

Ultima Ratio Regis

War and peace in the Modern Age



Game examples

Version 3.2

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1. EXAMPLES

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

Remember that we abbreviate C2 as category 2, I2 as a troop of quality 2, S2 as a squadron of quality 2 and F as fortress. We use R2 for a level 2 revolt and A2 for a level 2 active independent.

2. Deployment

2.1 Example: Start of a scenario

The "Catholic and Protestant" scenario has been designed for 2 or 3 players. As can be seen in a game for 3, one player will control Spain and the Catholic League, another one France, Portugal and the Barbary Coast, and the third the Protestant powers (England, the Netherlands and the Huguenots). The first two will receive a 1 VP bonus at the end of each turn.

Next we will look at the scenario special rules, to keep them in mind throughout the game.

Finally, we will review for the first turn of the scenario (in this case turn 6) what events (that occurred in previous turns that are not played) are active.

In this case TREATY OF TORDESILLAS, LUTHER, ACTS OF SUPREMACY, TREATY OF SARAGOSSA, SPANISH TERCIOS, SCOTTISH REFORMATION and CALVIN.

It is also convenient to review the events that will enter during the turn in order to make a good planning.

2.2 Example: Power auction

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

The player who bet 6 VP will be the first to choose (P1). The others roll a die to break the tie, establishing the second (P2) and third (P3) players.

P1 chooses to take the package Spain and the Catholic League, P2 France, Portugal and the Barbary C., then leaving England, the Netherlands and the Huguenots for P3.

P1 chooses a control marker from Spain (could be from the Catholic League), and places it in the VP marker at position 0 (for being the highest bet). P3 chooses, for example, that of England and places it in position 4 (since he bet 4 VP less than P1). P2 chooses one from France and positions it in 4 VP.

	1	2	3		5	6
10	11	12	13	14	15	16

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

2.3 Example: Deployment of a power

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

P3 deploys the Huguenots, which have 8 points. He places the unrest marker at 3, and builds 1 leader (which they take on the ordinary side), 1F in Bordeaux and 2I3 and 1I2 in Clermont. He has spent $(1+2+3=6)$. With another point he decides to lower the unrest by 1, and with the remaining one he takes out a leader at random. This time he is lucky and gets an extraordinary leader with the quality of Organizer. He decides to take it, replacing the one it has (see "17.3 Extraordinary leaders"). This increases the unrest by 3 (leaving him with $3-1+3=5$). The Huguenots start allied with England and the Netherlands.

For all the powers of all the players, we proceed in an analogous and simultaneous way. Note, however, that both the Catholic League and Portugal do not appear until turns 7 and 8 respectively. Therefore, they will be deployed at the beginning of their respective turns (the League areas are now France, and the Portuguese are inactive).

2.4 Example: Setting up the deck

Our friends now want to prepare the deck for turn 6. For this scenario the deck must have 30 cards (10 per player).

If this has not been done before, **it is very important to know all the rules for the turn you are playing**, as they can affect the deck construction, among many other things.

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

To these events we add the ones that appear this turn, but excluding, as in the previous case, those indicated by the scenario (in most scenarios, all the events are played). In this way we add the following: NAUTICAL ASTROLABE, REBELLION IN SCOTLAND, FRANCIS DRAKE, FRENCH WAR OF RELIGION, RELIGIOUS MASSACRE, CATALINA DE MEDICI, REBELLION IN FLANDERS, PIRACY, CATHOLIC CONSPIRACY and REBELLION OF THE ALPUJARRAS.

Both groups add up to 15 cards, therefore to get to 30 we will take 15 generic events cards. To do this, we take this deck (previously set aside), shuffle the cards face down, without seeing them, and take the 15 cards randomly. Also for the scenario, we have set aside the following generic events (Florence, Eastern Ally, Bohemia and Palatinate, German States, Bavaria, Brandenburg, Imperial Election and Mutual CB, where Austria, Ottomans or Russia appear). The rest is turned upside down so that it can not be known which cards have been separated and which have not.

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

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

Following the example, P1 is the player with less VP, so he decides the order and who starts. The order will be P2-P3 and then P1 (in the case of 3 players, the order in which they are seated is irrelevant).

Now the players take the available merchant pieces and place them in the trade centers. In each trade center, the counter can be placed on the 2 side if the power has 2 or more commercial ports there. On the 1 side, if it has at least one coastal area.

Spain places its merchants in:

- Eastern Atlantic: On side 2 (Seville and Antwerp).
- Caribbean: On side 2 (Cuba, Hispaniola, Panama and Cartagena).
- Western Mediterranean: On side 2 (Barcelona and Genoa)
- Central Mediterranean: According to scenario rules, the capacity is 0, so don't even bother to place traders here.

France:

- Eastern Atlantic: On side 2 (Nantes and Rouen)
- Western Mediterranean: On side 1 (has at least 1 coastal area)

The Netherlands:

- North Sea: On side 2 (Amsterdam, Zeeland and special rule of the power)
- East Atlantic: On side 2 (Zeeland and special rule of the power)

England:

1. North Sea: On side 2 (London and Newcastle)
2. East Atlantic: On side 2 (London and Bristol)

Barbary coast:

- Western Mediterranean: On side 1 (has at least 1 coastal area)

The following is the order in which they are ranked:

- North Sea: the Netherlands and England tied in commercial ports, and then in vitality. As they are carried by the same player, in this case it is up to him to decide. He places the Netherlands first.
- East Atlantic: We have a quadruple tie in commercial ports. Untying by vitality we have Spain, France, the Netherlands and England.
- Western Mediterranean: First Spain with 2 commercial ports. Then we have a tie between France and the Barbary Coast with 1 commercial port each. As France has more vitality, it is second.

Note that the Huguenots have not placed merchants because they do not have any in their power card. However, if they had, for example, a pair of merchant counters, they would have placed both counters on the 1 side in the Eastern Atlantic and Western Mediterranean, although they would have been last because they lacked commercial ports.

3. Impulse 1: France-Barbary Coast

3.1 Example: Start of Impulse

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

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

3.2 Example: Play card

P2 secretly consults his hand. He has a priority card that must be played first. The war with the Huguenots that is imminent has not broken out. He decides first to use the intrinsic point of France to finish building the Rouen fleet and take it out to the sea. Next, he plays REBELLION OF THE ALPUJARRAS With the event, he places rebellions in Granada and Gibraltar.





He now has three points, which he uses entirely in France, recruiting 1I2 for the army of Tours and thus completing the army, finishing building the fortress of Paris and recruiting an ordinary leader in the EA fleet (on the extraordinary face is “determined” and he refuses to increase unrest by 3).

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

3.3 Example: Auction of technology

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

1. France has an unrest of 4 (\leq to its vitality), therefore he can bet up to his vitality (= 4); he decides to bet 2.
2. P3 leads the Huguenots, who have an unrest of 5, as their vitality is 3 they could bet up to 1 ($= 3 * 2 - 5$, twice their vitality minus the unrest); therefore they can not exceed 2.
3. P3 passes.
4. P1 bets 3 with Spain.
5. It's time again for P2, but although he could still bet 4, he decides not to do it and passes.
6. P3 passes again.
7. Finally, P1 increases Spain's unrest by 3, placing the card next to the power card of Spain, to remember that during the turn, it has this technological advantage.



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

3.4 Example: Piracy

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

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

The Berber fleet is quality 2, so it rolls a C2 die; the Genoese is 3 (C3). The first fleet gets a 5 and the second fleet a 1 (which by category goes to 3). The Berber fleet makes 2 battle points and the Genoese 1, so it is a victory for the Barbary C. Since the difference has not reached 2, the Genoese fleet retreats to Genoa, but without damage. As there were 2 Spanish merchants in the trade center, the Barbary C. decreases by 2 its unrest and Spain raises it by 2.

With the second point, P2 decides to repeat the action with the second fleet (maximum one piracy per fleet and impulse). As the Genoese fleet was not damaged, Spain can oppose again with the same fleet (but now with a disadvantage, for being in port).

The dice are now C2 against C2 ($= 3-1$). The Barbary C. get a 2 and Spain a 5. Spain wins and now the difference is 2, so the Barbary C. fleet must retire damaged to its base (Algiers).

At the end of P2 impulse, he does not have any dispersed troops to repatriate, so he finishes and P3 impulse starts.

4. Impulse 2: Huguenots-England-Netherlands

4.1 Example: Alliance between powers

Since it is so indicated on the power card of some of those involved (in this case Huguenots), England and Huguenots are allied, as well as the Netherlands and Huguenots.

As soon as the Rebellion in Flanders card is played, England and the Netherlands are also allied.

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

P3 has a priority card that he must play first, unless he starts playing combat cards to delay it (see “8.2.2 Impulse of a player”). He decides therefore to play FRENCH WARS OF RELIGION.

France and the Huguenots are now at war, England declares that it supports the Huguenots, so it goes to war with France; the Netherlands declines. England announces that it does not enter Scotland into the war (see “2.1 Example: Start of a scenario”).



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

4.3 Example: Tactical movement of an army

P3 decides to launch the Huguenots against the French. It has their intrinsic action and up to 3 more for the card. He recruits 2I2 for Clermont's army (he now has 5, the limit would be 4, but the organizer leader allows him to carry up to 5 troops on the main map). With the power's action, he makes a tactical movement against the army at Tours.

4.4 Example: Retreat to adjacent areas

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

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

4.5 Example: Naval tactical movement

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

4.6 Example: Naval Combat

A fleet of two English squadrons (one C2 and another C3) faces one French fleet (C3). For this combat, the battlefield is two squadrons per side. In the preparation of the combat, as the French squadron has a leader (that is, it is a fleet), and in the sea there is a controlled French commercial port (Rouen), he decides to "rig merchant ships for combat". He will therefore raise conscripts (see "13.1.9 Conscripts") thus granting an extra C1 die, in order to also reach the maximum of two dice per side. This will increase his unrest by 1 point.

In the resolution, England will roll one C3 die and one C2 die; France one C3 and one C1. With respective die rolls of 2(2→3) - 4 and 4 - 3(3→2); England has got 2 battle points and one casualty, and France 1 battle point and one casualty: victory for England, since it has got more battle points.

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

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

4.7 Example: Subjugation

Following the example, P3 still has 1 action left, and he decides to use it to advance the Huguenot army to Rouen. The French army withdraws to Paris, the damaged fleet for the moment remains in the area. Now P3 decides to subjugate Rouen (with the same tactical action).

P3 announces his intention to subjugate the area, P2 announces he opposes it with the Paris army, and P3 declares that the English fleet intercepts the combat. Since France does not have a fleet, English naval support is automatic.

This combat is one die against another. Initially, the Huguenots will throw a die of category 3 and the French of category 2. The former has a disadvantage (for having moved), while the later has another one (for the fleet support). P3 will therefore throw a C2 die and P2 a C1.

The first gets a 4 and the second a 5(5→4). Initially this is a draw, where nobody manages to disperse the opponent (both make a casualty, which transforms into a disband result, insufficient to disperse a troop with a leader). P2 now shows the combat card AMBUSH, adding 1 to his die, now going to 5.

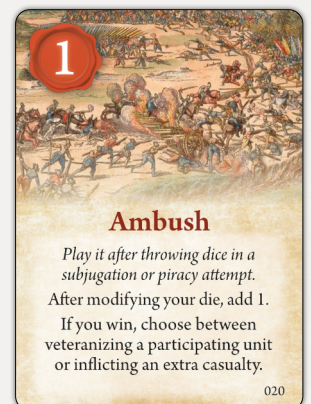
According to the card, having won, he can make a veteran troop (turns one of his I3 to I4).

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

4.8 Example: Supply by sea

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

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

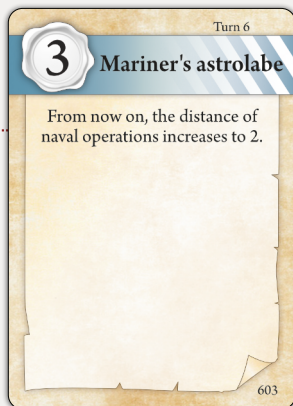




As he has no priority cards left, he plays MARINER'S ASTROLABE. The event can be done before the actions. From now on, the distance of naval operations is 2.

4.9 Example: Transoceanic expeditions

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



4.10 Example: Power interests

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

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

4.11 Example: Amphibious landings

P3 has 2 I2 and a leader (who started the turn in Amsterdam and have not moved). He also has 1 squadron in the North Sea. He wishes to land at Cape Colony. He can only take 1 troop (with the leader) for the following reasons (either is sufficient):

- Stacking in these areas is 1.
- He only has a fleet of 1 squadron.
- He is moving between/to/from mini-maps.

He announces that the squadron is based in Amsterdam (where the expedition departs from). As there are no enemy fleets in the African seas, the Dutch troop arrives happily in the area.

For another more complicated example, see "8.11 High complexity example".

4.12 Example: Active independent areas

With this same action, P3 decides to try subjugation. The Netherlands start with a C3 die (which drops to C2 because they have moved that turn). The area is independent and has an A3 marker, so the area automatically resists with a C3 dice.

If the Netherlands had used a previous action in moving its fleet to SEA, it would have disadvantaged the opponent, so its quality would be C2 (3-1). Both roll a die and get a 1.

4.13 Example: Subjugation with leader

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

4.14 Example: Combat subjugation

With a second action, P3 decides to try the subjugation again. Now the troop has not moved, so two C3 dice are thrown, obtaining one 2 and the other 1. After modifying the dice for the categories, we now have a 3 against a 3, a tie. P3 decides to disperse the Dutch troop (and obligatorily the leader since there is only one troop) to take control of the area. In the next impulse he will be able to regroup it (now he can not because it did not start the impulse dispersed).



4.15 Example: Extraordinary leader construction

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

4.16 Example: Final impulse

At the end of the impulse, the Netherlands could move its dispersed troop from Africa to the dispersed box of CE (the theater where the Netherlands has most of its home areas) but he does not.

5. Impulse 3: Spain

It is now the impulse of P1, who controls Spain (the Catholic League will appear in turn 7). In its beginning of impulse, he verifies that the army in Mexico can disembark in the Philippines (now that the event NAUTICAL ASTROLABE is in play, he can do it). The Genoese operational squadron in port goes out to the WM (without any cost).

5.1 Example: Troop that can not regroup in a theater

With the action point of Spain, he disembarks the army (of a troop and a leader) from Mexico to the Philippines (escorted by a fleet in the North Pacific), and taking advantage of the same action, he risks a subjugation attempt.

He rolls a C1 dice (starts with 3 but has the disadvantages of having arrived, and the terrain). The independent area (A2) defends with a C2 die. The dices are 3 (for Spain) and 4; after the modification for the category, the Spanish keeps 2 (against 4).

The difference in battle points is 1, but the casualty of the 4 result, not being enough to eliminate the troop, also passes to a disband result. Therefore, with two disband results, although the Spanish troop is accompanied by a leader, it must be dispersed in the mini-map of Asia (without being able to be regrouped there for the moment, since there are no troops or controlled areas).

Now he plays the card SCOTLAND & IRELAND, but decides to play the points first. With the first one he builds a leader in Madrid, and with the second one he moves this leader and the troop to Granada. Not wanting to repeat the Philippines fiasco, he decides not to subjugate yet.

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



5.2 Example: Auction for a minor power

P1 begins the auction without betting (Spain has no interest in WE, so he can not). Now it's France's turn (P2). His current unrest is 5, and according to his power card, he has a vitality or 5 in diplomatic auctions, so he could put up to 5. However, the player believes that with 5 points he can get more VP than he will get for Scotland (according to the objectives of his power card). However, he does not want to make it easy to P3 and therefore bets 4. P3 has to bet now 5 points or more if he wants England to ally with Scotland. Also, according to his power card, England can count on diplomacy, exclusively with Scotland, as with vitality 5. As he does not want to have a Scottish army attacking from the North, he bets 5. As nobody else can exceed it, Scotland becomes allied with England.

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

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

5.3 Example: Reinforcements of a minor

Since the two Scottish units were not eliminated, P3 uses the alliance to modify the deployment. Takes the first troop and re-enters (as if it had just been built), redeploying it in Dublin (at the moment there are no enemy fleets in EA). The second troop is redeployed to Newcastle.

5.4 Example: Independent minors entering into war

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

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





6. Impulse 4: France-Barbary Coast

6.1 Example: Squadron Repair

It is now the impulse of P2. With the intrinsic action of the Barbary C., he decides to repair the squadron and take it back to the WM (gathering a fleet with the other squadron).

6.2 Example: Rebellion

P2 now plays REBELLION IN SCOTLAND, placing an R3 rebellion in Scotland (an ally of England). He places it in Glasgow, since it is not a key area and it does not have military units.

Note that this card has the name in black on blue gradient background. It will be a priority when P2 only has 4 cards left. However, it can be played before, as has been done in this case.



6.3 Example: Retreat dispersing troops

With the French point, P2 repairs the fleet in Rouen and takes it out to the EA, and with the first point of the card, attacks the Huguenot army in Rouen.

This army cannot evade (all adjacent areas are enemy), its only possibility would be to disband all its units, therefore, P3 decides to give battle. However, if he loses, whatever the way, he will be left with the whole army dispersed (even troops not participating in the battle), for this same reason.

6.4 Example: Combat

The attacking forces are 1I4, 2I3 and 1I2 (the maximum concentration of troops allowed), commanded by an ordinary leader. On the other hand, the Huguenot defender counts with 2I3 and 3I2 (his organizer leader allows him to stack one extra troop).

Combat preparation phase:

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

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

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

Since it is a coastal area, the Huguenots (its English ally), decides to support the combat with the fleet. France decides the same (this naval combat will be explained step by step later). For now, we will assume that France has lost it. Therefore, there is only one disadvantage in combat (the one that the English fleet gives to France). P2 decides to apply it to his C4 die, lowering it to C3.

Combat resolution phase:

The attacker will throw 5 dice, 3 C3, 1 C2, and 1 C1 (for the conscript). The Huguenot has 2 C3 and 3 C2 dice. France rolls the dice (in the order given) and gets 2, 4, 4, 5, 5. The 2, being from a C3, becomes a 3, and the last 5, being C1, becomes a 4. The result therefore it is 3, 4, 4, 5, 4 = 6 battle points and 3 casualties. The Huguenot, also in the order listed, gets a roll of 6, 4, 1, 5 and 5. The 1, being C2, becomes a 2. The result is 7 battle points and 2 casualties. Therefore, the Huguenot wins.

Pursuit phase:

France, with 2 of his 3 casualties, eliminates a Huguenot unit. The Huguenot eliminates a French unit with his 2 casualties. Both move a C2 troop to the eliminated units box. France has lost the combat and has thrown more than one die, so he delivers a morale counter to the Huguenots. The later are now winning the war by 1.

The Huguenots have eliminated at least one enemy troop, so they make a surviving unit veteran (they flip a troop from C2 to C3). The French have also eliminated at least one unit and flip another unit from C3 to C4.

Both sides disperse one troop, France for the difference of 1 battle point, the Huguenots for the third casualty inflicted by France.

The French army retires to Paris. After winning the land battle, the Huguenots automatically take control of the battlefield, so they control Rouen, which, being key, makes France lose another morale point. The French fleet (even if damaged) must retire (for example to Calais).

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

Naval combat prior to the preparation phase:

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

England will therefore throw 1 C3 die, 1 C2 die and 1 C1 die; France 1 C3 die. The rolls of 2, 6 and 3, are modified to 3, 6 and 2. If we consult the table, that is 3 battle points and one casualty. France gets a 4 (one battle point and one casualty). English victory: the French fleet must now retire.

In the pursuit, England makes 3 disband results (2 due to the difference in battle points, plus the casualty that could not be applied). France, for his part, makes 1 disband result (that of the casualty). Result: France fails to damage any fleet, and England damages the French fleet (which retires to Rouen).

As the loser only threw one die in combat, there are no moral exchanges (in the unlikely case that England would have lost the battle, it would have lost one morale point).

6.5 Example: Stacking Armies and Fortresses

P2 has two remaining actions from the card, which he uses to build 2I2 in Paris (the dispersed I3, can not regroup until the next impulse).

In Paris, we now have 2I4 and 2I2, plus a leader and a fortress. It is an area of the main map (stacking 4), which is not being besieged. In case of an enemy attack, if necessary because of the size of the battlefield, France could accept battle by throwing 2 C4 dice (for 2I4), 1 C2 (for the fortress) and 2 more C2 (for 2I2). In total 5 dice with an ordinary leader (although at first, the size of the battlefield would be maximum 4 dice). P2 announces that he will not play any more cards in his impulse.

7. Impulse 5: Huguenots-England-Netherlands

7.1 Example: Apply event from a card

Now it's the turn of P3, who plays REBELLION IN FLANDERS; he decides to apply the event first. As it indicates, the Netherlands stops being allied with Spain and they both go to war. Control markers are placed in the three areas of Flanders. Spain delivers a morale counter to the Netherlands, and repatriates Antwerp's army. The three actions will be conducted after finishing all the consequences of the event.



7.2 Example: Repatriation of troops

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

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

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

7.3 Example: Strategic movement of armies or fleets

P3 decides to end the rebellion in Glasgow with the Scottish army (remember that there was a troop in Dublin and another one in Newcastle).

With the intrinsic action of England, he decides to make an army strategic movement. To do this, he first takes the leader he has with a troop in London, and moves it directly over the troop in Dublin (the leader counter only). Next, he announces that he moves this army by sea (the Spanish fleet of EA can intercept this movement).

As Spain needs to win the subsequent naval combat (the tie does not work), and in the face of enemy naval superiority, he declines. The army now moves to Chester, then to Newcastle (where it picks up the other Scottish troop) and finally to Edinburgh.

7.4 Example: Regroup troop

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

7.5 Example: Fortress construction

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

7.6 Example: Expeditionary force

England and the Netherlands agree that the former should release its 3 troop in London to the army being fortified in Luxembourg.

With an action, England (or the Netherlands, either of them can), makes a 1 troop strategic movement to move the force from London to Amsterdam and from there to Luxembourg. This troop will from now on count as Dutch for all purposes.

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

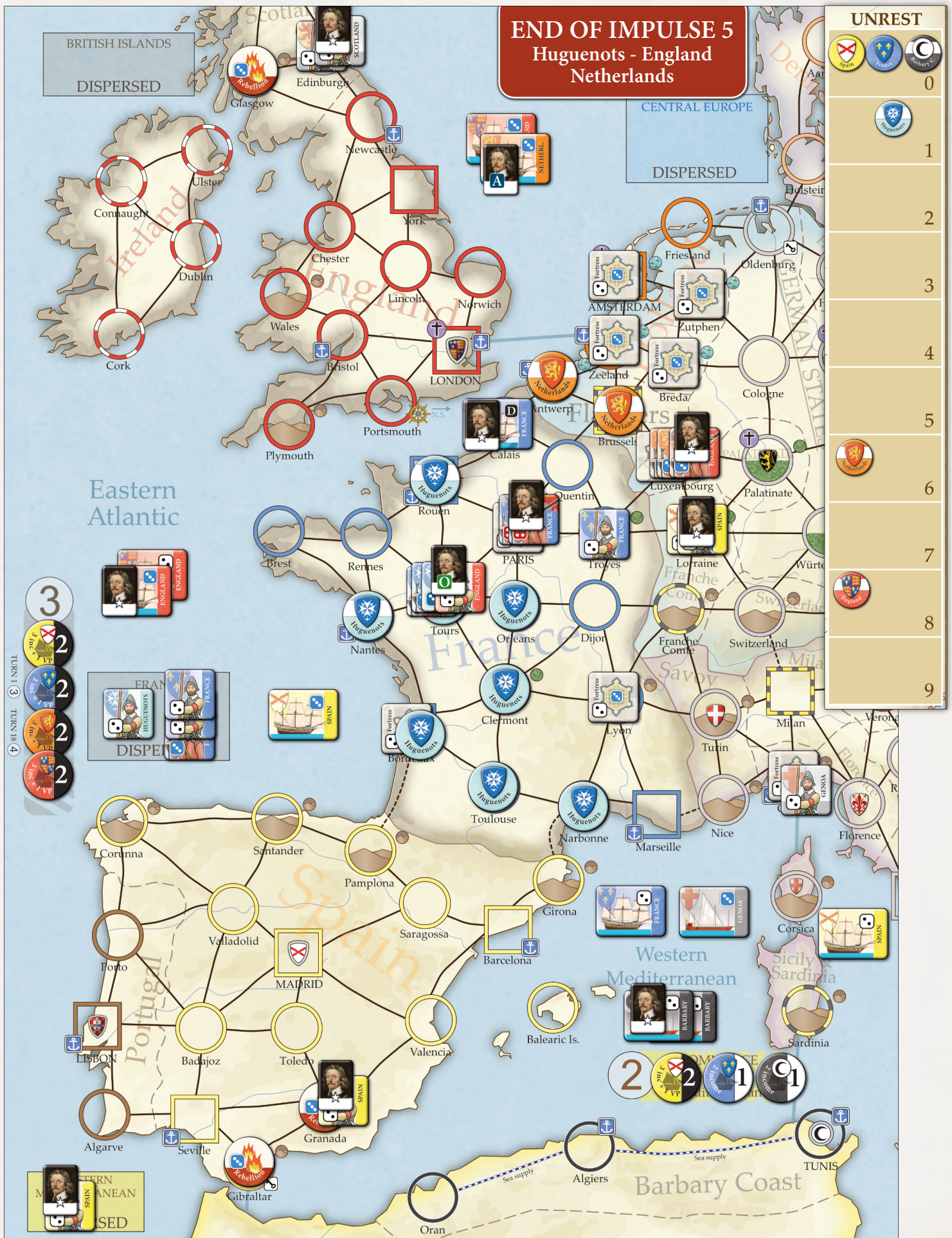
Note that this war broke out as a result of the assistance of an ally, not by a card event, so it was not rewarded with 1 VP. Now, the winner of the war (England or Spain) will win 1 VP.

With the first action, he takes the English I2 troop from London, and takes it to Rouen (when leaving English territory, it counts as Huguenot, so Spain cannot intercept it).

7.7 Example: Interception with a troop

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





7.8 Example: Application advantages and disadvantages in subjugation

This second action ends with the announcement by P3 that the Huguenots tries to subjugate the area. P2 opposes from Paris. As all the subjugation troops have moved, dice will be C2 (3 - 1 for moving) against C1 (2 - 1 for the distance). The defender announces that he is opposing from the fortress (therefore, there will be no pursuit for either side). The former gets 3 and the latter 3 → 2, so P3 wins and takes control of Nantes.

7.9 Example: Interception with an army

The Huguenots now spend their third action moving their army from Nantes to Tours; There is a French army in Paris (a leader with troops). As Tours is controlled by France, and adjacent to Paris, P2 announces its decision to intercept the movement.

He takes the troops he wants from Paris (in this case all of them) and places them in Tours to receive the Huguenot army, which will be the attacker. Since interception can only be done from a single area, the troop in Troyes, for example, can not join the intercepting force.

Without going into details, the battle ends with a Huguenot victory, thereby gaining another French morale point and automatically taking control of Tours.

7.10 Example: End of war

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

7.11 Example: Peace negotiations

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

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

Final result: 4 morale counters acquired by the Huguenot for none by France (as France has 4 vitality points, any excess would have been reduced to 4). The Huguenots do not increase unrest, but France's unrest increases by 4. This war, caused by an event, is rewarded with 1 VP, which is immediately given to P3.

The Huguenots, with their 4 conditions, could normally choose to gain 2 VP (for the 4 conditions). However, according to the special rules for civil wars, they have a "military victory" target. This means that with 4 conditions, they can get 4 VPs.

Other possibilities could have been, for example, to take possession of Lyon (2 conditions), destroying the fortress, and gain 2 VP with the other 2 conditions. However, again because of the special rules for civil wars, no home areas can be requested as a peace condition.

The territories taken should normally be returned, but (also by civil war rules) in this case they become possessions of the Huguenot.

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

7.12 Example: Combined fleet formation

With the agreement of England and the Netherlands, both allies (in this case they belong to the same player), P3 decides to gather a combined fleet. They place the English fleet in the North Sea under the stack of the Dutch squadron and the admiral to indicate it.

From now on, this fleet will count as Dutch in terms of earned / lost morale. To count as an English fleet, it would need an English leader assigned to this squadron, which should be placed on the top of the stack.

8. Additional examples

The game continues, and in later impulses ...

8.1 Example: Siege combat

Spain has broken through to Flanders, which it now controls completely, and it has an army of 1I4, 2I3 and 1I2 along with a leader in Antwerp. It is at war with the Netherlands and England. The Dutch have fortresses in all Dutch areas except Friesland. There are 1I3 and 1I2 in Zeeland, and an army of 2I3 (a Dutch troop and the English expeditionary corps) in Breda (with an ordinary leader). There is an allied fleet of 2S3 with a Dutch admiral in NS.

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

P3 decides to retire the I2 to Breda, and to intercept with all the army of Breda on Zeeland. He decides to wage a land battle (he could instead accept a siege), since he has 3 C3 dice (for the troops), and another C2 for the fortress (which can also participate in the land battle).

As Antwerp faces the 2 seas, a Spanish fleet in the East Atlantic could participate in the operations, but this is not the case.



It has been a Spanish victory, where the Netherlands has eliminated one troop. It has no dispersed troops thanks to the GUARDS combat card. P3 decides to withdraw his 2 units inside the fortress. The siege begins.

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

First Spanish assault (second impulse action)

The battlefield in sieges is 3 dice. Spain assaults with 1I4+2I3 (naval disadvantage will make him roll 3 C3 dice, or 1C4, 1C3 and 1C2). The Netherlands fights with his 2I3 and a fortress (3 C3). With the naval advantage, he can raise the quality of one die, so he rolls 1C4 and 2C3.

After rolling the dice, and modifying them by category, Spain gets 4, 3 and 6 versus 4, 3 and 3. It wins the assault, making 4 battle points and 2 casualties, versus 3 battle points and 1 casualty.

With the 2 casualties, the Netherlands must eliminate one of the troops that participated. The allied casualty (that turns to disband), is not enough to disperse a Spanish troop. The disbanded that the Spanish make, by the difference of battle points, in principle is not enough to make a siege casualty either.

However, **in sieges the victor always disperses at least one enemy troop** or, in this case, makes a siege casualty.

By eliminating an enemy troop, Spain veteranizes one of its 3 assaulting troops. As the siege casualties do not exceed the troops present (they are one and one respectively), the siege continues.

Second Spanish assault (third impulse action)

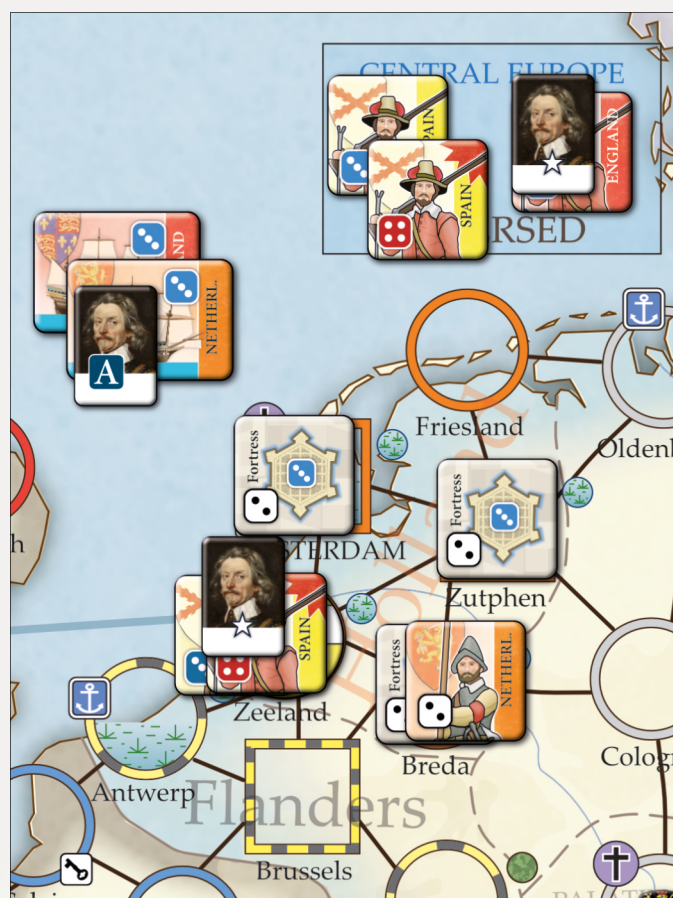
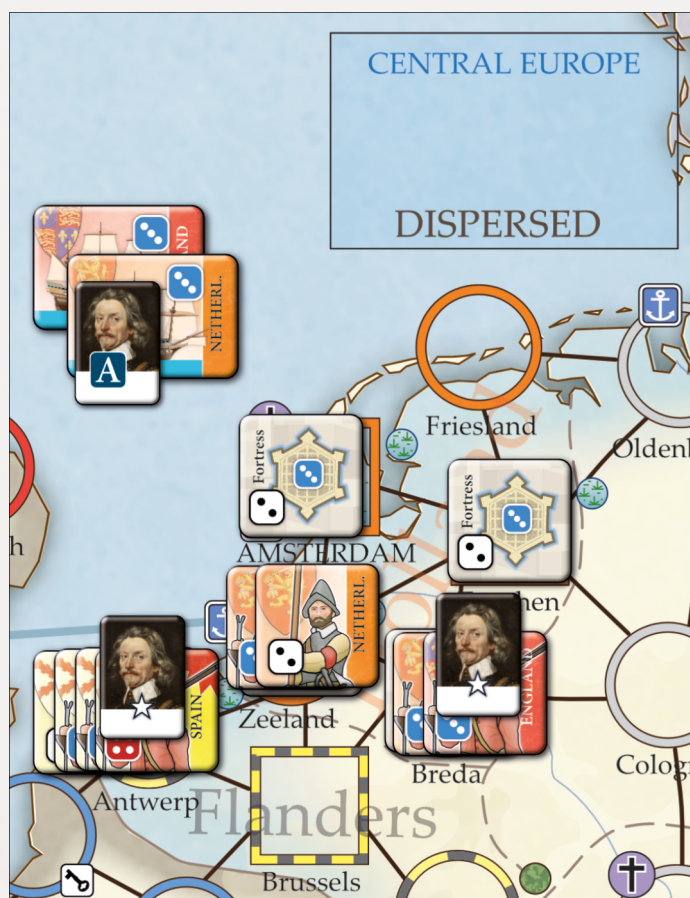
The same approach is repeated; now P3 mobilizes a conscript (the defender can always do so in sieges even without leaders). The defender has, therefore, 1I3 and the fortress, in addition to the conscript (2C3+1C1). He has an advantage because of the fleet and a disadvantage because of the siege casualty. The most interesting is to roll with 1C3+2C2. The attacker, now fights with 2I4+1I3 and can roll with 2C4+1C2, or 1C4+2C3.

The modified rolls for Spain are 4, 5 and 3. The Netherlands gets 3, 5 and 5 and wins the second assault round. The casualty made by Spain is lost, while the disbanded Dutch result disperse one of the assaulting Spanish troops.

Third Spanish assault (last impulse action)

The Netherlands again recruits a conscript, so now we have 2I4 and 1I2 for Spain; and 1I3, the fortress and a conscript for the Netherlands. Applying advantages and disadvantages, we will have for example 2C4+1C1 for Spain, and 1C3+2C2 for the Netherlands. With the modified die rolls of 4, 4, 2 for Spain and 6, 3, 3 for the Netherlands, we have that Spain disbands another of its troops.

By eliminating the remaining Dutch troop, Spain veteranizes one of the participating troops and manages to take the fortress, since now the siege casualties exceed the troops (which are 0). Spain thus passes to control the area. As it is not a key area, there is no loss of morale for the Netherlands.



Generic VP:

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

VP per scenario:

- In this scenario, the player running Spain receives 1 bonus VP each turn.

In total, it gains 7 VPs, which are added to the ones P1 already has (the VPs are gained by the player carrying Spain).

8.8 Example: Social agitation

Spain, with an unrest of 13 exceeds by 3 the double of its vitality (which is 5). It has several possibilities:

- Place 3 rebellions in own territories.
- Disperse 1I2 and place only 1 rebellion.
- Disperse 1I3 (or 2I2 for example) and place no rebellions, which is what it does.

Unrest remains at 13.

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

8.9 Example: Dynastic change

These are bad times for France: with an unrest of 16 and only 1I2 to disperse, has been forced to place 6 rebellions. P2 therefore decides to make a voluntary dynastic change (if it reaches 20, or the whole country is in rebellion, it will be required).

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

At the beginning of the next turn, P2 will proceed with France as if entering into play for the first time (obviously in his possessions), he would place unrest at 4, but as initial points he would have only the 10 that appear in the card as income; In addition, he must place 2 R3 rebellions in its territory.

8.10 Example: Collapse

Hungary had one morale counter taken from the Ottomans (because of a land battle), but it has just lost its second morale counter at the hands of the Ottomans for losing Budapest. It must surrender, but under the card "The Fall of Hungary" it collapses.

The difference of taken areas is 1 by Hungary, compared to 5 by the Ottomans (key areas do not count), Wallachia & Moldavia is allied with Hungary.

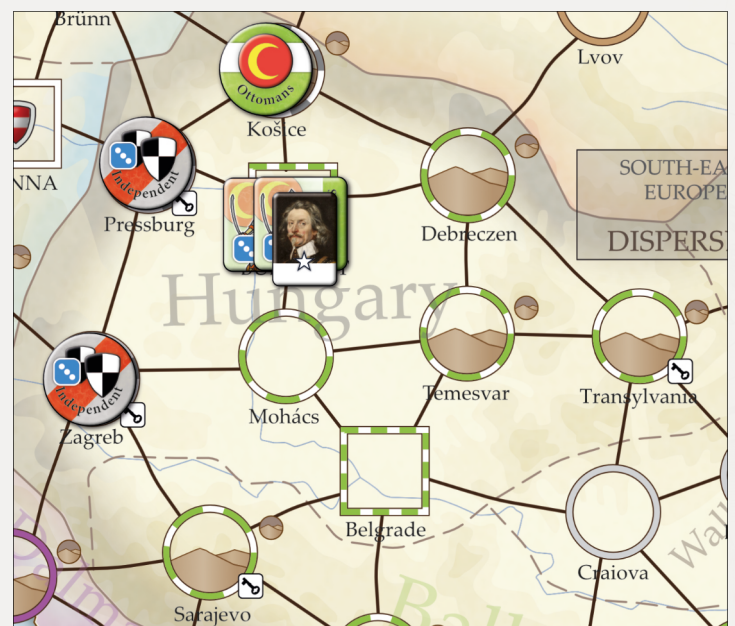
Hungary must deliver 2 morale counters to the Ottomans, as it does not have any, it must return two (as it only has one, it delivers only one, it also obviates the loss of morale for initiating peace negotiations).

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

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

Now Hungary must return Sarajevo. The areas in Hungary controlled by the Ottomans become ottoman domains. The Ottomans must give back the control they have over Craiova and Wallachia & Moldavia is now neutral.

The Pressburg and Zagreb areas become active A3 independent areas. The Hungarian home card along with all its counters and units are removed from the game.



8.11 High complexity example

What follows is the example of an operation that has been sought to be complex for purely didactic reasons, since it involves many rules.

Turn 13 (1670-1684), the Netherlands and Portugal are at war. The first has two I2 troops with a leader in Ceylon and one S2 fleet (with an Organizer leader) in the China Sea.

Portugal has one S2 fleet in the Indian Ocean (with a leader), and is allied with the "Sultanate of the East Indies". The minor's troop is in Borneo and the fleet in the China Sea.



- The landing is from/to a mini-map.
- A single escort fleet limits the force to a single troop.

The troop with the leader is now positioned in the Indian Ocean. The Portuguese fleet announces that it intercepts this movement and a naval combat begins. Without order, anyone can announce that he is adding a naval conscript. The Netherlands announces this and in response Portugal does the same. Both raise the unrest by 1.

The modified die rolls for the Netherlands (which fights the China Sea fleet because it is on escort duty) and Portugal are 2, 6 and 3, 3. As it is not a Portuguese victory, the troop gets to move to the China Sea.

Portugal could now announce that it is intercepting the landing with the fleet of its allied minor, but as will be seen below, it is not in its interest to do so.

Without further setbacks, the Dutch troop lands in Borneo. In this type of terrain and being a landing, Portugal decides to give battle in a battlefield of 2 units (it would be of 4 or 3, but the landing allows to reduce it to 2).

The Netherlands announces that it recruits 1 conscript from its Asian ally (unrest does not rise). Having no leader, the Portuguese are unable to do so. The Netherlands announces that his fleet will support the combat (Portugal declines).

The Netherlands decides to make a somewhat risky operation to wrest this minor from Portugal. The actions take place as follows:

The Netherlands announces that one of the troops in Ceylon (with the leader) is attempting to land on Borneo. The naval operating distance allows that landing to be made in the adjacent sea.

He now announces that his China Sea fleet is based in Ceylon itself (must be the area from which the landing departs) so it will escort the force. You can only do this with one troop (with or without a leader) for either of these two reasons:

Each opponent has a disadvantage, the Netherlands for the landing and Portugal for the Dutch fleet. The former will roll 2 C1 dice and the latter 1 C1. With the modified rolls of 2, 3 and 1, the Netherlands wins by the minimum.

With the "Modern Army" card in effect, Portugal rounds the disbands in half (rounding up). The Portuguese allied troop is therefore dispersed. Since Portugal has rolled only 1 combat die, it does not have to give morale to the Netherlands.



On the main map, after a victorious battle, the winner automatically controls the area (even without supply). On the mini-maps, this is not possible and the area must be subjugated (with the same action, you could land, fight and subjugate). Unfortunately, there is an enemy fleet at sea (the Portuguese allied fleet) which prevents, according to the rules of supply, the Netherlands from subjugating the area.



The Netherlands now makes a naval tactical movement, and this time, Portugal gives battle. For this type of combat the battlefield is 2, but with his leader, the Netherlands expands it to 3. He will use the additional conscript offered by the Asian ally and the conscript that can be recruited normally (in addition to the leader, the Netherlands has at least 1 commercial port). Portugal has no leader in the fleet, so it cannot recruit conscripts. It will be 2 C1 and 1 C2 die for the Netherlands, versus 1 C1 for Portugal (the ally's card states that this fleet always fights with 1 disadvantage).

The modified die rolls are 1, 3 and 4 for the Netherlands and 4 for Portugal. Victory by 1 for the Netherlands, which can now use the casualty from the 4 result to disperse the Portuguese fleet.

This fleet could retreat flipped, for example, to the same area of Borneo (since the Sultanate still controls it). As Portugal has rolled a single die again, it does not lose morale from this combat either.

With his next action, the Netherlands now decides to subjugate the area. The Dutch troop has not moved with the action (C3), but fights in forest (reduced to C2). Portugal fights in a home area (minor), therefore start with C3, which is reduced to C2 by the enemy fleet.

With the respective modified die rolls of 4 and 5, we have a Portuguese victory by 1. If it were not for the Dutch leader, the troop would have dispersed and the adventure would be over.

With his last action, the Netherlands repeats and now gets at least a draw (both score a 2). He decides to disband the troop and take control of the area.

The Portuguese ally's fleet should now move to the nearest port (still damaged), but this is not the case. The minor has lost all its home areas (Borneo), and is now allied with the Netherlands, its two units are destroyed. The Portuguese player gives the minor's card and 1 morale for his loss to the Netherlands.



9. GAME TIPS

This section is mainly aimed at novice players. Here are some tips to help you have a more satisfying game experience. The game has some complexity, and there are a lot of relationships between different rules that we think should be highlighted.

The most important advice is the following: Do not lose sight of the fact that **uRR is a game that is won by victory points**. Therefore, your actions should be directed to achieve them. There are VPs easier than others, some cost many actions and others less. Some of them are more subject to chance and others are more secure. Analyze the situation and go for the easiest and safest.

Do not take wars as something personal, if you lose by 1 and there is only the VP of the war in play, sometimes it is better to let it go (in the end you will only raise a little unrest). Moreover, even if the war does not interest any side, throwing yourself into a simple battle and stopping there (better if you win, of course!) is more profitable than doing nothing. A war with a VP bonus that is not won, benefits all but those involved (since neither of them wins the VP).

You also have to know how to surrender on time (remember that given the case, the opponent can not refuse). If the winds are blowing in his favor, let him fight against another player, there will be time to tighten the nuts. Sometimes it is even beneficial to end a victorious war (forcing the end), so that you can dedicate yourself to more productive objectives.

The planning of the campaign is also very important, we will often be interested in ending a war quickly with one or two battles. Other times, it will be preferable to start a campaign of attrition, avoiding battles while delaying the enemy's advance, and gaining ground on other fronts. In fact, it is relatively common to win the war despite not having fought any battle (or even having lost the battles).

For defense, try not to leave border areas at a distance of more than 2 of your own troops (or fortresses), do not make it so easy for the enemy. And if you have a better leader with that troop, you'll see the enemy's problems as he advances. And if you have 2 troops and a leader, those problems can quickly go to torture. Normally, this is usually enough to delay the opponent long enough so that you can finish what you are doing and face him later (if you are interested).

In the sea things are similar. With naval superiority, the enemy will become almost impregnable, coastal fortresses will be well defended, and great logistical advantages will be obtained. But this is no reason to give up the sea to a stronger opponent; the problems that can be caused by a single squadron (without intending to engage in direct combat) amply pay off their high maintenance cost.

For land battles, choose the size wisely; combats with 4 or 5 units per side, sometimes become major disasters (or successes) that some sides can not afford. A battle of two against two, has the same effect on morale, and the potential damage is more limited.

When promoting to veterans, remember that troops of category 4, have the same probabilities to win battles than those of 3, but the losses that infringe are much greater (and also their influence in creating new veterans). If you want to win the war and dedicate yourself to something else, promote troops from category 2 to 3. If your plan is to keep on hitting, a base of troops of category 4 will make your army in the long term an unstoppable machine.

Regarding actions that raise unrest (extraordinary leaders, diplomacy and technology), try not to overpay. Bear in mind that a rise of 3 is approximately equivalent, according to the context, to the actions of a card of the same value. Evaluate the situation well (and that of your opponents) before raising unrest.

Trade is another important aspect of the game, do not lose sight of it, but to maintain it you need (normally) a fleet; also your opponents. Do not be remorseful about declaring war on players who have entered trade centers where they did not have a fleet to protect them. Remember that corsair actions were perfectly common at those times.

And finally a "fair play" advice. It is not expressly prohibited in the rules, but try to take your powers in "separate compartments". When you negotiate as a Venetian you are the Doge, and when you do it as a Russian the Tsar. Agreements between players of the style "if I surrender to Venice, you surrender to Russia" go against the spirit of the game.

And now ... enjoy uRR!

10. DESIGNERS NOTES

Ultima Ratio Regis is born from the desire to design a game capable of covering the Modern Age (as does the well-known “Europa Universalis”) with modern, fluid and manageable mechanics, and correcting many bugs that over the past 20 years we have seen in many historical “multiplayer” games. We know that many fans are aware of these flaws, and some have already asked us how uRR deals with them. We are trying to clear up some of these doubts.

10.1 Powers in play

One of the aspects that may draw more attention to those approaching the game for the first time is that each player controls several powers. There are few games where this happens, and most share the same flaw: players end up using all their countries in a coordinated way, as if they were just one, which is not historic at all.

In Ultima Ratio Regis powers function as sealed compartments, and they do so with mechanisms and rules that are totally credible. To begin with, the map is divided into large theaters of operations and each power has “interest” and can operate in only a few of them (in the rest of theaters it can hardly do anything). Each power also has very specific objectives, war events and “casus belli” that lead it in the historical direction. Let’s say a player controls France and Persia. The game doesn’t prevent him from declaring war with both at once on the Ottoman Empire, but doing so with France simply doesn’t make sense. France will suffer a significant penalty for not having casus belli; it will barely be able to conduct military operations against the Ottomans because it has no interest in the Eastern Mediterranean theater of operations. And all this in order not to obtain a single victory point.

On the other hand, controlling several powers has many advantages for a game of this kind: You don’t need “filling rules” or “accounting” with the country’s economy so that players have something to do when they’re not at war (in uRR you’re always involved in wars, sometimes several at the same time, it’s normal that you’re overwhelmed). Players are more involved in everything that happens in the game, as they operate in different theaters all over the map and play countries with very different styles of play at the same time. With uRR mechanisms, it is easy to add new powers or make them disappear, and it can accommodate a very variable number of players. All powers are governed by the same general rules and less special rules are necessary.

All this does not mean that the player can’t have a power that is his favorite or main power, either because of personal preferences or because it is really the most important historically speaking, or the most active.

10.2 Map and counters

You may have been frightened to see how many counters the game has. Don’t worry, the reason for so many counters is mainly that there are many countries. In practice, on the map there are relatively few, even great powers like Spain or the Ottoman Empire barely have a dozen military units on the board, and they also have them stacked forming a few armies or fleets.

As for the control markers, most areas on the map are already in the color of the power that normally controls them, so very few are placed, and the map is usually quite clear. This is so to extremes that require some explanation, as is the case of Hungary and the Mamluks. If you look at the map you will see that, unlike the other powers, these two do not have the map areas of their color, but are the color of the Ottoman Empire. The reason is that these countries usually last only the first two or three turns, then collapse, disappear, and their areas almost always end up in the hands of the Ottomans. If their color had been used on the map, this would have saved you from placing control markers of those powers for the first 3 turns, but would force you to use Ottoman markers for the remaining 17 turns, it is much cleaner and more practical to do the opposite. This does not prevent Hungary from ending up in the hands of Austria (though that happens infrequently), or Egypt in the hands of a slightly daring (and reckless) Venetian player.

With the Spanish colonial empire something similar happens, most of the areas of South America and Central America are already in the color of Spain, when at the beginning of the game (1490) Spain has not even discovered America, it happens that in a matter of 5 or 6 turns almost all those areas end up in their hands and continue like that until the end of the game. Again it is more practical to use the color of Spain on the map, cover them during the deployment with control markers of active independents, and as Spain conquers its empire, instead of placing its control markers, it removes the independents, leaving the map cleaner and cleaner. Something similar has also been done with Siberia and certain parts of Russia such as the Golden Horde, Astrakhan or Livonia.

10.3 Evolution of powers

All the information related to a power (vitality, economy, special rules, objectives...) is condensed in a card that can change with time. As the game progresses, some powers, such as Spain or the Ottoman Empire, will see how in certain turns their card is replaced by a worse one, with less vitality, less income, less elite units... On the other hand, other powers, such as England, France or Russia, will see their home card improve and their abilities increase, going from being second order countries to superpowers.

There are powers that are subject to collapse rules and may disappear after losing a war (such as the Mamluks or Hungary), or that will end up becoming minor states no longer controlled by any player (Denmark or Venice). Others join as the game unfolds (such as Sweden and the Netherlands), or will only last for the duration of a war (such as the Huguenots and the Catholic League during the French Wars of Religion).

10.4 Decision elements

After reading the three previous sections, you may be wondering if uRR isn't a game that's too rigid and historically tracked; the answer to that question is yes and no at the same time. It's a game that pretty much follows the historical course, but allows for a lot of variation within it. Following the example of a player who controls France and Persia, we have that during the first game turns, France is continuously at war with Spain (Italian Wars), and Persia half of the time is at war with the Ottoman Empire. It is a historical script that is always the same, however this is only a framework within which many things can happen. Some turns of the Italian Wars will be marked by big field battles with many casualties for both sides; in other turns players will do almost nothing and will be busy on other "fronts"; and other turns can be a complex maneuvering war with hardly any battles. In addition, in some turns other powers such as Venice or Austria may (or may not) intervene.

To illustrate the above, if on a turn France suffers a catastrophic defeat in Italy, the player will probably turn over the resources of his cards in an intense campaign in Mesopotamia with Persia. In another turn or game, Persia may do almost nothing and most of the player's resources will be absorbed by France and the Italian Wars. Multiply this by the number of powers in play (which may be 15 or 16) and add to the cocktail unexpected side changes from key minor powers (e.g. Scotland in the middle of a war between France and England), technological advancements, or casus belli and wars outside the historical script (which there are also), and the result is that no two games are the same.

10.5 Generic Events

In uRR there are two types of events; historical events (which take place in specific turns) and generic events. Each turn you have to assemble the deck of cards and this is done by taking all the historical cards from that precise turn, and then a random selection of generic cards that complete the deck up to about 40, which are then dealt to the players.

The latter may appear to be a filler, but they are not. Within these generic cards are the activation of minor powers (which allow them to change their ally), unexpected casus belli, or technological advances that can alter the course of a war. The introduction of only a part of these events also at random, adds tension to the game and makes it unpredictable how that turn will unfold.

10.6 Combat system

Perhaps because of its appearance (graph map, card-driven game, and very generic troops), uRR seems like a purely strategic game, where the main decisions players can make regarding their armies or fleets are reduced to making battles. It is actually an almost operational game. This is thanks to the combination of concepts such as battle size, disadvantages and finally subjugation combat.

The size of the battle can vary according to terrain, type of general or naval superiority. This is meshed with a system of advantages and disadvantages that can reduce the quality of troops, also depending on terrain, generals, naval support, etc. These are some of the factors that determine when and where players are interested in fighting. Sieges and subjugation combat complement the above system, allowing powers to force their enemies to spend far more resources to advance and occupy areas. This type of strategy causes attrition to the enemy in the form of dispersed units, allowing players to fight a war almost without making battles. The duration or cost of a campaign and how long a player can use this delaying tactic will also depend on how far he can yield ground without beginning to lose key areas or allies, or simply whether he is interested in making the campaign shorter or longer for other strategic considerations.

10.7 Leaders

The random selection of generals is another element that serves to add decision elements to the game. Since striving for a general of a particular type can be very costly or simply not effective, players often end up adapting their strategy to what they get. In this way, a tactical general can encourage the player to look for decisive frontal battles, while a determined general can push him into a campaign of attrition; or an admiral can open up the possibility of attacking enemy targets through complex naval operations and landings.

Historical generals (which enter the game by event) in earlier versions of the game differed from generics in that they could have more than one ability or characteristic. This gave rise to complex situations to resolve, and finally we changed it. Now they also have a single ability.

These historical generals still have the advantage that you don't have to pay unrest for them, the player knows beforehand when they are going to appear, and also what kind they are going to be. In addition, when some of them enter the game, they "convert" units into veterans (the event card itself indicates this). These veterans represent the reforms in the army that these exceptional characters introduced; something that has happened since the time of Philip of Macedon. This standardizes and simplifies how generals work, but at the same time the historical ones are better represented. The loss of half of the veterans at the end of the turn represents in this case that other powers end up copying those reforms (applying again a generic rule that equally affects the veterans resulting from combat).

10.8 Unrest

What in uRR we call unrest integrates not only the discontent and level of internal turmoil of a power, but also the state of its economy. In the early versions of the game, economy and unrest were separated, but they were two elements with many communicating vessels. At one point, we realized that it was more practical and simple to integrate everything into a single system.

A high level of unrest may represent that the power is heavily indebted, which in the end translates into internal turmoil (excessive taxes, inflation and difficulties in the daily lives of the inhabitants of that country). It can also be interpreted in reverse; social unrest for whatever causes (political, religious...) ends up translating into economic difficulties, that is, less capacity to collect taxes or to recruit and maintain the army.

10.9 Vitality of the powers

Vitality is one of the most representative characteristics of the strength of a power, and it is intertwined with many other mechanisms of the game, in a way that is difficult to see just by reading the rules.

For example, during a war a power has as many morale points as it has vitality. If at any time it runs out of morale points it must surrender immediately. This often conditions the way a military campaign is waged. Powers with very few morale points such as Hungary, which has only 2, are fragile and often risk everything in a single battle as was historically the case (defeated in a field battle over a key area, they suddenly lose 2 morale points and must surrender). However, powers with many morale points (4 or 5) not only have more resistance during a war, but they can play an attrition campaign against powers that have fewer points, knowing that in a long war, their opponent will be forced to request peace sooner.

When betting for smaller allied states or technologies, powers can bid at most as many points of unrest as their vitality, so those with more vitality also have a better chance of getting these allies and technologies.

Vitality also influences commercial competition, giving a certain advantage to powers with a higher level.

Finally, power's unrest is compared at the end of the turn with its vitality, and depending on whether it is lower, higher, or more than double the vitality, it may suffer different penalties.

10.10 Morale and development of wars

Another original aspect of uRR is morale during war. As noted above, a power has as many morale points as vitality points, represented by counters. Each time a power loses a battle, an ally, or a key area, it must surrender one of its morale counters to the one who inflicted the defeat. If it ever runs out of morale points, it surrenders immediately.

When one war is over, the winning power is the one that took the most morale points from the other, and the war reparations the winner can demand are as many as the difference in morale points. In uRR the enemy territories occupied during a war are not automatically ceded to the conqueror; he has to demand them by spending war reparation points, and those that he cannot (or does not want to) demand, must be returned to their original owner (this concept will surely be familiar to those of you who know the computer game *Europa Universalis*).

In addition, lost morale points can be translated into points of unrest at the end of the war (war fatigue), so it is not the same a war where the winner has 2 morale points of the loser and the loser 0 of the winner, than one where the points are 5 and 3 respectively. Although the war reparations are the same (two in both cases), in the second case the war has been more intense and harder, and the impact on unrest (or economy) will be more negative.

This agile and simple system avoids the “total wars until the last man” that are anti-historical and distort many other games of this style.

10.11 Diplomacy

Diplomacy without any limitation can be fun in lighter games, but it does not take into account the historical conditions of the time and in our opinion, it is neither credible nor realistic.

In uRR wars are conditioned by historical events or *casus belli*. One power can declare war on another without having *casus belli*, but doing so it has to give this latter one morale point, that is, it begins “losing”. This, in addition to being a necessary penalty for the game to be historical, represents the internal opposition to a war that has no reason to be declared. Despite this, these declarations of war happen on some occasions, but the player has to know very well what he is doing. Doing so with a power that has 5 morale points (like the Ottoman Empire) against one that has only 2 points (like the Mamluks) can end up succeeding, but against a power with 4 morale points (like Austria for example) is very dangerous.

Alliances between powers are also limited to historical ones, and cooperation between allies is limited, broadly speaking, to sending expeditionary corps, strategic redeployments, and naval support.

Likewise, there is quite a bit of diplomacy between players, although it is somewhat different from other games of the style. It's usually a one-on-one diplomacy, which revolves around what a player's intentions are regarding one of his powers; how far he's willing to continue a war or how the support of a possible ally is going to materialize, to give a few examples.

It's also not uncommon to see the same two players carrying enemy powers that are bleeding to death in the East, for example, while happily collaborating with two other powers, allied in the West.

10.12 Economy

This is another aspect that can end up deforming such a long game if it deviates too much from history. It has been tackled by assigning each power a fixed income that is indicated in their home card. It is possible to earn additional income by trade or by controlling key non-home areas.

In general, for most powers the fixed income constitutes the bulk or even all of their resources, although there are some such as Spain, Venice, the Netherlands or the Ottoman Empire that can double them with their trade and conquests. This income is used to maintain military units.

On the other hand, a power can spend more than it earns, which will cause its unrest to increase at the end of the turn (which, as we have seen, also represents the indebtedness and progress of the economy). This will lead to reduce its activity in subsequent turns in order to recover its economy. This system allows the powers to stretch beyond their resources at critical moments, but at the same time prevents them from ending up permanently “out of the game”.

In addition, the system is quite round and simple: The incomes of the bulk of the powers range between 10 and 20 points; the maintenance of many units costs 1 point (fleets 2) so that calculating the economy of all your powers and the consequences of their levels of unrest will only take you 2 or 3 minutes each turn, and you can do this without taking notes or using counters.

10.13 Technological progress

It is introduced through four generic event cards that give an advantage to the powers that get them, but only until the end of the turn. This represents it's copied by all powers after a few years.

The system is complemented by some additional advantages that may last longer and affect only some powers (such as the Spanish “Tercios”). Also, with events that can create permanent changes in the game from certain turns onwards, such as the Nautical Astrolabe, which increases the distance of naval operations.

10.14 Narrative

These days, a large number of games are published, and it is common to hear about mechanics, but less about narrative. The reason is surely that many of these novelties are “eurogames”, so abstract that their subject can often be replaced by another one that alters little more than the graphic aspect. This is not the case for most historical games and wargames. Those of you who are fans of these games and who, like us, have been playing titles from companies such as Avalon Hill or GMT Games for several decades, I'm sure you remember, years later, games with extraordinary or surprising results (nobody remembers a game of Settlers of Catan ten years later).

In uRR the historical events that come in and out of the game in their corresponding turns are an essential element in the construction of that narrative. Most have a major impact on the game, although some you'll see have very little effect, or even none, as in the case of the “Luther” event. These cards could be eliminated, but we have deliberately included them: they serve to make the narrative more complete, and they also have a didactic function, showing the players what we think are the most significant events of the era.

In addition, historical games and wargames would not be complete simulations without random elements. These basically represent everything that is impossible to cover with the rules because it is too extraordinary, exceptional or rare, but that we can often read in history books. Ultima Ratio Regis has three random elements:

- The random distribution of events between players, as in all card-driven games, serves to construct a story that is different in each game, but at the same time “rhymes” always with what happened historically.
- As for combat, if you've looked at the rules or examples, you've seen that roughly speaking it's based on rolling a six-sided die for each participating unit, to get a result that can't be less than the quality of the unit (when it is, it's changed for that minimum result). This means that in the long term, the armies with the best units end up victorious most of the time, but at the same time armies of inferior quality can win exceptionally thanks to a good dice roll. Again, this is a necessary element, as such things happened. In this way, at the same time it contributes to make the game narrative epic and unforgettable, making it possible, for example and against the odds, for the Mamluks to defeat the Ottoman Empire in a war, for the Spanish Armada to land the “Tercios” of Flanders in England, or for the Ottomans to conquer Malta.
- The last element that makes an important contribution to the narrative are the exceptional generals, of which we have already spoken, who arouse true feelings of pride and admiration, or disappointment and disenchantment.

10.15 Conclusion

In short, you have in your hands a game with quite a few original mechanisms, which is the culmination of almost two decades of talks and dissertations around all the historical “multiplayer” games that we have played.

You may initially find it hard to see its amplitude, but we trust that when you get to know it, you will begin to appreciate it, and above all, to enjoy it as we are doing.



CREDITS

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