

Special rules:

- At the start of each impulse, you can regroup 1 land unit for free.
- Allied with Crimea and Barbary Coast.

Objectives:

- Mamluks
- Hungary
- Mesopotamia
- Military victory against Mamluks
- Military victory against Hungary



Special rules:

- Naval operation range: 2 sea zones.

Objectives:

- See scenario The Rise of Portugal



Special rules:

- Has an extra action (in/from/to) mini-maps each impulse.
- Allied with Austria.

Objectives:

- South Italy + Sicily & Sardinia
- Papal States
- Milan (area)
- Military victory against Barbary Coast



Special rules:

- France counts as if having 5 vitality points when betting for minor powers.

Objectives:

- Papal States
- Scotland
- Naples (area)
- Florence
- Milan (area)
- Military victory against Spain



Special rules:

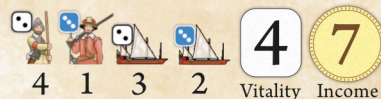
Objectives:

- South Italy
- Papal States
- Milan (area)
- Florence
- For each counter above 2 in trading centers



Venice

Turns 1 - 5



Special rules:

- Casus Belli against any power possessing areas in the Golden Horde province.

Objectives:

- Severia
- Cossacks
- Golden Horde
- Don River (area)
- Tsaritsyn (area)



Russia

Turns 1 - 4



Special rules:

- Fleets have 1 disadvantage fighting in the Indian Ocean.
- Stacking up to 4 across India.

Objectives:

- Mesopotamia
- Baghdad (area)
- Diyarbakir (area) + Kandahar (area)



Persia

Turns 1 - 11



Special rules:

Objectives:

- Sarajevo (area)
- Novi Pazar (area)
- Wallachia & Moldavia



Hungary

Turns 1 - ?



Special rules:

- Can do piracy.
- Allied with Ottoman Empire (but can not reduce its unrest level).

Objectives:

- Granada (area) or Gibraltar (area)



Barbary C.

Turns 1 - 8



4



2



2



3

Vitality

Income



1



Special rules:

- Allied with Spain.
- See special rules for the French Wars of Religion.

Objectives:



Catholic L.

Turns 7 - 8



4



2



3



0

Vitality

Income



Special rules:

- Allied with England and The Netherlands.
- See special rules for the French Wars of Religion.

Objectives:



Huguenots

Turns 6 - 8



8



2



3



9

Vitality

Income



Special rules:

- Schmalkaldic League counts as if having 4 vitality points when betting for Mercenaries or Central Europe Protestant Powers.

Objectives:

- Palatinate
- Brandenburg
- Bohemia



Schmalkald

Turns 4 - 8



4



2



2



4

Vitality

Income

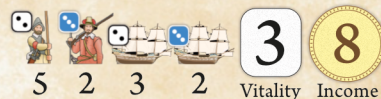


- Count as having 2 extra commercial ports in the Baltic Sea, 1 in the North Sea and 1 in the East Atlantic.
- It has an extra action (in/from/to) the mini-maps every impulse.

- Possess any one area in Flanders
- Flanders
- For each counter above 5 in trading centers



Turns 6 - 11



- Allied with Spain.
- Austria counts as if having 5 vitality points when betting for minor powers in Central Europe.

- Hungary
- Zagreb (area)
- Pressburg (area)
- Kosice (area)



Turns 1 - 9

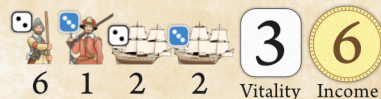


- England counts as if having 5 vitality points when betting for Scotland.

- Scotland
- Calais (area)



Turns 1 - 6



Objectives:

- Livonia
- Bohus (area)
- Malmö (area)



Turns 5 - 9



Special rules:

- Casus Belli against any power with possessions in target provinces.

Objectives:

- Severia
- Cossacks



Poland

Turns 1 - 15



3 8
Vitality Income



Special rules:

- Allied with the Ottoman Empire.

Objectives:

- Golden Horde
- Astrakhan
- Tsaritsyn (area)



Crimea

Turns 1 - 11



2 3
Vitality Income



Special rules:

- Fleets have 1 disadvantage fighting in the Indian Ocean.

Objectives:

- Diyarbakir (area)
- Mosul (area)
- Emirates



Mamluks

Turns 1 - ?



2 6
Vitality Income



Special rules:

- Casus Belli against any power possessing areas in Norway.

Objectives:

- Livonia
- Bohus (area)
- Malmö (area)



Denmark

Turns 5 - 8



2 6
Vitality Income



Special rules:

- Allied with Crimea.
- Fleets outside the Mediterranean have a disadvantage.

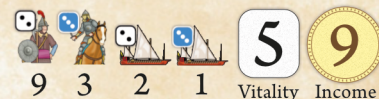
Objectives:

- Hungary
- Possess all areas in Hungary
- Possess all areas printed as Ottoman on the map
- Possess all areas printed as Ottoman in South East Europe and Central Mediterranean



Ottomans

Turns 9 - 10



Special rules:

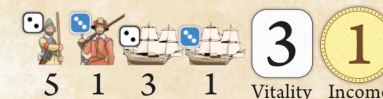
Objectives:

- For each counter above 3 in trading centers



Portugal

Turns 11 - 12



Special rules:

- Casus Belli against any power with possessions in target areas.

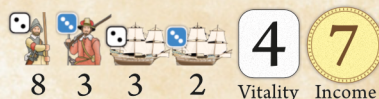
Objectives:

- Possess all areas printed as Spanish on the mini-maps
- Possess all areas printed as Spanish in Central Europe
- Possess all areas printed as Spanish in Central Mediterranean



Spain

Turns 12 - 14



Special rules:

- Discounts a point of unrest when it makes an alliance with a minor power.

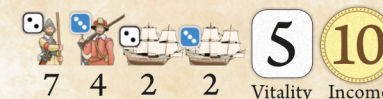
Objectives:

- Flanders
- Franche-Comté
- For having more than 4 allied minor power on the main map
- Being the western power with the most areas in North America, India or Asia (1 VP for each)



France

Turns 11 - 15



Special rules:

Objectives:

- For each counter above 1 in trading centers



Venice

Turns 9 - 11



Special rules:

- Casus Belli against any power with possessions in target provinces.

Objectives:

- Possess all areas printed as Russian in Eastern Europe + Siberia
- Cossacks + Severia
- Livonia
- Crimea
- Yedisian (area) + Georgia (area)



Russia

Turns 12 - 15



Special rules:

- Austria counts as if having 5 vitality points when betting for minor powers in Central Europe.

Objectives:

- Flanders
- Transylvania (area)
- Hungary
- To be the emperor



Austria

Turns 15 - 17



Special rules:

Objectives:

- For each counter above 4 in trading centers
- Being the western power with the most areas in North America, India or Asia (1 VP for each)



England

Turns 12 - 14



Special rules:

- See special rules for the War of the Spanish Succession.

Objectives:



Austracists
Turn 15



3 1



Vitality Income



Special rules:

Objectives:

- Livonia
- Bohus (area) + Malmö (area)
- Mecklenburg (area)



Sweden
Turns 16 - 20



5 1 2



Vitality Income



Special rules:

Objectives:

- Flanders
- For each counter above 4 in trading centers



Netherlands
Turns 17 - 20



5



3

1



Vitality Income



Special rules:

- Can regroup 1 land unit for free at the beginning of each impulse.
- Allied with Crimea and Barbary Coast.
- Fleets outside the Mediterranean have a disadvantage.

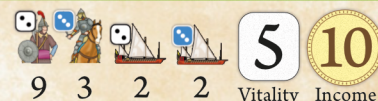
Objectives:

- Hungary
- Possess all areas in Hungary
- Basra (area)
- Nicosia (area) + Cyclades (area)
- Possess all areas printed as Ottoman on the map



Ottomans

Turns 4 - 8



Special rules:

Objectives:

- For each counter above 3 in trading centers



Portugal

Turns 8 - 10



Special rules:

- Has an extra action (in/from/to) mini-maps each impulse.
- Allied with Austria.

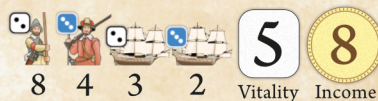
Objectives:

- Possess all areas printed on the main map as Spanish
- Possess all areas printed as Spanish in Central and South America
- Military victory against the Netherlands
- Military victory against Barbary Coast



Spain

Turns 6 - 11



Special rules:

- France counts as if having 5 vitality points when betting for minor powers.
- If Calais is possessed by France, it becomes a home area for the rest of the game.

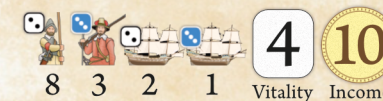
Objectives:

- Papal States
- Scotland
- Milan (area)
- Calais (area)
- An area in Franche-Comté



France

Turns 5 - 10



Special rules:

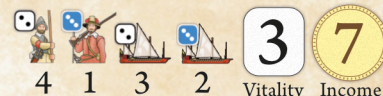
Objectives:

- For each counter above 1 in trading centers



Venice

Turns 6 - 8



Special rules:

- Casus Belli against any power with possessions in the Golden Horde, Astrakhan or Livonia provinces.

Objectives:

- Severia + Golden Horde
- Cossacks
- Astrakhan
- Livonia
- 2 or more areas in Siberia



Russia

Turns 5 - 11



Special rules:

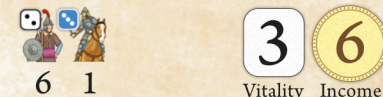
Objectives:

- Possess 3 or more areas not printed as Persian on the map
- Possess all areas printed as Persian on the map



Persia

Turns 12 - 20



Special rules:

- Casus Belli against any power with possessions in target provinces.
- If Pomerania is possessed by Prussia, it becomes a home area for the rest of the game.

Objectives:

- Silesia (area)
- Pomerania (area)
- Saxony
- East Prussia



Prussia

Turns 16 - 20



Special rules:

- Special rules for the Jacobite Rebellion apply (see turn 16).

Objectives:

- Military victory against England



Jacobites

Turns 16 - 20



2

2

Vitality Income



Special rules:

- See special rules for the War of the Three Kingdoms.

Objectives:

- For each counter above 5 in trading centers
- Being the western power with the most areas in North America, India or Asia (1 VP for each)
- 1 VP if they end the War of the Three Kingdoms allied with Ireland and Scotland



Parliamentarians

Turn 11



4



1

2

Vitality Income

3

5



Special rules:

- See special rules for the War of the Three Kingdoms.

Objectives:

- 1 VP if they end the War of the Three Kingdoms allied with Ireland and Scotland



Royalists

Turn 11



4



1



1

3

Vitality Income

0



Special rules:

- Protestant Union counts as if having 4 vitality points when betting for Mercenaries or Central Europe Protestant Powers.
- Uses the same counters as Schmalkald.

Objectives:

- Palatinate
- Bohemia



Protestant U.

Turn 9



4



2

3

Vitality Income

4



Special rules:

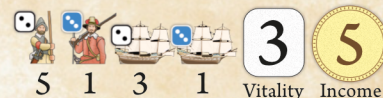
Objectives:

- Flanders
- For each counter above 4 in trading centers



Netherlands

Turns 12 - 16



Special rules:

- Allied with Spain.
- Austria counts as if having 5 vitality points when betting for minor powers in Central Europe.

Objectives:

- Hungary
- Possess all areas printed as Austrian on the map
- To be the emperor



Austria

Turns 10 - 14



Special rules:

- England counts as if having 5 vitality points when betting for Scotland.
- Allied with The Netherlands.

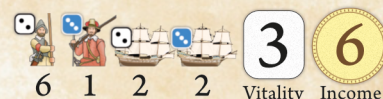
Objectives:

- Scotland
- Calais (area)



England

Turns 7 - 10



Special rules:

- Casus Belli against any power with possessions in the areas of Malmö, Mecklenburg or Oldenburg.

Objectives:

- Bohus (area) + Malmö (area)
- Livonia
- Mecklenburg (area) + Oldenburg (area)



Sweden

Turns 10 - 15



Special rules:

Objectives:

- Severia or Cossacks
- Ukraine



Poland

Turns 16 - 20



2

Vitality

3

Income



Special rules:

- In subjugation combat in North America, USA has 1 advantage.

Objectives:

- Military victory against the UK
- Possess 7 or more areas in North America



USA

Turn 20



4

Vitality

3

Income



Special rules:

- Can not subdue independent areas.
- Stacking up to 4 across India.

Objectives:

- Afghanistan



Mughals

Turns 8 - 11



2

Vitality

3

Income



Special rules:

- Casus Belli against any power possessing areas in Norway.

Objectives:

- Livonia
- Bohus (area) + Malmö (area)
- Oldenburg (area)



Denmark

Turns 9 - 13

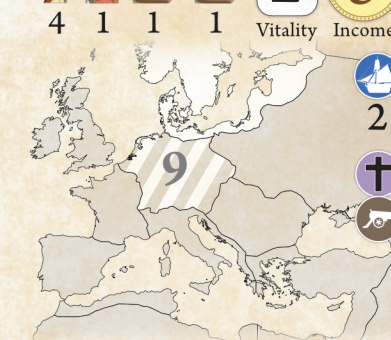


2

Vitality

5

Income



Special rules:

- Fleets outside the Mediterranean have a disadvantage.

Objectives:

- Hungary
- Possess all areas printed as Ottoman on the map



Ottomans

Turns 11 - 20



9 2 2

4

Vitality

6

Income

3



Special rules:

Objectives:

- For each counter above 3 in trading centers



Portugal

Turns 13 - 14



5 1 3 1

2

Vitality

1

Income

5



Special rules:

- Casus Belli against any power or independent minor with possessions in the target areas.

Objectives:

- Possess all areas printed as Spanish on the mini-maps
- Possess all coastal areas printed as Spanish in the Central Mediterranean



Spain

Turns 15 - 20



7 2 4 1

4

Vitality

6

Income

6



Special rules:

- Discounts a point of unrest when it makes an alliance with a minor power.
- It has an extra action (in/from/to) the mini-maps every impulse.

Objectives:

- Flanders
- Franche-Comté
- 2 VP for each allied minor power above 4 on the main map
- Being the power with the most areas in N. America, India or Asia (1 VP for each)
- Possess all areas printed as French in North America



France

Turns 16 - 20



7 4 3 2

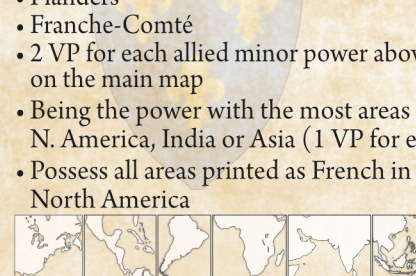
5

Vitality

10

Income

6



Special rules:

Objectives:

- For each counter above 1 in trading centers



Venice

Turns 12 - 14



2

Vitality

5

Income



Special rules:

- Casus Belli against any power or independent minor with possessions in target provinces.

Objectives:

- Possess all areas printed as Russian in Eastern Europe + Siberia + Severia
- Cossacks + Ukraine
- Livonia
- Crimea
- Yedisian (area) + Georgia (area)
- Poland



Russia

Turns 16 - 20



5

Vitality

9

Income



Special rules:

Objectives:

- Flanders
- Possess all areas printed as Austrian on the map
- Possess all areas in Hungary
- Sarajevo (area) + Novi Pazar (area)
- To be the emperor



Austria

Turns 18 - 20



5

Vitality

8

Income



Special rules:

- It has an extra action (in/from/to) the mini-maps every impulse.

Objectives:

- For each counter above 5 in trading centers
- No power has more than 4 allies on the main map
- Being the western power with the most areas in North America, India or Asia (1 VP for each)
- Possess all areas printed as British in North America



UK

Turns 15 - 20



5

Vitality

10

Income



