

TURN SEQUENCE

INITIAL PHASE

Deploy new powers

Prepare playing cards

PLAYING ROUNDS

Determine playing order

Merchants enter trade centers

Card playing rounds:

- Peace negotiations
- Free actions
- Card play and actions
- Round end

END OF TURN

End all wars

Commercial competition

Income and maintenance

Degrade units

Social agitation

Victory points

Cards per turn

3 players 39 (13/player)

4 players 40 (10/player)

5 players 40 (8/ player)

6 players 42 (7/player)

7 players 42 (6/player)

8 players 48 (6/player)

Causes of unrest

Causes that increase unrest

The defending power loses a piracy combat → 1 (or 2)

Promote an exceptional leader → 3

Promotion of merchant → 1

At the end of a war not won by the power → 1 for each lost morale point

At the end of a war won by the power → 1 for every two lost morale point

At the end of a war, due to peace conditions

At the end of the turn, for rebellions

At the end of the turn, for each expenditure that exceeds income → 1

Conscription of one troop or fleet → 1

Causes that reduce unrest

The corresponding lowering action

The attacking power wins a piracy combat → 1 (or 2)

At the end of a war, due to peace conditions

At the end of the turn, for each income that exceeds expenditure → 1

Causes of morale loss

- The power loses a naval or land combat where it has thrown two dice or more.
- The power (or an allied minor power) loses a key area at the hands of an enemy power.
- The power loses control of a non-key area that appears underlined in its power card, or in its enemy's power card, as an objective.
- Declare war without Casus Belli.
- The power loses an allied minor power without key areas as a result of having been completely conquered (controlled) by the enemy.
- The power loses two non-key areas (round areas) or a home area in the mini-maps (solid color). This is only counted at the end of the war.

End of turn procedure

1. Wars end and expeditionary corps are repatriated.
2. Trade competitions are resolved in trade centers.
3. Income is counted (home card income + non-home key areas + trade).
4. Expenses are counted (including rebellions and destroyed units).
5. Unrest is adjusted and, if necessary, new rebellions are placed.
6. Veterans are degraded, exceptional leaders are flipped to its ordinary side, and units are eliminated (in order not to maintain them in the next turn). If it were the case, dynastic changes are resolved.
7. VPs are counted.

Reparations of war

1 VP	2 conditions
1 VP (with the condition of military victory against the defeated power)	1 condition
Break the alliance with a minor power and ally with the winner	2 conditions
Break the alliance with a minor power	1 condition
Breaking the alliance with an independent minor power	1 extra condition
Cede a domain that the opposing player is controlling	1 condition
Cede a non conquered domain that started the war as a border area (through a connection)	2 conditions
Cede a non conquered domain in the mini-maps	2 conditions
Place an enclave in an opponent's possession	1 condition
Decrease own unrest by one and increase the loser's unrest by one	1 condition
Switching the positions of merchants in a trading center	2 conditions

Types of leaders

Tactical	+1 to a die in sieges and land battles
Admiral	+1 to a die in naval battles (including piracy)
Decided	+1 to the die in subjugations When intercepted, in land battle counts as Tactical He can intercept with more than 1 troop at a distance of 2 areas (instead of 1)
Creative	He can increase the category of one single die (categories below 4) in any type of battle
Organizer	He can stack one more troop / fleet He can increase or decrease battlefield size by 1

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COMBAT SUMMARY		
Type	Battlefield size and disadvantages	Notes
Land combat	Open terrain → 4D Amphibious landing in open terrain, or siege sortie → (3D-4D) Forests → (3D-4D) Mountain, marsh and rough pass → (2D-4D) Disadvantages <ul style="list-style-type: none"> Enemy naval superiority Mountains and marshes Disembarking Each siege casualty 	Each disband result disperses one troop (requires 2 disbands after Modern Army, turn 10).
Naval combat	Support ground operations (battles, sieges, subjugations) → 3D Naval operations (tactical and strategic) → 2D Piracy → 1D Disadvantages: Squadrons that intercept piracy from port	Damaged squadrons, or those that lose a naval combat, must move to port.
Siege	3D Disadvantages <ul style="list-style-type: none"> Enemy naval superiority Each siege casualty Advantages <ul style="list-style-type: none"> Friendly naval superiority 	<ul style="list-style-type: none"> The loser disperses at least one troop. The besieged always exchanges dispersed troops for siege casualties. If the siege casualties surpass the defending troops, the fortress capitulates.
Subjugation	1D Subjugator → Q3 Disadvantages <ul style="list-style-type: none"> Enemy naval superiority All the force has moved in the same action Forests, mountains and marshes Opponent → Q2 (or Q3 for R3 or A3) Disadvantages <ul style="list-style-type: none"> Enemy naval superiority 2 areas away 	<ul style="list-style-type: none"> In forces without a leader, each disband result disperses one troop. In case of a tie, the subjugator can disperse 1 troop to take control of the area. In case of defeat, the subjugator can disperse 2 troops to take control of the area.

D = Number of dice, Q = Troop quality, R or A = Rebellion or Active independent level

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

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

ACTIONS	
Beginning of the impulse (actions without cost)	
Initial checks	Troops that can make amphibious landings Fleets that can do piracy Fleets that can be repaired Fortresses that can be completed Troops that can regroup
Regroup troops	(under certain circumstances)
Fleets go out to sea	(if they are not in repair)
Peace negotiations	(between powers in war)
Power actions	
Troop construction	Build a troop in a main map possession (including a strategic movement). Elite troops (Q3) only in home areas. Build a regular troop (Q2) in a home area in the mini maps
Squadron construction	Placing it on the maintenance / under repair side
Squadron repair	Including a strategic movement
Fortress construction	To start or finish building it
Regroup troop	Dispersed in a past impulse
Strategic movement	With an army/squadron (may include assigning a leader that is on the map)
Tactical movement	Both land and naval
Build a leader	Assigning it to some troop / fleet / fortress; and / or replacing it with another one
Piracy	Attack enemy merchants
Reduce unrest	Lower one's own unrest
Subsidize a power	Lower unrest of an allied power
Promote merchant	Advance a merchant in a trading center
Declare war	
End of impulse	
Move home	A single troop (dispersed) from any theater to the home theater
Reassign leader	A single unbesieged leader

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