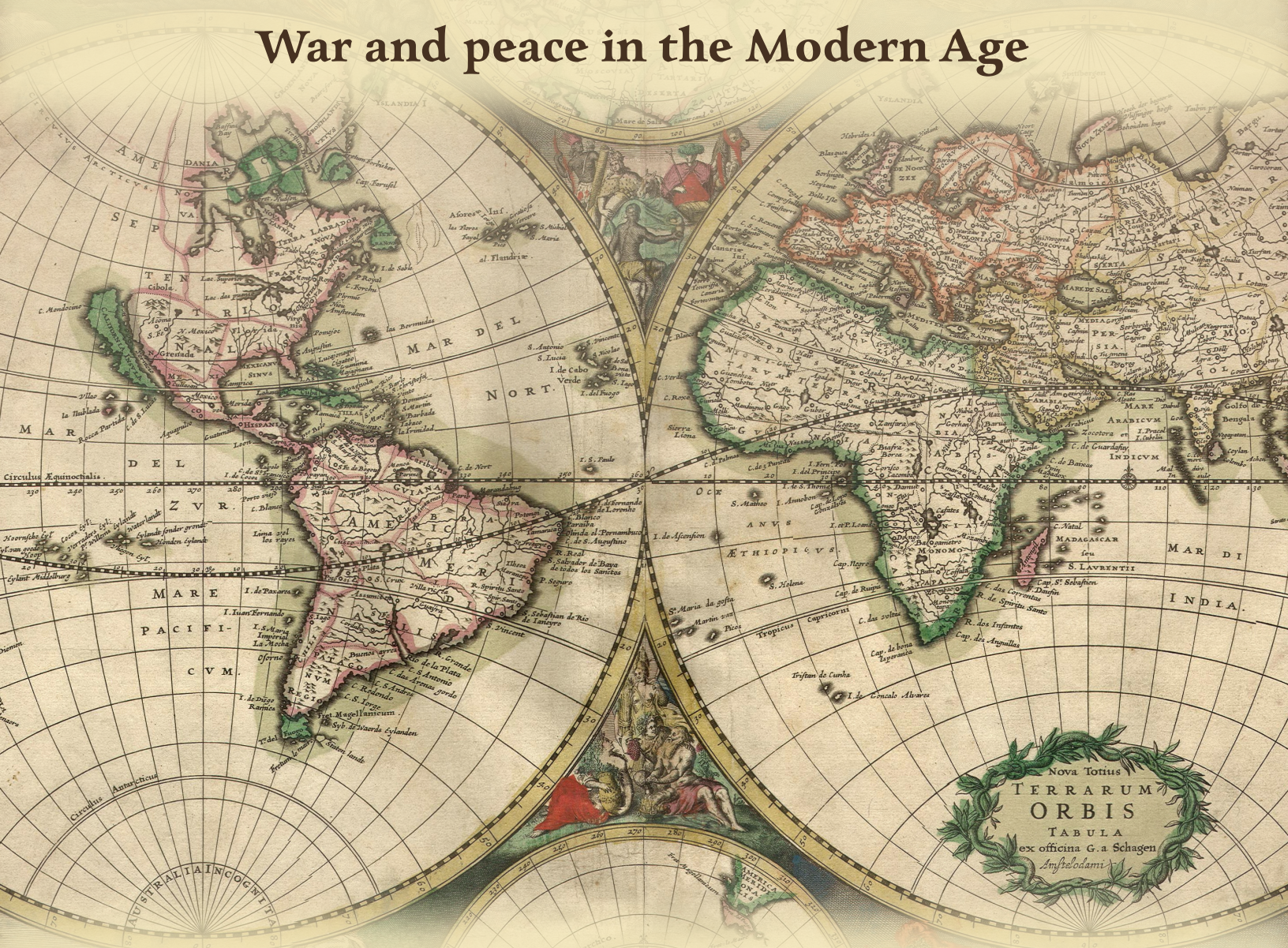


Ultima Ratio Regis

War and peace in the Modern Age



Event cards

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INTRODUCTION

This document contains the miniatures with all the event cards of Ultima Ratio Regis.

In a first block we have the 40 generic events that, as explained in the rules, can appear during the 20 turns of the game, in all epochs. Some may have different effects depending on the turn in which they appear.

As explained in the rule book, one set of these events will be randomly selected each turn when the deck is constructed. The remaining events are set aside so that you can't know which events will come up.

The second block, the largest, contains all the historical events that appear each turn; this is why some of them are repeated. For example, the Italian wars that appear in turns 1 to 5 will appear 5 times; on the sheets for each of these 5 turns.

Some cards, such as the collapse of the Mamluks, do not have a fixed turn in which they disappear (the end is marked with "?"). They usually disappear the same turn they enter the game. This is why they only appear once for the initial turn. Keep in mind, therefore, that depending on how the game goes, they may appear in later turns. For scenarios that start after the turn in which they appear, this type of event is left out.

It should also be noted that, due to some special rules, there may be cards that disappear before the turn they have been marked, or may not even appear at all. It is therefore important to consult the scenario book at the beginning of each turn, in the section for each turn.

We have a last block with the cards of all the minors throughout all the periods of the game.

Finally, to finish with a tip for the game. At the start of any scenario, it is a good idea to take a look at all the events that will appear during the scenario. And at the beginning of each turn, another more detailed look, in order to be able to make the best strategy with the powers you control.

GENERIC EVENT CARDS




2

Naval ally
 Turns 1-13: Genoa (can not be allied with Venice).
 Turns 14-20: Genoa (14), Denmark (14-20), Portugal or Venice (15-20).*

* The player chooses it.

001



2

Influential ally
 Turns 1-12: Papal States (can only be allied with Catholic powers with interest in the Central Mediterranean).
 Turns 13-20: Asian Ally.


002



2

Savoy

003



2

Regional ally
 Turns 1-8: Florence.
 Turns 9-20: North American Natives.

004



2

Scotland & Ireland
 Increase by 1 the unrest of a major power controlling an area in Ireland.
 Turns 1-7: Scotland.

005



2

Eastern ally
 Turns 1-8: Hospitallers.*
 Turns 9-11: Wallachia & Moldavia.
 Turns 12-20: Cossacks.
 * Only Catholic powers, even if they don't have interest in the theatre. If they are at war or have disappeared, then Wallachia & Moldavia.

006



2

Elite mercenaries
 Turns 1-4: Can only be allied with France, Spain, Venice and Austria.
 Turns 5-20: Can only be allied with Western powers.


007



2

German mercenaries
 Turns 1-5: Can only be allied with France, Spain, Venice, Austria and Schmalkald.
 Turns 6-20: Can only be allied with Western powers.

008



2

Continental ally
 Turns 1-15: Brandenburg (Imperial Elector).
 Turns 16-20: Ally in India.

009



2

German States
 Imperial Elector (2 VOTES)

010



2

Central European ally
 Turns 1-2: Bohemia (Imperial Elector).
 Turns 3-8: Palatinate (Imperial Elector).
 Turns 9-20: Saxony (Imperial Elector).

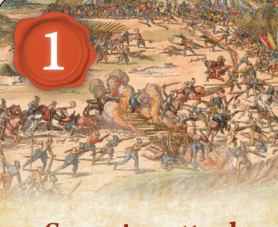
011



2

Bavaria
 Imperial Elector

012



1

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

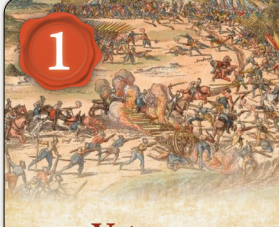
013



1

Guards
 Play it after throwing dice in a combat where you have factor 3 or 4 units.
 Ignore all disbanded results against you, without changing the battle result.


014



1

Veterans
 Play it after throwing dice in a combat where you have veterans.
 Add 1 battle point to your score. The battle result may change.

015



1

Light cavalry
 Play it after a successful land battle or subjugation.
 Add 1 casualty to your score. If any enemy unit is eliminated, make veteran one of your participating units (maximum one veteran in the entire combat).


016



1

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



1

Local levies
 Play it when an enemy army announces that it is entering one of your controlled areas.
 You can immediately deploy one of your available factor 2 units.


018



1

Flanking attack
 Play it at the start of a naval or land battle, and after determining the size of the battle.
 You can increase or decrease battle size by 1 (minimum size 2 and maximum size 5).

019




1

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

1



Traitor

Play it just before throwing dice in a siege.

The besieger inflicts an additional casualty. If he wins, the siege ends and the fortress surrenders.

021

1




Forced march

Play it when a player announces an interception (with fleets or armies) or an opposition to subjugation.

Cancel that option.

022

2




Overseas ally

Turns 1-10: Emirates.

Turns 11-20: Sultanate of East Indies.

023

3



Rebellion

Place a Level 2 rebellion in an area of your choice.

This area cannot be a key area, nor a commercial port, nor have troops.

024

2



Land technology

Only Western powers.

In sieges and land battles re-roll all dice with a score of 2 (you can re-roll the same dice many times, as long as the result is 2).

025

2



Siege technology

Only Western powers.

In sieges and subjugation attempts, re-roll all dice with a score of 1 (you can re-roll the same dice many times, as long as the result is 1).

026

2




Naval technology

Only Western powers.

In piracy actions and naval battles, re-roll all dice with a score of 1 (you can re-roll the same dice many times, as long as the result is 1).

027

2



Industrial technology

The action of promoting a merchant where you are the victim, increases unrest by 2 instead of 1.

028

3



Casus belli

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

029

3



Casus belli




SPAIN ENGLAND

1 extra VP if they are at war

030

3



Casus belli




SPAIN FRANCE

If the above are allied change to:




SPAIN AUSTRIA

1 extra VP if they are at war

031

3



Imperial election

The new Holy Roman Emperor is elected from among the powers with electors and interest in Central Europe.

Ties are resolved by the player controlling the Papal States (if neutral, then by Austria).

032

3



Casus belli




AUSTRIA OTTOMANS

1 extra VP if they are at war

033

3



Casus belli

Turns 1-11:




VENICE OTTOMANS

Turns 12-16:




ENGLAND NETHERLANDS

Turns 17-20:




FRANCE PRUSSIA

1 extra VP if they are at war

034

3



Casus belli

Turns 1-16:




POLAND OTTOMANS

Turns 17-20:




AUSTRIA PRUSSIA

1 extra VP if they are at war

035

3



Casus belli




PERSIA OTTOMANS

1 extra VP if they are at war

036

3



Casus belli

Turns 1-10:




RUSSIA CRIMEA

Turns 11-20:




RUSSIA OTTOMANS

1 extra VP if they are at war

037

3



Casus belli




AUSTRIA FRANCE

1 extra VP if they are at war

038

3



Casus belli




ENGLAND FRANCE

1 extra VP if they are at war

039

3



Casus belli

Turns 1-14:




RUSSIA POLAND

Turns 15-20:




RUSSIA SWEDEN

1 extra VP if they are at war

040

TURN 1

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

Turn 1

3 Vasco de Gama arrives in India

Venetians, Ottomans, Persians and Mamluks increase their unrest by 1.

102

Turn 1

3 War Venice vs Ottomans



VENICE OTTOMANS

103

Turn 1

3 Edict of Granada

Jews expelled from Spain. Increase by 3 the unrest of Spain.

104

Turn 1

3 Golden Horde collapse

The areas of the Golden Horde province are active, place level 3 independent control markers on them.

Any power that subjugates one of these independent areas, gives a Casus Belli to the rest of major powers with interest in East Europe.

105

Turn 1

3 Casus belli



MAMLUKS OTTOMANS

106

Turn 1 - 2

3 Casus belli



HUNGARY OTTOMANS

107

Turn 1

3 Treaty of Tordesillas

From now on, in areas of the new world (the mini-maps), Spain and Portugal cannot enter the sphere of influence of the other (Guyana, Paramaribo, Recife, Bahia and Rio are Portuguese, and the rest of America is Spanish). Spain cannot enter or own areas in Africa or India.

108

Turn 1

3 Gonzalo de Córdoba

The player controlling Spain places this leader.

Also, turn into veterans up to two units at the army where this general is placed.



T

109

Turn 1

3 Perkin Warbeck

France places a level 3 rebellion in England.

110

Turn 1

3 Execution of the Earl of Warwick

England increases the unrest by 3.

111

Turn 1

3 Shah Kulu rebellion

Place level 3 rebellions on Adalia and Sivas.

CASUS BELLI



PERSIA OTTOMANS

112

Turn 1 - 2

3 War Russia vs Poland



RUSSIA POLAND

113

Turn 1

3 The discovery of America

Spain discovers America. Place a Spanish domain on the Hispaniola area.

From now on Spain has interest in Central America.


114

Turn 1

3 Ismail I

The rest of the areas of the East (except Hormuz) are activated. See Ismail I special rules of turn 1. Persia gains 3 VP if during turn 1 it gains possession of all these areas.

Deploy Persian leader Ismail I.



D

115

TURN 2

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

Turn 1 - 2

3 Casus belli




HUNGARY OTTOMANS

107

Turn 1 - 2

3 War Russia vs Poland




RUSSIA POLAND

113

Turn 2

3 Francis I

From now on, France has interest in Central Europe.

CASUS BELLII




FRANCE AUSTRIA

201

Turn 2

3 Safawi heresy

Place a level 3 rebellion on Sivas.

Persian subjugation attempts on Ottoman rebel areas (or areas adjacent to these) in Eastern Mediterranean, are automatic, even without supply.




OTTOMANS PERSIA

202

Turn 2

3 League of Cambrai

If the papacy is not allied with Austria, it allies with Spain.

Ravenna counts as a key area for the duration of the war.

From now on Austria has an interest in the Central Mediterranean.






VENICE SPAIN AUSTRIA FRANCE

203

Turn 2

3 Niccolò di Pitigliano

The player controlling Venice places this leader.



T

204

Turn 2

3 Hernán Cortés

The player controlling Spain places this leader. This leader is only exceptional in America.

Spain gains 2 VP if at the end of the turn it controls 5 areas in Central America.



D

205

Turn 2

3 Luther

From now on, all provinces marked as protestant now are protestant, with the exception of England and Scotland.



206

Turn 2 - ?

3 Collapse of the Mamluks

From now on, if the Mamluks lose a war, they disappear as major power (see rules for the collapse of major powers).

Remove this card from play when the Mamluks disappear.




OTTOMANS MAMLUKS

207

Turn 2

3 Portugal reaches China

Venetians, Ottomans, Persians and Mamluks increase their unrest by 1.

208

Turn 2

3 Treaty of Westminster

Spain and England are allied (if not at war).

209

Turn 2 - 11

3 Spanish settlers

Spain can convert into a home area one of his domains in the mini-maps (if on the map it was printed as Spanish).

210

TURN 3

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

Turn 2 - 11

3 Spanish settlers

Spain can convert into a home area one of his domains in the mini-maps (if on the map it was printed as Spanish).

210

Turn 3

3 Elcano

From now on, Spain has interest in Asia (at the moment, it has no practical effect).

301

Turn 3

3 German Peasants' Wars

Place five level 2 rebellions in Central Europe, in different provinces.

Those placed in provinces not controlled by any player are ignored.

If all these rebellions are eliminated during the turn, the emperor immediately gains 1 VP.

302

Turn 3 - ?

3 The fall of Hungary

From now on, if Hungary loses a war, it disappears as major power (see rules for the collapse of major powers).

Remove this card from play when Hungary disappears.

From now on, Austria has interest in South East Europe.



OTTOMANS HUNGARY

303

Turn 3

3 Comuneros and germanías

The player places three level 3 rebellions on Spanish areas in Spain (only one can be on a mountain area).

If Spain eliminates these rebellions during this turn, it gains 1 VP.

304

Turn 3 - 9

3 Protestant revolt

You may place a level 2 rebellion in a non-neutral area of Central Europe.

305

Turn 3 - 4

3 Treaty of Windsor



ENGLAND FRANCE

306

Turn 3 - 8

3 Fall of the Hospitallers

The Hospitallers are allied with Spain.

See special rules for Turn 3.

Remove this card from the game if the Hospitallers lose Malta.



OTTOMANS SPAIN

307

Turn 3 - 20

3 Rebellion in America

The player places a level 2 rebellion on a domain (not a home area) in America.

308

Turn 3

3 Andrea Doria

Genoa is allied with Spain.

309

Turn 3

3 Treaty of Saragossa

From now on, in Asia, Spain can only enter and control the Philippines and Maluku areas (at the moment, it has no practical effect).

310

Turn 3

3 Bohemian inheritance

Ferdinand I becomes king of Austria and Bohemia.

Bohemia is allied with Austria.

311

Turn 3

3 Suleiman the Magnificent

The player controlling the Ottoman Empire places this leader.



312

Turn 3

3 Pizarro

From now on, Spain has interest in South America and wins 1 VP if during this turn conquers Quito and Cusco.

313

Turn 3

3 Jelali revolt

The player places a level 2 rebellion in Anatolia.

314

Turn 3

3 War of the League of Cognac

If the papacy is not allied with Venice, it allies with France.



SPAIN FRANCE VENICE

315

TURN 4

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

Turn 2 - 11

3 Spanish settlers

Spain can convert into a home area one of his domains in the mini-maps (if on the map it was printed as Spanish).

210

Turn 3 - 9

3 Protestant revolt

You may place a level 2 rebellion in a non-neutral area of Central Europe.

305

Turn 3 - 4

3 Treaty of Windsor




ENGLAND FRANCE

306

Turn 3 - 8

3 Fall of the Hospitallers

The Hospitallers are allied with Spain.

See special rules for Turn 3.

Remove this card from the game if the Hospitallers lose Malta.




OTTOMANS SPAIN

307

Turn 3 - 20

3 Rebellion in America

The player places a level 2 rebellion on a domain (not a home area) in America.

308

Turn 4

3 Barbarossa

The player controlling the Barbary Coast places this leader.

It may be strategically redeployed to Ottoman units, becoming Ottoman for the remainder of the turn.



A


401

Turn 4

3 Acts of Supremacy

From now on, England is Protestant and has interest in Central Europe.

Increase its unrest by 5 points.



402

Turn 4 - 6

3 Little war in Hungary

During this war the Ottomans have interest in Central Europe.

If Hungary has collapsed:




OTTOMANS AUSTRIA

If not, then CASUS BELLI:





AUSTRIA OTTOMANS HUNGARY

403

Turn 4 - ?

3 Schmalkaldic War

From now on, if the Schmalkaldic League loses a war, it disappears as a major power (see rules for the collapse of major powers).

Remove this card from play when it disappears.

Austria earns 1 extra VP if it wins on turn 4.




SCHMALKALDIC L. AUSTRIA

404

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

Turn 4 - 11

3 Counter reformation

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

406

Turn 4 - 6

3 War Venice vs Ottomans

If Spain is at war with the Ottomans (and not with Venice), it immediately allies with Venice.




OTTOMANS VENICE

407

Turn 4 - 5

3 War Persia vs Ottomans




PERSIA OTTOMANS

408

Turn 4

3 Russo-Kazan War

From now on, Russia has interest in Siberia.

409

Turn 4 - 13

3 Religious tensions

The player chooses any major power and increases its unrest by 1 point.

410

Turn 4 - 5

3 Spanish gold mines

Spain reduces 1 unrest for each one of the following areas under its control:

Mexico, Quito, Cusco.

411

TURN 5

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

Turn 2 - 11

3 Spanish settlers

Spain can convert into a home area one of his domains in the mini-maps (if on the map it was printed as Spanish).

210

Turn 3 - 9

3 Protestant revolt

You may place a level 2 rebellion in a non-neutral area of Central Europe.

305

Turn 3 - 8

3 Fall of the Hospitallers

The Hospitallers are allied with Spain.

See special rules for Turn 3.

Remove this card from the game if the Hospitallers lose Malta.




OTTOMANS SPAIN

307

Turn 3 - 20

3 Rebellion in America

The player places a level 2 rebellion on a domain (not a home area) in America.

308

Turn 4 - 6

3 Little war in Hungary

During this war the Ottomans have interest in Central Europe.

If Hungary has collapsed:




OTTOMANS AUSTRIA

If not, then CASUS BELLI:



VS



AUSTRIA OTTOMANS HUNGARY

403

Turn 4 - 11

3 Counter reformation

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

406

Turn 4 - 6

3 War Venice vs Ottomans

If Spain is at war with the Ottomans (and not with Venice), it immediately allies with Venice.




OTTOMANS VENICE

407

Turn 4 - 5

3 War Persia vs Ottomans




PERSIA OTTOMANS

408

Turn 4 - 13

3 Religious tensions

The player chooses any major power and increases its unrest by 1 point.

410

Turn 4 - 5

3 Spanish gold mines

Spain reduces 1 unrest for each one of the following areas under its control:

Mexico, Quito, Cusco.

411

Turn 5 - 7

3 Livonian War






RUSSIA DENMARK SWEDEN POLAND

501

Turn 5

3 Hungarian resistance

The player places a level 3 rebellion on one former Hungarian area controlled now by the Ottoman Empire.

502

Turn 5

3 Astrakhan collapse

The areas in the Astrakhan province are active with level 2 independent control markers on them.

503

Turn 5

3 War Sweden vs Russia




RUSSIA SWEDEN

504

Turn 5

3 Abdication of Charles V

From now on, the Flanders and Holland areas become Spanish home areas, and the Austrian Franche-Comté areas become Spanish domains (adjust control markers as necessary).

Spain may immediately make up to 4 strategic moves of 1 troop into these areas.

505

Turn 5

3 Mary I of England

If France ends this turn in possession of Calais, it gains 2 VP.




FRANCE ENGLAND

506

Turn 5

3 Scottish Reformation

From now on, Scotland is Protestant.



507

Turn 5

3 Calvin

From now on, the diplomacy cost between Catholics and Protestants is increased by 1.

Apply this extra cost AFTER resolving the minor power bet.

508

TURN 6

Turn 2 - 11

3 Spanish settlers

Spain can convert into a home area one of his domains in the mini-maps (if on the map it was printed as Spanish).

210

Turn 3 - 9

3 Protestant revolt

You may place a level 2 rebellion in a non-neutral area of Central Europe.

305

Turn 3 - 8

3 Fall of the Hospitallers

The Hospitallers are allied with Spain.
See special rules for Turn 3.
Remove this card from the game if the Hospitallers lose Malta.

OTTOMANS SPAIN

307

Turn 3 - 20

3 Rebellion in America

The player places a level 2 rebellion on a domain (not a home area) in America.

308

Turn 4 - 6

3 Little war in Hungary

During this war the Ottomans have interest in Central Europe.
If Hungary has collapsed:

OTTOMANS AUSTRIA

If not, then CASUS BELLI:

AUSTRIA OTTOMANS HUNGARY

403

Turn 4 - 11

3 Counter reformation

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

406

Turn 4 - 6

3 War Venice vs Ottomans

If Spain is at war with the Ottomans (and not with Venice), it immediately allies with Venice.

OTTOMANS VENICE

407

Turn 4 - 13

3 Religious tensions

The player chooses any major power and increases its unrest by 1 point.

410

Turn 5 - 7

3 Livonian War

DENMARK

RUSSIA SWEDEN

POLAND

501

Turn 6

3 Northern Seven Years' War

Denmark and Poland are allied.

SWEDEN DENMARK

601

Turn 6

3 Oprichnina

Russia increases its unrest by 5 points.

602

Turn 6

3 Mariner's astrolabe

From now on, the distance of naval operations increases to 2.

603

Turn 6

3 War Russia vs Crimea

RUSSIA CRIMEA

604

Turn 6

3 Rebellion in Scotland

Place a level 3 rebellion in Scotland.

605

Turn 6

3 Francis Drake

Increase the unrest of Spain by 2 points.
Reduce the unrest of England by 1 point.
From now on, Spain has interest in Western Europe, and England has interest in Western Mediterranean.

606

Turn 6 - 8

3 French Wars of Religion

Remove this card from the game if at the end of turn 7 there is already a winner.

FRANCE HUGUENOTS

CATHOLIC L.

607

Turn 6 - 7

3 Religious massacre

Can only be played if:

- French Wars of Religion has been played but the three powers are not at war.
- Or, if you have 4 or less cards in your hand.

FRANCE HUGUENOTS

CATHOLIC L.

608

Turn 6 - 7

3 Catherine de' Medici

All the French powers at the French Wars of Religion make peace.
Victory points are earned as usual.
Forced peace rules are ignored, the three French powers can be again at war before the end of the turn.

609

Turn 6

3 Rebellion in Flanders

Areas in Flanders are degraded to Spanish domains, and Dutch control markers are placed over then.
Spain gives one morale counter to the Netherlands, and Spanish units are repatriated.
The Netherlands and England are allied.

SPAIN NETHERLANDS

610

Turn 6 - 20

3 Piracy

Allows to carry out an attack with a "fictitious" (pirate) quality 1 naval squadron on one merchant in the mini-maps.
In case of success, the target power adjusts its unrest as usual.

611

3

Turn 6 - 8

Catholic conspiracy

The player increases by 1 the unrest of a Protestant power.

In addition, for the rest of this turn, Spanish subjugation attempts on Protestant controlled areas, do not require supply.

612

3

Turn 6

Rebellion of the Alpujarras

Place level 3 rebellions on Gibraltar and Granada.

For the rest of this turn, the Barbary Coast subjugation attempts are always successful in these areas, even without supply.

CASUS BELLI



SPAIN



BARBARY C.

613

TURN 7

Turn 2 - 11

3 Spanish settlers

Spain can convert into a home area one of his domains in the mini-maps (if on the map it was printed as Spanish).

210

Turn 3 - 9

3 Protestant revolt

You may place a level 2 rebellion in a non-neutral area of Central Europe.

305

Turn 3 - 8

3 Fall of the Hospitallers

The Hospitallers are allied with Spain.
See special rules for Turn 3.
Remove this card from the game if the Hospitallers lose Malta.

OTTOMANS SPAIN

307

Turn 3 - 20

3 Rebellion in America

The player places a level 2 rebellion on a domain (not a home area) in America.

308

Turn 4 - 11

3 Counter reformation

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

406

Turn 4 - 13

3 Religious tensions

The player chooses any major power and increases its unrest by 1 point.

410

Turn 5 - 7

3 Livonian War

DENMARK
RUSSIA SWEDEN
POLAND

501

Turn 6 - 8

3 French Wars of Religion

Remove this card from the game if at the end of turn 7 there is already a winner.

FRANCE HUGUENOTS
CATHOLIC L.

607

Turn 6 - 7

3 Religious massacre

Can only be played if:

- French Wars of Religion has been played but the three powers are not at war.
- Or, if you have 4 or less cards in your hand.

FRANCE HUGUENOTS
CATHOLIC L.

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Turn 6 - 7

3 Catherine de' Medici

All the French powers at the French Wars of Religion make peace.
Victory points are earned as usual.
Forced peace rules are ignored, the three French powers can be again at war before the end of the turn.

609

Turn 6 - 20

3 Piracy

Allows to carry out an attack with a "fictitious" (pirate) quality 1 naval squadron on one merchant in the mini-maps.
In case of success, the target power adjusts its unrest as usual.

611

Turn 6 - 8

3 Catholic conspiracy

The player increases by 1 the unrest of a Protestant power.
In addition, for the rest of this turn, Spanish subjugation attempts on Protestant controlled areas, do not require supply.

612

Turn 7

3 Farnesio

The player controlling Spain places this leader.
Also, turn into veteran up to one unit at the army where this general is placed.

701

Turn 7

3 Iberian Union

The 3 peninsular areas of Portugal are activated, becoming Spanish home areas.
Place the Portuguese factor 3 fleet in the East Atlantic. As long as peninsular Portugal is Spanish, this fleet will count as Spanish for all intents and purposes.

702

Turn 7

3 António, Prior of Crato

Cannot be played before IBERIAN UNION (priority ignored).
Place a level 3 rebellion in Lisbon.
England gains 2 VPs if Spain reaches the end of the turn without controlling Lisbon, returning the peninsular areas to Portuguese home areas.

SPAIN ENGLAND

703

Turn 7 - 11

3 80 Years' War

SPAIN NETHERLANDS

704

Turn 7

3 Hawkins

The player controlling England places this leader.

705

Turn 7

3 Godunov

The player controlling Russia places this leader.

706

Turn 7 - 9

3 Jelali revolt

The player places a level 2 rebellion in Anatolia.

707

TURN 8

Turn 2 - 11

3 Spanish settlers

Spain can convert into a home area one of his domains in the mini-maps (if on the map it was printed as Spanish).

210

Turn 3 - 9

3 Protestant revolt

You may place a level 2 rebellion in a non-neutral area of Central Europe.

305

Turn 3 - 8

3 Fall of the Hospitallers

The Hospitallers are allied with Spain.
See special rules for Turn 3.
Remove this card from the game if the Hospitallers lose Malta.

OTTOMANS

SPAIN

307

Turn 3 - 20

3 Rebellion in America

The player places a level 2 rebellion on a domain (not a home area) in America.

308

Turn 4 - 11

3 Counter reformation

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

406

Turn 4 - 13

3 Religious tensions

The player chooses any major power and increases its unrest by 1 point.

410

Turn 6 - 8

3 French Wars of Religion

Remove this card from the game if at the end of turn 7 there is already a winner.

FRANCE

HUGUENOTS

CATHOLIC L.

607

Turn 6 - 20

3 Piracy

Allows to carry out an attack with a "fictitious" (pirate) quality 1 naval squadron on one merchant in the mini-maps.
In case of success, the target power adjusts its unrest as usual.

611

Turn 6 - 8

3 Catholic conspiracy

The player increases by 1 the unrest of a Protestant power.
In addition, for the rest of this turn, Spanish subjugation attempts on Protestant controlled areas, do not require supply.

612

Turn 7 - 11

3 80 Years' War

SPAIN

NETHERLANDS

704

Turn 7 - 9

3 Jelali revolt

The player places a level 2 rebellion in Anatolia.

707

Turn 8

3 Galleon

The restriction of naval movements to or from the Mediterranean disappears.
From now on, Western powers can make strategic movements with fleets of several squadrons in, to or from the mini-maps.

801

Turn 8

3 Tyrone rebellion

Place level 2 rebellions on all the areas of Ireland.
Spanish subjugations in these areas are automatic (even without supply) and add an Irish factor 2 troop (if available) to the army.

802

Turn 8

3 The Long Turkish War

If Wallachia & Moldavia are allied with the Ottomans, now they ally with Austria.
Place a level 3 rebellion on Transylvania.
During this war the Ottomans have interest in Central Europe.

OTTOMANS

AUSTRIA

803

Turn 8 - 10

3 War Poland vs Sweden

POLAND

SWEDEN

804

Turn 8

3 Samuel de Champlain

From now on France has interest in North America, Central America and South America.
It gains 1 VP if it possesses Quebec at the end of the turn.

805

Turn 8 - 10

3 War Persia vs Ottomans

PERSIA

OTTOMANS

806

Turn 8 - 9

3 Time of troubles

Place 4 level 2 rebellions in the province of Russia.
If Russia eliminates these rebellions in this turn, it gains 1 VP.

807

Turn 8

3 Henry Hudson

From now on England and The Netherlands have interest in North America, Central America and South America.
England gains 1 VP if it possesses Virginia at the end of the turn.
The Netherlands gains 1 VP if it possesses New England at the end of the turn.

808

Turn 8

3 Maurice, Prince of Orange

The player controlling The Netherlands places this leader.

809

Turn 8 - 10

3 War Poland vs Russia



RUSSIA POLAND

810

Turn 8

3 Dutch East India Company

Java becomes a Dutch home area.

From now on, The Netherlands have interest in: The East, Africa, India and Asia.

811

Turn 8 - 11

3 Dutch-Portuguese War

The Netherlands can make piracy actions against Spain and Portugal.

CASUS BELLI



NETHERLANDS PORTUGAL


812

Turn 8

3 Shah Abbas

The player controlling Persia places this leader.

Also, turn into veteran up to one unit at the army where this general is placed.



813

Turn 8 - 11

3 War Persia vs Mughals



PERSIA MUGHALS

814

Turn 8

3 Union of the Crowns

Scotland allies with England.

815

TURN 9

<p>Turn 2 - 11</p> <p>3 Spanish settlers</p> <p>Spain can convert into a home area one of his domains in the mini-maps (if on the map it was printed as Spanish).</p> <p>210</p>	<p>Turn 3 - 9</p> <p>3 Protestant revolt</p> <p>You may place a level 2 rebellion in a non-neutral area of Central Europe.</p> <p>305</p>	<p>Turn 3 - 20</p> <p>3 Rebellion in America</p> <p>The player places a level 2 rebellion on a domain (not a home area) in America.</p> <p>308</p>	<p>Turn 4 - 11</p> <p>3 Counter reformation</p> <p>The player chooses two Catholic major powers and increases their unrest by 1.</p> <p>406</p>	<p>Turn 4 - 13</p> <p>3 Religious tensions</p> <p>The player chooses any major power and increases its unrest by 1 point.</p> <p>410</p>
<p>Turn 6 - 20</p> <p>3 Piracy</p> <p>Allows to carry out an attack with a "fictitious" (pirate) quality 1 naval squadron on one merchant in the mini-maps. In case of success, the target power adjusts its unrest as usual.</p> <p>611</p>	<p>Turn 7 - 11</p> <p>3 80 Years' War</p> <p>  SPAIN NETHERLANDS</p> <p>704</p>	<p>Turn 7 - 9</p> <p>3 Jelali revolt</p> <p>The player places a level 2 rebellion in Anatolia.</p> <p>707</p>	<p>Turn 8 - 10</p> <p>3 War Poland vs Sweden</p> <p>  POLAND SWEDEN</p> <p>804</p>	<p>Turn 8 - 10</p> <p>3 War Persia vs Ottomans</p> <p>  PERSIA OTTOMANS</p> <p>806</p>
<p>Turn 8 - 9</p> <p>3 Time of troubles</p> <p>Place 4 level 2 rebellions in the province of Russia. If Russia eliminates these rebellions in this turn, it gains 1 VP.</p> <p>807</p>	<p>Turn 8 - 10</p> <p>3 War Poland vs Russia</p> <p>  RUSSIA POLAND</p> <p>810</p>	<p>Turn 8 - 11</p> <p>3 Dutch-Portuguese War</p> <p>The Netherlands can make piracy actions against Spain and Portugal.</p> <p>CASUS BELLI</p> <p>  NETHERLANDS PORTUGAL</p> <p>812</p>	<p>Turn 8 - 11</p> <p>3 War Persia vs Mughals</p> <p>  PERSIA MUGHALS</p> <p>814</p>	<p>Turn 9</p> <p>3 Spínola</p> <p>The player controlling Spain places this leader.</p> <p> C</p> <p>901</p>
<p>Turn 9</p> <p>3 Expulsion of the Moriscos</p> <p>Spain increases its unrest by 3. If Gibraltar and Granada are Spanish domains, they now become Spanish home areas.</p> <p>902</p>	<p>Turn 9</p> <p>3 Chodkiewicz</p> <p>The player controlling Poland places this leader.</p> <p> T</p> <p>903</p>	<p>Turn 9</p> <p>3 Kalmar War</p> <p>  SWEDEN DENMARK</p> <p>904</p>	<p>Turn 9</p> <p>3 East India Company</p> <p>From now on, England has interest in Africa, the East, India and Asia. Allows England to place an enclave in a coastal area of the above theaters that is independent (or a non-allied minor).</p> <p>905</p>	<p>Turn 9</p> <p>3 Tilly</p> <p>The player controlling Austria places this leader.</p> <p> T</p> <p>906</p>

Turn 9

3 War of Gradisca

If war breaks out, 1 VP to the victor.

CASUS BELLI



AUSTRIA



VENICE

907

Turn 9

3 Ingrian War



RUSSIA



SWEDEN

908

Turn 9 - 10

3 Religious revolt in France

Place a level 3 rebellion in France.

909

Turn 9

3 Defenestrations of Prague

The Netherlands and The Protestant Union are allied.

From now on, if the Protestant Union loses a War it disappears as a power (see rules for the collapse of major powers).

Place a level 3 rebellion in Austria.



PROTESTANT UNION



AUSTRIA

910

Turn 9

3 Gabriel Bethlen

Place, if possible, up to two level 3 rebellions in Austrian possessions in Hungary.

911

Turn 9

3 Christian IV of Denmark

If possible it should be played after the card DEFENESTRATIONS OF PRAGUE (priority ignored).

Denmark and the "Elite Mercenaries" are allied.

Denmark has interest in Central Europe and counts military victory against Austria.



AUSTRIA



DENMARK

912

TURN 10

<p>Turn 2 - 11</p> <p>3 Spanish settlers</p> <p>Spain can convert into a home area one of his domains in the mini-maps (if on the map it was printed as Spanish).</p> <p>210</p>	<p>Turn 3 - 20</p> <p>3 Rebellion in America</p> <p>The player places a level 2 rebellion on a domain (not a home area) in America.</p> <p>308</p>	<p>Turn 4 - 11</p> <p>3 Counter reformation</p> <p>The player chooses two Catholic major powers and increases their unrest by 1.</p> <p>406</p>	<p>Turn 4 - 13</p> <p>3 Religious tensions</p> <p>The player chooses any major power and increases its unrest by 1 point.</p> <p>410</p>	<p>Turn 6 - 20</p> <p>3 Piracy</p> <p>Allows to carry out an attack with a "fictitious" (pirate) quality 1 naval squadron on one merchant in the mini-maps.</p> <p>In case of success, the target power adjusts its unrest as usual.</p> <p>611</p>
<p>Turn 7 - 11</p> <p>3 80 Years' War</p> <p> SPAIN NETHERLANDS</p> <p>704</p>	<p>Turn 8 - 10</p> <p>3 War Poland vs Sweden</p> <p> POLAND SWEDEN</p> <p>804</p>	<p>Turn 8 - 10</p> <p>3 War Persia vs Ottomans</p> <p> PERSIA OTTOMANS</p> <p>806</p>	<p>Turn 8 - 10</p> <p>3 War Poland vs Russia</p> <p> RUSSIA POLAND</p> <p>810</p>	<p>Turn 8 - 11</p> <p>3 Dutch-Portuguese War</p> <p>The Netherlands can make piracy actions against Spain and Portugal.</p> <p>CASUS BELLI</p> <p> NETHERLANDS PORTUGAL</p> <p>812</p>
<p>Turn 8 - 11</p> <p>3 War Persia vs Mughals</p> <p> PERSIA MUGHALS</p> <p>814</p>	<p>Turn 9 - 10</p> <p>3 Religious revolt in France</p> <p>Place a level 3 rebellion in France.</p> <p>909</p>	<p>Turn 10</p> <p>3 Fedorovych revolt</p> <p>Place two level 2 rebellions in Polish areas in Ukraine.</p> <p>1001</p>	<p>Turn 10</p> <p>3 Dutch West India Company</p> <p>Allows The Netherlands to place an enclave in an independent coastal area of America, within naval operating distance of Holland.</p> <p>For the remainder of the turn, Dutch subjugations in America gain an advantage.</p> <p>1002</p>	<p>Turn 10</p> <p>3 Gustavus Adolphus of Sweden</p> <p>The player controlling Sweden places this leader.</p> <p>Also, turn into veterans up to two units at the army where this general is placed.</p> <p></p> <p>1003</p>
<p>Turn 10 - 11</p> <p>3 Thirty Years' War</p> <p>France and Sweden are allied. Sweden counts military victory against Austria.</p> <p>CASUS BELLI</p> <p> SWEDEN AUSTRIA</p> <p>1004</p>	<p>Turn 10 - 11</p> <p>3 Richelieu</p> <p>France has CASUS BELLI against Austria as long as the war status between Austria and Sweden is favorable to the former.</p> <p>Each morale that Sweden captures from Austria raises 1 the unrest of France and lowers it to Sweden.</p> <p>1005</p>	<p>Turn 10</p> <p>3 Tensions in Italy</p> <p>CASUS BELLI</p> <p> SPAIN FRANCE</p> <p>1006</p>	<p>Turn 10</p> <p>3 Modern army</p> <p>The "Spanish Tercios" event is cancelled.</p> <p>From now on, in land battles, Western powers will disperse one unit for every 2 disbanded results (rounding up).</p> <p>1007</p>	<p>Turn 10</p> <p>3 Tulip mania</p> <p>The Netherlands increases the unrest by 1.</p> <p>1008</p>

Turn 10

3 Johannes Kepler

From now on, the distance of naval operations increases to 3.

1009

TURN 11


<p>Turn 2 - 11</p> <p>3 Spanish settlers</p> <p>Spain can convert into a home area one of his domains in the mini-maps (if on the map it was printed as Spanish).</p> <p>210</p>	<p>Turn 3 - 20</p> <p>3 Rebellion in America</p> <p>The player places a level 2 rebellion on a domain (not a home area) in America.</p> <p>308</p>	<p>Turn 4 - 11</p> <p>3 Counter reformation</p> <p>The player chooses two Catholic major powers and increases their unrest by 1.</p> <p>406</p>	<p>Turn 4 - 13</p> <p>3 Religious tensions</p> <p>The player chooses any major power and increases its unrest by 1 point.</p> <p>410</p>	<p>Turn 6 - 20</p> <p>3 Piracy</p> <p>Allows to carry out an attack with a "fictitious" (pirate) quality 1 naval squadron on one merchant in the mini-maps.</p> <p>In case of success, the target power adjusts its unrest as usual.</p> <p>611</p>
<p>Turn 7 - 11</p> <p>3 80 Years' War</p> <p> SPAIN NETHERLANDS</p> <p>704</p>	<p>Turn 8 - 11</p> <p>3 Dutch-Portuguese War</p> <p>The Netherlands can make piracy actions against Spain and Portugal.</p> <p>CASUS BELLI</p> <p> NETHERLANDS PORTUGAL</p> <p>812</p>	<p>Turn 8 - 11</p> <p>3 War Persia vs Mughals</p> <p> PERSIA MUGHALS</p> <p>814</p>	<p>Turn 10 - 11</p> <p>3 Thirty Years' War</p> <p>France and Sweden are allied. Sweden counts military victory against Austria.</p> <p>CASUS BELLI</p> <p> SWEDEN AUSTRIA</p> <p>1004</p>	<p>Turn 10 - 11</p> <p>3 Richelieu</p> <p>France has CASUS BELLI against Austria as long as the war status between Austria and Sweden is favorable to the former.</p> <p>Each morale that Sweden captures from Austria raises 1 the unrest of France and lowers it to Sweden.</p> <p>1005</p>
<p>Turn 11</p> <p>3 Torstenson</p> <p>The player controlling Sweden places this leader.</p> <p> T</p> <p>1101</p>	<p>Turn 11</p> <p>3 Grand Condé</p> <p>The player controlling France places this leader.</p> <p> O</p> <p>1102</p>	<p>Turn 11</p> <p>3 Reapers' War</p> <p>Cannot be played before the WAR SPAIN VS FRANCE (priority is ignored).</p> <p>Place two level 3 rebellions in Barcelona and Girona.</p> <p>French subjugations attempts in these areas are always successful (even without supply).</p> <p>1103</p>	<p>Turn 11 - 12</p> <p>3 Portuguese Restoration War</p> <p>The Portuguese player can, if desired, increase its unrest by 5 and place a fortress and up to 3 troops (of those available) in Lisbon.</p> <p> SPAIN PORTUGAL</p> <p>1104</p>	<p>Turn 11 - 12</p> <p>3 War Spain vs France</p> <p>From now on, France has interest in Western Mediterranean.</p> <p> SPAIN FRANCE</p> <p>1105</p>
<p>Turn 11</p> <p>3 Rebellion in Italy</p> <p>Place two level 2 rebellions in Naples and Palermo.</p> <p>1106</p>	<p>Turn 11</p> <p>3 Russian conquest of Siberia</p> <p>Russia wins 2 VP if it controls all areas of the Siberian mini-map at the end of turn.</p> <p>1107</p>	<p>Turn 11</p> <p>3 Wars of the Three Kingdoms</p> <p>See special rules.</p> <p>Place level 3 rebellions in Inverness, Ulster and Cork.</p> <p> PARLIAMENT. ROYALISTS</p> <p>1108</p>	<p>Turn 11</p> <p>3 Sumuroy Rebellion</p> <p>Place a level 2 rebellion in the Philippines.</p> <p>1109</p>	<p>Turn 11 - 13</p> <p>3 War England vs Netherlands</p> <p>If possible, it should be played at the end of the WARS OF THE THREE KINGDOMS (priority is ignored).</p> <p> NETHERLANDS ENGLAND</p> <p>1110</p>

Turn 11

3 Oliver Cromwell

The player controlling England places this leader.

Also, turn into veteran up to one unit at the army where this general is placed.



1111

Turn 11

3 Fronde uprising

Place three level 3 rebellions in France, one of them in Paris.

If France eliminates these rebellions during this turn, it gains 1 VP.

1112

Turn 11

3 Jmelnytsky rebellion

Place three level 2 rebellions in Ukraine.

Crimean subjugations in Ukraine are always successful (even without supply).

Ostrog, Vinnytsia and Kiev are downgraded to Polish possessions.




POLAND CRIMEA

1113

Turn 11

3 War Russia vs Persia

From now on, Russia has interest in the East and Persia in Eastern Europe.




RUSSIA PERSIA

1114

Turn 11

3 Company of the American Islands

Allows France to place an enclave in an independent coastal area of the Americas, within naval operating distance of France.

For the remainder of the turn, French subjugations in the Caribbean gain an advantage.

1115

Turn 11 - 12

3 War of Candia




OTTOMANS VENICE

1116

Turn 11

3 Abel Tasman

The Netherlands decreases 1 unrest.

1117

TURN 12

Turn 3 - 20

3 Rebellion in America

The player places a level 2 rebellion on a domain (not a home area) in America.

308

Turn 4 - 13

3 Religious tensions

The player chooses any major power and increases its unrest by 1 point.

410

Turn 6 - 20

3 Piracy

Allows to carry out an attack with a "fictitious" (pirate) quality 1 naval squadron on one merchant in the mini-maps. In case of success, the target power adjusts its unrest as usual.

611

Turn 11 - 12

3 Portuguese Restoration War

The Portuguese player can, if desired, increase its unrest by 5 and place a fortress and up to 3 troops (of those available) in Lisbon.

SPAIN PORTUGAL

1104

Turn 11 - 12

3 War Spain vs France

From now on, France has interest in Western Mediterranean.

SPAIN FRANCE

1105

Turn 11 - 13

3 War England vs Netherlands

If possible, it should be played at the end of the WARS OF THE THREE KINGDOMS (priority is ignored).

NETHERLANDS ENGLAND

1110

Turn 11 - 12

3 War of Candia

OTTOMANS VENICE

1116

Turn 12

3 Piedmontese Easter

Place a level 2 rebellion in Savoy.

1201

Turn 12

3 War Spain vs England

From now on, Spain has interest in North America.

SPAIN ENGLAND

1202

Turn 12

3 War Russia vs Sweden

RUSSIA SWEDEN

1203

Turn 12

3 War Russia vs Poland

RUSSIA POLAND

1204

Turn 12

3 Second Northern War

Denmark and Poland are allied. If it enters the war, it immediately allies with Brandenburg.

POLAND SWEDEN

1205

Turn 12

3 Treaty of Paris

France and England are allied.

1206

Turn 12

3 Royal African Company

Allows England to place an enclave in an independent coastal area of Africa. For the remainder of the turn, English subjugations in Africa gain an advantage.

1207

Turn 12

3 George II Rákóczi

WALLACHIA and MOLDAVIA ally with Sweden. At the end of Sweden's next impulse, they again ally with their original ally. Place a level 3 rebellion in Transylvania.

1208

Turn 12

3 Fazil Ahmed

The player controlling the Ottomans deploys this leader.

C

1209

Turn 12

3 De Ruyter

The player controlling The Netherlands deploys this leader.

A

1210

Turn 12

3 Czarniecki

The player controlling Poland deploys this leader. In addition, up to one unit of the army where this general is placed becomes a veteran.

D

1211

Turn 12

3 War Austria vs Ottomans

OTTOMANS AUSTRIA

1212

Turn 12

3 Stuart Restoration

Scotland disappears as a minor, and all its areas become home areas of England. If allied with a power other than England, the latter gains 1 VP.

1213

3

Bank notes

From now on, the action of decreasing one's own unrest for Western powers with an unrest above 9, lowers 2 instead of 1.

1214

TURN 13

Turn 3 - 20

3 Rebellion in America

The player places a level 2 rebellion on a domain (not a home area) in America.

308

Turn 4 - 13

3 Religious tensions

The player chooses any major power and increases its unrest by 1 point.

410

Turn 6 - 20

3 Piracy

Allows to carry out an attack with a "fictitious" (pirate) quality 1 naval squadron on one merchant in the mini-maps.

In case of success, the target power adjusts its unrest as usual.

611

Turn 11 - 13

3 War England vs Netherlands

If possible, it should be played at the end of the WARS OF THE THREE KINGDOMS (priority is ignored).

NETHERLANDS ENGLAND

1110

Turn 13

3 Edict of Fontainebleau

Unofficial religions are outlawed in France. France's level of unrest increases by 3.

1301

Turn 13

3 French East India Company

France is now interested in Africa, the East, India and Asia. It allows France to place an enclave in a coastal area of the above theaters that is independent (or a non-allied minor).

For the remainder of the turn, French subjugations in areas of these theaters gain an advantage.

1302

Turn 13

3 Stenka Razin

Place if possible four level 2 rebellions among the Russian areas of Astrakhan and Golden Horde.

If Russia eliminates these rebellions in the turn, it gains 1 VP.

1303

Turn 13

3 War Poland vs Ottomans

The Cossacks minor is auctioned for alliance.

POLAND OTTOMANS

1304

Turn 13

3 Franco-Dutch War

COALITION

FRANCE ENGLAND SWEDEN

COALITION

SPAIN AUSTRIA NETHERLANDS DENMARK

1305

Turn 13

3 Scanian War

Brandenburg allies with Denmark.

SWEDEN DENMARK

1306

Turn 13 - 14

3 War Russia vs Ottomans

RUSSIA OTTOMANS

1307

Turn 13

3 Ship of the line

From now on, in sieges with naval superiority, the battlefield can be increased by 1 (maximum 5).

1308

Turn 13

3 Turenne

The player controlling France deploys this leader.

In addition, up to one unit of the army where this general is placed becomes a veteran.

1309

Turn 13

3 Jan Sobieski

The player controlling Poland deploys this leader.

1310

Turn 13

3 Montecuccoli

The player controlling Austria deploys this leader.

1311

TURN 14

Turn 3 - 20

3 Rebellion in America

The player places a level 2 rebellion on a domain (not a home area) in America.

308

Turn 6 - 20

3 Piracy

Allows to carry out an attack with a "fictitious" (pirate) quality 1 naval squadron on one merchant in the mini-maps.

In case of success, the target power adjusts its unrest as usual.

611

Turn 13 - 14

3 War Russia vs Ottomans



RUSSIA OTTOMANS

1307

Turn 14

3 Newton's "Principia"

All Western powers lower the unrest by 1.

1401

Turn 14

3 Hudson's Bay Company

For the rest of the turn, England has an extra action each impulse in/from/to North America.

1402

Turn 14

3 War of the Holy League



COALITION
POLAND
AUSTRIA
VENICE
OTTOMANS

1403

Turn 14

3 Nine Years' War



FRANCE
COALITION
ENGLAND AUSTRIA SPAIN NETHERLANDS

1404

Turn 14

3 Glorious Revolution

England increases its unrest by 3.

If they are not at war, England and The Netherlands are allied.

1405

Turn 14

3 Chiprovtsi uprising

Place level 2 rebellions in Sofia and Adrianople.

1406

Turn 14

3 Williamite War in Ireland

It cannot be played before the GLORIOUS REVOLUTION (priority is ignored).

Level 2 rebellions are placed in Dublin, Cork and Connaught.

French subjugations in these areas are automatic (even without supply) and add an Irish factor 2 troop to the army (if available).

1 VP if France ever manages to control all of IRELAND.

1407

Turn 14

3 First Jacobite uprising

It cannot be played before the GLORIOUS REVOLUTION (priority is ignored).

Level 3 rebellions are placed in Inverness and Glasgow.

French subjugations in these areas are automatic (even without supply) and add a Scottish factor 2 troop to the army (if available).

1408

Turn 14

3 Fazil Mustafa

During the rest of the Turn, the Ottomans will have a vitality of 5.

Ottomans decreases its unrest by 3.

1409

Turn 14 - 15

3 Vauban

The presence of French troops or fortresses gives that side an advantage in siege battles.

1410

TURN 15

<p>Turn 3 - 20</p> <p>3 Rebellion in America</p> <p>The player places a level 2 rebellion on a domain (not a home area) in America.</p> <p>308</p>	<p>Turn 6 - 20</p> <p>3 Piracy</p> <p>Allows to carry out an attack with a "fictitious" (pirate) quality 1 naval squadron on one merchant in the mini-maps.</p> <p>In case of success, the target power adjusts its unrest as usual.</p> <p>611</p>	<p>Turn 14 - 15</p> <p>3 Vauban</p> <p>The presence of French troops or fortresses gives that side an advantage in siege battles.</p> <p>1410</p>	<p>Turn 15</p> <p>3 Lithuanian Civil War</p> <p>Place a level 3 rebellion in Vilnius (or adjacent areas).</p> <p>As long as this rebellion is in place, Russian and Swedish subjugation in areas adjacent to Vilnius are always successful.</p> <p>1501</p>	<p>Turn 15 - 16</p> <p>3 Great Northern War</p> <p>Denmark allies with Poland. Poland and Russia are allied.</p>  <p>SWEDEN POLAND RUSSIA</p> <p>1502</p>
<p>Turn 15</p> <p>3 War of the Spanish Succession</p> <p>Bavaria allies with France and German states with Austria (1 VP for the former ally if different).</p> <p>COALITION</p>  <p>UK NETHERLANDS AUSTRIA AUSTRACISTS</p> <p>COALITION</p>  <p>SPAIN FRANCE</p> <p>1503</p>	<p>Turn 15</p> <p>3 War in the Peninsula</p> <p>It cannot be played before the WAR OF THE SPANISH SUCCESSION (priority is ignored).</p> <p>Austracists enter the first coalition.</p> <p>See civil war rules.</p>  <p>SPAIN AUSTRACISTS</p> <p>1504</p>	<p>Turn 15</p> <p>3 Marlborough</p> <p>The player controlling UK deploys this leader.</p>  <p>1505</p>	<p>Turn 15</p> <p>3 Bulavin Rebellion</p> <p>Place a level 3 rebellion in some Astrakhan or Golden Horde possession (primarily Russian).</p> <p>1506</p>	<p>Turn 15</p> <p>3 Rákóczi's War of Independence</p> <p>Place level 2 rebellions in half of the Austrian possessions in Hungary (rounded down).</p> <p>If Austria eliminates these rebellions in the turn, it gains 1 VP.</p> <p>1507</p>
<p>Turn 15</p> <p>3 War of the Camisards</p> <p>Place a level 3 rebellion in Clermont or an adjacent area.</p> <p>1508</p>	<p>Turn 15</p> <p>3 Sheremetev</p> <p>The player controlling Russia deploys this leader.</p>  <p>1509</p>	<p>Turn 15</p> <p>3 Villars</p> <p>The player controlling France deploys this leader.</p>  <p>1510</p>	<p>Turn 15</p> <p>3 Eugene of Savoy</p> <p>The player controlling Austria deploys this leader.</p>  <p>1511</p>	<p>Turn 15 - ?</p> <p>3 St. Petersburg</p> <p>Russia may place the St. Petersburg counter on any possession it controls that is a Baltic port, removing this card from the game.</p> <p>1512</p>

TURN 16

Turn 3 - 20

3 Rebellion in America

The player places a level 2 rebellion on a domain (not a home area) in America.

308

Turn 6 - 20

3 Piracy

Allows to carry out an attack with a "fictitious" (pirate) quality 1 naval squadron on one merchant in the mini-maps.

In case of success, the target power adjusts its unrest as usual.

611

Turn 15 - 16

3 Great Northern War

Denmark allies with Poland. Poland and Russia are allied.



SWEDEN POLAND



RUSSIA

1502

Turn 16

3 War Venice vs Ottomans

If Venice has no ally, it allies with Austria.



VENICE OTTOMANS

1601

Turn 16 - 17

3 Jacobite uprising

Jacobite subjugations in rebellious areas of England are automatic, even without supply.

Remove this card from the game in case of collapse.



UK JACOBITES

1602

Turn 16

3 War Austria vs Ottomans



OTTOMANS AUSTRIA

1603

Turn 16

3 Quadruple alliance

CASUS BELLI

COALITION



FRANCE AUSTRIA



SPAIN NETHERLANDS UK



SICILY-NAPLES

1604

Turn 16

3 War Russia vs Persia



RUSSIA PERSIA

1605

Turn 16

3 Apraksin

The player controlling Russia deploys this leader.



1606

Turn 16

3 Persian-Hotaki War

If they are not active, place level 3 Independents in Kabul and Kandahar. Otherwise, place level 3 rebellions.

Place level 3 rebellions in Isfahan, Khurasan and Baluchistan.

If Persia eliminates these rebellions during this turn, it gains 1 VP.

1607

Turn 16 - 19

3 British settlers

The UK can exchange a domain controlled in North America printed as British for a colony, gaining 1 VP the moment it manages to upgrade all of them.

1608

Turn 16

3 South Sea Company

England's unrest increases by 2.

1609

Turn 16

3 Mississippi Company

France's unrest increases by 2.

1610

TURN 17

Turn 3 - 20

3 Rebellion in America

The player places a level 2 rebellion on a domain (not a home area) in America.

308

Turn 6 - 20

3 Piracy

Allows to carry out an attack with a "fictitious" (pirate) quality 1 naval squadron on one merchant in the mini-maps.

In case of success, the target power adjusts its unrest as usual.

611

Turn 16 - 17

3 Jacobite uprising

Jacobite subjugations in rebellious areas of England are automatic, even without supply.

Remove this card from the game in case of collapse.




UK JACOBITES

1602

Turn 16 - 19

3 British settlers

The UK can exchange a domain controlled in North America printed as British for a colony, gaining 1 VP the moment it manages to upgrade all of them.

1608

Turn 17

3 Professional army

See special rules for PROFESSIONAL ARMY.

1701

Turn 17

3 Marine chronometer

From now on, the distance of naval operations increases to 4.

1702

Turn 17 - 18

3 War Persia vs Ottomans




PERSIA OTTOMANS

1703

Turn 17

3 War Russia vs Ottomans

If Russia possesses territories in the East, it can cede them to Persia in exchange for its alliance.




RUSSIA OTTOMANS

1704

Turn 17

3 War of the Polish Succession

Russia, Austria and Saxony immediately ally with Poland.

France has a CB against Poland; it must place two level 3 rebellions in Polish possessions.

French subjugations in Polish rebel areas are automatic (even without supply).




FRANCE AUSTRIA

1705

Turn 17

3 Hotak dynasty

Place 2 level 3 rebellions in Persian-controlled areas as close to Kabul as possible (even if they have military units).

If Persia eliminates these rebellions during this turn, it gains 1 VP.

1706

Turn 17

3 War Austria vs Ottomans

Austria and Russia are allied.




OTTOMANS AUSTRIA

1707

Turn 17

3 War of the Austrian Succession

COALITION



PRUSSIA

FRANCE



FRANCE

SPAIN



SPAIN





AUSTRIA UK NETHER.

1708

Turn 17

3 War of the hats

Sweden and France are allied.

CASUS BELLI




SWEDEN RUSSIA

1709

Turn 17

3 Nader Shah

The player controlling Persia deploys this leader.



C

1710

Turn 17

3 Maurice de Saxe

The player controlling France deploys this leader.



D

1711

Turn 17

3 War of Jenkins' Ear




UK SPAIN

1712

Turn 17 - 20

3 Pacte de Famille

If they are not at war, France and Spain are allied.

1713

Turn 17

3 Modern diplomacy

From now on, Western powers have interest in all theaters on the main map.

1714

TURN 18

Turn 3 - 20

3 Rebellion in America

The player places a level 2 rebellion on a domain (not a home area) in America.

308

Turn 6 - 20

3 Piracy

Allows to carry out an attack with a "fictitious" (pirate) quality 1 naval squadron on one merchant in the mini-maps.

In case of success, the target power adjusts its unrest as usual.

611

Turn 16 - 19

3 British settlers

The UK can exchange a domain controlled in North America printed as British for a colony, gaining 1 VP the moment it manages to upgrade all of them.

1608

Turn 17 - 18

3 War Persia vs Ottomans

PERSIA OTTOMANS

1703

Turn 17 - 20

3 Pacte de Famille

If they are not at war, France and Spain are allied.

1713

Turn 18 - 20

3 Rebellion in Asia

Place one level 2 rebellion in a European possession of the ASIA or INDIA mini-maps.

1801

Turn 18

3 Age of Enlightenment

From now on, all cards with 2 actions count as 3 actions.

1802

Turn 18

3 Jacobite uprising

The Jacobite player places a level 2 rebellion in England.

Jacobite subjugations in rebellious areas of England are automatic, even without supply.

UK JACOBITES

1803

Turn 18

3 Seven Years' War

COALITION

UK PRUSSIA RUSSIA

COALITION

FRANCE AUSTRIA SPAIN RUSSIA SWEDEN

1804

Turn 18 - 19

3 War in Georgia

Places a level 3 rebellion in Georgia if it is not independent.


1805

Turn 18

3 Frederick the Great

The player controlling Prussia deploys this leader.

In addition, up to two units of the army where this general is placed become veterans.

 T

1806

Turn 18

3 Von Daun

The player controlling Austria deploys this leader.

 O

1807

Turn 18

3 George Anson

The player controlling UK deploys this leader.

 A

1808

TURN 19

<p>Turn 3 - 20</p> <p>3 Rebellion in America</p> <p>The player places a level 2 rebellion on a domain (not a home area) in America.</p> <p>308</p>	<p>Turn 6 - 20</p> <p>3 Piracy</p> <p>Allows to carry out an attack with a "fictitious" (pirate) quality 1 naval squadron on one merchant in the mini-maps.</p> <p>In case of success, the target power adjusts its unrest as usual.</p> <p>611</p>	<p>Turn 16 - 19</p> <p>3 British settlers</p> <p>The UK can exchange a domain controlled in North America printed as British for a colony, gaining 1 VP the moment it manages to upgrade all of them.</p> <p>1608</p>	<p>Turn 17 - 20</p> <p>3 Pacte de Famille</p> <p>If they are not at war, France and Spain are allied.</p> <p>1713</p>	<p>Turn 18 - 20</p> <p>3 Rebellion in Asia</p> <p>Place one level 2 rebellion in a European possession of the ASIA or INDIA mini-maps.</p> <p>1801</p>
<p>Turn 18 - 19</p> <p>3 War in Georgia</p> <p>Places a level 3 rebellion in Georgia if it is not independent.</p> <p>1805</p>	<p>Turn 19</p> <p>3 Steam engine</p> <p>From now until the end of the game, UK counts on vitality 6 in commercial competitions.</p> <p>1901</p>	<p>Turn 19</p> <p>3 War of the Bar Confederation</p> <p>Increase Poland's unrest by 5. Place two level 3 rebellions in Poland.</p> <p>CASUS BELLI</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  POLAND </div> <div style="text-align: center;">  AUSTRIA RUSSIA </div> <div style="text-align: center;">  PRUSSIA </div> </div> <p>1902</p>	<p>Turn 19</p> <p>3 Corsican Crisis</p> <p>If Corsica is inactive, it becomes a French domain.</p> <p>Places a level 2 rebellion on the island.</p> <p>1903</p>	<p>Turn 19 - 20</p> <p>3 War Russia vs Ottomans</p> <p>If Crimea is not allied (or allied with Russia), it becomes allied with the Ottomans.</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  RUSSIA </div> <div style="text-align: center;">  </div> <div style="text-align: center;">  OTTOMANS </div> </div> <p>1904</p>
<p>Turn 19</p> <p>3 Pugachev's Rebellion</p> <p>Place three level 3 rebellions in the Golden Horde.</p> <p>If the owners of these areas eliminate these rebellions during this turn, they gain 1 VP.</p> <p>1905</p>	<p>Turn 19</p> <p>3 Boston Tea Party</p> <p>If possible, place a level 2 rebellion in some English home area of North America.</p> <p>1906</p>	<p>Turn 19 - 20</p> <p>3 Social revolt</p> <p>Place a level 2 rebellion in an area on the main map belonging to the power with the most unrest.</p> <p>If there are several, your choice.</p> <p>1907</p>		

TURN 20

<p>Turn 3 - 20</p> <p>3 Rebellion in America</p> <p>The player places a level 2 rebellion on a domain (not a home area) in America.</p> <p>308</p>	<p>Turn 6 - 20</p> <p>3 Piracy</p> <p>Allows to carry out an attack with a "fictitious" (pirate) quality 1 naval squadron on one merchant in the mini-maps.</p> <p>In case of success, the target power adjusts its unrest as usual.</p> <p>611</p>	<p>Turn 17 - 20</p> <p>3 Pacte de Famille</p> <p>If they are not at war, France and Spain are allied.</p> <p>1713</p>	<p>Turn 18 - 20</p> <p>3 Rebellion in Asia</p> <p>Place one level 2 rebellion in a European possession of the ASIA or INDIA mini-maps.</p> <p>1801</p>	<p>Turn 19 - 20</p> <p>3 War Russia vs Ottomans</p> <p>If Crimea is not allied (or allied with Russia), it becomes allied with the Ottomans.</p> <p> </p> <p>RUSSIA OTTOMANS</p> <p>1904</p>
<p>Turn 19 - 20</p> <p>3 Social revolt</p> <p>Place a level 2 rebellion in an area on the main map belonging to the power with the most unrest.</p> <p>If there are several, your choice.</p> <p>1907</p>	<p>Turn 20</p> <p>3 War Persia vs Ottomans</p> <p> </p> <p>PERSIA OTTOMANS</p> <p>2001</p>	<p>Turn 20</p> <p>3 We the people...</p> <p>USA decreases its unrest by 1.</p> <p>2002</p>	<p>Turn 20</p> <p>3 Storming of the Bastille</p> <p>It must be played as the last card of the hand.</p> <p>Places a level 3 rebellion in Paris.</p> <p>At the end of each French impulse, it must increase by 2 the unrest or place a level 2 rebellion in France.</p> <p></p> <p>2003</p>	<p>Turn 20</p> <p>3 Liberalism</p> <p>Counters with 1 merchant provide 3 income instead of 2.</p> <p>2004</p>
<p>Turn 20</p> <p>3 American War of Independence</p> <p>France, Spain and The Netherlands gain 1 VP each if the USA wins and they enter the war.</p> <p> </p> <p>UK USA</p> <p>2005</p>	<p>Turn 20</p> <p>3 George Washington</p> <p>The player controlling the USA deploys this leader.</p> <p></p> <p>2006</p>	<p>Turn 20</p> <p>3 War of the Bavarian Succession</p> <p>The winner of the war allies with Bavaria.</p> <p> </p> <p>AUSTRIA PRUSSIA</p> <p>2007</p>	<p>Turn 20</p> <p>3 Transylvanian uprising</p> <p>Place if possible a level 2 rebellion in some Austrian area in (or adjacent to) Transylvania.</p> <p>2008</p>	<p>Turn 20</p> <p>3 Revolt in Chechnya</p> <p>Place a level 2 rebellion in Sarai if it is controlled by Russia.</p> <p>2009</p>
<p>Turn 20</p> <p>3 Patriottentijd</p> <p>Places two level 2 rebellions in The Netherlands.</p> <p>If The Netherlands eliminates these two rebellions, it gains 1 VP.</p> <p>2010</p>	<p>Turn 20</p> <p>3 War Austria vs Ottomans</p> <p>Austria and Russia are allied.</p> <p> </p> <p>OTTOMANS AUSTRIA</p> <p>2011</p>	<p>Turn 20</p> <p>3 War Sweden vs Russia</p> <p> </p> <p>RUSSIA SWEDEN</p> <p>2012</p>	<p>Turn 20</p> <p>3 Zand dynasty</p> <p>Place two level 3 rebellions in Persian possessions.</p> <p>If Persia eliminates these two rebellions, it gains 1 VP.</p> <p>2013</p>	<p>Turn 20</p> <p>3 First balloon ride</p> <p>All Western powers decrease its unrest by 1.</p> <p>2014</p>

Turn 20

3 **Rebellion of Túpac Amaru II**

Place a level 3 rebellion in Cuzco, and another in Santiago or Quito.

If Spain eliminates these two rebellions, it gains 1 VP.

2015

Turn 20

3 **First Anglo-Maratha War**

Activate Mughal Empire areas with level 3 independents.

1 VP for the power that possesses more of these areas at the end of the turn.

2016

Turn 20

3 **First partition of Poland**

From now on Poland applies collapse rules.

CASUS BELLI



POLAND



AUSTRIA



RUSSIA



PRUSSIA

2017

MINOR POWER CARDS

Special rules:

- In commercial competitions in the Indian Ocean, their ally counts as having an additional commercial port.
- In land battles (on the entire mini-map) an **additional** conscript can be recruited (without raising unrest).

ALLY IN INDIA
Turns 16 - 20

Special rules:

- In commercial competitions in the China Sea, their ally counts as having an additional commercial port.
- In naval battles (on the mini-map), an **additional** conscript can be recruited (without increasing unrest).

ASIAN ALLY
Turns 13 - 20

Special rules:

- They have an extra free piracy action every impulse.
- When at the beginning of one turn, they are not allied with the Ottomans, they ally with them.
- **Independent minor power.**

BARBARY COAST
Turns 9 - 14

Special rules:

- Imperial Elector.

1
VOTE

BAVARIA
Turns 1 - 8

Special rules:

- Imperial Elector.

1
VOTE

BAVARIA
Turns 12 - 20

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.

1
VOTE

BOHEMIA
Turns 1 - 8

Special rules:

- Imperial Elector.

1
VOTE

BRANDENBURG
Turns 1 - 11

Special rules:

- Imperial Elector.
- As a peace condition, an ally may request as possessions for Brandenburg, the areas of Pomerania, Gdansk or Königsberg, earning 1 VP for each area.
- **Independent minor power.**

1
VOTE

BRANDENBURG
Turns 12 - 15

Special rules:

- Bavaria is a home area.
- Cologne is a domain.

1
VOTE

CATHOLIC LEAGUE
Turns 9 - 11

Special rules:

- When at the beginning of one turn, they are not allied with any power, they ally with Poland.
- **Independent minor power.**

2
1

COSSACKS
Turns 1 - 10

Special rules:

- When at the beginning of one turn, they are not allied with any power, they ally with Russia.
- **Independent minor power.**

2
1

COSSACKS
Turns 11 - 20

Special rules:

- When at the beginning of one turn, they are not allied with any power, they ally with the Ottomans.
- **Independent minor power.**

3
1

CRIMEA
Turns 12 - 16

Special rules:

- When at the beginning of one turn, they are not allied with any power, they ally with the Ottomans.
- Home Area: Bakhchisaray.
- **Independent minor power.**

2
1

CRIMEA
Turns 17 - 20

Special rules:

- It does not provide the VP of presence to allies.
- At the beginning of each turn, after placing merchants, it goes back to neutral (the alliance is lost).
- **Independent minor power.**

2
1
1

DENMARK
Turns 14 - 20

Special rules:

- They can be deployed from any owned and controlled area (if they were destroyed, when there is a new alliance they are rebuilt).

2

ELITE MERCENARIES
Turns 1 - 3

Special rules:

- They can be deployed from any owned and controlled area (if they were destroyed, when there is a new alliance they are rebuilt).

1

ELITE MERCENARIES
Turns 4 - 20

Special rules:

- The fleet has a disadvantage.

1
1

EMIRATES
Turns 1 - 10

Special rules:

- Turns 6-8: It has (0) units.

1-(0)

FLORENCE
Turns 1 - 8

Special rules:

- Can not be allied with Venice.
- Independent minor power.



GENOA
Turns 1 - 8

Special rules:

- Can not be allied with Venice.
- Independent minor power.



GENOA
Turns 9 - 14

Special rules:

- They can be deployed from any owned and controlled area (if they were destroyed, when there is a new alliance they are rebuilt).



GERMAN MERCENARIES
Turns 1 - 5

Special rules:

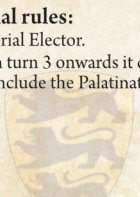
- They can be deployed from any owned and controlled area (if they were destroyed, when there is a new alliance they are rebuilt).



GERMAN MERCENARIES
Turns 6 - 20

Special rules:

- Imperial Elector.
- From turn 3 onwards it does not include the Palatinate.



GERMAN STATES
Turns 1 - 8

Special rules:

- Imperial Elector.
- Home Area: Württemberg.
- Domains: All areas of Central Europe not belonging to any power or minor.



GERMAN STATES
Turns 12 - 20

Special rules:

- Imperial Elector.
- As a peace condition, an ally may request Oldenburg as a possession, gaining 2 VP.
- If at the beginning of the turn it is not allied with anyone, it allies with England.



1
VOTE



HANOVER
Turns 16 - 20

Special rules:

- Can do operations in all the theaters adjacent to Central Europe.
- They count as home areas all the areas in Central Europe not belonging to other major powers or their allies.
- The Emperor wins 1 VP every turn.
- Turns 1-5: Fortress in Amsterdam.



HOLY ROMAN EMPIRE
Turns 1 - 8

Special rules:

- The Emperor wins 1 VP every turn.



HOLY ROMAN EMPIRE
Turns 9 - 20

Special rules:

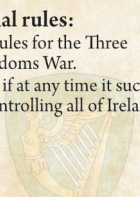
- They have an extra free piracy action against a Muslim major power every impulse.
- If they lose Rhodes, they reappear at the beginning of the next turn in Malta (if Christian), giving 1 VP to the island holder.
- They disappear if Malta is conquered or at the end of turn 8.



HOSPITALERS
Turns 1 - 8

Special rules:

- See rules for the Three Kingdoms War.
- 1 VP if at any time it succeeds in controlling all of Ireland.



IRISH CONFEDERATION
Turn 11

Special rules:

- When at the beginning of one turn, they are not allied with any power, they ally with the Ottomans.



WALLACHIA & MOLDAVIA
Turns 1 - 20

Special rules:

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



KINGDOM OF NAPLES-SICILY
Turns 16 - 20

Special rules:

- In commercial competitions in North America, their ally counts as having an additional commercial port.
- In land battles and subjugations, their ally has an advantage.



North American NATIVES
Turns 9 - 20

Special rules:

- Imperial Elector.



1
VOTE



PALATINATE
Turns 3 - 8

Special rules:

- When choosing the emperor for the Holy Roman Empire, the player controlling the Papal States decides ties.
- As a peace condition, an ally can request Ravenna as a possession, gaining 2 VPs.



PAPAL STATES
Turns 1 - 12

Special rules:

- It does not provide the VP of presence to allies.
- At the beginning of each turn, after placing merchants, it goes back to neutral (the alliance is lost).
- Independent minor power.



PORTUGAL
Turns 15 - 20

Special rules:

- Can do operations in France.



SAVOY
Turns 1 - 8

Special rules:

- Can do operations in France and Central Europe.
- Independent minor power.



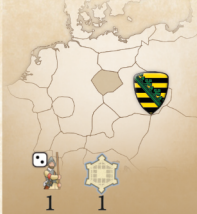
SAVOY
Turns 9 - 20

Special rules:

- Imperial Elector.



1
VOTE



SAXONY
Turns 9 - 20

Special rules:

- At the end of a victorious war in which Scotland was fighting against England, the major power allied with Scotland wins 1 VP.
- Turns 8-12: If at the beginning of the turn it is not allied with anyone, it allies with England.
- Independent minor power.



SCOTLAND
Turns 1 - 12

Special rules:

- The fleet has a disadvantage.



SULTANATE OF EAST INDIES
Turn 11 - 20

Special rules:

- It does not provide the VP of presence to allies.
- At the beginning of each turn, after placing merchants, it goes back to neutral (the alliance is lost).
- Independent minor power.



VENICE
Turns 15 - 20





CREDITS

Designer: Ignacio Torres Siles **Graphic design:** Jesús Peralta García

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