

Ultima Ratio Regis

War and peace in the Modern Age

Scenarios

Version 3.2

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1. INTRODUCTION

In this document, we have two blocks: a first one with the 19 scenarios in which the game is articulated and the special rules for each one, and a second one with the rules for each one of the 20 turns.

In the first block, the scenarios, perhaps the most important thing to consult is the duration and the number of players.

To calculate the duration we can count about two, three or four hours per turn. A scenario, therefore, of three turns could last, for example, two or three sessions and could be completed in a weekend.

The scenarios we present are as follows. As will be seen, the duration and complexity may vary among them, as well as the number of players.

The Rise of Portugal (1490-1564)

This is a solitary didactic scenario to familiarize the player with the operational rules of the game. It also serves to illustrate a part of Portuguese history that, for gameplay reasons, has been left out of the other scenarios.

New Order (1490-1534)

A scenario that straddles the period between the late Middle Ages and the modern age. It has a short duration, only three turns. It is ideal for novice players, as it does not include complex special rules.

The Italian Wars (1490-1564)

Similar scenario to the previous one, but of longer duration. It is also one of the simplest. It illustrates the rise of the two major powers of the early modern period.

The Renaissance: 16th Century Campaign (1490-1609)

This is one of the longest-lasting scenarios (second only to the next). It covers the whole of the 16th century, stopping in the run-up to the Thirty Years' War. Of the long scenarios, it is the simplest.

The Great Campaign (1490-1789)

Scenario that collects all the turns, twenty in total. For those who want to start with the discovery of America and end with the beginning of the French Revolution.

The Rise of the Ottoman Empire (1505-1534)

Simple scenario for 2 players and of one session duration. It will confront in the Middle East and the Balkans one player controlling the Ottomans against another controlling their enemies Hungary, the Mamluks and Persia.

French Wars of Religion (1565-1609)

A short, three-turn scenario of medium complexity. It features numerous powers and supports the participation of up to 8 players.

Catholics and Protestants (1565-1609)

This is a shortened 2- or 3-player version of the previous scenario, where the entire eastern part of the main map is ignored.

Wars of Religion (1565-1654)

These six turns cover the wars that ravaged Europe, which had an important religious component. It is of medium complexity and allows up to 8 players to participate. This scenario (and the next one) has a lot of historical events, which causes the scenario to be a bit more directed than the rest.

The Thirty Years' War (1610-1654)

Another short scenario of medium complexity, focusing on the 30 Years' War, a conflict that had a major impact on modern European history.

The Baroque: 17th Century Campaign (1610-1699)

Scenario of long duration (6 turns) that basically covers the 17th century. This scenario is the most complex of all the previous ones. Not having many historical events, it also tends to produce games with more variations. The same is true of all the following multi-turn scenarios.

Le Roi-Soleil (1640-1714)

A 5-turn scenario focusing on the reign of Louis XIV, undoubtedly one of the most influential monarchs in modern European history. This scenario, along with the following scenarios, is for players with some experience in the game.

Change of the Tide (1700-1729)

Short, 2-turn scenario, mainly covering the Wars of the Spanish Succession and the Great Northern War, conflicts with major geopolitical repercussions that lasted a long time.

Great Northern War (1700-1729)

Simple scenario for 2 players and of one session duration, where a coalition led by Russia will try to put an end to Sweden's supremacy in the Baltic.

The Enlightenment: 18th Century Campaign (1700-1790)

This is the last of the long scenarios (six turns) covering approximately a century. In this case, it focuses squarely on the period known as the Age of Enlightenment. Like all scenarios of this period, it is best for players who have played some previous games.

The zenith of the Ancien Régime (1730-1759)

A short 2-turn scenario where the various succession conflicts and tensions of the time led to European wars of global scope.

War of the Austrian Succession (1730-1744)

Scenario for 2 advanced players that can last one or two sessions. It will confront Austria and its allies against Prussia, France and Spain.

The Crisis of the Ancien Régime (1745-1790)

In these last three turns of the game, we can see a new age beginning to emerge. Many of the protagonists of the Napoleonic wars were young in the early stages of this period.

Revolutions (1775-1790)

This is a single turn scenario, and of medium complexity. It focuses on the latest events of the Modern Age (the last turn of the game), leading up to the French Revolutionary Wars. We can see this scenario as a preamble to these.

2. SCENARIOS

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

- A heading with the turns and theaters of operations covered, and the number of players.
- A table showing the group of powers that each player controls. Some groups receive 1 VP per turn to compensate for the fact that they are somewhat weaker.
- Deployment and special scenario rules. Often, this section refers to a previous scenario if they coincide.

In the setups, when reference is made to home areas, solid-colored areas are indicated; for power domains, striped markers. In both cases, for the cleanliness and economy of markers, these counters need not be placed on the map if the area matches the power and type.

Sometimes names appear in capital letters; these cases refer to entire provinces.

THEATERS OF OPERATIONS KEYS	
Main map	
WM	Western Mediterranean
CM	Central Mediterranean
EM	Eastern Mediterranean
TE	The East
WE	Western Europe
CE	Central Europe
EE	Eastern Europe
SEE	South East Europe
BT	Baltic
Mini maps	
Na	North America
Ca	Central America
Sa	South America
Af	Africa
As	Asia
In	India
Si	Siberia

2.1 The rise of Portugal (1490-1564)

- TURNS: 1 to 5.
- PLAYERS: 1 (Portugal).
- THEATERS: WM, TE, Sa, Af, In, As.

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

Active Events

- Treaty of Tordesillas.
- Treaty of Zaragoza.

Special rules:

The game is played without cards. The player has to get the maximum VPs in 5 turns, with 3 impulses of 2 actions each.

For this scenario only the areas printed on the maps in grey or Portuguese are active.

All active areas on the mini-maps are independent A2 (except Cape Town, which is A3).

Trade Centre Capacity: Africa 1, Persian Gulf and Red Sea 1, Indian 1, China Sea 2, rest 0.

Emirates Rules:

The troop starts in the Aden area. The fleet starts deployed in the Indian Ocean and only intercepts attacks on Aden.

After each Portuguese Impulse, the minor acts according to the following list:

- If he has the fleet at sea -> Piracy to the Portuguese.
- If he has the fleet in port -> He takes it out to sea, repairing it if necessary.
- If his fleet is destroyed -> He places it damaged in port at the beginning of the next turn.

TURN 2 (1505)

- Portugal gains interest in Asia.

TURN 4 (1535)

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

TURN 5 (1550)

At the end of the turn VPs are counted:

- Each area printed on the map as Portuguese that becomes a possession provides 1 VP (Goa and Macao 2 VP).
- Up to 2 areas printed in gray that become possessions provide 1 VP.
- If unrest is greater than 4 subtract 1 VP.
- For each unrest above 8, 1 VP is subtracted.

The following list is consulted:

- Less than 5 VP -> Defeat.
- Between 5 and 9 VP -> Draw.
- Between 10 and 15 VP -> Victory.
- More than 15 VP -> Epic Victory.

2.2 New order (1490-1534)

- 3 TURNS: 1 to 3
- PLAYERS: 3 to 6
- THEATERS: All

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

DEPLOYMENT (New order)

Power	Points	Home areas	Domains	Allies
Spain	14	Home areas in WM minus Granada	SICILY AND SARDINIA	Genoa
France	12	Home areas minus Calais		Savoy, Scotland, Papacy, Florence, Elite mercenaries
England	12	Home areas	IRELAND, Calais	
Austria	6	AUSTRIA, FLANDERS, NETHERLANDS	FRANCHE-COMTÉ	The Empire
Venice	14*	Home areas	Corfu, Ravenna, Candia, Cyclades and Nicosia	German mercenaries, Emirates
Poland	8	Home areas	Yedisan, Smolensk, SEVERIA	Cossacks
Hungary	6	Hungary (minus Transylvania and Belgrade)	Transylvania and Belgrade	
Ottomans	14	Home areas	Diyarbakir, Trebizond, Morea, Lepanto, Durazzo, Novi Pazar, Sarajevo	Wallachia and Moldavia
Mamluks	8	MAMLUKS		
Persia	6	Tabriz, Yerevan, Shirvan		
Russia	6	Home areas	Kaluga, Velikiye Luki	
Crimea	4	Home areas		
Barbary C.	5	Home areas		

* Strictly in the deployment, it is possible to place already built fortresses for 1 point only.

SCENARIO SPECIAL RULES

- Naval operation distance: 2 in the Mediterranean and 1 elsewhere.
- No fleet may enter or leave the Mediterranean (until the Galleon event).
- The following parts of the map are inactive (they will be activated by event or at the start of subsequent turns):
 - ▷ Theaters of operation: Baltic, North America, South America, Africa, Asia, Siberia, The East (except Tabriz, Yerevan and Shirvan) and India (except Kandahar).
 - ▷ Provinces: SOUTHERN ITALY, GOLDEN HORDE, ASTRAKHAN, PORTUGAL.
 - ▷ Areas: Milan, Georgia. Areas printed on the mini-maps as Portuguese.
- Kandahar is an independent A2.
- Granada is an independent A3.
- Mexico is an independent A3, rest of Caribbean areas A2.
- Sarajevo is a revolt R2.
- Palatinate area is part of the German States.
- Ravenna area is not part of the minor Papal States.
- The Mamluks, Hungary and England start with an initial unrest of 6 (instead of 2/3).
- The countries marked as protestant on the map, for the time being, are Catholic.
- The cost of diplomacy between Christians and Muslims increases by 1 (not the maximum bet).

2.3 The Italian Wars (1490-1564)

- 5 TURNS: 1 to 5
- PLAYERS: 3 to 7
- THEATERS: All

SPECIAL RULES: See New order

DEPLOYMENT: See New order

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

2.4 The Renaissance: 16th century campaign (1490-1609)

- 8 TURNS: 1 to 8
- PLAYERS: 3 to 7
- THEATERS: All

SPECIAL RULES: See New order

DEPLOYMENT: See New order

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

2.5 The Great Campaign (1490-1789)

- 20 TURNS: 1 to 20
- PLAYERS: 4 to 7
- THEATERS: All

DEPLOYMENT: See New order

Number of players	Powers per player	VP per turn
1st	SPAIN-AUSTRIA-MAMLUKS-CATHOLIC L.-HUNGARY-JACOBITES-MUGHALS-USA	
2nd	OTTOMANS-NETHERLANDS-CRIMEA-SWEDEN-PRUSSIA-ROYALIST ENGLAND	
3rd	VENICE-ENGLAND-POLAND-PERSIA-HUGUENOTS-SCHMALKALD-AUSTRACISTS	
4th	FRANCE-RUSSIA-BARBARY C.-PORTUGAL-DENMARK	
1st	SPAIN-RUSSIA-CATHOLIC L.	
2nd	OTTOMANS-ENGLAND-CRIMEA-BARBARY C.-SCHMALKALD	
3rd	VENICE-NETHERLANDS-SWEDEN-PRUSSIA-ROYALIST ENGLAND	
4th	FRANCE-POLAND-PORTUGAL-JACOBITES-MUGHALS-USA	
5th	AUSTRIA-PERSIA-HUGUENOTS-DENMARK-MAMLUKS-HUNGARY-AUSTRACISTS	
1st	SPAIN-CATHOLIC L.-PRUSSIA	
2nd	OTTOMANS-CRIMEA-BARBARY C.-JACOBITES-ROYALIST ENGLAND	
3rd	VENICE-ENGLAND-SWEDEN-SCHMALKALD	
4th	FRANCE-POLAND-PERSIA-USA	
5th	RUSSIA-NETHERLANDS-MAMLUKS-MUGHALS	
6th	AUSTRIA-PORTUGAL-HUGUENOTS-DENMARK-AUSTRACISTS-HUNGARY	
1st	SPAIN-JACOBITES-USA	
2nd	OTTOMANS-CRIMEA-BARBARY C.-CATHOLIC L.-PRUSSIA	
3rd	VENICE-SWEDEN-SCHMALKALD	
4th	FRANCE-POLAND-MUGHALS	
5th	RUSSIA-NETHERLANDS-ROYALIST ENGLAND	
6th	ENGLAND-PERSIA-DENMARK-HUNGARY	
7th	AUSTRIA-PORTUGAL-HUGUENOTS-AUSTRACISTS-MAMLUKS	

SCENARIO SPECIAL RULES

- See New order.
- Spain-Austria special rule **for 4 players**. With card 1503 (War of the Spanish Succession) Austria does not enter the coalition with the United Kingdom and the Netherlands. Instead, it enters the war directly against France.

2.6 The Rise of the Ottoman Empire (1505-1534)

- 2 TURNS: 2 and 3
- PLAYERS: 2
- THEATERS: EM, TE, SEE

Number of players	Powers per player	VP per turn
1st	OTTOMANS	
2nd	HUGARY-MAMLUKS-PERSIA	

DEPLOYMENT (Scenario: The Rise of the Ottoman Empire)				
Power	Points	Home area	Domains	Allies
Hungary	6	HUNGARY (except Transylvania and Belgrade)	Transylvania and Belgrade	Hospitallers
Ottomans	14	Home areas	Diyarbakir, Trebizond, Morea, Lepanto, Durazzo, Novi Pazar, Sarajevo	Wallachia & Moldavia
Mamluks	8	MAMLUKS		
Persia	6	Tabriz, Yerevan, Shirvan, Hamadan, Isfahan, Baluchistan	Tbilisi, Derbent	

SCENARIO SPECIAL RULES FOR THE CARDS

- All minor cards are removed from the game except WALLACHIA AND MOLDAVIA and HOSPITALLEERS.
- All historical events are removed from the game except 107, 202, 207, 208, 303 and 312.
- Generic alliance events (1 to 12 and 23) are removed from the game.
- Instead of mixing historical events with generic events (as in most scenarios), the 107 and 202 events will be dealt randomly one to each player first (this only in turn 2), then the rest of the historical events will be dealt, and finally each player's hand will be completed with generic events until each player has 8 cards.

SCENARIO SPECIAL RULES

- Naval operating distance: 2 in the Mediterranean.
- The following parts of the map are inactive:
 - ▷ Areas: Candia, Cyclades and Nicosia.
- Mosul, Baghdad, Basra and Khurasan are independents A2.
- SPECIAL RULES for turns 2 and 3 are ignored.
- The text of all Casus Belli cards is ignored (only actions points are taken into account).
- The non-Ottoman player can bet for Western technologies. If he wins the bet has no effect (it simply prevents the Ottomans from having the technology).
- At the end of the game the Ottoman player receives 1 VP if he owns all areas of the Mamluk province.
- Persia and the Mamluks only count their first two objectives.
- At the end of the game the non-Ottoman player receives 1 VP if Persia possesses all areas printed as Persian on the map.
- It is recommended to play with the optional rule for "Limited combat cards".

2.7 French Wars of Religion (1565-1609)

- 3 TURNS: 6 to 8
- PLAYERS: 3 to 8
- THEATERS: All

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

DEPLOYMENT (French Wars of Religion)				
Power	Points	Home areas	Domains	Allies
Spain	18	European home areas (minus Gibraltar and Granada), FLANDERS Cuba, Hispaniola, Panama and Cartagena	Remaining areas printed as Spanish on the main map, South America (except La Plata) and Central America (except Florida), Gibraltar, Granada	Papacy, Genoa, Florence
France	12	Home areas (except those of the Huguenots)		
England	10	Home areas	IRELAND	Scotland
Austria	8	Home areas	BOHEMIA, Pressburg, Zagreb, Kosice	Holy Empire, Bohemia
Venice	14*	Home areas	Corfu, Candia, Nicosia	German mercenaries, Emirates
Poland	8	Home areas	Riga, Königsberg, Yedisan	Cossacks
Huguenots	8	Bordeaux, Clermont, Orléans, Toulouse, Narbonne		
Ottomans	16	Home areas	Those printed on the map (except Nicosia), Rhodes	Wallachia and Moldavia
Netherlands	10*	Home areas on the main map		
Persia	6	Home areas	Tbilisi, Derbent, Kandahar	
Russia	10	Home areas	Those printed on the main map (except Pernau). Smolensk, Kazan, SEVERIA	
Crimea	4	Home areas		
Barbary c.	5	Home areas		
Sweden	8	Home areas	Kalmar, Viborg, Reval	
Denmark	8	Home areas	Malmö, Bohus, Pernau (enclave)	

* Strictly in the deployment, it is possible to place already built fortresses for 1 point only.

SCENARIO SPECIAL RULES

- Naval operation distance: 2 in the Mediterranean and 1 elsewhere.
- No fleet may enter or leave the Mediterranean (until the Galleon event).
- The following parts of the map are inactive:
 - ▷ Theaters of operation: North America, Africa, India (except Kandahar) and Asia.
 - ▷ Provinces: PORTUGAL.
 - ▷ Areas: Georgia. Areas printed on the mini-maps as Portuguese.
- Pernau is an active independent A3.
- Florida and La Plata are active independents A2.
- Gray areas in Central and South America are active independents A2.
- All areas in Siberia are active independents A2 (except Kazan).
- The cost of diplomacy between Christians and Muslims increases by 1 (not the maximum bet).
- Powers that have the symbol of the cross in their capital are already Protestant.
- Mecklenburg and Pomerania are part of the Holy Roman Empire.
- The Netherlands receives 1 VP at the end of the game if it is the western power with the most possessions in Asia, and another for India.

2.8 Catholics and Protestants (1565-1609)

- 3 TURNS: 6 to 8
- PLAYERS: 2 or 3
- THEATERS: WE, CE, WM, CM and mini-maps (with the exception of Siberia)

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

DEPLOYMENT (Scenario: Catholics and Protestants)

Power	Points	Home area	Domains	Allies
Spain	18	European home areas (minus Gibraltar and Granada), FLANDERS Cuba, Hispaniola, Panama, Cartagena	Remaining areas printed as Spanish on the main map, South America (except La Plata) and Central America (except Florida). Gibraltar, Granada	Genoa, Florence
France	12	Home areas (except those of the Huguenots)		
England	10	Home areas	IRELAND	Scotland
Barbary c.	5	Home areas		
Huguenots	8	Bordeaux, Clermont, Orléans, Toulouse, Narbonne		
Netherlands	10*	Home areas on the main map		

* Strictly in the deployment, it is possible to place already built fortresses for 1 point only.

SCENARIO SPECIAL RULES FOR CARDS

- All minor power cards except Scotland, Elite mercenaries, German Mercenaries, Genoa, Florence and Savoy are removed from the game.
- The events FALL OF THE HOSPITALERS, LITTLE WAR IN HUNGARY, WAR VENICE vs OTTOMAN, WAR OF LIVONIA, NORTHERN SEVEN YEARS WAR, OPRICHNINA, WAR RUSSIA vs CRIMEA, GODUNOV, LONG TURKISH WAR, WAR POLAND vs SWEDEN, TIME OF TROUBLES, WAR POLAND vs RUSSIA, WAR OTTOMANS vs PERSIA, SHAH ABBAS, WAR PERSIA vs MUGHALS, JELALI REVOLT, are removed from the game.
- The generic events, Eastern Allies, Central European ally, German States, Bavaria, Continental ally, Overseas allies, Imperial election and the Casus Belli where Austria, the Ottomans or Russia appear, are removed from the game.
- Each player receives 10 cards, so in the 2 player game the deck will have 20 cards, and in the 3 player game it will have 30 cards.
- All references to powers or minors that are not in play are ignored.

SCENARIO SPECIAL RULES

- Naval operation distance: 2 in the Mediterranean and 1 elsewhere.
- No fleet may enter or leave the Mediterranean (until the Galleon event).

- The following parts of the map are inactive:
 - ▷ Theaters of operation: Baltic, Eastern Europe, Siberia, South Eastern Europe, Eastern Mediterranean, The East, North America, Africa, India and Asia.
 - ▷ Areas: Areas printed on the map as Portuguese, Ottoman or Venetian. Malta and Papal States.
- Florida and La Plata are active independents A2.
- Gray areas in Central and South America are active independents A2.
- Powers that have the symbol of the cross in their capital are already Protestant.
- The areas of Central Europe except for those printed as the Netherlands or Spanish, and Switzerland, count as inactive minors except for Spain, which counts them as allies (for purposes of supply and strategic movement).
- Commerce in the Central Mediterranean, and Persian Gulf and Red Sea is 0.
- The Netherlands receives 1 VP at the end of the game if it is the western power with the most possessions in Asia, and another for India.
- FOR 2 PLAYERS: The Catholic League does not appear, instead active independent (A3) areas are placed in their possessions. If the Huguenots disappear, the cards French War of Religion, Religious Massacre and Catherine de Medici are eliminated.

2.9 Wars of Religion (1565-1654)

- 6 TURNS: 6 to 11
- PLAYERS: 4 to 8
- THEATERS: All

SPECIAL RULES: See French Wars of Religion

DEPLOYMENT: See French Wars of Religion

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

2.10 The Thirty Years' War (1610-1654)

- 3 TURNS: 9 to 11
- PLAYERS: 4 to 8
- THEATERS: All

Number of players	Powers per player	VP per turn
1°	SPAIN-POLAND-AUSTRIA-ROYALIST ENGLAND	1
2°	OTTOMANS-CRIMEA-PROTESTANT UNION-NETHERLANDS	
3°	VENICE-ENGLAND-PERSIA-SWEDEN	
4°	FRANCE-RUSSIA-PORTUGAL-DENMARK-MUGHALS	
1°	SPAIN-AUSTRIA	
2°	OTTOMAN-CRIMEA-DENMARK-ROYALIST ENGLAND	
3°	VENICE-ENGLAND-POLAND-PERSIA	
4°	FRANCE-RUSSIA-PROTESTANT UNION-PORTUGAL	
5°	NETHERLANDS-SWEDEN-MUGHALS	
1°	SPAIN-AUSTRIA	1
2°	OTTOMANS-CRIMEA-ROYALIST ENGLAND	
3°	VENICE-RUSSIA-PROTESTANT UNION	
4°	FRANCE-DENMARK-PORTUGAL-MUGHALS	1
5°	ENGLAND-POLAND-PERSIA	
6°	NETHERLANDS-SWEDEN	
1°	SPAIN-MUGHALS	
2°	OTTOMANS-CRIMEA	
3°	VENICE-POLAND-PROTESTANT UNION	
4°	FRANCE-PERSIA-DENMARK	
5°	RUSSIA-NETHERLANDS	
6°	ENGLAND-SWEDEN	
7°	AUSTRIA-PORTUGAL-ROYALIST ENGLAND	
1°	SPAIN	
2°	OTTOMANS-ROYALIST ENGLAND	
3°	VENICE-RUSSIA	
4°	FRANCE-DENMARK	
5°	ENGLAND-SWEDEN	
6°	POLAND-PERSIA	
7°	AUSTRIA-PORTUGAL-MUGHALS	
8°	NETHERLANDS-CRIMEA-PROTESTANT UNION	

DEPLOYMENT (Thirty Years' War)

Power	Points	Home areas	Domains	Allies
Spain	20	European home areas (including PORTUGAL). Cuba, Panama, Cartagena, Mexico, Hispaniola, Quito, Cusco	Remaining areas printed as Spanish on the main map (except Malta), South America and Central America. Philippines Gibraltar, Granada	Papacy, Genoa
France	12	Home areas	Quebec, Paramaribo	
England	12	Home areas	IRELAND, Guyana, Bahamas	Scotland
Austria	8	Home areas	Pressburg, Zagreb, Kosice	The Empire, Catholic League
Venice	10*	Home areas	Corfu, Candia	
Poland	10	Home areas	Riga, Königsberg, Pernau, Smolensk	Cossacks
Ottomans	16	Home areas	Those printed on the map, Rhodes, Yedisian	Wallachia and Moldavia, Crimea, Barbary Coast
Persia	8	Home areas	Tbilisi, Derbent, Kandahar	
Russia	10	Home areas	Thus printed on the main map, Kazan, Kazakhstan, Siberian Khanate SEVERIA, GOLDEN HORDE, ASTRAKHAN	
Crimea	6	Home areas		
Sweden	12	Home areas	Kalmar, Viborg, Reval	
Denmark	9	Home areas	Malmö, Bohus, Pernau (enclave)	
Protestant Union	9	Palatinate, Württemberg, Hesse, Hanover, BOHEMIA		Brandenburg
Netherlands	16	Home areas (and Java)		
Portugal	8	Home areas (except Iberian home areas)	Those printed on the mini-maps	
Mughals	4	Home areas	Kabul	

* Strictly in the deployment, it is possible to place already built fortresses for 1 point only.

SCENARIO SPECIAL RULES

- Naval operation distance: 2.
- The following parts of the map are inactive:
 - ▷ Areas: Georgia, Malta, Florence, Borneo.
- All areas in North America are A2 independent (except Quebec).
- Gray areas in Central and South America are active with A2 independents (except Bahamas, Guyana and Paramaribo).
- All areas in Siberia are active with A2 independents (except Russian domains).
- All areas printed in grey that are not possessions in Africa, India and Asia are independent A2 (except Aden and Borneo).
- The cost of diplomacy between Christians and Muslims increases by 1 (not the maximum bet).
- Powers that have the symbol of the cross in their capital are already Protestant.
- The Portuguese S3 fleet is Spanish for all intents and purposes.
- France and Russia start the scenario with 8 unrest points.
- See THIRTY YEARS' WAR SPECIAL RULES (Turn 9).

2.11 The Baroque: 17th century campaign (1610-1699)

- 6 TURNS: 9 to 14
- PLAYERS: 4 to 8
- THEATERS: All

SPECIAL RULES: See The Thirty Years' War

DEPLOYMENT: See The Thirty Years' War

Number of players	Powers per player	VP per turn
1°	SPAIN-AUSTRIA-PERSIA-ROYALIST ENGLAND	1
2°	OTTOMANS-ENGLAND-CRIMEA-SWEDEN	
3°	VENICE-RUSSIA-NETHERLANDS-PROTESTANT UNION	
4°	FRANCE-POLAND-DENMARK-PORTUGAL-MUGHALS	
1°	SPAIN-AUSTRIA-ROYALIST ENGLAND	
2°	OTTOMANS-CRIMEA-SWEDEN-PROTESTANT UNION	
3°	VENICE-ENGLAND-PERSIA-DENMARK	
4°	FRANCE-POLAND-PORTUGAL	
5°	RUSSIA-NETHERLANDS-MUGHALS	
1°	SPAIN-AUSTRIA-ROYALIST ENGLAND	1
2°	OTTOMANS-CRIMEA-NETHERLANDS	
3°	VENICE-RUSSIA-PROTESTANT UNION	
4°	FRANCE-PERSIA-DENMARK	
5°	ENGLAND-POLAND-MUGHALS	
6°	SWEDEN-PORTUGAL	
1°	SPAIN-ROYALIST ENGLAND	
2°	OTTOMANS-CRIMEA-NETHERLANDS	
3°	VENICE-RUSSIA	
4°	FRANCE-DENMARK-PROTESTANT UNION	
5°	ENGLAND-POLAND	
6°	AUSTRIA-PORTUGAL-MUGHALS	
7°	SWEDEN-PERSIA	
1°	SPAIN-ROYALIST ENGLAND	
2°	OTTOMANS-DENMARK	
3°	VENICE-POLAND	
4°	FRANCE-SWEDEN	
5°	RUSSIA-PROTESTANT UNION	
6°	ENGLAND-PERSIA	
7°	AUSTRIA-PORTUGAL	
8°	NETHERLANDS-CRIMEA-MUGHALS	

2.12 Le Roi-Soleil (1640-1714)

- 5 TURNS: 11 to 15
- PLAYERS: 4 to 8
- THEATERS: All

Number of players	Powers per player	VP per turn
1°	SPAIN-VENICE-RUSSIA-ROYALIST ENGLAND	1
2°	OTTOMANS-CRIMEA-NETHERLANDS-SWEDEN	
3°	FRANCE-POLAND-PERSIA-PORTUGAL	
4°	ENGLAND-AUSTRIA-DENMARK-MUGHALS	
1°	SPAIN-RUSSIA	1
2°	OTTOMANS-CRIMEA-NETHERLANDS-MUGHALS	
3°	VENICE-ENGLAND-SWEDEN	
4°	FRANCE-POLAND-PORTUGAL	
5°	AUSTRIA-PERSIA-DENMARK-ROYALIST ENGLAND	
1°	SPAIN-POLAND	
2°	OTTOMANS-CRIMEA-SWEDEN	
3°	VENICE-ENGLAND-MUGHALS	
4°	FRANCE-PERSIA-DENMARK	
5°	RUSSIA-NETHERLANDS	
6°	AUSTRIA-PORTUGAL-ROYALIST ENGLAND	
1°	SPAIN-MUGHALS	
2°	OTTOMANS-CRIMEA-DENMARK	
3°	VENICE-RUSSIA	
4°	FRANCE-POLAND	
5°	ENGLAND-PERSIA	
6°	AUSTRIA-PORTUGAL-ROYALIST ENGLAND	
7°	NETHERLANDS-SWEDEN	
1°	SPAIN-MUGHALS	
2°	OTTOMANS-CRIMEA-DENMARK	
3°	VENICE-POLAND	
4°	FRANCE	
5°	RUSSIA-ROYALIST ENGLAND	
6°	ENGLAND-PERSIA	
7°	AUSTRIA-PORTUGAL	
8°	NETHERLANDS-SWEDEN	

DEPLOYMENT (Le Roi-Soleil)				
Power	Poin ts	Home areas	Domains	Allies
Spain	18	European home areas, Cuba, Panama, Cartagena, Mexico, Hispaniola, Quito, Cusco, Santiago, Philippines	Remaining areas printed as Spanish on the main map (except Lorraine and Malta), South America and Central America	Papacy, Genoa
France	12	Home areas	Lorraine, Quebec, Martinique, Paramaribo	
Parliamentarians (England)	10	Home areas (except those of the Royalist)	Virginia, Guyana, Bahamas	Scotland
Austria	8	Home areas	BOHEMIA, Pressburg, Zagreb, Kosice	The Empire, Catholic League
Venice	10*	Home areas	Corfu, Candia	
Poland	10	Home areas	Königsberg, Smolensk, SEVERIA	Cossacks
Ottomans	16	Home areas	Those printed on the map, Rhodes, Yedisian	Wallachia and Moldavia, Crimea, Barbary Coast
Persia	8	Home areas	Tbilisi, Derbent	
Russia	10	Home areas	Kaluga, Velikiye Luki, Pskov, Kazan, Kazakhstan, Siberian Khanate, GOLDEN HORDE, ASTRAKHAN	
Crimea	6	Home areas		
Sweden	12	Home areas	Kalmar, Bohus, Viborg, Ladoga, Ivangorod, Reval, Pernau and Riga. Mecklenburg, Pomerania, Oldenburg	
Denmark	9	Home areas	Malmö	
Netherlands	16	Home areas (and Java)	New England, Barbados, Guyana (enclave), Cape Colony	
Portugal	8	Home areas	Zanzibar, Ceylon, Malacca, Celebes	
Mughals	4	Home areas	AFGHANISTAN	
Royalist England	7	York, Newcastle, Chester, Wales, Bristol, Plymouth		Irish Confederation

* Strictly in the deployment, it is possible to place already built fortresses for 1 point only.

SCENARIO SPECIAL RULES

- Naval operation distance: 3.
- The following parts of the map are inactive:
 - ▷ Areas: Georgia, Malta, Florence.
- Aden and Hormuz are independents A3.
- All areas of North America are A2 independents (except Quebec, New England and Virginia).
- All areas of Siberia are active with A2 independents (except Russian domains).
- All areas printed in grey that are not possessions in Africa, India and Asia are independent A2 (except Aden and Borneo).
- The cost of diplomacy between Christians and Muslims increases by 1 (not the maximum bet).
- Powers that have the symbol of the cross in their capital are already Protestant.
- The initial areas of the Holy Roman Empire are Switzerland, Württemberg, Palatinate, Würzburg, Hesse and Hanover.

2.13 Change of Tide (1700-1729)

- 2 TURNS: 15 to 16
- PLAYERS: 3 to 8
- THEATERS: All

Number of players	Powers per player	VP per turn
1°	SPAIN-FRANCE-PERSIA-SWEDEN	1
2°	OTTOMANS-UK (ENGLAND)-POLAND-AUSTRACISTS-PRUSSIA	
3°	RUSSIA-AUSTRIA-NETHERLANDS-JACOBITES	
1°	SPAIN-FRANCE-PERSIA	
2°	OTTOMANS-NETHERLANDS-SWEDEN	
3°	RUSSIA-AUSTRIA-JACOBITES	
4°	UK (ENGLAND)-POLAND-AUSTRACISTS-PRUSSIA	
1°	SPAIN-PRUSSIA-JACOBITES	
2°	OTTOMANS-NETHERLANDS-SWEDEN	
3°	FRANCE-POLAND	
4°	RUSSIA-AUSTRIA	
5°	UK (ENGLAND)-PERSIA-AUSTRACISTS	
1°	SPAIN-POLAND	1
2°	OTTOMANS-SWEDEN	
3°	UK (ENGLAND)-AUSTRACISTS-PRUSSIA	
4°	FRANCE-PERSIA	
5°	RUSSIA-NETHERLANDS	
6°	AUSTRIA-JACOBITES	
1°	SPAIN-POLAND	
2°	OTTOMANS-AUSTRACISTS-PRUSSIA	
3°	SWEDEN-NETHERLANDS	
4°	FRANCE-PERSIA	
5°	RUSSIA	
6°	UK (ENGLAND)	
7°	AUSTRIA-JACOBITES	
1°	SPAIN	
2°	OTTOMANS-AUSTRACISTS-PRUSSIA	
3°	NETHERLANDS-POLAND	
4°	FRANCE	
5°	RUSSIA	
6°	UK (ENGLAND)	
7°	AUSTRIA-JACOBITES	
8°	SWEDEN-PERSIA	

DEPLOYMENT (Change of tide)				
Power	Points	Home areas	Domains	Allies
Spain	14	Home areas except Austracist home areas	Those printed on the map (except Malta)	
France	14	Home areas	FRANCHE-COMTÉ, Quebec, Labrador, Ontario, Illinois, Louisiana, New Orleans, Martinique, Paramaribo, Mascarene Islands, Pondicherry	Native Americans
UK (England)	14	Home areas, SCOTLAND	IRELAND, New England, Virginia, Carolina, Bahamas, Barbados, Sierra Leone, Madras, Gujarat (enclave)	Hanover
Austria	8	Home areas	BOHEMIA, HUNGARY (except Belgrade)	The Empire
Poland	10	Home areas printed in POLAND	Vinnitsia, Ostroh, Gdańsk	
Ottomans	14	Home areas	Those printed on the map (except Budapest, Mohács, Debrecen, Temesvar, Transylvania, Lepanto and Morea) Candia, Rhodes, Yedisian	Wallachia and Moldavia, Crimea
Persia	8	Home areas	Tbilisi, Derbent, Kandahar	
Russia	12	Home areas	Those printed on the maps (except Pernau, Reval, Ivangorod and Ladoga) SEVERIA, Smolensk, Kiev	Cossacks
Austracists	2	Valencia, Barcelona, Saragossa, Girona, Balearic Islands		
Sweden	14*	Home areas	Kalmar, Bohus, Malmö, Viborg, Ladoga, Ivangorod, Reval, Pernau, Riga, Oldenburg and Mecklenburg**	
Netherlands	12	Home areas (and Java)	Guyana, Cape Colony, Ceylon, Malacca, Maluku islands	

* On deployment, Sweden can upgrade two troops to veterans.

** Actually Western Pomerania.

SCENARIO SPECIAL RULES

- Naval operation distance: 3.
- The following parts of the map are inactive:
 - ▷ Provinces: PAPAL STATES, BARBARY COAST.
 - ▷ Areas: Those printed as Mughal (except Gujarat enclave), Malta, Florence, Genoa, Corsica, Switzerland.
- Georgia, Zanzibar, Hormuz and Aden are independent A3.
- Pennsylvania is independent A2.
- All areas printed in grey that are not possessions in Africa, India and Asia are independent A2 (except Aden and Borneo).
- Pomerania is a Brandenburg home area and Königsberg is a domain.
- Spain cannot build fleets with the initial deployment points.
- In addition to the peninsular areas, Portugal possesses all areas printed as home areas in the mini-maps, and a domain in Celebes.
- In addition to the home areas, Venice has domains in Corfu, Lepanto, and Morea.
- The initial possessions of the German states are Württemberg (home area), Palatinate, Würzburg, Hesse and Cologne.

2.14 The Great Northern War (1700-1729)

- 2 TURNS: 15 and 16
- PLAYERS: 2
- THEATERS: EE and BT

DEPLOYMENT: See Change of Tide.

Number of players	Powers per player	VP per turn
1st	SWEDEN	
2nd	RUSSIA-POLAND	

SCENARIO SPECIAL RULES FOR THE CARDS

- All minor power cards except COSSACKS and DENMARK are removed from the game.
- All historical events except 1501, 1502, 1506, 1509, 1606 are removed from the game.
- Generic alliance events (1 to 12 and 23) are removed from the game.
- Instead of mixing historical events with generic events (as in most scenarios), the historical events will first be dealt randomly between the two players. Then each player's hand will be completed with generic events until each player has 7 cards in total.

POWER CARDS

- Sweden plays the 2 turns with the power card for turns 10-15 and Poland with the power card for turns 16-20.
- Russia changes the power card normally.
- “Special rules” and “Objectives” of the 4 power cards are ignored.

SCENARIO SPECIAL RULES

- Naval operation distance: 3.
- The following parts of the map are inactive:
 - ▷ Provinces: CRIMEA.
 - ▷ Areas: Pomerania and Königsberg and Yedisan.
- Use special rules for the scenario Change of tide with the following changes:
 - ▷ Special RULES for turns 15 and 16 are ignored.
 - ▷ Russia's and Poland's deployment points are halved.
 - ▷ The text of all generic Casus Belli cards is ignored (only actions points are taken into account).
 - ▷ On Turn 15, Russia can bid for Western technologies. If it wins the bet has no effect (it simply prevents Sweden from having the technology).
 - ▷ If at the end of any turn Ladoga is a Russian domain, the St. Petersburg counter is placed, gaining this player 1 VP.
 - ▷ It is recommended to play with the optional rule for “Limited combat cards”.

2.15 The Enlightenment: 18th century campaign (1700-1790)

- 6 TURNS: 15 to 20
- PLAYERS: 4 to 8
- THEATERS: All

SPECIAL RULES: See Change of Tide

DEPLOYMENT: See Change of Tide

Number of players	Powers per player	VP per turn
1°	SPAIN-RUSSIA-PRUSSIA	
2°	OTTOMANS-UK (ENGLAND)-POLAND-AUSTRACISTS	
3°	FRANCE-SWEDEN-USA	2
4°	AUSTRIA-PERSIA-NETHERLANDS-JACOBITES	1
1°	SPAIN-PRUSSIA-JACOBITES	
2°	OTTOMANS-NETHERLANDS-SWEDEN	
3°	FRANCE-POLAND-USA	
4°	RUSSIA-AUSTRIA	
5°	UK (ENGLAND)-PERSIA-AUSTRACISTS	
1°	SPAIN-POLAND-JACOBITES	
2°	OTTOMANS-PRUSSIA	
3°	RUSSIA-NETHERLANDS	
4°	FRANCE-SWEDEN	
5°	UK (ENGLAND)-PERSIA	
6°	AUSTRIA-AUSTRACISTS-USA	1
1°	SPAIN-POLAND-USA	
2°	OTTOMANS-SWEDEN	
3°	UK (ENGLAND)	
4°	FRANCE-JACOBITES	
5°	RUSSIA-NETHERLANDS	
6°	AUSTRIA-AUSTRACISTS	1
7°	PERSIA-PRUSSIA	
1°	SPAIN-POLAND	
2°	OTTOMANS-NETHERLANDS	
3°	SWEDEN-JACOBITES-USA	
4°	FRANCE	1
5°	RUSSIA	
6°	UK (ENGLAND)	
7°	AUSTRIA	
8°	PERSIA-AUSTRACISTS-PRUSSIA	

2.16 The zenith of the Ancien Régime (1730-1759)

- 2 TURNS: 17 to 18
- PLAYERS: 4 to 8
- THEATERS: All

Number of players	Powers per player	VP per turn
1°	SPAIN-RUSSIA-PRUSSIA	1
2°	OTTOMANS-UK (ENGLAND)-POLAND	
3°	FRANCE-SWEDEN	
4°	AUSTRIA-PERSIA-NETHERLANDS-JACOBITES	
1°	SPAIN-PRUSSIA-JACOBITES	1
2°	OTTOMANS-NETHERLANDS-SWEDEN	
3°	FRANCE-POLAND	
4°	RUSSIA-AUSTRIA	
5°	UK (ENGLAND)-PERSIA	
1°	SPAIN-POLAND	1
2°	OTTOMANS-PRUSSIA	
3°	RUSSIA-NETHERLANDS	
4°	FRANCE-SWEDEN	
5°	UK (ENGLAND)-PERSIA	
6°	AUSTRIA-JACOBITES	
1°	SPAIN-POLAND	1
2°	OTTOMANS-SWEDEN	
3°	UK (ENGLAND)	
4°	FRANCE	
5°	RUSSIA-NETHERLANDS	
6°	AUSTRIA-JACOBITES	
7°	PERSIA-PRUSSIA	
1°	SPAIN-POLAND	1
2°	OTTOMANS-NETHERLANDS	
3°	SWEDEN-JACOBITES	
4°	FRANCE	
5°	RUSSIA	
6°	UK (ENGLAND)	1
7°	AUSTRIA	
8°	PERSIA-PRUSSIA	

DEPLOYMENT (The zenith of the Ancien Régime)				
Power	Points	Home areas	Domains	Allies
Spain	15	Home areas	Those printed on the mini-maps	
France	14	Home areas	FRANCHE-COMTÉ, those printed on the North American mini-map, Martinique, Paramaribo, Mascarene Islands, Pondicherry, Calcutta	Savoy
UK (England)	16	Home areas, Virginia, SCOTLAND	IRELAND, Balearic Islands (enclave), Gibraltar (enclave)*, Pennsylvania, New England, Carolina, Bahamas, Barbados, Sierra Leone, Madras, Gujarat (enclave)	Hanover
Austria	10	Home areas	BOHEMIA, HUNGARY (except Belgrade), FLANDERS, Milan, Verona	The Empire, German States, Kingdom of Naples-Sicily
Poland	8	Warsaw	POLAND (except Warsaw and Smolensk), Vinnytsia, Ostroh, Gdańsk	
Ottomans	12	Home areas	Those printed on the map (except Budapest, Mohács, Debrecen, Temesvar, Transylvania) Candia, Rhodes, Yedisian	Wallachia and Moldavia, Crimea
Persia	8	Home areas	Tbilisi, Derbent, Kandahar	
Russia	14	Home areas, Ladoga (St. Petersburg)	Those printed on the maps, Riga, Viborg, SEVERIA, Smolensk, Kiev	Cossacks
Sweden	10	Home areas	Kalmar, Bohus, Malmö and Mecklenburg**	
Netherlands	10	Home areas (and Java)	Guyana, Cape Colony, Ceylon, Malacca and Maluku islands	
Prussia	9	Home areas	Königsberg	

* Strictly at deployment, place a fortress already built at no cost.

** Actually Western Pomerania.

SCENARIO SPECIAL RULES

- Naval operation distance: 3.
- The following parts of the map are inactive:
 - ▷ Provinces: PAPAL STATES, BARBARY COAST.
 - ▷ Areas: Those printed as Mughal (except Kabul and the Gujarat enclave), Malta, Florence, Genoa, Corsica, Switzerland.
- Georgia, Zanzibar, Hormuz, Kabul and Aden are independent A3.
- All areas printed in grey that are not possessions in Africa, India and Asia are independent A2 (except Aden and Borneo).
- Oldenburg is a domain of the minor Hanover, and Sardinia of Savoy.
- In addition to the peninsular areas, Portugal possesses all areas printed as home areas in the mini-maps, and the domain of Celebes.
- Venice possesses its home areas (except Verona) and the domain of Corfu.
- St. Petersburg key area (and commercial port) in Ladoga.
- Card 1602 (Jacobite Rebellion) is not used, as the Jacobites were defeated.
- The initial possessions of the German states are Württemberg (home area), Palatinate, Würzburg, Hesse and Cologne.

2.17 War of the Austrian Succession (1730-1744)

- 1 TURN: 17
- PLAYERS: 2
- THEATERS: WE, CE ,WM ,CM and minimaps (except Siberia)

DEPLOYMENT: See The zenith of the Ancien Régime.

Number of players	Powers per player	VP per turn
1st	SPAIN-PRUSSIA-FRANCE	3
2nd	UK (ENGLAND)-AUSTRIA-NETHERLANDS	

SPECIAL SCENARIO RULES FOR CARDS

- Remove from the game the minor power cards for: WALACHIA & MOLDAVIA, DENMARK, CRIMEA and COSSACKS.
- Historical events 1602, 1701, 1702, 1703, 1704, 1705, 1706, 1707, 1709 and 1710 are removed from the game.
- The historical events 1806 and 1808 are added.
- The following generic events are removed from the game: Eastern Allies and Casus Belli 31, 33, 34, 36, 37 and 40.
- Instead of mixing historical events with generic events (as in most scenarios), the historical events will first be dealt randomly between the two players. Then each player's hand will be completed with generic events until each player has 10 cards in total.

SPECIAL SCENARIO RULES

- Naval operation distance: 4.
- The following parts of the map are inactive:
 - ▷ Provinces: PAPAL STATES, BARBARY COAST.
 - ▷ Areas: Those printed as Mughals (except Kabul and the Gujarat enclave), Malta, Florence, Genoa, Corsica, Switzerland.
- Georgia, Zanzibar, Hormuz, Kabul and Aden are A3 independents.
- All areas printed in gray that are not possessions in Africa, India and Asia are independent A2 (except Aden and Borneo).
- Oldenburg is a domain of the minor Hanover, and Sardinia of Savoy.
- In addition to the peninsular areas, Portugal possesses all the areas printed as home areas of the minimaps, and a domain in Celebes.
- Venice possesses its home areas (except Verona) and the domain of Corfu.
- The initial possessions of the German states are Württemberg (home area), Palatinate, Würzburg, Hesse and Cologne.
- Changes from The Zenith of the Ancient Regime scenario:
 - ▷ In the deployment, possessions in areas outside the theaters of operations of the scenario are ignored.
 - ▷ Turn 17 special rules are ignored.
 - ▷ PROFESSIONAL ARMY and MARINE CHRONOMETER are already in play.
 - ▷ “Objectives” of powers that make any reference to areas in inactive theaters are ignored.
 - ▷ The “Objectives” of having counters above 5 and 4 in trading centers for the UK and the Netherlands are ignored.
 - ▷ It is recommended to play with the optional rule for “Limited combat cards”.

2.18 The crisis of the Ancien Régime (1745-1790)

- 3 TURNS: 18 to 20
- PLAYERS: 4 to 8
- THEATERS: All

Number of players	Powers per player	VP per turn
1°	SPAIN-UK (ENGLAND)-POLAND-PERSIA	
2°	OTTOMANS-NETHERLANDS-SWEDEN-PRUSSIA-JACOBITES	
3°	FRANCE-RUSSIA-AUSTRIA-USA	
1°	SPAIN-PERSIA-PRUSSIA-JACOBITES	
2°	OTTOMANS-UK (ENGLAND)-POLAND	
3°	FRANCE-NETHERLANDS-SWEDEN	
4°	RUSSIA-AUSTRIA-USA	
1°	SPAIN-PRUSSIA-JACOBITES	
2°	OTTOMANS-NETHERLANDS-SWEDEN	
3°	FRANCE-POLAND-USA	
4°	RUSSIA-AUSTRIA	
5°	UK (ENGLAND)-PERSIA	
1°	SPAIN-POLAND	
2°	OTTOMANS-PRUSSIA	
3°	FRANCE-SWEDEN	
4°	RUSSIA-NETHERLANDS	
5°	UK (ENGLAND)-PERSIA	
6°	AUSTRIA-JACOBITES-USA	
1°	SPAIN-POLAND	
2°	OTTOMANS-PRUSSIA	
3°	FRANCE-PERSIA	
4°	RUSSIA	
5°	UK (ENGLAND)	
6°	AUSTRIA-JACOBITES-USA	
7°	NETHERLANDS-SWEDEN	
1°	SPAIN-POLAND	
2°	OTTOMANS-NETHERLANDS	
3°	FRANCE	
4°	RUSSIA	
5°	UK (ENGLAND)	
6°	AUSTRIA-USA	
7°	PERSIA-SWEDEN	
8°	PRUSSIA-JACOBITES	

DEPLOYMENT (The Crisis of the Ancien Régime)

Power	Points	Home areas	Domains	Allies
Spain	15	Home areas	Those printed on the mini-maps	Kingdom of Naples-Sicily
France	14	Home areas	FRANCHE-COMTÉ, those printed on the North American mini-map, Martinique, Paramaribo, Mascarene Islands, Pondicherry, Calcutta	Savoy
UK (England)	16	Home areas, New England, Virginia, SCOTLAND	IRELAND, Balearic Islands (enclave), Gibraltar (enclave)*, Pennsylvania, Carolina, Bahamas, Barbados, Sierra Leone, Madras, Gujarat (enclave)	Hanover
Austria	10	Home areas	BOHEMIA, HUNGARY (except Belgrade), FLANDERS, Milan, Verona	The Empire, German States, Saxony
Poland	8	Warsaw	POLAND (except Warsaw and Smolensk), Vinnytsia, Ostroh, Gdańsk	
Ottomans	12	Home areas	Those printed on the map (except Budapest, Mohács, Debreczen, Temesvar, Transylvania). Candia, Rhodes, Yedisian	Wallachia and Moldavia, Crimea
Persia	8	Home areas	Tbilisi, Derbent, Kandahar	
Russia	14	Home areas, Ladoga (St. Petersburg)	Those printed on the maps, Riga, Viborg. SEVERIA, Smolensk, Kiev	Cossacks
Sweden	10	Home areas	Kalmar, Bohus, Malmö and Mecklenburg**	
Netherlands	10	Home areas (and Java)	Guyana, Cape Colony, Ceylon, Malacca and Maluku islands	
Prussia	9	Home areas	Königsberg	
Jacobites	2	SCOTLAND		

* Strictly at deployment, place a fortress already built at no cost.

** Actually Western Pomerania.

SCENARIO SPECIAL RULES

- Naval operation distance: 4.
- The following parts of the map are inactive:
 - ▷ Provinces: PAPAL STATES, BARBARY COAST.
 - ▷ Areas: Those printed as Mughal (except Kabul and the Gujarat enclave), Malta, Florence, Genoa, Corsica, Switzerland.
- Georgia, Zanzibar, Hormuz, Kabul and Aden are independent A3.
- All areas printed in grey that are not possessions in Africa, India and Asia are independent A2 (except Aden and Borneo).
- Oldenburg is a domain of the minor Hanover, and Sardinia of Savoy.
- In addition to the peninsular areas, Portugal possesses all areas printed as home areas in the mini-maps, and a domain in Celebes.
- Venice possesses its home areas (except Verona) and the domain of Corfu.
- St. Petersburg key area (and commercial port) in Ladoga.
- The initial possessions of the German states are Württemberg (home area), Palatinate, Würzburg, Hesse and Cologne.

2.19 Revolution (1775-1790)

- 1 TURN: 20
- PLAYERS: 3 to 8
- THEATERS: All

Number of players	Powers per player	VP per turn
1°	SPAIN-UK (ENGLAND)-SWEDEN-POLAND	
2°	OTTOMANS-NETHERLANDS-PRUSSIA-USA	
3°	FRANCE-RUSSIA-AUSTRIA	
1°	SPAIN-PRUSSIA-USA	2
2°	OTTOMAN-UK (ENGLAND)-POLAND	
3°	FRANCE-NETHERLANDS-SWEDEN	
4°	RUSSIA-AUSTRIA	
1°	SPAIN-PRUSSIA	2
2°	OTTOMANS-FRANCE	
3°	RUSSIA-AUSTRIA	
4°	UK (ENGLAND)-POLAND	
5°	NETHERLANDS-SWEDEN-USA	
1°	SPAIN-PRUSSIA	
2°	OTTOMANS-POLAND	
3°	FRANCE-SWEDEN	
4°	RUSSIA-NETHERLANDS	
5°	UK (ENGLAND)	
6°	AUSTRIA-USA	
1°	SPAIN-PRUSSIA	1
2°	OTTOMANS-POLAND	
3°	FRANCE-USA	
4°	RUSSIA	
5°	UK (ENGLAND)	
6°	AUSTRIA	
7°	NETHERLANDS-SWEDEN	
1°	SPAIN-POLAND	
2°	OTTOMANS	
3°	FRANCE	
4°	RUSSIA	
5°	UK (ENGLAND)	
6°	AUSTRIA	
7°	NETHERLANDS-SWEDEN	
8°	PRUSSIA-USA	

DEPLOYMENT (Revolution)				
Power	Points	Home areas	Domains	Allies
Spain	15	Home areas	Those printed on the mini-maps. New Orleans, Louisiana	Kingdom of Naples-Sicily
France	14	Home areas	FRANCHE-COMTÉ, Corsica. Martinique, Paramaribo, Pondicherry (enclave), Mascarene Islands	Savoy, German mercenaries
UK (England)	16	Home areas, SCOTLAND	IRELAND, Balearic Islands (enclave), Gibraltar (enclave)*, New England (enclave), Quebec, Labrador, Ontario, Illinois, Florida, Bahamas, Barbados, Sierra Leone, Pondicherry, Madras, Gujarat (enclave), Calcutta	Hanover
Austria	10	Home areas	BOHEMIA (except Silesia), HUNGARY (except Belgrade), FLANDERS, Milan, Verona, Lvov	The Empire, German States
Poland	3	Warsaw	POLAND (except Warsaw, Lvov, Polock and Smolensk), Vinnytsia, Ostroh	
Ottomans	12	Home areas	Those printed on the map (except Budapest, Mohács, Debreczen, Temesvar, Transylvania). Candia, Rhodes, Yedisian	Wallachia and Moldavia, Crimea
Russia	14	Home areas, Ladoga (St. Petersburg)	Those so printed on the maps, Riga, Viborg, SEVERIA, Polock, Smolensk, Kiev, Azak	Cossacks
Sweden	10	Home areas	Kalmar, Bohus, Malmö and Mecklenburg**	
Netherlands	10	Home areas (and Java)	Guyana, Cape Colony, Ceylon, Malacca and Maluku Islands	
Prussia	9	Home areas	Königsberg, Gdańsk, Silesia	
USA	8	New England, Virginia, Carolina, Pennsylvania		

* Strictly at deployment, place a fortress already built at no cost.

** Actually Western Pomerania.

SCENARIO SPECIAL RULES

- Naval operation distance: 4.
- The following parts of the map are inactive:
 - ▷ Provinces: PERSIA, AFGHANISTAN, PAPAL STATES, BARBARY COAST.
 - ▷ Areas: Those printed as Mughal (except Gujarat enclave), Malta, Florence, Genoa, Switzerland.
- Poland starts with an unrest of 9.
- Zanzibar and Aden are independents A3.
- All areas printed in grey that are not possessions in Africa, India and Asia are independent A2 (except Aden and Borneo).
- Oldenburg is a domain of the minor Hanover, and Sardinia of Savoy.
- Crimea controls only Bakhchisarai.
- In addition to the peninsular areas, Portugal possesses all areas printed as home areas in the mini-maps, and a domain in Celebes.
- Venice possesses its home areas (except Verona) and the domain of Corfu.
- St. Petersburg key area (and commercial port) in Ladoga.
- The initial possessions of the German states are Württemberg (home area), Palatinate, Würzburg, Hesse and Cologne.
- The cards 2001 (War Persia vs Ottomans) and 2013 (Zand dynasty) are removed from the deck.
- R3 rebellions are placed in Basra, Mosul and Trebizond. The Ottomans gain 1PV if they suppress these rebellions at the end of turn.

3. TURNS

Here we have information that must be consulted before playing the turn. For each one, we have the following information, which does not always have to appear:

- Deployment of powers that appear in that turn.
- Special rules.
- Special rules for an important historical event.
- Reminder of the events of previous turns, but that are still in force and with effects in the turn being played.
- END OF TURN section. This block must be implemented after the end of the turn (victory points have already been counted).

At the beginning of each turn, in addition to carefully review this part, it is also advisable to take a look at the commercial centers of the map, as there may be changes in some of them.

It is also very interesting to consult the historical events that will appear in the turn. A document has been provided where the events of each turn are listed.

TURN 1 (1490)



Bataille de Fornoue (Éloi Firmin Féron)

SPECIAL RULES

- Powers allied with the Hospitallers, with no interest in their home theater, can only operate with the fleet (based on their island) and build/repair the military units of the minor.

SPECIAL RULES FOR ISMAEL I

- During this turn, Persia may regroup 1 troop for free at the start of each impulse.
- Areas indicated in the Ismail I card are activated with independent A2 control markers. Only Persia may attack these independent areas on turn 1.
- Areas controlled by Persia become home areas for the remainder of the game if so printed on the map.

TURN 2 (1505)



The Battle of Pavia (Rupert Heller)

SPECIAL RULES

- Remove the Influential ally card from the deck (this turn only).
- If Granada remains independent, it becomes a Barbary Coast domain.
- Powers allied with the Hospitallers, with no interest in their home theater, can only operate with the fleet (based on their island) and build/repair the military units of the minor.
- Areas controlled by Persia become home areas for the remainder of the game if so printed on the map.

ACTIVE EVENTS

Vasco de Gama, Treaty of Tordesillas.

TURN 3 (1520)



Hernan Cortes Meeting Montezuma (Juan Ortega)

SPECIAL RULES

- The South American theater of operations is activated. Independent A3 markers are placed in Quito and Cusco. In all other areas, place independent A2 markers.
- Areas printed as Portuguese remain inactive.
- The Naval ally card is removed from the deck (this turn only).
- The minor Palatinate appears (is no longer part of the German States).

SPECIAL RULES FOR THE FALL OF THE HOSPITALERS

- With this card, if the Ottomans come into possession of Rhodes, they gain 1 VP.
- If the Hospitallers lose Rhodes, at the start of the next turn they appear in Malta (if Christian possession), gaining the former holder 1 VP (if not, they disappear).
- If in the future the Ottomans come into possession of Malta, the minor power disappears from the game (the Ottomans gain 1 VP).
- Powers allied with the Hospitallers, with no interest in their home theater, can only operate with the fleet (based on their island) and build/repair the military units of the minor.

ACTIVE EVENTS

Vasco de Gama, Treaty of Tordesillas, Luther.

TURN 4 (1535)



Portrait of Charles V on horseback (Titian)

DEPLOYMENT

Power	Points	Home areas	Domains	Allies
Schmalkald	4	Württemberg, Hesse and Saxony		Palatinate, Brandenburg

SPECIAL RULES

- Powers and minors that change their card: Ottomans, Elite Mercenaries.
- The Siberian theater of operations is activated (all areas become independent A2).
- If the Hospitallers are still present, see special rules for the fall of the Hospitallers (turn 3).
- The German States alliance card is removed from the deck. If it was allied with any power, the alliance is lost.
- Cologne, Oldenburg, and Würzburg are home areas of the Holy Roman Empire.

SPECIAL RULES FOR THE SCHMALKALDIC WAR

- Immediately after the defeat of the Schmalkaldic League, the minor German states reappear (with all their home areas and the alliance card) and becomes neutral. Imperial possessions of the Schmalkaldic League return to the Empire. All these areas do not become independent A3.
- If Austria defeats the Schmalkaldic League by a morale difference of 2, the German States ally with Austria.

ACTIVE EVENTS

Vasco de Gama, Treaty of Tordesillas, Luther, Treaty of Zaragoza.

TURN 5 (1550)



Siege of Eger (Vizkelety Béla)

DEPLOYMENT				
Power	Points	Home areas	Domains	Allies
Sweden	8	Home areas	Kalmar, Viborg, Reval	
Denmark	7	Home areas	Malmö, Bohus, Pernau (enclave)	

SPECIAL RULES

- Powers and minors that change their card: France, Russia.
- The Baltic theater of operations is activated.
- Mecklenburg and Pomerania become part of the Holy Roman Empire.
- Poland and Russia become interested in the Baltic theater of operations.
- An independent A3 is placed in Pernau.
- Poland adds Gdańsk as home area, and Königsberg and Riga as domains.
- Russia adds Pskov, Ivangorod and Ladoga as domains.
- If the Hospitallers or the Schmalkaldic League are still present, see special rules for the fall of the Hospitallers (turn 3) or Schmalkaldic war (turn 4).

ACTIVE EVENTS

Vasco de Gama, Treaty of Tordesillas, Luther, Treaty of Zaragoza, Acts of Supremacy, Spanish Tercios.

TURN 6 (1565)



The Battle of Lepanto (Laureys a Castro)

DEPLOYMENT

Power	Points	Home areas	Domains	Allies
Huguenots	8	Bordeaux, Clermont, Orleans, Toulouse, Narbonne		
Netherlands*	10	Home areas on the main map		

* Strictly in the deployment, it is possible to place already built fortresses for 1 point only.

SPECIAL RULES

- Powers and minors that change card: Spain, Venice, German Mercenaries.
- Until war breaks out, the Netherlands and Spain are allies.
- The Philippines is activated with an independent A2.
- If the Hospitallers or the Schmalkaldic League are still present, see special rules for the fall of the Hospitallers (turn 3) or Schmalkaldic war (turn 4).

SPECIAL RULES FOR THE FRENCH WARS OF RELIGION

- Civil war special rules are applied. France and Huguenots are contenders (references to the Catholic League are ignored). The war zone is FRANCE.
- If at peace either contender runs out of areas it disappears, applying end of civil war rules (see special rules for civil war). If this is not the case, the war does not end (it may continue for several turns).

ACTIVE EVENTS

Treaty of Tordesillas, Luther, Treaty of Zaragoza, Acts of Supremacy, Spanish Tercios, Scottish Reformation, Calvin.

TURN 7 (1580)



Le Sac de Lyon par les Réformés

DEPLOYMENT

Power	Points	Home areas	Domains	Allies
Catholic League	8	St. Quintin, Calais (if French), Rouen, Rennes, Brest		Savoy

SPECIAL RULES

- Powers and minors that change their card: England.
- If the Hospitallers or the Schmalkaldic League are still present, see special rules for the fall of the Hospitallers (turn 3) or Schmalkaldic war (turn 4).

SPECIAL RULES FOR THE FRENCH WARS OF RELIGION

- Civil war special rules are followed. Same war zone as previous turn.
- If any of the contenders of the previous turn ran out of areas and disappeared, the civil war is now between France and the Catholic League. References to the Huguenots are ignored.
- As long as multiple contenders are present, the collapse rules apply between them (as long as peace is not reached with the card Catherine de Medici).
- In the case that France collapses, proceed according to (26.1.2 End of the civil war) between France and the Catholic League (therefore, France and its player "become" the Catholic League).
- When two contenders remain, the civil war will normally end with the defeat of one of them (as before, except for the card Catherine de Medici).

ACTIVE EVENTS

Treaty of Tordesillas, Luther, Treaty of Zaragoza, Acts of Supremacy, Spanish Tercios, Scottish Reformation, Calvin, Mariner's astrolabe.

TURN 8 (1595)



Maurice of Nassau during the 1600 Battle of Nieuwpoort (Henri Ambrosius Pax)

DEPLOYMENT

Power	Points	Home areas	Domains	Allies
Mughals	4	Home areas	Kabul	
Portugal	14	Home areas	Those printed on the minimaps	

SPECIAL RULES

- The North American theater of operations is activated. A2 independents are placed in all areas.
- Africa, India and Asia theaters are activated. Independent A2 are placed in the areas printed in grey (except Borneo).
- The Mughals have a starting unrest level of 6 (their home and domain areas are activated).
- Portuguese home areas on the Iberian Peninsula count as if they were Spanish home areas, according to the "António Prior of Crato" card result.
- If applicable, the 3 Irish I2 units may come into play with the Tyrone Rebellion card. They count as Spanish and do not require maintenance. At the end of the turn they are eliminated.
- If the Hospitallers or the Schmalkaldic League are still present, see special rules for the fall of the Hospitallers (turn 3) or Schmalkaldic war (turn 4).

SPECIAL RULES FOR THE FRENCH WARS OF RELIGION

- See turn 7.
- If at the end of the turn there is a tie, victory is given to the power with the most areas in France (breaking the ties in this order: France, Huguenots, Catholic League).

POLITICAL CONSEQUENCES OF THE END OF THE WARS OF RELIGION IN FRANCE

- If the Huguenots win the war, France is now considered Protestant. The turn following its victory, it allies with England and the Netherlands.
- The turn following a victory of the Catholic League, France allies with Spain.

ACTIVE EVENTS

Treaty of Tordesillas, Luther, Treaty of Zaragoza, Acts of Supremacy, Spanish Tercios, Scottish Reformation, Calvin, Mariner's astrolabe, Iberian Union / António Prior of Crato.

END OF THE TURN

- The Barbary Coast disappears as major power and is replaced by the minor power of the same name. Possessions of the power become those of the minor.
- Florence disappears, its area becomes inactive.
- If the Hospitallers are still in play, they disappear, making Malta (or Rhodes) inactive.

TURN 9 (1610)



Defenestrations of Prague (Václav Brožík)

DEPLOYMENT

Power	Points	Home areas	Domains	Allies
Protestant Union	9	Palatinate, Württemberg, Hesse, Hanover BOHEMIA		Brandenburg

SPECIAL RULES

- Powers and minors that change their card: Ottomans, Venice, Denmark, Savoy, Genoa, Holy Roman Empire.
- The minor powers Saxony and North American Natives appear.
- Bavaria becomes Catholic League (incorporating Cologne as a domain) and allies with Austria.
- The minor Native Americans appears.
- If the Schmalkaldic League still exists, it now counts as the Protestant Union, incorporating the home areas of the Protestant Union. Otherwise the new power appears.
- Austria is The Emperor (1 VP for the imperial power if not Austria).
- The Thirty Years' War special rules apply.

THIRTY YEARS' WAR SPECIAL RULES

At the beginning of turns 9, 10 and 11:

- Remove the Bavaria, German States and Continental ally cards from the deck.
- All imperial areas that are not possessions of any power (or minor power) belong to the Empire, but from now on they are domains (therefore, they can be requested as peace conditions). At the beginning of turn 9, if the Schmalkaldic League disappeared earlier, these areas are: Switzerland, Würzburg, Oldenburg, Mecklenburg and Pomerania.
- Austrian (or Spanish) domains in the five areas of the province German States, Switzerland, Palatinate, Hanover, Mecklenburg or Pomerania, revert to imperial domains.

- Catholic League: If not, allies with Austria.
- Brandenburg: If not, allies with the Protestant Union. Failing that, with Sweden.

During turns 9, 10 and 11:

- Spain can make tactical moves in the German States only if Austria has a unrest higher than 9.

End of turn

- 2 VP for the power with the most possessions in the province GERMAN STATES.
- 1 VP for the power with more possessions in the province BOHEMIA.

(in both cases, if there is a tie, no one wins the VPs).

- Austria only counts the Emperor's VPs if it possesses (directly or its allies) the five areas of the province German States, Switzerland, Palatinate, Hanover, Mecklenburg and Pomerania.

ACTIVE EVENTS

Treaty of Tordesillas, Luther, Treaty of Zaragoza, Acts of Supremacy, Spanish Tercios, Scottish Reformation, Calvin, Mariner's astrolabe, Iberian Union / Prior of Crato, Galleon.

END OF TURN

- If it exists, the Protestant Union disappears. All its possessions become Independent A3.

TURN 10 (1625)



Death of Gustav II Adolph at the Battle of Lützen (Carl Wahlbom)

TURN 10 (1625)

SPECIAL RULES

- Powers and minors that change card: Austria, Sweden.
- Mecklenburg and Pomerania become Swedish domains (non-Swedish troops in the areas must repatriate).
- Swedish subjugations in independent areas of Central Europe are automatic (even without supply).
- The Thirty Years' War Special Rules apply (see Turn 9).

ACTIVE EVENTS

Treaty of Tordesillas, Luther, Treaty of Zaragoza, Acts of Supremacy, Scottish Reformation, Calvin, Mariner's astrolabe, Iberian Union / Prior of Crato, Modern Army, Galleon.

END OF TURN

- The minor Emirates disappears (its areas are still active, but are independent A3).

TURN 11 (1640)



Cromwell in the Battle of Naseby in 1645 (Charles Landseer)

DEPLOYMENT

Power	Points	Home areas	Domains	Allies
Royalists	7	York, Newcastle, Chester, Wales, Bristol, Plymouth		Irish Confederation
Parliamentarians (England)	10*	Rest of home areas in England	Those from England (except Ireland)	Scotland

* Only units from England that exist on the map and are not in Royalist areas can be purchased. Those not purchased are removed from the map and become available.

SPECIAL RULES

- Powers and minors that change their card: Ottomans, Portugal, France, Cossacks.
- The minor Sultanate of East Indies is added (Borneo area becomes active).
- The minor Irish Confederation appears, possessing all areas of Ireland.
- Scotland allies with the Parliamentarians. If allied with another power, it gets 1 VP in compensation.
- If the Portuguese peninsular areas are controlled by Spain, now Portugal recovers them again (along with the E3 fleet). Until war breaks out, Portugal and Spain are allies.
- The Thirty Years' War Special Rules apply (see Turn 9).

Special Rules for the War of the Three Kingdoms

- Special civil war rules are followed. Parliamentarians and Royalists are contenders. The former is the official power, thus England. The war zone is the British Isles.
- If one contender loses the war, the civil war ends.
- Subjugations in areas with an opponent's revolt are automatic (even without supply).
- As soon as the war ends, the minor Ireland disappears and its areas not controlled by the victor become English possessions with R3.
- As soon as the war ends, Scotland allies with England, but areas not controlled by the victor become R3.
- If at the end of the turn there is a tie, victory is given to the power with the most areas in the British Isles.
- If the war ends in a Royalist victory, after the end of the war, this player places 3 R3 rebellions in Parliamentary deployment areas (the English player will also continue playing the Parliamentarians power card according to civil war rules).

ACTIVE EVENTS

Treaty of Tordesillas, Luther, Treaty of Saragossa, Acts of Supremacy, Scottish Reformation, Calvin, Johannes Kepler, Modern Army, Galleon.

END OF TURN

- Crimea disappears as a major power and is replaced by the minor power of the same name. Possessions of the power now belong to the minor power. Crimea (and its possible allies) allies with the Ottomans.
- The Mughal Empire power disappears. Its possessions become inactive.

TURN 12 (1655)



Assault on Copenhagen (Frederik Christian Lund)

SPECIAL RULES

- Powers and minors that change their card: Spain, Venice, Russia, England, Persia, Netherlands, Brandenburg, German States, Bavaria.
- The TREATY OF TORDESILLAS, TREATY OF ZARAGOZA, and CALVIN events (along with LUTHER, ACT OF SUPREMACY, and SCOTTISH REFORMATION) are canceled.
- Diplomacy between Christians and Muslims ceases to have 1 extra cost.
- Switzerland ceases to be imperial (its area becomes inactive).
- Georgia area is activated with an independent A3.
- The Holy Roman Empire minor loses all areas it retains. The German States reappear (see minor card), allied with the power holding Württemberg. Former imperial areas in Central Europe (see 30 Years War special rules) now become domains of the German States. If Mecklenburg or Pomerania remained imperial, they now become level 3 independents.
- The minor Catholic League disappears. Bavaria reappears (allied with Austria). If it retains Cologne, it now becomes a domain of German states.
- Poland downgrades Gdańsk to domain.

ACTIVE EVENTS

Johannes Kepler, Modern Army, Galleon.

END OF TURN

- The minor Papal States disappears (its areas become inactive).

TURN 13 (1670)



The Burning of the Royal James at the Battle of Solebay (Willem van de Velde the Younger)

SPECIAL RULES

- Powers and minors that change their card: Portugal.
- The minor Asian Ally appears.
- From now until the end of the game, the Coalitions rule applies (see rules).

ACTIVE EVENTS

Johannes Kepler, Modern Army, Galleon, Bank notes, Ship of the line.

END OF TURN

- Denmark disappears as a major power and is replaced by the minor of the same name. Domains of the power become of the minor.

TURN 14 (1685)



The Ottomans before the walls of Vienna (August Quersfurt)

SPECIAL RULES

- If applicable, the 2 Scottish I2 troops and the 3 Irish I2 troops may come into play with the IRISH GUILLERMINE WAR and the FIRST JACOBITE RISE cards. They count as French and require no maintenance. They are eliminated at the end of the turn.

ACTIVE EVENTS

Johannes Kepler, Modern Army, Galleon, Bank notes, Ship of the Line.

END OF TURN

- Portugal disappears as a major power and is replaced by the minor of the same name. domains of the power become of the minor.
- Venice disappears as a major power and is replaced by the minor of the same name. domains of the power become of the minor.
- Remove the Barbary Coast minor power (its home areas become inactive, the rest if any become independent A3).
- Remove the Genoa minor (its possessions becomes inactive).

TURN 15 (1700)



The Battle of Almansa (Ricardo Balaca)

DEPLOYMENT

Power	Points	Home areas	Domains	Allies
Austracists	2	Valencia, Barcelona, Saragossa, Girona, Balearic Islands		

SPECIAL RULES

- Replace the units of all powers and minors with the designs corresponding to the 18th century.
- Powers and minors that change their card: Spain, Austria, England.
- Until the card WAR IN THE PENINSULA, Spain and Austracists are allies. At this point, the Austracists enter the coalition.
- The Naval Ally and Savoy cards are added to the turn cards (with the rest of the historical cards).
- Verona becomes an Austrian domain (in fact, it would be the city of Mantua, which is in the same area).

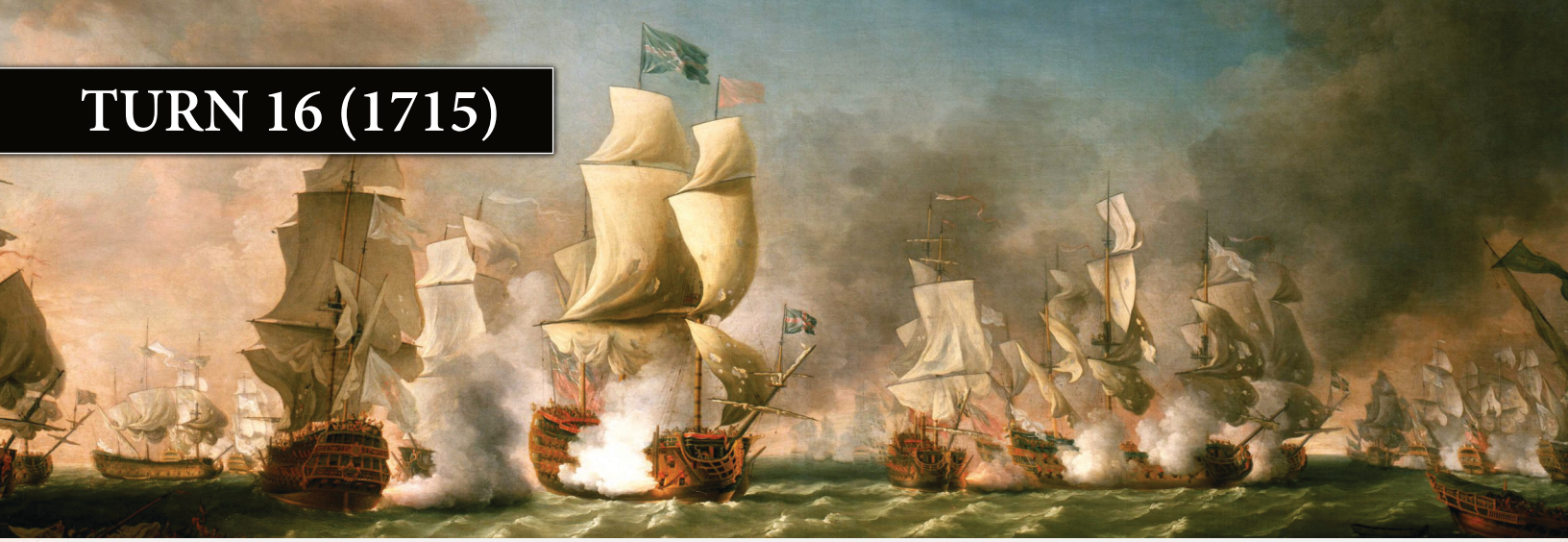
SPECIAL RULES FOR THE WAR OF SPANISH SUCCESSION

- Special civil war rules are applied. Spain and the Austracists are contenders (the former are the official power). The war zone are the Spanish home areas of the Iberian Peninsula (including the Balearic Islands).
- If a contender loses the war, it disappears from the game and the civil war is over.
- Unlike other civil wars, third powers, in coalition with a contender, may enter the war zone of the civil war.
- If at the end of the turn there is a draw, Spain wins.

ACTIVE EVENTS

Johannes Kepler, Modern Army, Galleon, Bank notes, Ship of the Line.

TURN 16 (1715)



The Battle of Cape Passaro (Richard Paton)

DEPLOYMENT

Power	Points	Home areas	Domains	Allies
Prussia	5	Those printed on the map possessed by the minor Brandenburg	Those of the minor Brandenburg	
Jacobites	2	SCOTLAND		

SPECIAL RULES

- Powers and minors that change their card: Sweden, Poland, France, Russia.
- The Brandenburg Minor power disappears. Its areas are replaced by those of the major power Prussia. If Pomerania is included, it becomes a home area.
- The Jacobite major power appears, initially allied with England until war breaks out, at which point they ally with Spain and France. See special rules for the Jacobite Rebellion.
- The Ally in India minor power appears.
- The minor Hanover, allied with England, appears.
- Poland loses all home areas except Warsaw (they are downgraded to Polish domains).
- Before starting, the political consequences of the Treaty of Utrecht apply.

POLITICAL CONSEQUENCES OF THE TREATY OF UTRECHT

- Spanish domains in Flanders pass to Austria.
- If Milan is Spanish, it now passes to Austria.
- If Sardinia is Spanish, it now becomes a domain of the minor Savoy.
- Spanish domains in the FRANCHE-COMTÉ become French.
- The minor Kingdom of Naples-Sicily appears, allied with Austria (or with the power with the most areas among the minor's possessions, if other than Spain). Other powers with possessions in these areas lose them; they repatriate military units in the usual way.
- If the war was won by the Austracist side, the "Family Pacts" card is permanently removed from the game.
- With the "Quadruple Alliance" card, Spain has a Casus Belli with the indicated powers/minors "en bloc", i.e. if it declares war on one of the 5, it will go to war against the entire coalition. The casus belli is from Spain (not from the coalition).

SPECIAL RULES FOR JACOBITE REBELLION

- At the start of the turn, English troops in Scotland must repatriate.
- England has Casus Belli against the Jacobites as long as it is not allied with them.
- Jacobites may not leave the British Isles.
- Jacobites apply collapse rules.

ACTIVE EVENTS

Johannes Kepler, Modern Army, Galleon, Bank notes, Ship of the Line.

TURN 17 (1730)



George II at Dettingen (Robert Alexander Hillingford)

SPECIAL RULES

- Powers and minors that change their card: Netherlands, Crimea.
- Azov is downgraded to domain of the minor Crimea.
- Nader Shah may make subjugations in independent areas of the Mughal Empire (count the areas as independent A3). If at any time he controls Delhi, Persia gains 1 VP. At the end of the turn (or immediately after controlling Delhi if applicable), these areas revert to independent (and inactive). Persian troops in them must repatriate.
- If still in play, the special rules for the Jacobite rebellion apply.

ACTIVE EVENTS

Johannes Kepler, Galleon, Bank notes, Ship of the Line.

TURN 18 (1745)



Frederick the Great at the Battle of Zorndorf (Carl Röchling)

DEPLOYMENT

Power	Points	Home areas	Domains	Allies
Jacobites	2	SCOTLAND		

SPECIAL RULES

- Powers and minors that change their card: Austria.
- If it does not exist, the major power Jacobites appear, initially allied with England until war breaks out. See special rules for the Jacobite Rebellion on turn 16.

ACTIVE EVENTS

Marine Chronometer, Professional Army, Galleon, Bank notes, Ship of the Line, Modern Diplomacy.

TURN 19 (1760)



The Fall of Poland (Jan Matejko)

SPECIAL RULES

- If still in play, the special rules for the Jacobite rebellion apply.

ACTIVE EVENTS

Marine chronometer, Professional Army, Galleon, Bank notes, Ship of the Line, Modern Diplomacy, The Enlightenment.

TURN 20 (1775)



Declaration of Independence (John Trumbull)

DEPLOYMENT

Power	Points	Home areas	Domains	Allies
USA	8	Areas printed in North America as British		

SPECIAL RULES

- If still in play, the special rules for the Jacobite rebellion apply.

SPECIAL RULES FOR THE AMERICAN WAR OF INDEPENDENCE

- The USA major power appears. Its home areas are all those printed as English on the map of North America. Powers with possessions in these areas lose them.
- The USA begins allied with these powers. With the event of the American War of Independence, the USA goes to war with all the former powers.
- All contenders have “military victory” as an objective between them.
- UK, France, Spain, and the Netherlands ally with the USA (if not at war with the US).
- The UK objective of Possessing all areas printed as British in North America, passes to: Ontario + Quebec + Labrador.

ACTIVE EVENTS

Marine chronometer, Professional Army, Galleon, Bank notes, Ship of the Line, Modern Diplomacy, The Enlightenment, Steam engine.

CREDITS

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