TURN SEQUENCE

INITIAL PHASE

Deploy new powers

Merchants enter trade centers

Prepare playing cards

PLAYING ROUNDS

Determine playing order

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
- 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 each rebellion → 1
- At the end of the turn, for each expenditure that exceeds income → 1
- Conscription of one troop or fleet on the main map → 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 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 (in a theater where the winner has interest) and ally with the winner	2 conditions
Break the alliance with a minor power (in a theater where the winner has interest)	1 condition
Breaking the alliance with an independent minor power	1 extra cond.
Cede a conquered domain	1 condition
Cede a non conquered domain that started the war as a border area (minor powers excluded)	2 conditions
Eliminate an opposing merchant (where you have merchants built or under construction)	2 conditions
Change an enemy merchant for one of the winner	3 conditions
Decrease own unrest by one and increase the loser's unrest by one	1 condition
Looting a commercial port (trade interrupted marker)	1 condition

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

Ultima Ratio Regis

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 rought pass → (2D-4D) **Disadvantages** • Enemy naval superiority • Mountains and marshes • Disembarking • Each siege casualty	Each disband result disperses one troop (usually two disband results are needed to disperse one troop).
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 Naval superiority → (can increase or decrease 1 die) **Disadvantages** • Enemy naval superiority • Each siege casualty	• 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** • Enemy naval superiority • All the force has moved this impulse • Forests, mountains and marshes **Opponent → Q2 (or Q3 for R3 or A3)** **Disadvantages** • Enemy naval superiority • 2 areas away	• In forces without a leader, each disband result disperses one troop (usually two disband results are needed to disperse 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 • Draw - There is no victory for anyone • Loser - Disperse as many troops as the difference in battle points (rounding down) • Morale points only if the loser throws more than one die • The winner will keep at least one unit in the field (ignoring disband results or casualties)
3	1	
4	1 (+ B)	
5	2	
6	2 (+ B)	

(B) = 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)
Sorties	Besieged troops can attack the besieger
Alliance between powers	(if allowed)
Peace negotiations	(between powers in war)
Power actions	
Troop construction	Build a troop in a possession (including a strategic movement). Elite troops (Q3) only in home areas
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
Build merchant	Place a merchant in the dispersed area of a trade center
Declare war	