”](#)).

8.2 Half turn

This is the core of the game; here the players, in a consecutive way, perform impulses by playing one or several event cards, and performing actions with the major powers they control. The half-turn ends when no player has any cards left to play.

8.2.1 Start of half turn

The player with the least accumulated VPs, chooses which player will start the first impulse, and the direction in which the turn is to be played (clockwise or counter clockwise). In case of a tie, the player with a lower player number will choose (for example, player 2 before 4).

8.2.2 Impulse of a player

The impulse of a player has three blocks that are played one after the other and in this order:

- Start of impulse.
- Major power actions and card play.
- End of impulse.

Start of impulse

The player checks the following for all his major powers; which units can do some special actions (amphibious landings and piracy), fleets that can be repaired, fortresses that can be finished, or troops that can regroup.

In addition, the following actions can be carried out at no cost:

- Under certain circumstances, some major powers may regroup a troop.
- Fleets or operational squadrons that are in port can now be placed in an adjacent sea, if desired.
- Besieged troops can make a sortie.
- Each major power may also swap two of its leaders, simultaneously replacing one for the other, provided neither is besieged.
- In this phase, major powers can ally or begin peace negotiations to end wars.

All this will be explained in detail throughout the rule book (see [“3.1 Example: Start of Impulse”](#)).

Major power actions and cards play

All major powers have an intrinsic action that they carry out each turn (the actions are explained immediately). Additionally, the player can play cards (at least one) to add actions to their major powers.

There is no pre-established order for this, the intrinsic actions can be mixed with those obtained by the cards. The only lim-

itation is that **you cannot add actions of more than one card to the same major power** (in the same impulse).

For example, a player with three major powers could first play the intrinsic action of the first power, and then he could play a three-action card by using two more actions for that first major power and the third action for the second major power. Then he could play one two-action card (both of which he will have to use for the third major power, because the other two powers have already received card actions). Finally he could then play the intrinsic action of the second and third powers.

Card play

In his impulse, a player must play at least one card (if he has any left in his hand). The player must first choose those with the title in white on a blue background (if he has several, any of them). These cards are called **priority cards**.

If in his hand the player only has 4 cards left or less, he must first choose those with the title in black on a blue gradient background (they have become priority cards, exactly the same as the previous ones).

A card is played by applying what the event states in it, and also by using the points it has as actions (as many actions as points). The actions that each power can carry out are explained below. The event can be applied after or before using the points to convert them into actions (see [“7.1 Example: Apply event from a card”](#)).

These actions can be divided among several of the major powers that the player controls, or can be concentrated on one. A player can play more than one card in his impulse but, as we have seen, he can only use them on powers that did not receive points from previous cards to carry out actions.

Combat cards

Combat cards are a special type of cards that can be played in two ways: like any other event card, or as combat cards.

- As event cards, the text is ignored, that is, only the point is taken into account to assign an action to one of the major powers.
- The other possibility is to play it in combat, either during the player's own impulse, or as a reaction during other players' impulses. The card details how and when it can be played (see [“13.1 Combat procedure”](#)). If played in this way, the card has no action points.

The combat cards ignore the priorities described before. Therefore, a player can play the "surprise attack" card in a combat, even if he has priority cards in his hand. He can also play a combat card in the usual way (thus ignoring the event), still holding priority cards in his hand, so he can delay them for a while if he does not want to play them yet.

(See [“3.2 Example: Play card”](#)).

End of impulse

At the end of the impulse, each major power can **move a single unit** from any theater, to the dispersion area of the theater where it has more home areas, regardless of whether the unit was dispersed or not (see [“4.17 Example: Final impulse”](#)).

Each power may also **move a single leader** over a troop, fleet or fortress of its own (as long as the leader was not besieged

and does not end up this way).

8.2.3 Impulse of players without cards.

The players without cards also carry out their impulse, but they do it as if they played a combat card (they have an extra action but without an event). Therefore, they also perform a start of impulse, play major power actions (one for each power, in the usual way), have one extra action to assign to any of their major powers, and perform the end of the impulse.

In addition, if a player without cards has major powers at war, each of these powers has one free troop regrouping or strategic redeployment at the beginning of the impulse.

8.3 Turn end

After the impulse where the last card has been played, the half-turn ends and the end of the turn begins. The end of the turn will be explained in detail much later. See "8.2 Example: Final half turn."

Types of actions	
Beginning of the impulse (actions without cost)	
Initial checks	Troops that can make amphibious landings Fleets that can do piracy Fleets that can be repaired Fortresses that can be completed Troops that can regroup
Regroup troops	Under certain circumstances
Fleets go out to sea	(if they are not under repair)
Sorties	Besieged troops can attack the besieger
Alliance between powers	(if allowed)
Peace negotiations	(between powers at war)
Power actions	
Troop construction	Build a troop in a possession (including a strategic movement). Elite troops (Q3) only in home areas
Squadron construction	Placing it on the maintenance/under repair side
Squadron repair	Including a strategic movement
Fortress construction	To start or finish building it
Regroup troop	Dispersed in a past impulse
Strategic movement	With an army / squadron (may include assigning a leader that is on the map)
Tactical movement	Both land or naval
Build a leader	Assigning it to some troop / fleet / fortress; or replacing it with another one.
Piracy	Attack enemy merchants
Reduce unrest	Lower one's own unrest
Subsidize a power	Lower unrest of an allied power
Build merchant	Place a merchant in the dispersed area of a trade center
Declare war	

9. Actions

As we have seen, during the half-turn, actions are performed with the points of the cards, or with the actions of the major powers. These actions are the following:

- Construction: Troops, squadrons (on the maintenance side), fortresses (on the "under construction" side), leaders and merchants.
- Repair squadrons, finish building fortresses, and regroup troops.
- Strategic movement: Land or naval.
- Tactical movement: Land or naval, and piracy.
- Unrest: To lower your own or that of an ally.
- Declare war.

9.1 Troop construction

Major and minor powers have some troops marked as available in their power card. When a player takes charge of a major power, he separates these troops (which are the ones the major power can use).

With this action, one of the available troops is taken and placed on the map.

The troops marked with sides 2-3, are placed on the 2 side in any controlled (therefore not besieged) possession; those marked with sides 3-4 are placed, on side 3 in the theater with more of the major power home areas. The troops of minor powers are built in the controlled areas of the minor power.

Then, a strategic movement can be made with this troop (this movement is included in the same construction action).

(See "10.2 Strategic movement of troops").

9.2 Squadron construction

As in the case of troops, the major powers also have squadrons marked on their card as available to be built.



To do this, the squadron is placed in a possession of the major power (controlled and free of enemies) that is a coastal area, and on the side "under repair"; These squadrons are not yet operational.

9.3 Repair of squadrons

Unlike troops, which on both sides are operative (one is for the regular troop and the other one if it is veteran), squadrons have only one operative side, the second side indicates that the squadron is in port in maintenance. When they are on this side, the squadron can only be in a port (that is, a controlled coastal area), and the only action that can be done with them is repair (or eliminate it at the end of the turn).

The squadron that started the impulse in this status, can become operative with this action. This action includes, if desired, a strategic squadron movement (see "10.1 Strategic movement of squadrons").



See "6.1 Example: Squadron Repair".

9.4 Fortress construction

Similar to squadrons, two construction actions are necessary

to build an operational fortress. These two actions must also be carried out in different impulses.

With the first action, the fortress is placed on the "under construction" side in some controlled area of the major power or of a minor power ally. In a later impulse, another of these actions can be carried out on the "under construction" fortress to flip the counter and leave it operational. The only effect of the fortresses in this state is that it allows to build the fortress in a future impulse and that its maintenance must be paid; all other effects (combat, stacking...) are ignored.



Fortress under construction in areas that change control are destroyed.

See "[7.5 Example: Fortress construction](#)".

Unlike troops and squadrons, there is no limit to the fortresses that a major power can build, but there cannot be more than one per area.

9.5 Regroup troop

For different reasons, troops can be placed in the dispersed boxes. With this action, a troop **that started the impulse in these boxes**, can be placed again on the map.

To do this, the troop (with a possible assigned leader) is designated and placed in a controlled area, in the same theater of operations of the dispersed box (see "[5.1 Example: Troop that can not regroup in a theater](#)").

It is not possible, therefore, to regroup troops into fortresses that are being besieged.

Note that the Western Europe theater of operations has two dispersed boxes, one for the continental zones, and one for the British Isles.

Then, a strategic movement can be made with this troop (as when it is built) **included in the same action** (see "[10.2 Strategic movement of troops](#)").

See "[7.4 Example: Regroup troop](#)".

9.6 Other actions

The rest of the actions are explained later in the corresponding sections:

- Strategic movement (see "[10. Strategic movement](#)").
- Tactical movement (see "[11.3 Naval tactical movement](#)" "[12. Land tactical movement](#)").
- Build a leader (see "[17. Leaders](#)").
- Build a merchant (see "[19.2 Commerce](#)").
- Piracy and incursions (see "[11.5 Piracy and privateering actions](#)").
- Lower your own unrest (see "[19.1 Unrest](#)").
- Subsidize an allied major power (see "[19.1 Unrest](#)").
- Declare war (see "[21.3.3 Declarations of war](#)").

10. Strategic movement

Performed by troops or squadrons individually, or led by leaders, it is used to redeploy armies or fleets; crossing an unlimited number of controlled areas or seas.

10.1 Strategic movement of squadrons

It is used to move a single naval squadron (which can include an assigned leader), across an unlimited chain of adjacent seas. To do it, the squadron (which must be operative) is indicated, and the succession of seas that it crosses is stated (see "[11.1 Naval bases and naval operation distance](#)").

These movements can leave the squadron in a sea, or in a port; and may include leaders assigned to the squadron (see "[17. Leaders](#)").

10.2 Strategic movement of troops

It is the equivalent to the above, but for a single troop (including a possible assigned leader). In this case, it may include both controlled areas, and uncontrolled areas with own troops (not besieged). It can also include seas.

To do so, the troop is selected and the succession of areas (controlled or with own not besieged troops) or adjacent seas that it will cross is stated. The movement from an area to a sea or vice versa always takes place from a coastal area to one of the seas adjacent to this area.

Obviously, a troop cannot finish the strategic movement at sea; nor besieged fortresses (other than ports) can be part of these movements.

10.2.1 Interception of strategic movement

The strategic movement can only be "interrupted" when it is carried out by troops that move to a sea where there are fleets of major powers with which they are at war. This can lead to one or several naval battles (see "[11.4.1 Intercepting troop strategic movements](#)").

As long as the major power that is moving troops strategically does not lose any combat, the movement continues normally. If any combat is lost, the troop (or troops) are placed in the last controlled (land) area they crossed, thus ending the strategic movement.

10.3 Strategic movement of armies or fleets

In this case, the movement is carried out by a leader with up to four troops or squadrons (including the one to which he is assigned). It can only be done to move either squadrons or troops, but not both, in the same movement.

To conduct it, first select the leader chit that is going to perform it (which cannot be besieged), and assign it to any troop or squadron on the map. Depending on whether it is assigned to a squadron or a troop, we will have a strategic movement of army or fleet.

Then proceed as with strategic movement of squadrons or troops, but with each movement (to seas or areas) squadrons or troops can be "absorbed" (depending on the type), or left on the way; the only condition is that at no time more than four squadrons or troops can be stacked.

In this way, with this movement multiple squadrons or troops can be redeployed (see "[7.3 Example: Strategic movement of armies or fleets](#)").

10.4 Strategic movement between maps

These strategic movements are identical to the previous ones, but they cannot be carried out with armies or fleets;

therefore, to move an army of three troops from one map (or mini-map) to another, three strategic movements of one troop must be made (same case for fleets).

In the game board there is a map of all the seas and how they are connected.



This represents the high cost of sending large formations overseas.

11. Naval actions

They are carried out by fleets (and squadrons) to dominate the seas, thus supporting maritime trade (or attacking it); blocking or opening troop supply, protecting or intercepting the movements of troops across the seas, or directly supporting land actions on coastal areas.

11.1 Naval bases and naval operation distance

All squadrons need a **naval base**, that is, a port (controlled coastal area) from which to operate. The base must be some distance from the fleet; this distance is called **naval operation distance**, and it varies with the scenario (it improves according to the naval technology of the time).

If the naval operation distance is 1 (first turns), the fleets can only be in seas where they have an adjacent naval base (any controlled coastal area) from which to operate. If the naval distance is 2, the squadrons can operate in seas adjacent to seas where the major power has the naval base; and so on.

Normally it is not necessary to indicate the naval base explicitly, the fleet can be in the sea simply if there is a controlled area within distance of naval operation.

11.1.1 Squadrons without naval base

If for any reason a squadron is left without a base within this distance, it must move immediately upon the occurrence of this circumstance to the nearest base (to be chosen by the player in case of a tie).

If there is none (normally because the major power does not control any coastal area) **the squadron is destroyed**.

11.1.2 Naval operation distance and landings

Amphibious landings (see "12.3 Amphibious landings") are

also limited by this distance, so that if the distance is 1, they can only be conducted from a controlled coastal area, to an enemy one in the same sea.

11.1.3 Naval operation distance between maps

Squadrons (or possible amphibious landings) can use naval bases from other maps, as long as they are within naval operation distance. For this purpose, squadrons on mini-maps that use ports on the main map count the Baltic, North Sea and East Atlantic as a single sea.

Therefore, if the naval operation distance is 2, a Swedish fleet based in Stockholm could operate off the coast of North America.

11.2 Squadrons and fleet formation

A fleet is a group of one or several squadrons (one of them must at least be assigned a leader). It is indicated by stacking these squadrons, with the commander's counter on top.

The number of squadrons that can be part of a fleet is limited by the stacking limit of the area used as a naval base.

A player can have all the fleets he wants in a sea, although all naval operations are always conducted with a single fleet.

At any time during his impulse, a player can freely (without spending actions) assemble or disassemble the fleets that he wishes that are in the same sea.

11.3 Naval tactical movement

The naval tactical movement is basically used to expel enemy fleets or squadrons from the sea where they are operating. It has two phases: in the first phase the fleet or squadron can, if the player wishes, move to an adjacent sea (changing naval base if necessary), and in the second phase the player announces that it is looking for the enemy fleet.

If this tactical movement is carried out by a fleet (that is, there is a leader), in the destination sea the fleet can leave or absorb any squadrons it wants (as we have seen, fleets can be assembled or disassembled in the same sea without cost).

Once in the destination sea, the player announces which enemy fleets he wants to attack. The attacked fleets can then engage in naval battle (see "13.2 Naval combats"), or withdraw to its naval base. **With the same action**, if the enemy retires to port or is defeated in combat, the attacking fleet **can continue to designate enemy fleets to attack**.

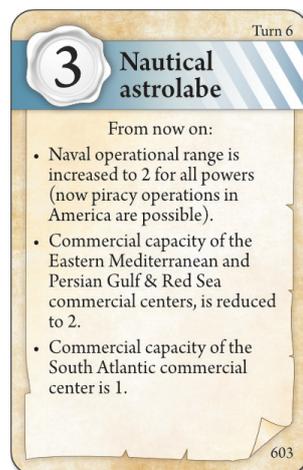
In case of defeat or tie, the naval action can be repeated as many times as desired with the same fleet (this must take place in subsequent actions, i.e. spending additional points) (see "4.5 Example: Naval tactical movement").

11.4 Naval interception

Used basically to avoid or protect the strategic movements of troops across the sea; to support an army in combat (or make it difficult for enemy armies); or to defend trade from corsairs and pirates.

11.4.1 Intercepting troop strategic movements

When a troop or army enters a sea with enemy squadrons or fleets during strategic movement, the enemy squadrons or fleets may announce that they are intercepting this strategic movement.



Procedure

Each enemy major power that wishes to intercept selects one of its fleets or squadrons with which it will intercept the movement. The major power that is performing the strategic movement can now designate one of its fleets (or a squadron) with a naval base at the port of departure, which will act as an **escort** and which will fight a naval combat. The player will now select one of these fleets and fight against it. If he does not choose an escort, a combat will also occur.

If the combat is a tie or a victory of the player conducting the strategic movement, if there are other enemy powers that wish to oppose the movement (the first power that tried to oppose the movement may not try again), then the player chooses another one and the process is repeated.

If all interception combats end in ties or defeats, the strategic movement continues. If any intercepting fleet wins, the troops must return to the last departure port and thus finish the strategic movement (they can try to do another action, even in the same impulse).

If there is no escort, the interceptor must make at least one battle point (see "[13.2 Naval combats](#)"), to avoid a tie (to zero battle points) and thus prevent the movement of troops.

11.4.2 Interception to support troop tactical operations

When fighting occurs in coastal areas, fleets or squadrons in adjacent seas can support these operations, or at least avoid such support for enemy troops. To do this simply announce the interception, and the side you want to support. The only condition for this is that you must be at war with the opposing side (which you want to hinder).

If there are other fleet or squadrons that support both sides, a naval combat first occurs (see "[13.2 Naval combats](#)"). If more than one major power is supporting one side, the supported power chooses which one will fight. When revolts are being supported, vitality will be used to resolve ties.

There is no order among major powers to announce this interception, but once announced, it cannot be canceled, and in case of battle it must be resolved.

After all naval interceptions, one the sides may still have naval support, or maybe no side may have it.

Neither side receives naval support

This circumstance occurs in the following cases:

- There has been no naval interception.
- The naval battle has resulted in a tie.

One side receives naval support

This occurs in the following circumstances:

- There has only been a naval interception of a fleet belonging to that side (or his allies).
- There has been a naval battle won by the fleet belonging to that side (or his allies).

11.4.3 Interception against piracy

When a player is the object of an attack by pirates or corsairs, he can intercept this action with only one of his squadrons (or one-squadron fleet) that is in the sea where the pirate operates.

After interception, a naval combat will be conducted. Regardless of the outcome, if the intercepting fleet has not been damaged, it can still intercept pirate attacks from other squadrons, even in the same impulse.

It is also possible to intercept these attacks with squadrons that are in port (on the operational side), but in this case, the fleet applies a disadvantage in the subsequent naval combat.

11.5 Piracy and privateering actions

It is an action performed by a squadron or a one-squadron fleet, which is used to attack enemy trade.

11.5.1 Conditions to make the piracy (or privateering) action

Piracy is only possible if it is expressly allowed in a major power card or by an event card. For corsairs, it is necessary that both involved major powers are at war.

In addition, the following conditions must apply:

- The squadron must have started the impulse in the sea where the action is done.
- Obviously, it is necessary that the major power object of the piracy action has a merchant in the trading center adjacent to that sea.

Once resolved, the squadron cannot perform any other action, of any kind, during the rest of the impulse (although other squadrons of the major power can repeat the attack in the same sea and against the same major power).

11.5.2 Procedure for piracy

Once a fleet has announced that it performs this action, the attacked major power may select one of its squadrons (or one-squadron fleet) that is in that sea (or in a port of this sea), and announce that it intercepts this attack (see "[11.4.3 Interception against piracy](#)").

Whether there is an interception or not, a naval combat will be conducted. If there is no intercepting fleet, the attacker must make at least one battle point to succeed (see "[13.2 Naval combats](#)").

If the pirate wins, the winning major power lowers its unrest as many points as enemy merchants were in the trading center. The losing major power increases its unrest in the same number. After the defeat, the attacked major power can, if it so wishes, eliminate one of its merchants (see "[3.4 Example: Piracy](#)"). Unrest and trade are explained below.

11.6 Fleets in port

At the beginning of a player's impulse, the player can move operational squadrons in port to an adjacent sea (without any cost of actions).

As we have seen, operational fleets in port can intercept piracy (although with a disadvantage).

Squadrons, both operative and under repair, in ports which the major power has just lost control of (for example by subjugation, or siege), must move immediately to the nearest port (proceed as in "[11.1.1 Squadrons without naval base](#)"). The squadrons remain in the same status as they began this movement, i.e., operative or under repair.

12. Land tactical movement

It is carried out by troops and armies, usually led by leaders, to take control of enemy areas, or to defend their own areas.

12.1 Tactical movement of a troop

With this action, a troop can move from the area where it is to an adjacent area (obviously following the lines). If there is no combat or an enemy fortress, with the same action this movement can be repeated once (that is, troops can normally move up to two areas away).

This movement can only be made to controlled areas, independent areas or to areas controlled by a power with which it is at war. It cannot therefore be done to areas of allied major powers, although it can be done to areas of allied minor powers (which for practical purposes count as being controlled by the major power).

In the case of independent areas, only if it is free of units with which there is no war.

12.2 Tactical movement of an army

Essentially it is like the previous one, but in this case it is conducted by an army. An army is composed of one or more troops together (in the same area), with a leader. As in the previous case, move the army to an adjacent area, and if there is no combat (or an enemy fortress), to a second area if desired (see "[4.3 Example: Tactical movement of an army](#)").

The difference is that after the first movement, the army can leave or absorb troops in the first area.

12.3 Amphibious landings

An amphibious landing is a special tactical movement where a troop or army moves to a coastal enemy area through the sea.

12.3.1 Conditions for landing

It is imperative for the troop or the army to begin the impulse in a coastal area, to have not taken any action, and that the target port is within naval operation distance from the departure port. Therefore, if the naval operation distance is 1, only landings from coastal areas to coastal areas of the same sea are possible. If this distance is 2, landings to coastal areas of adjacent seas would be possible.

Therefore troops (or leaders) that have already moved or made other amphibious landings in the impulse, cannot conduct an amphibious landing.

Landings also require an escort fleet based in the same home port. **The number of squadrons will limit the number of troops that can land.** Thus, if the escort is a two-squadron fleet, the landing army is limited to two troops.

12.3.2 Process

To conduct the landing, the troop or army must first carry out a movement identical to strategic movement from the departure port to the target port. This movement is resolved following the same procedure than strategic movement; thus it can be intercepted and, in case of defeat of the escort, it must be aborted.

Once this first obstacle has been overcome, the troop or army

move to the target area and a possible land battle is resolved. If this battle occurs and the attacking forces do not win, all surviving troops must retreat to the starting area.

12.3.3 Amphibious landings between maps

This type of landing is allowed, but it obviously requires that the naval operation distance be at least 2. It is limited to a single troop (with or without leader).

12.4 Reactions to land tactical movement

In event of an enemy land tactical movement entering areas controlled by a major power, the latter may react by intercepting it (i.e., sending troops to the area); or by evading it (by withdrawing troops that were in the area), note that this is not possible if the area is not controlled. The order in which the reactions are conducted is decided by the player.

12.4.1 Interception of land tactical movement

When a player announces that he wants to make a tactical move to an area controlled by an enemy power, he can point to only one of his areas, and intercept this movement by displacing troops from the pointed area to the attacked area to receive the attackers. The two possible types of interceptions are the following:

Interception with an army

Armies (that is, several troops stacked with a leader) adjacent to controlled areas can intercept. If there is no leader, this type of interception cannot be done.

Interception with a troop

A single troop (with or without leader) can intercept from a distance of one or two areas provided that, in the case of two areas, it crosses a controlled area that is free of enemy troops.

Interception in Mini-maps

Interceptions to or from mini-maps may only be made with a single troop (with or without leader) and only from an adjacent area.

12.4.2 Evasion before the tactical movement

When a player announces that he wishes to make a tactical move into an area with troops from an enemy power, that power may announce that it is conducting a retreat. The only two possibilities are described below.

Retreats to adjacent areas

Retreat is possible to areas that are controlled by the retreating player and free of enemies (therefore, for this purpose, areas with rebellions are not valid areas for such a retreat), or to areas with own troops that are not being besieged. It is not possible to retreat to the area from which the enemy attack came from, even if it is a controlled area. It is not compulsory to retreat all the troops to the same area; the retreating force may be divided in different adjacent areas, provided they are controlled areas free of enemy troops, as stated above (see "[4.4 Example: Retreat to adjacent areas](#)").

Retreat by dispersing troops

Another possibility available to evading troops is to disperse them, placing them in the corresponding box. This dispersing can also be done with a part of the force. This type of evasion is usually done when it is not possible to retreat to an adja-

cent area, usually because the troops are isolated (see "[6.3 Example: Retreat dispersing troops](#)").

12.5 Control of the area without opposition

Once an army enters an enemy area, if the troops that were there have retreated and there were no interceptions, then the army may announce that it wants to gain control of the area. If a subjugation combat does not take place, it automatically controls that area. This can have political consequences (see "[21.3.4 Morale of major power and war status](#)").

13. Combat

These are the direct confrontations between military units. In the game the following confrontations are called combats:

- Naval combat: those conducted in the sea by fleets
- Field combat or land battles: those engaged by large maneuvering land armies.
- Siege combat: each of the assaults that occur in the sieges of large defensive complexes.
- Subjugation combats, which include the small but continuous clashes of "guerrilla" warfare (ambushes, night attacks, skirmishes, small sieges, ...) that occur when a force wants to impede an invader, but without a land battle.

The combat system is simple, and achieves remarkably realistic results; but being an original system, it requires detailed reading.

In brief, in a combat each military unit will throw a die, obtaining battle points. **The side that gets the most points wins the combat.**

Despite being six-sided, these dice are not equal; some have a better chance of scoring these battle points. In brief, the quality of the fighting unit determines the dice the unit is going to throw. The general rules for conducting the battles are described below, followed by the peculiarities of each type of combat.

13.1 Combat procedure

Once it has been established that a combat is going to be fought, the following phases are conducted in this order:

- Preparation of combat, when the conditions in which it will be fought are determined.

This phase represents the previous preliminaries, where enemy armies and fleets maneuvered (tactically and strategically) to get a better starting position.

- Resolution, when the combat is fought properly and the winner and loser are determined (or possible ties).
- Persecution and consequences.

This is when the winner truly causes damage to the loser, both in terms of human and material losses, and in terms of political consequences.

13.1.1 Military units and dice

In combat, each participating military unit will roll a six-sided die. These dice can be of four different categories: from category 4 (the best) to category 1 (the worst).

Immediately after throwing a category 4 (Q4) die, any result below 4 becomes a 4 (therefore the 6 possible results are

4,4,4,4,5 and 6). For category 3 (Q3), any result below 3 becomes a 3, and likewise with category 2 (Q2).

Category 1 (Q1) is different, here any result above 1 is reduced by 1 (in this case the possible results are 1,1,2,3,4 and 5).

Each military unit will initially throw a die of the category corresponding to its quality (the number it has printed). In this way, for example, a fleet of quality 3 would launch a Q3 die in a combat, and a troop of quality 2 a Q2 die.

This initial category can be modified under certain circumstances, as will be seen below.

It is recommended to use dice of different colors for the different categories of units, the colors should be the same as the background of the number printed on units, that is: Q1-Green, Q2-White, Q3-blue, Q4-Red

13.1.2 Advantages and disadvantages

The category of the dice thrown by each side is affected by the advantages and disadvantages that each one accumulates in battle preparation, as will be seen below. Each advantage increases the category of one of the dice, and each disadvantage decreases it.

These advantages and disadvantages are obtained by the type of combat, the terrain, some combat cards or the presence of some leaders.

Each side distributes these advantages and disadvantages as they wishes, but it must try to apply all of them. The only way to avoid them is when all the dice have reached the minimum category (one) or the maximum category. In this case, any advantages or disadvantages that could not be applied are ignored.

13.1.3 Battlefield size

This is the maximum number of dice that each side can throw (this maximum number can vary, but it is always the same for both sides in a battle). It is quite common that a side cannot fight with all its strength because of this limit.

The size of the battlefield is determined by the type of battle and the terrain. Some leaders or combat cards can increase or decrease it. However, the maximum limit is always five, and the minimum is one (and for some types of combat it is always one).

13.1.4 Game order for combat cards and leaders

Some cards can have an effect similar to that of some leaders. As a general rule, in case of conflict, the leader's effect is applied first (attacker first in case of conflict), and then the effect of the card (also attacker first).

For example, in case of land battle in a forest with two organizer leader, first the defender marks the battlefield, the attacker's organizer leader can then change it, then the defender's organizer leader can change it again, and in case one of the sides plays the "Flanking" card, it could still be modified again.

13.1.5 Preparation of combat

In the combat preparation phase, proceed in this order:

- The size of the battlefield is determined, that is, the maximum number of military units that will participate in the combat. Therefore, there may be units present that will not

- fight if they exceed this number.
- Each side (first the active in the impulse) selects the military units that will fight (which cannot exceed the maximum marked by the size of the battlefield), taking one die for each of the corresponding categories.
- If one of the sides does not reach the maximum number of units that can participate in the combat, under certain circumstances it can recruit conscripts (see "13.1.9 Conscripts"), adding one extra Q1 dice.
- The advantages and disadvantages that each side has are calculated and applied (first by the active player in the impulse). This modifies the category of the dice thrown by each side (this is explained below when the different types of battle are detailed).

13.1.6 Combat resolution

Once the number of dice to be rolled and their category have been determined, each side rolls its dice and consults the results achieved with each die in following combat table to calculate the total number of battle points obtained.

The player with the most battle points is the winner. If there is no winner, it is a draw.

Combat table		
Die roll	Battle points	
1-2	-	<ul style="list-style-type: none"> • Victory for the player who gets the most battle points
3	1	<ul style="list-style-type: none"> • Draw - There is no victory for anyone
4	1 (+ C)	<ul style="list-style-type: none"> • Loser - Disbands the difference in battle points (rounding down)
5	2	<ul style="list-style-type: none"> • Morale points only if the loser rolls more than one die
6	2 (+ C)	<ul style="list-style-type: none"> • The winner will keep the last unit in the field (ignoring disbands or casualties)

(C) = Casualties: Every two eliminate an opponent. If there is a surplus, it is computed as a disband result.

For example, it is a combat of one Q4 force and one Q2 force against one Q3 force and one Q1 force, and the respective die rolls are 1 (Q4), 6 (Q2), 4 (Q3) and 3 (Q1). The Q4 die roll changes from 1 to 4; the Q2 die roll remains a 6; the Q3 die roll remains a 4, and the Q1 die roll becomes a 2. Now the table is consulted; the 4 scores one battle point (and one casualty) and the 6 scores two battle points (and another casualty). Therefore, the first side has scored three battle points (and two casualties). The second side with the 4 scores one battle point (and one casualty), and the 2 scores nothing. The first side is the winner because it scored more battle points.

13.1.7 Persecution

In the persecution, both sides can suffer the dispersion of troops or even their elimination. Persecutions are resolved in the following order:

- Proceed first with the units that are eliminated.
- Then proceed with the units that are dispersed.
- Troops that have not participated in combat are not eligible to be eliminated or dispersed.

- The side suffering the removal or dispersion of units is the one that chooses which units are going to be eliminated or dispersed.
- **The winning sides never eliminates or disperses its last unit.** Therefore, the points above will not be applied if it only has one unit left.

Units removed

The 4 and 6 results in the combat table also have a C; this means "casualty". **Every two casualties scored by the enemy will result in one own unit being eliminated** (and thus placed in the corresponding box of the map).

Fortresses are eliminated only if there are no troops left to be eliminated. Eliminated fortresses are placed along with available fortresses counters (they are not maintained).

Leaders are eliminated with the last troop / squadron or fortress of the stack, and are placed with the available ones (they are not maintained if eliminated).

Following the previous example, the first side eliminates an enemy unit with its two casualties. The second side has only scored one casualty, so it does not eliminate any enemy unit.

Dispersed units

The **disbandments** are now calculated. The winner of a combat inflicts as many disbands as the difference in battle points.

Additionally, sides that have obtained an **odd result in casualties, inflict an additional disbanding on the opponent.**

As a general rule, each side disperses one troop for every two disbandment results inflicted by the opponent (there are exceptions).

Fortresses are not eligible to be dispersed.

In our example, the difference in the number of battle points is 2 (3-1). Therefore, the second side also suffers two disband results. Furthermore, the second side transformed the odd casualty result (which did not result in any enemy units being eliminated) into one disband result that needs to be applied to the first side.

13.1.8 Consequences of combat

After resolution, depending on the type of combat, the losing side must make a withdrawal and may be forced to deliver a morale counter to the winner (see "21.3.5 Causes of morale loss"). Some troops may also become veterans. All this is detailed below for each type of combat.

13.1.9 Conscripts

This rule reflects the hurried levies of civilians and criminals that were made in sieges, or immediately prior to land battles; or merchant ships that were temporarily rigged for specific naval operations. It also includes the enlistment of colonial militias.

Under certain circumstances major powers can recruit a conscript (that is, **add a single Q1 die to the combat, without exceeding the maximum marked by the battlefield**); in naval or land battles as well as in sieges.

This rule is used especially by a side with a number of troops or squadrons smaller than the size of the battlefield.

To recruit conscripts, the following conditions must be met:

- In land combats there must be a leader present.

- In naval combats in addition to a leader being present, there must be a commercial port that has not been razed (see "[19.2.4 Merchant surplus adjustment](#)") in the sea where the combat takes place.

If this conscription is done on the main map, the unrest of the major power increases by 1.

Note that in sieges there is no need for a leader to be present, and that this unrest is not taken into account in the mini-maps.

Casualties and disband results affect squadrons, troops and fortresses, but not conscripts.

See "[6.4 Example: Combat](#)".

13.2 Naval combats

These are combats between fleets. For a complete example see "[4.6 Example: Naval Combat](#)".

13.2.1 When naval combat occur

Naval battles occur in the following cases:

- When a fleet (or a squadron) makes a tactical move to a sea and announces that it attacks an enemy fleet, which decides not to retreat to port.
- When two enemy fleets announce that they want to support a land battle, an assault in a siege or a subjugation. There is no order for major powers to announce this interception, but once announced it cannot be canceled, and in case of battle it must be fought.
- As a result of the interception of a strategic movement of troops by sea.
- As a result of a piracy action.

13.2.2 Attacker and defender

In this type of battle there is no difference between being the attacker or the defender.

13.2.3 Advantages and disadvantages

Squadrons in port that intercept pirates (or corsairs) have a disadvantage.

13.2.4 Battlefield

- The battlefield for naval combats as a result of tactical fleet actions is two dice.
- The battlefield for naval combats as a result of interceptions of strategic movements of troops by sea is also two dice.
- The battlefield for naval battles as a result of interceptions for the support of tactical operations of troops is three dice.
- The battlefield for piracy combats is one die.

In the first three cases, this battlefield can be modified by an organizer leader, or by some combat cards (but is always between two and five). In the case of piracy combat, it is always one die and cannot be modified.

13.2.5 Damaged fleets

Every two disband results damage a squadron, which must retreat to its naval base (on the "under repair" side). The

other squadrons, if they have lost the naval combat, must also retreat to their naval base, although they can go back to sea with the corresponding action (or without cost at the beginning of the next impulse of the player).

13.2.6 Morale

As in all cases, if the loser of a naval combat threw at least two dice in combat, this major power must deliver a morale counter to the winning side.

13.3 Land combats

These are combats between armies.

13.3.1 When they occur

Land battles occur in the following cases:

- When an army enters an area where there is an enemy army that does not retreat.
- When an army intercepts the movement of an enemy army entering an area controlled by the former.
- When a besieged army decides to make a sortie and give open battle to a besieging force. At the start of a player's impulse, this can be done without cost; if it is done later, it requires a tactical action.

13.3.2 Attacker and defender

The player who is conducting the impulse is the attacker.

13.3.3 Advantages and disadvantages

They are the following:

- The attacker has a disadvantage if the area is mountainous terrain or marshland.
- If there is an enemy fleet giving support, the army has a disadvantage.
- An army making an amphibious landing has a disadvantage.
- In case of a besieged force sortie, this force has a disadvantage for each siege casualty (see "[13.4 Siege combat](#)").

13.3.4 Battlefield and fortresses

As a general rule, the battlefield in land combats is four dice. However, the defender can reduce it as described below.

- In wooded land it can be reduced to a maximum of three.
- In marsh and mountain, or if the attacker enters the area through rough pass (marked with a dashed line), it can be reduced to a maximum of two.
- In case of amphibious landing, it can be reduced to a maximum of three in open terrain, or of two for the rest.
- In case of sorties or relief battles, it can be reduced to a maximum of three in open terrain.

Fortresses can participate in land battles by rolling a Q3 die (which can be modified later for advantages and disadvantages in the usual way), but cannot be eligible to be eliminated. However, fortresses cannot participate in sorties.

This is to represent the works of fortification that were also undertaken by the besieging forces and that in this case "cancel" the enemy fortifications.

An organizer leader and some combat cards may also modify the battlefield, but **may never be less than two or more than five**.

13.3.5 Relief battles

These occur when an army enters an area where a siege is taking place. In this case, the stacking limits are examined separately (relief army, besieged and besiegers) (see "[15.1.1 Stacking armies and Fortresses](#)").

If the relief army and the besieged army belong to the same major power, the besieged troops can join the fight, but in this case they will take as many disadvantages as siege casualties (which will apply to the whole army). If the attacker is defeated, the besieged units that participated in the combat must retreat to the fortress. As always, the owner of the units will decide how casualties are applied to the two contingents (i.e., the relief army and the besieged army).

In case of victory of the attacker, if the besieged force belongs to a different major power with which he is not at war, the attacker must withdraw his full force to the area he entered; if they are from the same major power, he can withdraw all troops he wants (including the besieged) to the area they entered (normally in order to not exceed stacking limits).

13.3.6 Dispersed and withdrawn troops

Unlike other types of combat, each disband result in a land combat disperses a troop (the usual is one for every two disband results). Troops that did not participate in the combat, are exempt from being dispersed.

After the combat, the attacker must retreat, if he is not the victor, through the area where he entered. If the defender is defeated, to one or more adjacent controlled areas (but not where the attacker has just entered). If there are no such controlled areas, he must disperse the rest of the army (even those troops that did not participate in the combat because of the size of the battlefield).

If there is a fortress, the surviving defenders can retreat to it, thus counting from now on as besieged.

In the case of defeat of a besieged force that made a sortie, the survivors also remain besieged.

13.3.7 Control of the area

The winner of a field battle takes control of the area automatically (if desired); this may have political consequences that are added to those caused by the battle.

If the area belonged to a third side with which the winner is not at war, this creates a Casus Belli for the third side against the major power (see "[21.3.2 Casus Belli \(CB\)](#)"); as in all these cases, the major power must eliminate the control marker (if still retained) at the end of the turn, returning it to the nominal owner.

This can happen if major power A takes control of an area of major power B, and then loses it to major power C. If major powers B and C were not at war, B now has a Casus Belli against C.

13.3.8 Veterans and moral

The loser of a combat that rolled at least two dice, must deliver a morale counter to the winning major power.

Both sides can veteranize one troop (by turning the counter) if they have eliminated at least one enemy unit; any troop that participated in the battle can be chosen.

13.4 Siege combat

This represents each of the assaults that a besieging force performed on the defenders of a fortress.

13.4.1 When they occur

As we have seen, **when a force enters an area with a fortress, tactical movement must end** (even if its intention was merely to cross the area). With subsequent actions it can conduct this type of battle, if it wishes. A major power can make as many siege battles as it wants (even in the same impulse), as long as it spends subsequent tactical actions.

Troops defending the area can announce that they join the fortress (respecting the stacking limits). If they do not do this, they must retreat or conduct a land battle.

13.4.2 Besieged, besieger and siege casualties

Obviously, the besieging force is the attacker, and the besieged is the defender. Unlike other types of battle, victory or defeat does not end the siege, but contributes to eroding the strength of the enemy.

Eliminated units are removed in the usual way, but in this case **no besieged troops are dispersed, instead siege casualties are added** (use the corresponding siege markers).

As in the general case, every two disband results will disperse one besieger troop, or will add a siege casualty for the besieged. If there has not been a tie, the losing side must disperse at least one troop (or increase siege casualties by one), although as a result of the combat it was not compulsory to do so (for example if the defeat had only been by a point of battle without casualties).



Note that **for the duration of the siege, accumulated siege casualties are not eliminated**; since the victories of the besieged eliminate or disperse besieging troops, but they do not remove these siege casualties.

13.4.3 Advantages and disadvantages

They are the following:

- If there is an enemy fleet giving support, the army has a disadvantage.
- The besieged side has a disadvantage for each accumulated siege casualty.

13.4.4 Battlefield, fortresses and fleets

As a general rule, **the battlefield in siege battles is three dice**. However, the support of an own fleet allows the player to increase or decrease it by one at his choice (cumulative to others).

Usually the besieger will increase the battle size in order to resolve the siege faster, and the besieged will reduce it to make the siege longer.

An organizer leader and some combat cards may also modify it, but it may never be less than two or more than five.

The fortress can also fight like a Q3 troop (modifiable by advantages and disadvantages).

13.4.5 Capitulations

A siege ends when the besieging force is removed (or is com-

pletely eliminated or dispersed); or when the besieged force capitulates.

Capitulation occurs immediately when the besieged has accumulated more siege casualties than the troops remaining in the fortress. It also occurs when the fortress has been eliminated as a result of combat. The fortress is only eligible to be destroyed if there are no troops left to be destroyed.

Before rolling the dice, the besieged can also announce that he capitulates voluntarily.

After capitulation, the besieger gains control of the area, the fortress is destroyed if it had not been destroyed before, and the surviving besieged troops are dispersed.

After the siege, siege casualty markers are eliminated.

13.4.6 Veterans and moral

After each siege battle (regardless of whether there is a capitulation or not), troops can gain veteran status as in land battles.

13.4.7 Control of the area

During the siege the besieger and besieged troops share the same area; but for the purposes of strategic movement, the area belongs to the besieger.

After capitulation, the winner gains complete control of the area. This can have political consequences.

See [“6.3 Example: Retreat dispersing troops”](#).

13.5 Subjugation combats

They represent the combats of small forces; groups of scouts, foragers, irregular forces, etc ...

For a complete example (see [“4.7 Example: Subjugation”](#)).

13.5.1 When they occur

They occur when an army or troop ends its movement over in area controlled by an enemy major power (whether it started in the area or moved to it), and announces that it wishes to take control of that area. If the major power controlling the area wishes to oppose such control (and can do so), a subjugation combat occurs. Note that for these combats, the area must be free of defenders, as this would lead to a land battle. It is also the procedure used to fight the rebellions that may occur in their own territories, or to annex independent areas (see [“18.3 Rebellions \(or revolts\)”](#) and [“18.2.2 Active independent areas”](#)).

13.5.2 Opposition to subjugation

The major power that controls the area can oppose enemy control of the area (thus leading to subjugation combat) using troops or fortresses placed in controlled areas. If both are present, the player must announce if he opposes with the troops or with the fortress (that is, a passive defense from the castles of the area, or an active one with maneuvering troops).

The opposing troops of fortresses must be adjacent to the defended area, or two areas away (as long as the intermediate area is controlled and it does not have supplied enemy troops, or a rebellion).

Areas with a rebellion are assumed to be controlled by rebels, and in this case opposition is not possible by the major power

that nominally controls the area.

13.5.3 Advantages and disadvantages

They are the following:

- If the subjugation force **has moved all the troops in the area in that action** (for example, to reach the area), it has a disadvantage.
- If the subjugation force is in a forest, mountain or marsh, it has another disadvantage.
- If there is an enemy fleet giving support (from a major power at war obviously), the opposite side counts a disadvantage.
- The opponent has a disadvantage if the area he opposes from is not adjacent to the area being opposed.

See [“7.8 Example: Application advantages and disadvantages in subjugation”](#).

Note that a fleet at war with a major power subjugating a rebellion, could navally support the defender (in its case, giving a disadvantage to the subjugation force).

13.5.4 Combat and battlefield

In subjugations, **each side rolls a single die**: Q3 the subjugator and Q2 the opponent, applying the appropriate disadvantages. **If the subjugator wins, he takes control of the area** (there is no direct consequence in case of a tie or defeat). In the case of rebellions (or independent areas), those marked as R2 (or A2) oppose with a Q2 die, and those marked as R3 (or A3) with a Q3 die (the die can be thrown by any other player).

If the subjugator does not win, **he may optionally disperse one troop** if the result was a tie, or two troops if the result was a defeat, **in order to gain control of the area**. If the subjugator decides against this, he may use other tactical actions to repeat the subjugation attempt. The subjugator can conduct as many subjugation combats as he wishes (as long as his action points allow him to do so).

See [“4.14 Example: Combat subjugation”](#).

13.5.5 Dispersed troops, leaders and fortresses

A force without a leader will disperse a troop if it suffers one disband result; if a leader is present, two disband results will be required to disperse one troop (see [“4.13 Example: Subjugation with leader”](#)).

As in previous cases, the owner of the force receiving the dispersion result is the one that selects the unit to be dispersed.

If opposition to subjugation has been done with a fortress, there is no pursuit for either side (i.e., disperse or eliminate results are ignored).

13.5.6 Control of the area and rebellions

If the subjugator wins, he will take control of the area, eliminating the rebellion if there is one. Note that if a major power enters an enemy area with a rebellion, in addition to not being able to be intercepted, a subjugation attempt cannot be opposed by the enemy (although the attacker must subdue the rebellion if he wants to take control of the area).

In case of neutral areas, the attacker becomes the owner of the area (see [“18.2.2 Active independent areas”](#)).

13.5.7 Opposition to subjugation in mini-maps

Opposition to subjugation in mini-maps areas may not be done with troops (note: the East areas in the India mini-map are considered to be part of the main map). Instead, these areas must always be subjugated (even if there was a victory as a result of a field battle). Home areas count as A3, and the rest as A2.

14. Repatriations

They occur when, due to some diplomatic event, some military units must leave the area or sea where they are located. They also take place to recover any expeditionary corps at the end of the turn (see "[21.2.2 Expeditionary Corps](#)"). This movement is carried out troop by troop and squadron by squadron, and **does not require the use of any action** (in fact, many times it is conducted in the impulse of another player).

14.1 Repatriation of troops

The player can choose any of the three options **for each troop separately**, although sometimes not all of them will be available (due to conditions being not met):

- Make a tactical move that ends in a controlled area.
- Make a strategic move (see below).
- Disperse it in the theater of operations where it is.

14.1.1 Strategic movements to repatriate troops

These strategic movements are carried out with each troop, therefore it cannot be used for general redeployment, even if the troop is with a leader.

If the troop is in an area owned by a minor power, all the areas of that minor power can be counted as if belonging to an ally (for strategic movement purposes).

If the troop is in an area owned by a major power, all areas of the major power can be counted as if belonging to an ally (for strategic movement purposes).

During this movement it is not possible to cross areas with enemy troops.

If the movement takes place by sea and is aborted by losing in a naval interception battle, the troop is dispersed.

See "[7.2 Example: Repatriation of troops](#)"

14.2 Repatriation of squadrons

Fleets that have been left without naval bases within naval operation distance, are treated as if the control of a port was lost (see "[11.6 Fleets in port](#)").

14.3 Repatriation of fortresses and leaders

Fortresses cannot be repatriated; instead, they are eliminated. Leaders in fortresses that must be destroyed (or in a minor power's fortresses), are removed and assigned to any other troop, squadron or own fortress that is not besieged.

The same also applies to leaders who were commanding armies entirely of allies, and that were left without troops because they were no longer allies.

15. Logistics

Logistics has always determined the way to maintain armies

and fleets in the field, limiting their size and operability. In uRR this is covered with two simple rules: Stacking and supply

15.1 Stacking

The stacking limit in all areas of the main map, and in those of The East theater of operations (except Ormuz and Aden) is 4. This also applies to all home areas of the mini-maps.

Stacking in the mini-map domains is 2.

For all other areas, including Ormuz and Aden (usually independent areas in the mini-maps), the stacking limit is 1.

15.1.1 Stacking armies and Fortresses

The size of the armies is determined by this limit. It can only be surpassed for armies that are moving (with tactical or strategic movement) as long as they do not finish their movement overstacked. In relief battles (see "[13.3.5 Relief battles](#)") this limit can also be temporarily exceeded.

When a player finishes an action, overstacked troops must be dispersed.

Leaders an non-besieged fortresses do not count for stacking. In case of a siege, the fortress does count for stacking.

An organizer leader increases stacking limit by 1.

See "[6.5 Example: Stacking Armies and Fortresses](#)".

15.1.2 Fleet stacking

Fleets at sea have the same stacking limit as the naval base from which they operate. This means that, if at any given moment a major power has 5 fleets using as naval base a domain at a mini-map (stacking limit 2), it can only make stacks of up to 2 squadrons (for example 2 fleets of 2 squadrons each and 1 fleet of 1 squadron).

15.2 Supply

Subjugations and sieges are only possible if any of the following conditions are met:

- The area is adjacent to a controlled one.
- The area is adjacent to an area with a supplied troop (and there is no enemy fortress).
- The area is a port connected with some sea without enemy fleets (that is, belonging to powers with whom one is at war) (see "[4.8 Example: Supply by sea](#)").

The blue and white dotted connections do not count for supply purposes (besieging Venice can therefore only be done with supply by sea).

16. Veterans

Given that the psychological component is fundamental in the battlefield, veteran troops have prevailed throughout history even in a situation of great disproportion.



In uRR troops have two sides: The face with the highest number corresponds to a veteran troop (they are better in combat). As we have seen, troops are always built on its regular face. There are two ways to convert them to veterans: in combat and with some events or scenario rules.

16.1 Veteran status

Troops become veteran mainly in land combats and in assaults to fortifications. **If at least one enemy troop is destroyed**, a single participating troop can be veteranized. To do this, the troop must have participated explicitly in the battle (troops not selected to fight cannot be veteranized).

In addition to combat, there are two more circumstances where troops can win the veteran status:

- At the beginning of a scenario (troops that start as veterans).
- By an event card.

16.2 Loss of veteran status

As a general rule, at the end of the turn major powers lose half of their veterans rounded up (they must be turned to the regular side).

Military units lose this outstanding capability over time, either due to veteran soldiers being dismissed from the army, or due to a long period of peace.

17. Leaders

They represent both the specific commander and his staff, and also the logistics and specialized units that were part of an army or a fleet. Although they can be stacked with a single squadron or troop, most often they are used to conduct strategic or tactical movements with several squadrons or troops, i.e., with fleets or armies.

17.1 Movement of leaders

They must always be attached to a single squadron, troop or fortress, that is, no leader can be alone on the map. The leader follows this unit, whether it is dispersed or eliminated (this is the only way of eliminating an enemy leader in the game). However, the leader may be attached to any own troop or fortress in the area, or to a squadron of the fleet, at any time (even during or right after a combat) and at no cost.

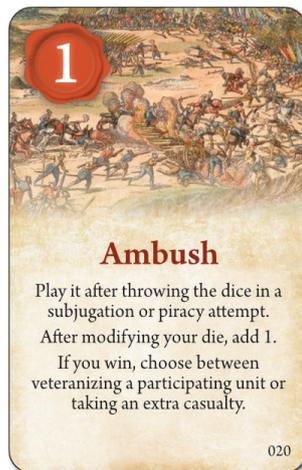
17.2 Building leaders

Leaders have two sides: one ordinary, and one extraordinary, the later has some special ability.

Just like for fortresses, the available leaders are shared by all the major powers. It is recommended to place them in a bag or cup, as they are chosen randomly.

By using the corresponding action, **a major power can announce the construction of a leader**; to do so, he randomly selects one of the available ones, and places it on a squadron, fortress or troop that is not besieged. If desired, it is also possible to use him to replace one of the leaders already present on the game board (even if besieged), the replaced leader must be returned to the leader pool, since replaced leaders are not maintained at the end of the turn.

When a player builds a leader (and before placing him on the



game board), he first checks the leader's special ability and, if he wants to (and if the conditions described below are fulfilled), he may place him on his "extraordinary" side.

17.3 Extraordinary leaders

They represent exceptional commanders that distinguished themselves over their peers. When a player builds a leader (and before placing him on the game board), he first checks the leader's special ability and decides if he wants to place the leader on his "ordinary" side or on his "extraordinary" side.



To place a leader on his extraordinary side, **the major power must have a unrest level that does not exceed its vitality**. By doing so this unrest level increases by 3 (see "[4.15 Example: Extraordinary leader construction](#)").

This represents the enormous difficulties that could exist at a time so marked by birth when giving important commands to people prioritizing talent over social class.

17.3.1 Historical leaders

Another way to have extraordinary leaders is with some events, which represent historical figures such as Farnesio, Hawkins or Godunov. In this case there are no consequences as far as unrest is concerned. **These leaders are separated from the rest, so they enter the game only with the corresponding event card.**

17.3.2 Abilities

Extraordinary leaders differ by having one of the special abilities described below.

Although there may be more than one extraordinary leader in a force, only one is the commander (if there are several, the commander is chosen following the order in this list).

- **Tactical:** After throwing the dice in a field or siege combat where he is present, and after modifying the roll by its category, the player may add +1 to one of the dice (which obtained less than 6).
- **Admiral:** After throwing the dice in a naval combat (including corsair / piracy) where he is present, and after modifying the roll by its category, the player may add +1 to one of the dice (which obtained less than 6).
- **Determined:** After throwing the dice in a subjugation combat where he is present, and after modifying the roll by its category, the player may add +1 to the die (if he has rolled less than 6). He can make interceptions with several troops at 2 areas of distance (the normal case is with a single troop). **In land combats where he is intercepted he fights as a tactical leader.**
- **Creative:** The leader can increase by 1 the category of one own die (categories below 4) in any type of battle. This is done before the dice are rolled, and after having decided how to apply advantages and disadvantages.
- **Organizer:** The leader can stack an additional troop or squadron (see "[15.1 Stacking](#)"). He can also increase or decrease by 1 the battle size of naval, land and siege battles; with the restrictions described before: absolute minimum

battle size is always two and maximum size is five. It does not affect piracy or subjugation, which always throw a single die.

17.3.3 Duration of extraordinary leaders

At the end of the turn, all extraordinary leaders are turned to their ordinary side and will remain that way until the counter is replaced or retired from the game board. *Sic transit gloria mundi.*

18. Special areas

18.1 Dispersion areas

Each theater of operations has a box for placing the troops (with or without leader) that have been dispersed. The main reasons for this to happen are:

- As a result of combat (or in withdrawals).
- At the end of the turn, due to social unrest (see "[23.2 Social agitation](#)").

In these boxes, the player may attach and unattach leaders among the dispersed troops of that same dispersion area at any time and with no cost.

At the end of each impulse, each major power can, if desired, move a single troop (with its possible assigned leader), from any dispersion area to the dispersion area of the theater of operations where it has more home areas (i.e., "Bring the unit home").

In the Western Europe theater of operations there are two dispersion areas: one for continental areas, and another for insular areas.

18.2 Independent areas

They represent areas controlled by entities that have no effect on the game. These areas may or may not be active (this is described in the scenarios).

18.2.1 Inactive independent areas

For game purposes, they are treated as if they did not exist (as if they were not even printed on the map). Normally, they become active with an event. According to scenarios, there may even be entire inactive theaters of operations.

18.2.2 Active independent areas

Unlike the previous ones, major powers can enter these areas and subjugate them. If successful, the major power immediately gains control of this area (placing a control marker on the dotted side). For the purposes of subjugation, these areas appear as A2 or A3 (depending on their bellicosity). See "[4.12 Example: Active independent areas](#)".

Areas possessed by major powers that disappear, become independent active areas that defend themselves with A3 (see "[21.6 Collapse](#)").

18.3 Rebellions (or revolts)

They can appear due to the following reasons:

- In some scenarios.
- An event card.
- At the end of the turn, due to social unrest.

As stated above they can be of two different levels; R2, and R3

for the most severe.

When a rebellion appears in an area, the major power remains the nominal holder, although it stops controlling the area (it cannot, for example, trace strategic movements).

Unless explicitly specified (in the event or scenario), **rebellions cannot be located in key areas or commercial ports, nor in the last area without revolt of a province or minor power**, nor in areas with military units (fortress, troops or squadrons in port). If it is not possible to place it in the areas specified in the event card, the previous requirements are ignored (and thus they could be placed in an area with troops, for instance).

See "[6.2 Example: Rebellion](#)".

If it is a key area, the major power does not lose morale, unless the area is controlled later by an enemy major power.

In areas with a revolt, troops or squadrons cannot be recruited or regrouped, and fortresses cannot be built. Fortresses cannot attack revolts.

Rebellions in minor powers that become neutral are eliminated immediately.

At the end of the turn, each rebellion increases the major's power maintenance by 1 (see below).

18.4 Theaters of operations and major power interests

A theater of operations is a group of areas that appear on the map separated from others with a different color. As a general rule, each theater of operations has its own dispersion box (except for Western Europe which has two), and usually has a trading center associated with it.



18.4.1 Major power interests

As indicated in the scenarios, in the major power card, or as a consequence of certain events, major powers have an interest in some theaters of operations; this means that the major power can only intervene in these theaters.

In other words, when a major power does not have interest in a theater of operations, that major power:

- Cannot ally with minor powers located in this theater (see "[20.3 How to ally with minor powers](#)").
- Cannot request any type of war reparations involving ter-

ritories or minor powers in that theater (see "[21.5.3 Peace conditions](#)").

- Cannot place merchants in maritime trade centers connected with these theaters (unless the trade center also includes an area of a theater where the major power does have interest).
- Cannot use the theater's areas to conduct strategic or tactical moves, or use these areas as a naval base.
- The exceptions to all these are the theater areas bordering other theatre areas where the major power does have interest. This is explained below.

See "[4.10 Example: Power interests](#)".

Special rules:

- Fleets have 1 disadvantage fighting in the Indian Ocean.

Objectives:

- Mesopotamia
- Baghdad (area)
- Diyarbakir (area)
- Come into possession of Kandahar (area)

One of the ways to "guide" players to follow the historical policies of their major powers is by using this concept of interest in a theater of operations. For example, if England did not colonize America before, it was not due to technical impediments, but because "it was not interested" (in this case for political reasons).

18.5 Border areas

In order to blur a little the boundaries between theaters of operations, these special rules are applied to the areas connected to areas of other theaters of operations:

- Troops dispersed in these areas can be placed in the dispersed boxes of either of the two theaters of operations.
- Minor powers can operate in areas bordering theaters where they can operate normally, but cannot go further, and cannot disperse outside the theaters where they normally operate.
- During a war, these areas can be controlled normally even if the major power has no interest in that theater (as long as it has interest in a connected theater). At the end of the war, however, these areas must be returned.

18.6 Special naval areas

18.6.1 Galleys

Until a historical event indicates otherwise, fleets built in the Mediterranean cannot move (or have naval bases) out of this sea and vice versa, either tactically or strategically. For these purposes Gibraltar counts as Mediterranean (that is, a fleet in the port of Gibraltar cannot move to the Atlantic).

18.6.2 Transoceanic expeditions

When counting the naval operation distance between the main and secondary maps, the Baltic, North Sea and East Atlantic count as one sea (see "[4.9 Example: Transoceanic](#)

[expeditions](#)").

18.6.3 Strategic ports

The following coastal areas allow naval units based in them, to consider the two indicated seas as a single one for the purposes of interceptions to strategic movement and piracy. These areas are:

- Corfu or Malta: Central and Eastern Mediterranean Seas.
- Constantinople: Eastern Mediterranean and Black Seas.
- Portsmouth: North Sea and Eastern Atlantic.
- Copenhagen: Baltic and North Seas.

18.7 Overseas home areas and domains (mini maps)

These areas have some peculiarities: For stacking, home areas count as areas of the main map (stacking limit of 4), while domains have a stacking limit of 2.

In these areas, opposition to subjugation with friendly troops is not possible; in contrast, they must always be subjugated (even if there had been a victory in a land battle). Home areas defend as A3, and all others as A2.

Additionally, as already seen, conscriptions in the mini-maps do not increase unrest; and only interceptions between adjacent areas and with a single troop are possible.

Home areas represent important colonies, whereas domains represent trade posts.

19. Economy

19.1 Unrest

In uRR all major powers have a level of unrest, which indicates not only the degree of social cohesion, but also the progress of their economy. This marker summarizes both the unrest caused by a lost war, and the collection of special taxes to be able to cover certain expenses such as technology or diplomacy, or to pay war reparations.

High levels of unrest, limit or prevent the acquisition of technology, diplomacy and the recruitment of extraordinary leaders. Additionally it can cause the major power to collapse (see below).

Unrest may increase due to the following reasons:

- Acquisition of technology or minor powers (see "[19.3.1 Technology auction](#)" and "[20.3.1 Alliance by alliance event card](#)").
- Conscriptions (see "[13.1.9 Conscripts](#)").
- Piracy (see "[11.5.2 Procedure for piracy](#)").
- At the end of a war (war weariness) (see "[21.5.2 Adjusting unrest](#)").
- At the end of a war (payment of war reparations) (see War Reparations Table).
- At the end of the turn, for each rebellion in the major power's possessions.

And decreases due to the following:

- An action of lowering unrest or allied subsidies (see below).
- At the end of a war (receiving war reparations) (see War Reparations Table).
- At the end of the turn, the difference between the major

power's income and expenditure is directly added to or subtracted from the unrest.

- Some events can also increase or decrease the unrest of a major power.

Causes of Unrest

Causes that increase unrest

- The defending power loses a piracy combat → 1 (or 2)
- Promote an exceptional leader → 3
- At the end of a war not won by the power → 1 for each lost morale
- At the end of a war won by the power → 1 for every two lost morale
- At the end of a war, due to peace conditions
- At the end of the turn, for each rebellion → 1
- At the end of the turn, for each expenditure that exceeds income → 1

Causes that diminish unrest

- The corresponding lowering action
- The attacking power wins in a piracy combat → 1 (or 2)
- At the end of a war, due to peace conditions
- At the end of the turn, for each income that exceeds expenditure → 1

19.1.1 Action to lower unrest

With this action, the major power lowers unrest by one level.

19.1.2 Action to subsidize an ally

With this action, the major power lowers the level of unrest of the allied major power chosen by the player.

19.2 Commerce

A cause of many wars, it is one of the aspects represented in uRR. It has an important impact on the economy of a major power, but it can also give VP directly.

19.2.1 Trade centers

Trade centers represent the different commercial routes, normally maritime, that existed in the Modern Age.



Trade centers located in a sea include all commercial ports adjacent to that sea (often from several theaters of operations). Those in Africa and Asia include all areas of these theaters.

In Eastern Europe, where commerce is basically river-based, they cannot be attacked by pirate or corsair squadrons.

19.2.2 Merchants

In the initial setup and during its impulse, the major powers can place merchants in the different trade centers (using the "build merchant" action). However, when a major power enters the game for the first time, it may place its merchants directly at the trade centers; for all other major powers, this action takes place in one turn. The normal procedure for placing merchants in trade centers is as follows:

- By using the corresponding action, control markers with the number 1 are placed in a dispersion area of the theater where the trade center is located (two markers of 1 must be changed by one of 2). This still has no effects on the game. It represents the creation of infrastructure for commerce. To do so, **the major power must have some possession, in some coastal area adjacent to the sea zone where the trade center is located (or possess an area, in the case of Eastern Europe).**
- At the beginning of the next turn, these merchants are placed in the corresponding trade centers. It is not compulsory for the major power to do this, but if the merchants are not placed there, they must be removed from the dispersion area. At the most, each major power may have 2 merchants in each trade center (this is represented by placing a control marker with number 2).
- Merchants who enter a new trade center, give a Casus Belli (see "21.3.2 Casus Belli (CB)") to all major powers already present in the trading center against those powers that just entered the center (even if they were already present with only one merchant).



19.2.3 Capacity of trade centers

There is a limit to the number of merchants that may be in a trade center. This limit may be exceeded during the turn, but at the end of the turn the number of merchants must be adjusted, and any excess merchants must be eliminated.

This number is printed on the map, although it may vary in some scenarios, and be modified by events.

19.2.4 Merchant surplus adjustment

At the end of the turn, trading centers holding a number of merchants above their capacity must adjust them following a procedure that is explained below and that is called commercial competition.

Commercial ports

Do not confuse with (just) ports. They are also ports but with great commercial relevance because they channel most of the trade in the area.



Commercial ports in areas adjacent to two seas, count as being in both.

All the fortresses in the mini-maps are also considered commercial ports (if it is not already the area).

When a commercial port changes control (due to a combat), a neutralized commerce control marker is placed on it, and it will remain there until the next turn. This indicates that the area



has momentarily ceased to be a commercial port. This can also happen as a consequence of a war reparation (see below).

Commercial competition

To eliminate excess merchants in the commercial centers, the following procedure is followed on the merchant counters that will be on the side of 1 or 2 according to the number of merchants for each power:

- The merchant counters of powers without coastal areas in the center are eliminated first.
- If there is still excess, reduce to side 1 (if they were on side 2) the merchant counters of powers with only 1 coastal area.
- If there is still excess, the merchant counters are ordered following these criteria:
 - Number of commercial ports **without the “neutralized commerce”** counter of the trade center, arranged from lowest to highest.
 - In case of a tie, the merchants of major powers with less vitality are placed first.
 - If the tie persists, the major power of the player with the highest game order number (defined at the beginning of the game) are placed first. **If same player, he chooses.**
- Following this order, 1 merchant is eliminated for each major power (by eliminating the counter or lowering it from 2 to 1) until the number of merchants has been adjusted.
- If, after going through all the list, there are still more merchants than allowed, the previous procedure is repeated a second time.

See “8.4 Example: Commercial competition”.

19.2.5 Impact of trade

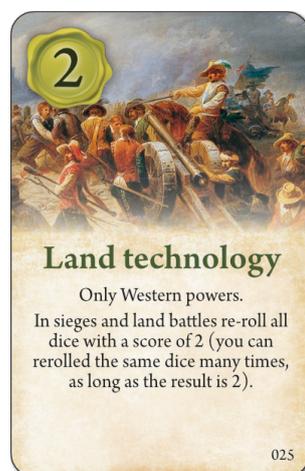
At the corresponding end of turn phase, a single merchant in a trading center provides the major power with two additional incomes. Two merchants of the major power in the trading center provide it with three additional incomes and 1 VP.

19.3 Technology

The Modern Age was a time of constant technological innovations that had great effects on the military. In uRR this is represented with the following generic event cards:

- Siege Technology.
- Land Technology.
- Naval Technology.
- Industrial Technology.

The specific advantage provided by each one is described in the card itself. In the first three, this advantage has a **duration limited to the rest of the turn** for the major power that has achieved it. The advantage is lost at the end of the turn (representing that the other major powers have copied or canceled it).



When a player has any of these cards in hand and decides to play it, the game is stopped and an auction is started. At the end of the auction, the card is taken and is placed next to the major power that has won, to remember that it has the

advantage. At the end of the turn, the card is returned to the deck of played cards (and will be available for the next turn).

19.3.1 Technology auction

Any major power of the player who has played the card may, if it wishes, bet points against its unrest. The maximum number of points it can bet is its vitality. This limit is decreased by each unrest point exceeding its vitality. The minimum bet is 1 (see “3.3 Example: Auction of technology”).

Following the order of play, the next player can select one of his major powers and **surpass** this bet. In this way, players bid against the unrest of any of their major powers (if they wish), until no more players decide to increase their bet.

The major power that has won the bid increases its unrest by the amount waged and takes the technology. If no major power has placed a bet, the event is ignored.

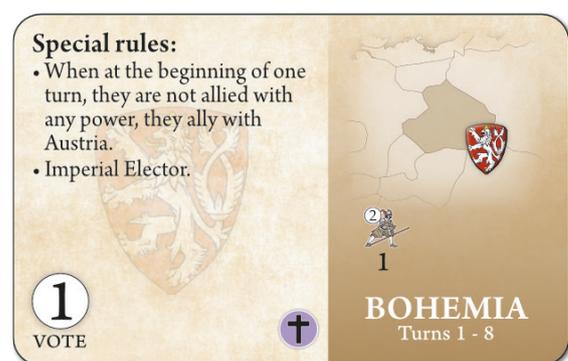
As with any other card, the player who has played it can spend the actions on the card (whether he has won the bet or not).

20. Diplomacy with minor powers

In uRR, minor powers are small kingdoms or lordships, independent cities, or leagues, etc. that are not directly led by any player, but indirectly allied with player-led major powers. They also have a card similar to those of major power, which in case of alliance is placed next to the allied major power to indicate this relationship.

20.1 Neutral minor powers

Minor powers not allied with any major power have little impact on the game. Their areas can only be used to plot strategic movements if they are occupied by troops of the major power. Tactical movements in these areas are allowed (they can even be the scene of battles between major powers).



20.2 Consequences of alliance with minor powers

As a general rule, areas and units from allied minor power are treated as if they were from the major power; with the following exceptions:

- The troops and squadrons of the major power cannot be recruited in the areas of the allied minor power, and those of the allied minor power can only be recruited in the areas belonging to that minor power. This restriction does not apply to fortresses, hence a major power can build them in the areas of the allied minor power (although they will be destroyed as soon as the alliance ends).
- Although the areas of the allied minor power do not contribute anything to the economy of the major power, the units

of the allied minor power do not have to be maintained (see "[23.1.1 Accounting of income and maintenance](#)").

- As a general rule (there are some exceptions detailed in the cards), the allied minor power's troops cannot leave the theater of operations to which the minor power belongs (except for border areas of the theater); and its fleets cannot use naval bases outside this theater.

20.3 How to ally with minor powers

Major powers can ally themselves with minor powers by some of the following ways:

- Alliance cards: They represent the usual diplomatic way, whereby the major powers weave their network of alliances.
- Conquest: After occupation, the major power impose a puppet government.
- Peace conditions: After a war, the losing major power may be forced to break some alliances with minor powers (or even "give" this minor power to the winner).
- Historical events.

20.3.1 Alliance by alliance event card

When the alliance event card is played, the major powers interested in allying with the minor power can start an auction identical to the technology auction in order to try to ally with the minor power. **Only the major powers with interest in the theater** where the minor power is located can participate in this auction.

Although the unrest limit that each major power can bet is calculated in the same way as in the technology auction, any major powers that win the auction to ally with a minor power with which they were previously allied, reduce the unrest increase by one point.

It was usually easier to renew an alliance than to start a new one.

Immediately after the alliance, the newly allied major power will deploy the minor power's units as reinforcements (see below). If there are units of other major powers in the minor power areas, proceed according to "[20.4.2 Units of other major powers in minor powers that change alliance](#)".

See "[5.2 Example: Auction for a minor power](#)".

20.3.2 Minor power reinforcements

After an alliance by card, the major power can take all the military units of the minor power that are not destroyed (even if they are besieged), and place them on the map as reinforcements (see "[9.1 Troop construction](#)"). The minor power's fortresses appearing in his card, are reconstructed immediately if they were destroyed (see "[5.3 Example: Reinforcements of a minor](#)").

20.3.3 Alliance by conquest

If a major power completely occupies a minor power that was allied with another major power with which it was at war, it immediately becomes allied with that minor power. If the minor power does not have a key area, the major power losing the minor power must give a morale to the newly allied major power (see "[21.3.4 Morale of major power and war status](#)"). All the minor power's units are placed in the eliminated units box.

If the minor power is entirely occupied by several enemy major powers, the allied major power continues to be allied with it (and therefore does not lose morale).

20.3.4 Other forms of alliance

Alliances achieved as a condition of peace or by event card are treated in the same way as those obtained by alliance card.

At the beginning of the scenarios, there are powers that start with allies. These start with all their military units deployed.

20.4 Consequences of a change in a minor power's status

Changes in the alliance status of minor powers may result in situations that are resolved as follows.

20.4.1 Minor powers who become neutral

This can happen if no major power bets in the auction of a minor power, or as a condition of peace.

In this situation, the minor power's troops are removed from the board (including those eliminated) and placed as available for future alliances. Rebellions in the minor power's areas are eliminated.

Any major power military units are repatriated if the player decides so (see "[20.1 Neutral minor powers](#)").

20.4.2 Units of other major powers in minor powers that change alliance

When a minor power becomes allied with another major power, the military units of the former ally (or from other major powers that were in its territory at that time) must be repatriated (see "[14.1 Repatriation of troops](#)").

This repatriation is optional for these major powers if the minor power's new ally is at war with them. Non-repatriated units at war maintain possible control of the areas they occupy; the minor power's military units and any minor power fortresses (see "[20.3.2 Minor power reinforcements](#)") may only be placed in the minor power's controlled areas.

Units of the new ally that were in the territory prior to the alliance remain where they are, but control markers are removed (as the minor power's areas now count as belonging to the new ally).

20.5 Independent minor powers

As already seen, minor powers are little more than appendages of the major power that controls them. If the major power is at war with another major power, so do any allied minor powers. There is nevertheless a type of (independent) minor powers that have special rules, as indicated in their card.

The main difference is that **major powers may declare war to these minor powers as if they were any major power** (as long as they are allied with major powers with which they are not in forced peace, (see "[21.5.4 Forced peace](#)").

When a major power that controls one of these minor powers enters a war, it must immediately announce which allied independent minor powers enter the war with it. Any minor powers entering the war start operating like any other minor power.

For major powers that are at war and later become allied with one of these minor powers, it is right after the alliance when it must be declared if the minor power enters the war or not.

If the major power decides not to drag the minor power into the war, then first proceed as if the minor power becomes neutral (see [“20.4.1 Minor powers who become neutral”](#)), and then treat it as if it is neutral until the end of the war (see [“20.1 Neutral minor powers”](#)).

When these minor powers go to war with a major power, they drag the allied major power with them, which automatically also enters the war. See [“5.4 Example: Independent minors entering into war”](#).

20.6 Mercenary minor powers

German and elite mercenaries function as a minor power with a couple of exceptions: they do not have a home territory (therefore they can only be lost in an auction), they enter the game as the major power's own reinforcements, and in the case of a new alliance, the units are immediately rebuilt if any had been destroyed.

21. Diplomacy between major powers

Since players normally control several major powers, and for historicity reasons, diplomacy in uRR is quite limited.

The status of the diplomatic relations between two major powers may be any of the following:

- Alliance.
- War.
- Casus Belli (this is usually reciprocal).
- Forced peace.
- No relations (for the purpose of game rules).

21.1 Alliance between major powers

At the beginning of the impulse of a player, he may declare that one of his major powers is allied with another one (with his acquiescence and if they are not at war); **and as long as it is expressly permitted by any event card or scenario rule.**

The alliance is marked with two control markers on the alliances track of the map (see [“4.1 Example: Alliance between powers”](#))

Two allied major powers are considered to be in forced peace with each other (for instance they cannot perform actions resulting in a CB, see [“21.5.4 Forced peace”](#)). Any CBs resulting from an event card are ignored.

Whenever two major powers are at war, their allies can (if they wish so) announce that they will also enter the war (likewise with the independent minor powers). This is done immediately and does not require any action (see [“4.2 Example: Powers that go to war in support of allies”](#)). As in the case of independent minor powers, if the alliance takes place after the beginning of the war, it is when the alliance is an-



nounced that the major powers allied must announce if they will enter the war or not.

21.2 Effects of alliances

In addition to being able to enter a war against another power at the same time as the ally, and of being in forced peace with the ally, the alliance also provides some strategic support to the ally, and makes it possible to send expeditionary corps to help the ally, or to form combined fleets.

21.2.1 Allied strategic support

It is possible to trace strategic movements through areas controlled by the ally, and for purposes of supply (see [“15.2 Supply”](#)), they count as own areas (with or without the consent of the ally).

They cannot be used for tactical movement, nor their ports can be used as naval bases.

21.2.2 Expeditionary Corps

A major power can "cede" a single troop to each of its allies. These ceded troops can be transferred to the ally with a strategic movement, which can be carried out by either of the two allied major powers (always with the acquiescence of both).

In this "transfer" strategic movement, where the troop will move from one area of a major power to one area of the other, for the purpose of naval interception the troop will count as belonging to the major power that receives it as soon as it leaves the possessions of the major power that cedes it.

Once the troop is in an area controlled by the ally, it will count as belonging to it for all purposes. The original owner can only recover the unit following a procedure identical to that of the transfer strategic movement (although in this case the ally's permission is not necessary). See [“7.6 Example: Expeditionary force”](#).

At the end of the turn all expeditionary corps are repatriated (see [“14.1 Repatriation of troops”](#)).

21.2.3 Combined fleets

In the impulse of a player, and with the ally's consent, he can add squadrons to his fleets (the commander's counter must remain on top of the stack to remember under which flag the fleet is acting). These fleets can take actions in the sea where they have been formed, but cannot move away from it.

These combined fleets count for all intents and purposes as if they belong to the major power whose leader is on top of the stack.

A combined fleet may be dissolved by any of the major powers whose units form the fleet at any time, except during the resolution of a battle. Combined fleet dissolution is compulsory when squadrons are present in a battle against a major power with which they are not at war.

See [“4.16 Example: Combined fleet formation”](#).

21.3 War between major powers

Wars are always between two major powers; the historical wars between coalitions are represented in uRR with wars between each of the major powers of the coalition, against each and every one of the major powers of the enemy coalition.

Two major powers can be at war in three different ways:

- Event cards.
- By the action of declaring war.
- When an ally (whether a major power or an independent minor power) goes to war.

Two powers carried by the same player cannot go to war under any circumstances. If war breaks out by card (this only happens in some very long scenarios with few players), the event is ignored.

If, for example by an event, a war breaks out between two powers that are already at war, it continues with the one already in progress.

21.3.1 War and Victory Points

The events that make two major powers go immediately to war provide 1VP to the winner of the war. Some general events, or other later historical events resulting in war between those two major powers, may further increase this VP gain.

It is recommended to leave these cards visible on the side of the map as a reminder.

21.3.2 Casus Belli (CB)

It is the justification that one major power could have to declare war on another. These causes are usually reciprocal, although not necessarily so.

They are not essential for a major power to declare a war, but they make this declaration much easier.

In uRR they appear due to the following reasons:

- Event cards.
- As a result of placing new merchants in trade centers.
- By taking control of areas belonging to third major powers with whom the major power is not at war (for example if an area is taken from an enemy that had previously taken it from a third major power).

If a major power has a CB against another, it is indicated by leaving the event card that created it in sight on one side of the map, or by placing a control marker from the major power causing the CB over the card of the major power receiving it.

CBs disappear if the war breaks out, or at the end of the turn.

If a major power has a CB against another, any subsequent CBs are ignored.

21.3.3 Declarations of war

By using the corresponding action, one major power can declare war on another. This declaration can be done with a CB or not. If done without a CB, the major power must immediately give one morale point to the enemy, and this declaration must be done with the last action point of the player's impulse.

Even the absolutist monarchs of the time could have problems getting involved in wars that were unpopular or difficult to justify.

When an ally enters a war, or when an alliance is established with a major power that is itself at war, the ally can also declare war on the enemy. If the ally is an independent minor

power, the major power always has to declare war. These wars start without extra VPs for the winner.

A war of a major power against an independent minor power, is marked by placing card a control marker of the major power over the minor's power card

21.3.4 Morale of major power and war status

A major power has as many morale points as its vitality, these points indicate its capacity to resist defeats in a war. Whenever a major power suffers a great defeat at the hands of an enemy, it must give one of these morale points to the victorious major power.

A major power cannot run out of morale points. With peace, major powers recover all lost morale points.

The war status determines who is winning the war, and is equivalent to the difference in the number of morale points exchanged between the two major powers that are at war.

21.3.5 Causes of morale loss

A major power must give a morale point when the following occurs:

- Each time a major power loses a land or naval combat, where it threw at least two dice
- Each time a major power (or an allied minor power) loses a key area at the hands of an enemy at war. Specific areas that appear as objectives for one of the contenders count as key areas (in wars between them).
- For losing an allied minor power without key areas as a result of being totally conquered (controlled) by the enemy.
- For declaring war without a CB (this does not apply when going to war to help an ally).

21.4 Peace

Peace (or truce, if you prefer to call them so) ends wars. Once peace is signed (see below), some geopolitical adjustments will be made in favor of the winner, who will be able to control new areas, minor powers, trade, ... VPs and unrest level will also be adjusted.

There are three ways to end a war:

- By an event card.
- When the end of the turn is reached.

In this case, although it does not have any special effects on the game, we would rather speak of a truce.

- When the major power decides (or is forced) to enter **into peace negotiations**. The opponent cannot refuse, but he will be in a better position in these negotiations (as it will be seen, he receives a morale point from the enemy).

21.4.1 Major powers that voluntarily decide to open peace negotiations

To do this, the major power must meet two conditions:

- It must have lost at least half of its morale points at the hands of the major powers it is at war with.
- It must be done at the beginning of the major power's impulse.

It is not compulsory to enter into peace negotiations with a major power you are losing the war against. Sometimes it is

more interesting to do so with a major power you are winning the war against.

Once the peace negotiations are over, the power can repeat the process with other enemies, as long as it continues to lose half or more of its morale.

21.4.2 Major powers that are forced to open peace negotiations

This happens the instant the major power loses its last morale point, or when the power loses control of its last possession. At this moment the game is stopped and a period of peace negotiations begins to allow this major power to recover at least 1 morale point.

It is not mandatory to enter negotiations with the major power that has received the last point. Normally it is more interesting to do it with the one that has received more morale points.

When the negotiations are over, the impulse continues if it was not over (the part that was not affected by the outcome of the negotiation); for example, if after a victorious battle it was left to occupy an area controlled by a power with which, after the negotiations, it is still at war.

See [“7.10 Example: End of war”](#).

21.5 Peace negotiations

In reaching negotiations, both powers may have received and delivered morale points to the other. This difference (morale taken away from the enemy minus morale taken away by the enemy) is called the war status.

The procedure is as follows:

- The war status is adjusted by the differential of non-key areas taken from one major power to the other.
- The war status against the player who asked for negotiations is re-adjusted, regardless of whether this was done voluntarily or not. **If the war ends because it is the end of the turn, this phase is ignored** (these two points are explained in more detail in the following section).
- The final war status is now determined (i.e., who has won and by how much, and the unrest markers and VPs are adjusted. **The war is won by the power with a favorable war status. In case of a tie, neither wins.**
- The winner can choose peace conditions.
- Conquered territories not included in the peace conditions are returned, and troops are repatriated from enemy territories.
- A period of forced peace begins.

21.5.1 Adjusting war status

The differential of non-key areas taken from one major power to the other is calculated first (key areas, or those that count as key areas for being objectives, are not taken into account, since this morale loss is immediate and has already been taken into account). A major power must give its opponent one morale point for every two areas of difference lost, or for each lost colony in the mini-maps (if there are no more morale points left, then a previously taken morale point must be returned).

Next, the power that has called for the peace negotiations

(both voluntarily and mandatory), must deliver another morale point. As before, if there are no morale point of its own left, it must deliver morale points it has taken away.

If, during the war status adjustment, a power cannot deliver morale points because there are no left (its own or taken away), this difference is also taken into account for the calculation of the differential, which **in no case can exceed the vitality of the losing power.**

For example, we have a power A with vitality 5, at war with 2 others (B and C) with which it has lost 2 morale points with each one (therefore it still has 1 morale point). Let's suppose also that it has taken 1 morale point from power C, and 2 morale points from power B, with which A decides to open peace negotiations (A can do it because it has lost at least half of its initial morale points, and being voluntary, it must be done at the beginning of its impulse). Let's suppose that the difference of non-key areas taken by B is 2 against power A.

The negotiations would be as follows: It would start A vs B: 2-2 (morale points that have been taken from each other). After counting the difference in non-key areas we would have 2-3 (the power has given up the last morale point it had left, the other two are in possession of the power C). Now, having asked for negotiations A must deliver another morale, as it doesn't have any left, it will return one of the taken away, with negotiations ending at 1-3 (defeat by 2).

Complicating the previous example, we had A vs B: 2-2, and A vs C: 1-2. Let's suppose power A loses a battle in a key controlled area (without a fortress) with power C. Losing the battle, A delivers C its last morale point (A vs C: 1-3) and it is forced to open peace negotiations. A decides to do it again with power B.

Let's suppose that in this second case B had captured a difference of 6 areas from A. The negotiations would have gone as follows: We'd have A vs B: 2-2 initially; because of the difference in areas, another 3 morale points must be delivered to B. As there are no morale points left, the 2 captured ones must be returned 0-2. There is still one more point that is not delivered (because there is nothing left) but it is taken into account 0-3. There is still another morale point that must be delivered for asking negotiations 0-4. As the power has vitality 5, the negotiations would remain like this. If the power had had for example a vitality 3, this difference would have been reduced to 0-3.

Since peace has been made with power B, the impulse resumes. After the battle, C automatically captures the key area where the battle was fought, so A must deliver one of its newly recovered morale (A vs. C: 1-4).

21.5.2 Adjusting unrest

If the final differential of morale points taken and lost against the enemy (i.e. war status) is zero, there has been a draw and neither side has won. Both major powers increase unrest by as many points as the morale points lost at the hands of the enemy.

If there has been a winner (one side has taken more morale points from the enemy than it has been taken from it), the winner increases its unrest by one point for every two lost morale points (the loser increases it by one point for every lost morale point).

21.5.3 Peace conditions

With the difference of taken morale points, the winner can consult the table and choose the conditions that he wishes. The condition of 1 VP for 1 condition (instead of 1 VP for every 2) is chosen if it is included in the winning major power card, as is the case of Spain ("military victory against the Netherlands"). Note that these gained VPs are not lost by the losing major power.

The winning major power will also win any special VPs in the war.

After this, both players return the control of any enemy areas they still controlled and repatriate their troops (see "[14.1 Repatriation of troops](#)"). Third major powers that controlled areas that became the possession of the winning major power as a result of peace conditions may be repatriated if they are at war with the new owner. If they are not at war, repatriation is mandatory (similar to the case of minor powers who change ally).

Reparations of war	
1 VP	2 conditions
1 VP (with the condition of military victory against the defeated power)	1 condition
Break the alliance with a minor power (in a theater where the winner has interest) and ally with the winner	2 conditions
Break the alliance with a minor power (in a theater where the winner has interest)	1 condition
Breaking the alliance with an independent minor power	1 extra cond.
Cede a conquered domain	1 condition
Cede a non conquered domain that started the war as a border area (minor powers excluded)	2 conditions
Eliminate an opposing merchant (where you have merchants built or under construction).	2 conditions
Change an enemy merchant for one of the winner	3 conditions
Decrease own unrest by one and increase the loser's unrest by one	1 condition
Looting a commercial port (trade interrupted marker)	1 condition

21.5.4 Forced peace

Allies, or major powers that have just ended a war, are in forced peace. These major powers cannot declare war, or perpetrate piracy one against the other. This situation lasts until the end of the turn. Forced peace can be indicated by placing a control marker of one major power over the other in the alliance box (although players usually remember it and this is not necessary). However, if a war between the two major powers should occur again due to a historical event, the forced peace ends.

21.5.5 Order for peace negotiations

Peace negotiations are resolved as they begin. In the case of the end of the turn where all the wars end at the same time, start with those that have come by card according to the order of appearance during the turn (if there are several contending powers on the card, the peace

negotiations are resolved first with those printed first). After finishing the wars that start directly by card, continue with the rest of the wars (also according to the order in which they broke out).

If two powers appear at war more than once (for example, an event caused two powers that were already at war to go to war), they will be grouped together in a single peace negotiation. If, for example, the Russian-Swedish war of turn 5 was being fought and the Livonian war breaks out, Sweden and Russia continue the same war. At the end, a single peace negotiation is made, but the VPs for winning the war are taken once for each card for the winner.

A complete example of peace negotiations can be seen in "[7.11 Example: Peace negotiations](#)".

21.6 Collapse

Some events specify the collapse of a major power. Under these circumstances, the major powers cannot end the war voluntarily. The applicable rules are as follows, and always apply if the major power loses a war:

- Proceed with peace negotiations in the usual way, but in this case the loser (the collapsing major power), does not recover the areas controlled by the winner, but these pass directly as its possessions. The areas that the collapsing major power took away are returned normally.
- The major power that collapses, is now forced to negotiate peace with any other major powers with which it was at war (even if it was winning), proceeding in the manner described above.
- Once at peace with all its enemies, ... rest in peace! Eliminate all its military units, along with the rest of the markers, and finally place independent (active A3) counters in all the territories it still controlled, and the major power card is discarded. Any allied minor powers are now neutral.

22. Victory Points

In Ultima Ratio Regis the player who gets the most victory points during the game is the winner. These points may be scored during impulses, or at the end of the turn, and may come from different sources.

22.1 During an impulse

- Wars that end with victory for a contender, and that appeared as a direct consequence of a card.
- Most "Casus Belli" events, give 1 VP bonus to the wars between two contenders if they appeared during the war.
- As a consequence of peace conditions. Normally, with two peace conditions, the victor can win 1 VP. Some major power objectives indicate "military victory" against another major power. In these cases, 1 VP may be earned for each peace condition (instead of two peace conditions).

22.2 At the end of turn

This is where most of the points are usually scored. Here we have several possibilities:

Major power card objectives (end of turn):

- For controlling specific areas.
- For controlling provinces. For this it is necessary to possess

(including allies) more than half of the areas.

- For possessing a specific number of areas in a territory.
- Normally each objective provides 1 VP, although sometimes, when the objectives are summed "+", it is necessary to have all of them in order to earn them.
- Sometimes the text "Pass to posses" appears in front of the name of an area. In this case, the VP is only earned on the turn in which that area started not being owned by the major power, and ended up being possessed by the major power.
- By trade: Generally by ending the turn with merchants in the requested trading centers, or by having a total number of merchants on the map.
- Others, detailed in the card itself. For example, by having a certain number of imperial voters.

Other VPs (end of turn):

- 1 VP for each theater of operations where the power owns at least three areas (including minor allied areas) on the main map.
- 1 VP for commercial monopolies, that is, for having 2 merchants in a trading center.
- Objectives in event cards, detailed in the card itself and that normally have a duration of one turn.
- Minor power objectives. Some minor powers have their objectives, which are achieved by the allied major powers that fulfill them.
- Depending on the scenario, some players receive a bonus of victory points (for carrying a weaker combination of powers). Now is the time to receive them.

See "[21.4 Peace](#)"

23. End of turn

After the last card has been played, the half-turn ends and the end of the turn begins. At the end of the turn, the following sequence is followed:

- All wars and alliances are terminated (see "[21.4 Peace](#)") and the expeditionary corps are repatriated (see "[21.2.2 Expeditionary Corps](#)"). See "[8.3 Example: End of war at end of turn](#)".
- Commercial competitions in trade centers are resolved (see "[19.2.4 Merchant surplus adjustment](#)").
- The economic phase is completed.
- Units are degraded or eliminated, as well as some control markers (Casus Belli, ...).
- The unrest level is checked (with the possibility of dispersing units to prevent rebellions). If applicable, dynastic changes are resolved.
- VP are counted.
- Once this phase is over, the turn marker can be moved forward and a new turn can be started, or a winning player can be declared (if it was the last turn). Any ties, as always, are resolved by the game order.

23.1 Economic phase

In this phase the economy of all the major powers controlled by the players is assessed.

23.1.1 Accounting of income and maintenance

For income, the major powers add the number indicated in its card (maintenance), adding 2 for each trade center with a single merchant and 3 for each with two merchants. Another additional income point is given for each non-home key area controlled by the major power (home areas are considered to be part of the maintenance printed on the major power card). Key areas of allied minor power are not counted.

Then expenses are checked: Each troop, leader or fortress on the map adds 1, and each fleet adds 2 (units belonging to minor powers are not included here). This includes troops that are dispersed and destroyed, squadrons in repair (or destroyed), and fortresses under construction.

Each rebellion in own territory also increases maintenance by 1 (in fact, income would decrease by 1, which is the same).

Next, unrest is adjusted. If there is more income than maintenance, this difference is subtracted from unrest (which cannot be less than 0). Otherwise it is added to it.

23.1.2 Degradation and elimination of units and controls

Each major power must now turn half (rounded up) of its veteran units to its regular side.

Exceptional leaders are turned to their ordinary side.

Major powers can now eliminate (return to their reserve of available units) the units they do not want for the next turn. They can also degrade them (i.e. pass naval squadrons E3 to E2, for example) if they wish.

For example: Spain throughout the turn managed to veteranize 3 troops, and had 2 extraordinary leaders. Half of the veterans rounding up (2 troops) are turned to their regular side. The two extraordinary leaders are also turned to their ordinary face. Next Spain decides to eliminate one of its leaders.

The units eliminated during the turn are also collected as available, including those belonging to minor powers (each player does it with his minor powers; for neutral ones, this can be done by anyone, placing these units on top of their card).

See "[8.6 Example: Degradation and elimination of units and control markers](#)".

23.1.3 End of turn victory points

During the half turn, some VPs have already been counted (by wars, or those listed as counted immediately). Now end of turn VPs are added.

See "[8.7 Example: Counting victory points at the end of the turn](#)".

23.2 Social agitation

Major powers that have an unrest exceeding twice their vitality have problems of a social nature. For each level of unrest that exceeds twice its vitality, the major power must place one R2 revolt in one of its possessions (obviously one without a previous revolt). The major power can disperse troops. Each dispersed troop factor cancels the appearance of one of these revolts (that is, if a Q3 troop is dispersed, the appearance of 3 revolts is avoided). These troops **must be dispersed** (do not count those that were already dispersed), and

do not lower the level of unrest, which remains as it was.

See [“8.8 Example: Social agitation”](#).

Major powers that in this phase reach (or surpass) 20 points of unrest (or that have rebellions in all its territory) collapse, leading to a dynastic change. Players can also announce that they voluntarily wish to make a dynastic change now.

23.3 Dynastic changes

When a dynastic change occurs, the player controlling the major power loses as many VPs as the power's vitality; twice if dynastic change occurs as a result of a collapse.

All the military units of the major power are eliminated together with all the merchants, and all the revolts. Unrest is adjusted to the vitality level of the major power. Any allied minor power become neutral.

In the next turn, the major power will be displayed as if entering the game for the first time. The deployment will be done in the usual way by counting the maintenance that appears on the card as points to acquire new units. For every two points of vitality of the major power, the player will place a R3 revolt.

See [“8.9 Example: Dynastic change”](#).

23.4 Last end of turn

After finishing the End of turn, if it corresponds to the last turn (that is, the game ends now), **any major powers with social agitation must make a dynastic change** (that is, in the last turn this is mandatory, not optional).

24. Deployment of a major (or minor) power

According to scenarios, at the beginning of the game the players deploy their major powers; in later turns, new major powers (or minors) may appear that must be deployed before the turn starts. In case of dynastic changes, the major power is also deployed (with the differences described above).

The major power places a control marker in the unrest track, at the level of its vitality. If necessary, the home areas and domains on the map are also marked with control markers. If it matches the ones already marked on the map, there is no need to place the markers. Any rebellions in these areas are eliminated.

Take the troops and squadrons that are indicated in the major power card as available. If it has any allied minor powers (see [“20. Diplomacy with minor powers”](#)), take the cards and place them close to the major power card, with the troops and squadrons of the minor power on top. If the scenario states that the major power is allied with another, one marker of each major power is located in the corresponding track (see [“21. Diplomacy between major powers”](#)).

Next, the player takes the initial points that are indicated by the scenario, and uses them as explained in the actions chapter (see [“9. Actions”](#)) to build troops, squadrons, leaders, fortresses, merchants or lower the unrest. The minor power's forces are also deployed according to rules (see [“20.3.2 Minor power reinforcements”](#)).

Leaders can be built in the usual way, so it is possible to place them in its extraordinary side (thus increasing unrest, see [“17. Leaders”](#)).

There are two exceptions to the general construction rule: Squadrons and Fortresses can be built at once (paying 2 points), and merchants can be located directly in the trade centers (instead of placing them first in the dispersion zone as usual).

If the major power places merchants in commercial areas where there already were other merchants in previous turns, this major power gives a Casus Belli (CB) to those major powers. This of course does not affect the start-of-game deployment, but rather those in later turns (see [“2.3 Example: Deployment of a power”](#)).

Major powers and minors take possession of their home areas (with the former owner losing it if necessary). In the case of domains, only if the area was independent.

Glossary

Powers: Or major powers, these are those controlled by a players.

Minor: Or minor powers, small states that are normally allied with major powers. For most purposes they count as extensions of the major power that controls them.

Independent Minors: Similar to the above, but with some special characteristic.

Home areas: Marked in solid color. They cannot be lost as a consequence of a war.

Domains: Marked in grated color. They may change ownership as a result of wars or some events.

Possession: Refers to the nominal control of the area (although it may not be temporarily controlled during a war or rebellion).

Control: Indicates which power effectively possesses the area. During a war, it is often the case that one power possesses an area, and another has its effective control as a result of a military action.

Naval Operating Distance: This is defined by the scenario and may vary throughout the game. It limits the distance at which a fleet can operate from a naval base.

Naval base: Coastal area controlled by the power, essential for fleet operations.

Leader: Includes an Admiral or General of the age, as well as his entire staff and the logistics of large fleets or armies. At all times they are assigned to a single troop or squadron from the stack.

Army: Formed by a single troop, or by a stack of troops with a leader.

Fleet: Formed by a single squadron, or a stack of squadrons but always with a leader.

Theaters: Groupings of areas. They are as follows: Western Mediterranean (WM), Central Mediterranean (CM), Eastern Mediterranean (EM), Western Europe (WE), Central Europe (CE), Eastern Europe (EE), South-Eastern Europe (SEE), Baltic (BT), The East (TE), Siberia (Si), North America (Na), Central America (Ca), South America (Sa), Sub-Saharan Africa (Af), India (In), and Asia (As).

Morale: Represents the ability of a power to withstand adversities during a war. It coincides with its vitality.

War status: In a war, it measures the difference in morale points that the two powers have given to each other. War status can be a tie or can be favorable to one of the two powers.

Coastal areas: Those that partially or totally touch a sea.

Own Port: Any controlled coastal area.

Commercial Ports: Ports of great commercial activity, with great influence over which powers will control trade centers.

Presence of a power: A power has presence in a theater on the main map if it has at least three areas on it.

Independent active areas: Marked with A2 or A3 counters. They can be subjugated by any power. In case of success, the power immediately possesses it.

Vitality: A very generic concept that measures the importance of a power.

Base Maintenance: Written on the power's card (income).

Interest (in theaters of operations): Marked on the power's card, in different scenarios or possible events. Powers are mainly limited to operating in them.

Victory Points (VP): Points accumulated by players for their achievements, used to decide the winner of the game.

Dispersed Box: Zone on the map where the dispersed troops are located. There is usually one in each theatre of operations.

Vitality tie-breaking: During the game, on several occasions a vitality tie-breaking is required (power auction, commercial competition, ...). This tie is won by the power with the most vitality, and in case of a tie, by the player with the lowest position (in the game order).

Impulse: Consecutive actions carried out by a single player with his powers. In each impulse the player must play at least one card (if he has any left).

CREDITS

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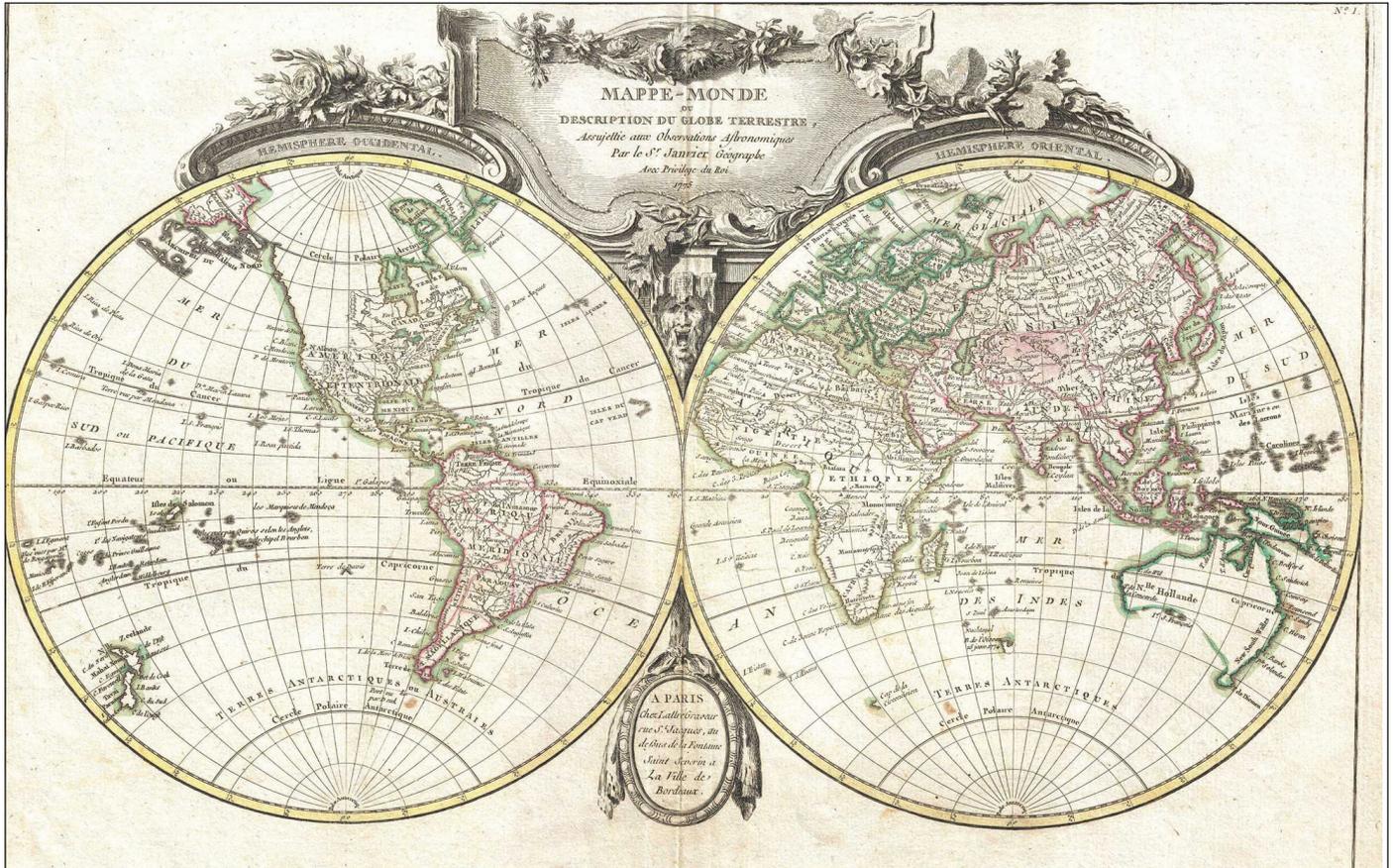
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ULTIMA RATIO REGIS



PLAYBOOK

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1. EXAMPLES

The following section describes a turn example for three players, which links to the different examples in the rules.

Remember that we abbreviate Q2 as category 2, I2 as a troop of quality 2, S2 as a squadron of quality 2 and F as fortress. We use R2 for a revolt of level 2 and A2 for a independent active of force 2.

2. Deployment

2.1 Example: Start of a scenario

The "Catholic and Protestant" scenario has been designed for 2 or 3 players. As can be seen in a game for three, one player will take Spain and the Catholic League, another one France, Portugal and Barbary Coast; and the third the Protestant powers (England, the Netherlands and Huguenots).

The player controlling France will receive a bonus of 1 VP at the end of each turn, in addition to a bonus of 3 VP at the start of the game. The player controlling Spain also has an initial bonus of 2 VP.

Next, we review what events (that would occur in previous turns that are not played) are active. In this case TREATY OF TORDESILLAS, LUTHER, ACTS OF SUPREMACY, TREATY OF ZARAGOZA, TERCIOS, SCOTTISH REFORMATION AND CALVIN.

2.2 Example: Power Auction

The three players sit around the board in any order they wish (for the rest of the game they must occupy the same positions). Then they bet in secret, the first one 6 VP to choose first, the second and third ones 2 VP each.

The player who bet 6 VP will be player 1 (p1). The others roll a die to break the tie, establishing players 2 (p2) and 3 (p3).

P1 chooses to take the package Spain-Catholic League, p2 France-Portugal-Barbary C., then leaving England, the Netherlands and Huguenots for p3.

P1 chooses a control marker from Spain (could be from the Catholic League) with a 1 (for being p1), and places it in the VP marker at position 2 (0 for being the highest bet + 2 initial bonus). P3 chooses for example that of England with a 3 (for being p3) and places it in position 4 (since he bet 4 VP less than p1). P2 chooses one from France with 2 (for being p2) and positions it in 7 VP (4 for the difference with j0 + 3 initial bonus for the scenario).

VP	1		3		5	6	
10	11	12	13	14	15	16	17
20	21	22	23	24	25	26	27

Next, each one takes the card of the powers that they control and puts them next to them (by the side corresponding to the scenario), selecting its control markers, the available troops, and their possible allies.

2.3 Example: Deployment of a power

P2 deploys France in the following way (turn 6): He places the unrest marker at 4 (its vitality). It has 12 points: with 2 points he builds 1S2 in the WM and he places a merchant (another point); with 2 points more he places 1F in Lyon (all this can be built at once because we are in the deployment). In Paris he places a fortress under construction and in Rouen one S3 under repair. He has spent $2 + 1 + 2 + 1 + 1 = 7$; 4 more points to build 3I3 and 1I2, placing the 3I3 in Tours and the remaining 1I2 in Troyes. He takes a Leader at random, and after verifying that it is an admiral, decides to put it on the ordinary side (so as not to raise unrest), and places it with the army of Tours. France does not have initial allies for this scenario.

P3 deploys the Huguenot, which have 8 points. He places the unrest marker at 3, and builds a merchant at EA, 1F at Bordeaux and 2I3 and 1I2 at Clermont. He has spent $(1 + 2 + 3 = 6)$. With another point he decides to lower unrest by 1, and with the one that is left, he takes out a leader at random, which comes out on its extraordinary face with the quality of Organizer. He decides to take it as it is (see "[17.3 Extraordinary leaders](#)"), so he increases unrest by 3 (staying in $3-1 + 3 = 5$). The Huguenots also have no allies, although they can ally with two powers (England and the Netherlands).

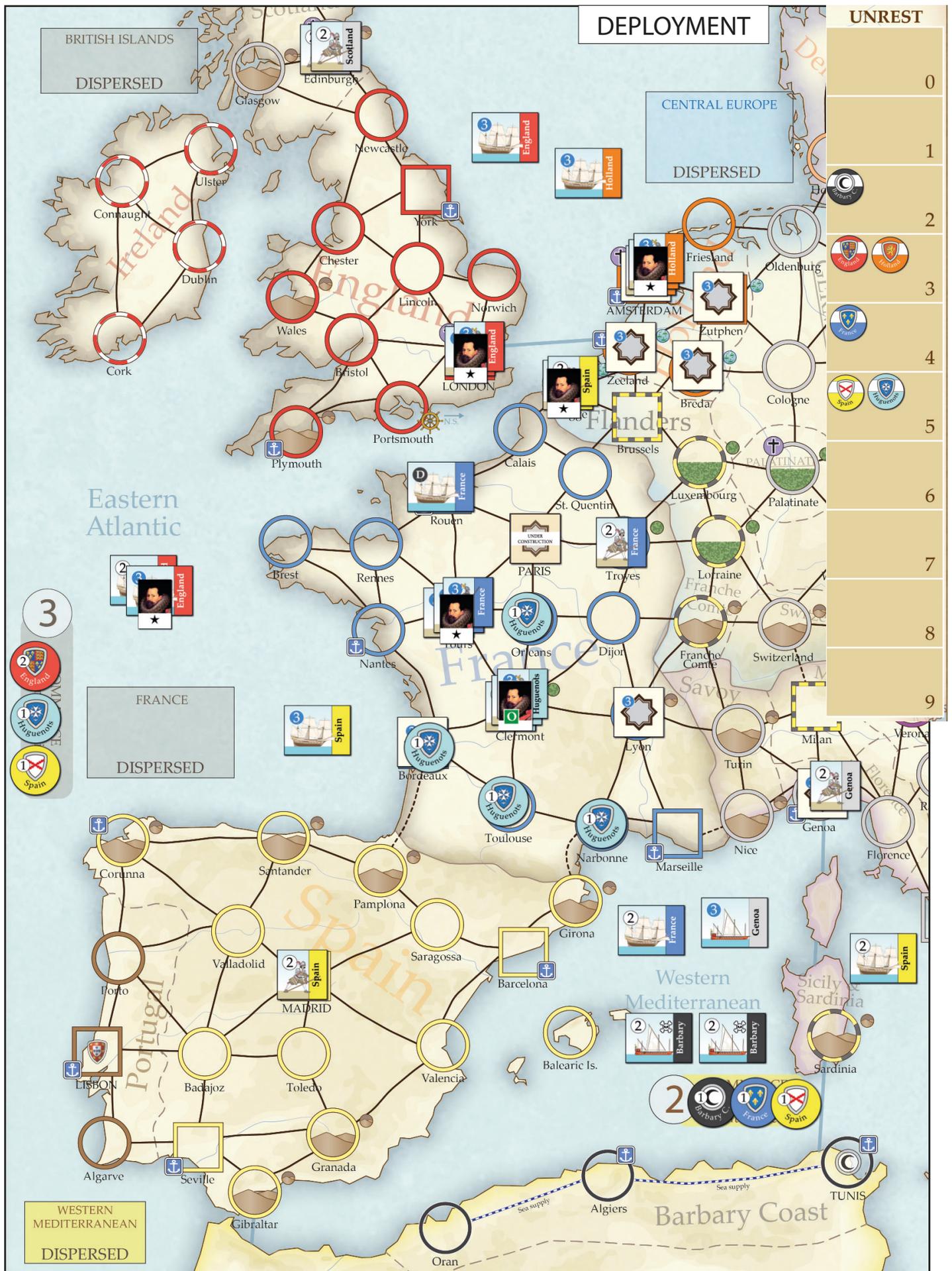
For all powers, all players will proceed simultaneously. And in the same way note, however, that both the Catholic League and Portugal do not appear until turns 7 and 8 respectively, so they will be deployed at the beginning of their respective turns (the League areas are now France, and the Portuguese do not enter the game).

2.4 Example: Preparation of the deck

Our friends now want to prepare the deck for turn 6. As there are 3 players, the deck must have 39 cards (13 per player).

The historical events of turn 6 are: firstly those that started in previous turns but are still in play: REBELLION IN AMERICA, RELIGIOUS TENSIONS, SPANISH SETTLERS, PROTESTANT REBELLION, COUNTER REFORM, JELALI REVOLT, FALL OF HOSPITALLERS, LITTLE WAR IN HUNGARY, OTOMAN-VENETIAN WAR and LIVONIA WAR (however, according to special rules of this scenario, we will only have the first five).

To these events we add the ones that appear this turn, but excluding, as in the previous case, those indicated by the scenario (in



most scenarios, all the events are played). In this way we add the following: NAUTICAL ASTROLABE, REBELLION IN SCOTLAND, FRANCIS DRAKE, FRENCH WAR OF RELIGION, RELIGIOUS MASSACRE, CATALINA DE MEDICI, REBELLION IN FLANDERS, PIRACY, CATHOLIC CONSPIRACY and REBELLION OF THE ALPUJARRAS.

Both groups add up to 15 cards, therefore to get to 39 we will take 24 cards of the generic events. To do this, we take this deck (previously set aside), shuffle the cards face down, without seeing them, and take the 24 cards randomly. Also for the scenario, we have set aside the following generic events (Florence, Eastern Ally, Bohemia and Palatinate, German States, Bavaria, Brandenburg, Imperial Election and Mutual Cb, where Austria, Ottomans or Russia appear). The rest is turned upside down so that it can not be known which cards have been separated and which have not.

Now we take the 15 historical event cards, and mix them with the 24 selected generic cards, shuffling them face down, and distributing them (also face down) to the players.

Following the example, p1 is the player with less VP, so he decides the order and who starts. The order will be p2-p3 and then p1 (in the case of 3 players, the order in which they are seated is irrelevant).

3. Impulse 1: France-Barbary Coast

3.1 Example: Start of Impulse

P2 begins (he controls France and the Barbary C.). At the beginning of impulse, he verifies which French units, for example, can make amphibious landings (it has no troops in any port), which fleets can do piracy (WM's). He has no troops to regroup, but he can finish building the Rouen fleet and the Paris fortress. He does not have operative fleets to take to sea (the one at Rouen is in maintenance). If he had to negotiate a peace, now it is the time (it can not be done when you have started spending action points). Also now, he could exchange two leaders (one for another). According to the scenario, he can not declare any alliance either.

The start of the impulse for the Barbary Coast is different; he can do piracy with any of his two fleets as long as he does not move them from the sea (since they started at the place), and he can disembark with his only troop (since it is on the coast). He starts allied with the Ottomans (according to his card), although in this scenario this has no effect.

3.2 Example: Play card

P2 secretly consults his hand. He has a priority card that must be played first. The war with the Huguenots that is imminent has not broken out; he decides first to use the power point of France to finish building the Rouen fleet and take it out to sea. Next he plays **REBELLION OF THE ALPUJARRAS**; with the event, he places rebellions in Granada and Gibraltar. He now has three points, which he uses entirely in France, recruiting 112 for the army of Tours and thus completing the army, finishing building the fortress of Paris, and building a leader in the EA fleet (the leader chosen by the extraordinary face is "decided" and refuses to increase unrest by 3).

Since he has not used any points in the Barbary Coast, he can still spend a card on this power, and he does so.

3.3 Example: Auction of technology

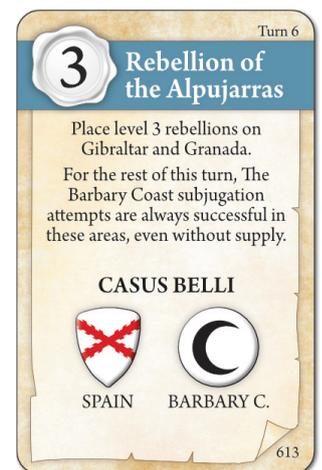
P2 plays the **LAND TECHNOLOGY** card. The auction begins with p2 (since he has played the card):

- France has a unrest of 4 (\leq to its vitality), therefore he can bet up to his vitality (= 4); he decides to bet 2.
- P3 leads the Huguenots, who have a unrest of 5, as their vitality is 3 they could bet up to 1 ($= 3 * 2 - 5$, twice their vitality minus the unrest); therefore it can not exceed 2.
- P3 passes.
- P1 bets 3 with Spain.
- It's time again for p2, but although he could still bet 4, he decides not to do it and passes.
- P3 passes again.
- Finally p1 increases Spain's unrest by 3, placing the card next to the power of Spain, to remember that during the turn, it has this technological advantage.

P2 has two points from the card and one intrinsic for the Barbary Coast. With one of them he builds a leader and assigns it to one of the squadrons; then (at no cost) he can assemble both squadrons (since they are in the same sea) in a single fleet.

3.4 Example: Piracy

P2 now decides to use the 2 remaining actions in piracy. The Barbary Coast is not at war with Spain, but (according to the power card), they do not need these formalities.



The fleets started the previous impulse in WM so they fulfill the second requirement. With the first point: one of the fleets announces the piracy action; Spain announces the interception with its ally (the Genoese fleet). Remember that in piracy battles are always one fleet against one fleet.

The Berber fleet is quality 2, so it rolls a Q2 die; the Genoese is 3 (Q3). The first fleet gets a 5 and the second fleet a 1 (which by category goes to 3). The Berber fleet makes 2 battle points and the Genoese 1, so it is a victory for the Barbary C.. Since the difference has not reached 2, the Genoese fleet retreats to Genoa but without damage. As there was a Spanish merchant at the trade center in that sea, the Barbary C. decrease unrest by 1 (and Spain increases unrest also by 1).

With the second point, p2 decides to repeat the action with the second fleet (maximum one piracy per fleet and impulse). As the Genoese fleet was not damaged, Spain can oppose again with the same fleet (but now with a disadvantage, for being in port).

The dice are now Q2 against Q2 (= 3-1). The Barbary C. get a 2 and Spain a 5, Spain wins, and now the difference is 2, so the Barbary C. fleet must retire damaged to its base (Tunisia).

At the end of p2 impulse, he does not have any dispersed troops to repatriate, so he finishes and p3 impulse starts.

4. Impulse 2: Huguenots-England-Netherlands

4.1 Example: Alliance between powers

Start of the Huguenot impulse. He decides to declare an alliance with England (which he accepts, since it is carried by the same player). In its start of impulse, the Netherlands declares the same with England and Huguenots, who again accept. Now the three are allies with each other. This alliance has been possible because it is expressly allowed in the cards of the three powers.

4.2 Example: Powers that go to war in support of allies

P3 has a priority card that he must play first, unless he starts playing combat cards to delay it (see "8.2.2 Impulse of a player"). He decides therefore to play **FRENCH WARS OF RELIGION**. France and the Huguenots are now at war, England declares that it supports the Huguenots, so it goes to war with France; the Netherlands declines. England announces that it does not enter Scotland into the war (see "2.1 Example: Start of a scenario").

As the war between Huguenots and France has happened by event, the winner of the war will get 1 extra VP (leaving the card in sight on the side of the map, it will serve as a reminder of the war and the extra VP). The war between France and England does not have this bonus.

4.3 Example: Tactical movement of an army

P3 decides to launch the Huguenots against the French. It has their intrinsic action and up to 3 more for the card. He recruits 212 for Clermont's army (he now has 5, the limit would be 4, but the organizer leader allows him to carry up to 5 troops on this map). With the power's action he makes a tactical movement against the army at Tours.

4.4 Example: Retreat to adjacent areas

France does not want a land battle yet, and decides to withdraw the army. They can do so automatically to adjacent controlled areas, without enemy troops (never from the area from which they are attacked) or with their own unbesieged troops. In the current situation, except for Orleans, he can retire to any of the other areas. He decides to go to Rouen.

The Huguenots could still make their second move (within the same tactical action) and move again, for example on Rouen, but decide not to do so. They could also now attempt a subjugation on Tours (also within the same action), but they decline again. P2 has used 3 actions (the power's one and 2 from the card).

4.5 Example: Naval tactical movement

P3 now uses the England point to make a tactical action with his fleet in EA and declares that he wants to fight the French fleet. P2 could retire to port but decides to fight. If P3 had a leader in the NS fleet, the tactical movement could have included moving this one squadron fleet to the EA, joining it with the two in this sea and looking for combat with the French. In any case, for this type of combat only two squadrons can fight per side.

4.6 Example: Naval Combat

A fleet of two English squadrons (one Q2 and another Q3) faces one French fleet (Q3). For this combat the battlefield is two squadrons per side. In the preparation of the combat, as the French squadron has a leader (that is, it is a fleet), and in the sea there is a not destroyed French commercial port (Rouen), he decides to "rig merchant ships for combat", that is to say, he will send conscripts (see "13.1.9 Conscripts") thus granting an extra Q1 die, in order to also reach the maximum of two dice per side. This will increase his unrest by 1 point.

In the resolution, England will roll one Q3 die and one Q2 die; France one Q3 and one Q1. With respective die rolls of 2 (->3) - 4





and 4 - 3 (->2); England has got 2 battle points and one casualty, and France 1 battle point and one casualty: victory for England, since it has got more battle points.

In the pursuit, no side has achieved the two casualties required to eliminate an enemy fleet, and thus these casualties become disband results. England therefore infringes 2 disband results (1 for the difference of battle points and one for the casualty), so the French fleet must be flipped over and returns damaged to his naval base (he choses Rouen). On the other hand, France do not manage to damage any fleet with their single disband result (2 were needed). After the defeat, and since it has thrown at least two dice in the combat, France must deliver a morale point to England (now the march of the war is unfavorable to France by 1).

If the rolls had been for example 4 - 4 and 5 - 5(->4); France would have won by one point. The two casualties causes by the English would eliminate the French fleet (along with the leader), and the two French disband results would damage one of the English squadrons. Having lost the battle, the entire English fleet must retreat to port (especially the damaged squadron). Furthermore, having scored a victory, the last victorious unit ignores all disband results and casualties, and therefore the French fleet would be saved and would remain at sea.

4.7 Example: Subjugation

Following the example, p3 still has 1 action left, and he decides to use it to advance the Huguenot army to Rouen, the French army withdraws to Paris, the damaged fleet for the moment remains in the area. Now p3 decides to subjugate Rouen (with the same tactical action).

P3 announces his intention to subjugate the area, p2 announces he opposes it with the Paris army, and p3 declares that the English fleet intercepts the combat. Since France does not have a fleet, English naval support is automatic.

This combat is one die against another; Initially the Huguenots will throw a die of category 3 and the French of category 2. The former has a disadvantage (for having moved), while the later has another one (for the fleet support). P3 will therefore throw a Q2 die and p2 a Q1. The first gets a 4 and the second a 5 -> 4. Initially this is a draw, where nobody manages to disperse the opponent (both make a casualty, which transforms into a disband result, insufficient to disperse a troop with a leader). P2 now shows the combat card **AMBUSH**, adding 1 to his die, now going to 5. According to the card, having won, he can make a veteran troop (turns one of his I3 to I4).

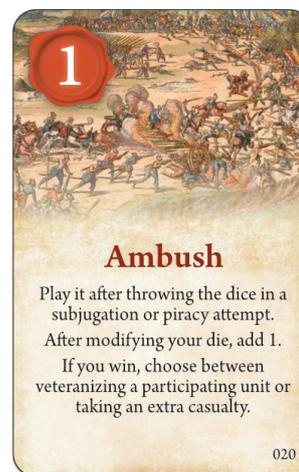
The Huguenots could still disband two army troops to take the area (1 if they had drawn). They decide to try it another time.

4.8 Example: Supply by sea

As we have seen, a Huguenot army in Rouen has tried to subjugate the area without being adjacent to any controlled area. He has been able to do it because he still receives supplies by sea, since EA has been cleared of enemy fleets.

P3 has used the intrinsic actions of the Huguenots and the English, he has played a card (at least one every impulse is obligatory), he has played his event and has distributed the actions among these powers. He still has the intrinsic action of the Netherlands left, and the possibility (if he wishes) to use the points of a second card on them (or on England), since he has not yet spent card points on any.

As he has no priority cards left, he plays **NAUTICAL ASTROLABE**. The event can be done before the actions. From now on, the naval operations distance is 2.



4.9 Example: Transoceanic expeditions

With the naval operations distance of 2, a Dutch fleet based in Amsterdam, could operate in the Caribbean, to make corsair actions for example (since EA, NS and BS count as one sea when counting naval operations distance between maps).

4.10 Example: Power interests

Now technically England, could begin the colonization of North America; unfortunately, he still has no interest in the area (until the event WILLEM JANSZON is played).

Let us see, however, in the following examples, how a possible colonization of Cape Colony could be conducted if the Netherlands had an interest in Africa.

4.11 Example: Amphibious landings

P3 announces that the Netherlands disembarks a Q2 troop (and a leader) in Cape Colony. It does not carry 2 troops, because stacking in these areas is 1 (in addition, amphibious landings between maps are only made with one troop). As there are no enemy fleets in the African seas, the Dutch troop arrives at the area unopposed.

4.12 Example: Active independent areas

With this same action, p3 decides to try subjugation. The Netherlands start with a Q3 die (which drops to Q2 because they have moved that turn). The area is independent and has an A3 marker, so the area automatically resists with a Q3 dice. If the Netherlands had used a previous action in moving its fleet to SOA, it would have disadvantaged the opponent, so its quality would be Q2 (3-1). Both roll a die and get a 1.

4.13 Example: Subjugation with leader

The Netherlands therefore gets a 2 and the area a 3. The defenders have one battle point. When going with a leader, in these combats two disband results are required to disperse the troop (instead of 1), therefore the Dutch troop is defeated but remains in the area.

4.14 Example: Combat subjugation

With a second action, p3 decides to try the subjugation again. Now the troop has not moved, so two Q3 dice are thrown, obtaining one 2 and the other 1. After modifying the dice for the categories, we now have a 3 against a 3; tie. P3 decides to disperse the Dutch troop (and obligatorily the leader since there is only the troop) to take control of the area. In the next impulse he will be able to regroup it (now he can not because it did not start the impulse dispersed).

4.15 Example: Extraordinary leader construction

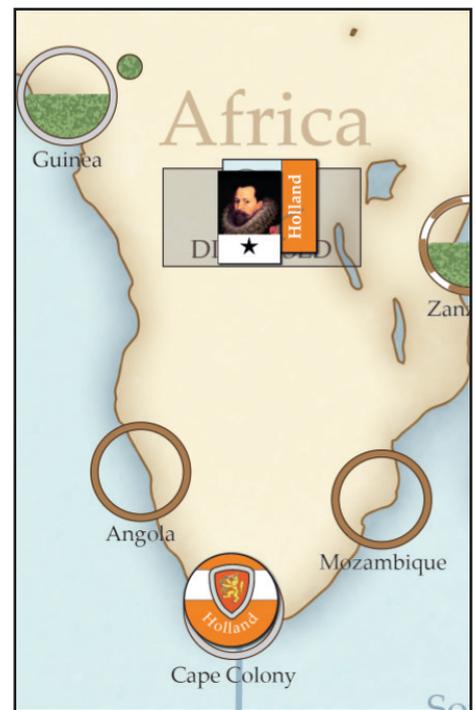
With its last point, the Netherlands reinforces itself by building another leader. He gets an Admiral, and decides to increase unrest by 3 to keep it with this characteristic (he can do it because his unrest does not exceed his vitality). He places it on his only squadron.

4.16 Example: Combined fleet formation

With the agreement of England and the Netherlands, both allies (in this case they are the same player), p3 decides to gather a combined fleet; placing the English fleet of the North Sea under the stack of the Dutch squadron and the admiral to indicate it. From now on, this fleet will count as Dutch in terms of earned / lost morale. To count as an English fleet, he would need an English leader assigned to this squadron, which should be placed on the top of the stack.

4.17 Example: Final impulse

At the end of the impulse, the Netherlands could move its dispersed troop from Africa to the dispersal zone of CE (the theater where the Netherlands has most of its home areas) but he does not, since his plan is to regroup it in the next impulse in his new settlement to then have the possibility of making an amphibious landing on Cochin in India, for example.



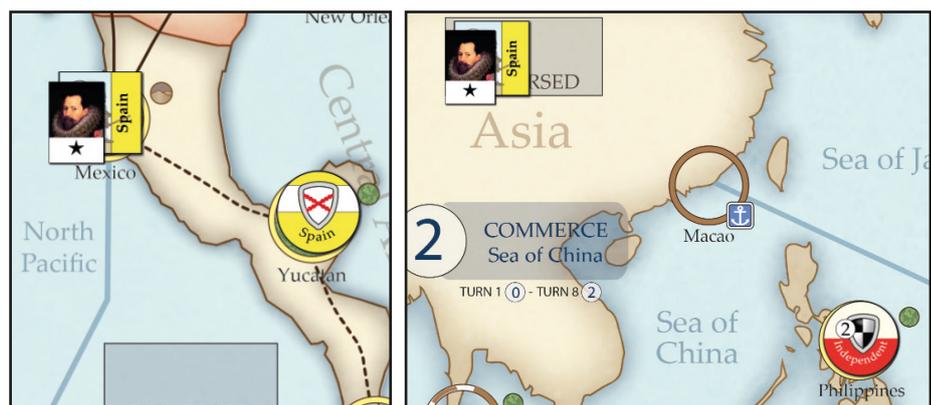
5. Impulse 3: Spain

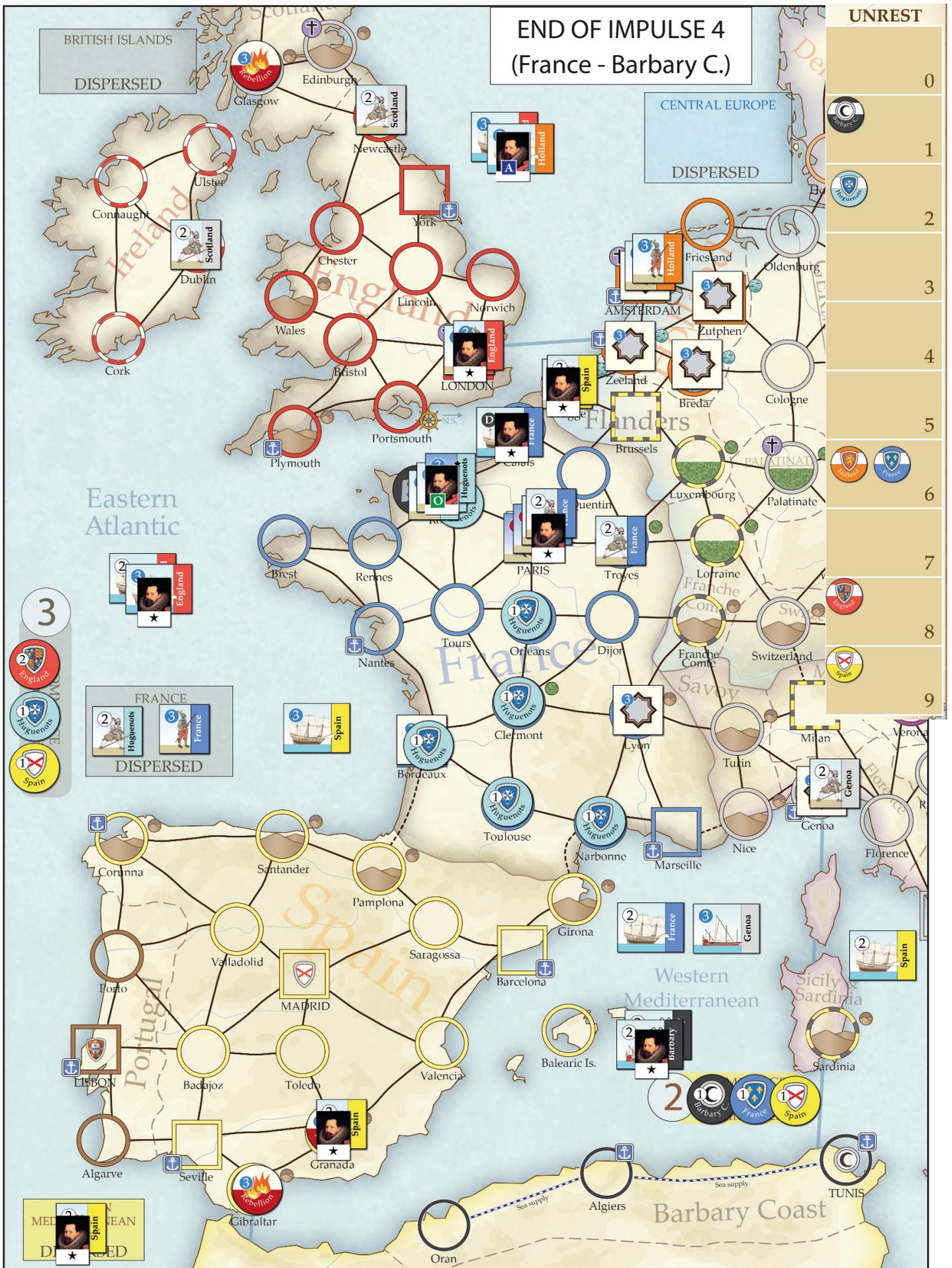
It is now the impulse of p1, who controls Spain (the Catholic League will appear in turn 7). In its beginning of impulse, he verifies that the army in Mexico can disembark in the Philippines (now that the event NAUTICAL ASTROLABE is in play, he can do it). The Genoese operational squadron in port goes out to the WM (without any cost).

5.1 Example: Troop that can not regroup in a theater

With the action of Spain, he disembarks the army (of a troop and a leader) from Mexico to the Philippines, and taking advantage of the same action, he risks a subjugation attempt. He rolls a Q1 dice (starts with 3 but has the disadvantages of having arrived, and the terrain). The independent area (A2) defends with a Q2 die. The dices are 3 (for Spain) and 4; after the modification for the category, the Spanish keeps 2 (against 4). The difference of battle points is 1, but the casualty of the 4 result, not being enough to eliminate the troop, also passes to a disband result. Therefore, with two disband results, although the Spanish troop is with a leader, it must be dispersed in the mini-map of Asia (without being able to be regrouped there for the moment, since there are no troops or controlled areas).

Now he plays the alliance card with SCOTLAND, but decides to play the points first. With the first one he builds a leader in Madrid, and with the second one he





moves this leader and the troop to Granada. Not wanting to repeat the Philippines fiasco, he decides not to subjugate yet.

At his end of impulse, Spain moves the dispersed troop from Asia to the dispersed zone of the WM, which is where it has more home areas (this can be done with up to 1 troop per impulse).

5.2 Example: Auction for a minor power

P1 begins the auction without betting (Spain has no interest in WE, so he can not). Now it's France's turn (p2). His current unrest is 5, and according to his power card, he has a vitality or 5 in diplomatic auctions, so he could put up to 5. However, the player believes that with 5 points he can get more VP than he will get for Scotland (according to the objectives of his power card). However he does not want to make it easy to p3 and therefore bets 4. P3 has to bet now 5 points or more if he wants England to ally with Scotland (also according to his power card, England can count on diplomacy, exclusively with Scotland, as with vitality 5). As he do not want to have a Scottish army attacking from the North, he bet 5. As nobody else can overcome it, Scotland becomes allied with England.

Since Scotland was already an ally of England, one point is saved. Calvin's card has an effect, but being both Lutherans, England does not have to pay the extra point. The English unrest rises therefore by 4.

According to the card "Scotland and Ireland", in addition to the alliance with Scotland, England increases unrest another point for Ireland (going up to 8).



5.3 Example: Reinforcements of a minor

Since the two Scottish units were not eliminated, p3 uses the alliance to modify the deployment, takes the first troop and re-enters (as if it had just been built), redeploying it in Dublin (at the moment there are no enemy fleets in EA). The second troop is redeployed to Newcastle.

5.4 Example: Independent minors entering into war

If Scotland were a regular minor, the Scottish areas would count as English, so it would be in fact at war with France. Being an independent minor, England must now decide whether Scotland goes to war with France or not. England decides to enter the war with Scotland (it is indicated by putting a French control marker in the card of Scotland).

If he had not done so, he should have withdrawn all Scottish troops to Scotland (treating them as neutral for the purposes of the war).

6. Impulse 4: France-Barbary Coast

6.1 Example: Squadron Repair

It is now the impulse of p2. With the intrinsic action of the Barbary C., he decides to repair the squadron and take it back to the WM (gathering a fleet with the other squadron).

6.2 Example: Rebellion

P2 now plays **REBELLION IN SCOTLAND**, placing an R3 rebellion in Scotland (an ally of England). He places it in Glasgow, since it is not a key area, or a commercial port, and it does not have military units. Note that this card has the name in black with the dark gradient background. It will be a priority when p2 only has 4 cards left. However, it can be played before, as has been done in this case.

6.3 Example: Retreat dispersing troops

With the French point, p2 repairs Rouen's fleet and takes it out to the EA, and with the first point of the card, attacks the Huguenot army in Rouen.

This army can not evade (all adjacent areas are enemies), its only possibility would be to disperse the entire army. Therefore p3 decides to give battle; however, if he loses, whatever the outcome, he will leave the whole army dispersed, for the same reason.

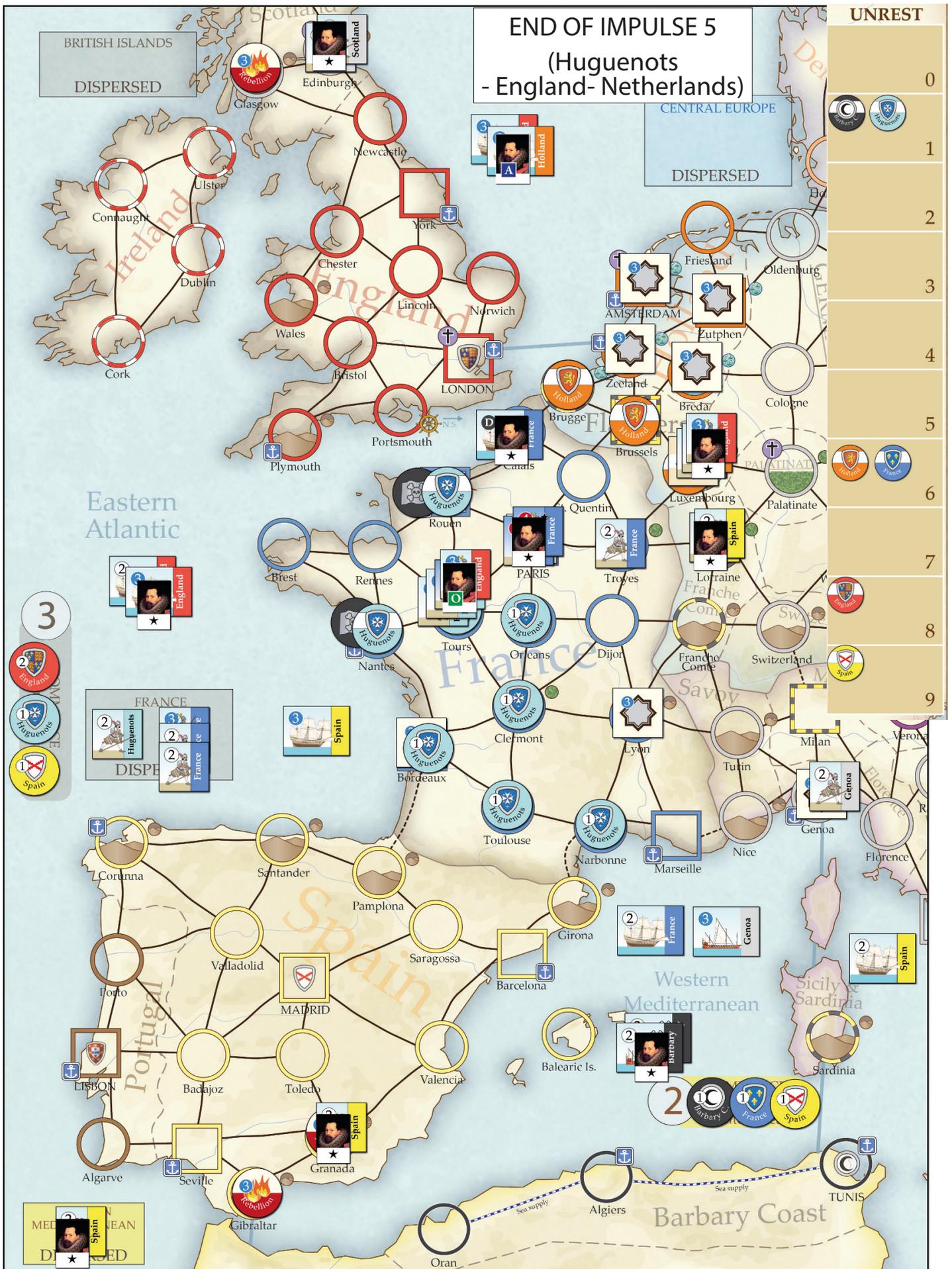
6.4 Example: Combat

The attacking forces are 114, 213 and 112 (the maximum concentration of troops allowed), commanded by an ordinary leader. On the other hand, the Huguenot defender counts with 213 and 312 (his organizer leader allows him to stack one extra troop).

Combat preparation phase:

Size of the battlefield: Rouen is clear, therefore it is 4 dice against 4. However the organizer leader allows to modify it in 1. The Huguenots increase the battlefield size to 5.





France selects all 4 units to fight, the Huguenots select their 5 units (in battles with smallest battlefield size, some troops can remain out of the combat).

France does not reach 5, so he recruits a conscript, raising his unrest by 1.

Since it is a coastal area, the Huguenots (its English ally), decides to support the combat with the fleet. France decides the same (this naval combat will be explained step by step later). For now we will assume that France has lost it. Therefore there is only one disadvantage in combat (the one that the English fleet gives to France). P2 decides to apply it to his Q4 die, lowering it to Q3.

Combat resolution phase:

The attacker will throw 5 dice, 3 Q3, 1 Q2, and 1 Q1 (for the conscript). The Huguenot has 2 Q3 and 3 Q2 dice. France rolls the dice (in the order given) and gets 2, 4, 4, 5, 5. The 2, being from a Q3, becomes a 3, and the last 5, being Q1, becomes a 4. The result therefore it is 3, 4, 4, 5, 4 = 6 battle points and 3 casualties. The Huguenot, also in the order listed, gets a roll of 6, 4, 1, 5 and 5. The 1, being Q2 becomes a 2. The result is 7 battle points and 2 casualties. Therefore, the Huguenot wins.

Pursuit phase:

France, with 2 of his 3 casualties, eliminates a Huguenot unit. The Huguenot eliminates a French unit with his 2 casualties. Both move a 2 quality troop to the eliminated units box.

Now we go with the dispersed troops. Note that in this type of combat, each disband result disperses a troop (the most usual is that it is every two). For the difference of battle points of 1 (= 7-6), France must disperse an additional unit (disperses one of the Q3 units). The Huguenots must now disperse another troop (for the third casualty inflicted by France).

Consequences of combat:

France has lost the combat and has thrown more than one die, so he delivers a morale counter to the Huguenots. The later are now winning the war by 1.

The Huguenots have eliminated at least one enemy troop, so they make a surviving unit veteran (they flip a troop from Q2 to Q3). The French have also eliminated at least one unit and flip another unit from Q3 to Q4.

The French army retires to Paris. After winning the land battle, the Huguenots automatically take control of the battlefield, so they control Rouen, which, being key, makes France lose another morale point. The French fleet (even if damaged) must retire (for example to Calais). A razed port marker is placed in Rouen (during the rest of the turn, the area will no longer count as a commercial port).

After the battle, therefore, France has an army of 2I4 (1I3 is dispersed and the other I2 eliminated) in Paris. The Huguenots remain in Rouen (now controlled), with 3I3 (one veteranized); 1I2 is dispersed and the other one is eliminated.

Naval combat prior to the preparation phase:

This naval combat is resolved before the land battle (or siege round), and takes place to dispute fleet support. We have the English fleet (1 S3 and 1 S2) and the French fleet (1 S3). The battlefield size in this type of combat is 3. England therefore decides to recruit a conscript (raising their unrest by 1 point); France declines.

England will therefore throw 1 Q3 die, 1 Q2 die and 1 Q1 die; France 1 Q3 die. The rolls of 2, 6 and 3, are modified to 3, 6 and 2. If we consult the table, that is 3 battle points and one casualty. France gets a 4 (one battle point and one casualty). English victory: the French fleet must now retire. In the pursuit, England makes 3 disband results (2 due to the difference in battle points, plus the casualty that could not be applied). France, for its part, makes 1 disband result (that of the casualty). Result: France fails to damage any fleet, and England damages the French fleet (which retires to Rouen). As the loser only threw one die in combat, there are no moral exchanges (in the unlikely event that England would have lost, it would have lost one morale point).

6.5 Example: Stacking Armies and Fortresses

P2 has two remaining actions on the card, which he uses to build 2I2 in Paris (the dispersed I3, can not regroup until the next impulse). In Paris we now have 2I4 and 2I2, plus a leader and a fortress. It is an area of the main map (stacking 4), which is not being besieged. In case of an enemy attack, if necessary, France could accept battle by throwing 2 Q4 dice (for 2I4), 1 Q3 (for the fortress) and 2 more Q2 (for 2I2). In total 5 dice with an ordinary leader (although at first, the size of the battlefield would be maximum 4 dice). P2 announces that he will not play any more cards in his impulse.

7. Impulse 5: Huguenots-England-Netherlands

7.1 Example: Apply event from a card

Now it's the turn of p3, who plays the card **REBELLION IN FLANDERS**; he decides to apply the event first. As it indicates, the Netherlands stops being allied with Spain, they both go to war. Control markers are placed in the three areas of Flanders. Spain delivers a morale counter to the Netherlands, and repatriates Brugge's army. The three actions will be conducted after finishing all the consequences of the event.

7.2 Example: Repatriation of troops

Spain must repatriate the two troops it has in Brugge. It will therefore carry out two strategic movements of one troop each (one of them will be accompanied by a leader). For this he can still use Dutch areas. He decides to move them to Lorraine. He can not use this move to move the leader to pick up a unit in Italy (for example) and return with it to Lorraine.

England announces that it is joining the Dutch cause (along with Scotland), so he goes to war with Spain.

With the intrinsic action of the Netherlands, he recruits an ordinary leader in Amsterdam.

7.3 Example: Strategic movement of armies or fleets

P3 decides to end the rebellion in Glasgow with the Scottish army (remember that there was a troop in Dublin and another one in Newcastle). With the intrinsic action of England, he decides to make a strategic movement of armies. To do this, he first takes the leader he has in the London troop, and moves it directly over the Dublin troop (the leader counter only). Next, he announces that he moves this army by sea (the Spanish fleet of EA can intercept this movement). As Spain needs to win the subsequent naval combat (the tie does not work), and in the face of enemy naval superiority, he declines. The army now moves to Chester, then to Newcastle (where it picks up the other Scottish troop) and finally to Edinburgh.

7.4 Example: Regroup troop

The Huguenots, with their action, regroup the dispersed troop with the army of Rouen, since they control the area. In a more extravagant way, they could also regroup it in Bourdeaux and then, given that this action includes the strategic movement of this troop, move it by sea to Rouen.

7.5 Example: Fortress construction

P3 uses the 3 actions of the card in the following way; with a strategic movement he moves his army in Amsterdam to Luxembourg, with a second action he starts building a fortress there (the "under construction" counter is placed). Until the next Dutch impulse, the fortress can not be turned on the operational side.

7.6 Example: Expeditionary force

England and the Netherlands agree that the former should release one of its 3 troops in London to the army being fortified in Luxembourg. With an action, England (or the Netherlands, either of them can), makes a strategic action of 1 troop to move the force from London to Amsterdam and from there to Luxembourg. This troop will from now on count as Dutch for all purposes.

P3 has within reach the victory for the Huguenots. Since he has not used card actions on them, he plays **CASUS BELLI SPAIN-ENGLAND**. As indicated in the card, being already at war, the winner of the same will get 1 additional VP. This is indicated by leaving this card below the one that caused the war, which will be exposed on the side of the map.

Note that this war broke out as a result of the assistance to an ally, not by a card event, so it was not rewarded with 1 VP. Now the winner of the war (England or Spain) will win 1 VP just to succeed.

With the first action, he takes the English I3 troop from London, and takes it to Rouen (when leaving English territory, it counts as Huguenot, so Spain cannot intercept it).

7.7 Example: Interception with a troop

With the second action, he moves the army to Rennes (first part of the tactical movement). Being two areas away from Paris (Tours, Rennes), France could only intercept with a troop, so declines to do so. The Huguenot finishes the action in Nantes (France again declines to intercept).

7.8 Example: Application advantages and disadvantages in subjugation

This second action ends with the announcement by p3 that the Huguenots tries to subjugate the area. P2 opposes from Paris. As all the subjugation troops have moved, dice will be Q2 (3 - 1 for moving) against Q1 (2 - 1 for the distance). The former gets 3 and the latter 3 -> 2, so p3 wins and takes control of Nantes (the commercial port is marked as razed).

7.9 Example: Interception with an army

The Huguenots now spend their third action by moving their army from Nantes to Tours; There is a French army in Paris (a leader with troops). As Tours is controlled by France, and adjacent to Paris, p2 announces its decision to intercept the movement. He takes the troops he wants from Paris (in this case all of them) and places them in Tours to receive the Huguenot army, which will be the attacker. Since interception can only be done from a single area, the Troyes troop, for example, can not join the intercepting force.

Without going into details, the battle ends with the Huguenot victory, thereby gaining another French morale point and auto-



matically taking control of Tours.

7.10 Example: End of war

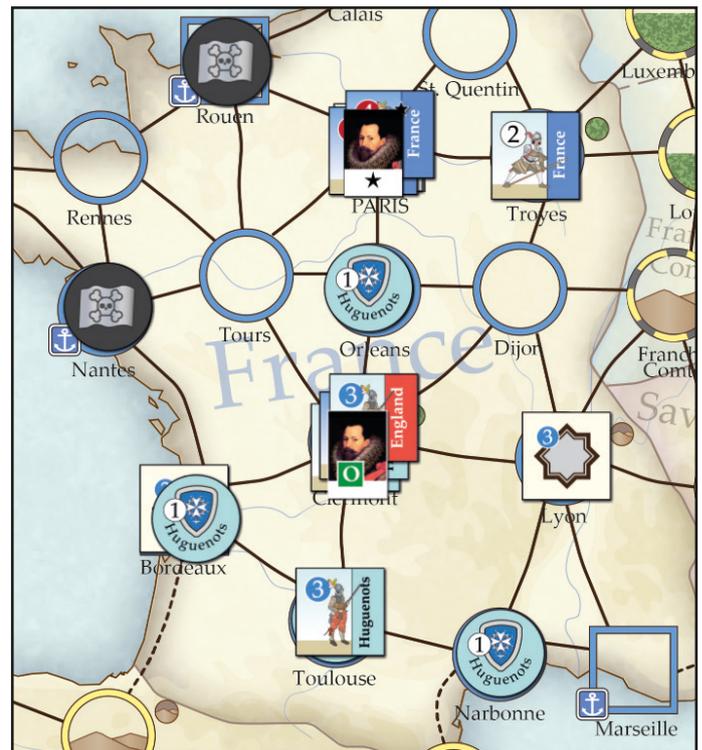
France has a vitality of 4, so it has 4 morale counters. He lost a naval battle with England; this meant giving England one of these counters. The battle of Rouen (and subsequent loss of the key area), meant the delivery of 2 morale counters to the Huguenots. With his last defeat at the hands of these, he has been forced to deliver the last morale counter. Left without any counters, France is forced to negotiate peace with some enemy. He chooses the Huguenots.

7.11 Example: Peace negotiations

France has handed over three morale counters to the Huguenots, and has not gained any (is losing by 3).

The adjustment is now made by the difference of non-key areas taken away. We have two territories controlled by the Huguenots (Nantes and Tours), and none conquered by France. Therefore France must deliver another morale counter, as it has no more, it must return to the Huguenot one morale counter taken from them. As neither is the case, this adjustment is ignored, although this additional loss is taken into account (now it is 4).

Final result: 4 morale counters acquired by the Huguenot for none by France (as France has 4 vitality points, any excess would have been reduced to 4). The Huguenots do not raise unrest, but France's unrest increases by 4. This war, caused by an event, is rewarded with 1 VP, which is immediately given to p3.



The Huguenots with their 4 conditions, could normally choose to earn 2 VP (for the 4 conditions). However, according to the special rules for the French Wars of religion, they have a "military victory" target. This means that with 4 conditions he can get 4 VP. Other possibilities could have been, for example, to take possession of the areas of Lyon (2 conditions) and Nantes (the fortress would have been destroyed). In this scenario, and for this turn, the key areas count as home, so they could not be demanded as conditions of peace.

The captured territories must be returned. Since the army of Tours is in enemy territory, it must be repatriated (moving, for example, a troop to Toulouse and the rest to Clermont).

Now a period of forced peace between the Huguenots and France would begin until the end of the turn (which will be interrupted in a particular way for this scenario). France is still at war with England.

8. Additional examples

The game continues, and in later impulses ...

8.1 Example: Siege combat

Spain has broken through in Flanders, which it now controls completely, and it has an army of 114, 213 and 112 along with a leader in Brugge. It is at war with the Netherlands and England. The Dutch have fortresses in all Dutch areas except Friesland; there are 113 and 112 in Zeeland, and an army of 213 (a Dutch troop and the English expeditionary corps) in Breda (with an ordinary leader). There is an allied fleet of 2S3 with a Dutch admiral in NS.

Spain has just played an event card with 3 actions. With the intrinsic action from the power (which has not been used yet) advances on Zeeland with the entire army.

P3 decides to retire the I2 to Breda, and to intercept with all the army of Breda on Zeeland. He decides to wage a land battle (he could limit himself to accepting a siege), since he has 3 Q3 dice (for the troops), and another Q3 for the fortress (which can also participate in the pitched battle).

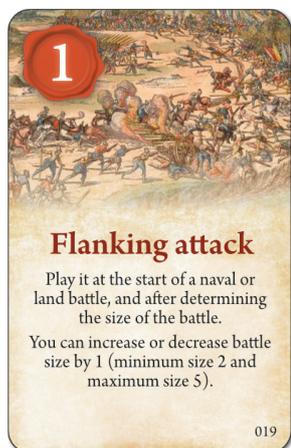
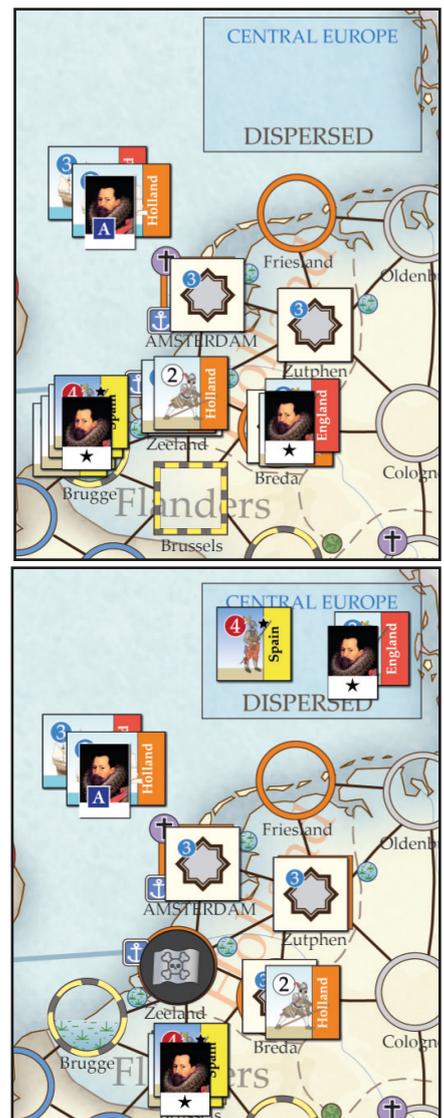
It has been a Spanish victory with no casualties or dispersed (thanks to **GUARDS combat card**), p3 decides to withdraw his three units inside the fortress. The siege begins.

The turn of arrival is where the siege is planted, so a subsequent action is needed to start the assaults:



First Spanish assault (second impulse action): The battlefield in sieges is 3 dice, but being a port (and supported by the fleet), p3 decides to reduce it to 2. Spain assaults with 2I3 (the naval disadvantage will force it to throw 1 Q3 die and another Q2 die). The Netherlands chooses to fight with its two Dutch Q3 troops. After rolling the dice, and modifying them by category, the Spaniards get a 4 and a 6 against a 3 and a 4. They win the assault by making 3 battle points and 2 casualties, against 2 battle points and one casualty for allies. With the 2 casualties they eliminate one of the Dutch troops that participated. The ally casualty (which becomes a disband result), is not enough to disperse a Spanish troop. The disband results that the Spaniards do, due to the difference of battle points, in principle is not enough to make a siege casualty either. However, **in sieges the victor always disperses at least one enemy troop** or, in this case, gets a siege casualty. By eliminating an enemy troop, Spain veteranizes one of its 2 assaulting troops.

Second Spanish assault (third impulse action): The same approach is repeated (now p3 puts the English troop to fight), although now it has a disadvantage due to the siege casualty (it will throw 1 Q3 die and 1 Q2 die). After modifying the roll, 2 results of 4 for Spain against a 3 and a 6, give the victory in this assault to the allies. The two Spanish casualties again eliminate a Dutch troop, while the Dutch disband results disperse one of the Spanish assaulting troops. Spain therefore disperses one troop and veteranizes the other.



Third Spanish assault (last impulse action): The Netherlands has 1I3 left, and the fortress itself; Spain still has 1I4, 1I3 and another I2. When p3 announces that it reduces the battlefield to 2, p1 plays the **FLANKING ATTACK** combat card, increasing the battlefield to 3. P3 must recruit a conscript if he also wants to roll 3 dice. The modified rolls are 4, 3, 3 for Spain, and 4, 3, 1 for the Netherlands. There are no eliminated units (nor any new veterans), but the Spanish victory gets the second siege casualty. Now there are more siege casualties (2) than troops (only 1). Zeeland capitulates, the English expeditionary troops are dispersed and the fortress is destroyed, the port is razed. Spain takes control of the area; As it is not a key area, there is no loss of Dutch morale.

8.2 Example: Final half turn.

The turn advances, and towards the end we have that it's up to p2, who led France and the Barbary C. (both are still at war) and he has no cards left. P2 will perform the intrinsic action of each power, and at the beginning of the impulse each one can regroup a troop (for being at war). Additionally, because he does not have any cards, he can perform an extra action with one of them. P3 plays his last card normally; and now p1 (with two cards left) uses the actions of one of them on his only power (Spain), but during the impulse he plays the other card, as it turns out to be a combat card. When he ends, the half turn ends and we move to the end of the turn.

8.3 Example: End of war at end of turn

Spain has taken 2 morale counters from the Netherlands, and the latter has 1 from Spain; Spain wins by 1. Given that the war broke out by card, it was boosted by 1 VP. One objective of Spain is "military victory against the Netherlands", therefore decides to exchange 1 war reparation point for 1 VP (the norm is 2 for 1 VP). The war ends (rather it will be a truce), Spain winning 2 VP (the one for the war and the one for the war reparation). The Netherlands rises unrest by 2 (for losing 2 morale points) and Spain none (half of 1 rounded down). Spain returns the captured areas and the Spanish army of the Netherlands must repatriate (for example, one troop to Taranto and the rest to Brussels)

In this way all wars are finalized (England, by the way, must repatriate its expeditionary corps in France).

8.4 Example: Commercial competition

We now check trade centers with more merchants than their capacity, noting that in the WM there are 2 Berber merchants, 1 Spanish and 1 French (4 for a capacity of 2). The port of Barcelona was razed during the turn. We now order the 3 merchant counters according to the ports controlled by each power and we have a triple tie to 1 (Genoa allied to Spain, Marseille and Algiers). We therefore have to break the tie using vitality, placing first the counter with 2 Barbary C. merchants, then the French merchant, and finally the Spanish. We eliminate the first merchant of the first counter (now only 1 of the Barbary C. are left), there is still 1 merchant left. We remove another merchant from the second counter (the one from France). Now there are two merchants left (1 Berber and 1 Spanish) so the competition ends. If there were 2 merchants from each power, a first pass would

be made by eliminating 1 of each, and we would stop after eliminating the second Berber merchant (one merchant from France and Spain will remain).

8.5 Example: Income and expenses

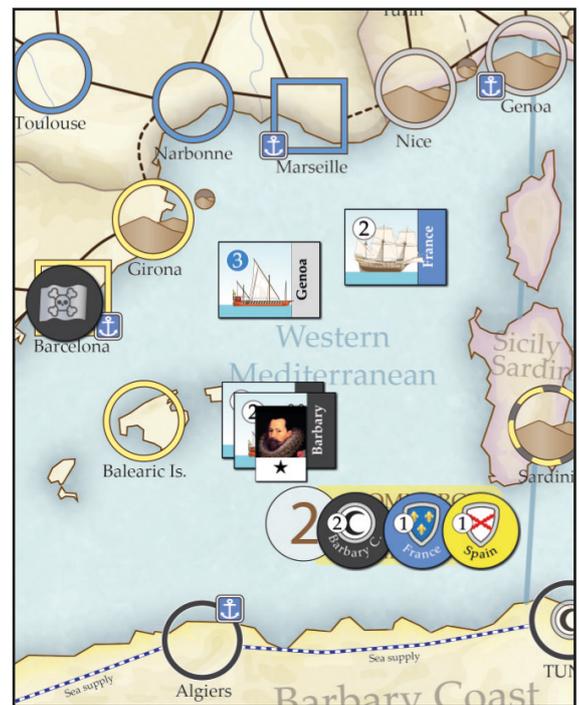
The income of Spain is: 10 (from the power card) + 3 (2 merchants in the Caribbean Sea) + 3 * 2 (1 merchants in WM, 1 in EA and 1 in VM) + 3 non-native key areas (Brussels, Milan and Naples) = 22.

Expenses: 4 * 2 (from his 3 fleets on the map and another one that was destroyed) + 3 (from his 3 active leaders) + 2 (from two fortresses) + 9 (from troops eliminated, dispersed and operational) + 1 Rebellion (in Santiago, South America) = 23. As can be seen, the allied units are not maintained. The difference is 1 point, which accumulates to his current unrest at 10, thus moving to 11.

With the rest of the powers we proceed in a similar way.

8.6 Example: Degradation and elimination of units and control markers

Throughout the turn, Spain managed to veteranize 4 troops, and had 2 extraordinary leaders. Half of the veterans rounded up (2 troops), turn to their regular side. The two extraordinary leaders also turn to their ordinary face. Spain decides to eliminate one of its leaders now.



8.7 Example: Counting victory points at the end of the turn

Spain has already counted the VPs for wars during the turn (some at the end of the wars at the end of the turn). Now the rest are counted.

VP for its power objectives:

- The military victory against the Netherlands has already been counted (this type of points are counted as soon as the war ends).
- He controls Milan: 1 VP.
- For controlling 10 areas in CM: 1 VP.
- For controlling 11 areas in America and the Philippines: 1 VP.

Generic VP:

- For presences in theaters of operation, it has in WM, CM and CE (in total 3 VP).
- By trade, it has a monopoly in the Caribbean Sea: 1 VP

VP per scenario:

- In this scenario, the player who controls Spain does not receive VP bonus each turn.

In total wins 8 VP, which are added to those who already have p1 (the VPs are won by the player who leads Spain).

8.8 Example: Social agitation

Spain, with a unrest of 13 exceeds in 3 double its vitality (which is 5). He has several possibilities: place 3 rebellions in their own territories; disperse 112 and place 1 single rebellion; or disperse 113 (or 212 for example) and not put up any rebellion, which is what it does. **Unrest remains at 13.**

We can suppose here that he disperses troops to end popular uprisings, or that it does not pay troops, who go on mutiny.

8.9 Example: Dynastic change

These are bad times for France: with an unrest of 16 and only 112 to disperse, has been forced to place 6 revolts. P2 therefore decides to make a voluntary dynastic change (if it reaches 20, or with the whole country in rebellion it will be required).

To do this, he loses 4 VP (the vitality of France). He eliminates all French military units (troops, squadrons, fortresses and leaders), merchants and revolts. Minor powers allied with France will become neutral.

At the beginning of the next turn, p2 will proceed with France as if entering into play for the first time (obviously in his possessions), he would place unrest at 4, but as initial points he would have only the 10 that appear in the card as income; In addition, he must place 2 R3 rebellions in its territory.

8.10 Example: Collapse

Hungary had one morale counter taken from the Ottomans (because a land battle), but it has just lost its second morale count-

Ultima Ratio Regis

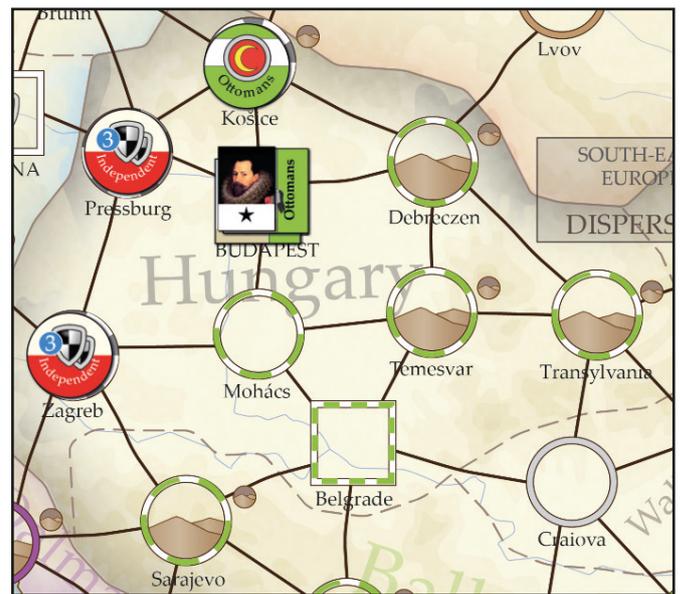
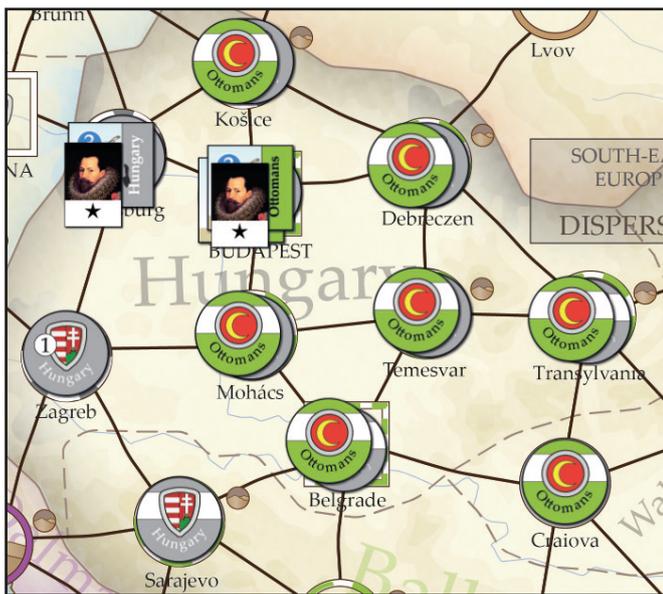
er at the hands of the Ottomans for losing Budapest. It must surrender, but under the card "The Fall of Hungary" he collapses. The difference of stolen areas is 1 taken by Hungary, compared to 5 by the Ottomans (key areas do not count, (Wallachia & Moldavia is allied with Hungary).

Hungary must deliver 2 morale counters to the Ottomans, as it does not have any, it must return two (as it only has one, it delivers only one, it also obviates the loss of morale for initiating peace negotiations).

Hungary raises unrest by 2 (and the Ottomans by 0, as they are the victors). The Ottomans earn 1 VP for winning the war "THE FALL OF HUNGARY".

With 2 victory conditions (due to the 2 morale difference) the Ottomans choose to win 2 VP (their home card states "military victory against Hungary", otherwise it would only be 1 VP).

Now Hungary must return Sarajevo, but being a collapse, the areas in Hungary controlled by the Ottomans become ottoman domains. The Ottomans must give back the control they have over Craiova. This minor is now neutral. The Pressburg and Zagreb areas become active A3 independent areas. The Hungarian home card along with all its counters are removed from the game.



9. SCENARIOS

Instructions for using the scenarios

Each scenario (with the exception of "The Rise of Portugal") consist of three parts:

- A heading with turns, theaters of operations and number of players.
- A table indicating the group of powers each player controls.
- Special rules and scenario deployment.

Often the "Special Rules and Deployment" section refers players to the turn-by-turn instructions in section 34.

When the scenario has its own setup and special rules, these have priority over those of the turn where the scenario begins (those of the turn are ignored). For example, the "Wars of Religion" scenario has its own rules and setup for Turn 6, so the rules listed under "34. Turns" are ignored, but they apply to Turns 7 and 8 (in this case the setup and rules for Turn 6 apply when players play the Great Campaign).



THEATERS OF OPERATIONS KEYS

WM: Western Mediterranean

CM: Central Mediterranean

EM: Eastern Mediterranean

TE: The East

WE: Western Europe

CE: Central Europe

EE: Eastern Europe

SEE: South East Europe

BT: Baltic

Na: North America

Ca: Central America

Sa: South America

Af: Africa

As: Asia

In: India

Si: Siberia

9.1 The rise of Portugal (1490-1564)

TURNS: 1 to 5

PLAYERS: 1 (Portugal) **THEATERS:** WM, TE, Sa, Af, In, As

Power	Points	Interest	Home areas	Domains	Allies
Portugal	6	Af, In, TE	Home areas in WM		

Special rules:

- It is played without cards, the player has 5 turns, with 3 impulses of 2 actions each to get the maximum of VPs.
- Place an independent A3 control marker in Cape Colony.
- Place A2 control markers in those areas marked as Portuguese in the mini-maps.
- Only the Portuguese areas are active on the main map.
- Trade Centers capacity: Africa 1, Persian Gulf & Red Sea 1, Indian Ocean 1, Sea of China 2. Rest 0.
- Each area marked on the map as Portuguese that becomes owned provides 1 VP.
- TURN 5: At the end of the turn add 12 VP and subtract as many as the unrest level.

Emirates Rules:

- The troop begins in the area of Aden and the fleet deployed in the Indian Ocean. It only intercepts attacks on the area.
- After each Portuguese Impulse, the minor acts according to the following list:
 - If it has the fleet at sea -> Piracy to Portugal.
 - If it has the fleet in port -> Take it out to sea.
 - If it has the fleet destroyed and it is the beginning of the turn -> Place it damaged in port.
 - If Aden is taken by Portugal, the minor power disappears.
 - Portugal does not need CB to attack the minor power.

TURN 2 (1505):

- Portugal gains interest in: Sa, As.
- The impulses of this turn have 3 actions.

TURN 5 (1550):

At the end of the turn, the following list is consulted:

- Less than 15 VP -> Defeat
- Between 15 and 19 VP -> Draw
- Between 20 and 25 VP -> Victory
- More than 25 VP -> Epic victory

ACTIVE EVENTS

- Treaty of Tordesillas
- Treaty of Zaragoza

9.2 New order (1490-1534)

TURNS: 1 to 3

PLAYERS: 3 to 6

THEATERS: All the main map

Number of players	Countries per player	Starting VP
1st	SPAIN-POLAND-AUSTRIA-HUNGARY-MAMLUKS	0
2nd	OTTOMANS-FRANCE-CRIMEA-BARBARY C.	4
3rd	VENICE-RUSSIA-ENGLAND-PERSIA	2
1st	SPAIN-AUSTRIA	3
2nd	OTTOMANS-ENGLAND-CRIMEA-BARBARY C.	0
3rd	VENICE-RUSSIA-PERSIA	2
4th	FRANCE-POLAND-HUNGARY-MAMLUKS	4
1st	SPAIN-AUSTRIA	0
2nd	OTTOMANS-CRIMEA-BARBARY C.	2
3rd	VENICE-POLAND-MAMLUKS	3
4th	FRANCE-PERSIA	4
5th	RUSSIA-ENGLAND-HUNGARY	2
1st	SPAIN-MAMLUKS	1
2nd	OTTOMANS-CRIMEA-BARBARY C.	0
3rd	VENICE-POLAND	2
4th	FRANCE-HUNGARY	4
5th	RUSSIA-ENGLAND	2
6th	AUSTRIA-PERSIA	3

SPECIAL RULES

- See turn 1.

DEPLOYMENT

- See turn 1.

9.3 The Italian Wars (1490-1564)

TURNS: 1 to 5

PLAYERS: 3 to 7

THEATERS: All the main map

Number of players	Countries per player	Starting VP	VP per turn
1st	SPAIN-POLAND-AUSTRIA-DENMARK-MAMLUKS	2	0
2nd	OTTOMANS-FRANCE-CRIMEA-BARBARY C.-SWEDEN-SCHMALKALDIC L.	2	1
3rd	VENICE-RUSSIA-ENGLAND-PERSIA-HUNGARY	0	0
1st	SPAIN-AUSTRIA-DENMARK-MAMLUKS	0	0
2nd	OTTOMANS-CRIMEA-BARBARY C.-SWEDEN-SCHMALKALDIC L.	3	1
3rd	VENICE-RUSSIA-ENGLAND	0	0
4th	FRANCE-POLAND-PERSIA-HUNGARY	1	0
1st	SPAIN-DENMARK-HUNGARY	2	1
2nd	OTTOMANS-CRIMEA-BARBARY C.	3	0
3rd	VENICE-ENGLAND-SWEDEN-SCHMALKALDIC L.	3	1
4th	FRANCE-POLAND-PERSIA	0	0
5th	RUSSIA-AUSTRIA-MAMLUKS	4	1
1st	SPAIN-DENMARK-MAMLUKS	0	0
2nd	OTTOMANS-CRIMEA	0	0
3rd	VENICE-POLAND	3	0
4th	FRANCE-BARBARY C.-SWEDEN-HUNGARY-SCHMALKALDIC L.	4	0
5th	RUSSIA-ENGLAND	1	0
6th	AUSTRIA-PERSIA	4	0
1st	SPAIN	0	0
2nd	OTTOMANS	0	0
3rd	VENICE-SWEDEN-HUNGARY	3	1
4th	FRANCE-CRIMEA-DENMARK	4	0
5th	RUSSIA-BARBARY C.-MAMLUKS-SCHMALKALDIC L.	4	0
6th	ENGLAND-POLAND	1	0
7th	AUSTRIA-PERSIA	1	0

SPECIAL RULES

- See turn 1.

DEPLOYMENT

- See turn 1.

9.4 Catholics and Protestants (1565-1609)

TURNS: 6 to 8

PLAYERS: 2 or 3

THEATERS: WE, CE, WM, CM and mini-maps

Number of players	Countries per player	Starting VPs	VP per turn
1st	SPAIN-FRANCE-PORTUGAL	0	0
2nd	ENGLAND-NETHERLANDS-HUGUENOTS-BARBARY C.	2	0
1st	SPAIN-CATHOLIC LEAGUE	2	0
2nd	FRANCE-PORTUGAL-BARBARY C.	3	1
3rd	ENGLAND-NETHERLANDS-HUGUENOTS	0	0

SCENARIO SPECIAL RULES

- All minor power cards except Scotland, Elite mercenaries, German Mercenaries, Genoa, Regional ally and Savoy are removed from the game.
- The events FALL OF THE HOSPITALLERS, LITTLE WAR IN HUNGARY, WAR VENICE vs OTTOMAN, WAR OF LIVONIA, NORTHERN SEVEN YEARS WAR, OPRICHNINA, WAR RUSSIA vs CRIMEA, GODUNOV, LONG TURKISH WAR, WAR POLAND vs SWEDEN, TIME OF TROUBLES, WAR POLAND vs RUSSIA, WAR OTTOMANS vs PERSIA, SHAH ABBAS, WAR PERSIA vs MUGHALS, JELALI REVOLT, are removed from the game.
- The generic events Regional ally, Eastern Allies, Central European ally, German states, Bavaria, Continental ally, Overseas allies, Imperial election and the Casus Belli where Austria, the Ottomans or Russia appear, are removed from the game.
- Ravenna belongs to the Papacy.
- Until war breaks out, the Netherlands and Spain are allied
- The Dutch merchants of North Sea and Baltic Sea remain (without cost) and are treated in the usual way (there is 1 in each place from turn 1).
- Naval operations distance: 2 in Mediterranean Sea and 1 in the rest.
- Persian Gulf & Red Sea trade center capacity: 3.
- Caribbean Sea trade center capacity: 2
- Rest of the trading centers of the mini-maps capacity: 0
- The following parts of the map are **inactive**:
 - Theaters of operations: Africa, Baltic, Eastern Europe, South Eastern Europe, Eastern Mediterranean, The East
 - Provinces: Portugal, Mughal Empire
 - The areas of CE with the exception of those marked as Dutch or Spanish, and Switzerland, count as inactive minors except for Spain, which counts them as allies (for purposes of supply and strategic movement).
 - Areas marked as Venetian or Ottoman are inactive, as well as Malta.
- Place two Venetian merchants in CM (which can not be removed by commercial competition).
- No fleet can enter or leave the Mediterranean (until a future event says otherwise).
- Each player receives 10 cards, so in the 2 player game the deck will have 20 cards, and in the 3 player game it will have 30 cards.
- The cost of diplomacy between Christians and Muslims is increased by 1 (not the maximum bet).
- **FOR 2 PLAYERS:** The Catholic League does not appear, instead active independent (A3) areas are placed in their domains.

DEPLOYMENT (Scenario: Catholics and Protestants)				
Power	Points	Home areas *	Domains **	Allies
Spain	16	European home areas (except for Gibraltar), Cuba, Panama, Cartagena and Mexico	All areas of the color of Spain in the mini-maps minus home areas, and with the exception of Florida, La Plata and Philippines (which are independent A2)	Papacy, Genoa, Florence
France	12	Home areas		
England	14	Home areas	<i>Ireland</i>	Scotland
Barbary C.	5	Home areas		
Huguenots	8		Bordeaux, Clermont, Orleans, Toulouse, Narbonne	
Netherlands	10	Home areas in Holland		

INTEREST	
Power	Interest
Spain	WM, CM, CE, Ca, Sa, As
France	CM, WE, CE
England	WE, CE
Barbary C.	WM, CM
Huguenots	CM, WE, CE
Netherlands	CE, WE, BT

* Home areas are the areas on the map in the solid color of the power (do not place control markers).

** Often they are already in the color of the power, and thus it is not necessary to put control markers.

** The names in italics are entire provinces.

SPECIAL RULES: FRENCH WARS OF RELIGION (Turns 6, 7 and 8)

- Peace between the opponents is not compulsory (war can be declared again in the turn).
- Declarations of war between the French contenders do not cause moral loss.
- All CB cards where France appears are ignored. Instead they are treated as CB between France, Huguenots and Catholic League (without the extra VP if they are already at war).
- Powers at war with French powers can not enter French home areas (except for Calais, if it is not French).
- Expeditionary troops can be sent in the usual way.
- In peace conditions (between French powers), areas taken from opponents who lose the war are not returned (except for key areas in France in Turn 6). French powers without possessions disappear immediately.
- The contenders count VPs for **military victory** among them.
- **Turn 6:** French powers that collapse start turn 7 with the remaining possessions.
- **Turn 7:** Huguenots and Catholic League apply collapse rules (provided that peace is not reached with the card Catherine de Medici).
- **Turn 8:** French contenders apply the collapse rules.
- The French Wars of Religion end when there is only one contender left, or at the end of T8, in which case the winner is the power that has not collapsed and has the highest number of areas in France (ties are resolved using vitality).
- **Turn 9:** At the end of the turn, independent A3 areas in France become R3 rebellions.

End of the war

- If the winner is not France, replace all of its military units with France's (respecting veteranship) and replace France's unrest with his own. The player who controlled France immediately takes it over (but may now is Protestant for the rest of the game).
- If the Protestants win, during the next turn France will be allied with England and Holland. If the Catholic League wins, it will be allied with Spain.

9.5 French Wars of Religion (1565-1609)

URNS: 6 to 8

PLAYERS: 3 to 8

THEATERS: All

Number of players	Countries per player	Starting VP	VP per turn
1st	SPAIN-POLAND-AUSTRIA-DENMARK-PORTUGAL-CATHOLIC LEAGUE	2	0
2nd	OTTOMANS-FRANCE-CRIMEA-BARBARY C.-SWEDEN-MUGHALS	1	1
3rd	VENICE-RUSSIA-ENGLAND-PERSIA-NETHERLANDS-HUGUENOTS	0	0
1st	SPAIN-AUSTRIA-SWEDEN-CATHOLIC LEAGUE	0	0
2nd	OTTOMANS-CRIMEA-BARBARY C.-DENMARK-HUGUENOTS-MUGHALS	0	0
3rd	VENICE-FRANCE-RUSSIA-PORTUGAL	3	0
4th	ENGLAND-POLAND-PERSIA-NETHERLANDS	1	0
1st	SPAIN-DENMARK-PORTUGAL-CATHOLIC LEAGUE	0	0
2nd	OTTOMANS-CRIMEA-BARBARY C.-MUGHALS	2	0
3rd	ENGLAND-POLAND-AUSTRIA	2	0
4th	VENICE-RUSSIA-PERSIA-HUGUENOTS	0	0
5th	FRANCE-NETHERLANDS-SWEDEN	1	0
1st	SPAIN-SWEDEN	0	0
2nd	OTTOMANS-CRIMEA-MUGHALS	1	0
3rd	ENGLAND-NETHERLANDS-BARBARY C.	2	0
4th	FRANCE-PERSIA-DENMARK	4	0
5th	VENICE-RUSSIA-CATHOLIC LEAGUE	2	0
6th	POLAND-AUSTRIA-PORTUGAL-HUGUENOTS	1	0
1st	SPAIN-PORTUGAL	0	0
2nd	OTTOMANS-MUGHALS	0	0
3rd	POLAND-AUSTRIA-CATHOLIC LEAGUE	1	0
4th	FRANCE-BARBARY C.-DENMARK	3	0
5th	RUSSIA-PERSIA-HUGUENOTS	0	0
6th	ENGLAND-CRIMEA-SWEDEN	2	0
7th	VENICE-NETHERLANDS	0	0
1st	SPAIN	1	0
2nd	OTTOMANS	0	0
3rd	POLAND-AUSTRIA	2	0
4th	FRANCE-CRIMEA-BARBARY C.-PORTUGAL	3	0
5th	RUSSIA-PERSIA	2	0
6th	ENGLAND-SWEDEN-MUGHALS	3	0
7th	VENICE-DENMARK-CATHOLIC LEAGUE	2	0
8th	NETHERLANDS-HUGUENOTS	3	0

SPECIAL RULES

- See turn 6.

DEPLOYMENT (French Wars of Religion)					INTEREST	
Power	Points	Home areas *	Domains **	Allies	Power	Interest
Spain	18	European home areas (except for Gibraltar), Cuba, Panama, Cartagena and Mexico	All areas of the color of Spain in the mini-maps minus home areas, and with the exception of Florida, La Plata and Philippines (which are independent A2)	Papacy, Genoa, Florence	Spain	WM, CM, CE, Ca, Sa, As
France	12	Home areas			France	CM, WE, CE
England	10	Home areas	<i>Ireland</i>	Scotland	England	WE, CE
Austria	8	Home areas	Pressburg, Zagreb, Košice	Holy Roman Empire, Bohemia	Austria	CE, CM, SEE
Venice	16	Home areas	Corfu, Candia and Nicosia	German Mercenaries, Emirates	Venice	CM, EM, TE, SEE
Poland	8	Home areas	Riga, Königsberg, Yedisan	Cossacks	Poland	CE, EE, SEE, BT
Huguenots	8		Bordeaux, Clermont, Orleans, Toulouse, Narbonne		Ottomans	CM, EM, TE, SEE
Ottomans	18	Home areas	Rhodes and those marked on the map (except Nicosia)	Wallachia & Moldavia	Persia	EM, TE, In
Netherlands	10	Home areas in main map			Russia	EE, BT, Si
Persia	6	Home areas	Tbilisi, Derbent, Kandahar		Crimea	EE
Russia	10	Home areas	Kaluga, Veliki Luki, Smolensk, Ladoga, Ivangorod, Pskov, Khazan, <i>Severia, Golden Horde, Astrakhan</i>		Barbary C.	WM, CM
Crimea	4	Home areas			Sweden	BT
Barbary C.	5	Home areas			Denmark	BT
Sweden	8	Home areas	Kalmar, Viborg, Reval		Huguenots	CM, WE, CE
Denmark	8	Home areas	Malmö, Bohus, Pernau		Netherlands	CE, WE, BT

* Home areas are the areas on the map in the solid color of the power (do not place control markers).

** Often they are already in the color of the power, and thus it is not necessary to put control markers.

** The names in italics are entire provinces.

9.6 The 16th century campaign (1490-1609)

URNS: 1 to 8

PLAYERS: 3 to 7

THEATERS: All

Number of players	Countries per player	Starting VP	VP per turn
1st	SPAIN-POLAND-AUSTRIA-DENMARK-HUNGARY-CATHOLIC L.-MAMLUKS	0	0
2nd	OTTOMANS-FRANCE-CRIMEA-BARBARYC.-SWEDEN-SCHMALKALDCL.-PORTUGAL-MUGHALS	6	0
3rd	VENICE-RUSSIA-ENGLAND-PERSIA-NETHERLANDS-HUGUENOTS	0	0
1st	SPAIN-AUSTRIA-SWEDEN-CATHOLIC L.-MAMLUKS	2	0
2nd	OTTOMANS-CRIMEA-BARBARY C.-DENMARK-HUGUENOTS-MUGHALS	9	0
3rd	VENICE-RUSSIA-ENGLAND-NETHERLANDS	0	0
4th	FRANCE-POLAND-PERSIA-HUNGARY-SCHMALKALDIC L.-PORTUGAL	10	0
1st	SPAIN-DENMARK-HUNGARY-PORTUGAL-CATHOLIC L.	1	0
2nd	OTTOMANS-CRIMEA-BARBARY C.-MUGHALS	1	0
3rd	VENICE-ENGLAND-SCHMALKALDIC L.-SWEDEN-HUGUENOTS	2	0
4th	FRANCE-POLAND-PERSIA	0	0
5th	RUSSIA-AUSTRIA-NETHERLANDS-MAMLUKS	0	0
1st	SPAIN-DENMARK	0	0
2nd	OTTOMANS-CRIMEA	0	0
3rd	VENICE-POLAND-SCHMALKALDIC L.-CATHOLIC L.-MUGHALS	4	0
4th	FRANCE-NETHERLANDS-BARBARY C.-SWEDEN-HUNGARY	1	0
5th	RUSSIA-ENGLAND-MAMLUKS	2	0
6th	AUSTRIA-PERSIA-PORTUGAL-HUGUENOTS	6	0
1st	SPAIN	0	0
2nd	OTTOMANS	0	0
3rd	VENICE-NETHERLANDS-SWEDEN-MUGHALS	2	0
4th	FRANCE-CRIMEA-DENMARK-PORTUGAL	4	0
5th	RUSSIA-BARBARY C.-SCHMALKALDIC L.-HUGUENOTS-HUNGARY	4	0
6th	ENGLAND-POLAND-MAMLUKS	1	0
7th	AUSTRIA-PERSIA-CATHOLIC L.	4	0

SPECIAL RULES

- See turn 1.

DEPLOYMENT

- See turn 1.

9.7 Wars of Religion (1565-1654)

TURNS: 6 to 11

PLAYERS: 4 to 8

THEATERS: All

Number of players	Countries per player	Starting VPs	VP per turn
1°	SPAIN-POLAND-AUSTRIA-CATHOLIC L.-ROYALISTS	0	0
2°	OTTOMANS-CRIMEA-BARBARY C.-DENMARK-PORTUGAL-MUGHALS	5	0
3°	VENICE-ENGLAND-PERSIA-SWEDEN-HUGUENOTS	6	0
4°	FRANCE-RUSSIA-NETHERLANDS-PROTESTANT U.	4	0
1°	SPAIN-AUSTRIA-CATHOLIC L.-ROYALISTS	0	0
2°	OTTOMANS-CRIMEA-BARBARY C.-DENMARK	0	0
3°	VENICE-ENGLAND-POLAND-MUGHALS	2	0
4°	FRANCE-RUSSIA-PORTUGAL-PROTESTANT U.	3	0
5°	PERSIA-NETHERLANDS-SWEDEN-HUGUENOTS	2	0
1°	SPAIN-AUSTRIA-CATHOLIC L.	0	0
2°	OTTOMANS-CRIMEA-BARBARY C.-PROTESTANT U.	1	1
3°	VENICE-RUSSIA-HUGUENOTS	5	1
4°	FRANCE-DENMARK-PORTUGAL-ROYALISTS	5	1
5°	ENGLAND-POLAND-PERSIA	4	0
6°	NETHERLANDS-SWEDEN-MUGHALS	4	1
1°	SPAIN-CATHOLIC L.	4	0
2°	OTTOMANS-CRIMEA-BARBARY C.	0	0
3°	VENICE-PERSIA-DENMARK	4	0
4°	FRANCE-POLAND-MUGHALS	5	0
5°	RUSSIA-ENGLAND-PROTESTANT U.	1	0
6°	AUSTRIA-PORTUGAL-HUGUENOTS-ROYALISTS	6	0
7°	NETHERLANDS-SWEDEN-MUGHALS	3	0
1°	SPAIN-CATHOLIC L.	1	0
2°	OTTOMANS-PROTESTANT U.	1	0
3°	VENICE-RUSSIA	0	0
4°	FRANCE-DENMARK-MUGHALS	4	0
5°	ENGLAND-BARBARY C.-SWEDEN	2	0
6°	POLAND-PERSIA-ROYALISTS	5	0
7°	AUSTRIA-PORTUGAL-HUGUENOTS	6	0
8°	NETHERLANDS-CRIMEA-MUGHALS	3	0

SPECIAL RULES

- See turn 6.

DEPLOYMENT

- See turn 9.5. French Wars of Religion

9.8 The Thirty Years' War (1610-1654)

TURNS: 9 to 11

PLAYERS: 4 to 8

THEATERS: All

Number of players	Countries per player	Starting VP	VP per turn
1°	SPAIN-POLAND-AUSTRIA-ROYALISTS	0	0
2°	OTTOMANS-CRIMEA- PROTESTANT U.-NETHERLANDS	2	0
3°	VENICE-ENGLAND-PERSIA-SWEDEN	2	2
4°	FRANCE-RUSSIA-PORTUGAL-DENMARK-MUGHALS	1	2
1°	SPAIN-AUSTRIA-ROYALISTS	0	0
2°	OTTOMANS-CRIMEA-DENMARK	0	0
3°	VENICE-ENGLAND-POLAND-PERSIA	1	0
4°	FRANCE-RUSSIA-PROTESTANT U.-PORTUGAL	3	0
5°	NETHERLANDS-SWEDEN-MUGHALS	4	0
1°	SPAIN-AUSTRIA	0	0
2°	OTTOMANS-CRIMEA-ROYALISTS	1	2
3°	VENICE-RUSSIA-PROTESTANT U.	2	3
4°	FRANCE-DENMARK-PORTUGAL-MUGHALS	2	3
5°	ENGLAND-POLAND-PERSIA	1	1
6°	NETHERLANDS-SWEDEN	1	3
1°	SPAIN-MUGHALS	1	2
2°	OTTOMANS-CRIMEA	1	1
3°	VENICE-POLAND	3	2
4°	FRANCE-PERSIA-DENMARK	1	1
5°	RUSSIA-NETHERLANDS	0	0
6°	ENGLAND-SWEDEN	2	2
7°	AUSTRIA-PORTUGAL-ROYALISTS	4	3
1°	SPAIN	1	0
2°	OTTOMANS-ROYALISTS	1	0
3°	VENICE-RUSSIA	0	0
4°	FRANCE-DENMARK	3	1
5°	ENGLAND-SWEDEN	2	0
6°	POLAND-PERSIA	3	1
7°	AUSTRIA-PORTUGAL-MUGHALS	2	2
8°	NETHERLANDS-CRIMEA-PROTESTANT U.	3	1

SPECIAL RULES

- See turn 9.

DEPLOYMENT (Thirty Years' War)					INTEREST	
Power	Points	Home areas*	Domains**	Allies	Power	Interest
Spain	20	Home areas in Europe (including Portugal). Cuba, Panama, Cartagena, Mexico, Hispaniola, Quito, Cusco.	Philippines and the rest marked on the map.	Papal States, Genoa, Florence	Spain	WM, CM, CE, Ca, Sa, As, WE
France	12	Home areas	Quebec		France	CM, WE, CE, Na
England	12	Home areas		Scotland	England	WE, CE, WM, Na
Austria	8	Home areas	Pressburg, Zagreb, Košice	The Empire	Austria	CE, CM, SEE
Venice	12	Home areas	Corfu, Crete		Venice	CM, EM, TE, SEE
Poland	10	Home areas	Riga, Königsberg	Cossacks	Poland	CE, EE, SEE, BT
Ottomans	16	home areas	Areas marked on the map, Rhodes, Yedisian	Moldavia, Crimea, Barbary Coast	Ottomans	CM, EM, TE, SEE
Persia	8	Areas marked on the map	Areas marked on the map		Persia	MOr, EE, In
Russia	10	Areas marked on the map	Smolensk, <i>Severia</i> , <i>Golden Horde</i> . Astrakhan, Kazan, Kazakhstan, Siberian Khanate		Russia	EE, BT, Si
Crimea	6	Home areas			Crimea	EE
Sweden	12	Home areas	Kalmar, Viborg, Reval		Sweden	BT
Denmark	9	Home areas	Malmö, Bohus, Pernau		Denmark	BT
Protestant U.	9	Palatinate, Hesse, <i>Bohemia</i>		Brandenburg	Protestant U.	CE
Netherlands	18	Home areas, Java			Netherlands	CE, WE, BT, Na, Sa, Ca, In, Af, As, TE
Portugal	14	Home areas (not in the Iberian peninsula)	Zanzibar, Hormuz, Ceylon, Malacca, Celebes	Spain	Portugal	TE, Sa, Af, In, As
Mughals	4	Home areas	Afghanistan		Mughals	In

* Home areas are the areas on the map in the solid color of the power (do not place control markers).

** Often they are already in the color of the power, and thus it is not necessary to put control markers.

** The names in italics are entire provinces.

10.TURNS

TURN 1 (1490)

DEPLOYMENT					INTEREST	
Power	Points	Home areas *	Domains **	Allies	Power	Interest
Spain	14	Home areas in WM	<i>Sicily & Sardinia</i>	Papacy, Florence	Spain	WM, CM, CE
France	12	Home areas minus Calais		Savoy, Scotland, <i>Elite mercenaries</i>	France	CM, WE
England	12	The natives	<i>Ireland, Calais</i>		England	WE
Austria	6	Home areas, <i>Flanders, Holland</i>	<i>Franche Comte</i>	Holy Roman Empire	Austria	EC
Venice	20	Home areas	Corfu, Ravenna, Candia, Cyclades, Nicosia	German Mercenaries, Emirates	Venice	CM, EM, TE, SEE
Poland	8	Home areas	Yedisian, Smolensk, <i>Severia</i>	Cossacks	Poland	CE, EE, SEE
Hungary	6	<i>Hungary</i> (minus Transylvania and Belgrade)	Transylvania, Belgrade		Hungary	SEE
Ottomans	14	Home areas	Diyarbakir, Trebzon, Morea, Lepanto, Durazzo, Novi Baxar, Sarajevo	Wallachia & Moldavia	Ottomans	CM, EM, TE, SEE
Mamluks	8	<i>Mamluks</i>			Mamluks	EM, TE
Persia	6	Tabriz, Yereban, Shirvan			Persia	EM, TE, In
Russia	6	Home areas	Kaluga, Veliki Luki		Russia	EE
Crimea	4	Home areas			Crimea	EE
Barbary C.	5	Home areas			Barbary C.	WM, CM

* Home areas are the areas on the map in the solid color of the power (do not place control markers).

** Often they are already in the color of the power, and thus it is not necessary to put control markers.

** The names in italics are entire provinces.

SPECIAL RULES

- Naval operation distance: 2 in the Mediterranean and 1 in the rest.
- Capacity of the Eastern Mediterranean trade center: 4 (Reduced with the event "Portugal reaches China" and "Nautical Astrolabe").
- Capacity of the Persian Gulf & Red Sea trading center: 3 (Reduced with the "Nautical Astrolabe" event).
- The American trade centers capacity begin at 0.
- Place a Danish and a Dutch merchant in the North Sea trade center. These merchants can not be removed until these powers are activated.
- Place independent A2 markers in Kandahar and in all areas of Persia (main map and mini-map) except Tabriz, Yereban and Shirvan.
- Place independent A3 markers in Granada, Mexico, Quito, Cusco and Cape Colony.
- The other areas of the mini-maps, except the Portuguese areas and the Hispaniola, Java and Borneo, are independent A2. As they are activated, A2 markers can be placed to remember it.
- The following parts of the map are **inactive** (they will be activated by event or at the beginning of subsequent turns):
 - Theaters of operations: Baltic, North America, South America, Africa, Asia, Siberia, The East (except the 3 Persian areas)
 - Provinces: South Italy, Golden Horde, Astrakhan, Portugal, Mughal Empire
 - Areas: Milan, Georgia, Kabul
- Place an R2 marker in Sarajevo.
- The Palatinate area is part of the German States.
- No fleet can enter or leave the Mediterranean (until a future event says otherwise).
- Mamluks and Hungarians start with an initial unrest of 6 (instead of 2).
- The countries marked as Protestant on the map are currently Catholic until the "Calvin" event.
- The cost of diplomacy between Christians and Muslims is increased by 1 (not the maximum bet).

TURN 2 (1505)

SPECIAL RULES

- Remove from the deck the card of alliance with the Papacy (only this turn).
- If Grenada remains independent, it becomes a Barbary Coast domain.

ACTIVE EVENTS

- Vasco de Gama
- Treaty of Tordesillas

INTEREST

Power	Interest
Spain	WM, CM, CE, Ca
France	CM, WE
England	WE
Austria	EC
Venice	CM, EM, TE, SEE
Poland	CE, EE, SEE
Hungary	SEE
Ottomans	CM, EM, TE, SEE
Mamluks	EM
Persia	EM, TE, In
Russia	EE
Crimea	EE
Barbary C.	WM, CM

TURN 3 (1520)

SPECIAL RULES

- The South America theater of operations is activated.
- The Asia theater of operations is activated (it has no practical effect until the NAUTICAL ASTROLABE). The areas of Java and Borneo remain inactive.
- Remove the card of alliance with Genoa from the deck (only this turn).
- The minor power Palatinate appears (it is no longer part of the German States).
- Fall of the Hospitallers: With this card, if the Ottomans come to possess Rhodes, they gain 1 VP. At the beginning of the next turn the knights appear in Malta (if Christian possession), gaining the former holder 1 VP (if not, they disappear). If in the future the Ottomans come to possess Malta, the order disappears from the game (the Ottomans gain 1 VP).

INTEREST

Power	Interest
Spain	WM, CM, CE, Ca
France	CM, WE, CE
England	WE
Austria	CE, CM
Venice	CM, EM, TE, SEE
Poland	CE, EE, SEE
Hungary	SEE
Ottomans	CM, EM, TE, SEE
Mamluks	EM, TE
Persia	EM, TE, In
Russia	EE
Crimea	EE
Barbary C.	WM, CM

ACTIVE EVENTS

- Vasco de Gama
- Treaty of Tordesillas
- Luther

TURN 4 (1535)

DEPLOYMENT

Power	Points	Home areas	Domains	Allies
Schmalkaldic League	4	German States, except Cologne and Wurtemberg		Palatinate, Brandenburg

SPECIAL RULES

- The theater of operations of Siberia is activated (all areas with A2 markers).
- Cologne and Wurtemberg are possessions of the Holy Empire. The rest of the minor power "German States" now becomes the Schmalkaldic League.
- At the beginning of each turn, as long as the Schmalkaldic League is in play, remove from the deck the card of alliance with the German States. Also remove from the game the minor's "home" card (if it was allied with some power, the alliance is broken).
- If the Schmalkaldic League has been defeated by a morale difference of 2, the German States become allied with Austria.
- The turn following the disappearance of the Schmalkaldic League, the minor German states reappear (along with their alliance card).

ACTIVE EVENTS

- Vasco de Gama
- Treaty of Tordesillas
- Luther
- Treaty of Zaragoza

INTEREST

Power	Interest
Spain	WM, CM, CE, Ca, Sa, As
France	CM, WE, CE
England	WE
Austria	CE, CM, SEE
Venice	CM, EM, TE, SEE
Poland	CE, EE, SEE
Hungary	SEE
Ottomans	CM, EM, TE, SEE
Mamluks	EM, TE
Persia	EM, TE, In
Russia	EE
Crimea	EE
Barbary C.	WM, CM
Schmalkaldic L.	CE

TURN 5 (1550)

DEPLOYMENT				
Power	Points	Home areas	Domains	Allies
Sweden	8	Home areas	Kalmar, Viborg, Reval	
Denmark	7	Home areas	Malmö, Bohus, Pernau	
Poland		Add Gdansk	Add Königsberg and Riga	
Russia			Add Psok, Ivangorod and Ladoga	

INTEREST	
Power	Interest
Spain	WM, CM, CE, Ca, Sa, As
France	CM, WE, CE
England	WE, CE
Austria	CE, CM, SEE
Venice	CM, EM, TE, SEE
Poland	CE, EE, SEE, BT
Hungary	SEE
Ottomans	CM, EM, TE, SEE
Mamluks	EM, TE
Persia	EM, TE, In
Russia	EE, BT, Si
Crimea	EE
Barbary C.	WM, CM
Schmalkaldic L.	CE
Sweden	BT
Denmark	BT

SPECIAL RULES

- The Baltic theater of operations is activated.
- The Siberia theater of operations is activated. Add A2 independents in all these areas.
- Mecklenburg and Pomerania become part of the Empire.
- The Danish merchant of the North Sea begins to be treated in the standard way (can be eliminated).
- Poland and Russia gain interest in the Baltic theater of operations.
- Place 1 Dutch merchant in the Baltic Sea trade center. This merchant can not be removed until the Netherlands are activated.

ACTIVE EVENTS

- Vasco de Gama
- Treaty of Tordesillas
- Luther
- Treaty of Zaragoza
- Acts of Supremacy
- "Tercios"



TURN 6 (1565)

DEPLOYMENT					INTEREST			
Power	Points	Home areas	Domains	Allies	Power	Interest		
Huguenots	8		Bordeaux, Clermont, Orleans, Toulouse, Narbonne		Spain	WM, CM, CE, Ca, Sa, As		
Netherlands	10	Home areas on the main map			France	CM, WE, CE		
SPECIAL RULES <ul style="list-style-type: none"> • Until war breaks out, the Netherlands and Spain are allied • The Dutch merchants of North Sea and Baltic Sea are treated in the standard way, they can be eliminated (there is 1 in each center from turn 1). • Naval operations distance: 2 in the Mediterranean Sea and 1 in the rest. • Eastern Mediterranean trade center capacity: 3. • Persian Gulf & Red Sea trade center capacity: 3. • Caribbean Sea trade center capacity: 2 • Rest of the mini-map trade centers capacity: 0 • The following parts of the map are inactive: <ul style="list-style-type: none"> • Theaters of operations: Africa • Provinces: Portugal, Mughal Empire • Areas: Georgia, Kabul, Java, Borneo • No fleet can enter or leave the Mediterranean (until a future event says otherwise). • Those who have the symbol of the cross in their capital are Protestants, and the rest are Catholics. • The cost of diplomacy between Christians and Muslims is increased by 1 (not the maximum bet). 					ACTIVE EVENTS <ul style="list-style-type: none"> • Treaty of Tordesillas • Luther • Treaty of Zaragoza • Acts of Supremacy • "Tercios" • Scottish Reformation • Calvin 			
							Austria	CE, CM, SEE
							Venice	CM, EM, TE, SEE
							Poland	CE, EE, SEE, BT
							Hungary	SEE
							Ottomans	CM, EM, TE, SEE
							Mamluks	EM, TE
							Persia	EM, TE, In
							Russia	EE, BT, Si
							Crimea	EE
							Barbary C.	WM, CM
							Schmalkaldic L.	CE
							Sweden	BT
							Denmark	BT
Huguenots	CM, WE, CE							
Netherlands	CE, WE, BT							

SPECIAL RULES: FRENCH WARS OF RELIGION (Turns 6, 7 and 8)

- Peace between the opponents is not compulsory (war can be declared again in the turn).
- Declarations of war between the French contenders do not cause moral loss.
- All CB cards where France appears are ignored. Instead they are treated as CB between France, Huguenots and Catholic League (without the extra VP if they are already at war).
- Powers at war with French powers can not enter French home areas (except for Calais, if it is not French).
- Expeditionary troops can be sent in the usual way.
- In peace conditions (between French powers), areas taken from opponents who lose the war are not returned (except for key areas in France in Turn 6). French powers without possessions disappear immediately.
- The contenders count VPs for **military victory** among them.
- **Turn 6:** French powers that collapse start turn 7 with the remaining possessions.
- **Turn 7:** Huguenots and Catholic League apply collapse rules (provided that peace is not reached with the card Catherine de Medici).
- **Turn 8:** French contenders apply the collapse rules.
- The French Wars of Religion end when there is only one contender left, or at the end of T8, in which case the winner is the power that has not collapsed and has the highest number of areas in France (ties are resolved using vitality).
- **Turn 9:** At the end of the turn, independent A3 areas in France become R3 rebellions.

End of the war

- If the winner is not France, replace all of its military units with France's (respecting veteranship) and replace France's unrest with his own. The player who controlled France immediately takes it over (but may now is Protestant for the rest of the game).
- If the Protestants win, during the next turn France will be allied with England and Holland. If the Catholic League wins, it will be allied with Spain.

TURN 7 (1580)

DEPLOYMENT					INTEREST	
Power	Points	Home areas	Domains	Allies	Power	Interest
Catholic League	8		St. Quintin, Calais (if not English), Rouen, Rennes, Brest	Savoy	Spain	WM, CM, CE, Ca, Sa, As, WE
					France	CM, WE, CE
					England	WE, CE, WM
					Austria	CE, CM, SEE
					Venice	CM, EM, TE, SEE
					Poland	CE, EE, SEE, BT
					Ottomans	CM, EM, TE, SEE
					Persia	EM, TE, In
					Russia	EE, BT, Si
					Crimea	EE
					Barbary C.	WM, CM
					Sweden	BT
					Denmark	BT
					Huguenots	CM, WE, CE
					Netherlands	CE, WE, BT
					Catholic L.	CM, WE, CE

SPECIAL RULES	
<ul style="list-style-type: none"> Special rules for French Wars of Religion (see turn 6). 	

ACTIVE EVENTS	
<ul style="list-style-type: none"> Treaty of Tordesillas Luther Treaty of Zaragoza Acts of Supremacy 	<ul style="list-style-type: none"> "Tercios" Scottish Reformation Calvin Nautical astrolabe

TURN 8 (1595)

DEPLOYMENT					INTEREST	
Power	Points	Home areas	Domains	Allies	Power	Interest
Mughals	4	Home areas	Kabul		Spain	WM, CM, CE, Ca, Sa, As, WE
Portugal	14	Home areas	Zanzibar, Hormuz, Ceylon, Malacca, Sumatra		France	CM, WE, CE
					England	WE, CE, WM
					Austria	CE, CM, SEE
					Venice	CM, EM, TE, SEE
					Poland	CE, EE, SEE, BT
					Ottomans	CM, EM, TE, SEE
					Persia	EM, TE, In
					Russia	EE, BT, Si
					Crimea	EE
					Barbary C.	WM, CM
					Sweden	BT
					Denmark	BT
					Huguenots	CM, WE, CE
					Netherlands	CE, WE, BT
					Catholic L.	CM, WE, CE
					Portugal	TE, Sa, Af, In, As
					Mughals	In

SPECIAL RULES	
<ul style="list-style-type: none"> Special rules for French Wars of Religion (see turn 6). The Mughals start with an initial unrest of 6. The Africa theater of operations is activated (place independent A2 in all independent areas). Indian Ocean trade center capacity becomes 1. African trade Center capacity becomes 1. South Atlantic trade center capacity becomes 2. Sea of China trade center capacity becomes 2. The Portuguese home areas in the Iberian Peninsula count as Spanish home areas according to the result of the card "ANTONIO PRIOR DE CRATO". 	

ACTIVE EVENTS	
<ul style="list-style-type: none"> Treaty of Tordesillas Luther Treaty of Zaragoza Acts of Supremacy "Tercios" 	<ul style="list-style-type: none"> Scottish Reformation Calvin Nautical astrolabe Iberian Union / Prior of Crato

TURN 9 (1610)

DEPLOYMENT				
Power	Points	Home areas	Domains	Allies
Protestant Union	9		Palatinate, Wuzburg, Hesse, <i>Bohemia</i>	Brandenburg

INTEREST	
Power	Interest
Spain	WM, CM, CE, Ca, Sa, As, WE
France	CM, WE, CE, Na, Ca, Sa
England	WE, CE, WM, Na, Ca, Sa
Austria	CE, CM, SEE
Venice	CM, EM, TE, SEE
Poland	CE, EE, SEE, BT
Ottomans	CM, EM, TE, SEE
Persia	MO, EE, In
Russia	EE, BT, Si
Crimea	EE
Sweden	BT
Denmark	BT
Protestant U.	CE
Netherlands	CE, WE, BT, Na, Sa, Ca, In, Af, As, TE
Portugal	TE, Sa, Af, In, As
Mughals	In

SPECIAL RULES

- If the Hospitallers still exist, they disappear, and the Malta area becomes inactive. The rest of its areas become level 3 independent areas.
- The Barbary Coast major power disappears and is replaced by the minor power of the same name. Possessions of the power become part of the minor power.
- The minor power Florence disappears (its areas become inactive).
- The minor power Palatinate disappears (the area is reincorporated into the German states) and the minor power Saxony appears (no longer part of the previous one).
- The minor power Bohemia disappears.
- If the Schmalkaldic League continues to exist, for the purpose of the events it counts as the Protestant Union, incorporating in its case the native ones of the Protestant Union. Otherwise the new power appears.
- The minor power Catholic League appear, allied with Austria.
- The minor power Native Americans appear.

THIRTY YEARS' WAR SPECIAL RULES (Turns 9, 10 and 11)

- The minor power alliance cards of Bavaria, German States and Brandenburg are removed from the deck.
- The Imperial Election card is removed from the deck.
- During the Thirty Years' War the minor powers Bavaria and German States disappear (Reminder: All the imperial areas not controlled by a power belong to the empire, but they are no longer home areas).
- The powers allied with the previous ones cease to be allied.
- Austria is The Emperor.
- If not allied with Austria or Spain, the Catholic League allies with Austria.
- Spain can only make tactical moves in German States if Austria has a unrest level greater than 10.

End of turn:

- 2VP for the power with the most possessions in the province German States.
- 1VP for the power with the most possessions in the province Bohemia.
- (in both cases, if there is a tie, no one wins the VPs).

TURN 10 (1625)

SPECIAL RULES

- Pomerania passes to Swedish control (non-Swedish troops in the area must make a strategic retreat).
- The Protestant Union disappears. All its holdings become Independent level 3 areas.
- Catholic League minor power: If not, allies with Austria.
- Brandenburg minor power: If not, allies with Sweden.
- Swedish subjugations in independent areas of Central Europe are automatic (even without supply).

THIRTY YEARS' WAR SPECIAL RULES (Turns 9, 10 and 11)

(See turn 9)

ACTIVE EVENTS

- Treaty of Tordesillas
- Luther
- Treaty of Zaragoza
- Acts of Supremacy
- "Tercios"
- Scottish Reformation
- Calvin
- Nautical astrolabe
- Iberian Union / Prior of Crato
- Galleon

INTEREST

Power	Interest
England	WE, CE, WM, Na, Ca, Sa, Af, TE, In, As

ACTIVE EVENTS

- Treaty of Tordesillas
- Luther
- Treaty of Zaragoza
- Acts of Supremacy
- Scottish Reformation
- Calvin
- Nautical astrolabe
- Iberian Union / Prior of Crato
- Modern Army
- Galleon

TURN 11 (1640)

DEPLOYMENT				
Power	Points	Home areas	Domains	Allies
Royalists	7	York, Newcastle, Chester, Wales, Bristol, Plymouth		Irish Confederation
Parliamentarians	7	Rest of home areas in England		Scotland

INTEREST	
Power	Interest
Spain	WM, CM, CE, Ca, Sa, As, WE
France	CM, WE, CE, Na, Ca, Sa
Parliamentarians	WE, CE, WM, Na, Ca, Sa, Af, TE, In, As
Austria	CE, CM, SEE
Venice	CM, EM, TE, SEE
Poland	CE, EE, SEE, BT
Ottomans	CM, EM, TE, SEE
Persia	MOr, EE, In
Russia	EE, BT, Si
Crimea	EE
Sweden	BT
Denmark	BT
Netherlands	CE, WE, BT, Na, Sa, Ca, In, Af, As, TE
Portugal	TE, Sa, Af, In, As
Mughals	In
Royalists	WE, CE, WM

SPECIAL RULES

- The minor power Emirates disappears (its areas are still active but level 3 independents).
- The minor power East Indies Sultanate appears (the Borneo area is activated).
- The minor power Irish Confederation appears.
- If peninsular Portugal is a Spanish domain, now it becomes Portugal's again (together with the E3 fleet). Until war breaks out, Portugal and Spain are allies.
- Brandenburg: If not, allies with Sweden.

THIRTY YEARS' WAR SPECIAL RULES (Turns 9, 10 and 11)

(See turn 9)

WARS OF THE THREE KINGDOMS SPECIAL RULES (Turn 11)

Start of turn

- All British fortresses and troops are removed from the British Isles (which are left as available).
- Parliamentarians inherit England's counters, unrest, allies, and everything outside the British Isles.
- Deploy first the Parliamentarians and then the Royalists.
- All references in the cards to England refer to the Parliamentarians.
- No foreign power may enter the British Isles during the war.
- Scotland allies with the Parliamentarians (1VP to the player carrying it if different from the Parliamentarians).
- The Irish Confederation allies with the Royalists. It possesses all Ireland.

Outbreak of war

- Place a level 3 rebellion in Inverness.
- As long as this revolt is in place: Royalists subjugations in this area are automatic (even without supply).
- Place level 3 rebellions in Ulster and Cork. As long as these revolts are in place: Parliamentary subjugations in these areas are automatic (even without supply).
- Both sides apply collapse rules.

End of war / end of turn

- Peace is made normally (if at the end of the turn there is a tie, for the following effects the Parliamentarians are considered winners).
- The winner becomes the owner of the enemy areas and merchants.
- All enemy military units become available, or are eliminated if Royalist (maintenance free).
- If the Parliamentarians win, areas controlled by the Confederation of Ireland (if still allied with the Royalists) become level 3 rebellions.
- If the Royalists win, they are taken by the player who controlled the Parliamentarians (after counting VPs).
 - Areas of Scotland (if still allied with the Parliamentarians) become level 3 rebellions.
 - Royalist tokens are replaced by English ones.
- If not, the winner allies with Scotland.
- The unrest level is set to 8.
- After the war, events concerning England apply to the winner.

ACTIVE EVENTS

- Treaty of Tordesillas
- Luther
- Treaty of Zaragoza
- Acts of Supremacy
- Scottish Reformation
- Calvin
- Nautical astrolabe
- Modern Army
- Galleon

11. GAME TIPS

This section is mainly aimed at novice players. Here are some tips to help you have a more satisfying game experience. The game has some complexity, and there are a lot of relationships between different rules that we think should be highlighted.

The most important advice is the following: Do not lose sight of the fact that **uRR is a game that is won by victory points**. Therefore your actions should be directed to achieve them. There are VPs easier than others, some cost many actions and others less. Some of them are more subject to chance and others are more secure. Analyze the situation and go for the easiest and safest.

Do not take wars as something personal, if you lose by 1 and there is only the VP of the war in play, sometimes it is better to let it be (in the end you will only raise a little unrest). Moreover, even if the war does not interest any side, throwing yourself into a simple battle and stopping there (better if you win, of course!) Is more profitable than doing nothing; a war with a VP bonus that is not won, benefits all but those involved (since neither of them wins the VP).

You also have to know how to surrender on time (remember that given the case, the opponent can not refuse). If the winds are blowing in his favor, let him fight against another player, there will be time to tighten the nuts. Sometimes it is even beneficial to end a victorious war (forcing the end), so that you can dedicate yourself to more productive objectives.

The planning of the campaign is also very important, we will often be interested in ending the war quickly with one or two battles. Other times, it will be preferable to start a campaign of attrition, avoiding battles while delaying the enemy's advance, and gaining ground on other fronts. In fact it is relatively common to win the war despite not having fought any battle (or even having lost the battles).

For defense, try not to leave border areas at a distance of more than 2 of your own troops (or fortresses), do not make it so easy for the enemy. And if you have a better leader with that troop, you'll see the enemy's problems in the advance. And if you have 2 troops and a leader, those problems will quickly go to torture. Normally this is usually enough to delay the opponent long enough so that you can finish what you are doing and face him later (if you are interested).

In the sea things are similar. With naval superiority, the enemy will become almost impregnable, coastal fortresses will be well defended, and great logistical advantages will be obtained. Do not give up the sea to a stronger opponent; the problems that can be caused by a single squadron (without intending to engage in direct combat) amply pay off their high maintenance cost.

For land battles, choose the size wisely; combats with 4 or 5 units per side, sometimes become major disasters (or successes) that some sides can not afford. A battle of two against two, has the same effect on morale, and potential damage is more limited.

When promoting to veterans, remember that troops of category 4, have the same probabilities to win battles that those of 3, but the losses that infringe are much greater (and also their influence in creating new veterans). If you want to win the war and dedicate yourself to something else, promote troops from category 2 to 3. If your plans are not to stop hitting, a base of troops of category 4 will make your army in the long term an unstoppable machine.

Regarding actions that raise unrest (extraordinary leaders, diplomacy and technology), try not to overpay. Bear in mind that a rise of 3 is approximately equivalent, according to the context, to the actions of a card of the same value. Evaluate the situation well (and that of your opponents) before raising unrest.

Trade is another important aspect of the game, do not lose sight of it, but to maintain it you need (normally) a fleet; also your opponents. Do not be remorseful about declaring war on players who have entered trade centers where they did not have a fleet to protect them. Remember that corsair actions were perfectly common at those times.

And finally a "fair play" advice. It is not expressly prohibited in the rules, but try to take your powers in "separate compartments". When you negotiate as a Venetian you are the Doge, and when you do it as a Russian the Tsar. Agreements between players of the style "if I surrender to Venice you surrender to Russia" go against the spirit of the game.

And now ... enjoy uRR!

12. DESIGNERS NOTES

Ultima Ratio Regis is born from the desire to design a game capable of covering the modern age (as does the well-known “Europa Universalis”) with modern, fluid and manageable mechanics, and correcting many bugs that over the past 20 years we have seen in many historical “multiplayer” games. We know that many fans are aware of these flaws, and some have already asked us how uRR deals with them. We are trying to clear up some of these doubts.

12.1 Powers in play

One of the aspects that may draw more attention to those approaching the game for the first time is that each player controls several powers. There are few games where this happens, and most share the same flaw: players end up using all their countries in a coordinated way, as if they were just one, which is not historic at all. In Ultima Ratio Regis the powers function as sealed compartments, and they do so with mechanisms and rules that are totally credible. To begin with, the map is divided into large theaters of operations and each power has “interest” and can operate in only a few of them (in the rest of the theaters it can hardly do anything). Each power also has very specific objectives, war events and “casus belli” that lead it in the historical direction. Let’s say a player controls France and Persia; the game doesn’t prevent him from declaring war with both at once on the Ottoman Empire, but doing so with France simply doesn’t make sense. France will suffer a significant penalty for not having casus belli; it will barely be able to conduct military operations against the Ottomans because it has no interest in the Eastern Mediterranean theatre of operations. And all this in order not to obtain a single victory point. On the other hand, controlling several powers has many advantages for a game of this kind: You don’t need “filling rules” or “accounting” with the country’s economy so that players have something to do when they’re not at war (in uRR you’re always involved in wars, sometimes several at the same time, it’s normal that you’re overwhelmed). Players are more involved in everything that happens in the game, as they operate in different theaters all over the map and play countries with very different styles of play at the same time. With uRR mechanisms it is easy to add new powers or make them disappear, and it can accommodate a very variable number of players. All powers are governed by the same general rules and less special rules are necessary. All this does not mean that the player can’t have a power that is his favorite or main power, either because of personal preferences or because it is really the most important historically speaking, or the most active.

12.2 Map and counters

You may have been frightened to see how many counters the game has (more than 700). Don’t worry, the reason for so many counters is mainly that there are many countries. In practice, on the map there are relatively few, even great powers like Spain or the Ottoman Empire barely have a dozen military units on the board, and they also have them stacked forming a few armies or fleets. As for the control markers, most areas on the map are already in the color of the power that normally controls them, so very few are placed, and the map is usually quite clear. This is so to extremes that require some explanation, as is the case of Hungary and the Mamluks. If you look at the map you will see that, unlike the other powers, these two do not have the map areas of their color, but are the color of the Ottoman Empire. The reason is that these countries usually last only the first two or three turns, then collapse, disappear, and their areas almost always end up in the hands of the Ottomans. If their color had been used on the map, this would have saved you from placing control markers of those powers for the first 3 turns, but would force you to use Ottoman markers for the remaining 17 turns, it is much cleaner and more practical to do the opposite. This does not prevent Hungary from ending up in the hands of Austria (though that happens infrequently), or Egypt in the hands of a slightly daring (and reckless) Venetian player. With the Spanish colonial empire something similar happens, most of the areas of South America and Central America are already in the color of Spain, when at the beginning of the game (1490) Spain has not even discovered America, it happens that in a matter of 5 or 6 turns almost all those areas end up in their power and continue like that until the end of the game. Again it is more practical to use the color of Spain on the map, cover them during the deployment with control markers of active independents, and as Spain conquers its empire, instead of placing its control markers, it removes the independents, leaving the map cleaner and cleaner. Something similar has also been done with Siberia and certain parts of Russia such as the Golden Horde, Astrakhan or Livonia.

12.3 Evolution of powers

All the information related to a power (vitality, economy, special rules, objectives...) is condensed in a card that can change with time. As the game progresses, some powers, such as Spain or the Ottoman Empire, will see how in certain turns their card is replaced by a worse one, with less vitality, less income, less elite units,... On the other hand, other powers, such as England, France or Russia, will see their home card improve and their abilities increase, going from being second order countries to superpowers.

There are powers that are subject to collapse rules and may disappear after losing a war (such as the Mamluks or Hungary), or that will end up becoming minor states no longer controlled by any player (Denmark or Venice). Others join as the game unfolds (such as Sweden and the Netherlands), or will only last for the duration of a war (such as the Huguenots and the Catholic League during the French Wars of Religion).

12.4 Elements of decision

After reading the three previous sections you may be wondering if uRR isn’t a game that’s too rigid and historically tracked; the answer to that question is yes and no at the same time. It’s a game that pretty much follows the historical course, but allows for

a lot of variation within it. Following the example of a player who controls France and Persia, we have that during the first game turns, France is continuously at war with Spain (Italian Wars), and Persia half of the time is at war with the Ottoman Empire. It is a historical script that is always the same, however this is only a framework within which many things can happen. Some turns of the Italian Wars will be marked by big field battles with many casualties for both sides; in other turns players will do almost nothing and will be busy on other "fronts"; and other turns can be a complex maneuvering war with hardly any battles. In addition, in some turns other powers such as Venice or Austria may (or may not) intervene.

To illustrate the above, if on a turn France suffers a catastrophic defeat in Italy, the player will probably turn over the resources of his cards in an intense campaign in Mesopotamia with Persia. In another turn or game, Persia may do almost nothing and most of the player's resources will be absorbed by France and the Italian Wars. Multiply this by the number of powers in play (which may be 15 or 16) and add to the cocktail unexpected side changes from key minor powers (e.g. Scotland in the middle of a war between France and England), technological advancements, or *casus belli* and wars outside the historical script (which there are also), and the result is that no two games are the same.

12.5 Generic Events

In uRR there are two types of events; historical events (which take place in specific turns) and generic events. Each turn you have to assemble the deck of cards and this is done by taking all the historical cards from that precise turn, and then a random selection of generic cards that complete the deck up to about 40, which are then dealt to the players.

The latter may appear to be a filler, but they are not. Within these generic cards are the activation of minor powers (which allow them to change their ally), unexpected *casus belli*, or technological advances that can alter the course of a war. The introduction of only a part of these events also at random, adds tension to the game and makes it unpredictable how that turn will unfold.

12.6 Combat System

Perhaps because of its appearance (graph map, card control in game, and very generic troops), uRR seems like a purely strategic game, where the main decisions players can make regarding their armies or fleets are reduced to making battles. It is actually an almost operational game. This is thanks to the combination of concepts such as battle size, disadvantages and finally subjugation combat.

The size of the battle can vary according to terrain, type of general or naval superiority. This is meshed with a system of disadvantages that can reduce the quality of troops, also depending on terrain, generals, naval support, etc. These are some of the factors that determine when and where players are interested in fighting. Sieges and subjugation combat complement the above system, allowing powers to force their enemies to spend far more resources to advance and occupy areas. This type of strategy causes attrition to the enemy in the form of dispersed units, allowing players to fight a war almost without making battles. The duration or cost of a campaign and how long a player can use this delaying tactic will also depend on how far he can yield ground without beginning to lose key areas or allies. Or simply whether he is interested in making the campaign shorter or longer for other strategic considerations.

12.7 Leaders

The random selection of generals is another element that serves to add decision elements to the game. Since striving for a general of a particular type can be very costly or simply not effective, players often end up adapting their strategy to what they get. In this way, a tactical general can encourage the player to look for decisive frontal battles, while a determined general can push him into a campaign of attrition; or an admiral can open up the possibility of attacking enemy targets through complex naval operations and landings.

Historical generals (which enter the game by event) in earlier versions of the game differed from generics in that they could have more than one ability or characteristic. This gave rise to complex situations to resolve and finally we changed it; now they also have a single ability.

These historical generals still have the advantage that you don't have to pay unrest for them, the player knows beforehand when they are going to appear, and also what kind they are going to be. In addition, when some of them enter the game, they "convert" units into veterans (the event card itself indicates this), these veterans represent the reforms in the army that these exceptional characters introduced; something that has happened since the time of Philip of Macedon. This standardizes and simplifies how generals work, but at the same time the historical ones are better represented. The loss of half of the veterans at the end of the turn represents in this case that other powers end up copying those reforms (applying again a generic rule that equally affects the veterans resulting from combat).

12.8 Unrest

What in uRR we call unrest integrates not only the discontent and level of internal turmoil of a power, but also the state of its economy. In the early versions of the game, economy and unrest were separated, but they were two elements with many communicating vessels. At one point, we realized that it was more practical and simple to integrate everything into a single system.

A high level of unrest may represent that the power is heavily indebted, which in the end translates into internal turmoil (excessive taxes, inflation and difficulties in the daily lives of the inhabitants of that country). It can also be interpreted in reverse; social unrest for whatever causes (political, religious...) ends up translating into economic difficulties, that is, less capacity to collect

taxes or to recruit and maintain the army.

12.9 Vitality of the powers

Vitality is one of the most representative characteristics of the strength of a power, and it is intertwined with many other mechanisms of the game, in a way that is difficult to see just by reading the rules.

For example, during a war a power has as many morale points as it has vitality. If at any time it runs out of morale points it must surrender immediately; this often conditions the way a military campaign is waged: Powers with very few morale points such as Hungary, which has only 2, are fragile and often risk everything in a single battle as was historically the case (defeated in a field battle over a key area, they suddenly lose 2 morale points and must surrender). However, powers with many morale points (4 or 5) not only have more resistance during a war, but they can play an attrition campaign against powers that have fewer points, knowing that in a long war, their opponent will be forced to surrender sooner.

When betting for smaller allied states or technologies, powers can bid at most as many points of unrest as their vitality, so those with more vitality also have a better chance of getting these allies and technologies.

Vitality also influences commercial competition, giving a certain advantage to powers with a higher level.

Finally, power's unrest is compared at the end of the turn with its vitality, and depending on whether it is lower, higher, or more than double the vitality, it may suffer different penalties.

12.10 Morale and conduct of wars

Another original aspect of uRR is morale during war. As noted above, a power has as many morale points as vitality points, represented by counters. Each time a power loses a battle, an ally, or a key area, it must surrender one of its morale counters to the one who inflicted the defeat. If it ever runs out of morale points, it surrenders immediately.

When one war is over, the winning power is the one that took the most morale points from the other, and the war reparations the winner can demand are as many as the difference in morale points. In uRR the enemy territories occupied during a war are not automatically ceded to the conqueror; he has to demand them by spending war reparation points, and those that he cannot (or does not want to) demand, must be returned to their original owner (this concept will surely be familiar to those of you who know the computer game *Europa Universalis*).

In addition, lost morale points can be translated into points of unrest at the end of the war (war fatigue), so it is not the same a war where the winner has 2 morale points of the loser and the loser 0 of the winner, than one where the points are 5 and 3 respectively. Although the war reparations are the same (two in both cases), in the second case the war has been more intense and harder, and the impact on unrest (or economy) will be more negative.

This agile and simple system avoids the "total wars until the last man" that are antihistorical and distort many other games of this style.

12.11 Diplomacy

Diplomacy without any limitation can be fun in lighter games, but it does not take into account the historical conditions of the time and in our opinion, it is neither credible nor realistic.

In uRR wars are conditioned by historical events or *casus belli*. One power can declare war on another without having *casus belli*, but doing so it has to give this latter one morale point, that is, it begins "losing". This, in addition to being a necessary penalty for the game to be historical, represents the internal opposition to a war that has no reason to be declared. Despite this, these declarations of war happen on some occasions, but the player has to know very well what he is doing. Doing so with a power that has 5 morale points (like the Ottoman Empire) against one that has only 2 points (like the Mamluks) can end up succeeding, but against a power with 4 morale points (like Austria for example) it is very dangerous.

Alliances between powers are also limited to historical ones, and cooperation between allies is limited, broadly speaking, to sending expeditionary corps, strategic redeployments, and naval support.

Likewise, there is quite a bit of diplomacy between players, although it is somewhat different from other games of the style. It's usually a one-on-one diplomacy, which revolves around what a player's intentions are regarding one of his powers; how far he's willing to continue a war or how the support of a possible ally is going to materialize, to give a few examples.

It's also not uncommon to see the same two players carrying enemy powers that are bleeding to death in the East, for example, while happily collaborating with two other powers, allied in the West.

12.12 Economy

This is another aspect that can end up deforming such a long game if it deviates too much from history. It has been tackled by assigning each power a fixed income that is indicated in their home card. It is possible to earn additional income by trade or by controlling key non-home areas.

In general, for most powers the fixed income constitutes the bulk or even all of their resources, although there are some such as Spain, Venice, the Netherlands or the Ottoman Empire that can double them with their trade and conquests. This income is

used to maintain military units.

On the other hand, a power can spend more than it earns, which will cause its unrest to increase at the end of the turn (which, as we have seen, also represents the indebtedness and progress of the economy). This will lead to reduce its activity in subsequent turns in order to recover its economy. This system allows the powers to stretch beyond their resources at critical moments, but at the same time prevents them from ending up permanently “out of the game”.

In addition, the system is quite round and simple: The incomes of the bulk of the powers range between 10 and 20 points; the maintenance of many units costs 1 point (fleets 2) so that calculating the economy of all your powers and the consequences of their levels of unrest will only take you 2 or 3 minutes each turn, and you can do this without taking notes or using counters.

12.13 [Technological advancement](#)

It is introduced through four generic event cards that give an advantage to the powers that get them but only until the end of the turn. This represents it's copied by all powers after a few years.

The system is complemented by some additional advantages that may last longer and affect only some powers (such as the Spanish “Tercios”). Also with events that can create permanent changes in the game from certain turns onwards (such as the nautical Astrolabe, which increases the distance of naval operations, or the Galleon that allows fleets to attack and raze overseas commercial enclaves).

12.14 [Narrative](#)

These days, a large number of games are published, and it is common to hear about mechanics, but less about narrative. The reason is surely that many of these novelties are “eurogames”, so abstract that their subject can often be replaced by another one that alters little more than the graphic aspect. This is not the case for most historical games and wargames. Those of you who are fans of these games and who, like us, have been playing titles from companies such as Avalon Hill or GMT Games for several decades, I'm sure you remember, years later, plays with extraordinary or surprising results (nobody remembers a game of Settlers of Catan ten years later).

In uRR the historical events that come in and out of the game in their corresponding turns are an essential element in the construction of that narrative. Most have a major impact on the game, although some you'll see have very little effect, or even none as in the case of the “Luther” event. These cards could be eliminated, but we have deliberately included them: they serve to make the narrative more complete, and they also have a didactic function, showing the players what we think are the most significant events of the era.

In addition, historical games and wargames would not be complete simulations without random elements. These basically represent everything that is impossible to cover with the rules because it is too extraordinary, exceptional or rare, but that we can often read in history books. Ultima Ratio Regis has three random elements:

- The random distribution of events between players, as in all card-control games, serves to construct a story that is different in each game, but at the same time “rhymes” always with what happened historically.
- As for combat, if you've looked at the rules or examples, you've seen that roughly speaking it's based on rolling a six-sided die for each participating unit, to get a result that can't be less than the quality of the unit (when it is, it's changed for that minimum result). This means that in the long term, the armies with the best units end up victorious most of the time, but at the same time allows armies of inferior quality to win exceptionally thanks to a good dice roll. Again this is a necessary element, as such things happened. In this way, at the same time it contributes to make the game narrative epic and unforgettable, making it possible, for example and against the odds, for the Mamluks to defeat the Ottoman Empire in a war, for the Spanish Armada to land the “Tercios” of Flanders in England, or for the Ottomans to conquer Malta.
- The last element that makes an important contribution to the narrative are the exceptional generals, of which we have already spoken, who arouse true feelings of pride and admiration, or disappointment and disenchantment.

12.15 [Conclusion](#)

In short, you have in your hands a game with quite a few original mechanisms, which is the culmination of almost two decades of talks and dissertations around all the historical “multiplayer” games that we have played.

You may initially find it hard to see its amplitude, but we trust that when you get to know it, you will begin to appreciate it, and above all, to enjoy it as we are doing.



CREDITS

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