

Ultima Ratio Regis

Ultima Ratio Regis recreates the military history of Europe from the discovery of America, to the French Revolution, through the Italian Wars, the rise of the Ottoman Empire, the European colonial expansion and the 7 Years War, among many other events. Spanning 20 turns, it covers three centuries (16th, 17th, and 18th) of history.

You have in your hands a "monster card-driven game," organized into several scenarios (including a "Great Campaign"), in which each player controls multiple major powers from a roster of 27 historical entities, each one with its unique objectives, strengths, and weaknesses.

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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

9 3 2 2 5 10
Vitality Income

Special rules:

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

WALLACHIA & MOLDAVIA
Turns 1 - 20

2

2

3

Niccolò di Pitigliano
The player controlling Venice places this leader.

Naval ally
The player controlling Genoa can not be

3

Casus belli

ENGLAND FRANCE

1 extra VP if they are at war 039

2 - 8

180 min x Turn

14+

Design: Ignacio Torres
Graphic design: Jesús Peralta
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