Ultima
Ratio Regis

War and peace in the Modern Age

Game rules

Version 3.1

CONTENT

1. Introduction

Ultima Ratio Regis is a game for 1–8 players, which recreates the military history of the European Modern Age. It begins with the discovery of America and ends with the French Revolution.

The game covers 20 turns of 15 years (three centuries, counting them all) and is played in scenarios that include several of these turns, with a duration per turn of between two and four hours. One of these scenarios, the Great Campaign, includes all 20 turns, although there are some of shorter duration (even of only one turn). All of them are detailed in the scenario book.

In Ultima Ratio Regis players will drive the different powers that disputed world hegemony during the 16th to 18th centuries, focusing mainly on the geopolitical aspects of the time.

The present rules are structured in two blocks: One with the introduction and the rules (this one), designed not only to facilitate a first reading but also to facilitate later consultations of the rules. The second one, with a game example from the beginning of a scenario, as well as a part with tips and design notes.

2. Design philosophy

It is difficult to design a game with scenarios that can span up to 300 years, in turns of fifteen years, avoiding strange endings and excessively directing the course of the game at the same time.

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).

We must not lose sight of the fact that Ultima Ratio Regis -the last reason of the king- is a military game, where diplomacy, commerce, different developments, and in general the economy appear in a simplified form, basically as military objectives. That is why these rules have been provided with simple and automated mechanisms of rise and decline of powers. We will see the birth and rise of some, and the slow or rapid decline of old powers, attenuated or precipitated by military victories or defeats.

Finally, one of the main objectives has been to bring the modern European age closer to wargame players, showing the main geopolitical events of these 300 years. We have sought to draw the evolution of western geostrategy, from the end of the Middle Ages to the main events that marked the prelude of the contemporary age. All this is done by evolving the powers through their cards, and changing some rules through the different historical events.

In short, it has been sought that, basically with the same rules, the players feel immersed in the renaissance, in the first scenarios, or in the prolegomena of the contemporary age, playing the last turns.

3. Cards

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 minor 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 red wax seal), which are the only cards that can exceptionally be used to modify the combat rules.
- Improvement cards, to gain alliances with minor powers in the game, or cards to gain technological upgrades (they have a 2 on a green seal).
- 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 card.

The event cards can have the name in white with blue background, indicating that they must be the first to be played (they are called priority cards). We can also have them named in black with a gradient blue background, indicating that they must be played first if the player has 4 or fewer cards left. In this case, they also become priority cards, but when the player has 4 or fewer cards left in total.

3.2 Major power and minor power cards

The first ones contain the relevant information of the powers carried by each player. The second ones correspond to minor powers that are not carried directly by the players, but through the first ones.

GENERIC CARDS

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

— Minor's power position on the map

Bavaria
Imperial Elector

012 — Card identification number

1 — Action point on a red background:
The card is a combat card

Combined attack

Play it when a player announces a retreat.

The retreat is not done (nor are interceptions allowed).

The player may still disband the entire army or fleet to avoid combat.

017

— Card name

3 — Card illustration (only generic event cards)

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.

029

— Card instructions

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)

— The blue header indicates that the card is a priority

— These powers are at war

Turn 1

3 **Shah Kulu rebellion**

Place level 3 rebellions on Adalia and Sivas.

CASUS BELLI

PERSIA   OTTOMANS

112

— The blue degraded header indicates that the card has priority when the player has 4 cards left in his hand

— These powers have mutual Casus Belli

Turn 4

3 **Spanish Tercios**

From now on, in land battles, armies of any power that include Spanish elite units, cancel 1 disbanding result (without changing the battle result).

405

— The pale yellow header indicates that the card can be played without restrictions

— Historical event cards can be differentiated from generic cards in that they have no illustrations, have the title inside a rectangle and have the turns in play in the upper right corner

MAJOR AND MINOR POWERS CARDS

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

— Position on the map

— Available units

1

BOHEMIA
Turns 1 - 8

1
VOTE

— Imperial Elector and number of votes for the Imperial Election

— Duration of the card

Special rules:
• England counts as if having 5 vitality points when betting for Scotland.

Objectives:
• Scotland
• Calais (area)

England
Turns 1 - 6

6 1 2 2   **3** Vitality   **6** Income

6 1 2 2

3

4

6

— Duration of the card

— Available merchant tokens

✚ Catholic
✚ Protestant
✚ Orthodox
☪ Muslim

— Western power

— Underlined: Key area

— Each objective gives 1 victory point

— Available units

— Theaters of operations where power has interest. Dashed with a number indicates a future turn

6

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 nationality, time and location (Europe or overseas), each counter represents around 5000 soldiers (including auxiliary troops). They have two faces, one side for regular troops, and one for veterans. Each side has a die printed, which refers to its quality, and that varies between the worst (quality 2, abbreviated as I2), and the best (quality 4 or I4).

WESTERN POWERS

Regular	Veteran	Elite	Veteran

EASTERN POWERS

Regular	Veteran	Elite	Veteran

TURN 15 (18ᵗʰ CENTURY) ONWARD

Regular western powers	Elite western powers	Regular eastern powers	Elite eastern 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).

NAVAL SQUADRONS

Regular	Under repair	Elite	Under repair

TURN 15 (18th CENTURY) ONWARD

Elite	Regular

As in the case of troops, the die printed varies depending on quality: the worst (S2) and the best (S3).

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).

Operational	Under construction

Leader

These counters summarize the generals or admirals of the time, their staffs, specialists, and the logistics that accompanied armies and fleets. They have two faces, one for ordinary (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.

Ordinary	Organizer	Tactical	Determined	Admiral	Creative

Revolts and active independent areas

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

7

4.2 Other counters

Merchants: Number of merchants of a power in a trading center (face 1 merchant, reverse 2 merchants).

Morale: It serves to measure the progress of wars between major powers.

Siege: Used to measure the progress of a siege.

If a player turns the victory point marker over, he will place these counters under his control marker.

They are used to indicate the capacity of a trading center when it is different from that printed on the map.

Inactive areas: Used to mark areas that are not in play and cannot be controlled by the players.

Inactive provinces/theaters (face/reverse): Indicate provinces and theaters that are not in play, and which count as if they were not even printed on the map.

Major power control markers

Like almost all the counters, they have two sides, one striped and one solid. 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 on the map are already of the corresponding color, so no control markers are required.
- On the casus belli boxes, the one on the left has casus belli against the one on the right.
- In the war boxes, it indicates that these two major powers are at war.
- In the unrest box, the unrest level of the power (on the solid side, indicates that the marker has been flipped and is equal to +10).

On an area: Indicates that it is a home area.
Unrest: Indicates that the marker has been turned over, i.e. +10 points of unrest.

On an area: Indicates that it is a domain.
Unrest: Indicates the unrest level.

- 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.

4.3 Customized dice

The game also includes 24 6-sided customized dice with colors corresponding to the quality of the military units:

- The numerical result is used to modify the die result when a leader or combat card allows to add 1 to the die.
- The little dots next to the number indicate that the die counts as a 1 or a 2 (one or two dots respectively) for the purposes of technology or combat cards that allow the results of 1 or 2 to be re-rolled.
- Swords (which may be none, one, or two) indicate battle points.
- The skull indicates a casualty.

In total there are 5 red, 8 blue, 8 white and 3 green, the six faces of each type can be seen below:

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 two Polish merchants and two Russian merchants.

5. Russia and Poland 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.

6. 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.

7. 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 in point 5).

8. 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.
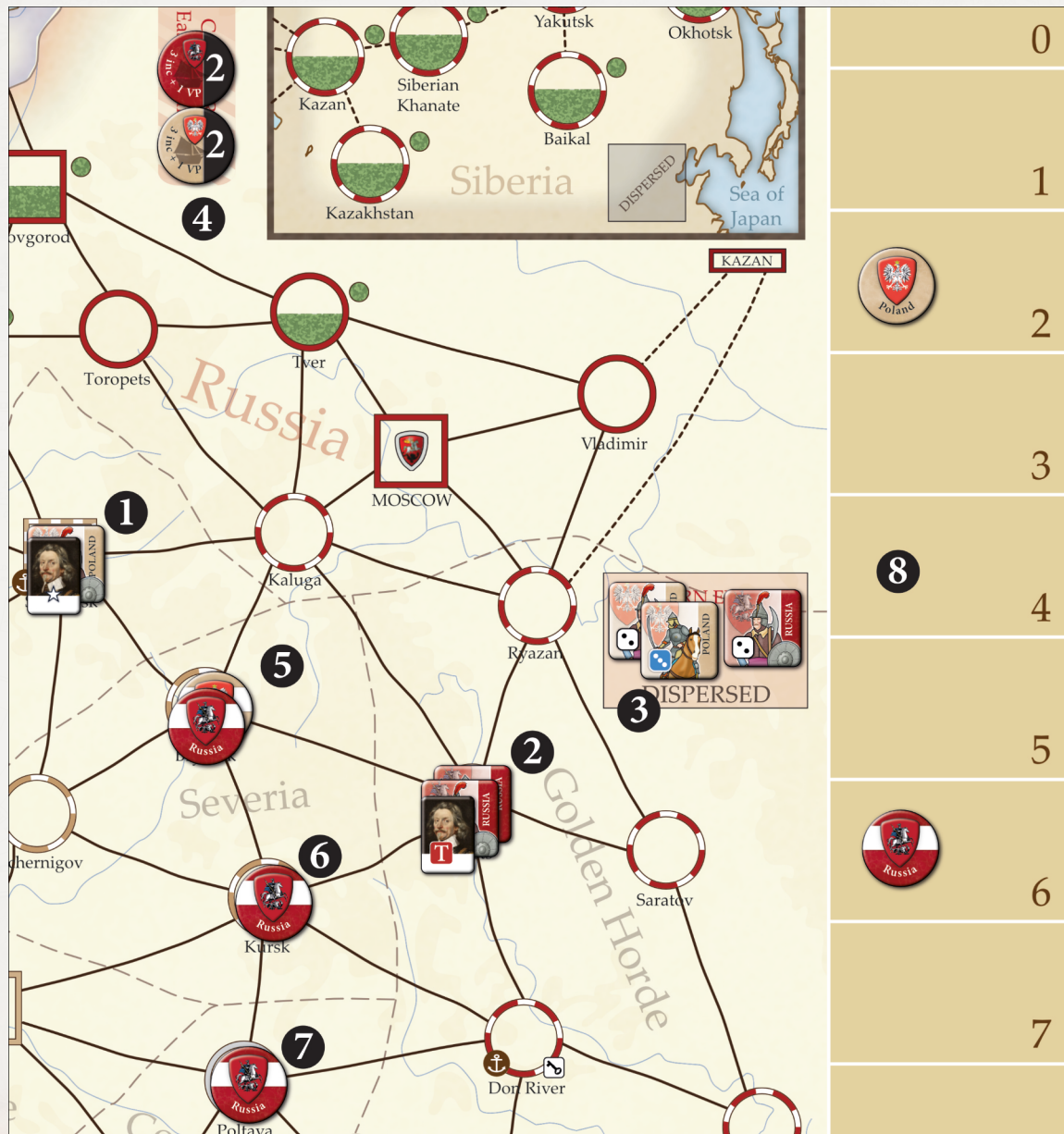
6. The game board

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.

Each map is divided into seas and (land) theaters of operations, and the latter into provinces, areas, connections, dispersed boxes and trade centers.
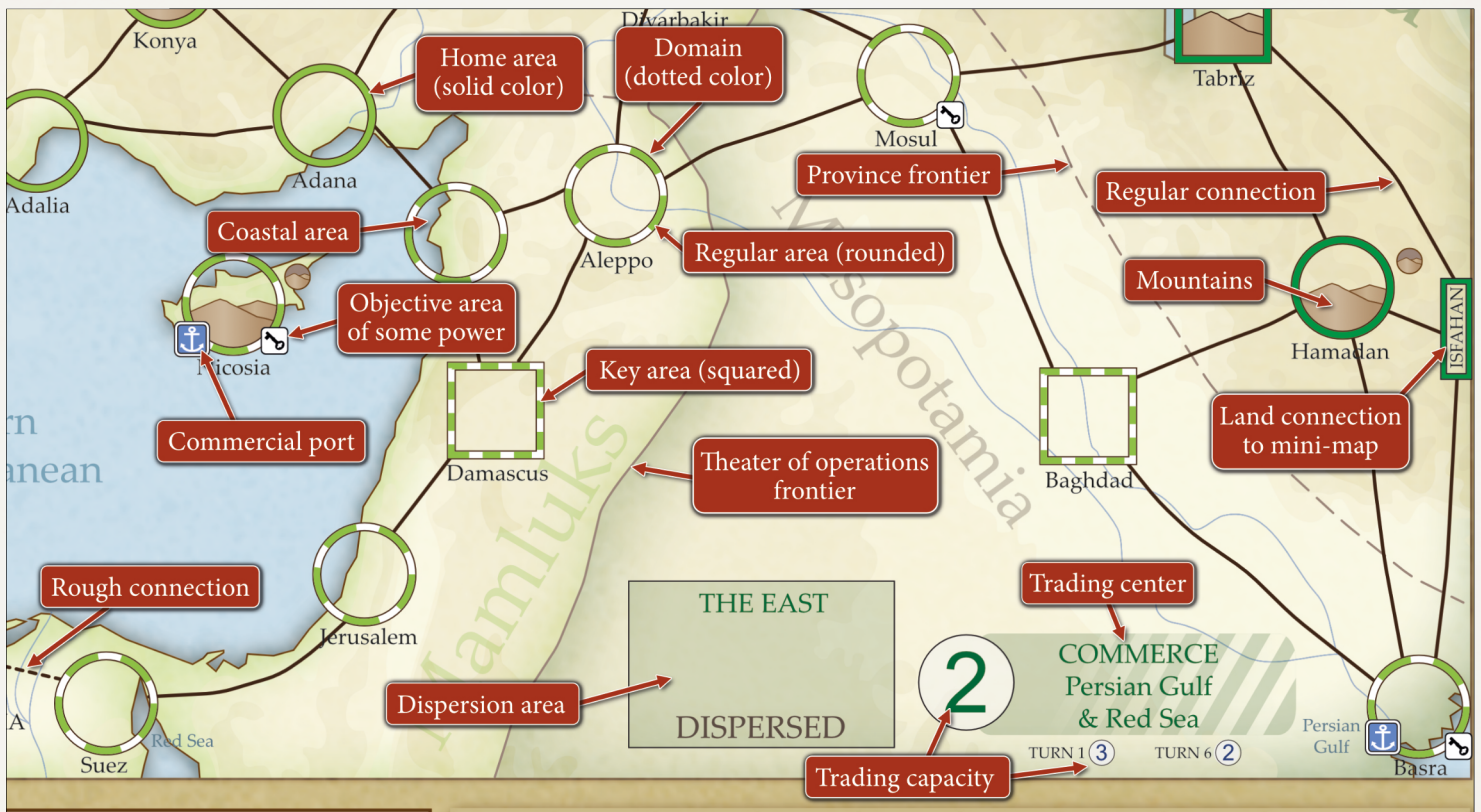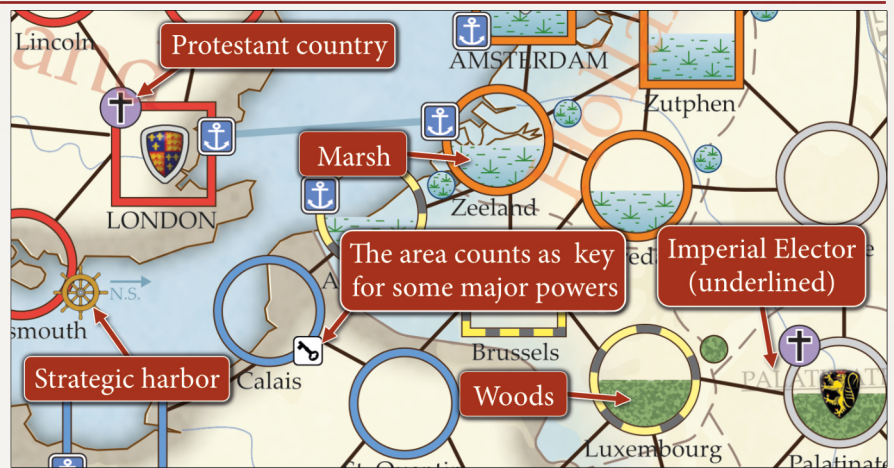
In the map in the next page we can observe:

1. Turn track.
2. World Map, where all the oceanic naval areas are shown.
3. Turn sequence.
4. Track to indicate wars and casus belli. 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 (and casus belli) 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 map and the other is in the India mini-map. Theaters of operations do not include seas, they refer only to the continent. The Western Europe theater, exceptionally, has two dispersion boxes: one for France and one for the British Isles.

Ultima Ratio Regis

TURN

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

NORTH AMERICA
North America — DISPERSED
COMMERCE North Atlantic — 0
COMMERCE Caribbean Sea — 2

CENTRAL AMERICA
DISPERSED
Caribbean Sea

SOUTH AMERICA
South America — DISPERSED
COMMERCE South Atlantic — 2

AFRICA
Africa — DISPERSED
COMMERCE Africa — 2

WESTERN EUROPE
France — DISPERSED
COMMERCE Eastern Atlantic — 3
COMMERCE North Sea — 3
BRITISH ISLES — DISPERSED
Ireland · England · Scotland
North Sea · Eastern Atlantic

WESTERN MEDITERRANEAN
Portugal · Spain · Barbary Coast
DISPERSED
COMMERCE Western Mediterranean — 2

CENTRAL EUROPE
CENTRAL EUROPE — DISPERSED
COMMERCE Baltic Sea — 3
Holland · Flanders · German States · Austria · Bavaria · Saxony · Brandenburg · Hannover · Pomerania · Switzerland

INDIA
Persia · Mughal Empire · Southern India
India — DISPERSED
COMMERCE Indian — 3

ASIA
Asia · Sea of Japan
DISPERSED
COMMERCE Sea of China — 2

CENTRAL MEDITERRANEAN
CENTRAL MEDITERRANEAN — DISPERSED
COMMERCE Central Mediterranean — 2
Papal States · Sicily · Italian States

SOUTH-EAST EUROPE
SOUTH-EAST EUROPE — DISPERSED
Hungary · Balkans · Wallachia & Moldavia

EASTERN MEDITERRANEAN
EASTERN MEDITERRANEAN — DISPERSED
COMMERCE Eastern Mediterranean — 2
Greece · Anatolia · Eastern Mediterranean

EASTERN EUROPE
Poland · Russia · Ukraine · Livonia · Finland · Cossacks · Crimea
COMMERCE Eastern Europe — 2

BALTIC
Norway · Sweden · Baltic Sea · East Prussia
BALTIC — DISPERSED

SIBERIA
Siberia — DISPERSED
EASTERN EUROPE — DISPERSED

THE EAST
Mamluks · Mesopotamia · Persia
THE EAST — DISPERSED
COMMERCE Persian Gulf & Red Sea — 2
Black Sea · Astrakhan · Golden Horde

TURN SEQUENCE

INITIAL PHASE
- Deploy new powers
- Move Issue cards
- Prepare playing cards

PLAYING ROUNDS
- Determine playing order
- Play card or action
- Card play and actions

END OF TURN
- End score
- Commercial competition
- Income and maintenance
- Negotiations
- Social agitation
- Victory points

WARS

CASUS BELLI

ELIMINATED UNITS

VP
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29
30 31 32 33 34 35 36 37 38 39
40 41 42 43 44 45 46 47 48 49

UNREST
0 1 2 3 4 5 6 7 8 9

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 Scenario Book.

Each scenario has a turn of beginning and another of ending, the participating major powers and how they are distributed among the players (some may appear initially, and others in a later turn), the number of players, and some special rules.

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 may receive some bonus, since their powers have more difficulty in gaining victory points (hereafter VPs). This bonus comes as extra VPs at the end of 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, the players bet a number of VPs to establish the order in which the power groups are distributed. The player who bet the most chooses first, the second in second place, etc... Ties are resolved randomly.
- Players take a control token from one of their powers and place it on the VP board marker.
- The player who bet the most starting with 0, the next player with as many VP as the difference between the first player's bet and his own bet. The remaining players calculate VPs similarly.

(See "2.2 Example: Power Auction").

7.2 Preparation of the game board

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

Next, the players deploy 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 Scenario 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 powers and powers changing card

Depending on the scenario, if applicable, check which player controls them. They are then deployed (see "25. 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 Building the card deck

Then the card deck with which to play during the turn is prepared. 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	
2 players	34 (17/player)
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 power cards (major and minor) and event cards. Event cards are also divided between generic 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 make the deck, we will separate, on the one hand, all the historical event cards of the turn to be played and on the other hand, the 40 generic event cards. We will build the deck by taking all the historical events, and we will add a random selection of the generic events until we reach the number of cards necessary according to 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 less accumulated VP, chooses which player will start to make the first impulse and the direction in which the turn will be played (clockwise or counterclockwise). Ties in VP are resolved randomly.

The different powers place the merchants they have in each trade center. All of this is explained below (see "19.2 Commerce").

See "2.5 Example: Beginning of the half turn. Merchants' location".

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.
- In this phase, major powers can 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 card 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 limitation 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 powers could play the intrinsic action of the first power initially, then play a three-action card making two more actions with this first power and the third with the second power. He could then play another two-action card (which he should assign to the third power, since the other two have already received card actions), and finish with the intrinsic actions 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 action 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 troop from any theater, to the dispersion area of the theater where it has more home areas, regardless of whether the troop was dispersed or not (see "4.16 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."

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:

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 in repair)
Peace negotiations	(between powers in war)
Power actions	
Troop construction	Build a troop in a main map possession (including a strategic movement). Elite troops (Q3) only in home areas. Build a regular troop (Q2) in a home area in the mini maps
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 and naval
Build a leader	Assigning it to some troop / fleet / fortress; and / 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
Promote merchant	Advance a merchant in a trading center
Declare war	
End of impulse	
Move home	A single troop (dispersed) from any theater to the home theater
Reassign leader	A single unbesieged leader

- Construction: Troops, squadrons (on the maintenance side), fortresses (on the "under construction" side) and leaders.
- 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.
- Merchant promotion.
- 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.

On the main 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.

On the mini-maps, troops (2-3) can only be built in home areas (colonies).

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".

As will be seen later, they cannot be built in the mini-maps.

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 a 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").
- Piracy (see "11.5 Piracy and privateering actions").
- Lower your own unrest (see "19.1 Unrest").

- Subsidize an allied major power (see "19.1.2 Action to subsidize an ally").
- Merchant promotion (see "19.2 Commerce").
- Declare war (see "21.2.3 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.

In the case of sieges, this movement may pass through areas that the power is besieging, or those besieged by the enemy but which are fortresses in coastal areas (in this case, access must be by sea).

Similar to the previous case, this single-unit movement is basically done after buying a troop (as it is included in the same action) and as a consequence of some events (to be explained later). Usually, strategic moves are made with several squadron or troops, as will be seen below.

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 coastal 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 counter 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 moving together.

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, with certain limitations:

- In case of armies, they must be of a single troop.
- For fleets, it is the same case (a single squadron) until the galleon event.

Moving then an army of three troops from one map (or mini-map) to another, must be done with 3 strategic movements of one troop (same case for fleets before the galleon).

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

It is carried out by fleets (and squadrons) to dominate the seas, thus supporting maritime trade (or attacking it). It allows to block or to open the supply for troops, to protect or to intercept the movements of units across the seas, or to support directly actions on land that take place in 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 at a certain distance from the fleet. This distance is called naval operating distance, and varies with the scenario (as the naval technology of the time improves).

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.

If the fleet is in port, this is its naval base. If it is at sea, it is not necessary to indicate the naval base explicitly, there must simply be some controlled area (that acts as a naval base) at a distance of naval operation.
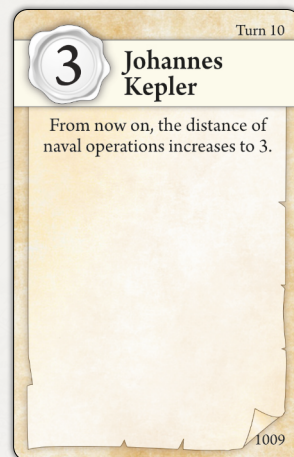
11.1.1 Squadrons without naval base

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 more squadrons (if several, at least one of them must have a leader assigned to it). 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 from the sea where they are operating. It has two phases: in the first phase the fleet can, if the player wishes, move to an adjacent sea (changing naval base if necessary). 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 with 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 but 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 strategic troop movements 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 strategic troop movements

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

Procedure

Each enemy major power that wishes to intercept selects one of its fleets 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. In case 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 (0-to-0 battle points) and thus prevent the movement of troops.

11.4.2 Interception to support tactical troop operations

When fighting occurs in coastal areas, fleets 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 fleets or squadrons supporting both sides, a naval combat occurs before the land combat (see "13.2 Naval combats"). If more than one major power is supporting one side, the supported power chooses which one will fight. In case of support for revolts, it is resolved randomly.

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 of 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.
- There has been a naval combat where the winning fleet is not an ally of the side it supported.

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 a 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

For practical purposes, pirates and privateers are the same. The only difference is that piracy is only possible if it is expressly allowed in the power card or by an event. For privateering, it is necessary that both powers involved 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 that is the target of the piracy action has a merchant in the trading center in 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 a 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 defeat, the attacked power may, if desired, lower or remove its merchant counter (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, capitulations or revolts), 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 connections). If there is no combat or an enemy unbesieged 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 (or in possessions in rebellion of powers 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).

12.2 Tactical movement of an army

Essentially, it is like the previous one, but in this case it is done by an army. An army is composed of one or more troops together (in the same area). In order to be able to move or intercept, one of these troops must have at least one leader assigned to it.

The leader is placed on top of the stack of troops, leaving the color and name of the power visible.

As in the previous case, the army is moved to an adjacent area and, if there is no combat (nor an unbesieged 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 one troop or army moves to a coastal enemy area through the sea.

12.3.1 Conditions for landing

For landing, it is imperative that the troop, leader or army **begins the impulse in a coastal area and has not performed any action prior on that impulse**. In addition, the target port must be within naval operating distance of the port of departure. 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.

Landings also require an escort fleet based in the same port of departure (as seen before, this can be done even when the invasion is announced and at no cost). 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 the strategic movement from the

departure port to the target port. This movement is resolved following the same procedure as strategic movement. It can be, therefore, 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 port of departure.

12.3.3 Amphibious landings between maps

This type of landing is permitted, but obviously requires that the naval operating distance be at least 2.

It is limited to a single troop (with or without leader).

12.4 Reactions to land tactical movement

In case of an enemy land tactical movement entering areas controlled by a major power, the power may react:

- Intercepting it (to bring troops to the area)
- Evading it, withdrawing troops in the area.

The area must therefore be controlled by the reacting power (or at least have an unbesieged troop in this area). Both options can be done in the same reaction (intercept and evade). The order is decided by the player.

12.4.1 Interception of land tactical movement

When a player announces that he wishes to make a tactical move into an area controlled by an enemy power (or with unbesieged troops of this enemy) the latter can intercept this move from only one of his areas. In doing so, it will move troops from the selected area to the attacked area to receive the attackers. The two possible types of interceptions are as follows:

Interception with a troop

A single troop (with or without a leader) can intercept from one or two areas away, provided that both are controlled and free of enemy troops (or at least with unbesieged troops of its own).

Interception with an army

Armies of more than one troop with a leader may intercept adjacent controlled areas. If there is no leader, this type of interception cannot be made.

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").

Of course, besieged troops cannot retreat.

Retreat by dispersing troops

Another possibility available for evading troops is to disperse them, placing them in the corresponding box. This dispersing can also be done with part of the troops. This type of evasion is usually done when it is not possible to retreat to an adjacent area, usually because the troops are isolated (see "6.3 Example: Retreat dispersing troops").

Note, therefore, that in the same reaction an army (or troop without leader) can combine several of the types seen. For example, it is possible to intercept a enemy move by moving into the area where the enemy advances, then evade the move (and immediately evade again when faced with a second consecutive advance by the attacker).

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 takes control of that area.

This can have political consequences (see "21.2.4 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 siege 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 hinder an invader, but without a land battle.

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.

These dice, even though they are six-sided, are not equal; some have a better chance of getting these battle points. Basically, the quality of the fighting unit determines which dice each unit rolls.

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:

- Combat preparation, 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 operationally) 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 (C4) die, any result below 4 becomes a 4 (therefore the 6 possible results are 4,4,4,4,5 and 6). For category 3 (C3), any result below 3 becomes a 3, and likewise with category 2 (C2).

Category 1 (C1) 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 C3 die in a combat, and a troop of quality 2 a C2 die.

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

If normal dice are used, different colors are recommended for the different categories of units. The colors should be the same as those shown on the units, i.e: C1-Green, C2-White, C3-blue, C4-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 wish, 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 leaders, 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 attack" card, it could still be modified again.

13.1.5 Preparation of combat

In the combat preparation phase, proceed in this order:

1. 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.

2. 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). One die is taken for each, from the corresponding categories.

3. 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 C1 dice.

4. 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 the 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.

Battle table		
Die roll	**Battle points**	• Victory for the player who gets the most battle points
1-2	-	• Draw - There is no victory for anyone
3	1	• Loser - Disbands the difference in battle points
4	1 (+C)	• Morale points only if the loser throws more than one die
5	2	
6	2 (+C)	• The winner will keep at least one unit in the field (ignoring disband results or casualties)

(C) = Casualty: Eliminate one opponent for every two casualty results. Any surplus counts as disband results.

For example, it is a combat of one C4 force and one C2 force against one C3 force and one C1 force, and the respective die rolls are 1 (C4), 6 (C2), 4 (C3) and 3 (C1). The C4 die roll changes from 1 to 4, the C2 die roll remains a 6, the C3 die roll remains a 4, and the C1 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 may suffer the dispersion of troops or even their elimination. Proceed first with the units that are eliminated, and continue with those that are dispersed.

It should be borne in mind that:

- 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 side never eliminates or disperses its last unit. Therefore, it will not apply the above if it has only 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 (which is 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 disband points 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, the most notable being that in field battles one troop is dispersed for each disbanded result, until the appearance of the Modern Army event on turn 10).

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 "21.2.5 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 includes the hasty enlistment of civilians and criminals during sieges, or immediately before pitched battles; or the enlistment of colonial militias overseas. Also, the temporary rigging of merchant ships for specific naval operations.

Under certain circumstances, major powers can recruit one conscript (that is, add a single C1 die to the combat, without exceeding the maximum marked by the battlefield); in naval or land battles as well as in every assault of a siege.

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 present, there must be, adjacent to the sea, an owned and controlled adjacent commercial port.

Note that in sieges there is no need for a leader to be present.

This conscription increases the unrest of the power by 1.

Some minor powers may provide an additional conscript under the conditions detailed in the minor's card.

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 employs an action to make a sortie and give field battle to a besieging force.

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 relief battles, it can be reduced to a maximum of three.

Fortresses can participate in land battles by rolling a C2 die (which can be modified later for advantages and disadvantages in the usual way). However, fortresses cannot participate in relief battles.

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.

Remember that fortresses can never be disbanded and can only be destroyed if there are no eligible troops left.

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).

It is also considered a relief combat when the besieged force attacks the besieging force on its own. In case of victory, they would expel the besieging force, and would continue besieged otherwise, proceeding analogously to as just seen.

13.3.6 Victory, defeat, troops dispersed and Withdrawal

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 combat, the attacker must retreat through the area he entered if he is not the victor (i.e., if he loses **or draws**). If the defender is defeated, it must retreat 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 inside 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

On the main map, the winner of a field battle takes control of the area automatically (if desired and is controlled by an enemy). This may have political consequences that are added to those caused by the battle.

13.3.8 Veterans and morale

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 perform against the defenders of a fortress.

13.4.1 When they occur

As we have seen, when a force enters an area with an unbesieged 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.

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 one battle point 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.
- If there is a friendly fleet providing support, the army has an advantage.
- The besieged side has a disadvantage for each accumulated siege casualty.

13.4.4 Battlefield, fortresses and fleets

As a general rule, the battlefield size in siege battles is **three dice**. An organizer leader and some cards may also modify it, but it may never be less than two or more than five.

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.

The fortress can also fight like a C3 troop (in land battles it is C2), modifiable by advantages and disadvantages.

13.4.5 Capitulations

A siege ends when the besieging force is removed (or is completely eliminated or dispersed); or when the besieged force capitulates.

Capitulation occurs immediately when the besieged has accumulated more siege casualties than the troops remaining inside 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 morale

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, besieging and besieged troops share the same area; but for movement purposes (strategic or tactical) the area counts as belonging to the besieger.

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

See "8.1 Example: Siege combat".

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 an 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).

This area must be adjacent to the defended area, or two away (as long as he control the intermediate area and it has no enemy troops, or a revolt). **Units**, therefore, **do not fight in the same area** but one or two areas away.

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. This is also the case for besieged troops.

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

Subjugations are always between 1 troop of the attacker against 1 troop, fortress, rebellion or independent. Each side rolls a single die: C3 the subjugator and C2 the opponent, applying the appropriate advantages/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 C2 die, and those marked as R3 (or A3) with a C3 die (the die can be thrown by any other player).

If the combat resulted in a draw or defeat, the subjugator may optionally disperse one troop in the area if it was a draw, or two (if it was a defeat), to gain control of the area anyway. If the subjugator decides against this, he may use other tactical actions to repeat the subjugation attempt.

Note, therefore, that if the subjugator wants to take control of an area with a single action at any cost, he must use an army with 3 troops (1 can be lost in the combat itself, and the other 2 would be needed to take the area in case of defeat). In the worst case, he would end up controlling the area but with 3 dispersed troops.

If the subjugator defeats a rebellion, he also takes control of the area even if it belongs to an enemy. In case of active independent areas, he becomes the possessor of the area.

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 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.

Successful subjugations in these areas additionally eliminate rebellions if present.

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 "21.1.5 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 accompanied by a leader.

Whether the area the troop is in belongs to a minor or major power, all of its areas may 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 in the case of loss of coastal area control (see "11.6 Fleets in port").

14.3 Repatriation of leaders

Leaders in 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 is 4.

The stacking in the possessions of any power in the mini-maps is 2.

For all other areas it is 1. Normally, these are independent areas in the mini-maps. This is also the case for enclaves (see 18.8 Enclaves).

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

An organizer leader increases the 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

Subjugation 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 not besieged).
- It is a coastal area facing some sea with no fleets of powers with which it 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 (or fortress) 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, some event cards (or special scenario rules) can give the veteran status.

Ambush

Play it after throwing dice in a subjugation or piracy attempt.

After modifying your die, add 1.

If you win, choose between veteranizing a participating unit or inflicting an extra casualty.

020
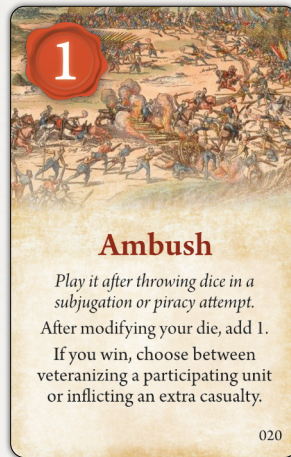
16.2 Loss of veteran status

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 for conducting 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 an 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). On the main map, he can make interceptions with several troops at a distance of 2 areas (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 flipped 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 it wishes, move a single unbesieged troop (with its possible leader assigned), from any area (even a dispersion area) to the dispersion area of the theater of operations where it has the most 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 Theaters

Depending on the scenario, entire theaters may be inactive. For game purposes, they are treated as if they did not exist (as if they were not even printed on the map).

18.2.2 Independent areas and inactive provinces

In these areas, armies can operate (even fight battles) but never control them. At the end of the turn, if there are troops in them, they must be repatriated. These temporary occupations are usually done to provide supply to adjacent areas, or to allow movements through them.

Normally, with an event, they become active (or from active to inactive).

18.2.3 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".

In the case that troops of a power enter with a tactical movement into one of these areas, where there were already troops of other powers, that do not withdraw, even if they are from an ally, a battle will immediately occur, which in no case would have political consequences. In case of victory, the area can still be subjugated with the same action.

Areas possessed by major powers, that disappear, become independent active areas that defend themselves with A3 (see "21.5 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 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 (in fact, they count as besieged).

Rebellions in minor powers that become neutral are eliminated immediately.

At the end of the turn, each rebellion in home area, or every 2 or fraction in domains (or allied minor powers), increases the maintenance by 1 as will be seen 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 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 territories or minor powers in that theater (see "21.4.3 Peace conditions").

- 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 theater areas, where the major power does have interest. This is explained below.

See "4.10 Example: Power interests".
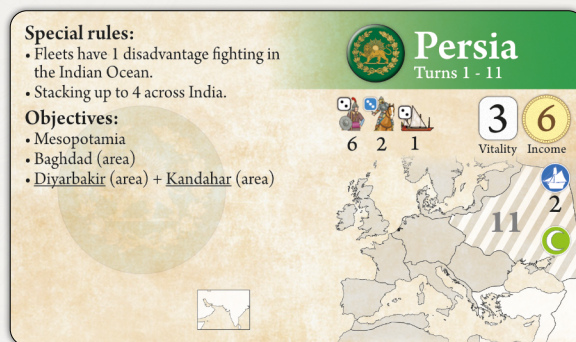
One of the ways to "guide" players to follow the historical policies of their major powers is by using this concept of interest in a theater of operations. For example, if England did not colonize America before, it was not due to technical impediments, but because "it was not interested" (in this case 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 the galleon event, 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 Piracy in Africa

For the purposes of piracy and piracy interception, the Southeast Atlantic and the South Indian Ocean are considered the same sea.

18.6.4 Strategic ports

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

- Copenhagen: Baltic and North Seas.
- Portsmouth: North Sea and Eastern Atlantic.
- Corfu or Malta: Central and Eastern Mediterranean Seas.
- Constantinople: Eastern Mediterranean and Black Seas (Moreover, only the power that controls Constantinople can make naval movements between these seas).

18.7 Overseas home areas and domains (mini-maps)

Areas of the mini-maps are considered to be those included in the maps surrounding the main map, except those of the East theater, which count as from the main map.

These areas have a stacking of 1 if independent, and 2 if they are the possession of some power.

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.

All these areas are considered commercial ports (see "19.2.4 Merchant surplus adjustment").

In addition, **no military units may be built outside home areas** (colonies). Also only interceptions between adjacent areas and with a single troop are possible.

The overseas home areas represent important colonies, and the dominions smaller settlements or trading posts.

18.8 Enclaves

These represent small coastal areas that powers have gained as a result of a war.

With 1 peace condition, a power may ask another power for an enclave (obviously in theaters where it has interest). This is represented by placing a domain counter next to a coastal possession of the losing power. On home areas, it can only be requested if the requesting power starts peace negotiations by controlling it.

- The area counts as being of the same type as the one to which it is attached and faces the same seas. The connection

to the possession is difficult; it is possible to regroup troops in them, but the stacking is 1.

- Like any coastal area, it can be a naval base. It allows, in the usual way, to place merchants (although it does not count as a commercial port). In the mini-maps, it must be subjugated like the rest.

Immediately lost its control and without fortress, the area is eliminated from the game with no further effects. It is also removed if the owner comes into possession of the connected area. Military units in enclaves that disappear must be repatriated.

Apart from the above, they have no other effect on the game (they are not considered, for example, in the calculation of areas lost or won during a war).

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").
- Promotion of merchants (see "19.2.4 Merchant promotion").
- Conscription (see "13.1.9 Conscripts").
- Piracy (see "11.5.2 Procedure for piracy").
- At the end of a war (war weariness) (see "21.4.2 Adjusting unrest").
- At the end of a war (payment of war reparations) (see War Reparations Table).

- At the end of the turn, for rebellions.

And decreases due to the following:

- An action of lowering unrest or allied subsidies (see below).
- For piracy (in this case, for making it).
- 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 level.

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

The minimum unrest is 0, but it has no maximum value.

Causes of unrest
Causes that increase unrest
The defending power loses a piracy combat → 1 (or 2)
Promote an exceptional leader → 3
Promotion of merchant → 1
At the end of a war not won by the power → 1 for each lost morale point
At the end of a war won by the power → 1 for every two lost morale point
At the end of a war, due to peace conditions
At the end of the turn, for rebellions
At the end of the turn, for each expenditure that exceeds income → 1
Conscription of one troop or fleet → 1
Causes that reduce unrest
The corresponding lowering action
The attacking power wins 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). The one in Africa includes all areas of this theater; and the East, the Persian Gulf and Red Sea areas.
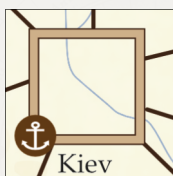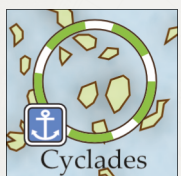
In Eastern Europe, where commerce is basically river-based, they cannot be attacked by pirate or corsair squadrons.

19.2.2 Merchants

The different powers have available, depending on the turn, merchant tokens representing their trade in the different trade centers.

In the start of the half turn phase (after deciding the starting player and the direction) players can, if they wish, place **a single counter in each of the different trade centers where it has presence**. The merchant counter is placed on side 1 if the power owns at least 1 coastal area. On side 2 if it has 2 or more commercial ports. In Eastern Europe, all areas count as coastal area for this effect.

Once this is done, these merchants are sorted in the following order:

1. First, the powers with more commercial ports in the trade center (below we will talk about it).
2. In case of a tie, first those with the most vitality.
3. If the tie persists, in order of play (the player who starts the turn before the next). If they are of the same player, at his choice.

This order is important as the merchants in the last positions will possibly go from 2 to 1 or disappear in the commercial competition, as will be explained later.

It is not mandatory to place these merchants. Sometimes because there are no tokens available, and sometimes it is possible that you do not want to place them in order not to suffer the consequences of piracy.

See "2.5 Example: Beginning of the half turn. Merchants' location".

19.2.3 Merchant promotion

With this action, the power can choose a trade center where it has a merchant counter, and exchange the position of its merchant with the one just ahead. This action creates a casus belli of the power that has lost the position against the power that has overtaken it.

To perform the action, **the power must meet the following 3 conditions**:

- It must have an unrest that does not exceed its vitality.
- It cannot be done if the powers involved are in forced peace (after a war or allied).
- The player has not taken this action during the same impulse (with any of his powers).

With this action, the power that performs the action moves the unrest up one position.

For example, let's suppose that in the Caribbean we have a 2 merchant Spanish counter in the first position, a 2 merchant English counter in the second position and a 1 merchant French counter in the third position. If the player leading France has the unrest at 4, with the action of merchant promotion he could overtake England, being now with his 1

19.2.4 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.

19.2.5 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

Not to be confused with "just" ports or rather coastal areas. They are ports with a great commercial relevance as they channel most of the trade of the area. Those that are in areas that give to two trade centers, count as in both.

Commercial ports are considered to be:

- On the main map, all coastal areas marked with an anchor.
- All mini-map areas (except those in The East, which are considered to all intents and purposes part of the main map).

Commercial competition

At the end of the turn, to eliminate surplus merchants in the trading centers, the following procedure is followed on the merchants counters (that will be on the 1 or 2 side depending on the number of merchants in each power):

- As long as the merchants exceed the capacity of the port, the merchants are scrolled through in ascending order and the 1's are eliminated or the 2's are reduced to 1.
- If, nevertheless, there are still excess merchants, the above process is repeated (now only 1 merchants tokens remain).

See "8.4 Example: Commercial competition".

19.2.6 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. 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, bets 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, minors are small kingdoms or lordships, independent cities, or leagues, etc. that are not directly carried by any player, but indirectly allied with powers carried by players.

They also have a card similar to the power cards, which in case of an alliance is placed next to the allied power to indicate this relationship. In general, the minor's home areas may be shaded in this card. In the exceptional cases where the minor has both home areas and domains, this is indicated on the card itself or in the scenario.

Special rules:
- If at the beginning of the turn it is not allied with anyone, it allies with Spain.
- Independent minor power.

1 1 1

KINGDOM OF NAPLES-SICILY
Turns 16 - 20

20.1 Neutral minor powers

Minors not allied with any power have little incidence in the game. Their areas are treated as inactive independent areas (for example, they can be occupied by foreign troops so that they can plot strategic moves).

20.2 Consequences of alliance with minor powers

As a general rule, areas and units of minor allies are treated as if they belonged to the major power. Areas, for example, count toward achieving power objectives and military units would have the same benefits from technologies, or be treated as western powers if that were the case.

There are some 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.

- 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 "24.1.1 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). Fleets also may not 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 imposes 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 or special rules in the minor's card.

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.

If in the territory of the minor there are military units at war with the minor, the alliance event is ignored (proceed as if the card had no event written on it).

The limit of unrest that each power can reach is calculated in the same way as in the case of technology. However, powers that win the auction to ally with a minor power with which they were previously allied, reduce the unrest cost by one point. This discount, therefore, does not serve to win the auction.

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 powers in the minor, they must be repatriated (see "14.1 Repatriation of troops").

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 occupies all the **home areas** of 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. If the minor has any key areas, the loss of morale occurs immediately when the area is lost (see "21.2.4 Morale of major power and war status").

All the minor power's units are placed in the eliminated units box.

20.3.4 Other forms of alliance

Alliances achieved in other ways, 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.

20.3.5 End of the alliance

Unless the minor's card states otherwise, alliances between minors and powers last indefinitely until the minor allies with another power. It is also possible to end the alliance if the power does not bid for the minor power when its alliance card is played.

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 peace condition.

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.

The military units of major powers in the minor are repatriated if they decide to do so. (see "20.1 Neutral minor powers").

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 on 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 "21.4.4 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. If the minor remained neutral because of a previous war (see paragraph above), this situation is cancelled, counting now at war with all the enemies of the major power.

See "5.4 Example: Independent minors entering into war".

If so indicated on the card, the alliance with one of these minors lasts until the beginning of the next turn, after placing merchants.

20.6 Mercenary minor powers

Elite Mercenaries and German Mercenaries work as a minor power with the following exceptions:

- They have no possessions (they can only be lost at auction).
- They enter as reinforcements of the power.
- In case of a new alliance, units are immediately rebuilt again if any were destroyed.

20.7 The Empire

The alliance with this minor is made with the card imperial election. Players with allies with votes take a vote in the order decided by the player playing this card.

From turn 12 onwards, it has no areas on the map.

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.
- CB (Casus Belli) of one power against another (this is usually reciprocal).
- Forced peace.
- No relations (for the purpose of game rules).

21.1 Alliance between major powers

As a consequence of some event, or if so indicated by the card of some power, two powers may be allied. (see "4.1 Example: Alliance between powers"). These alliances are ignored if the powers are at war with each other.

21.1.1 Effects of alliances

The alliance between two powers allows or obliges in the following way:

- It allows voluntarily to enter into war against powers at war with allies.
- It forces allies to be in forced peace.
- It provides strategic support to the ally.
- Allows sending expeditionary corps to the aid of allies.
- Allows to form combined fleets.

> **Turn 2**
>
> **3** **Treaty of Westminster**
>
> Spain and England are allied (if not at war).
>
> 209

21.1.2 Entering an ally's war

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 at the time of the announcement that the power decides whether or not to enter and in which wars.

21.1.3 Forced peace between allies

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 "21.3.10 Forced peace"). Any CB resulting from an event card are ignored.

21.1.4 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.

21.1.5 Expeditionary Corps

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

In this strategic movement of cession, where the troop will move from one power's area to the other, for naval interception purposes, it will count as belonging to the receiving power as soon as it leaves the possessions of the ceding power.

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").

21.1.6 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 are up to 4 squadrons on the main map and 2 on the mini-maps, and 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 "7.12 Example: Combined fleet formation".

21.1.7 End of alliances between powers

Alliances between powers end at the end of the turn.

21.2 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. Coalitions will be explained much later.

Two major powers can enter into 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.
- Also, just at the beginning of an alliance with a power that is at war with a third.

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.

21.2.1 War and Victory Points

Historical events that cause two powers to immediately go to war provide 1 VP to the one that wins the war (not to the allies who declared war by virtue of the alliance).

Some historical events, or other subsequent events of war between the two powers, can raise this gain even higher. Thus, if two powers were at war for an event and another war event appears, the same war continues, but now there will be another additional VP for the winner.

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

21.2.2 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.
- Special rules printed on some power cards.
- Against a power that, with the merchant promotion action, causes a loss of position in a trading center.
- A power against any other power that owns areas in its home province (the home province is the one in which it has the most home areas).
- Against a power that did a piracy action against our merchants.

If one power has a CB against another, it is indicated by placing both markers in the corresponding area of the map (the first one to the left). Another possibility is to leave the event card that created the CB visible on the side of the map.

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.

21.2.3 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.

At the moment an ally goes to war, or at the moment of alliance with a power that is itself at war, the ally may also declare war on the opponent. These wars start without extraordinary VPs for the winner.

If the ally is an independent minor, the power is always obliged to declare war. The war of an independent minor is marked with a marker of the power at war on the card of the independent minor.

21.2.4 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 at war.

21.2.5 Causes of morale loss

A major power must give a morale point when the following occurs (also affecting minor allies):

- Each time a power loses a field or naval combat, where the power rolled at least two dice.

- Each time the power loses control of a key area (the squares) **to a power with which it is at war**.
- Each time the power loses a non-key area to an enemy and the specific area appears underlined as an objective for the power or this enemy (either).
- 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).

21.2.6 Occupation of possessions of powers or minors not at war with.

If a power occupies the possession of another power (or allied minor) with which it is not at war, it must return control to the owner, and if necessary, repatriate the troops.

> This can happen if a power A seizes control of an area from power B, and then loses it to power C, and there is no war between B and C.

21.3 Peace

Peace (or truces, depending on how you look at it) end wars. After reaching them (now we will see how) certain geopolitical adjustments will be made in favor of the victor. The winner will be able to control new areas, minors, trade, etc. Also, VP and unrest levels will be adjusted.

There are four ways to end a war:

- Option 1: By an event card.
- Option 2: When the end of the turn is reached.
- Option 3: Both sides agree to end the war.
- Option 4: When the major power decides 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).
- Option 5: The power is forced to enter into peace negotiations. Similar to the previous case.

21.3.1 A major power voluntarily decides to open peace negotiations

These would be options 3 and 4. 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.

In the case of an agreement between the two contenders, therefore, if one of the two has not lost at least half of its morale, the negotiations must be done in the impulse of the opponent (who has lost it).

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 counters.

21.3.2 Major powers that are forced to open peace negotiations

This would be option 5. This happens the instant the major power loses its last morale point, or when the power loses effective control of its last home area (in the province where it has the most). 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".

21.4 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:

1. The war status is adjusted by the differential of non-key areas taken from one major power to the other.

2. 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, or it has been an agreement between the two contenders (options 1, 2 and 3), this phase is ignored (these two points are explained in more detail in the following section).

3. The final war status is now determined (i.e., who has won and by how much). 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.

4. The winner can choose peace conditions.

5. Conquered territories not included in the peace conditions are returned, and troops are repatriated from enemy territories.

6. A period of forced peace begins.

21.4.1 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, options 4 and 5) must deliver another morale point. As before, if there are no morale point of its own left, it must return morale points it has taken away.

If during the war status adjustment a power is unable to deliver morale because it has no available markers left (of its own or taken), the difference is still taken into account for the calculation. This difference can never 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 against power A is 2.

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 (without agreement with B) 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).

21.4.2 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 other.

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).

21.4.3 Peace conditions

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 and ally with the winner	2 conditions
Break the alliance with a minor power	1 condition
Breaking the alliance with an independent minor power	1 extra condition
Cede a domain that the opposing player is controlling	1 condition
Cede a non conquered domain that started the war as a border area	2 conditions
Cede a non conquered domain in the mini-maps	2 conditions
Decrease own unrest by one and increase the loser's unrest by one	1 condition
Switching the positions of merchants in a trading center	2 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.

As can be seen, **no home areas can be requested as reparations**. In the case of domains, only in theaters where the power has interest.

This also applies to minors, i.e. domains of minors allied with the defeated power (in theaters with interest) may be requested, but not home areas.

If strictly allowed by the card of an allied minor, newly acquired domains may be transferred immediately to these minors to gain additional VP (e.g., Papal States).

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.

21.4.4 Forced peace

Allies, or major powers that have just ended a war, are in forced peace. These powers may not declare war on each other, nor take any action that would provoke CB.

This situation lasts until the end of the turn. However, if a war between the two major powers should occur again due to a historical event, the forced peace ends.

21.4.5 Order for peace negotiations

Peace negotiations are resolved as they begin. In the case of the end of turn, where all wars end at the same time, they are carried out in order of appearance during the turn, first those corresponding to the wars that broke out earlier.

If two powers are at war more than once (e.g. an event caused two powers that were already at war to go to war), they will be grouped together in a single peace negotiation (at the time of the oldest one).

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. When it ends, a single peace negotiation is made, but the VP for winning the war is taken once for each card by the winner.

A complete example of peace negotiations can be seen in "7.11 Example: Peace negotiations".

21.4.6 Contenders agreeing to end the war

As we have seen, at least one player must have lost half (or more) of his morale. The difference with respect to a peace without the agreement of the players is that, in this second case, the one who initiates the negotiations must deliver an additional morale.

21.5 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:

1. 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.

2. 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.

3. Once at peace with all its enemies, ... rest in peace! Eliminate all its military units, along with the rest of the markers. Independent (active A3) counters are placed in all the territories it still controlled. Finally, the major power card is discarded. Any allied minor powers are now neutral.

22. Political and effective control of an area

Political control of an area refers to the power (or minor power) to which an area belongs (in game terminology, we refer to it as **possession**). If the area does not belong to any of the above, it is considered, as we have seen, **independent**.

For the first case, we have **domains** and **home areas**. The former can be lost as a peace condition (the latter only in the special case of civil wars, as will be seen much later). In the case of independent areas, political control is achieved immediately after effective control of the area.

Effective control refers to the power controlling the area "on the ground". In most cases it corresponds to the power that politically controls the area, but as a result of land combat, successful subjugations or revolts, different entities may exercise political and effective control.

The impact in the game of effective control affects above all military operations: exactly for plotting strategic movement, interceptions, retreats or supply.

As we have seen, we can have the case of troops over areas not effectively controlled (for example, because subjugation has failed). In this case, for operational purposes (strategic movement track, interceptions, withdrawals or supply) the area counts as if it belonged to the power with the troops on the ground. As soon as it disappears, the area automatically reverts to being effectively controlled by the last power that controlled it. This is also the case for sieges for the besieging force.

Effective control can be regained in combat, or as a consequence of peace.

> To give a complicated example: Suppose power A is besieging a fortress of B which is located in an area with a revolt.
>
> As A has troops on the ground, he can plot strategic moves, supply, etc. If it abandons the siege, the rebels would regain effective control of the area (if power B only has the fortress as a military unit). If A succeeds in the siege, he must still subjugate the area to the rebels in order to maintain effective control if he leaves the area without troops.

23. 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.

23.1 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 2 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).

23.2 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 set of areas in a detailed territory. Areas marked as inactive are not counted for this purpose.
- 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 the VP.
- By trade: Generally for finishing the turn with a certain number of merchants on the map.
- Others, detailed in the card itself. For example, for being the Emperor.

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 "21.3 Peace"

24. 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:

1. All wars (see "21.3 Peace") and alliances between **powers** are terminated. Expeditionary corps are repatriated (see "21.1.5 Expeditionary Corps"). See "8.3 Example: End of war at end of turn".
2. Commercial competitions in trade centers are resolved (see "19.2.4 Merchant surplus adjustment").
3. The economic phase is carried out.
4. Units are degraded or eliminated, as well as some control markers (Casus Belli, ...).

5. The unrest level is checked (with the possibility of dispersing units to prevent rebellions). If applicable, dynastic changes are resolved.

6. VP are counted.

7. At the end of this phase, the turn marker can be moved forward to the next turn and a new one can be started, or one or more players can be declared the winner (if it was the last turn).

24.1 Economic phase

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

24.1.1 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 (squared) 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 either.

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 a home area, or every 2 or fraction thereof in a domain (or allied minor power), also increases spending 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.

24.1.2 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.

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.

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 S3 to S2, for example) if they wish.

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".

24.2 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, if desired, can disperse troops. Each dispersed troop factor cancels the appearance of one of these revolts (that is, if a C3 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.

24.3 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 and all the revolts are eliminated. 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 deployed 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".

24.4 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 "23.2 At the end of turn".

It is now also when VPs for dynastic change are subtracted.

24.5 Major powers that become minor powers

In some scenarios, there are major powers that may become minor in the middle of the game. In these cases, all their markers are removed, with the exception of the control markers that indicate their possessions.

24.6 Last end of turn

All powers at the end of the game, or those that pass to minor power in the next turn, apply here a penalty for ending with high unrest. They subtract 1 VP if it exceeds twice their vitality (they have social agitation) and an additional one if it exceeds 15.

25. Deployment of a major or minor power

According to scenarios, players deploy their major powers at the beginning of the game. 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, 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.

Both powers and minors take possession of their home areas (the former owner loses it if necessary). In case there are military units of another power, proceed as in (20.4.2. Units of other powers in minors that change allies). In the case of powers replacing minors (or minors replacing powers), the domains of one are transferred to the other.

The player takes 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"), takes the cards and places them close to the major power card, with the troops and squadrons of the minor power on top.

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 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 is one exception to the general construction rule: Squadrons and Fortresses can be built at once (paying 2 points).

See "2.3 Example: Deployment of a power".

26. Special scenario rules

26.1 Special rules for civil war

These wars come by scenario. In them, we have the official power (belonging to the player who normally runs the power) and the other powers in the war. We will call contenders to all belligerents (there can be more than two).

In these wars, we have:

- All Mutual CB cards where a contender appears are ignored. Instead, they are treated as CB between all contenders.
- In peace conditions, the contenders count as if having the objective "military victory" against the others.

26.1.1 War zone

These are the areas where the civil war is fought (indicated for each war). In these areas, third powers cannot make tactical movements, except expeditionary troops, and powers in coalition with one of the contenders (see 25.2 Coalitions).

In peace negotiations, these areas are not returned nor can they be requested as peace reparations (in fact, they would be home areas for all contenders). If a power ends a war without any of these areas, it automatically loses the civil war (proceed as follows in end of civil war).

26.1.2 End of civil war

The scenarios indicate when the civil war ends. Usually during a turn as a consequence of the defeat of all contenders (except the victor); or at the end of a turn when wars end.

After peace negotiations, the victor replaces all control markers of the defeated power with his own.

If the winner is the official power, all the counters of the defeated power are removed. Otherwise, **after counting victory points**, proceed as follows:

1. Remove the troops, fleets and leaders of the official (losing) power that become available.
2. All the troops (and fleets) of the winning power are replaced by the official ones (including the eliminated ones) respecting veterans.
3. Merchants and unrest are left as they are, i.e. they are those of the official power that had lost.
4. The fortresses of both sides also remain on the map.
5. The player who controlled the official power immediately takes it back, but with the alliances, casus belli and wars of the victor.

26.2 Coalitions

From the second half of the 17th century, some wars are fought between coalitions of powers (indicated on the event card). A coalition is a collection of one or more powers that are at war en bloc against another coalition (of one or more powers).

If expressly allowed on the card, at the end of its impulse a power may enter a coalition (its shield is blurred). To do so, it must have the permission of all coalition members (and obviously not be at war with any of them).

Each power counts as an ally with the other powers of its coalition, with the following particularities:

- The areas of the other coalited powers are treated by each member as if they were areas of minor allies. Therefore, it is possible to make tactical (and strategic) moves in these areas.

- Interceptions and retreats to coalition areas are possible, and are carried out in the order decided by the controlling ally.
- In case of over-stacking, the units that arrived in the area last are eliminated first.
- The tactical land movement of troops of several coalition can only be done, as up to now, with expeditionary corps.
- If an enemy army attacks an area with troops from several coalitions and there is a battle (or siege), for the purposes of technological advantages, political consequences and decisions, all of them count as those of the power with the most troops (ties are resolved according to the order in which the powers appear on the card).

Each member of a coalition is considered individually at war with each member of the enemy coalition. However, in peace negotiations there are some differences from all other wars.

26.2.1 Power opening peace negotiations in half turn

For powers that make peace during the half turn, either voluntarily or forced, we have:

- This power will enter into peace with all powers of the enemy coalition, and will give a casus belli to all powers of its former coalition.
- Troops of both coalitions in this power's territory must repatriate, and fleets combined with this power are broken up.
- The power will give a single morale point to the enemy power with which the war progress is most unfavorable (ties are resolved according to the order in which the powers appear on the card).
- When possible, return 1 morale to each of the other powers whose morale has been taken away.

26.2.2 Peace conditions

Peace conditions are resolved in the usual way, taking into account that all the powers of a coalition are at war with each other. Wars are resolved in the order in which the powers appear on the event card.

For example, suppose a war breaks out between coalitions A, B and C against D, E and F (listed on the chart in this order). At a given point in the war we have:

A has 2 morale from D, 3 from E and 1 from F

C has 1 morale from D

D has 3 morale from A

E has 2 morale from B

B and F have not taken morale

If E opens peace negotiations (voluntarily or forcibly) in the middle of the turn, he must give 1 morale to A (power with which he has a more unfavorable war status), he will return 1 morale to B from the 2 he has, and nothing to C (since he has not taken anything from him).

A will take 4 peace conditions from him and gain 1 VP for winning the war. For B, E wins the war by 1 (E will therefore gain 1 VP and get 1 peace condition from B). With C the war ends in a draw. E raises its unrests by 4 for the war with A, and B by 1.

Now D and F have a Casus Belli with E for having left the coalition.

If the turn ends without further morale exchanges, we now finish the rest of the wars in order:

A vs. D: Victory 2 to 3 for D, who gets 1 victory condition and 1 VP for winning. A raises its unrest by 3 and D by 1.

A vs. F: Victory 1 to 0 for A, who gets 1 victory condition and 1 VP. F raises unrest by 1.

B vs. D and B vs. F: Tie at 0.

C vs. D: Victory for C 1 to 0, which obtains 1 peace condition and 1 VP. C raises unrest by 1.

C vs. F: Tie at 0.

26.3 Professional Army

From now on, Western powers can avoid losing 2/3 veteran units (so that they are not flipped to their 2 side) by increasing the unrest level by 1 for each one they wish to maintain as veteran.

That is, suppose a western power ends the turn with two 3/4 veterans and one 2/3 veteran, with the standard rules it must flip two of them, but now it could apply this rule to the 2/3 veteran so that it does not degrade, and it would end up with one 3/4 and one 2/3 veterans (raising the unrest level by 1 for the latter).

Western powers can additionally build 2/3 troops directly as veterans (on their 3 side), placing them in the dispersion box of the theater of operations where they have more home areas.

27. Limited combat cards

The following rule is optional, and may or may not be played with it if agreed upon by the players before the start of a game.

Right after dealing cards, any player may discard face up 2 or more combat cards and replace them with as many cards drawn from the generic event deck that did not come into play. As long as he can discard at least 2 combat cards, he can immediately repeat this action as many times as he wishes.

Glossary

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

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

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

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

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.

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

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

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

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

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).

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.

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

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.

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.

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.

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

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

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.

Own Port: Any controlled coastal area.

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

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

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

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).

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

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

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.

CREDITS