

### Special rules:

- They can be deployed from any owned and controlled area (if they were destroyed, when there is a new alliance they are rebuilt).



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**GERMAN  
MERCENARIES**

Turns 1 - 5



### Special rules:

- Can not be allied with Venice.
- **Independent minor power.**



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**GENOA**

Turns 1 - 8



### Special rules:

- When choosing the emperor for the Holy Roman Empire, the player controlling the Papal States decides ties.
- As a peace condition, an ally can request Ravenna for the Papal States as a home area, gaining 2 VPs.



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**PAPAL STATES**

Turns 1 - 12

### Special rules:

- Can do operations in France.



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**SAVOY**

Turns 1 - 8



### Special rules:

- **Turns 6-8:** It has (0) units.



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**FLORENCE**

Turns 1 - 8



### Special rules:

- At the end of a victorious war in which Scotland was fighting against England, the major power allied with Scotland wins 1 VP.
- **Turns 8-12:** If at the beginning of the turn it is not allied with anyone, it allies with England.
- **Independent minor power.**



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**SCOTLAND**

Turns 1 - 12

### Special rules:

- Imperial Elector.



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VOTE



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**BRANDENBURG**

Turns 1 - 11



### Special rules:

- They have an extra free piracy action against a Muslim major power every impulse.
- If they lose Rhodes, they reappear at the beginning of the next turn in Malta (if Christian), giving 1 VP to the island holder.
- They disappear if Malta is conquered or at the end of turn 8.



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**HOSPITALLERS**

Turns 1 - 8

### Special rules:

- They can be deployed from any owned and controlled area (if they were destroyed, when there is a new alliance they are rebuilt).



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**ELITE  
MERCENARIES**

Turns 1 - 3



### Special rules:

- Bavaria is a home area.
- Cologne is a domain.



**CATHOLIC LEAGUE**  
Turns 9 - 11

### Special rules:

- Can do operations in all the theaters adjacent to Central Europe.
- They count as home areas all the areas in Central Europe not belonging to other major powers or their allies.
- The Emperor wins 1 VP every turn.
- Turns 1-5: Fortress in Amsterdam.



**HOLY ROMAN EMPIRE**  
Turns 1 - 8

### Special rules:

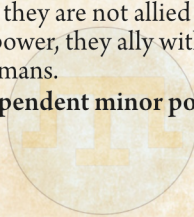
- The fleet has a disadvantage.



**EMIRATES**  
Turns 1 - 10

### Special rules:

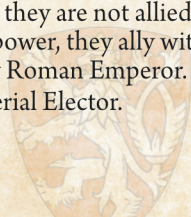
- When at the beginning of one turn, they are not allied with any power, they ally with the Ottomans.
- Independent minor power.



**CRIMEA**  
Turns 12 - 16

### Special rules:

- When at the beginning of one turn, they are not allied with any power, they ally with the Holy Roman Emperor.
- Imperial Elector.



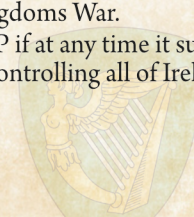
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VOTE



**BOHEMIA**  
Turns 1 - 8

### Special rules:

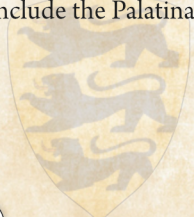
- See rules for the Three Kingdoms War.
- 1 VP if at any time it succeeds in controlling all of Ireland.



**IRISH CONFEDERATION**  
Turn 11

### Special rules:

- Imperial Elector.
- From turn 3 onwards it does not include the Palatinate.



**GERMAN STATES**  
Turns 1 - 8

### Special rules:

- Imperial Elector.



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VOTE



**BAVARIA**  
Turns 1 - 8

### 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



### Special rules:

- It does not provide the VP of presence to allies.
- At the beginning of each turn, after placing merchants, it goes back to neutral (the alliance is lost).
- **Independent minor power.**



**VENICE**  
Turns 15 - 20

### Special rules:

- Imperial Elector.
- As a peace condition, an ally may request Oldenburg for Hanover as a domain, gaining 2 VP.
- If at the beginning of the turn it is not allied with anyone, it allies with England.

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VOTE



**HANOVER**  
Turns 16 - 20

### Special rules:

- It does not provide the VP of presence to allies.
- At the beginning of each turn, after placing merchants, it goes back to neutral (the alliance is lost).
- **Independent minor power.**



**PORTUGAL**  
Turns 15 - 20

### Special rules:

- If at the beginning of the turn it is not allied with anyone, it allies with Spain.
- **Independent minor power.**



**KINGDOM OF  
NAPLES-SICILY**  
Turns 16 - 20

### Special rules:

- When at the beginning of one turn, they are not allied with any power, they ally with Poland.
- **Independent minor power.**



**COSSACKS**  
Turns 1 - 10

### Special rules:

- In commercial competitions in the Indian Ocean, their ally counts as having an additional commercial port.
- In land battles (on the entire mini-map) an **additional** conscript can be recruited (without raising unrest).



**ALLY IN INDIA**  
Turns 16 - 20



### Special rules:

- They can be deployed from any owned and controlled area (if they were destroyed, when there is a new alliance they are rebuilt).



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### GERMAN MERCENARIES

Turns 6 - 20

### Special rules:

- Can not be allied with Venice.
- **Independent minor power.**



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### GENOA

Turns 9 - 14

### Special rules:

- In commercial competitions in the China Sea, their ally counts as having an additional commercial port.
- In naval battles (on the mini-map), an **additional** conscript can be recruited (without increasing unrest).



### ASIAN ALLY

Turns 13 - 20

### Special rules:

- Can do operations in France and Central Europe.
- **Independent minor power.**



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### SAVOY

Turns 9 - 20

### Special rules:

- In commercial competitions in North America, their ally counts as having an additional commercial port.
- In land battles and subjugations, their ally has an advantage.

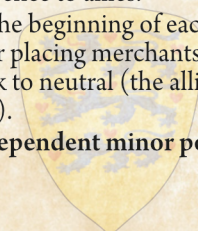


### North American NATIVES

Turns 9 - 20

### Special rules:

- It does not provide the VP of presence to allies.
- At the beginning of each turn, after placing merchants, it goes back to neutral (the alliance is lost).
- **Independent minor power.**



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### DENMARK

Turns 14 - 20

### Special rules:

- Imperial Elector.
- As a peace condition, an ally may request as domains for Brandenburg the areas of Pomerania, Gdansk or Königsberg, earning 1 VP for each one.
- **Independent minor power.**

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VOTE



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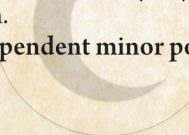
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### BRANDENBURG

Turns 12 - 15

### Special rules:

- They have an extra free piracy action every impulse.
- When at the beginning of one turn, they are not allied with the Ottomans, they ally with them.
- **Independent minor power.**



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### BARBARY COAST

Turns 9 - 14

### Special rules:

- They can be deployed from any owned and controlled area (if they were destroyed, when there is a new alliance they are rebuilt).



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### ELITE MERCENARIES

Turns 4 - 20



**Special rules:**

- Imperial Elector.

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VOTE

**PALATINATE**

Turns 3 - 8

**Special rules:**

- The Emperor wins 1 VP every turn.

**HOLY  
ROMAN EMPIRE**

Turns 9 - 20

**Special rules:**

- The fleet has a disadvantage.

**SULTANATE OF  
EAST INDIES**

Turn 11 - 20

**Special rules:**

- When at the beginning of one turn, they are not allied with any power, they ally with the Ottomans.
- Home Area: Bakhchisaray.
- Independent minor power.

**2****1****CRIMEA**

Turns 17 - 20

**Special rules:**

- Imperial Elector.

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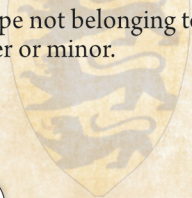
VOTE

**SAXONY**

Turns 9 - 20

**Special rules:**

- Imperial Elector.
- Home Area: Württemberg.
- Domains: All areas of Central Europe not belonging to any power or minor.

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VOTES

**1****1****GERMAN  
STATES**

Turns 12 - 20

**Special rules:**

- Imperial Elector.

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VOTE

**BAVARIA**

Turns 12 - 20

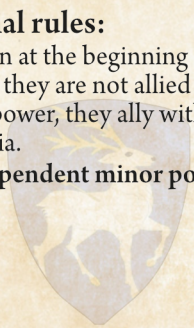
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### Special rules:

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



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**COSSACKS**  
Turns 11 - 20