Introduction

Don't panic!

If you just discover this game, you're probably panicking right now. Don't panic, you'll manage. . .

Europa Universalis is without a doubt a monster game. The core rules are more than 300 pages long. Each player has a 9 pages player's aid. The game components include two huge maps and almost 3500 counters. Lastly, a turn usually require 2 to 6 hours to play. Hence a *great campaign*, the way it is meant to be played, represents between 250 and 350 hours of playing. That is, if you play one week-end per month, your game will last for a couple of years (the game has a rather low density of counters and writing down positions between play sessions in not too hard).

However, *Europa Universalis* is not that hard to play. . . Great efforts have been made to streamline the rules (apart from the specific rules). The motto being "the game is complex, not complicated". Most actions in the game are quite similar from one turn to another. Quickly, you will learn to do them without hesitating. Quickly, you'll will be able to concentrate on the time-consuming but interesting aspects of the game: Diplomacy and Strategy.

Europa Universalis is about Diplomacy. This is a multiplayers game. You cannot win alone. You will need to discuss a lot with other players. You will see that the Diplomacy phase is very important and has a lot of depth. Countries are not balanced in term of strength. If you play a weak country, you'll need to find alliances to get money, troops, peace, . . . If you play a strong country, you'll need to divide your opponents or they will still be able to crush you. We do not advice to put a time limit on the Diplomacy phase. It is not uncommon for a single Diplomacy phase to last for 1 hour, sometimes 2. These are usually intense hours worth playing.

Europa Universalis is about Strategy. The Military phase is the other important phase. It can lasts for 2 or 3 hours during big wars. You will see that the Military rules are quite detailed, maybe the most complicated rules around. That makes a good strategy really worthwhile. You will learn the geographic strengths and weakness of your country. You will soon cherish those few **+1** die roll modifiers you can grab. You will know the thrill of a good strategy winning you the war. You will curse the stroke of bad luck that can turn an easy battle into a disaster.

Europa Universalis is a very deep game. You will feel the real position of a Monarch taking decisions that greatly affect your country. *Europa Universalis* is a game with a great emotional implication of the players. You will probably want to recall some of your best (or worse) moves even years after, or to tell them to other EU players.

Playing tip: Due to the highly interactive Military phase (with many interceptions possible), *Europa Universalis* is not well suited to play-by-mail and we advice a face-to-face game.
When playing a game with beginners, the best is to have at least two experienced players. One can play the monster (Spain), hard to begin with, while the other can play a less important country (such a Portugal or Poland) and act as a rule layer and arbiter. If you have only one experienced player, it is probably better to have him play a small country and be a rule layer (with time to answer questions). Give Spain to a player who is not afraid of monster games. . .
Before playing with beginners, we advice you to play an initiation session. After a quick overview of the rules, you can "jump" into a new game. Everybody will make a lot of errors (both "cheating" (rule errors) and strategic or tactical errors). But after 3 to 6 turns (1 or 2 days, usually), everybody should know the rules well enough. Then, you can start the real game. "Loosing" 2 days of play may seem long, but compared to the duration of the game, this is actually OK.
Before playing for real, make sure that everybody knows the most common rules. Each player should also read the specific rules of his country. The rest can be interesting but is not necessarily. Decide also on an arbiter (usually the most experienced player) as rules conflicts will probably arise.

Organisation of the game

The game is composed of: the rule book, itself split in six parts (rules, events, appendix, tables, scenarios, indexes), the counters (more than 3000), the maps (two A0 maps), the record sheets (most individual record sheets, except two global record sheets), ten-sided dices and pens (not included).
The first rulebook part contains the game description and mechanics. After a short overview of the game in chapters I and II, the following chapters follow roughly the turn order. The last chapter is dedicated to specific rules.
The second rulebook part is the set of historical events (or almost historical) that make the game tick. It is divided in economic events and political events, ordered by period of apparition (period I starting in 1492 and period VII ending with the French Revolution).
The third rulebook part contains various listings such as minor countries characteristics. Most of this information is already available on counters.
The fourth rulebook part holds the game tables and players aids. There are eight pages of general tables plus one page per country played (thirteen different countries are available during the course of the game).
The fifth rulebook contains the scenarios as well as some advices on playing the game. The game is meant to be played as a *Great campaign* spanning over 300 years of history, from Columbus journey to America to the French Revolution. Other scenarios, for a shorter game as well as ways to learn the rules progressively, might be written someday.
The sixth rulebook part contains the table of contents, the index and various lists. It is not necessary for the game (but may be useful while browsing the rulebook).
Apart from this introduction, each point of this rulebook is fully numbered (such as "paragraph C.3 of section III.3.3.3").
The counters are not pre-cutted. Thus, you will need to print them (23 pages, in full colours), glue them and cut them. Beware that some counters are double-sided while some are simple-sided. Beware that there are two size of counters (plus the triangle shaped manufactures). Gluing and cutting is a tiresome process. We advice to do it all before playing (rather than waiting for the counter to be needed). You will probably need counters trays (6 is good) to hold them.
The maps are intended to be printed on a A0 sheet (each). You can try printing them smaller (A1) but they will then be very crowded with the counters. That means that you will need one (or two) large table to hold the maps, enough room for nine players around, and some private space for secret diplomacy. . .

Organisation of the rules

As stated, the whole rulebook is organised into several booklets.

Rules

Following this informal Introduction, the rules are organised in chapters, Sections, and numbered paragraphs. Each point being fully numbered for easy reference.
The first two chapters, chapter I (Game components) and chapter II (The powers: at home and abroad), are introductory chapters. They describe the components and the main concepts of the game. The following chapters, from chapter III (Events) to chapter XII (Inter-turns Phase) describe the core rules. Ecah chapter corresponds to one phase of the game turn (or part of), in order. These should be read by each player before playing.
Then, chapter XIII (Winning the game) deals about fame, glory and all that. Victory Points (VPs) are earned slowly during the game, a bit at each turn and slightly more at the end of each period. Each player will need to read the corresponding part of this chapter in time, but reading all of it is not necessarily.
The rules close with chapter XIV (Specific Rules). This chapter explain the specific rules of each country. Both the majors and minors countries do have specific rules ("ways to cheat"). These specific rules are the salt of the game, the thing that makes each country different from the other. Each player must at the very least read the specific rules of

his country. Reading the specific rules of your opponents is not required but can greatly help build a strategy against them. Reading the specific rules of all minors countries is usually not needed but you should probably read the rules for countries with which you will interact (that is, countries in your geographical area).

Events

Political events

If the specific rules of each country are the salt of the game, the political events are the real meat. Each turn, four historical events are rolled for in a more or less organised way. These events create special conditions to apply. Often, they give opportunities (or obligations!) to create new wars. Sometimes, they provide with drastic changes of alliances or new political situations.
Most of the events happened historically. Some of them did not happened but seemed plausible enough to be added to the game. Political events are grouped by periods so that, say, the American Revolution may not occur before England has a chance to colonise North America.
Even if grouped by historical periods, the events occurs in a randomly fashion. This provides a unique, yet hopefully plausible, historical background for each game. Moreover, the way the players react to the events can be quite different from the historical reactions of the monarchs of this time. Thus, the history in game can be quite different from the History as it did happen.
In order to win the game, each player will need to react properly to the events. Trying to be in a good position to exploit opportunities and to avoid major drawbacks requires a careful playing. Between the (political) choices proposed for each event and the actual military conduct of the wars, players will have a lot to do.
Reading the events is not necessarily before playing. In some way, it is even better if nobody knows them as each player will then enjoy the surprise of things as the historical monarchs did. However, knowing the events (especially the big ones) helps planning. Moreover, after playing once, you will know the big events and this will give you an edge over beginners. Each group should choose which policy to apply toward events (read them in advance or not) and stick to it (and, especially, use fair play if you decide to keep the events secret. . .)

Revolts, diplomacy and economic events

In addition to the political events, there are also some economical events. These occur once per turn per country, always among the same set of events. They give an additional random flavour to the game.
Sometimes, political events will simply result in a peasant's revolt as well as some diplomatic instability. This is resolved using the revolt and diplomacy events.

Tables, Appendices, Scenarios, Index

Appendices, Tables and Index

The appendices mostly contain the complete description of minors countries. You don't need to read them before you actually need them. You may want to browse through it in order to know which are the strong minors. It contains mostly a lot of quite arid information that makes little sense before you actually start playing.
The Player's aids contain the summary of all the tables required to play. They are also in the rules, so there is nothing new in the aids worth reading before playing. Each player will need a full set of player's aid during the game, so make sure to print enough.
The index is used it for reference purpose only.

Scenarios

The scenarios booklet should contains several scenarios for larger and larger games. It currently only contains the largest one: the Great Campaign.
Europa Universalis is designed to be played as a Great Campaign. You'll find there the setup for this scenario.

Someday, we might add additional setups for shorter games, both shorter campaigns and “battle” or “war” scenarios. But frankly, this is not our most important task today.

A couple of meta-tips about the rules

These rules use many visual tools to help the reader. Coloured boxes are sometime used to highlight some features of the game such as the following ones:

Design note: Sometimes, we feel the need to explain stuff about the meaning of the rules.

History of the game *In the 1990’s, Philippe Thibault wrote the original Europa Universalis game, that we refer as “EU6” as is was designed for 6 players only. In the early 2000’s, Pierre Borgnat and Bertrand Asseray wrote an addendum to these rules, adding two players and modifying many aspects of the game. Quickly, Jean-Yves Moyen and Jean-Christophe Dubacq joined the project. We decided to rewrite the whole rules from scratch and to add a ninth player. The result is thus called “EU9”.*

Most terms in these rules that do refer to something precise, such as a rule, an event, a leader, . . . are usually hyperlinks. That means that if you’re reading the rules on an electronic device (computer, tablet, . . .) you can click on almost anything and jump to the page in the rules where it is described.

Example: *Try clicking on the following and see where it leads (your device probably has a “back” feature to come back here afterwards):*
ANG, chapter V (Incomes), section VI.3.3 (Bankruptcy), ***Brazil****, event I-1 (Treaty of Tordesillas), event part IV-A.α (Creation of the Germanic Alliances), subevent VII-5.γ (Reign of Terror and Directoire),* ***I. Süleyman****,* ***Richelieu****, Prinz Eugen.*

Lastly, the choice of language, fonts and colours in which terms are written also carries information on what kind of entity it actually depicts. If two terms are written in the same way, that usually means they depict similar entities (leaders, country, troops, cities, . . .)

Example: *Consider the differences between:*
Norvegia *(minor country, in Latin),* Norway *(a region on the map, in English),* **Norge** *(a single province, in local language) and* **Mer de Norvège** *(a sea zone, in French).*

Getting help

If you have questions about the game, or if you need help on the rules, please feel free to contact us.
You can ask us on the EU mailing list at Yahoo groups, either in English (`EU-list@yahoogroups.com`) or in French (`EuropaUniversalis@yahoogroupes.fr`). Since both of these mailing lists were created for the original Azure Wish edition of the game (EU6) and not for this BAMGames rewriting (EU9), please make sure that you state clearly that your question is about the BAMGames rewrite. Otherwise, you might annoy people and you’ll probably get answers based on the EU6 version of the rules which, in some points, is quite different from this one.
Or you can ask at the forum `http://europa-universalis.frbb.net/forum.htm` (in French, but we’ll answer in English if needed). This forum is specifically about the BAMGames version of the game. There is also a dedicated thread on the BoardGameGeek forums: `https://www.boardgamegeek.com/thread/1278052/eu9-9-players-rewrite`
Some of us are also present on other gaming forums such as ConsimWorld (`http://talk.consimworld.com/`, in English) or Strategikon (`http://www.strategikon.info/phpBB3/`, in French). This is however not the most reliable way to reach us.

People

Authors

The original *Europa Universalis* game was written by Philippe Thibaud for *Azure Wish Edition* in 1993. Risto Marjomaa did a tremendous work of rewriting and clarifying all the events.
This rewrite is based both on the original version and the rewrite of the events and include many new things. Numerous comments from the EU mailing-list were also taken into account when designing the map and balancing details of the rules.
This text was written by the united minds of Pierre Borgnat, Bertrand Asseray, Jean-Yves Moyen and Jean-Christophe Dubacq. Composition was made using TEX. Accompanying maps were created by J.-C. Dubacq.

Illustrations

Illustrations used in chapter headers are excerpts of famous masterpieces as follow: *De astronoom* (*The Astronomer*), Vermeer; *Port de mer avec la villa Médicis* (*Seaport*), Lorrain; *La liberté guidant le peuple* (*Liberty Leading the People*), Delacroix; the American Constitution; *De korenoogst* (*Harvesters*), Brueghel the Elder; *La construction de Versailles* (*Construction of the Château de Versailles*), Meulen; *De Nachtwacht* (*Night Watch*), Rembrandt; *La rendición de Breda* (“*Las lanzas*”) (*The surrender of Breda*), Velázquez; *Het sluiten van de Vrede van Munster* (*The Ratification of the Treaty of Munster*), Borch; 漢宮春曉 (*Spring Morning in the Han Palace*), 仇英 (Qiu Ying); *Le sacre de Napoléon* (*The Coronation of Napoleon*), David; *Le tricheur à l’as de carreau* (*The Cheat with the Ace of Diamonds*), La Tour; *Las bodas de Caná* (*Wedding at Cana*), Murillo; *Creazione di Adamo* (*The Creation of Adam*), Michelangelo; manuscript of *Beowulf*; *World map*, Mercator; *Columbus Landing*, Vanderlyn; woodcut from an Italian chess treatise (1493); *I bari* (*The Cardsharps*), Carravagio;

Testers

Preliminary versions of the game were tested by:
Bertrand Asseray, Pierre Borgnat, Nicolas Bourgeois, Michael “MKL” Chagnon, Silvère Corsange, Sylvain Domergue, Jean-Christophe Dubacq, Manuel Esteban, Erwan “R1” Grasland-Mongrain, Maxime le Heiget, Bruno “Boka” Kauffmann, Gwendal Kervern, Benoît “Kloecky” Kloeckner, Thomas “Satori” Milot, Jean-Yves “Jym” Moyen, Rémi Moyen, Fabrice Randeau, Éric “Troll” Schaeffler, Aurélien Schoumaker, Benoît Trédez, Rémi “DL” Vanicat and Benjamin Wack.

Part I

Rules

Game components

Chapter I

Design note: This Chapter describes in details the components of the game, mostly the maps and counters. Most of the concepts explained here are common with other strategy games.

A *Europa Universalis* is composed of:
A.1 Two maps. One depicting Europa and the other depicting the whole World.
A.2 3300 (?) counters.
A.3 This 650 (?) pages long book of rules.
B In order to play, you will also need:
B.1 Separate printed version of the Players aids and the various record sheet.
B.2 Pens and dices (ten-sided dices).
B.3 Some extra blank paper can be handy.
C Players aids and record sheet work best if used the way they were designed. See chapter XXVII (Playing the game) for details on this.

I.1 Description of the world: the maps

I.1.1 Europa and Rest of the World

A Two maps The world is divided in two distinct maps: the European map, and the Rest of the World map (ROTW). Although there is a lot in common to the way these maps can be read, they do not work in the same way.

B Europa The European map is where most of the military game is played. Each player plays an European country.

C ROTW The ROTW map is used for the great discoveries and colonisation of the European powers.
C.1 It also holds the game turn, technology, diplomacy and exotic resources tracks.

I.1.2 Provinces and Sea Zones

A Provinces and Sea Zones Each map is divided into provinces (on land) and sea zones (at sea).

B Names Every European province has two names: the province name, and a city name (beside a fortress icon).
B.1 Although provinces and cities do not play the same role, since these names are unique, they can both be used to designate the province.

Design note: The local name is used, as far as it makes sense. Alternatives are sometimes written in parentheses. When the local name is too far from something readable or recognisable, a French equivalent is written in italic typeface. A transliteration is also provided (between square brackets) for non-Latin alphabets.

B.2 Disconnected provinces Some provinces are in fact several pieces of land, e.g., the provinces **Cyclades** or **Illes Balears** (several islands), or **Çanakkale Boğazı** (in Turkey). They are always treated as one province only.

C Multiple coasts Some provinces have two coasts that are not connected together (by sea). This is the case of **Slesvig** (in Denmark), **Ifriqiya** (in Tunisia) and **Hellas** (in Greece) in Europe, and some others in the ROTW. See section VIII.4.1 (Special Movements) for the effects.

C.1 All other provinces have only one coast (that may span over different sea zones).

D Terrain The colour of a provinces corresponds to its terrain type. See the terrain chart on the map. Non-plain terrains affect movement and battle.
E Two regions are magnified on the ROTW map and one on the European map for practical purposes: North-Eastern America, India and Belgium-Holland.
E.1 Provinces and Sea zones are thus present twice: both in and out of the magnified area. It is advised to use the magnified area for all military counters and to keep economic counters out of the way on the un-magnified map.
E.2 Sea zones going around the magnified areas have all their contacts shown. Especially, there is no contact between **Mer des Laquedives** and **Quarantièmes rugissants**, or **Cinquantièmes hurlants** and **Océan Indien**, but there is between **Cinquantièmes hurlants** and **Quarantièmes rugissants**.

F Frontiers Adjacent provinces can be connected by river (blue), mountain pass (pale), regular frontier (black) or straits (double-arrows).

F.1 Straits, mountains pass and rivers affect movement and battle. All terrain effects (both from the province and the frontier) are cumulative.

G Lakes Lakes are impassable and do not provide contact between provinces.
G.1 Sea units cannot go through rivers or lakes.

H Reaching the Bering Strait. **Kamchatka** is considered adjacent by land with any of the four provinces neighbouring the impassable area north of **Mer d'Okhotsk**. It takes one full campaign round to make this move (12MP).

I Small provinces Some islands and similar places are too small and are thus represented by a large square instead.
I.1 When the corners of the square are cut off, it means the island is not plain (usually forest, except **Sulawesi S.** which is swamp). Similarly, the flag in the island is white for plains and has a black cross otherwise.
I.2 The province of **Cap Breton** in **Acadie** is connected with its neighbouring province with a river.

I.3 **Ormus** is an island in **Golfe Persique**. It is connected with a strait to **Bam** and **E. Oman**. The province is a ROTW province, located on the ROTW map and all counters have to be put on the ROTW map. A fortress in **Ormus** is also a *Præsidio* for **Bam**.

Example: Frontiers and islands.— **Normandie** *and* **Caux** *are adjacent provinces by river, whereas* **Normandie** *and* **Maine** *are adjacent by frontier.*
The southernmost province of **Grands Lacs** *is not adjacent to the north-eastern province of* **Illinois**, *even though they share a lake border.*
The island of **Sainte-Hélène** *is a plain (regular square and white flag) while the island of* **Guadeloupe** *is a forest (cut off square and crossed flag).*

J European provinces in ROTW The ROTW map bears some European provinces: **Herât** (as long as in belongs to Persia), **Islas Canarias** and **Açores**. Those provinces behave in every way as European provinces including the cost of movement, income, etc.

I.1.3 Symbols in provinces

Design note: Of course, not everything could be shown through symbols on the map. For instance, annexation of Scotland to England has not been shown. In a word, symbols on the map are not the rules.

A Income value This is the large number written in or beside the province name (in Europe).

B Anchors Anchors indicate that the province has ports (in Europe).

Figure I.1: A sample of possible symbols on the map

B.1 All coasts in a province with port are considered to have ports, even if the anchor symbol does not touch all coasts.
B.2 Anchors with a white circle are ports that can be blockaded with a *Præsidio*

B.3 Golden anchors A golden anchor indicates an *arsenal*, a larger port that can hold and supply larger fleet.

B.4 Red anchor **Cabo Verde** has a red anchor. This red anchor means that sea units of the player that owns the province may pass from one of the four connected sea zones to any other without paying the movement inside the province.

B.5 The Strait fortifications Red see frontier represent permanent *Strait fortifications* guarding entrance to the sea. They are controlled from the province with the guard tower symbol (see §D (Strait fortifications) of section VIII.10.7 (Effet d'un presidio (COMPLETER avec 53.8))).

C Shields The shields bearing (somewhat simplified) arms of countries are here as a reminder of several things, related to the relation between provinces and countries.

C.1 Major countries Shields bearing the symbol of major countries define the *national provinces* of the major country. They may differ from the initial setup.

C.2 Minor countries existing in 1492 Shields bearing the arms of a minor country recall the initial possessions of the minor country.

C.3 Influence Blurred shields represent influence of a country (either major or minor) on a province. These are not national provinces.

C.4 Commercial reminders Half-parted shields in some provinces and sea zones are reminders of commercial specificities (see section XIV.14.8 (Commercial specificities)).

C.5 Tordesillas reminders On the ROTW map, some shields on areas indicate the Tordesillas belonging of the area (see event I-1 (Treaty of Tordesillas)).

Example: Shields.— *The island of* **Gotland** *(in Baltic sea) has a Swedish shield. It is thus a Swedish national province even if is does belong to Denmark at the beginning of the game.* **Skåne** *has both a Swedish and a half-parted shield. It is a Swedish national province (Swedish shield)* ***and*** *it plays a role in the Baltic trade (half-parted shield also present in* **Baltique***).*
Kreta *has a blurred Venetian shield. It is* ***not*** *a Venetian national province (the shield is blurred) but Venice does have some influence here (in this case, namely, it owns the province in 1492).*
Kuban *(East of the Black Sea) has both a Georgian shield and a blurred Crimean shield. It does belong to* Georgiani *in 1492 (shield of a minor country) and it may be annexed by* Crimea *(blurred shield indicating influence).*
Hinterpommern *(Northern Germany) initially belongs to* D.S.M. Theutonicorum *(regular shield). It can be annexed by* Hansa *(blurred shield) and it can becomes part of* Duchy of Prussia *(the other blurred shield). It can also be part of* Pommerania *but this was not shown on the map.*

D Gold mines Some provinces hold gold mine. If there is a number in it (in the ROTW), this is the income of the mine.

E Salt resources Salt heap in Europe allow the construction salterns (salt manufactures) in the province.

I.1.3.1 Wasteland area

This area represents the great size and the low density of population in those regions. This particularity will not extend to newly conquered areas, nor will the provinces lose their specificity if conquered by some country other than Khanates, Cossacks and Russia.

A Geographical limits The north-eastern provinces of the map are bordered with a yellowish line. They represent the initial territories of Khanates, Cossacks and Russian principalities, as well as some Lithuanian and Ukrainian territories.

I.1.3.2 Cold Area

A in Europe All provinces within a whitish line on the North of the map form the European cold area.

B in the ROTW Areas with a snowflake "exotic resource" are all part of the ROTW cold area. This corresponds to northern America and Siberia.

I.1.3.3 Germany, Italy, Persia

A The provinces of the Holy Roman Empire are bordered with a red line.
B The provinces of Italy are bordered by a blue line.
C The provinces of the *Persian core* are bordered by a black line.

I.1.4 Cities

A Cities represent the urban infrastructure of the provinces. There is one city in each European province as well as in some ROTW provinces.
A.1 Each city has a name.
A.2 Each province actually contains many cities, however, only one of them is used in the game (and represents all).

B Level Cities are fortified with a fortress of level 1 (single tower) or of level 2 (bunch of towers). Counters are used to mark higher levels.

Design note: Sometimes, the cities simply did not exist in 1492, at the beginning of the game. Since it is in those cases rarely important, a more recent city was chosen. Cities built after the 17th century have been avoided. Also, keep in mind that a city represents the whole urban infrastructure of a province. Sometimes taking a city will really mean "take a bunch of cities all hidden deep in the mountains".
In the ROTW, cities are actually places where European control can be exercised, and conquest done; we do not mean to say that India or China were empty of cities (this would be most untrue), only that most places would not lend themselves to conquest.

I.1.4.1 Control of a province

A Each province is owned by one country.
A.1 Change of ownership can only occurs by formal annexation (usually at the end of a war, sometimes by wedding or other events).
B During wars, provinces can also be *controlled* by a country different from their owner.
B.1 Control of a province occurs by taking and holding the city of the province.
C It is possible and common for a given province to be owned by a country, but controlled by another country.

I.1.5 Symbols in Sea Zones

A Each sea zone has a *difficulty*. It is the number written in the picture of a storm (or calm sea).
B Some sea zones in the ROTW have an additional *malus*, either **+1** or **+2** making travel through them even harder.
C Some sea zones are also trade zones. The trade zones are depicted with the silhouette of a ship in a coloured square (*Sea Trade Zone*) or circle (*Country Trade Zone*).
C.1 The numbers in the silhouette are the incomes of the trade zone.

I.1.6 ROTW provinces

A On the ROTW map, provinces are grouped in *areas*. All the provinces of an area share some characteristics: income value, colonisation difficulty, trading-post implantation difficulty, initial number of natives and exotic resources.
A.1 All provinces of the same area are grouped by a coloured line. The characteristics of this area are written in a box of the same colour near the area.
B The three numbers are (in order) the income, difficulty, and tolerance of the area.
B.1 Each province of the area has these numbers.
B.2 If an area has no tolerance, use its difficulty whenever tolerance is required.
C The strength of natives in the area is written below the soldier picture.
C.1 The choice of soldier (Indian, Zulu, Samurai, . . . and a couple of Easter eggs) is purely decorative and has no influence on the game.
C.2 Natives are present in each province of the area with the same strength.
D Exotic resources are depicted with symbol (for the type of resource) and numbers (for the quantity of such resource).
D.1 Exotic resources are shared by all the provinces of the area. They are not present in the same amount in each province. They can be exploited from any province of the area and countries will need to agree (or fight. . .) if several of them want to exploit the same resource.
D.2 The snowflakes are not an exploitable resource but design the cold areas in the ROTW. The higher the number, the colder the area.

E Round the world The sea zones **Pacifique Sud-Est** and **Pacifique Nord-Est** are adjacent to **Grand océan pacifique**.

I.1.7 Tracks

A The ROTW map also holds several game tracks.
A.1 There are two diplomatic tracks, one for the European diplomacy with one line per major country, and one for the ROTW diplomacy with one box per ROTW minor country. Diplomacy works differently in Europe and in the ROTW.
A.2 The exotic resources tracks are use to store both the total amount of exotic resources exploited (by type) and the price of them. This information is updated once per turn.
A.3 The technology track keeps both the technological level of countries (both major and minor) and the technology goals to be reached (they will move).

A.4 The turn track is coloured by periods. It can also be used to hold those counters that only come into play at precise time (mostly historical leaders).

I.2 Counters

TODO: Add images of more or less all type of counters (not only leaders).

A Types of counters There are several types of counters: Military (land and sea units, fortresses) ; Leaders ; Economical (colonies and trading posts, trade fleet, manufactures, gold mines, trade centers) ; Military markers (control and ownership, siege-works, revolts, pillages) and Game markers (diplomacy, technology and exotic resources).
A.1 The military markers are in unlimited quantity. If you need more of them than provided, use whatever you think convenient to represent them.
A.2 All other counters are in quantity limited by the game. If you need more than you have, too bad but you can't create them.

B Levels and side Many two-sided counters act as "containers" for smaller counters (military) or abstract economical stuff.
B.1 These counters can hold a certain number of "levels" (usually 2, 4 or 6).
B.2 They are used on the side marked ⊖ if they hold half or less than their maximum level and on the side ⊕ if they hold more than half.

I.2.1 Military counters

A All these counters are intensionally in a limited amount. If you don't have enough, you can't do what you intended.
A.1 **Exception:** REBELLIS (both "Rebellion" and "Revolt") and PIRATÆ counters are in unlimited amount.

I.2.1.1 Land units

A Detachments The basic land unit is the land detachment (L𝔻). It contains both infantry and cavalry.

B Armies Army counters (𝔸) contain both infantry, cavalry and some artillery.
B.1 An 𝔸⊖ is always exactly 2L𝔻 (plus some artillery). An 𝔸⊕ is always exactly 4L𝔻 (plus artillery).
B.2 𝔸 can be broken up at almost any time. The result is a number of counters representing the same number of L𝔻 without creating new 𝔸 counter.
B.3 Thus, an 𝔸⊕ can be broken into an 𝔸⊖ and 2L𝔻, or into 4L𝔻 but never into 2𝔸⊖.
B.4 An 𝔸⊖ can be reinforced by 2L𝔻 and turned into an 𝔸⊕.
B.5 It is never possible to merge several L𝔻 into a new 𝔸 counter.

C Exploration detachments In the ROTW only, it is possible to break a L𝔻 into 3 land detachments of exploration (L𝔻E) as a result of battle or attrition.
C.1 Conversely, 3L𝔻E can be merged into a L𝔻.
C.2 L𝔻E cease to exist the moment they enter a province or sea zone on the European map.

D Army class The roman number on each land unit it its *Army Class*.
D.1 Army class is an abstract representation of the military doctrine of a country. It plays a huge role during battle (it mostly represents relative size of troops, as well as quantity and quality of artillery and cavalry).
D.2 The Arab number (or letter) is an identification number of the counter and plays no in-game role.
D.3 The image has purely decorative function and plays no role whatsoever, although armies of the same class tend to have similar images.

E Militia and natives

E.1 The white counters represent colonial militiæ and are used when not at full strength (to keep track of the current strength).
E.2 Similarly, the BARBARIA counters are used to keep track of reduced native strength.

I.2.1.2 Sea units

A Detachments The basic sea unit is the naval detachment (N𝔻). A naval detachment is roughly 3 or 4 ships of the line plus accompanying smaller ships (depending on the period).
A.1 Notice that N𝔻 are on the back of L𝔻. Thus, creating a N𝔻 *de facto* reduce the number of available L𝔻. This is intended.

B Galleys In the Mediterranean and Baltic seas, it is also possible to use galleys detachments (NG𝔻).

C Transports Naval transport detachments (NT𝔻) contain only transport ships. They may not participate to battles but can be used to carry gold or troops.

D Fleet A fleet (𝔽) counter is only a container of a certain number of N𝔻 (or NG𝔻) and NT𝔻.
D.1 The exact countenance of a 𝔽 counter varies depending on the period and the country.
D.2 It is always possible to break a 𝔽 into its components (N𝔻 and NT𝔻).
D.3 It is always possible to group some N𝔻 (and NT𝔻) into a 𝔽 counter, even if the counter is not full. It is even allowed (but usually unwise) to create a 𝔽 with a single N𝔻.

E Exploration detachments As a result of battle or attrition, a N𝔻 can sometimes be broken into three naval detachments of exploration (N𝔻E).
E.1 Thus, a N𝔻E is 1 or 2 ships.
E.2 NG𝔻 can never be broken into N𝔻E.
E.3 3N𝔻E can always be merged into a N𝔻.
E.4 N𝔻E can exist both on the ROTW and European maps.

F Privateers (ℙ) are smaller ships armed to harm enemy trade.
F.1 They are not military units per se but whenever needed, each side of a ℙ is considered to be equivalent to 1N𝔻 (e.g. for hierarchy purpose).
G The image and number on 𝔽 and N𝔻 counters are here for identification purpose only.
G.1 The identification number is used to keep track of the content of each 𝔽 on the corresponding record sheet.

I.2.1.3 Fortresses

A Levels Fortresses can be of level 1 to 5.
A.1 Contrary to many counters, there is one different counter for each level.
A.2 Fortresses of high level cannot be built at the beginning of the game and have different conditions before becoming available.
A.3 Since the counters are double-sided, building a fortress of a given level usually prevents another one from being built. Typically, building a level 5 fortress prevents the country from building the level 4 fortress on the back of the counter.

B Permanent fortress Each city (in Europe or not) also holds a fortress of level 1 or 2. These are permanent fortresses and no counter is needed to represent them.

C Forts Fort are considered as fortresses of level 0. They can only be built in the ROTW.

D Level 1 fortresses also exists as generic (white) counters. These are in unlimited amount (make more if needed) and are used **only** to depict temporally diminished fortresses during wars and to depict the permanent fortress of level 6 COL in the ROTW.

D.1 Each country has its own set of level 1 fortresses in case it needs a permanent level 1 fortress (usually, in the ROTW).

I.2.2 Leader counters

I.2.2.1 Values of leaders

A Categories and name Leaders all have a symbol depicting their *category* (e.g. general, admiral, . . .) The category indicates which actions a leader can do (e.g. an admiral leads fleet, not armies).
A.1 At the top of the counter, the name of the leader is written. It can be either a real name (for historical leaders), a generic name (such as "King"), or a ⓘ? (for anonymous commanders).
A.2 The colour of the counter, as well as the shield on the right, indicates which country the leader serves.

B Life and death On the left of the counter of historical leaders are two numbers. They indicate the turns at which the leader is available.
B.1 The leader is active during all these turns. Thus a leader with the numbers "3-7" is available from the beginning of turn 3 to the end of turn 7.
B.2 Historical leaders may die during battle and thus become unavailable earlier than what is indicated on the counter.
B.3 Some leaders have instead a first number in Roman number (e.g. "III-20"). These are leaders arriving into play by an event and the number identifies this event (in this case, event III-20 (The Great Moghol Akbar)).

C Values The bottom of the counters holds the proper values of the leader.
C.1 The letter is the *rank*. The earlier in the alphabet, the higher the rank (i.e. rank "A" is better than "B" and so on).
C.2 The three numbers following the rank are the values of (respectively) *manoeuvre*, *fire* and *shock*. They are use during movement and battle and are often the most important piece of information concerning a leader. They range between 1 (sometimes 0) and 6.
C.3 Some leader have a fourth value (between 1 and 4), the *siege* value.

D Modifiers Some leaders have optional modifiers on the right of the counter. See below for their meaning.
D.1 Special powers that only exists for leaders of one country are shown using a different colour for the symbol depicting category.

E Pachas are special Turkish leaders. See §C (Pashas) of section XIV.8.1.2 (Turkish Military system) for details.

I.2.2.2 Symbols on leaders

A Information on the leader counters can be read as shown in figure I.2 (A sample of all leader counters possible).
B The meaning of the various symbols that define the leaders in this rulebook is as follows:
B.1 For the main category: ⚓ (admiral), ⛑ (conquistador), ⚑ (explorer), ⚔ (general), ⚒ (engineer), ♛ (king), ♛⚓ (admiral-king), ☠ (privateer), ✵ (governor), $\mathcal{M}is$ (missionary).
B.2 For the optional marks: R (allowed in the ROTW), $ (allowed only in ***AMERICA***), * (main side of the counter), @ (allowed only in ***ASIA***), P (is also a privateer), m (allowed only in the *MEDITERRANEAN SEA*), ♡ (does not die at the first failed survival test in battle).
B.3 The country-specific powers are marked with a main category of different colour: Dutch Indonesian Conquistadors (⛑), English Sea hound (⚓, ⚑), French Licensed privateers (☠, ⚓), Portuguese Viceroy (⛑, ⚑, ⚓), Turkish Barbary Coast privateers (☠, ⚓) and Turkish Viziers (♛).
B.4 Two leaders (*Marlborough* and *Friedrich II*) have their name and values written in a different colour (white instead of black or yellow). They have a bonus (actually, an absence of malus) to their survival tests in battle.

C Double-sided leaders Some leader counters have two sides (both representing the same individual).
C.1 In most cases, one of the sides bears a *. This denotes the main side of the leader.
C.2 Under no circumstances the two sides of a counter may be used at the same time.

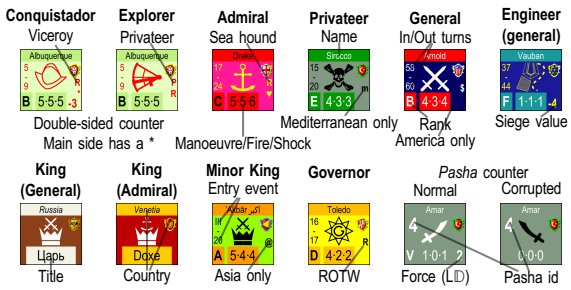


Figure I.2: A sample of all leader counters possible

C.3 When the leader dies while on one side, and unless special rules specifically counter this rule, the leader is definitely dead (for all sides).
C.4 See section VIII.1.1.1 (Double-sided Leaders) for details.

I.2.3 Economical counters

A All these counters are intensionally in a limited amount. If you don't have enough, you can't do what you intended.
A.1 **Exception:** Gold mines counters are in unlimited amount.
A.2 A country may freely destroy any of its COL, TP, MNU or TF at the beginning of the Administrative phase in order to reuse it elsewhere.

I.2.3.1 Colonies and trading posts

A Colonies (COL) and trading posts (TP) represent the European colonial effort to either populate the New World or trade with the natives.
A.1 Each counter can hold up to 6 levels.

I.2.3.2 Manufactures

A Manufactures (MNU) are pre-industrial centres of production of goods.
A.1 Each counter has only two levels: one per side.

I.2.3.3 Gold mines

A These counters represent discovery (or depletion. . .) of new mines in Europe.
A.1 Although they are called "gold" mines, they can actually be silver, gems, or other precious mineral.

I.2.3.4 Trading fleet

A Trading fleet (TF) represent the relative commercial power of each country in each of the sea trade zones.
A.1 Each TF can hold up to 6 levels.

I.2.3.5 Trade centres

A Sea trade zones are grouped into commercial areas. The country with the most levels of TF within a given area get the corresponding Trade centre.

A.1 Trade centres provide a large amount of money to their owners.

I.2.4 Military markers

A All these counters are in an unlimited amount. If you don't have enough, print more or use whatever you think convenient to represent the missing counter.

B Ownership markers are used when the owner of a province changes: simply put the marker of the new owner (with its shield) on top of the shield printed on the map.

C Control markers are used during wars as reminder of which fortresses have fallen into the hands of another country.

D Siege-work, Revolt, Pillage, Flood Use these markers whenever required by the game.

I.2.5 Game markers

A All these counters are intensionally in a limited amount. If you don't have enough, you can't do what you intended.

B Technology There is one technology marker for each of the technological goals (both land and naval) that can be reach during the game.
B.1 Conversely, there are two such markers (land and naval) for each major country as well as for some more or less culturally consistent groups of minors.
B.2 Whenever the marker of a country is beyond the marker of a goal, that means that the country has reached this technological goal. This usually provides huge advantages in battles.

C Exotic resources There are two markers for each kind of exotic resource: one to keep track of the total amount exploited and the other to keep track of the current price of the resource.
C.1 There is also one marker for the current percentage of inflation.

D European diplomacy Each minor country in Europe has a diplomacy marker with its diplomacy values written on it.
D.1 When a major country gains influence over a minor country, put the corresponding diplomatic marker on the major track.
D.2 Thus, at most one major country can have influence over each European minor country at a given time.

E ROTW diplomacy Most major country have Relation/Treaty (FR/AT) markers. These are in limited amount.
E.1 When a major gains influence over a ROTW minor, put one of his FR/AT marker in the corresponding box.
E.2 Thus, several majors can have influence over the same ROTW minor country at the same time.

F Various markers There are some other various markers (for turn and round, for convoys, or for keeping track of various in-game information such as variable incomes) to be used when needed.

I.3 Tables and dice

I.3.1 Tables

A Each player has its own *Player's aids* that groups all tables and information most relevant to play. It is recommended to keep at least one clear copy of each.
B Most of the table are common for each country (8 pages). Each country also has one page with its own specific tables and reminder of special rules.

I.3.2 Dice

A The dice used in this game are ten-sided. A zero on the die always represents ten.

A.1 Sometimes, the player will be asked to roll 1d100. This is done by rolling two dice, using one as units and the other as tens. 00 always represents 100.
A.2 When required to roll 2d10, roll two dice and add the results (thus giving a result between 2 and 20).
B Having between 10 to 20 dice appears to be a good number to play comfortably without spending to much time looking for them. . .

I.3.3 Players aids and Record sheets

A Players aids There are two kinds of players aids:
A.1 The generic players aids (8 pages) contain all the tables common to all players. They are organised roughly in turn order.
A.2 The specific players aids (1 page per country) contain the tables specific to each country, as well as a quick reminder of the specific rules of that country.

B Players record sheet Each player has a set of record sheet to record his actions, his military forces and strengths, his treasury, his income calculations. . . These are:
B.1 Two *Economic Record Sheet* (*ERS*), one for computation of incomes and expenses and the other for keeping track of the Treasury and Loans.
B.2 One *Monarch sheet* on which characteristics of the country and its ruler can be written. This is also used to write all diplomatic and administrative actions before performing them.
B.3 One *Colonial sheet* to keep track both of the colonial, commercial and naval estates of the country.

C Global record sheets are provided to keep track of global information or as summary of some look-up rules, namely:
C.1 The *Exotic resources sheet* keeps track of which country exploit which exotic resource.
C.2 The *Trade fleet sheet* keeps track of the levels of the various TF in the various STZ/CTZ.
C.3 The summaries of minors countries and of objectives, as well as the revolt tables are used as quick look-up.
C.4 The events tables are used to note which historical events already happened.
D See chapter XXVII (Playing the game) for a detailed discussion on how these sheet are meant to be used.

I.4 Lexicon

I.4.1 Major countries

A Full-time major countries
- HIS Spain, named HISPANIA
- FRA France, named FRANCIA
- ANG England, named ANGLIA
- TUR Turkey, named TURCIA
- RUS RUSSIA

B Part-time major countries
- VEN Venice, named VENETIA
- POR Portugal, named PORTUGALLIA
- POL Poland, named POLONIA
- HOL Holland, named HOLLANDIA
- SUE Sweden, named SUECIA
- PRU PRUSSIA (see also BRANDENBURGUM). This name is only used for the major power

- AUS AUSTRIA (see also HABSBURGUM). This name is used for the major power

C Part-time major countries: some notations
- POR* Either PORTUGALLIA or minor PORTUGALLIA
- PRU* Either PRUSSIA or minor BRANDENBURGUM
- HOL* Either HOLLANDIA or minor HOLLANDIA or TERRÆ DEPRESSÆ or PRIMA HOLLANDIA
- POL* Either POLONIA or minor POLONIA (and LITUANIA before Union of Lublin (II-13))
- AUS* Either AUSTRIA or minor HABSBURGUM
- [AUS/HIS] When pointing to a player, either AUSTRIA if it is a major country; if not, HISPANIA after Dynastic Alliance of the Habsburg (I-A)
- GE German Empire (never existed, also GERMANUM IMPERIUM)
- HRE Holy Roman Empire, a political entity of central Germany (also SRI)

I.4.2 Various terms used throughout these rules

- A Army, a large-size land force.
- ADM Administrative value of a Monarch.
- CB Casus Belli, a reason that makes declaring the war towards another country easier.
- CC Commercial centre (a regional platform of trade).
- COL Colonies (overseas European settlement).
- CTZ Country Trade Zone, something that represents the foreign trade of a country.
- D A military detachment, either a LD or ND.
- ₯ Ducat, the monetary unit of the game.
- DC Dynastic Crisis, that may occur when some monarch dies (see §C (Dynastic Crisis) of section III.2.1 (New monarchs)).
- DIP Diplomatic value of a Monarch.
- DTI Domestic Trade Index, a value that measures the domestic commercial power of a major power.
- *ERS* Economic Record Sheet, displayed on page [R]93.
- F Fleet, a large-size naval force.
- FTI Foreign Trade Index, a value that measures the international commercial power of a major power.
- f One level of fortress, obtained through reinforcements.
- LD Land Detachment, a small land force.
- LDE Land Detachment of Exploration, a smaller land force meant for the ROTW.
- LD/ND Land Detachment or Naval Detachment.
- LDE/NDE Detachment of Exploration (any kind).
- LoS Line of Supply, a path along which supplies can be brought without crossing enemy territory..
- MAJ A major power, the main country of a player.
- MIL Military value of a Monarch.
- MIN A minor power.
- MNU Manufacture, a centre of goods production in a country that is of special importance.
- MP Movement Points, to define distance on the maps.

- ND Naval Detachment (any kind).
- NDE Naval Detachment of Exploration, 1 warship.
- NGD Naval Galley Detachment, about 10 galleys.
- NTD Naval Transport Detachment, about 10 transport ships.
- NWD Naval Warships Detachment, a small naval force (about 3 warships).
- PA Products of America, the goods that came from the New World: tobacco, dye and other various goods.
- PO Products of Orient: all kinds of goods coming from the Far East: tea, precious wood, porcelain, jade, etc..
- P Privateer or Pirate unit, a small naval force of privateers that aim for trade ships and pillage.
- R/D Revolt/Disorder, a state of general disarray in Europe that makes certain alliances and internal conflicts go wrong.
- REB The major power controlling rebels in various events descriptions (not the rebel side itself).
- ROTW Rest-of-the-World, everything on Earth outside Europe.
- RT Royal Treasury.
- STZ Sea Trade Zone, something that represents the sea trade throughout some area.
- TP Trading Post, a small commercial establishment used as a European foothold overseas.
- TF Trade Fleet, a fleet of merchants represented by a level (from 1 to 6) on the Trade Fleets Sheet and a counter in their STZ/CTZ of activity.
- TFI Trade Fleet Implantation, an administrative operation that may increase the level of a TF.
- VGD Galeasses Detachment, large galleys firstly used by Venice.
- VP Victory Points (accumulated through the game by each player). Also VPs (plural).

I.4.3 Continents in the ROTW

Design note: For game purposes, continents are composed of a given set of *Areas* and provinces. In several cases, this significantly differs from the actual geographical continent baring the same name (*e.g.* ***Asia*** does not include ***Siberia***). In game, continents are usually areas of influences of some power and thus include only the geographical zone where that power actually tried to impose an exclusive power (*e.g.* Hispania tried to impose a Spanish exclusive in ***Spanish World*** without bothering about the Portuguese in ***Brazil*** (as a result of the Treaty of Tordesillas)).
In short: beware that in game "continents" are not always exactly the same as geographical continents.

Africa is the whole continent of Africa, inland from **Mauritanie** to **Soudan** and including the islands of **Sainte-Hélène**, **Cabo Verde**, **Madagascar**, **Mascareignes** and **Seychelles**.

America is all the New World, including **Malouines**, ***Caribbean*** and ***Brazil***.

Brazil is the following *Areas*: **Belém**, **Recife**, **Rio**. Note that this is exactly the American *Areas* with a shield (Tordesillas reminder).

Spanish World contains all the inland areas of ***America*** South of **Chichimeca** (included), excluding ***Brazil***. Note that this is exactly the *Areas* with a blurred shield. Note that the island of **Trinidad** is part of **Guyana**, hence of ***Spanish World*** even if it is an island.

North America contains all the inland areas of ***America*** North of **Chichimeca** (excluded).

Caribbean is composed of **Haïti**, **Cuba**, **Antilles** and **Florida**. This is exactly the *Areas* with a shield (commercial reminder). Note that **Florida** is both part of ***North America*** and ***Caribbean***. Note that the island of **Trinidad** is part of **Guyana** hence not of ***Caribbean***.

Extreme Orient is the union of the following areas: **Japon**, **Formose**, **Chosŏn**, **Mandchourie**, **Pékin**, **Nankin**, **Canton**, **Philippines**. Note that this is exactly the Asiatic *Areas* with a shield (Tordesillas reminder).

India is the part of the Indian sub-continent magnified on the map. Namely: **Dellī**, **Ayodhyā**, **Bānglā**, **Gujarat**, **Pājāb**, **Indus**, **Orissā**, **Gonḍānā**, **Mumbaī**, **Hydārabad**, **Malabār**, **Karnāṭaka** and **Singala**.

Indonesia is the archipelago South-East of Asia, namely **Sumatra**, **Java**, **Bornéo**, **Célèbes**, **Îles de la Sonde** and **Îles aux épices**.

Indochina contains **Birmanie**, **Malacca**, **Ayutthaya** and **Dai Viet**.

Middle East is the arabic peninsula (**Nedj**, **Oman** and **Aden**, including the island of **Soqotra**), plus **Ormus**, **Afghanistan**, **Balouchistan** and **Aral**.

Siberia is the union of all northern territories from **Sibérie** to **Amour** and **Kamchatka**.

Asia is composed of ***Middle East***, ***India***, ***Indochina***, ***Extreme Orient***, ***Indonesia*** and **Oceania** (thus excluding ***Siberia***).

I.4.4 Land and Sea regions in Europe

Balkans contains the provinces marked with a shield, namely: **Alabania**, **Hellas**, **Moreas**, **Dalmacija**, **Montenegro**, **Corfou**, **Bosna** and **Serbia**. These provinces are subject to rule section XIV.14.1 (Instability of the Balkans)).

Baltic Sea contains the sea zones **Baltique**, **Baie de Botnie**. Galleys may navigate it.

Black Sea contains the sea zones **Mer Noire occidentale** and **Mer Noire orientale**.

Spanish Netherlands contains the provinces of the Burgundian legacy that are marked with a solid shield, namely: **Vlaanderen**, **Flandre**, **Hainaut**, **Brabant**, **Limburg**, **Luxemburg**, **Artois**. Note that **Franche-Comté** is part of the legacy but not part of *Spanish Netherlands* (it is marked with a blurred shield). Note that **Liège** is not part of the inheritance and thus not part of *Spanish Netherlands* either.

Denmark contains all the initial provinces of Dania that are neither in *Norway* nor in *Sweden*, namely **Slesvig**, **Sjælland**, **Jylland**.

Duchy of Courland (Herzogtum Kurland) is initially empty and may contain the provinces marked with a blurred shield, namely: **Kurland** and **Livonija**.

Duchy of Prussia (Herzogtum Preussen) contains the provinces marked with a blurred shield, namely: **Memel**, **Preußen**, **Hinterpommern**.

Finland contains the provinces marked with a blurred shield, namely: **Finland**, **Tavastland**, **Nyland**, **Karelen** and **Kexholm**.

Ireland (Eire) contains the provinces marked with a blurred shield, namely: **Mumhan**, **Laighean**, **Connacht**, **Brega**, **Uladh**.

Italy contains all the provinces of the italian peninsula within the blue thick line, plus the Italian islands, namely **Savoia**, **Nice**, **Monferrato**, **Liguria**, **Lombardia**, **Trentino**, **Mantova**, **Veneto**, **Friuli**, **Parma**, **Lucca**, **Modena**, **Romagna**, **Toscana**, **Siena**, **Lazio**, **Umbria**, **Marche**, **Abruzzo**, **Campania**, **Puglia**, **Basilicata**, **Calabria**, **Sicilia**, **Palermo**, **Saldígna**.

Mediterranean Sea contains all the sea zones of the Mediterranean and Black seas (**Mer Noire occidentale**, **Mer Noire orientale**, **Marmara**, **Mer Égée**, **Bassin Levantin**, **Adriatique**, **Mer Ionienne**, **Mer Tyrrhénienne**, **Golfe de Gabès**, **Golfe du Lion**, **Mer d'Alboran**). Galleys may navigate it.

Norway contains the provinces marked with a blurred shield, namely: **Trøndelag**, **Vestfold**, **Østlandet**.

Persian Core contains the four easternmost European provinces of Persia, outlined in black and barring a solid shield, namely: **Pars**, **Isfahan**, **Bam**, **Meshhed**.

Sweden contains all the national provinces of Suecia that are not part of *Finland*, namely: **Småland**, **Jämtland**, **Gästrikland**, **Bergslagen**, **Svealand**, **Västergotland**, **Gotland**, **Skåne**.

Ukraine contains the provinces marked with either a solid or blurred shield, namely: **Podolie**, **Ukraïnya**, **Poltava**, **Zaporozhye**, **Donets** and **Don**.

The powers: at home and abroad

Chapter II

Design note: This Chapter describes the main concepts used in the game: structural limits of a country, stability, colonial settlements. It also includes the detailed turn sequence.
Several concepts are common with other diplomacy and wargames while some of them are specific to *Europa Universalis*. This Chapter only gives an overview of them so that the rest of the rules is readable. The rest of the rules is ordered in game turn order and each concept will be fully described (with all the rules governing it) in due time.

II.1 Generalities

II.1.1 Fair play

A Due to the nature of the game, it is extremely easy to cheat by "accidentally" making errors while computing incomes, expenses or DRM, by putting the wrong number of counters on maps, . . .
A.1 In case of genuine errors, correct them as best as you can. Often, it is possible to correct a wrong computation of income or expense by simply reporting it to the current turn (if it did not happen too long ago). Sometimes, the error is too old or backtracking too complicated, improvise as best as you can. . .
A.2 The game designers may not be held responsible for any physical damage that could occur as a result of fellow players discovering that you've cheated.

II.1.2 Precedence

A In case of apparent contradiction within the rules, resolve the conflict with the following precedence:
• Event descriptions supersede any other rule (and often create abnormal situations).
• Specific rules take precedence over regular rules. They are "ways to cheat" allowed (or mandatory) for each country.
• Common rules only apply if not contradicted elsewhere.
B If there is a contradiction between two events, then the one that occurred the latest takes precedence. But this is usually not intended and probably is a bug in the rules.
C If there is a contradiction between two specific rules, or between two regular rules, this is a bug. Please contact us so we can answer it.

II.1.3 Rounding

A When rounding is required, it is always done in the disfavour of the player performing the action.
A.1 Especially, any gain (in money, victory points, . . .) is rounded down while any loss is rounded up.
A.2 In case of doubt, use the rule of thumb "who can the more can the least". If a country should gain 1.9 , it has not gain 2 , thus the sum must be rounded down; conversely, if a country has to pay 1.1 , it has to pay more than 1 and the debt must be rounded up.
A.3 Note that if country A decides to give 1.5 to country B, then country A has to pay more than 1 , hence 2 (round loss up) but country B has gained less than 2 , hence only 1 (round gain down). Free hint: don't plan do to this if you don't want money to disappear. . .

II.1.4 Order of resolution

A Often, several similar actions should theoretically be resolved simultaneously but may require decisions of players and are thus resolved one by one (*e.g.* sieges, attacks of natives, automatic competition . . .) Normally, it is explicit in the rules how to do the resolution in case of disagreement. If not, use the following guidelines.
A.1 If a single player has a decision to make before each roll (*e.g.* for sieges: assault or proper siege), then each alliance, in decreasing order of initiative, resolve its action in the order of its choice (in case of disagreement inside the alliance, in a random order).
A.2 If several players have a decision to make before each roll (*e.g.* for automatic concurrence), then the actions are resolved in a random order.

II.1.5 The letter and the spirit

A As much as possible, we try to write precise and unambiguous rules. We also try to explain the "spirit" of the rules and to make our intention clear.
A.1 In some cases, the rules are very technical, almost "algorithmic", and you may not understand the whys immediately. In those cases, apply them without thinking.
B In a couple of cases, the precise description of the rule is too complicated to write (as this is not a mathematics book. . .) and we may explain only the spirit without formalising completely the letter. Those cases will always be explicitly mentioned in the rules.
B.1 In those cases, use good sense to interpret the rules. In case of disagreement, use discussions and votes (among players not implied) and create home rules as needed.
C If any rule seems strange, allows some non-historical behaviour, or is abused by tricky players, you are welcome to create home rules to circumvent the problem. After all, this whole rule book is mostly home rules and clarification on the original *Europa Universalis* game by Philippe Thibault.

II.2 Countries

A Majors and minors Countries are separated into *Majors countries* and *Minors countries*.
B Majors countries are the ones who, during the historical framework of the game, played a role of great influence in Europe or even in the whole World, thus shaping History as we know it.
B.1 Some majors countries had a more local (geographically or timely) influence.
B.2 Each player plays one Major country at a time. Some players play the same Major during all the game while some switch mid-game.
C Minors countries are countries who played only a small role in History.
C.1 This can be either because they were too small (e.g. COLONIA) or because they were quickly destroyed by their powerful neighbour (e.g. SYRIA) , or because their influence was very local and only influenced a couple of other nations (e.g. PERSIA or SCOTIA).
C.2 This does not mean that minors countries did not shape History, but merely that they lack the World-wide or Europe-wide influence that, say, England or Austria had and that playing them would be less interesting.
D See section I.4.1 (Major countries) for a list of majors countries and section XXIV.2 (Short list of all minor countries) for a list of minors countries.

E Europeano-centrism The game is, voluntarily, centred on Europe and European powers. This is because we want to focus on the Age of Discoveries and the way the colonial powers managed to take control of almost all the World.
E.1 Thus, non-European powers are always minors countries, even those who did had a large influence and territorial base such as CHINA or MOGOLIS IMP.
E.2 This choice allows the game to focus on intra-European relationships.

II.3 Religions and cultural groups

II.3.1 Religions and standings

A Each country, major or minor, has a *religion*.
A.1 Several actions or events in the game depend on the religion of a given country.
A.2 Several countries (both major and minor) may (or must) change religion during the course of the game.
A.3 The religion of minor countries is indicated in the description of the country, see section XXIV.2 (Short list of all minor countries). The religion of major countries is indicated in scenario description.
A.4 Religions are also indicated on the map. The colour of the border of the main (non-blurred) shield in each province depends on the religion of the province (which is usually the religion of the country).
B Several religions are further subdivided into *standings*. Some actions depend not only on the religion but also on the precise standing of the country.
B.1 Minors countries usually have no standings, unless explicitly stated.
B.2 The precise standing inside a religion is noted as "Religion/Standing" such as "Catholic/Counter-Reformation". Sometimes, only the standing is specified (*e.g.* "Counter-Reform" means "Catholic/Counter-Reformation").
B.3 If no standing is precised, then the effect apply to all countries of the given religion, whether they have a standing or not.
B.4 Majors countries have no standing at the beginning of the game and have to choose one when event I-8 (1) (Reformation) happens or when they change religion as well in a few other circumstances. Some Majors may stay without standing.

II.3.2 Cultural groups

A Each country (major or minor) belongs to one cultural group (except POL and RUS who belong to two groups).
A.1 These groups are used to determine the technological level of minor countries and the way they progress. Check section VI.8.1 (Technology) for details on technology.
B Cultural groups usually contains all countries of one or more religion. Thus, we may use the same names (and symbols) to depict them. But these should not be confused.
C The cultural groups in which a minor country belongs is indicated as its "Military doctrine" in the Appendix.

II.3.3 List of religions and cultural groups

A We give here a list of all religions, standings and cultural groups.

II.3.3.1 Catholic ✝

A Before event I-8 (1) (Reformation), this religion has no standings
A.1 After, there are two Catholic standings: *Conciliatory* and *Counter-Reform* (also called *Counter-Reformation*).
A.2 If needed and not specified, consider Catholic minors as begin Catholic/Counter-Reformation.
B Catholic provinces have a golden shield border.

II.3.3.2 Protestant ✝

A This religion is created by event I-8 (1) (Reformation).
A.1 Before this event, treat all Protestant countries as Catholic.
B There are four Protestant standings: *Anglican* and *Puritan* (available only for ANG) ; *Strictly protestant* (or *Rigorous*) and *Tolerant* (available only for SUE).
B.1 Protestant minors, as well as other Protestant majors, have no standing.
C Protestant provinces have a white shield border.

II.3.3.3 Latin ✝

A The *Latin* cultural groups contains all Catholic and Protestant countries, plus POL, plus RUS after its army reform.

II.3.3.4 Orthodox ☦

A There are two Orthodox standings, available only for RUS: *Religious tolerance* and *Champion of Orthodoxy*.
A.1 Orthodox minors, as well as POL if it choose to become Orthodox, have no standing
B Orthodox provinces have a orange/brown shield border.
C The Orthodox cultural group contains all Orthodox countries, plus POL.
C.1 Notice that POL belongs to both the Latin and Orthodox groups, whatever its religion but that POLONIA (once it becomes minor) belongs only to the Latin group.

II.3.3.5 Christian

A Christian countries are either Catholic, Protestant or Orthodox.
A.1 If an event of effect affects Christian countries, then it affects all countries of these three religions.

II.3.3.6 Sunni ☪

A This religion has no standings.
B Sunni provinces have a green shield border.

II.3.3.7 Shi'ite ☪

A This religion has no standings.
B Shi'ite provinces have a blue shield border.

II.3.3.8 Muslim

A Muslim countries are either Sunni or Shi'ite as well as some ROTW countries.
A.1 If an event of effect affects Muslim countries, then it affects all countries of these two religions and ROTW minor Muslim countries.
A.2 European Muslim countries are either Sunni or Shi'ite. ROTW Muslim countries do not have this distinction.
A.3 ROTW Muslim countries are the one with a ☪ symbol on the ROTW diplomacy track: ACEH, ADEN, AYMAN, SUDANIA and GUZARATE. Other ROTW countries are considered as having no religion for game purposes.

II.3.3.9 Islam ☪

A The Islam cultural group contains all European Muslim countries and some ROTW countries.
A.1 beware that in the ROTW the Islam group and the Muslim minors are not the same things. eg: GUZARATE is Muslim but not in the Islam group while MOGOLIS IMP. is within the Islam group but not Muslim (for game purposes).

Design note: The effect of being Muslim is to give Diplomatic bonus to TUR on the minor. Since MOGOLIS IMP. was a large independent country, TUR should not easily ally with it (and only smaller ROTW countries are Muslim). The effect of being in the Islam group is a faster technological advance. Thus, only larger ROTW countries are in the Islam group.

II.3.3.10 Other religions

A The *Other* "religion" groups all religions that are not already specified.
A.1 It mostly includes Hinduism, Buddhism, Shinto and various Paganism.
A.2 We do not mean that these religions are all the same. But they played no role in European conflicts and were treated more or less the same way by Christian missionaries in India, Africa, America or Asia. Thus, they have the same effect in game.
A.3 Similarly, we do not mean that religions or standings not listed here (eg Judaism) did not exist. But they had no large scale effect and do not require special rules within the game.

II.3.3.11 Medieval

A The Medieval cultural group contains INCA and AZTECA.
A.1 Natives in ***AFRICA***, ***SIBERIA***, **OCEANIA** and **PACIFIQUE** are considered to be part of this group.

II.3.3.12 ROTW

A The ROTW cultural group contains all ROTW countries that are neither in the Islam group nor in the Medieval one.
A.1 Natives in continents and areas not listed as Medieval are considered to be part of this group.
A.2 Beware that some ROTW countries are of Muslim religion but belong to this cultural group.

II.3.3.13 Special cases

A HELVETIA is both Catholic and Protestant.
A.1 Whenever a major attempts an action on it, considered its religion to be the worst possible case between them.
A.2 Typically, HELVETIA is always considered to have another religion for Diplomatic actions ; Catholic/Counter-Reform countries have no religious CB against HELVETIA and may not convert it (as it is also Catholic) ; and so on.
B UNITED STATES is either Protestant or Catholic, but not both.
B.1 Its religion depends on the religion of the major against who it declared its Independence. See event VII-4 (War of Independence in the Colonies) for details.
B.2 UNITED STATES may be created several times (representing Bolivarian revolutions as well as hypothetical revolutions in Canada, India or Indonesia). In this case, each of the different UNITED STATES may have a different religion.

II.3.4 Religious enmities

A When the game start (in 1492), religious enmities are actives. They last until the end of event IV-A (Thirty Years' War).
A.1 Religious enmities mostly make relations between Catholics and Protestants harder, but they also hamper a bit relations between Christians and Muslims.

II.4 The passing of time

II.4.1 Periods

A period represents a number of game turns, historically homogeneous, with a duration of approximately 30 to 50 years (more or less). The 62 game turns are distributed in seven periods to simulate the different epochs of the era covered by the game.
These periods give the rhythm of the campaign game, especially the 1492-1792 Grand Campaign. Each player possesses for his country, a series of strucutral limits to his purchases and actions that is determined for each one of the periods covered in the game. These limits are a maximum that cannot be exceeded, except for a very few specific cases.

II.4.2 List of periods

The seven periods (with corresponding length in game turns and main historical features) covered by the game are the following:
- Period I, 1492-1519: 6 turns (discovery of the New World, Wars in Italy and consolidation of the powers)
- Period II, 1520-1559: 8 turns (Turkish expansion, exploration and colonisation by HIS and POR, Reformation and first religious struggles)
- Period III, 1560-1614: 11 turns (Spanish domination, Dutch war of independence, French wars of religion, Swedish rise to power)
- Period IV, 1615-1660: 9 turns (Dutch commercial domination, Thirty Years War)

• Period V, 1660-1699: 8 turns (French “Grand Siècle”, wars of ***Louis XIV***)
• Period VI, 1700-1749: 10 turns (Russian and Prussian rise to power)
• Period VII, 1750-1800: 10 turns (English domination, from the Seven Years War to the American Revolution)

II.4.3 Limits by period

A Within each of the above periods, countries played by the different players have a certain number of structural limits for their different actions and purchases as well as for the number of available counters (whether military or commercial) and the content of these counters.

B Limits These limits are valid each turn during the period for which they apply.
B.1 The period limits cannot be exceeded, except for some particular cases specified in the rules.

C Limits Tables The limits, for each player, are regrouped in two different tables on the specific player’s aid. The first presents the limits per period applicable globally for the whole duration of a period, such as the maximum number of counters of a given type usable in the period. The second table presents the limits per turn within each period, such as the maximum purchase available each turn.
C.1 Taking into account the variable length, in number of turns, of the different periods, it is usually necessary to read the numerous information printed on these tables at the beginning of a given period, their usage proving then very repetitive within a same period, thereby making them self learning.
C.2 The monarch sheet holds space to write down the limits of the current period to allow an easy access in game.

Example: *If you are unfamiliar with the game, take a player’s aid with you before reading the following. We advice to use the Portuguese one as it contains few exceptions and is thus easier to understand.*

II.4.3.1 Period limits table

A The limits fixed in this table cannot be exceeded in principle. This is valid in any and all turns of the period.
A.1 Some events or other particular circumstances may change the limits. These special cases are all recalled in the table.

B Trade The DTI (Domestic Trade Index) represents the global dynamic of the internal trade of the country. The FTI (Foreign Trade Index) represents the global dynamic of the foreign trade of the country.
B.1 Some countries also have a special FTI usable only for a precise set of actions. See the Specific rules of the country for details.
B.2 DTI, FTI and special FTI may vary between 1 and 5.
B.3 The actual value may never exceed the limit for the current period printed in the table.
B.4 The actual value of the DTI, FTI and special FTI is written by the player on his monarch sheet.
B.5 If, for any reason, the actual DTI, FTI or special FTI of a country is above its period limit, immediately decrease it to its maximum value.
B.6 If the actual value is 1 and an event require it to be decreased, don’t change the value. The actual value may never be smaller than 1.
B.7 The actual value of the special FTI may never be smaller than the actual value of the FTI. If the case arise, increase the value of the special FTI so that it is equal to the FTI.

C Manufactures The country has a limit of MNU (Manufacture) counters (triangle shaped) that it may have in play, on the map of Europe, during a given period.
C.1 This is a limit in terms of counters. Each counter has two sides representing an increasing capability of the MNU.
C.2 This limit may be exceeded by 2 counters, at the risk of economical losses. See section II.4.3.2 (Exceeding Limits in MNU).

D Colonial establishments The country has a limit of COL (Colonies) and TP (Trading Post) counters that may be placed on the map, outside of Europe, for the whole length of a period.
D.1 This is a limit in terms of counters. Each counter has two sides with up to 6 levels representing an increasing development of the establishment.
D.2 This limit may never be exceeded. If at any moment a country has more COL or TP on map than counters available for the period, immediately remove (at player’s choice) exceeding counters.

E Fleet Each country has a maximum number of N𝔻 that may be in play at the same time.
E.1 This counts both the N𝔻 counters and the N𝔻 inside the 𝔽 counters.
E.2 NG𝔻 only count as half.
E.3 This limit may not be exceeded. If a country ever owns more N𝔻 than this limit, immediately destroy exceeding N𝔻 (at player’s choice).

F Troop size Land and sea unit have some specific size. This is a structural description of the military doctrine of the country rather than a real limit.
F.1 A 𝔽 counters may contain up to a certain number of N𝔻 (first value) and NT𝔻 (second value), depending on their side. NG𝔻 count as half a N𝔻. 𝔽 counters are only containers and may be created for free at any time if the need occurs.
F.2 An 𝔸⊕ counters automatically contains the indicated number of Artillery. An 𝔸⊖ only contains half as much (round down). 𝔸 counters do contain artillery even with *Medieval* technology (this is siege artillery only).
F.3 Land troops belong to a certain class of army. This is the military doctrine of the country and may not be changed voluntarily. Armies of the same class hold roughly the same number of infantry and cavalry.

Example: *During period I, Portugal has a maximum DTI of 3, as per scenario description, it is also its actual value in 1492. Thus, POR will not be able to increase its DTI during period I. However, the maximum DTI switch to 5 in period II. This does not automatically increase the actual DTI, but simply allows POR to attempt administrative actions to do so.*
During period I, POR may never have in play more than 3 MNU counters. Since two of them are placed in 1492, POR may only create one more before 1520, when a fourth counter will be available. POR may also increase the level of its MNU (and flip them to their ⊕ side) since this does not create new counters. A total of 6 Portuguese MNU are provided in order to give the player choice on which industry to develop.
During the first three periods of the game, 𝔽⊖ of POR may contain at most 2N𝔻 and 1NT𝔻. Its 𝔽⊕ may contain only 4N𝔻 and 1NT𝔻. It is possible to have a non-full counter (such as a 𝔽⊖ with only 1N𝔻 and no NT𝔻 or a 𝔽⊕ with 3N𝔻 and 1NT𝔻). The exact content of the counter being written on the colonial sheet. Note that due to maintenance cost, it is usually most unwise to have 𝔽 counters with very few N𝔻 in them. POR may not, in period I, have more than 12 total N𝔻 on the maps (including those in 𝔽).
In period I, 𝔸⊕ of POR automatically contain 2 artilleries (an abstract measure of the guns, howitzers and such). In 1520, this switch to 3 and all existing 𝔸 are automatically upgraded to this value (as the typical content of field forces evolves with time). 𝔸⊖ contains half that many artilleries, round down, hence only 1 in this case. Troops of POR are of class III*, an abstract measure of the military doctrine of the country (notably with respect to typical size of field forces as well as cavalry number and doctrine). This never changes (only a handful of countries change their army class). Class* III *regroups most occidental powers.*

II.4.3.2 Exceeding Limits in MNU

A A player can decide to exceed the limits of a period by up to 2 MNU counters, with the restriction that the absolute limit is the number of such counters provided in the game. However, this puts the economical stability at risk.
B If a revolt occurs in such a power, and if the result of the die-roll serving to determine the strength of the revolt is even, then the power immediately suffers economical losses.
B.1 Exception: If it has created its Stock Exchange HOL (event event III-2 (Amsterdam Stock Exchange)) and ANG (event IV-8 (1) (Creation of the London Stock Exchange)), suffer from losses only if the die is 10, 12, 14, 16, 18 or 20.
B.2 If there was no die-roll (eg some revolts caused by events), roll to check for economical losses.

C If the power is at Stability**-1**, **-2** or **-3** at the beginning of a turn (before rolling for monarch survival), it has 50% chance to suffer economical losses in addition.
C.1 Exception: If it has created its Stock Exchange HOL and ANG may suffer losses only if Stability is **-2** or **-3** at the beginning of a turn.

D Economical Losses The power loses 1 in Stability and 2 MNU counters (not levels) are eliminated (chosen at random).

II.4.3.3 Actions and investments

A At each turn, each country is allowed to do a certain number of actions (administrative or diplomatic) to increase its economical capacity or diplomatic influence.
B Most actions are performed by spending a certain amount of money. There are usually three possible costs, called investments, for each kind of action.
B.1 Paying an higher investment increase the chances of success of the action.
B.2 Specific value of the monarch also have a lot of influence on the chances of success.

Playing tip: It is usually better (in term of probability of success relative to the amount spent) to do several time the same action at the basic investment than to do it once at high investment. However, it will also take more time as some attempts will fail.
Thus, for the long term development of the country (almost all administrative actions and often for Diplomacy), it is usually a good idea to use only basic investments. In some cases, however, the result has to be achieved as fast as possible (typically for raising Stability or technology, and in some case for administrative actions to meet certain objectives). Then, a higher investment is the way to go but the result might cost a lot of Ð . . .

C Each turn, all actions are first written down, and payed for, before being resolved simultaneously. Thus, it is impossible to wait for the result of a given action before deciding to do another one.
D Most administrative actions are resolved on table VI.1 (Administrative Actions) by cross-referencing a column (depending on the estate of the power and the investment for the action) and a die-roll.

II.4.3.4 Turn limits Table

A The turn limits per period concerns essentially diplomatic and administrative actions, and also the logistical elements (recruitment, etc.) for each country and each period of the game.

B Diplomacy Each country has a maximum number of diplomatic actions relative to its diplomacy on minor countries allowed during each turn of the period.

C Administration Each country has a maximum number for every administrative operation that it can attempt each turn within the period, in particular:
• Commercial Development
• Colonisation
• Establishment of Trading Posts
• Competition Action
D A country may always use fewer actions (or even none) than allowed by his maximum period/turn limit.

E Technology In addition to these specific limits, each country may attempt each turn to increase both its land and its naval technology.
E.1 However, only one of the two technology increases may be attempted with more than a minimal investment.

F Domestic action Each country may also each turn attempt one (and only one) of the following actions:
• Increase its actual DTI.
• Increase its actual FTI. This does not increase the special FTI unless the FTI becomes larger than the special FTI (in which case the special FTI is raised at the same value as the FTI).
• Increase its actual special FTI.
• Create a new MNU. This can either switch an existing counter from its⊖ side to its ⊕ or create a new ⊖ counter.
• Raise exceptional taxes.

G Free maintenance Basic forces indicate the number of units considered to have a free maintenance (i.e. those in play without having to pay their maintenance each turn). Land units of this basic force are veterans.

H Military force purchase The military force purchase indicates the maximum number of forces, (either L𝔻 or N𝔻), that the country may buy in each Purchase phase.
H.1 NG𝔻 count only for half a N𝔻 in the purchase limit.
H.2 Exploitation of wood and fisheries increase the limit of N𝔻, see section VII.3.3 (Naval forces).
H.3 The N𝔻 limit may not be exceeded.
H.4 the L𝔻 limit may be exceeded. Every L𝔻 recruited below the limit is payed at normal cost, then every L𝔻 below twice the limit is payed at double cost and finally every L𝔻 below three times the limit is payed at triple cost.
H.5 It is not possible to recruit in a given turn more L𝔻 than three time the turn limit.

I Minimum Leaders The player must also have in permanence a certain number of leaders, specified by type (⚓, ⚔, ⛑, ⛵, ☸). If the historical (named) leaders that the player receives do not suffice to reach this minimum leader quantity per type, he can take some additional leaders at random, among his available unnamed (?) leaders of the required type.
I.1 The (?) leaders of majors countries are removed each turn and new ones are drawn if needed.
I.2 The monarch leader as well as the Turkish Vizier and Swedish heirs are never counted in this limit (they all bore a “monarch” symbol (crown)).
I.3 If a country as more named leader than its limit, then no unnamed one is drawn.
I.4 Should a country fall below its limit during the turn (due to death in battle), a new (?) leader is drawn at the beginning of the next round in order to reach the limit again.

Example: *In period I, POR may attempt each turn up to 2 diplomatic action, 1 Trade Fleet Implementation, 1 COL, 2 TP and 2 concurrence actions. None of them is mandatory. Any action performed must be paid for and is not guaranteed to succeed.*
In period I, POR maintains for free one 𝔽⊖ and 3𝔻. The 𝔻 may be used either for L𝔻 or N𝔻.
In period I, POR may not buy more than 4N𝔻 each turn. It may buy up to 2L𝔻 at normal cost, plus 2 more at double cost and again 2 more at triple cost. It cannot buy more than 6L𝔻 in a given turn.
In period I, POR must have each turn at least 1⚔, 1⚓, 1⛑ and 1⛵. At turn 1, its only historical leader is Dias, an ⛵. Thus POR must draw at random amongst its leader one (?) ⚔, one (?) ⚓ and one (?) ⛑. Should Dias dies during the turn (eg, speared by natives in the Cape peninsula), he is replaced by a (?) ⛵ at the beginning of the next round. Similarly, if the (?) ⚔ attempts a war in MAURETANIA *and dies in the desert, he is replaced by another (?) ⚔ (possibly the same) at the beginning of next round.*
At turn 2, the leader limits have not changed but POR received new historical leaders and now has: Dias (provided he did not die on turn 1), an ⛵; Cabral, another ⛵; and Da Gama, who counts as a ⛑. Thus, it must draw a (?) ⚔ and a (?) ⚓. Having 2 ⛵ (more than the limit) is not a problem since both of them are named (historical leaders). However, if one of them happen to die during the turn (eg, lost at sea near ***BRAZIL****), the other one is enough to fulfil the limit of 1 an no (?) ⛵ is drawn. If, by a stroke of bad luck, both Dias and Cabral die during the turn, then a (?) ⛵ (and only one) is drawn as replacement in order to reach the limit (of 1).*
Note that Da Gama may be used as a ⛵ but always counts towards the limit of ⛑ (as per section VIII.1.1.1 (Double-sided Leaders)). Thus, it is possible for POR to have 3 ⛵ active at the same time (Dias, Cabral and Da Gama), but Da Gama still counts as a ⛑ and no (?) ⛑ is drawn. Similarly, if both Dias and Cabral die, a (?) ⛵ is drawn whichever side Da Gama is used.

II.5 Estates of a Power

II.5.1 The monarch

A The player represents the monarch of the country he is in charge of. He may execute different actions thanks to values of his monarch, whose reign has a limited duration.

B Reign Length A monarch has a reign length evaluated in number of turns. A monarch must undergo a survival test each turn, and if he succeeds them all successively, he dies at the beginning of the turn following its last turn of reign. The reign length of a monarch is determined at the moment of his advent.
B.1 Monarchs may die earlier than scheduled due to failure of the survival test.

C Characteristics of a monarch Each monarch possesses 3 values:
C.1 ADM: Administration
C.2 DIP: Diplomacy
C.3 MIL: Military
D These values usually vary between 3 and 9. Very few exceptions can drop these values below 3 in which cases the new limit will be explicitly stated.
E Each one of these characteristics is determined only once, at the time a new monarch ascends the throne (after the death of the precedent).

F Administrative Value ADM is the main modifier for most administrative operations, either for the choice of the column, or for die-roll modifications (see §B (Administrative operations) of section VI.2.1 (General mechanism and list of actions)).

G Diplomatic Value DIP is the main die-roll modifier for diplomatic actions, such as the attempt to get control of a minor country (see section IV.3.2 (Diplomatic actions)).

H Military Value MIL is the main modifier of the technology improvement operation (see section VI.8.1.2 (Technology improvement)). It also serves to determine combat values (maneuver, fire, shock) of the monarch when serving as a General.

I No monarch If a country has no monarch for any reason (usually because he was captured and not yet ransomed, or killed and the new monarch will only be rolled at the next monarch segment), it is considered to have a 3/3/3 monarch.
I.1 Ministers may still be used.

II.5.1.1 The survival test

A Each monarch has to make a survival test at the beginning of each turn.
A.1 if a monarch dies due to failure at this test or arriving at his scheduled reign length, the player has to roll for a new monarch.
B The procedure is explained in details in section III.2 (Monarch survival).

II.5.1.2 Initiative

A The initiative of each player is the sum of their respective monarchs values.
A.1 Ties must be solved by unmodified competitive die-rolls, once per turn, the first time initiative is needed.
B The initiative is used during the military phase, to determine the order of play for the turn between the different players.
B.1 Players (or alliances) play in turn, according to the descending order of initiative

II.5.1.3 Ministers

A Countries may get an excellent minister to administrate them, either by event E-2 (Excellent ministers) or by some political events.

A.1 For each of the three characteristic (ADM/DIP/MIL), always use the best between the one of the monarch and the one of a minister.
A.2 Exception: For determining the values of monarchs as general, use the MIL of the monarch, not the MIL of a minister.
B List of named excellent ministers (arriving through political events or special rules):
Colbert, ***Heinsius***, ***Kaunitz***, ***Köprülü***, ***Mazarin***, ***Olivares***, ***Oxenstierna***, ***Patkul***, ***Pitt***, ***Potemkin***, ***Richelieu***, ***de Witt***.

II.5.2 Stability

Stability is the most important indicator for a country in a campaign game. It is Stability that allows players to best manage their country because it has an impact on most administrative operations, as well as monarch survival, income, war duration and on peace levels achieved.
A The Stability of each country fluctuates between -3 and +3. A positive Stability is a good thing while a negative one hampers the country.
A.1 The Stability of each country is recorded on the Stability track on the ROTW map.
A.2 Each major country (as well as some other entities) has a Stability counter used to record its Stability.

B Variation of the Stability The Stability varies according to the actions of the players or situations affecting the player (e.g., state of war), or else by events.
B.1 These variations are indicated here and there in the concerned rules or events. It is not necessary to learn each and every one variation, as they will be reminded to the players when the need arises.
B.2 The main reason to loses Stability is by wars (either declaring one or going on in a existing war). Stability may also be lost because of revolts, bankruptcy and some other events.
B.3 The main way to gain Stability is by paying the Stability improvement operation at the end of turn (see section X.5 (Stability Improvement)). Stability may also be gained by ending war and a handful of events.

II.5.3 Technology

A Technology is an abstract representation of the weapons, army discipline, military doctrine and such.

II.5.3.1 Generalities about technology

A Levels and goals. Each major power and cultural group, as well as some other entities, has a technology level between 1 and 70.
A.1 Technological goals represent major breakthrough in the art of war. They also have a level between 1 and 70.
A.2 Whenever the level of a country is higher than the level of a goal, the country possess the corresponding technology.
A.3 These level are recorded with counters on the technology track (on the ROTW map).
A.4 The initial level of each technological goal is written on its counter (or specified in the scenario). The initial level of majors and groups is given in the scenario.

B Land and Sea. Technology levels and goals are split in *Land technology* (affecting armies and sieges) and *Naval technology* (affecting navies and exploration).
B.1 Always ignore anything dealing with Land technology when handling Naval technology and always ignore anything dealing with Naval technology when handling Land technology. Typically, Land technological goals do not affect Naval technological levels and so on.
B.2 Neither AUS nor PRU have a Naval technology counter. Their naval forces have the same technology than the Latin group.

C Cultural groups. The technology of a minor country is the technology of its cultural group.
C.1 Major countries also belong to cultural groups. Whenever the technology of a major increase, the technology of its groups may also increase.

II.5.3.2 Technological goals

A Mobile markers Mobile markers are used to record the level of the different technological goals and thus show which country possess the corresponding technology.

A.1 There is no counter for the technologies known to everybody in 1492 (*Medieval* for Land technology, *Carrack* and *Galley* for Naval technology). Their level is always 0.

A.2 There is also a marker for the *Tercios* technology (that can be taken only by HIS) and for the *Galleasses* technology (that can be taken only by VEN).

A.3 Each of the mobile markers has a turn (and the corresponding year) written on it. This indicates the first possibility of access to the corresponding technology.

A.4 If a country has a too rapid progression, its technology marker will be blocked at the level just below the goal until the turn written on it is reached.

Example: *Technology Arquebus may not be discovered before turn 11, its initial level is 21 (as indicated on the counter).*
At turn 9, FRA has a Land technology of 19 and succeed in gaining 2 levels. That should bring it to level 21 and give it Arquebus. However, Arquebus is not accessible yet. So the Land technology of FRA is instead blocked at level 20 and the extra progression level is lost.
At turn 10, FRA may still not get Arquebus. Thus, trying to improve its Land technology is useless as no level may be gained.

B Stacking of counters. Two technological goals counters (of the same kind: Land or Sea) may never be at the same level (or in the same box of the track) and must always have at least one free level between them. If a goal should move to the same level as another, or to the level immediately above, it stops two levels ahead.

B.1 The technology marker of a country (or group) may never be exactly at the same level as a technological goal (of the same kind). If it stop on it, it gains a one level bonus. Conversely, if a goal drops, it stops one level before any marker of the same kind.

B.2 Exception: Ignore the *Tercios* and *Galleasses* for everybody (including HIS and VEN).

Example: *At turn 11, the Land technology of FRA is at level 20, just before Arquebus at level 21. Arquebus becomes available and FRA tries to raise its Land technology and manage to gain 1 level. This should put its marker at level 21 on top of the Arquebus marker. Since stacking of a marker and a goal is forbidden, FRA gets a bonus level of Land technology and goes directly to 22.*
At turn 21, after technological improvement, no one managed to get Muskets and the higher level of Land technology is 29. As per goals adjustment (see section VI.8.1 (Technology)), Muskets should loss 1 level from 30 to 29. However, that would put it on top of a marker, which is forbidden, thus it stays at 30 instead.

II.5.3.3 List of technologies

A We give here a list of all Land and Naval technologies, in chronological order, together with the year and turn of availability. For historical reference, we also give the first country (or countries) that acquired this technology, as well as a short commentary on what it represents. Only the first three columns are of interest in game.

A.1 Note that some countries are sometime allowed to gain technologies earlier than the indicated turn, thus the dates here may be later than the historical occurrence of the technology (typically, SUE gets *Baroque* in the 1630's and ANG gets it in the 1640's).

A.2 List of Land technologies:

Name	Year	Turn	First	Remark
Medieval		1		At start.
Renaissance	1492	1	FRA, TUR	Generalisation of field artillery.
Tercios	1520	7	HIS	HIS only. Mix of guns and pikes.
Arquebus	1540	11	FRA	"*Trace italienne*".
Muskets	1590	21	HOL	Better infantry firepower.
Baroque	1650	33	SUE, ANG	*Läderkanonen*, New Model Army.
Manoeuvre	1685	40	FRA, AUS	Vauban fortification system.
Lace	1770	57	PRU	"*War in lace*", oblique order.

A.3 List of Naval technologies:

Name	Year	Turn	First	Remark
Galley		1		At start. Mediterranean and Baltic seas only.
Carrack		1		At start. Caravels, Nefs, Great ships, . . .
Nao-Galeon	1492	1	POR, HIS	Portuguese Nao, Spanish Galleons.
Galleon-Fluyt	1560	15	HOL, ANG	Dutch Fluyt, British race-built galleons. Smaller and faster.
Galleasses	1560	15	VEN	VEN only. Galleys with cannons.
Battery	1590	21	HOL, ANG	
Vessel	1645	33	ANG, HOL	Ship-of-the-line, primitive battle line.
Three-decker	1690	41	ANG	British standardisation, early professionalisation of the navies.
74's guns	1735	50	FRA, ANG	Better blockade, faster 2nd line ships.

II.6 Troubles at land and sea

II.6.1 Revolts

A revolt is determined randomly, concerning where and when it occurs. A revolt usually brings a drop in the Stability level of the victim country. This country has to crush the revolt as quickly as possible otherwise taking the risk to witness an extension of that revolt (that can go as far as overthrowing the country's monarch).
Revolts are generated by events. The revolt tables indicate the strength and location of the revolt, according to the period in play. The revolt tables are located at the start of the Events handbook.
One table is used to determine the victim country. Another group of tables (one per country) helps determining the revolting province. Finally a table gives the strength of the revolt.

A Resolving Revolts Revolts are rolled for when required per the political events. See section III.7 (Revolt events) for full details on the procedure.

B Revolt and Income Provinces in revolt bring no income during the country's income phase. Rather than recomputing the income of unrevolted provinces each turn, this is recorded as a loss on the Economic Record Sheet (line).

C City control Unless specified by the event causing the revolt or by the strength of the revolt, the city in a revolted province is still controlled by whoever controlled it last for all aspects of the game (eg for supply).

D Technology Revolted troops (if any) have the same characteristics (class, number of artillery, . . .) as troops of the country in which the revolt occurs.
D.1 The technology of the revolted troops is the technology of the country in which it occurs at the beginning of the turn. Hence, it may be lower than its actual technology if the country managed to increase it during the turn.

E Crushing revolts During the military phase, a country may attempt to crush a revolt by sending troops in the revolted province.

E.1 Revolts occurring inside minor countries that are not active are automatically removed at the end of turn.
F Only national units from the country in which it occurs may be used against revolts. No units belonging to minors (even vassals) or major allies may be used.
F.1 Exception: the Emperor may use Holy Roman Empire units to repress revolts in the HRE.
F.2 Exception: ANG may use troops of SCOTIA (after event VI-8 (Act of Union)) to fight all its revolts and troops of HANOVERE (after event VI-6 (Vassalisation of Hanovere)) to fight revolts inside his or HANOVERE's territory.
F.3 Exception: during religious or civil war, any country at war or in intervention may fight revolts allied to the other side.

G Revolts and Stability At the end of turn, existing revolts cause loss of Stability as indicated in section IX.4.2 (Loss of Stability due to Revolts).

H Extension of revolts If one or more revolt still exists at the end of turn, it extends in the same or adjacent provinces, see section IX.4.3 (Extension of *Revolt*).

I Revolt stacking Each province may contain up to two revolt counters (any side) in addition to other military units (with usual stacking).
I.1 Two *Revolt* ⊖ in the same province are immediately exchanged for one *Revolt* ⊕, before stacking limit is enforced.
I.2 If a third counter had to be created in a given province, simply ignore it but apply all the other effects of this revolt (eg taking the fortress, adding troops, . . .)

J Successful revolts If they spread too much, revolts may have two separate but very negative effect on a country.
J.1 If half the national provinces of a country are revolted at end of turn, then its tyrant is overthrown (executed or exiled) and replaced by a new benevolent monarch, see section IX.4.6 (Execution of the Monarch).
J.2 If some specific provinces of a given group (eg Ireland) are revolted, the owner may choose to give independence to the revolted principality rather than trying to crush it now. See section XIV.14.9 (Independence of Revolted Principalities) for the list of concerned provinces.

II.6.2 Pirates

Pirates appear in STZ/CTZ each turn and also due to some events. Each turn they remain in play, pirates will try to weaken all the commercial fleets, during the redeployment phase of the turn.
Pirates are represented by the abstract minor "country" PIRATÆ, mostly with ℙ counters as well as some ☠ representing famous pirates (such as *Blackbeard*).

A Appearance of Pirates Pirates appear each turn in the ROTW STZ according to the Economic Situation die roll, see section III.5 (Piracy).
A.1 The presence of named PIRATÆ ☠ increase the risk of pirate appearing.
A.2 The economical event event E-12 (Pirates) causes several appearances of pirates.

B Stacking of pirates Two PIRATÆ ℙ⊖ in the same STZ/CTZ are immediately exchanged for one PIRATÆ ℙ⊕. PIRATÆ ℙ⊕ and ⊖ can coexist in a STZ/CTZ, without limit.

C Effect of pirates PIRATÆ ℙ (as well as countries ℙ) attack the commercial fleet of other countries.
C.1 They may be fought during the military phase by navies.
C.2 At the end of turn, they can cause loss of levels on TF.
C.3 See section IX.3 (Attacks by Pirates & Privateers)

II.7 The economical system

A The economical system in *Europa Universalis* tries to reproduce the constant need to (short term) loans that countries of the epoch endured, as well as the heavy strain caused by wars, bringing even large and rich superpowers to bankruptcy and the brink of ruin. Inflation is usually very high (due to the massive amount of gold and silver coming from America) thus preventing any country from stockpiling large amount of money (these quickly lose their value because of inflation).
B The count unit is the *ducat*, written ₫.

II.7.1 Economic Record Sheets

A Each player has two sheets, separated in three actual *ERS*.
A.1 ERS A keeps track of the *Royal Treasure* (RT) of a country. This represents the amount of gold stockpiled in the King's chests. . . or the amount of debts he has. The final value of the RT is carried over from one turn to the other.
A.2 ERS B is used to compute the income and expenses during each turn. The values are useless after the end of the turn. However, since income does not change that often, it is usually efficient to copy almost all of the column of the previous turn.
A.3 ERS C (below *ERS* A) is used to record loans. This information carries over from one turn to the following one.
B Each column of the *ERS* is used for one turn only. Information for the following turn should be written in the next column.
C The lines of the *ERS* are organised in turn order. They are usually filled from top to bottom. However, sometimes it is easier to plan expenses in advance and fill the corresponding lines as a reminder.
C.1 The turn starts on top of *ERS* A, there is a "break" after line **A8** for computation of incomes and expenses on *ERS* B.
D The RT can well be negative (representing debts). This does not cause extra trouble (as long as the amount of the debt is not "too big").

II.7.2 A Three stage process

Design note: We explain here the spirit of the economical system. For the technical explanation on how to really get it working (and the precise rules), see section X.3 (Exchequer test).
The rules here try to explain the whys of the system while the more technical rules there explain the hows.

A The bulk of the economical system works in a three stage process during each turn.
A.1 First, the *gross income* is computed (Administrative phase).
A.2 Then, the *expenses* are computed (Administrative and Military phases).
A.3 Lastly, the *Exchequer test* tells how well the taxes were collected and the monarchs try to find money to fill the gaps (Exchequer test segment during the Budget and Peace phase).

Economic record sheet A - Royal Treasure

#	Turn number											
1	RT at start of turn											
2	**RT after Events**	**1±?**										
3	Gifts and loans between players	±										
4	Wood & Slaves	±										
5	Diplomatic actions											
6	Diplomatic reactions											
7	Subsidies and dowries	±										
8	**RT after Diplomacy**	**2+3+4-5-6+7**										
	Incomes, Expenses & Military: see Economic Record Sheet B											
9	Pillages, privateers											
10	Gold from ROTW & Convoys											
11	Exceptional taxes modifier	B39?										
12	Exceptional taxes	±										
13	RT before Exchequer	8+9+10+11										
14	**Gross income**	**B25**										
15	Regular income	% of 14										
16	Prestige income	% of 14										
17	Max. national loan	% of 14										
18	Max. international loan											
19	**Expenses**	**B48**										
20	Remaining expenses	19-15										
21	from Prestige	≤ min(16,20)										
22	from N. loan	≤ 17										
23	from I. loan	≤ 18										
24	RT balance	21+22+23-20										
25	**RT after Exchequer test**	**13+24**										
26	Prestige VPs	16-21										
27	Wealth	14+26										
28	Period wealth											
29	Stability improvement											
30	Ransom, peace	±										
31	RT after peace	25-29+30										
32	Inflation	% of |31|										
33	**RT at end**	**31-32**										

Economic record sheet C - Loans

1	New International loan	A23										
2	I. loans interests	10% of 1										
3	**I. loans refunds**	**3 turns !**										
4	International bankruptcy											
5	National loans at start											
6	National loans interests	10% of 5										
7	National loans bankruptcy											
8	National loans refunds											
9	New National loans	A22										
10	**National loans at end**	**5-7-8+9**										

Economic record sheet B - Income

#	Turn number											
1	Provinces income											
2	Vassal provinces income											
3	Occupation, Pillages, Revolts, …											
4	Event	±										
5	Land income	1+2-3+4										
6	Manufactures	Val.										
7	European mines											
8	Industrial income	6+7+8										
9	Domestic trade income	~(1+2)										
10	Foreign trade income											
11	STZ+CTZ level income											
12	STZ+CTZ monopoly income											
13	Partial/Total monopolies	#/#										
14	Trade centres income											
15	Trade centre losses											
16	Trade income	9+10+11+12+13-15										
17	Colonies											
18	Trading posts											
19	Exotic resources											
20	Partial/Total monopolies	#/#										
21	ROTW income	17+18+19										
22	Special income											
23	Income	5+8+16+21+22										
24	Events	±										
25	**Gross income**	**23+24**										
26	Loan interests	C2+C6										
27	Mandatory loan refund	cf C3										
28	**RT Collapse ?**	**A8+25-26-27 <0**										
29	Optional loan refunds	(C3)+C8										
30	Unit maintenance											
31	Fort. & presidios maintenance											
32	Missions maintenance											
33	Units purchase											
34	Fort. purchase											
35	Administrative actions											
36	Administrative reactions											
37	Other expenses											
38	Adm. total	26+27+∑(29,37)										
39	**Exceptional taxes modifier**											
40	Passive campaigns	x10D$										
41	Active campaigns	x20D$										
42	Major campaigns	x50D$										
43	Multiple campaigns	x100D$										
44	Exceptional recruitments											
45	Naval refit											
46	Presidios build											
47	Military expenses	∑(40,46)										
48	**Total expenses**	**38+47**										

II.7.2.1 Incomes

A Income is computed during the Administrative phase. Income comes from various sources such as:
A.1 Provinces income (basically, taxing the peasants and the artisans).
A.2 Industrial income (European gold mines and manufactures).
A.3 Trade income (TF and trade centres).
A.4 ROTW income (Colonial establishments and the resources they exploit).
B Lines in *ERS* B are grouped by kind of income in order to make partial sums and ease computation of the total.
B.1 Income does not vary much from one turn to another (except for exotic resources). Hence, most of the time computing income is done by copying the previous column.
C Gold from the ROTW is not received as regular income. It must be physically brought back to Europa and then arrives directly into the RT (this is better).
D The total income is called the *Gross income* it is computed on line **B25** (Gross income B) and copied back on line **A14** (Gross income A) .

II.7.2.2 Expenses

A Expenses come in two kind:
A.1 The administrative expenses are used to maintain troops and buy new ones and to develop commercially or industrially a country.
A.2 The military expenses are used to move troops during wars. This quickly becomes **very** expensive.
B Administrative expenses are written and computed during the administrative phase.
B.1 They include loan interest and loan refund.
C Military expenses are computed during the military phase.

II.7.2.3 The Exchequer test

A The gross income computed during the administrative phase is only a rough approximation of what will be available if taxes go well.
A.1 At the end of the turn, each country performs the Exchequer test to discover how well the taxes went and how much money really made it to the palace.
A.2 Low stability and wars tend to make taxes go wrong.
B The Exchequer test splits the incomes into three parts: the *regular* income, the *prestige* income and the *national loan* income.
B.1 These incomes are expressed in percentages (of the gross income).
B.2 It is possible (and intended) that these three percentages sum up to more (or less) than 100%.

C The regular income is used first to cover for the expenses.
C.1 In the rare cases where the regular income is larger than the expenses, the surplus can be stockpiled into the RT.

D The prestige income may be used to cover for the expenses.
D.1 Any part of it that is not spent to cover for expenses (either surplus or voluntarily kept) is immediately spent for "prestige" expenses such as building palaces or churches, organising receptions, . . .
D.2 Prestige expenses provide VPs at the end of each period.

E The national loan income is the maximum amount of money that can be borrowed from national nobles and burghers.
E.1 National loans are never mandatory and each country always choose how much to borrow (within the limit of this income).
E.2 Money from national loans can be used to pay for expenses or can be stockpiled into the RT.
E.3 Loans have a fixed interest rate of 10% that must be payed each turn until the loan is refunded.

E.4 Refunding of national loans is never mandatory. A country may choose to continue paying interests each turns rather than refunding its citizens. . .
E.5 However, having too many loans tends to hamper further Exchequer tests.

F International loans Sometimes, especially when the Exchequer test went poorly, a country will be in dire need for money and can ask for an international loan.
F.1 International loans give money that can be used to pay for expenses or to be stockpiled in the RT.
F.2 International loans also have a fixed interest rate of 10%.
F.3 International loans, however, must be refunded within 15 years (3 turns).

II.7.2.4 Bankruptcy and inflation

A Bankruptcy During the administrative phase, countries can choose to go bankrupt.
A.1 Sometimes, the poor economical situation of a country (too many loans and debts) forces it to go bankrupt.
A.2 Bankruptcies allow a country to erase some or all of its loans and debts.
A.3 However, it usually cause some agitation (loss of Stability) and economical disarray (loss of TF and MNU) as well as a slight dishonour (loss of VPs).

B Inflation At the end of each turn, inflation will decrease the amount of the RT.
B.1 It is worth noticing than even a negative RT will suffer from inflation. Going into debts is not a good way to get ride of inflation.
B.2 Because of inflation, each country needs to get at least some money into its RT each turn.

Example: Exchequer test.— *Country A has a gross income of 300 ₯. It has a total expenses of 200 ₯ (includes administration, loans interest and refund and military) and 40 ₯ in RT. During the Exchequer test, the results give 50% in regular income, 40% in prestige income and 20% in loans (a good result). Thus, its regular income is 150 ₯ (50% of 300), its prestige income is 120 ₯ and its maximal national loan amount is 60 ₯.*
Money must be spent first from the regular income. So the 150 ₯ of the regular income are used and 50 ₯ of expenses remains. There are several solution to cover this:
- *It is possible to use 50 ₯ of the prestige income to pay for expenses. The 70 ₯ remaining must be spent for prestige VPs and cannot go into the RT. No loan is required and so none is contracted and inflation has to be payed from the 40 ₯ of RT.*
- *It is also possible to choose to get more VPs by spending all the 120 ₯ of prestige income into VPs. A new loan of 60 ₯ can be contracted to pay for the remaining expenses (50 ₯) and get 10 extra ₯ into the RT (to pay for inflation).*
- *Another possibility is to spent all the prestige income in VPs but forgo the loan. The remaining 50 ₯ of expenses is then payed from the RT (thus going to -10 ₯) and inflation will lower it some more (probably not the wisest choice).*

Several other possibilities exists and are up to the player choice. Notice that the easiest way to get money back into the RT (to pay for inflation and Diplomacy) is to contract a new loan.

Example: The loan trick.— *Loan refund being expenses, they can be payed by the prestige income thus giving a process to circumvent the prohibition of putting prestige money in the RT:*
A country has 100 ₯ in loans and 200 ₯ in incomes. Its expenses are 80 ₯ and it choose to spend an extra 50 ₯ to refund loans (this must be chosen before the military phase, so do it carefully while at war!) Thus, its total expenses is 130 ₯.
The Exchequer test gives 80 ₯ of regular income, 60 ₯ of prestige income and 60 ₯ of loans. The 80 ₯ of regular income is spent and 50 ₯ of expenses remains. These can be covered from the prestige income (and 10 ₯ of prestige is spent for VPs). A new loan of 50 ₯ is contracted and all its amount can go into the RT. The net effect on the loans is null and all happened as if prestige income went into the RT . . . But to do this trick you need to have some loans to refund (and re-contract immediately) and you need to carefully estimate the Exchequer test as a bad result can cause a huge hole in your RT. Trying to be too greedy when doing this is a good way to force you to take an international loan.

Example: When things go wrong: international loans.— *A country has 500 ₯ of gross income. Being at war, and forced to pay the interest of previous loans give a total expenses of 700 ₯ (those armies and fleet don't move for free). Fortunately, the RT is still quite OK at 10 ₯.*
The Exchequer test goes badly (as often in wars) and gives a result of 30%/20%/40%. So the regular income is 150 ₯, the prestige income is 100 ₯ and a maximum loan of 200 ₯.
The regular income covers a small part of the expenses and the prestige income is also quickly swallowed to pay for some troops rather than receptions. . . 450 ₯ still need to be found. The burghers reluctantly loan 200 ₯ still leaving a 250 ₯ large "hole"in the budget.
Rather than going badly into debt (usually a bad idea), the country choose to appeal to Genoese and Dutch bankers and manage to get a 140 ₯ loan. Not bad but still not sufficient to cover the expenses. Moreover, the international loan must be refunded within 15 years (hopefully this won't happen in the middle of another war).
The 140 ₯ of the international loan cover for part of the expenses but the extra 110 ₯ must be taken from the RT, bringing it to -100 ₯ with 340 ₯ more in loans than at the start of the turn. Another similar turn and bankruptcy will knock on the door. Maybe now is a good time to try and make peace after all. . .

II.8 The Great Discoveries

Countries can launch great expeditions in order to discover and explore the New World as well as find new routes to India and its riches. After the exploration, they may invest in order to build trading post and increase their hold on the spice and sugar trade or they may try to colonise the New World to either exploit gold or populate it.

A Exploration During the military phase, countries may send stack in the ROTW to try and discover new seas and new lands.
A.1 The presence of an explorer (on sea) or a conquistador (on land) greatly increases the chance of success of the voyage.
A.2 New discoveries have to be brought back to known areas in order to be effective.
A.3 See section VIII.5 (On discoveries [58]).

II.8.1 Forts

Forts are small fortifications that bring little protection but are inexpensive to build and maintain.

A Building forts Forts may be built by L𝔻 during the military phase in the ROTW only.
A.1 Forts are considered to be fortresses of level 0.

B Number of forts The number of forts a country may have in play is limited by the number of counters only.
B.1 Forts are free to build.
B.2 Each fort costs 1 ₯ per turn to maintain.

C Forts and supply Forts are supply sources for L𝔻 and N𝔻 only. They do not provide supply for 𝔸 or 𝔽 counters.
C.1 Coastal forts are considered as ports for N𝔻, but not for 𝔽.

II.8.2 Colonies and Trading posts

Colonies (COL) and Trading Post (TP) are placed on the map after payment (and success) of an administrative Colonisation or Trading post implantation operation.
A newly implanted COL or TP begins at level 1, then it progresses according to actions of Colonisation or Trading post implantation of the owning country until it reaches the level 6 (maximum).
A COL generates an income according to its level (1 ₯ per level), and the wealth of the Area (simple or double income according to the COL side), as well as from exotic resources that it can exploit. It may also be fortified.

A TP generates an income (1 or 2 ₯ according to its side) and exploits most exotic resources (except square-shaped resources of ***America*** and ***Africa***).
TP are vulnerable to actions of Competition from the other players. They can also be burnt down during wars. COL are more resilient and can only be exchanged as peace condition or in dowry.

II.8.2.1 Description

A Number of establishments For each period, the maximum number of COL and TP counters is limited and can never be exceeded (See section II.4.3.1 (Period limits table)).

B Placement New COL or TP may only be placed on map via the colonisation or trading-post administrative action.
B.1 Using a conquistador, missionary or explorer greatly improves the chances of success.
B.2 TP may be turned into COL in some cases as a colonisation action.

C Level of an establishment A newly placed COL or TP is automatically level 1, and placed side ⊖ on the map.
C.1 Each following successful colonisation or trading-post operation increase its level by 1.
C.2 Up to level 3, the COL/TP is placed side ⊖ on the map.
C.3 From level 4 up, the COL/TP is placed side ⊕ on the map.
C.4 A COL/TP may never have more than 6 levels.

D Establishments and port Each COL/TP located in a coastal province is considered to be also a port.
D.1 In case of provinces with multiple coasts (*e.g.* **Panamá**), the principal coast, where the port is located, must be chosen upon creation of the COL/TP. At least one sea zone on which the establishment is a port must be known (*e.g.* one may not build a COL on the Pacific coast of **Panamá** if only the Atlantic coast is known).

E Fortifications COL/TP may be fortified. A 𝔽 marker can be built in a COL/TP provided the owning country has the required technology.
E.1 Unfortified COL of level 5 of less and TP are considered to have only a fort as a fortification. A level 1 𝔽 has to be built before further fortifications.
E.2 The cost of construction and maintenance of a 𝔽 is double in the ROTW than in Europe.
E.3 In TP and COL of level 5 or less, only 𝔽 of level 1 or 2, or the special arsenal-𝔽 may be built.
E.4 Arsenal may be built in COL/TP instead of a 𝔽 of the same level. They provide an arsenal (rather than a port) in addition to the benefits of the 𝔽. The limit of arsenals building is the counter limit.

F Colony of Level 6 A COL of level 6 is considered to be a European province for all military purpose.
F.1 It has an intrinsic 𝔽 level of 1 even if no 𝔽 was built. Use a white level 1 fortress counter as reminder, possibly freeing any existing country-specific level 1 fortress here. Since this is an permanent fortress, it does not require upkeep and may not be voluntarily destroyed.
F.2 𝔽 of any level may be built in COL of level 6. They cost the normal (European) price both to build and to maintain.
F.3 It becomes known to every country without need to discover the province.
F.4 The cost in MP for entering the province is now computed as if it was an European province and not a ROTW one.
F.5 However, its income is still computed as a COL (including exploitation of gold or exotic resources).

II.8.2.2 Colonial militia

A Each COL has an intrinsic colonial militia of 1L𝔻E of conscripts per 2 levels plus 1L𝔻E is there is a mission.
A.1 Militias have the same military feature (technology, class, . . .) as the player owning the COL.

B Utilisation of Militias These colonial militias can never leave their Colony of origin. They are never counted in stacking limit.
B.1 Militias can either stay within the fortress or fight in the field (eg to try and repulse a landing party) at controller's choice.

B.2 In case of combat, just add the force of militias to military units already present in the Colony (up to 8L𝔻 participating in the battle on each side).

B.3 If militia are lost, use the generic militia counters (white) to remember how many L𝔻E are still present.

B.4 If the COL is still controlled by its legitimate owner, militias are automatically reconstituted for free at the end of turn.

II.8.2.3 Destruction of TP

A TP that are military occupied during wars may be destroyed by the occupant during the redeployment phase.

B It is possible to do concurrence action on TP. Each successful concurrence action reduce the level of the TP by 1.

B.1 When the TP reach level 0, remove it from the game. The counter may be reused by its owner.

II.8.3 Exploitation of Exotic resources

A Resources Exotic resources are exploited by Colonies (COL), Trading-Posts (TP) or Manufactures (MNU). There are ten such resources: *Cotton*, *Fish*, *Furs*, *Products of America*, *Products of Orient*, *Salt*, *Silk*, *Slaves*, *Sugar*, *Spices*.

A.1 *Salt* and *Fish* are the only resources that are also exploited through MNU, in Europe. All other resources are only exploited in the ROTW.

A.2 The *Exotic Resources Record Sheet* keeps track of the exploitation of Exotic Resources (globally) while each player has a *Colonial sheet* to record the exotic resources exploited by his colonial establishments (and MNU).

B Each exotic resource has a price, recorded on the prices track (on the ROTW map).

B.1 Prices change each turn, partly because of the global economic situation (one die roll) and partly because of a specific market situation (one die roll per resource, depending on the exploited quantity). See section VI.12 (Exotic resources price variation, Trade centres and convoys) for details.

B.2 Exotic resources bring to each country an income equal to the product of the price of the resource and the quantity exploited by that country.

C Exotic resources are depicted on the ROTW map by a symbol as well as a number in a coloured shape. The number indicates how many resources of this type are available while the shape indicates how the resource can be exploited.

C.1 The shape of the symbol of the resource indicates how it can be exploited. See section V.5.2 (Exotic resources) for details about exploitation of exotic resources.

D Monopoly on Exotic Resources A country exploiting at least 6 resources of the same kind can claim a monopoly.

D.1 A partial monopoly is if the country exploits at least as many units as all other countries together.

D.2 A total monopoly is if the country exploits all exploited units but two.

D.3 Resources exploited by minor countries are counted in the total, but see §B of section IV.4.4.5 (Guzarate, Ayman, Aden, Aceh).

E Progressive appearance Some resources appear only late in the game: *Sugar* (in ***Brazil***) in 1560 (turn 15, period III), *Products of America* and *Sugar* (elsewhere) in 1615 (turn 26, period IV), *Cotton* (in ***America*** and ***Indonesia***) in 1750 (turn 53, period VII).

E.1 In 1615 and 1750, when the resources appear, they appear at the rate of exactly one resource per turn per *Area*. If there are several possibilities for a given *Area*, the resource is determined at random.

Example: ***Guyana*** *provides 3 resources that appear in 1615: 2 Sugar and 1 Product of America. Thus, in turn 26 only one of them (chosen at random) will be available; on turn 27, a second one (still chosen at random) appears and only in 1625 (turn 28) will the three resources be exploitable.*
Antilles *has 8 Sugar. Thus, it will only reach its full production capacity by turn 33 (1650).*
In 1615, there are in ***Antilles*** *both colonies of FRA and ANG with enough levels to exploit 1 Sugar each and a colony of HOL with enough levels to exploit 2 Sugar. The first Sugar appears and 3 countries can exploit it. Thus an automatic competition is done. The resource is finally exploited by FRA.*
In 1620, a second Sugar appear. FRA still has the right to exploit the first one and keeps it, hence FRA has no more free levels in ***Antilles*** *to exploit the new resource. An automatic competition in done between ANG and HOL only and the resource goes to HOL.*
In 1625, a third resource appears. Both ANG and HOL still have the capacity to exploit it (because HOL has enough levels to exploit 2 Sugar). Hence a new automatic competition is resolved and the resource goes again to HOL.
In 1630, FRA managed to raise its COL and can now exploit 2 Sugar. Thus, both FRA and ANG are able to exploit the fourth Sugar. However, the players agree and FRA forfeits its claim. The resource is exploited by ANG.
In 1635, the fifth resource appear and only FRA can exploit it, thus taking it without need for competition.
In 1700, several other COL have been settled in ***Antilles*** *thus exploiting the 8 Sugar there. HIS wants a part of the trade and successfully create a new COL. Since all the resources are already attributed, there is no automatic competition and HIS will need to do some voluntary competition (spending money and action and angering other players) in order to exploit some Sugar.*

F Development of trade in India The trade of exotic resources changes during the game in India. Some events may change the flux of goods towards south India and Bengal.

F.1 Before the fall of the Kingdom of Bisinagar (due to event II-A (Mogolis Imp. Expansions), event III-21 (Wars in India),. . .) one can exploit only 1 *Products of Orient* and 1 *Spice* in **Karnāṭaka**. A marker is used to show that the resources are limited.

F.2 After the fall, one can exploit fully the 2 *Products of Orient* and 2 *Spices*.

F.3 Before event III-20 (The Great Moghol Akbar), **Bānglā** is limited to 1 resource of each type. Use a marker as reminder.

F.4 After event III-20 (The Great Moghol Akbar), **Bānglā** can now exploit 2 resources of each type. Flip the marker to its "2" side.

F.5 When a COL is built in Kalakāta and either event III-20 (The Great Moghol Akbar) has happened or this is period VI or VII, the full potential of the *Area* is reached (3 *Products of Orient*, 3 *Spices* and 3 *Cotton*).

G Fishing and naval construction The owner of many fisheries get some reward from the great numbers of fishers in his country related to the construction of military naval units (see §B (Increasing the limit) of section VII.3.3.1 (Naval recruitment in Europe) and §C (Fisheries) of section VII.3.3.2 (Naval Recruitment in the ROTW)):

II.8.4 Trade of Wood

A Wood is not an exotic resource. As such, it does not bring any income coming from a fluctuating price. However, it is exploited in a similar way (through colonial establishments or manufactures).

B Wood production Wood is produced each turn, and cannot be kept. Each unit of wood can be produced by either a MNU or a ROTW establishment.

C ROTW Wood A COL⊕ or TP⊕ in an *Area* with a *Wood* resource can be turned in a Wood factory: it brings the normal income, and produces 1 unit of wood that can only be used by the owner of the colony.

C.1 A wood factory TP or COL cannot exploit any exotic resources, nor a gold mine. Several different players can produce wood in the same *Area*, but only one unit of *Wood* can be produced per player per area.

C.2 The exploitation of wood begins with a simple declaration (as a diplomatic announcement) and can only be stopped by the loss of the establishment.

C.3 A minor country wood factory does provide the wood to its Patron (in the case of Portugallia). However, it is not possible to turn an establishment of a minor into a wood factory (that is, if POR creates a wood factory, it stays so and will provide wood for the patron of Portugallia, but the patron of Portugallia may not decide to turn a Portuguese establishment into a wood factory).

D European Wood A *Wood* MNU of level 1 produces 1 unit of Wood that can only be used by the producer. A *Wood* MNU of level 2 produces the same thing, plus 1 unit of Wood that can only be sold to a foreign country.

D.1 The price is fixed to 10 ₰ per unit, that goes in line **A4** (Wood and Slaves) of *ERS*.

D.2 The buyer must not be at war with the seller, and either the buyer has a commercial fleet in the seller's CTZ, or the seller has a commercial fleet in the buyer's CTZ.

D.3 For this purpose, PRU, POL and SUE count the STZ **Baltique** as their CTZ, and POR uses CTZ Hispania.

E Use of wood Wood raises the naval construction limits and the free maintenance (see §G (Effect of Wood.) of section VII.2.1 (Basic forces) and §B (Increasing the limit) of section VII.3.3.1 (Naval recruitment in Europe)).

II.8.5 Minors colonial politics

A Some minor countries did also attempt to colonise the new world with more or less success.

A.1 These attempts are resolved using event part E-19.α (Minor country colonisation).

II.8.5.1 Minor establishments

A Effects Minor establishment exploit 1 resource per side (whatever the usual rules for this resource).

B Military A Minor establishment ⊖ is a fort with 1L𝔻E of veteran militia (Latin, class III).

B.1 A Minor establishment ⊕ is a fort with 2L𝔻E of veteran militia (Latin, class III).

B.2 The militia fights out of the fort if and only if enemies are landing in the province (it stays inside if the enemy comes by Land). It can only retreat in the fort and will never attempt retreat at the end of first day of battle.

B.3 Minor establishments never trigger native reaction or declaration of war by ROTW minors.

C Destruction Any country may attack a Minor establishment during any round.

C.1 Each establishment attacked during the turn costs 1 Stability (declaration of oversea war against an unspecified country).

C.2 A Minor establishment is immediately destroyed if a country controls it.

C.3 Minor establishment cannot be target of competition, and always win automatic competition.

II.8.5.2 Pirate haven

A Effects Pirate haven (arsenals) give a malus to fight Piratæ ℙ in the CTZ they are located.

B Military A Pirate haven ⊖ is a fortress of level 1 with 1L𝔻 of conscript militia (Latin, class III).

B.1 A Pirate haven ⊕ is a fortress of level 2 with 2L𝔻 of conscript militia (Latin, class III).

B.2 The militia fights out of the fortress if and only if enemies are landing in the province (it stays inside if the enemy comes by Land). It can only retreat in the fortress and will never attempt retreat at the end of first day of battle.

B.3 Pirate haven never trigger native reaction or declaration of war by ROTW minors.

C Destruction Any country may attack a Pirate haven at no cost during any round.

C.1 A Pirate haven is immediately destroyed if a country other than Piratæ controls it.

II.9 The detailed game sequence

A Each game turn is composed of several phases, each of the phase is subdivided into several segments.

A.1 The Military phase is instead composed of several rounds repeating the same segments. The second segment of the phase is composed of one impulse per alliance, each alliance performing the same actions (movement and battle) in order during its impulse.

B Theoretically, each segment must be completed before moving to the next.

B.1 However, most of the diplomatic discussion and administrative stuff (incomes and expenses) can be played simultaneously by all the players and do not require strong synchronisation (it is common to have some players still discussing while some other are already planning their administrative actions).

B.2 Even the military phase can be de-synchronised when several distinct wars are ongoing, but this require a bit more adaptation to deal with the end-of-phase test.

C Between period

C.1 Before the start of the game, between each period and after the end of the game, the is an *Inter-period* phase.

C.2 During this phase, VPs for the elapsed period (if any) are counted, as well as VPs for transfer and end of game when the case arise.

C.3 Next, objectives for the next period are chosen.

C.4 Before choosing objectives, players may discuss between them and make agreement. This is however not a Diplomatic phase, hence no change of game state may arise and agreements at this point are purely verbal.

Design note: The following chapters of the rulebook describe each of the phases and segments roughly in turn order.

TODO: Turn the names into links to the corresponding chapter/section.

D Events (III)
D.1 Monarch survival (III.2)
D.2 Economical events (III.3)
D.3 Economic situation (III.4)
D.4 Piracy (III.5)
D.5 Historical/Political events (III.6)
D.6 Revolt events (III.7)
D.7 Diplomatic events (III.8)

E Diplomacy (IV)
E.1 Declarations of Wars caused by events, and induced Reactions
E.2 Negotiations between Players
E.3 Announcements of Alliances
E.4 Other Announcements: Agreements, Trade Refusal,...
E.5 Declarations of War, and Reactions
E.6 Diplomacy on Minor Countries
E.7 Resolutions of Diplomatic Actions
E.8 Diplomatic Counter adjustment
E.9 Activation of ROTW minors, and reactions

F Incomes (V), **Administration (VI)** and **Logistic (VII)**
F.1 Income computation (V.7)
F.2 Mandatory actions and bankruptcies (VI.3)
F.3 Choices of actions (VI.4)
F.4 Maintenance (VII.2)
F.5 Recruitment (VII.3)
F.6 Resolution of actions (VI.9)
F.7 Administration for minor countries (VI.10)
F.8 Removal and Placement of leaders (VII.4)
F.9 Automatic competitions (VI.8.2.2)
F.10 Exotic resources price variation, Trade centres and convoys (VI.12)
F.11 Technology adjustment (VI.8.1 (Technology))

G Military (VIII) (for each military round)
G.1 Phase end test
G.2 Movement and battle, for each alliance:
1. Hierarchy adjustment
2. Choice of campaign
3. Movement & Discovery
4. Attrition
5. Battles

G.3 Sieges
G.4 Fights against Piracy and Natives
G.5 End of round

H Redeployment (IX)

H.1 Attacks by Natives (IX.2)
H.2 Attacks by Pirates & Privateers (IX.3)
H.3 Revolt and Rebellion (IX.4)
H.4 Land Military Looting (IX.5)
H.5 Building *Præsidios* (IX.6)
H.6 Redeployment of land troops (IX.7)
H.7 Return to Port (IX.8)
H.8 Gold repatriation (IX.9)
I Exchequer test and budget (X)
I.1 Exceptional taxes (X.2)
I.2 Exchequer test (X.3)
I.3 Budget (X.4)
I.4 Stability Improvement (X.5)
J Peaces (XI)
J.1 Ransoms (XI.2)
J.2 Peace offers and discussions (XI.3)
J.3 Stability adjustment (XI.4)
J.4 Inflation (XI.5)
J.5 Test for crusade (XI.6)
K Inter-turns Phase (XII)
K.1 Trade centres (XII.2)
K.2 Monarchs, Natives, Militias and Fortresses (XII.3)
K.3 VPs per turn (XIII.2)

Events

Chapter III

III.1 The events phase

A Overview. During the event phase, all players simultaneously check for monarch survival. If the previous monarch is dead (either because he died at the die roll or he was scheduled to die), a new one is rolled for. Each player then makes a roll for one economical event. A die is rolled for the economical situation and then 4 (sometimes 5) political events are rolled.
A.1 Economical events are always rolled on the same table while political events are rolled to the table corresponding to the current period.
A.2 Political events or other circumstances can call for a Revolt event (either anywhere or on some specific country table) as well to create some diplomatic disarray among minor countries.

B Sequence.
B.1 Monarch survival (III.2)
B.2 Economical events (III.3)
B.3 Economic situation (III.4)
B.4 Piracy (III.5)
B.5 Historical/Political events (III.6)
B.6 Revolt events (III.7)
B.7 Diplomatic events (III.8)

III.2 Monarch survival

A Monarchs that are scheduled to die at the current turn die. Their players roll for a new monarch.
B Players whose monarchs are not scheduled to die at the current turn roll for monarch survival.
B.1 Some historical monarch are exempted from survival rolls during the first few turns of their reign. Check the specific rules of each country for details. If such a monarch is currently ruling a country, the corresponding player does not roll for monarch survival.
C Some events give a modifier for survival tests. These modifiers are cumulative.
C.1 Countries with negative stability have a **+1** modifier for survival tests.
C.2 Monarch with *fragile health* have a **+1** modifier for survival tests.
C.3 Turkish sultans with less than 7 in MIL also have a **+1** modifier for survival tests.
D The result of the survival test can be found in the "survival" column of the table table III.1 (Reign).
D.1 If the net result is 1, the monarch will rule 1 more turn than initially scheduled. This can only happen twice for each monarch (more "1" results are ignored). Mark this on the monarch sheet.
D.2 If the net result is 10 or more, the monarch dies immediately. The player has to roll for a new monarch.
E For TUR only, if the result is 9 or more, a Revolt in Turkey is rolled as per section III.7 (Revolt events).
E.1 In addition, for the Turkish player, if the result is 11 or more there is an automatic dynastic crisis when rolling for the new sultan.

1d10	Survival roll		Succession roll		reign
	Surv.	TUR	Succ.	age	length
≤1	+1T		DC		3T
2			—		4T
3			—		5T
4			—		6T
5		*Pasha*	—		7T
6		*Pasha*	—		8T
7		*Pasha*	—		9T
8			—	teen	10T
9		R	—	child	11T
10	dead	R	*Fragile*	baby	12T
≥11	dead	R+DC	*health*		

Survival roll
+1 if *Fragile Health*
+2 turn 1 after a DC
+1 turn 2 after a DC
+1 if Stability <0
Age penalty
-1 teenage
-2 child (not a leader)
-3 baby (not a leader)

Succession roll
Fragile Health Reroll for age
DC *Dynastic crisis*, stats/2 at turn 1, -2 Stability, reroll
— Use same line for age

-2 **VEN** for reign length, no DC
-2 **POL** for DC/reign length
+1 **TUR** for Survival/revolts if MIL <7

Table III.1: Reign

III.2.1 New monarchs

A Players whose monarch died roll for a new monarch.

B Reign length First, a die is rolled in table III.1 (Reign) to check for dynastic crisis as well as reign length.
B.1 Some countries have die roll modifier for this die. Check the specific rules of each country.

C Dynastic Crisis If the result is 1 or less, a dynastic crisis occurs.
C.1 The country immediately loses 2 Stability and the values of the new monarch will be halved at the first turn (minimum value remains 3).
C.2 In addition, if the country is at war or had dynastic ties with another major country, a succession war may occur as per section XIV.14.5 (The Wars of Succession).
C.3 A new die as to be rolled to determine reign length. Neither dynastic crisis nor fragile health may occur this second time.

D Fragile health If the result is 10, the new monarch will have *fragile health*.
D.1 A monarch suffering of *fragile health* has a **+1** modifier for all its survival tests.
D.2 A new die has to be rolled to determine reign length. Neither dynastic crisis nor fragile health may occur this second time.
E If the result is neither 1 nor 10, or if this is the second roll (after a 1 or 10), read the 'age' and 'reign length' columns of the table.
F The scheduled reign duration of the new monarch is found in the "reign length" column of the table.
F.1 On a result of 8 or more, the new monarch is young and will have limited capacities until he reaches adult age.
F.2 On a result of 8, the monarch is only a teenager. He will have a **–1** to all characteristics on his first turn of reign.
F.3 On a result of 9, the new monarch is still a child. He cannot be used as a general and he will have a malus of **–2** to all characteristic on his first turn of reign. He will become a teenager on the second turn (**–1** to all characteristics) and an adult on the third.
F.4 On a result of 10, the new monarch is just a newborn. On its first turn of reign, he will have **–3** to all characteristics and cannot be used as a general. He will become a child on the second turn of reign, a teenager on the third and an adult on the fourth.
F.5 These maluses can never drop the characteristic below 3.

G Note: the extreme results (1 or 10) for duration of the monarch may only occur as the second die roll in case of a DC or fragile health.

↓1d10	3	4	5	6	7
1	3	3	3	3	3
2	3	3	3	3	4
3	3	3	3	4	5
4	3	4	4	5	6
5	4	4	5	5	6
6	4	5	5	6	7
7	4	5	6	6	7
8	5	6	7	7	8
9	6	7	8	8	8
10	7	8	9	9	9

Base col for each MAJ
TUR 4
POL 5
RUS 5 (before reign of ***Peter the Great***)
FRA 5 (before III-11)
HIS 6+endogamy mod.
Others 6

+1 col. if former>base
-1 col. if former<base

Table III.2: Successor's Values

H Characteristics For each of the three characteristics, roll for a new value in table table III.2 (Successor's Values).
H.1 The base column for each country is indicated on the side of the table.
H.2 If the deceased monarch had a characteristic higher than the base column of his country, roll in the column immediately to the right of the base column for his successor (for this characteristic).
H.3 If the deceased monarch had a characteristic lower than the base column of his country, roll in the column immediately to the left of the base column for his successor (for this characteristic).
H.4 If a dynastic crisis occurs this turn, the values of the new monarchs are always rolled on the base column of the country.

I Military average Unless specified for some named monarchs, the monarch can also be used as a general (or admiral for VEN) and lead troops in battle. However, the exact values of monarchs as military leaders are not known precisely before they actually fight a battle. Instead, only a "military average" is known which gives a global indication whether the monarch will be a good or bad leader, but surprises may arise.
I.1 Once the characteristic of a monarch are known, roll 1d10 and cross-reference the result with the MIL of the monarch in table III.3 (Monarchs' Military Skills) to find the military average. Report this value on the monarch sheet.
I.2 When needed, and only when needed, the precise values for *manoeuvre*, *shock* and *fire* are determined. This usually happens at the first battle involving the monarch, except for *manoeuvre* which may be needed earlier due to attrition.
I.3 For each of the value needed, roll a die on the bottom of table III.3 (Monarchs' Military Skills) to obtain a modifier between **–2** and **+2** and add this modifier to the military average to get the exact value.
I.4 These final values can never be less than 0 or more than 6.

J Siege Only monarchs whose military average comport a ⋆ may have a siege value. All other have a siege value of 0.
J.1 If a monarch with a ⋆ is implied in a siege, consider his base value for siege as **1**, modified as the other characteristics by a roll on table III.3 (Monarchs' Military Skills) (minimum 0).

Example: New monarch.— *It is the beginning of turn 3. The Doge,* ***Barbarigo*** *is scheduled to die now, so VEN has to roll for another one. The values of* ***Barbarigo*** *are 8/5/6 (for ADM/DIP/MIL). Since there is no specific monarch in the rules for the succession of* ***Barbarigo****, the regular procedure for new monarchs is used.*
Firstly, VEN rolls for reign length. He rolls a 7 which is modified by ***–2*** *per specific rules for VEN (see the modifier on the right of table III.1 (Reign)) for a result of 5, hence Loredano will last for 7 turns. He becomes Doge on turn 3 and is thus scheduled to die at the beginning of turn 10. (historically, he will fail a survival roll on turn 7).*
Then VEN rolls for the characteristics. Looking on the right of table III.2 (Successor's Values), there is no special case for VEN, so the base value if 6. Since the ADM of ***Barbarigo*** *is 8, larger than the base value, VEN gets a 1 column shift bonus for this characteristic. He rolls a 4, cross-referencing it in column 7 gives a new ADM of 6. Then, VEN rolls for DIP and gets a 6, cross-referencing it in column 5 (****–1*** *column for the less than base value of the predecessor), he gets 5. Lastly, he rolls a 8 for MIL which, in column 6 (predecessor has the same as base value), gives 7.*
So, Loredano is 6/5/7, rather a good monarch.
Remark: *The die rolls for determining the values of the Doge should all be modified by* ***+1*** *as per specific Venetian rules. This has been omitted here to simplify the example. Consider that the actual rolls were 3, 5 and 7 to obtain the same results.*
Then, VEN rolls for military average and gets a 9! Cross-referencing it with the MIL of 7 in table III.3 (Monarchs' Military Skills) gives a military average of 3. The new Doge could even be a military genius.
Later, on turn 5, HIS, FRA and SANCTA SEDES *ally themseves in the League of Cambrai and attack VEN! The player decides to send his Doge as an admiral to try and repulse the enemy fleet. When the Venetian galleys go at sea, VEN needs to known the manoeuvre of his Doge. He rolls a die and gets 6, this means no modification from the military average of 3. A bit later, the Venetian fleet engage the Spanish and the fire and shock of the Doge must be known. VEN rolls two dice, getting respectively 2 and 10 for modifiers of* ***–1*** *and* ***+2*** *from the military average.*
So, as an admiral, the Doge is a leader 325. Quite good news for a galleys admiral in this age of boarding.

1d10 →	Average value as a leader									
MIL	1	2	3	4	5	6	7	8	9	10
3	0	0	0	0	0	0	0	1	1	1
4	0	0	0	0	0	1	1	1	1	2
5	0	0	1	1	1	1	1	1	2	3
6	0	1	1	1	1	1	2	2	3	3
7	0	1	1	1	1	2	2	2	3	3
8	1	1	1	1	2	2	3	3	4	4⋆
9	1	1	1	1	2	2	3	3⋆	4⋆	5

Siege value: 0, unless ⋆ is present ⇒ 1 + mod.

Modifier for each value

1d10	1	2–3	4–7	8–9	10
Modifier	-2	-1		+1	+2

Roll 1d10+?
Final value is min 0, max 6

?=POL +1 in Manoeuvre/Shock ; SUE +1 in Fire/Shock

Table III.3: Monarchs' Military Skills

K Excellent Ministers Some events can give *Excellent Ministers* that enhance the characteristics of the monarch for some time.
K.1 Unless specified otherwise, the value of the Minister may be used instead of the value of the Monarch when rolling for a new Monarch.
K.2 Unless specified otherwise, a Minister retires after the "new Monarch" segment of the event phase (during the turn he is scheduled to leave office).

III.3 Economical events

A Each player rolls for an economical event during the "Economical events" segment of the Event phase.
B To roll for an economical event, each player rolls two dices and look for the result on table XV.1 (Random economical events).
B.1 The first die gives a column. The second die gives a line. By crossing the column and line, the number of an economical event is found.
B.2 The effect of the event applies immediately. Check chapter XV (Economical events) for the description.
C Unless explicitly specified in the description, each economical event only affects the player rolling it.
D In case of disagreement, economical events are rolled in decreasing order of initiative and resolved as soon as rolled.

III.4 Economic situation

TODO: TBD Moves to the end of the Diplomatic phase if Economical Event Pirates is removed.

A Economic Situation A die is rolled for both the global economic situation and raise of piracy.
A.1 Combined with the event E-12 (Pirates), it is now possible to place *Piracy* on the map.
A.2 Place the *Economic situation* marker on the track on the ROTW map to remember the result of the roll. It will be used during the Administrative phase to handle the variation of prices of exotic resources. See section VI.12.1 (Price of exotic resources).

B Inflation
B.1 If "Inflation" is obtained (1 or 10), increase the level of inflation by 1, that is move the marker one box to the right (without exceeding the maximum level). This is the same effect as event E-32 (Inflation) except that it can happen the same turn as another event E-32 (Inflation) or event E-45 (Deflation).

Design note: The die roll for economic situation must be made during the event phase as it has an influence on piracy (see below). However, variation of prices must be made after the diplomatic phase as speculation has an effect on prices and is declared during diplomacy. Thus, the result of this die must be kept and reused later in the turn.
In practice, speculation is rare and the important point is that prices variation occurs once per turn.

III.5 Piracy

TODO: TBD Moves to the end of the Diplomatic phase if Economical Event Pirates is removed.

TODO: TBD Make Piracy appear more frequently if Economical Event Pirates is removed. For example, for line 3 and 6, keep the Piracy whether there is a named Pirate or not.

III.5.1 Raise of Piracy

A The roll for economic situation, read in table III.4 (Random Piracy and Economy Roll), may cause the apparition of some *Pirate* (PIRATÆ ℙ). The result is partly modified if there is a named pirate in play at this turn, see section III.5.2 (Named Pirates).
A.1 A *Pirate* ℙ⊖ or *Pirate* ℙ⊕ is placed in the target STZ according to the table, unless a result of 1 or 10 was obtained, in which case the procedure below is used.

1	*Piracy* in America and *Inflation*	Crisis
2	STZ **Golfe de Guinée**	
3	STZ **Caraïbes**⊕ or *Piracy* in America if leader	
4	STZ **Amérique**	Normal
5	STZ **Mer de Recife**	
6	STZ **Côte de Patagonie** & **Cap des tempêtes** or *Piracy* everywhere if leader	
7	STZ **Mer d'Arabie**	
8	STZ **Mer de Chine**⊕	Boom
9	STZ **Océan Indien**⊕	
10	*Piracy* in Asia and *Inflation*	

Table III.4: Random Piracy and Economy Roll

B If the economical situation roll was 1 or 10 (or 3 or 6 and a named PIRATÆ ☠ is alive) or if event E-12 (Pirates) was obtained this turn, several *Pirate* may appear. Determine the target of piracy for the turn.
B.1 If there are two or more causes for piracy, then the target is "Everywhere".
B.2 If the only cause for piracy is the economic situation, the target is indicated in the table.
B.3 If the only cause for piracy is a single economical event, then the target is rolled at random: 1–5: America ; 6–10: Asia.
C For each STZ in the target, in the order indicated below (this is relevant for named pirates), roll on die. If the die is greater or equal than the appearance threshold of the STZ, place a *Pirate*⊖ there.
C.1 In a STZ with several *Pirate*⊕, or with a named pirate, check whether they stay at see or try and loot an establishment.

D Targets of piracy Depending on the target, roll for the STZ indicated, in order.
D.1 Everywhere: STZ **Caraïbes**, STZ **Amérique**, STZ **Océan Indien**, STZ **Mer d'Arabie**, STZ **Golfe de Guinée**, STZ **Mer de Recife**, STZ **Côte du Pérou**, STZ **Mer de Chine**, STZ **Côte de Patagonie**, STZ **Cap des tempêtes**, STZ **Mer des Canaries**.
D.2 America: STZ **Caraïbes**, STZ **Amérique**, STZ **Golfe de Guinée**, STZ **Mer de Recife**, STZ **Côte de Patagonie**, STZ **Cap des tempêtes**, STZ **Mer des Canaries**.
D.3 Asia: STZ **Océan Indien**, STZ **Mer d'Arabie**, STZ **Côte du Pérou**, STZ **Mer de Chine**, STZ **Mer des Canaries**.
D.4 Yes, STZ **Mer des Canaries** is both for piracy in America and in Asia. Yes STZ **Golfe de Guinée** and STZ **Cap des tempêtes** are only for America. Yes, STZ **Côte du Pérou** is for Asia.

E Appearance threshold The appearance threshold for *Pirate* for each ROTW STZ is written on the right-hand-side of the STZ symbol.
E.1 Some STZ have several thresholds. Use the largest one if only one country has COL/TP bordering the STZ; use the second number if two countries have COL/TP bordering the STZ and use the smallest number if three or more countries have COL/TP bordering the STZ.
E.2 Remember that the STZ contains the seazone where the symbol is located as well as all adjacent seazones. Thus, an establishment borders the STZ if it is coastal and touch any of these zones.

F Pirate Placement When placing Piracy counters on the map:
F.1 No *Pirate* counter may be placed if there is no commercial fleet in the target STZ.
F.2 Two *Pirate*⊖ are immediately exchanged for a single *Pirate*⊕.
F.3 There are no limits to the number of ℙ counters that can coexist in a single STZ.

III.5.2 Named Pirates

A Some famous pirates appear as named PIRATÆ ☠ and are treated like other named leaders.
A.1 If a named pirate is alive and not yet on the map, he will take command of the first *Pirate* that appears in his area of action (***AMERICA***, ***ASIA***, or ROTW).
A.2 Named pirates may never be placed in Europe, even if a *Pirate* can be placed in Europe due to various events.
A.3 If more than one named pirate is in play, place them in decreasing order of Rank. It is possible that one or more named pirate are not placed at a given turn. It is possible that a pirate admiral is placed in the same STZ that another (existing from previous turn).
B *Pirate* with named admiral always test to check if they loot a TP or COL, with a modifier to the die roll equal to the *shock* of the admiral.
C At the end of a turn, if there is a *Pirate*⊖ with a named admiral, it becomes a *Pirate*⊕. *Pirate*⊕, even with admiral, remain unchanged.
D As any privateer, named pirates use their *manoeuvre* to protect the *Pirate* they are stacked with and check for survival if their *Pirate* is destroyed.

III.5.3 Sea or land?

A If there are no named pirate and no more than one *Pirate*⊕ in a given STZ, then all *Pirate* in this STZ will attack TF.
A.1 If there is a named pirate, check if he stays at sea or tries to loot an establishment.
A.2 Whenever a second *Pirate*⊕ is placed in a STZ, immediately check if he stays at sea or tries to loot an establishment.
B Each *Pirate* that may loot is tested by one die, modified by +1 for each (other) *Pirate*⊖ and +2 for each (other) *Pirate*⊕ present in the STZ.
B.1 Named pirates also add their *shock* value to this test.
B.2 A result of 10 or more means a looting, otherwise the pirate will attack the commercial fleets.
B.3 The target of the looting is chosen at random among all TP or COL bordering the STZ. Move the counter to the target (it is considered to disembark at the beginning of the first round of the military phase).

III.6 Historical/Political events

A Political events are grouped by period. To each period corresponds both a set of events and a table to roll for these. Events are rolled using two consecutive die rolls. Each result is either the number of an event or a 'R' followed by the number of an event.
B Each turn, 4 political events are rolled. It may happen that a fifth event is required. No more than 5 political events can happen on the same turn.
C To roll for an event, roll two dices.
D If the first result is 10, the second die indicates what to do according to the "10" column in the table.
D.1 A result of "+1" (event) indicates that a fifth event will be rolled this turn.
D.2 A period number (either the previous or next one) indicates that this event will be rolled on the table of the given period instead of the current one.
E If the second result is 10, the last line of the table indicates what to do.
E.1 Usually, this event will have to be redrawn in either the next or previous period. A third roll might be needed to decide between next and previous period.
F In no case can more than 5 events occur in the same turn. If the "+1" result is obtained more than once, this only means that the corresponding event will be rolled on another period table, as indicated.
G In no case events of a period other than the current, next or previous one can occur.
G.1 In such cases (double-next or double-previous), restart from the current period table.

H If none of the die roll is '10', proceed as follows:

H.1 The first die gives a column in the table.

H.2 The second die determines the precise event.

H.3 Results of the table are counted from the top of the column.

H.4 Already marked off results are skipped.

H.5 If the bottom of the column is reached, then the count resumes in the next column (wrap around to the first column if the last column with events of the table was already reached).

H.6 When the count reaches the second die, the result reached by the count will be applied.

Design note: This counting down is slightly more complicated than a simple cross-referencing of two numbers (as done for the economical events). It has, however, interesting properties with respect to the probabilities of each event occurring.
The first columns of each event table are usually more likely to be rolled than the last ones, hence events there are more likely to occur. However, marking off an event has the effect of "reducing" the size of its column, thus events at the top of the following column become more probable.
Hence, in a given period, events of the first columns are likely to occur early in the period while events in the last columns are unlikely to occur early but become more and more likely to occur as time goes.

I Once the result is found, if the corresponding event can be applied, mark the result off in the table as it must be skipped in future counts.

I.1 Some events cannot occur if certain conditions are not met, in which case an event must be re-rolled with or without marking off the corresponding result in the table. Check the precise event description for details.

I.2 Most events can only happen a given number of time (usually, only once). If an event is drawn after already occurring its maximum number of time, mark off the result in the table but play R/D instead.

I.3 Some events share the same number in the events list for the period, such as event I-11 (1) (The End of the Golden Horde) and event I-11 (2) (Russian Annexation of Pskov and Ryazan). If this number is obtained in the table, apply these events in order. It is possible that all the events with the same number occur in the same turn if this number is rolled several time in the table.

J Revolts If the result if 'R' followed by a number, a R/D (*Revolt*/Diplomacy event) may occur.

J.1 If no R/D occurred this turn (either by another 'R' result or because a specific event description told to apply a R/D event), then a *Revolt*/Diplomacy event (R/D) happens as per section III.7 (Revolt events) and section III.8 (Diplomatic events). Mark off the box.

J.2 If one or more revolts already occurred this turn, then the event given by the number may occur. Consider that the box only contains the number and proceed as described above.

J.3 Events creating revolts or rebellions without explicitly applying a R/D event (eg event I-7 (2) (Revolt of the Comuneros)) are not considered as a R/D and thus do not prevent further 'R' result to be treated as a R/D rather than a number.

K If the result is a number, the corresponding event may occur.

K.1 Check the event description for effects and applicability.

Example: Rolling for events.— *It is the first turn of the first period. Political events are thus rolled on chapter XVII (Political Events of Period I). The first die roll is 9. The second is 6. In the column 9 of the event table for period I, we look at the sixth non marked off number. It is "R6". Since no revolt has been rolled this turn, the first event will be R/D and this box of the table is marked off.*
Then, for the second event, the rolls are 10 and 1. This indicates that there will be 5 events this turn.
Then, we reroll for the second event. The rolls are 7 and 9. In the column "7-8", the ninth non marked number is 3. Since I-3 (1) (Wars in Italy (Napoli)) can happen (as explained in the event description), the box is marked off and the event will happen.
Then, we roll for the third event. The die are 3 and 4. The fourth number in column "1-4" is 1. However, I-1 (Treaty of Tordesillas) cannot happen at the first turn (America has not been discovered). Hence, as per event description, the event is not marked off and the dice are rerolled.
Rolling again for third event, we obtain 10 and 2. Since there are already 5 events scheduled for this turn, there cannot be 6. Hence, according to what is written in the last column, the event has to be rolled in period II.
Rolling for third event in period II, the dice are 10 and 5. It should be an event in period III. However, in period I, no event of period III may happen. Hence, we go back to period I instead. . .
Rolling again for third event, the dice are 8 and 2. The second non marked box in column "7-8" is "R11". Since there already was a revolt this turn (as first event), the 11 is applied. The box is marked off and I-11 (1) (The End of the Golden Horde) will happen.
Then, we roll for fourth event. The dice are 7 and 5. In column "7-8", we looked for the fifth non marked off box. Since the second box ("R11") has been marked off at the third event, it is skipped. The fifth non marked box is in the sixth line, "R4". Since there already was a revolt this turn, I-4 (1) (Declaration of Hungarian Freedom) is applied (and the box is marked off).
Lastly, we roll for the fifth event. The dice are 5 and 10, indicating that we must roll on the next period.
We roll for fifth event on period II. The dice are 8 and 6.Looking for the sixth non marked box in column 8, the result is 7. The box is marked off and II-7 (War between Poland and Turkey) will happen.
So, to sum up, there will be 5 events this turn (instead of 4) and these will be:
R/D, event I-3 (1) (Wars in Italy (Napoli)), event I-11 (1) (The End of the Golden Horde), event I-4 (1) (Declaration of Hungarian Freedom), event II-7 (War between Poland and Turkey).
The revolt is resolved as explained below. The other events are resolved as per their specific description.

Playing tip: One player, usually one knowing the game quite well, should be designed to take care of political events. This "events-keeper" ask other players to roll the dice and take care of counting the boxes and marking off the results as needed, making note of which events do occur each turn.
It is easier to start by rolling all four events (with the event-keeper quickly checking that the event can occur). Then, once they are known, the event-keeper should read (aloud) the events descriptions for all to hear.
Since the precise order in which the events are resolved is usually not an issue, the events-keeper can read them in an order different from the one they were rolled. Especially, it is advised to first announce all the events names and then read the descriptions. It is also often preferable to start reading small events with few specific rules and finish with the big stuff.
Then while players start to discuss the new diplomatic situation created by the events, the events-keeper can ask another player to roll for the revolts and diplomatic events. Due to their many switching between tables, revolts are best rolled by one other player. Diplomatic events, on the other hand, require a lot of reading on the same table and are best rolled by the event-keeper with another player near the diplomatic track to implement the results.

III.7 Revolt events

A *Revolt* may occur either when a R/D is rolled in the event table (either a result 'R' in the table, an event already occurred its maximum number of times or specific event condition) or because a specific event needs to roll for a *Revolt* in a given country (*e.g.* the survival test for TUR may require to roll for a *Revolt* in TURCIA).
B If the *Revolt* was rolled as an event (R/D), a Diplomacy event also happens as per section III.8 (Diplomatic events).

C For each *Revolt*, dies are rolled in order to determine:
C.1 The country where the *Revolt* occurs (unless already specified elsewhere).
C.2 The province where the *Revolt* happens.
C.3 The strength of the *Revolt*.
D Roll 2d10 and read the revolted country in the column of the current period on table XVI.3 (Revolt table: target area and strength). The target country may be a MIN or other abstract entity in which case a pseudo-stability is provided in brackets.
D.1 Decrease this pseudo-stability of minors in the table by **–1** if:
• This is HOL* and HIS perceived the taxes at the preceding turn;
• This is POR* at the turn of event III-6 (Portuguese Disaster in Africa) or after.
D.2 Even if the *Revolt* was caused by an event from another period, always use the column of the current period for determining the target country or area.
E Roll 1d10+the Stability of the target (or modified pseudo-stability) on the target country's table and read the result in the column corresponding to the current period (for some countries, there is only one column to use for all periods).
E.1 Even if the *Revolt* was caused by an event from another period, always use the column of the current period for determining the revolted province.
E.2 **Exception:** For *Revolt* is FRA cause by event III-11 (Wars of Religion in France), follow the instruction on top of the table.

F Groups Often, the result will be a group of provinces; a further roll is required to choose the resulting province.
F.1 In some groups, the number of targets may vary: roll with equal probability between all possible choices.
F.2 Some groups bear the same name but do not have the same content. Use the definitions attached to the table.
G The revolt is against the owner of the province. This may be a different country than the one whose table was used (*e.g.* a revolt rolled on the table for FRA may well occur in HIS in which case the revolt is against HIS for all purposes).
G.1 Revolts inside minors countries are automatically suppressed if the minor stays inactive for one full turn. Otherwise, they do expand as usual and hamper supply or income as well as Stability of the diplomatic patron.
H Lastly, roll 2d10 in the last column of table XVI.3 (Revolt table: target area and strength) to find the strength of the revolt.
H.1 There may be any of the following: *Revolt* counter (either⊖ or ⊕), troops (L𝔻 or 𝔸⊖), ⚔ and sometimes seizing the 𝔽 (simply noted "𝔽" in the Table).
H.2 If there are troops, they are considered to have the same characteristics (size, artillery, . . .) as the country in which the revolt occurs. Their technology is the technology this country had at the beginning of the turn. They may not move, are supplied within the revolted province and can only retreat in the 𝔽 after battle (they are thus destroyed if forced to retreat and they do not hold the 𝔽). They may cause a major battle with the usual loss of Stability. They do besiege the 𝔽, even if there are less L𝔻 than the level of the 𝔽 (exception to the normal siege rules).
H.3 ⚔ sometimes leads the revolt, sometimes the troops, sometimes there are two leaders, one for each. If the ⚔ is written after the *Revolt*, he leads it, if he's after the troops, he leads them.
H.4 If the 𝔽 is seized, the L𝔻 is inside it. The ⚔ leads the *Revolt* and retreat inside the 𝔽 once the revolt is crushed (if the rebels still hold the 𝔽).
H.5 A CTZ or STZ may be rolled as a revolted province. Roll for the strength as usual but put in a *Pirate*⊖ or *Pirate*⊕ instead of a *Revolt*. Ignore the troops or capture of the city if any and use a ⚓ instead of a ⚔. The *Pirate* attacks all TF in the CTZ/STZ.

III.7.1 Revolts and Rebellions

A Revolts may occurs both from R/D events or during civil wars events. In the second case, they are called Rebellions.
A.1 Both of these case may put *Revolt* (or *Rebellion*) counters as well as 𝔸 or L𝔻 in play.

A.2 Unless specified otherwise, use counters labelled "Rebellion" when they come from a political event and counters labelled "Revolt" in all other cases (R/D, TUR survival roll, . . .)
B "Revolt" and "Rebellion" counters are not considered friendly to one another. That is, if a R/D occurs during a civil war, it is considered to be a peasants revolting against any and all factions at war.
B.1 As a general rule, "Revolt" counters (either troops or *Revolt*) are friendly to nobody (including other "Revolt" counters from another province) while all "Rebellion" counters within the same country or entity are friendly one to another and they may be friendly to other powers.
C Apart from this, *Revolt* and *Rebellion* work in the same way. Especially for rolling dice to determine where it occurs and at which strength.
C.1 Unless otherwise specified, rules applying to *Revolt* also apply to *Rebellion*.

III.8 Diplomatic events

Design note: Description and meaning of diplomatic status of minors can be found in chapter IV (Diplomacy).

A Every time a R/D occurs, both a *Revolt* and a Diplomacy event occur.
A.1 Diplomacy events do not occur when revolts are rolled as per a specific event description or special rule. Only the R/D event (result 'R' in the table) triggers a Diplomacy event.
A.2 In some conditions an event cannot be played (*e.g.* because it was already played) and is resolved as a R/D result instead. Hence there may be several Diplomacy events in a given turn.
B If Diplomacy event occurs, a first die is rolled to know which religion suffers from troubles.
B.1 Even if several Diplomacy events occur, only one religion will suffer from troubles.
B.2 The troubled religion is rolled in table XVI.1 (Troubled Religion table).
B.3 On some results, an additional check for §D (Uprising of a conquered minor province) of this section will be made.
C Then, for each Diplomacy event, roll for a group of minors to test in table XVI.2 (Diplomatic table).
C.1 For each minor country in the group, roll 2d10 (+3 if the minor is of the troubled religion).
C.2 If the result is higher than the fidelity of the minor, the diplomatic status of the minor is lowered by one for each extra point (the marker goes one box to the left toward Neutral).
C.3 For ROTW minors, if the roll is 2 or more than the fidelity, then all FR are broken to NR while AT go to FR; if the result is 5 or more than the fidelity, all AT and FR are broken to NR.
C.4 If the fidelity of the minor is higher than the result, nothing happens.
C.5 Countries that either do not exist (yet or any more) or are still/already a major country are not tested even if they do appear in the table.

D Uprising of a conquered minor province If a result of 1, 4 or 7 was obtained for the first die (troubled religion), check for the autonomous uprising of a province of a Minor country that would be owned by another power.
D.1 The group or groups affected is obtained by rolling 1d10 in table XVI.2 (Diplomatic table). Then, in each group, in the order written, find the first (still existing) minor country that does not own all its National territory or that has a *Præsidio* in its territory. A group is defined by a name in bold (2 groups are sometimes obtained on a given result leading to 2 possible uprisings).
D.2 ROTW countries are never subject of uprising.
D.3 This minor immediately takes back the ownership of one of these territories, or destroy a *Præsidio* (chosen at random) and a state of war is considered to exist between this Minor and the previous owner of the province (or a state of overseas war if a *Præsidio* was destroyed this way). This is not a declaration of wars *per se* (more like a revolt) so there is no proper Call to allies (only as if continuing an existing war, the diplomatic patron of a minor involved can choose to enter the war (with a CB) or stay out (with no penalty)) and there can be no generalisation of war this turn if this is an overseas war.

D.4 The MAJ victim of the uprising may sign an immediate white peace with the uprising minor, forfeiting the province or *Præsidio*.

E Minor declares a war If a result of 10 was obtained for the first die, a random minor declares war to a random neighbour.
E.1 The minor is chosen by rolling 1d10 for a group of countries in the table above and then randomly choosing one existing minor of this group. For this purpose, consider each result as a single group even if there are two names in bold.
E.2 The chosen minor declares war to one of its neighbours, chosen randomly.
E.3 Usual calls for allies happen during Diplomacy phase, for all countries involved in this war.
E.4 If the minor is a ROTW country, its neighbours are other minors countries owning areas adjacent to its own areas, as well as countries having a TP or COL in its areas or adjacent ones.
E.5 If the minor is a ROTW country, the war is an overseas war.
E.6 In case of PERSIA/ORMUS, it is considered as a single country with neighbours both in Europa and in the ROTW but will only declare war (regular or overseas) to one of its neighbours.

Diplomacy

Chapter IV

IV.1 Diplomatic phase

A Overview. This phase is played simultaneously. Players may negotiate to establish agreements between them (official alliances or informal agreements). During this phase also, players may declare wars (between them or against minor countries). They end this phase by making diplomatic actions with minor countries to control them (or to lower the level of control of other players). These levels of control are appreciated to various degree (Royal Marriage, Subsidies, Military Alliance... etc.).

B Sequence.
B.1 Declarations of Wars caused by events, and induced Reactions
B.2 Negotiations between Players
B.3 Announcements of Alliances
B.4 Other Announcements: Agreements, Trade Refusal,...
B.5 Declarations of War, and Reactions
B.6 Diplomacy on Minor Countries
B.7 Resolutions of Diplomatic Actions
B.8 Diplomatic Counter adjustment
B.9 Activation of ROTW minors, and reactions

IV.2 Agreements between Major Powers

IV.2.1 Negotiations

IV.2.1.1 Negotiations between Players

A Players can negotiate freely between them to get into various kinds of agreements, as long as they respect the letter and the spirit of the rules. Players' diplomatic relationships may however be "officialized" in alliances, or may be broken.
B Players negotiate between them, freely. It is advised that the time of negotiations be limited to at most 10 minutes on an average (5 is counselled, but not always possible or realistic).

IV.2.1.2 Outcome of Agreements

A When negotiations are closed, players announce their agreements: informal agreement, or formal agreements: alliance (by specifying which), or some possible trade refusal.
A.1 This is done during the Diplomatic Phase on the fourth segment (the Announcement Segment), after Declarations of Wars caused by events, but before the declarations of War and any Diplomacy on minor countries.
A.2 Formal Agreements should be decided before the Announcement Segment. Then they are made made loudly in the order of the initiative. As the Agreements need not be written beforehand, a player could change his mind just when doing announcements: this is allowed but no negotiation can take place at this time.
A.3 The simple public announcement of the agreement suffices to validate it. This public agreement bears treaty value.

A.4 A formal agreement can be written down during the phase of negotiations. If this is the case and one player refuses to make the announcements, his power loses **1** Stability.
A.5 Formal agreements can be kept secret: they have value only if written down and signed by all allies. They can be used later, but with reduced value.
B There exist several types of Announcements: Alliances of different kinds, each corresponding to a precise agreement, and Trade Refusal. The type of alliance must always be publicly announced to all other players, or kept secret and written down.

IV.2.1.3 Alliances

A Only players possessing a determined alliance can co-operate in the various domains considered hereafter. Alliances are of 4 different levels:
A.1 Dynastic Ties
A.2 Loan Treaty
A.3 Defensive Alliance
A.4 Offensive Alliance

B Generalities Alliances are concluded between two or more players. A player can conclude as many different alliances as he desires with the same player, and/or with different players, with the restrictions given for each type of alliance as described hereafter.
B.1 A Formal Agreement (except Loan Treaty) is valid for this turn, the two following ones, and the very beginning of the next turn, until the beginning of the segment of Announcements (at which point the Formal Agreement that ends could be signed again).
B.2 Secret agreements must specify the type of alliance, the powers involved, the first turn of the alliance, or would be void. They last 3 turns (like announced alliances). Dynastic Ties are always public and can not be kept secret (secret Dynastic Ties are void).

C Dynastic Ties A pair of players may conclude a marriage between the ruling families of their realms, so as to create family ties. They can no longer declare war on each other without Casus Belli (CB). This alliance lasts for the whole duration of the next 2 consecutive turns, except when specific events occurs, forcing its cancellation.
C.1 To conclude this marriage, one of the two players has to offer a dowry to the other. The dowry has to be 100 ₫ (minimum, more can be offered up to the gross income from previous turn of the Power), or consists of one single province, COL or TP, immediately ceded to the other, receiving, party upon conclusion of the agreement, at the end of the Diplomatic Phase. Note that the province is still owned by its former controller for the following segment of Declaration of Wars, the transfer would be latter, at the end of the phase.
C.2 Money transferred is recorded on line **A3** (Gifts and loans between players) of *ERS*.
C.3 The ceded province, Colony or Trading Post must be owned and controlled by the ceding player, i.e. it is not possible to cede any territory in revolt or occupied by another player at the time of the dynastic treaty.
C.4 The two players are authorised in addition to exchange an extra province, COL or TP. This exchange may be made in addition to the dowry (e.g., exchange of one province + dowry of a province/or 100+ ₫), but it is not compulsory and may never involve national provinces. The previous condition on control holds.
C.5 The dynastic alliance can be cancelled at any given time. The party that cancels it loses 2 Stability levels.
C.6 Only a dynastic alliance allows players to cede or exchange a province, COL or TP. Each ceded possession has to be specified at the time of the alliance conclusion.
C.7 Each ceding of a province, COL or TP, costs 1 level of Stability to the ceding party.
C.8 War of Successions. The player that pays the dowry can benefit from a War of Succession inside the other player's country, if a dynastic Crisis occurred in the country that received the dowry. After Dynastic Ties are established, the rights in case of War of Succession are valid for 8 turns. When a dynastic Crisis happens, the power is allowed to declare war on that country as if he had a CB, or on the contrary he is allowed to enter as an ally of that same country,

as if he had a defensive alliance with it. See section XIV.14.5 (The Wars of Succession) about the conditions of this war.
C.9 A dynastic alliance cannot be renewed with the same player less than 3 complete turns after the official end (i.e. be it after two turns or earlier be-cause it was previously broken) of the previous alliance.
C.10 A dynastic alliance cannot be formed with a player of a different religion unless a 2 Stability level loss is incurred for doing so. This applies until the end of *Religious Enmities* between Protestant, Catholic and Orthodox countries. It always applies between all Christians and Muslims.
C.11 No Dynastic alliance can be formed by TUR with any other player.

D Loan Treaty Only players that have agreed on a Loan treaty can lend money from one to the other. One is referred to as the "lender", the other as the "borrower".
D.1 The sole possibilities for a player to give money to another are by Dynastic Ties (as a dowry), by Peace Resolution or by a Loan Treaty.
D.2 Money transferred by loan treaty is recorded on line **A3** of *ERS*.

E Restrictions on loans
E.1 Powers having different religions and signing Loan Treaty lose 1 Stability if they transfer 50 ₫ or more to the same borrower in one turn.
E.2 Exceptions. FRA, if Catholic/Conciliatory, and ANG beginning with Period IV, may lend money to any MAJ with no penalty for Religion. HOL, after being recognised by HIS (see event III-1 (1) (Revolt of the United Provinces)), may also lend money to any MAJ with no penalty for Religion.
E.3 The lender can not give more than 150 ₫ per turn to a given borrower.
E.4 Exception. HOL or ANG if it has created its Stock Exchange (event III-2 (Amsterdam Stock Exchange) and event IV-8 (1) (Creation of the London Stock Exchange)) can transfer up to 250 ₫ per Loan.
E.5 Restriction: during one turn, the lender is forbidden to lend more than his gross income when adding all the transfers made.
E.6 A given Power can not be both borrower and moneylender in different Loan Treaties at the same time.

F Modalities of refunding
F.1 Modes of pay-back and interest are left to the discretion of players. The "loan" can be even a gift without refund.
F.2 The treaty remains valid as long as the borrower has not paid back all received ducats. Other loans can be concluded on following turns, but always in the same way (moneylender to borrower). No new, additional, loan treaty can be concluded between these two players as long as that one remains valid. Loans that are gifts end at the end of turn.
F.3 The borrower can break the treaty at any time, and refuse to pay interest and/or the capital owed to the lender. In such a case, he loses immediately **1** Stability level and receives a negative modifier of **–1** on the Exchequer test during 5 turns.
F.4 The moneylender may freely abandon the Loan and transform it in a gift at any Declaration Phase of a following turn. This ends the Treaty.
F.5 If an event releases a CB between the moneylender and the borrower and that the war is declared between them, the treaty is immediately broken without penalty. In such a case, no back payment or reimbursement is to be made by the borrowing country.

G Defensive Alliance A player linked to another player by a defensive alliance may has to declare war on any other country that attacks his co-signer. He benefits from a CB for this specific declaration.
G.1 The Alliance is effective to be used on the turn of its contracting.
G.2 The player can either enters the war by its own will or if the co-signer ask him to honour the alliance.

G.3 If the player is called by his ally and refuses to declare war along with his co-signer, he immediately loses **2** Stability levels and the alliance is cancelled. The co-signer also receives a temporary CB against the defaulting player.
G.4 The co-signer player may also prefer not to call for his Ally (or Allies). In this case, the allied player is left free to declare his participation in this war (with a CB) or not. If the Ally chooses not to participate, he suffers no penalties and the Alliance is not considered as broken.
G.5 If a secret alliance is called for and the co-signer refuses to declare the war in response of this alliance, the loss is reduced to **1** Stability instead of 2. The betrayed power still has a temporary CB against the defaulting power.
G.6 This Alliance lasts for the duration of the next 2 turns, except when and if cancelled by events or voluntary cancellation by one (or even both) of the co-signer.
G.7 All declarations of war by this way cost only 1 Stability level (whatever number of declarations in the current turn).
G.8 When the players are forming an "Alliance", they have to sign together the same peace with their enemies. With a minor country: count all the modifiers enemy minor/all allies. If peace is accepted, the allies must share the gains. With a major country: as for minor country, except for allies make an average of their Stabilities (rounded down).
G.9 If at war against the same enemy, all allied players move and play together (at the lowest player's Initiative rating rank).
G.10 If an ally is twice at **-3** Stability at the phase of Peace, he must sue for peace, and sign a separate peace. In this case, his Alliance is not considered as voluntarily broken (and there is no CB).

H Offensive Alliance Same as for the preceding type of alliance, except that it applies also in the case where the co-signer is at the origin of the war declaration on another, third-party player or minor.
H.1 The details are the same as for a Defensive Alliance.

IV.2.1.4 The Trade Refusal

A A player can refuse the access of his market to the foreign trade of another player, even in peace, but that costs him 1 Stability level at the moment he announces his decision. Once taken, the decision can be maintained from one turn to the other (without any additional decline in Stability); the decision can be repelled later by the power at no cost.

B Reaction of the Other Player
B.1 The other player whose trade has been denied then receives a temporary Commercial CB against the player refusing him trade. This CB is to be used in the segment of Declarations of Wars and starts a new war.
B.2 Alternatively, he may refuse his own trade in reaction and reprisal. He then suffers from the same effects (loss of 1 level of Stability, and Commercial CB to the enemy). This is to be announced immediately.

C Value of Trade Refused
C.1 When a player is refused the trade of another, a foreign trade loss is assigned: it is calculated on the basis of the refusing player's European Trade value, i.e. the income of the refusing player's provinces, including vassals. This value is added to the amount of the European Market that is denied as foreign trade.
C.2 The player being refused trade gains also no income from Commercial fleets in the own CTZ of the refusing MAJ (neither regular nor monopoly incomes).
C.3 The player being refused trade gains half of its usual income (trade plus monopoly income if he has the monopoly) in some STZ, depending of the MAJ that refuses Trade:
• TUR: STZ **Mer Caspienne**, STZ **Mer Noire occidentale**, STZ **Mer Ionienne**;
• VEN: STZ **Golfe du Lion**, STZ **Mer Noire occidentale**, STZ **Mer Ionienne**;
• POR: STZ **Mer des Canaries**, CTZ HISPANIA;
• POL and SUE: STZ **Baltique**.
• HOL and ANG: STZ **Mer du Nord**.
C.4 These TF still count toward ownership of trade centres and the income of trade centres is not affected.
D A Trade Refusal breaks any past Loan Treaty between the two Powers with no further penalties. It forbids any Loan Treaty as long as the Trade Refusal continues.

IV.2.1.5 Others Announcements

A Others announcements can be made during the Diplomatic phase.
A.1 Most of them come from events specifying that a given choice must be made "as a diplomatic announcement".
A.2 Speculation on exotic resources is made as a diplomatic announcement. See §E (Speculation) of section VI.12.1.2 (Variation of price) for the effect.
A.3 Trade of wood is decided as a diplomatic announcement. See section II.8.4 (Trade of Wood) for the effect.

IV.3 Diplomacy with European Minor Powers

IV.3.1 Presentation

IV.3.1.1 Actions and control

A Informal Overview After having negotiated between them, players may "negotiate" with minor countries. Each player has 1 to 6 diplomatic actions per turn. This number is given for each country and each period, as per the Limits table located on Players' Aides. Each diplomatic attempt against one minor country uses 1 such action and an investment in ducats which can be basic, medium or strong. Actions and diplomatic expenses have to be written on line **A5** (Diplomatic actions) of *ERS*. Results of those actions are assessed: each is solved with the help of three dice. In case of success, the influence that the player exerts on the minor is adjusted. Each minor country that is influenceable by the diplomacy of players has a diplomatic status marker displaying the relevant indications for the diplomatic game. Each such counter is placed on the diplomatic track located on the Rest-of-the-world map. Such a counter must be found in permanence placed in a square corresponding to its attitude towards a player or in the square reserved to the neutrals.

B Levels of Diplomatic control The principle of the diplomacy with European minor countries is that there can be only one influence of any one single player on a given minor, meaning that this player has a preponderant influence, or diplomatic control of the minor country; he is also names the "Patron" of the minor country. This influence is divided into different levels of increasing importance, which are:

- Neutral — Neutral (not really a status, rather the fact of being independent).
- RM — Royal Marriage (dynastic ties unite the reigning families of the two countries).
- SUB — Subsidies (the countries share economic ties and have mutual debts).
- MA — Military Alliance (the two countries have concluded military alliances and may help each other during wars).
- EC — Expeditionary Corps (the minor country is susceptible of sending larger armed forces).
- EW — Entry in war (the minor country may be called for a full participation in a war).
- VA — Vassal (the minor country is effectively dependant on the authority of the major country, and will participate in wars).
- AN — Annexation (the minor country has really become part of the major country in some form, and counts for many things as such).

C Limit This influence may be limited sometimes to a maximum level for some specific minor countries or for some particular players. It is even possible that a player could not make diplomatic action against a particular minor (e.g. the Turkish player against PERSIA).

D The Diplomatic Track Each player has a line of his own on the diplomatic track situated on the Rest-of-the-world map. Columns indicate the different diplomatic status that the player can achieve on a minor, as described immediately above.

E Diplomatic Counters Each counter (front/back) regroups information concerning the minor country mentioned on that counter. All this information also figures in the Annexes dealing with minor countries.

IV.3.1.2 Other

A It is possible to give a province to a minor country if either this is a province formerly owned by it (at any point during the game) or it has a blurred shield of the minor.
A.1 This is not an action, this does not count toward the limit of actions per turn.
B If the minor is not existing anymore, it is immediately recreated as a VA of the major giving a province.
B.1 If the minor cannot be VA, put it on the highest possible diplomatic level allowed for it instead.

IV.3.2 Diplomatic actions

IV.3.2.1 Principles of diplomatic actions

A A player has a number of diplomatic actions which is limited according to the period in play (from 1 to 6 actions per turn). Even though the Diplomatic Actions are resolved after the Declarations of Wars, the rules are explained here (because Diplomatic control is helpful to understand the wars).
A.1 The action is aimed at increasing the level of control of the player on that minor country, or decreasing the level of control of another power on a minor country.
A.2 The player registers on his monarch sheet all his diplomatic actions of the current turn, by specifying which minor countries are aimed at. He must pay the cost of each action (written on line **A5** of *ERS*) and indicate on his monarch sheet the level of investment placed in that action (either basic, medium or strong).

A.3 Diplomatic Supports The player can also declare that he is supporting one action of another player. This support is a diplomatic action of the player by itself (it has to be paid as a basic investment diplomatic action), and must be written on the supporting player monarch sheet.
A.4 Supports can be discussed and established as an informal agreement between the player granting support and the one receiving it.
A.5 "Selling" supports is possible by contracting a loan treaty at the same time, but remember the limits on loan treaties.

B Writing actions When deciding which actions to make, a player should write all of them in details on his monarch sheet: the turn at which the action occurs, the country targeted, the amount of money spent (investment) and the resulting bonus to die roll (as explained below). Writing all this before actually resolving any of the actions will greatly speed up and smoothen play.
C A player can make only one action on a given minor country per turn.
D No diplomatic action is allowed on a European minor country that is fully involved in any war (even a Civil War) even by a major country that is not part of the war. The only "diplomatic" action allowed on minors at war with the player is separate peace. There is no such restriction for minors in limited interventions.
E Cost of Diplomatic actions The costs are the following:
E.1 Basic investment: 20 ₥
E.2 Medium Investment (+2 to the die-roll): 50 ₥
E.3 Strong investment (+5 to the die-roll): l00 ₥
E.4 Support (+1 to the die-roll): 20 ₥
F Actions must have been written down to be considered as valid.

IV.3.2.2 Resolution of an action

A Order of Resolution Intended actions are first written down by all players, then they are announced and then solved, minor by minor, the order of which being of no importance (choice of minor according to the initiative if contentions between players), in the following order:
A.1 players decide of their reactions;

A.2 resolve opposed actions (on minor countries already controlled by a power, or if two powers aim at the same Minor);
A.3 resolve remaining unopposed actions.
A.4 Note that all actions should be announced first, then all reaction should be decided and only after should the action be resolved. If you start resolving your actions earlier, don't complain that your opponent bases his ones actions or reactions on the results of your actions.

B Reactions by Another Player on a Minor it controls
B.1 When an action is made on a minor already on the track of a player, this power may react depending on whether it was also making an action to increase his own level of control, or not.

B.2 If the Patron is doing an action There is no "reaction" investment to be paid by the controlling player excepts that the player may decide to immediately raise his level of investment and pay the difference. This level of investment is paid for his own action and the action will be considered at the same time as a the "reaction".

B.3 If the controlling player did not plan to make any action on that minor He is then allowed to take a "reaction" on that minor by paying the investment required. This reaction is in addition to the actions he is normally entitled for the current turn.

B.4 If the controlling (i.e. defending) power refuses to make any reaction by not paying any investment in reaction, the minor country is immediately placed in Neutral position and defends itself according to his new Neutral stance.
B.5 Note that the defending player benefits from a bonus applicable to the die roll according to the degree of control that he exerts on the minor. This bonus is reminded to the player's attention at the top of the Diplomatic track on the map.
B.6 Money spent for reactions (if any) is recorded on line **A6** (Diplomatic reactions) of *ERS*.

C Resolution of Opposed Actions If several powers are doing actions (including reaction) on the same minor, these actions are resolved together at the same time (each player rolls his die-roll and modifies it). The player that obtained the best result (i.e. the highest modified result) is selected to proceed further.
C.1 Solve ties by competitive unmodified die-rolls, but the original result will be used for the resolution.
C.2 If a reaction (that was not originally an action) is the best result, do not proceed further (no progression point can be gained, the reaction only served to keep the minor).

D Resolution of the Action The power selected with the best result compares its result to the following score:
D.1 the score in reaction (even if it was originally a normal action) of the controlling power if it was opposing the attempt and did not achieve the best result (only the controlling players can use his score here, not another player attempting an action on the same minor);
D.2 otherwise, the sum of 2d10 in all other cases.
D.3 The player earns a number of progression points equal to the difference between his (modified) die roll and this latter result.
D.4 If the difference is null or negative, it does get any points of progression (there is no "negative" progression).

E Modifiers Any player that rolls for this Minor Diplomacy has his die-roll modified as follows:

+? DIP value of his monarch
+0/+2/+5 Investment (20 ⛁, 50 ⛁, 100 ⛁)
+1 per other player supporting the action
+1 RM or SUB box (controlling player only)
+2 MA or EC box (controlling player only)
+3 EW, VA or AN box (controlling player only)
+1 same religion
-4 different religion (until the end of Religious Enmities)
-2 between Islam and Christianity (after the end of Religious Enmities)
-3 For TUR against some *Barbaresque* countries
+1 bonus of player's country as per the diplomatic marker of the minor country
-3 on POLONIA (not applicable if Absolutism was established, or due to some events)
+? as per applicable event
+N if the MAJ gives a province of value N to the minor country this turn
-1 for each province of the minor country owned by the MAJ.
-3 if the player is or was at war (full or limited) against the minor during the current or preceding turn

F How to read the Diplomatic Values of each Minor Each Status (i.e. box) on the diplomatic track has a variable cost of progression, according to the level of control (status name is printed at the top of the track) and the concerned minor country.
F.1 Political status Neutral, RM and SUB cost always 1 point of progression. Exception: to enter the SUB box for HELVETIA costs 3 points.
F.2 The cost is variable for the other status according to minor countries. It is indicated on their diplomatic marker, as well as in the list of minor countries located in the Appendix handbook
F.3 If a ★ figures on the diplomatic marker for a particular status, it indicates that this political status is not achievable with this minor country.
F.4 If initials appear instead of a figure (cost), they indicate that only the country having these initials can reach this political status, under the restriction that a specific event allowing it has occurred.

G Diplomatic Markers Adjustment Costs of progression indicate the minimum number of points of progression to advance the counter of the concerned minor on the diplomatic track.
G.1 When all diplomatic actions have taken place, the minor country diplomatic marker is moved according to the number of points of progression obtained for that minor and the costs to enter the various status boxes, in favour of the player having obtained the success on this minor.
G.2 Advancing a diplomatic counter is never mandatory. A player may always stop the marker progression even if sufficient progression points remain.
G.3 Moving back a marker is mandatory. If the marker reaches the Neutral box while doing so and some remaining points of progression are still available, the marker can then progress in favour of the player that has succeeded in the action as explained below.
G.4 All points of progression balance that do not suffice to enter into the box is lost and not applicable.
G.5 The diplomatic marker of a minor country is moved on the track until it reaches a political status box, as allowed by the number of points of progression and the various costs to enter those boxes. If the marker has progressed, intermediate boxes indications are ignored. Apply only the result and benefits of the status corresponding to the box where the marker is located.

H Handling reactions When an action is opposed by a reaction (or in case of a competitive action lost by the controller), the score need to be compared both to the reaction score and later to 2d10 (as per regular minor).
H.1 Comparing the action score with the reaction gives a number of progressions points used to reach Neutral.

H.2 Once the minor is Neutral, roll 2d10 for it. Compare the (original) score of the action with them to get a number of progression points, then subtract the number of points previously used to reach Neutral. The result (if positive) is the number of progression points used to raise the

Example: A simple action.— *At turn 1, FRA tries to do some diplomacy on* SABAUDIA *which is already in MA, the French monarch is* ***Charles VIII*** *with a DIP of 9 and he chooses to make a basic investment only. Both FRA and* SABAUDIA *share the same religion (Catholicism). Thus, the total modifier for FRA is* **+12** *(***+9** *for DIP,* **+1** *for religion and* **+2** *for control).*
FRA rolls a 3, for a net result of 15. Someone else rolls 2d10 for SABAUDIA *and gets 6 and 5 for a result of 11. FRA thus scores 4 progression points.* SABAUDIA *is already in MA, the next box is EC. According to the diplomatic value (in the Appendix), it costs 2 points to raise* SABAUDIA *to EC. There are still 2 points left. However, raising* SABAUDIA *to EW would cost 3 extra progression points which FRA doesn't have. So,* SABAUDIA *stops in EC and the 2 extra progression points are lost.*

Example: A competitive action.— *At turn 1, both ANG and HIS want to make an action on* PALATINATUS *(which is Neutral). The three countries are Catholic (*PALATINATUS *will become Protestant later but it begins Catholic). Both ANG and HIS choose to make a basic action, their respective DIP is 7 and 6, thus giving modifiers of* **+8** *for ANG and* **+7** *for HIS.*
ANG rolls 4 for a final result of 12 while HIS rolls 7 for a final result of 14. Thus, only HIS is allowed to do an action. Someone rolls two dice for PALATINATUS *and gets 4 and 9 for a total of 13, to the amusement of ANG. HIS thus only scores 1 progression point, enough to get* PALATINATUS *in RM but no further.*

Example: A reaction.— *At turn 1, FRA also wants to try and get* SANCTA SEDES *out of Spanish hands. Thus, he makes his second diplomatic action on it, still with a basic investment resulting in a* **+10** *modifier.*
HIS did not plan any action on SANCTA SEDES *and shocks when he learns about the French villainous move, claiming that he is the most Catholic king out there and should morally be the only one with ties to the Pope. FRA smiles and calmly asks if HIS wants to react to this action or forfeit his illegitimate claims on Rome.*
If HIS choose not to react, then SANCTA SEDES *will immediately becomes Neutral and the French action is then resolved normally. However, HIS wants to keep his lead on* SANCTA SEDES *and thus choose to react. He has to decide at which investment. Since his DIP is only 6, a basic investment will yield in a* **+8** *modifier (***+1** *for religion and* **+1** *for control), somewhat smaller than the French* **+10**. *So, HIS decides to limit the risks and use a medium investment, thus spending an extra 50 ⛁ but reaching a* **+10** *modifier.*
Both roll a die. FRA rolls 7 for a total of 17 while HIS only rolls 1 for a total of 11. Thus, FRA gets 6 progression points. The first one is used to bring SANCTA SEDES *back to Neutral. Then, the rest of the action is resolved as against a normal Neutral (and the extra progression points against HIS are lost). HIS swear to take his revenge and quickly grab two dice, rolling 6 and 8 for a total of 14. FRA initial total was 17, so he has 3 progression points against* SANCTA SEDES, *however, one is considered to have been already used against HIS, so there are 2 left, just enough to bring* SANCTA SEDES *in SUB.*

Even if HIS had initially rolled 9, for a total of 19, higher than FRA, he could not have raised his control on SANCTA SEDES *because this was a reaction and not a planed action.*

Playing tip: It is more efficient to have all the players simultaneously write down all the diplomatic actions they want to do this turn, including the computation of the bonus ; then have pair of players (as soon as they are finished) roll for their actions (with the other rolling for the minor) and write done the result (number of progression points) ; and lastly implement the results (going to the diplomatic track and moving the markers, maybe rolling for subsidies or dowries. This avoids numerous back and forth journeys to the diplomatic track to implement the results and speeds the rolling process by pre-computing everything (thus requiring less time overall).
Note also that the influence of the diplomatic actions of other players on the immediate other phases (incomes and expenses) is almost null. So, as soon as one has resolved ones diplomatic actions, one can begin computing ones incomes and thinking about expenses. Only the military phase will require further synchronisation between players.

I Reading markers The cost for entering the different boxes is specified in the Appendix. Additionally, it is written on the diplomatic counters for easy reference during game. The front of the counter shows values for dowry, subsidies and MA while the back (with the "at war" strip) shows values for EC, EW, VA and AN.

IV.3.3 Effects of the Diplomatic control

IV.3.3.1 Royal Marriage

A The Royal Marriage (RM) box gives the advantage of a bonus of +1 during any ulterior diplomatic phase as long as the player controlling the minor country retains this status.

B The Dowry When the minor country diplomatic marker reaches the RM box by advancing (not by moving back), the player rolls one die. If the result is:
B.1 Even the player receives the sum of the dowry in ducats as indicated on the diplomatic marker.
B.2 Odd: the player has to pay the dowry.
C This sum (positive or negative) is written on line **A7** (Subsidies and dowries) of *ERS*.
D if the player refuses to pay the dowry, the marker is returned immediately to the Neutral box.

IV.3.3.2 Subsidies

A The position of a diplomatic marker on the Subsidy (SUB) box gives a bonus of +I during any ulterior diplomatic phase for the player controlling the minor country.

B Payment of Subsidies. When the minor country diplomatic marker reaches the SUB box by advancing (not by moving back), the player rolls a 1d100 He modifies the obtained die-roll result by the Subsidy modifier (always negative) indicated on the minor country marker. If the result is:
B.1 positive: it indicates the number of ducats that the player receives from the minor;
B.2 negative: it indicates the number of ducats that the player has to pay to the minor.
C This sum (positive or negative) is written on line **A7** of *ERS*.
D If the player refuses to pay, the marker is immediately and directly returned to the Neutral box.
E The positive net amount obtained by Subsidies can never exceed 50 ⛁, except explicit precision of the contrary as explained in some events.
F When a players pays the subsidies, the ducats thus transferred to the minor are deducted from the player treasury (and just marked-off i.e. there is no such thing as "minor country treasury").

IV.3.3.3 Military Alliance

A The position on the Military Alliance (MA) box gives a bonus of +2 during any ulterior diplomatic phase for the player controlling the minor country.

B Alliance. As it is an alliance, if the MIN is declared war upon or if it declares war, it will call for its patron, that is also an ally.

C Limited Intervention in wars. Conversely, the MIN is allowed to be involved in a limited way in the wars of their patron. This declaration is a Reaction, and is shown by placing the forces of the MIN on the map. Additionally and as an exception to the rules of reaction, a limited intervention can be declared at the instant a status of MA (or better) is obtained, so at the end of the phase of Diplomacy (and not at the usual segment where reactions are allowed).
C.1 A limited intervention of a minor country is made only with its basic forces. It can draw supply only from its own provinces (and so can not go further than 12 MP from its country).
C.2 Units can not go out of the European map if the minor country has no TP/COL on the ROTW map. They can not participate in discoveries if it is not specified for this minor power (mainly PORTUGALLIA and HOLLANDIA are allowed).
C.3 In MA, the intervention is at most of one land stack and one naval stack outside the minor country.
C.4 The MIN receives reinforcements each turn in the administrative phase. The base reinforcement is given in the Appendix. These reinforcements are only used to recreate the basic force of the MIN, should they be diminished.
C.5 The MIN has a free active campaign each turn, and free passive campaign each other round. Its Patron may increase the level of the campaign by paying for this.

C.6 The MIN is in fact out of the war: its territories can not be attacked or trespassed if it is only in limited intervention. The MIN is not part of the Peace Treaty that will end the war. The MIN may withdraw from the war if its diplomatic status changes.
C.7 A MIN that is announced in limited intervention in a war offers a free CB to the enemy alliance to involve fully the MIN in the war.

D Full involvement in wars. Some events, or declaration of wars may involve fully the minor country in a war.
D.1 In this case, the status is shown by by putting the Diplomatic marker of the MIN on the side reading "At War" and the Diplomatic position is increased to Entry in War (EW).

IV.3.3.4 Expeditionary Corps

A The position on the Expeditionary Corps (EC) box gives a bonus of +2 during any ulterior diplomatic phase for the player controlling the minor country.

B Alliance. As it is an alliance, if the MIN is declared war upon or if it declares war, it will call for its patron, that is also an ally.

C Limited Intervention in wars. Conversely, the MIN is allowed to be involved in a limited way in the wars of their patron. The conditions are the same as in MA, except that the MIN in EC add one LD or ND (controller's choice) to its reinforcements each turn.

D Full involvement in wars. Some events or declaration of wars, may involve fully the minor country in a war. The conditions are the same as in MA.

IV.3.3.5 Entry in war

A The position on the Entry in War (EW) box gives a bonus of +3 during any ulterior diplomatic phase for the player controlling the minor country.

B Alliance. As it is an alliance, if the MIN is declared war upon or if it declares war, it will call for its patron, that is also an ally.
B.1 Additionally, the Patron may ask for a full entry in war on the minor country, as an ally fully involved in the war. This is done during the announces of Reactions to a declaration of war (as if calling for alliances of MAJ). To participate, a minor must be rolled for and a modified result of 6 or more must be obtained on 1d10.
B.2 Modifiers to this entry die-roll depend on the country the player wants his minor to declare war upon. They are the following:
+? political bonus of the MAJ on the country
+2 if the enemy has a common border with the MIN
-2 if the closest enemy province is 6 MP or more from the minor territory, and more than 2 sea zones away from a minor coastal province
-2 if the religion of all enemies is the same as that of the minor (until the end of *Religious Enmities*).
-3 for POLONIA (not applicable if Absolutism was established, or due to some events)
-4 if the minor country is already involved in a different war

B.3 Failure to this test lowers the diplomatic control to EC immediately, and forbids the Major power to declare a limited intervention of this Minor country at the current turn in this war.

C Limited Intervention in wars. Conversely, the MIN is allowed to be involved in a limited way in the wars of their patron. The conditions are the same as in MA, except that the MIN in EW add one LD or one ND (controller's choice) to its reinforcements each turn.

D Full involvement in wars. Some events or declaration of wars may involve fully the minor country in a war.

D.1 In this case, there is no restriction to the manner that the MIN conducts the war. The status is shown by putting the Diplomatic marker of the MIN on the side reading "At War".
D.2 It maintains up to its Basic Force at the begining of each turn. Additional forces can be maintained by their Patron.
D.3 It receives reinforcements based on a roll on the Reinforcement Table. It has, for free, an active campaign for each round, plus some major (or multiple) campaigns given by the reinforcements table. The Patron may complete the cost of those to a higher level of activity if need be.
D.4 It will have to sign a Peace Treaty to cease the war (a Separate Peace or the common Peace Treaty).

IV.3.3.6 Vassalisation

A The position on the vassalisation (VA) box gives a bonus of +3 during any ulterior diplomatic phase for the player controlling the minor country.

B Income Vassal income from provinces, colonies, Trading Posts, exotic resources and commercial fleets is included in the controlling player's income, both during war or peacetime.
B.1 Their income is added to blocked foreign trade for Foreign trade income, and count for domestic income.
C The territory of a VA country is always open to its controlling power. The allies of this powers and its enemies can pass through the VA if (and only if) the Patron has been in it before during the current turn.
C.1 Movements, supply passing through, staying in and battles are permitted to those countries. The territory is friendly to the controlling power and its allies, and enemies to others.
C.2 No siege or pillage are possible. The cities are supply sources only to the Vassal minor country.
C.3 Fortresses may be maintained by the Patron.

D Alliance. A VA is tightly associated to its Patron.
D.1 The controlling power may decide to fully use its VA in war, or to declare only a limited intervention, or do nothing (except that the territory of the VA is accessible as said above). All those declarations can be made as reactions at any turn of the war. Once a VA is fully involved in a war, it stays so until a Peace is signed.
D.2 The enemies of the Patron can declare during the diplomatic phase that they fully include any VA in an existing war: the VA is now in full war. Also, a declaration of war against a VA is actually a joint declaration of war against the Patron.
D.3 A VA can only be involved in war (full or limited way) if the VA is at the distance of 12 MP or 4 sea zones from one enemy province of a Power fully involved in the war.

E Limited Intervention in wars. The VA can be involved in a limited way in the wars of their patron. The conditions are the same as in MA, except that the MIN in VA gain no free reinforcement each turn, including its own basic reinforcements.
E.1 Instead, the Patron may pay for reinforcements, on his own treasury, to raise troops up to the basic forces of the country. The maximal reinforcements so raised are the basic reinforcements indicated in the Annexes, plus 2 detachments (LD or ND).
E.2 All the basic forces of the MIN can be used.

F Full involvement in wars. Some events or declaration of wars may involve fully the minor country in a war. Additionally, its Patron or the enemies of this power may declare at any Diplomatic Phase that the VA is now fully involved in the war.
F.1 The conditions are the same as in EW.

F.2 Vassals and Separate Peace A vassal ally never accept to sign a separate peace unless its capital is under enemy control (and unbesieged by friendly forces), or it is forced to accept an unconditional peace (when totally conquered), or its monarch is captured and ransomed for the right to attempt a separate peace.

IV.3.3.7 Annexation

A The position on the Annexation (AN) box gives a bonus of +3 during any ulterior diplomatic phase for the player controlling the minor country. When the minor country marker is in the AN box of a player, that country is considered as annexed by the player.

B Units and Income of Annexed Minors All force of an annexed minor are removed, and provinces of that minor are annexed, although they cannot be considered as national provinces of the annexing player.
B.1 The player receives all income from annexed provinces as if they were his own, including for Manufacture percentage income.
B.2 He may build units there as in other non-national provinces.
B.3 For military operations, the annexed country is part of the controlling power.

C Condition of Annexation To be annexed diplomatically, a minor country has to be adjacent to a province already controlled by the annexing player, otherwise the diplomatic counter of this minor cannot be move up to the Annexation box.

D Dis-annexion An diplomatically annexed minor can be dis-annexed if another player succeeds in moving the diplomatic marker of the MIN on the diplomatic track, away from the AN box.
D.1 A minor can also be dis-annexed by a Diplomatic Agitation during the event phase, by a change that could make the marker's present position be moved one or more boxes.
D.2 Destroyed minor countries (possible by some events, or by rules on Turkish, Russian or Polish Annexions) are not annexed for this rule: their diplomatic marker is not put in Annexion and the Diplomatic Agitations do not affect them.

IV.4 Diplomacy with non-European countries

IV.4.1 Diplomacy status in ROTW

A The following minor countries are on ROTW map. Inca, Azteca, Guzarate, Bisinagar, Mogolis Imp., China, Iaponia, Siberia, Ayman, Aden, Sudania, Mysuria, Hyderabada, Iroquois, Durranis Imp., Ormus (a special part of Persia). The relations between European Major Powers and those countries are governed by different diplomatic rules.

B Generalities A Major Power has a specific status regarding each one of those countries:
- NR No relation.
- FR Formal relation.
- AT Alliance Treaty.

B.1 NR is not recorded;
B.2 FR and AT are recorded by placing a ROTW diplomatic counter of the Major Power in the diplomatic status box of the relevant minor country, that is found on the ROTW map, on the side showing FR or AT as needed.
B.3 Note that the number of ROTW Diplomatic counters provided to each MAJ is limited by design. A Major Power may always decide to lose a relation in order to free a needed counter. Each counter allow for one FR (front) or one AT (back).
C Diplomatic status is achieved by doing diplomatic actions, as described in the section IV.3.2 (Diplomatic actions). A diplomatic action on a country in the ROTW counts as one of the allowed actions, but it is resolved differently.

IV.4.2 Diplomatic actions in the ROTW

A Conditions to attempt actions. In order to attempt a diplomatic action on a ROTW minor country, a Major Power needs to have discovered at least one province of the minor country, and needs to

A.1 either have a TP/COL in an area owned by, or adjacent to the country, or adjacent to the same seazone,
A.2 or have a Commercial fleet in a seazone bordering that country,
A.3 or have an emissary in the minor country at the diplomatic phase,
A.4 or be TUR attempting action on Ayman, Aden or Sudania,
A.5 or be VEN after subevent I-13.α (War in Indian Sea), attempting action on Aden, Ayman and Guzarate
A.6 No diplomatic action is allowed if the power is fully at war against the minor country of the ROTW.

B Emissaries An emissary is a Conquistador (or an Explorator used as a C, with values divided by 2), a Governor, a Missionary, or a Mission. To be helpful, an emissary has to be in the target minor country, or in an adjacent region, or in a province bordering the same (discovered) sea as the minor country.

C Resolution of diplomatic actions in ROTW The result of the action is always given by the difference between 1d10 rolled by the MAJ (plus bonuses below) and the resistance given by the sum of 2d10.
C.1 as for actions on European minors, the actions (and final bonus) has to be written on the monarch sheet and the cost is recorded on line **A5** of *ERS*.
D Modifiers to the diplomacy die-roll
- +0/+2/+5 Investment (20 ₯, 50 ₯, 100 ₯)
- +FTI (the one applicable in the ROTW)
- +? Manoeuvre of one emissary (3 for Mission; Bonus+Manoeuvre for Missionary)
- +2 if same religion (TUR with Ayman, Aden, Guzarate, and Sudania)
- -2 for Christian on Muslims (until the end of Religious Enmities)
- +2 in defence if the MAJ has already in AT

E Results (modified roll minus the resistance)
- <0 Failed, missionary killed
- ≥2 one level gained
- ≥5 goes to AT

E.1 An adjusted roll strictly higher than the resistance (2d10) plus one raises the diplomatic status of one level (from NR to FR, or from FR to AT), or of two if the difference is 5 or higher (all the way to AT).
E.2 Going to a higher level of relations is always voluntary and can be declined.
E.3 More than one power can make a diplomatic action on a country in the ROTW at the same time. The attempts are not in opposition. Several major countries may have FR or AT with the same minor at the same time.
E.4 An adjusted roll less or equal to the resistance causes nothing, except that a Missionary that served as an Emissary is killed (and may come back afterwards).

F Reaction Any MAJ sharing an AT with the MIN has the opportunity to react. It uses the same condition and modifiers as diplomatic action in ROTW. As a reaction, the MAJ pays the action (according to the investment), this is recorded in line **A6** of *ERS*, but the action is not counted as one of its own at this turn. If the roll of the reacting player is higher than the resistance (sum of 2d10), the result of the action is given by the comparison with his roll.

G Opposing to other countries' relations. A Diplomatic action may be aimed at diminishing the diplomatic relations of some or all Major Powers with the minor. This counts as one diplomatic attempt and is allowed provided the power satisfies the conditions to make diplomacy on this minor country. The opposed MAJ (s) is/are announced before the action and they defend their status as usual, by paying the cost of a Diplomatic action (that is not counted as one of their permitted actions for the turn), if they have no action planned.
G.1 Both opposing MAJ make a roll of 1d10, modified as above. If the acting MAJ obtains a higher roll than an other MAJ opposing the action, the result is that this MAJ lowers its diplomatic status of one level (from AT to FR, from FR to NR).

Example: Diplomatic action.— *During turn 2, Da Gama lands in India and stays inside the territory of* Bisinagar *at the end of turn. Thus, he may act as an emissary during the diplomatic phase of turn 3. The special FTI for ROTW of POR is 5 and the player chooses to make a small investment only. Thus, the final bonus is* **+11** *(***+6** *for the Manoeuvre and* **+5** *for the FTI) which is already rather good. . .*
POR rolls 6, for a total of 17 while the minor rolls 4 and 8 for a total of 12. The difference between the two is 5 which is enough to go directly to AT. POR now has to pay 2d10 ₯ as presents to the local Rajahs (see below).

Example: Diplomatic reaction.— *At turn 8, TUR manages to get an AT with* Aden*, allowing it to get part of the spice trade. Since subevent I-13.α (War in Indian Sea) occurred earlier, VEN, always eager to get more hold on the spice trade, attempts some diplomacy on* Aden *and TUR decides to react. None of them has emissary in the country. The FTI are 4 for VEN and 3 for TUR. VEN chooses to make a medium investment for a final bonus of* **+4** *(FTI,* **+2** *for the investment but* **–2** *for the religious difference) while TUR only reacts with a small investment for a final bonus of* **+5** *(FTI,* **+2** *for being both Muslims).*
VEN rolls 8, for a total of 12. Aden *rolls 3 and 2 for a total on 5. If the action was not opposed, this would be enough to get an AT! However, TUR rolls 5, for a total of 10. Thus, the Turkish roll is taken into account rather than the minor one and VEN only gets a difference of 2. Still enough to go to FR.*

Example: Hampering another status.— *It is turn 53 (1750). Both FRA and ANG have an AT with* Mysuria*. Sensing that colonial tensions may arise in a state of war sooner or later, the East Indian Company decides to play on the intra-indian struggles and sends Clive in a attempt to convince* Mysuria *to break its alliance with FRA. The Compagnie des Indes Orientales learns about it and quickly sends Dupleix to try and counter the English deeds.*
ANG makes an action on Mysuria*, specifically to lower the relation with FRA, with a FTI of 5, a manoeuvre of 4 for Clive and a medium investment, thus getting a final modifier of* **+11***. FRA also has a FTI of 5 and a manoeuvre of 4 for Dupleix but only reacts with a small investment (after all, India can't be more important than the sugar Islands of the Caribbean, says the King) for a final modifier of* **+11** *(***+2** *for defending its AT).*
ANG rolls 8, for a final result of 19 while FRA rolls 7, for a final result of 18. Since the English result is higher, the diplomatic status of FRA is lowered by one level and goes to FR.

IV.4.3 Consequences of "Formal Relations"

A In the provinces of the minor country, neither Native Activation (during each round), nor reaction of the MIN due to the presence of military forces, will be made if only stacks of one LD would be responsible of the test.
A.1 The presence of more than one LD in any one province, or of an A may still cause such activation.
B Any war (normal or overseas) between the powers and the minor country will break the status to NR. Native reaction in a province of the minor country is not a war and changes nothing.

IV.4.4 Consequences of an "Alliance Treaty"

IV.4.4.1 Generalities

A For Inca, Azteca, Guzarate, Mogolis Imp., China, Iaponia and Durranis Imp., the MAJ has to pay 1d100 ₯ immediately, or the status remains FR only.
B For Bisinagar, Siberia, Ayman, Aden, Sudania, Mysuria, Hyderabada, Iroquois, and Ormus, the MAJ has to pay 2d10 ₯ immediately, or the status remains FR only.
C The effect of FR on lone LD is still applied.
D Supplementary effects vary according to each MIN.
E Having an AT is analogue to a VA status for Victory Conditions.

IV.4.4.2 Iaponia and China

A The MAJ can have a TP in each area of the minor country that will not cause a test of reaction of the Native country at the beginning of the turn.

B Closure of China or Japon. Events subevent III-22 (1).α (Closure of China) and subevent IV-22.α (Tokugawa's Commercial Restrictions) close respectively CHINA and IAPONIA for the following effects:
B.1 The reaction level of the country is raised to 11 (so a reaction is automatic if the conditions are met); the fidelity is raised to 16.
B.2 The country refuses any diplomacy, except as detailed afterwards; existing diplomatic status remain so (and other powers are forbidden to try opposing existing relations);
B.3 AT allow each country to keep only one TP in CHINA or IAPONIA, and not one per area (that TP causes no reaction of the minor country);
B.4 No new TP counter can be placed in any area belonging to the country, by means of administrative actions, except in **FORMOSE** or **CHOSÔN**;
B.5 The only way to have a new TP is to take control of the TP of another country (by military means, and a peace, or by placing a new TP in the same province and using automatic concurrence to try to replace the existing TP) in which case the Treaty status is given to the new controller of the TP and lost by the previous one.
B.6 New areas that would be conquered later by CHINA or IAPONIA would suffer from the same restrictions, but existing TP or COL are not destroyed immediately (unless the event says so). Moreover, for the new areas controlled, the Activation level is 6 only (and not automatic). In these area, it is possible to create new TP by administrative action, but the rest of the restrictions apply.

C Treaty of Nerchinsk. Event event V-19 (The Treaty of Nerchinsk) results in the annexion by CHINA of area **AMOUR**, and some provinces in **BAÏKAL**.
C.1 The Activation level of CHINA is 6 herein.
C.2 Powers having a COL/TP in this area are allowed to attempt diplomatic actions on CHINA. If they manage an AT status, they can have and keep up to 2 COL/TP in **AMOUR**, or (exclusive) keep one existing in the rest of CHINA (as per the previous rule ; note that such a TP can not be created) that will not cause reaction of the minor.

IV.4.4.3 BISINAGAR

A BISINAGAR will not react to the presence of TP in its provinces. It will react to the presence of COL.
A.1 Exception: with an AT of POR, BISINAGAR will never to the presence of a Portuguese COL in its territory.
B Neither BISINAGAR nor natives in its territory will react to the presence (movements or remaining) of stacks of at most one 𝔸⊕ in its territories.

IV.4.4.4 MOGOLIS IMP., SIBERIA, SUDANIA, DURRANIS IMP.

A The concerned minor country will not react to the presence of TP⊖ in its provinces. It will react to the presence of COL or of TP⊕.
A.1 Exception 1: with a Treaty, DURRANIS IMP. will not react to the presence of a COL in **Herât**.
A.2 Exception 2: with a Treaty, SUDANIA will not react to the presence of COL of TUR.
A.3 Exception 3: with a Treaty, MOGOLIS IMP. will never react to the presence of a Portuguese COL in its territory.
B Neither the minor country nor natives in its territory will react to the presence (movements or staying there) of stacks of at most one 𝔸⊕ in its territories.

IV.4.4.5 GUZARATE, AYMAN, ADEN, ACEH

A Neither the minor country nor natives in its territory will react to the presence (movements or staying there) of stacks of at most one 𝔸⊕ in its territories.
B If there is only one power having AT with the country, the resources produced by the TP/COL of the minor country are given to this power (it gains the income and count those resources as its own to obtain a monopoly).
C The minor country can be used as an ally in wars.
D They do not react to COL of TUR, except ACEH.
E AYMAN controls **Soqotra** if no power has an establishment (fort, TP or COL) in the province.

IV.4.4.6 MYSURIA, HYDERABADA

A The minor country will not react to the presence of TP in its provinces. It will react to the presence of COL.
B Neither the minor country nor natives in its territory will react to the presence (movements or staying there) of stacks of at most one 𝔸⊕ in its territories.
C The minor country can be used as an ally in wars.

IV.4.4.7 IROQUOIS

A IROQUOIS will not react to the presence of TP⊖ in its provinces. It will react to the presence of COL or of TP⊕.
B Neither IROQUOIS nor natives in its territory will react to the presence (movements or staying there) of stacks of at most one 𝔸⊕ in its territories.
C The minor country can be used as an ally in wars.

IV.4.4.8 ORMUS, **part of** PERSIA

A Specifics of Ormus. Ormus is a ROTW province in **Golfe Persique** belonging to PERSIA. In general, **Ormus** is dealt with as a normal ROTW province (allowing forces to enter in it without war declaration, placement of TP, etc.), with usual Native reaction, or country ORMUS reaction.
A.1 No COL can ever be placed in the province (but a TP may be).
A.2 A reaction of the minor ORMUS is actually a declaration of Overseas war by PERSIA, as is a war declaration against ORMUS.
A.3 A country at war against PERSIA and the owner of forces or TP in **Ormus** is allowed to attack it from the European map also.
A.4 The fortress in **Ormus** acts as a *Præsidio* against **Bam**.
A.5 See also §I.3 of section I.1.2 (Provinces and Sea Zones).

B Effects of a Treaty. AT with ORMUS allows a player to have a TP in **Ormus** that attracts no reaction from ORMUS, as long as the AT holds.
B.1 The power can also enter this province with military forces, or fortify the TP. This draw no reaction from ORMUS.

C Afghanistan. PERSIA may also own **AFGHANISTAN** because of some event. It will not react to the presence in this area of TP⊖ of a power having a AT with ORMUS. It will react to the presence of COL or of TP⊕.
C.1 PERSIA will also not react to the presence (movements or staying there) of stacks of at most one 𝔸⊕ in **AFGHANISTAN**, if those are owned by a power having a AT with ORMUS. Neither would natives react under this condition.

IV.4.4.9 INCA **and** AZTECA

A Permanent AT of Incas and Aztecs. In 1492, INCA and AZTECA are always in AT with every power. This can change because of event event II-19 (Resistance of the American Empires), or when a power besieges their capital.

B Effect of AT.
B.1 The concerned minor country will never react, neither to military forces, nor presence of TP/COL.
B.2 Natives in the area of the country can be attacked with no declaration of war. The capitals of the empires can also be attacked without war against the country (but Natives has to be attacked first for assault or siege).

C Fall of the American empires.
C.1 If its capital is controlled by a power at the end of a turn, an American empire is destroyed. The number of Natives in each province is now 2 L𝔻 (instead of 20 L𝔻).
C.2 Place immediately a COL of level 3 on the city, owned by the power controlling the city. If this power is HIS, it must immediately place a mission there, either by drawing an available mission in the pool, or by moving a deployed mission that is in the same area; then the highest rank Conquistador present in the region is nominated as Vice-Roy of the area.

D Attack on capital Whenever the capital of INCA and AZTECA is attacked, a test of reaction is made at the end of the round (after the result of siege or assault). If there is a reaction, the concerned minor country declares an immediate Overseas war against the aggressor.
D.1 Its troops are deployed (even in occupied provinces) and Natives in all its provinces are activated for the war.
D.2 If this is the last round of the turn, the Fall of the Empire is suspended for this turn (but may happen on the future turn).

IV.4.5 Countries from the ROTW as ally

A Some countries from the ROTW in AT can be used as ally in wars: ADEN, AYMAN, GUZARATE, MYSURIA, HYDERABADA and IROQUOIS. The power having the AT can ask for a limited intervention. This is a declaration in reaction, and is shown by placing the forces of the MIN on the map.
A.1 If more than one power have AT, all that want can ask for limited intervention. Then they all roll 1d10, modified by the modifiers for diplomatic actions in the ROTW. The power that rolls highest gains the intervention for this turn (in case of ties, no intervention). This test should be renewed at each turn, and the side of intervention thus may change.
A.2 Reciprocal alliance. As it is an alliance, if the MIN is declared war upon or if it declares war, it will call for its patron, that is also an ally. If the power does not respond the alliance (at the least a limited intervention), the status is broken to FR.

B Conditions of the Limited intervention in ROTW.
B.1 A limited intervention of a minor country is made only with its basic forces. It draws supply only from its own provinces (and so can not go further than 12 MP from its country). Its units can not go on the European map.
B.2 The intervention is at most of one land stack and one naval stack outside the provinces of the minor country.
B.3 The MIN receive reinforcements each turn in the administrative phase. The base reinforcement is given in the annexes. These reinforcements are only used to recreate de basic force of the MIN, should they be diminished.
B.4 All campaign costs for the MIN are paid by its ally.
B.5 In the provinces that it controls, the MIN is allowed to attack forces of enemies, but the Natives are not activated (only the basic forces may attack). During the end of turn, the forces can do "Native attack" on TP/COL of an enemy power that is in an area the MIN controls, but this does not use also the Natives (unless specified in the description of the country).
B.6 The MIN is in fact out of the war. The MIN is not part of Peace Treaty. But its territories could be crossed as it is usually permitted.

IV.4.6 Military Diplomacy and Treaty

A A power at war (normal or overseas) against a country in the ROTW signing a victorious peace treaty of level 2 or higher, and forfeiting all other conditions of peace, may do the following:
A.1 reducing any or all AT and FR of other powers, to respectively FR and NR. A power that has its diplomatic status broken this way gains a temporary free Overseas CB against the responsible power;
A.2 and, sign a FR with the ROTW country, or upgrade a FR in AT.
B A power at war (normal or overseas) against a country in the ROTW achieving a peace of level 4 or higher, and forfeiting all other conditions of peace, may do the following:
B.1 break any or all AT and FR of other powers to NR. A power that has its diplomatic status broken this way gains a temporary free Overseas CB against the responsible power;
B.2 and upgrade its position by imposing a AT to the ROTW country.
C Note that Allies in this victorious war can each apply the previous effects (excepted to break or reduce FR or AT of Allies in the same war).

IV.4.7 Activation of ROTW minors

A At the end of the diplomatic phase, a test is made for each ROTW minor to see whether it declares war against countries inside its territory.
A.1 a ROTW minor may react against any or all countries having either troops (including L𝔻E, forts of fortresses) or colonial establishment (COL or TP) inside its territory (the areas it owns and the provinces with its own colonial establishments).
A.2 FR and AT may allow some troops and/or establishment inside the territory of a minor without triggering activation, as explained above.
A.3 Leaders alone (with no troops) never cause minor activation.
B For each minor and each country that can cause activation of the minor, roll one die.
B.1 If the roll is strictly smaller than the Activation level of the minor, it declares an oversea war against the offending country (and breaks an eventual AT or FR to NR).
B.2 Otherwise, nothing happens.
B.3 Activation levels are given in the Appendix (in the description of the minor) and recalled on the ROTW diplomatic track (on the ROTW map).
B.4 Remember that for some countries (eg CHINA), the activation level may depend on the province where the troops or establishment are located.
B.5 It is completely possible for a minor country to declare war this way against one offending country but nor against another, even in the same turn. The test is made for each offending country separately (in decreasing order of initiative in case the order is relevant).
C Reactions after these declarations of war happen as usual.
D Activation of ROTW minor should not be confounded with activation of the natives.
D.1 The former is the whole country declaring war, it is done in the diplomatic phase and result in diplomatic announcements.
D.2 The later is local population reacting, it is done during each military round and does not causes a new war or change the diplomatic status. Moreover only one province is concerned each time.
D.3 Colonial establishments usually to not cause native activation (the local population is rather happy to trade) while it may cause minor activation (the government is not happy to see its trade regulation broken by European).
D.4 The same troop, however may both cause minor activation and native activation (and thus must roll both in the diplomatic phase and each military round as long as the condition for activation exists).

Design note: Since the activation happens at the end of the diplomatic phase, you have one attempt to get a good diplomatic status after landing troops. This typically occurs in two cases:
- At the end of a military phase, an emissary lands in a country. During the upcoming diplomacy phase, the emissary has one attempt to establish diplomatic status with the country before the troops he might have with him cause minor activation.
- During the event phase, a R/D causes the diplomatic status of a ROTW minor to decrease. You have one attempt to re-establish it before seeing your trade burnt to the ground (or more if by chance the minor is not activated this turn. . .)

IV.5 On wars

IV.5.1 How Wars Begin

Wars take place due to independent decisions of any player or players (announced during the Diplomatic phase) or may be started by events.

IV.5.1.1 Wars caused by events

A Some wars may be caused by events, offering a CB to some MAJ, or telling that some MIN declares a war.
A.1 The description of political events may offer a CB to some countries. The CB that are described under the "Event Phase" part are used during the first step of the Diplomacy Phase, before formal Agreements are made and before private discussions are allowed. By order of Initiatve, all players announce which declaration(s) of war allowed by events they use, or not.
A.2 The reaction on wars breaking down this way are resolved at that time. Note that no new Formal Agreement could have been signed at this turn, but Alliances of a past turn are usable (they finish in the next segment only).
A.3 If an event gives a CB under the "Diplomacy phase" part of the description, then the CB is used normally after discussion and other agreement, including new alliances.
A.4 If an event gives several CB, all countries using these CB against common enemies are automatically allied for this war (only), unless the event specifically speaks of distinct wars being possible.

B Wars continuing other wars If a war should begin between two countries already at war against each other, the exact meaning of this depends on the nature of the war about to begin for the country declaring the war: mandatory, incompatible with other wars, or provoked by the country. Most events are mandatory; the other ones are explicitly mentioned in the event.

B.1 Mandatory war The new conditions of war described in the event are added to already existing conditions. A MAJ can announce at the diplomatic phase that an already running conflict becomes the new war. Calls for allies are made at this point (according to the conditions of the new war) because the war's motives change. The only thing that should be ignored is the initial declaration of war, since the country is already at war (a CB for this turn is deemed to have been used).

B.2 Incompatibility The new war can be made incompatible with wars between the two countries about to begin the new one. Usually, the event calls for a replacement event (the event did not happen at all, and another one is rolled for instead). However, a war with incompatibilities can be followed by a mandatory war.

B.3 Controlled war The new war is indicated as being controlled by a country. It may delay the event (which, as above, did not happen at all and is replaced by another one), or accept the event and apply it as if it were mandatory.

B.4 Armistices An Armistice may not be signed for an ongoing war that is transformed by either a controlled or a mandatory war.

IV.5.1.2 Wars by voluntary declarations

A Wars are also declared during the Diplomatic phase by the attacking player, in the fourth segment of the phase, after the segment of Announcements of Formal Agreements. No private negotiation is permitted between the Announcements and the Declarations of Wars.
B War using CB described under the section "Diplomacy Phase" of an event, has to be declared at that time.
C A whole segment of reactions following these declarations of wars is then made.

D Restriction on Wars A War is usually declared against an Alliance that is either a power currently at peace, or an Alliance already formed in an ongoing war.
D.1 The only way to declare against only one power of a warring Alliance (instead of the whole Alliance) is if the attacker has a CB (either permanent or given by event, temporary CB are not enough) and uses it against this power.

IV.5.2 Casus Belli

A A Casus Belli (CB) allows declaring war by losing only **1** Stability level, without any loss of victory points (VP). CB are of two different types, permanent or temporary, and may be usual or free. Free CB allows declaring of wars without loss of Stability.

B Temporary Casus Belli The temporary CB is provided by events, or by the rules. Usually it may be used only once and is then cancelled; a temporary CB is valid for 6 turns, excepted if specified differently in the description of the CB. Some temporary CB are linked to the existence of a condition: the CB is valid as long as the condition is met; if the CB is used and the war terminates, the CB could still be valid if the condition is satisfied.

C Permanent Casus Belli Here are the permanent CB:
C.1 Following the event event I-8 (1) (Reformation), all Catholic countries have a permanent CB against all Protestant countries (and vice versa). This is no longer valid after the end of *Religious Enmities*.
C.2 HIS has a permanent CB against all Pagan or Muslim countries. This is no longer valid after 1700, included.
C.3 TUR has a permanent CB against all Christian countries, against PERSIA, against ÆGYPTUS and against SYRIA. This is no longer valid after 1700, included.
C.4 A player has a permanent CB against any country (player or minor) that has has annexed a national province of the player.

IV.5.3 Cost of a War Declaration

A A declaration of war costs VP, as well as a loss of Stability, according to whether the player has a CB or not.
B Cost in Victory Points
B.1 No VP: with CB
B.2 -10 VP: without CB, against a player or a minor country vassal of a player.
B.3 -5 VP: without CB, against a minor (except vassal minor country - see above).
C Cost in Stability
C.1 none: with a Free CB.
C.2 -1 level: with CB.
C.3 -2 levels: without CB.

C.4 Note Cost in lost Stability may be altered by existing treaties and alliances between players, or also by event description. Especially, breaking and alliance (either defensive or offensive) costs 2 extra levels of Stability.

D Wars and reduction of Trade The war forces all belligerent players to refuse mutually the trade access to their market. This influences the calculation of their foreign trade income as follows:
D.1 The European market value of each power is decreased by the amount of Income of the enemy player's provinces (including vassals).
D.2 Other commercial income sources (commercial fleets, exotic resources, etc...) are not affected directly by the state of war.
D.3 Note that this reduction of Trade does not affect the commercial fleet, as would do a Trade Refusal declaration (but a declaration for this effect can be added to the war).

IV.5.4 Overseas Wars

IV.5.4.1 Commercial and Overseas CB

A Some CB are obtained to wage a restricted kind of war that is called an *Overseas War*. They are called Commercial CB or Overseas CB and may be free, permanent or temporary as usual. Some events, or conditions in the rules, give other Commercial or Overseas CB, as indicated in their description.
B Overseas CB not coming from events
B.1 TUR vs. all Christian countries in periods II and III;
B.2 Permanent CB against any country that has the monopoly of the player's CTZ (be it a MAJ or a MIN);
B.3 Permanent CB against any country that is in *Trade Refusal* against him;
B.4 VEN vs. TUR (both ways) as long as the *BALKANS* are troubled;

B.5 HIS (before III-1 (1)), HOL, FRA, ANG have a permanent CB against owner of CC Atlantic;
B.6 HIS against powers having TP or COL in ***SPANISH WORLD*** (free) or in ***CARIBBEAN***; (recall that ***SPANISH WORLD*** does not include ***BRAZIL*** and the islands)
B.7 Any Protestant country against HIS and POR (or PORTUGALLIA) during periods I to IV;
B.8 HOL against catholics having COL/TP in Asia in period III and IV after creation of the VOC;
B.9 All Christian countries have a permanent CB against the *Barbaresques* countries;
B.10 All MAJ have a permanent CB against minor countries from the ROTW (excepted ORMUS);
B.11 POR with a Vice-Roy, against ROTW minor countries (except ORMUS) (free CB).
C A Commercial/Overseas CB may be used to initiate an Overseas War. Declaring an Overseas War without a Commercial/Overseas CB is not allowed.
D When an Overseas War is declared, reactions caused by the war may be made as usual.

IV.5.4.2 Permanent State of Overseas War

A Barbaresque countries. Barbaresque countries (XIV.13.1.3) (countries of the Barbary coast) are CYRENAICA, TRIPOLIS, TUNESIA, ALGERIA and MAURETANIA. They are always in a state of restricted Overseas War against every Christian countries.
A.1 It allow them to use Privateers and naval forces (no land forces) to attack Christian countries. Christian countries can use their own naval forces or *Præsidios* to fight against the Barbaresques.
A.2 As an exception, Privateers of the Barbaresque countries (XIV.13.1.3) may loot European provinces adjacent to the STZ they attack, even if they are European provinces usually outside the scope of Overseas Wars.
A.3 TUR plays the *Barbaresques* that are neutral, and the diplomatic patrons play those that are not. The specific rules tell the STZ that are attacked by the Privateer.
A.4 This state of war causes no loss of Stability.

A.5 Reinforcements They receive some reinforcements each turn: ALGERIA gains a $\mathbb{P}\ominus$ each turn; in periods I to III it receives also a $\mathbb{ND}$ or 2 $\mathbb{NGD}$ (player's choice) and in periods IV and after, only one $\mathbb{NGD}$ or a $\mathbb{ND}$E. Other countries gain only a $\mathbb{P}\ominus$ 2 turns after their Privateer has been destroyed.
A.6 Exception. Whenever *Dragut* is in play and if it used in its Privateer leader role, a $\mathbb{P}\ominus$ of TUNESIA is raised (even if eliminated at previous turn).

A.7 Mandatory Sea Sortie The Privateers usually have to go out at sea each turn, except if their Patron decides against it: a test is made at the beginning of the 2nd round if the Privateer is not at sea, by rolling 1d10 for each country the Patron wants to keep the Privateer at port. This is permitted if the result is lower or equal to the number of the current period plus the Diplomatic status bonus and the geopolitical bonus.

B The Knights. The ORDO HOSPITALIS is always in a state of restricted Overseas War against TUR.
B.1 It allow them to use Privateer and naval forces (no land forces) to attack TUR. TUR can use their own naval forces to fight against them.
B.2 The diplomatic patron of the ORDO HOSPITALIS play this forces, or HIS if it is neutral.
B.3 The annexes specify the reinforcements gained by the ORDO HOSPITALIS each turn: a $\mathbb{P}\ominus$ (or $\oplus$ if in **Rhodos**), and a $\mathbb{NGD}$ or a $\mathbb{ND}$E.
B.4 This state of war does not cause automatic Stability loss at the end of turn. But, at each turn that the pirate of The Knights inflicts losses on Turkish commercial fleets, TUR loses at least 1 Stability level (that is, the Knights' privateer causes a loss of Stability if and only if TUR does not already loose Stability for another reason at the end of turn (war, revolts, . . .))

IV.5.4.3 Restriction in Overseas Wars

A Reaction of the victim. A country that has an Overseas war declared upon gains a temporary CB against the attacker to declare a regular war.

A.1 If/When this CB is used, the war changes and causes a whole new set of reactions allowed by this new full-blown war. The state of Overseas war is no more.
A.2 This CB can be used in reaction as a free CB on the first turn of the war, or as a normal CB to declare a full war on following turns (as long as the Overseas war continues).
B Reactions other than this case are restricted:
B.1 Calls of allies (Formal Alliance or Limited Alliance) are made as usual excepted that they give only Overseas CB;
B.2 No minor country may be involved completely in an Overseas war if it was not the victim of the war, or if it is not a VA of an involved MAJ;

C The course of the war.
C.1 Overseas wars can cause no military action on the European mainland (that is all land provinces on the European map), except provinces in Barbaresque countries (XIV.13.1.3), ÆGYPTUS and MESOPOTAMIA.
C.2 No trade refusal or reduction is applied (except if an added declaration of Trade Refusal is made by one country).
C.3 An Overseas War is not exactly a state of War for the power. If it is its only war, a MAJ would have to use the costs of Maintenance as if at peace.
C.4 Minor countries in EW cannot be called for a full intervention in the war.
C.5 In any other aspect, except when specified, an Overseas War is conducted as a regular war. For instance, any naval operation, attacks by Privateers, fights in the ROTW (COL, TP, in any provinces on the ROTW map) are allowed, as well as limited intervention of MIN.

D Peace and Overseas wars.
D.1 A minor country always accepts a proposed white peace to end an Overseas War at the end of a turn.
D.2 A peace treaty ending an Overseas War may not involved change of ownership of any province on the European map.
D.3 Transfer of TP (even $\ominus$) counts as a full province.
D.4 If an Overseas War is not finished at the end of a turn, the loss of Stability (due to this war) by involved countries is limited to 2 levels per turn (instead of 4).

IV.5.5 Reactions to a Declaration of War

IV.5.5.1 Generalities about Reactions

A On both segments allowing Declarations of wars, Reactions can be made by any power, after all initial Declarations of War. Going through in the order of initiative, and then circling again until no-one has anything left to declare, each power can make none, one, or several declarations in reaction.
A.1 Note that some reactions can only be made just following some initial declaration (usually a new war, or mere new conditions due to events) – at the same turn and segment; whereas others can be made spontaneously at any turn.
B Reactions immediately after a declaration of war
B.1 Call for help by a MIN at war of its Patron (this is done before other reactions of Major powers, see afterwards)
B.2 Call for a MAJ Ally (offensive if aggressor; defensive or offensive if attacked)
B.3 Use of an offensive or defensive alliance (even if not explicitly called by the ally – it cannot forbid it)
B.4 Signing an Alliance for Intervention (and thus declaration of limited intervention by a MAJ)
B.5 CB to transform an Overseas War into a full-blown war (free CB)
C Reactions at any turn
C.1 Begin/End a limited intervention of a MIN in MA, EC, EW or VA
C.2 Begin/End a limited intervention of a country from the ROTW with which one has AT
C.3 Call for full intervention of one of its own minor in EW; requires a test, not permitted in Overseas Wars (no further than 12 MP from the nearest enemy)
C.4 Full implication of one of its VA, no further than 12 MP or 4 sea zones from the nearest enemy fully involved

C.5 Full implication of one of the VA of the enemy, no further than 12 MP or 4 sea zones from the nearest ally fully involved
C.6 Association of two alliances at war against the same third alliance; not on the first turn of war of any of the alliances
C.7 Declaration of War against an alliance that is at war against the same third alliance as the declaring country (this is done with a CB and is not allowed in Overseas Wars)
C.8 Armistice in a war continuing from a previous turn
C.9 CB to transform a continuing Overseas War into a full-blown war (normal CB)
C.10 Foreign Intervention in a Religious War, or a Civil War
C.11 Declaration of complete Trade Refusal against powers that are at war with the reacting power

IV.5.5.2 Guidelines about successive declarations of wars.

A No new war can begin by reactions (excepted by reacting to a Trade Refusal). Reactions are mere extensions of an existing war. One can react after a reaction, broadening further the scope of the war.
B When a reaction puts a country in a war, this country has to join a whole alliance and its thus at war against every enemies of this alliance. If it is allied to countries in both sides of the war, it has to break one of the alliances.
C The sole possibilities to have multi-sided wars is then to have different wars involving the same country(ies). All country that join the alliance at war against several alliances at the same time will have to declare war against all those alliances.
C.1 Conversely, entering the war at the side of an alliance B, when alliance A is at war against B and C, is a war only against A and the Neutrality is conserved regarding C, i.e. no co-operation, no supply, no passing through provinces controlled or occupied by the other alliance. Note that this situation gives a CB to alliances B and C against the other one, or on the contrary, they could declare that they ally together in this war.
C.2 Three-sided wars (or more) where more than two alliances are at war against each other are allowed.

IV.5.5.3 Signing an Alliance for Intervention

A Alliances for Intervention are signed in reaction to a declaration of war. Such an Alliance involves two Major powers, one at war and another one. The second country enters then the war in a limited intervention at the side of the alliance of the first power.
A.1 This is a kind of alliance and the intervening power uses a CB given by the alliance to enter the war in this limited way: it loses **1** Stability.
A.2 Usually, only a country that is victim of a declaration of war (even in reaction due to alliance, or by a minor country) can sign an Alliance for Intervention.
A.3 Exception: ANG and PRU may always sign Alliances for Intervention with attacking countries.
A.4 Signing an Alliance for Intervention is only possible on the first turn of a war (or new developments), except if written otherwise in some events.
A.5 Limited intervention is forbidden in Religious or Civil Wars, excepted if the event explicitly says otherwise.

B Conditions of a limited intervention of a MAJ.
B.1 The power is not at war because of the intervention. It uses the costs of Maintenance at peace (if not involved in another war).
B.2 The power can use up to one land stack and one naval stack to do anything as part of the war. Once a land or naval stack has been committed, no other land or naval (respectively) force of the power can be involved in this war. These forces are the only one that can move in provinces at war, attack, besiege, assault, do naval transport of forces at war, make a blocus, fight against Privateers, and so on. . . All conquests (including captured monarchs) are made for the sake of the alliance at war (he chooses one country, a MAJ is possible). All pillages made by his stack go in his TR.
B.3 All other forces of the power doing a limited intervention are as if at peace. All provinces of the power are also not part of this war and only its forces can enter them.

B.4 Minor countries controlled by the power are not part of the intervention (this includes VA). Exception: see §C of section XIV.1.1 (English intervention in wars).
B.5 A power can do limited interventions at the same time in more than one war. It cannot intervene on the side of enemy alliances.

C Continuation of a limited intervention.
C.1 After the Truces, if the war is still going on, any power of the enemy Alliance has first the possibility to declare Full war against the intervening Power, having a CB and paying 1 Stability to do so.
C.2 Else, a limited intervention ends at the end of the turn, excepted if the power doing the intervention spends 1 Stability at the end of turn (after Stability improvement action), in addition to any other loss of Stability.
C.3 If the intervention ends, the forces are redeployed as when signing a white peace. There is no gain of Stability.
C.4 If the intervention continues, the power will be able to send reinforcements as long as those are stacked at the end of the first round with the intervening stacks.
C.5 If the intervention continues, the enemy alliance has a free CB at the following Event Phase to declare a full war against the intervening power.

Example: Alliance going into flames.— *It is turn 10. HIS, VEN and POL are allied in a holy Catholic league (defensive alliance) while TUR and FRA also have a defensive alliance. TUR decides to send the Levant convoy (see §B (Levant Convoy) of section VI.12.2.1 (The convoys)) to FRA, thus providing a commercial CB to VEN (who owns the Mediterranean centre of trade and thus believes he should get the convoy).*
VEN decides to use this CB (thus loosing 1 Stability). TUR reacts by turning the war into a full blown war, hoping to advance in the Balkans (no Stability lost as this is a free CB). Since VEN has now been victim of a declaration of war, the Doge calls his Polish allies (to protect the Balkans) and POL accepts and declares war on TUR (cost 1 Stability for POL). TUR then decides to call its minor VA, CRIMEA, *fully into the war to chop on the Polish flank.*
In the West, HIS was not called into the war, however, ***Carlos V*** *decides that this is a good opportunity to try and seize* **Tunis**. *Thus, HIS uses the CB provided by his alliance and declare war to TUR and then to its VA,* TUNESIA *(1 Stability lost).* ***François Ier****, always eager to harm the Hapsburg, then uses its alliance to react to the Spanish aggression by also declaring war. He'd like to declare war only on HIS but cannot as war must be declared against the full alliance, in this case VEN, HIS, POL (and maybe some minors allies). This cost him 1 Stability.*
HIS would then like to call for a full war his ally, PALATINATUS, *in order to open a second front against FRA. However,* PALATINATUS *is only in EW. Since* PALATINATUS *is not adjacent to FRA but nonetheless less than 6 MP away, and HIS has no specific bonus on it, he must roll 6 or more on a die to successfully call it. HIS rolls 7 and* PALATINATUS *declares war on FRA.*
Back in the East, RUS believe that this could be an opportunity to weakens the Crimean. So, he react to the Turkish attack by signing an alliance for limited intervention with HIS, VEN and POL (cost 1 Stability).
After Diplomatic actions on minors are made, both CAZAN *and* ASTRACAN *are on the Turkish diplomatic track, thus TUR decides to call them for limited intervention in this full blown war (to defend* CRIMEA*).*
Both CRIMEA *and* PALATINATUS *are fully at war. They will thus receive reinforcements in the upcoming administrative phase. On the other hand,* CAZAN *and* ASTRACAN *are only in limited intervention. They will only have their basic forces but are not part of the war (and thus cannot be entered by enemy troops). RUS is also not fully at war. He will use the (more expensive) peace maintenance cost and cannot send more than one stack in the war ; moreover all his conquests will be made for the behalf of another major (for example HIS), and count as his for peace purpose. But no enemy troops can enter Russia and besiege his fortresses.*
At the end of turn, RUS can choose to stop its intervention. In this case, Russian troops go back in Russia but the fortresses he has conquered are not given back to TUR (they are still controlled by HIS). Alternatively, RUS can choose to stay in intervention (loosing 1 Stability). In this case, at turn 11, TUR can choose to generalise the war and fully imply RUS in the war (with no Stability lost, this is a free CB to be used at the same time as CB provided by events). If this is done, this new declaration of war can causes a full new set of reactions. . .

Example: Three-sided wars.— *In 1700 (turn 42), event VI-1 (The Great Northern War) is rolled. As per event description, it provides both RUS and POL CB against SUE (plus some other conditions). Both RUS and POL separately decide to use them. So, there are two wars going on: RUS (and eventual allies) against SUE and POL (and allies) against SUE. However, Russian may not enter Poland or attack Polish troops and conversely as these countries are not in the same war. Swedish troops (and allies) can go both in Poland and Russia as SUE is at war against both. Note that if a Swedish fortress is besieged and taken by RUS, POL cannot later go and besiege it as this would be an attack against a Russian fortress. . .*
In turn 43, the war is going on. Since there are two alliances (namely RUS and POL) at war against the same third alliance (SUE), they can do one of the following:
- *Keep the wars separate and continue as the previous turn.*
- *Decide to join the wars. RUS and POL will then be allied for the duration of the war (only). They can now go in each other territory, stack troops together, . . . but must sign a peace together.*
- *Declare war one to another. The alliance (RUS or POL) declaring the war loses 1 Stability for this (normal CB). Then, there will be a three-sided war between SUE, RUS and POL. Each of them can go in each other territory, or attack each other troops. Polish troops can now besiege a Swedish fortress that was previously taken by RUS and, in case of success, the fortress will be controlled by POL (and count as such for peace). Three different peaces will need to be signed as there are 3 wars, each peace using specific differential for its own war. . .*

IV.5.5.4 Armistice

A An armistice can be signed in any war that began in a previous turn (but not if it begins this turn, or has new conditions due to an event or a transformation from Overseas to full war). All powers in both enemy alliances has to agree the Armistice; if not, none is signed.
A.1 Usually, no Armistice is allowed in Religious or Civil Wars, excepted if the event says otherwise.
A.2 Some events call for mandatory Armistices: no one has to agree. . .
B The countries stay at war for the turn but can make no offensive action against the enemy alliance. All besieged provinces at the time of the Armistice has to be freed on the first round. Provinces that are controlled by the enemy stay so.
B.1 During the turn, it is forbidden to enter a province, COL or TP of the enemy that was not controlled at the beginning of the turn. Interception, siege, attack by naval units or privateers are also forbidden.
B.2 Use of *Præsidios* or *Strait fortifications*, however, is still allowed (as when the countries are at peace).
C At the end of the turn of the Armistice, if no peace is signed, the enemy alliances lose 1 Stability in addition to normal losses (after Stability improvement action), in remplacement of the Stability losses normally caused by this war. Moreover, this turn will not be counted as a turn of war to compute the length of the war (and the Stability loss associated).
C.1 The countries are still considered at war for attempts of Stability improvement and maintenance.

IV.5.5.5 Religious Wars, Civil Wars

A Some wars caused by events are said Religious Wars, or Civil Wars. In a Religious War, any Major Power that shares the religion of one of the two sides may intervene in the war to help the side having the same religion. In a Civil War, any Major Power can intervene for one side or the other.
A.1 Those interventions are ruled by the Foreign Intervention (§B of this section) limits.
A.2 Several kinds of more important interventions (limited war or full war) may be allowed in the precise description of the event. Except for those allowed, interventions, any other kind of war or attempts to be involved in a Religious or Civil War implies the effects described in "Excessive Foreign Implication".
A.3 Exception: during event III-1 (1) (Revolt of the United Provinces), wars against HIS or HOL do not qualify as Excessive Foreign Implication if fought out of Holland and the Spanish Netherlands.

A.4 List of Religious Wars. **TODO:** Double- or triple-check the list of religious and civil wars. . .

event II-9 (War of the Schmalkaldic League), event III-D (Religious Wars in France), event III-1 (1) (Revolt of the United

Provinces), event III-1 (3) (League of Nassau), event IV-A (Thirty Years' War), event III-B (Religious War in Sweden), event III-C (Religious War in Poland), event III-15 (2) (The Time of Troubles in Russia), event IV-1 (1) (Bohemian Revolt), event IV-1 (2) (Revocation of the Truce of Augsburg), event IV-7 (1) (English Civil War), event IV-14 (Revolt of La Rochelle)

A.5 List of Civil Wars. event IV-16 (The Fronde), event IV-2 (2) (War for the Unity of the HRE), event IV-13 (2) (Agitation of the Swedish Nobles), event IV-7 (2) (The Parliament and the English Kings), event V-4 (The War of Spanish Succession), event V-3 (The Glorious Revolution in England), event VI-11 (War of Polish Succession), event VI-13 (War of Austrian Succession), event VI-4 (Jacobite Rebellion), event VI-14 (War of Succession in Kurland), event VII-13 (Revolt of Pugatchev), event VII-4 (War of Independence in the Colonies), event VII-5 (The French Revolution), event VII-2 (The War of Bavarian Succession).
A.6 Added to these lists, any War of Succession following a Dynastic Crisis becomes a Religious Civil War before the end of *Religious Enmities*, and a Civil War afterwards.

B Foreign Intervention Other countries may, without declaring a war on the country suffering the civil war, send units to fight in that country. In Religious Civil Wars, the intervention is necessarily on the side of a faction that shares same religion as that of the intervening player.
B.1 This Foreign Intervention is not a war (nor a declaration of war) and costs **1 Stability** for each intervention. It is announced as a reaction during the Diplomatic Phase.
B.2 This intervention is limited to a maximum of one land stack of at most one 𝔸⊕, and/or one 𝔽 counter per allied player. (i.e. per country, not group of countries). These forces are the only one that can move in provinces involved in the Religious/Civil War (including provinces of powers that are fully involved in the war); movements or campaigns in the ROTW is not allowed (excepted if the event says otherwise). All conquests are made for the sake of the side supported in the war. All pillages made by his stack go in his own TR.
B.3 Minor countries controlled by the power are not part of the intervention (this includes VA).
B.4 A power can do Foreign interventions at the same time in more than one war. It cannot intervene at the same time on the side of enemy alliances.

C Continuation of a Foreign Intervention.
C.1 A Foreign intervention ends at the end of the turn if no force of the Foreign power stays in a province at war.
C.2 If the Foreign Intervention continues, no reinforcement can be send in the war; no Stability is lost by the intervening power. It is possible to end an intervention and resumes is afterwards (see next point) so that new forces are sent.
C.3 A Foreign intervention can be resumed at any turn after it has ended but this costs **1** Stability to the Foreign power intervening. In Civil Wars, the Foreign intervention could resume as an ally of the other side.

D Excessive Foreign Implication. No player can send more than one 𝔸⊕ on the side of any one faction in such a war, if a limited or full intervention of his power is not allowed in the event.
D.1 If ever a power declares war on the country where the civil war rages, the civil war stops temporarily in a mandatory Armistice. The victim country may use units of both factions in his civil war to fight against the invader(s). In addition:
1. Revolts do not incur any Stability loss during excessive foreign interventions.
2. Rebel and loyal units may not collaborate (i.e. transport, stack and/or fight together).
3. If an Excessive Implication occurs, events concerning the same Civil War are still marked off but their application is suspended. On any following turn when the intervention is over, such already marked off events (during the above intervention turns) will occur in addition of regular events on a even roll of 1d10 (no more than 1 per turn).

D.2 However, the units of both factions are kept under the control of the victim country until the peace is signed with all foreign invaders.
D.3 Once the Excessive Implication is over, the civil war is resumed and the rebels receive reinforcements if they have lost 25% or more of their initial strength (proceed as per first turn of the civil war).

Design note: Excessive foreign intervention is not really meant to happen. If you start to think that it is often a good thing to do to achieve your goals, you're probably abusing some loophole in the rules. Typical games should not see more than one or two excessive foreign intervention (and most of the time, none should occur).
Typically, trying to use excessive foreign intervention to artificially lengthen a civil war, lower the Stability or your enemy or destroy loyal troops while keeping rebels alive to give them the edge are abuses.
Excessive foreign intervention should only arise when another event is rolled and call for a new war with a country already in civil war.

TODO: Add a (high) VP cost for EFI unless using a CB provided by event to dissuade players from abusing it ??? -30VP should be enough to prevent abuses.

IV.5.6 Call for ally by Minor countries

IV.5.6.1 Generalities

A A minor country can be involved in various ways in a war:
A.1 Limited intervention, as per the previous rules; this intervention is possible in a war of its Patron if the diplomatic status is MA, EC, EW or VA;
A.2 Full intervention if it was declared war upon, or if it declares war. When a European minor country is fully involved in a war, no-one is allowed diplomacy action on it.
A.3 In Overseas wars, the intervention are of the same kinds, but constrained by the limits of Overseas wars.
B A minor country can declare a war in the following occasions:
B.1 Some events (including R/D);
B.2 A VA is fully involved by its Patron, as a reaction. This costs no additional Stability.
B.3 The country is in EW and its Patron tests for declaration of war by the minor country (as explained in section IV.3.3.5 (Entry in war)) and successes.
B.4 A country in the ROTW may declare an Overseas war due to reaction against European presence.
C A minor country can be declared war upon in the following occasions:
C.1 As a usual declaration of war (with, or without CB; sometimes caused by events);
C.2 If it is a VA, only as part of a declaration of war jointly against its controlling country ; or as a generalisation of the war against the patron.
C.3 If it is in limited intervention in a war and the enemy alliance decides to fully involve the minor country in the war (this is done in reaction).
D Note that some specific alliances are dealt with different rules. That is for instance the case of the alliance between HIS and minor HABSBURGUM, or of some alliances forced by events.

IV.5.6.2 When a minor country is attacked

A A minor country that is attacked will call for some help according to the rules explained here. Those calls are the first reactions resolved, in a random order, before other kinds of reactions announced by Major powers.

B If the minor country is Neutral. The first power listed in the Appendix in the preference list, and that is not at war against the MIN, is called as an ally in the war.
B.1 The MAJ can refuse any help, in which case it plays the minor country but is by no means involved in this war and the MIN stays "Neutral";
B.2 If it accepts, he makes a limited intervention (as if signing a Alliance for Intervention) in the war, and the minor country is put in MA of the intervening power.
B.3 If the limited intervention ends before the war against the minor country, this is a break of alliance: it costs 2 Stability to the power breaking the alliance, and the MIN is put as "Neutral".

C If the minor country is in RM or SUB.
C.1 The controlling power can refuse its help, in which case the diplomatic status is broken, the MIN is now "Neutral" and the previous situation is applied, ignoring the MAJ that just refused to help.
C.2 The controlling MAJ may accept to do a limited intervention (as if signing an Alliance for Intervention) in the war, and the minor country is put in MA of the intervening power.
C.3 If the limited intervention ends before the war against the minor country, this is a break of alliance: it costs 2 Stability to the power breaking the alliance, and the MIN is put as "Neutral".
C.4 The controlling MAJ may accept to do a full intervention in the war, that is to declare a war with a CB against the attacking alliance; the minor country is then put in EW of the MAJ.

D If the minor country is in MA, EC, EW or AT (in ROTW).
D.1 The controlling power can refuse its help, in which case the diplomatic status is broken, the MIN is now "Neutral" and the previous situation is applied, ignoring the MAJ that just refused to help. If the status was EW or AT, the MAJ loses **1** Stability (for the breaking of this alliance).
D.2 The controlling MAJ may accept to do a limited intervention (as if signing an Alliance for Intervention) in the war, and the minor country is put in MA of the intervening power (or stays in AT in the ROTW).
D.3 If the limited intervention ends before the war against the minor country, this is a break of alliance: it costs **2** Stability to the power breaking the alliance, and the MIN is put as "Neutral".
D.4 The controlling MAJ may accept to do a full intervention in the war, that is to declare a war with a CB against the attacking alliance; the minor country is then put in EW of the MAJ (or stays in AT in the ROTW).

E If the minor country is a VA or in AN. The declaration of war is only possible jointly against the controlling power, or if a war against this power is already active.
F Note that in the frequent case where the MAJ is already at war when one minor country it controls is declared war upon, the existence of the existing war is sufficient to respond the alliance (and the minor is raised in EW if it had a lower status).

IV.5.6.3 When a minor country is declaring war.

A If the minor country is Neutral. Excepted if an event says otherwise, the first power listed in the Annexe in the preference list that is not at war against the MIN, is called as an ally in the war.
A.1 The MAJ can refuse any help, in this case he will play the minor power, but he is by no means involved in this war and the MIN stays "Neutral";
A.2 If the MAJ accepts, he makes a limited intervention (as if signing an Alliance for Intervention) in the war, and the minor country is put in MA of the intervening power.
A.3 If the limited intervention ends before the war against the minor country, this is a break of alliance: it costs 2 Stability to the power breaking the alliance, and the MIN is put as "Neutral".

B If the minor country is in RM or SUB.
B.1 The controlling power can refuse its help, in which case the diplomatic status is broken, the MIN is now "Neutral" and the previous situation is applied (ignoring the MAJ that just declined).
B.2 The controlling MAJ may accept to do a limited intervention (as if signing an Alliance for Intervention) in the war, and the minor country is put in MA of the intervening power.
B.3 If the limited intervention ends before the war against the minor country, this is a break of alliance: it costs 2 Stability to the power breaking the alliance, and the MIN is put as "Neutral".

C If the minor country is in MA, EC, EW or AT (in ROTW).
C.1 The controlling power can refuse its help, in which case the diplomatic status is broken, the MIN is now "Neutral" and the previous situation is applied (ignoring the MAJ that just declined intervention). If the status was EW or AT, the MAJ loses **1** Stability (for the breaking of this alliance).

C.2 The controlling MAJ may accept to do a limited intervention (as if signing an Alliance for Intervention) in the war, and the minor country is put in MA of the intervening power (or stays in AT in the ROTW).
C.3 If the limited intervention ends before the war against the minor country, this is a break of alliance: it costs 2 Stability to the power breaking the alliance, and the MIN is put as "Neutral".
C.4 The controlling MAJ may accept to do a full intervention in the war, that is to declare a war with a CB against the attacking alliance; the minor country is then put in EW of the MAJ (or stays in AT in the ROTW).

D If the minor country is a VA. The declaration of war by a VA gives a free CB to the controlling power, to be used now (in reaction), or at any following turn as long as the war continues.

IV.6 Conflicts against non-European

IV.6.1 Generalities

A Areas owned by minor countries. The Natives in areas owned by minor countries in the ROTW, and the cities, can not be attacked by a power if it is not at war against the minor country. Exception: a reaction during the turn by Natives may cause battles in such a province without involvement of the minor country; in this case the power can continue to attack the Natives in this province until the end of the turn, but not the cities.

B Wars in the ROTW. An overseas war is sufficient to make a war against a country in ROTW, by definition of this kind of war.
B.1 Forces of a country in the ROTW may never go on the European map. They are deployed in any province they own (even if there is COL or TP or enemy forces; in the last case, an immediate battle happens before the first military round).
B.2 A country in the ROTW always receives fixed reinforcements each turn of limited or full war, as described in the Annexes. Those can only raise their force to the basic forces of the country.
B.3 If a minor country is at peace during one whole turn, its basic forces come back entirely.
B.4 The forces of a minor country are always in full supply in the provinces of owned areas, and use those provinces as supply sources if outside the area. A province where there is a TP/COL or a fort controlled by an enemy can not be used as supply source to go outside (but minor troops are still supplied within the province).
B.5 A country in the ROTW uses all the Natives that are in the areas that it controls. Natives are of moral "conscript" (exception: Natives in **JAPON** are "veteran") and are added to regular forces if there is any in the province. They never move. They will attack TP and COL in their provinces if they are at war against the owning country.
B.6 Natives and regular forces of minor countries can do "Native attack" in owned areas at the end of the turn to destroy COL or TP. Additionally, regular forces can burn down controlled TP as per normal rules (Natives cannot).

C Areas with no minor countries. Some areas are less organised: no minor country owns them. A European country can decide to attack Natives or cities in the corresponding provinces without being at war, with no declaration beforehand.
C.1 If Natives are attacked in a given province, they will continue to react (as defined afterwards) against the aggressor until the end of the turn.
C.2 To assault or besiege a city, a power has first to attack the Natives of the province (or they have to be already active).

Design note: By "less organised", we do not mean, of course, that areas such as South-East Asia or Indonesia were lacking states. Dai Viet, Ayutthaya, the sultanate of Borneo and other countries clearly exists. However, these countries were of a rather local importance and their relative strength and tolerance to the Europeans is directly represented by the values of the corresponding area. ROTW countries correspond to large empires such as China or the Mogols, with a large territorial base or a powerful army.

IV.6.2 Reactions by countries in the ROTW

A At the end of the phase of event, a test of reaction is made in a country from the ROTW where one of the conditions is met:
A.1 there is a military force in one of its province (excepted if this force is in a foreign COL settled in the province, or if allowed by a FR or AT);
A.2 there is a European COL or TP that is not allowed by diplomatic status (or a special rule).
B The test is 1d10, compared to the Activation level of the country. If it is strictly lower, the minor country declares an Overseas war against any and all powers that satisfy one of the previous conditions.
B.1 List of the Activation levels:
9/3 MOGOLIS IMP. before/after event VI-17 (The Last of the Great Mughals)
9/11 CHINA and IAPONIA before/after subevent III-22 (1).α and subevent IV-22.α, except in newly conquered areas (6)
9 GUZARATE
8 IROQUOIS, SUDANIA
4 INCA, AZTECA, BISINAGAR
6 All others: SIBERIA, AYMAN, ADEN, MYSURIA, HYDERABADA, DURRANIS IMP., ORMUS

IV.6.3 Reactions by Natives during the rounds

A At the end of each military round, before the sieges, a test of reaction is made in every province in the ROTW where there is a European military force that is
A.1 Neither in a COL of a European power;
A.2 Nor allowed by some FR or AT in this province by a minor country owning the area.
A.3 When a land stack moves also through a province where none of the two previous conditions hold, a test of reaction is also made before it leaves the province.
A.4 Finally some attempts of putting TP or COL in a province may cause an automatic reaction of the Natives, see §B of section VI.7.2.1 (Normal procedure) and §B (Critical failure) of section VI.7.3 (Trading posts).
B The test of reaction is resolved by rolling 1d10. If it is strictly inferior to the Tolerance level in the area, the Natives react. When the Tolerance is "-", no reaction can happen.

C Effect of a reaction.
C.1 The reaction is an attack of the Natives against the units that caused the reaction, and all units of the same country in the province (not area).
C.2 The attack is revolved immediately (as an interception if it is caused by a movement, or a regular battle if it is at the end of the round or due to botched TP/COL action).
C.3 The reaction last until the end of the turn and the Natives will attack any other force of the power causing the reaction that is in the province. Only one battle is possible each round (at the time of the first interception by reaction, or at the end of the round). Natives will then attack COL/TP owned by the power at the end of the turn. Note that if A has activated the Natives against him, and controls a fort of fortress of the side B who has not, the Natives would attack A and besiege its forces (attrition if A is withdrawn in the fortress) but would not attack a COL/TP owned by B (even if controlled by A) at the end of the turn.
C.4 If units of another player enter the province later in the turn, they can also provoke a reaction of the Natives against them.

Incomes

Chapter V

V.1 Incomes

A Overview The Income segment of the administrative phase is detailed here. It is played mostly independently (the only information that one may need from the other players is their *Gross Land Income* if they are at war or doing Trade Refusal). Each player will compute the income of their country, coming from various sources.All this is summed up to form their new RT. It helps to refer to the *Economic Record Sheet (B)* included in this chapter to understand everything. The *Economic Record Sheet (B)* serves as a register for all financial operations of the country. The RT and on-going loans are stored (and computed) on the other ERS (A and C).
Computation of income is only the first segment of the administrative phase. However, it is separated from the rest of the phase for clarity.
Part of the income is differed (gold form ROTW, Convoys, Exceptional taxes) and only perceived at the end of the turn (usually with some hazards on the way). They are however briefly described here in order to have all the income sources together. Check the corresponding Chapters for a complete definition of these incomes.

V.2 Land income

A The player registers three kinds of land income:
- The income of all his provinces in line **B1** (Provinces income) of *ERS*;
- The income of all the provinces of his vassal minor countries in line **B2** (Vassal provinces income) of *ERS*;
- In negative, all the provinces (either his of his vassals') that are inexploitable (due to revolts, military occupation, looting, enemy control, or corrupted pashas) are recorded in line **B3** (Occupation, Pillages, Revolts) of *ERS*.
- Some random events (e.g. event E-4 (Agricultural crisis)) mark their gains or losses in line **B4** (Event) of *ERS*.

A.1 The sum of all this is the *Land Income*, and goes in line **B5** (Land income) of *ERS*.

TODO: Add partial ERS to the examples.

Example: *All along, the examples will details the income phase of the first turn for POR.*
At the beginning of turn 1, POR owns the provinces of **Trás-os-Montes** *(income 5),* **Beira** *(3),* **Tejo** *(6),* **Alentejo** *(6),* **Algarve** *(5),* **Tânger** *(2) and* **Açores** *(2) (counted as an European province even if located on the ROTW map). Thus, its Provinces incomes is 29 ₯, written in line* ***B1*** *.*
At the beginning of the game, POR has no minor ally, especially no VA and no Vassal provinces income. However, since the Diplomatic phase occurs before the income segment, it is possible that a lucky Diplomatic action succeeded in getting POR a VA. This is unlikely and we'll suppose it did not happen. So POR has no Vassal provinces income and can leave line ***B2*** *empty (or write 0 in it, but leaving it empty is usually more readable).*
Let's suppose that the events of turn 1 resulted in a revolt in **Beira**. *Then POR write -3 in line . Notice that it is easier to do this count in negative because the content of line* ***B1*** *will usually be the same every turn (except when one annexes or loses provinces) while the revolts change almost every turn. This avoid tedious recomputation of incomes each turn.*
Thus, the Land income of POR is 29+0-3=26 ₯, written in line ***B5*** *.*

Economic record sheet B - Income

#											
1	Turn number										
2	Provinces income										
3	Vassal provinces income										
4	Occupation, Pillages, Revolts, …										
5	Event ±										
6	Land income 1+2-3+4										
7	Manufactures Val.										
8	European mines										
9	Industrial income 6+7+8										
10	Domestic trade income ~(1+2)										
11	Foreign trade income										
12	STZ+CTZ level income										
13	STZ+CTZ monopoly income										
14	Partial/Total monopolies #/#										
15	Trade centres income										
16	Trade centre losses										
17	Trade income 9+10+11+12+13-15										
18	Colonies										
19	Trading posts										
20	Exotic resources										
21	Partial/Total monopolies #/#										
22	ROTW income 17+18+19										
23	Special income										
24	Income 5+8+16+21+22										
25	Events ±										
26	**Gross income 23+24**										
27	Loan interests C2+C6										
28	Mandatory loan refund cf C3										
29	**RT Collapse ? A8+25-26-27 <0**										
30	Optional loan refunds (C3)+C8										
31	Unit maintenance										
32	Fort. & presidios maintenance										
33	Missions maintenance										
34	Units purchase										
35	Fort. purchase										
36	Administrative actions										
37	Administrative reactions										
38	Other expenses										
39	Adm. total 26+27+∑(29,37)										
40	**Exceptional taxes modifier**										
41	Passive campaigns x10D$										
42	Active campaigns x20D$										
43	Major campaigns x50D$										
44	Multiple campaigns x100D$										
45	Exceptional recruitments										
46	Naval refit										
47	Presidios build										
48	Military expenses ∑(40,46)										
	Total expenses 38+47										

V.3 Industrial income

V.3.1 Manufactures

A Manufactures represent industries of all types developed by the player (triangular-shaped counters).
B The manufactures all have a *fixed income*.
B.1 The sum of all the incomes of the manufactures goes in line **B6** (Manufactures val.) of *ERS*
B.2 The income of resources exploited by various manufactures (fishing, salt) is not recorded here.
B.3 A MNU brings no income if the province it is located also brings no income (due to military occupation, revolt, pillage, corrupted pashas, . . .)
C All manufactures bring other advantages than their incomes.
C.1 If there is a ⋆ on the counter (*Metal*, *Instruments* and *Art* manufactures), only one such MNU per country provides the bonus (that is, only consider the MNU of this type of higher level).
C.2 Otherwise, the advantage is summed for all manufactures of this type.
C.3 Quick summary of the advantages: *Metal* MNU enhance land technology research ; *Instruments* MNU enhance naval technology research ; *Art* MNU help increase Stability; *Cloth* and *Wine* MNU increase the income from foreign trade ; *Cereals* MNU increase the income from domestic trade ; *Salt*, *Fish* and *Wood* MNU produce resources of Salt, Fish or Wood.

Example: *At turn 1, POR has two MNU. The Instruments MNU in* **Tejo** *has an income of 7 ₯ while the Wine MNU in* **Trás-os-Montes** *has an of 4 ₯.*
Since none of them are in the revolted province of **Beira**, *both provide their income. Thus, the income is 7+4=11 ₯ (written in line* ***B6*** *).*

V.3.2 European Gold

A Each European mine brings a fixed income of 20 ₯ as long as that mine is not depleted (this may happen following event E-26 (Depletion of a mine)). The European mine income is registered on line **B7** (European mines) of *ERS*.
A.1 A mine brings no income if the province it is located also brings no income (due to military occupation, revolt, pillage, corrupted pashas, . . .)
B The income of mines located outside of Europe is processed separately, because it has to be repatriated to Europe before it can be credited to the player's treasury.

B.1 Exception: Elmina. If POR is a major country and owns a TP in **Côte d'Or**, it exploits two gold mines as European mines (for a total of 40 ₯). Destruction or loss of ownership of this TP definitely cancels this effect.

Example: *As per Specific rules, POR can exploit two gold mines in* Elmina *as if it were European gold (see above and section XIV.4.1.5 (The African gold)). Thus, its European mines income is 40 ₯ (20 ₯ per mine), recorded in line* ***B7*** *.*

V.3.3 Industrial income

A The sum of all these incomes is put in line **B8** (Industrial income) of *ERS*.

Example: *The Industrial income of POR is 11+40=51 ₯.*

V.4 Trade income

V.4.1 Domestic trade

A The Domestic Trade is computed by cross-indexing the *Total provinces Income* (the sum of line **B1** of *ERS* and line **B2** of *ERS*, that is the province income of both the country and its vassals without considering pillages, revolts, military occupation or other hazards) added to bonuses provided by MNU against the DTI of the country in table V.1 (Domestic Trade Income).
A.1 Each level of *Cereals* MNU owned by the country adds 20 ₯ to the *Total provinces Income* for this computation only.
A.2 The result is put in line **B9** (Domestic trade income) of *ERS*.

Land	DTI				
Income+?	1	2	3	4	5
1–40	1	2	3	4	5
41–80	3	6	9	12	15
81–120	5	10	15	20	25
121–160	7	14	21	28	35
161–190	9	18	27	36	45
191–220	12	24	36	48	60
221–240	15	30	45	60	75
241–250	18	36	54	72	90
≥251	20	40	60	80	100

?=+20 ₯×sides of *Cereals* MNU

Table V.1: Domestic Trade Income

Example: *The Total provinces income of POR is 29+0=29 ₯ (the revolt in* **Beira** *does not change it). Since POR has no Cereals MNU, it stays unchanged. Thus, POR will look in line 1-40.*
The DTI of POR is 3, so POR looks in column 3, the result is 3 ₯ written in line ***B9*** *.*
Notice that if POR decide to build a Cereals MNU (and succeed), its Land income would become 29+20=49 ₯ (for this computation) allowing it to look in the second line (41-80) for a total of 9 ₯. So, in addition to its fixed and variable incomes, this MNU would bring 6 ₯ of Domestic trade income each turn and will quickly refund itself. . . (it may, however, not be the best strategical choice to do immediately).

V.4.2 Foreign trade

A The Foreign Trade is computed according to the *Blocked trade* and the FTI of the country.
B Each country has a *Basic blocked trade* (corresponding to its Domestic market), expressed below table V.2 (Foreign Trade Income).
B.1 For some countries, this is fixed and for some other it depends on the provinces owned.
B.2 Note: countries not mentioned (POL, POR, PRU, VEN) have a *Basic blocked trade* of 0 ₯. RUS also has a *Basic blocked trade* of 0 ₯ before it fulfils the condition indicated in the table.
C Each country has an *Extra blocked trade* which is the sum of its vassals income, trade refusal (including due to wars) and some other events.
C.1 The *Extra blocked trade* **only** is reduced by 50 ₯ for each side of *Wine* or *Cloth* MNU owned by the country (thus 100 ₯ for a level 2 MNU).

C.2 The *Extra blocked trade* can never be reduced below 0.
D The sum of the *Basic blocked trade* and the *Extra blocked trade* is the *Blocked trade*.
D.1 Note that the *Basic blocked trade* is never reduced. Thus, the *Blocked trade* will always be at least equal to the *Basic blocked trade*.
D.2 Locate the line corresponding to the *Blocked trade* in table V.2 (Foreign Trade Income).
D.3 For each UNITED STATES that exists and is at peace, go up one line in the table (several UNITED STATES may be created as result of revolts in the colonies of other countries than ANG).
D.4 Cross-referencing the line for the *Blocked trade* with the column corresponding to the FTI of the country gives the *Foreign trade income*, to be put in line **B10** (Foreign trade income) of *ERS*.

Blocked Trade	FTI 1	2	3	4	5
≤49	30	60	90	120	150
50-99	27	54	81	108	135
100-149	24	48	72	96	120
150-199	21	42	63	84	105
200-299	18	36	54	72	90
300-399	15	30	45	60	75
400-549	12	24	36	48	60
550-699	9	18	27	36	45
700-899	6	12	18	24	30
900-1099	3	6	9	12	15
≥1100	1	2	3	4	5

Basic *blocked trade* per country: FRA 200 ₥/ ANG 100 ₥/ HOL, SUE 50 ₥
HIS 50 ₥, or 100 ₥ if owns 2 of: BURGUNDIA, SICILIÆ, HOLLANDIA
AUS 50 ₥, or 100 ₥ if owns 2 of: BURGUNDIA, BOHEMIA, HUNGARIA
RUS 50 ₥ if owns 3 Khanates (or Cossacks) countries
TUR 100 ₥, or 200 ₥ if owns 2 of: HUNGARIA, SYRIA, ÆGYPTUS
(NB: a country is owned when half (round up) its provinces are owned.)

Extra *blocked trade*: Vassals, Trade refusals, wars, events.
Wine and *Cloth* MNU: reduces extra *blocked trade* by 50 ₥×sides
If UNITED STATES exists and is at peace, up one line in the table

Table V.2: Foreign Trade Income

Example: *POR has a Basic blocked trade of 0. Let's suppose it declared war on* MAURETANIA *on turn 1 and TUR chose to defend* MAURETANIA *. . . Then* MAURETANIA *is refusing trade to POR, creating an Extra blocked trade of 12 ₥ (the sum of the incomes of its provinces). Similarly, TUR refuses trade to POR creating an Extra blocked trade of 88 ₥. The total Extra blocked trade of POR is 12+88=100 ₥.*
However, POR has a Wine MNU of level 1. This allows it to reduce its Extra blocked trade by 50 ₥ for a final value of 100-50=50 ₥.
*The Blocked trade of POR is 0+50=50 ₥, so it will look its Foreign trade income in the second line of the table (50-99). Its FTI is 2 (never use special FTI here), so POR looks in the second column and find the result of 54 ₥ for its Foreign trade income, written in line **B10** .*
*What happens with TUR? At turn 1, it has a Basic blocked trade of 100 ₥. POR creates an Extra blocked trade of 29 ₥. Even if TUR had a Cloth MNU (this is not the case at turn 1), it would only reduce the **Extra** blocked trade by 50 ₥. So it will actually reduce it by 29 ₥ and the extra 21 ₥ of bonus would be lost.*

V.4.3 Commercial fleets

V.4.3.1 Trading zones

A Each TF bears a letter for identification and has a level between 1 and 6 recorded in the *Commercial fleet table* situated on bottom left of the *Colonial record sheet*.
A.1 The counter is to be placed on its ⊕ side if the level is between 4 and 6, on its ⊖ side otherwise.
A.2 Counters are placed in a CTZ or a STZ. Each country can have only one TF per CTZ or STZ.
A.3 For easy reference, a global Trade fleet sheet is also provided to record the level of each country in each sea zone. It is best kept by a player with heavy commercial activity (POR, HOL or ANG, usually).
B A commercial fleet in a STZ brings an income of 1 ₥ per level.
B.1 A commercial fleet in a CTZ brings an income of 2 ₥ per level
B.2 Exception: Baltic Each level of TF in STZ **Baltique** brings an income of 2 ₥, as if it were a CTZ.
B.3 These incomes are reported in line **B11** (STZ+CTZ level income) of *ERS*.

Design note: There is no CTZ for Sweden, Poland and Prussia, that went through the Baltic Sea for their trade. However, there was an intense flux of merchandise going through this area.

Example: *At turn 1, POR has a TF of level 3 in STZ* **Mer des Canaries**, *bringing 3 ₥ of Level income (1 ₥ per level in STZ) and a TF of level 1 in STZ* **Golfe de Guinée** *for another 1 ₥ of Level income.*
*So, its total STZ+CTZ level income is 3+1=4 ₥ written in line **B11** .*

V.4.3.2 Monopolies

A If in any CTZ or STZ, a country has a TF of level 6, it has a *total monopoly* and can register the sum inscribed in large print in the CTZ or STZ symbol in line **B12** (STZ+CTZ monopoly income) of *ERS*.
A.1 Note that in this case, no other country may have a TF in this CTZ or STZ. See section VI.8.2 (Competitions).
B Otherwise, if it has a TF⊕, it has a *partial monopoly* and can register half the sum inscribed in large print in the CTZ or STZ symbol in line **B12** of *ERS* (round down).
B.1 Only one country may have a TF⊕ in a given CTZ or STZ. See section VI.8.2 (Competitions).
C For each CTZ or STZ where a country has a TF⊖, it can register the sum inscribed in small print in the CTZ or STZ symbol in line **B12** of *ERS*.
C.1 This sum is usually 1/10th of the large sum, or 1/5th on the ROTW map.
D Players also register the **number** of partial and total monopolies they have in Trade Zones as these bring VPs. This is recorded in line **B13** (Partial/Total monopolies (trade)) of *ERS*. This is used for VPs computation.

Example: *POR has no monopoly. However, it has TF in two STZ and still gets a presence bonus equal to the number in small print in these STZ. For STZ* **Mer des Canaries**, *this is 4 ₥ while for STZ* **Golfe de Guinée**, *this is 3 ₥. Thus, its STZ+CTZ monopoly income is 4+3=7 ₥ written in line **B12** .*
*Since it has no monopolies, it has nothing to write in line **B13***

V.4.4 Trade centres and convoys

V.4.4.1 Trade centres

A Trade centres represent the main hubs of trade in selected areas of the World. They are given to the country dominating the trade in these areas (usually by having more TF) and bring a substantial income. Trade centres must be located in a province of the owning country.
B There are four *Trade Centres*, marked by counters: *Great Orient*, *Atlantic*, *Mediterranean* and *Indian*.
B.1 Position of the Trade Centres change during the Interphase (at the end of turn). However, we remind here how they are attributed. See section XII.2 (Trade centres) for details.

C The initial positions are **Nil** for the *Great Orient* centre, **Veneto** for the *Mediterranean* centre, **Vlaanderen** for the *Atlantic* centre and Ḍiụ for the *Indian* centre.
D If the province in which the Trade Centre is located is militarily occupied, the trade centre does not bring any income this turn.
D.1 Revolts, pashas, pillages or other hazards do not impact the Trade Centres income.

V.4.4.2 The Great Orient centre

A The *Great Orient* centre is initially located in **Nil** and moves to **İzmir** as soon as **Nil** is not own by ÆGYPTUS (usually at the time of conquest by TUR).
B The income of the *Great Orient* centre is 100 ₥, plus modifiers.
B.1 10 ₥ are added for every complete group of 3 non-European COL or TP counters (any side).
B.2 Exception: If a minor is giving its colonial income to a Christian major other than VEN due to §B of section IV.4.4.5 (Guzarate, Ayman, Aden, Aceh), do not count its establishments as non-European ones (don't count them as European ones either).
B.3 10 ₥ are subtracted per complete set of 5 COL or TP counters (any side) in ***ASIA*** (except ***SIBERIA***) of a Christian player (all but TUR).
B.4 10 ₥ are added for Muslim control of **Ormus**; 10 ₥ for **Soqotra**; and 10 ₥ for either **S. Malacca** or **Central Sumatra**. For these rule, these provinces are considered controlled, in decreasing order of precedence by (i) a major (other than VEN) having a AT with a country with a COL/TP in the province ; (ii) any country (major or minor) having a COL/TP in the province ; (iii) Muslim controlled if the province is empty.
B.5 10 ₥ are subtracted per Christian TF counter (any side)in STZ **Mer d'Arabie** and STZ **Océan Indien**, with maximum of -50 ₥.
B.6 50 ₥ are subtracted if TUR and PERSIA are at war.
B.7 It can never be negative. At worse, it becomes 0 ₥.
B.8 Therefore, the income at turn 1 of the *Great Orient* centre is 170 ₥, since there are 10 TP of GUZARATE, 1 TP and 1 COL of ADEN and 1 COL of AYMAN and the 3 straits are controlled by Muslims (GUZARATE for **S. Malacca** and **Ormus** and empty for **Soqotra**).
B.9 Notice that if POR signs an AT with ADEN, then its COL and TP are not counted as "non-European" anymore (without being counted as "Christian"), thus there will only be 11 non-European establishment instead of 13 and the income of the centre will drop to 160 ₥.
B.10 This income is registered in line **B14** (Trade centres income) of *ERS* of the country owning the centre.

All along the 16th century, there was a commercial (and sometime military) fight to bring the goods from Orient (pepper and other spices, silk, . . .) to Europe. The historical road went mostly through land with the Silk road from China and the indo-arab trade in the Red sea. Portuguese opened a sea road going round Africa.
The land road went through Egypt and Turkey, both of them raising heavy taxes on this trade represented by the Trade centre income. Venice was principally in charge of distributing it in the Mediterranean, again with heavy profit, thus building its commercial empire.
As soon as Christian found a new road for these good, they try to get rid of the Turks and Venetian in between. Portuguese, then Dutch and English merchant seized the spice trade.
Thus, the "land road" income decrease with the number of Christian establishment buying or producing goods and sending them to Europe along the "sea road". Venice is an exception to this because it still wanted to use the "land road" rather than the "sea road". Minor countries tend to keep the old (land) road except if they have specific agreement with majors. Controlling the straits also allows to control the trade.
The growth of the "sea road" is reflected in the appearance of the East Indies convoy described after the Trade centres.

C As long as the *Great Orient* centre is in **Nil**:

C.1 One half of its income is gained by ÆGYPTUS if at war ; or VEN otherwise.
C.2 The other half is gained by SYRIA if at war ; or TUR if SYRIA is either conquered or not at war and on the turkish diplomatic track.
D The Great Orient centre moves to TUR when ÆGYPTUS is conquered.

V.4.4.3 Atlantic, Mediterranean and Indian Ocean centres

A The Atlantic and the Mediterranean trade centres bring a fixed income to their owner of 100 ₥.
A.1 The Indian Ocean trade centre brings a fixed income to its owner of 50 ₥.
A.2 They are given to the country having the most levels of TF in the corresponding STZ and CTZ. See section XII.2 (Trade centres) for details.
A.3 This income is registered in line **B14** of *ERS*.

V.4.4.4 Trade centres losses

A "*Guerre de course*" is not reliable for a country which is dominating trade in a region as privateers are likely to turn against the most numerous vessels rather than against the sparser enemy ships.
B If a ℙ belonging to a country allied with the owner of a Trade centre (including the owner himself) causes permanent losses on an enemy TF in a STZ or CTZ belonging to this centre, then the income of the centre is decreased by 10 ₥ per permanent loss caused for the next turn.
B.1 See section IX.3 (Attacks by Pirates & Privateers) for details.
C This loss is recorded (in negative) in line **B15** (Trade centre losses) of *ERS*.

V.4.4.5 Convoys

A Convoys represent heavy trade of specific resources (gold or spices). They are given to the country dominating trade in this resource (usually by exploiting most of it). They do not bring income per se but must be brought back to Europe where the gold they carry can be unloaded. However, the journey can be dangerous and convoys can be attacked and seized by pirates, privateers or enemy fleet.
A.1 Convoys are not taken into account during the Income segment. However, they do bring income at the end of turn (especially the Spanish gold fleets) so we remind here how they are attributed.
B There are four possible convoys: the *Levant* fleet of İzmir, the *East Indies* convoy, the *Flota de Oro*, and the *Flota del Perú*.
B.1 Convoys are attributed during the Interphase.
B.2 Each convoy represent a certain number of ships carrying gold. During the Military phase they must be moved toward Europe and can be attacked by ℙ or enemy 𝔽.
B.3 When a convoy safely reaches Europe, its gold is unloaded into the country's RT (line **A10** (Gold from ROTW and Convoys) of *ERS*).
C The *Flota de Oro* and *Flota del Perú* convoys are given to HIS when it exploits sufficiently many gold in ***AMERICA***.
D The *Levant* convoy is given to TUR as soon as it owns the Great Orient trade centre. TUR must send it to another player each turn.
E The *East Indies* convoy is given to the country who exploits the most of the following resources: *Silk*, *Product of Orient* and *Spices* if it exploits at least 10 of them.

V.4.5 Trade income

A The sum of all these incomes is put in line **B16** (Trade income) of *ERS*.

Example: *POR does not own any Trade centre at the beginning of the game, so it has nothing to write in lines **B14** and **B15** . Thus, its Trade income is 3+54+4+7+0-0=68 ₥ written in line **B16** .*

V.5 Colonial income

V.5.1 Colonies & Trading-posts

A Each COL brings an income registered in line **B17** (Colonies) of *ERS*:
A.1 A COL⊖ brings 1 ₥ per level, and as many ₥ as the income value of the *Area* (first number, see section I.1.6 (ROTW provinces)).
A.2 A COL⊕ brings 1 ₥ per level, and twice the income value of the Area.
A.3 However, COL exploiting gold do not provide income. See §A.4 of section V.5.3 (ROTW gold).
B Each TP brings an income registered in line **B18** (Trading posts) of *ERS*:
B.1 A TP⊖ brings 1 ₥.
B.2 A TP⊕ brings 2 ₥.
C COL and TP do not bring any income if they are pillaged, revolted or military occupied.

D [BLP] If the path between a COL or TP and Europe goes through a Fortified strait, the controller of the Strait may choose to close it.
D.1 This has to be announced in the Diplomatic phase. This immediately gives an Overseas CB to the owner of the establishment.
D.2 Establishment behind closed Straits do not bring any income this turn. Neither regular income or resource income.

Example: *At turn 1, POR has a COL of level 3 in* **Cabo Verde** *bringing an income of 3 (level) + 1 (one time the income of the* **Cabo Verde** *area) = 4 ₥ written in line* ***B17*** *.*
It has a TP of level 3 in Elmina*, bringing an income of 1 ₥ (it is side ⊖ and the income of* **Côte d'Or** *is not taken into account for TP) written in line* ***B18*** *.*

V.5.2 Exotic resources

A COL and TP, as well as certain MNU in Europe can exploit a limited number of exotic resources.
A.1 The income of the exotic resources is the product of the number of exploited resources of each kind, multiplied by the price of each resource (computed as per section VI.12.1 (Price of exotic resources))
A.2 This is recorded in line **B19** (Exotic resources) of *ERS*.
A.3 Players exploiting sufficiently many resource can speculate to try and increase the price. See §E (Speculation) of section VI.12.1.2 (Variation of price).

Example: *At turn 1, the TP in* Elmina *can exploit 3 Slaves as it is level 3 (and does so even if it produces gold as per Portuguese special rule). The initial price of Slaves is 2 ₥, so POR gains 3×2=6 ₥, written in* ***B19*** *.*

B Manufactures MNU can have only 2 levels per counter.
B.1 A Fishery (*Fish* MNU) may only be built in a coastal province. It exploits as many *Fish* as its level (1 or 2).
B.2 A Salter (*Salt* MNU) may only be built in a province with *Salt* resource (the number indicating the quantity).
B.3 A Salter of level 1 exploits 1 *Salt*.
B.4 A Salter of level 2 exploits all *Salt* from the province (up to 3).
B.5 **Exception:** A Venetian Salter of level 2 in **Veneto** exploits all the *Salt* from Venetian coastal provinces.

C Square resources.
C.1 In ***Asia***, it requires 3 TP levels or 2 COL levels to exploit 1 unit of *Sugar*, *Cotton* or *Products of America*, without need for Slaves.
C.2 Outside of ***Asia***, it requires 2 COL levels to exploit 1 unit of *Sugar*, *Cotton* or *Products of America*. Furthermore, those resources are subject to the need of Slaves in ***America*** (see §L (Slaves and plantations) of this section).

D Fish. It requires 1 COL level to exploit 1 unit of *Fish*.

E Fur.
E.1 Each TP level can exploit up to 2 units of *Fur*.
E.2 A COL can exploit all the *Fur* in an *Area*. However, each COL⊕ in the *Area* reduces the number of available *Fur* by 1 unit.

F Circled resources. For all other resources (*Products of Orient*, *Salt*, *Silk*, *Slaves*, *Spices*), one level of COL or of TP exploits up to 1 unit of the resource.

G Gold. See §A.4 of section V.5.3 (ROTW gold) if there is a gold mine in the province where a COL is.

H Wood. *Wood* does not bring income as other resources, but it brings advantages in naval constructions and can be sold to other countries. See section II.8.4 (Trade of Wood) for exploiting and selling *Wood* and §G (Effect of Wood.) of section VII.2.1 (Basic forces) and §B (Increasing the limit) of section VII.3.3.1 (Naval recruitment in Europe) for the effects of *Wood*.
I A ROTW minor country will exploit resources if and only if it has TP or COL to exploit them, following the same rules as major countries.
J Exotic resources on the ROTW map are shared for a whole *Area* (see section I.1.6 (ROTW provinces)).; if there is only two resources of Spices in an *Area*, two outposts in different provinces of the same *Area* will have to share the exploitation.
J.1 If there is disagreement for the exploitation of resources, this is settled through the *competition mechanism* (section VI.8.2 (Competitions)), that eliminates levels until there can no more be disagreement.
J.2 Note, however, that the right to exploit a resource may change only if there is a change of situation in the *Area* (new level of establishment, a country announce that it stop its exploitation, . . .)

K New exploitation There are only a few cases where there might be a disagreement for the exploitation of a resource: a new resource appeared (through events, because of competition or military intervention in the previous turn, because it is one of the resources that appear late), or the number of levels available to exploit the resource changed in this turn.
K.1 Those two cases will lead to *automatic competition*. At the end of the administrative phase, a *competition* will take place until there are enough resources (or no more enough levels) for everybody to be satisfied with the current attribution of resources.
K.2 If the whole market in an *Area* is already attributed, there is no *automatic competition*. The players have to spend *competition actions* (see section VI.8.2 (Competitions)) to change the market repartition, or do it through the use of diplomacy (exotic resources exploitation can change in the Diplomatic phase by a simple announce).

L Slaves and plantations Some resources require *Slaves* to be exploited in plantations in ***America*** (the square ones: *Sugar*, *Products of America* and *Cotton*). At least 1 unit of exploited Slaves is required for each unit of exploited resource requiring slavery.

L.1 Triangular trade These units of *Slaves* can come either from the same country exploiting it (and gaining income both for the *Slave* and the other resource), from another major selling its *Slaves*, from minors allies or from contraband.

L.2 Reselling of slaves If a major country wants too sell part of its *Slaves* production, it is free to do so at any price. He must perceive the sum during the diplomatic phase (written in line **A4** of *ERS*). However, the sold *Slave* units cannot be used in his own plantations (obviously).

L.3 Contraband of slaves If a country has at least one level of TF in STZ **Mer d'Arabie** or STZ **Golfe de Guinée**, or if another MAJ in this position gives him this right, he can use the contraband of *Slaves* for his colonies. He receives only half the usual income (round down for each unit of the resource) for the exotic resources exploited with contraband *Slaves*.

L.4 International contraband If a country needs *Slaves* but does not fill the conditions above, it still can use the contraband of *Slaves*, but he will receive no income for the exotic resources exploited that way. The resources, however, are considered exploited for price variation purpose (it is not possible to "hold back" exploitation).

L.5 Slaves of allies Minor countries can sell for free the *Slaves* they exploit to their Diplomatic patron (e.g. Portugallia during event III-7 (Annexation of Portugal by Spain)).
L.6 Note that *Slaves* always bring income to the country that produce them. The sale of *Slaves* happens independently of this income and does not change it.
M Players also register the **number** of partial and total monopolies they have in Trade Zones as these bring VPs. This is recorded in line **B20** (Partial/Total monopolies (resources)) of *ERS*.

Example: Using Slaves.— *In the late 17th century, ANG exploits a total of 6 Sugar (price 6) and 3 Product of America (price 5). Thus, it should theoretically bring an income of 6×6+3×5=51 ₥.*
However, since all this is done in ***America****, Slaves are needed to work in the plantations (****Asia*** *had much more local population that was used as workers in the plantations). ANG only exploits 4 Slaves (price 7).*
If ANG do not find anyone wanting to sell Slaves and has no TF close to ***Africa****, it must use international contraband. Thus, its 4 Slaves allow to exploit 4 Sugar but the rest (2 Sugar and 3 Product of America) is lost. The income is thus 4×7 (for the Slaves) + 4×6 (for the Sugar exploited with them) + 0 (for the other resources exploited with contraband Slaves) = 52.*
Note that (i) Slaves both brings income per se and allows other resource to bring income, making it a very valuable resource ; and (ii) ANG cannot choose not to use contraband Slaves and not to exploit the remaining resources (lower exploitation has a better chance of raising prices). If it has sufficient levels of COL to exploit it, it must do so.
Now, suppose that the treaty of Methuen has been signed. Portugallia *is on the Diplomatic track of ANG and gives its 2 Slaves for free, for a total of 6 Slaves. Only 3 resources still require Slaves. HIS agrees to sell 1 Slave for 3 ₥. ANG cannot find the last ones but has a TF in STZ* **Golfe de Guinée** *allowing for direct contraband.*
Thus, the situation is now:
For HIS, the Slave both brings an income of 7 ₥ during incomes and a "gift" of 3 ₥ during the Diplomatic phase.
For ANG, 3 ₥ are payed to HIS for 1 Slave during the Diplomatic phase. So ANG has a total of 7 Slaves (4 of its owns, 2 of its minor ally and 1 brought to HIS) and must use two from contraband for the last resources. It get to choose which resources use contraband Slave and only brings half income, it is better to choose the cheapest one, in this case Product of America.
The final income for ANG is 4×7 (its Slaves) + 6×6 (all the Sugar is exploited normally) + 1×5 (1 Product of America can be exploited) + 2×2 (2 Product of America is exploited at half price, round down) = 73 ₥.

V.5.3 ROTW gold

Note: Gold may be produced by gold mines located in the ROTW map. This gold is not registered in the country's income immediately, because it has first to be repatriated to Europe. But it is nevertheless produced during the income phase. The repatriation of the gold takes place during the Military phase.

A To exploit a gold mine, a COL (with any number of levels) has to be in the province containing the mine symbol. If a country wishes to exploit gold, it simply has to announce it during the Diplomatic phase.
A.1 A country is never obliged to exploit a mine even if it has a Colony in that province.
A.2 Once announced, the exploitation is definitive until depletion of the mine (by event E-26 (Depletion of a mine)) and cannot be voluntarily stopped.
A.3 A ROTW gold mine produce 20 ₥ worth of gold (or silver, jewels, . . .) each turn, except for the mine in Tenochtitlan (**Azteca**), producing 40 ₥, and the mine in Potosi (**Inca** East), producing 50 ₥. Both these incomes are recalled on the map.
A.4 A COL exploiting a mine produces no other income, nor does it exploit Exotic Resources. The gold produced is reported on the *Colonial Record Sheet*.
A.5 No slaves are needed to exploit a gold mine.
A.6 Gold has a major influence on the variation of inflation, see section XI.5.1 (Increase of Inflation).

B Gold can be transported by earth during the income phase or during the redeployment phase (see section IX.9 (Gold repatriation)) (or both).
B.1 During the income phase, Gold can be stored in any port COL in the *Area* where it was produced or an adjacent one.
B.2 From the ports, the gold has to be repatriated to Europe using NT𝔻, the *Flota de Oro* convoy or the *Flota del Perú*. Each NT𝔻 can carry up to 15 ₥ worth of gold (each Transport point is worth 5 ₥).

Example: *Since POR has a specific rule for its gold in* Elmina*, there is no ROTW gold for it.*
So, it's ROTW Income is 4+1+6 = 11 ₥.

V.6 Other incomes

V.6.1 Events & diplomatic incomes

A Economic events may change the RT. The economical events all tell exactly at which point their effect goes in the *ERS*. The political events usually act between line **A1** (RT at start of turn) and **A2** (RT after Events) while the economical ones usually act on lines **A2** , **B4** and **B24** (Events) .
B Diplomatic events modify the RT in two ways: expenses for the diplomatic actions, subsidies and gifts or loans between major players. The latter go in line **A3** of *ERS*, the first and second in line **A5** of *ERS*, line **A6** of *ERS* and line **A7** of *ERS*. Reimbursement of loans between major players also comes at this point.

V.6.2 Exceptional taxes

A Exceptional taxes are an administrative operation. However, since it brings money, the computation is recalled here.
A.1 Exceptional taxes being a domestic action, it cannot be performed at the same time as another domestic action, and it might be forbidden by bankruptcy.
A.2 Check section VI.6.3 (Exceptional taxes) for details.
B Exceptional taxes may be raised only if at war and if Stability is not -3.

C Summary. To compute the exceptional taxes modifier:
C.1 First, lower Stability by 1 (except if an enemy stack besiege or occupy a province during a non-civil war).
C.2 Then, add 3 times the Stability to the ADM of the monarch.
D The modifier is written in line **B39** (Exceptional taxes modifier B) of *ERS* and copied in line **A11** (Exceptional taxes modifier A) of *ERS*.
D.1 At the end of turn (only), roll 1d10, add the modifier and multiply the result by 10.
D.2 This is the amount of ₥ gained (or lost in case of a negative number) by the taxes.

V.7 Income computation

V.7.1 Gross income

A The *Gross income* is the sum of the *Land Income*, *Industrial Income*, *Trade Income* and *Colonial Income*. It is written in line **B25** of *ERS* and copied in line **A14** of *ERS*.
A.1 The *Land Income* was defined in section V.2 (Land income) and is the income of owned provinces.
A.2 The *Industrial Income* is the sum of the various incomes of section V.3 (Industrial income), i.e. Manufactures income and European Gold.
A.3 The *Trade Income* is the sum of the various incomes of section V.4 (Trade income), i.e. Commercial fleets, Domestic Trade, Foreign Trade and Trade Centres (but not Convoys).

A.4 The *Colonial Income* is the sum of the various incomes of section V.5 (Colonial income), i.e. Colonies & Trading-Posts income and Exotic Resources exploitation, but not ROTW gold.

A.5 Stability The Gross Income has an effect on Stability at the end of the turn (see §E (Prosperity) of section X.5 (Stability Improvement)).

Example: *Thus, for POR at turn 1 (with a Revolt in* **Beira** *and a war against* MAURETANIA *and TUR), the results were :*
- *26 ₥ of Land Income in line* ***B5*** *of ERS ;*
- *51 ₥ of Industrial Income in line* ***B8*** *of ERS ;*
- *68 ₥ of Trade Income in line* ***B16*** *of ERS ;*
- *11 ₥ of ROTW Income in line* ***B21*** *(ROTW income) of ERS.*

For a grand total of 156 ₥ written in line ***B25*** *of ERS. This is not much and should increase quickly as the colonial empire expands. Maybe that war against* MAURETANIA *and TUR is not such a great way to start the game. . .*

Administration

Chapter VI

VI.1 Expenses

This chapter and the following one describe mainly all the logistics (maintenance and purchase of new forces), country management and development operations. All of these form the administrative phase, that may be cut into three main sections: administrative operations, automatic actions and logistics. Administration and Logistic are conducted independently and simultaneously by all players while automatic actions resolve the conflicts that arise from the new state (incompatible placements of new colonies, monopolies, etc.) Most of the parameters of administrative operations were explained in chapter II (The powers: at home and abroad), and serve mostly in chapter V (Incomes) and theses chapters. The nature of military troops is also explained before the logistics details.

Even if the Incomes and Logistic are parts of the Administrative phase (and, for Logistic, is interleaved with other actions), they are in separate Chapters to keep things clearer. Especially, the Logistic Chapter also describes a lot of military concepts.

Playing tip: The easier way to play the administrative phase is to have all players simultaneously compute their income and plan their expenses (both administrative and logistic). Once all expenses are planned, players can resolve them two by two (one player resolves his action with the other watching the die rolls).

Often, one will find out that planning logistic ahead (prevision for campaigns cost, then buying troops and fortresses) has do be done before planning administration as military can be the priority expense and administration only gets the "leftover" money. Of course, this must be based only on an estimate of the income, since the exact amount will only be known at the end of the turn, after the Exchequer test. . .

The most efficient way to plan and resolve actions is to write everything on the monarch record sheet: nature of the actions, investment, column and bonus. Thus, resolving the action is very fast: simply announce column and bonus and roll one die with the other player checking the result in the table. Writing down the result of your actions (success, failure, or amount of progression gained) will allow to quickly resolve all the actions in a row. Then, you can "release" the other player and actually implement the results obtained (which can require finding the right counter and similar things).

A Sequence.
A.1 Income computation (V.7)
A.2 Mandatory actions and bankruptcies (VI.3)
A.3 Choices of actions (VI.4)
A.4 Maintenance (VII.2)
A.5 Recruitment (VII.3)
A.6 Resolution of actions (VI.9)
A.7 Administration for minor countries (VI.10)
A.8 Removal and Placement of leaders (VII.4)
A.9 Automatic competitions (VI.8.2.2)
A.10 Exotic resources price variation, Trade centres and convoys (VI.12)
A.11 Technology adjustment (VI.8.1 (Technology))

VI.2 Overview of Administrative actions

VI.2.1 General mechanism and list of actions

A Mechanism All administrative actions are solved according to the following scheme: all administrative actions are written down (including all details); a column and die-roll modifier is determined for each administrative action; the column mostly depends on the *investment*, that is the amount of money put into the action, and the characteristics of the monarch (for domestic operations) or of the country (for external ones); one die is rolled for each action in table VI.1 (Administrative Actions); the result qualifies the success or failure of the action.

A.1 The Technological roll reads the table in a slightly different way (see section VI.8.1.2 (Technology improvement)).

A.2 If an action has become impossible, the cost is still to be paid. This is especially the case for competition (because the target of the competition can be eliminated by somebody else), or any operation that would raise the level of a COL, a TP or a commercial fleet beyond 6 (such as two identical actions on a level 5 COL to diminish the chances of failure).

B Administrative operations The following operations are available:

B.1 Domestic operations: Creation of MNU, *FTI improvement*, *DTI improvement*, *Exceptional taxes*.

B.2 External operations: Commercial fleet implantation, *Colonisation*, *Trading-post establishment*.

B.3 Technological operations: Land Technology Improvement, *Naval Technology Improvement*.

B.4 Competitions: Normal competition (often called simply *Competition*) and *Automatic competition* (used to resolve abnormal situations resulting from simultaneous actions of different countries).

B.5 Administration for minors: Some minors countries have administrative actions (usually TF implementation, sometimes colonisation) that are handled by their diplomatic patron.

C Administrative limits Each player is entitled to a certain number of actions:

C.1 Domestic operations are mutually exclusive. Each country can attempt at most one each turn.

C.2 The limitations for the external operations and (normal) competition are given in the player-specific tables. They form an upper bound on the number of operations and a player can choose to do less external operations than this limit. See section II.4.3.4 (Turn limits Table) for details.

C.3 Both technological operations (naval and land) can be done each turn but only one may have an investment higher than a *Basic investment*.

C.4 If a player has a limit greater than 1 for a given type of operation (e.g. Colonisation or Competition), he can choose between either several separate attempts or a multiple attempt on the same objective (or any combination).

Example: *With 2 actions of Colonisation per turn in period VI (1700-1759), the English player can make 2 attempts on the same Colony or 1 attempt each on 2 different Colonies, in the same turn. . . or no attempt at all since the actions are not mandatory.*

C.5 Some players are entitled to actions with specific restrictions (e.g. HIS may have actions restricted to POR administration while event III-7 (Annexation of Portugal by Spain) is in effect).

C.6 Bankruptcies may change the limits of a country on the turn they occur.

D Investment All administrative actions have a general mechanism called investment: each action can be made with a *Basic investment*, a *Medium investment* or a *Strong investment*.

D.1 The values of the investments are 10 ₥, 30 ₥ and 50 ₥ for the following operations: *Commercial Fleet Implantation*, *Trading-Post Establishment*, *Normal Competition*.

D.2 The values of the investments are 30 ₥, 50 ₥ and 100 ₥ for the following operations: *MNU creation*, *FTI or DTI improvement*, *Colonisation*, *Technology improvement*.

D.3 The investment changes the column used in table VI.1 (Administrative Actions) for the die-roll. Each action is done with one (and only one) investment, but two similar actions (such as two *Colonisations*) can be done with different investments during the same turn.

D.4 The sum of all investments goes in line **B35** (Administrative actions) of *ERS*.

E Each action (except Exceptional taxes) is resolved using table VI.1 (Administrative Actions).

E.1 In each case, a column of the table is determined as explained for each action.

E.2 In each case, the investment adds 0, 1 or 3 columns to this computation. In each case, the column is first thresholded between -4 and +4 and then investment is added. Thus, attempting to improve technology with only 3 in MIL (without MNU) and a strong investment results in a base column of -6 (3-9) thresholded at -4 and then switched to -1 (+3 columns for a strong investment).

E.3 Once the column is determined, a modifier is also determined.

E.4 The result is read by rolling 1d10 plus the modifier above and cross referencing this with the column used for the action.

F Results of administrative actions is either S, ½ or F (sometimes with a ⋆).

F.1 Usual meaning of these are:

S The action is a Success.

½ The action may be successful. Roll 1d10 and compare with the FTI of the country (special FTI may apply). If the roll is less or equal than the FTI, treat as S, otherwise, treat as F.

F The action is a Failure. The money for the investment is lost but nothing happens.

F.2 Check each specific action for the precise explanation of the results. They may differ from the general case explained here. Especially, *Technology improvement* uses a different mechanism to read its result.

Die	-4	-3	-2	-1	0	1	2	3	4
≤1	F⋆	F⋆	F⋆	F⋆	F⋆	F⋆	F	F	F
2	F⋆	F⋆	F⋆	F⋆	F	F	½	½	½⋆
3	F⋆	F⋆	F⋆	F	½	½	½	½⋆	½⋆
4	F⋆	F⋆	F	½	½	½⋆	½⋆	½⋆	½⋆
5	F⋆	F	½	½	½	½⋆	½⋆	½⋆	S
6	F	½	½	½⋆	½⋆	½⋆	½⋆	S	S
7	½	½	½⋆	½⋆	½⋆	S	S	S	S
8	½	½⋆	S	S	S	S	S	S	S
9	½⋆	S	S	S	S	S	S⋆	S⋆	S⋆
≥10	S	S	S⋆	S⋆	S⋆	S⋆	S⋆	S⋆	S⋆

½: If 1d10≤FTI → "S", else "F" (special FTI *may* apply)
Native attacks: if unmodified die on COL attempt is 1 or 2 and 1d10≤TOLerance → Attack of Natives on target province

Table VI.1: Administrative Actions

VI.2.2 Counters limitation

A The number of COL, TP, MNU and TF counters that a country may have in play at a given time is limited.

A.1 This is a limit on the number of counters, each of them may have any number of level in it (within the allowed values for this counter: 1 or 2 for MNU, between 1 and 6 for the others).

A.2 The limit of MNU (only) may be exceeded as per section II.4.3.2 (Exceeding Limits in MNU).

A.3 The limit of TF is usually the number of counters provided by the game (exception: SUE), while the limit of COL and TP evolves as the game goes and can be found in the country tables (see section II.4.3.1 (Period limits table)).

B If, for some reason, a country has more counters of one type that allowed, it must immediately remove the exceeding ones (at controlling player's choice).

B.1 Counters lost that way are simply removed from the map. The levels in them are lost and nothing is gained in exchange of this loss.
C A country may not attempt an action that would create a counter of a kind whose limit is reached. For example, a country having reached its maximum number of COL for the period may try to increase the level of existing ones but it may not attempt to create a new COL.
C.1 However, it is possible at the beginning of the administrative phase to voluntarily destroy COL, TP, MNU or TF in order to free counters and use them elsewhere. It must be done before actions are planned (and resolved).

VI.3 Mandatory actions and bankruptcies

VI.3.1 Commercial fleet adjustment

A Temporary losses TF suffer temporary losses from piracy. This is handled by having a *maximum level* and a *current level*.
A.1 The *current level* represents the current amount of trade a country has in a trade zone.
A.2 The *maximum level* represents the potential trade that a country will have once the turmoils caused by piracy will be tamed and repaired.
A.3 Both the current and maximum levels must be kept for each TF (by its owner and on the general TF sheet).
A.4 Both these levels are between 0 and 6.
A.5 The current level may never be larger than the maximum level. If this somehow happens, decrease the current level to the value of the maximum level.
A.6 A commercial fleet is destroyed when its *maximum level* reaches 0, not its *current level*.

B Current level Unless specified, when the level of a TF is mentioned in the rules, use the *current level*.
B.1 Specifically, use the *current level* for deciding which side (⊖ or ⊕) the counter should be, computing incomes, deciding monopolies, allocating Trade Centres and modifying TFI actions.
B.2 If the *current* level is 0 but not the *maximum* level then the TF still exists: the counter is still here and cannot be used elsewhere and the TF is considered as present for all effects where presence only (ie whatever the level) affects game (eg as modifier for TFI or concurrence done by other countries).

C Maximum level The maximum level is used only to determine monopolies for end-of-period VPs.

D Changing levels Unless specified, any change of level (whether gain or loss) changes both the *current* and *maximum level*.
D.1 Especially, bankruptcies, TFI and competitions affect both the current and maximum levels.
D.2 If this would cause the current level to go below 0, or the maximum level to go above 6, then only the level that can be affected is modified (eg, if your opponent has a TF with a current level of 0, you can still do competition on it to decrease its maximum level ; conversely, if one of your TF has a maximum level of 6 and a current level of 2, you can spend money to do TFI on it and speed up the recovery process).
D.3 Only piracy and automatic adjustment (recovery from piracy) may affect the current level without affecting the maximum level.

E Automatic adjustment Each TF whose *current level* is smaller than its *maximum level* increases its *current level* by 1 (that is, recovers from previous temporary losses).
E.1 This gain is of 2 levels for a TF that has a *maximum level* of 5 or 6.
E.2 Notice that this adjustment automatically happens for each TF of each country in each CTZ/STZ. That is, a player does not have to choose which TF is adjusted and may not transfer adjustment from one TF to another or save it for a further turn.

VI.3.2 Loan management

A Interests Each country must pay a 10% interests on all ongoing loans.
A.1 For international loans, it is 10% of the original amount, even if it was partly refunded. Note that once the loan is totally refunded (even before term), it is no more ongoing and does not require paying interests anymore.
A.2 For national loans, it is 10% of the current amount (round up).
A.3 Interests must be payed the turn the loan is refunded (ie refunding loans happens after paying interests in turn order). This prevents one turn interest-free loans.
B Interests are written on the loan ERS, in line **C2** (International loans interests) of *ERS* and line **C6** (National loans interests) of *ERS*.
B.1 line **C2** of *ERS* is filled when an international loan is contracted.
B.2 line **C6** of *ERS* is filled at this segment, it is 10% (round up) of line **C5** (National loans at start) of *ERS*.
B.3 The sum of line **C6** of *ERS* and line **C2** of *ERS* is copied in line **B26** (Loan interests) of *ERS*.

C Mandatory refund International loans must be refunded at most 3 turns after they are contracted. If line **C3** (International loans refunds) of *ERS* is not empty, an international loan ends this turn. Write in line **B27** (Mandatory loan refund) of *ERS* the amount in line **C3** of *ERS*.
C.1 National loans don't need to be refunded. . .

Example: *At turn 1, POR contracts an international loan of 70 ₿. It must pay 7 ₿ interest at turns 2, 3 and 4 and refund the loan no later than turn 4.*
Even if POR refund 20 ₿ of this loan at turn 2, the interests at turns 3 and 4 are unchanged (7 ₿). However, if POR fully refund the loan at turn 3 (in this case, by paying the 50 ₿ left from turn 2), then it is no more ongoing and there are no interest to pay at turn 4.

At turn 1, FRA contracts a national loan of 54 ₿. At turn 2, it has still 54 ₿ of ongoing national loans and must pay 6 ₿ interest (rounding in disfavour of the player, as always). Then, still at turn 2, FRA decides to refund 30 ₿ of this loan but contracts a new one of 83 ₿. At turn 3, it has 54-30+83=107 ₿ of ongoing national loans and must thus pay 11 ₿ of interests. These loans do not need to be refunded and may well last for the whole game if the player wishes so (but interests must be payed each turn, actually this represent refunding old obligations and contracting new ones).

D Treasure collapse At this point, if the sum of the RT and the *Gross income* minus the loan interests and the mandatory refund is negative, the country suffers a collapse. This usually happens when the RT is highly negative because of several turns of spending much more than the income.
D.1 In case of collapse, the country **must** makes a *Complete bankruptcy* (see section VI.3.3 (Bankruptcy) below).

VI.3.3 Bankruptcy

A Players decide whether their country attempts a bankruptcy and which kind (small, major or complete).
A.1 In case of Treasure collapse, the country **must** undergo a Complete bankruptcy (see above).
A.2 Bankruptcies must be declared and resolved before planning administrative actions as their result can prevent some of them.
A.3 Bankruptcies are declared and resolved immediately.
A.4 Notice that bankruptcies are declared and resolved after interests are payed and after mandatory refund of international loans.

B Complete bankruptcy In case of Complete Bankruptcy, do all the following, in order:
B.1 Set the RT to 0 ₿ (change the value in line **A8** (RT after Diplomacy) of *ERS*).
B.2 Erase all national loans: Write in line **C7** (National loans bankruptcy) of *ERS* the amount which is currently in line **C5** of *ERS*.

B.3 Erase all international loans: Write in line **C4** (International bankruptcy) of *ERS* the amount of ongoing international loans (sums of the amounts in line **C3** of *ERS* of all the following turns) and erase any values currently in line **C2** of *ERS* and line **C3** of *ERS* for the following turns.

B.4 Loss 30VPs.

B.5 Apply the worst possible bankruptcy result: loss 2 Stability; loss either 2 levels of TF or 1 level of MNU (player's choice when a choice exists); this turn, the country may not attempt domestic actions (DTI or FTI improvement, MNU placement, Exceptional taxes); the country has 2 TFI actions less than normal this turn.

B.6 Loss 1 level of DTI (unless this would put it below the minimal value of 1).

B.7 Counts as 2 bankruptcies: it will hamper further Exchequer tests for 5 turns.

C Major bankruptcy In case of Major bankruptcy, do all the following, in order:

C.1 Erase loans: choose between erasing all national loans (write in line **C7** of *ERS* the amount which is currently in line **C5** of *ERS*) or up to 200 ₿ international loans (write any number between 1 and 200 in line **C4** of *ERS* and diminish the line **C3** of *ERS* of the following turns by the same amount (may be split among many loans), if this puts the amount of ongoing international loans at 0 ₿, erase the value in line **C2** of *ERS* for the following turns). Only one of the two possibilities can be made with each Major bankruptcy.

C.2 Loss 15VPs.

C.3 Apply the worst possible bankruptcy result: loss 2 Stability; loss either 2 levels of TF or 1 level of MNU (player's choice when a choice exists); this turn, the country may not attempt domestic actions (DTI or FTI improvement, MNU placement, Exceptional taxes); the country has 2 TFI actions less than normal this turn.

C.4 Counts as 1 bankruptcy: it will hamper further Exchequer tests for 5 turns.

D Small bankruptcy In case of Small bankruptcy, do all the following, in order:

D.1 Determine amount: choose the amount of national loan erased, between 1 and 200 ₿. This amount may not be larger than the current amount of national loans (line **C5** of *ERS*). Write this amount in line **C7** of *ERS*.

D.2 Determine effects: roll 1d10, add the ADM of the monarch and the Stability of the country (may be negative), plus any modifier listed below table VI.2 (Bankruptcy Roll). Find the result in the first column of table VI.2 (Bankruptcy Roll) to determine the line in which effects are read.

D.3 Loss Stability: According to the effect, a certain amount of Stability may be lost.

D.4 Loss TF: According to the effect a certain number of TF levels may be lost by the country. These may be lost in any STZ or CTZ. If the result is 10 or less, the player may choose to loss 1 level of MNU instead of all the levels of TF if the choice exists (that is, it is not possible to choose to "lose" 1 or 2 levels of nonexistent TF in order to save a MNU, if the country has less levels of TF than what must be lost and the result is 10 or less, one level of MNU must be lost). However, if the country has no TF and no MNU (or no TF and the result is 11 or more), then nothing is lost.

D.5 Loss actions: According to the effect, a certain number of TFI are lost for this turn only (if this is more than the allowed number of actions in a given turn, no TFI are allowed this turn but there is no "carry over" of lost action to the next turn). If the result is 14 or less, in addition, the country may not do any domestic operation this turn (DTI or FTI improvement, MNU creation or Exceptional taxes).

D.6 Loss 5VPs.

D.7 Counts as 1 bankruptcy: it will hamper further Exchequer tests for 5 turns.

Playing tip: Bankruptcies affect the Exchequer test for the next 5 turns. In order to remember this, one can put a small ⋆ in line **A14** of *ERS* of the next 5 turns.

Example: *At turn 10, with 150 ₿ of national loan, more than its income, RUS tries a bankruptcy. The monarch is **Ivan IV** who is not afraid to take money from its boyars without asking; he has an ADM of 6. RUS decides to do a small bankruptcy in order to "erase" all the debt (150 ₿). RUS has a Stability of 2.*
*Thus, the die roll is modified by +6 (ADM of **Ivan IV**) +2 (Stability) -3 (larger than 100 ₿ bankruptcy) = +5. RUS rolls 7 for a net result of 12. Looking in the table in the line "11-14", RUS lose 1 Stability (going to 1), 1 TF level (but since it has none, nothing is lost), 1TFI for this turn (again not a loss since RUS has no TFI in period II) an may not do any domestic action for this turn.*
If the die roll had been 4, and the result 9, then RUS would had to choose between losing 1 TF level or 1 MNU level, and since it has no TF at this point, it would had to lose 1 MNU level.

1d10 +mod.	Stability lost	TF lost	Actions lost
≤1	-2	2†	2TFI, ⋆
2–5	-2	1†	2TFI, ⋆
6–10	-1	1†	1TFI, ⋆
11–14	-1	1	1TFI, ⋆
15–17	-1	0	1TFI
18+	0	0	0

†or one level of MNU (player's choice)
⋆ No Domestic Action: no Exceptional taxes nor DTI, FTI, MNU.

Test: 1d10+ADM Monarch±Stability
+1 has a Stock Exchange
-3 if larger than 100 ₿ Small Bankruptcy
-1 per MNU counter above limit
± per event (HIS: +1 if Expulsions)

Types of Bankruptcy
Small (up to 200 ₿ National Loan): test (-5VPs?)
Major (all National Loans or up to 200 ₿ International Loan): lose 15 VPs, apply the worst result
Complete (all Loans, RT=0): lose 30 VPs, automatically worst result , DTI **-1**, counts as 2 Bankruptcies

Table VI.2: Bankruptcy Roll

E Results of the bankruptcy are applied immediately, especially before any administrative action is planned.

E.1 Since the modifiers for some actions depends on the Stability, the levels of TF or of MNU, this may have an impact.

E.2 Moreover, knowing which TF are lost might give another country trade opportunities (at monopolies or *Trade centres*) and thus affect the choice of actions and not only their resolution.

Playing tip: Complete and Major bankruptcies are very costly and should be avoided. . . But sometimes it's better to hang the bankers rather than curse the debt.
Small bankruptcies can be done quite frequently. Especially with a good monarch. ***Felipe II*** made a huge use of bankruptcies during his reign to avoid paying the bankers. With a good monarch and a good Stability, a small bankruptcy can be almost harmless and a huge relief for the budget. However, a backfire is always possible, so don't try them during wars.
The loss of TF and TFI make small bankruptcies quite costly for the commercial powers (such as ANG or HOL), especially during the periods where the *Trade centres* are disputed. On the other hand, powers such as RUS or POL will usually not loss much more than 1 Stability. Beware that a poor result (below 10) will still cost them 1 MNU which can be very expensive for these countries with less means to build new ones.
Bankruptcies hamper the Exchequer test, but loans also do (and they cost money each turn in interests). So, using small bankruptcies is often a good way to manage loans. . . Don't hesitate to borrow some money from your nobles when in need (at war, usually), even if you don't intend to repay them. But take into account the fact that you will need some time at peace in order to do your bankruptcies in a good situation (and to refund other loans if wanted). Moreover, the Economical system works better if you have a small amount of loans all the time, so take that into account when deciding whether to go bankrupt or not.

VI.4 Choices of actions

A All players simultaneously chose which administrative actions they which to perform. The description of actions is done in the following Sections (from section VI.5 (Loan refund) to section VI.8 (Other administrative operations)).
A.1 Each planned action is written down. Even if the explanation of the resolution of the action is done together with the explanation of the action itself, resolution occurs only when all actions have been planned.
B Maintenance and recruitment of troops and fortresses is also part of the administrative actions. Even if they have their own description later and their own Segments in the turn sequence, they must be planned as other actions.

VI.5 Loan refund

A Countries may refund loans. Either national loans (this is never mandatory) or international loans before they come to term.

B National Loans Choose the amount of refund you want to do. It must be smaller than the current amount of National Loan (difference between line **C5** of *ERS* and line **C7** of *ERS*).
B.1 Write this amount in line **C8** (National loans refunds) of *ERS*.

C International Loans Choose the amount of refund you want to do in advance. It must be smaller than the current amount of International Loans (the total of line **C3** of *ERS* for all the following turns, but not the current one).
C.1 Write this amount in line **C3** of *ERS*, adding it to the current value if any.
C.2 Decrease the values in line **C3** of *ERS* by the same total amount, distributed as wanted among all the following turns.
C.3 If this put one value to 0 ₯, decrease the value of line **C2** of *ERS* by 10% of the **initial** amount of that loan, for all the turns between the current one (excluded) and the last turn of the loan (included).

D Write in line **B29** (Optional loan refunds) of *ERS* the sum of line **C3** of *ERS* (the part that was not taken into account in line **B27** of *ERS*) and line **C8** of *ERS*.

Example: Simple loan: contracting the loan.— *At turn 1 (during the Budget phase), FRA contracts an International Loan of 100 ₯. As per §D (International Loans) of section X.4.1 (Expenses), it writes 100 ₯ in line **C1** (New International loan) of ERS of turn 1 (new money), 100 ₯ in line **C3** of ERS of turn 4 (refund in 3 turns) and 10 ₯ in line **C2** of ERS of turns 2, 3 and 4. The loan ERS of FRA is:*

Turn	1	2	3	4	5
C1 (new)	100				
C2 (interest)		10	10	10	
C3 (refund)				100	

Example: Simple loan (cont.): partial refund.— *At turn 2 (during the Administrative phase), FRA decides to refund 40 ₯ of this loan. Thus, it write 40 in line **C3** of ERS of turn 2 and decrease line **C3** of ERS of turn 4 by the same amount (leaving 60). Since the loan is still ongoing, the interest are not changed. The loan ERS is now (with changes in red):*

Turn	1	2	3	4	5
C1 (new)	100				
C2 (interest)		10	10	10	
C3 (refund)		40		~~100~~60	

Note that the interests do not decrease if the capital does not reach 0.

Example: Simple loan (cont.): term.— *Suppose that FRA does not refund its loan at turn 3. Then, at turn 4 its loan ERS is still:*

Turn	1	2	3	4	5
C1 (new)	100				
C2 (interest)		10	10	10	
C3 (refund)		40		~~100~~60	

Thus, FRA has no choice and must refund now the 60 ₯ of capital still due (in addition to the 10 ₯ of interests).

Example: Simple loan (cont.): complete refund.— *Suppose now that at turn 3, FRA decides to refund the last 60 ₯ of the loan. Thus, it writes 60 in line **C3** of ERS of turn 3 and decrease line **C3** of ERS of turn 4 by the same amount. Since this amount reaches 0 ₯, the loan has been entirely refunded and no more interests shall be payed. Thus, FRA erases line **C2** of ERS for turn 4 only (all the turns between 3 excluded and 4 included). The loan ERS looks like:*

Turn	1	2	3	4	5
C1 (new)	100				
C2 (interest)		10	10	~~10~~0	
C3 (refund)		40	60	~~100~~60~~0~~	

*Note that interest must be payed on the turn where the capital is refunded. Note also that if FRA did not remember the initial amount of the loan (typically because another loan is ongoing), it can always find it by looking back at line **C1** of ERS 3 turns before the term that was just erased.*

Design note: Most practical cases fall in the previous examples. The following example is an extreme case that almost never happens.

Example: Double loan: contracting the loans.— *At turn 1, POL contracts a 50 ₯ International Loan and at turn 2 another 60 ₯ one. Thus, it's loan ERS is as follows:*

Turn	1	2	3	4	5
C1 (new)	50	60			
C2 (interest)		5	~~5~~11	~~5~~11	6
C3 (refund)				50	60

Example: Double loan (cont.): partial refund.— *At turn 3, POL decides to refund 60 ₯ of international loans. Thus, it writes 60 in line **C3** of ERS of turn 3. POL now has to decrease the amount of ongoing loans (that is, line **C3** of ERS of future turns) by 60. It may choose to either refund the first loan and part of the second, or refund the second, or refund part of both (probably not the best solution). POL chooses to refund the second loan. This will remove more interests (two turns), but also means that the first loan will have to be refunded at turn 4.*
*Thus, POL sets line **C3** of ERS of turn 5 to 0. This is a 60 ₯ decrease, hence no other action is needed on that line. Since a loan has be entirely refunded (set to 0), its interests also have to be removed. Thus, POL removes 6 from line **C2** of ERS of turns 4 and 5 (between now and the term of the loan). The loan ERS is:*

Turn	1	2	3	4	5
C1 (new)	50	60			
C2 (interest)		5	~~5~~11	~~5~~11~~5~~	~~6~~
C3 (refund)			~~60~~	50	~~60~~

Example: Double loan (cont.): partial refund.— *Suppose that instead of refunding the second loan, POL chooses to refund the first one completely as well as 10 ₯ of the second one. Since the second loan is still ongoing, its interests have to be paid in full and the loan ERS is:*

Turn	1	2	3	4	5
C1 (new)	50	60			
C2 (interest)		5	~~5~~11	~~5~~11~~6~~	6
C3 (refund)			~~60~~	~~50~~	~~60~~50

There are more interests to pay, but the final refund is later. Thus, it is not clear which solution is the best, and it may depend on the situation. Typically, if POL is planning to be at war at turn 4, it may be best not to have a refund scheduled at the same time.

VI.6 Domestic operations

A Each country may attempt at most one *Domestic operation* each turn.
A.1 Bankruptcies may prevent countries from doing any Domestic operation at a given turn.

VI.6.1 Manufacture creation

A The operation of *MNU creation* uses column ADM +DTI-9+Investment.
A.1 The following modifiers to the die-roll are used:
+? Stability of country
-1 For HIS if inflation level is 10% or more.
-1 For RUS before construction of S'-Petersburg, for TUR and for POL.
+2 For ANG, from period VI onward.
±? By event
A.2 If the result is a "S", then one level of MNU is gained. One can either turn a counter on its second level side, or take a new MNU counter.
A.3 The place where the MNU is built must respect the location restrictions (below).
A.4 For limits on the number of counters, see section II.4.3.1 (Period limits table) and section II.4.3.2 (Exceeding Limits in MNU).
A.5 If the result is "F", nothing happens (and the money is lost).
A.6 If the result if "½", use the normal procedure: roll 1d10 if the result is less or equal than the FTI, treat as "S" if larger than the FTI, treat as "F". Note that FTI is used even if it played no other role in this operation (ie it is not used to compute the column, only to resolve ½).

B Manufacture placement The MNU has to be placed on the European map, in a province which is both owned and controlled. Some kind of MNU have specific locations:
B.1 Cereals MNU must be put in a plain province.
B.2 Wood MNU must be put in a wooden province (either sparse or dense forest). By exception, ANG must put it preferentially in IRELAND (but may move it elsewhere if it loses the province), and TUR is allowed to put it in **Lubnān**.
B.3 Salt MNU must be put in a province with a Salt resource in it.
B.4 Fish MNU must be put in a coastal province.
B.5 Art MNU must be put in a province with an income of 5 or more.
B.6 Only one MNU may be put in a single province, unless the country does not own sufficiently many provinces.
B.7 Relocating a MNU is possible only if the province is ceded or conquered. In this case, simply take the counter and place it in another legal province.

Example: *At turn 1, POR wants to develop a MNU (either to switch one of the two existing one from side ⊖ to side ⊕ or to create a new one). It has a DTI of 3 and the monarch has an ADM of 8. Thus, the base column is 8+3-9=2. Depending on the investment (30, 50 or 100 ₯), the final column will thus be 2, 3 or 5.*
Spending 100 ₯ would be quite a waste since column 5 does not exist. POR may choose to either spend 50 ₯ and roll on column 3 or to spend only 30 ₯ and roll on column 2. The difference between the two columns is a ½ changed into a S, that is roughly 10% more success. However, with a DRM of +3 for its Stability, POR things that the odds are already pretty good and spending more money is useless. So he decides to only spends 30 ₯ on this action.

Design note: Note that is it usually better in term of overall probabilities of success to attempt several similar actions with a Small investment rather than a single one with a higher investment. This is especially true for external actions (because there is no real limit to the number of levels of TF or COL that one country may have, thus even in case of success you will do the action another time the next turn) but stay true for domestic ones. Making several actions, however, takes more time and if one needs the result immediately, a high investment can be a good idea.
Typically, in this case, with a Small investment (column 2 at +3 with 2 FTI) POR has 76% of success, with a Medium one (column 3), this goes to 84% and to 92% with a Strong one. Thus, for the same amount of money (100 ₯, that is 3 Small investments, 2 Medium or 1 Strong), the average number of MNU created would be 0.92 with Strong investments, 1.68 with Medium investments and 2.28 with Small investments.

Example: continued.— *So, POR decides not to spend too much money at once and do a Small investment, resulting in a column of 2, with a final DRM of +3 for Stability. He rolls the die for a result of 3, modified to 6. In table VI.1 (Administrative Actions), cross-referencing column 2 and line 6 he reads the result of ½. So he must roll 1d10 under the FTI. Since this is a domestic operation, special FTI does not apply and the FTI of POR is only 2. Rolling another die gives 1, less than the FTI, thus the operation is a success. POR may either flips one of the two existing MNU from side ⊖ to side ⊕ or take another MNU counter and put it on side ⊖.*

Design note: The risk for exceeding limits of MNU is only checked at the beginning of a turn, before the administrative phase. Thus, at the last turn of a period, if your limit in MNU increase in the following period, you may attempt a MNU creation at no risk.

VI.6.2 Trade index improvement

A The improvement of either FTI or DTI uses column ADM-9+Investment.
A.1 The following modifiers to the die-roll are used:
+? Stability of country
-1 For HIS if inflation level is 10% or more.
-1 For RUS before construction of S'-Petersburg, for TUR and for POL.
+2 For ANG, from period VI onward.
±? By event

A.2 A "S" is a success, and the FTI or DTI increases by 1.
A.3 A "F" is a failure and nothing happens.
A.4 A "½" is resolved as normal: roll 1d10 and treat as "S" if less or equal than FTI, "F" otherwise.
A.5 For limits, see section II.4.3.1 (Period limits table).

B Other Trade Indexes Some countries (POR, RUS, HIS, HOL) have two FTI: one reserved for some operations in the ROTW, and one for all other operations.
B.1 The specific FTI can be used in all covered administrative operations instead of the normal FTI, to determine the column as well as for the case where a ½ is obtained.
B.2 Improvement of the FTI does increase the two values; that is, consider the special FTI to be "regular FTI +n" rather than a value by itself.
B.3 However, it is possible to increase the special FTI only (to avoid going over the limit of regular FTI). This is done by a regular FTI improvement action.
B.4 Conversely, if the special FTI is already at its maximum, increasing the regular FTI does not change it.

Example: *At turn 1, RUS has a FTI of 1. Since this is also its limit for the first period, it may not increase it. However, RUS has a special FTI with a limit of 3 for period I. Thus it may attempt to increase its special FTI. With a ADM of 6, this gives a base column of -3 before investment. The DRM is +2 (+3 for Stability but -1 for Russian under-development before* Ṡ̲t̲-P̲et̲er̲sb̲urg*).*
Let's suppose that by the end of period V, RUS managed to increase its special FTI to 4 (the regular one is still at 1 since this is the limit). At the start of period VI, the Russian limit for FTI becomes 2. Thus, RUS may increase its regular FTI to 2. In case of success, this also increases the special FTI to 5.
At the start of period VII, if Ṡ̲t̲-P̲et̲er̲sb̲urg *has been created, the limit of FTI goes to 3. Thus, RUS may increase if again. However, since the special FTI is already at its limit of 5, it does not change.*

Playing tip: Since the DTI improves the column for MNU creation, it is easier to first improve DTI and then try to improve MNU. But MNU provide more advantages than simply money and you may want then asap.

VI.6.3 Exceptional taxes

A Condition In order to raise *Exceptional taxes*, a country must both:
A.1 be at war (including civil or religious wars but excluding overseas wars and mere interventions) and
A.2 be able to pay the eventual cost in Stability (see below). That is, a country at -3 Stability may not raise exceptional taxes unless these don't cost a loss of Stability.

B Loss of Stability A country raising exceptional taxes immediately loses 1 Stability unless both of the following conditions occur:
B.1 The country is involved in at least one regular war (ie neither civil nor religious nor overseas, interventions don't count) and
B.2 At least one national province is either controlled or besieged by an enemy in this war.

Design note: In other words:
- Oversea wars don't allow one to raise exceptional taxes because the people won't see the need of raising funds to defend a few acres of snow.
- Religious or civil wars allow to raise taxes but this always causes turmoil (loss of Stability) because there is always an opposite faction within the country to disagree with the need.
- "Normal" wars allow to raise for taxes and if a province is occupied the people even see that the nation is in danger and everybody gladly gives money for war effort without second thought.
- If you're not able to pay for the Stability cost, that means that the country is so wary of the war that people can't and won't do more efforts. . . except in case of great danger (where you don't need to loss Stability).

C To proceed with the taxes, the player announces he will perceive the taxes, and his country loses 1 Stability level (if needed). The decrease in Stability occurs immediately at the beginning of the administrative segment (hence, before any other administrative action is resolved).

C.1 The modifier is obtained by adding the ADM of the monarch, the value of Stability level multiplied by 3, and other possible modifiers (from events). It is written in line **B39** of *ERS* and copied in line **A11** of *ERS*.

C.2 Only at the end of turn (after expenses. . .) will the real amount of the taxes be known. It will be obtained by rolling 1d10, adding the previous modifier, and multiplying this sum by 10. This number of ₯ is added to the RT in line **A12** (Exceptional taxes) of *ERS*.

C.3 The result could be negative, with a low Stability.

C.4 See section X.2 (Exceptional taxes) for the details.

D Remember: do not roll for exceptional taxes during income. Only write down the modifier. The exact roll will happen at end of turn, once expenses are planned. Thus, one can only get a rough estimate of this amount and must spend money according to this estimation.

Example: Good taxes.— *At the beginning of the Seven Years War,* ***Friedrich II*** *decides to gets extra income to prepare the invasion of Saxony and raises exceptional taxes. The Stability of PRU is +3 (as the war was declared with a free CB), so PRU is allowed to raise taxes. It immediately loses 1 Stability.*
The ADM of ***Friedrich II*** *is 9, the Stability of PRU is now 2 (3-1). Thus, the modifier is 9 (ADM) + 3 × 2 (Stability) = 15, written in line* ***B39*** *of ERS and copied in line* ***A11*** *of ERS. At the end of the turn, PRU checks the precise amount of the taxes by rolling 1d10 and gets 7. Thus, the final amount is 10 × (7+15) = 220 ₯. All in all, a good operation, but things could not go wrong with high Stability and ADM.*

Later in this war, the Russian armies have invaded **Brandenburg** *and are looting left handed gloves in* B̲er̲lin̲*! Moreover, the war in Bohemia did not went that well and war weariness took its toll, thus decreasing the Prussian Stability to 0.* ***Friedrich II*** *decides to raise exceptional taxes again. Since one national province (***Brandenburg***) is currently besieged by Russian troops, there is no need to loose Stability. Hence the modifier for the taxes is 9+3×0=9. This still guarantees a good income (at least 100 ₯).*

Example: Bad taxes.— *During the French wars of religion, the French monarchy is desperately looking for money to fund its campaign against the Huguenots and repeatedly summons the États Généraux in successive attempts to increase taxes. French king,* ***Henri III*** *has an ADM of 6. and FRA has a Stability of -2 due to the already long turmoil. Since it can loss 1 Stability, FRA is allowed to raise exceptional taxes. Then compute the modifier of 6 (ADM) + 3 × -3 (Stability) = 6 - 9 = -3. Write this on the ERS.*
At the end of the turn, the exact amount of taxes is computed. Rolling 1d10 gives only 2, for a final amount of 10×(2-3) = -10 ₯. . . FRA actually has to pay some money as result of this operation (representing cost for gathering members of the États Généraux and to send tax collectors without a large success). Note that it is not possible to renounce this "tax" once the result is known, so better check the modifier before deciding and estimate risks cautiously.

A couple of years later, the Holy League takes arms against the French king and immediately takes control of P̲ar̲is̲*. In a bold move,* ***Henri III*** *decides to assassinate the League leader, Guise. This creates such a turmoil that the Stability of FRA goes to -3 and a new religious war erupts.*
FRA would like to risk exceptional taxes again. However, its Stability is already at -3 so it cannot pay for it. P̲ar̲is̲ *is enemy-controlled but this does not provides "cost-free" taxes during religious wars (many people supported the late Duke of Guise and are rather reluctant to help fund the war against his followers. . .) So, exceptional taxes are not possible until FRA somehow manage to raise its Stability.*

VI.7 External Operations

VI.7.1 Trade fleet Implantation

A Commercial Fleets The operation of *Trade fleet implantation* targets a STZ/CTZ. Then, use base column FTI-#*Fleets*+Investment.
A.1 See the access limitations in section VI.7.4.1 (Trade fleet) for restriction on the seas that may be targeted.
A.2 #*Fleets* is the number of foreign commercial fleets in the targeted STZ/CTZ, whatever their side.
A.3 When targeting its CTZ, a country adds its DTI to the initial column.
A.4 When targeting the CTZ of another country, the DTI of the owner of the CTZ is subtracted from the initial column.
A.5 POR and HOL (after creation of the VOC) use their special FTI if targeting a STZ in the ROTW, both for column computation and to resolve ½.
A.6 The following modifiers to the die-roll are used:

+1 If attempting country's TF is already ⊕.
-1 If at least one pirate is present in the STZ/CTZ.
-1 If there was at least one battle, pirate or privateer during the previous turn in the targeted STZ/CTZ.
±? By event.

A.7 A result of "S" increases the level of the TF by 1. If this is the first level, put a counter in the STZ/CTZ (beware that the number of counters is a restriction on the number of TF a country may have, and some countries have other limits). If the TF reaches level 4, turn the counter on its ⊕ side. A TF may never have more than 6 levels.
A.8 See §D (Fleets) of section VI.8.2.2 (Automatic competitions) if two fleets are ⊕ in the same STZ/CTZ or when one TF reaches level 6.
A.9 A result of "F" is a failure: nothing happens but the money is lost.
A.10 A result of "½" is treated as normal: roll 1d10, if less or equal than FTI (use special FTI if allowed), treat as "S", otherwise, treat as "F".

Example: *At turn 1, ANG wants to increase its trade in the Baltic sea and attempts a TFI in STZ* **Baltique**. *The base column is 2 (FTI) - 4 (for the presence of 4 others TF:* Hollandia, Dania, Hansa *and* Suecia*) = -2, the DRM is 0. Maybe, trying to raise the FTI first could be a good idea.*
At turn 1, VEN wants to increase its trade in the Adriatic and attempts a TFI in CTZ Venetia*. The base column is 3 (FTI) + 3 (DTI, since the target is its own CTZ) = 6 which is thresholded to 4 (the maximum possible) and the DRM is +1 because the TF is already ⊕.*
At turn 1, TUR wants to try and steal the Venetian trade in Adriatic and attempts a TFI in CTZ Venetia*. The base column is 2 (FTI) - 3 (DTI of VEN since the target is someone else CTZ) -1 (for the presence of the Venetian TF) = -2 and the DRM is 0.*

VI.7.2 Colonies

VI.7.2.1 Normal procedure

A Colonisation The operation of *Colonisation* targets a province in the ROTW that does not already contains a foreign COL, a *Minor establishment* or a *Pirate haven*. Then use column FTI-Difficulty+Investment (where Difficulty is the Difficulty value for the *Area*).
A.1 See the access limitations in section VI.7.4.2 (Pioneering [TBD]), section VI.7.4.3 (Inland advance) and section VI.7.4.4 (Native empires) for restriction on the provinces that may be targeted.
A.2 Countries with a special FTI use it, both for column computation and to resolve ½.

A.3 The following modifiers to the die-roll are used:

+2 If the province has been pacified (all natives killed).
-1 If at least one battle occured in the *Area* during the preceding turn.
+2 If it is the improvement of an already existing COL.
-3 For the first ever colonisation attempt by the country during the whole game.
-2 For the second colonisation attempt (see above), if the first was a failure.
-1 For the third colonisation attempt (see above), if the first two were failures.
±? By event.

A.4 Use also one (and only one) of the following modifiers:

+M Manoeuvre of a ⚑ (or half manoeuvre of a ⚑) or a ✵ in the province.
+B Bonus of a Mis in the province.
+1 If a ✵ is in the *Area*.

A.5 A result of "S" increases the level of the COL by 1. If this is the first level, put a counter in the province (beware that the number of counters usable during each period is restricted). If the COL reaches level 4, turn the counter on its ⊕ side. A COL may never have more than 6 levels.

A.6 A result of "F" is a failure: nothing happens but the money is lost.

A.7 A result of "½" is treated as normal: roll 1d10, if less or equal than FTI (use special FTI if allowed), treat as "S", otherwise, treat as "F".

B An unmodified result of 1 or 2 (even if the action is a success) requires a second roll of 1d10: if it is *strictly less* than the Tolerance value for the *Area*, the natives are immediately activated and will attack during the redeployment phase (as per section IX.2 (Attacks by Natives)).

B.1 Note that *Area* with no Tolerance (eg in ***America***) are not subject to this critical failure.

C Special cases

C.1 If per chance several players choose the same province for a first COL implantation, they will do an automatic competition between their COL. Resolve it as automatic competition between TP with the loser(s) losing 1 level of COL until only one country still has levels here. See section VI.8.2.2 (Automatic competitions).

C.2 If the province was occupied at the beginning of the administrative phase (either by a fort, or military forces, or a TP of another country), the implantation gives an Overseas CB to this country (even in case of failure). By exception, this CB is used at the end of the administrative phase. Minors never use this CB.

C.3 If a COL is successfully created and survives automatic competition, enemy Forces in the province are repatriated to the nearest TP or COL, an enemy fort or TP in the province is destroyed.

C.4 There is a rule to transform a TP in a COL if a city is present in the province. See below.

Example: *At turn 1, POR wants to raise its COL of La Praya in* **Cabo Verde**. *The Difficulty is 3, the FTI of POR is 5 (special FTI for the ROTW) and POR chooses to make only a small investment. Thus the base column is 5 (FTI) - 3 (Difficulty) = 2. There is a* **+2** *DRM because the COL already exists.*
POR rolls a 2 for a net result of 4, in column +2 this gives a ½. So POR has to roll lower than its FTI (use special FTI again) and rolls a 6. This is a failure; the COL gains no level but the 30 ₫ of the action are lost. It is an unmodified die roll of 1 or 2 and can thus activate natives! But since there is no Tolerance in **Cabo Verde**, *it has no impact.*

On turn 2, HIS has left Colón (☞ <R> H 6.1.1 [T1–T3]) in **Cuba** *and wants to create a COL in the rich new World. The FTI of HIS is 2, the Difficulty of the Area is 3. This gives a base column of -1. Since HIS wants a base in America has soon at possible, it does two COL actions there and each of them with a Medium investment (50 ₫) to roll on column 0 (which has one less F than column -1).*
There is a **+3** *DRM for the MAN of Colón (halved on land for ☞). Since HIS has not succeed in any COL attempt in the game, one of the attempts (player's choice, but in this case it is not important since they are otherwise the sames) will be the "first one" and suffer a DRM of* **–3** *while the other only has* **–2**. *Note that since all actions must be scheduled before any is resolved, the second malus will stay even if the first attempt is successful (the worst case for the player applies).*
So, the first attempt is in column 0 at 0. HIS rolls 6 and gets ½, a second roll of 4 is larger than the FTI, thus it is a failure. The second attempt is still in column 0, but at +1. HIS rolls 7 for a net result of 8. It's a success! A COL of level 1 is put in the province and HIS won't suffer the "first attempts" malus anymore (on following turns).

Playing tip: The MAN of a ⛑ is very important for creating COL (and TP). Indeed, each point of MAN is basically 10% more chances of success. So, at the end of a turn, you have to think in advance to where you'll want to colonise on the next turn and place your leaders there.
For countries with many good ⛑ (HIS, POR and in a smaller measure HOL then FRA), correct placement is the key to a very fast grow of the colonial empire at small cost. Since even in column -4 there is a success, with a ⛑ with a MAN of 5, this means 60% chance of S (plus some other for the ½). . .
On the other hand, countries with less ⛑ (ANG) will sometimes need several actions to put a COL. The bonus for an existing COL will help them to concentrate on existing establishments, but spreading the empire is harder and must be done either with the few ⛑ you'll get or with massive amounts of money (Large investments).
The malus for first attempts is very painful, especially with no ⛑ to overcome it. Basically, unless you have someone competent or vast amount of money at your disposition, consider that there is a 90 ₫ "fee" to enter the colonial game and that the first three attempts are wasted in paying it. A good surprise may arise.

VI.7.2.2 Transforming a trading-post in a colony

A A TP in a province *with a city* or *with a mission* can be turned into a COL following this procedure:
A.1 The MAJ announces this during the diplomatic phase.
A.2 The MAJ must declare war (overseas or regular) to the ROTW minor country owning the *Area* (if any). If already at war against it, there is no need to declare a new war.
A.3 The natives of the province are automatically and immediately activated and will attack at the end of the turn as per section IX.2 (Attacks by Natives)).
A.4 The country must spend one COL action with strong investment (100 ₫) during administrative phase. There is no die roll to resolve this colonisation attempt.
A.5 The city must be controlled at the end of the military phase (either taken this turn or a previous one). The fortress level used for the defence against the native attacks is the better between the one of the TP and the one of the city.
A.6 If, after the native attack, the TP still exists and the city is controlled, the TP is turned into a COL of the same level as the TP. The fortress level used for the COL is the maximum between the fortress of the city and the one of the TP (put a fortress counter for free is needed).
A.7 If a mission was used to convert the TP to a COL, there is no need to capture the city (if any), but the mission can never be removed unless the COL is lost.

B Bengal If Mogolis Imp. own the **Bānglā**, and some country has a AT with them, the transformation of a TP in a COL in Kalakātā will not generate a reaction by Mogolis Imp. (only the natives will attack) neither for the capture of the city, nor for the presence of forces in the province to do it, and troops of Mogolis Imp. do not participate in the indigenous attack at the end of the turn (see also §F (Development of trade in India) of section II.8.3 (Exploitation of Exotic resources)).
B.1 Note, however, that the presence of a COL afterwards can still trigger reaction of Mogolis Imp. as per section IV.4.4.4 (Mogolis Imp., Siberia, Sudania, Durranis Imp.).

Design note: This is what is considered to have happened in Goa (with Portuguese special rules), in Jakarta (by *Coen*) and in Kalakātā (established as a British centre of trade and power in India after event VI-17 (The Last of the Great Mughals)).

VI.7.3 Trading posts

A Trading posts The operation of *Trading-post establishment* targets a province in the ROTW that does not already contains a foreign COL. Then use column FTI-Tolerance+Investment (where Tolerance is the Tolerance value for the *Area*, use Difficulty if the *Area* has no Tolerance).
A.1 See the access limitations in section VI.7.4.3 (Inland advance) and section VI.7.4.4 (Native empires) for restriction on the provinces that may be targeted.
A.2 Countries with a special FTI (except HIS) use it, both for column computation and to resolve ½.
A.3 The following modifiers to the die-roll are used:
-1 Per TP of another country in the *Area*.
-1 If target already enemy occupied (fort, forces, TP).
+2 If the province has been pacified (all natives killed).
-1 If at least one battle occured in the *Area* during the preceding turn.
A.4 Use also one (and only one) of the following modifiers:
+M Manoeuvre of a Conquistador or a Governor in the province.
+B Bonus of a Missionary in the province.
+1 If a Governor is in the *Area*.
A.5 A result of "S" increases the level of the TP by 1. If this is the first level, put a counter in the province (beware that the number of counters usable during each period is restricted). If the TP reaches level 4, turn the counter on its ⊕ side. A TP may never have more than 6 levels.
A.6 A result of "F" is a failure: nothing happens but the money is lost.
A.7 A result of "½" is treated as normal: roll 1d10, if less or equal than FTI (use special FTI if allowed), treat as "S", otherwise, treat as "F".

B Critical failure A result of "F⋆" means that in addition to the failure, the natives are immediately activated and will attack during the redeployment phase (section IX.2 (Attacks by Natives)). A result of "F" means a simple failure.

C Special cases
C.1 If per chance several players choose the same province for a first COL and a first TP implantation, and both succeed, the TP is eliminated.
C.2 If the target province contains several TP at the end of the round, there will be an automatic competition between the TP of the province.
C.3 If the province was occupied at the beginning of the administrative phase (either by a fort, or military forces, or a TP of another country), the implantation gives an Overseas CB to this country (even in case of failure of if the automatic competition allows the former TP to stay in place). By exception, this CB is used at the end of the administrative phase.
C.4 If a TP is successfully created and survives automatic competition, enemy Forces in the province are repatriated to the nearest TP or COL, an enemy fort in the province is destroyed.

D Trading-posts, forts and cities A European fort or TP is considered as a separate place as the city in the same province. Sieges are made against one or the other (besieger's choice).
D.1 However, the TP of a ROTW country is considered to be in the city. This means that in order to take military control of the TP, a power must take the city. This may require being at war against two minor countries (typically in ***India*** where Guzarate has TP in cities owned by Bisinagar).

Playing tip: America is meant to be colonised, not to receive TP. So, the missing number in American areas is the one used for TP. If you don't remember whether the second or third number should be used for COL or TP placement, look in America: the missing number is the one to use for TP.

VI.7.4 Limited access to the ROTW

A Trade and colonisation in the ROTW must progress slowly through unknown areas. Thus, it is not possible to colonise any province nor to attempt trade (with TF) before having strong contacts with natives or colons.
B Some countries have other specific restrictions on where they may put their establishments. See specific rules for details.

VI.7.4.1 Trade fleet

A Caspian sea In order to target the STZ **Mer Caspienne** for TFI, one must either own a province (or have a COL or TP) adjacent to the sea (even without port), the CC Grand Orient or the CC Mediterrannee.

B ROTW STZ In order to target a ROTW STZ for TFI, at least one sea zone must have been discovered in the STZ, and at least one condition among the following must be fulfilled:
B.1 The country has a COL/TP bordering the STZ
B.2 The country has trade rights given by somebody that has a COL/TP bordering the STZ (a minor country that is at least in MA will give the rights). Once given, the trade rights are removed by *trade refusal*, or as soon as the minor country is no more in MA.
B.3 The STZ is either STZ **Mer des Canaries**, STZ **Golfe de Guinée**, STZ **Mer d'Arabie**, STZ **Océan Indien** or STZ **Mer de Chine** and the country has discovered all the sea zones of the STZ (i.e. the sea zone in which is the symbol, plus all neighboring ones).
C If the condition allowing a new implementation disappears, the TF can no more increase in level through administrative actions, but remains where it is.

D Competition for trade fleets TF competition can be done if either a TF implementation would be allowed, or if a TF already exists.

Design note: At least one sea must be known in order to known where to send traders. Then, the other conditions represent who will trade with you: either your own colons and merchants, or those of a country giving you trade rights or those of natives in organised areas once you know the sea sufficiently well.

Example: *Notice that even if STZ* **Mer des Canaries** *touches Europe and European provinces on the ROTW (***Açores** *and* **Cabo Verde***), this is not sufficient to increase its trade there. A COL/TP (such as La Praya) must be here. Specifically, at turn 1, ANG, FRA, HIS and POR all have a TF in STZ* **Mer des Canaries** *but only POR is allowed to increase it. Other may do it after exploring all the seas of the STZ.*

VI.7.4.2 Pioneering [TBD]

A During periods I-V, a province with a COL of level 2 or 3 may not be the target of colonisation attempts.
A.1 Exception: provinces with gold mines always ignore this restriction.
A.2 Exception: provinces with missions always ignore this restriction.
A.3 Exception: provinces with arsenals always ignore this restriction.

A.4 Exception: If a country benefits from an event E-19 (Rush of colonists), an event E-20 (Refugees), or a *Colonial Dynamism* political event (as well as a few other events), it may ignore this restriction for the turn.
A.5 Exception: TUR ignores this restriction in *Area* belonging to Muslim minors (**Aden**, **Oman**, **Soudan** and, if they still belong to Guzarate, **Gujarat** and **Malacca**).
A.6 Exception: SUE ignores this restriction if it has a policy of *Overseas expansion*.
A.7 Exception: HOL may ignore this restriction after event III-1 (2) (Vereenigde Oostindische Compagnie) on turns it choose to destroy another COL.

VI.7.4.3 Inland advance

A Settlements A province may not be targeted by a COL or TP attempt unless the province has been discovered by the country, is linked to a province on the European map by a continuous path of known sea zones and provinces (even if enemy-occupied or through closed straits fortifications), and at least one of the following conditions is true:
The province is coastal.
OR The province is within supply distance (12MP) by land only of a COL, TP or European province owned by the country.
A.1 No exception.

B Inland advance [TBD] A province with a COL (any level) may not be targeted by a colonisation attempt unless one of the following conditions is true:
The province is coastal.
OR The *Area* contains a COL⊕ or a mission of the same country.
OR The *Area* is adjacent to an *Area* containing a COL⊕ or a mission of the same country.
OR The *Area* is adjacent to an European province owned by the country.
B.1 No exception.

Design note: Thus, one must first colonise coasts before going inland. Two attempts on an empty province may raise the COL to level 2 without problem. Notice that to raise a COL with an inland gold mine to a high level, you must still fulfil this condition (by, typically, building a mission in the *Area*).

VI.7.4.4 Native empires

A Siberia A province of ***Siberia***, east of the *Area* **Sibérie** may not be targeted for TP or COL implementation as long as the minor country Siberia exists. Provinces of *Area* **Sibérie** can be targeted though.
A.1 This restriction is permanently removed when Siberia is destroyed (see §C (Siberia) of section XIV.13.4.2 (The Nordic Orders, Pskove, Rezane, Siberia)).

B Cities A province with a city may not be targeted by a colonisation attempt unless one of the following conditions is true:
B.1 A COL of the country already exists in the province.
B.2 This is an attempt to transform a TP to a COL as per section VI.7.2.2 (Transforming a trading-post in a colony).
B.3 The country attempting the action has taken military control of the city (in an Overseas war), and still holds it during the administrative phase (meaning that the war still is in effect). Note that since the war is still ongoing, the new COL may well be destroyed by native attacks later this turn. . .
B.4 No (other) exception.

VI.8 Other administrative operations

VI.8.1 Technology

VI.8.1.1 Procedure for technology progression

A The administrative action of raising technology is special because it is done both by the major countries and the minors countries (or rather the cultural groups). Moreover, some progression may occur due to events as well as in the administrative phase. Lastly, the Administrative table is not read in the usual way when resolving this action.
A.1 Once everybody has performed its increase technology action (both majors and minors), an adjustment of counters occurs. Check the precise procedure below and follow it closely. The order in which the adjustments occur is important and must be precisely respected.

B Technology: general procedure The improvement of technology is done as follows, each step must be completed by all countries before moving to the next. Some steps occur both during event and administrative phases while some occur only during the administrative phase (during the Technology adjustment segment).
B.1 Progression through events (majors and cultural groups, event phase);
B.2 Progression through administrative operations (majors, administrative phase);
B.3 Minor countries progression (cultural groups, administrative phase);
B.4 Cultural groups adjustment (cultural groups, administrative phases);
B.5 Goals adjustment (goals, administrative phases);
B.6 Goals time adjustment (goals, administrative phase).

C Progression When a country or cultural group gains technological levels, advance the corresponding marker (Land or Naval) in the corresponding box.
C.1 A marker can never stack with a goal of the same kind (Land or Naval). If a technology marker exactly reaches the box where a goal is, then it gains one extra level for free and is put just after the goal.

Example: *At turn 11, the Land technology of FRA is at level 20 and the goal Arquebus at level 21. FRA manages to gain 1 level of Land technology, thus reaching level 21. Since the marker for FRA may not stack with the marker for Arquebus, FRA gains an extra level for free and is now at level 22.*

D Events and majors Follow the text of any event (economical or political) that tells to move some technology markers.
D.1 Major country may progress in technology through an administrative action. See section VI.8.1.2 (Technology improvement) for details.

E Cultural groups progression There are four symbols in the turn track: **†**, **☾**, **‡**, **◔**. When one of these symbols is in the current turn box, the technology counters (both Land and Naval) for this group advance of 1 box during the administrative phase.

F Cultural groups adjustment If the technology of a cultural group is 7 or more levels below the technology (of the same kind: Land or Naval) of a major belonging to that group, increase the level of the cultural group so that it is only 6 levels below the highest major of that group.
F.1 Remind: POR, HIS, FRA, ANG, VEN, HOL, SUE, AUS, PRU are in the Latin group ; POL is **both** in the Latin and Orthodox groups ; RUS is in the Orthodox group and also in the Latin group after its reform ; TUR is in the Muslim group.

Example: *At turn 11, the Land technology for FRA is at 20 and for the Latin group at 15. FRA manages to raise its technology to 22. Latin do not increase normally at turn 11. However, at the end of the administrative phase, the Latin marker is more than 6 boxes below the French one. Since FRA is part of the Latin group, increase the Latin Land level to 16 (=22-6).*

G Goals adjustment At the end of the administrative phase, each goal that was reached during the current phase is moved down until it is in a box preceding a country or group technology counter or two boxes above another goal of the same kind.

Example: Blocked by a marker.— *At turn, 11, suppose that we have the following positions of markers and goals: Land HIS at 18, Naval VEN at 19, Land FRA at 20 and Arquebus at 21. FRA tries and manages to raise its Land technology at level 22 thus reaching Arquebus. Suppose that none of the other markers moved (eg HIS missed its action and other countries are too far away). After all technological improvements, the situation is: Land HIS at 18, Naval VEN at 19, Arquebus at 21 and Land FRA at 22.*
Since Arquebus was reached, it must be moved down at the end of the administrative phase. Since it is a Land technology, it ignores the Naval marker of VEN (Land technologies always ignore Naval technologies). However, it is stopped by the Land technology marker of HIS and is thus at level 19.
After adjustment, the situation is: Land HIS at 18, Naval VEN and Arquebus at 19, Land FRA at 22. Now that the French learnt the trace italienne and its art of fortification, the Spanish will be quick to learn on the field and should manage to get Arquebus on next turn. . . but there will still be five years of technical domination by the French armies.

Example: Blocked by another goal.— *Suppose that Renaissance is at level 3 (blocked by the ROTW group at level 2), Arquebus at level 10 and only the RUS marker, at level 9, is between them. RUS increases its Land technology and gets Arquebus. Thus the marker must be adjusted down. There are no Land technology marker to block it, but it is blocked by the goal marker of Renaissance and stays at level 5. The "empty" level 4 is here to force ROTW to access new technologies one at a time.*

H Time adjustment If a goal is available (the current turn is larger or equal to the turn written on the goal counter) and not blocked by another goal or marker (as above) of the same kind (Land or Naval), the goal is adjusted down by one level.

Example: *At turn 21, after technology improvement, suppose that the best Land technology of countries and groups is 27. Since Muskets is available at turn 21 and at level 30, it decreases to level 29. If nobody manages to raise its technology at turn 22, then Muskets will still be available and ahead of countries, so it will decreases further to 28.*
Then Muskets will be at level 28, blocked by the Land technology of someone at level 27, thus it will stop its time adjustment (but will do goal adjustment as soon as somebody acquires it).

Example: *Suppose that the ROTW Land technology is at level 2, the Renaissance at level 3 and Arquebus was adjusted down at level 5 per Goal adjustment. Since Arquebus is available, it should move down due to Time adjustment. However, it is still blocked by Renaissance (one free box must stay between two technologies) and stays in place.*

Playing tip: Time adjustment only occurs for goals that nobody possess. Indeed, goals reached by someone undergo Goal adjustment which directly move them down until they are blocked. And since they are blocked, they do not move by time adjustment any more. So, only the newest technology may undergo Time adjustment.

Design note: The order in which the different steps occur is very important and should be respected carefully. Especially:
- Cultural group adjustment occurs after scheduled progression of groups.
- Goals adjustment occurs only once per turn (during the Administrative phase) and not each time someone reaches a goal. So, a country 3 levels behind a goal may not hope for someone else to reach the goal and make it drop before raising its technology on the same turn (however, this can be done in 2 turns).

To do it properly: at the end of the administrative phase, one player should do the Cultural groups progression followed by all the adjustments in order.

VI.8.1.2 Technology improvement

A Administrative operation

A.1 To increase its technology, a MAJ must do an operation of *Technology improvement*. Both technological operations (Naval and Land) can be done each turn but only one may have an investment higher than a *Basic investment* (either Naval or Land).
A.2 Resolution The base column for Technology improvement is MIL-9 (minimum -4).
A.3 Add 1 (or 2) bonus column if the country has a MNU of level 1 (or 2) of the adequate type (*Metal* for Land, *Instruments* for Naval), even if the province is not controlled, pillaged, in revolt, . . . Only one MNU counts.
A.4 Then add 1 or 3 columns for Investment as usual.
A.5 The following modifiers to the die roll are used:
+? If the MAJ is late behind its group, +1 per level beyond the fifth (see below).
-1 for TUR, depending of its Military Reforms (see §A.4 (Technology limitation) of section XIV.8.1.2 (Turkish Military system)).
+? By event.
A.6 When a MAJ is late behind its own group, it receives a bonus of +1 per level beyond the fifth counting from the marker of its group (Latin for countries belonging to two groups).

B Result of the Technology operation The result depends on whether the next Technology goal is available or not.
B.1 Result "F" is always a failure: the money is spent and no level of technology is gained.
B.2 If the next Technology goal is available, Results "S" or "S⋆" add 2 levels, Result "½" adds 1 level (no test under FTI);
B.3 If the next Technology goal is not available, Result "S⋆" adds 2 levels, Results "S" adds 1 level, Result "½" is treated as normal: roll 1d10, if less or equal than FTI treat as "S" (never as "S⋆", even if this was a "½⋆"), otherwise, treat as "F".
B.4 Count *Tercios* and *Galleasses* as a "next Technology" (that can be available) for every country even if only HIS and VEN (respectively) gains the advantage of these technology goals.

Example: Next goal unavailable.— *At turn 10, FRA has a land technology of 19, a FTI of 2, a MNU of Metal with two levels in* **Champagne** *and its king is* **François I**[er] *with a MIL of 9. FRA tries to raise its Land technology. The base column is 9-MIL =0 and FRA has 2 bonus columns for its MNU (notice that another metal MNU would be useless). So, the player decides to only makes a small investment and roll in column 2. There is no DRM.*
FRA rolls 5 and gets ½. The next technology is Arquebus, available on turn 11, hence it is not available now and ½ is treated as usual. So, FRA rolls another die, gets 2 which is smaller than its FTI, so the result is treated as "S". Since the next technology is not available, this only gives 1 level and FRA is now level 20 in Land technology.

Example: Next goal available.— *On turn 11, FRA still wants to increase its technology and still makes a basic investment, thus rolling again in column 2 at +0. FRA rolls 3 and get another ½. However, now the next technology (Arquebus) is available, so this gives 1 level to FRA. FRA reaches level 21. Since this is also the level of the Arquebus goal, FRA gets a bonus level and reaches 22. At the end of the phase (after technology improvement of other countries), Arquebus will need to be adjusted.*

Example: Lagging behind.— *Suppose that RUS is level 14 for Naval technology, and the Orthodox group is level 22. Therefore, RUS will receive a +3 (= (22-14) - 5) bonus to his die-roll for naval improvement.*

Example: Lagging behind goals.— *On turn 10, RUS has still not reached the Renaissance technology. So, for RUS the "next goal" is Renaissance, and it is available. RUS will use the resolution for "next goal available" even is the absolute next goal of every countries is Arquebus, which is not available. The resolution is relative to the situation of the country attempting the action.*

VI.8.1.3 New Technology

A Reaching a new technology After reaching a new technology, a country must pay a cost of conversion to this new technology.
A.1 This cost of conversion has to be paid immediately for the totality of armies, fleets or detachments of the concerned country (except vassals) that are currently on the map.

A.2 The cost is 10 ฿ per 𝔸⊕ or 𝔽⊕ counter, 5 ฿ per 𝔸⊖ or 𝔽⊖, 1 ฿ per detachment (any kind).
A.3 Naval forces composed only of NG𝔻 do pay for technological conversion even if they usually do not benefit from it (there is still some minor changes done on the galleys over time).
A.4 Minor countries never have to pay conversion costs, whatever their diplomatic status.
A.5 Write this amount in line **B37** (Other expenses) of *ERS*, even if the new technology was obtained during the Events phase (*i.e.* it is a scheduled expense that must be done this turn).
B Remark that from now on, the price of the various forces is changed (according to the new technology).
B.1 Since all administrative actions (including logistic) must be payed before any is resolved, troop raised the turn a new technology is reached are recruited at the old cost (the new technology is not reached when planning the construction of troops) but conversion cost must be payed for them. Follow the turn order, as well as the order of the lines on the ERS closely.

C Technology advantage Beyond the fact that countries with different technologies do not use the same columns on the combat result table, technology has the following effects:
C.1 There is a +1 DRM to the die-roll for interception in land combat if the Land technology counter of the intercepting country is 6 boxes or more in advance related to the intercepted force.
C.2 There is a +1 DRM to the die-roll for wind-gauge in naval combat if the Naval technology counter of the country is 6 boxes or more in advance related to the opposing force.

Playing tip: "6 boxes behind" is the limit where things occur. If a major is "6 boxes behind" its group, it starts getting a bonus to technology improvement. Conversely, groups may be "6 boxes behind" majors but no more before being adjusted. Between majors, being "6 boxes behind" gives a combat bonus to opponent.

VI.8.1.4 Special technologies

A Two technologies are available only for one country each:
A.1 Tercios (Land) is available only for HIS.
A.2 Galleasses (Naval) is available only for VEN.
A.3 Check the special rules of these countries for details on the effect of these technologies.
B The markers for the special goals never block the progression of other technology markers.
B.1 Neither do these goal prevent stacking of markers on their box.
B.2 For example, any country (including HIS) may have its Land technology higher than the *Tercios* counter, or even on it, at any point.
C When resolving a technology improvement action, if a special goal is available but not the next regular goal, a country use the resolution for "next goal available" even if it cannot benefit from the special goal.
C.1 Special goals undergo Time adjustment.
C.2 Special goals never undergo Goal adjustment.
D The special goal is reached by a country if both:
D.1 it's level is equal or larger than the level of the goal;
D.2 and the goal is accessible (the current turn is equal or greater than the one written one the counter).
E A special goal marker may be removed as soon as it stop having effect, that is:
E.1 It has been reached by the allowed country;
E.2 and the next regular goal is available.

VI.8.1.5 Former majors

A When a major powers become minor during the game (POR, VEN, POL), do the following with its technology markers (both for Land and Naval):
A.1 If the marker is below the marker for the Latin group, immediately remove the marker of the former major.
A.2 Otherwise, keep it.

B Every time the technology of the Latin group increase, also increase the technologies (both Land and Naval) of each former major by 1 level (if it is still on the track).

C As soon as the technology of the Latin group is at the same level (or above) than the one of a former major, immediately remove the marker of the former major. This occurs because only the group undergoes Cultural Group adjustment.

D When a former major (PORTUGALLIA, VENETIA, POLONIA) is involved in battle:

D.1 use the technological level of the marker or this major if it is still on the track;

D.2 otherwise, use the technological level of the Latin group.

VI.8.1.6 Military Revolutions

A Some events/leaders give the possibility of Military Revolution. Only one of the two effects below may happen each turn for each country:

A.1 Catching up If the country does not already have the newest technological goal that can be obtained, it gains it and its marker goes to the box immediately after it. It may gain several technologies in one turn (if it was really lagging behind) in which case it pay the conversion cost that many time.

A.2 Breakthrough If the country has the highest technology goal available, and the next one will become available during the current period, the country obtains this goal, and its marker is placed **two** boxes ahead of the goal marker which is not moved ; the goal will not undergo Goals adjustment nor Time adjustment before the turn written on the counter. The country may not increase its technology further before the goal is regularly available for everybody. The country has to pay the conversion cost for reaching a new technology as usual.

B Note that military revolutions are free and replace the technology advancement action on the turns where they occur.

C Spreading breakthrough If a country participate in a battle including at least one of its 𝔸 and one 𝔸 of a country that has a technology which is not yet available, it gains the right to reach this technology on following turns.

D The two 𝔸 involved may be either allies or enemies in said battle, that is one may learn both from it allies and it enemies.

D.1 The countries that do not directly benefit from the breakthrough must still increase their technology as usual in order to reach the goal.

D.2 The goal is still considered as not available when resolving the action.

D.3 The goal does not undergo Goal or Time adjustment before being regularly available.

D.4 Countries that did not directly benefit from the breakthrough must stop at the level immediately above the level of the goal (ie, the level immediately below the level of the country benefiting from the breakthrough).

D.5 Neither the country benefiting from the revolution nor the ones getting the technology some other way may improve their technology further until the technology is available for everybody.

E Existing Military Revolutions:

E.1 during event IV-7 (1) (English Civil War), due to ***Cromwell*** (*Baroque* (representing the New Model Army), or *Arquebus* in period III);

E.2 during event IV-A (Thirty Years' War), due to ***Gustav Adolf*** (usually *Baroque*, representing *Läderkanonen* and other innovations);

E.3 due to ***Friedrich II*** (*Lace*, representing the Oblique order).

__Example:__ At turn 27, event IV-1 (1) (Bohemian Revolt) occurs and at turn 28, it degenerates into event IV-A (Thirty Years' War). At turn 29, SUE enters the war and, as per event description, it benefits form a Military Revolution on each turn of the war. Suppose that the current technology of SUE is only Arquebus. Since SUE does not have the best technology available (Muskets), it only has a Catching up and immediately gets Muskets for free. Nothing more happens. SUE still need to pay for conversion costs on this turn.
On turn 30, SUE does have the best technology available. The next one is Baroque, available at turn 33, which is during the current period (IV). So SUE benefits from a breakthrough. It immediately gets Baroque and is placed 2 levels above (hence level 42). It may not move before Baroque is available (turn 33). SUE still need to pay for conversion costs on this turn (and is usually happy to do so).
During turn 30, a battle takes pace at Brettenfeld involving 1𝔸 of SUE (plus Saxons allies) against 1𝔸 of AUS (plus Bavarian allies). The Austrians are severely beaten, but since they experimented the new tactics the hard way, they can now reach Baroque (of course, not before turn 31 since technology does not increase during military phase).
At turn 31, SUE cannot gain the next technology as it is not available during this period, so even if it still benefits from a military revolution (one per turn during the event), it has no effect. AUS can get Baroque and succeed. It must stop at level 41 (one level above the goal) and may not move further before turn 33 (when the goal will be available).
During turn 31, a stack composed of 1𝔸 of AUS and 1𝔸 of HIS fight against 1𝔸 of HOL. HOL learns the new tactics the hard way, but HIS learn them from watching their allies. Thus, at turn 32 both HOL and HIS will be allowed to reached Baroque (and stop at level 41). At turn 33, everybody may reach Baroque and countries that already have it may move further.

VI.8.2 Competitions

A The *competition mechanism* is the way to settle all matters of conflicts of the administrative phase. This is used to reduce other people's trading fleets, settle the cases where two TP or COL are installed at the same time in the same province or where a single resource may be exploited by several outposts, etc. There are two kinds of competition: normal competition (one country pays for an action that will target another country), and automatic competition (some conditions are not respected in a specific zone, and there is competition until the conditions are respected).

B Sequence Normal competition happens during the administrative phase, at the same time as other administrative actions. Automatic competition happens at the end of the administrative phase, after all other administrative actions have been resolved, to solve conflicting situations. Automatic competition for the exploitation of exotic resources may also happen after the Peace phase (since peace may change owners of TP or COL or destroy TP).

VI.8.2.1 Normal competitions

A Target The administrative action of normal competition targets an item of another country (major or minor).
A.1 Competition may target: a commercial fleet, a TP, or a COL exploiting resources.
A.2 A TP or COL can only be targeted if the country has a TP or a COL in the same *Area*.
A.3 A commercial fleet in the ROTW may only be targeted if it is in a legal STZ according to section VI.7.4.1 (Trade fleet).

B Reaction The target country, may react by paying a *Basic investment*, *Medium investment* or a *Strong investment*.
B.1 This does not count towards its own limit of actions. There is no limit on the number of reactions a country may do each turn.
B.2 The player must be informed of all the details of the action (target and investment) before choosing whether to react. The player may wait to know all the competitions that are done against him before deciding whether to react for each of them. That is, Administrative actions (including competitions) should be all planned, then announced publicly before deciding to react; and only after reactions are decided can actions be resolved.
B.3 Minor countries automatically react with a medium investment.
B.4 Money expanded for reactions is recorded in line **B36** (Administrative reactions) of *ERS*.

C Column The competition actions are resolved in table VI.1 (Administrative Actions). The column is: (FTI country) + (Investment country) - (FTI target) - (Investment target).

C.1 Investment adds (or subtracts) 0, 1, 3 columns for Basic, Medium, Strong (as usual).
C.2 If targeting a TF in a CTZ, the owner of the CTZ adds its DTI to his FTI (as bonus if it is the acting country, malus if this is the target).
C.3 If the target chooses not to react at all (no investment), then do not subtracts its FTI nor its DTI for finding the column.

D Modifiers The die-roll is modified as follows:

D.1 Commercial fleet -1 if there is at least one commercial fleet of a third party in the target STZ or CTZ.

D.2 TP or COL -1 if at least one third party TP is in the *Area*.

D.3 Wars -1 if there were battles (including fighting privateers or piracy) in the *Area* or the STZ (or CTZ) in the previous turn.

E Results
E.1 A result of "S" decreases the level of the target by 1 (Exception: COL, see below). If this is the last level, remove the counter in the province or sea zone. If the TF or TP reaches level 3, turn the counter on its ⊖ side.
E.2 A result of "F" is a failure: nothing happens but the money is lost.
E.3 A result of "½" is treated as normal: roll 1d10, if less or equal than FTI (use special FTI if allowed), treat as "S", otherwise, treat as "F".

F Competition on COL If a competition targets a COL and succeed, the COL does not loss a level.
F.1 However, it loss, for this turn only, the possibility to exploit one of its resources.
F.2 The resource is thus freed and can be exploited by other establishments in the *Area*.

G freeing resources If a COL is victim of competition, or a TP is victim of competition and does not have enough level to exploit all its resources anymore, it must free one resource (or more) for other establishments to exploit.
G.1 The freed resource is chosen by the owner of the establishment. Minor countries always free the resources that currently cost less, in case of equality the resource whose maximum price is the smallest (at random in case of further equality).

*__Example:__ At turn 2, Da Gama, in a brief war against GUZARATE, manages to seize the TP in **S. Malabāṛ** and thus exploits the Spice and the PO that it exploits. During turn 3, POR wants to seize the other Spice in the Area and does competition on the TP of GUZARATE in **Koḷikoṭ** (since POR has a TP in the same Area, it may do competition). POR chooses to do two competitions (its limit for the period) on the TP, each with Medium investment (60 ₱ total).*
*The minor country automatically reacts with Medium Investment and a FTI of 2 (as explained in section VI.10 (Administration for minor countries)). Thus, the column is 5 (Special FTI of POR) + 1 (Investment of POR) - 2 (FTI of GUZARATE) - 1 (Investment of GUZARATE) = 3. There is a **–1** DRM as battles (in this case sieges) occured in the Area on turn 2 for the capture of the TP.*
For the first action, POR rolls 7 for a result of 6. It's a success and the TP of GUZARATE losses a level. For the second action, POR rolls 3 for a result of 2, it's a ½. A second roll gives 5, less than the FTI of POR (5), so it's also a success and the TP losses a second level.
Since the TP of GUZARATE is now of level 1, it can not exploit 2 Spice anymore (it can only exploit 1). So it must free one of the two exploited resource (in this case, the choice has no importance). If POR also managed to raise the level of its newly conquered TP, it can immediately exploit this resource (otherwise, since there are no other establishment, the resource is not exploited immediately).

VI.8.2.2 Automatic competitions

A Conditions Automatic competition occurs when abnormal situations arise after resolving administrative actions. Namely:
A.1 A STZ or CTZ contains several TF⊕.
A.2 A STZ or CTZ contains one level 6 TF and one or more other TF.

A.3 Players disagree on the repartition of exploited resources in a given *Area* (and there has been a change of situation in this *Area*: new resource, new levels of COL/TP, successful competition freeing some resource, . . .)
A.4 There are two COL or two TP in the same province (note that this may only happen if both were created this turn).

B Mechanism Automatic competitions use the following mechanism: every country involved in an automatic competition rolls one die and checks the result in table VI.1 (Administrative Actions).
B.1 The column is usually (FTI country) - (Highest FTI of opponent). There is no investment.
B.2 Treat ½ as usual by a roll under FTI.
B.3 A "F" implies the loss of one level for the field of competition.
B.4 The procedure is reiterated again until the conditions of automatic competition do not apply any more.
B.5 The automatic competitions do not count in the limit of competitions for the turn.
B.6 Resolve automatic competition in each STZ, CTZ or *Area* separately. That is, if a country competes against two different opponents in two different STZ, each one will use a different FTI of enemy.
C If there is a disagreement concerning the order in which automatic competitions should be resolved, they are resolved in a random order.

D Fleets All TF⊕ in a given STZ or CTZ must compete between them. Simultaneously, each level 6 TF competes again all other TF in its STZ or CTZ.
D.1 Note that TF of *current* level 0 do exist and thus compete against TF of level 6 (and loose *maximum* level in case of failure).
D.2 Each country use the highest FTI of opponents involved in competition against it.
D.3 In its own CTZ, a country adds its DTI to its FTI (both as a bonus for itself and a malus for opponents), before finding the highest FTI.
D.4 No modifiers apply.
D.5 Each country that does not obtain "S" (including after ½) loss one level of TF.
D.6 Repeat the procedure until the conditions for competition do not exist anymore.

__Example:__ Suppose, that during period V, the CTZ FRANCIA contains a TF of level 6 of HOL (FTI 5), a TF of level 4 of FRA (DTI 2, FTI 4) and a TF of level 2 of ANG (FTI 5). Since there is a TF of level 6, it must compete against all other.
FRA being in its CTZ adds its DTI to its FTI for a total of 6. Each other only has 5. Since ANG does not compete against FRA (both their TF could co-exist), it use the FTI of HOL as opponent. So, FRA rolls on columns 1 (6-5), ANG in column 0 (5-5) and HOL in column -1 (5-6). FRA rolls 7, it is a S; ANG rolls 4, ½, a second rolls give 7, thus a F and the level of the fleet decrease; and HOL rolls 3, a F.
So, after 1 round of competition, there is a TF of level 5 of HOL, a TF of level 1 of ANG and a TF of level 4 of FRA. The English TF is no more in danger but there are still several TF ⊕, so competition goes on between HOL (column -1) and FRA (column 1) until one of them goes down to level 3.

E Establishments in a province There is an automatic competition when several countries happen to create a COL or TP at the same time in the same province.
E.1 There is no automatic competition if a country creates a COL and one creates a TP in the same province at the same time: the COL remains.
E.2 Use the highest FTI of opponents involved in the competition.
E.3 Any country that does not roll "S" loss one level to its establishment.
E.4 The competition ends when only one establishment remains in the province.

F Resource exploitation When players disagree on the exploitation of free resources in an *Area*, automatic competition occurs.
F.1 Resources that were exploited on the previous turn are not subject to this competition unless they are first freed somehow (usually, by regular competition).

F.2 New resources appearing in a province are subject to automatic competition if several countries have enough levels to exploit them and the players disagree.
F.3 When several establishments gain level in a given *Area*, there may be more levels than necessarily to exploit all the remaining resources, in which case automatic competition occurs if the players disagree.
F.4 A player may, as a diplomatic announcement, free some (or all) resource exploited by its establishment in some *Area*. Note that this happens before the Income computation, thus the freed resources will not generate income on this turn and can be exploited by someone else only at the end of the Administrative phase.

G *Area* with multiple resources In *Area* producing several kind of resources, competition is done for each resource in an order chosen by the involved country with the better initiative.

H Order of competitions If the player disagree on the order in which the competitions should be resolved, do it in a random order.
H.1 Players may renounce to their rights of exploitation at any time during the process. Typically, after a successful automatic competition in one *Area*, a player may magnanimously decide to leave the resources to someone else in another *Area*.
H.2 Agreements between players may be done globally for several *Area*. Any agreement announced publicly must be respected.
H.3 If a country chooses to stop competition before the end in a given *Area* (to avoid loosing levels), it may not exploit any of the remaining non-attributed resources in this *Area* during this turn (in case every body else loses).
H.4 TP lose levels permanently, COL do not lose levels but only rights of exploitation for the turn. A TP reaching level 0 is destroyed.
H.5 Resources are not freed in case of *Speculation* (§E (Speculation) of section VI.12.1.2 (Variation of price)).

Example: *HOL, ANG and FRA are competing for the exploitation of two Spices resources. HOL and FRA both have enough levels to exploit one and ANG can exploit both. ANG and HOL have TP while FRA has a COL.*
After one roll, nobody lost and the situation is unchanged. ANG does not want to risk its levels and says it agree to leave the competition if the other leave 1 Spice to ANG. The other are reluctant but finally convinced after seeing the size of the English navy. So ANG takes 1 Spice and loses the possibility to exploit the second one this turn. The competition goes on between FRA and HOL.
At the next roll, both HOL and FRA are unsuccessful and thus lose the possibility to exploit the new Spice this turn. Since HOL had a TP in this competition, it losses a level. The French COL does not loss any level but is simply prohibited from exploiting one resource this turn.
ANG is not allowed to take the remaining free resource, even if it has the possibility to do so, because it has already renounced its rights this turn. This last Spice will be exploitable next turn, both by ANG without creating new Establishment (as one of its level still remains with no exploitation), by FRA without creating new establishment (as the "extra" level of COL will regain its rights for exploitation on the next turn) and by anybody successfully managing to create new levels.

VI.9 Resolution of actions

A Once all players have chosen their actions, and written them down with all relevant column, DRM, and such, they can be resolved.
A.1 In practise, conflicts are few and players may start resolving their actions as soon as they have finish planning them.

Playing tip: Players should "pair" to solve their actions. One of them state his actions, one by one, with relevant column and DRM, and roll the die while the other check the table to see whether it's a success or a failure.

B The procedure to resolve the action is described together with the action itself, check the relevant Sections.

VI.10 Administration for minor countries

VI.10.1 Trade fleet

Note: The minor's trading fleets are characterised by three different levels, their current level, their maximum level, and their reference level. If the first two resemble those of the major countries, the third one is the threshold that gives the minor countries TFI actions.

A Commercial fleet levels Some minor countries have commercial fleets. Their *reference level* is the one of 1492, sometimes changed by events. Reference level is not reduced by competitions and piracy and may only change by events explicitly stating the change.
A.1 Exception PORTUGALLIA and VENETIA have their reference levels fixed by event III-6 (Portuguese Disaster in Africa) for PORTUGALLIA and at the time it becomes minor (usually 1615) for VENETIA.
B There also exists both a *current level* and *maximum level* for the fleet, as for the major countries, used to distinguish between losses by piracy and losses by competition.
B.1 Competitions and TFI affect both the *maximum level* and the *current level*.
B.2 Piracy (either privateers or pirates) diminish the *current level*, but not the *maximum level*.
B.3 Current level increase automatically at the beginning of the administrative phase if it is lower than the *maximum level*.
B.4 All in all, *maximum* and *current* levels work for minor countries exactly in the same way as they work for majors.

C Commercial indexes PORTUGALLIA, VENETIA, GENUA, SUECIA, DANIA and HOLLANDIA have a FTI of 3 in periods I-III and 4 in periods IV-VII.
C.1 Other minors have a FTI of 2 in periods I-III and 3 in periods IV-VII.
C.2 HOLLANDIA has a DTI of 4. Other minors have a DTI equal to their FTI.

VI.10.2 Colonisation by minor countries

A Former major countries (PORTUGALLIA and VENETIA) keep their colonial establishments when becoming minors. They have specific actions to increase them, depending on the events that already occured.
A.1 Some other minor countries did explore and colonise during the game period. They do not have actions and this is abstractly represented by event part E-19.α (Minor country colonisation).

VI.10.3 Administrative actions of minors

A Minor countries have administrative actions (TFI, COL, TP and concurrence).
A.1 Only PORTUGALLIA has COL, TP and concurrence actions. VENETIA also has a specific limit of TFI.
A.2 These actions are free (payed by the minor) and always made at medium investment.
A.3 These actions are never mandatory.
A.4 They are planned (and resolved) by the diplomatic patron of the country. If neutral, use the first major not at war against this minor in the preference order for controlling it.

B Portugal
B.1 Before event III-6 (Portuguese Disaster in Africa), PORTUGALLIA has each turn one COL, one TP and one TFI action.
B.2 Between event III-6 (Portuguese Disaster in Africa) and annexation by HIS, PORTUGALLIA has each turn one COL or one TP action (choice every turn) and one TFI.
B.3 While annexed by HIS, PORTUGALLIA has no actions but HIS may use its own for the minor.
B.4 After event VI-7 (Treaty of Methuen), if it is no more annexed by HIS, PORTUGALLIA has each turn one COL or one TP or one TFI action.

B.5 By exception, in period III, these actions are planned and resolved by HIS whatever the diplomatic status of PORTUGALLIA (and even if HIS is currently at war against PORTUGALLIA).

Design note: This latest exception prevents other players form poorly playing a country that will soon be part of HIS for a long time.

C Venice
C.1 During periods IV and V, VENETIA has 1 TFI each turn.
C.2 Afterwards, it is treated as other minor countries.

D Vassals
D.1 Vassals have no actions. However, their diplomatic patron may use its own TFI for the benefits of a vassal.
D.2 In this case, the patron has to pay for the action.

E Other cases
E.1 Non-vassal minors have 1 TFI each turn if and only if there is at least 1 CTZ/STZ where their *maximum level* is strictly less than their *reference level*.
E.2 This action must target one CTZ/STZ where the *maximum level* is strictly less than the *reference level*.

VI.10.4 Logistic of minors

A Like major countries, minors have to maintain and recruit troops. See section VII.2.4 (Maintenance of Minor Powers) and section VII.3.5 (Recruitment of Minor Powers) for details.

VI.11 Administrative expenses

A Write in line **B38** (Adm. total) of *ERS* the sum of line **B26** of *ERS*, line **B27** of *ERS* and all lines between line **B29** of *ERS* and line **B37** of *ERS* included.

VI.12 Exotic resources price variation, Trade centres and convoys

VI.12.1 Price of exotic resources

VI.12.1.1 Exploitation level

A Exploited quantities. The "exploited quantities" markers must always be adjusted to their correct values (in practice, it is usually sufficient to do it at the end of each administrative and peace phases).
A.1 The following things may require an adjustment of the counters: new colonies or trading posts, competition, burned trading posts, peace conditions implying the assignment of resources exploitation to other trading-posts, events that may have changed the number and level of trading-posts or colonies, and any other event that may change the exploitation of exotic resources.
A.2 Minor ROTW countries do exploit resources where they have a TP or a COL. They do not exploit in other provinces (typically in provinces they own but without an establishment).
A.3 Even if they do not appear at the same time, the *Sugar* in ***BRAZIL*** and elsewhere is still considered to be the same resource. Same thing goes for the *Cotton* in ***AMERICA*** and ***ASIA***.

B Bookkeeping quantities. Each resource has an *exploited quantity* marker to denote on the Exotic resource tracks the amount which is exploited.

B.1 There are 3 Exotic resource tracks, depending on whether the maximum exploitable quantity is 20 (*Product of America*: *Cotton*, *Salt* or *Silk*), 30 (*Fish*) or 40 (*Products of Orient*, *Spice*, *Fur*, *Sugar* or *Slaves*). There are reminders near them to recall which track to use for which resource.
B.2 There is also an *Exotic resources sheet* with one box per exploitable resource. This is a global sheet and whenever a player exploits (or stops to exploit) a resource, he should note it on this sheet. This allows for easier counting of the exploited quantities and avoid some errors where players accidentally exploit the same resource twice.
C Depending on the amount of resource exploited and the maximum amount exploitable for this resource (20, 30 or 40), each resource has an exploitation level which is either *rare* (green), *low* (blue), *medium* (white), *large* (purple), *high* (yellow) or *excess* (red).
C.1 These levels are colour-coded on the tracks for easy reference.
C.2 The colour of the box in which each *exploited quantity* marker is indicates the exploitation level for this resource.

VI.12.1.2 Variation of price

A Economic situation.
A.1 The economic situation die roll gives an *economic situation* on table III.4 (Random Piracy and Economy Roll). The economic situation can be one of *Crisis*, *Normal* or *Boom*.
A.2 Remember that this roll is done during the Event phase as it also controls apparition of piracy. See section III.4 (Economic situation). The situation is recorded on the ROTW map.
A.3 Crossing the economic situation with the production level of each resource gives a basic variation of the prices, from -2 to +2 boxes (see table VI.3 (Exotic resources variations)).
A.4 table VI.3 (Exotic resources variations) is recalled on the ROTW map, near the exotic resources tracks, using the same colour-code as them for exploitation levels.

condition	rare	low	medium	large	high	excess
Crisis	0	0	-1	-1	-1	-2
Normal	+2	+1	+1	+1	0	0
Boom	+2	+2	+2	+1	+1	+1

Table VI.3: Exotic resources variations

B On each price marker of each resource, there are two numbers: left is for the low price threshold, right is for high price threshold.

C Market variation. Roll a die for each resource, and add it to the current price of the resource. If the result is less or equal to the low threshold, then the market variation will be +1. If the result is greater or equal to the high threshold, the market variation will be -1. Otherwise, the market variation is 0.
C.1 The combination of the basic variation and of the market variation gives the number of boxes the price marker will move to the right (positive value) or to the left (negative value).
C.2 The price variation cannot exceed 2 boxes to the left or to the right. If the two variations sum up to +3 or -3, use +2 or -2 instead.
D There is a minimal value and maximal value for all resources. Under no circumstances shall the price marker go out of those bounds.
D.1 The price marker stops when reaching the maximum or minimum value.
D.2 These values are written in the exotic resources prices track, on the top line for the minimal price and on the bottom line for the maximum price.

E Speculation A MAJ may speculate on a product to have a better chance of increase of the price of this product. He must announce it before the price adjustment, and he will gain only half of his normal income for this resource.

E.1 Speculation on price must be announced during the Diplomatic phase, as a diplomatic announcement.
E.2 If he has either a total or partial monopoly (see §D (Monopoly on Exotic Resources) of section II.8.3 (Exploitation of Exotic resources)), he puts the production counter upside-down. The resource is considered to have a *rare* production level (green) for the computation of its basic variation.
E.3 If he has no monopoly but at least 4,6 or 8 units exploited (according to the maximal production of the product that could be 20,30 or 40), the counter is put left-to-right to show that a **–1** will be added to the roll for market regulation of this resource.
F Price for all resources is computed independently, but there is only one economic situation roll, common to all resources.
F.1 Price variation comes from the global market dynamism, and individual adjustments depending on threshold prices.

Example: Prices of exotic resources.— *The production of Spice is 32, current price is 7, and the production of Salt is 3, current price is 6 (rightmost box). The die-roll of economic situation gives a 10: a Boom. First thing, the inflation marker is moved one box to the right. The thresholds for Spice are 8 and 16, the thresholds for Salt are 7 and 15.*
The basic variation of the Spice price is +1 (since there already is high production). A dice is rolled for a result of 9. Adding the price (7) to it yields a total of 16, larger than the high threshold, thus giving a market variation of -1. Therefore, the price variation of Spice is +1-1=0, the price does not change at all.
The basic variation of the Salt price is +2, because there is only a rare production. Adding a die-roll of 1 to the price (6) yields a result of 7, smaller than the low threshold, thus giving a market variation of +1. The total variation is thus +3, which is capped at +2. The price marker should be moved 2 boxes to the right. However, the maximum price for Salt is the leftmost 7 box, so the marker stops there.

VI.12.2 Attribution of centres of trade and convoys [to move in Interphase]

A Convoys represent heavy trade of specific resources (usually gold). They are given to the country dominating trade in this resource (usually exploiting most of it). They do not bring income per se but must be brought back to Europe where the gold they carry can be unloaded. However, the journey can be dangerous and convoys can be attacked and seized by pirates, privateers or enemy fleet.
B There are four possible convoys: the *Levant* fleet of İzmir, the *East Indies* convoy, the *Flota de Oro*, and the *Flota del Perú*.

VI.12.2.1 The convoys

A The convoys are represented as a special N𝔻, and may be moved during the military phase (see section VIII.6.1 (Convoys))
A.1 They represent a certain number of NT𝔻, each carrying 15 ⓟ that is credited only upon arrival in a port during the military or redeployment phases, to the owner of the port (or its Patron, if it is a minor vassal).
A.2 The sum is reported in line **A10** of *ERS*.
A.3 They can be attacked by either enemy fleets, pirates or privateers (see section VIII.6.1 (Convoys)).

B Levant Convoy This convoy contains 2 to 4 NT𝔻, each carrying an income of 15 ⓟ. It appears every turn in **İzmir**, at the administrative phase, if the CC Grand Orient is owned by TUR.
B.1 If **İzmir** does no more belong to TUR, any Turkish port on *Mediterranean Sea* will do instead.
B.2 The actual content of the Convoy depends on the current income of the CC Grand Orient: 4NT𝔻 if 100 ⓟ or more, 3 NT𝔻 if 50 ⓟ or more and 2 NT𝔻 if less than 50 ⓟ.
B.3 The convoy is attributed by TUR to any other player of his choice, provided that this player either has a port in *Mediterranean Sea* (owned or vassal) or controls the CC Mediterranee, and it accepts the convoy. This attribution is done as a diplomatic announcement (and thus can be part of a larger agreement such as "buying" the convoy).
B.4 If TUR attributes the convoy to another player, it receives 20 ⓟ as soon as the convoy reaches the other player (in line **A10** of *ERS*).

B.5 The Turkish player may refuse to grant the convoy or possibly no one accepts it. In such a case, TUR immediately loses 20 ⓟ from its RT and 1 Stability.
B.6 If the convoy is not attributed to the player that controls the CC Mediterranee, this player receives an immediate and temporary CB against TUR (overseas or normal) at this turn only.
B.7 The convoy can be escorted by TUR or by the receiving MAJ. TUR decides when the convoy leaves the port (and thence, who escorts it).
B.8 Income of the convoy is credited in the player's treasury immediately upon arrival in any home port or vassal port of that player in Europe, i.e. during the Military or Redeployment phase (and not the Logistics sub-phase).
B.9 Any player at war with either TUR or the receiver of the convoy (except TUR and the receiver) may try to intercept the convoy. The escorting force may always participate in the defence of the convoy, whatever the status of war between the interceptor and the escort (see section VIII.6.1 (Convoys)).
B.10 If the convoy never arrives at its final destination (in a port of the designed MAJ), the penalty for not attributing the convoy is applied immediately to TUR.

C East Indies convoy It is attributed to the player that does exploit the most of the following resources: Silk, Products of Orient, Spices, and at least 10 of them.
C.1 In case of ties, the convoy is attributed, among the tied countries, in the first one in the following order: the country controlling the *Atlantic* Trade Centre ; HOL (before 1700, turn 42); ANG (after 1700, turn 43). If the tie cannot be broken that way, the convoy is not attributed.
C.2 The East Indies convoy must start from a COL⊕ or a TP⊕ in ***Asia***, and must reach a port of its owner on the Europe map. It is worth 4 NT𝔻 carrying 15 ⓟ each.
C.3 The gold obtained when reaching a port on the Europe map with a convoy is accounted for in line **A10** of *ERS* of the receiving player (either the original owner or someone else seizing it during the trip).

D Spanish convoys The Spanish gold fleet can only transport gold stored in Spanish ports. The *Flota de Oro* and the *Flota del Perú* are each equivalent to 5 NT𝔻.
D.1 The *Flota de Oro* appears in a port on the Atlantic coast, the *Flota del Perú* appears in a port on the Pacific coast.
D.2 Spanish convoys can load and unload gold in ports, thus transporting gold from port to port, and finally to Europe (see §D (Flota de Oro) of section VIII.6.1 (Convoys)). They are initially empty, as opposed to the other convoys.

Logistic

Chapter VII

Design note: This Chapter describes the Logistic aspects of the Administrative phase: Maintenance of old forces, buying new ones and Leaders management.
Beware that most of this is interleaved with administrative actions (described in the previous Chapter). Logistic rules are grouped here for easier reference.

VII.1 Description of Military forces

We describe here the different kinds of military forces: troops, navies and fortifications. Troops and navies work in similar ways, especially with the notion of *detachment*, but with small differences.
All these forces are in limited amount. The number of counters provided in the game is an absolute limit on what is usable. Different countries have different number of counters of each kind.
Exception: Piratæ ℙ, Barbaria troops, neutral fortresses and revolted troops are not limited. If you need more than provided by the game, you may use whatever you wish to represent them.

VII.1.1 Land forces

VII.1.1.1 Troops

A Troops are represented by three different kinds of counters corresponding to various size of land forces: *Army* (𝔸), *Land Detachment* (L𝔻) and *Land Detachment of Exploration* (L𝔻E).
A.1 The basic count unit is one L𝔻.

B Detachments. One L𝔻 represent some infantry and cavalry. The precise number of them depends on the country and the period. L𝔻 are abstract representation of small field forces and consists roughly in 1000 to 10000 soldiers.

C Armies. 𝔸 counters have two sides. An 𝔸⊖ is two L𝔻 plus some field and siege artillery. An 𝔸⊕ is four L𝔻 plus more artillery.

D Breaking armies. An 𝔸 counter can be broken into an equivalent number of L𝔻 (2 or 4) of the same country at any time in the game. Note that artillery is lost in the process.
D.1 Similarly, an 𝔸⊕ can be turn into one 𝔸⊖ and two L𝔻 at any time.
D.2 However, an 𝔸⊕ may not be broken into two 𝔸⊖ as this would create an 𝔸 counter (see below).
D.3 Especially, 𝔸 can be broken during movement or to satisfy losses (whether combat or attrition). If one 𝔸⊕ suffers a 1 L𝔻 loss, there is one 𝔸⊖ and 1 L𝔻 remaining.
D.4 However, if there are not enough L𝔻 counters to satisfy the loss, heavier loss are suffered. If one 𝔸⊖ suffers a 1 L𝔻 loss but there are no more unused L𝔻 of the same nationality available, then the entire 𝔸⊖ is annihilated.

E Creating and reinforcing armies. The only way to create a new 𝔸 counter is to buy it during the Administrative phase (logistic segment).
E.1 Especially, it is never possible to "merge" two L𝔻 into an 𝔸⊖ nor to break an 𝔸⊕ into two 𝔸⊖.
E.2 On the other hand, it is possible to reinforce an 𝔸⊖ with two L𝔻 (in one stack) and turn it into an 𝔸⊕. This can be done at any time in the game.

E.3 It is also possible to merge two 𝔸⊖ into one 𝔸⊕.

F Special armies. The armies of SRI and Peregrini act as containers. Each may contain up to 4L𝔻 of some nationality and can be created at any point during the turn. The precise contents of these armies must be written done in order to give back the L𝔻 to their owners when the army is broken.
F.1 As an exception to normal rules, these 𝔸 can be created during the military rounds.

G Detachments of Exploration. One L𝔻E represents roughly one third of a L𝔻.
G.1 L𝔻E can only exists on the ROTW map (including European provinces on the ROTW map). As soon as one L𝔻E enters the European map, it is immediately destroyed.
G.2 One L𝔻 can be split in 3 L𝔻E at any time (especially to satisfy losses in the ROTW). 3 L𝔻E stacked together must be turned into 1L𝔻 after movement.
G.3 For maintenance and purchase, 1L𝔻E costs as much as half a L𝔻.
G.4 L𝔻E are never counted in stacking and supply limits.

H Natives. Each ROTW *Area* holds a certain number of natives per province. They are written on the ROTW map in number of L𝔻.
H.1 Counters are provided to remember losses of natives in each province. You may use 𝔸⊕/⊖ to represent 4/2 L𝔻 of natives but this is for convenience only: they are not considered as 𝔸 for game purposes. These counters are in unlimited quantity.

VII.1.1.2 Military doctrine

A Each country has an *Army Class* written in roman numerals on its counters.
A.1 The class of a country determines three factors: its *Size*, its *Cavalry* and its *Artillery*.
A.2 Some countries (mostly majors) belong to one army class but have special cases for artillery and cavalry.
A.3 The army class of each country can be read in table VII.1 (Army Classes — Repartition and Size). There is one line per class with its number and name on the left and the list of countries belonging to it on the right.
A.4 Most minor countries are grouped according to their cultural groups.
A.5 The army class of minor countries can also be found in their description in the appendices under the name "Military doctrine". It is also written on each counter.

Class	Name	Period							Countries
		I	II	III	IV	V	VI	VII	
IM	*Russia*	7	7	7	4	3	4	4	RUS
I	*Hordes*	7	7	7	4	4	4	4	TUR, Khanates, Cossacks
	Reformed TUR	4	4	4	2	2	2	2	TUR after reform M-1a
II	*Orient*	4	4	4	2	2	2	2	Islam
IIM	*Mixed Orient*	4	4	4	2	2	2	2	POL, Hungaria, Orthodox
IIIM	*Mixed Occident*	0	0	0	2	2	3	3	SUE, Saxonia, Sabaudia
III	*Occident*	0	0	0	0	0	2	2	VEN, HOL, HIS,POR, AUS*, Latin
IV	*Major*	2	2	2	2	3	4	4	FRA, PRU, AUS, United States
IVM	*Mixed Major*	0	0	0	0	0	2	4	ANG
A	*Other*	7	7	7	7	7	4	4	Asia, Americas, Africa

Table VII.1: Army Classes — Repartition and Size

B Size. The army size of each country, per period, can be read in table VII.1 (Army Classes — Repartition and Size) by cross-referencing the army class of the country (or its name) with the current period.

B.1 The result is a number between 0 and 7 representing an abstract measure of the typical size of forces fielded by this country during that period.
B.2 A larger size means that the country usually fielded more men in battles. However, this is an abstract measure and there is no direct correspondence between the size and an actual number of soldiers. Moreover, these numbers are relative (to other countries). A decreasing size does not mean that the country had smaller armies, but rather than its neighbours started having larger ones.
B.3 Countries with larger size do more damage in battle when facing countries with smaller size.

C Cavalry is abstractly represented by giving a small bonus in battle to certain classes of armies during certain periods of the game.

D Artillery. Each 𝔸⊖ and 𝔸⊕ contains a certain number of artillery. This number is an abstract representation (rather than an actual number of guns and howitzers) of the amount and efficiency of field and siege artillery.
D.1 The number of artillery per 𝔸⊕ can be read in table VII.2 (Artillery per 𝔸⊕) by cross-referencing the country (or class) with the current period.
D.2 An 𝔸⊖ always contains half the number of artillery of an 𝔸⊕ (rounded down).

Nation	I	II	III	IV	V	VI	VII
VEN	2	3	3	3	4	5	5
HOL			4	4	5	5	5
AUS*	2	2	3	4	4	5	6
POR	2	3	3	3	4	5	5
SUE	2	2	3	4	4	5	5
HIS	2	3	4	4	4	5	5
FRA	2	3	3	4	5	6	6
ANG	2	2	3	4	4	6	6
TUR	1	2	3	4	4	4	4
Yeniçeriler	2	3	4	4	4	4	4
RUS	1	1	1	2	3	4	4
Reformed	1	1	1	3	4	6	6
POL	1	2	3	3	4	4	4
PRU	2	2	3	3	4	6	6
UNITED STATES						6	6
Other countries: I/II	1	2	3	3	3	3	3
Other countries: IIM/IIIM	2	2	3	3	4	5	5
Other countries: III/IV	2	2	3	3	4	5	5
Other countries: Asia A	1	1	1	1	1	2	2

𝔸⊖: divide by two, round down.
Artillery value = value of one 𝔸 counter, +2 if other 𝔸 with art.≥2 else +1 if other 𝔸 with art. 1

Table VII.2: Artillery per 𝔸⊕

E Artillery of stacks. When two (or more) 𝔸 are stacked together, their artillery numbers do not simply add. Instead, use the following computation:
E.1 Take the artillery value of one 𝔸 in the stack (the larger the better); add **+2** if there is another 𝔸 with 2 or more artillery otherwise, add **+1** if there is another 𝔸 with 1 artillery.

Example: *FRA is of class* IV*("majors"). In periods I to IV, it has a size of 2, then 3 in period V and 4 afterwards.*
In period II, FRA has 3 artillery per 𝔸⊕. Thus, it has only 1 artillery per 𝔸⊖ (3/2, rounded down). A stack with 2𝔸⊕ of FRA is thus considered to have 3 (first 𝔸) + 2 (second 𝔸 with 2 or more artillery) = 5 artillery for all game purposes (battles and sieges).
A stack of 𝔸⊕ 𝔸⊖ has 3 + 1 (second 𝔸 with only 1 artillery) = 4 artillery. Lastly, a stack of 3 𝔸⊖ of FRA only has 1 (first 𝔸) + 1 (second 𝔸 with 1 artillery) = 2 artillery (i.e. the third 𝔸 counter does not add any artillery to the stack).

VII.1.2 The Navy

A Naval forces are represented by three different kinds of counters corresponding to various sizes of naval forces: *Fleet* (𝔽), *Naval Detachment* (N𝔻) and *Naval Detachment of Exploration* (N𝔻E).
A.1 The basic count unit is one N𝔻. However, there are several kind of N𝔻 corresponding to various type of ships.

B Warships and Galleys. N𝔻 can represent different kinds of ships. Mostly warships, galleys or transports.
B.1 Thus, there are several kind of N𝔻: *Naval Warship Detachment* (NW𝔻), *Naval Galley Detachment* (NG𝔻) (also the *Galleass*, written VG𝔻 because they are first used by VEN) and *Naval Transport Detachment* (NT𝔻).
B.2 All those naval detachments are treated differently, but some rules apply to all. In this case, the generic term N𝔻 will be used.
B.3 VG𝔻 are considered NG𝔻 when the case apply (*i.e.* whenever there are rules for NG𝔻 without special cases for VG𝔻, these rules apply).
B.4 NG𝔻 can only exists in the *MEDITERRANEAN SEA* and the *BALTIC SEA*.

C Detachments. One N𝔻 represents roughly 2 to 6 first category ships (galleys, galleons, man-o-war, . . .) plus various second category ships. The precise number depends on the country, the period and the kind of ships involved.
C.1 NT𝔻 only contains transport ships. They do not participate in battles but can be used to transport troops or gold.

D Fleets. 𝔽 counters are containers. They may hold a certain number of NW𝔻 (or NG𝔻) plus some NT𝔻.
D.1 Unlike 𝔸, the exact content of a 𝔽 counter depends both on countries and period (representing evolution of the naval doctrines).
D.2 The (maximal) content of the fleets is detailed in the table VII.3 (Countenance of Fleets). It can contain a number of NW𝔻 (a NG𝔻 counts for half a NW𝔻) and a number of NT𝔻. This number depends on the period and the country involved.
D.3 There is one line per country (or class) and one column per period. Each box contains four numbers as "$x/y : x'/y'$". The first two (x/y) are the maximum number of NW𝔻/NT𝔻 in a 𝔽⊖ and the last two (x'/y') are the maximum number of NW𝔻/NT𝔻 in a 𝔽⊕.
D.4 A 𝔽 is put on the side ⊕ only if there is not enough room in a 𝔽⊖ to accommodate all the N𝔻. The counter is turned as necessary.
D.5 Since the exact content of 𝔽 counters is not fixed, it must be written down. There is space for this on the colonial record sheet of each country.

E Creating and breaking fleets. A 𝔽 may be broken into several N𝔻 (depending of its content) at any time.
E.1 Similarly, several N𝔻 can be merged into a 𝔽 (or incorporated into an existing one) at any time. 𝔽 counters may be created this way.
E.2 Even if it does not provides a direct military advantage (such as the artillery for 𝔸), using 𝔽 rather than N𝔻 usually decrease maintenance cost and allows for more concentration of forces (because of stacking limits).

F Detachments of Exploration. One N𝔻E represents roughly one or two warships (one third of a NW𝔻).
F.1 N𝔻E can exists both on the ROTW and European maps.
F.2 One NW𝔻 (only) can be split in 3 N𝔻E at any time (especially to satisfy losses). 3 N𝔻E stacked together must be turned into 1NW𝔻 after movement.

Country ↓	Period NW𝔻/NT𝔻 (𝔽-):NW𝔻/NT𝔻 (𝔽 +) I	II	III	IV	V	VI	VII
ANG	2/1:4/1	2/1:4/1	2/1:5/1	2/1:5/2	3/1:6/2	3/1:7/2	3/1:7/2
AUS	2/1:4/1	2/1:4/1	2/1:4/1	2/1:4/1	2/1:4/1	2/1:4/1	2/1:5/2
HIS	2/1:4/1	2/1:4/2	2/1:5/2	3/1:6/1	3/1:6/2	3/1:6/2	3/1:6/2
HOL			2/1:4/1	3/1:5/1	3/1:6/1	3/1:6/2	3/1:6/2
FRA	2/1:4/1	2/1:4/1	2/1:5/1	2/1:5/1	3/1:6/2	3/1:7/2	3/1:7/2
POL	1/1:2/1	1/1:3/1	1/1:3/1	2/1:4/1	2/1:4/1	2/1:5/2	2/1:5/2
RUS		1/1:2/1	2/1:3/1	2/1:5/2	2/1:5/2	3/1:6/2	3/1:7/2
TUR	2/1:4/1	2/1:5/1	2/1:5/1	3/1:5/2	3/1:5/2	3/1:6/2	3/1:6/2
VEN	2/1:4/1	2/1:5/1	2/1:5/1	2/1:5/2	3/1:5/2	3/1:6/2	3/1:6/2
SUE	2/1:4/1	2/1:4/1	2/1:4/1	2/1:5/2	2/1:5/2	3/1:5/2	3/1:6/2
II, A	2/1:4/1	2/1:4/1	2/1:4/1	2/1:4/1	2/1:5/1	2/1:5/1	2/1:5/1
III,POR	2/1:4/1	2/1:4/1	2/1:4/1	3/1:5/2	3/1:5/2	3/1:6/2	3/1:6/2

Table VII.3: Countenance of Fleets

F.3 For maintenance and purchase, 1N𝔻E costs as much as half a NW𝔻.
F.4 N𝔻E are never counted in stacking and supply limits.

G Pirates. The last naval forces are pirates and privateers. They represent independent sailors that attack trade fleets. Privateers (ℙ) work for one country; pirates are represented by the (abstract) minor country PIRATÆ (who mostly has ℙ units). ℙ have to be maintained or bought.

H Trade fleets (TF) are not naval forces. They only represent trade activity (not specific ships), do not move and can only be attacked by pirates and privateers.

Example: *In period III, the size of English fleets is "2/1:5/1". Thus, a 𝔽 ⊖ of ANG may contain up to 2NW𝔻 and 1NT𝔻 while a 𝔽 ⊕ may contain up to 5NW𝔻 and 1NT𝔻.*
If ANG wishes to group together 3NW𝔻 (and no NT𝔻), it must use a 𝔽 ⊕ (and pay the maintenance cost for one) because this cannot fit within one 𝔽 ⊖.
In period III, TUR has also a fleet size of "2/1:5/1". However, since NG𝔻 only count as half a N𝔻 in fleet countenance, one 𝔽 ⊕ of TUR may hold up to 10NG𝔻 and 1NT𝔻.

VII.1.3 Fortifications

A Fortifications are immobile forces used to defend provinces. There are two kinds of fortifications: fortresses and forts. In Europe, fortifications represent the whole defence system of the province thus including several actual fortresses, citadels, fortified towns, . . .
A.1 Fortifications are also supply sources for both land and naval troops.

VII.1.3.1 Fortification counters

A Fortresses have a level between 1 and 5.
A.1 Each European province, as well as some ROTW provinces, has a basic fortress of level either 1 or 2 drawn of the map.
A.2 Fortresses of higher level may be built provided the country has a sufficiently high technology.
A.3 Fortresses may lose levels due to sieges. If this puts the fortress below its basic level, use the white level 1 counters to denote it. In no case can the fortress of an European province go below 1.

A.4 Note that fortresses counters are double-sided. Thus, building a fortress prevents a country from building the one on the back of the counter. It is always possible to switch one fortress counter for another (of the same level (and country)) if the need arise.

B Forts are sometimes referred to as "level 0 fortresses". They may only exist in the ROTW.
B.1 All colonial establishments (COL and TP), as well as missions automatically have a fort.
B.2 Other forts may be built during the military phase by land forces.
B.3 A COL of level 6 is considered to be an European province. Thus, it gains for free a basic fortress of level 1. Use white level 1 counters to denote it. Since this is a basic fortress, there is no need to pay for its maintenance.

C *Præsidios* are small fortifications built in enemy territory to try and control access to the sea rather than the land itself.
C.1 In European provinces where there is a circled anchor (whatever its colour), a foreign country may build a *Præsidio*. See section IX.6 (Building *Præsidios*) for building it and section VIII.10.7 (Effet d'un presidio (COMPLETER avec 53.8)) for its effects.

D Arsenals. Some countries have fortresses counters with a gold anchor on them. These are *arsenals*.
D.1 Arsenals can only be built in the ROTW (exception: Gibraltar, Sebastopol and St-Petersburg).

VII.1.3.2 Fortifications as Supply sources

A Land Supply.
A.1 Forts may only supply detachments (L𝔻 or L𝔻E).
A.2 Other fortresses can supply any number of land troops, whatever the level of the fortress.
A.3 COL and TP, although they only have a fort, are supply sources for any number of land troops (that is, the establishment has more supply capacity that its intrinsic fort).

B Naval Supply.
B.1 Forts may only supply detachments (N𝔻 or N𝔻E).
B.2 Regular (non-arsenal) ports can supply any number of naval stacks containing at most one 𝔽 counter (each), whatever the level of the fortress.
B.3 Arsenal can supply any number of naval forces of any size.
B.4 COL and TP, although they only have a fort, are supply sources as regular ports: each can supply any number of naval stacks containing at most one 𝔽 counter (that is, the establishment has more supply capacity that its intrinsic fort).

Design note: Note that supply limits are cumulative. That is, a single fortress may supply as many stacks (land or naval) as wanted, as long as it can supply each of them individually. There is no "using up" of the supply capacity. The "extra supply capacity" of COL or TP (with respect to their fortification level) is reminded in the size of the counter: they use big counters because they have a lot of food.

VII.1.4 Veteran and Conscripts

A Veterans and Conscripts. All land forces can be either *Veteran* or *Conscripts*. A *Veteran* army has seen more battles than conscripts, is better trained, and less likely to flee in the presence of the enemy. A *Conscript* army is formed of newer soldier and paid less.
A.1 Veteran have a bonus in battle (better moral). However, their maintenance cost is also higher.

B Who is Veteran? If the country is at peace (being only engaged in *Overseas Wars* (see section IV.5.4 (Overseas Wars)) and limited interventions (see section IV.5.5.3 (Signing an Alliance for Intervention)) counts as being at peace), all land forces are maintained as *Veteran* forces, using the *Peace maintenance* price.

B.1 If the country is at war, then all land forces already existing at the beginning of turn can be maintained (unit by unit) as either *Veteran* or *Conscript*. Newly recruited units are *Conscripts*.

C Mixed stacks. A force formed by stacking or merging several units is *Veteran* only if more than half of the L𝔻 composing the units are *Veteran*.

Example: *An 𝔸⊕ composed by the merging of 1 Veteran L𝔻 and 1 Veteran 𝔸⊖ and 1 Conscript L𝔻 is considered to be a Veteran unit. But if this 𝔸⊕ is stacked with an 𝔸⊖ of Conscripts, this stack is considered Conscripts (since there are as many Conscripts as there are Veteran). However, if one L𝔻 of this stack is destroyed (due to battle or attrition), one L𝔻 of Conscripts will be removed (leaving either 2𝔸⊖ and 1L𝔻 or 1𝔸⊕ and 1L𝔻), and the stack as a whole will be Veteran.*

Playing tip: Think twice before upkeeping troops as *Conscripts*. The extra moral will make a huge difference in battles and is usually worth your money.

D Navy Naval forces are *Veterans* if they are maintained from a previous turn, or *Conscripts* if there are newly recruited this turn.
D.1 The difference only occurs for Naval technologies *Vessel* and *Three-decker*.

VII.2 Maintenance

A Each turn, forces existing from a previous turn must be maintained or disbanded. Maintaining troops costs money.

VII.2.1 Basic forces

A Depending on the period, each major country is entitled to some *basic forces*. These forces are maintained for free. *Basic forces* can be found in the player's aids.
A.1 The units maintained as part of the *basic forces* are maintained as *Veteran*.
B The basic forces comes in three kinds: specific land forces (such as 𝔸⊕, 𝔸⊖, 3L𝔻), specific naval forces (such as 𝔽⊕, 1N𝔻, etc.) or generic detachments (𝔻) that can either serve as L𝔻 or N𝔻.
B.1 In some cases (see below), it is possible to convert basic forces from one denomination to another. For these conversions (only), use the equivalences: 1𝔸⊖=2L𝔻, 1𝔸⊕=2𝔸⊖=4L𝔻; 1𝔽⊖=2N𝔻, 1𝔽⊕=2𝔽⊖=4N𝔻. Note that for naval forces this can be sensibly different from the actual content of 𝔽.
C If possible, the *basic forces* must be used to maintain (fully or partially) counters that are the same size or larger than them.
D If all *basic forces* cannot be used to maintain counters that are the same size or larger than them, then the rest can be converted to L𝔻 (or N𝔻) and used to maintain forces of any size.
E At most one land counter and one naval counter may be partially maintained with the *basic forces* (due to the fact that already deployed forces are larger than the *basic forces*).
E.1 The units partially maintained with *basic forces* will have to be maintained with a *Veteran* maintenance.
F Some *basic forces* include ℙ counters. These forces cannot be converted to anything else. If no ℙ is used, the basic force is lost.

G Effect of Wood. Each *Wood* resource, that can be either bought or produced by a MAJ, increases the *basic forces* by 1 N𝔻.
G.1 A MAJ may use up to 3 *Wood* each turn (thus gaining up to 3N𝔻 of basic force).

VII.2.2 Extra Maintenance

A All the units that are not maintained by *basic forces* must be payed for in order to be kept.
A.1 If a unit is partially maintained, the part which is not maintained is disbanded (destroyed).

A.2 Maintenance costs depends both on the technology and the country. They can be found in the player's aids.
B The maintenance cost for land units also depends on the state of war of the MAJ.
B.1 A country at peace (including if it is only engaged in *Overseas Wars* (see section IV.5.4 (Overseas Wars)) and limited interventions (see section IV.5.5.3 (Signing an Alliance for Intervention))) uses the *Peace maintenance* and its land forces are automatically *Veterans*.
B.2 A country at war must choose, for each counter, whether it is maintained as *Veteran* or *Conscript* and use the corresponding price.
B.3 A counter cannot be maintained partially as *Veteran* and partially as *Conscripts*.
C the maintenance price is found by cross-referencing the country's technology with the kind of maintenance used (size of counter and Veterans/Conscripts status).
D A counter must be maintained as a whole. That is, it is not possible to maintain one 𝔸⊖ for the price of two L𝔻.
D.1 However, it is possible to partially maintain a counter and have the rest destroyed. That is, one 𝔸⊖ may be broken before maintenance and only one of the two L𝔻 maintained (and the other is destroyed).
E For troops partially maintained by *basic force*, use the conversion of *basic forces* to determine what is left to be payed.
E.1 Example: if a 𝔽⊕ is partially maintained by 3N𝔻 (=𝔽⊖, N𝔻) of *basic force*, only 1N𝔻 is missing and must be payed as extra maintenance (whatever the actual content of the 𝔽).
F ℙ that are not included in *basic forces* may not be maintained. They can, however, be recruited anew.
G the sum of all extra maintenance costs is written in line **B30** (Unit maintenance) of *ERS*.

Example: Maintenance of forces.— *HIS is with technologies Renaissance and Nao-Galeon, at war, during period II. It has a basic force in period II of 2𝔸⊕ and 3𝔻. Its existing troops are 2𝔸⊕, 1𝔽⊕ and 4L𝔻 and it wants to maintain all of them.*
Since basic forces must first be used to maintain unit of the same or larger size, the 2𝔸⊕ of basic forces must be used to maintain the 2𝔸⊕ counters (i.e. they may not be used to maintain the L𝔻). However, the 3𝔻 may be used either to maintain some L𝔻 and/or (part of) the 𝔽.
HIS may choose to use the 3𝔻 to maintain 3L𝔻. This leaves 1L𝔻 and 1𝔽⊕ to pay for. The L𝔻 may be maintained as either Veteran (7 ₯) or Conscript (4 ₯) while the 𝔽⊕ costs 80 ₯ to maintain.
The less expensive solution however is to use the 3𝔻 to partially maintain the 𝔽. Since, for maintenance purpose, 1𝔽⊕ is considered to be 4N𝔻, this leaves only 1N𝔻 to maintain (17 ₯) and the 4L𝔻 must also be maintained (for 4 or 7 ₯ each, depending on their status).
It is also possible to use 2𝔻 to maintain 𝔽⊖ and the third to maintain one L𝔻. This leave 3L𝔻 and 𝔽⊖ to maintain.
If HIS only has 1𝔸⊕, 4L𝔻 and 1𝔽⊕, then it is possible to use the second 𝔸⊕ of basic force to maintain the the 4L𝔻 (because there is no counter of same or larger size, thus the remaining 𝔸⊕ of basic forces is turned into 4L𝔻).
If HIS only has 2𝔸⊕ and 3𝔸⊖ (and no naval forces), then the 2𝔸⊕ of basic forces must be used to maintain the 2𝔸⊕ of actual troops. Then, the 3𝔸⊖ will use the 3𝔻. However, since at most 1 land counter may be partially maintained by basic forces, it is not possible to use each 𝔻 to partially maintain 1𝔸⊖ (leaving 3L𝔻 to pay). Thus, HIS must use 2𝔻 to maintain 1𝔸⊖, then 1𝔻 to partially maintain the second 𝔸⊖. This leaves 1L𝔻 (7 ₯), since it is a partially maintained counter, it must be maintained as Veteran) and 1𝔸⊖ (12 or 8 ₯) to pay for.

Design note: Since all administrative actions must be planned (and payed) before any is resolved, troops are always maintained using the cost for the technology that the country had at the beginning of the Administrative phase. Indeed, maintenance is planned and payed at the same time as administrative actions, thus it is not known whether a new technology will be reached or not.

VII.2.3 Maintenance of fortresses

A All fortresses that are not at their basic level have to be maintained in activity (including *Præsidios*). The cost of maintaining a fortress is indicated in the last column of table VII.4 (Cost of Fortresses).

A.1 The maintenance cost of a fortress is payed by its controller.
A.2 The maintenance cost of a fortress in Europe is its level.
A.3 Maintenance is doubled in the ROTW. A fort or Mission requires a maintenance of 1 ₯.
A.4 Maintenance is doubled for fortresses of level 3 before obtaining the technology *Arquebus* (representing the spreading of the "*trace italienne*" during the Wars in Italy).
A.5 Maintenance is doubled for fortresses of level 4 before Turn 40 (representing the spreading of the ideas of *Vauban*).
A.6 The free forts given by TP or COL do not need any maintenance. The ones given by missions do, even if the local fort/fortress is of a higher level. The free level 1 fortress of a level 6 COL also remains free.
A.7 The level of a fortress can be lowered by its owner if he controls it. A lowered fort is destroyed.

B Arsenals An arsenal is maintained at the same cost as a fortress of the same level.
C the sum of all maintenance costs of fortifications is written in line **B31** (Fort. and presidios maintenance) of *ERS*.

Level	Cost EU/ROTW	Required Technology	Maint. EU/ROTW
Miss.	NA/one missionary		NA/1
Fort	NA/L𝔻 +2 rounds		NA/1
1	(25)/25 ₯ or COL level 6		1/2
2	25/50	Medieval	2/4
3	*50/(100†)	Renaissance	*3/6
4	**75/(150†)	Baroque	**4/8
5	100/NA	Turn 40&Man.	5/NA

*= x2 before *Arquebuse* **=x2 before Turn 40
†=in ROTW, only arsenal may be at level 3 or more.

Table VII.4: Cost of Fortresses

VII.2.4 Maintenance of Minor Powers

A At peace a MIN maintains up to its *basic forces*. Extra forces (troops, navy, fortifications) are destroyed.
A.1 Exception: a MAJ may pay to maintain fortresses of a VA. [TBD: remove]
A.2 Exception: former MAJ (Portugallia, Venetia and Polonia) maintain all their fortresses for free (unless otherwise specified, typically for non-absolutist Polonia).

B At war a MIN maintains up to its *basic forces*.
B.1 The diplomatic Patron of a MIN fully involved in a war, may maintain any or all forces above the *basic forces* of the MIN, up to its counter allowance.
B.2 The costs are the same as those of the MAJ for the Technology of the MIN.
B.3 A MAJ may pay to maintain fortresses of a VA. [TBD: remove]
B.4 Other minors (non VA) at war maintains all their fortifications in addition to their *basic forces*. [TBD: remove]
B.5 Minors fully at war without MAJ allies maintain all the forces they have.

C Moral Troops maintained by minors are always *Veteran*.
C.1 Troops maintained by the diplomatic patron are either *Veteran* or *Conscript*, depending on the cost payed.

Design note: Cost of maintenance The cost may vary according to the technologies and to the countries, but the cost per L𝔻 is usually higher for the 𝔸⊖, then the L𝔻, then the 𝔸⊕. That is, the cost for 1𝔸⊖ is usually more than twice the cost for 1L𝔻 while the cost for 1𝔸⊕ is usually less than the cost of 4L𝔻. To achieve the cheapest maintenance (but it may not be always the best due to the *Veteran* distinction), it is better to try and use basic forces to maintain those in this order.
Similarly, the cost per N𝔻 (on the basis of 1𝔽⊖=2N𝔻) is usually 𝔽⊖, N𝔻, 𝔽⊕. However, a 𝔽⊖ contains more than 2N𝔻 (sometimes a lot more), so fleets are usually a better way to maintain the naval forces (if they are regrouped enough). As for the 𝔻, they are usually best used as N𝔻 (costing much more than L𝔻 to pay), unless the naval forces are few enough to be covered by the naval allowance.

VII.3 Recruitment

VII.3.1 Land forces

VII.3.1.1 Land recruitment in Europe

A Limit
A.1 Each country has a recruitment *limit*, expressed in L𝔻, varying by periods (and some specific conditions).
A.2 It can be found in the player's aid of each country, in the column "Troops purchase".
A.3 It is also summarised in table VII.5 (Recruitment per Country) (first line for each country).
A.4 Each turn, it is possible to recruit up to 3 times this limit.

B Costs
B.1 Each country has a recruitment cost, for L𝔻 and 𝔸⊖, varying with its current technology.
B.2 It can be found in the player's aid of each country, in the columns "Land Purchase".
B.3 The cost for one 𝔸⊖ is usually the cost of 2L𝔻 (exception: RUS).
B.4 In order to buy an 𝔸⊕, a country usually buys 1𝔸⊖ and 2L𝔻 and immediately (during the administrative phase) merge them into 1𝔸⊕. It is also possible to do so by buying 2𝔸⊖ but it is usually more expensive and requires two 𝔸 counters instead of one.

C Recruitment area. Each country has a *Recruitment area*. Unless specified in its specific rules, it is all the provinces in its national territory.
C.1 Exceptions: HIS, TUR, RUS and SUE.

D Recruitment. Each country decides how many troops it wants to purchase, where it wants them recruited and under which form (counters). Then it computes the cost for these.
D.1 Recruitment can only takes place in owned, controlled, not besieged and not revolted provinces.
D.2 The cost is written in line **B33** (Units purchase) of *ERS* (together with the cost of newly brought navies).
D.3 The new units are put on the map when resolving administrative actions.

E Multipliers. Counters are brought in order chosen by the player. The total number of L𝔻 recruited so far is tallied and compared with the *limit* to compute the exact price of the counter.
E.1 Any counter that can fully be recruited under the limit is paid at the cost listed in the tables.
E.2 Any counter that cannot be recruited under the limit but can be recruited under twice the limit is paid at twice the price listed.
E.3 Any counter that cannot be recruited under twice the limit but can be recruited under thrice the limit is paid at thrice the price listed.
E.4 Any counter that cannot be recruited under thrice the limit cannot be brought.

E.5 Any counter recruited out of the *Recruitment area* has its cost doubled.

E.6 These multipliers are cumulative.

Playing tip: The order of recruitment can be important in some cases. Because of the multipliers, it can change the price one pays for the counters (see the examples below).
Do not put new counters immediately on map. Recruitment is supposed to be simultaneous, that is all countries plan which troops they want to buy and then put them on the map. If you put your troops on the map before your opponent has finished planning his actions, don't complain that he changes his mind and decide to recruit more (or less) troops. . .
When buying 𝔸 ⊕ or reinforcing 𝔸 ⊖ by buying 2L𝔻 for them, you can directly put the 𝔸 ⊕ counter on the map (rather than placing 1𝔸 ⊖, 2L𝔻 and immediately turning them into 1𝔸 ⊕). Especially, stacking limits are not enforced between the purchase and the conversion.

F Moral. The newly recruited troops are always *Conscripts* (except for SUE and PRU).

Period	I	II	III	IV	V	VI	VII	Max F/N𝔻
VEN	4 4 / 12	5 6 / 15	4 6 / 18	3 6 / 18				2 / 4
HOL	4	4	5 8 / 28	4 7 / 32	3 7 / 36	3 5 / 30	3 5 / 25	5 / 8
AUS			3	3	4 0+1/1+3	4 0+1/1+3	4 0+1/2+6	(1)/ 3
POR	2 4 / 12	3 4 / 15	6 / 18					1 / 8
SUE			4 2 / 12	4 4 / 15	3 4 / 18	3 3 / 18	3 3 / 15	2 / 6
HIS	5 4 / 12	5 6 / 15	5 7 / 30	5 7 / 26	4 5 / 24	3 4 / 24	3 4 / 24	4 / 10
FRA	4 2 / 8	4 3 / 12	4 4 / 14+2	4 5 / 18+2	4 6 / 26+6	4 7 / 30+6	4 7 / 38	6 / 8
ANG	3 3 / 8	4 4 / 12	3 4 / 18	3 6 / 24	3 6 / 24	3 7 / 36	3 7 / 42	6 / 10
TUR *	4 5 / 12	4 7 / 15	5 9 / 30	5 9 / 26	4 8 / 24	4 6 / 22	4 5 / 18	6 / 6
RUS *	4 0 / 0	4 1 / 2	4 2 / 4	4 1+2 / 5	4 1+2 / 10	4 2+2 / 18	4 3+2 / 22	3 / 8
POL	4 0 / 1	4 0 / 2	4 1 / 4	4 1 / 4	3 1 / 6	3 1 / 7	3 1 / 7	1 / 3
PRU						4 1 / 1	3 1 / 2	0 / 3

* -1 L𝔻 after reform. | L𝔻 per turn / N𝔻 per turn/max N𝔻

Table VII.5: Recruitment per Country

Example: Under the limit.— *HIS is Arquebus in period III (recruitment of 5L𝔻), and wishes to recruit 1𝔸 ⊕ in its recruitment area. Since 1𝔸 ⊕ is 4L𝔻, this is less than the limit and can be recruited at simple cost. HIS recruits 1𝔸 ⊖ and 2L𝔻 for 60 𝔻 and immediately turn them into 1𝔸 ⊕. Actually, it is easier to directly put the 𝔸 ⊕ in play to save time and manipulations.*

Example: Limit and whole counters.— *HIS wants to buy 3𝔸⊖ with its 5L𝔻 recruitment limit. The first two correspond to 4L𝔻 total and can thus be recruited at simple cost for 30 + 30 𝔻. The third one, however, makes the total goes to 6L𝔻, over the limit but under twice the limit. So, it must be recruited at double cost (for another 2×30 𝔻). Even if 1L𝔻 of the third 𝔸⊖ is still within the limit, the whole counter price is doubled because it makes the total number of L𝔻 recruited go over the limit.*
HIS, however, could choose to buy 2𝔸⊖ and 2L𝔻. In this case, both 𝔸⊖ and the first L𝔻 are within the limit and only the last L𝔻 is payed at double cost. This, however, produce fewer 𝔸 counters and hence might not be the wisest solution.

Example: Small limits and big counters.— *In period II, POR has 3L𝔻 of limit and is at technology Renaissance. It wants to recruits 1𝔸 ⊕ in* **Tejo** *(in the recruitment area). POR does so by recruiting 1𝔸 ⊖ and 1L𝔻 under the limit for 24 + 12 𝔻 and another L𝔻 above the limit for 2 ×12 𝔻. The total is thus 60 𝔻 and POR can directly put the 𝔸 ⊕ in play.*
Note that if POR wanted to recruit its 𝔸 ⊕ by merging 2𝔸 ⊖ instead of 1𝔸 ⊖ and 2L𝔻, then the second 𝔸 ⊖ does not fit within the limit and thus has to be paid entirely at double cost bringing the total to 24 + 2 ×24 = 72 𝔻. Moreover, this is simply impossible because it would require 2𝔸 counters and POR has only one (even if the 𝔸 ⊕ can be directly put on the map, the two 𝔸 ⊖ are virtually here at some point during the process).

Example: When order matters.— *In period I, POR has 2L𝔻 of limit and is at technology Medieval. It wants to recruits 2 L𝔻 in* **Tejo** *(in the recruitment area) and 2 in* **Tânger** *(out of the recruitment area).*
POR may chose to first recruit the 2L𝔻 in **Tejo**. *Since they are below the limit and in recruitment area, the cost is not multiplied and they cost 10 + 10 = 20 𝔻. Then , POR recruits the 2L𝔻 in* **Tânger**. *Since they are above the limit, their cost is doubled. Since they are recruited out of the recruitment area, their cost is doubled a second time. Thus, they cost 2 ×2 ×(10 + 10) = 80 𝔻. The total cost is 100 𝔻.*
On the other hand, POR could first recruit the L𝔻 in **Tânger**. *Thus, they are below the limit and the cost is only doubled once (for being recruited out of the area) for 2 ×20 = 40 𝔻. Then POR recruits the L𝔻 in* **Tejo**. *Since they are above the limit, their cost is doubled for 40 𝔻. But the total is only 80 𝔻.*
Because multipliers are cumulative, the order in which troops are recruited may change the final price.

Example: Big computation.— *HIS is Arquebus in period III (recruitment of 5L𝔻), and wishes to recruit 2𝔸⊖, 1𝔸⊕ and 3L𝔻, 2 of which are not in its Recruitment Area. The 𝔸⊕ is bought with 1𝔸⊖ and 2L𝔻, which brings the total to 3𝔸 ⊖ and 5L𝔻. The cheapest way to purchase this is to purchase 2𝔸 and 1L𝔻 (out of Recruitment Area) under the limit (for the cost of 30+30+2×15), 1 𝔸, the second double-cost L𝔻 and two other L𝔻 under twice the limit (for 2×30+4×15+2×15+2×15) and the last L𝔻 for 3×15, which brings the total to 315 𝔻. This is big, even for the Spanish treasury!*

Playing tip: Even if it was frequent in the examples, recruiting above the limit is uncommon and recruiting at thrice the price is a very rare occurrence. Especially, when there are very few troops above the limit, it is often better to simply recruit a bit less and wait for next turn. Typically, in the last example, the 11th L𝔻 cost 45 𝔻 alone and it would probably be better to simply not recruit it right now.
This means that recruitment sometimes has to be planned a bit in advance. Especially for countries with small limits (typically, ANG). If you plan to go on war, you may want to recruit one turn in advance. Obviously, that would cost the maintenance for one turn, but that will lower the recruitment cost at the crucial time and save money for campaigning (maintenance is lower than recruitment, especially at war). Moreover, that allows more troops to become veteran.
On the other hand, sometimes you just suffer several defeats and lose many troops and need to raise them asap if the war goes on. Recruiting above the limit when at peace is rarely a good idea. Similarly, maintaining a large army at peace is very costly and it is cheaper to demobilise it. But raising it again will require a bit of planning if one wants all its troop at the right time. . .

VII.3.1.2 Land recruitment in the ROTW

A Recruitment in the ROTW is even more restricted than in European provinces that are not part of the recruitment area.
A.1 European provinces in the ROTW are considered as European provinces.
A.2 Even if they are usually considered as European provinces, recruitment in level 6 COL is also restricted.
A.3 Troops recruited in the ROTW are tallied against the limit, and their price might be doubled or tripled, just like other troops. This is the same limit as in Europe: both recruitment in Europe and in the ROTW are added to know if the limit has been reached.

B COL level 6. In a COL of level 6, it is possible to recruit each turn up to 2L𝔻 (at normal cost) or 1𝔸 ⊖ at double cost.

C Other Establishments. In other COL/TP, it is possible to recruit either 1L𝔻E at normal cost or 1L𝔻 at double cost.

C.1 It is not possible to recruit in a mission or a fort.

D Exploration. A L𝔻E count as half a L𝔻 for recruitment purposes: its price is half the price of 1L𝔻, rounded up ; and it is considered as half a L𝔻 in the recruitment limit.

Example: Recruitment in the ROTW.— *During period I, POR is Renaissance and has a recruitment limit of 2L𝔻. POR wants to recruit 1𝔸 ⊖ in Goa (a level 6 COL), 2L𝔻 in* **Tejo** *(in the recruitment area) and 1L𝔻 in* ***Brazil*** *(in level 2 COL in the ROTW). POR can choose to recruit first the L𝔻 in Europe for 12 + 12 = 24 𝔻, then the 𝔸 ⊖ at quadruple cost (doubled because it is an 𝔸 ⊖ in a COL of level 6 and doubled because it is above the limit) for 2 ×2 ×24 = 96 𝔻, and lastly the L𝔻 in* ***Brazil*** *at 6 times the cost (thrice for being above twice the limit and doubled for recruiting 1L𝔻 in the ROTW) for 3 ×2 ×12 = 72 𝔻 for a grand total of 24 + 96 + 72 = 192 𝔻.*
By recruiting first the 𝔸 ⊖, then the Brazilian L𝔻 and lastly the European L𝔻, POR would have paid only 156 𝔻.
If POR wants to recruit 1L𝔻 in Europe and 3L𝔻E in 3 different ROTW establishments, the cheapest way is to recruit first the L𝔻 for 12 𝔻, then the first 2L𝔻E at normal cost for (12/2) + (12/2) = 12 𝔻 and lastly the third L𝔻E is above the limit (even if a L𝔻E represent a third of a L𝔻, it takes half of an L𝔻 in recruitment limit), thus at double cost for another 12 𝔻. The total is thus 36 𝔻. If POR starts by recruiting the 3 L𝔻E at simple cost, then part of the L𝔻 is above the limit and it must be payed at double cost for a total of 42 𝔻.
Note that it is not allowed, during a single turn, to recruit several L𝔻E at the same place ; or to recruit 3L𝔻 or more (including 1𝔸 ⊕) in a COL of level 6.

VII.3.2 Purchasing fortresses

A Generalities. Fortresses can be raised above the level indicated on the map, up to level 5.
A.1 Each turn, the level of each fortress may only increase by 1.
A.2 Fortresses of high level may only be built in the late game when the corresponding land technology is reached.
A.3 A fortress may only be built in a controlled, not besieged and not revolted province. Note that ownership of the province is not required.
A.4 Præsidios are not built as other fortresses.
A.5 The "fortress" counters can be exchanged at will (they are two-sided counters, and not always equivalent). A combination of counters with the desired levels has to exist to be allowed to build fortresses.

B Technology. In order to raise a fortress to a given level, a country must have at least the land technology indicated in the "Required Technology" column of table VII.4 (Cost of Fortresses). Note that since all administrative actions are planned before any is resolved, that means that one cannot increase a fortress on the same turn it reaches the required technology.
B.1 In addition, no fortress of level 5 may be built before turn 40.

C Cost. The cost for each level of fortress is indicated in the "Cost" column of table VII.4 (Cost of Fortresses).
C.1 The first number is the cost to build a fortress of this level in Europe (usually, 25 𝔻 per starting level of the fortress). The second is the cost to build a fortress of this level in the ROTW (usually, twice more).
C.2 The cost of all fortresses of level 3 is doubled for countries that do not have the land technology *Arquebus* (representing the spreading of the "*trace italienne*" during the Wars in Italy).
C.3 the cost of all fortresses of level 4 is doubled before turn 40 (representing the spreading of the ideas of *Vauban*).
C.4 The total cost for building fortresses is recorded in line **B34** (Fort. purchase) of *ERS*.

D ROTW. COL of level 6 are treated like European provinces for building fortresses.
D.1 In other provinces, it is not possible to build a fortress of level higher than 2, unless it is an arsenal.
D.2 Fortresses of level 1 can be build in any COL or TP.

E Arsenals are built instead of a fortress of the same level. That is, instead of building a fortress of a given level, one can build an arsenal of the same level. All conditions (and price) for building this level of fortress must be met (or paid).

E.1 Except for the named arsenals of Gibraltar, Sebastopol and S'-Petersburg, arsenals may only be built in a coastal TP or COL (including COL of level 6).
E.2 The named arsenal Brazilië can only be built in ***Brazil***.
E.3 The named arsenal Gibraltar can only be built in **Gibraltar** or **Tânger**.
E.4 The named arsenal Sebastopol can only be built in a province bordering the *Black Sea*.
E.5 The city S'-Petersburg is also an arsenal S'-Petersburg with specific rules attached to its construction (see §C (Construction of S'-Petersburg (Санкт-Петербург)) of section XIV.6.1 (Russian under-development)).

F Forts are built during the military or redeployment phases.
F.1 A L𝔻 is required and the construction takes 2 rounds.
F.2 A Mis can be transformed in a Mission during the redeployment phase.

G Wasteland In the Wasteland (see section I.1.3.1 (Wasteland area)), until 1615 (periods I–III), fortresses may not be more than 1 level higher than the basic level on map (*i.e.* the maximum level is 2 on provinces with a basic level of 1 and 3 in provinces with a basic level of 2).
G.1 After 1615 (periods IV–VII) and until the construction of S'-Petersburg, the limit becomes 2 levels higher than the one on the map.
G.2 After the construction of S'-Petersburg, all limits are removed.
G.3 This does not remove other conditions on fortresses level (such as Land Technology level).

H *Præsidios* are built only according to rule section IX.6 (Building *Præsidios*), during the redeployment phase of the turn. The maximum level of any *Præsidio* is 3.
H.1 As an exception to fortress building, *Præsidio* can be constructed directly at any level. The cost is the sum of cost for all intermediary levels.

Example: Building fortresses.— *At turn 3, FRA has Renaissance and, being at war against HIS, wants to fortify its Southern border. FRA would like to build fortresses of level 3 both in* **Béarn** *and* **Languedoc**. *However, since the current fortress of* **Languedoc** *is only of level 1 (the default level for this province), it is not possible to go directly to level 3.*
So, FRA decides to increase by one level the fortresses of **Béarn** *and* **Languedoc**. *In* **Languedoc**, *FRA builds a fortress of level 2 (on top of the existing level 1) for 25 𝔻. In* **Béarn**, *FRA build a fortress of level 3. Since FRA is not yet, the cost is doubled for 100 𝔻. The total is 125 𝔻, to be written in line* ***B34*** *of ERS. FRA now has to find the proper counters in its counters mix to put on the map (this should be easy at this point).*
In turn 4, the war is still going on, so FRA wants to increase the fortress of **Languedoc**. *Since there is already a fortress of level 2, it is possible to build a level 3 here, for 100 𝔻 (since FRA is still not Arquebus).*

VII.3.3 Naval forces

VII.3.3.1 Naval recruitment in Europe

A Limit
A.1 Each country has a recruitment *limit*, expressed in N𝔻, varying by periods (and some specific conditions).
A.2 It can be found in the player's aid of each country, in the column "Troops purchase".
A.3 It is also summarised in table VII.5 (Recruitment per Country) (second line, first number).
A.4 Each turn, it is possible to recruit up to this limit. Contrary to land recruitment, it is not possible to recruit more than the naval limit.
A.5 NG𝔻 and N𝔻E count as half a N𝔻 for this limit. NT𝔻 and VG𝔻 count as a full N𝔻.

B Increasing the limit
B.1 Each *Wood* brought or produced increase the naval recruitment limit by 1N𝔻, up to a maximum augmentation of 3N𝔻.
B.2 In addition, a country having a partial or total monopoly on *Fish* adds 1N𝔻 to its naval recruitment limit.

C Navy size
C.1 Each country has a maximum number of N𝔻 allowed on map at the same time, varying by periods. This counts both N𝔻 counters and N𝔻 in 𝔽 counters.
C.2 It can be found in the player's aid of each country, in the column "Max. N𝔻".
C.3 It is also summarised in table VII.5 (Recruitment per Country) (second line, second number).
C.4 NG𝔻 and N𝔻E count as half a N𝔻 toward this limit. NT𝔻 and VG𝔻 count as a full N𝔻.

D Costs
D.1 Each country has a recruitment cost, for NW𝔻, NT𝔻, 𝔽 ⊖, and sometimes also for NG𝔻 and 𝔽 ⊖ of NG𝔻, varying with its current technology.
D.2 It can be found in the player's aid of each country, in the columns "Navy Purchase" and "Purchase (other)".
D.3 The cost for one 𝔽 ⊖ is the cost for a full counter, up to its countenance.
D.4 Beware! Countries with small recruitment limit (*e.g.* POL or RUS) may not recruit a 𝔽 ⊖ in one turn unless they first increase their limit. That is, the existence of a price for a counter does not remove other conditions for buying it.
D.5 Even if they do not benefit from the technologies, the cost of NG𝔻 varies with them.
D.6 N𝔻E cost half the price of a N𝔻, rounded up.

E Recruitment area. There is no specific recruitment area for navies. They can be brought in any European province with a port, including European provinces in the ROTW and (coastal) COL of level 6.

F Recruitment. Each country decides how many ships it wants to purchase, where it wants them recruited and under which form (counters). Then it computes the cost for these.
F.1 The cost is written in line **B33** of *ERS* (together with the cost of newly brought armies).
F.2 The new units are put on the map when resolving administrative actions.
F.3 Since 𝔽 counters are containers, it is possible to recruit some N𝔻 directly "inside" them (if there is still room left for them) without physically putting the N𝔻 counter on the map.

Example: Naval recruitment.— *In Period IV, the recruitment limit of SUE is 4N𝔻. Since its 𝔽 ⊕ contains 5N𝔻 and 2NT𝔻, SUE may not buy one of them in one turn.*
If the naval technology of SUE is Battery, SUE can in on turn buy one 𝔽 ⊖ (containing 2N𝔻 and 1NT𝔻) for 150 𝔟, plus an additional NW𝔻 at 55 𝔟. This makes a total of 4N𝔻, the recruitment limit for a given turn. The NW𝔻 may be directly incorporated within the 𝔽, since a 𝔽 ⊖ is too small to contain 3N𝔻, the counter is turned ⊕ (and will require maintenance of a full 𝔽 ⊕, thus it might be way cheaper to keep this stack as 1𝔽 ⊖ and 1N𝔻). On the next turn, SUE may buy another 𝔽 ⊖ and merge all of this into a full 𝔽 ⊕.

Example: Wood.— *Continuing the previous example, suppose that SUE has one Wood MNU of level 1 and also buys a second Wood from ANG. Each of these Wood increases its limit by 1N𝔻 to a total of 6N𝔻. Thus, SUE may now recruit 2𝔽 ⊖ on the same turn (but still not a full 𝔽 ⊕).*
If SUE exploits Wood in the ROTW and has the possibility to buy another Wood from POL, that would make a total of 4 Wood available. However, the limit may only be increased by 3N𝔻. That is, the fourth (and subsequent) Wood is useless and, in this case, buying it is a waste of money.

Example: Galleys.— *In Period III, TUR may "only" recruit 9N𝔻 per turn. However, NG𝔻 count as half, so TUR may recruit up to 18NG𝔻 per turn! Its 𝔽 ⊕ can hold up to 5N𝔻 and 1NT𝔻, that is 10NG𝔻 and 1NT𝔻. Thus, TUR can largely buy 1𝔽 ⊕ and 1𝔽 ⊖ each turn. . .*
This is, typically, what happened after Lepanto where the Turkish navy was crushed but rebuilt in a couple of years. Given the high cost of both building and upkeeping navies, it is very rare to buy that much N𝔻 during a given turn and things are usually more evenly spread over time.

VII.3.3.2 Naval Recruitment in the ROTW

A Level 6 COL are considered as European provinces and follow the normal rules for naval recruitment.

B Other establishments. Each N𝔻 (or NT𝔻) built in a COL (of level 5 or less) or TP costs twice the normal price and counts as 2N𝔻 in the recruitment limit.
B.1 When building 𝔽 ⊖ in the ROTW, make sure that the recruitment limit is high enough!
B.2 It is not possible to build navies in forts or missions (alone).

C Fisheries In a COL (including of level 6) where Fish is exploited, up to 1N𝔻E per two levels of Fish exploited can be built outside of the construction limit, at normal cost.

Example: *In Period IV, FRA has a COL of level 4 in* **Terre-Neuve**, *exploiting 4 Fish. Thus, it may build there 2N𝔻E that do not count toward the recruitment limit (of 5N𝔻). If FRA wants to build 2N𝔻 there, that is 3N𝔻E plus 1N𝔻, the first two N𝔻E do not count toward the limit, but the third counts twice (thus, as a full N𝔻) and the N𝔻 also counts twice, so this takes 3N𝔻 of recruitment.*
If the technology of FRA is Battery, this would cost 23 𝔟 (22.5 rounded up) for each of the first two N𝔻E, then the cost of the rest is doubled. This brings the total to 23 + 23 + 2 × 23 + 2 × 55 = 167 𝔟.

VII.3.3.3 Privateers

A ℙ may be recruited in any controlled and owned port, including in the ROTW.
A.1 Each side cost 10 𝔟 and counts as 1N𝔻 toward recruitment limit.
A.2 When ℙ are included in *basic forces*, they are rebuilt for free (both cost and limit) if destroyed (up to the basic forces).
A.3 Some ℙ are also obtained via specific rules (see rules dealing with each power, especially section XIV.2.1.1 (French Privateers) and section XIV.14.8.4 (Ragusa)). These are free of the costs mentioned here (both in 𝔟 and construction limit) but the specific rules may entail specific costs.

VII.3.4 Exceptional Levies [should be moved in chMilitary]

A Declaring Exceptional Levies
A.1 Once per turn, a country which is fully at war may declare *Exceptional levies* at the end of any round during which it suffered a major defeat in a land battle. This is possible only during regular full wars (*i.e.* not during civil, religious or overseas wars and not during limited or foreign interventions).
A.2 The country immediately loses 1 Stability. Levies may be declared by a country already at -3 Stability, at no additional cost.
A.3 Once declared, levies are available for the rest of the turn. It is not possible to declare Exceptional Levies several times during the same turn.

A.4 Exception: SUE and PRU may declare levies after any defeat in a land battle (not necessarily major). Moreover, one of them may declare levies after a **major** defeat without paying 1 Stability.

A.5 Exception: POR may declare Exceptional Levies during *Overseas Wars*, if it has a Vice Roy alive. There are specific conditions for these levies, see section XIV.4.1.1 (Viceroys of the India).

B Recruitment during Exceptional Levies
B.1 Once Exceptional Levies are declared, the Country may recruit land forces at the end of each round of the turn, except the last one. This is done during the End of turn segment, after the continuation roll.
B.2 The recruitment limit is halved (rounded up) and the number of L𝔻 recruited this turn is reseted to 0 when levies are declared.
B.3 Recruitment due to exceptional levies follows the normal recruitment rules, with this new limit.
B.4 The cost of recruitment is written in line **B44** (Exceptional recruitments) of *ERS*.

B.5 SUE and PRU do not recruit *Veteran* troops with Exceptional Levies.

Example: *During Period IV, HIS has a land recruitment limit of 5L𝔻. Exhausted by the Thirty Years War, it suddenly has to face FRA in addition to the Protestants! Thus, it decides to recruit 6L𝔻 (one at double cost) during the administrative phase. HIS has a Stability of only 0, due to the already long war. Its technology is Baroque.*
Alas! At Rocroy, the Spaniards are hopelessly crushed by Grand Condé, a major defeat. HIS loses 1 Stability because of the defeat (thus going to -1) and then decides that there are way too many blue counters on the map and that adding some yellow ones is required. Thus, it declares exceptional levies. This brings the Stability down to -2.
Now, HIS may recruit troops anew. The limit is halved (to 3L𝔻), but the number of troops recruited so far is reseted. HIS decides to recruit an 𝔸 ⊕, that is 4L𝔻. Since the limit is 3L𝔻, the fourth is doubled for a cost of 50 + 25 + 2 × 25 = 125 𝔟.

On the next round, HIS manages to avoid the main French armies and wage a war of attrition, thus suffering no new major defeat but still loosing some troops in skirmishes. Since levies are declared for the full turn, it may still recruit troop at the end of this round. The treasure fleet made its way safely from **America**, *thus HIS decides to raise another 𝔸 ⊕, that is 4 new L𝔻. Since it has already recruited 4L𝔻 last round with exceptional levies, and the limit is only 3L𝔻, that means that 2L𝔻 are below twice the limit and the last 2 are at triple price, for a cost of 2 × 50 + 3 × 50 = 250 𝔟! Hopefully, disagreement within the French nobility will prevent this war from lasting too long. . .*

Later this turn HIS suffers yet another major defeat at Nördlingen. Since 8L𝔻 were already recruited with Exceptional Levies, it is possible to recruit only one more. Thus, HIS would very much like to declare Exceptional Levies a second time to reset the count of recruited troops. However, this is not possible and HIS has to hold for the rest of the turn with what is left of its armies.

VII.3.5 Recruitment of Minor Powers

VII.3.5.1 Going to war

A When a minor country enter wars, immediately (during the Diplomacy phase) put all its basic force in play. Especially the "one more fortress level per turn" rule do not apply for basic forces (only for reinforcements).
A.1 Former majors may have some fortress already in play (maintained from previous turns). These levels are subtracted from any level of fortress they have in basic forces. That is, basic forces is the minimum the country has upon entering war, not the amount it gains.
A.2 Basic forces are only received if the country was fully at peace and enters war. No basic forces are received in the middle of a war, even if the basic forces of the country change (due to some events, usually).
B Next, during the Administrative phase, minor receive reinforcement as described below.

Example: Venetia *has a basic force of 4 𝕃. If there already are 5 extra levels of fortress on the map when war occurs,* Venetia *do not receive any more. If there are 3 extra levels on the map, then* Venetia *would only receive 1 level as basic force (to reach the total to 4).*
Before event IV-11 (The Great Elector Friedrich-Wilhelm of Prussia), the basic forces of Brandenburgum *are 𝔸⊖, L𝔻. After, they switch to 𝔸⊕, L𝔻. If this event occurs while* Brandenburgum *is at war and only as 𝔸⊕ in play (more than the old basic force, but less than the new one),* Brandenburgum *do not gain any new forces (it will roll for reinforcement as usual). That is, the country needs one turn of peace to recruit its troop up to its basic forces.*

VII.3.5.2 Minors fully at peace

A Troops and Navies A minor which is fully at peace (no war, overseas war or Limited intervention) recruits up to its basic forces.
A.1 Remember that troops in excess of the basic forces are disbanded (except some fortresses), see section VII.2.4 (Maintenance of Minor Powers).
A.2 Thus, it is not necessarily to put these counters on map. Once a minor is at peace during the Administrative phase, all its counters (except some fortresses) may be removed from the map. The next time the minor goes to war, it will receive its basic forces.

B Fortresses

B.1 [TBD] A minor country with Land Technology *Baroque* or higher has an extra basic force of one level of fortress for every two provinces it owns.
B.2 [TBD] A minor country with Land Technology *Manoeuvre* or higher has an extra basic force of one level of fortress for every province it owns.
B.3 [TBD] These levels do not need to be evenly spread over the provinces and may be grouped into the same province.
B.4 In addition, during periods V-VII, each minor country with an *Income* of 16 or more gets one extra level of fortress in its basic forces.
B.5 Before *Arquebus*, a fortress of level 3 can only be placed by minor countries at the cost of 2 levels of fortress on top of an existing level 2.
B.6 Before turn 40, a fortress of level 4 can only be placed by minor countries at the cost of 2 levels of fortress on top of an existing level 3.

Example: Fortresses.— Algeria *normally owns 6 provinces and has an Income of 17. If its technology is Baroque, in period IV, it receives 3 levels of 𝕃 as Basic forces and may choose to put 2 of them in* **Algérie** *(thus reaching level 3) and 1 in* **Oran** *(going to level 2). Note that it is not possible to put a level 4 fortress in* **Algérie** *as the fourth level (above a level 3) itself costs two levels before turn 40.*
In period V, Algeria *gains a fourth level of fortress as Basic force due to its high Income. It may now put a level 4 fortress in* **Algérie** *(if allowed by technology). However, before turn 40, that would cost the four levels as going from level 3 to level 4 cost two levels.*
If Algeria *reaches technology Manoeuvre, it now has a total of 7 level of fortress when going to war (1 per province plus 1 for high Income) and may choose to barricade the cost with level 3 fortresses in* **Oran** *and* **'Annābah**, *and a level 4 in* **Algérie**.

VII.3.5.3 Minors in Limited Intervention or Overseas wars

A Maximum recruitment
A.1 A MIN which is doing a *Limited Intervention* or is involved in an *Overseas War* (and is not fully at war in some other war) recruits troop if it has less than its *Basic forces*.
A.2 Troops recruited during *Limited Interventions* or *Overseas Wars* may not raise the total number of troops above the *Basic Forces*.
A.3 If the allowed reinforcement would bring the total number of troops above the *Basic Forces* of the country, then it only recruits up to its *Basic Forces* and excess reinforcement is lost.

B Recruitment of non-VA
B.1 A MIN which is either Neutral, RM, SUB or MA may recruit its *Basic Reinforcement* (indicated in the country description in the Appendices).
B.2 A MIN in EC or EW may recruit its *Basic Reinforcement* plus one L𝔻 or N𝔻 (controller's choice).
B.3 These recruitment do not cost anything to anybody. There are considered as payed by the minor, whatever its actual income may be.

C Recruitment of VA
C.1 A MIN in VA gains no free reinforcement each turn.
C.2 Instead, the Patron may pay for reinforcements, on his own treasury, to raise troops up to the basic forces of the country.
C.3 The cost are those of the Controller, with the technology of the minor.
C.4 These troops are not counted toward the recruitment limit of the major.
C.5 The maximal reinforcements raised this way are the *basic reinforcements*, plus 2 detachments (L𝔻 or N𝔻).

D Moral
D.1 All land reinforcements of MIN are *Conscripts*, except:

D.2 SUECIA recruits all its new forces as *Veteran*;
D.3 HELVETIA recruits its new forces as *Veteran* if its Land Technology is *Muskets* or less;
D.4 PERSIA recruits half of its new forces as *Veteran* (round down).

E Campaigns
E.1 Neutral minors in overseas wars or interventions have 1 active campaign each round.
E.2 Countries that are neither Neutral nor VA receive 1 passive campaign each round, plus one active campaign for the turn. The controller may pay for larger campaigns (paying the difference between the chosen campaign and the passive one).
E.3 VA in overseas wars or interventions have no campaign. All their campaign cost must be payed by their diplomatic patron. The patron may either chose to move the minor's troops with its own campaign or pay a whole new campaign only for the minor (in addition to the one used for its troops).

VII.3.5.4 Minors fully at War

A Generalities
A.1 Minor fully at war, whatever their diplomatic status, receive reinforcements according to a *Reinforcement roll*.
A.2 These roll are made during the **Administrative action of minors (incl. recruitment)** segment.
A.3 In case the order is relevant, each MAJ, in decreasing order of initiative, roll for reinforcements of its minors.
A.4 The reinforcement roll provides troops, campaigns, fortress levels and leaders.

B Attitude
B.1 Before rolling for reinforcements, the controlling player chooses an *Attitude* for each minor.
B.2 The choice is usually free (but may be constrained by events). Typically, a minors that was declared war upon can choose an *Offensive* attitude.
B.3 The attitude chosen may change at each turn of the war.
B.4 Some attitudes entail constraints on the moves the country will be allowed to do during the turn.

C List of attitudes
C.1 Offensive: this attitude gives more troops and campaigns

C.2 Defensive: the troops of the minor country may only move in provinces that it owns or owned at some point in the game, as well as provinces adjacent to the ones it currently owns. This is the best attitude for getting fortresses.

C.3 Naval: this attitude may only be chosen for a minor country that has naval counters at its disposal. It is the only attitude that gives naval forces.

D Reinforcement roll
D.1 Roll 1d10, add some modifiers as indicated on the right of the table and cross reference the result in table VII.6 (Reinforcements of Minor countries Fully at War) with the attitude chosen.
D.2 This die roll gives troops, fortress levels, campaigns and a leader value (in the last column).

D.3 Political There is a Political modifier specific to some minor countries and periods (or events). These modifiers are indicated on the right of table VII.6 (Reinforcements of Minor countries Fully at War), and also in the country's description in the Appendix.

D.4 Incomes There is also an Economical modifier depending on the income of the country. This modifier is used for all minors and is cumulative with the Political modifier. It is based on the income of the provinces that are owned and controlled by the minor, and neither besieged, revolted or pillaged at the time the roll is made (*i.e.* the provinces that would count in the *Land income* if this was a major country). Industrial income (gold), Commercial income (TF, Monopolies) and ROTW income (exotic resources, COL, TP) also count toward this total for the few minors concerned.

1d10 +mod.	Minor country attitude: Offensive	Defensive	Naval	Leader?
≤1	1L𝔻	1L𝔻	de	0
2	1L𝔻	𝔽	de	0
3	2L𝔻	1L𝔻/𝔽	de/MC	1
4	2L𝔻/MC	2L𝔻	1L𝔻/de/MC	1
5	3L𝔻/MC	2L𝔻/𝔽	1L𝔻/1N𝔻/𝔽	1
6	3L𝔻/2MC	2L𝔻/2𝔽	1L𝔻/1N𝔻/MC	2
7	4L𝔻/𝔽/MC	2L𝔻/2𝔽/MC	1L𝔻/𝔽/1N𝔻	2
8	4L𝔻/2MC	3L𝔻/𝔽	2L𝔻/𝔽⊖	3
9	5L𝔻/MC	3L𝔻/𝔽/MC	3L𝔻/𝔽⊖/MC	3
10	5L𝔻/2MC	4L𝔻/𝔽	3L𝔻/1N𝔻/2𝔽/MC	4
11	6L𝔻/𝔽/2MC	4L𝔻/2𝔽	4L𝔻/𝔽⊖/𝔽/MC	5
12	6L𝔻/2MC	4L𝔻/3𝔽	4L𝔻/𝔽⊖/𝔽/MC	6
13	7L𝔻/MC	5L𝔻/𝔽/MC	4L𝔻/3N𝔻/MC	6
14	7L𝔻/2MC	5L𝔻/2𝔽/2MC	4L𝔻/3N𝔻/2𝔽/MC	7
≥15	8L𝔻/2MC	6L𝔻/3𝔽/2MC	5L𝔻/𝔽⊕/𝔽/2MC	8

2L𝔻→𝔸⊖, 4L𝔻→𝔸⊕, 𝔽=1 fortress level, 1de=1N𝔻E or 1NG𝔻, 1N𝔻 =1NW𝔻, 1 VG𝔻, 2NG𝔻 or 1NT𝔻.
MC=1 multiple campaign. **Note:** 1 free active each round.
Leader: reroll 1d10, if result≤*Leader?* column, 1 *random leader*
During pV–VII, add 𝔽 to basic forces if Income≥16.

+1 FRATRES MILITIÆ CHRISTI and D.S.M. THEUTONICORUM before I-H
+1 *Barbaresque* countries in periods I–III
+1/+3 BRANDENBURGUM after IV-11/V-13
+2 PERSIA in periods I–III
+1 DANIA and SAXONIA in periods I–IV
+1 BAVARIA after IV-1 (1) or VII-2
+1 SUECIA always
+1 SABAUDIA in periods IV–VI
+1 HANOVERE in periods VI–VII
+2 POLONIA if *Absolutism* established
+3 PORTUGALLIA before III-6
+1 VENETIA in periods IV–V
-1 0≤Income≤5
+1 16≤Income≤30
+2 31≤Income

Table VII.6: Reinforcements of Minor countries Fully at War

D.5 The initial income of each minor is written in the appendices. The actual figure has to be recomputed each time it is needed, the figure in the appendices is only the initial income of the country and typically varies if it loses or gain provinces.

E Troops
E.1 The reinforcement roll can give some L𝔻 and N𝔻 to the minor. The new troops must be placed in owned and controlled provinces that are neither besieged nor revolted.
E.2 L𝔻 may be freely converted into 𝔸 as the usual rate of 2L𝔻 =1𝔸⊖, 4L𝔻 =1𝔸⊕.
E.3 N𝔻 may be used for either 1 NW𝔻, 1 NT𝔻, 1 VG𝔻 or 2 NG𝔻.
E.4 Naval forces can be included into 𝔽, according to the fleet size of the minor.
E.5 There is no limit to the amount of recruited troops other than the counter limit for the country.

F Moral
F.1 All land reinforcements of MIN are *Conscripts*, except:
F.2 SUECIA recruits all its new forces as *Veteran*;
F.3 HELVETIA recruits its new forces as *Veteran* if its Land Technology is *Muskets* or less;
F.4 PERSIA recruits half of its new forces as *Veteran* (round down).

G Fortresses. Some levels of fortresses are obtained by the Reinforcement Roll. The new levels must be placed in controlled provinces that are neither besieged nor revolted.
G.1 A given fortress can not be improved by Reinforcements by more than one level at a given turn. This rule does not constrain the fortresses that are in the *Basic Forces*.

G.2 Before *Arquebus*, a fortress of level 3 can only be placed by minor countries at the cost of 2 levels of fortress on top of an existing level 2.
G.3 Before turn 40, a fortress of level 4 can only be placed by minor countries at the cost of 2 levels of fortress on top of an existing level 3.

H Campaigns
H.1 Each minor fully at war gets 1 active campaign each round.
H.2 In addition, it may receive multiple campaigns (MC) per reinforcement roll.
H.3 The diplomatic patron may pay for more campaigns (paying the difference between the chosen campaign and the active one).

I Military Leaders of Minors: basic forces
I.1 If there is a living named leader of the country, he automatically comes into play.
I.2 Some minors have military leaders in their *basic forces*. If there are not enough named leaders to reach this limit, the minor receive ⓘ leaders. If possible, take these among the minor country pool, otherwise among the generic grey leaders (of "country" QUIDAM).
I.3 Contrary to major countries, ⓘ leaders of minors are not changed each turn. They are only removed when the country is fully at peace. If, due to death, the country falls below its basic forces (in number of leaders), it immediately receive a new one.

J Military Leaders of Minors: reinforcements
J.1 By cross-referencing the (modified) reinforcement roll with the last column in table VII.6 (Reinforcements of Minor countries Fully at War), one gets a *Leader value*.
J.2 1d10 is rolled. If less or equal than this value, the minor receive a leader for the duration of the war. This does not change its basic forces (that is, no replacement if the leader is killed).
J.3 If the attitude of the minor is *Naval*, then it receives either a ⓘ ⚓ or a ⓘ ⚔ (controller's choice). Otherwise, it receives a ⓘ ⚔.
J.4 This leader is taken at random among those of the minor, if some exist and among the generic grey ones otherwise.
J.5 Like other ⓘ leaders of minor, the leader will be available for this minor until it is fully at peace.

K Military Leaders of Minors: double-sided monarchs
K.1 Several Minors have generic double-sided monarchs. These leaders are usually in the basic forces of the minor.
K.2 These are treated like ⓘ leaders. That is, one of the side is chosen (at random) when the minor is activated and it is kept until the minor is fully at peace (or until the death of the leader).
K.3 List of concerned leaders (and countries): *Unknown leader Caliph* (ÆGYPTUS), *House of Giray* (CRIMEA) and *Shāh* (PERSIA).
K.4 Note that *Grand Maître* (ORDO HOSPITALIS) is not concerned as it is the same leader that may serve either as ⚔ or ⚓.

L Military Leaders of Minors: named and generic monarchs
L.1 Some minors have two (or more) different counters for their monarch, usually an unnamed one (as above) and a named one.
L.2 The named one replace the unnamed one when he is alive. He enters game either at a given turn or following certain rules or event.
L.3 As long as a named monarch is available for a minor, the unnamed one is not available and may not enter game (even through reinforcements).
L.4 List of concerned leaders (and countries): *La Valette* replaces *Grand Maître* (ORDO HOSPITALIS), *Shāh 'Abbās I* and *Nādir Shāh Afshār* both replace *Shāh* (PERSIA) and *Akbar* replaces *Great Mughal* (MOGOLIS IMP.).

L.5 Note that the ⓘ ⚔ of DANIA and UNITED STATES are not concerned. They are always available for these countries as reinforcement leaders even if there are some named leaders alive.

Example: Minor reinforcements.— *At turn 10,* ALGERIA *is at peace. Thus, whatever it had left on previous turn, it rebuilds and keeps only its basic forces of* 𝔸⊖ *and* 𝔽⊖ *(the* ℙ *is left out of this example). There is no need to keep these counters on map. The technology of* ALGERIA *is Renaissance and* ALGERIA *is a VA of TUR.*
At turn 11, event III-10 (Revolt in Sierra Nevada) occurs (earlier than historically) and TUR decides to go to war, together with its ally ALGERIA.
Basic forces. *First, the basic forces of* ALGERIA *are put on map. TUR puts the* 𝔸⊖ *and the* 𝔽⊖ *both in* **Algérie**. *Then, since Barbarossa is still alive, he is also put in play (or, probably, kept).*
Reinforcements. *Next, TUR rolls for reinforcements of its minor (after all majors have finished their administrative actions, especially after TUR and HIS both have brought their own troops). Since* ALGERIA *is one of the Barbaresque countries (XIV.13.1.3), it gets a* **+1** *political DRM (in periods I-III). Since its total income is 17* 𝔻*, (it still own all its original provinces and no more), it also gets a* **+1** *economical DRM (for income between 16 and 30* 𝔻*).*
TUR chooses a Naval attitude for ALGERIA *as it wants to try and invade Spain. The roll is 5, modified to 7. Thus,* ALGERIA *gets 1L𝔻, 1 level of fortress and 1N𝔻. The leader value is 2. TUR rerolls on die for the leader and gets a 2, smaller than the leader value, thus* ALGERIA *gets an extra leader for the duration of the war. Since it already has an* ⚓ *(Barbarossa), TUR chooses to take a* ⚔ *for* ALGERIA *(at random among the grey* ⓘ ⚔*). Then, TUR raise the fortress of* **Algérie** *to level 2. As for the troops, TUR chooses to take 2NG𝔻 instead of 1N𝔻 and put them directly in the* 𝔽 *(and note on its record sheet the exact content of the Algerian* 𝔽*). The L𝔻 is put in* **Algérie**, *waiting to board for an invasion of Spain. . .*

VII.4 Removal and Placement of leaders

Design note: Note that removal of leaders must physically occur before placement of new ones because it is possible that the same ⓘ counter is immediately reused (at the same place or elsewhere). However, they are considered to happen simultaneously, especially for the replacement of ⚔/⚓ in the ROTW.

VII.4.1 Removal of leaders

A Death Each named leader whose last turn of activity has passed is removed from the game.
A.1 For leaders with turns on the counter, it happens if this turn is the after the second turn written on the counter.
A.2 For leaders with event on the counter, or other special conditions, check the description of the event to known how long the leader lasts.
A.3 Named major monarchs are removed during the Monarch Survival phase (section III.2 (Monarch survival)) at the time where the Monarch dies.
A.4 Note that leaders may be removed earlier due to death in battles.

Design note: Turns of "life" may either represent the actual life of historical people or their period of military activity. "Death" of a leader (whether scheduled or during battle) may be either actual death, retirement of old age or after a severe wound, change of career (often to become minister), fall in disgrace, . . .
Turns of life are sometimes longer than the actual life of the historical leader. This may happen for several reasons, mostly because the actual historical character died early (in battle) and the counter allows for a "what if he didn't die" or for game balance reasons. A leader may last one or two turns more than its historical counterpart to ensure that a given country has a good enough leader at a crucial period. Typically, leaders active in one war are often given "extended" lifetime over the following peace as the in-game wars and peace won't match the historical ones and there are no great historical generals during peaces. . .

Example: Removing named leaders.— *It is Administrative phase of turn 47. Marlborough (⚔ A 5.5.6 -2 [T43–T46]) is scheduled to live for turns 43-46. Since his last turn of activity (turn 46) has passed, his counter is removed from the game (historically, he died in 1722, in the middle of turn 47).*

At the beginning of turn 26, event IV-1 (1) (Bohemian Revolt) occurs. As per Event description, BAVARIA *receives Tilly (⚔ A 4.4.4 -1 [Event IV-1]) for 4 turns. Thus, he is considered as having turns 26-30 on his counter. At the Administrative phase of turn 31, if he is still alive, Tilly is removed from game (historically, he died facing Gustav Adolf at the battle of Rain in 1632, during turn 29).*

B Anonymous
B.1 All ⓟ leaders of major countries return to their respective pool.
B.2 Exception: besieged leaders stay on the map.
B.3 All mercenaries leaders return to the pool of mercenaries.
B.4 ⓟ leaders of minors countries fully at peace return to their respective pool.
B.5 ⓟ leaders of minors at war stay on the map.

C Free redeployment Each player may choose to redeploy any of its named leader still alive. The counter is removed from the map and will be replaced immediately as a new leader arriving this turn.
C.1 Exception: besieged leaders must stay on the map.
C.2 Exception: Leaders in the ROTW with unknown discoveries must stay in place (hint: you should have redeploy them to an establishment during voluntary redeployment of previous turn).

Playing tip: In other words, named leaders have a free "teleportation" movement at this point. Use this either to change your frontlines or to ensure hierarchy is respected. This is also the occasion to redeploy ✵ to other *Areas*.

VII.4.2 Placement of leaders

A New leaders Each leader who is schedule to be active starting this turn is placed on the map by its controller.
A.1 Each leader that was removed due to free redeployment is also placed.
A.2 Leaders that were wounded but did not recover during the previous turn are also placed.

Example: New leader.— *This is the Administration phase of turn 43. Marlborough (⚔ A 5.5.6 -2 [T43–T46]) is active starting with turn 43, thus he is placed on the map now. ANG chooses where to place him (see some restriction below).*

B Anonymous Major countries check their minimum leader limit.
B.1 For each category of leaders (⚔, ⚓, ⚑, ⚙, ✵) where a country as less leaders than its minimum, draw as many ⓟ leaders as necessary to reach the minimal value (among those of the country).
B.2 If a country has more leaders than its minimal value, none is received but none is lost either.
B.3 Note that ⓟ leaders that are besieged and thus stay on map are counted toward the limit.

Example: Minimum leaders.— *At turn 2, RUS has one ⚔ (Shchenya (⚔ A 3.1.4 [T1–T5]), provided he did not die during turn 1) but (for period I), RUS has a minimum limit of 2⚔. So, RUS gets one ⓟ ⚔ at the Administrative phase of turn 2.*

At turn 4, suppose Shchenya is still alive. RUS receives I. Vorotynsky (⚔ B 5.1.3 [T4–T7]) as he is scheduled for turn 4. Thus, RUS now has 2 ⚔, equal to its minimum limit, and does not receive any ⓟ ⚔.

C Missionaries Some countries receive Mis. Check the specific rules of the country to know when.
C.1 If this is the case, new Mis are placed now.

D Placement All leaders deemed to be placed at a given turn are placed simultaneously. That is, one first draws all its ⓟ leaders before placing any.

E Where to place?

E.1 Mis must be place in an owned, controlled and unbesieged province of the European map.
E.2 ✵ must be place in an owned, controlled and unbesieged establishment (COL, TP or fort) in the ROTW, possibly in a COL of level 6. The *Area* in which they are placed will restrict their possible movement.
E.3 Other leaders (⚔, ⚓, ⚑, ⚙) may be placed either with any unbesieged troop of the same country or in any owned, controlled and unbesieged province. Note that they may be placed with troops in enemy territory if a war is going on.
E.4 Additionally, ⚑ and ⚙ may be placed in any province or seazone where another leader of the same category was just removed, even if there are no more counter of the country here and even if the discovery of this province or seazone has still not been brought back home (the expedition is too small to be represented, but there are still some members to take the lead once the initial leader is dead).
E.5 Note that ⚑ or ⚙ may be placed either in Europe or in the ROTW.

Example: Replacing a ⚙.— *At the end of turn 3, HIS decides to let the lone Colón (⚑ <R> H 6.1.1 [T1–T3]) in* CUBA*. At turn 4, Colón dies and the counter is removed from game. The province is now empty. However, Solís (⚑ <R> J 4.4.2 [T4–T7]) is scheduled to arrive at turn 4, hence he is placed now. Since both are ⚑, Solís may be placed exactly where Colón was.*

ANG leaves a lone ⓟ ⚙ on the cost of ***AMERICA****. Since this is an ⓟ leader, it must be removed at the end of turn. However, ANG receives another ⓟ ⚙ for the next turn and may choose to place him at the same place. Note that since ANG has only 3 ⓟ ⚙, there is 33% chance that the new one is the same as the old one.*

F Geographic restrictions Some leaders have Geographic restrictions as where to be placed (America, Asia or Mediterranean).
F.1 In addition to other rules, these leaders must be placed in a province or seazone where they are allowed.
F.2 That is, *e.g.*, a ⚔ with a $ (America) restriction must be place with a stack or establishment in ***AMERICA*** and may not be placed in Europe or Asia.
F.3 Note that leaders without capacity to go in the ROTW are *de facto* restricted to Europe and thus must be placed on the European map.

G Hierarchy After placement of leaders, hierarchy must be respected.
G.1 If not, you should probably have use free redeployment to solve the problem.

H *Pashas* TUR receives new *Pashas* each turn as per §C (Pashas) of section XIV.8.1.2 (Turkish Military system). They are placed now.
H.1 The correct procedure of placement is (i) decide a province where a *Pasha* will be placed ; (ii) draw a random *Pasha* and place it here ; (iii) repeat until all new *Pashas* are place.
H.2 That is, TUR may not wait to see the actual values of a new *Pasha* before deciding where to place him.
H.3 Placement of *Pashas* may break hierarchy.

Military

Chapter VIII

VIII.1 Preparations

VIII.1.1 Leadership

VIII.1.1.1 Double-sided Leaders

A Some leaders have two different sides for the same country and the same turns but with two different roles, and can be used as either one or the other of their roles.
A.1 The counter has a ⋆ written on one of the sides, indicating in which limit the counter counts (independently of the role for which it is used).
A.2 Kings that can also be something else do not count in the limits as soon as they are kings.
A.3 For most countries, the role has to be determined at the beginning of the round, effective for the whole round. POR is an exception (see §A.1 of section XIV.4.1.6 (Portuguese Explorers)).
B Some leaders have two sides but no ⋆.
B.1 The side they're used (and the category they're considered) has to be determined at the beginning of each turn and is effective for the whole turn.
B.2 In most cases, the choice is restricted because each side denotes a change of state of the leader (e.g. change of nationality, crowning, . . .) and thus only one of them is available at a given time.
B.3 Especially, generic monarchs of minor countries (e.g. *Shāh*) are chosen at random when the country goes at war and cannot be changed before total peace.
C Beware! Some double-sided leaders do not have the same turns of activity on each side. Thus during certain turns only one side will be usable.

VIII.1.1.2 Leaders of Multi-national stacks

A On land
A.1 If there is a Leader with a monarch symbol (Monarch, Turkish Vizier or heir allowed to lead troops) in the stack, he must takes command.
A.2 Otherwise, the leader with the most troop of its country (or troops he is allowed to command) takes command (this may be a replacement leader if the country with the most troops has no leader in the stack).
A.3 In case of tie, highest ranking tied leader takes command.
A.4 If tied again, players choice (at random in case of disagreement).
A.5 The country of the commanding leader pays for campaigns and win/loss Stability in case of Major Battle.

B At sea
B.1 If there is a Monarch, he take command.
B.2 Otherwise, the highest ranking leader among those which can command at least one 𝔽 counter takes command.
B.3 Otherwise, highest ranking leader takes command.
B.4 In case of tie, players choice (at random in case of disagreement).
B.5 The country of the commanding leader pays for campaigns and win/loss Stability in case of Major Battle.

VIII.1.1.3 Deployment of leaders

A Replacement of unammed leaders
A.1 If, during military rounds, one player falls below the minimum limit of leaders for one category (due to death or injury) he gets as many random ⓟ as necessary to reach the limit again.
A.2 The new leader arrive at the beginning of next round, in the same place (⚑ and ⚙ may also be placed in Europe or in any COL/TP).
A.3 This may break the hierarchy in which case the player must try to restore it.
A.4 When a wounded leader comes back, the lowest ranking ⓟ leader of the same category is removed and the wounded may take command of any stack without breaking the hierarchy.

Example: *At the beginning of turn 1, FRA has two ⚔: Foix (rank A) and ⓟ 2 (rank F). During the military campaign in Italy Foix get ambushed by perfidious Spaniards near Napoli. He barely escaped with several sword wounds and must rest for many months.*
Since FRA has now only one ⚔, he pick at random a ⓟ ⚔ and gets ⓟ 1 (rank E).
A few rounds later, Foix comes back and can take command of any stack. Since ⓟ 2 has the lowest rank (F), he is relieved from command and removed from the game.

During turn 2, POR has two ⚑ (Dias, if not dead during turn 1, and Cabral). Dias boldly tries to circumnavigate America but dies, his ship crushed in the ice at Cape Horn. Since POR still has 1 ⚑, which is larger or equal to his limit for period I, he does not get any ⓟ ⚑ in replacement.

B Admirals in the ROTW An admiral temporary gets the possibility to go in the ROTW if both the following conditions are fulfilled:
B.1 The country has no naval leader allowed in the ROTW (either ⚑ or a ⚓ with the ROTW capacity).
B.2 It is period V or later, or the country as at least 3 COL/TP in ***AMERICA***.
B.3 The ⚓ allowed to go in the ROTW (for this turn) is the lowest ranking ⚓. He may not go in seazones with a malus. If he arrives this turn, he must be placed in Europe.

C Conquistador table The Conquistador table may be used only:
C.1 in ***AMERICA*** and ***AFRICA***, by any ⚙ and ⚑ (half values) ;
C.2 in ***INDONESIA*** by *Coen*, *van Diemen* and *Maetsuycker* only ;
C.3 in ***INDIA*** by all ⚙ restricted to ***ASIA*** (@). Namely, *Clive*, *Dupleix*, *Bussy* and the minimum ⚙ @ of FRA and ANG in period VII.

VIII.1.2 Stacking

VIII.2 Deployment [to be moved from ch. V]

VIII.3 On campaigns [12]

VIII.4 On movements [13,14,15,reactions]

VIII.4.1 Special Movements

A Provinces with several coasts Movements that imply entering a port and going out of a port may allow a naval stack to go out through a different sea zone than the one used to enter.
A.1 It is not possible if this means to go through land (if the province has multiple coasts as defined in §C (Multiple coasts) of section I.1.2 (Provinces and Sea Zones)).

A.2 This is possible only if the naval stack owns the port. A COL or TP is required for a 𝔽, a fort is sufficient otherwise (including convoys).

A.3 Portugal It is possible for HIS to go through **Cabo Verde** (or any other portuguese settlement) if it has PORTUGALLIA as a special vassal.

A.4 Cape Horn As a special exception, it is not possible to go out through a different sea zone if it avoids **Cap Horn**, unless the naval stack ends its movement there (and goes out at the next round).

Example: *It is possible, with a TP placed in Kyōto, to enter in the same move with 1NW𝔻 coming from* **Mer du Japon** *and going out from* **Mer des Philippines**, *without going through* **Mer Jaune** *nor* **Pacifique Nord-Ouest**. *However, it is not possible with a 𝔽, nor if the TP is not owned by the naval stack.*

B Wasteland Movement in the Wasteland area (see section I.1.3.1 (Wasteland area)) (for all purposes, including LoS length computation) is doubled until the end of the Wasteland (see §B of section XIV.6.1 (Russian under-development)).

C Blockading with several coasts A naval stack may blockade a port from any sea zone adjacent to the port, unless there are multiple coasts as defined in §C (Multiple coasts) of section I.1.2 (Provinces and Sea Zones).
C.1 In this special case, there is a *main coast* which is the one that must be blockaded (usually where the anchor is drawn).

VIII.5 On discoveries [58]

A One can try to discover several sea or provinces at the same time, using the most difficult sea and adding +1 for each sea eone/province beyond the first. On Land, themovement capacity limits how many provinces can be discovered.
B As long as the forces doingthe discoveries have not came back to an establishment existing at the beginning of the military phase, the discovery are not yet usable by other forces. Neither is 'rendez-vous' authorized between stacks having made independent discoveries (no stacking).

C Diffusion of discoveries MODIFICATION 07/2007.

C.1 On sea At the beginning of period IV, all discovered sea zones of Atlantique Ocean are known to everyone else at the beginning of the military phase of the turn following the discovery. Other discovered sea zones have a bonus of **-2** for discoveries by other players.

C.2 On land At the beginning of period IV, all provinces containing a COL or TP are known to everyone else at the beginning of the military phase of the turn following the discovery.

VIII.6 On battles [17]

VIII.6.1 Convoys

Do not use if using the experimental system for Revolts, ℙ and Natives.

A Convoy movements and Pirates/Privateers A convoy (or a naval stack carrying Gold) entering a sea zone of STZ or CTZ is attacked on table IX.1 (Pirates, Privateers and Natives raids) by the pirates, and each privateer allowed to attack the owner of the convoy present in the STZ (even if not in the right sea zone) if it has the right to attack the power (see section IX.3 (Attacks by Pirates & Privateers)).
A.1 Only ℙ⊕ may attack (be they pirates or privateers).
A.2 The pirates attack first (one only, with leading named Pirate if any), then the privateers in order of initiative. The attack is resolved before regular naval interceptions.

A.3 Only one attack for all the pirates in a given STZ or CTZ; and one attack per ℙ is allowed per move.

B Attack Procedure
B.1 Roll for naval interception. Pirates with no leader use 2 as Manoeuvre. If successful, reduce the ℙ to ⊖ and proceed with the attack, else test for the next interception.
B.2 Before the attack, an accompanying fleet may try to disperse and reduce the pirates or privateers by making a roll on the corresponding table. If successful, the ℙ is not reduced but the attack is aborted.
B.3 If not aborted, resolve the attack on the Pirate/Privater raid table.
B.4 Each level in the column TF⊕ corresponds to one NT𝔻 captured (with 15 ⧫).
B.5 Afterwards, ℙ goes at port and are finished for the turn. However Pirates stay in the CTZ or STZ and will attack normally Trade Fleets .
B.6 The *Barbaresque* corsairs cannot attack a Convoy if it is not in *MEDITERRANEAN SEA*.

C Convoy in battles If a battle occurs between two naval forces, one of them containing a convoy or Transports, the convoy does not take part in the battle, nor incurs losses during it.
C.1 However, at the end of the battle, the pursuit ⋆ result may apply to the convoy or the Transports if the winner decides so.
C.2 Each ⋆ captures 2 NT𝔻 with corresponding transports points sunk if loaded with troops, or 10 ⧫ captured and 5 ⧫ sunk for NT𝔻 loaded of Gold.
C.3 The rest of the convoy is kept by the loser.

D Flota de Oro As soon as the *Flota de Oro* (and only this convoy) is sunk or reaches Europe, it reappears in a Spanish port on the Atlantic coast.

VIII.7 Siegecraft [18]

VIII.8 End-of-phase [19]

VIII.9 Redeployment [20]

VIII.10 Unsorted rules

Design note: This Section consists in a bunch of unrelated rules relevant to the Military Phase. These rules should be properly grouped and dispatched in the correct place of this Chapter. This will be done when the military rules will be written (aka in a long time. . .)
Rules presented here are sometimes barely more than a summary rather than a proper rule written in a proper way.

VIII.10.1 Occupations [BLP]

A Occupation markers are in limited amount.

VIII.10.1.1 Placement of occupations

A Occupations markers may be placed instead of Controls in any of the following cases.
A.1 Any country may place occupations in ***CARIBBEAN***.
A.2 [TBD] Any country may place occupation on TP of a major or former major country.

A.3 POR may place occupations on AYMAN and ADEN.
A.4 RUS may place occupations on any province adjacent to its national territory.
A.5 HIS may place occupations on Dutch provinces during event III-1 (1) (Revolt of the United Provinces). Similarly, HOL may place occupation on Spanish provinces that were part of BURGUNDIA during the same Event.
A.6 TUR, AUS and POL may place occupations in any province that was part of HUNGARIA, after event I-E (Downfall of Hungary).

A.7 [TBD] VEN may place occupations in *ITALY* if *Itali e San Marco* has been declared.

A.8 [TBD] Before event II-1 (1) (Act of Supremacy), ANG may place occupations in former territory of the 100 years war: **Guyenne**, **Quercy**, **Poitou**, **Picardie**.
A.9 FRA may place occupations in provinces of the HRE that are adjacent to owned territory.
A.10 SABAUDIA may place occupation in any province with its shield (blurred or not).
B Contrary to Controls, occupations are not removed when peace is signed and may stay in place.
B.1 However, the peace treaty may include removal of certain occupation. This does not change the rest of the peace (*i.e.* it is purely an agreement between players and do not change the level of the peace or the number of conditions exchanged).
C Occupations may be voluntarily removed by a diplomatic declaration. In that case, the control of the province is immediately given back to its owner.
D If a country annex an occupied province, the occupation is removed.
E As control markers, if an occupied province is besieged and taken by another power, the occupation is removed.
F In order to maintain occupation, a country must keep at least 1L𝔻 in each occupied province. If, at any moment, this garrison is not present, immediately remove the occupation marker and
F.1 If the occupant and the owner are at peace, return control of the province to its rightful owner;
F.2 If they are at war, replace the occupation by a control of the same country.

VIII.10.1.2 Effect of occupation

A In addition to giving control of the province or establishment, occupations also give income (including exploited resources) to the occupant rather than the owner.
B Each country with an occupied owned province has a free CB (Overseas CB if this is a COL or TP) against the occupant.
C The province is still owned by the rightful owner for all VPs purpose (especially for period objectives).
D The occupant must maintain a garrison of at least 1L𝔻.
D.1 If there are less troops and the occupant and occupied are not at war (interventions do not count), remove the occupation and control of the province is immediately returned to its owner. Any remaining occupant troops (N𝔻E in the ROTW) are immediately destroyed.
D.2 If there are less troops and the two countries are at war, immediately replace the occupation by a control.
E The Portuguese occupations also enforce an AT with AYMAN or ADEN.

VIII.10.2 About logistic

A Campaigns for MIN
A.1 limited intervention: 1 simple campaign each turn. 1 passive campaign each round. More can be paid by the MAJ (pay only the difference in cost of campaign, not the full campaign).
A.2 full intervention: 1 simple campaign each round. Multiple campaigns may be obtaind by reinforcement. More can be paid by the MAJ (as above).

VIII.10.3 Military campaigns

A Interception is allowed according to the last campaign paid.

A.1 For player without initiative, this is the campaign of the previous round.
A.2 During first round, players without initiative may intercept (before their first move) as if they had done a passive campaign.
B When moving both at sea and on land, the cost of both campaigns is computed separately and only the maximum cost is paid.

Example: *A Major campaign allows to both:*
- *attack with one naval stack of 3𝔽;*
- *move without attacking (exploration possible) with as many naval stacks as wanted (non-aggressive movement is not restricted) ;*
- *maintain as many blocus and fight against ℙ as wanted (only movement is restricted) ;*
- *attack with as many small (≤ 5L𝔻) land stacks as wanted (the reason for which the campaign is Major needs not to be the same at sea and on land) ;*
- *move without attacking as many large land stacks as wanted (non-aggressive movement is not restricted) ;*
- *maintain as many sieges and fights against revolts with large stacks as wanted (only movement is restricted).*

C None 0 ⧫: No action, no movement, no exploration, no siege, . . . allowed (troops may retreat before battle and will fight back if attacked). No interception allowed.

D Passive 10 ⧫:
D.1 Interception allowed only in friendly provinces.
D.2 On land: Moving in friendly provinces ; maintaining sieges and fights against revolts ; moving ⚔ (and ⚑) to retablish hierarchy.
D.3 At sea: Moving stacks of 1𝔽 maximum. No attack.
D.4 Naval actions: friendly-to-friendly transport, maintain fight against ℙ, exploration, maintain blocus.

E Active (aka Simple) 20 ⧫: All allowed by Passive plus
E.1 Any interception.
E.2 On land: one stack of ≤ 5 L𝔻 + 1 *Pasha* without restriction [TBD: or +2 pashas ?]
E.3 At sea: one stack with at most 1𝔽 counter without restriction.

F Active/No Logistic 10 ⧫: Same as Active but
F.1 At sea: one stack **without** 𝔽 without restriction.
F.2 On land: all stacks ≥ 3L𝔻 roll for attrition (even if not moving).

G Major 50 ⧫: All allowed by passive plus
G.1 On land: either one stack without restriction (neither size nor acton) or all stacks ≤ 5 L𝔻 + 1 *Pasha* without restriction [TBD: or +2 pashas]
G.2 At sea: either one stack without restriction (neither size nor acton) or all stacks with at most 1𝔽 counter without restriction.

H Multiple 100 ⧫: all stacks may act without restriction.

VIII.10.4 Supply, Attrition, Sieges

VIII.10.4.1 Sources of Supply, Lines of Supply

A Source of Supply - Land
A.1 Source of Supply on Land: any controled city; TP or COL. Exception: neither owned nor allied: gives weak supply. Fortresses in desert: gives full supply in the province, only weak supply further.
A.2 Forts: are Sources of Supply on Land for L𝔻 or L𝔻E only.
A.3 Præsidios are Sources of Supply only for forces inside the fortress.

B Supply by naval forces Naval forces may provide SoS to Land forces in coastal provinces.
B.1 N𝔻E only: can supply up to 1L𝔻 (and 2L𝔻E) and blocade only fort.
B.2 N𝔻 counters: supply up to 3L𝔻 (without 𝔸) and blocade up to 𝔽 level 1.
B.3 One 𝔽 counter and at least 2 N𝔻 in the stack: may supply up to 5L𝔻 (including 𝔸) and blocade up to 𝔽 3.
B.4 𝔽⊕ with at least 3N𝔻 in the stack: may supply any stack and blocade any 𝔽.
B.5 Convoys and are never taken into account for supply and blocade.

C Source of Supply - Sea Arsenals are SoS for all naval forces; other ports of city, COL or TP are SoS for stacks with at most one 𝔽;
C.1 Forts (not of TP) are SoS only for stack with at most one N𝔻 (and possibly N𝔻E).
C.2 Præsidios are SoS for naval forces without 𝔽; however, a naval force containing up to one 𝔽 may enter a *Præsidio* to supply it (if besieged) or bring forces.
C.3 Stacking: Arsenals contain any size of force; Normal ports can have at most one 𝔽 inside; forts may contain only N𝔻, N𝔻E (no 𝔽).

D Line of Supply - Land LoS goes from SoS to troops.
D.1 In Wasteland, any non Wasteland native country double the cost in MP for LoS until construction of S'-Petersburg or event VI-1 (The Great Northern War) (whichever occurs first).
D.2 In non-nationnal desert, double the cost in MP for LoS.
D.3 **When supplied by naval forces** Length of LoS is 3MP (6MP in Wasteland or Desert) plus 1 per sea crossed from a SoS able to supply the naval stack.
D.4 Note that the seazone with the fleet is **not** crossed by the LoS (only entered to turn the fleet into a SoS for the troops), hence troops supplied by ships adjacent to a port have a LoS of length 3MP only.
D.5 Note also that only the 3MP of "supply by sea" is doubled if required, not the extra MP for extra seas.

VIII.10.4.2 When does Attrition occur?

A Supply Segment (Before movement). Land stacks (only) roll for attrition if at least one of the following case occurs. If several cases occur, each above the first gives a **+2** malus to the roll ("Double cause").
A.1 No LoS ;
A.2 weak Supply, namely:
LoS of 6 or more MP (except L𝔻/L𝔻E in ROTW)
LoS through non-national desert (including last province)
SoS not owned by alliance (only controlled)
Supplied by a fleet not adjacent to its own SoS (except for L𝔻/L𝔻E in the ROTW).
Besieged (siege attition)
A.3 Force in *Cold area* in an uncontrolled province after Winter round (including in case of Summer/Summer transition and end of turn) (in the ROTW, add the malus of the area) ;
A.4 Tımarlar after Winter round (as above) (Special, see §B (Yearly Campaigning.) of section XIV.8.1.2 (Turkish Military system))

B Movement Segment, land Land stacks roll for attrition at the end of movement (before battle) if at least one of the following case occurs. If several cases occur, each above the first gives a **+2** malus to the roll ("Double cause").
B.1 Large stack (≥ 6 L𝔻, or ≥ 3L𝔻 if no logistic) ;
B.2 moving 6MP or more ;
B.3 moving 3MP or more during *bad weather* ;
B.4 if embarking **or** disembarking not in friendly port.

C Attrition at sea Naval stacks always roll for attrition except when staying at port the whole round.

D Siege Attrition (during Supply or Siege Segment)
D.1 Besieged during Supply Segment.
D.2 Besieger if the siege is impossible (not enough troops or no LoS) or if requested by the siege roll.

E After battle
E.1 On land, any non-winning troop (use specific table).
E.2 At sea, any moving stack (retreat or following to port).

F End of round (or turn)/Redeployement In the following cases, a stack must move and roll for attrition at the end of round or turn. Usual causes of attrition for movement occur and cause maluses.
F.1 If no LoS during Supply Segment and still no LoS at end of round: forced redeployement (and attrition). If no way out (naval not allowed), the stack is destroyed.
F.2 Siege not maintained at end of turn (no Siegework⊕).
F.3 Fleet staying at sea at end of turn.
F.4 Fleet going to port at end of turn.
F.5 Peace evacuation

VIII.10.4.3 Attrition results

A The effect of the result **P** in the attrition table depends on the technology of the stack. In case of mixed stacks, take the worst technology.
A.1 Until *Arquebus*: 1L𝔻 lost during movement **and** one side of *Pillage* in any non-neutral province entered or left.
A.2 Muskets, *Baroque*, *Manoeuvre*: either 1L𝔻 lost during movement or both *foraging* (-1drm during 1st day of battle) and one side of *Pillage* in any non-neutral province entered or left.
A.3 Lace: either 1L𝔻 lost during movement or one side of *Pillage* in any non-neutral province entered or left.
A.4 Besieged troops cannot pillage and thus must lose 1L𝔻.

VIII.10.5 Autour du mouvement

A Empilement
A.1 sur terre, [3 pions et 8 DT] + 2 pachas
A.2 sur mer [3 pions] + 2 Tr
A.3 de et dc ne sont pas comptés, mais au plus 2 dans une pile.
A.4 Arsenaux et ports Ports réguliers ne peuvent contenir plus d'un pion 𝔽. Seuls les arsenaux (en Europe: indiqués sur la carte; ROTW (et cas particuliers) : indiqué sur le pion forteresse) peuvent accueillir 2 ou 3 𝔽. Les forts ne peuvent accueillir que des N𝔻 ou N𝔻E.

B Pour l'interception
B.1 Noter que c'est l'intercepteur qui attaque toujours. et que la bataille est résolue tout de suite entre la pile qui intercepte et la force interceptée. Il peut choisir de regrouper dans sa pile les forces immobiles amies dans la province.
B.2 un intercepteur peut être intercepté à son tour [les forces qui interceptent viennent en renfort de la pile qui a été la 1e interceptée] ; c'est tout de même le joueur qui n'est pas en phase qui est l'attaquant.
B.3 Si une force intercepte dans une zone où il y a déjà une force ennemie, cette for peut intercepter comme par la paragraphe précédent pour se joindre à la défense [remarque : il peut alors y avoir plus de 8 DT, les forces supplémentaire n'ont simplement aucun effet sur le combat].
B.4 Si un combat d'interception a lieu dans une province avec des forces non impliquée dans le combat, ces forces suivent la retraite éventuelle de la pile allée engagée en bataille (mais sans perte). [TBD]
B.5 une pile qui a combattu pendant une phase de mouvement et n'a pas gagné (perdu ou ex-aequo) ne peut plus bouger ni intercepter.

B.6 malus aux interceptions :
intercepter à travers passe de montagne -2
intercepter depuis ou vers un marais -1
intercepter à travers détroit : impossible

C Transport maritime
C.1 Considéré comme l'action de la flotte.
C.2 Les forces terrestres doivent partir soit d'une côté quelconque, soit d'un port/arsenal pouvant contenir la pile navale. A destination nécessairement d'un port/arsenal ami (contrôlé, allié,...) pouvant contenir la pile navale. La force navale doit stopper son mouvement là.
C.3 Les forces terrestres ont dépensé 2 MP si de port ami à port ami (3 en ROTW), 3 MP sinon (6 MP en ROTW), et peuvent rester dans la forteresse ou continuer le mouvement comme province si la forteresse n'est pas assiégée. Elles peuvent être intercepté dans la province si ils sortent et ont alors le malus débarquement pour la bataille [TBD ?].
C.4 Jet d'attrition de mouvement pour force terrestre si a embarqué ailleurs qua dans un port/arsenal.
C.5 Exception avec C ou Gouv ou Expl dans la pile (combinée), l'embarquement et débarquement en ROTW est tjs considéré dans un port ami si il n'est pas opposé (pas de ville, COL, TP ou forces d'un ennemi en guerre contre soi).

D Invasion navale Force terrestre : part d'un port ou arsenal contrôlé. La flotte doit pouvoir entrer dans le port.
D.1 Il coûte 3 MP à la force terrestre pour être laissé sur une côte sans port contrôlé (6 MP en ROTW).
D.2 Jet d'attrition de mouvement pour force terrestre si a débarqué ailleurs que dans un port/arsenal.

E combiner mvt terre/mer Une force terrestre doit commencer dans la province côtière.

F Mouvement le long d'un rivière en ROTW se qualifie si un même fleuve ou lac est adjacent aux deux provinces. Ajouter le coût de traversée du fleuve le cas échéant.
F.1 Ne sert pas au mvt de pions A; sert pour mvt de LD, LDE et au ravitaillement.

G Combat d'ecrasement (Overrun) En cas de disproportion des forces en présence, un combat d'écrasement est possible pendant le mouvement qui ne l'arrête pas (et l'attrition n'est testée que plus tard); inversement, si une force attaque un adversaire en surnombre, le défenseur peut déclarer un combat d'écrasement immédiat.
G.1 Si 4 L𝔻 vs. 1 L𝔻 ou moins : résoudre le combat et si la force la plus nombreuse gagne, elle peut continuer son mouvement (ou continuer des interceptions si ce n'était pas sa phase).
G.2 Si 8 L𝔻 vs. 1 L𝔻 ou moins : la force la plus faible est éliminée automatiquement sans combat (et son chef ne fait pas de test de perte).
G.3 Dans les 2 cas, le défenseur peut dire qu'il se retire dans la forteresse de la province avant le combat d'écrasement.

VIII.10.6 règles navales

A Ravitaillement des flottes et ports d'attache Arsenals are SoS for all naval forces; other ports of city, COL or TP: for stacks with at most one 𝔽; forts: only for stack with at most one N𝔻 (and possibliy N𝔻E).

B Taille des forces navales pour le ravitaillement terrestre, des forteresses et le blocus.
B.1 N𝔻E seuls : ravitaille jusqu'à 1L𝔻 (+ L𝔻E) et blocus ou ravitaillement de fort (f0) seulement
B.2 pions N𝔻: ravitaille jusqu'à 3L𝔻 (sans 𝔸) et blocus ou ravitaillement de f0 ou f1
B.3 un pion 𝔽 et au moins 2 N𝔻 ravitaille jusqu'à 5L𝔻 (avec 𝔸 possible) et blocus ou ravitaillement jusqu'à f3
B.4 un pion 𝔽⊕ et au moins 3 N𝔻 (Convoy ne comptent pas): ravitaille pile de taille quelconque et blocus ou ravitaillement jusqu'à f5
B.5 Les pions Convoys ne comptent pas.

C Rappel de tout ce qui vaut pour une action de la flotte

C.1 Exploration – résolu pendant le mouvement de la pile
C.2 Transport naval ou invasion navale (c'est-à-dire embarquement, débarquement, y compris ravitaillement et éventuel blocus de la province d'arrivée) : achève le mouvement naval.
Le joueur doit anoncer en entrant dans la mer son intention de débarquer des forces et dans quelle province.
Exception: une pile qui débarque avec un C - ou un E - ne compte pas comme une action.
Noter : après bataille navale, interdiction de débuter une transport naval (oui invasion) au même round (on peut seulement finir celui-ci, si victorieux)
C.3 Blocus d'un port et/ou ravitaillement maritime d'un force sur une côte
C.4 Ravitaillement martitime
C.5 Ravitaillement d'un port sous blocus il faut entrer dans le port en étant passé dans un autre port (peut s'accompagner d'un débarquement de troupes dans le port) et avoir au moisn autant de forces navales que ce qui serait nécessaire pour le blocus.
C.6 attaque – à la fin du mouvement de la pile
C.7 lutte contre pirates et corsaires – résolu à la fin du round
D Actions passives
D.1 Mouvements
D.2 Interception : une flotte d'un joueur inactif (pas en phase) peut tenter d'intercepter chaque pile qui bouge dans sa mer ou une mer adjacente (autant de tentatives que d'opportunités, mais un pays/une alliance ne peut faire qu'une seule tentative par mer). Si au port : dans une des mer adjacente.

E Blocus Il faut avoir au moins la force navale voulue selon le niveau de forteresse (voir table ou supra).
E.1 Coupe le bonus de -3 au test de ravitaillement des assiégés ;
E.2 Flotte qui veut sortir ou entrer : doit faire un test pour échapper au blocus (ou attaquer la flotte en blocus)

F Rappel des mod. d'interception VOIR TABLE
G Interception: success on ≥8 or natural 10
±? Manoeuvre differential
+1 if technology counter has an advance of 6 cases or higher
+1 If the target province contains a friendly force/city
-1 From or to swamps (-2 if both) or from Flooded province
-2 Through mountain pass, river or *bad weather*
-2 If the target province contains an enemy force
-1 If interceptor was besieging or blockading at current or previous round
+1 If intercepting in the same province/sea zone or with *Three-decker*
or +2 if intercepted Fleet will make a Debarkment in same sea zone,
or same province as port, or adjacent sea zone from arsenal
or -3 If interceptor at port (except arsenal)
G.1 Pour les flottes faisant Invasion/Naval Transport : le bonus +2 remplace le malus de -3 au port ou le bonus de +1(même mer) si intention de débarquée a été indiquée. Pour une flotte en mer: +2 si c'est dans la même zone; flotte dans arsenal : +2 dans les mers qui bordent l'arsenal; flotte dans port: +2 si c'est dans la province du port.

VIII.10.7 Effet d'un presidio (COMPLETER avec 53.8)

A Presidios and Blockade
A.1 The port is considered as blockaded by this fortress, even if the country that thus exerts the blockade is not at war with the owner of the blockaded port.

A.2 Any exit from or entry into this port by units (privateers, Dn or F) may trigger an reaction by the fortress. This reaction is decided by the owner of the Presidio. This a declaration of war (with the usual CB cost) if the interception is against any unit except privateers.
A.3 The reaction is resolved as a fire by the Presidio on the following table:
B *Præsidios*: roll 1d10+fortress level+1 if 𝔽
B.1 ***Strait fortifications*:** as level 2 in Europe, level/2 (round down) in ROTW.
B.2 **Result:** ≥9 End of move, ≥11 Loss of 1N𝔻, ≥13 Loss of 2N𝔻

C As Source of Supply
C.1 Præsidios are Sources of Supply only for forces inside the fortress.
C.2 Præsidios are SoS Sources of Supply for naval forces without 𝔽; however, a naval force containing up to one 𝔽 may enter temporarily a *Præsidio* to supply it (if besieged) or bring forces.

D Strait fortifications Certain straits are marked with a red naval frontier and a tower symbol near the province controlling them. These are the strait between Italy and Sicily (controlled by Messina), the entrance to **Adriatique** (controlled by **Corfou**), the Dardanelles (**Çanakkale Boğazı**) and the Bosporus (**Trakya**) in Europe; and the entrance to Saint-Laurent river (Louisbourg, on Cape Breton Island), entrance to **Mer rouge** (**Soqotra**), entrance to **Golfe Persique** (**Ormus**), the Malacca strait (Malacca) and the Sunda strait (Jakarta) in the ROTW.
D.1 In Europe, they act as a *Præsidio* of level 2 against any fleet trying to cross the red lines. Using them against any unit but ℙ gives a free CB to the owner of the intercepted stack for the next turn.
D.2 If a power has a *Præsidio* on the **Çanakkale Boğazı**, it negates the effect of the Strait Fortifications for this power.
D.3 In the ROTW, they act as a *Præsidio* of level half the level of the fortress in the province (rounded down). Using them against any unit but ℙ give a free CB (normal or oversea, offended player's choice)) to the owner of the intercepted stack.
D.4 For the Sunda strait, the city of Jakarta must also by owned, usually by placing a COL there.
D.5 Minor countries (usually VENETIA in Europe and GUZARATE for Malacca (sometimes CHINA)) will always use them against power at war with them. If they are at peace, their controller chose whether to use it or not. If they are neutral, they will always use them against ℙ and never against other naval units.

VIII.10.8 Les sièges

A Pour la sape, effet du terrain (non cumulatif)
A.1 -2 Port sans blocus, terrain clair
A.2 -3 Port sans blocus, terrain autre que clair
A.3 -2 Terrain accidenté (montagne, marais, forêt, désert) sans port ou blocus

B TBD si un assaut a causé au moins 1 perte (sans modif de taille ni bonus "grosse armée" dans le tour : +1 à la sape et à l'assaut (max +1, non cumulatif avec le +2 de brèche).
C Les tables sont à jour !

D Expérimental Un assaut qui a obtenu au moins 1 pertes (sans compter les bonus de Janissaires, RUS, POL) sans prendre la forteresse donnera un bonus de **+1** aux jets de sappe et aux assauts suivants du tour.

E Port Siegeworks Ports that are besieged with at least one level of Siegework are submitted to a fire from the siegework that works the same way as the Presidios, with a **+1** per counter Siegework⊕. **But the port is not blockaded.**

F Impossibilité de tenir un siège Ceci est regardé au début de la phase de siège (nbre de DT >= niveau) ; si impossible, mvt de rédéploiement forcé vers chez soi
- en fin de tour: si pas Usure⊕, redéploiement forcé.

VIII.10.9 Terrains

A Effet du terrain sur mouvement et combats
A.1 Plaine: 1 PM si ami, 2 PM sinon (2 et 4 si hors-Europe) ;
A.2 Accidenté en Europe : 2 PM, sauf 3 PM en Montagne ennemi ;
A.3 Accident en ROTW: 4 PM si ou mvt de forces d'un pays mineur de ROTW ; 6 pm si ennemi ;
A.4 Rivière, passe, détroit, arrivée ou départ en marais: +1 PM (et +2 PM HE)
A.5 Déplacement naval: 3 PM (indépendamment du terrain de départ ou d'arrivée, y compris marais), sauf si de port ami à port ami 2 PM. 6/3 PM en rotw.

B Les différentes zones de forêts
B.1 forêts nordiques : suède+Finlande+côte baltique actuellement orientale
B.2 forêts orientales : celles actuelles (sauf dessus) et Prussia et adjacent, Lovonie, Podolie.

C Effet sur le combat REVOIR : tables à jour
C.1 Modificateurs feu et choc
en marais, forêt ou désert -1
en montagne pour l'attaquant (sauf s'il a intercepté) -1
force traversant un fleuve ou une passe de montagne -1
(1er round, et sauf si il a intercepté)
C.2 Modificateurs feu
force débarque ou traverse un détroit -2 [1er round]
C.3 Modificateurs choc
force débarque ou traverse un détroit -3 [1er round]
C.4 Modificateurs poursuite
en marais, forêt, désert ou montagne -1
vainqueur a traversé fleuve, passe, ou détroit ou débarque -1
retraite du perdant à travers passe, fleuve, détroit ou réembarquement +1
D Si plusieurs piles se rejoignent dans une même province pour une bataille (2 forces qui convergent ou interception), on prend le plus défavorable effet de terrain de frontière.

E Finlande-Suède Un mouvement de retraite (après bataille ou redéploiment forcé) est autorisé entre les provinces au nord de ces deux zones. Le mouvement prend toute la capacité de mouvement restante (donc il faut faire un test d'attrition car les 12 MP sont dépensés). C'est la seule forme de mouvement autorisée par ce chemin.

VIII.10.10 Les batailles

A Victoire majeure Elle est obtenue aux conditions suivantes
A.1 Sur terre en Europe : déroute du perdant et différence des pertes égale à 3L𝔻 ou plus
A.2 Sur terre en ROTW: déroute du perdant, perdant avait au moins un pion 𝔸 européen et différence des pertes égale à 3L𝔻 ou plus
A.3 Sur mer : déroute du perdant et différence des pertes d'au moins 5N𝔻 ou 8 DGa.

VIII.10.10.1 Les batailles terrestres

A Organisation des armées et cavaleries Valable si au moins un pion armée de la classe en question.
A.1 Sipahi TUR (avant réforme M-2) a +1 en choc et poursuite plaine/désert
A.2 iim bonus +1 au choc en I-IV en plaine/forêt orientale
A.3 tercios toutes les autres armées ont un malus -1 en choc contre eux sauf i, im, ii et iim en I-V
A.4 iiim bonus +1 au choc en IV-V en plaine et forêts occidentales,

A.5 SUE bonus de +1 au choc en II-VI en forêts nordiques
A.6 iv bonus +1 en III-V en plaines et forêts occidentales

B Test de survie des généraux En Europe, sur terre, on ne teste pas le général d'un camp si son adversaire n'a pas au moins 3 L𝔻.

VIII.10.10.2 Les batailles navales

A Deux jours au maximum en cumulant les pertes jusqu'à la fuite (volontaire ou obligatoire) d'un camp.
A.1 Fuite obligatoire si le moral arrive à 0, ou si le nombre de pertes reçues est > nbre de D de la flotte (tenir compte ici des modificateurs finaux aux pertes). Dans les deux cas c'est une déroute (avec poursuite, etc.).
A.2 Fin 2e jour si egalité en moral ; peuvent choisir de retourner à un port (au choix) ou rester en mer (attaquant d'abord).
A.3 Les flottes continue leur action si elles ont gagné la bataille, sinon elles ont fini pour le tour (devant soit retourner auport, soit choisir de rester en mer en cas d'égalité mais sans rien faire de plus). Exception : on ne peut débuter un transport maritime après une bataille, même gagnée.

B Effet de la différence de taille des forces Modificateurs au dé de bataille
B.1 Si la flotte est de taille >= à (taille+1) adverse, +1 au choc
B.2 Si la flotte est de taille >= à (taille+3) adverse, +1 aux feu, choc
B.3 Si la flotte est de taille >= à (taille+5) adverse, +1 aux feu, choc et poursuite
B.4 Si la flotte est de taille >= à (taille+7) adverse, +1 aux feu, +2 choc et +1 poursuite
B.5 Si le moral perdu est > moral adverse perdu, -1 aux feu et choc

C Effet de la taille des forces Appliquer variation des pertes:
C.1 Si moins de 6 N𝔻: réduction des pertes
Si plus de 6 N𝔻 (ne pas compter les N𝔻E): line +1 if 7 to 12N𝔻; +2 if 13 to 18N𝔻; +3 if 19+N𝔻 de la table 'Size Comparison'.
C.2 Si l'adversaire a dérouté, les pertes sont minimales sont 1.
C.3 Le max de pertes que peut faire une flotte est le double de sa taille (1 si 'de' seul).

D Répartition des pertes
D.1 Integer **losses split** evenly in *Damaged*, *Destroyed* and *At port*, in units of N𝔻.
D.2 Winner: 1st N𝔻 lost *Damaged*, 2nd *Destroyed* and 3rd refitted (then loop over).
D.3 Loser (or equality.): 1st N𝔻 lost *Damaged*, 2nd *Destroyed* and 3rd *Damaged*.
D.4 Fractions ($^1/_3$or $^2/_3$) vs. NG𝔻 or NT𝔻 are rounded up. Fractions vs. N𝔻 are applied as N𝔻E or 2N𝔻E in the next category of loss.
D.5 Examples 2: $3^2/_3$losses against losing N𝔻: 2N𝔻 +2N𝔻EDamaged, 1 *Destroyed*
D.6 Examples 2: $4^1/_3$losses against winning NG𝔻 = 5 losses: 2 *Damaged*, 2 *Destroyed* (one immediately refitted fo no effect).

E Pertes en poursuite En plus des pertes normales, elles permettent de capturer ou attaquer les transports. Le niveau de capture est égal au nombre d'étoiles.
E.1 Capture de navires de guerre = le gagnant peut capturer un DN ou 2 DGa par * en poursuite (pris d'abord sur les Imm, puis les End, puis les autres)
E.2 Couler Transports = 2 DTr coulé par * de poursuite dédiée à ceci une force terrestre transportée au minimum égale à ce que ces DTr perdus transportent doivent être détruits.
E.3 Capturer Or = 2 DTr par * de poursuite dédiée à ceci avec 5 ors perdus, 10 🄾 capturés. Les transports sont gardés avec la flotte (et peuvent être repris, attaqué par pirates etc) jusqu'à un port de la métropole où ils disparaissent (et or dans le RT).

F Damaged ships *Damaged* N𝔻 are written down globally by naval zones: Mediterranean Sea, Atlantic in Europe, Atlantic in ROTW, Indian, Asian and East Pacific. They are refitted for usage:
F.1 cost = 0.5*coût achat DN à un round suivant pour les remettre en état. Effet = remet tout de suite en jeu les DN voulus.
F.2 gratuit au début du tour suivant si on entretient la flotte;
F.3 on peut la garder *Damaged* pour un coût d'entretien divisé par 2 ;
F.4 On les remet en priorité dans un Arsenal de la zone, sinon dans un port capable de les contenir.

VIII.10.11 En ROTW

A Indigènes et combat Ils attaquent des forces à chaque round normalement ; en cas de défaite avec déroute, ils n'attaquent pas ce joueur au round suivant, seulement celui d'après. En cas de victoire ou de défaite normale, ils attaquent dès le round suivant. Ils font le siège des forts/forteresses, mais jamais d'assaut [l'assaut est représenté en fin de round par l'attaque des indigènes]
B Une ville dans une région qui n'est à aucun pays mineur peut être attaquée sans déclaration préalable de guerre. La déclaration doit se faire à la phase des combats, les indigènes de la zone forment l'armée qui défend la ville et le pays européen peut ensuite, si il les défait, mettre le siège ou faire l'assaut. On ne peut installer une COL dans une telle zone qu'en ayant pris la ville au tour d'avant.
C Un TP établi ou une Mission a un fort. En revanche, une présence militaire autre qu'une forteresse peut causer l'activation des indigènes.
D Une COL n'a pas cet avantage (mais on peut en construire) ; cependant dans une COL établie, la présence de forces armées n'entraine plus de réaction des indigènes, mais seulement d'un pays mineur ayant la région, ou lors des résultats E* à une colonisation.

E Pillages
E.1 Sans A, les pillages en ROTW sont au plus ⊖.
E.2 L'or à terre est capturé à moitié si pillage ⊖ et en entier si pillage ⊕.
– NE PAS PRENDRE EN COMPTE – – NE PAS PRENDRE EN COMPTE – – NE PAS PRENDRE EN COMPTE – – NE PAS PRENDRE EN COMPTE – – NE PAS PRENDRE EN COMPTE – – NE PAS PRENDRE EN COMPTE – – NE PAS PRENDRE EN COMPTE –

Design note: The following (until end of chapter) is an old set of rule for fast battle. These are not up-to-date (far from it).
Do not read this. This is work in progress. Part or even all of it may be entierly wrong.
The tables are up-to-date. You can use them if you want.
A summary of the fast battle system (in English) can be found at `http://old.bamgames.org/Europa/EU8/dev/Fast-battle-en.txt`.
If you need further details, please feel free to ask us on the EU mailing list at Yahoo groups (in English) or at the forum `http://europa-universalis.frbb.net/forum.htm` (in French, but we'll answer in English if needed)...

VIII.11 Le combat rapide revisité – Version initiale du PPI – en chantier -

En cours de réécriture et adaptation aux évolutions.

VIII.11.1 Présentation

Ce système de combat terrestre rapide est repris de celui qui doit être présenté dans la 2e extension d'Europa Universalis toujours à paraître. Il doit permettre de ne plus prendre en considération les contenances d'armées pour aucun aspect du jeu, même hors europe (usure et combat contre les indigènes). Les règles du combat rapide, laissant de côté l'attrition, le problème de la taille des armées, les spécificités des campagnes hors europe, etc, des propositions de complément sont données ici.
Les règles écrites par Ph. Thibaut sont utilisés sauf pour les ajustements que nous proposons ; les majeurs sont indiqués en *italique* ci-dessous. Cette nouvelle écriture des règles est complète (à la différence de `eu8combat.pdf` qui ne donne que les changements proposés aux règles de combat rapide).
Enfin, comme le restant de nos modifications ajoutent deux joueurs et des puissances majeurs potentielles (Pologne, Suède, Prusse, Russie en périodes I et II), les tableaux font apparaître ces nations.

VIII.11.2 Autres règles militaires

– NE PAS PRENDRE EN COMPTE –

VIII.11.2.1 Phase de jeu

– NE PAS PRENDRE EN COMPTE –
On propose comme clarification et modification de la phase militaire de prendre la suivante. Le premier camp, ayant l'initiative, est celui qui a son monarque dont la somme des valeurs est la plus forte. Les alliés doivent bouger ensemble (ceci rend possible une coopération militaire) et prennent alors l'initiative du moins bon monarque. En cas d'égalité entre deux camps, tirer au hasard pour tout le tour au début du premier round.

A Séquence du round militaire
- Test de fin du tour après le round qui commence.
  Modification : il n'y a pas de test au 2e round – ainsi le tour comporte au moins 3 rounds.
- Phases du camp 1 :
  choix de la campagne, mouvements et découvertes ; interceptions (et batailles immédiates) possibles par le camp 2 pendant les mouvements, puis usure et batailles.
- Phases du camp 2 :
  choix de la campagne, mouvements et découvertes ; interceptions (et batailles immédiates) possibles par le camp 1 pendant les mouvements, puis usure et batailles.
- Phases finales :
  dans l'ordre d'initiative, sièges des deux camps (sape et/ou assaut), lutte contre les révoltes et les pirates.

VIII.11.2.2 Mouvement, empilement, attrition

– NE PAS PRENDRE EN COMPTE –

A b. Empilement, usure L'empilement maximum est de trois pions dans une même zone terrestre pour un camp donné avec une limite de 8 équivalents détachement d'un même camp et deux pachas. Cette limite doit être respectée à la fin du déplacement de chaque pile.
L'usure des mouvements terrestre est jouée sur la table d'attrition donnée ci-dessous dès que la pile fait au moins 6 PM. Elle se fait sur la table ci-dessous en Europe (voir plus pour hors-Europe). Les forces enfermées dans des fortifications subissent aussi une attrition si le siège a été mis depuis au moins le round précédent.

B c. Réorganisation des forces. Pendant la phase de mouvement d'un camp, il lui est possible d'intégrer des détachements dans des armées face -. Il faut deux détachements pour passer une armée - en armée +. Il est aussi possible de séparer des pions en armée sans que le nombre équivalent de détachement soit modifié. Ces ajustements peuvent se faire au cours du mouvement.

En revanche, il est interdit de faire apparaître un nouveau pion armée ; ainsi 2 DT ne peuvent devenir une A- ou une A+ ne peut se couper en 2 A-. On peut si on veut éliminer un pion armée dans les réorganisations.
Les forces qui interceptent un ennemi peuvent se réorganiser à la fois dans la zone de départ (pour laisser des forces en arrière) et dans celle d'arrivée (pour intégrer des forces déjà sur place). Le général qui a servi à l'interception doit suivre les forces interceptantes. Celles qui sont interceptées ne se réorganisent qu'après le combat. L'intercepteur peut donc gagner la bataille et se retrouver dans la même province qu'une pile ennemie : il aura le droit de tenter de l'intercepter si elle cherche à sortir de la province, et si les deux piles sont toujours au même endroit après les mouvements, une bataille sera résolue, la pile ayant interceptée comme attaquant.
Le niveau d'expérience des forces amalgamées (en une A+) doit être noté sur un papier. Il faut noter le nombre de DT équivalent vétéran (le reste est conscrit). Il faut aussi noter (pour la détermination du moral en cas d'égalité aux détachements) le moral du pion armée.

C d. Hiérarchie des chefs. La hiérarchie des généraux doit être respectées à chaque round. Si la hiérarchie n'est pas respectée en début de round, des forces terrestres ne peuvent être intégrées à une pile ou laissées que si cela permet de satisfaire à nouveau la hiérarchie (si plusieurs mouvements sont nécessaires, ils sont autorisés dans n'importe quel ordre du moment qu'à la fin des mouvements la hiérarchie est correcte). Sinon aucune armée ne peut modifier sa composition. Une pile terrestre ne peut pas ramasser ou laisser des forces en violant la hiérarchie.
Les piles multi-nationales sont commandées comme il suit :
- le monarques passe devant tous les autres généraux (y compris d'un autre pays) pour commander une pile,
- la majorité des troupes décide sinon de quel général commande ; en cas d'égalité du nombre de DT les joueurs choisissent (ou tirent su hasard si ils ne se mettent pas d'accord) ; si le pays majoritaire n'a pas de général présent, on utilise un général de remplacement de ce pays,
- pour le général qui commande, toute la pile est comptée au regard de la hiérarchie ; pour les généraux des autres pays qui ne sont pas le commandant en chef, ils n'ont que leur contingent sous leurs ordres pour déterminer le respect de la hiérarchie.

Ces mêmes règles s'appliquent pour les forces maritimes, avec comme seule diffférence que la taille de chaque contingent est comptée comme pour les forces terrestres : un pion F- compte comme 2 D, et un F+ comme 4. Les DGa comptent comme les DNav et les DC comme un demi.

D e. Interception Une pile ne peut tenter d'intercepter qu'une seule fois pendant le mouvement d'une pile ennemie. Une même pile peut cependant être victime de plusieurs tentatives d'interception par différentes piles ennemies durant son mouvement, au plus une interception par province dans laquelle elle entre.
Lors d'une interception, la pile interceptante peut laisser des forces en arrière et se réorganiser après le mouvement avec une force déjà sur place (pour respecter la limite de pions dans la région). Cette pile du camp en réaction est l'attaquant lors du combat qui est immédiatement résolu (avant tout autre mouvement) ; si l'interception est dans une province contenant des forces terrestres amies de l'intercepteur, c'est la force en mouvement qui est l'attaquant. Personne ne peut tenter de refuser le combat d'une interception réussie.
La force interceptante doit faire un jet d'attrition si elle entre dans une province ennemie non occupée par des troupes amies (qui feraient le siège). Celle interceptée teste l'attrition si elle a déjà bougé d'au moins 6 PM.
Après le combat, si la force interceptée a gagné le combat, elle peut poursuivre son mouvement (mais n'aura plus à tester l'attrition si elle a déjà dû le faire).

E f. Passer outre l'ennemi. Une force de 2 A+ entrant dans une province ne contenant qu'un détachement peut déclarer un combat d'écrasement. Le combat est immédiatement résolu (sans résoudre maintenant l'attrition) et si la force active gagne, elle peut continuer son mouvement. Si elle perd, elle retraite et test après le combat l'attrition éventuelle si elle avait fait au moins 6 PM avant la bataille.
Une force entrant dans une province contenant une forteresse hostile non assiégée doit s'y arrêter sauf si elle laisse une force suffisante pour mettre le siège (1 DT par niveau de la forteresse), le restant pouvant continuer le mouvement.

L'attrition éventuelle portera en priorité sur les troupes qui ont poursuivi le mouvement.

VIII.11.2.3 Logistique des guerres

A a. Les campagnes. Le fonctionnement des campagnes est modifié. Il existe 4 types de campagnes.

Un pacha compte pour 1 DT dans l'empilement pour cette règle et on peut en mettre un seul dans les piles des campagnes actives ou majeures limitées à 5DT. Quand il n'y a pas cette limite, l'empilement maximum est de 8DT, 3 pions plus 2 pachas (règle du chapitre II).
La campagne d'une pile multinationales peut être payée par n'importe quel pays majeur ayant des troupes dans la pile. Un pays mineur ne peut prendre à sa charge que les piles qu'il commande.

B b. Achat de troupes. L'achat de troupe se fait uniquement par pion entier. Les limites d'achat par période ont été adaptées dans le tableau final ; elles sont exprimées en équivalent détachement.
Le prix d'achat d'un détachement terrestre est maintenant toujours égal à la moitié (arrondie au supérieur) du prix d'une A-. Il faut remarquer que les pions armées doivent être achetés comme tels et qu'il est impossible d'en créer au cours des réorganisations. À la phase de logistique les réorganisations sont possibles autant avant qu'après l'entretien et le placement des nouvelles unités.

C c. Entretien des troupes *Pour rendre compte de la difficulté de maintenir une armée levée à cette époque, et à la payer, les coûts d'entretien sont majorés en temps de paix (y compris pendant seulement des guerres maritimes). Le prix n'est pas modifié quand le pays est en guerre car l'armée peut vivre partiellement sur le pays et parfois les soldats sont réquisitionnés et ne peuvent repartir même en l'absence de solde régulière.*
Le coût d'entretien des troupes n'est pas le même si le pays majeur est en guerre ou en paix. Les tableaux d'entretien indiquent les nouveaux coûts (pour vétérans et conscrits). Lors d'une guerre commerciale ou une intervention limitée (défensive ou offensive), le pays utilise le coût d'entretien en paix. Le coût en guerre est réservé à une guerre complète. Noter que certaines interventions dans des guerres provoquées par des événements (guerres civiles en particulier), sont des guerre complètes (du moment que l'intervention n'est pas qualifiée de limitée).

D d. Levée exceptionnelle. *L'épuisement des forces armées étant trop élévé, on donne la possibilité de lever des troupes durant la phase militaire.* En cas de pénurie de troupes durant la phase militaire, un pays peut procéder à une levée exceptionnel de forces terrestres si il vient de subir une DEFAITE MAJEURE. Décider d'une levée exceptionnel se fait en toute fin d'un round (dans l'ordre l'initiative) et fait perdre 1 en stabilité (sauf à la Suède et à la Prusse).
Cette levée est la poursuite de la conscription à la phase logistique et respecte donc les limites d'achat de troupe (et les coûts correspondant) en ajoutant les nouvelles troupes à celles levées au début du tour. Une fois la levée exceptionnelle décrétée, le pays peut continuer de lever des troupes à la fin de chaque round (dans les limites du recrutement maximum) sans perdre de stabilité supplémentaire.

E f. Prêts exceptionnels. Pour faire face aux dépenses imprévues des rounds militaires, il est possible de souscrire des prêts durant les phases militaires. Ils se font aux mêmes conditions que les prêts de la phase logistique, obéissent aux mêmes restrictions si ce n'est qu'on peut en faire un à ce moment même si un premier a été souscrit pendant la logistique. Un prêt demandé durant les phases militaires ou en fin de tour ne peut en revanche pas être refusé, quelles que soient les conditions obtenues.

VIII.11.3 Le combat rapide

– NE PAS PRENDRE EN COMPTE –
Les forces armées terrestres sont dans ce système toujours évaluées en équivalent détachement pour toutes les fonctions du jeu : combat mais aussi logistique, empilement et attrition, en Europe comme dans le reste du monde.
Faisons un survol du combat rapide : il se déroule en 1 ou 2 round, sans avoir à calculer des facteurs de Feu et de Choc. À chaque round, chaque joueur lance 1 dé pour le feu puis un pour le choc (*si personne n'a craqué au moral*

après le feu) sur la nouvelle table de combat ; la colonne y est determinée par la technologie (tables des aides de jeu). Les dommages sont évalués en nombre équivalent de détachements perdus par l'adversaire et en points de moral.
Si personne ne craque à la fin du 1er round ni ne tente de retraiter pendant la bataille (règle §E (5. Rompre le combat.) of section VIII.11.3.3 (Pendant les rounds de combat)), un second round a lieu de la même manière mais avec -1 aux jets de dés pour les deux protagonistes. L'armée vaincue subit une poursuite (toujours en colonne E) *même si elle n'a pas craqué au moral*.
On calcule ensuite le nombre de pertes effectivement subies par chaque côté (*voir plus bas les modificateurs de taille d'armée à utiliser, section VIII.11.3.4 (Variation des pertes)*). Le perdant peut subir des pertes supplémentaires en faisant un test sur la table de retraite. La totalité des pertes sont alors appliquées aux armées.

VIII.11.3.1 Description des armées, moral, technologie

– NE PAS PRENDRE EN COMPTE –
Toute force militaire est maintenant ramenée à son contenu en détachement selon l'équivalence : 1 A- = 2D ; 1 A+ = 4D. Les pachas turcs valent de 0 à 3 détachements selon ce qui est indiqué. Les pions armées ont quand même une particularité importante : ils sont les seuls à contenir de l'artillerie.
Le **moral** d'une pile est celui de la majorité des forces, comptée en équivalent détachement. En cas d'égalité on prend d'abord le moral de la majorité des pions armées. Une égalité à nouveau donne un moral conscrit. Cette procédure est aussi utilisée pour connaître la technologie militaire d'une pile. La moins bonne est utilisée en cas d'égalité.
Chaque pion appartient à une certaine **classe** militaire qui décrit en quelque sorte l'évolution des diverses doctrines et tailles des armées de l'époque et décide de sa taille (de 0 à 7) en fonction de la période en cours.
La **taille** d'une pile militaire est donnée par la moyenne, arrondie à l'inférieure, des tailles de chaque unité. Cette moyenne est comptabilisée en équivalents détachements (donc une A+ compte pour 4 fois plus qu'un DT) et arrondie strictement à l'inférieur.
Exception: Si des pachas accompagnent l'armée, le moral est forcément conscrit. Le restant (taille et technologie) est déterminé selon la règle normale.

VIII.11.3.2 Séquence de la bataille

– NE PAS PRENDRE EN COMPTE –
La bataille commence après les tentatives éventuelles d'interception, de retraite avant combat, et les jets d'attrition des forces qui ont bougé.
A. Les rounds de combat, simultanés. Si à la fin d'un des 4 rounds, une armée a craqué au moral (aussi appelé déroute, c'est-à-dire est arrivé à 0 ou moins au moral), *passer directement en C.1*
1. Premier round de feu : chaque camp lance un dé modifié sous la colonne de feu. On retient les pertes faites par les deux camps.
2. Premier round de choc : chaque camp lance un dé modifié sous la colonne de choc. On ajoute les résultat aux pertes faites par chaque camp.
B. Possibilité de rompre le combat, défenseur puis attaquant. Si les pertes sont à ce moment suffisantes pour que, une fois modifiées par les pertes variables, un camp soit éliminé, le combat cesse et on passe au C.
3. Second round de feu : chaque camp lance un dé modifié sous la colonne de feu, avec -1 au dé. On ajoute le résultat aux pertes faites par chaque camp.
4. Second round de choc : chaque camp lance un dé modifié sous la colonne de choc, avec -1 au dé. On ajoute le résultat aux pertes faites par chaque camp.
C.1 Si une armée a craqué au moral et pas l'autre, effectuer un jet de poursuite (colonne E).
C.2 Si une armée a moins de moral restant que l'autre mais n'est pas en déroute, elle perd le combat. *Le vainqueur fait une poursuite qui peut causer une déroute.*
C.3 Si les deux armées ont le même moral final ou que les deux ont craqué au moral, chaque camp retourne d'où il vient, on ne fait pas de poursuite et personne ne gagne

D. On totalise les pertes de chaque camp (des 4 rounds et la poursuite) qui sont modifiées en fonction de la taille de l'armée causant les pertes, *ensuite de sa classe comparée à celle de l'armée prenant les pertes*.
E. Le perdant du combat (qui doit retraiter) fait un test d'attrition au cours de la retraite qui peut accroître ses pertes de $1/2$ ou 1. La manœuvre du général est utilisée si la force n'est pas en déroute.
F. Les pertes sont arrondies à l'entier inférieur (sauf 1/2 qui devient 1).
G. Les tests de perte des généraux sont faits (règle usuelle). On regarde si il y a eu bataille majeure.

VIII.11.3.3 Pendant les rounds de combat

– NE PAS PRENDRE EN COMPTE –

A 1. Technologie et feu. - Une armée en Médiéval ne lance pas de jet de feu.
- En Renaissance, une force utilise le table de feu si elle contient des pions armées, ou bien si elle n'a que des DT, quand elle combat des indigènes ou pays non européens en Médiéval. Dans les deux cas elle ne fait que les pertes au moral.
- En Arquebuse, les pertes obtenues sur la table doivent être divisées par deux (arrondies à l'inférieur).
- Pour toutes les technologies après Arquebuse, les pertes sont celles indiquées.

B 2. Modificateurs. Ils sont indiqués à côté de la table de combat (terrain; -1 au second round; effet des généraux).

C 3. Avantage de cavalerie. Chaque pile contient un nombre de cavalerie qui dépend de sa taille et de la quantité de cavalerie par équivalent détachement. Une valeur *qui dépend de la nationalité de l'armée en question (voir ci-dessous)* est multipliée par le nombre d'équivalent de détachement et donne ainsi la quantité de cavalerie dans la force. Les DT contiennent autant de cavalerie par détachement que les A.
Si un camp a au moins deux fois plus de cavalerie que son adversaire, il a +1 au dé pour le choc et la poursuite si la bataille est en plaine (qu'il soit défenseur ou attaquant), désert, ou dans les forêts orientales (voir section VIII.11.4.5 (La cavalerie et les forêts orientales), pour certaines technologies seulement).

D 4. Poursuite. Les jets de poursuite sont affectés par le différentiel de choc, le terrain, l'avantage de cavalerie et la condition à la fin du combat :
+1 si l'adversaire a craqué au feu,
+2 si l'adversaire a craqué à un des 2 premiers rounds (cumulable avec le précédent).

E 5. Rompre le combat. Lors du segment B. de la bataille, entre les 2 premiers rounds de feu puis choc et les deux derniers, une armée peut décider de rompre le combat. Le défenseur a la possibilité de le faire et, si il décline ou échoue, l'attaquant peut le tenter.
Un jet de dé inférieur à la manœuvre du général plus le moral restant à l'armée permet de finir la bataille tout de suite ; celui qui rompt le combat est le perdant. On finit le combat par le segment C.2 et les suivants. Si le test est échoué, le combat continuera et l'adversaire a un bonus de +2 à son jet de feu subséquent.

VIII.11.3.4 Variation des pertes

– NE PAS PRENDRE EN COMPTE –
Le résultat des pertes est le total de ce qui est fait aux différents tests de feu, choc et éventuellement poursuite (mais sans la retraite) donnant un nombre d'équivalent détachement encaissé par l'armée adversaire. Cependant la table est prévue pour donner le nombre de pertes faites par une pile de 2 A+ à une armée de même taille. Notez qu'avoir plus de 8 DT dans une pile (pour la Turquie avec les pachas) ne donne aucun avantage : pas de pertes supplémentaires (à la différence du traitement des indigènes, voir *infra*).
1. Pour tenir compte de la taille réelle de l'armée, on consulte la table des pertes variables (voir tables de combat) qui indique combien de perte enlever pour obtenir le nombre de pertes final. **On applique une limitation importante**

à ce stade : le total des perte ne peut être supérieur à la taille de l'armée causant les pertes, comptée en équivalent détachement.
2. *On compare ensuite le type de chaque armée.* Il y a 5 groupe d'armée qui sont les suivants, leur taille étant indiquée pour les sept périodes (la répartition précise est indiquée dans les annexes pour les mineurs et sur les tableaux des majeurs) :
Le tableau suivant (à droite) permet alors de déterminer le différentiel selon la taille de chaque armée. On a mis en caractère gras les lignes et colonnes qui servent usuellement, en caractères normaux celles où des armées de tailles différentes sont mélangées (colonne 1, 5 et 6). L'armée qui subit les dommages est prise en ordonnée sur une colonne, celle qui les inflige sur une ligne ; le tableau est symétrique avec un changement de signe par rapport à la diagonale.
Algorithme : diviser la différence de taille entre l'armée la plus grande et la plus petite par 3 et arrondir au modificateur le plus proche pour obtenir le +? accordé à l'armée de taille plus grande.
3. Les pertes véritablement infligées sont alors celles données par le tableau ci-dessus, la ligne 0 correspondant au nombre de perte calculé à l'étape A, avant le modificateur dû à la comparaison des classes d'armée.
4. On ajoute à la valeur obtenue le nombre de pertes données par la table de retraite (qui n'est pas modifié donc par le point **3**). Les pertes obtenue sont arrondies à l'unité inférieure (sauf ½ qui donne 1) et donnent la valeur en équivalent détachement du nombre de pertes effectuées.

VIII.11.3.5 Qui gagne le combat

– NE PAS PRENDRE EN COMPTE –
Les différentes issues du combat sont données dans la séquence des batailles et détaillées ici.
Le vainqueur de la bataille.
C.1 Si une armée seule armée craque au moral (arrive à 0 ou moins) et pas l'autre à la fin d'un round, l'adversaire gagne le combat. Il effectue une poursuite, on ajuste les pertes. Le perdant recule dans une zone amie adjacente et fait un test d'attrition sans soustraire la manœuvre du général. Les PVs normaux sont accordés.
C.2 Si aucune armée n'a craqué au moral après les 4 rounds, l'armée qui a le moins de moral restant perd le combat. *Le vainqueur fait une poursuite.* Les pertes dues à la poursuite peuvent entraîner une déroute du perdant, en quel cas la fin de la procédure est la même que C.1. Autrement, le perdant recule dans une zone amie adjacente et fait un test d'attrition modifié par la manœuvre du général. Des PVs réduits de moitié sont accordés.
C.3 Si les deux armées ont le même moral final, ou si les deux ont dérouté, chaque camp retourne d'où il vient. C'est-à-dire qu'un siège continue à être maintenu, qu'une armée qui vient de se déplacer ou d'intercepter retourne dans la zone où elle était juste avant le combat. Il n'y a pas de poursuite; IL Y A ATTRITION de retraite et personne ne gagne ni ne marque de PV.

Une **victoire majeure** est accordée si le perdant a effectivement perdu **3** détachements de plus que le vainqueur (après modifications de la classe, retraite et arrondis), ou **4** DT si le perdant avait un modificateur de comparaison de taille égal à -2.
Les pertes sont réparties par celui qui les subit comme il le veut parmi ses forces. Il peut détruire des pions armées (une A+ = 4D) par exemple ou faire tout son possible pour en garder (par exemple 2 A+ subissant 4 pertes peuvent rester sous forme de 1 A+ ou 2 A- ou encore 4D – ce qui poserait des problèmes d'empilement...)

VIII.11.4 Les sièges

– NE PAS PRENDRE EN COMPTE –

VIII.11.4.1 L'assaut

– NE PAS PRENDRE EN COMPTE –

A Les rounds d'assaut. L'assaut se fait en deux jets, un de feu puis un de choc sauf que le choc n'est pas fait par un camp qui a craqué au moral . Les tables de combat montrent une colonne spécifique à l'assiégé et une pour l'assiégeant. Noter que l'assiégé fait une perte en moins au feu et au choc si le combat est suite à une **brèche**.

B Modificateurs. L'assiégeant ajoute 1 si le défenseur est médiéval, soustrait 1 si le défenseur est en arquebuse ou mieux, à son feu et son choc. L'assiégeant soustrait aussi le niveau de la forteresse aux deux si il n'y a pas eu de brèche. Enfin, l'artillerie ajoute +1 en assaut si l'assiégeant a au moins 4 fois le niveau de la forteresse en artillerie (sauf contre un fort).

C Les ajustements aux pertes.
- 1- si l'assiégeant n'a pas 2 A+, le tableau des pertes variables réduit ce qu'il inflige ;
- 2- la Turquie et la Russie jusqu'en 1614, et la Pologne jusqu'en 1559 augmentent les pertes faites en assaut de 1/2 par A+ présente ;
- 3- l'assiégeant prend une demie-perte en plus si il a craqué au moral.
- 4- les pertes de l'assiégeant sont limitées au nombre de DT dans la fortification plus 2 fois la résistance de la forteresse (ajustée par la brèche).

D Résistance de la forteresse. Les pertes faites à l'assiégé sont d'abord prises sur les unités enfermées dans la forteresse, puis sur la résistance de celle-ci. Cette résistance est égale à son niveau, mais est réduite en cas de brèche. Elle revient à son niveau maximum après chaque assaut.

E La victoire. Elle revient au camp selon l'ordre de priorité suivant :
1. Assiégé, si l'assiégeant est éliminé ;
2. Assiégeant, si les troupes à l'intérieur sont éliminées et la résistance atteint 0, ou si l'assiégé craque au moral (même si l'assiégeant déroute) ;
3. Assiégé, si l'assiégeant seul ou si personne ne craque au moral.

VIII.11.4.2 La sape

– NE PAS PRENDRE EN COMPTE –

A Mettre le siège. Le siège par usure n'est presque pas modifié. Un pion armée contient toujours un nombre d'artillerie égal à celui de la contenance maximum de sa nation à la période en cours. Une armée sur la face - contient l'artillerie de l'armée + divisée par 2 et arrondie à l'inférieur.
Il faut pour maintenir le siège devant une forteresse disposer d'au moins autant d'équivalent détachement que le niveau de la forteresse. Si l'assiégeant ne peut maintenir le siège en fin de round (après un assaut ou une bataille), il doit immédiatement retraiter dans une province amie (avant de pouvoir piller) et jouer l'attrition. Si il choisit de maintenir le siège, il doit soit lancer un assaut, soit faire un test dur la table de sape (qui peut être suivi d'un assaut en cas de brèche).
Le propriétaire de la forteresse peut laisser des troupes dans celle-ci. L'empilement dans une forteresse est d'au plus 2DT par niveau de la forteresse, ou d'un DT dans les forts. Ces forces subissent une attrition à chaque fin de phase de mouvement si le siège est déjà établi. Une fois enfermés dans une forteresse, une force ne peut en sortir qu'en fin de siège (victorieux ou non) et n'a pas le droit s'attaquer les assiégeants.

B Résolution de la sape. On utilise la table des annexes, avec les modificateurs indiqués.
Les pertes assiégeantes obtenues sur la table des sièges se résolvent en lançant 1d10, diminué des valeurs en siège des généraux et augmenté de 1 par DT (ou équivalent) en défense dans la forteresse. Si le résultat est inférieur (strictement) au nombre de round de siège écoulé, l'assiégeant doit faire un test d'attrition sur la table adéquante (Europe ou non) avec les modificateurs indiqués.

VIII.11.4.3 Prise des forteresse

Une forteresse qui tombe par assaut ou sape perd 2 niveaux de fortification (avec la valeur mise sur la carte en tant que minimum), sauf si le nouvel occupant décide immédiatement de mettre un garnison. Il doit pour cela utiliser un DT qui est perdu (le DT peut provenir de la séparation d'un pion armée).

VIII.11.4.4 Généraux ingénieurs

– NE PAS PRENDRE EN COMPTE –
Un petit nombre de généraux sont en fait des ingénieurs militaires : Vauban, Coehoorn et Dahlberg. Ils n'ont pas à respecter la hiérarchie militaire si le joueur le souhaite (et peuvent ainsi autant aider à un siège que rester seuls dans une forteresse pour la défendre) mais sont alors restreints aux actions de siège. Il peuvent être utilisés comme des généraux mais entrent alors dans la hiérarchie.

VIII.11.4.5 La cavalerie et les forêts orientales

– NE PAS PRENDRE EN COMPTE –
L'usage de la cavalerie en Europe orientale n'est pas entièrement simulée dans le jeu. En effet celle-ci domina pendant la période 1500-1600, en particulier la cavalerie polonaise (hussards), grâce à ses capacités de choc, sa mobilité et surtout la possibilité de contrôler les larges espaces de la région et de s'y ravitailler alors que le peuplement n'était qu'éparse. Les changements suivants sont proposés.

A a. Étendue des forêts orientales. Ce sont toutes les forêts à l'est de la ligne Neumark, Lausitz, Österreich, Steienmark (provinces comprises), au nord de Transylvania, Marosz, Moldavia (provinces comprises aussi) puis ligne plein est jusqu'à la carte. Les provinces de la Finlande ne sont pas dans la zone, ni celles de la Scandinavie.

B b. Supériorité de cavalerie. Le bonus de supériorité de cavalerie en combat est rétabli dans les zones de forêt d'europe orientale pour certaines technologies.
Les pays de technologie latine ou orthodoxe peuvent en bénéficier dans ces forêts si leur technologie est Arquebuse, Mousquet ou Baroque. Si l'adversaire est de technologie Manœuvre ou Dentelles, tout avantage de cavalerie est annulé.
Les pays musulmans n'ont jamais cet avantage du fait de leur cavalerie plus légère. Leur propre avantage réside dans le nombre de cavalerie présent dans leur armée.

C c. Siège. Une force pouvant bénéficier du bonus précédent et qui assiège en forêt orientale avec un nombre de cavalerie supérieur ou égal à 8, réduit le modificateur de mauvais terrain à -1 au lieu de -2. De plus elle n'a pas le malus de terrain non clair pour tester le résultat "pertes assiégeantes".

VIII.11.4.6 Le militaire et la mer Baltique

– NE PAS PRENDRE EN COMPTE –

A a. Les galères. *Les galères qui agissent en mer Baltique n'eurent jamais une domination nette face aux navires de ligne comme cela put être en méditerranée. En fait les galères sont plus souvent des navires légers ne pouvant pas tenir des sorties océaniques longues, sans être techniquement des galères. Cela a permis la constitution de flottes pas trop chères et d'efficacité convenable à certains pays mais pas plus.*
Avant 1615, les galères en mer Baltique ne bénéficient pas du bonus en combat contre les vaisseaux de ligne de la *règle 53.7*.

B b. Gel de la mer Baltique. En cas d'événement de mauvais temps, si le jet de dé est 1 le détroit du Sund est gelé pour le round et autorise le passage d'armées entre la province Danmark et les provinces de Skäne, Schleswig, Lübeck et Jutland. Le passage est considéré un mouvement en terrain difficile mais sans détroit (y compris pour l'effet sur le combat). La province maritime "Sund" est impassable en cas de gel (et les flottes qui y sont présentent restent bloquées) ; une flotte à Copenhague ne peut sortir que en mer Baltique.

VIII.11.5 Diverses règles militaires

– NE PAS PRENDRE EN COMPTE –

A a. *53.22* Les monarques au combat. Le tableau de la règle *53.22* est remplacé la procédure qui suit. On tire d'abord la valeur moyenne comme général du souverain sur la 1ère partie de la table. Seule cette valeur moyenne est initialement connue. À la première bataille que commande le souverain, on modifie séparément chaque valeur par le jet de 1d10 sur la table en-dessous ; avant cela on utilise la valeur moyenne comme manœuvre. La compétence en siège est de 0, ou 1 si la valeur moyenne est de 4 ou 5, modifiée par la seconde étape qui est tirée lors de sa première action de sape. Le modificateur pour un roi adolescent s'ajoute après la détermination des valeurs.

B b. *53.21* Inondation des provinces hollandaises. L'inondation touche les provinces de Friesland, Utrecht, Holland, Overijssel, Gelderland. Elle est annoncée à la phase de mouvement de l'ennemi et toute armée hostile dans la zone doit retraiter (qu'elle vienne d'entrer ou non).

C c. Les Croisades. Lors d'une croisade (guerre à l'appel du pape), deux pions armées Croisés sont disponibles qui peuvent être constitués de détachement de n'importe quels pays en guerre. Ils ont la contenance générique des pays d'occident (la même que ceux d'Italie et du Saint-Empire, classe III) et de technologie des latins. La composition exacte de ces armées doit etre notée. Leur utilisation est entièrement confiée au chef de la croisade (y compris pour la répartition des pertes au combat).

D d. Les amiraux corsaires. Les corsaires (dont le symbole est en blanc) de rang A, B ou C sont en fait aussi des amiraux et peuvent commander de flottes. Si ils ne sont pas mis avec des pions corsaires, ils font partie de la hiérarchie des amiraux. Les corsaires de rang inférieurs ne peuvent commander que des pions corsaires et des DN. *Les nouveaux pions remplacent tous les corsaires affectés par des amiraux corsaires et permettent de se passer de cette règle.*

E e. Les alliés indigènes. Les alliés indigènes et les troupes du mineur Iroquois ont les capacités particulières suivantes :
- ils sont toujours ravitaillés dans leur province d'origine et jusqu'à 12 PM de celle-ci;
- on considère qu'ils donnent une manœuvre de 5 pour le mouvement à la pile qu'ils accompagnent ;
- si ils sont seuls en attaque, ils ne tiennent pas compte du terrain.

F f. *53.14* Les Cosaques. Quand la Russie bénéficie de l'aide des Cosaques, elle applique les deux effets suivants :
- entretien gratuit de 2DT conscrits en Sibérie ;
- achat gratuit à chaque tour d'un DT en Sibérie ou dans une province des Cosaques.

VIII.11.6 Partie navale

– NE PAS PRENDRE EN COMPTE –
La gestion des forces navales est maintenant dans ces règles simplifiée de façon à ne comptabiliser que des détachements navals et des flottes (et non des navires individuels) et à utliser le système de combat accéléré.

VIII.11.6.1 Description des unités navales

– NE PAS PRENDRE EN COMPTE –
Les forces maritimes sont représentées par des **détachements navals**, notés **pions DN**, et appelés dans les règles **DNav** si ils contiennent des navires de guerre à voile, **DGa** si ils contiennent des galères. Pour Venise, **DGal** indiquent spécifiquement des galéasses. Elle dispose en effet à partir de 1550 d'au plus 2 DGal (soit dans des flottes, soit représentées par un pion DN) qui se comportent comme des galères, sauf en combat. Les pions détachements navals peuvent ainsi représenter des navires à voile ou des galères et ceci est à noter sur la feuille de marque.

Un nouveau type de pions, notés **DTr**, représentent des **vaisseaux de transport**. Les pays mineurs (autres que ceux qui peuvent devenir ou ont été majeur) disposent tous d'un pion DTr qui peut leur servir à représenter un détachement

de transports seulement en plus de ceux dans les flottes. Les pays majeurs en ont 4 (ESP, POR, FRA, ANG, HOL, TUR) ou 2 (les autres).
La flottes de l'Or, le convoi de Smyrne et le convoi des Indes Orientales sont tous des flottes de transport : ils contiennent chacun 5 DTr. Les convois de Smyrne et des Indes portent 10d par DTr, et la Flota de Oro voie l'Or transportée dans sa capacité de transport d'Or illimitée répartie également entre les 5 DTr.

Les explorations maritimes hors de l'Europe peut se faire avec des escadres réduites qui sont appelées de **détachements d'exploration**, ou **DE**, qui sont en gros un tiers ou un demi DN (selon le cas)[1]. Ils servent aussi pour fractionner l'attrition et les pertes en combat des navires de guerre et galères. Il est ainsi rajouté des pions DE dont le nombre maximal dépend du pays (les mineurs ont 2 DE au plus sauf Oman et Aden qui en ont 4 ; pour les pays majeurs voir la table des limites navales). Les pions DE contiennent en général des navires à voile (pour les explorations maritimes), sauf mention explicite sur la feuille de marque quand il s'agit de galères (après attrition ou combat) [2].
Consolidation - Si 3 DE d'un même pays sont dans la même pile navale (après un combat ou des pertes par attrition, même si ils sont dans des pions F différents), ils sont immédiatement fondus en un DN si un pion est disponible. Il n'est pas possible de volontairement couper un DN en détachements d'exploration (mais on pourra acheter des DE séparément).

Tous ces détachements peuvent être réunis dans des **flottes**, pions notés F, dont la contenance (face - ou +) varie selon le pays et la période (de 2DN/1DTr à 7DN/2DTr). Un DGa (ou DGal) ou un DE n'occupe dans une flotte la place que d'un demi-DN dans les pions de flotte F. Les détachements qui sont dans des pions de flottes n'utilisent pas de pions. Il faut noter sur la feuille militaire ce que contient exactement la flotte comme on note la nature des pions DN (vaisseaux, galères, transports, galéasses ou détachements d'exploration). Voir la **table de contenance des pions flottes** selon le pays.

La **limite d'empilement** dans chaque pile navale est de deux pions plus un DE à tout moment la phase de mouvement (avant les combats). Des piles navales séparées d'un même camp peuvent être dans la même mer (pour ainsi faire des actions séparées). Un port ne peut contenir qu'un seule pile.

VIII.11.6.2 Logistique des forces navales

– NE PAS PRENDRE EN COMPTE –
Les forces navales sont entretenues par pion DN, F- ou F+. L'entretien a un coût indiqué dans les tableaux de chaque pays. On peut utiliser l'équivalence suivante pour la force gratuite de base : D entretient 2 DE et 2D permettent l'entretien de F-, 4D de F+ (l'équivalence inverse n'est pas possible). En revanche un pion posé doit être entretenu sans lui appliquer cette équivalence (F+ ne peut être compté comme 2 F-). Les DTr s'entretiennent comme des DN (de même que DNav, DGa ou DGal s'entretiennent de la même façon).
L'achat se fait par DN, les coûts étant différents entre les DNav, les DGal et les DTr. Il est aussi possible d'acheter des flottes entières F+ ou remplies à moitié F-, au coût indiqué (en général réduit). Enfin des DE peuvent être achetées au prix de la moitié d'un DN du type de navire choisi.
On verra ci-dessous la **table des limites d'achat par tour et du maximum de DN par période**. Les DTr ne comptent pas dans ces deux limites ; les DGa si mais comme 1/2 DN seulement. Pour le nombre de navires, les DE dans les flottes sont arrondis au DN (ou DGa) supérieur, tandis que les DE qui ne sont pas dans les flottes sont limités par le nombre de pions disponibles. À l'achat, un DE compte pour 1/2 DN (pour le coût et la limite d'achat par tour).

A Renforts des pays mineurs. La table des renforts navals est modifiée de manière à convertir les navires reçus en DN ou DE. 2 ou 3N correspondent à DE ; 5 ou 10N à DN ; 15N à F- ; 20N à 3DN et DTr ; 30N à 4DN et DTr.

[1] Les DE sont comptés comme un demi en général, sauf dans les tables d'attrition et de pertes en combat où il sont un tiers des DN, et pour reformer un DN à partir de DE sur la carte où l'équivalence est de 3 DE pour un DN
[2] Les pions DE seront faits avec deux faces : l'une représent les DE, l'autre sert aux DC, voir plus bas le paragraphe sur les explorations.

VIII.11.6.3 Clarification sur les mouvements

Une pile navale dispose d'un potentiel de mouvement illimité pendant un round et peut ramasser ou laisser des détachements en route librement. Des forces laissées ou ramassées ne peuvent faire ou avoir fait d'autres mouvements du round. Une pile est restreinte de deux manières durant la phase militaire. Premièrement elle ne peut faire que l'une des activités suivantes par round : transport naval (c'est-à-dire débarquement de troupes, accompagné d'un blocus de la province de débarquement et du soutien de ravitaillement des forces débarquées – on peut embarquer librement des troupes pour les transporter et faire une des actions décrites ici librement si on ne les décharge pas ; voir plus bas l'exception des conquistadors), mise en blocus d'un port (qui peut ne s'annoncer qu'à la phase des sièges, avant tout test de siège), lutte contre les pirates d'une zone commerciale, exploration d'une nouvelle mer, attaque d'une pile navale ennemie en mer.
Deuxièmement elle doit faire un test d'attrition à la fin de son mouvement ainsi qu'à chaque combat ou au moment de débarquer des troupes, ce qui cesse même temporairement son mouvement. La flotte peut donc être conduite à faire plusieurs attritions dans un même tour et le nombre de provinces traversées est celui entre deux de ces tests d'attrition.
L'empilement est limitée dans chaque pile navale à deux pions plus un DE, et non dans chaque mer. Cependant seule une pile navale d'un camp est autorisée à faire une action donnée dans une mer (c'est-à-dire lutter contre pirates et corsaires, ou attaquer une pile ennemie spécifique, ou encore mettre le blocus à un port précisé). Deux piles maritimes peuvent tout de même mettre un blocus de manière indépendante à deux ports sur la même zone.

A Interception. Durant les mouvements, les flottes ennemies peuvent tenter d'intercepter dans leur mer ou la mer adjacente la pile maritime qui bouge, sans limite du nombre de tentative. La force en mouvement peut tenter d'intercepter une fois (et une seule) toute pile maritime en mer en étant dans sa zone, afin de forcer le combat tout de suite. On résout d'abord les interceptions de forces inactives avant de tenter celles de la pile active. En cas de réussite, on fait immédiatement les tests d'attrition des flottes (celle active, et celle inactive si c'est elle qui intercepte). La flotte active pourra continuer son mouvement après interception si elle gagne la bataille. Une flotte défaite ne peut plus intercepter pendant jusqu'à début de sa prochaine phase de mouvement.
De toute façon, et sans test d'interception, le combat devient possible et automatique contre une force maritime dans la même mer après les déplacements (mais ceci compte alors comme l'action de la force navale pour le round).

VIII.11.6.4 Transport maritime

– NE PAS PRENDRE EN COMPTE –
La **table de transport maritime** indique le nombre de points de transport nécessaires pour embarquer un DT (il en faut 2) ou une A- (de 3 à 6 selon la classe d'armée). Une A+ compte comme deux A-. Les DN (DNav, DGa ou DGal) transportent 1 point chacun et les DTr transportent 3 points (c'est même leur unique fonction !). Les DE transportent seulement 1/2 points. Les DC (conquistadors) ne demandent eux que 1/2 point de transport.
Autre limite, un pion naval ne peut en général transporter qu'un seul pion terrestre. Pour être plus précis, un pion F de navires peut transporter jusqu'à une A+ (soit l'équivalent de 4 DT, éventuellement en 2 pions, mais pas 3) ; si le transport est assuré par des DGa et des DTr dans F, la limite passe à 2A+ en 3 pions. Un détachement naval (de toute nature : DTr, DN, DE) ne peut contenir plus d'un pion (donc DC, DT ou A- pour les armées les plus petites).
Une force navale doit faire un test d'attrition au moment où elle débarque des forces. Si elle obtient des pertes par attrition, le même pourcentage de perte est appliqué aux DT ou armées transportées en consultant la table des forces restantes après attrition. En combat maritime, les pertes n'affectent les armées que quand il n'y a plus assez de navires intacts pour transporter les troupes (les forces terrestres en trop sont détruites tout de suite).

VIII.11.6.5 s

ectionAttrition en mer – NE PAS PRENDRE EN COMPTE –
Les flottes qui se déplacent ou restent en mer encourent un risque d'attrition. La procédure est peu changée par rapport à la règle normale.

Le test d'attrition consiste à lancer 1d10 auquel on ajoute la valeur de risque la plus haute des mers pénétrées par la force navale. Les valeurs de risque sont diminuées de 2 si un port ami est sur la zone. On ajoute de plus la valeur des modifcateurs de toutes les mers difficiles traversées (valeur en bleu), un malus de +1 par groupe (plein) de 4 zones de mouvement (on ignore les fractions), et un malus éventuel d'un événement (+2 si mauvais temps). On soustrait d'un autre côté la manœuvre d'un amiral (ou un explorateur si le mouvement commence ou se termine hors Europe). Le résultat est comparé à 11 : chaque point du résultat au-delà de 11 induit 10% d'attrition. Ce résultat peut être lu sur la table d'exploration et attrition hors-Europe.
Ensuite, le pourcentage obtenu est converti en pertes à l'aide de la **table des attritions pour l'exploration et le mouvement maritime**. Ce tableau indique, selon la perte et le nombre de détachements présents, ce qu'il reste dans la pile après les pertes d'attrition. Un résultat * (dans la table d'attrition ou le tableau de ce qui reste) indique une chance sur deux de perdre un DE (sur mer) ou DC (sur terre).
Les transports ne disposent pas de pions fractionnaires DE comme les DN. Si un détachement de transports doit prendre au moins DE de perte, il est détruit en entier.

VIII.11.6.6 Bataille navales rapides

– NE PAS PRENDRE EN COMPTE –

A a. Séquence de bataille. Les batailles navales sont résolues sur un système de combat accéléré qui utilise la table des résultats des batailles rapides. Le combat peut se poursuivre sur plusieurs jours selon la séquence suivante.
1. Décider du type de navires (Nav, Ga ou Tr) mis en avant (et en déduire le moral, les colonnes utilisées, et les modificateurs pour l'avantage du vent) ; ils doivent constituer au moins 1/4 des détachements de la pile.
2. Déterminer l'avantage du vent (sauf dans un combat de galères contre galères).
3. Segment de feu ; noter les pertes. Elles sont réduites de moitié si des Ga sont en 1e ligne. Si un camp craque au moral, aller directement en 7.
4. Retraite optionnel du camp sous le vent, sans poursuite (mais avec suivi et attrition).
5. Segment d'abordage ; noter les pertes.
6. Ajouter les pertes de 3 et 5 et les ajuster en fonction du nombre de DN présents. Les retirer des forces navales.
7. Si un camp est à 0 en moral, il rompt le combat et se réfugie au port (un des ports amis les plus proches), avec poursuite si l'autre camp n'a pas craqué au moral, et suivi éventuel pour établir un blocus.
8. Si personne n'a craqué au moral, les deux joueurs choisissent en secret de rester ou de se replier au port. Si seule une force se replie, l'autre peut suivre au port pour mettre le blocus. Si les deux forces restent, reprendre une journée de combat au segment 2 en utilisant les valeurs de moral restant (contrairement aux batailles terrestres, le combat n'est pas limité à deux journées, le modificateur -1 s'appliquant à partir du 2e jour). Si jamais les DN du type de navires mis en avant sont tous détruits, il faut choisir un nouveau type et le moral est le minimum entre celui après la journée de combat et celui du nouveau type de navire en 1e ligne.

B b. Effet des pertes. Les pertes obtenues en 3 et 5 sont ajoutées et modifiées alors par un pourcentage dépendant du nombre de DN dans la flotte qui fait les pertes (les DE comptent comme une moitié de DN mais l'arrondi est fait vers le bas). Voir le **tableau des modificateurs des taille de flottes**. On arrondi les fractions du résultat au demi supérieur, sauf si le résultat est $\leq 0,3$ qui est réduit à 0.
Ensuite ces pertes sont réparties entre des détachements coulés, immobilisés (reviennent au tour suivant dans un port ami à décider immédiatement) et endommagés (reviennent au round suivant dans cette flotte) en consultant la **table de répartition des pertes navales**. Si les pertes sont plus que 3 D, utiliser plusieurs fois la table pour chaque tranche de 3 D et le reste. Les DE se combinent ici selon l'équivalence 1DN=3DE.
Les pertes affectent d'abord les détachements des navires mis en avant, ensuite sur les autres navires.

C c. Poursuite ou suivi au port. La poursuite est un jet de perte sur la colonne E. Les pertes sont modifiées par la taille de la force navale qui poursuit (après les pertes du combat) et se répartissent pour moitié (arrondie à l'inférieur)

comme des vaisseaux capturés et endommagés (reviennent rou round suivant dans un port ami au choix), et le restant comme des vaisseaux coulés.
Ensuite une force navale est parfois autorisée à suivre son adversaire qui retraite pour mettre le blocus devant le port atteint. Elle peut ne suivre qu'avec une partie de la flotte (qui cesse son mouvement en blocus, après attrition pour le déplacement) tandis que le restant de la flotte continue son mouvement si le combat résultait d'une interception, ou fera une autre action navale dans la mer ensuite (blocus, lutte contre des pirates, etc).

D d. Galères et galéasses. Les DGa et DGal comptent en empilement dans les pions F comme un demi-DN. Ainsi les flottes de galères sont en général plus importantes. Cependant elle font des pertes réduites de moitié à l'étape 3 de feu (arrondir les fractions 1/4 vers le bas), ceci avant de les modifier par la taille.
Venise peut avoir jusqu'à deux détachements de galéasses. La présence d'un détachement de galéasses en combat contre des galères (uniquement) permet d'utiliser les pertes complètes au feu ; la présence de 2 DGal fait que le feu se fait en plus avec +1 au dé de feu. Contre des vaisseaux, les galéasses combattent comme des galères.

E e. Transports en combat. Les DTr ne comptent pas du tout en combat maritime et prennent des pertes si les navires de guerre qui les accompagnent sont déjà perdus. Des DTr mis en avant au début d'un jour de combat rompent toujours au moral après le feu quel que soit le résultat adverse et ne font pas de pertes (même si des navires de guerre sont en retrait).

VIII.11.7 Explorations et découvertes

– NE PAS PRENDRE EN COMPTE –

VIII.11.7.1 Les détachements de conquistadors

Les règles précédentes s'appliquent entièrement aux unités qui sont sur la carte hors europe, sauf quelques ajustements pour les détachements se déplaçant seuls hors-europe et pour les indigènes. L'ajustement principal est qu'il existe des **détachements de conquistadors**, notés **DC**, utilisables uniquement hors europe. Les DC sont les versos des pions DE.
Un DC s'entretient au coût de la moitié d'un DT conscrit (arrondi au supérieur) et occupe 1/2 DT en transport maritime. Il compte comme un pion pour l'empilement dans une case. Si 3 DC sont empilés ensemble, ils peuvent être regroupés en un DT (conscrit). Les DC sont toujours comptés comme des troupes conscrites *(simule le faible nombre de cavalerie en général)*. **Exceptions :** les DC de tercios espagnols et les DC portugais qui sont toujours vétérans et se combinent donc en DT vétérans.
Si des DC apparaissent dans un transport maritime du fait de l'attrition, on arrondit lors d'un débarquement en Europe 2DC à 1DT et DC à rien immédiatement. Si le débarquement est dans les colonies, il n'y a pas d'arrondi (mais il faut veiller à respecter les limites d'empilement).

VIII.11.7.2 Mouvement, exploration, attrition hors europe

– NE PAS PRENDRE EN COMPTE –
La même table sert à résoudre attritions et explorations et une flotte ne teste pas l'attrition en plus du test d'exploration. Cependant, les explorations ne nécessitent pas de rajouter la difficulté des provinces traversées (on lit sur la première colonne, qui correspond en fait à une difficulté de 10), mais on ajoute tout de même 1 par groupe de 4 mers pénétrées pour l'exploration maritime. Les attritions dues aux explorations sont transcrites en pertes en équivalent détachement à satisfaire. La table est la même que pour l'attrition maritime, voir **table des restes après attrittion pour exploration**. Les "de" indiqués indiquent bien sûr des DC.
L'attrition hors europe sans faire d'exploration est jouée sur la même table que l'attrition en mer, avec une difficulté des provinces de 8 si la pile ne passe que par des provinces explorées, ou 6 si toutes les provinces (de celle du départ à celle d'arrivée) sont explorées et amies (présence d'un établissement colonial ou un fort dans la province). Comme

pour l'attrition en mer, on ne compte que les résultats d'attrition en pourcentage. Si une exploration est faite en fin du mouvement terrestre, cela remplace le jet d'attrition.
Le débarquement de troupes hors-europe ne compte pas comme une action pour une force navale si ce débarquement est accompagné par un conquistadors (ou un explorateur qui sert de conquistador) et ne contient pas de pion armée. Ainsi une force navale peut explorer une mer et débarquer des conquistadors à la découverte des terres adjacentes dans le même round. Il faut tout de même résoudre l'attrition maritime avant le débarquement si la flotte a bougé avant le débarquement (sans qu'une exploration résolve l'attrition de ce mouvement).

VIII.11.7.3 Les combats hors europe

– NE PAS PRENDRE EN COMPTE –
Les pertes hors europe ne sont pas arrondies : une demie perte fait perdre deux DC, et donc laisse un DC sur un DT. Les pertes infligées par DC ou 2 DC en combats sont réduites de 2 sur la tables des pertes variables, puis limitées à 1 perte maximum. Des DC en combat avec des DT ou armées comptent pour 1DT si il y en a 2, pour rien si il n'y en a qu'un.
Les DC ne contiennent pas de cavalerie donc il faut au moins un DT pour obtenir un avantage de cavalerie sur des indigènes. Faire attention que les indigènes d'Asie ont 2 ou 3 cavaleries par équivalent DT.
Les pertes causées aux indigènes sont de 15 points par détachement complet à perdre et 5 points pour une demie-perte (qui n'est pas alors arrondie).

VIII.11.7.4 Les indigènes

– NE PAS PRENDRE EN COMPTE –
En combat les forces indigènes sont transcrites en équivalent détachements selon le rapport : 15 points d'indigène = 1 DT ; 5 points = 1 DC. Ils sont de classe terrestre Asie, Afrique, Amériques, soit A.
Si une force indigène compte au final plus de 8 équivalent DT, elle inflige une fois des pertes par fraction de 8 DT complète et une de plus pour la fraction restante en lançant plusieurs dés sur la table de combat (un par 8 DT ou fraction). Cette dernière fraction fera des dégats diminués par la table des pertes variables.
Les armées indigènes (Chine, Japon, etc) ne font pas apparaître de DC puisqu'ils n'ont pas de pions de ce type (leurs pertes sont donc arrondies comme les combats en Europe).

VIII.11.7.5 Forts, missions, milices

– NE PAS PRENDRE EN COMPTE –
Un fort est une forteresse de niveau zéro pour l'action de sape. Il suffit d'un détachement même réduit pour y mettre le siège. Lors d'un assaut, sa résistance est 1/2 sauf si une brèche fut obtenue en quel cas sa résistance est 0 : elle chute automatiquement sans combat si il n'y a pas de troupe enfermée dans le fort. On peut mettre un DT en défense dans un fort.
Une COL dispose d'une milice d'un DC par fraction de 2 niveaux, et donc d'un DT complet aux niveaux 5 et 6. Elles sont en général conscrites. Par exception la France a des milices vétérans. Les colonies du Portugal ont des milices vétérans et au nombre de 1 DC par niveau de colonie.
Tout comptoir possède de base un fort en défense qu'il faut prendre militairement pour avoir le contrôle du comptoir (et pouvoir alors le réduire à la phase de redéploiement). Des troupes en défense dans un fort de comptoir n'entrainent pas de réaction indigène. Celles qui font le siège, ou qui dépassent 1 DT, comptent. Si une forteresse de niveau supérieur est construite, elle remplace ce fort et la présence de plus d'un DT peut causer une réaction. Dans ce cas les troupes peuvent s'enfermer dans la fortification (et elles réduisent les dommages causés par la réaction indigène comme indiqué sur la table).
Une mission compte dans une colonie comme un fort qui peut donc accueillir un DT et doit être prise pour assurer le controle militaire de l'établissement. Les milices peuvent s'enfermer dans les missions.

VIII.11.7.6 Achats dans les colonies

– NE PAS PRENDRE EN COMPTE –
L'achat est limité à 1 DC par province hors-Europe avec une COL ou un COM, ou bien 1 DT au coût double, et comptant double dans les limites d'achat. On ne peut pas normalement pas acheter de pion armée dans les colonies et comptoirs. Les forces navales achetées dans les colonies le sont au coût double et comptent aussi double dans la limite d'achat du tour.
Une exception pour les colonies de niveau 6 : on peut y acheter par tour juqu'à 2 DT au coût normal, ou bien une A- au coût double. Tous ces achats entrent dans la limite de construction normale. Des navires peuvent y être achetés exactement comme en Europe (coût normal).
Les pêcheries permettent d'acheter un DE par deux ressources de pêche exploitées au coût normal et en dehors de la limite des navires construits par tour.
– NE PAS PRENDRE EN COMPTE – – NE PAS PRENDRE EN COMPTE – – NE PAS PRENDRE EN COMPTE – – NE PAS PRENDRE EN COMPTE – – NE PAS PRENDRE EN COMPTE – – NE PAS PRENDRE EN COMPTE – – NE PAS PRENDRE EN COMPTE –

Redeployment

Chapter IX

IX.1 Overview

A During the redeployment phase, lasting military affairs are resolved. First, attacks by natives and privateers, then looting of occupied provinces, extension of revolts and construction of *Præsidios*, and lastly mandatory retreat of some troops and bringing ROTW gold back home.

B Sequence.
B.1 Attacks by Natives (IX.2)
B.2 Attacks by Pirates & Privateers (IX.3)
B.3 Revolt and Rebellion (IX.4)
B.4 Land Military Looting (IX.5)
B.5 Building *Præsidios* (IX.6)
B.6 Redeployment of land troops (IX.7)
B.7 Return to Port (IX.8)
B.8 Gold repatriation (IX.9)

IX.2 Attacks by Natives

Design note: Ignore if using the experimental rules of Attacks during the military rounds.

A Natives activated during the turn, as well as forces of ROTW minor countries may attack colonial establishments.
A.1 Natives always attack in each and every province where they have been activated during the turn (whatever the cause of activation).
A.2 Troops of ROTW minor countries inside *Areas* owned by the minor always attack establishments of countries against which they are at war.
A.3 Troops of ROTW minor countries outside *Areas* owned by the minor may attack establishments of countries against which they are at war. The controller of the minor decides whether they attack or not.

B Combined attacks
B.1 If, in a given province, several forces attack, there are combined in one and only one attack is resolved, totalling all the troops participating in it.
B.2 This may includes natives of the province as well as one or more (allied) ROTW minors.
B.3 If there is only one leader in such a stack, he is considered as commanding the attack. If there are two or more leaders, use normal rules to determine who is leading the attack.
B.4 In case of a combined attack with minor troops and natives, the controller of the minor may choose to attack with the minor troops only (typically, in order to avoid malus if the natives were defeated this turn). This is the only case where activated natives may skip their attack.

C Forces attacking
C.1 In each province, sum up the number of LD participating in the attack (ignore any remaining LDE).

C.2 Remember that each province of a given *Area* holds the same number of native L𝔻 and that killing natives in one province does not change the number of natives in other provinces of the *Area*.
C.3 Example: There are 40L𝔻 in **Japon**. That means there are 40L𝔻 in each of the four provinces of the *Area*. Even if 30L𝔻 have been killed in **Edo** during a given turn, there are still 40L𝔻 in **Kyōto** this turn.
D All attacks are resolved simultaneously, that is all players decide simultaneously which troops attack (when there is a choice) before any attack is resolved.

E Resolving the attack
E.1 Each attack is resolved by rolling one die on table IX.1 (Pirates, Privateers and Natives raids). This die-roll is modified by:
+1 for each L𝔻 in defence of the establishment (even besieged).
+N level of the fortress.
+M Manoeuvre value of a *land leader* in defence.
-1 For each L𝔻 of the attacking force (native or ROTW minor).
-1 For each foreign COL or TP in the same *Area* (not belonging to the attacked country).
-M Manoeuvre value of an attacking leader (native or ROTW minor).
+3 If the Natives were defeated at least once in the province this turn without being routed, and there is at least 1L𝔻 of natives in the attacking stack.
+6 If the Natives were routed at least once in the province this turn, and there is at least 1L𝔻 of natives in the attacking stack.
E.2 All rolls are simultaneous, that is an establishment destroyed by an attack still provides a **–1** to attacks in the same *Area*.

F Reading the result
F.1 The result is read by cross-referencing the (modified) die roll with the last two columns of the table.
F.2 The "Pillages TP/COL" column gives a number of losses on the settlement. Ignore the ‡ and †.
F.3 The "Perm. losses on land" column gives a number of losses on land forces.
F.4 Both results (losses on settlements **and** on land forces) are applied.

G Applying losses
G.1 Losses on settlements: The establishment of the province losses as many levels as indicated. If it reaches level 3, turn it ⊖. If it reaches level 0, it is immediately destroyed. Exceeding losses are ignored.
G.2 Losses on land forces: as many L𝔻 as indicated are lost. The losses may also be applied to fortifications (loosing 1 level of fortress or 1 fort instead of 1L𝔻). The controller chooses whether to loose troops or fortifications, but as many loses as possible must be satisfied. Exceeding loses are ignored.

H Exploited resources
H.1 If an establishment loses levels and is still able to exploit all its resources, nothing change.
H.2 If an establishment loses levels and is no more able to exploit all its resources, it must free some of them (controller choice) until it has sufficiently many levels to exploit the rest.
H.3 Resources freed this way will be attributed during the next administrative phase to any establishment in the *Area* with free levels to exploit them, using the procedure for automatic competition in case of disagreement between players.
H.4 Remember that it is possible to voluntarily free some resource as a diplomatic announcement, typically in order to be allowed to exploit a more valuable resource that has just been freed.

I End of activation
I.1 Once the attack is resolved in a province, natives of this province cease to be active.

1d10 +mod	Size TF⊕	Size TF⊖	perm. loss	Pillages TP/COL	Perm. losses on land
≤0	5	2	⋆⋆	6‡	8 L𝔻
1–3	4	1	⋆	6†	8 L𝔻
4–6	3	1	⋆	4†	4 L𝔻
7–9	2	1		3	2 L𝔻
10–11	2	0		2	1 L𝔻
12–13	1	0		1	1 L𝔻
14–15	0	0		0	1 L𝔻
≥16	0	0		0	0

Modifiers against Natives
+1 per L𝔻 defending
+M Manoeuvre of a defending leader
+N Level of the fortress
-1 per attacking L𝔻
-1 per third party COL/TP in the *area*
-M Manoeuvre of an attacking leader
+6/+3 if Natives beaten this turn (routed/not routed)

Modifiers against Pirates and Privateers
+2 if Pirate/Privateer not exactly in the sea zone of the STZ (NA vs. Convoy).
+3 if only one Pirate/Privateer⊖
+1 per side of target TF or 𝔽 (NA against a Convoy)
+1 If one or more N𝔻 in defence and no 𝔽
+2/+4 per 𝔽⊖/⊕ defending (𝔸 against land raids)
+1 Per L𝔻 (including militia) against land raids
+M Manoeuvre of a defending ⚓ (or ⚔/⚙/✵ against land raids)
-1 per Year at sea/in province (max. -3) (NA on Convoy attacks)
-M Manoeuvre of a ℙ (½ for land raids in Europe)
+1 if a naval battle occurred in the sea (not for land raids)
-2 Ordo Hospitalis with port on **Mer Égée** or **Bassin Levantin**
+N Twice the level of the fortress for land raids, +1 for fort

Pirates/Privateers effects
• Income of the STZ per fleet level destroyed
• Permanent losses: 1 TF level per ⋆ (to be chosen in the targeted TFs)
• Centre of Commerce: -10 ₿ per ⋆ caused by the Alliance having the CC (Exception: ℙ of Ordo Hospitalis)
• Land raids:‡ is a *Pillage*⊕, † is⊖; gives incomes pillaged (and Resources).

Table IX.1: Pirates, Privateers and Natives raids

I.2 Remark: Natives of provinces owned by ROTW minors at war will be automatically reactivated next turn unless peace with the minor is signed.

Example: Bantu raids.— *In the late game, event VI-16 (Bantu Raids) occurs. As per event description, natives in 4 provinces are activated and attack with 6L𝔻 and one leader. The 4 provinces are occupied as follows:*
• **Nyasa** *S.: TP of level 2 of HOL, no fortress.*
HOL sends 2L𝔻 and scores a victory against the Bantu (but no rout). 2L𝔻 of natives are killed, the Dutch leader has a Manoeuvre of 3 and the Bantu has 4.
• **Natal** *N.: TP of level 3 of FRA, fortress of level 2.*
FRA does not manage to send any troops to fight the natives ; the Bantu leader has 3 in Manoeuvre.
• **Natal** *S.: TP of level 2 of ANG, no fortress.*
ANG sends 1𝔸 ⊕ and routs the Bantu, killing 5L𝔻. The English leader has a Manoeuvre of 2 and the natives has 5.
• **Cap** *E.: nothing.*
The attacks are then resolved:
• **Nyasa** *S.: the modifier is +2 (troops in defence) +3 (Manoeuvre of the defending leader) -4 (4L𝔻 attacking) -4 (Manoeuvre of the native leader) +3 (native defeat) = 0. HOL rolls 9 and loses 3 level of TP (destroyed) and 2L𝔻 (both killed).*
• **Natal** *N.: the modifier is +2 (fortress in defence) -6 (6 native L𝔻) -1 (presence of a foreign TP in the Area (the English one)) -3 (native Manoeuvre) = -8. FRA rolls 6-8 = -2 and loses 6 level of TP (destroyed) and 8L𝔻 or level of fortress (destroyed).*
• **Natal** *S.: the modifier is +4 (L𝔻 in defence) +2 (Manoeuvre) -1 (native L𝔻) -1 (French TP) -5 (Manoeuvre) +6 (rout) = +5. ANG rolls 7+5 = 12 and loses 1 level of TP (1 stays) and 1L𝔻 (3 remain).*
Remark : when sending troops to fight off natives, don't do it half-heartily. Otherwise, you may lose your troops in addition to your establishment. . .

IX.3 Attacks by Pirates & Privateers

Design note: Ignore if using the experimental rules of Attacks during the military rounds.

TODO: Should move in Military
A Pirates and privateers attack commercial fleets to attempt to decrease their levels, and possibly to capture gold repatriated to Europe by these fleets.
A.1 Pirates Pirates appear as explained in section III.5 (Piracy) and they remain until completely eliminated. They are active every turn.
A.2 Privateers Privateers are raised by Major Powers (see section VII.3.3.3 (Privateers)), or are in the basic forces of some minor powers (the Ordo Hospitalis and the Barbaresque countries (XIV.13.1.3)). They must go out at sea on the first or second round or they will have no effect.
A.3 Beginning with the third round, they stay in the sea they were placed in, and will be able to attack one STZ or CTZ in this sea or an adjacent sea. The specific STZ or CTZ has to be annouced at that time.

TODO: Should move in Military
B Raiding Fleets with Privateer Admirals Privateer, or an Admiral with Privateer capacity, may lead one ℙ he starts the turn with. He may lead it in the same stack as naval forces not containing a 𝔽. The ℙ does not count for attrition, nor in battle. The stack acts both as regular naval force (and can attack, blockade, and so on), and a Privateer stack (other players may attempt to suppress the ℙ counter). The ℙ does not count for attrition, nor in battle (nor is affected by battles). The stack may split at any time (for instance if the naval force has to retreat in a port), and the leader chose which stack he stays with.
B.1 As an exception to §A.2 (Privateers) of this section, a ℙ led by Privateer or Privateer-Admiral may move after the second round, and has to remain in place only on the last round (the player telling at the beginning of this round which CTZ
STZ will be attacked if there are several of them). However, it still has to be at sea at the end of every round after the first, else (if at port), it cannot leave again for the rest of the turn and will not attack commercial fleets (or loot) this turn.
B.2 Note that the leader may move as he prefers but can only lead the one ℙ he starts the turn with (even leaving it then coming back), or naval forces.

TODO: Should move in Military
C Looting by Pirates or Privateers Pirates and Privateers may try to loot Trading Posts or Colonies, and also enemy provinces for privateers, that are a province bordered by the sea they are in.
C.1 Looted provinces, Colonies or Trading Posts may belong to minor countries or to players. For privateers to be allowed to loot, it is necessary that a state of war exists between the owner of the privateer unit and the owner of the looted province. Overseas Wars are enough to loot TP or COL, but not European provinces.
C.2 Exceptions: Looting of European provinces by the Barbaresque countries (XIV.13.1.3) is permitted, as well as looting in their provinces. Sea Hounds may loot European provinces also, see section XIV.1.2.1 (The Sea Hounds).
C.3 Pirate may loot following section III.5.3 (Sea or land?). After a turn of looting, non-eliminated pirates go back to the STZ they belong to.
C.4 The privateer intending on looting is placed in the concerned province, Trading Post or Colony. They have to disembark during any round except the last from the sea zone they are operating in.
C.5 If privateer/pirate unit is still present at the Redeployment phase, it loots. Looting privateer/pirate are unaffected by forces or battles (except that those forces may attempt to destroy them during the military phases).
C.6 A maximum of 1 privateer/pirate unit (any side up) can loot the same Colony/province in the same turn. Privateers/Pirates looting a province or COL/TP can not attack at the same turn the CTZ/STZ.

IX.3.1 At sea

Design note: Ignore if using the experimental rules of Attacks during the military rounds.

A Naval actions of Pirates and Privateers In each STZ/CTZ where ℙ are active, an attack on TF occurs.
A.1 First, Piratæ ℙ attack all TF in the zone.
A.2 Then, each alliance resolve the attacks of its privateers, in decreasing order of initiative. In case of disagreement within the alliance, attacks of this alliance are resolved in a random order.
A.3 ℙ of different alliances that have the exact same targets (same TF in a given STZ/CTZ) attack together as if they were allied.
A.4 Especially, all ℙ of Barbaresque countries (XIV.13.1.3) are considered as one alliance, acting at the initiative of TUR. They are automatically allied with any ℙ of TUR if they have the exact same targets.

A.5 The ℙ of Ordo Hospitalis acts at the initiative of its diplomatic patron, or of the Sole Defender of Catholic Faith (XIV.14.3.1) if neutral. It is automatically allied with any and all ℙ of any and all countries having the same target (that is, only TUR).

B Targets of piracy
B.1 ℙ of Piratæ target all TF in the STZ/CTZ they are.
B.2 Note that some seas may belong to several STZ or CTZ (especially in Europe). However, ℙ of Piratæ are specifically created in one of them (*e.g.* event E-6 (Looting and insecurity) creates them in the CTZ of the country rolling it). They target this zone.
B.3 ℙ of Barbaresque countries (XIV.13.1.3) attack all christian TF in the STZ/CTZ they are. TUR must declare when moving them which STZ/CTZ they'll attack
B.4 ℙ of other countries attack all TF of countries against which they are at war (including overseas wars) in their STZ/CTZ. Owner must declare which STZ/CTZ is targeted when moving a ℙ.
B.5 TUR may attack Christian TF while Instability of the Balkans (XIV.14.1) is active. TUR must declare upon moving its ℙ which CTZ/STZ and TF are targeted.

Example: Combined attack.— *Note that only TF in the current STZ/CTZ may be targeted. Thus, e.g., if VEN is the only country with TF in one zone, a ℙ of Barbaresque countries (XIV.13.1.3) will only target VEN in that zone even if it would target other TF elsewhere. In this case, the ℙ could combine with a ℙ of TUR being at war against VEN only, even if in another zone the presence of a non-belligerent TF of FRA (targeted by Barbaresque countries (XIV.13.1.3) but not by TUR) prevents the combined attack.*

C Resolving the attack
C.1 Each attack is resolved by rolling one die on table IX.1 (Pirates, Privateers and Natives raids). This die-roll is modified by:

- +2 if the ℙ is not exactly in the sea zone of the STZ/CTZ (the zone where the symbol is located).
- +3 if a lone ℙ⊖ is attacking.
- +1 per side of targeted TF.
- +1 If one or more N𝔻 defending (see below) and no 𝔽.
- +2/+4 per 𝔽⊖/⊕ defending (see below).
- +M Manoeuvre of one defending ⚓ (see below, count only one defending ⚓ per attack).
- -1 per year in the sea zone (max. **–3**) (see below).
- -M Manoeuvre of one ℙ ⚓ (count only one attacking ⚓ per attack).
- +1 if a naval battle occurred in the sea where the ℙ is located during this turn.
- -2 if the ℙ of Ordo Hospitalis is in the attack and there is a Christian port on **Mer Égée** or **Bassin Levantin**.

D Years at sea
D.1 Each military round is named by letter ('S' or 'W') and a number (from 0 to 5).
D.2 Each round with a different number in its name, at the end of which the ℙ is in the zone, is considered as one "year at sea" and gives a **–1** to the roll.
D.3 Two rounds with the same number in their name are considered as only 1 year and give only a bonus of **–1**.

Example: Years at sea.— *A ℙ stays in the same zone during the rounds 'S4', 'W4' and 'S5'. There are only two years at sea ('4' and '5'), hence a bonus of **–2**. If it is here during the rounds 'S2', 'W3', 'S4', 'W4' and 'S5', that is 4 years at sea, thus the maximum bonus of **–3**.*

E Defending naval force Any naval stack in any zone of a STZ/CTZ may be declared as a "defending force" by its controller if it is allowed to fight at least one of the ℙ in the attack.

F Reading the result
F.1 The result is read by cross-referencing the (modified) die roll with the first three columns of the table.

F.2 The "TF⊕" column gives the number of levels temporarily lost by an eventual TF⊕ in the zone.

F.3 The "TF⊖" column gives the number of levels temporarily lost by *each* TF⊖ in the zone.

F.4 The "perm. loss" column gives the number of levels **permanently** lost (one per ⋆) by some TF in the zone.

F.5 N𝔻 may be lost instead of levels of TF.

F.6 All results are applied.

G Applying losses

G.1 First, **each** targeted TF⊖ decreases its *Current* level (see section VI.3.1 (Commercial fleet adjustment)) by the number of loss obtained for TF⊖.

G.2 Then, if there is a TF⊕ in the STZ/CTZ, decrease its *Current* level by the number of loss obtained for TF⊕.

G.3 Instead of loosing TF levels, players may choose to loose N𝔻 (or NG𝔻) of defending naval stacks. The choice is made by the controller of each defending stack on a 1 for 1 basis. It is possible to transform any number of levels lost in N𝔻 (or NG𝔻) lost (but no more than the total number of N𝔻 (or NG𝔻) in the defending stacks). Several defending stacks may thus protect the same or different TF.

G.4 Lastly, each ⋆ obtained decrease by 1 the **maximal** level of the largest targeted TF (the one with the largest maximal level). Apply these ⋆ one by one. In case of equality, the controller of the ℙ chooses, at random if its neutral (*e.g.* Piratæ) or in case of disagreement (allied ℙ).

G.5 Exception: In the ROTW, ⋆ may only be applied to TF of major countries or of countries at war (minors at peace and close to their base manage to repulse local piracy).

G.6 This decrease of the maximal level cannot be transformed into lost N𝔻. It does not decrease the current level unless the maximal level becomes higher than the current (in other words, result "5 ⋆ ⋆" on the first line means "2 permanent losses and 3 temporarily losses").

Playing tip: Remember that temporarily lost levels return one per turn per TF automatically, but the process can be sped up with TFI actions. Permanent losses, on the other hand, are gone for good and TFI actions must be use to regain these.
However, monopolies (both for income and VPs) as well as attribution of Trade centres are computed according to the **current** levels. Thus, when there is a strong trade competition, a few temporarily losses may change the owner of the centres for a couple of turns, with dramatic influence on incomes which may be crucial during wars.
End of period VPs are computed based on maximal levels in order to avoid a last moment backstab that would causes an important change in VPs and create an "end of period" effect.

H Income of Privateers Each level eliminated (temporarily or permanently) by a ℙ brings an income to its controller equal to the small number printed in the STZ (the presence income). ℙ of minor countries give no income (even if VA).

H.1 This "privateers income" is recorded in line **A9** (Pillages, privateers) of *ERS*.

H.2 In case of stacks with ℙ from several powers, this income is equally divided between the powers (including minor ones), dropping any fraction.

Example: Resolving the attack.— *During period II, Barbarossa (♛ <Pm♥*> A 5.4.5 [T5–T11]) sails out of al-Jaza'ir with a ℙ⊕ into **Golfe du Lion** where he is joined by a ℙ⊖ of Tunesia. During the turn, A. Doria (⚓ <m♥> A 5.4.4 [T7–T16]) leads a Genoese 𝔽⊖ at sea and manage to hunt down the Tunisian ℙ. At the end of the turn, the situation is as follows: ℙ⊕ of Algeria lead by Barbarossa, 𝔽⊖ of Genua lead by A. Doria, TF⊕ of level 4 of FRA, TF⊖ of level 3 of Hollandia, TF⊖ of level 3 of Genua, TF⊖ of level 2 of HIS, TF⊖ of level 2 of VEN and TF⊖ of level 1 of TUR.*
The ℙ stayed at sea for 3 years. Now, it is time to check the result of Barbarossa relentless attacks on the Christian trade. There are 6 targeted sides of TF (2 of FRA, 1 of each Hollandia, Genua, HIS and VEN; the Turkish TF is not targeted as Barbaresque countries (XIV.13.1.3) only target Christian TF). Thus, the total DRM is +6 (targeted sides) +2 (𝔽⊖ in defence) +5 (Manoeuvre of A. Doria) -3 (years at sea) -5 (Manoeuvre of Barbarossa) = +5.
*TUR rolls one die and obtains 2 + 5 = 7. Thus, the TF⊕ loses 2 level and **each** TF⊖ loses 1 level. All these loses are temporarily, and there are no permanent loses. HIS (the diplomatic Patron of Genua) decides to lose 2 NG𝔻 on the Genoese 𝔽 in order to save the Spanish and Genoese TF (one level each).*
So, after the attack is resolved, the situation is as follows (with maximum level in parenthesis): TF⊖ of level 2 (4) of FRA, TF⊖ of level 3 of Genua, TF⊖ of level 2 (3) of Hollandia, TF⊖ of level 2 of HIS, TF⊖ of level 1 (2) of VEN and TF⊖ of level 1 of TUR.
FRA will be the most hurt by this attack as it will lose the monopoly (income and VPs) of the STZ for 2 turns.
4 levels were actually lost in the attack. Thus, the ℙ generate an income of 4 (levels lost) × 2 (presence income of the zone) = 8 ₯. However, these are "gained" by a minor country (Algeria) and thus forgotten.

If the Genoese 𝔽 was not here, then the DRM would have been -2, resulting in a 2-2=0 causing 5 levels lost on the French TF and 2 on all other, and 2 permanent losses (the first must be on the French TF, the second on either FRA, Genua or Hollandia, at the choice of TUR (say, Genua)). Thus, the situation at end would be: TF⊖ of level 0 (3) of FRA, TF⊖ of level 1 (2) of Genua, TF⊖ of level 1 (3) of Hollandia, TF⊖ of level 0 (2) of HIS, TF⊖ of level 0 (2) of VEN and TF⊖ of level 1 of TUR. A much more devastating result.

I Privateers and Trade Centres
I.1 Privateer attacks may cause temporary loss of incomes of the Trade Centre containing the STZ/CTZ they are located.
I.2 For each ⋆ obtained by a ℙ allied with the country owning the Trade Centre of the sea zone (at the moment of the attack), decrease the income of the Centre by 10 ₯ for the next turn (only).
I.3 Exception: The ℙ of Ordo Hospitalis does not decrease the income of the Mediterranean Centre if it is owned by a Christian country.
I.4 Exception: The ℙ of Barbaresque countries (XIV.13.1.3) do not decrease the income of the Mediterranean Centre if it is owned by TUR.

Design note: Trade and piracy don't go well together. Even your own merchants will become suspicious of the privateers respecting their target or turning to piracy, thus decreasing the overall trade in the seas and the income of the Centre. This is especially true when you are dominating the trade. Since most of the trade ships are yours, even your privateers may lack legitimate targets and start attacking anything at sight.
In other words, to maintain a commercial domination, peace is required and frequent attacks on trade, even on the trade of someone else, will make it more dangerous and less profitable.

Example: *In period V, a HOL-ANG-HIS alliance battles FRA. The Atlantic Centre is in HOL. ANG chooses to send a ℙ in STZ **Amérique** in a attempt to dominate the trade with the new World and causes 2 ⋆ on the French TF there. Meanwhile, HIS sends a ℙ in CTZ Francia and causes another ⋆ on the French TF here. All in all, 3 ⋆ have been obtained in zones of the Atlantic Centre by allies of the owner, thus decreasing its income by 30 ₯ (to 70 ₯) for the next turn.*
Note that eventual ⋆ in Mediterranean seas would have cause loss on the Mediterranean Trade Centre if it is also owned by a member of this alliance (but not if it is owned by FRA or TUR).

J Privateer and Peaces

J.1 During Overseas wars (only), each TF ⊕ reduced to current level 0 or 1 counts toward peace.
J.2 See §D (Military situation in overseas war) of section XI.3.3 (Peace differential) for details.

TODO: Should move in Military

K Minor countries against Piracy
K.1 Minor countries at war can use their naval forces against ℙ in STZ or CTZ where they have a TF of their own (only).
K.2 Christian Minor countries whose TF are attacked by ℙ of Barbaresque countries (XIV.13.1.3) may also use their naval forces to fight against those privateers (Patron's choice to move their forces), even if at peace.
K.3 Remember that minors at peace have only Passive campaigns each turn, thus the Patron must pay for moving (when entering the zone where ℙ are located).
K.4 Against Piratæ, minor countries at peace fight in an abstract way in the STZ where there are no major country TF (usually in ***Asia*** in the early game): each round, roll 1d10 for each STZ with Piratæ ℙ and no major TF and add 1 for each side of commercial fleet of a minor country. If the result is 8 or higher, one ℙ⊖ is eliminated.

IX.3.2 On land

Design note: Ignore if using the experimental rules of Attacks during the military rounds.

A Land actions of Pirates and Privateers In each province where ℙ are active, an attack occurs.
A.1 First, resolve Piratæ ℙ attacks.
A.2 Then, each alliance resolve the attacks of its privateers, in decreasing order of initiative.

B Resolving the attack
B.1 Each attack is resolved by rolling one die on table IX.1 (Pirates, Privateers and Natives raids). This die-roll is modified by:

- +3 if a lone ℙ⊖ is attacking.
- +1 Per full L𝔻 in the province (including militia and L𝔻 in 𝔸).
- +M Manoeuvre of a defending ⚔/⛵/⚙.
- -1 per year in province (max. -3) (computed as at sea).
- -M Manoeuvre of a ℙ admiral (½ for land raids in Europe).
- +N Twice the level of the fortress, +1 for fort.

C Reading and applying the result
C.1 The result is read by cross-referencing the (modified) die roll with the "Pillages TP/COL" column on the table, looking only the † or ‡.
C.2 If a ‡ is obtained, the province is looted: place a *Pillage*⊕. The ℙ owner receives the total income of the province/settlement (including income of exploited resources at their current price).
C.3 If a † is obtained, the province is weakly looted: place a *Pillage*⊖. The ℙ owner receives half the total income of the province/settlement (including income of exploited resources at their current price).
C.4 Income received by a minor country (including Piratæ) is lost.
C.5 This income is recorded in line **A9** of *ERS*.
C.6 Note that existing *Pillage* marker neither prevent new one nor prevent the ℙ from getting money.
C.7 There is neither loss of land forces due to the looting (opposite to Natives attacks) nor protection by sacrificing forces in the province (opposite to attacks at sea).

D Seizing gold
D.1 If either a † or ‡ was obtained in an attack against a COL/TP with Gold stored in it, all the gold is stolen.

D.2 Remove all the stored gold from the establishment.
D.3 The owner of the ℙ (nobody if PIRATÆ or a minor) records that amount in line **A10** of *ERS*.

E Reducing Pillages
E.1 Pillage placed by land raids are considered simultaneous with military looting (section IX.5 (Land Military Looting)).
E.2 Especially, they are never reduced the turn they appear (contrary to Pillage caused by attrition during military rounds).

IX.4 Revolt and Rebellion

IX.4.1 Revolts in minor countries

A Revolt/Rebellion in inactive minor countries are automatically removed without any roll.
A.1 Revolt/Rebellion in active minor countries must be fought using the normal rules.

IX.4.2 Loss of Stability due to Revolts

A If one or more Revolt/Rebellion still exist in a country, this country loses Stability.
A.1 For each Revolt/Rebellion⊕, it loses 1 Stability level.
A.2 For all Revolt/Rebellion⊖, it loses only one additional Stability level (only one, not one for Revolt and one for Rebellion).
B However, the maximum a country may lose from Revolt/Rebellion of all types is 3 Stability levels. Ignore excess losses.
C Revolt/Rebellion in minor countries cause loss of Stability as if they were in their diplomatic patron.
C.1 Especially, if there is a Revolt ⊖ in a country and one in one of its minors, the country only losses 1 Stability.
C.2 Similarly, the maximum loss for all Revolt in a country and all its minor is 3, not 3 per country (the major and each minor).

Design note: Revolts in minors Since Revolt in inactive minor countries are removed before the loss of Stability occur, the easiest way to get ride of Revolt in your minor allies is simply to keep them at peace. This prevent abusing minors by sending all their troops to a foreign war instead of fighting local troubles, and letting the situation of the minor deteriorate without end.

IX.4.3 Extension of Revolt

A Who extend? After Stability losses, Revolt and Rebellion extend. Adjust all the markers simultaneously:
A.1 each Revolt/Rebellion⊖ becomes a Revolt/Rebellion⊕;
A.2 each Revolt/Rebellion⊕ generates a Revolt/Rebellion⊖.
A.3 Unbesieged cities in revolt/rebellion and revolted/rebelled troops generate a Revolt/Rebellion⊖ in their province if there is neither Revolt nor Rebellion counter in it.
A.4 Note that this apply only for cities controlled by or troops with counter baring the name "Rebellion". When specific minor entities exists to depict rebellion (typically, FIDELIS REGI or HUGUENOTIS), they do not generate Rebellion.

B Where to extend?
B.1 When extending, Revolt only create Revolt and Rebellion only create Rebellion.
B.2 When a Revolt/Rebellion ⊕ extends, the new counter is placed in the same or adjacent province. If there are two Revolt ⊕ in the same province, the two new Revolt ⊖ may appear in separate provinces.
B.3 This province must belong to the victim country in case of Revolt.

B.4 This province must belong to the region allowed by the event in case of Rebellion (the victim country if no region is specified).
B.5 The choice is made by the player controlling the Revolt/Rebellion. If none was specified, roll one country on the Revolt table of the current period as controller for this turn (reroll until the result is not currently allied with the victim).
B.6 **[TBD]** Revolt/Rebellion in IRELAND may extend this way across **Mer d'Irlande** into ANG (and reciprocally): **Uladh** is considered adjacent to **Alba**, **Ayr**, **Galloway** and **Cumberland**; **Brega** is considered adjacent to **Cumberland**, **Lancashire** and **Cymru**; **Laighean** is considered adjacent to **Cymru** and **Cornwall**.
B.7 If the extension of a Revolt/Rebellion⊕ is not possible (due to overstacking of counters), a Revolt or Rebellion L𝔻 is placed in the same province (immediately merged with existing Revolted or Rebelled troops into an 𝔸 ⊖ or 𝔸 ⊕ using usual rules for conversion).
B.8 If there are two Revolt ⊖ (or Rebellion ⊖) in the same province, they are immediately merged in a Revolt/Rebellion ⊕ (before checking stacking).
B.9 Remember, that there can be at most 2 Revolt/Rebellion markers stacked in each province.

Example: *Suppose that there is a Revolt ⊕ in French* **Béarn**, *a Revolt ⊕ in* **Savoia** *(a French ally, active in an Italian war), a Revolt ⊖ in* **Berry**, *another in* **Pfalz** *(another active French ally) and a last Revolt ⊕ in* **Lorraine** *(an inactive French minor). Note that this is a very unlikely situation that almost never happens out of examples.*
First, since LOTHARINGIA *is inactive, the Revolt there is automatically removed without need for rolls or anything. Then FRA loses 3 Stability: 1 for each Revolt ⊕ (in* **Béarn** *and* **Savoia***) and 1 for all the Revolt ⊖ (in* **Berry** *and* **Pfalz***).*
Next, Revolt extend. All the Revolt extend simultaneously, that is newly created Revolt do not extend in the phase they were created (otherwise, you're trapped in an infinite loop). Both Revolt ⊖ become Revolt ⊕. The two Revolt ⊕ create new Revolt ⊖. Since the Revolt ⊕ in **Béarn** *is in FRA, it may only extend in FRA. Thus, the new Revolt ⊖ may not be created in Spanish* **Vizcaya**, **Navarra**, **Pirineos** *nor* **Rosseló**. *It may, however, extend in French* **Béarn** *(creating a second Revolt here),* **Guyenne** *or* **Languedoc**. *The controller of the Revolt chooses to create it in* **Béarn**, *hoping that the mountain will give some protection to it and that it will take longer to crush it (rather than risking an extension to* **Languedoc** *that would cause more money loss but will likely be easily crushed next turn). The Revolt ⊕ in* **Savoia** *may only extend in* SABAUDIA, *hence either* **Savoia**, **Bresse** *or* **Nice**. *It may not go in Spanish* **Lombardia** *nor even in the French provinces even if* SABAUDIA *is a French ally.*

Note that for FRA, the best way to get ride of this dire situation is probably to sign peace, thus making its minors inactive (that will remove two Revolt ⊕ and one Revolt ⊖) and freeing its armies from the front line to crush its peasants. However, French enemies are not likely to give an easy peace as they may want to take advantage of the troubles. . .

IX.4.4 Revolts and fortresses

A If a Revolt (not a Rebellion) controls a fortress, reduce the fortress to level 2 (turn 39 or earlier) or 3 (turn 40 or later) if it is higher.
A.1 Each level lost that way gives one Revolt L𝔻 which stays inside the fortress and is immediately merged with existing troops. Exceptionally, the troops in the fortress may exceed the usual fortress capacity (of 1L𝔻 per level).

IX.4.5 Independence of Revolted Principalities

A A MAJ may give the independence to some groups of provinces if all the provinces of the group he owns (except at most one) have a Revolt or a Rebellion. This announce is made during the diplomatic phase. See section XIV.14.9 (Independence of Revolted Principalities) for the precise conditions.

IX.4.6 Execution of the Monarch

A If at least half of all owned national provinces (rounded up) are in revolt (either a Revolt or Rebellion counter or control of the city), the regime of the country is overthrown. The tyrant is executed and a new benevolent monarch accedes the throne.

A.1 At least 3 national provinces must be revolted for this to apply.

Design note: The last point avoids a "one revolt extends, you're dead" effect for PRU and VEN with very few national provinces.

B Consequences Unless specified by an event, execution of the Monarch has the following effects:
B.1 All revolts present in the country are removed: all Revolt and Rebellion counters and troops are removed, and fortresses they control are given back to their legitimate owner.
B.2 A new monarch is immediately determined using normal rules. His first turn of reign is considered to be the current one. The new monarch is rolled as after a "Dynastic Crisis".
B.3 The Stability is reduced by **2** levels and no Stability improvement action is allowed this turn.
B.4 The DTI is reduced by one (1 is the minimum).
B.5 3 levels of TF are reduced in the CTZ of the country (chosen at random among all the levels present, even on other countries' TF)

Design note: This represents pillage and lost properties due to this really unstable situation!

C Execution and Civil wars
C.1 In most events creating Rebellion, execution of the monarch ends the event in a loyalist defeat. Often, the precise effect is different from the ones described above (Stability loss, new monarch, . . .) Check the precise description of the event.

Playing tip: Beware that execution of the monarch happens after extension of Revolt. Thus, a seemingly controlled situation may get out of hands because of poor prevision of the extension. This is especially true for small countries with few provinces.
Beware also that execution of the monarch happens after loss of Stability. This usually leaves the country in a very bad state. Since the execution prevents Stability improvement this turn, it is often a bad idea to use it as an "easy" way to remove Revolt, especially during wars (when troops may seem more useful on the front line).

IX.5 Land Military Looting

A Adjustment of Already Existing Pillage Markers In each province where there is at least one Pillage:
A.1 Remove one Pillage ⊖ if there is one.
A.2 Otherwise, flip one Pillage ⊕ to its ⊖ side.
A.3 Exception: Pillage markers put this turn due to land raids of ℙ are not touched. They will only be reduced next turn.

Design note: Each side of Pillage represent one level, since there may be up to 2 markers in any given province, there may be up to 4 levels of looting. During adjustment of the markers, the "looting level" of each province is reduced by 1. Simply be cautious not to flip a Pillage ⊕ after removing a Pillage ⊖ in the same province as this would reduce the level by 2.

Pillage obtained because of attrition during the rounds may be immediately removed. Thus, a small "tax" on the local farms will have no impact. However, if the war stays in the same area for long, Pillage ⊕ may appear due to attrition and will cause a loss of income the next turn.

Pillage obtained by ℙ are not reduced the turn they appear. That is, they are considered to be placed at the same time as military looting, just after adjustment, but are resolved together with other actions of ℙ.

B Looting

B.1 Each stack in a enemy province may loot if it has sufficiently many troop to besiege the province (either the province is already controlled, or 1L𝔻 per level of fortress).
B.2 Looting is never mandatory.
B.3 The decision to loot or not is taken by the controller of the stack. The choice may vary from one province to another (it is possible to loot one province and decline the possibility in another province).
B.4 Looting are resolved in decreasing order of initiative: the alliance with the higher initiative resolves all its looting, then the next and so on.

C Looting and Pillage
C.1 Place a Pillage ⊕ in each looted province.
C.2 Exception: in the ROTW, if the looting stack contains no 𝔸 counter, only place a Pillage ⊖ (if another already exists here, immediately merge both into a Pillage ⊕).
C.3 If there are more than two Pillage markers in any province, remove the smallest one in each of these provinces (this can happen when looting a province which has already a Pillage ⊕ and a Pillage ⊖, or two Pillage ⊕).

D Looting Income
D.1 If there was no Pillage marker in the province before the looting take place, money is gained from looting.
D.2 The controller of each looting stack gains income equal to the income of the looted province.
D.3 In the ROTW, only the regular income is taken, not income from exotic resources.
D.4 In the ROTW, if there was no 𝔸 counter, gain only half the income.
D.5 The sum of these incomes is recorded in line **A9** of *ERS*.
D.6 Nobody gets money for provinces looted by minors country (including VA). That is, the minor keep the money for itself.

E Burning TP
E.1 Instead of looting, troops controlling enemy TP (not COL) may choose to burn it down.
E.2 Besieging is not sufficient to burn a TP. The establishment must be controlled, and a stack (at least 1L𝔻E) has to be here.
E.3 Simply remove any burned TP from the map, it now has level 0 and exploit no more resource.
E.4 No income is gained from burning a TP. Only the destruction of the establishment.

Example: Looting.— *In period III, HIS took control of Dutch* **Utrecht** *and besieges* **Zeeland**, *a stack is still present in* **Utrecht** *(defending against a potential counterattack). There is already a Pillage ⊖ in* **Utrecht** *(a Pillage ⊕ was here and was reduced). Since HIS is still besieging* **Zeeland** *and intends to continue the siege in the next turn, it chooses not to loot here. The Pillage would hamper the siege by increasing attrition. However,* **Utrecht** *being already controlled is a good target for looting. Indeed, a Pillage there would hamper a future attempt of Dutch reconquest. . . The presence of an existing Pillage here does not prevent looting: there are always more villages to burn and peasants to kill. A new Pillage ⊕ is put in* **Utrecht**, *but since another Pillage is present, no income is gained for HIS.*
Note that HIS could have chosen to loot also **Zeeland**. *This would be especially useful if it did not intend to continue the siege as the Pillage would prevent Dutch income for two turns. In that case, HIS would gain 9 𝔻 (the income of* **Zeeland***).*

Example: Burning TP.— *At the same time, HOL is besieging a TP ⊖ of* PORTUGALLIA *and controls another TP ⊕. It may choose to loot the TP ⊖. It may not burn it as it does not control it. If looting it, HOL will only gain 1 𝔻 (regular income of a TP ⊖). For such a small amount, HOL chooses to leave it, hoping to take it later. On the other hand, the TP ⊕ is controlled and HOL chooses to burn it (rather than looting for 2 𝔻). The province is now empty and open for attempts of Dutch TP placement. An efficient albeit morally disputable way of freeing old markets for your merchants. . .*

IX.6 Building Præsidios

A Where to build?

A.1 Præsidios may only be built in provinces with a port or arsenal depicted with a circled anchor on the map.
A.2 Præsidios may only be built in non-owned provinces.
A.3 Only one *Præsidio* may be built in each province.

B How to build?
B.1 To build a *Præsidio*, a country must either control the province or besiege it and not be forced to redeploy (that is, either Siegework ⊕, Breach or HW obtained during the turn).
B.2 It is possible to build *Præsidio* even if deciding to voluntary redeploy from the siege.
B.3 Præsidios are never build during administrative phase. Similarly, raising a *Præsidio* can only happen at the same conditions than building it.

C Cost
C.1 Præsidios are fortresses and cost the same price (construction and maintenance). They have the same restrictions on levels and technology.
C.2 Præsidios may never be of level more than 3.
C.3 Contrary to fortresses, *Præsidios* may be built at any level directly. The cost is then the sum of costs for each level.
C.4 This cost is recorded in line **B46** (Presidios build) of *ERS*.

D *Præsidios* in play
D.1 Præsidios are represented by fortresses of the owning power. Thus, they do count toward the counters limit of that power.
D.2 At most one country may have a *Præsidio* in any given province.
D.3 Because of *Præsidios*, up to two fortresses of different countries may exist in the same province. Put the regular fortress on top of the fortress icon on the map, and the *Præsidio* on top of the anchor.
D.4 If a country ever gains ownership of a province where it has a *Præsidio*, it may either dismantle the *Præsidio* or keep it and replace the regular fortress of the province with it (remove any existing regular fortress counter and move the *Præsidio* counter on top of the fortress icon to depict the new fortress).

IX.7 Redeployment of land troops

A Mandatory redeployment
A.1 A stack without LOS must redeploy.
A.2 A besieging stack must redeploy if it is too small to maintain the siege (less than 1L𝔻 per level of the fortress). This typically occurs in case of siege attrition during the last round.
A.3 A besieging stack must redeploy if there is no Siegework ⊕ and there was neither Breach nor HW obtained during this turn.

B Voluntary redeployments
B.1 Other besieging forces may choose to redeploy. The controller of each stack decides what to do with it.
B.2 Decisions to redeploy are taken in decreasing order of initiative. Redeployments are resolved once all decisions have been taken, thus the decision it self does not reopen LOS or similar effect.
B.3 Stacks may not partially redeploy. Either the whole stack redeploys or the whole stack stays.
B.4 If the redeployment of a stack would cause another stack to be out of supply, then the would-be OOS stack must also redeploy. This is, however, considered as voluntary redeployment.

C Redeployment in the ROTW
C.1 Any stack in the ROTW not in a controlled province may be redeployed as per voluntary redeployment procedure.
C.2 This include stacks with unknown discoveries and this is a way to bring back discoveries.

D Where to redeploy?
D.1 Stacks must redeploy into the closest (in MP) friendly controlled territory. In case of equality, the controller of the stack chooses.
D.2 Exception: Redeployment by naval move is never forced if there is a possibility to redeploy by land, even if it is further (in MP).
D.3 Redeploying stacks may not enter provinces with non-redeploying unbesieged enemy troops (troops that have finished their redeployment are still "redeploying" until the end of the segment and thus do not hamper other redeployments). Enemy fortresses, even unbesieged, do not hamper redeployment.
D.4 Redeploying troops may use naval move if there is a large enough naval stack adjacent to the redeploying stack at the beginning of the redeployment. Redeployment is then done together with return to port of the naval stack (see below). Note that combined land/sea movement is not possible during redeployment.
D.5 Redeploying stacks may not split nor pick up more troops. All the stack redeploys at the same place.
D.6 Redeploying stacks may enter or cross provinces with friendly troops without any effect on these troops (no "rout").
D.7 Redeploying stacks may not be intercepted.
D.8 If redeployment is not possible in 12MP or less, the stack is destroyed. Any leader will reappear next turn as reinforcement.
D.9 After redeployment, if any province exceed its stacking limit (8L𝔻), remove any exceeding troops.

E Redeployment and attrition
E.1 Redeployment is a cause of attrition. Each redeploying stack must roll for movement attrition with the usual modifiers.
E.2 In addition, troops redeploying because they have no LOS have a malus of **+2** to this test.
E.3 Troops conducting a voluntary redeployment have a bonus of **–2** to this test.

F Continuing siege
F.1 Besieging troops which obtained either a Siegework ⊕, a Breach or a HW during the turn may continue the siege for next turn.
F.2 In this case, remove all Siegework and put a Siegework ⊖ (even if there was no Siegework previously).
F.3 Continuing siege does not cause attrition.

Example: Simple redeployment.— *A Turkish stack is besieging* **Banat** *and got a Siegework ⊕ and a Siegework ⊖. It may choose to either stay (and replace both Siegework by a single Siegework ⊖) or redeploy to the first friendly province between* **Valahia** *(1MP),* **Serbia** *(2MP) or* **Bulgaristan** *(3MP) (or some other provinces, depending on the military situation but these three are the most likely). If it redeploys, it must roll for attrition at +8 (entering one enemy province, namely* **Banat***), -2 (voluntary redeployment) -MAN (+2 if this is a large stack as this is an extra cause of attrition). If there was only a Siegework ⊖ in* **Banat***, then redeployment is mandatory and the bonus of* **–2** *to attrition is lost. Since the stack still has a LOS, there is no specific malus for the roll.*

Example: Double redeployment.— *Suppose that there was another stack besieging* Buda *in* **Magyarország***, with a Siegework ⊕. If the stack in* **Banat** *redeploys, then the stack in* **Magyarország** *must also redeploy as it would otherwise by out of supply (its supply line goes through* **Banat***). This is, however, voluntary redeployment, even if the redeployment in* **Banat** *was mandatory. That is, TUR must choose to redeploy from* **Magyarország***, but the presence of a Siegework ⊕ allows for an orderly redeployment (and the* **–2** *to attrition). Note that it is likely that the closest province is the same from* **Banat** *and* **Magyarország***, thus resulting in an overstacking and destruction of exceeding troops. So, voluntarily redeploying both stacks might be a bad idea. . . This is not always the case due to rivers and mountain pass.*

Example: Mandatory redeployment.— *If a Polish counter-attack managed to relieve the siege of* **Banat** *(and stay there), then the Turkish stack in* **Magyarország** *is out of supply and must redeploy (with a malus of* **+2***). The closest province is* **Serbia** *(provided there is no enemy troops in* **Croatie***). The Polish stack in* **Banat** *may not intercept (neither in* **Croatie***, nor in* **Serbia***). If there was an* Hungaria *stack (even a lone L𝔻) in* **Croatie***, then the stack must go to either* **Moldova** *(if friendly) of* **Valahia** *(in that case, that's a 6MP move, hence another cause of attrition resulting in another* **+2** *to the test).*

Example: Impossible redeployment.— *Suppose now that* **Dalmacija** *belongs to VEN and that there are enemy troops in both* **Croatie** *and* **Erdély** *(due to a way too bold Turkish attack: destroy enemy troops before going deep in their territory). If* Moldavia *is neutral, the Turkish stack is trapped and cannot redeploy: it is simply destroyed (it may not cross neutral territory). If* **Moldova** *is friendly, the troop may redeploy there. If both* **Moldova** *and* **Basarabia** *are enemy (eg Polish) and* **Valahia** *is neutral, then the stack could possibly redeploy through* **Kárpátok**, **Bukovina**, **Moldova** *and* **Basarabia** *to* **Doğu Rumeli**. *However, that 13MP, more than the 12MP limit, thus this redeployment is not possible and the stack is destroyed.*

Example: Naval redeployment.— *A Turkish stack of two Yeniçeriler 𝔸 ⊕ landed in* **Malta**. *By the end of the turn, due to the heroic defence of La Valette, TUR only managed to get a Siegework ⊖ and is thus forced to redeploy. Fortunately, the Turkish armada is still here to carry the troops back home. Since naval move is 3MP whatever the distance and return to port is not constrained by distance, the stack can redeploy to any Turkish port (or arsenal). Contrary to regular naval move, the land stack may not move after landing in the port.*
Note that in addition to the mandatory redeployment, the stack is conducting a naval move embarking out of controlled port, and is a large stack. Two extra causes for attrition, each giving a **+2** *to the roll.*
If there was no naval stack adjacent to **Malta***, then redeployment would have been impossible and the Turkish army is destroyed.*

If SUE is besieging **Danzig** *and owns* **Hinterpommern***, then its closest redeployment possibilities are first by sea (3MP) and then to* **Hinterpommern** *(4MP due to swamp and river). Redeployment by sea, however, does not takes precedence over redeployment by land and SUE can freely choose any of the possibilities (but may not split its stack).*

IX.8 Return to Port

A Navies
A.1 Naval stacks being located in a sea zone have the choice to either
- return to any friendly, unblockaded port (or arsenal) of the controller's choice (not necessarily the closest one);
- OR stay at sea.

A.2 This is considered a move (even if staying at sea) and, as any naval move, it causes attrition with the usual modifiers.
A.3 In addition, naval stacks staying at sea at the end of turn have a malus of **+2** to this roll.
A.4 No interception, including by *Præsidios* or *Strait fortifications*, may occur during this move.

B Pirates and privateers
B.1 Piratæ ℙ stay where they are. They will still be active next turn.
B.2 Other ℙ are repatriated to a port of their owner's choice.
B.3 No interception, including by *Præsidios* or *Strait fortifications*, may occur during this move.

IX.9 Gold repatriation

A Before redeployment
A.1 Income. During Income phase, gold produced in a COL may be stored in any coastal COL in the same or adjacent *Area*. See §B of section V.5.3 (ROTW gold).

A.2 Military. During military rounds, gold may be moved either with troops or ships (including convoys) and intercepted by enemies. See §D (Spanish convoys) of section VI.12.2.1 (The convoys) for the apparition of the Spanish convoys and section VIII.6.1 (Convoys) for the attacks on convoys.

B Reaching Europe
B.1 As soon as a land or naval stack carrying gold reaches a owned and controlled province on the European map, the gold is emptied and the amount is tallied in line **A10** of *ERS*.

B.2 Note that COL of level 6, as well as **Açores** or **Islas Canarias**, are European provinces but not on the European map and are thus not sufficient to bring gold back home.

C Gold transportation
C.1 During the Redeployment phase, gold gain a free land movement (only).
C.2 Exception: Gold in any establishment bordering the **Mer Caspienne** at the beginning of this segment may cross it and reach any other province bordering that sea.
C.3 It may thus moves any distance along a chain of friendly establishments (COL, TP or fort).
C.4 Each establishment along the chain must be 12MP or less from the previous one (counting the cost as for L𝔻).
C.5 The path may not cross a province with a non-besieged enemy stack or fortress.
C.6 Gold can thus be repatriated for any distance as long as each "leg" of the movement is 12MP or less.
C.7 If Gold reaches an owned and controlled province on the European map, it is immediately emptied and tallied in line **A10** of *ERS*.
C.8 This movement of Gold may not be intercepted in any way.

Design note: Siberian gold is usually repatriated this way and thus do not require any campaign or accompanying troops to move.
On the other hand, American gold must cross the Ocean and can only do so during the military rounds. This repatriation still allows to easily concentrate all the gold in one place and prepare for an immediate naval move during the next turn.

Exchequer test and budget

Chapter X

X.1 Overview of the phase

A Administration At the end of the turn, final administrative actions are resolved and budgets must be completed. First, exceptional taxes that were scheduled during the administrative phase are resolved. Then comes the exchequer test. At this point, players roll to determine how well the funds were collected this turn and to discover their precise income. If the income is not enough to cover for the expenses, loans must be contracted, either from the people of your country or from international bankers. Last but not least, countries may try to improve their Stability.

B Sequence.
B.1 Exceptional taxes (X.2)
B.2 Exchequer test (X.3)
B.3 Budget (X.4)
B.4 Stability Improvement (X.5)

X.2 Exceptional taxes

A Exceptional taxes Exceptional taxes are scheduled during the Administrative phase. See section VI.6.3 (Exceptional taxes) for details (and examples). They are resolved at this point only. That is, until the end of the turn (and after most expenses have been planned), players won't know exactly the amount of collected taxes.
A.1 Note that Exceptional taxes must be planned during Administrative phase. If a country forfeited the possibility to do so, it is to late now to decide to raise taxes.

B Resolution of the taxes
B.1 Each country which has planned taxes should have written a modifier in line **A11** of *ERS* (copied from line **B39** of *ERS*). This modifier was ADM + 3 × Stability (at the time of the Administrative phase).
B.2 Roll 1d10, add the modifier and multiply the result by 10. This is the amount of taxes (in ₥).
B.3 Write this amount in line **A12** of *ERS*. It may well be negative if the modifier was negative. In this case, the country will actually lose money because of the taxes. It is not possible to refuse a "tax" once the amount is known.

C RT before Exchequer test
C.1 Players can know compute their RT before resolving the Exchequer test.
C.2 This is the sum of lines **A8** (RT after Diplomacy) + **A9** (Pillages, privateers) + **A10** (Gold from ROTW and Convoys) + **A12** (Exceptional taxes) of *ERS*. It is written in line **A13** (RT before Exchequer) of *ERS*.
C.3 Players should also copy line **B25** (Gross income B) of *ERS* in line **A14** (Gross income A) of *ERS* and line **B48** (Total expenses) of *ERS* in line **A19** (Expenses) of *ERS*.

X.3 Exchequer test

X.3.1 Gross Income

Design note: We explain here the technical rules of the economical system. For a description of the spirit of these rules, see section II.7.2 (A Three stage process).
The rules here are quite "algorithmic" in order to have them as precise as possible and avoid misinterpretations. Thus, there are not well suited to understand the whys of the system (only the hows). These rules are meant to be closely followed step by step. Check section II.7.2 (A Three stage process) in order to understand what should happen, as well as read some examples.

A Exchequer test Each country roll a die on table VI.1 (Administrative Actions) modified as follows (cumulative):
+2 If completely at Peace (no war (including civil or overseas wars), no intervention (limited or foreign)).
-1 per full 100 ₥ of National Loan (drop smaller amounts).
-1 per ongoing International Loan (whatever the amount, including the ones that are partially refunded).
-1 per bankruptcy in the last 5 turns.
-1 per loan treaty broken in the last 5 turns.
A.1 Find the result by cross-referencing the line of the modified result with the column equal to the Stability of the country.
A.2 The result may be either F⋆, F, ½, ½⋆, S or S⋆.

Playing tip: Bankruptcies and broken loan treaties should be noted by a small ⋆ in line **A14** of *ERS* for the turns where they affect the Exchequer test.

B Percentages By cross-referencing this result with the first three columns of table X.1 (Exchequer test), countries obtain three percentages for "Regular Income", "Prestige Income" and "National Loan".
B.1 Add 10 to the "National Loan" of countries that are not completely at peace.
B.2 Add 10 (cumulative) to the "National Loan" of HIS if it has declared a policy of expulsions (see section XIV.10.3.9 (Expulsion of the Jews and the Moriscos)).
B.3 It is possible and intended that these percentages sum up to more or less than 100%.

C Incomes Apply each of the three percentages to the whole Gross Income (line **A14** of *ERS*), rounding down, to obtain three incomes.
C.1 Copy these incomes in line **A15** (Regular income) of *ERS*, line **A16** (Prestige income) of *ERS* and line **A17** (Max. national loan) of *ERS*.

Playing tip: It is often convenient to cut these three boxes in half (diagonally). After rolling the exchequer test, immediately copy the percentages in the top-left halves, this avoid forgetting the result. Next you can take your time to compute the actual value and write it in the bottom-right halves.

X.3.2 International Loans

A Available money The total amount of available money for international loans is:
A.1 50 ₥ from the start (unspecified bankers).
A.2 Always add 50 ₥, or 100 ₥ for the emperor (German bankers).
A.3 Always add 50 ₥, or 100 ₥ for the diplomatic patron of Genua (Genoese bankers).
A.4 After event III-2 (Amsterdam Stock Exchange) add 50 ₥, or 100 ₥ for HOL.
A.5 After event IV-8 (1) (Creation of the London Stock Exchange) add 50 ₥, or 100 ₥ for ANG.

Result obtained	Regular Income	Prestige Income	National Loan	International Loan
F⋆	30%	0%	40%	20%
F	20%	20%	40%	30%
½	30%	20%	30%	40%
½⋆	40%	30%	30%	50%
S	50%	40%	20%	70%
S ⋆	60%	40%	20%	100%

International Money available: 50 ₥ + 50 ₥ for each Money Place (HRE, Genua, Amsterdam Stock Exchange, London Stock Exchange) x2 if place controlled.

Exchequer test: Test on Administration Table, Stability as Column, modifiers:
+2 If completely at Peace
-1 per 100 ₥ of National Loan, or per International Loan
-1 per bankruptcy (or broken loan treaty) in the last 5 turns
+1 if has a Stock Exchange (For International Loans only)
If not at Peace: Add 10% to the capacity of National Loan
HIS: Add 10% to the capacity of National Loan if Expulsions

Table X.1: Exchequer test

A.6 Thus, the total available money will be between 150 and 350 ₥. Note that it does depend on the country, that is all the countries have different loan capacities.

B International Loans test Each country may roll a die on table VI.1 (Administrative Actions) modified as follows:

+2 If completely at Peace (no war (including civil or overseas wars), no intervention (limited or foreign)).
-1 per 100 ₥ of National Loan.
-1 per International Loan.
-1 per bankruptcy in the last 5 turns.
-1 per loan treaty broken in the last 5 turns.
+1 if the country has a Stock Exchange (HOL after event III-2 (Amsterdam Stock Exchange) and ANG after event IV-8 (1) (Creation of the London Stock Exchange)).

B.1 Find the result by cross-referencing the line of the modified result with the column equal to the Stability of the country.

B.2 The result may be either F⋆, F, ½, ½⋆, S or S⋆.

B.3 Note that even is modifiers look alike, this roll is different from the Exchequer test. Do not use the same roll for both the Exchequer test and the International Loans test as this would increase the chances of extremely bad results.

C International Loan By cross-referencing this result with the last column of table X.1 (Exchequer test), countries obtain one percentages for "International Loan".

C.1 Apply this percentage to the total available money and copy the result in line **A18** (Max. international loan) of *ERS*.

Playing tip: Often, International loans are not necessarily and this step may be skipped by most countries. It may be useful to start computing your budget (next step) before deciding whether to take an international loan or not. Hence, it is sometimes more fluent to start computing your budget and then possibly come back to looking at international loans. Since there is no new knowledge gained between the Exchequer test and the Budget, this does not change anything.
If you wish to follow closely the order of the steps, you should, however, always roll for international loan preventively, thus avoiding bad surprises.
Rolling for international loan do not force to take one. It is always possible to decline a new international loan after rolling the die and seeing the available amount.

X.4 Budget

X.4.1 Expenses

A Regular income Write in line **A20** (Remaining expenses) of *ERS* the difference between line **A19** (Expenses) of *ERS* and line **A15** (Regular income) of *ERS*.
A.1 This may be a negative number in the rare case where the Regular income is larger than the total expenses.

B Prestige income Write in line **A21** (from Prestige) of *ERS* any non-negative number smaller than both line **A16** (Prestige income) of *ERS* and line **A20** of *ERS*.
B.1 Small value means that more money is spent for prestige VPs and less for day-to-day expenses. Those will be covered by loans or debt.

Design note: You cannot spend additional money for prestige (it must be non-negative). You cannot take more from prestige than the "Prestige Income" (smaller than line **A16** of *ERS*). You cannot take more from prestige than what is left to pay after the regular income is spent (smaller than line **A20** of *ERS*).

C National Loans Write in line **A22** (from N. loan) of *ERS* any non-negative number smaller than line **A17** (Max. national loan) of *ERS*.
C.1 Copy this number in line **C9** (New National loans) of *ERS*.

Design note: National Loans are not limited by expenses. However, you'll have to pay interest for them and maybe even refund your people someday.

D International Loans Write in line **A23** (from I. loan) of *ERS* any non-negative number smaller than line **A18** (Max. international loan) of *ERS*.
D.1 Copy this number in line **C1** of *ERS*.
D.2 Copy this number in line **C3** of *ERS*, **three turns** after the current one.
D.3 Copy 10% of this number (round up) in line **C2** of *ERS* for the **next three turns**. If there is already a number in one of these boxes, add the new value to it.
D.4 That is, you should write 3 interests (for the next three turns), and one refund (for the same turn as the last interest).

Playing tip: International loans are usually a bad idea because of the scheduled mandatory refund. Use them only when in need.

Example: *A correctly filled new international loan (of 100 ₿, at turn n, in red) over an existing one (of 200 ₿, from turn $n-2$, in black):*

	Turn	$n-2$	$n-1$	n	$n+1$	$n+2$	$n+3$
1	*New International loan*	*200*		*100*			
2	*I. loan interest*		*20*	*20*	*~~20~~30*	*10*	*10*
3	*I. loan refunds*				*200*		*100*

See also section VI.5 (Loan refund) for more detailed examples on how to fill the loan management record.

E New RT

E.1 Write in line **A24** (RT balance) of *ERS* the sum of line **A21** of *ERS* + line **A22** of *ERS* + line **A23** of *ERS* **minus** line **A20** of *ERS*. It may be negative if line **A20** of *ERS* is too big.

E.2 Write in line **A25** (RT after Exchequer test) of *ERS* the sum of line **A13** (RT before Exchequer) of *ERS* + line **A24** of *ERS*.

Design note: line **A20** (Remaining expenses) of *ERS* depict **expenses** that are left to be paid after using the Regular income. Hence it is subtracted from the RT while other lines are added (they are money taken from prestige or loan in order to fill the treasury).
If line **A20** of *ERS* is *negative*, regular income was enough to cover all expenses. Then, the surplus is added to the treasury (as subtracting a negative number results in an addition).

Design note: All in all, do not try to understand all the steps here while reading the rules. After a couple of turns of computing your budget, things will become more natural. Note that if you are having a "teaching session", you should try several "stupid" things with your budget to see the consequences.

Playing tip: When planning expenses, it is obviously a good idea to keep an eye on the possible income. . . Too many expenses result in bankruptcy while too few result in money "wasted" for prestige (instead of being use for buying troops or waging war).
Here are some guidelines in preparing your budget:
First, check in the administrative actions table what are the possible and plausible results with respect to your current (and expected) Stability. You may discard very unlikely results (with only 10% chance of happening) but you know you take a risk doing so. It is especially important to take into account the worse possible result you may obtain if you want to limit risks.
Second, check in the Exchequer test table the sum of percentages these results produce. Check separately the sum of Regular + Prestige income (income without debt) and the sum of the three percentages (income with debt). Applying these percentage to your Gross Income will give some amount of money.
Do not spend more than your best income with debt, obviously, doing so will result in problems. Spending more than the worse income with debt means taking risks. Estimate the risks (Is it a 10% or 30% chance of getting the worse result?) compared to the situation (Do you have lot of money in your RT to handle the loss?) and the expected gain (Will the extra expense allow you to win the war?)
Spending less than the worse income without debt means that some money will necessarily go into Prestige VPs. Are you sure it won't be better used for troops, economical development, . . . ? Spending less that the best income without debt means that you may get Prestige VPs but they are not guaranteed either.
The good cases is when the worst income with debt is roughly equal (or larger) to the best income without debt. Spending that amount of money means that the worse that can happen is to take a new loan (that can be handled later) and that you won't waste too much money on Prestige. Note that you have to plan your administrative actions and loan refund before the military phase, thus without knowing precisely how long the turn will last and how much you'll spend for moving troops (especially if at war). Thus, there is often some risk involved. . .

Remember that the economical system works best if you have some loan that you refund and recontract immediately (for a net effect of transferring Prestige income into the RT). If you plan to use this loan trick, then the amount of loan involved is not really a debt, that is increase you income without debt by this amount when planning your expenses.

Remember that the worse that can happen is a RT collapse. But even for that you need several turns of bad luck, bad management, or bad wars. Thus, don't be afraid of making too big errors with the economical system. You should get the hand of it before catastrophic results occur. . .

Note also that the malus to the Exchequer test if for loans still going on during the test. Thus, if you have 299 ₿ of national loan at the start of the turn, and refund 100 ₿ of them during the administrative phase, you're left with 199 ₿ of loan before the test, thus only a **–1** malus (because that's not two "full 100 ₿"). Sometimes, it is better to refund a bit more that what you'd naturally do because avoiding a **–1** DRM can be an extremely good idea.

Example: *If your Stability is +2 and you are at peace (**+2** to Exchequer test), then you'll likely to get ½⋆, S or S⋆ (with only 10% chance of ½). ½⋆ has 100% income with debt while S⋆ has 100% income without debt. Thus, by spending as much as your Gross income, you're almost guaranteed to be able to cover your expenses, maybe with some new loans. There is a small risk (10%) of a bad result (½) that will leave you with only 80% income. Estimate the risk versus gain for the last 20% of expenses. On the other hand, a good result gives you up to 120% with debt, hence some choice on whether to contract loan in order to get more Prestige.*

*If your Stability is -2 and you roll at **–3** due to heavy loans or previous bankruptcies, then the likely result are F⋆, F or ½ (disregarding the unlikely ½⋆). If you are at war, the income with debt for F⋆ is 80%, and the income with debt of ½ is 90%. Thus by spending around 80% of your Gross Income, you're sure to be able to fill your budget with some loan. But you're also sure to need some new loan. . . (and a good surprise may arise in the form of ½⋆).*

Note that the true difference in the table is between ½ (only 50/80% of the total) and ½⋆ (70/100%). Especially, being at peace with a Stability of +3 guarantees a good result.

X.4.2 Loan Management

A Players must then correctly take care of their loans for the next turn.

B International loans
B.1 Since the interests are not changed by partial refund of the capital, management of the international loans is entirely done during the administrative phase (when bankrupting or refunding) and the budget segment (for new loans).

C National loans
C.1 Compute in line **C10** (National loans at end) of *ERS* the difference between line **C5** of *ERS*, minus line **C7** of *ERS*, minus line **C8** of *ERS* and add line **C9** of *ERS*.
C.2 Report this number in line **C5** of *ERS* of the next turn.

X.4.3 Prestige and Wealth

A Wealth During each period, a global wealth is computed for each country. Wealth represent the overall economical situation of the country, as well as exceptionally good management (in the form of Prestige).
A.1 At the end of each period, wealth is converted into VPs. Each country has a different rate of exchange of wealth for VPs as each country has different typical economical situation.
A.2 All in all, each country is expected to score around 100VPs for wealth each period, give or take a few dozens if this is supposed to be a period of glory or decay.

B Prestige Write in line **A26** (Prestige VPs) of *ERS* the difference between line **A16** (Prestige income) of *ERS* minus line **A21** (from Prestige) of *ERS*. That is the remaining Prestige income that was not spend for covering daily expenses.

C Wealth Turn wealth is the sum of the Gross income and the Prestige VPs. Period wealth is the sum of all turn wealth over all the period.
C.1 Write in line **A27** (Wealth) of *ERS* the sum of line **A14** of *ERS* and line **A26** of *ERS*.
C.2 Write in line **A28** (Period wealth) of *ERS* the sum of line **A28** of *ERS* of the previous turn and line **A27** of *ERS* of the current turn.
C.3 Exception: If this is the first turn of a period, simply copy line **A27** of *ERS* into Period wealth. That is, period wealth is reseted at each period.

X.5 Stability Improvement

A Stability A country may attempt to improve its Stability, but this is never mandatory. As many actions, Stability improvement requires an investment and is resolved by a die roll. Beware that in some situations the result may be negative and cannot be forfeited once the die has been rolled.
A.1 Countries whose monarch was just overthrown due to revolts (see section IX.4.6 (Execution of the Monarch)) may not do a Stability improvement action this turn.

B Investment Each player wanting to improve the Stability of his country first chooses an investment and writes its cost in line **A29** (Stability improvement) of *ERS*. As for administrative actions, higher investments give bonuses to the roll.
B.1 The investment are:
Basic Investment: 30 ₿
Medium (**+2** to the die-roll): 50 ₿
Strong (**+5** to the die-roll): 100 ₿

C Procedure This action is resolved without requiring a table. The player rolls a die modified as follows (all modifiers are cumulative):
+? ADM monarch.
+2/5 if medium/strong investment.
+2 if the country was victim of a declaration of war this turn without having broken an alliance or declared a war itself.
-3 if the country is at war with at least one major country (including overseas wars but excluding interventions).
-2 if the country is at war with at least one minor country and no major country (including overseas wars but excluding interventions).
-5 if an enemy 𝔸 counter is in an owned national province and controls the city (not applicable during a Religious/Civil War, do not count revolt and rebel troops).
-3 Exception: for HIS, the malus for having an enemy 𝔸 counter controling the city, is -3 only, however it applies for any owned territory (not only its national territory). This specificity ends with event IV-2 (1) (Olivares) (if effects are applied), or with event V-4 (The War of Spanish Succession) (whatever the choices and outcomes).
+3 for a Prosperous Power (see below).
-3 for an Anti-Prosperous Power (see below).
±? by event.

Design note: Spanish empire The early Spanish empire was more of a multicultural empire including both Spain, Italy and the Netherlands than a modern country. Hence, occupying any part of the empire will hurt some people (and hamper Stability). There is no real notion of national territory to defend at all cost opposed to more distant vassals and "colony". However, only part of the empire is shocked by the war, thus the malus is smaller. Olivares policies recentred the empire on Spain, making it more like other European powers of the time.

D Result If the modified result is equal to:
5- the Stability **decreases** by 1.
6-10 Nothing changes.
11-14 the Stability increases by 1.
15-17 the Stability increases by 2.
18+ the Stability increases by 3.
D.1 Reminder: Stability varies from -3 to +3. It is not possible to decline the result (especially the loss of Stability) once the die has been rolled.
D.2 Stability is recorded on the Stability track on the ROTW map. Move the Stability marker according to the result of the action.

E Prosperity tracks the evolution of the Gross income (as recorded in line **A14** of *ERS*). A regular increase of the Gross income will make people happy and ease Stability improvement, a regular decrease will make people unhappy.
E.1 Prosperous Power A country is *Prosperous* if its Gross income has not decreased during the last 2 consecutive turns and increased during at least one of those turns.
E.2 Anti-Prosperous Power: A country is *Anti-Prosperous* if its Gross Income has decreased 2 consecutive turns.

Example: Prosperity.— *If the Gross income for the last two turns and the current one are:*
- *100, 110, 120: the country is prosperous.*
- *100, 100, 101: the country is prosperous (no decrease, at least one increase).*
- *100, 110, 109: nothing (one decrease prevents prosperity even if the final result is higher than two turns earlier)*
- *100, 99, 98: the country is anti-prosperous.*
- *100, 99, 99: nothing (one stagnation prevents anti-prosperity).*

Peaces

Chapter XI

XI.1 Overview of the phase

A Peace Wars can be ended only by a Peace. There are several types of Peace, from the white peace (return to statu quo) to the unconditional surrender. The type depends mostly on the difference between the Stability of the belligerents, slightly modified by the military situation. In some cases, countries must propose peace to their opponents, but usually some discussion occurs between the players.

B Crusade In the early game, if TUR conquers too many Christian provinces, the pope may try to launch a Crusade.

C Sequence.
C.1 Ransoms (XI.2)
C.2 Peace offers and discussions (XI.3)
C.3 Stability adjustment (XI.4)
C.4 Inflation (XI.5)
C.5 Test for crusade (XI.6)

XI.2 Ransoms

A Majors If a MAJ has its monarch (or Swedish heir) captured (due to battle), it **must** pay a ransom. The monarch is immediately liberated.
A.1 The ransomed country loses 2 Stability and pay 200 ₿ to the ransoming country.
A.2 If the monarch was captured by a minor country, the money is lost (it is payed but nobody gains it).
A.3 It is not possible to avoid ransom in any way. No keeping prisoners, no execution, . . . even if both the ransoming and ransomed players agree.
A.4 Thus, ransom may cause a later bankrupt or an immediate mandatory peace. Do not risk your monarch if you cannot afford the price.

B Minors If a MIN has its monarch captured by a major country, he **must** be ransomed.
B.1 The major holding the prisoners chooses one (and only one) ransom among:
50 ₿.
OR **+2** to a peace proposal.
OR possibility to do a separate peace proposal.
B.2 If a minor monarch is captured by another minor country, he is automatically ransomed for free (some money transfer between minors, not represented).
C Money gained or lost due to ransoms is written in line **A30** (Ransom, peace) of *ERS*.

D The return of the king
D.1 Ransomed monarchs will be available again during the next Interphase.
D.2 Especially, Ransomed major monarchs may not use their values for the rest of the Peace phase.

XI.3 Peace offers and discussions

XI.3.1 Signing Peaces

Countries at war (either major or minor) may sign peaces. Peaces are usually done between two alliances and not between single countries (each alliance may contain one or more country). Separate peaces are possible but usually harder. Peace between major countries (and their minor allies) are the result of an agreement between players. However, the Stability of the countries and the military situation creates a *Peace Differential* and strongly constrains the peace. This represents the overall opinion of the countries toward the current war and prevents players from signing unrealistic peaces. Peaces when one side only consist in minor countries (most of the time, a single one) are resolved by a die roll depending mostly on the military situation.

XI.3.1.1 Regular cases

A Global peace If two alliances are at war, they may sign a global peace between them.

B Separate peace between majors If two alliances are at war, some powers may sign peace with the whole enemy alliance.
B.1 Powers signing separate peaces are considered as breaking their alliance (loosing 2 Stability and giving a CB to former allies as per §G (Defensive Alliance) of section IV.2.1.3 (Alliances)).
B.2 If several members of the same alliance want to sign a separate peace with the same enemy alliance at a given turn, they must sign one single separate peace.
B.3 Note that this also prevent signing a separate peace with one member of the alliance and, at the same turn, a global peace with the rest of the alliance. All members of the alliance who want to sign peace (in this case, everybody) must do so together.

C Minor allies usually sign peace when their diplomatic patron does.
C.1 However, the diplomatic patron may choose to do a separate peace without some of its minor allies. In this case, the major loses 2 Stability for the separate peace and the diplomatic control of the minors staying at war.

Example: Separate peace.— *TUR is at war against VEN, HIS (and AUS) and POL. After an incursion in Hungary,* **Veneto** *itself is threatened, thus VEN would like to sign peace before it's too late. On the East side, RUS is massing troops along the Polish frontier and POL would also like to get out of here in order to defend its border. On the other hand, HIS and AUS have not suffered much and want to stay at war.*
TUR may choose to accept the separate peace either with VEN alone, or with POL alone, or with both VEN and POL together (treating this as a peace with an alliance). In any case, the powers signing the peace (VEN or POL) are breaking their alliance with allies staying at war (HIS) and thus lose 2 Stability and give a CB to these allies for the next turn.
Any minor allies of VEN or POL (signing the peace) is also included in the peace. Minors allies of TUR are also part of the peace.

Design note: It is not possible to sign several separate peace (in one war) in a single turn, and it is not possible to sign both separate and global peace on the same turn, in order to limit the number of peace conditions that may be exchanged each turn.

D Proposing separate peace with minor An alliance may propose separate peace with minor allies of an opposing alliance at the following conditions:
D.1 An alliance may propose a separate peace to any minor in VA or AN of one enemy if the alliance controls the capital of the minor.
D.2 An alliance may propose a separate peace to any minor in VA or AN of one enemy if the minor controls the capital of one major of the alliance. In this case, it must be a winning peace (level 1 or more) in favour of the minor.

D.3 An alliance may propose a separate peace to any minor of one enemy if it has captured the monarch of the minor and chooses to ransom it for a separate peace.
D.4 An alliance may propose a separate peace to any minor **not** in VA or AN of one enemy if it controls any province of the minor.
D.5 An alliance may propose a separate peace to any minor **not** in VA or AN of one enemy if the minor controls any province of one major of the alliance. In this case, it must be a winning peace (level 1 or more) in favour of the minor.
D.6 In addition, each alliance may propose a separate peace to one and only one minor ally of each opposing alliance, **not** in VA or AN.

E Signing separate peace with minors
E.1 As all peaces with minors, separate peaces with minors are resolved by a die roll.
E.2 Contrarily to separate peaces with majors, each separate peace with minors is resolved independently.
E.3 However, it is not possible to sign a separate peace at the same turn as the global peace.

Example: Separate peaces with minors.— *TUR, allied to* MAURETANIA *and* TRIPOLIS, *with VA* ALGERIA *and* TUNESIA *is at war against HIS, allied to* VENETIA *with VA* ORDO HOSPITALIS. *HIS controls* **Jebel Tubqāl** *(in* MAURETANIA*),* **Oran** *(in* ALGERIA*) and* **Ifriqiya** *(capital of* TUNESIA*). TUR does not control any Christian provinces.*
TUR may not propose peace to ORDO HOSPITALIS *as it is a VA. It may propose peace to* VENETIA.
HIS may propose peace to MAURETANIA *because it controls one of its provinces. HIS may propose a peace to* TUNESIA, *even through it is a VA, because it controls its capital. HIS may not propose peace to* ALGERIA *because it is a VA and even if it controls one province, it does not controls the capital. It may, in addition, propose peace to* TRIPOLIS *as each alliance is always entitled to one separate peace with one enemy minor at no condition.*
Thus, HIS may propose up to three separate peaces with minors. If it does, each of these peaces is resolved separately.

XI.3.1.2 Mandatory peaces

A Mandatory peaces between majors It is usually not mandatory to sign a peace, however:
A.1 If a country is at -3 Stability for two consecutive turns at the beginning of the peace offer segment, it must **propose** a peace to each alliance (containing at least one major) against which it was at war during these two turns. Note that the check happens **after** Stability improvement, thus mandatory peace usually occur because of a failed improvement (or a ransom).
A.2 Exception: RUS, before its military reform, is only forced to propose peace if it is at -3 Stability for 3 consecutive turns.
A.3 The opposing alliance is not forced to accept the peace. It the peace is refused, there is no penalty.
A.4 Exception: if the level of the proposed peace (see below) is 4 or 5 in favour of the enemy, then the enemy is forced to accept it (this is basically an unconditional surrender). In this case (only), the winning alliance chooses the nature of the conditions for the peace.
A.5 If two powers at war against one another must both propose a mandatory peace, then the peace must be signed.
A.6 The peace proposal is made based on the *Peace Differential* as any regular peace. That is, the country is forced to proposed a peace but the other regular rules for peaces are still enforced. This is not necessarily a surrender, and in some cases it is even possible to be forced to proposed a winning peace. . .

B Mandatory peace and alliances
B.1 Since this condition is checked for each country (and not for each alliance), it may be a separate peace proposal (with only some members of the alliance forced to propose peace).
B.2 If several members of the same alliance must propose a mandatory peace, they must propose it together (as usual with separate peaces).
B.3 If a power is forced to propose a peace and that peace is accepted, that power is not considered to have broken alliance.
B.4 Especially, this does not give a CB to its former allies.

C Mandatory peaces and global peaces Note that if a global peace is signed, no separate peace may be signed first. Thus, mandatory peace proposals only happen if the global peace is not signed.

D Mandatory peaces with minors
D.1 If all provinces of a minor are controlled by enemies (not necessarily the same alliance), then the minor automatically signs a mandatory unconditional surrender (peace of level 5) with all its enemies together. That is, this is one global peace and not one surrender against each enemy.
D.2 It is not possible to refuse that peace. In case of disagreement between the winners, they are considered allied for the resolution of the peace only.
D.3 If the minor was at war allied to a major, it immediately goes to Neutral before resolving the peace (the minor consider that its patron should have protected it).
D.4 If an alliance of minors is at war with no major ally, it automatically accepts an unconditional surrender (peace of level 5) in its favour if any enemy proposes it. See §G (Automatic peaces) of section XI.3.6 (Peace with Minor powers) for more on this.

XI.3.1.3 Other specific cases

A Tri-partite wars
A.1 If three (or more) alliances are at war against one another, each peace signed is only signed between two alliances. The others stay at war.
A.2 It is of course possible that all alliances at war decide to sign peace at the same moment.

B Events and peaces Many events create wars with specific conditions with regard to peace, including:
B.1 Specific way to end a war, that is, specific conditions enforcing mandatory peaces.
B.2 Specific peace conditions that may be taken, in addition to the regular one (described below).
B.3 Specific peace proposal that will automatically be accepted by some minor countries.

C Disagreements
C.1 If members of an alliance do not agree toward signing a peace, all decisions concerning the proposal and acceptation of the peace are taken by the country whose monarch has the higher DIP (resolve ties at random) among those (of that alliance) involved in the proposal (that is, you have nothing to say about a separate peace made by your ally, except threatening it of later reprisals, but threats have no in-game effect).
C.2 Note that effectively, the monarch with higher DIP takes all the decisions alone and is in no way forced to listen to his allies (however, do not complain that nobody wants you as an ally if you keep ignoring them).
C.3 Only countries that are fully at war are considered. That is, countries in limited or foreign intervention may not impose their will to their allies and have a purely consultative say in the peace discussion.

Example: Disagreements.— *FRA and HIS are at war against HOL and ANG. FRA and HOL both have higher DIP than their ally.*
- *If HOL wants to sign a global peace (e.g. because Amsterdam is besieged) while ANG wants to stay at war (because it think situation in the ROTW will become better), HOL may impose its decision to ANG and sign the peace. HOL may also, obviously, decide to sign a separate peace.*
- *If HOL proposes a separate peace that FRA wants to accept but HIS would like to refuse, FRA may impose its decision.*
- *If ANG wants to sign a separate peace, HOL has nothing to say about it and may not force it to stay at war.*

D Timing for the insanes Separate peaces between two alliances are considered simultaneous. Especially, a power signing a separate peace with an enemy alliance is still allowed to discuss any separate peace proposal from this alliance. Peace agreement may be global (as in "I sign this separate peace only is this one is only signed"). Remember that in case of disagreement, the countries stay at war and that's all.

D.1 Precise peace timing:
1. Global peace proposals and discussions between majors. All proposals and agreement are simultaneous and it is not possible to wait for a peace before signing another.
2. Separate peace proposals and discussions between majors, including mandatory separate peaces. All proposals and agreements are simultaneous.
3. Peace with minors, including separate peaces with minor allies. All proposals are simultaneous before any die is rolled.

Example: Continued.—
- *If both HOL and HIS want to sign a separate peace with their enemies, that FRA and HIS are ready to accept the Dutch peace but ANG would like to stay at war against HIS, then HOL is still part of the peace discussion and may force ANG to accept the Spanish peace at the same time that it itself sign peace with FRA.*
- *In the same situation, HIS may decide that its separate peace is valid if and only if the Dutch peace is accepted. Typically if ANG and HOL try to buy HIS out of the war by offering it an advantageous peace, HIS may link it to the peace with HOL in order to avoid leaving FRA alone against two enemies.*

E Cultural agreement
E.1 Peace agreements may include promises for future actions or agreements on future Diplomatic phases.
E.2 It is, however, not possible to immediately sign any agreement (loan, dynastic alliance, military alliance, . . .) Hence, it is always possible to "forget" about these between the signature of the peace and the next Diplomatic phase. Again, do not complain that nobody loves you if you keep forgetting your agreements (Europa Universalis is a long term game and treason is often a bad strategy).
E.3 Such promises do not have to be publicly announced and may be kept secret between players (even from allies). Thus, they are often jokingly referred as "cultural agreements" as they have no in-game effect (only a promise between players). Players sometimes get out of a secret discussion announcing they are signing peace with "transfer of one province and some cultural agreements". . .

Playing tip: Peace discussions Peace discussions may last for a long time, especially for big wars including many countries. It is advised to try and minimise the time involved for peace discussions and keep the negotiations for the Diplomatic phase. However, evaluation of the new situation is required and some complex transactions are not uncommon (nor unrealistic given what historically happened during the time frame of the game). Discussions should be kept focused on the current peace and not diverge toward long term agreements (these are best suited for the Diplomatic phase).
Players may isolate themselves from other players in order to discuss peaces. Either allies wanting to prepare a common proposal or enemies wanting to discuss secret clauses without third party players interfering in the discussion. Private discussions do not need to include all members of a given alliance. . . As a rule of thumb, peace discussions between enemies is faster if there are no other players listening and commenting the proposals, trying to influence it. However, do not hesitate to ask advice from other players to check if some proposal is as balanced as it seems. Especially, inexperimented players may have hard time to grasp all the consequences of some agreement and may want to consult an experimented neutral player. . .

XI.3.2 Interventions

A Countries in limited or foreign intervention in a war that goes on may choose to either continue the intervention or withdraw.
A.1 The choice is made for each intervention separately. In case of disagreement, each country in decreasing order of initiative indicates for each intervention whether it stays or withdraws.
A.2 The choice is made by the country doing the intervention. Not by the leader of the alliance as for signing global peaces.

B Continuing a limited intervention will cost some Stability. Continuing a foreign intervention costs nothing but prevent reinforcing the stack. See section XI.4 (Stability adjustment).
B.1 Withdrawing require evacuation of the intervening units as per §D (Peace Evacuation) of section XI.3.7 (General Consequences of the Peace).

XI.3.3 Peace differential

A The *Peace Differential* is an abstract way of determining the winner of any war between majors. It is mostly based on the Stability of the countries involved, representing the people support for the war, slightly modified by the military situation.
A.1 In case of separate peace, the *Peace Differential* is computed only between the countries involved in the proposal.
A.2 Peace Differential strongly constrains the possibility of peace.

B The basic Peace Differential is the difference between the Stability of the enemies.
B.1 In case of alliance, take the mean Stability of all members of the alliance. Do not round numbers at this point.
B.2 Note that the basic PD is symmetrical, that is if an alliance has a basic PD of +1.5 versus another alliance, then the second alliance has a basic PD of -1.5 versus the first.

C The modified Peace Differential is obtained from the basic PD by checking the military situation.
C.1 The alliance that controls more enemies provinces adds (and the other subtracts) to its basic PD:
+1 if it controls 2 or 3 more provinces.
+2 if it controls 4 or 5 more provinces.
+3 if it controls at least 6 more provinces.
C.2 Count capitals as 2 provinces.
C.3 Do count provinces of minor allies (or provinces controlled by minor allies) together with those of its diplomatic patron.
C.4 Count COL and TP as ½ province. Exception: COL of level 6 are considered as European provinces and count as a full province.

Example: Modified Peace Differential.— *RUS is at war against allied TUR and SUE. The Stability are 1 for RUS, 0 for SUE and 1 for TUR. Thus, the basic PD is 0.5 (1 - (1+0)/2) in favour of RUS.*
RUS occupy Swedish **Ingermanland** *and* **Karelen** *but TUR occupy both* **Astragan** *and* **Terek** *(annexed by RUS a long time ago). Both side thus controls as many enemy provinces and the PD is not modified.*

Example: PD and separate peaces.— *In the same situation, if RUS wants to sign a separate peace with SUE, then its basic PD is 1 (1-0, the Stability of TUR does not count). Since this peace is only with SUE, provinces controlled by TUR are not taken into account. RUS controls 2 more provinces than SUE, and the PD in its favour is increased by 1 to 2.*
On the other hand, if RUS wants to sign a separate peace with TUR, the basic PD is 0 (they both have 1 Stability) modified to -1 as TUR controls two more provinces.

Example: PD and minors.— *If* CRIMEA *was at war allied to TUR and RUS controls* **Crimée**, *this province has to be taken into account for modified peace differential in any peace that include TUR. Since it is a capital, it counts as 2 provinces. Thus, the modified PD of RUS against the alliance is now +1.5, and against TUR (in case of separate peace), 0.*

D Military situation in overseas war
D.1 During overseas wars, count occupied COL and TP as one province each.
D.2 Privateer effect In addition, each TF ⊕ which was reduced to current level 0 or 1 counts as 1 province (2 in the country own CTZ).

D.3 Do count all CTZ/STZ where TF have been reduced without remembering who caused the losses.

Design note: Privateer effect is triggered even if the losses were caused by PIRATÆ or a third party ℙ (typically, one of Barbaresque countries (XIV.13.1.3)), which may seem illogical. However, ℙ are only a partial and abstract representation of the actual privateer activity. It is assumed that the real activity is more widespread, including in zones where no counter was send. Moreover, the target country probably doesn't know for sure who attacked each of its merchants. Or doesn't make a real difference between pirates and enemy privateers. . .

Example: Privateer effect.— *FRA and ANG are entangled in a commercial war. A TF of ANG of level 6 in CTZ* ANGLIA *was reduced to current level 0 due to attacks by Bart. Another TF of level 4 in STZ* **Amérique** *was reduced to level 1 due to combined attack of a* PIRATÆ ℙ *and a French* ℙ. *A third TF of level 5 was reduced to level 1 in STZ* **Golfe du Lion**. *Meanwhile, ANG manages to take a COL of level 4 of FRA in* **QUÉBEC** *as well as a TP in* **INDIA**. *This counts as 4 provinces occupied by FRA and 2 by ANG, thus a +1 to PD in favour of FRA.*

E The net Peace Differential is obtained by rounding the modified PD to the nearest integer. In case of halves, round down in disfavour of the winning side (that is, round toward 0). Then cap to **+5** (and **–5**) if needed.
E.1 Note that fractions in the PD may only come from the Stability difference. However, the military situation may change the winner, thus the direction of the final rounding.
E.2 The net peace differential is also symmetrical. Thus, it is always sufficient to compute the PD from the point of view of one of the alliances.

Example: Rounding PD.— *SUE, POL and TUR are at war against RUS. The Stability of RUS and SUE is 1, while the Stability of POL and TUR is 0. No side controls enemy provinces. Thus, the basic (and the modified) PD is 1 - (1+0+0)/3 = $^{2}/_{3}$ in favour of RUS, rounded to +1 in favour of RUS.*

SUE and TUR are at war against RUS. The Stability of RUS is 0, the Stability of TUR is 1 and the Stability of SUE is 2. Thus, the basic PD is +1.5 in favour of the alliance (or -1.5 in "favour" of RUS). If the military situation does not modify this, it is rounded to +1 in favour of the alliance.

SUE and TUR are at war against RUS. The Stability of RUS and TUR are 1 while the Stability of SUE is 0. Thus, the basic PD is +0.5 in favour of RUS. However, the alliance controls four Russian provinces while RUS controls no enemy province. Thus, the PD is modified by 2 in favour of the alliance, for a result of +1.5, rounded down to +1 in favour of the alliance. Note that if rounding had occured before modification, the PD would have been rounded to 0 and then modified to +2 in favour of the alliance. Hence, it is important not to round at the wrong time.

XI.3.4 The Peace levels

The *peace level* represents in an abstract way the amount of "winning" the winner has. It varies between 0 (white peace) and 5 (unconditional surrender). The peace level is strongly constrained by the *Peace Differential*. In turn, the peace level indicate how many *conditions* the loser has to give to the winner.

XI.3.4.1 Peace levels and conditions

A Peaces that are permitted
A.1 In any case, a *Conditional Peace* of level equal to the PD in favour of the dominant alliance is allowed.
A.2 If the *Peace Differential* is at most +2 in favour of one alliance, a *Negotiated Peace* of level 0 (White Peace) or 1 is permitted in favour of any alliance (even the one with the lowest modified PD, that is the apparent loser).
A.3 Exception: if a power if forced to proposed a Mandatory peace (as in section XI.3.1.2 (Mandatory peaces)), it must propose a Conditional Peace and may not propose a Negotiated one.
A.4 If at least one Major member of an alliance has its capital (or both if it has two) and at least half of its other national provinces controlled by enemies (not necessarily allied), then a Conditional Peace of level 5 is allowed against that alliance.

B Peace conditions The level of the peace determine both the number of conditions that the losing alliance must give to the winning one and some details on these conditions, as described below.
B.1 Only countries that are fully at war may give or take peace conditions. That is, countries in limited or foreign intervention do not risk to lose anything at peace time, but they may not either have any gain. Obviously, there may be some promises to be fulfilled at a later Diplomatic phase, but as always promises are not binding.
B.2 There are 4 types of conditions that may be given at peace:
Territorial concessions: The losing alliance gives ownership of one province to the winning alliance.
See section XI.3.5 (Transfers of Provinces by Peaces) to know which province may be annexed by who. The province may belong to any member of the loosing alliance (including minor allies). The province can be given to any member of the winning alliance (including minor allies). The choice of the province is made either by the losing or winning alliance, depending on the level of the peace.
Indemnities: The losing alliance must give some money to the winning alliance. The money must come from the RT of one or more majors of the loosing alliance (minor allies may not pay the indemnities) and can be given to one or more members of the winning alliance (minor allies may receive the indemnities). The amount is written in line **A30** of *ERS* of the concerned countries (negative for the losers, positive for the winners). If the losing alliance is composed solely of minor countries, they may pay indemnities.
The losing alliance always choose who pay, while the winning alliance always choose who gets the money.
Diplomatic concessions: Either of the choice below. The precise choice is only decided when implementing the condition and is always made by the winning alliance. The minor involved must not necessarily be part of the war to be chosen (drastic changes of alliances and distant weddings were not uncommon). The minor involved may however not be at war elsewhere (it may be part of the just finishing war).
- (Europe) The loosing alliance must give diplomatic control of one of its European minor allies to the winning alliance. If the loosing alliance is solely composed of minors, then the winning alliance may gain diplomatic control of one of them.
- (ROTW) One ROTW minor breaks its diplomatic status with some member of the losing alliance and may increase its status with some member of the winning alliance.

Special conditions: Events and other specific rules sometimes create specific concessions that may (or must) be used as peace conditions for some wars. Sometimes, a minimum level of the peace is required in order to ask for this concession. Sometimes, a concession is automatically added to other peace conditions as soon as the peace reaches a certain level.

C Terms of the peace When a peace is agreed between majors, the terms must specify both the level of the peace and the nature of the conditions. For example, two countries may sign "a peace of level 3 with one territorial concession first and then one diplomatic concession".
C.1 Once the peace is agreed, players may choose the precise conditions (which province to annex, who is going to pay the indemnities, . . .)
C.2 The order of the concessions is important only in case of disagreement between players.

D Deciding details In each alliance, the country whose monarch has the higher DIP has all power to decide which peace to sign.
D.1 However, for the precise choice of the conditions, the choice is made in decreasing order of DIP in each alliance. That is, the monarch with higher DIP chooses the first condition, the second one chooses the second, and so one (looping back to the monarch with higher DIP if needed).
D.2 Not that choices are made sometime by the losing alliance and sometime by the winning one. The choice order is followed by each alliance separately.
D.3 For Territorial concessions only, the alliance who choose depends on the level of the peace and the number of territorial concessions (only). That is, if the only territorial concession is the second condition of the peace, it is still the first territorial concession.

Example: Disagreement.— *HIS and HOL are losing a war against FRA, allied to* PORTUGALLIA. *HOL has higher DIP than HIS. The peace differential is 4, so the only peace that may be signed is of level 4, hence three conditions. After some discussions, FRA and HOL agree on indemnities as first conditions and then two territorial concessions after that. Note that having lower DIP, HIS may take part in the discussion but in the end, the decision is made by HOL, however, if HOL wanted to stay at war, HIS could have signed a separate peace.*
Since HOL has the higher DIP, he choose how to implement the losing side of the first condition and decides that HIS is going to pay all the indemnities (they could have been split in any way between the losers). Being the only Major, FRA chooses who receive the money. Even if it could have given some to PORTUGALLIA, *it prefers to keep all of it. . . (note that as part of the discussion, it could have been agreed that this money goes to* PORTUGALLIA *(and is lost) but this would have been only a verbal non binding agreement and in the end FRA decides who gets the money). Even if the first territorial concession is the second condition, it is the first territorial one, hence chosen by the winning alliance (for a peace of level 4). FRA chooses to annex a Spanish province. Lastly, the second territorial concession is implemented. It is chosen by the losing alliance. Since HOL already has its turn in choosing a condition (for the indemnities) and HIS did not has its, HIS chooses and decides to give a Dutch COL to* PORTUGALLIA.

Playing tip: Note that letting an unwilling ally support all the weight of the peace is probably not a good long term strategy if you still need allies for future wars. Usually, the precise implementation of the peace conditions is agreed upon between players before signing the peace. The precise order of choice is rarely needed.
A lot of rules are written to handle disagreements because that's the special cases where we need how to resolve the situation for the rare cases where players really have divergent opinions. In most of the cases, the players go out of the negotiation room already knowing all the details of the peace, and the high DIP country discuss with its allies rather than imposing a peace.
Especially, *Europa Universalis* is a (very) long term game. Backstabbing people during peace negotiation is probably not a good long term strategy. You may do it sometime when you really have a huge gain or a big opposing goal with someone, but be careful.

E Disagreement Any power in the winning alliance who is currently controlling at least one province of the losing alliance and does not receive a full peace condition may denounce the peace (receiving part of some indemnities is not enough to prevent a country from denouncing the peace).
E.1 In this case, all the majors of the winning alliance that received at least one full peace condition immediately break their alliance with all the powers denouncing the peace.
E.2 As usual, powers breaking alliance lose 2 Stability and give a CB to their former allies.
E.3 Powers breaking alliance that way stay allied together. Powers denouncing the peace stay allied together.
E.4 Powers that neither denounce the peace nor received a full peace condition must immediately chose either to denounce the peace or to accept it.
E.5 If they accept the peace, they are breaking their alliance with the power denouncing it (and stay allied with the others), at usual cost.
E.6 If they denounce the peace, they stay allied with the other powers denouncing it.
E.7 Note that the powers breaking the alliance are the ones that did receive something (or stick with them), not the ones that choose to denounce the peace. That is, the powers denouncing the peace have been wronged and ask their former allies for compensations, and it is the refusal of giving such compensations (unrepresented in game) which causes the breaking of the alliance.
E.8 Note also that denouncing the peace does not automatically create a war between the former allies. It only breaks the alliance and give a CB to some of them.

XI.3.4.2 Description of peace levels

A Peace of level 0 (White peace) No conditions are given or taken.

B Peace of level 1 The winning alliance receives one peace condition.

B.1 Territorial concession The province is selected by the losing alliance.

B.2 Indemnities The losing alliance gives 50 ₯ of war indemnities to the winning alliance.

B.3 European Diplomatic concession One European country, neither in VA nor AN, is removed from one loser's Diplomatic Track and placed back into the Neutral box. If the losing alliance is composed solely of MIN powers, the winning alliance may gain one of them in RM status.

B.4 ROTW Diplomatic concession One ROTW country breaks FR status with one member of the losing alliance. If the losing alliance is composed solely of MIN, then one of them is forced to sign a FR with one member of the winning alliance.

C Peace of level 2 The winning alliance receives one peace condition.

C.1 Territorial concession The province is selected by the winning alliance.

C.2 Indemnities The losing alliance gives 75 ₯ of war indemnities to the winning alliance.

C.3 European Diplomatic concession One country (any status, excepted if blocked by other rules of events) is removed from one loser's Diplomatic Track and placed back into the Neutral box. If the losing alliance is composed solely of MIN powers, the winning alliance may gain one of them in RM status.

C.4 ROTW Diplomatic concession One ROTW country decreases one level (from AT to FR or from FR to neutral) with one member of the losing alliance. If the losing alliance is composed solely of MIN, then one of them is forced to sign a FR with one member of the winning alliance.

D Peace of level 3 The winning alliance receives two peace conditions.

D.1 Territorial concession The first territorial concession is chosen by the winning alliance, the second (if there are two) is chosen by the losing alliance.

D.2 Indemnities The losing alliance gives 75 ₯ of war indemnities to the winning alliance.

D.3 European Diplomatic concession One country (any status, excepted if blocked by other rules of events) is removed from one loser's Diplomatic Track and placed back into the Neutral box, or in RM status of one winner. If the losing alliance is composed solely of MIN powers, the winning alliance may gain one of them in RM status for one peace condition or in MA for two peace conditions.

D.4 ROTW Diplomatic concession One ROTW country either breaks AT with one member of the losing alliance or both breaks FR with one member of the losing alliance and signs FR with one member of the winning alliance. If the losing alliance is composed solely of MIN, then one of them is forced to sign a FR with one member of the winning alliance, or a AT for two conditions.

E Peace of level 4 The winning alliance receives three peace conditions.

E.1 Territorial concession The first and third territorial concessions are chosen by the winning alliance. The second one is chosen by the losing, alliance.

E.2 Indemnities The losing alliance gives 100 ₯ of war indemnities to the winning alliance.

E.3 European Diplomatic concession One country (any status, excepted if blocked by other rules of events) is removed from one loser's Diplomatic Track and placed back into the Neutral box, or in RM status of one winner. If the losing alliance is composed solely of MIN powers, the winning alliance may gain one of them in RM status for one peace condition or in MA for two peace, or in either EW or VA (if this status is possible) for three peace conditions.

E.4 ROTW Diplomatic concession One ROTW country breaks any status (FR or AT) with one member of the losing alliance and signs FR with one member of the winning alliance. If the losing alliance is composed solely of MIN, then one of them is forced to sign a FR with one member of the winning alliance, or a AT for two conditions.

F Peace of level 5 (Unconditional Peace) The winning alliance receives three peace conditions.

F.1 Territorial concession All provinces are chosen by the winning alliance.

F.2 Indemnities The losing alliance gives 150 ₯ of war indemnities to the winning alliance.

F.3 European Diplomatic concession One country (any status, excepted if blocked by other rules of events) is removed from one loser's Diplomatic Track and placed back into the Neutral box, or in RM status of one winner. If the losing alliance is composed solely of MIN powers, the winning alliance may gain one of them in RM status for one peace condition or in MA for two peace, or in either EW or VA or AN (if these status are possible) for three peace conditions.

F.4 ROTW Diplomatic concession One ROTW country breaks status with one member of the losing alliance and signs FR with one member of the winning alliance. If the losing alliance is composed solely of MIN, then one of them is forced to sign a FR with one member of the winning alliance, or an AT for two conditions.

G Indemnities Note that the amount given for indemnities is the amount *per condition*. That is, if a peace of level 5 is signed with three indemnities as the three conditions, the total amount is $3 \times 150 = 450$ ₯!

XI.3.5 Transfers of Provinces by Peaces

A If a peace includes territorial concessions, some provinces owned by the loosing alliance (including minors) immediately change ownership and now belong to one member of the winning alliance (possibly a minor).
A.1 Not all powers may annex all provinces. If there is not enough provinces to annex in order to fulfil all the territorial concessions, the peace may not be signed under these terms. That is, some other conditions must be chosen rather than territorial ones.

B Choice of Provinces The provinces that may be annexed are:
B.1 Capitals may never be annexed unless explicitly specified elsewhere.
B.2 Any power may annex provinces it controls at the time of the peace.
B.3 Any power may annex any of its national provinces, whoever controls it (even if still controlled by the enemy alliance).
B.4 Any power may annex any province it previously owned during the game, whoever controls it (even if still controlled by the enemy alliance).
B.5 Any power may annex any province with its blurred shield in it, whoever controls it (even if still controlled by the enemy alliance).
B.6 Any power may annex a TP or COL (including of level 6) if it was controlled during some point of the war by any member of its alliance.
B.7 Any power may annex a TP or COL (including of level 6) if it owned an establishment in the same *Area* at some point during the game.
B.8 Exception: if a province, TP or COL is currently controlled by a third party power (not member of any of the alliances signing peace), it may only be annexed if the controlling power agrees. In that case, the controlling power must evacuate the province as per §D (Peace Evacuation) of section XI.3.7 (General Consequences of the Peace).

C Priority If any national province of the winning alliance is currently owned by any member of the losing alliance and controlled by a member of the winning alliance, it must be chosen as territorial concession (if the peace includes some territorial concession).
C.1 If several exists, the choice is made by the power choosing how to implement the condition (§D (Deciding details) of section XI.3.4.1 (Peace levels and conditions)).
C.2 Note that this priority does not prevent any other peace condition (indemnities, diplomatic concessions, . . .) to be obtained at peace instead of territorial concessions.

C.3 Note that provinces with blurred shield are (usually) not national provinces and thus don't have priority.

Example: *SUE and RUS are at war. SUE owns* **Ingermanland** *(a Russian national province) from a previous war. They decide to sign a peace of level 1 favouring RUS.*
- *If RUS controls both* **Ingermanland** *and* **Karelen**, *and the belligerent agree on a territorial concession, then SUE must choose to give* **Ingermanland** *as occupied national provinces have priority.*
- *Whether RUS controls* **Ingermanland** *or not, they may agree on Indemnities or a Diplomatic concession as the sole peace condition. The national province does not prevent other conditions but simply constrains territorial concessions.*
- *If RUS controls* **Karelen** *but not* **Ingermanland** *and they agree on a territorial concession, SUE can choose to give either* **Ingermanland** *or* **Karelen** *to RUS. Non occupied national provinces are eligible as territorial concessions but have no priority.*
- *If RUS does not control* **Karelen**, *then it cannot annex it at peace (whatever the level of the peace). Non-national provinces must be occupied to be annexed.*

D Transfer of Colony or Trading Post
D.1 One territorial concession (whatever the level of the peace) allows to annex two COL or TP if (i) both are controlled by the winning alliance at the end of the war and (ii) none of them is a COL of level 6.
D.2 COL of level 6 or establishments that are not controlled at the end of the war are annexed for a full condition each.
D.3 The two establishments may be annexed by different winners and from different losers.
D.4 The power choosing how to implement the peace condition does chose both establishments and their new owners.

E Overseas Wars A peace treaty ending an Overseas War may not involved change of ownership of any province on the European map, **Islas Canarias** or **Cabo Verde**.
E.1 Note that COL of level 6 may still be annexed and that the "two for one" rule above still applies.

F Transfer of provinces of minor countries
F.1 Minors signing peace at the same time as their Diplomatic patron are involved in the peace as any power and may thus cede or annex provinces.
F.2 For this purpose, provinces with a non-blurred shield, as well as provinces formerly owned by the minor, count as "national provinces" of the minor (especially for the priority of annexation rule).
F.3 Additionally, provinces of *BALKANS* are considered as national provinces of VENETIA.
F.4 Provinces gained or lost by minors count as if gained or lost by their Diplomatic patrons for VPs.
F.5 If the losing alliance chooses to give a province of a minor when it may have chosen a province of a major from the European map, this minor goes to Neutral after the peace is signed.

Design note: The last case only occurs when the minor thinks that its patron "sold" its territory. Especially, it is not triggered if the annexed province is chosen by the winners (then the loosing alliance could not have done it better), nor if the priority of annexation forces the loser to give a province of the minor (*e.g.* the winner do not occupy other provinces, or the minor owns a national province of a winner, . . .)

XI.3.6 Peace with Minor powers

A Peaces with minor powers are handled by a die roll.

B Global peace An alliance at war against an alliance composed solely of minors (often a single major against a single minor) may propose peace to the whole alliance of minors.
B.1 As usual, minors allied to majors in the proposing alliance are included in the peace treaty.

C Separate peace An alliance at war may propose a separate peace to some minors allied to an opposing alliance.
C.1 Check §D (Proposing separate peace with minor) of section XI.3.1.1 (Regular cases) to see at which conditions an alliance may propose a separate peace to minor enemies (1 per alliance per turn + specific situations).

C.2 Note that this include proposing separate peace to members of an alliance composed solely of minors.

C.3 Contrary to separate peace with majors, each separate peace with minor is signed with a single minor. However, a war may not end the same turn one or more separate peace with minors involved in it is attempted.

Example: Separate and global peace.— *At turn 7, FRA is at war against HIS and* SABAUDIA. *FRA is crushing* SABAUDIA *but is loosing on the Spanish side of the war. Thus, the global peace differential would only allow a white peace. However, FRA would like to sign a favourable separate peace with* SABAUDIA *in order to annex* **Bresse**, *even if this forces an unfavourable peace with HIS.*
If FRA attempts to sign a separate peace with SABAUDIA *at turn 7, it may not, at the same turn, sign a global peace with HIS (whatever the result of the attempted peace with* SABAUDIA*). FRA may (attempt to) sign a peace with* SABAUDIA *at turn 7, stay at war and sign a global peace with HIS (and* SABAUDIA *if the separate peace failed) at turn 8. Obviously, there is a risk in doing so that HIS overruns FRA during this extra turn of war. . .*

D Disagreement As usual in case of disagreement inside an alliance, any decision on which peace to (try to) sign is made by the country whose monarch has the higher DIP.

E Method

E.1 The alliance proposing peace choose the level of the peace, between -5 (unconditional peace favouring the proposing alliance) and +5 (unconditional peace favouring the target alliance) (that is, the level of the peace is seen from the minor's perspective) as well as the nature of the conditions.

E.2 Unless this is a special case of automatic peace (see §G (Automatic peaces) of this section), the proposing alliance roll a die, modified as in §F (Peace modifiers) of this section.

E.3 If the result is 6 or more, the peace is signed.

E.4 If the result is less than 6, the peace is not signed and the countries stay at war.

E.5 Note that Stability of the majors is not taken into account. The military situation, however, plays a huge role in the DRM.

F Peace modifiers The DRM to the peace roll are all cumulative.

F.1 Nature of the Peace These modifiers take into account the level of the peace as well as the nature of the conditions given or taken.

± 3 per level of the peace (positive if the target alliance wins the war, negative if the proposing alliance wins);
+ ? per peace condition given to the target alliance (depending on the nature of the condition);
- ? per peace condition taken from the target alliance (depending on the nature of the condition).

F.2 The modifiers for the nature of the conditions are:

+1 per territorial condition;
-1 per indemnities;
0 per diplomatic condition;
± ? per specific condition (**0** if not specified).

F.3 Nationality Modifier is applied when signing peace with specific minors. In case of peace with an alliance of minors, apply the sum of the nationality modifiers of all the minors in the alliance.

-4 peace with either PERSIA, ÆGYPTUS, SYRIA, CHINA or IAPONIA;
-3 peace with either UNITED STATES, MOGOLIS IMP., VENETIA, POLONIA, HABSBURGUM or, after event IV-11 (The Great Elector Friedrich-Wilhelm of Prussia), BRANDENBURGUM;
-2 peace with PORTUGALLIA or DANIA.

F.4 Modifiers for military Situation

+2 per province, TP⊕, COL or city in the ROTW owned by the target alliance and controlled by the proposing alliance;
-2 per province, TP⊕, COL or city in the ROTW owned by the proposing alliance and controlled by the target alliance;
+1.5 per TP⊖ owned by the target alliance and controlled by the proposing alliance;
-1.5 per TP⊖ owned by the proposing alliance and controlled by the target alliance;
+2 per capital province of the target alliance that was conquered at any point of the war (even if liberated since);
-2 per capital province of the proposing alliance that was conquered at any point of the war (even if liberated since);
-2 If at least one member of the target alliance is heretic toward at least one member of the proposing alliance (Catholic vs. Protestant, before the end of the *Religious Dissension*).

F.5 Modifiers for military action These modifiers are only valid the turn they happen and are reseted at each turn.

+2 per major battle won by the proposing alliance;
-2 per major battle won by the target alliance;
+1 per battle won by the proposing alliance;
-1 per battle won by the target alliance;
+1 per military leader of the target alliance (including Monarchs) killed or captured;
+2 per Monarch of the target alliance captured and whose Ransom is used for Peace modifier;
-1 per military leader of the proposing alliance killed or captured;
+1 per siege won by the proposing alliance (**+2** if this is a capital);
-1 per siege won by the target alliance (**–2** if this is a capital).

F.6 Separate peace

-2 if it is an attempt to negotiate a separate peace;
±? the peace differential of the proposing alliance versus the alliance of the minor (maximum, **–3**/**+3**).

G Automatic peaces

G.1 If all provinces of a minor are controlled by enemies it automatically signs a mandatory unconditional surrender with all its enemies together. See §D (Mandatory peaces with minors) of section XI.3.1.2 (Mandatory peaces)

G.2 If an alliance of minors is at war with no major ally, it automatically accepts an unconditional surrender (peace of level 5) in its favour if any enemy proposes it. In this case (only), the controllers of the minors select the nature of the conditions and must choose territorial or specific conditions if possible (and indemnities last), resolving disagreement as if they were allied. Note that it is still possible to attempt a regular peace of level +5 (favouring the minor) and rolling die.

G.3 Minor countries always accept to sign a global White Peace in Overseas War. Note that the major may choose not to propose the peace and stay at war, or roll to try and get a winning peace.

H Consequences of Peace

H.1 The conditions of Peace are the same as for a Peace between Major powers.

H.2 A Minor country will at most pay indemnities up to 4 times its income (total), immediately before the conclusion of the Peace (before changing ownership of provinces) but disregarding enemy control, *Revolt* or *Pillage*. Any other indemnities are void but are still a valid peace condition.

H.3 The controller of the minor makes all decisions concerning peace if needed (normally, only the choice of annexed provinces, depending on the level of the peace and the number of territorial concessions). If the controller has to choose which provinces to annex, he must choose provinces adjacent to the minor's territory if possible.

H.4 A minor country nevers takes Diplomatic concessions, only provinces, indemnities and special conditions. It may, however, give Diplomatic concessions.

Design note: Fair play When making decision on behalf of a minor, players should always take the minor's interest into account. Neutral minors do have a controller only as a game artefact because it's impossible to play them otherwise. However, the controller should not take advantage of this to poorly play the minor, and especially not as an asset to be negotiated (*i.e.* "I choose to have the minor annex a province you don't need for your victory objectives if you give me 50 ₯." is definitely not the way this game is intended to be played. . .)
As much as possible, we tried to have neutral minors controlled by powers who should have interest in letting the minor do well (or at least no interest in having it do poorly). But this is not always the case due to circumstances. Don't abuse your position as controller of a minor's country. Play it for the best interest of the minor, not yours. Don't hesitate to ask advice to other players on the decisions the minor should make if you have doubts.
Minors who have a Diplomatic patron are another matter. They are basically part of one country's empire and more or less obey the orders. . .

I Multiple and Separate Peace If one or more major sign a separate peace with a minor country (and stay at war against the controlling country); this minor may not be again involved in a war against these majors next turn (unless by an event).

Example: Nature of the peace.— *Proposing to a minor a peace of level -1 (the minor loses) with territorial concessions (i.e. annexing one province of the minor), creates a modifier of 3 ×(-1) (level of the peace) - (+1) (territorial concession) = -4. With indemnities, the modifier would be -3 - (-1) = -2. Minors are more eager to sign peace giving money than territory (one needs to roll high to obtain peace).*
Proposing a peace of level +3 (the minor wins) with two indemnities (for a total of 150 ₯) creates a modifier of 3 ×(+3) (level of, the peace) + (-1) + (-1) (two indemnities) = +7. With two territorial concessions, the modifier would be +9 + (+1) + (+1) = +11. It's easier to sign peace if you give territory than money.

Example: Military situation.— *On turn 15, event III-4 (1) (Northern Seven Years War) erupts and* DANIA *attacks SUE. During turn 15, SUE wins two naval battles but loses one where its admiral is captured (in game, killed) and loses one land battle, while trying to invade* **Skåne**. *Meanwhile, the Swedish Northern army manages to take control of* **Trøndelag**. *Thus, the situation modifier is +2 (one province of the minor is occupied) while the action modifier is +2 (two battles won by SUE) -2 (two battles won by* DANIA*) -1 (one Swedish leader killed) +1 (one successful siege) = 0. Since there is a -2 nationality modifier for* DANIA *and an additional -2 due to the Danish claim on the Swedish crown (section XIV.7.2.1 (Relations with Dania)), the global modifier is -4. Not wanting to sign a white or losing peace, SUE decides to stay at war.*

During turn 16, SUE wins three naval battles, killing the Danish admiral once and on land both win once. **Trøndelag** *stays in Swedish hands and no other siege succeed but the Danish general Rantzau is nonetheless killed in an unsuccessful assault. Thus, the situation modifier is still +2. The action modifier, however, is now +4 (four Swedish victories) -1 (one Danish victory) +2 (two Danish leaders killed) = +5. Note that the actions of turn 15 are now forgotten and only what happened recently is taken into account. With the nationality modifier and the special modifier, this results in a +1 favouring SUE.*
Being also involved in the Livonian war, SUE wants to sign peace. Being in a not too bad situation (especially with Rantzau dead), SUE wants to attempt a winning peace. Depending on the peace, the modifier will be:

- *Peace of level +1 (Danish victory), giving indemnities (no province may be given as* DANIA *controls none): +1 (situation, action and nationality modifiers) + 3 ×(+1) (level of the peace) + (-1) (giving indeminties) = +3 and will have 80% chances of success (3 or more).*
- *Peace of level 0 (back to status quo): +1 + 3 ×0 = +1 (60% success).*
- *Peace of level -1 (Swedish victory), annexing a province (either* **Trøndelag** *or one of the three national provinces of SUE owned by* DANIA*): +1 + 3 ×(-1) (level of the peace) - (+1) (taking one territorial concession) = -3 (only 20% success only, and the special modifier stays for future peaces).*
- *Peace of level -1, taking indemnities: +1 + 3 ×(-1) - (-1) (taking indemnities) = -1 (40% success, but very little gain with only 50 ₯.)*
- *Peace of level -1, asking* DANIA *to abandon claims on the crown (special peace condition provided by section XIV.7.2.1 (Relations with Dania)): +1 + 3 ×(-1) - 0 (no modifier for this condition) = -2 (30% success and future peaces will be much easier). This was the historical result of the war (treaty of Stettin).*
- *Peace of level -2, asking heavier indemnities: +1 + 3 ×(-2) - (-1) = -6 (impossible). In this not really decisive situation, it is simply impossible to ask for a peace of level 2.*

Example: Separate peace.— *At turn 7, FRA is at war against HIS and* SABAUDIA. *FRA controls* **Savoia** *(from a previous turn) and* **Bresse** *(from this turn) but HIS controls* **Artois** *(annexed earlier by FRA) and* **Languedoc**. SABAUDIA *was not involved in any battles (its last troops heroically defended* **Nice** *against a french siege). The Stability of FRA is +0 and the Stability of HIS is +1.*
The Peace Differential between the alliances, seen from the French side, is -1 (Stability differential) not modified (FRA controls 3 provinces, the capital counting as two, but HIS controls 2, so there is only 1 extra province, not enough to modify the PD). HIS is not willing to sign an unfavourable negotiated peace (level 1 favouring FRA) and FRA also refuse the conditional peace of level 1 (favouring HIS). However FRA wants to try and get SABAUDIA *out of the war in order to free its occupation troops and repulse the Spaniards. The situation modifier is +4 (two provinces occupied, the Spanish occupation does not count for a peace with* SABAUDIA*) +2 (capital was conquered) = +6. The action modifier is +1 (one siege) and there is a separate peace modifier of -2 (Separate peace) -1 (Peace differential versus the alliance of the minor) = -3. Thus, the global modifier is +4. FRA is almost guaranteed to have a white peace (90% success) and may even try to annex* **Bresse** *(50% success).*

Design note: Peace differential If the minor is on the winning side of the war, it does not want to betray its allies to get out (or only with heavy spoils), thus the PD acts negatively in the peace roll. On the other hand, if the minor is on the loosing side of the war, it may want to try and cut its loses before being involved in a dramatic peace, thus the PD acts positively. Always take the PD as seen from the alliance proposing peace. Always consider the PD versus the whole alliance of the minor (not only its controller, this is **not** a separate peace with the controller).

Example: Max indemnities.— *FRA is at war against the lone* LOTHARINGIA *and controls* **Lorraine**. *Since it is the only province of the minor, it automatically accepts an unconditional surrender leaving FRA with three conditions to choose. Since its only province is a capital, FRA may not annex it. FRA choose to take 3 indemnities. Since it is a peace of level 5, each indemnity is worth 150 ₯ for a total of 450 ₯. However, the income of* LOTHARINGIA *is only 7 ₯, thus the maximum indemnities it may pay is 7 × 4 = 28 ₯ total. The 422 other ₯ are lost (but still represent a valid peace condition, that is FRA may sign the peace for 28 ₯). Remark: in this situation, it would probably be wiser for FRA to ask for diplomatic concessions, representing in this case the long-term French occupation of* LOTHARINGIA *in the 16th and 17th centuries.*

XI.3.7 General Consequences of the Peace

A Peace brings the conflict opposing the belligerent countries to an end.
A.1 Unless involved in another war, the countries are now considered at peace for all game purposes.

B Resolving peaces Peace conditions must be transferred immediately upon signing the peace.
B.1 Provinces given as territorial concession change ownership. Mark with the correct ownership counters. If there is a fortress in the province, the new owner may immediately replace it with one of its fortress of the same or lower level or destroy it (special European arsenals may be replaced by a fortress of the same level or an European arsenal if one is allowed here).
B.2 COL and TP given as territorial concessions also change ownership. Replace the counter by a counter of the same nature of the new owner. Level and exploited resources stay the same, update the corresponding record sheets. Any fortress or arsenal may be replaced by a counter of the same nature and same or lower level of the new owner (a fortress may also replace an arsenal, an arsenal may not replace a fortress), or destroyed.
B.3 If the new owner does not have available counters, it may immediately destroy (or reduce levels of) existing ones as needed.
B.4 If not enough fortress, COL or TP counters are available (COL and TP limit is usually smaller than counter mix), the owner may destroy one of its existing one. If not enough ownership counters are available, make new or use whatever mean you wish to denote ownership.
B.5 Any minor given as diplomatic concession changes patron. Place its diplomatic counter at the right position on the diplomatic track.
B.6 Indemnities must be payed immediately in full, even if this leads to a future bankrupt.
B.7 Other specific conditions are also implemented immediately, marking any changes as possible.

C Returning control Remove any control markers of country signing peace that is located inside a country signing peace with it. Control of these provinces is returned to their rightful owner.
C.1 Any fortress of a country signing peace located in a province owned by another country signing peace with it may be immediately replaced by a counter of the same or lower level of the owner, or destroyed. Owner of the province chooses.
C.2 Exception: *Præsidios* are kept. They do not change ownership and are not removed.

D Peace Evacuation Any land unit in a not-owned province must evacuate unless the owner of the unit is either at war or intervention with (ally) or against (enemy) the owner of the province.
D.1 Evacuating units must move to owned and controlled territory.
D.2 Evacuating units may move through any country that was part of any just ended war with (ally) or against (enemy) them, including former enemies, regardless of the presence of any unit (even those that were not part of a just ended war, *e.g.* third party units involved in another war).
D.3 Exception: they may not enter a province with an unbesieged enemy unit or fortress (from another war).
D.4 Evacuating units may not, however, move through provinces of countries that were not part of the war.
D.5 Evacuating units may move by sea, even if there is no fleet to transport them.

D.6 Evacuating units have unlimited movement capacity (*i.e.* they are not limited to 12MP). Evacuation is not necessarily done toward the closest province, however, evacuating units may not move more than 12MP if they can evacuate in 12MP or less.
D.7 Evacuating units may not be intercepted.
D.8 Evacuating units roll for attrition as usual, with a **–2** to the roll, and considering all provinces as friendly. Ignore any bad weather. Each set of 6MP expanded is one cause of attrition.

E Evacuation at sea Naval units of a country signing at least one peace may either evacuate to any owned and controlled port or stay at sea.
E.1 If they return to port, they must roll for attrition with a bonus of **–2**.
E.2 However, if they stay at sea, they do not need to roll for attrition.

Design note: Control and evacuation Returning control and evacuating only happens between former belligerents (including allies). If a country is involved in another war, it does not have to return control and evacuate from this war (if it is still going on).
When, evacuating, you must also evacuate from your ally, except if your are still together fighting in another war.
If ending an intervention, you must also evacuate any unit that was part of the intervention.
Land unit in non-controlled provinces of countries at war are handled by section IX.7 (Redeployment of land troops).

F Evacuation and redeployment If any stack is out of supply after evacuation (this may happen because of separate peace), it may chose to also evacuate or stay where it is.
F.1 If it evacuate, it does not get the **–2** to attrition roll. In addition it is considered to have entered at least one enemy province (the one where it starts its evacuation).

G Memento
G.1 At this point of the turn, land units should be either:
In a controlled province.
OR In a controlled *Præsidio*.
OR Besieging a province where they could maintain siege.
OR In a province controlled by a member of the same alliance, together at war (or intervention).
OR Besieged in a fortress.
OR In the ROTW, in a province without any establishment.
G.2 Any other land unit must either have redeploy or evacuate [or I did overlook an obvious special case].

Example: Returning control and Evacuation.— *FRA and HIS sign peace and are now fully at peace. After any change in ownership of provinces due to the treaty, FRA must give back control of any province owned by HIS it currently controls and reciprocally HIS must give back control of French provinces. Next, any French troop in Spanish province must evacuate to a French province. During evacuation, it may cross any French or Spanish province and ignore the presence of any other unit (stacking limit is still enforced at the end of evacuation). Similarly, Spanish troops must evacuate French territory.*

Example: Neutral provinces.— *FRA and HOL sign peace and are now fully at peace. When evacuating Dutch provinces, French troops may not cross Spanish provinces (typically in the Spanish Netherlands) because HIS was not part of the just ended war.*
FRA is involved in two separate wars, one with HIS and the other with HOL. Both end the same turn. Now French unit evacuating Dutch territory may cross Spanish provinces (it would be too complicated and no that much realistic to try and track which troop was in which war).

Example: Neutral and enemy troops.— *FRA is at war against HIS and HOL (separately) and HIS is also at war against HOL. FRA signs peace with HOL but stays at war against HIS. HIS stays at war against HOL and currently control or besiege several Dutch provinces.*
FRA must evacuate from Dutch territory as it is now at peace with HOL. FRA do not need to evacuate from Spanish territory as it is still at war against HIS. When evacuating from Dutch territory, French troops may not cross provinces owned by HIS (they are not part of a just ended war) nor Dutch provinces with Spanish control or siege (military presence of an ongoing enemy).
If, on the other hand, FRA signs peace with both HIS and HOL, then its troops evacuating from Dutch territory may move through Spanish units (ignore any non-enemy unit). Even if FRA was not at war against HIS (but only against HOL), its evacuating troops may move through Dutch province controlled by Spanish troops.

Example: Alliance.— *FRA is at war against allied HIS and HOL, they sign peace and are now fully at peace. HOL must not only evacuate from French provinces but also from Spanish ones (not-owned, not at war allied with). If the war goes on, however, Dutch troops may stay in Spanish or French provinces. Similarly, if HOL and HIS are still involved together in another war, Dutch troops in Spanish provinces should not be evacuated and must stay here (evacuation is not an option, if you don't need to evacuate, you may not evacuate).*
If ANG is in limited intervention allied to HIS and HOL and stops its intervention (either because the war ends or because it wants to do something else), then it must evacuate from the territory of FRA, HIS and HOL and must go back to England. If the intervention continues, however, the English stack may stay on the continent.

H Pacification Unless this is a Negotiated Peace, or a Conditional white peace:
H.1 All existing CB at the time of the peace are negated for 1 turn, even permanent ones.
H.2 Additionally, each loser is forbidden to declare war without CB against any victor next turn.
H.3 For this purpose, all peaces of level 1 are considered Conditional peace if possible. Only the peaces that could not have been signed as Conditional peace are Negotiated peaces.

Design note: This effectively prevents the losers from attacking the winners next turn, unless an new CB appears, usually by event. The winners, however, may attack the losers but at high cost (no CB).

I Peace and Casus Belli
I.1 Any permanent CB whose cause does not exists any more is cancelled (*e.g.* return of the last national province, conversion of an heretic, . . .)
I.2 Unless this is a white peace, all temporary CB from all belligerents (not only the attacker) obtained before the end of the war are considered to have been used.

Design note: Temporary CB Most temporary CB are one time. In case of war, all of them are considered used, that is, the war is waged over all former causes of resentment not just over the single border dispute that made it erupt. Some temporary CB are multiple use (*e.g.* once per period). In this case, the war "uses" one of these.

J Peace and Stability Any major country that both
was fully at war against at least another major country or was victim of a declaration of war by a minor (either by political event or R/D) during one of the previous turns ;
AND is now completely at peace (no intervention either) for the first time since these wars ;
immediately gains 1 Stability.
J.1 If the country is not completely at peace now, the Stability will be gained when it will be at peace, even if the last peace treaty should not be enough to gain it.
J.2 This gain is limited to 1 Stability per country per turn, no matter how many peaces are signed.

Example: Standard case.— *At turn 46, at the end of event V-4 (The War of Spanish Succession), FRA and HIS sign peace with ANG, HOL and AUS. AUS is still involved in a war in* HUNGARIA *against TUR. Since FRA, HIS, ANG and HOL are now fully at peace they each gain 1 Stability, and only 1, no matter how many enemies they signed peace with. AUS is prevented from gaining it by still being at war against TUR. At turn 47, AUS and TUR sign peace. They are now fully at peace and both gain 1 Stability.*

Example: Peace with minors and Stability.— *At turn 5, TUR attacks* SYRIA, *a minor. If it signs peace at the end of turn 5, it does not gain Stability as this is a minor and TUR was the attacker.*
At turn 5, TUR attacks SYRIA. *At turn 6, event II-5 (War between Persia and Turkey) happens early and* PERSIA *attacks TUR. At the end of turn 6, TUR manage to sign peace with* PERSIA. *Since it was victim of a declaration of war by a minor, it should gain Stability. However, it is still at war against* SYRIA *and may not gain it, but the fact that it got out of a "big" war is remembered. At turn 7, TUR signs peace with* SYRIA. *Since it is now completely at peace, it gains 1 Stability.*

Example: Separate peaces and Stability.— *At turn 10, TUR is at war against allied HIS and VEN. It signs a separate peace with VEN. Since it is a major country, it should gain 1 Stability but is prevented to do so by still being at war against HIS. VEN, however, is now fully at peace and gain 1 Stability (thus mitigating the 2 Stability loss of breaking an alliance for separate peace).*
At turn 8, TUR and HIS sign peace. TUR is now fully at peace and has two reasons to gain Stability: the former treaty with VEN and the current with HIS. However, the max gain is 1 per turn, so it gains only 1 Stability. Similarly, HIS is now fully at peace and gains 1 Stability.

Example: Peace and interventions.— *At turn 28, POL is both at war against RUS and in foreign intervention in event IV-A (Thirty Years' War). It signs peace with RUS. Since it is a peace with a major, it should gain 1 Stability, but being in intervention prevents this. At turn 29, POL ends its intervention. At the end of the turn, since it is now fully at peace and was previously at war against a major, it gains 1 Stability.*

Playing tip: This Stability gain may only occur when a country becomes fully at peace. So most of the time you don't need to figure out whether you gain Stability or not. The question should only arise when becoming fully at peace.

XI.4 Stability adjustment

XI.4.1 Wars

A The Stability of each country that is not fully at peace (and some other cases) decreases.

B Full war
B.1 Each country fully at war (either against a major or minor) loses as many Stability as the duration of the war (in turns).
B.2 Thus, the loss is 1 Stability on the first turn of the war, 2 on the second and so on.
B.3 The loss is limited to a maximum of 4 Stability per turn.
B.4 Note that this loss is applied **after** peaces have been signed, thus countries signing peace are not affected by it.

C Overseas Wars
C.1 The same loss of Stability is applied for Overseas Wars
C.2 The loss for an overseas war is limited to 2 Stability per turn, however.

D Multiple Wars Loses for wars are not cumulative. Only apply the bigger loss.

Example: Thirty years war.— *At turn 26, event IV-1 (1) (Bohemian Revolt) occurs and AUS enters war against* BOHEMIA. *At the end of the turn, AUS loses 1 Stability for this war.*
At turn 27, the war degenerate in event IV-A (Thirty Years' War) and both HIS and HOL enter the war. At the end of the turn, HIS and HOL both lose 1 Stability, as they have been at war for one turn, while AUS loses 2 Stability, as it has been at war for two turns.
At turn 28, SUE takes the defence of the protestant cause and enter the war. At the end of the turn, SUE loses 1 Stability, HIS and HOL lose 2 each and AUS loses 3. . .
At turn 29, FRA enter the war against the Habsburg empire. At the end of the turn, FRA loses 1 Stability, SUE loses 2, HIS and HOL lose 3 each and AUS loses 4.
At the end of turn 30, FRA loses 2 Stability, SUE loses 3, HOL and HIS lose 4 each and AUS should lose 5 but the loss is limited to 4. ***Richelieu*** *starts asking his opponents if they're ready to accept his terms. . .*

XI.4.2 Interventions

A Limited Intervention
A.1 For each continued limited intervention, the intervening country loses 1 Stability.
A.2 This loss is cumulative with the loss for full wars.

B Foreign intervention
B.1 There is no cost for continuing a foreign intervention. However, the intervening stack may not be reinforced.
B.2 Remember that it is always possible to withdraw from a foreign intervention and re-intervene next turn (while limited intervention may only be declared at the beginning of the war). This does cost 1 Stability and de facto allows to reinforce the stack.

Example: Interventions.— *FRA is at was against HIS and enters a limited intervention against ANG. At the end of the turn, FRA loses 1 Stability for the war and 1 for the intervention, for a total of 2 Stability. At the next turn, FRA will loses 2 Stability for the war and 1 for the intervention.*
ANG is in intervention both against FRA and against AUS (in two separate wars). At the end of the turn, it loses 2 Stability, one for each intervention.

XI.4.3 Other cases

A Some other rules or events cause lose of Stability at this point.
A.1 Sometime, the loss is cumulative with others losses, sometimes it's not.

B Turkey and the Knights
B.1 If the ℙ of ORDO HOSPITALIS caused the loss of at least one Turkish TF level, TUR loses 1 Stability.
B.2 This loss is not cumulative with any other. Thus it happens if and only if TUR did not lose Stability at this segment yet.

C Wien
C.1 If TUR took control of Wien this turn and still controls it at the end of the turn, each Catholic country among HIS, AUS, POL, FRA and ANG loses 1 Stability.
C.2 If TUR controls Wien without owning the province (either from this turn or a previous one), AUS* loses 1 Stability.
C.3 These losses are cumulative with other losses.

D Roma
D.1 If TUR took control of Roma this turn and still controls it at the end of the turn, each Catholic country loses 1 Stability.
D.2 If TUR controls Roma without owning the province (either from this turn or a previous one), the Sole Defender of Catholic Faith (XIV.14.3.1) loses 1 Stability.

D.3 These losses are cumulative with other losses.

XI.5 Inflation

A Each turn, the RT of each country is decreased as a way to represent Inflation (increase of prices is equivalent to decrease of stockpiled money).
A.1 Countries with negative RT still lose money from Inflation (as the debt owner adjust their requests).

Design note: Inflation increases quickly as the gold and silver flow from ***AMERICA*** becomes high and regular. Do not hope to go back to the good old days of low inflation. . .

XI.5.1 Increase of Inflation

A Inflation varies between 5% and 33%. The Inflation counter is placed on the bottom line of the Resources prices track (on the ROTW map) in the box corresponding to the current Inflation.
A.1 Place the counter with the "≥ 3" side up if there is 100 ₯ or more of gold exploited in the ROTW this turn, and with its "≥ 7" side up otherwise.
A.2 Count all the gold exploited in the ROTW, no matter who exploited it where (*i.e* Russian gold from ***SIBERIA*** counts) and no matter whether it was repatriated in Europe, kept in the ROTW or sunk.
A.3 Also count gold exploited from new COL even those placed this turn.

B Increase of Inflation Roll 1d10. If it is larger than the threshold on the counter (≥ 3 or ≥ 7 depending on the side up), move the Inflation marker one box to the right.
B.1 Exception: the counter may never go beyond the 33% box.

C Other variations
C.1 Economic situation may increase Inflation as per §B (Inflation) of section III.4 (Economic situation).
C.2 Economic events event E-32 (Inflation) or event E-45 (Deflation) may increase of decrease Inflation.

XI.5.2 Inflation

A Inflation value
A.1 Countries that do exploit gold in ***AMERICA*** have an *Inflation value* equal to the percentage written in the box where the counter is located (between 5% and 33%).
A.2 Other countries have an *Inflation value* equal to the percentage written on the box on the left of the marker (between 5% and 25%, also use 5% when the marker is on the leftmost box).
A.3 Exception: TUR before its reform use Inflation as if it exploited gold in ***AMERICA*** (§E (Corruption Cost of *Pashas*.) of section XIV.8.1.2 (Turkish Military system)).
A.4 Countries that exploit gold in the ROTW out of ***AMERICA*** (usually RUS in ***SIBERIA***) do not suffer from higher Inflation. Only gold from ***AMERICA*** counts.

Design note: Gold flow The Russian gold flow was way smaller than the Spanish Silver flow from America. Moreover, higher Inflation for RUS causes some non-historical gamey tactics.

Playing tip: Spanish World Due to the increased Inflation, exploiting only one mine in ***AMERICA*** is probably not worth the effort. That is, if you start going for gold, go and grab as much as possible. Usually, only HIS manage this due to its early arrival in the New World.

B Minimal inflation

B.1 Each country has a *Minimal inflation* which is equal to its *Inflation value*, in ₯ (*e.g.* a country with an Inflation value of 10% has a Minimal inflation of 10 ₯).
B.2 Exception: POL (always), RUS (during periods I-V) and SUE (during periods III-V) have a *Minimal inflation* equal to half their *Inflation value* (round up).

C Computed Inflation, Actual Inflation
C.1 Each country has a *Computed Inflation* which is its Inflation value (percentage) applied to the absolute value of its RT (drop the minus sign if any).
C.2 Each country has a *Actual Inflation* which is the maximum between its Minimal inflation and its computed inflation.

D Inflation
D.1 Each country loses an amount of money equal to its Actual Inflation.
D.2 This loss is written in line **A32** (Inflation) of *ERS*.

Design note: In practice, if your RT is between -100 ₯ and 100 ₯ (or between -50 ₯ and 50 ₯ for "poor" countries), your Actual Inflation is equal to your Inflation value (no need to compute). Otherwise, it's equal to your Computed Inflation. Thus, the actual computation is easier than what the rules suggest. . .

Example: Inflation value.— *If the Inflation markers is in the seventh box (leftmost 20%), then countries that exploit gold in* ***AMERICA*** *(usually, only HIS, plus TUR because of its special rule) have an Inflation value of 20% while all other countries have an Inflation value of 10% (the box on the left of the marker).*
If the marker is in the eighth box, then all countries have an inflation value of 20%.

Example: Computed and Actual Inflation.— *Suppose that the Inflation value for FRA is 25%.*
FRA has thus a Minimal Inflation of 25 ₯. If its RT is 60 ₯, then its Computed Inflation is 15 ₯ (25% of 60 ₯) and its Actual Inflation is 25 ₯ (maximum between the Minimal Inflation of 25 ₯ and the Computed Inflation of 15 ₯).
If its RT is 160 ₯, the Computed Inflation is 40 ₯ and thus the Actual Inflation is also 40 ₯.
If its RT is -60 ₯ (debts), the Computed Inflation is still 15 ₯ (computed on the absolute value) and the Actual Inflation is 25 ₯.
If the RT is -160 ₯ the Computed Inflation is 40 ₯ and so is the Actual Inflation.

Example: Poor countries.— *Suppose that the Inflation value for POL is 25%.*
POL has thus a Minimal Inflation of 13 ₯ (25/2, round up). If its RT is 40 ₯, the Computed Inflation is 10 ₯ and the Actual Inflation is 13 ₯. If its RT is -60 ₯, the Computed Inflation is 15 ₯ and so is the Actual Inflation.

Playing tip: Happy budget Keeping your RT after peace between -100 ₯ and 100 ₯ is the key to avoid too many loses due to Inflation. In most cases, this is relatively easy because you can always take more or less loans to adjust your RT. Note that since loans interest is only 10%, it is usually more interesting to get loans than a highly negative RT (once the Spanish silver starts flowing, inflation will likely be stuck on the 25%/33% box with only a handful of turns in the 20%/25% box). Loans, however, have other disadvantages. Because of peaces indemnities, the Spanish Gold flow or too many military expenses, it is sometimes tricky to achieve this.
Each turn, you will need to pay for your Inflation, that is most of the time 25 ₯ (or 13 ₯ for poor countries). This means that each turn you must manage to get a budget positive by 25 ₯. Or you'll start getting into negative RT which is not a good idea. Getting this positive each turn is not as easy at it seems and will require clever use of National loans. . . Obviously, during big wars you may not manage it and start getting into debt. Hopefully you'll stay at peace long enough to stabilise your budget before the next war.

XI.6 Test for crusade

A During periods I-III, each turn TUR annexes a Christian province as a result of a peace, a test for Crusade is made.

A.1 These tests end in period IV.
A.2 The test only occurs on the turns where TUR signs a peace resulting in the annexation of one or more province belonging to a Christian country. It does not occurs if TUR gains ownership of provinces via Dynastic ties with another power, diplomatic annexation, special *BALKANS* annexation (section XIV.14.1 (Instability of the Balkans)) or any other mean.

B Call for Crusade
B.1 Roll 1d10, modified as follows.
B.2 Modifiers (up to a maximum of +5):
+1 for each province belonging to a Christian country annexed by TUR (whatever the mean (count provinces from *BALKANS* annexed from a Christian country, not those that where Neutral before annexation) during the last 5 turns;
-2 for each Catholic major at war against a Christian country
-3 if the event event I-8 (1) (Reformation) has occurred.
+5 if Wien or Roma is controlled by TUR (whether owned or not).
B.3 If the unmodified result is 10 (whatever the modifiers) or if the modified result is 10 or more, the Pope calls for Crusade.

C Roma During periods I-II, if TUR takes control of Roma and still holds it at the end of the turn (whether the peace has been signed or not), an automatic call for Crusade is made by the Pope.
C.1 This only occurs on the turn where Roma is captured by TUR. If it keeps control of it (including annexation of the province), there is no automatic call for Crusade. If TUR loses control of Roma and retakes it during another turn, another automatic call for Crusade may happen.

D Crusade If the pope calls for Crusade, consider that event II-B (Call for Crusade) is rolled as a fifth event on the following turn. There may be only 4 other political events (no extra event, consider that a "+1" result was already obtained).

Inter-turns Phase

Chapter XII

XII.1 Overview

A This is the last phase of the turn and is played simultaneously. It mostly consists in some cleanup of the past turn and preparation for the next one: Moving Trade centres, rebuilding some military assets and giving some VPs to players.

B Sequence.
B.1 Trade centres (XII.2)
B.2 Monarchs, Natives, Militias and Fortresses (XII.3)
B.3 VPs per turn (XIII.2)

XII.2 Trade centres

A The Trade Centres may be moved during the interphase.

B Great Orient As long as ÆGYPTUS exists, the CC Grand Orient stays in **Nil**. In the rare case where the province is ceded, the centre is relocated in any other province of ÆGYPTUS.
B.1 As soon as ÆGYPTUS is destroyed, the CC Grand orient is placed in **İzmir** (if owned by TUR) or any other Turkish national province bordering the *MEDITERRANEAN SEA* (otherwise).
B.2 If the centre is in TUR, the convoy of İzmir is available for next turn, appearing in the province of the centre.

C Other centres are attributed to a country (see below).
C.1 They must be placed in any coastal national province of the owner.
C.2 If this is not possible, they may be placed in any province of the owner.
C.3 There is no limit to the number of centres in any given province.

D Attribution Each centre is attributed to the country with the largest number of TF levels in a given set of STZ/CTZ (sum the levels of all these zones).
D.1 Count the **current** levels of the TF, not the **maximum** levels. Hence, piracy may temporarily change ownership of the centre.
D.2 In case of tie, if the current owner is amongst the tied countries, it keeps the centre.
D.3 In case of tie, if the current owner is not amongst the tied countries, the centre is attributed at random amongst the tied countries.

E Mediterranean
E.1 The CC Mediterranee is attributed to the country with the largest number of TF levels in STZ **Mer Caspienne**, STZ **Mer Noire occidentale**, STZ **Golfe du Lion**, STZ **Mer Ionienne**, CTZ TURCIA and CTZ VENETIA.
E.2 If possible, it must be placed in a province bordering *MEDITERRANEAN SEA*. National non-Mediterranean provinces still have higher priority that non-national Mediterranean provinces.

F Indian The CC Indian is attributed to the country with the largest number of TF levels in STZ **Cap des tempêtes**, STZ **Mer d'Arabie**, STZ **Océan Indien** and STZ **Mer de Chine**.

G Atlantic The CC Atlantic is attributed to the country with the largest number of TF levels in all other STZ and CTZ.

XII.3 Monarchs, Natives, Militias and Fortresses

A Natives In each ROTW province, the number of natives is replenished to its maximum.
A.1 Exception: in ***AMERICA*** and ***SIBERIA***, if a province was reduced to 0 natives, it does not replenish (in these areas, natives may be permanently exterminated). It replenishes if it was reduced but some natives are still alive.
A.2 Simply remove all temporary BARBARIA counters.

B Appeasement In each ROTW province, natives are appeased and are no more activated.

C Militia In each owned, controlled and unbesieged establishment, the number of militia is replenished to its maximum.
C.1 Besieged militias, as well as militia in occupied provinces are not replenished
C.2 Simply remove all temporary white militia counters.

D Fortresses Remove all white level 1 fortress counter in provinces of countries that are not at war (either at peace or in intervention).
D.1 Exception: Do not remove the counters in the ROTW on COL of level 6.

E Return of the kings Captured Monarchs return to their countries.
E.1 Major monarch can use their value again.
E.2 The military counter (whether Major or Minor) is placed together with the new leaders arriving next turn.

F No lasting wounds Leaders that were wounded but did not have time to recover during the turn are healed.
F.1 They are placed together with the new leaders arriving next turn.

XII.4 VPs

A Some VPs are earned each turn and are tallied at the end of turn.
A.1 They are described together with all the VPs in the next Chapter. See section XIII.2 (VPs per turn) for details.

Winning the game

Chapter XIII

Design note: Even if the spirit of the game is mainly to simulate the whole modern history, a complete victory points (VPs) system is explained here. It allows to designate a winner of the campaign, and also to know who is doing well and who isn't.
The VPs system is currently unbalanced. It will only be balanced once sufficiently many test games with stable rules will have been played. Thus, it should not be taken too seriously. A 1 VP difference at the end of the game hardly qualifies as a "Victory". It is not only within the margin of error of the system but also within the margin of counting errors during the game (are you sure you did not forget a 1 VP discovery at some point in the game?) Of course, if you're playing an EU championship, a 1 VP difference is all it takes to be champion rather than vice-champion. . .
Thus, VPs should be considered more as a guideline at what actions should be attempted even if they seem silly. Many monarchs of the period took decisions that in retrospective are considered stupid and no gamer would make the same error of spending that many efforts toward a useless goal. VPs are an incentive to pursue some of those goals. This is especially true for some of the 'Mandatory' objectives that are often extremely hard to achieve but nonetheless were the main concern of historical monarchs (the Spanish "Conversion of a Protestant major" objective is a famous example of such a waste of efforts) .
So, any action that is rewarded (or punished) by 50 VPs should be considered as something extremely important and a huge goal to achieve for the players. A 10 VPs bonus is more of a secondary objective, or a penalty that may be payed once or twice.

Design note: All in all, players are expected to gain around 2000-2500 VPs along the game. The end of period check should be around 100-150 VPs per period, more for countries in their period of Glory, less for decaying countries. The period objectives should be around 100-200 VPs per period depending on your success on the field.

Playing tip: Some period objectives, as well as the end of game objectives, must be prepared in advance. Often, if one start trying a period objective only at the period it brings VPs, it is too late. The "Mediterranean Trade Center" objective for FRA is notorious for this. Thus, you should probably look your objectives in advance, as part of a long term strategy.

Playing tip: Get one player in charge of counting the VPs. Other players won't need to know the VPs per turn as well. That player should get a notebook and tally VPs along the game. Since there are VPs every turn, there is a lot of things to write.
End of period (and end of game) VPs are best checked with two players. One is reading the objectives and end of period checks while the VPs accountant note the result. Others players should be around ready to answer questions (typically for computing Wealth).

XIII.1 How to win the game ?

A The VP system is composed of 3 parts.

A.1 VPs per turn: Those VPs are earned by players performing special actions and discoveries. This corresponds approximately to one sixth to one quarter of the final VPs.

A.2 End of period VPs: At the end of each period, players earn VPs corresponding to their Wealth and Prestige Expenses during the past turns and to the objectives they chose at the beginning of the period. This corresponds approximately to one half to two third of the final VPs.

A.3 End of game VPs: At the end of the game, after counting VPs of the end of seventh period, a check-up of the the situation of each country is made, and VPs are earned according to it. For players who change country mid-game, a Transfer check is also computed. This corresponds approximately to one sixth to one quarter of the final VPs.

XIII.2 VPs per turn

A Players earn or lose VPs each turn for regular or particular situations, and also for particular discoveries.
A.1 Even if these VPs are earned at different moments of the turn, it is often easier to count them all together at the end of the turn.
B Note that some other actions (*e.g.* some events, . . .) may also give or take VPs during turn and are not all recalled here.

XIII.2.1 VPs earned during each phase

A During the Diplomacy phase:

-10 for each declaration of war without CB;
+? the income value of annexed provinces (Dowries);
-? twice the income value of lost provinces (Dowries).

B During the Administrative phase:

-5/15/30 for a Small/Major/Complete bankruptcy.

C During the Military phase:

+5 per major battle won.

D During the Peace phase:

+? the income value of annexed provinces;
-? twice the income value of lost provinces;
+2 per peace level of a war won against at least one major power;
+1 per peace level of a war won against only minor powers;
-2 per peace level of a lost war;
-20 for a forced religious conversion (unless another VPs penalty is already stated);

E During the Interphase:

+1 per partial *monopoly* of Exotic Resource
+3 per total *monopoly* of Exotic Resource

F Definitions of *monopolies* for exploitation of each exotics resources

F.1 For each resource, a country has a partial *monopoly* if it produces at least 6 units and at least half of the world production of this resource. Note that two countries may have a partial monopoly of the same resource in the rare case where both produce exactly one half of the total.
F.2 A country has a total *monopoly* of a given resource if it produces at least 6 units of that resource, and if no more than 2 units of that resource are produced by other countries.
F.3 Resources produced by minor countries are counted as usual when computing monopolies. Especially, resources exploited by a minor in AT are counted as if exploited by the major gaining the corresponding income.
F.4 If a ROTW minor country happen to have a monopoly in one resource, no VPs are gained (because ROTW minors do not have diplomatic patron).

G VPs of minor powers The players also earn (or lose) half of the VPs earned (or lost) by a minor country which they control.
G.1 This is both for allied minors and for Neutral minors controlled by the player (in order to avoid the players to voluntarily play poorly).

XIII.2.2 VPs earned for discovering the World

A Discoveries

+50 the 1st round-the-World trip (if it is completed in a single turn)
+20 the 1st round-the-World trip (if it is completed in 2 turns)
+20 the 2nd round-the-World trip
+10 the **Cap Horn** sea zone
+3 the **Baie d'Hudson** sea zone
+3 the **Québec** area
+2 the **Grands Lacs** area
+3 the **Rocheuses** area
+3 the **Alaska** area
+5 the **Panamá** area by the West
+1 per province of the **Amazonia** area
+1 per province bording Mississippi river

B Discoveries VPs are earned when the discovery is made (successful exploration roll), even if the stack is later destroyed before bringing it back home (that is, some rumours about it reach the home country and Europe anyway).
B.1 If several countries are able to claim VPs for the same discovery during the same round, they are considered as moving in order of initiative: the first country to do the discovery, and actually gain the VPs, is the one with the higher initiative.
B.2 Discoveries VPs of *Areas* are given to the first country who discovers at least one province in the *Area*.
B.3 Discoveries VPs of provinces and sea zones are given to the first country who discovers it. Each province of **Amazonia** as well as each province bordering the Mississippi river is worth 1VP individually.
B.4 List of provinces bordering the Mississippi: all provinces of **Mississippi**, the two central provinces of **Illinois** and the two Eastern provinces of **Kansas**.

C The way is more important than the destination.
C.1 Discovery of **Panamá** by the West is landing one stack in **Panamá** from the Pacific Ocean. Both the land stack and the naval stack carrying it must have cross the **Cap Horn** sea zone (or used the special movement of §A (Provinces with several coasts) of section VIII.4.1 (Special Movements) to avoid it).

C.2 For this discovery, the VPs are earned once the condition on the way is met, even if the province is already known (including by the power doing the discovery).

Example: *HIS first discovers* **Panamá** *from the East (***Golfe du Mexique***) and build a COL there. Later HIS goes round America and lands in the same, already colonised province from* **Golfe de Panama**. *Since HIS already knows the province, no discovery roll is needed. HIS still gets the "***Panamá** *by West" VPs (unless another country already grabbed these VPs, of course).*

D Circumnavigation Round-the-World trip are completed when one naval stack (possibly a single leader) goes from a port on the European map, back to a port on the European map (possibly the same) after going all the way around the World.
D.1 If you're not sure about a circumnavigation, it is done by using an odd number of time the adjacency between the East and West edges of the ROTW map.

XIII.3 End of period VPs

A The end of period VPs are decomposed in 3 parts: Wealth and Prestige VPs; a check up of the situation of each country; and the verification of the objectives chosen at the beginning of the period.

XIII.3.1 Prestige

A Wealth and Prestige VPs for each country are a certain percentage of the average Wealth of the period. It is computed as follow.
A.1 The base Wealth is line **A28** (Period wealth) of *ERS*.
A.2 In case of transfer or end of game computation, modify the base Wealth as follow:

add the RT if positive (line **A33** (RT at end) of *ERS*);
remove twice the RT if negative (line **A33** (RT at end) of *ERS*);
remove twice the amount of ongoing loans (line **C10** (National loans at end) of *ERS* plus the amount of international loan not yet refunded).

A.3 Divide this result by the number of turns in the period (do not round yet). In case of transfer or end of game computation, only count the number of turns actually played.
A.4 Multiply this average Wealth by the percentage indicated in the table below and round down. This is the amount of Wealth and Prestige VPs gained by the country.
B Period percentage:

Percentages for Wealth and Prestige VPs									
	ANG	FRA	POL +PRU	POR +SUE	RUS	HIS	TUR	VEN +AUS	HOL
pI	25	25	100	40	100	25	30	25	na
pII	20	25	75	20	75	20	25	25	na
pIII	20	20	60	60	60	20	20	25	20
pIV	15	20	50	50	40	15	15	50	15
pV	10	15	50	30	40	10	15	40	10
pVI	10	10	50	25	30	10	15	25	10
pVII	10	10	50	25	30	10	15	25	15

Example: *At the end of period III, TUR managed to have a total Wealth of 6012 ₯ (line* **A28** *of ERS at turn 25). Period III is 11 turns long and TUR percentage is 20% in this period. Hence TUR scores* $6012/11 \times 0.20 = 109.3$ *rounded down to 109 Wealth and Prestige VPs.*
At the same time, VEN has 5696 ₯ of Wealth, with 26 ₯ in RT but an ongoing national loan of 148 ₯. VEN percentage is 25% and this is a transfer computation as VEN switch to AUS in period IV. Thus, its Prestige and Wealth VPs are $(5696 + 26 - 2 \times 148)/11 \times 0.25 = 123.3$ *rounded down to 123VPs.*

XIII.3.2 End of period check up

A Some countries earn VPs at the end of each period according to their overall situation (colonial, territorial and diplomatic).
A.1 Not all countries gain VPs this way and some countries have special modifiers representing the historical policies that were pursued.

B Colonial situation. The countries indicated below (and only these countries) gain 5 VPs for each COL or TP in the specified continents (or country) and periods (any time if no period specified).
B.1 ANG: ***India*** in periods IV to VII; **Oceania** in period VII.
B.2 FRA: ***America*** always; ***India*** in periods VI, VII; **Oceania** in period VII.
B.3 POR: ***America*** only if there is 3 or more POR COL counters (whatever their side) in ***Brazil***; in this case, each COL⊕ counts as 2 COL (and earns 10VPs).
B.4 RUS: China, ***America***; each COL⊕ counts as 2 COL (and earns 10VPs).
B.5 SUE: ***America***.

Design note: If ANG or FRA has COL in **Oceania** in period V, they do not earn any VPs for these. They will only bring VPs in period VII. This represent the fact that most of this area was discovered by the expeditions of *Cook*, *Bougainville* or *La Pérouse* and thus were only known to Europeans in the very late game and colonised in the 19th Century.
Similarly, French COL in ***India*** only earns VPs in the end game while English COL there start earning VPs in period IV. This represents the different colonial policies (and power) of these countries and the early start of ANG in ***India*** (with the East India Company) while FRA focused its efforts toward colonising Canada (especially during the reigns of Louis XIII and Louis XIV).

Example: *At the end of period I, POR as a COL⊕ in* **Recife** *W., a COL⊖ in* **Belém** *E. and a COL⊖ in* **Amazonia** *SE. Since that's only 2 COL counters in* ***Brazil***, *it does not earn VPs for Colonial situation.*
Suppose now that the third COL is in **Rio** *S. instead of* **Amazonia**. *Now that's 3 counters in* ***Brazil*** *and since the COL⊕ counts as 2, that's a total of 4 COL and 20VPs.*

C Territorial gains. Each country gains VPs equal to the income value of each province annexed during the period with following modifiers. Note that these are in addition to the VPs gained when annexing the province.
C.1 FRA: former provinces of Burgundia ×0 during periods I and II, ×2 during periods V to VII; provinces in *Italy* ×2 in periods I to III.
C.2 HIS: provinces in *Italy* ×2 in periods I to III.
C.3 ANG: provinces bordering *Mediterranean Sea* ×5; other continental provinces ×2.
C.4 TUR: provinces taken from Persia ×2; provinces lost against Persia count negative; provinces bordering *Mediterranean Sea* ×2.
C.5 SUE: provinces bordering *Baltic Sea* ×3.
C.6 RUS: provinces taken from POL or Polonia ×2 ; provinces lost against POL or Polonia count negatively.
C.7 POL: provinces taken from RUS, SUE or Suecia ×2.
C.8 AUS: former provinces of Hungaria or Moldavia, **Serbia** ×3.

C.9 PRU: provinces of the HRE or provinces take from Polonia ×2.
C.10 VEN: lost islands in *Mediterranean Sea* count negatively.
D Some countries have special modifiers for provinces taken from (or lost to) a specific country (*e.g.* RUS versus POL). For this modifier to apply, the province must be owned by the specified country just before being owned by the other.
D.1 Thus, *e.g.*, if RUS annexes a former Polish province which is currently owned by SUE, it does not trigger its special modifier.
D.2 Other countries have special modifiers for specific provinces, whoever owned them prior to the annexation.

Design note: Here also, the variations along the game represent different policies of countries. For example, FRA focused its effort in Italy in the early game and only tried to grab parts of the Burgundian legacy after its Wars of Religion, with the policies of Richelieu and Louis XIV, or the "*pré carré*" of Vauban.

E Diplomatic situation
E.1 Each country earns **6 VPs** for each minor country in **VA, AN** or **AT**, as well as special EW (those with no diplomacy allowed), and **3 VPs** for each other controlled minor country, with following modifiers:
E.2 HIS: minors in *Italy* ×2; Ordo Hospitalis ×2 ; do not count autonomous Habsbourg states ; do not count Ordo Hospitalis if they are still in **Rhodos**.
E.3 TUR: Muslims: only 4 VPs for VA, AN or AT, 2VPs for other status; do not count Non-Muslims minors except Transilvania.
E.4 FRA: minors in *Italy* ×2 during periods I to III ; minors of the HRE ×2 in periods IV to VII

F Special
F.1 If Ordo Hospitalis is still in **Rhodos** (whatever its diplomatic status), HIS gains 20VPs.

XIII.3.3 Period's objectives

A Overview
A.1 At the beginning of each period, each player chooses global orientations for its country by selecting 3 out of 5 possible objectives.
A.2 Once the period ends, objectives that were successfully achieved earn VPs.
A.3 The list of all objectives, per country, is given in section XIII.4 (Period objectives per country). A comprehensive table is also provided as a player's aid. Note that in case of ambiguity or contradiction, the long list in the rules is correct and the table is wrong.
A.4 Each objective is associated with a VPs value. Sometimes it is a yes/no objective with a single value (*e.g.* ownership of a specific province) and sometimes it is a "for each" objective with a value for each item and a maximum value for the objective (*e.g.* some VPs for each TF counter of the country in play).

B Choosing objectives
B.1 At the beginning of each period (before the first turn of the period), each player must secretly pick 3 of the possible 5 objectives for its country.
B.2 One of the 3 must be marked as **main objective**.
B.3 Each player should write the 3 objectives on some paper, and then all these papers should be put together, *e.g.* in an envelop (sealed if you don't trust your fellow players. . .)

C Scoring objectives
C.1 At the end of each period (during the end-of-period VPs check), objectives are revealed and checked, and players earn VPs according to this.
C.2 A VPs value is indicated for each objective. If a player chooses an objective and completes it, he earn its VPs value, if this is the **main objective**, he earns twice this value instead.

D Mandatory objectives
D.1 Some objectives are marked on the tables with **M** ('M'alus, or 'M'andatory objectives), they are objectives with malus.
D.2 If a player **both** does not choose this objective, **and** does not complete it, he loses the associated VPs.
D.3 If this is a "for each" objective, having a single one of the required elements is enough to avoid the penalty. However, having none of them result in a penalty equal to the maximum potential value of the objective.

E Event objectives
E.1 Some objectives depend on the occurence of an event.
E.2 If the corresponding event has not finished when the period ends, the check for the success of the objective is postponed until the event terminates.
E.3 If the event did not occur yet, even if it may occur later, then the objective is considered as being half realised, entitling the player to gain half the VPs value.

Design note: The event may occur later (in the next period) without changing the VPs gained by the objective, whatever its outcome.
In some case, it is also possible that the event occured one period early and is already resolved when the choice of objective has to be made, resulting in a "free" objective that is already fulfilled and is guaranteed to bring VPs. Enjoy!

Design note: M objectives are usually hard goals that historical monarchs pursued with a lot of efforts but often did not succeeded and resulted in a loss of these efforts. In retrospective, wargamers would like to ignore these and focus their efforts on goals more likely to succeed. The system forces the players to not completely ignore these. If they choose not to pick the **M** objective and ignore it, they will loose VPs. If they pick up the objective, since only three objectives can be picked, ignoring it is equivalent to picking only the two others thus forfeiting potential VPs for a third one. . . Since **M** objectives are usually among the ones with highest VPs value, it is normally best to choose it. Of course, the question of choosing it as **main objective** or not remains open.

Example: *At the start of period I, ANG chooses objectives "Calais" (as **main objective**), "Hundred years war" (the **M** objective, representing a policy of continuing the Hundred Years War) and "Pacified Ireland*".*
*At the end of the period, ANG still owns a Præsidio in **Picardie** (representing Calais) but does not own **Guyenne**. Good revolt rolls resulted in IRELAND without revolt for 5 out of the 6 turns. During the same time, SCOTIA was VA for 2 turns of the period. Since Scotland was not an objective, ANG does not earn any VP for it. Since the maximum possible gain for the Irish objective is 40VPs, ANG only gains these 40VPs and not 50 as would be expected for 5 turns without revolt. Thus, the objective VPs for ANG are: 2 × 45 + 40 = 130VPs.*
*Note that if ANG had chosen the Scottish objective instead of the Hundred Years War one, then it would have failed a not chosen **M** objective and lost the associated VPs, resulting in a total of 2 × 45 + 40 + 20 - 50 = 100 VPs only.*
*If Ireland was the **main objective**, then the maximum is computed before doubling, that is it would result in 2 × 40 = 80 VPs.*

Example: *Still in period I, suppose that HIS does not choose its **M** objective "Barbary Coast". If HIS nonetheless manage to have at least one Præsidio on the Barbary Coast, the objective is considered successful and no VP is lost. If no Præsidio is there, then the objective is failed and HIS loses the full 50 VPs of it.*

XIII.4 Period objectives per country

XIII.4.1 Explanation of some objectives

A Commercial Domination in the *BALTIC SEA*. Each turn, one country may have Commercial Domination in the *BALTIC SEA*. Commercial Domination is attributed, in decreasing order of precedence, to the MAJ who

- levy Sund taxes (section XIV.14.8.1 (Levies of the Sund));
- has diplomatic control of the minor with right to levy Sund taxes (whether there are taxes or free trade);
- has Commercial Monopoly in STZ **Baltique** (section V.4.3.2 (Monopolies)) and nobody is levying the Sund taxes.

Design note: Note that if the minor with right on the Sund is not Neutral, then the Domination is awarded to its Diplomatic patron whatever the status of the taxes. On the other hand, if it is Neutral, and does not levy the taxes, then having Commercial Monopoly is enough.
Similarly, if the right on the Sund is owned by a MAJ and it's not levying taxes, then Commercial Domination is awarded to the country with Commercial Monopoly.

*The taxes where initially in the hand of DANIA but the Swedish independence and conquest of **Skåne** switched this important source of income to other hands. HOL, having a large trade activity in STZ **Baltique**, wasn't happy with foreign taxes and preferred free trade. This resulted in several Dutch implications in the Northern wars, often using the Dutch fleet to reinforce the Danish one.*

B Dominium Marii Baltici. SUE has the DMB if all provinces bordering the *BALTIC SEA* are owned by either SUE, BRANDENBURGUM (or PRU) or DANIA.

This represents the Swedish expansion towards the Southern shores of the sea. Including the frequent struggles with POL, the will to destroy HANSA and the ongoing conflict with RUS around **Ingermanland**.

C Orient Income VEN has objectives depending on its *Orient Income*. Orient Income is computed over each period and is the sum of all income from any of the following source:
C.1 CC Grand Orient or CC Indian;
C.2 convoy of İzmir or *East Indies* convoy;
C.3 resources exploited through an AT with ADEN, AYMAN or GUZARATE;
C.4 total income of each COL/TP producing at least one unit of *PO*, *Spice* or *Silk*;
C.5 TF in any STZ of the CC Indian.

D TF and Trade Centres. For period objectives only, consider that the Trade Centres are given according to the *maximum* levels of TF and not according to the *current* level as per normal rules.
D.1 This does not move the counters nor changes the ownership of the Centres for any other purposes.
D.2 Similarly, when counting the number of TF counters owned by a country (and their side), consider that the counters are here according to their *maximum level*, not to their *current level*. This does not change any TF level or counter.
D.3 When counting Commercial Monopolies (section V.4.3.2 (Monopolies)) consider any TF of *maximum level* 6 as a total monopoly and any TF of *maximum level* 4 or 5 as a partial monopoly. This may result in several countries having monopoly in the same CTZ/STZ for objective purposes.
D.4 All this **only** applies for period objectives. At any other times, use the *current level* for placing counters, counting monopolies, triggering automatic competition or placing Trade Centres.

Design note: This avoids last instant backstabs and lessens the "end of period" effect. Especially, ℙ can cause a lot of temporary loses in one turn and it would be unfair to bet a lot of objectives VPs on this.

Example: *At the end of period III, after a long commercial struggle and several Barbaresque's raids, the situation in the Mediterranean is as follows (current level/maximum level):*
- *STZ **Golfe du Lion**: HOL (3), HIS (1/3), VEN (2/5), FRA (2/3).*
- *STZ **Mer Ionienne**: HOL (4/5), VEN (0/4).*
- *CTZ VENETIA: VEN (6).*
- *CTZ TURCIA: TUR (5), VEN (3), HOL (3).*
- *STZ **Mer Noire occidentale**: HOL (5), VEN (3), TUR (2), FRA (3)*
- *STZ **Mer Caspienne**: VEN (3), HOL (4).*

Thus, HOL as a total of 19 current levels and 20 maximum levels while VEN has a total of 17 current levels and 24 maximum levels. Hence, even if the CC Mediterranee is currently located in Holland with 19 levels, for objectives purpose (only), VEN is considered has having it, thus fulfilling its objective (while HOL fails it). That is, HOL should have planned its attack earlier.
*If the number of TF were needed for objectives purpose, then VEN is considered as having a TF⊕ both in STZ **Golfe du Lion** and STZ **Mer Ionienne** even if the first one is currently ⊖ and the second is not here. Similarly, still for objectives purposes, both HOL and VEN are considered as having a partial monopoly in STZ **Mer Ionienne**.*

E No province lost objectives mean that the country did not loose ownership of any province it owned at the beginning of the period.
E.1 If the country annexes new provinces during the period and looses them later during the same period, the objective is still successful. Only provinces that were owned at the beginning of the period are checked against this objective.

Design note: Thus, countries with a "No provinces lost" objective may still pursue an aggressive policy. Any province annexed early is a province that can be relinquished later without penalty rather than one more province to defend at any cost.

F Commercial monopolies. When objectives ask for Monopoly in STZ or CTZ or in production of resource without precision, any monopoly (partial or total) counts toward fulfilling the objective.

G Independence wars event VII-4 (War of Independence in the Colonies) may occur several times, resulting in several rebellions. The associated objective is checked as follows, in decreasing order of precedence:
- If at least one rebellion war occured in the country's colonies and all independence wars in the country's colonies were crushed, full success.
- If at least one successful rebellion war occured in the country's colonies, the objective is failed.
- If no rebellion war occured at all, half-success.
- If at least one rebellion war occured in another country's colonies, and the major helped the rebels in all rebellion wars, and the rebels were successful every time, full success.
- If at least one rebellion war occured in another country's colonies and the major helped at least one successful rebellion, half-success.
- Otherwise, failure.

G.1 Note that most of the time, the war occurs only once, thus the objective is simply to take part in the war and win it.

H Duration. Objectives for actions only concern what happens during the period just ended.
H.1 For example, a "per turn" objective in period II can only be fulfilled with actions done during period II.
H.2 Similarly, a "per province annexed" objective in period IV only scores VPs for provinces that were annexed during period IV.
H.3 However, objectives for situation only check the current situation, no matter when it was settled.
H.4 For example, a "per province owned" objective in period IV scores for each province owned at the end of period IV no matter whether it was annexed during period I or IV.

I Minor provinces. When an objective refers to the provinces of a minor country (CRIMEA, GEORGIANI, HANSA, HUNGARIA, MOLDAVIA, PERSIA, SICILIÆ, TERRÆ DEPRESSÆ, WALACHIA), it consists in all the provinces barring the corresponding solid or blurred shield, and owned by the country at some point in the game, whatever their current owner (especially if the country was destroyed).
I.1 However, when an objective refers to provinces "taken from" a specific country, then the province must have been owned by that country just before it was transferred (either by peace treaty, diplomacy, . . .)
I.2 List of Crimean provinces (): **Hacıbey**, **Zaporozhye**, **Crimée**, **Azov**, and possibly **Caffa**, **Kuban**.
I.3 List of Georgian provinces (): **Géorgie**, **Kuban**.
I.4 List of Hanseatic provinces (): **Bremen**, **Lübeck**, **Holstein**, **Mecklenburg**.
I.5 List of Hungarian provinces (): **Mureș**, **Erdély**, **Bukovina**, **Kárpátok**, **Szlovákia**, **Balaton**, **Carniola**, **Kapela**, **Croatie**, **Pécs**, **Magyarország**, **Banat**.
I.6 List of Moldavian provinces (): **Moldova**, **Basarabia**.
I.7 List of Napolitan provinces (): **Abruzzo**, **Campania**, **Basilicata**, **Puglia**, **Calabria**, **Sicilia**, **Palermo**, **Saldígna**.
I.8 List of Persian provinces (): **Pars**, **Meshhed**, **Bam**, **Isfahan**, **Kermānšāh**, **Azarbāyadjān**, **Kordistān**, **Van**, **Arménie**, **Shirvan**, **Daǧestān**.
I.9 List of provinces of the North-East (): **Friesland**, **Gelderland**, **Holland**, **Overijssel**, **Utrecht**, **Zeeland**.
I.10 List of Walachian provinces (): **Valahia**.
I.11 Note that **Kuban** may be both a Georgian and Crimean province and thus bring VPs for both reasons. It may, however, only count once for each objective.

Example: *In period III, RUS has an objective for provinces taken from CRIMEA. Only provinces that were owned by CRIMEA just before being owned by RUS count. Other provinces with a shield that were owned by, say, UKRAINA before Russian annexation do not count.*
On the other hand, in period VII, RUS has an objective for provinces of GEORGIANI or PERSIA. Now, any province with either a or shield counts, even if it was annexed from, typically, TUR.

J Ownership and Control
J.1 Most objectives requiring ownership of several provinces don't care about who is the controller of the province. That is, if a war is going on when objectives are checked, only the rightful owner of the province may claim it for these objectives.
J.2 On the other hand, most objectives requiring ownership of a single province require both ownership and control when the objective is checked and only provide half success if owner and controller are different. Thus, a war may quickly change some VPs.

Design note: This lessens an end-of-period effect where players tend to stay in lost wars one more turn to score the full VPs value of a specific province as an objective before signing a peace and relinquishing that province on the very next turn.

TODO: The English objectives of SCOTIA Vassal are incompatible with the idea of the Auld alliance forbidding a ANG-SCOTIA vassalship before Elisabeth.
Anyway, objectives for ANG in the early game need to be seriously revamped into something more interesting and interactive. . .

XIII.4.2 Objectives of ANGLIA

XIII.4.2.1 Period I

A SCOTIA Vassal: 10 per turn (max 30) — Each turn SCOTIA is VA of ANGLIA.
B Calais: 45 VPs — ANGLIA owns **Picardie** or a *Præsidio* in it.

C Industrial development: 25 VPs — ANGLIA has at least as many MNU⊕ as its period limit, and Commercial Monopoly in CTZ ANGLIA.
D Hundred years war(M): 25 per occupation (max 50) — [BLP] Each occupation marker in French national provinces ; or full success if **Guyenne** is owned, no matter who controls it.
E Pacified Ireland: 10 per turn (max 40) — Each turn without any *Revolt* in provinces owned by ANGLIA in *IRELAND*.

XIII.4.2.2 Period II

A SCOTIA Vassal: 10 per turn (max 40) — Each turn SCOTIA is VA of ANGLIA.
B Calais(M): 45 VPs — ANGLIA owns **Picardie** or a *Præsidio* in it.
C COL in ***AMERICA*** : 30 VPs — ANGLIA has at least one COL in ***AMERICA***.
D Victory against FRA : 40 VPs — ANGLIA has signed at least one peace of level ≥2 against FRANCIA this period.
E Pacified Ireland: 7 per turn (max 35) — Each turn without any *Revolt* in provinces owned by ANGLIA in *IRELAND*.

XIII.4.2.3 Period III

A SCOTIA Vassal: 5 per turn (max 30) — Each turn SCOTIA is VA of ANGLIA.
B No forced conversion(M): 45 VPs — ANGLIA was not forced to change its religion.
C Industrial development: 30 VPs — ANGLIA has at least as many MNU⊕ as its period limit, and Commercial Monopoly in CTZ ANGLIA.
D No forced Dutch conversion: 35 VPs — HOLLANDIA was not forced to change its religion.
E Trade Monopoly: 5/10 per zone (max 30) — Each English Commercial *Monopoly* in any STZ (5)/CTZ (10).

XIII.4.2.4 Period IV

A SCOTIA Vassal: 5 per turn (max 30) — Each turn SCOTIA is VA of ANGLIA.
B No forced conversion(M): 40 VPs — ANGLIA was not forced to change its religion.
C Commercial Centre: 50 VPs — ANGLIA owns at least one *Commercial Centre*.
D English Civil War: 40 VPs (½: 20 VPs) — Duration of event IV-7 (1) (English Civil War); four turns or less: full success; five turns or no event: half-success; six turns or more: failure.
E Trade Monopoly: 5/10 per zone (max 30) — Each English Commercial *Monopoly* in any STZ (5)/CTZ (10).

XIII.4.2.5 Period V

A ***CARIBBEAN*** : 7/15 per island (max 45) — Each TP or COL controlled (7)/owned and controlled (15) in ***CARIBBEAN***.
B No forced conversion: 40 VPs — ANGLIA was not forced to change its religion.
C CC Atlantic(M): 40 VPs — ANGLIA owns the CC Atlantic.
D Independent Portugal: 30 VPs (½: 15 VPs) — PORTUGALLIA in not in AN of HISPANIA; half success if neither event IV-4 (1) (National Revolt of the Portugal) nor event V-4 (The War of Spanish Succession) occured.
E Fish Monopoly: 5 per turn (max 40) — Each turn ANGLIA has Fish Monopoly.

XIII.4.2.6 Period VI

A ***CARIBBEAN*** : 5/10 per island (max 50) — Each TP or COL controlled (5)/owned and controlled (10) in ***CARIBBEAN***.
B Jacobite rebellion: 15 per war (max 30) — Each victory in event VI-4 (Jacobite Rebellion) (15 VPs if none occur).
C CC Atlantic(M): 40 VPs — ANGLIA owns the CC Atlantic.
D Spanish Succession: 50 VPs (½: 25 VPs) — Either ANGLIA is victorious in event V-4 (The War of Spanish Succession), or there is no war and ANGLIA received part of the inheritance. Half-success if the event does not occur. Failure if there is no war and ANGLIA received no part of the inheritance or if ANGLIA was on the loosing side of the war.
E *East Indies*: 4 per turn (max 40) — Each turn ANGLIA owns the *East Indies* convoy and sails successfully at least 1NT𝔻 of it to Europe.

XIII.4.2.7 Period VII

A Independence Wars(M): 50 VPs (½: 25 VPs) — Victory in event VII-4 (War of Independence in the Colonies) (see §G (Independence wars) of section XIII.4.1 (Explanation of some objectives)).
B FRA Royalist: 30 VPs (½: 15 VPs) — French Revolution is crushed and the King is back on the throne. Half success if event VII-5 (The French Revolution) does not occur.
C Each CC : 15 per CC (max 45) — Each *Commercial Centre* owned by ANGLIA.
D Seven Years War: 30 VPs (½: 15 VPs) — ANGLIA victorious in event VII-1 (The Seven Years War) (signs a peace of level ≥1). Half-success if the event does not occur, failure if the event occur but ANGLIA is not part of the war.
E *East Indies*: 4 per turn (max 40) — Each turn ANGLIA owns the *East Indies* convoy and sails successfully at least 1NT𝔻 of it to Europe.

XIII.4.3 Objectives of FRANCIA

XIII.4.3.1 Period I

A Calais: 40 VPs — FRANCIA owns **Picardie** and there is no *Præsidio* in it.
B French **Artois** : 30 VPs (½: 15 VPs) — **Artois** is owned and controlled by FRANCIA; half-success if only controlled or if owned but not controlled.
C SD of Catholic Faith: 40 VPs — FRANCIA is Sole Defender of Catholic Faith (XIV.14.3.1).
D Industrial development: 25 VPs — FRANCIA has at least as many MNU⊕ as its period limit, and Commercial Monopoly in CTZ FRANCIA.
E War in Italy(M): 50 VPs (½: 25 VPs) — FRANCIA signed a peace of level ≥2 in at least one War in Italy. Half-success if none occur.

XIII.4.3.2 Period II

A Calais(M): 50 VPs — FRANCIA owns **Picardie** and there is no *Præsidio* in it.
B French **Artois** : 30 VPs (½: 15 VPs) — **Artois** is owned and controlled by FRANCIA; half-success if only controlled or if owned but not controlled.
C French King Emperor: 50 VPs (½: 25 VPs) — French King was elected to the Imperial Throne at least once since the beginning of the game. Half-success if no election was held.
D Industrial development: 40 VPs — FRANCIA has at least as many MNU⊕ as its period limit, and Commercial Monopoly in CTZ FRANCIA.
E **Lombardia** or **Campania** : 30 VPs (½: 15 VPs) — One of these provinces is owned by FRANCIA. Half-success if no War in Italy occurred since the beginning of the game.

XIII.4.3.3 Period III

A No provinces lost: 30 VPs
B Specific possessions: 10 per province* (max 40) — Each province owned by FRANCIA among **Artois**, **Bresse**, **Franche-Comté** and **Rosselo** , no matter who controls them .
C No change of religion: 50 VPs — FRANCIA did not change religion, except due to the use of §A.1 (Michel de l'Hospital) of event III-D (1). (The first 3 Wars of Religion).
D ≥3 COL/TP : 30 VPs — FRANCIA owns at least 3 COL or TP.
E ≤2 unfavourable truces(M): 40 VPs — FRANCIA does not sign more than 2 unfavourable truces during event III-11 (Wars of Religion in France).

XIII.4.3.4 Period IV

A CTZ FRANCIA Monopoly: 30 VPs — FRANCIA has a Commercial Monopoly in CTZ FRANCIA.
B Trade Monopoly: 15/20 per zone (max 40) — Each partial (15)/total (20) Commercial Monopoly in any STZ/CTZ except CTZ FRANCIA.

C No GE/Southern HRE (M): 50 VPs (½: 25 VPs) — Neither GE nor the Southern HRE alliance exists. Success if one was created but is now destroyed. Half-success if event IV-A (Thirty Years' War) never occured.
D Each COL : 5 per COL (max 30) — Each COL of FRANCIA .
E No Northern HRE : 40 VPs (½: 20 VPs) — There is no Northern HRE alliance. Success if it was created but is now destroyed. Half-success if event IV-A (Thirty Years' War) never occured.

XIII.4.3.5 Period V

A CC Mediterranee: 40 VPs — FRANCIA owns the CC Mediterranee.
B Adjacent to HOL (M): 40 VPs — FRANCIA owns at least one province adjacent to HOLLANDIA national territory.
C Glorious Revolution: 40 VPs (½: 20 VPs) — During event V-3 (The Glorious Revolution in England), FRANCIA wins after either controlling the Rebels or making an intervention; half-success if the event does not occur ; failure if FRANCIA neither controls the Rebels nor intervene.
D Fish Monopoly: 5 per turn (max 30) — Each turn FRANCIA has Fish Monopoly.
E Louis XIV's wars: 20 per war (max 40) — For each victory in either event V-1 (War of Devolution), event V-2 (1) (Chamber of Reunion) or event V-2 (2) (War of the League of Augsburg). If none of these events occur, half-success (20 VPs) ; If FRA refuses the war after the event is rolled, it counts as a defeat for FRA and a victory for all others.

XIII.4.3.6 Period VI

A CC Mediterranee: 40 VPs — FRANCIA owns the CC Mediterranee.
B Spanish Succession: 50 VPs (½: 25 VPs) — Either FRANCIA is victorious in event V-4 (The War of Spanish Succession), or there is no war and FRANCIA received part of the inheritance. Half-success if the event does not occur. Failure if there is no war and FRANCIA received no part of the inheritance or if FRANCIA was on the loosing side of the war.
C Austrian Succession: 40 VPs (½: 20 VPs) — FRANCIA is victorious in event VI-13 (War of Austrian Succession) without any territorial gain. Half-success if the event does not occur.
D CC Atlantic(M): 50 VPs — FRANCIA owns the CC Atlantic.
E Polish Succession+FRA : 50 VPs (½: 25 VPs) — FRANCIA is protector of POLONIA (permanent EW); half-success if event VI-11 (War of Polish Succession) never occured; half-success if SUECIA is protector of POLONIA.

XIII.4.3.7 Period VII

A POLONIA exists(M): 50 VPs — POLONIA exists and owns at least one province; full success if it was destroyed and later recreated.
B Each CC : 20 per CC (max 40) — Each *Commercial Centre* owned by FRANCIA.
C Independence Wars: 45 VPs (½: 22 VPs) — Victory in event VII-4 (War of Independence in the Colonies) (see §G (Independence wars) of section XIII.4.1 (Explanation of some objectives)).
D Colonial expansion: 40 VPs — FRANCIA has more TP plus COL than any other country in one of ***INDIA***, ***NORTH AMERICA***, or ***CARIBBEAN***.
E Natural frontiers: 30 VPs (½: 15 VPs) — FRANCIA owns all its "natural frontier" during the Revolution (event part VII-5.ζ (Natural Frontiers)); half-success if the event does not occur.

XIII.4.4 Objectives of HISPANIA

XIII.4.4.1 Period I

A No FRA VA in *ITALY* : 50 VPs — No minor of *ITALY* is VA of FRANCIA.
B FRA not in *ITALY* : 40 VPs — FRANCIA owns no provinces in *ITALY*.
C SD of Catholic Faith: 25 VPs — HISPANIA is Sole Defender of Catholic Faith (XIV.14.3.1).
D Barbary Coast(M): 15 per *Præsidio* (max 50) — Each Christian *Præsidio* in a province owned by Barbaresque countries (XIV.13.1.3).

E TERRÆ DEPRESSÆ annexed: 25 VPs — All provinces of TERRÆ DEPRESSÆ are owned by HISPANIA.

XIII.4.4.2 Period II

A No FRA VA in *ITALY* : 40 VPs — No minor of *ITALY* is VA of FRANCIA.
B FRA not in *ITALY* : 30 VPs — FRANCIA owns no provinces in *ITALY*.
C Spanish King Emperor: 50 VPs (½: 25 VPs) — Spanish King was elected to the Imperial Throne at least once since the beginning of the game. Half-success if no election was held.
D Barbary Coast(M): 15 per *Præsidio* (max 50) — Each Christian *Præsidio* in a province owned by Barbaresque countries (XIV.13.1.3).
E Religious calm in HRE : 50 VPs (½: 25 VPs) — Full success if either event I-8 (2) (Growth of the Reformation) did not occur; or Schmalkaldic league destroyed without religious liberty (event II-9 (War of the Schmalkaldic League)) and event IV-A (Thirty Years' War) hasn't occured yet; or event IV-A (Thirty Years' War) won (dominant position at the final peace). Half success if event II-9 (War of the Schmalkaldic League) did not occur.

XIII.4.4.3 Period III

A Half of HUNGARIA : 50 VPs — At least half of the provinces of HUNGARIA are owned by either HUNGARIA or AUS* (≥6 provinces).
B Forced conversion(M): 50 per MAJ (max –) — Each time a Protestant Major Country is converted due to a war in which HISPANIA was fighting against it. Not possible if HISPANIA is Catholic/Conciliatory; Religious and Civil wars count; Limited and foreign interventions of HIS count. No maximum VPs value.
C TUR stopped in Ionian: 40 VPs — No Turkish possesions nor VA west of **Mer Ionienne** (**Tripolitaine** excluded, **Malta** or any province in *ITALY* included).
D Habsburg-Sultan peace: 30 VPs — [BLP] 40 -5/turn where §B (The Little war and The Long war) of section XIV.13.4.3 (Bohemia, Hungaria and Transilvania) is active (max 30); or full success (30VPs) if no TUR Occupation in HUNGARIA.
E Trade expansion: 30 VPs — Monopoly in CTZ HISPANIA and in at least 2 other CTZ/STZ.

XIII.4.4.4 Period IV

A Half of HUNGARIA : 40 VPs — At least half of the provinces of HUNGARIA are owned by either HUNGARIA or AUS* (≥6 provinces).
B GERMANUM IMPERIUM(M): 50 VPs (½: 25 VPs) — Creation of GERMANUM IMPERIUM; if it was created and destroyed later, still counts as a success. Half-success if event IV-A (Thirty Years' War) did not occur.
C AUSTRIA : 10 per province-11 (max 30) — Each province owned by AUSTRIA , no matter who controls them, above 11.
D Annexed PORTUGALLIA : 50 VPs — PORTUGALLIA in AN status.
E Trade monopolies: 8 per monopoly (max 40) — Each Commercial *Monopoly* in any STZ/CTZ; CTZ HISPANIA counts as two.

XIII.4.4.5 Period V

A HUNGARIA (M): 40-10 per TUR province (max 40) — 40 VPs minus 10 VPs per province of HUNGARIA owned by a non-Christian country or a Turkish minor ally.
B Low Countries: 10 per province (max 50) — Each province owned by HISPANIA , no matter who controls them, in *SPANISH NETHERLANDS*.
C Spanish World: 40 VPs (½: 20 VPs) — No non-Spanish COL in ***SPANISH WORLD*** and ***CARIBBEAN***; half-success if no non-Spanish COL in ***SPANISH WORLD*** and **FLORIDA**.
D Annexed PORTUGALLIA : 40 VPs — PORTUGALLIA in AN status.
E Trade monopolies: 8 per monopoly (max 40) — Each Commercial *Monopoly* in any STZ/CTZ.

XIII.4.4.6 Period VI

A Spanish Succession(M): 50 VPs — Victory of HISPANIA in event V-4 (The War of Spanish Succession); full success if the event occurs but there is no war.
B Outer provinces: 10 per province (max 40) — Each non-national province owned by HISPANIA, no matter who controls them.
C Spanish World: 45 VPs (½: 22 VPs) — No non-Spanish COL in ***SPANISH WORLD*** and ***CARIBBEAN***; half-success if no non-Spanish COL in ***SPANISH WORLD*** and **FLORIDA**.
D Barbary Coast: 10 per *Præsidio* (max 50) — Each Christian *Præsidio* in a province owned by Barbaresque countries (XIV.13.1.3).
E Trade monopolies: 8 per monopoly (max 40) — Each Commercial *Monopoly* in any STZ/CTZ.

XIII.4.4.7 Period VII

A Spanish Asiento: 35 VPs — HISPANIA has a commercial policy of Exclusive Asiento (section XIV.10.3.10 (Asiento and Exclusivity)).
B Outer provinces: 10 per province-3 (max 40) — Each non-national province owned by HISPANIA, no matter who controls them (above 3).
C Spanish World(M): 50 VPs (½: 25 VPs) — No non-Spanish COL in ***SPANISH WORLD*** and ***CARIBBEAN***; half-success if no non-Spanish COL in ***SPANISH WORLD*** and **FLORIDA**.
D Industrial development: 25 VPs — HISPANIA has at least as many MNU⊕ as its period limit, and Commercial Monopoly in CTZ HISPANIA.
E Independence Wars: 30 VPs (½: 15 VPs) — Victory in event VII-4 (War of Independence in the Colonies) (see §G (Independence wars) of section XIII.4.1 (Explanation of some objectives)).

XIII.4.5 Objectives of HOLLANDIA

XIII.4.5.1 Period III

A CC Mediterranee: 40 VPs — HOLLANDIA owns the CC Mediterranee.
B Recognition of Independence: 50 VPs — Dutch Independence recognised by Spain.
C Protestant FRANCIA : 35 VPs — FRANCIA is Protestant.
D Protestant ANGLIA : 40 VPs — ANGLIA is Protestant.
E *East Indies*: 10 per turn (max 40) — Each turn HOLLANDIA owns the *East Indies* convoy and sails successfully at least 1NT𝔻 of it to Europe.

XIII.4.5.2 Period IV

A CC Mediterranee: 40 VPs — HOLLANDIA owns the CC Mediterranee.
B *BALTIC SEA* Trade: 5 per turn (max 30) — Each turn of Commercial Domination in the *BALTIC SEA*.
C HANSA/Northern HRE : 40 VPs — Either event IV-A (Thirty Years' War) occured and there is a Northern HRE alliance; or HANSA still exists and is VA of HOLLANDIA (including after event IV-A (Thirty Years' War)).
D Abolition Act of Navigation(M): 40 VPs (½: 20 VPs) — Act of Navigation (event IV-5 (Act of Navigation)) is not in effect; half-success if the event did not occur.
E ***BRAZIL*** : 10 per COL (max 40) — Each COL of HOLLANDIA in ***BRAZIL*** .

XIII.4.5.3 Period V

A CC Atlantic(M): 40 VPs — HOLLANDIA owns the CC Atlantic.
B Safe from FRANCIA : 50 VPs — FRANCIA does not own any province adjacent to HOLLANDIA national territory.
C East of **MALACCA** : 40 VPs — No Christian non-Dutch TP east of **MALACCA** (***EXTREME ORIENT***, ***INDONESIA***, **MALACCA**, **AYUTTHAYA** and **DAI VIET**).

D Abolition Act of Navigation: 50 VPs (½: 25 VPs) — Act of Navigation (event IV-5 (Act of Navigation)) is not in effect; half-success if the event did not occur.
E Spices Monopoly: 5 per turn (max 40) — Each turn HOLLANDIA has Spices Monopoly.

XIII.4.5.4 Period VI

A Each CC (M): 25 per CC (max 50) — Each *Commercial Centre* owned by HOLLANDIA.
B Spanish Succession: 50 VPs (½: 25 VPs) — Either HOLLANDIA is victorious in event V-4 (The War of Spanish Succession), or there is no war and HOLLANDIA received part of the inheritance. Half-success if the event does not occur. Failure if there is no war and HOLLANDIA received no part of the inheritance or if HOLLANDIA was on the loosing side of the war.
C East of **MALACCA** : 40-10 per TP (max 40) — Remove 10 VPs for each Christian non-Dutch TP east of **MALACCA** (***EXTREME ORIENT***, ***INDONESIA***, **MALACCA**, **AYUTTHAYA** and **DAI VIET**).
D ***AMERICA*** : 15 per COL (max 45) — Each COL of HOLLANDIA in ***AMERICA*** (***BRAZIL*** excepted).
E *East Indies*: 4 per turn (max 40) — Each turn HOLLANDIA owns the *East Indies* convoy and sails successfully at least 1NT𝔻 of it to Europe.

XIII.4.5.5 Period VII

A Trade monopolies: 5 per monopoly (max 30) — Each Commercial *Monopoly* in any STZ/CTZ.
B Batavian Revolution(M): 20 per revolution (max 40) — Per victory in event VII-3 (Batavian Revolution); half-success if the even never occur.
C FRA Royalist: 35 VPs (½: 17 VPs) — French Revolution is crushed and the King is back on the throne. Half success if event VII-5 (The French Revolution) does not occur.
D ***AMERICA*** : 15 per COL (max 45) — Each COL of HOLLANDIA in ***AMERICA*** (***BRAZIL*** excepted).
E ***INDIA*** : 15 per COL or TP (max 50) — Each COL or TP of HOLLANDIA in ***INDIA*** .

XIII.4.6 Objectives of POLONIA

XIII.4.6.1 Period I

A Polish **Smolenską** : 40 VPs (½: 20 VPs) — **Smolenską** is owned and controlled by POLONIA; half-success if only controlled or if owned but not controlled.
B At most **Smolenską** lost(M): 40 VPs — No province other than **Smolenską** lost.
C HUNGARIA exists: 50 VPs — HUNGARIA exists and owns at least one province; full success if it was destroyed and later recreated.
D MOLDAVIA exists: 35 VPs — MOLDAVIA exists, owns at least one province and is not a VA of TURCIA; full success if it was destroyed and later recreated.
E WALACHIA exists: 35 VPs — WALACHIA exists, owns at least one province and is not a VA of TURCIA; full success if it was destroyed and later recreated.

XIII.4.6.2 Period II

A Polish **Smolenską** (M): 50 VPs (½: 25 VPs) — **Smolenską** is owned and controlled by POLONIA; half-success if only controlled or if owned but not controlled.
B No provinces lost: 40 VPs
C HUNGARIA exists: 50 VPs — HUNGARIA exists and owns at least one province; full success if it was destroyed and later recreated.
D RUSSIA contained: 40 VPs (½: 20 VPs) — RUSSIA does not own any province bordering the *BALTIC SEA*; only half-success if RUSSIA controls a province bordering the *BALTIC SEA*.
E Eastern expansion: 20 per province-2 (max 50) — If ✝, each province above 2 in Polish Ukraynia is 20VPs, max 50; if ‡, one COL in ***SIBERIA*** is a full success.

XIII.4.6.3 Period III

A Baltic Annexations: 20 per province* (max 50) — Each province owned by POLONIA among **Kurland**, **Memel** and **Preußen** , no matter who controls them .
B No provinces lost: 40 VPs
C Union of Lublin: 30 VPs (½: 15 VPs) — Union of Lublin is in effect; half-success if event III-14 (Union of Lublin) did not occur.
D RUSSIA contained: 40 VPs (½: 20 VPs) — RUSSIA does not own any province bordering the *BALTIC SEA*; only half-success if RUSSIA controls a province bordering the *BALTIC SEA*.
E Polish Claim to SUECIA : 40 VPs (½: 20 VPs) — POL has still its claim to the throne of Sweden (given by event III-13 (Union between Polonia and Suecia)); half-success if the event did not occur.

XIII.4.6.4 Period IV

A SUECIA contained: 40 VPs (½: 20 VPs) — Number of provinces owned by SUECIA adjacent to the *BALTIC SEA* (*SWEDEN* and *FINLAND* excepted); 3 or less: success; 4: half-success; 5 or more: failure.
B No non-Ukrainian provinces lost(M): 40 VPs — Provinces of UKRAINA may be lost without hampering the objective.
C Wien never fell to TUR : 40 VPs — **Österreich**/Wien was never captured by TURCIA since the beginning of the game.
D RUSSIA contained: 40 VPs (½: 20 VPs) — RUSSIA does not own any province bordering the *BALTIC SEA*; only half-success if RUSSIA controls a province bordering the *BALTIC SEA*.
E Union with SUECIA : 50 VPs — Union between POLONIA and SUECIA was active at least once since the beginning of the game. This may not be the main objective if it is already fulfilled at the beginning of the period (the Union was or is active).

XIII.4.6.5 Period V

A SUECIA contained: 40 VPs (½: 20 VPs) — Number of provinces owned by SUECIA adjacent to the *BALTIC SEA* (*SWEDEN* and *FINLAND* excepted); 3 or less: success; 4: half-success; 5 or more: failure.
B Few national provinces lost: 40 VPs (½: 20 VPs) — Number of provinces of the Polish or Lithuanian national territory lost; 0: full sucess; 1: half-success;2 or more: failure. Only check provinces owned at the beginning of the period, not provinces annexed (and then lost again) during the period.
C Absolutism: 40 VPs — Absolutism established.
D RUSSIA contained: 40 VPs (½: 20 VPs) — RUSSIA does not own any province bordering the *BALTIC SEA*; only half-success if RUSSIA controls a province bordering the *BALTIC SEA*.
E HUNGARIA (M): 50-10 per TUR province (max 50) — 50 VPs minus 10 VPs per province of HUNGARIA owned by a non-Christian country or a Turkish minor ally plus 20VPs if Wien was never controlled by TURCIA since the beginning of the game.

XIII.4.7 Objectives of PRUSSIA

XIII.4.7.1 Period VI

A Expansion: 10 per province-9 (max 40) — Each province owned by PRUSSIA , no matter who controls them, above 9.
B Alliance with MAJ : 5 per turn (max 40) — Each turn in military alliance with any MAJ.
C Royal PRUSSIA : 30 VPs — PRUSSIA has received the Royal Dignity.
D No Austrian Emperor: 40 VPs (½: 20 VPs) — AUSTRIA has lost the imperial throne; half-success if event VI-13 (War of Austrian Succession) did not occur.
E Silesia and Lausitz(M): 50 VPs — **Silésie** and **Lausitz** are both owned by PRUSSIA, no matter who currently controls them.

XIII.4.7.2 Period VII

A Further expansion: 15 per province (max 50) — 15 VPs per province annexed during the period.
B Alliance with MAJ : 5 per turn (max 40) — Each turn in military alliance with any MAJ.
C Seven Years War: 40 VPs (½: 20 VPs) — PRUSSIA victorious in event VII-1 (The Seven Years War) (signs a peace of level ≥1). Half-success if the event does not occur, failure if the event occur but PRUSSIA is not part of the war.
D FRA Royalist: 30 VPs (½: 15 VPs) — French Revolution is crushed and the King is back on the throne. Half success if event VII-5 (The French Revolution) does not occur.
E Silesia and Lausitz(M): 50 VPs — **Silésie** and **Lausitz** are both owned by PRUSSIA, no matter who currently controls them.

XIII.4.8 Objectives of PORTUGALLIA

XIII.4.8.1 Period I

A Indian city: 40 VPs (½: 20 VPs) — PORTUGALLIA owns a COL on a city of the coast of ***INDIA***; half-success if it is in **SINGALA**.
B MAURETANIA Vassal: 10 per turn (max 40) — Each turn MAURETANIA is VA of PORTUGALLIA.
C Annexation in MAURETANIA : 30 VPs — At least one province annexed from MAURETANIA during the period.
D Trade monopolies≥2: 30 VPs — At least 2 CTZ/STZ monopolies.
E Colonisation(M): 50 VPs — PORTUGALLIA has at least one COL in ***BRAZIL***; **and** there is no more than 2 COL/TP producing PO or Spices owned by countries not in AT with PORTUGALLIA (this includes COL/TP of other MAJ).

XIII.4.8.2 Period II

A TP in CHINA and IAPONIA (M): 50 VPs — PORTUGALLIA has a TP both in CHINA and in IAPONIA.
B MAURETANIA Vassal: 10 per turn (max 40) — Each turn MAURETANIA is VA of PORTUGALLIA.
C Annexation in MAURETANIA : 30 VPs — At least one province annexed from MAURETANIA during the period.
D Trade monopolies≥3: 30 VPs — At least 3 CTZ/STZ monopolies.
E Orient Trade: 50 VPs — There is no non-portuguese COL/TP in Asia (producing PO or Spices); excepted in **PHILIPPINES**, and excepted establishments belonging to countries in AT with PORTUGALLIA, CHINA or IAPONIA.

XIII.4.9 Objectives of SUECIA

XIII.4.9.1 Period III

A *BALTIC SEA* Trade: 5 per turn (max 30) — Each turn of Commercial Domination in the *BALTIC SEA*.
B ***AMERICA*** : 10 per COL or TP (max 30) — Each COL or TP of SUECIA in ***AMERICA*** .
C Livonian Annexations: 20 per province* (max 50) — Each province owned by SUECIA among **Ingermanland**, **Livonija** and **Estland** , no matter who controls them .
D Swedish Annexations: 10 per province* (max 40) — Each province owned by SUECIA among **Skåne**, **Västergotland**, **Gotland** or any of *NORWAY* , no matter who controls them .
E No Polish Claim: 50 VPs (½: 25 VPs) — POLONIA has renounced to its claim to the throne of Sweden (given by event III-13 (Union between Polonia and Suecia)); half-success if the event did not occur. If POLONIA is protestant or Supporter of the Orthodoxy, this objective cannot be chosen.

XIII.4.9.2 Period IV

A *BALTIC SEA* Trade: 5 per turn (max 30) — Each turn of Commercial Domination in the *BALTIC SEA*.
B No GERMANUM IMPERIUM(M): 40 VPs (½: 20 VPs) — GE does not exist; success if it was created and is now destroyed. Half-success if event IV-A (Thirty Years' War) did not occur.
C Dissolution of HANSA: 30 VPs — HANSA does not exist any more ; failure if it was destroyed and recreated later.
D DMB: 50 VPs — SUECIA has the *Dominium Marii Baltici*.

E No Polish King: 40 VPs (½: 20 VPs) — King of POLONIA never was on the Swedish throne; half-success if event III-13 (Union between Polonia and Suecia) did not occur. If POLONIA is protestant or Supporter of the Orthodoxy, this objective cannot be chosen.

XIII.4.9.3 Period V

A *BALTIC SEA* Trade: 5 per turn (max 30) — Each turn of Commercial Domination in the *BALTIC SEA*.
B Colonisation: 5 per COL or TP (max 40) — Each COL or TP of SUECIA .
C RUSSIA contained: 30 VPs (½: 15 VPs) — RUSSIA does not own any province bordering the *BALTIC SEA*; only half-success if RUSSIA controls a province bordering the *BALTIC SEA*.
D DMB(M): 50 VPs — SUECIA has the *Dominium Marii Baltici*.
E No Polish Absolutism: 30 VPs — POLONIA is not absolutist (event IV-10 (1) (Liberum Veto) occured and there has been no absolutist victory in event IV-B (Civil War in Poland)).

XIII.4.9.4 Period VI

A *BALTIC SEA* Trade: 5 per turn (max 40) — Each turn of Commercial Domination in the *BALTIC SEA*.
B Colonisation: 7 per COL or TP (max 40) — Each COL or TP of SUECIA .
C Only S'-Petersburg lost(M): 40 VPs — No province bordering the *BALTIC SEA* lost during the period, except the one where S'-Petersburg is built.
D DMB: 40 VPs — SUECIA has the *Dominium Marii Baltici*.
E Polish Succession+SUE-FRA : 50 VPs (½: 25 VPs) — SUECIA is protector of POLONIA (permanent EW); half-success if event VI-11 (War of Polish Succession) never occured; failure if FRANCIA is protector of POLONIA.

XIII.4.9.5 Period VII

A *BALTIC SEA* Trade: 5 per turn (max 40) — Each turn of Commercial Domination in the *BALTIC SEA*.
B Colonisation: 10 per COL or TP (max 40) — Each COL or TP of SUECIA .
C No provinces lost: 40 VPs
D Out of Scandinavia: 15 per province (max 50) — Per province not in *NORWAY*, *DENMARK*, *FINLAND* or *SWEDEN* owned by SUECIA.
E POLONIA exists: 40 VPs — POLONIA exists and owns at least one province; full success if it was destroyed and later recreated.

XIII.4.10 Objectives of RUSSIA

XIII.4.10.1 Period I

A PSKOVE/REZANE : 20 per province (max 40) — Per principality conquered (PSKOVE or REZANE).
B Russian **Smolenską** (M): 50 VPs (½: 25 VPs) — **Smolenską** is owned and controlled by RUSSIA; half-success if only controlled or if owned but not controlled.
C No provinces lost: 25 VPs
D Conquest of one *Khanate*: 50 VPs — At least one *Khanate* (other than TARTARIA) has been destroyed as a result of a war against RUSSIA; *Khanates* are: CAZAN, ASTRACAN, CRIMEA and DON CASSACKIA.
E Conquest of TARTARIA: 35 VPs — TARTARIA does not exist any more ; failure if it was destroyed and recreated later.

XIII.4.10.2 Period II

A Control of Orthodoxy: 10 per MIN (max 50) — Each diplomatic control (or annexation) of orthodox MIN. Destroyed countries with all provinces no owned by RUS count toward this objective.
B National Territory and **Smolenską** : 40 VPs — RUSSIA owns all its national provinces and **Smolenską**.
C Forward to the *BALTIC SEA* (M): 50 VPs (½: 25 VPs) — RUSSIA owns and controls a port bordering the *BALTIC SEA*; half-success if a port is only controlled or only owned.
D Conquest of CAZAN: 35 VPs — CAZAN does not exist any more ; failure if it was destroyed and recreated later.

E Conquest of ASTRACAN: 50 VPs — ASTRACAN does not exist any more ; failure if it was destroyed and recreated later.

XIII.4.10.3 Period III

A Furs Monopoly: 10 per turn (max 50) — Each turn RUSSIA has Furs Monopoly.
B Polish Annexations: 10 per province* (max 40) — Each province taken from either POLONIA, LITUANIA or UKRAINA .
C Livonian Annexations: 15 per province* (max 45) — Each province owned by RUSSIA among **Ingermanland**, **Livonija** and **Estland** , no matter who controls them .
D Crimean Annexations(M): 20 per province* (max 40) — Each province taken from CRIMEA .
E Conquest of SIBERIA: 35 VPs — SIBERIA does not exist any more ; failure if it was destroyed and recreated later.

XIII.4.10.4 Period IV

A Furs Monopoly: 5 per turn (max 45) — Each turn RUSSIA has Furs Monopoly.
B National integrity: 30 VPs (½: 15 VPs) — Number of Russian national provinces not owned by RUSSIA; 0 or 1: success; 2: half-success; 3 or more: failure.
C SUECIA contained: 40 VPs (½: 20 VPs) — Number of provinces owned by SUECIA adjacent to the *BALTIC SEA* (*SWEDEN* and *FINLAND* excepted); 3 or less: success; 4: half-success; 5 or more: failure.
D Ports on *BLACK SEA*(M): 20 per port (max 50) — Each port bordering the *BLACK SEA* owned by RUSSIA.
E Time of Troubles: 30 VPs (½: 15 VPs) — RUS victorious in event IV-17 (1) (The Times of Troubles in Russia); half-success if the event does not occur.

XIII.4.10.5 Period V

A Furs Monopoly: 5 per turn (max 35) — Each turn RUSSIA has Furs Monopoly.
B Conquest of ASTRACAN: 40 VPs — ASTRACAN does not exist any more ; failure if it was destroyed and recreated later.
C Building S'-Petersburg: 50 VPs — Construction of S'-Petersburg completed.
D Ports on *BLACK SEA*: 20 per port (max 50) — Each port bordering the *BLACK SEA* owned by RUSSIA.
E **AMOUR**/**BAÏKAL** : 10 per COL or TP (max 30) — Each COL or TP of RUSSIA in **AMOUR** or **BAÏKAL** .

XIII.4.10.6 Period VI

A *Silk Road*: 10 per COL or TP (max 40) — Each COL or TP of RUSSIA in **AMOUR**, **BAÏKAL**, **AFGHANISTAN**, **PERSE**, or ***INDIA*** .
B Polish Succession-FRA-SUE : 30 VPs — POLONIA has no protector.
C Ports on *BALTIC SEA*: 15 per port (max 40) — Each port bordering the *BALTIC SEA* owned by RUSSIA.
D CRIMEA/MOLDAVIA (M): 15 per province-4 (max 50) — Each province of either CRIMEA or MOLDAVIA owned by RUSSIA above 4.
E **ALASKA** : 10 per COL (max 30) — Each COL of RUSSIA**ALASKA** .

XIII.4.10.7 Period VII

A GEORGIANI/PERSIA : 10 per province (max 40) — Each province of either GEORGIANI or PERSIA owned by RUSSIA .
B Conquest of POLONIA: 50 VPs — POLONIA does not exist any more ; failure if it was destroyed and recreated later.
C Ports on *BALTIC SEA*: 10 per port (max 40) — Each port bordering the *BALTIC SEA* owned by RUSSIA.
D Conquest of CRIMEA(M): 40 VPs — CRIMEA does not exist any more ; failure if it was destroyed and recreated later.
E Turkish Annexations: 15 per province* (max 45) — Each province taken from TURCIA (excepted former provinces of GEORGIANI or PERSIA).

XIII.4.11 Objectives of TURCIA

XIII.4.11.1 Period I

A Mamluk Conquest: 35 VPs — Both SYRIA and ÆGYPTUS have been destroyed.

B Monopoly in CTZ TURCIA: 30 VPs
C French alliance: 10 per turn (max 30) — Each turn in defensive alliance with FRANCIA.
D **Rhodos** : 30 VPs (½: 15 VPs) — **Rhodos** is owned and controlled by TURCIA; half-success if only controlled or if owned but not controlled.
E WALACHIA/MOLDAVIA : 25 VPs (½: 12 VPs) — Each of WALACHIA and MOLDAVIA is either VA of TURCIA or conquered (all of its provinces are owned by TURCIA, whoever controls them). Half-success if only one of the two is VA or conquered.

XIII.4.11.2 Period II

A Collapse of HUNGARIA: 40 VPs — HUNGARIA does not exist any more ; failure if it was destroyed and recreated later.
B Wien fallen: 50 VPs — **Österreich**/Wien was captured during this period by TURCIA.
C ASTRACAN exists: 35 VPs — ASTRACAN exists and owns at least one province; full success if it was destroyed and later recreated.
D **Rhodos** : 35 VPs (½: 17 VPs) — **Rhodos** is owned and controlled by TURCIA; half-success if only controlled or if owned but not controlled.
E PO or Spices (M): 10 per COL or TP (max 40) — Each COL or TP of TURCIA producing PO or Spices; establishments of minors in AT providing their resources count.

XIII.4.11.3 Period III

A War or Peace in HUNGARIA (M): 35 VPs — [BLP] Either there is no more than one turn of formal war between AUS* and TURCIA, or at least 9 provinces of HUNGARIA are owned or occupied by TURCIA.
B Wien fallen: 40 VPs — **Österreich**/Wien was captured during this period by TURCIA.
C ASTRACAN exists: 35 VPs — ASTRACAN exists and owns at least one province; full success if it was destroyed and later recreated.
D Mediterranean Islands: 20 per province* (max 50) — Each province owned by TURCIA among **Kreta**, **Malta**, and **Chypre** , no matter who controls them; plus 10VPs if **Cyclades** is owned by TURCIA.
E WALACHIA/MOLDAVIA : 25 VPs (½: 12 VPs) — Each of WALACHIA and MOLDAVIA is either VA of TURCIA or conquered (all of its provinces are owned by TURCIA, whoever controls them). Half-success if only one of the two is VA or conquered.

XIII.4.11.4 Period IV

A Peace in HUNGARIA : 35 VPs — No more than two turns of war between AUS* and TUR; interventions do not count.
B Barbary Coast: 40-10 per *Præsidio* (max 40) — 40VPs, minus 10 VPs for each Christian *Præsidio* in any provinces with the shield of any Barbaresque countries (XIV.13.1.3).
C Defence of CRIMEA : 40 VPs (½: 20/30 VPs) — Number of provinces owned by CRIMEA; 6 or more: success; 5: 30VPs; 4: 20VPs; 3 or less: failure.
D Mediterranean Islands: 10 per province* (max 40) — Each province owned by TURCIA among **Corfou**, **Kreta**, **Malta** and **Chypre** , no matter who controls them .
E Trade monopolies: 15 per monopoly (max 45) — Each Commercial *Monopoly* in any STZ/CTZ.

XIII.4.11.5 Period V

A HUNGARIA : 8 per province (max 50) — Each province of HUNGARIA owned by TURCIA, whoever controls it.
B Wien fallen(M): 50 VPs — **Österreich**/Wien was captured during this period by TURCIA.
C Defence of CRIMEA : 40 VPs (½: 20/30 VPs) — Number of provinces owned by CRIMEA; 5 or more: success; 4: 30VPs; 3: 20VPs; 2 or less: failure.
D ASTRACAN exists: 30 VPs — ASTRACAN exists and owns at least one province; full success if it was destroyed and later recreated.
E PO or Spices : 6 per COL or TP (max 30) — Each COL or TP of TURCIA producing PO or Spices; establishments of minors in AT providing their resources count.

XIII.4.11.6 Period VI

A HUNGARIA or TRANSILVANIA : 40 VPs — Either TURCIA owns at least one province of HUNGARIA; or TRANSILVANIA exists and is on the Turkish Diplomatic track.
B Barbary Coast: 50-10 per *Præsidio* (max 50) — 50VPs, minus 10 VPs for each Christian *Præsidio* in any provinces with the shield of any Barbaresque countries (XIV.13.1.3).
C Defence of CRIMEA (M): 40 VPs (½: 20/30 VPs) — Number of provinces owned by CRIMEA; 4 or more: success; 3: 30VPs; 2: 20VPs; 1 or less: failure.
D *BALKANS* : 10 per province (max 45) — Each province of *BALKANS* owned by TURCIA , whoever controls it.
E PO or Spices : 10 per COL or TP (max 30) — Each COL or TP of TURCIA producing PO or Spices; establishments of minors in AT providing their resources count.

XIII.4.11.7 Period VII

A ÆGYPTUS VA or annexed: 30 VPs — ÆGYPTUS either does not exists (including if event VII-10 (Independence of the Mameluks in Egypt) did not happen); or is VA of TURCIA.
B Turkish Reforms: 5 per reform (max 50) — Each successful Reform since the beginning of the game (section XIV.8.1.3 (Turkish Reformation)).
C CRIMEA exists(M): 50 VPs — CRIMEA exists and owns at least one province; full success if it was destroyed and later recreated.
D *BALKANS* : 15 per province-4 (max 45) — Each province of *BALKANS* owned by TURCIA above 4, whoever controls it.
E GEORGIANI/PERSIA : 15 per province-3 (max 50) — Each province of either GEORGIANI or PERSIA owned by TURCIA above 3, whoever controls it.

XIII.4.12 Objectives of VENETIA

XIII.4.12.1 Period I

A Italia e San Marco: 15 per MIN (max 50) — Each Italian minor in EW or better (2 provinces of SICILIÆ owned count as 1 minor for this purpose).
B **Hellas**/**Moreas** : 20 per province* (max 40) — Each province owned by VENETIA among **Hellas** and **Moreas** , no matter who controls them .
C Balkans: 10 per province (max 30) — Each province in *BALKANS* (except **Hellas**/**Moreas**) owned by VENETIA, whoever controls it.
D ÆGYPTUS exists(M): 50 VPs — ÆGYPTUS exists and owns at least one province; full success if it was destroyed and later recreated.
E Orient income≥200 ₿ : 40 VPs — Total Orient Income of the period is 200 ₿ or more.

XIII.4.12.2 Period II

A Italia e San Marco: 10 per MIN (max 50) — Each Italian minor in EW or better (2 provinces of SICILIÆ owned count as 1 minor for this purpose).
B **Moreas** : 40 VPs (½: 20 VPs) — **Moreas** is owned and controlled by VENETIA; half-success if only controlled or if owned but not controlled.
C Balkans: 10 per province (max 30) — Each province in *BALKANS* (except **Moreas**) owned by VENETIA, whoever controls it.
D No TUR islands(M): 50 VPs — No Mediterranean Island is owned by TURCIA (except **Rhodos**).
E Orient income≥250 ₿ : 30 VPs — Total Orient Income of the period is 250 ₿ or more.

XIII.4.12.3 Period III

A CC Mediterranee: 40 VPs — VENETIA owns the CC Mediterranee.

B *Balkans*/Barbary: 10 per *Præsidio* (max 30) — Each Venetian *Præsidio* in Barbaresque countries (XIV.13.1.3), or *Balkans*.
C Balkans: 15 per province (max 45) — Each province in *Balkans* owned by Venetia, whoever controls it.
D Islands(M): 20 per province*-2 (max 50) — Each province owned by Venetia among **Chypre**, **Kreta**, **Cyclades**, **Corfou**, **Malta**, **Rhodos** , no matter who controls them above 2.
E Orient income≥300 ₥ : 30 VPs — Total Orient Income of the period is 300 ₥ or more.

XIII.4.13 Objectives of Austria

XIII.4.13.1 Period IV

A Half of Hungaria : 40 VPs — At least half of the provinces of Hungaria are owned by either Hungaria or AUS* (≥6 provinces).
B Germanum Imperium(M): 50 VPs (½: 25 VPs) — Creation of Germanum Imperium; if it was created and destroyed later, still counts as a success. Half-success if event IV-A (Thirty Years' War) did not occur.
C Austria : 10 per province-11 (max 30) — Each province owned by Austria , no matter who controls them, above 11.
D To the *Baltic Sea* : 15 per turn (max 45) — Each turn where a port on the *Baltic Sea* or in Hansa is controlled during the Inter-phase.
E Southern HRE : 30 VPs (½: 15 VPs) — Southern HRE alliance exists; half-success if event IV-A (Thirty Years' War) did not occur.

XIII.4.13.2 Period V

A Hungaria : 50-10 per TUR province (max 50) — 50 VPs minus 10 VPs per province of Hungaria owned by a non-Christian country or a Turkish minor ally.
B Low Countries(M): 10 per province (max 40) — Each province owned by Hispania , no matter who controls them, in *Spanish Netherlands*.
C Defending Venetia : 20 per province*-2 (max 50) — Possessions of Venetia: Each Mediterranean island or province in *Balkans*, above 2.
D Louis XIV's wars: 20 per war (max 40) — For each victory in either event V-1 (War of Devolution), event V-2 (1) (Chamber of Reunion) or event V-2 (2) (War of the League of Augsburg). If none of these events occur, half-success (20 VPs) ; If FRA refuses the war after the event is rolled, it counts as a defeat for FRA and a victory for all others.
E Absolutist Polonia : 25 VPs — Polonia is absolutist (either event IV-10 (1) (Liberum Veto) did not happen or event IV-B (Civil War in Poland) was won by the Absolutists).

XIII.4.13.3 Period VI

A Hungaria : 50-20 per TUR province (max 50) — 50 VPs minus 20 VPs per province of Hungaria owned by a non-Christian country or a Turkish minor ally.
B Spanish Succession: 50 VPs (½: 25 VPs) — Either Austria is victorious in event V-4 (The War of Spanish Succession), or there is no war and Austria received part of the inheritance. Half-success if the event does not occur. Failure if there is no war and Austria received no part of the inheritance or if Austria was on the loosing side of the war.
C Austrian Succession: 40 VPs (½: 20 VPs) — AUS is victorious in event VI-13 (War of Austrian Succession). Half-success if it did not occur.
D No Royal Prussia : 30 VPs — Prussia has not received the Royal Dignity.
E Silesia and Lausitz(M): 50 VPs — **Silésie** and **Lausitz** are both owned by Austria, no matter who currently controls them.

XIII.4.13.4 Period VII

A Hungaria/**Bosna**/**Serbia** : 20 per province* (max 50) — No Turkish provinces in Hungaria, **Bosna** and **Serbia**; each of Hungaria and the two provinces counts as one item (20VPs).
B Siciliæ (M): 10 per province-3 (max 50) — Each province owned by Siciliæ , no matter who controls them, above 3.
C Alliance with MAJ : 5 per turn (max 30) — Each turn in military alliance with any MAJ.
D FRA Royalist: 30 VPs (½: 15 VPs) — French Revolution is crushed and the King is back on the throne. Half success if event VII-5 (The French Revolution) does not occur.
E Silesia and Lausitz: 50 VPs — **Silésie** and **Lausitz** are both owned by Austria, no matter who currently controls them.

XIII.5 End of game VPs

A At the end of the game, a global check-up of each country is done.
A.1 Additionally, the same check-up is performed for countries that cease to be played (POR, HOL, VEN, POL) at the time of the transfer.
B During this check-up, each country earns VPs for fulfilling objectives. All the objectives listed here are checked. There is no choice among them (contrary to the end-of-period objectives).
C Additionally, each country loses twice the income value of each national province it does not own (whoever controls them).

D Provinces VPs are awarded for ownership and control of some provinces. These VPs depend on the income of the province.
D.1 If a province is only owned and not controlled, it it worth only 2/3 of the listed VPs.
D.2 If a province is only controlled and not owned, it it worth only 1/3 of the listed VPs.
D.3 Round the VPs total down once all the computation are done.
D.4 Each province may only count once for each country. Namely, a province listed in a "X times the income of" objective does not count for the "each non-national province" objective.
D.5 Provinces owned by VA count toward objective that specifically list them. They do not count toward the "each non-national province" objective.
E Neither Exotic resources nor gold count for COL and TP income. Namely, count only the sum of line **B17** of *ERS* and line **B18** of *ERS* for these objectives.
F The verification for the rank of army or fleet are made at the beginning of the last turn and not at the end and are counted respectivly in L₥ and in NW₥.
G Alliances are also checked a the beginning of the last turn

XIII.5.1 All powers

A -2 times the income value of each lost national province.

XIII.5.2 Portugallia

A Territory.
A.1 1 time the income value of **Tânger**, **Jebel Tubqāl**, **Souss**, **er-Rif**, and **al-Maġrib**.

B Trade.
B.1 1 VP per level of commercial fleet.
B.2 20 VPs: total monoply in STZ **Océan Indien**.

B.3 10 VPs: partial monoply in STZ **Océan Indien**.

C Colonisation.
C.1 1 VP per level of COL or TP.
C.2 20 VPs: COL in a coastal city in ***India***.

XIII.5.3 Venetia

A Territory.
A.1 1 times the income value of each non national province.

B Trade.
B.1 1 VP per level of commercial fleet.
B.2 30 VPs: Mediterranean *Commercial Center*.

C Military.
C.1 10 VPs: military alliance with Hispania.

XIII.5.4 Polonia

A *Duchy of Prussia***.** Provinces of *Duchy of Prussia* that Polonia voluntarily gave to Brandenburgum are counted as if Polonia still control them.

B Territory.
B.1 4 times the income value of each non-national province (Provinces of *Ukraine* are considered as non-national).

C Industry.
C.1 20 VPs: at least 10 levels of manufactures.

D Military. Only count the best case among the three.
D.1 30 VPs: military alliance with Francia, or
D.2 20 VPs: military alliance with Austria, or
D.3 10 VPs: military alliance with Suecia.

XIII.5.5 Hollandia

A Territory.
A.1 If HOL is Patriotic, any province occupied by revolutionary FRA counts at full value for HOL (as if owned and controlled). This does not diminished the VPs of FRA.
A.2 2 times the income value of **Hainaut**, **Flandre**, **Vlaanderen**, **Luxemburg**, **Brabant**, **Limburg**
A.3 3 times the income value of **Oldenburg**, **Artois**, **Picardie**, **Bremen**.
A.4 1 time the income value of each non-national province, and of all COL and TP (without exotic resources).
A.5 50 VPs: FRA not adjacent to national territory.

B Trade.
B.1 1 VP per level of *commercial fleet*.
B.2 50 VPs: Atlantic *Commercial Center*.

C Military. Only count the best case among the two.
C.1 30 VPs: First or second largest fleet, or
C.2 15 VPs: At least 15 NW₥.

XIII.5.6 Anglia

A Territory
A.1 2 times the income value of each province of Scotia.
A.2 3 times the income value of **Picardie**, **Illes Balears**, **Corfou**, **Malta**, **Bremen**, **Hannover**, **Osnabrück**, and **Oldenburg**.
A.3 1 time the income value of each non-national province, and of all COL and TP (without the resources).
A.4 50 VPs: **Gibraltar**

B Trade.
B.1 1 VP per level of commercial fleet.
B.2 30 VPs: Atlantic *Commercial center*.
B.3 30 VPs: Mediterranean *Commercial center*.

C Military.
C.1 30 VPs: the largest fleet.
C.2 10 VPs: the largest army.
C.3 50 VPs: having 4 adjacent unrevolted level 6 COL in ***America***.

XIII.5.7 Francia

A Territory.
A.1 If FRA is revolutionary, provinces within the "Natural Frontier" that are controlled count as if they were owned. They still provide VPs for the regular owner as usual.
A.2 3 times the income value of **Hainaut**, **Vlaanderen**, **Brabant**, **Luxemburg**, **Catalunya**, **Lombardia**, **Nice**.
A.3 2 times the income value of **Lorraine**, **Alsace**, **Artois**, **Flandre**, **Picardie**, **Bresse**, **Franche-Comté**, **Rosseló**, **Corsica**.
A.4 1 time the income value of each non-national province, and of all COL and TP (without the resources).

B Trade.
B.1 1 VP per level of commercial fleet.
B.2 50 VPs: Atlantic *Commercial Center*.
B.3 30 VPs: Mediterranean *Commercial Center*.

C Military.
C.1 30 VPs: the largest fleet.
C.2 10 VPs: the largest army.

XIII.5.8 Hispania

A Territory.
A.1 3 times the income value of **Friesland**,**Overijssel**, **Gelderland**, **Utrecht**, **Zeeland**, **Brabant**, **Hainaut**, **Luxemburg**, **Franche-Comté**, **Vlaanderen**,**Lombardia**, **Campania**, **Sicilia**, **Palermo**
A.2 2 times the income value of **Flandre**, **Rosseló**, **Calabria**, **Basilicata**, **Puglia**, **Abruzzo**, **Oran**, **Algérie**,**'Annābah**, **Ifriqiya**
A.3 1 time the income value of each non-national province, and of all COL and TP (without the resources).
A.4 **-30** VPs: loss of **Gibraltar**

B Military.
B.1 30 VPs: the largest fleet.
B.2 15 VPs: the second largest fleet.

B.3 20 VPs: the largest army.

C Trade.
C.1 1 VP per level of commercial fleet.

D Diplomacy.
D.1 20 VPs: having VENETIA in MA or more.

E Colonisation. Only count the best case among the two.
E.1 50 VPs: no non-Spanish, non-portuguese COL in ***AMERICA***, or
E.2 20 VPs: no non-Spanish COL in ***SPANISH WORLD***.

XIII.5.9 AUSTRIA

A Territory.
A.1 2 times the income value of **Magyarország**, **Pécs**, **Erdély**, **Kárpátok**, **Mureș**, **Banat**, **Croatie**, **Kapela**.
A.2 50 VPs: TURCIA owns no former province of HUNGARIA ( ).
A.3 2 times the income value of **Campania**, **Sicilia**, **Palermo**, **Calabria**, **Basilicata**, **Puglia**, **Abruzzo**.
A.4 3 times the income value of **Serbia**, **Bosna**, **Dalmacija**, **Montenegro**, **Lombardia**, **Valahia**, **Małopolska**, **Lublin**, **Wołyń**, **Podolie**.
A.5 4 times the income value of **Lorraine**, **Alsace**, **Silésie**, **Lausitz**.
A.6 If AUSTRIA inherited *SPANISH NETHERLANDS*: 3 times the income value of **Hainaut**, **Vlaanderen**, **Luxemburg**, **Brabant**, **Limburg** and 2 times the income value of **Artois**, **Flandre**
A.7 1 time the income value of each non-national province, and of all COL and TP (without the resources).

B Diplomacy.
B.1 20 VPs: having VENETIA in MA or more.

XIII.5.10 RUSSIA

A Territory.
A.1 3 times the income value of **Finland**, **Nyland**, **Géorgie**, **Arménie**, **Mazowia**, **Wielkopolska**
A.2 2 times the income value of **Karelen**, **Estland**, **Livonija**, **Kurland**, **Memel**, **Prypeć**, **Lietuvą**, **Baltarusija**, **Žemaitija**, **Severia**, **Moldova**, **Basarabia**, **Valahia**, **Kexholm**, **Crimée**, **Kuban**, **Caffa**, **Poltava**, **Azov**, **Podolie**, **Ukraïnya**, **Zaporozhye**, **Daġestān**, **Shirvan**,
A.3 50 VPs: RUSSIA owns the initial territory of all the Khanates (TARTARIA ( ), CAZAN ( ), DON CASSACKIA ( ), ASTRACAN ( ), CRIMEA ( )).
A.4 50 VPs: RUSSIA owns **Ingermanland**, **Lietuvą**, **Estland** and all of *FINLAND*.
A.5 1 time the income value of each non-national province, and of all COL and TP (without the resources).

B Military.
B.1 20 VPs: the largest army.
B.2 15 VPs: the first or 2nd largest fleet.

C Industry.
C.1 30 VPs: at least 12 levels of manufactures.

D Development.
D.1 30 VPs: St-Petersburg has been built.

XIII.5.11 TURCIA

A Territory.

A.1 5 times the income value of **Malta**, **Sicilia**, **Corfou**, **Rhodos**, **Kreta**, **Chypre**,
A.2 2 times the income value of **Illes Balears**, **Saldígna**, **Oran**, **Algérie**, **'Annābah**, **Ifriqiya**, **Pécs**, **Magyarország**, ,**Erdély**, **Kárpátok**, **Wołyń**, **Małopolska**, **Arménie**, **Azarbāyadjān**, **Kordistān**, **Van Irak**, **Serbia**, **Croatie**, **Bosna**, **Carniola**, **Balaton**, **Szlovákia**, **Zaporozhye**, **Crimée**, **Azov**, **Kuban**, **Arabie**, **Égypte Nil**, **Tânger**.
A.3 1 time the income value of each non-national province, and of all COL and TP (without the resources).

B Military.
B.1 15 VPs: the first or 2nd largest fleet.

C Industry.
C.1 30 VPs: at least 12 levels of manufactures.

D Trade.
D.1 50 VPs: Mediterranean *Commercial Center*.

E Reforms.
E.1 15 VPs per reform.

XIII.5.12 PRUSSIA

A Territory.
A.1 5 times the income value of **Silésie**, **Lausitz**, **Wielkopolska**, **Mazowia**, **Danzig**
A.2 3 times the income value of **Berg**, **Anhalt**, **Holstein**, **Lübeck**, **West Preußen**
A.3 1 time the income value of each non-national province, and of all COL and TP (without the resources).

B Military.
B.1 30 VPs: the biggest army.

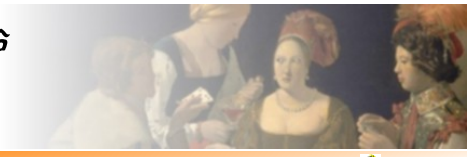
XIII.5.13 SUECIA

A Territory.
A.1 5 times the income value of each baltic coastal province, except **Sjælland**.
A.2 50 VPs: SUECIA has the *Dominium Mari Balticii*.
A.3 3 times the income value of **Kexholm**, **Tavastland**
A.4 1 time the income value of each non-national province, and of all COL and TP (without the resources).

B Trade.
B.1 1 VP per level of commercial fleet.

Specific Rules

Chapter XIV



XIV.1 ANGLIA

XIV.1.1 English intervention in wars

A ANG has the possiblity of signing offensive limited alliances in any war that is neither a Civil War nor a Religious War.
B ANG may use its ℙ counters in addition to its forces involved in limited intervention.
C ANG may use the forces of any minor country in VA position on its diplomatic track in a limited intervention. Those forces are dealt with as if in limited intervention of a minor country at the side of the alliance supported by ANG, excepted that they can not be fully involved in the war by the enemy unless the enemy alliance first declares war to ANG.
D During any War, ANG may announce that he will send forces of a minor country in VA position on its diplomatic track in the ROTW. This declaration costs **1** Stability for each vassal that will be used, and is valid for the rest of the period. The troops of the vassal are then used in limited or full intervention with the change that they can go in the ROTW (and be supplied there by English fleets or colonial settlements).

XIV.1.1.1 Military leaders

A Royal Marines appear as a general only during event V-4 (The War of Spanish Succession).
B *Marlborough* does not have the malus of **-1** to its survival tests in battles (due normally to its '6' values).

C Fleet in being [BLP] ⓕ ⚓ numbered 6, 7, 8 and 9 are only available starting from period V (1660, turn 35).

XIV.1.2 Overseas and Colonial Policy

XIV.1.2.1 The Sea Hounds

A Leaders *Drake*, *Hawkins*, *Frobisher*, *Cavendish* are the *Sea Hounds*. They have a yellow symbol instead of a black one.

A.1 Drake The first time *Drake* is reputed dead due to battle loss, attrition or exploration, he is in fact unavailable for the rest of the turn but returns back in play at the beginning of the following turn.

B As Privateers A ℙ led by *Sea Hounds* may attack Convoys or Commercial fleets and/or COL/TP of other players, or even Loot European provinces, without ANG having to declare war on that player. ANG can however attack only one such player per turn, and must announce the target country during the military rounds, at the end of the second round at the latest.

B.1 Privateer If commanding a ℙ unit that was committed to the attack of commercial fleets not at war, a *Sea Hound* must stay the rest of the turn with this ℙ.
B.2 There is no loss of Stability for England in doing so as there is no state of war between itself and the attacked country.
B.3 Once the attack is declared the attacked country and its allies may react with Naval forces (or land forces in TP/COL or provinces) against the units led by the *Sea Hounds*.

C Exploration with Sea Hounds *Sea Hounds* with Admiral symbols may also be used as Explorers for any discoveries to be made by the English player, including while acting as Privateers.

XIV.1.2.2 English Missionaries and Missions

A See section XIV.14.7 (Use of Missions and Missionaries) for the general rules.

B Religion and availability.
B.1 Brewster is always available. *Penn* and *Blair* are only available if ANG is Protestant/Anglican.
B.2 Namely, if either *Penn* or *Blair* is alive and ANG is **not** Protestant/Anglican, this Mis is immediately removed from the game and may not come back later, including if ANG changes religion.
B.3 Missions are not affected by religion.
C Bonuses given by English Missionaries to COL/TP attempts may be used even on ⊕ settlements.
D If ANG is *Protestant*, English Missions give a malus of **-2** to COL/TP placement attempts of any other power in the same *Area*.
E ANG loses 5VP each time one of his Missions is destroyed.

XIV.1.2.3 English Sepoys

A Availability. *Sepoys* are Indian forces trained to fight alongside European armies. They can only be raised, and used, in ***INDIA***, ***INDOCHINA*** and ***INDONESIA***.
A.1 It is not possible to raise *Sepoys* before the event event VI-17 (The Last of the Great Mughals).
A.2 One LD of *Sepoys* may be raised in each TP⊕ or COL⊕ each turn. A MAJ having *Sepoys* may not have more than 5 LD of *Sepoys* in play.

B Logistics. A LD of *Sepoys* costs 5 ⅊ and its Maintenance is 3/1 ⅊ as Veterans/Conscripts (disregarding if the MAJ is at peace or at war).

C Particularities. *Sepoys* are LD of the MAJ, sharing its technology.
C.1 Sepoys never cause reactions of Natives of or minor countries in the ROTW. They are not counted for checking the conditions of reactions.
C.2 Sepoys cannot be Incorporated in A counters.

D *Clive* The conquistador *Clive* can use the table of conquistadors in ***INDIA***. Forces stacked with *Clive* never cause Activation of Natives in ***INDIA***.
D.1 If *Clive* is not in play (lost for any reason), the minimum ⌖ in period VII can then use the table of conquistadors in ***INDIA*** (or a named one if there is one; the leader is determined at the beginning of the turn and can not change).

XIV.1.2.4 Few acres of snow

A ANG may annex all establishments (COL and TP) of its enemies in an Area in ***AMERICA***, North of **CHICHIMECA** (excluded) at peace.
A.1 This count as 1 peace condition, plus 1 per establishment not controlled by ANG in the Area at the time of the peace.

B Gibraltar

TODO: En fait, on doit pouvoir lisser Gibraltar par :
- ANG a un arsenal-présidio "Mediterranée".
- Il ne peut être construit que sur un port présidiable qui touche la Méditerranée et que à partir de pVI.
  => éventuellement rajouter la présidiabilité de Corse/Sardaigne/Palerme, vu ce que ces ports servent ça devrait pas changer le jeu mais ça semble pas idiot de laisser ANG s'y accrocher si il veut.
- Par exception, ANG peut le construire dans une province qu'il possède (présidio sur lui-même).
- Par exception, ANG peut l'augmenter en phase admin même sans contrôle de la ville.
- Si ANG doit céder la province, il garde le présidio ("je te laisse Majorque, mais je m'accroche à Minorque")
- WoSS ne donne plus Gibraltar, seulement les Baléares. L'anglais n'est plus achetable trivialement par HIS mais les Baléares sont quand même bien, et ANG doit aller choper Gibraltar si il le veut.
- Et pour que Gibraltar/Tanger soient quand même mieux que le reste, un truc à peaufiner un peu sur le thème de "une F+ en 74s guns dans un arsenal Méditerrannée à Tanger ou Gibraltar a +2 à l'interception" (à comparer entre les tables d'interception et de détroit fortifié pour trouver la bonne condition/modificateur). Seulement en 74s guns car il faut la technologie adéquate et seulement avec une F+ car il faut les moyens nécessaires.

Du coup, il y a l'option historique, mais aussi d'autres possibilités. Tanger est risqué car le Maroc peut casser le présidio, mais ANG peut aussi jouer à Tanger + attaque du Maroc pour lui prendre une province et en cas de contre-attaque par event diplo, il perd la province au lieu de l'arsenal. Et il y a des possibilités plus loin en Méditerranée. Et pour symétriser les choses, il faut sans doute donner le même pion avec les mêmes règles à HOL qui n'a normalement plus la possibilité de se projeter aussi loin en pVI mais ça laisse plus de what if raisonnables si HOL réussit bien sa pV-VI. Voire aussi à SUE "colonial", parce qu'au point où on en est, c'est pas un pion de plus qui va changer quoi que ce soit. (FRA, TUR, HIS n'ont pas besoin de ça car sont déjà en Méditerranée et PRU, RUS, AUS n'ont pas de bateaux).

Et PVs de fin de jeu
- 30 PVs pour ANG/HOL/SUE si leur arsenal est placé.
- +20 PVs si c'est à Gibraltar ou Tanger.
- 25 PVs pour HIS/TUR si il n'y a pas d'arsenal chez eux ou leurs mineurs.
- 10 PVs pour FRA/AUS (si elle a hérité de l'Italie du Sud) si il n'y a pas d'arsenal chez eux ou leurs mineurs.
- -25 PVs pour HIS/TUR si il y a un arsenal sur leur territoire national.

XIV.1.3 Anglia *in play*

XIV.1.3.1 English Kings, Queens and Ministers

A ***Henry VII*** reigns in 1492, with values 7/5/6, scheduled to die at the beginning of turn 5. His heir is ***Henry VIII***.

B ***Henry VIII*** is the second English king, with values 6/7/7. His reign is 8 turns long, and he does not test survival during the first 5 turns. At the end of its reign, apply automatically Act of Supremacy (II-1 (1)) as one of the events of the turn.

C ***Elisabeth I*** arrives through conditions described in event event II-1 (1) (Act of Supremacy). She has values 8/8/6 and her reign will last 8 turns. She does not test survival during the 5 first turns. She cannot be used as a general. During her reign, ANG adds a free maintenance of a 𝔽⊕ and a ℙ⊕.

D The ***Parliament (The English Parliament).*** Because of event IV-7 (1) (English Civil War), ***Parliament*** may rule in ANG. It has values 5/8/8 and makes no test of survival. It gives a bonus of **+2** to the rolls for all administrative actions (except exceptional taxes, section V.6.2 (Exceptional taxes)).

E ***Cromwell (Oliver)*** may replace the ***Parliament*** following event IV-7 (1) (English Civil War). He has values 8/8/9, is still a general ⚔ A 4.4.4. His Reign is to last the number of turns remaining for the general (of the initial 5 turns). He must test for survival normally. As long as his reign continues, ANG gains a free maintenance of one 𝔸⊕.

F ***Willem III (van Oranje-Nassau)*** **(William III).** Event event V-3 (The Glorious Revolution in England) may put the ruler of HOL on the throne of ANG, if HOL is ruled by the House of Orange.
F.1 A personal union exists between HOL and ANG: that is a mandatory defensive alliance, and a usual offensive alliance. They make an immediate mandatory white peace and can not be at war against each other as long as this lasts. The union ends when the Monarch dies.
F.2 The Monarch from the House of Orange is controlled by ANG until the end of event V-3 (The Glorious Revolution in England) and by HOL after. HOL makes the survival tests.

G ***Pitt (William, 1st Earl of Chatham)*** may be named minister through event VII-20 (William Pitt). He has values 9/8/8 and remains a random number of turns; its values can be used for the next monarch's values determination if a succession takes place while he is still alive.

XIV.1.4 *Available counters*

A Military 4𝔸, 6𝔽, 3ℙ, 15𝕃𝔻/ℕ𝔻, 5𝕃𝔻, 4NT𝔻, 10𝕃𝔻E/ℕ𝔻E, 2 fortresses 1/2, 4 fortresses 2/3, 4 fortresses 3/4, 2 fortresses 4/5, 11 forts, 2 Arsenals 2/3, 2 Arsenals 3/4, Arsenal *Gibraltar* 2/3, 2 Missions (1 only if not *Anglican*), 5 *Sepoys* 𝕃𝔻 (and 3 *Sepoys* 𝕃𝔻E).

B Economical 14COL, 10TP, 14MNU, 18TF, 4ROTW treaty counters.

C Royalists 3𝔸, 1𝔽, 5𝕃𝔻/ℕ𝔻, 5𝕃𝔻, 2NT𝔻, 5𝕃𝔻E/ℕ𝔻E. These counters are used for English civil wars; the Fidelis Regi uses English fortresses counters.

XIV.2 Francia

XIV.2.1 *Military assets Overseas*

XIV.2.1.1 French Privateers

A FRA can use only one ℙ counter if not using the following rules.

B French Buccaneers.
B.1 From period II onward, a second ℙ counter can be raised ⊖ and placed in STZ **Caraïbes**, and ⊕ from period III onward. This ℙ may only be placed in discovered seas.
B.2 This is not possible if FRA has a COL⊕ on any sea in the STZ, or if event V-5 (Colbertian Mercantilism in France) already happened, or if ***Louis XIV*** is or was once king of FRA.

C Licensed Privateers.
C.1 Beginning with the reign of ***Louis XIV***, or event event V-5 (Colbertian Mercantilism in France), FRA can grant licenses to raise more than one ℙ.
C.2 Each license gives right to raise one more ℙ counter, but lowers the number of ℕ𝔻 that FRA can recruit this turn by 2 ℕ𝔻 (instead of the usual one ℕ𝔻 needed for a ℙ) and uses one 𝔽⊖ of the *basic forces*. Up to 3 licenses can be given.
C.3 Each license given allows FRA to draw one Privateer Admiral from those available at this turn. If none are, one unnamed Privateer Admiral (of hierarchical rank X) can be used (at most one, even if more than one License is accorded).
C.4 Licensed privateers have a red symbol instead of a yellow one.
C.5 List of licensed privateers: *d'Estrées*, *Bart*, *Forbin*, *Duguay-Trouin*, *Cassard*, *d'Estaing*.

XIV.2.1.2 French Missionaries and Missions

A See section XIV.14.7 (Use of Missions and Missionaries) for the general rules.

B Religion and availability.
B.1 French ℳis and Missions are either *Catholic* or *Protestant*. *Catholic* counters have the usual French shield while *Protestant* counters have the Huguenotis shield.
B.2 If FRA is *Catholic*, any of its *Protestant* counters currently in play are immediately destroyed. Missions go back to the counters pool and ℳis are permanently removed from the game.
B.3 Similarly, if FRA is *Protestant*, any of its *Catholic* counters currently in play are immediately destroyed. Missions go back to the counters pool and ℳis are permanently removed from the game.
B.4 Note that the number of counters, as well as the turns of availability are very different for each religion.
C French Missions give a bonus of **+2** to the diplomacy on minor countries in the ROTW, or to raise French Indian allies (see below), when used as emissaries (thus the global bonus is **+5** instead of **+3**).

XIV.2.1.3 French Cipayes

A Availability. *Cipayes* are Indian forces trained to fight alongside European armies. They can only be raised, and used, in ***India***, ***Indochina*** and ***Indonesia***.
A.1 It is not possible to raise *Cipayes* before the event event VI-17 (The Last of the Great Mughals).
A.2 One 𝕃𝔻 of *Cipayes* may be raised in each TP⊕ or COL⊕ each turn. A MAJ having *Cipayes* may not have more than 5 𝕃𝔻 of *Cipayes* in play.

B Logistics. A 𝕃𝔻 of *Cipayes* costs 5 ⓟ and its Maintenance is 3/1 ⓟ as Veterans/Conscripts (disregarding if the MAJ is at peace or at war).

C Particularities. *Cipayes* are 𝕃𝔻 of the MAJ, sharing its technology.
C.1 Cipayes never cause reactions of Natives of or minor countries in the ROTW. They are not counted for checking the conditions of reactions.
C.2 Cipayes cannot be Incorporated in 𝔸 counters.

D *Dupleix* **and** *Bussy*
D.1 Leaders *Dupleix* and *Bussy* can use the table of conquistadors (table IV (Conquistadors Effects)) in ***India***. Forces with those 2 leaders never cause Activation of Natives in ***India***.
D.2 Cipayes raised or maintained in the province where *Dupleix* is are always Veterans (even if only 1 ⓟ is paid).
D.3 If neither *Dupleix* nor *Bussy* is in game, the minimum ♘@ in period VII can then use the table of conquistadors in ***India*** up to Turn 58 (included).

XIV.2.1.4 French Indian allies

A How to raise them French Indian allies may be obtained only in **Québec** or **Grands Lacs**. At the end of each administrative phase, FRA may roll 1d10 for each *Area*, add **+2** if there is a Mission therein, and **+ ?** the Manoeuvre of an emissary in the *Area* (♘, ✵, ℳis or Mission), and substract **-1** for each TP⊕ of COL (any level) of other powers in the *Area*. On a result of 7 or more, an Indian ally 𝕃𝔻 is placed in any TP or COL of the *Area*.
A.1 If FRA did eliminate any Indian in the *Area*, it can raise no more Indian Ally therein (note that in case of Activation of Natives, it can choose not to defend itself, even with colonial militia).
A.2 Indian allies can not go outside **Québec** or **Grands Lacs** or adjacent regions. They can not be incorporated in army counters.
A.3 Indian allies are always withdrawn at the end of the turn. They may come back on the following turn by the same mechanism.

B Military advantages
B.1 They are 𝕃𝔻 of FRA, sharing its *Land Technology*. They never cause reactions of Natives or of minor countries in the ROTW. They are not counted for checking the conditions of reactions.
B.2 Any stack in which they are have a Manoeuvre of 5 (or 6 if the leader already has 6).

B.3 If they are alone in attack, they are not adversely affected by terrain.
B.4 After any battle, Indian allies are withdrawn from the map and replaced at the end of the next round in any french COL or TP in **Québec** or **Grands Lacs** (their region) that is free of enemy.

XIV.2.1.5 French Colonial Militia

A French colonial militia (one 𝕃𝔻E for each 2 levels of COL– round up) are *Veteran*.

XIV.2.1.6 At sea

A Fleet in being [BLP] ⓕ ⚓ numbered 6, 7, 8 and 9 are only available starting from period V (1660, turn 35).

XIV.2.1.7 Few acres of snow

A FRA may annex all establishments (COL and TP) of its enemies in an Area in ***America***, North of **Chichimeca** (excluded) at peace.
A.1 This count as 1 peace condition, plus 1 per establishment not controlled by FRA in the Area at the time of the peace.

XIV.2.2 Francia *in play*

XIV.2.2.1 Monarchs of France

A ***Charles VIII*** is the monarch in 1492 is ***Charles VIII***, with values 5/7/9, scheduled to die at the beginning of turn 4.

B ***François Ier*** is the first French Monarch after event I-3 (1) (Wars in Italy (Napoli)). He has values 5/8/9 and is a general whose military values are rolled as usual. His reign will last at least 4 turns (if less is rolled, consider it is 4 turns).

C ***Henri IV.*** At the end of event III-11 (Wars of Religion in France), the French Monarch will be either ***Henri de Navarre***, ***Henri IV*** or ***Henri de Guise***. See especially event part III-D (4).α (Designation of the Heir) for all details. The heir is either 6/9/7 or 9/9/9.

D ***Louis XIV (le Roi Soleil)*** is the first French king after event IV-15 (Richelieu) or event IV-16 (The Fronde). He has values 7/6/9 but he is a Baby at the beginning, with a length of reign of 12 turns. He will make no test of survival during the 5 first turns. He can not be used as a general. When he is adult, FRA adds a free maintenance of one 𝔸⊕ and one ℕ𝔻.

E Revolution. Event event VII-5 (The French Revolution) may overthrow the French king and replace him with a somewhat republican government. This governement is represented by either ***Convention*** (values 3/6/7) or ***Terror (Reign of Terror)*** (values 5/6/9). None of them roll for survival, neither can they be used as generals.

XIV.2.2.2 Ministers of France

A ***Richelieu (Armand Jean du Plessis de)*** may be named minister through event IV-15 (Richelieu). He has values 9/8/7 and remains a random number of turns; the successor of the current monarch will be ***Louis XIV***.

B ***Mazarin (Jules)*** may be named minister through event IV-16 (The Fronde). He has values 7/8/7 and remains till ***Louis XIV*** becomes an adult.

C ***Colbert (Jean-Baptiste)*** may be named minister through event V-5 (Colbertian Mercantilism in France). He has values 8/9/8 and remains a random number of turns.

XIV.2.2.3 Versailles

A During the adulthood of ***Louis XIV***, all expenses put in Prestige are multiplied by 150% for the construction of Versailles

XIV.2.2.4 Available counters

A Military 6𝔸, 5𝔽, 4ℙ (only 1 available at start), 15LD/ND, 5LD, 4NTD, 8LDE/NDE, 5 fortresses 1/2, 5 fortresses 2/3, 6 fortresses 3/4, 4 fortresses 4/5, 11 forts, 2 Arsenals 2/3, 2 Arsenals 3/4, 4 Missions (2 only if *Protestant*), 5 *Cipayes* LD (and 3 *Cipayes* LDE), 2 *Indian Allies* LD counters (and 4 *Indian Allies* LDE).

B Economical 14COL, 10TP, 14MNU, 18TF, 4ROTW treaty counters.

XIV.3 Polonia

XIV.3.1 The Polish Crown

XIV.3.1.1 Elective Monarchy

A General modifiers.
A.1 A modifier of **-2** is applied to the die-roll to determine the length of reign of a new Polish Monarch. This also increases the probability of Dynastic Crisis.
A.2 A bonus of **+1** is applied to the die-rolls to determine the capacities of Manoeuvre and Shock as a general of a Polish Monarch.

B Generals as Monarch.
B.1 Some generals can be elected as Kings: *Báthory*, *Sobieski*, *Patkul*. Whenever POL has to roll for a new Monarch and one of these generals is in play, he can decide that the general is elected as Monarch. This changes the Polish Dynasty.
B.2 When this happens, the new Monarch will last for the number of turns remaining to the general (but he will test for survival now, from the following turn on). The Monarch keeps his abilities as general.
B.3 If ever this Monarch is replaced due to an event, he goes back to his normal general status (and is not killed).

XIV.3.1.2 Particular Monarchs

A *John and Alexander (Jan I Olbracht and Aleksander Jagiellończyk)* are two successive kings (considered as one for game purposes) in 1492. He has values 4/5/4 and is supposed to die at the beginning of turn 5. His heir is ***Zygmunt I***.

B *Zygmunt I (Stary)* also called Sigismund I the Old has values 8/7/8 and is supposed to last 8 turns. He will not test survival for the first 5 turns. He cannot be used as a general.

C *Báthory (István)* is a general *Báthory* (⚔ B 5.2.4 [T17–T22]) that can be elected as a Monarch. He has values 8/7/9.
C.1 Before he is elected, he can command only LD, Ukrainian 𝔸 or Polish vassals.
C.2 After he is elected, these restrictions are removed.

D *Sobiesky (Jan III Sobieski)* is a general *Sobieski* (⚔ A 4.2.5 ↔ ♛ A 4.2.5 [T37–T42]) can be elected as a Monarch. He has values 6/6/8.

E *Zygmunt III (Wasa)* is put on the Polish throne by event III-13 (Union between Polonia and Suecia) with a new dynasty (the Wasa). He has values 5/5/6 and is also general *Zygmunt III* (♛ A 4.3.4 [Event III-13]). He is supposed to last 9 turns.

F *August II (Mocny)* is put on the Polish throne by event V-12 (Augustus II, a Saxon king in Poland), with a new Dynasty. He will last 7 turns, but his values are to be determined randomly on the last column of the table.

G *Patkul (Jan Reinhold von)* is a general *Patkul* (⚔ A 4.2.2 ↔ ♛ A 4.2.2 [T42–T46]) that can be elected as a Monarch. He has values 5/9/4, and lasts from turn 42 to 46. During his reign, POL can not make any alliance with SUE, nor be in the same alliance as SUE during a war.
G.1 ***Patkul (Jan Reinhold von)*** Even if *Patkul* is only a general, he serves as a Minister giving a Diplomacy of 9. POL may also sign offensive limited alliances to enter a war against SUE when *Patkul* is a Minister or a Monarch.

H *Stanislas (Stanisław Leszczńyski)* may be put on the Polish throne by event part VI-1.β (Polish Civil War), with a new dynasty. He has values 6/5/6 and will last for 1 to 6 turns.

XIV.3.2 Political Disunity

XIV.3.2.1 Economical difficulties

A POL has a malus of **-1** to the die-rolls to implant Manufactures or raise FTI and DTI.
B POL has no own CTZ.
C POL may use only 3 counters of TF, excepted if it is *Protestant* in which case it can use all its 6 TF.
D POL is an Orthodox country regarding military technologies.

XIV.3.2.2 The Union of Lublin

A In 1492, the player of POL controls forces of Polonia, Lituania and Ukraina. Those forces are distinct.
A.1 POL has distinct free maintenance for each country.
A.2 POL can raise forces only in their national provinces, or at doubled cost in other provinces.
A.3 POL has a no CB if some national territory of Lituania is owned by other countries. But for other effects, provinces of both countries of national provinces.
A.4 Generals may depend from one of these countries, and can lead only forces of their country (or a multi-national stack). Other generals (with no country specified) are only constrained by the Hierarchy rules.

B Union of Lublin. It is established by event II-13 (Union of Lublin).
B.1 POL is now one country: every national provinces of Polonia and Lituania are national provinces of POL.
B.2 Units of Polonia and Lituania are no more differentiated, and their *basic forces* and their leaders are associated.
B.3 Add **+2** to the die-rolls for determining the length of reign of a new Monarch (this effectively cancels §A.1 of section XIV.3.1.1 (Elective Monarchy)).
B.4 Some limits of POL are raised.
B.5 The Union of Lublin can be broken if a MAJ imposes a peace of level 3 or higher against POL, and forfeits all conditions of peace in order to break the Union. It is also broken if POL is not Catholic.

XIV.3.2.3 The two Polish Capitals

A The Polish capital is initially set to Kraków in **Małopolska**.
B Mazowia is owned by Polonia in 1492 as a permanent Vassal but is not a national province of Polonia.
C During the reign of ***Zygmunt I***, POL can annex **Mazowia** by using one Diplomatic actions and spending 100 ₯.
C.1 Alternatively, POL can make a war against Mazovia (it has no CB). It annexes it by imposing an unconditional surrender on it. In both cases, the province then becomes a national province of Polonia, and Mazovia disappears.
D At any point after annexation of **Mazowia**, during diplomacy phase, POL can decide that Warszawa is its new capital. POL gains **2** Stability immediately. From now on, Warszawa and Kraków are both capitals of POL for the rules of peace, except that **Małopolska** can be annexed as the result of Peace by another country, at which point it ceases to have a Capital in there.

XIV.3.2.4 Liberum Veto or Absolutism

A Liberum Veto. Event event IV-10 (1) (Liberum Veto) has the following consequences:

A.1 It nullifies the **+2** modifier to the die-roll for determining the length of reign of a new Monarch given by the Union of Lublin (the **-2** malus thus resumes).
A.2 Declaration of war by POL costs **3** Stability without CB, and **2** Stability with a CB (and 0 with a free CB).
A.3 POL has a malus of **-5** instead of **-3** to raise its Stability if at war against a MAJ at the end of a turn.
A.4 POL can not maintain fortresses of level higher than 3 if at peace.
A.5 If RUS is at war, and POL not, RUS can cross provinces in POL (no siege, no pillage, no supply into or through). It it does so, POL has a free CB against RUS the very next turn the trespassing happened.

B War for Absolutism. After event IV-10 (1) (Liberum Veto), each time there is a new Monarch in POL (before the events), POL can begin a war to establish Absolutism in the country. Event event IV-B (Civil War in Poland) occurs this turn as one of the 4 events.
B.1 If the war is successful in establishing Absolutism, all the effects of the Liberum Veto are nullified.
B.2 Absolutism can end as a result of a war against POL. If a MAJ imposes a peace of level 3 or higher against POL, and forfeits all conditions of peace, this ends Absolutism. It cannot be imposed anew.

XIV.3.2.5 Polish Ukraine

A Provinces in Ukraina are not national provinces of POL (neither Lituania nor Polonia). They have their own army of Cossacks.
A.1 One 𝔸 and 4 LD can be used by POL and raised in Ukraina as long as it owns at least one province in the country. Those forces are identical to Polish forces.

B Agitations of Cossacks.
B.1 When there is an Ukrainian 𝔸 controlled by POL, it can let it cause some Agitations by its own in adjacent countries. This has to be decided at the beginning of the Military Phase. This is not possible if POL is at war against TUR or Crimea.
B.2 The army is taken over from the map and POL chooses the target of the Agitations: RUS or TUR. It then rolls 1d10, and add **+2** if the 𝔸 is ⊕, and a further **+2** if the target is TUR. A result of 10 or higher causes a revolt that is rolled on the table of the target country. If this revolt is not north of **Alep**, **Kordistān** and **Azarbāyadjān** (not included), it does not happen. The army is unavailable for the whole turn and is replaced in Ukraina at the end of the turn (if there is no province available, it is destroyed).
C Event event IV-17 (2) (Revolt of the Cossacks) separates Ukraina from POL, and so its forces can no more be used by POL.
D Religious attitude regarding Orthodoxy may affect the use of the forces of Ukraina by POL.

XIV.3.2.6 Polish Annexations and Crusades

A POL may annexe completely the following countries: Don Cassackia, Moldavia, Walachia and Transilvania. This is only possible if the country is adjacent to POL and POL is not Protestant.

XIV.3.2.7 Polonia as a minor country

A See §E (Poland-Prussia) of subevent XXVI.1.3.2 (Eight-players game) for the conditions of the transfer to Prussia.
A.1 The events event VI-11 (War of Polish Succession), event VI-13 (War of Austrian Succession) and event VII-1 (The Seven Years War) trigger the change to Prussia if in period VI. If none of those happen, the transfer happens at the beginning of turn 51.
B Polonia immediately becomes a MIN. The ongoing wars continue.
B.1 Polonia never uses the CB proposed by events unless if they are mandatory.
B.2 If a dynastic union with Saxonia is effective due to event V-12 (Augustus II, a Saxon king in Poland), the union is kept: the two MIN are as one for diplomacy purposes. The only way to propose a separate peace is through an unconditional peace. The union is kept as long as there is no change of dynasty (which can happen only by events such as event VI-11 (War of Polish Succession) or event VII-7 (First Partition of Poland).

C Polonia never uses the CB offered by events, unless they are mandatory.
D There is a permanent malus of **-3** to have Polonia enter a war (unless Absolutism was established, see below) and to diplomacy on it.
E *Land Technology* and *Naval Technology* of Polonia is linked to *Orthodox* counters, and raises at the same time (but stays where it is if ahead of the *Orthodox* counter).
F If RUS is at war, and POL not, RUS can cross provinces in POL (no siege, no pillage, no supply into or through). It it does so, the Patron of POL has a CB against RUS the very next turn the trespassing happened, and if used, POL enters fully in the war with no test (and is place in EW).
G If Absolutism is established in Polonia (because POL as a Major power did it, or because of events), neither the Russian trespassing nor the **-3** on Diplomacy or entry in war apply. Additionally, Polonia has a bonus of **+2** to its reinforcements die-rolls.

XIV.3.3 Religious attitudes

XIV.3.3.1 Regarding Orthodoxy

A POL has to choose an attitude regarding Orthodoxy at the time of event event I-8 (1) (Reformation).

B Conversion of Orthodoxes. This is the historic choice. No changes.

C Tolerance of Orthodoxes.
C.1 POL can use no more forces of Ukraina (and loses the associated free maintenance for these forces).
C.2 The Cossacks won't revolt per event IV-17 (2) (Revolt of the Cossacks).

D Support of Orthodoxy. Warning: this option is experimental, not tested and should be used with care.
D.1 Main religion of POL is now Orthodoxy. It gains actions for colonisation and some conquistadors.
D.2 POL can annexe and destroy any Khanate country for the remainder of the game, if the destroyed minor is adjacent to a province of POL.
D.3 As long as POL owns a province in Ukraina, it raises one free LD of Ukraina each turn, and has 2 LD added to the free maintenance of the forces of Ukraina.
D.4 Forces of Lituania are not adversely affected by the restrictions of §B (Wasteland) of section VIII.4.1 (Special Movements) (as well as the forces of Ukraina). This is not true for forces of Polonia.
D.5 Many events are modified. The Union of Lublin and the Absolutism in POL will not be possible. POL is Conciliatory when the second Reformation occurs.

XIV.3.3.2 Regarding Protestantism

A POL has to choose an attitude regarding Protestantism at the time of event I-8 (2) (Growth of the Reformation).

B Catholic/Conciliatory. This is the historic choice. No changes.

C Catholic/Counter-Reformation.
C.1 Provinces in the *Duchy of Prussia* quit POL and are annexed by Brandenburgum.
C.2 POL has a CB against any Protestant country until the end of period IV.
C.3 It can abandon all peace conditions when obtaining a unconditional surrender over a Protestant country and ask restoration of Catholicism in this country. It gains 20 VP if it as a MAJ, and 10VP if it is a MIN power.

D Protestantism. POL becomes Protestant.
D.1 The Union of Lublin is broken and will not be possible.
D.2 Various limits per turn/period are modified. POL gains actions for TP/COL and increased commercial capacities.
D.3 The free maintenance of the Ukrainian army is reduced to LD in periods II and III, and none afterwards.
D.4 POL can annexe any capital province of Hansa (and possibly destroy this country) if the province is adjacent to POL.

XIV.3.4 POLONIA *in play*

XIV.3.4.1 Available counters

A Military

A.1 POLONIA 2𝔸, 1𝔽, 3L𝔻/N𝔻, 6L𝔻, 2NT𝔻, 2L𝔻E/N𝔻E, 2 fortresses 1/2, 4 fortresses 2/3, 4 fortresses 3/4, 1 fortress 4/5, 2 forts.

A.2 LITUANIA 2𝔸, 6L𝔻.

A.3 UKRAINA 1𝔸, 2L𝔻.

A.4 MAZOVIA No forces (just minor fortresses and leaders).

B Economical 5COL, 5TP, 6MNU, 6TF (3 usable at start), 2 ROTW treaty counters.

XIV.4 PORTUGALLIA

A For the transfer to SUECIA, see §B (Portugal-Sweden) of subevent XXVI.1.3.2 (Eight-players game)

XIV.4.1 *The Overseas Empire*

XIV.4.1.1 Viceroys of the India

A Several leaders of POR are designated as Viceroys (red symbol instead of a black one): *Da Gama*, *Almeida*, *Albuquerque*, *Albergaria*, *de Castro*, *Noronha*. They give POR the following advantages.

B Autonomy of the Viceroys.
B.1 As long as there is a VR in play, POR has permanent free Overseas CB against any non-European country.
B.2 The presence of a VR in any region of ROTW gives a bonus of **+2** to Concurrency attempt on TP and COL in the region.
C POR may raise exceptional taxes if engaged in *Overseas Wars*.
D POR may also raise Exceptionnal Levies (see section VII.3.4 (Exceptional Levies [should be moved in chMilitary])) if engaged in *Overseas Wars*, or a war against a ROTW power with modified condiyions
D.1 Conditions: having a Viceroy; having suffered a major defeat in naval or land battle in ROTW this round; or having suffered a defeat in naval or land battle in ROTW this round withe the VR and lose an additional 1 Stability.
D.2 In that case, POR may recruit land forces by Exceptional Levies, without any reduction of its land recruitment limit, but only in ROTW.

E The Goa colony.
E.1 If there is a VR in ***INDIA*** and POR has an AT with BISINAGAR, it can attack a city in a province where there is a TP without declaring war to BISINAGAR.
E.2 If the TP is controlled by POR (its own, or conquered), the control of the city allow POR to try to transform the TP in a COL or POR, as per section VI.7.2.2 (Transforming a trading-post in a colony).
E.3 Neither BISINAGAR nor MOGOLIS IMP. will ever react to the presence of a Portuguese COL in its territory.

F Occupation of ADEN and AYMAN.
F.1 Any VR can enter the COL of AYMAN and ADEN with military forces if at peace with the country (passive campaign), in a attempt to submit it. A test of reaction is made for this country immediately.
F.2 If there is a reaction, an immediate Overseas War begins (with no formal declaration of war). The forces of the MIN are deployed and there is an immediate battle between their forces and the stack of the VR. Any country having AT with the MIN can freely joins this Overseas war at the same time.

F.3 If there is no reaction, the MIN is submitted, signs an AT with POR and breaks any other status with other powers. [BLP] Place a Portuguese occupation here. As long as a Portuguese occupation is on the COL of the MIN, POR exploits the resources of the COL as its own (and also the TP of **Zanzibar** if AYMAN is occupied). POR can built fort or fortress on the COL/TP to support its occupation, but may not use the MIN as an ally. The AT can not be broken by usual diplomacy.
F.4 Enemies of POR can enter the submitted MIN and attack Portuguese forces. The AT is lost by POR if the occupation is lost (*i.e.* if the garrison is destroyed), but could be renewed at the same conditions by a VR.

G The trading post in ORMUS.
G.1 The first time a Portuguese VR is in **Ormus** at the beginning of a phase of Diplomacy, POR raises its overseas relations with ORMUS — actually PERSIA — by 1 (from NR to FR, or from FR to AT). It still can use a diplomatic action to raise it further this turn.

XIV.4.1.2 Portuguese Missions and Missionaries

A See section XIV.14.7 (Use of Missions and Missionaries) for the general rules.
B Portuguese Missions give a bonus of **+2** (instead of +1) to improve TP and COL in ***ASIA***, and to improve COL in ***BRAZIL***.
C At the end of each period, POR loses 10VPs for each COL that is neither in ***BRAZIL*** nor in **CABO VERDE** with no Mission on it (in the same province).
D Installed missions are kept when PORTUGALLIA becomes a minor power; missionaries are lost and no further missionaries will be received.

E The Kongo mission. At the start of the game POR has a Mission already in place. If this mission is destroyed, it is removed form the game and may not be rebuilt.

Design note: It represents the contacts made by Henry the Navigator with the kingdom of Kongo.

XIV.4.1.3 Portuguese colonial militia

A Portuguese Colonial Militia are more numerous: one L𝔻E for each level of COL and are always Veterans.

XIV.4.1.4 Exclusivity on Portuguese discoveries

A POR is not allowed to sell, give or trade any of his discoveries, Colonies (except those that may be concerned with the Tordesillas Treaty application, see event I-1 (Treaty of Tordesillas)) or Trading Post with any other player.

B Exclusive trading POR may not give the authorisation of trade to other countries in any sea zone where it has a COL/TP.

XIV.4.1.5 The African gold

A The Gold in Elmina (São Jorge da Mina). The Portuguese TP Elmina in **CÔTE D'OR** that exists in 1492, exploits two Gold Mines (for an income of 40 ⛁) that have the same status as European Mines. This does not counts as gold from the ROTW for Inflation. It can also exploit Slaves in the region. The Gold Mines disappear when POR is no more a MAJ, or if the TP is destroyed or given to another country.

XIV.4.1.6 Portuguese Explorers

A Some Portuguese leaders have two sides (*Da Gama*, *Almeida*, *Albuquerque*, *Albergaria*, *Pinto*).
A.1 Contrarily to section VIII.1.1.1 (Double-sided Leaders), these leaders can be switched at will on one side or another (even change during a round). Thus, they can lead fleets using their Manoeuvre as an admiral, and explore a province with their full Manoeuvre as a conquistador.
A.2 The category they count in is marked by a ⋆ on one of the sides.

B Foreign trade index POR has a specific FTI for ROTW operations, that is different from its FTI (see §B (Other Trade Indexes) of section VI.6.2 (Trade index improvement)).
B.1 This FTI is no more used when POR is a minor country.

XIV.4.2 PORTUGALLIA *in play*

XIV.4.2.1 Portuguese Monarchs

A *João II* and *Manuel I* are the first two monarchs in 1492. ***João II***, with values 8/6/7, dies at the beginning of turn 2. His heir is ***Manuel I***, with values 8/6/8, scheduled to die at the beginning of turn 7.

XIV.4.2.2 Available counters

A Military 1𝔸, 1𝔽, 1ℙ, 7L𝔻/N𝔻, 3L𝔻, 4NT𝔻, 8L𝔻E/N𝔻E, 3 fortresses 1/2, 5 fortresses 2/3, 2 fortresses 3/4, 4 forts, 2 Arsenals 2/3, 2 Arsenals 3/4, 3 Missions.

B Economical 12COL, 12TP, 6MNU, 8TF, 6 ROTW treaty counters.

XIV.4.3 PORTUGALLIA *as a minor country*

A See §B (Portugal-Sweden) of subevent XXVI.1.3.2 (Eight-players game) for the conditions of the transfer proper.
B Before event III-6 (Portuguese Disaster in Africa), Portugal has 1TFI, 1 TP placement and 1 COL placement.
B.1 This is lowered to 1TFI and 1 TP or 1 COL placement after event III-6 (Portuguese Disaster in Africa).
B.2 This is lowered to 1TF or 1 TP or 1 COL placement after event VI-7 (Treaty of Methuen).
B.3 During annexation by HIS, there are no actions (but HIS has a specific number of actions for PORTUGALLIA). All those actions are mandatory.
B.4 If PORTUGALLIA is Neutral, HIS plays these actions. Else, the patron has this duty.
C PORTUGALLIA has commercial fleets and a base DTI and FTI of 3, or 4 in periods IV to VII.
D PORTUGALLIA only gives authorisation of implantation of Commercial fleets in STZ adjacent to its COL/TP on the following occasions:
D.1 To HIS when it is annexed by this power;
D.2 To HOL if, by setting the peace at the end of subevent III-1 (1).β (War between Holland and Portugal), HOL takes the right by renouncing to take one COL/TP that it could annexe;
D.3 To ANG, when the event VI-7 (Treaty of Methuen) is signed.

XIV.5 PRUSSIA

XIV.5.1 *From* BRANDENBURGUM *to* PRUSSIA

XIV.5.1.1 BRANDENBURGUM as a Minor Country

A Before the transfer from POLONIA, this country is named BRANDENBURGUM, name of the HRE Electorate it was in 1492. Its armies are normal occidental armies, of class III.
B BRANDENBURGUM (or the *DUCHY OF PRUSSIA*, see below) grows through the following events:
B.1 event I-H (Secularisation of D.S.M. Theutonicorum) gives **Preußen** to BRANDENBURGUM if POL is not *Catholic*, else it joins the *DUCHY OF PRUSSIA*.
B.2 event III-8 (Secularisation of Fratres Militiæ Christi) adds **Memel** to *DUCHY OF PRUSSIA*.
B.3 event IV-A (Thirty Years' War) may add **Hinterpommern** to BRANDENBURGUM.
B.4 event IV-11 (The Great Elector Friedrich-Wilhelm of Prussia) changes the basic forces of BRANDENBURGUM and gives it a claim to *DUCHY OF PRUSSIA*. POL may cede these provinces specially.

B.5 event V-13 (Creation of the Kingdom of Prussia) changes again the basic forces of BRANDENBURGUM, annexes the *DUCHY OF PRUSSIA* and **Berg**. It may become a kingdom.

C *DUCHY OF PRUSSIA* This is the name of the belongings of the Elector of Brandenburg that were under the Polish crown authority until after the Thirty Years War. It can be ceded by POL following event IV-11 (The Great Elector Friedrich-Wilhelm of Prussia) advantageously and must be ceded during event V-13 (Creation of the Kingdom of Prussia).

XIV.5.1.2 PRUSSIA as a Major Country

A See §E (Poland-Prussia) of subevent XXVI.1.3.2 (Eight-players game) for the conditions of the transfer from POLONIA.
A.1 The events event VI-11 (War of Polish Succession) or event VI-13 (War of Austrian Succession) trigger the change to PRUSSIA if in period VI. If none of those happen, the transfer happens at the beginning of turn 51.
B PRU has no CTZ.
C If an event (of a previous period) makes BRANDENBURGUM declare war, the declaration is transformed into a mandatory CB against the country that should have been the subject of the declaration of war. The CB can be refused at the cost of 3Stability.

XIV.5.1.3 Silesia: Silésie and Lausitz

A PRU wins immediately a special MNU⊖ at the first event phase where the two provinces **Silésie** and **Lausitz** are in its possession, to be placed in one of these two provinces.
A.1 This MNU will be lost if the provinces are lost. It can then be rebuilt by an administrative action if it regains at least one.
A.2 This MNU can be raised to ⊕ normally.

XIV.5.1.4 Military Means

A Troops bought under the recruitment limit by PRU are directly *Veteran*. Its armies are of class IV.
B PRU can proceed to exceptional levies (see section VII.3.4 (Exceptional Levies [should be moved in chMilitary])) with no loss of Stability, or with a loss in Stability after a normal (not major) defeat in a land battle.
C PRU has each turn a free multiple campaign. It is upgraded to two free multiple campaigns under ***Friedrich II***.

D German influence [BLP] The "Prussian mercenaries" (*Ferdinand*, *K. Braunschweig*) can either be used as PRU leaders or as mercenaries.
D.1 When used as mercenaries, they can command troops of any ally of PRU but not of PRU itself. PRU chooses which of its allied countries (major or minor) uses them each turn.

XIV.5.2 PRUSSIA *in play*

XIV.5.2.1 Prussian Monarchs

Prussia, a country with few resources, managed to carve out its greatness thanks to the energy of a few bright sovereigns. First, there was the Great Elector Frederick-William, that managed to pull his territories out of the Thirty Years War in a good state. Then Frederick I that obtained the royal dignity and then Frederick-William I, the Soldier-King, that built a modern army for Prussia. And finally Frederick II, that led the country to brilliant victories but also to the verge of destruction.

A *Friedrich-Wilhelm (The Soldier King).* If PRU becomes a MAJ, before turn 51, the monarch is ***Friedrich-Wilhelm***, with values 8/5/9. He is scheduled to survive until the beginning of turn 51. He is not a general (the *Friedrich-Wilhelm* general is the Great Elector).

B ***Friedrich II.*** At the end of the reign of ***Friedrich-Wilhelm (The Soldier King)*** (usually beginning of turn 51), or immediately if the event event VII-1 (The Seven Years War) is rolled for and activated, ***Friedrich II*** takes the throne of PRUSSIA. He has values 9/9/9, is a general *Friedrich II* (♛ <♥> A 6.6.6 -1 [T51–T59]). He is scheduled to last 9 turns, and does not roll for survival for the first 6 turns.
B.1 He makes survival tests at the end of battles normally (no **-1** due to his 6 characteristics).
B.2 The hay stack escape The first time *Friedrich II* should die in battle, he escapes unharmed.
B.3 During his Reign, PRUSSIA may break any Alliance for the cost of 1 Stability (instead of the usual 2).
B.4 During his reign, PRU has a Military revolution each turn.

XIV.5.2.2 Available counters

A Military 4𝔸, 2L𝔻/N𝔻, 8L𝔻, 2NT𝔻, 3L𝔻E/N𝔻E, 2 fortresses 1/2, 4 fortresses 2/3, 4 fortresses 3/4, 1 fortresses 4/5, 2 forts.

B Economical 2COL, 2TP, 5MNU, 1 special MNU, 2TF counters.

XIV.6 RUSSIA

XIV.6.1 Russian under-development

A Economic weakness. RUS has a malus of **-1** to die-rolls when attempting to raise its DTI, FTI or to place MNU. This malus ends when St-Petersburg is finished building.
B National provinces of RUS are wasteland provinces, see §B (Wasteland) of section VIII.4.1 (Special Movements) and §G (Wasteland) of section VII.3.2 (Purchasing fortresses). Both effects end when St-Petersburg is finished building, or at the end of event VI-1 (The Great Northern War), whichever is first.

C Construction of St-Petersburg (Санкт-Петербург)
C.1 A new major Russian city can be built on the Baltic sea, beginning with period V. The Russian player decides of a province whose city he controls among **Karelen**, **Ingermanland**, **Estland**, **Livonija** and **Kurland**.
C.2 RUS has to spend 100 ₽ per turn during 3 turns (consecutive or not). Such an expense can not be made if the city is besieged or the province is pillaged. If ever the RUS loses the military control of the province, the process will have to be renewed from the start.
C.3 On the first spending, put the St-Petersburg (Санкт-Петербург) fortress counter on level 0. Increase it by one level for each turn the spending is done. If besieged, the city has a fortress level that is the maximum of the instrinsic or regular fortress of the province and the current St-Petersburg fortress.
C.4 If RUS controls the city at the end of a turn following the third expense, and the city is not besieged, then he annexes the province immediately (with no need of peace treaty) and puts here a fortress of level 3, using the St-Petersburg counter. The intrinsic minimal fortification of the city is now the level 3 if RUS controls it, and 2 if conquered by another power. Note that the maximum level is the one authorised by the land technology of RUS. The level of the fortress can then be raised using usual rules.
C.5 The former fortresses and cities in the province do not exist any more, for the remainder of the game.
C.6 The income of the province for the RUS equals the normal income multiplied by the level of the fortress in the province, with a maximum of 20 ₽.
C.7 If another player pillages the province, its uses the Russian income. If the province is ceded to another player, the previous (unmodified) income is used by this player; the fortification is of level 3 and can not be raised. The city remains St-Petersburg.
C.8 Naval Shipbuilding. The construction limit of N𝔻 per turn of RUS is raised by 2 when RUS controls St-Petersburg. It also gains one action of Concurrence, its limits of DTI is increased by one, and the limit of FTI is increased by one in period VII.

C.9 A new capital. If ***Peter the Great*** is the Russian Monarch, or if its reign has ended, St-Petersburg becomes a new capital of Russia (who has from now on 2 capitals).

D Arkhangelsk and the Russia CTZ. Arkhangelsk is a Russian port on the White Sea, located in Europe, but effectively out of the European map. It cannot be attacked, blockaded or conquered.
D.1 Creation of the Port of Arkhangelsk. Arkhangelsk is created by the event event III-17 (Arkhangelsk and the Muscovy Trade Company), or automatically in 1615 (turn 26) if the event did not occur. As long as the port is not created, the Russian player cannot build any commercial fleets.
D.2 If Arkhangelsk is created only in 1615 (and not by event) the advantages of the Muscovy Trade companies to England (see event description) are not applied.
D.3 Russia CTZ. The Russia CTZ does not exist before the creation of Arkhangelsk. Once that port is created, the CTZ brings a monopoly income of 5 ₽. This income is increased to 10 ₽ once St-Petersburg is created.

E Colonial expansion The COL and TP built by RUS must be at supply distance by land from either European provinces of RUS or from another COL or TP.
E.1 For this rule only, the **KAMCHATKA** is considered "at supply distance by land" to the provinces touching the impassable area north of the **Mer d'Okhotsk**, to the coastal provinces of **AMOUR** and to the provinces of **ALASKA** (see also §H (Reaching the Bering Strait.) of section I.1.2 (Provinces and Sea Zones)).
E.2 Similarly, all the provinces of **ALASKA** are "at supply distance by land" to the provinces of **OREGON** (but a COL or TP has to be put in **OREGON** before reaching **CALIFORNIA**).

F *Yermak* [BLP] *Yermak* may use the table of conquistadors in ***SIBERIA***.

G Foreign trade index RUS has a specific FTI for COL and TP operations, that is different from its FTI (see §B (Other Trade Indexes) of section VI.6.2 (Trade index improvement)).

H Sebastopol (Севастополь)

XIV.6.2 The Russian military system

A Russian conquests. When the Russian player wins a war and receives provinces, he can annex the province containing the minor country capital. In this case, the minor has a new capital in another province (chosen by its controlling player). If the MIN has no province left, it is destroyed.
A.1 Validity. This is valid only if the conquered province is adjacent to a Russian province, connex by land to a Russian National province, and occupied by a Russian military unit (not by a Russian minor ally or vassal).

B Russian Boyars Army. Markers of both the land and naval technology of Russia can never be higher than the boxes where the "Orthodox" minor entities technology markers are. This is enforced at the end of the administrative phase (after possible moves of minors and mobile markers).
B.1 The Russian player can use no more than 5 army counters and 1 fleet counter before a reform. The number and types of detachments are not limited.
B.2 Pugnacity. RUS will be forced to sue for peace only if it stands for 3 consecutive turns at -3 Stability level (instead of the regular 2 turns).

C Russian army reform. RUS can reform its army using one of the two following possibilities:
C.1 It is the reign of ***Peter the Great***; roll for 1 revolt in RUS.
C.2 It is in period VI or VII; roll for 3 revolts in RUS and RUS loses 1 Stability.

D The New Russian Army.
D.1 The number of counters increased to 6 𝔸 and 3 𝔽.

D.2 The number of artillery in each 𝔸 is increased.
D.3 RUS is not limited in Technology levels. RUS is now both a "Latin" and "Orthodox" MAJ: the "Orthodox" Land Technology will still be dragged by the progression of RUS but RUS may use the "Latin" markers for technological lateness bonuses.
D.4 Diminish by 1 L𝔻 the limit per turn of land force building.
D.5 The rules of §B (Russian Boyars Army.) of this section are not applied anymore.

E The Cossacks. If the Russian power controls one or more of the provinces of UKRAINA (as Vassals or by annexation): **Ukraïnya**, **Poltava**, **Podolie**, **Zaporozhye**, **Don**, **Donets**; or if RUS owns all provinces in CAZAN or ASTRACAN, it receives the following advantages.
E.1 It may use the 4 Cossack L𝔻 as its own forces. They may be incorporated in armies. By exception, these L𝔻 are always *Conscripts*.
E.2 He raises one free Cossack L𝔻 each turn in one of these provinces, and has 2 L𝔻 added to its basic forces (by exception, these L𝔻 are maintained as *Conscripts*).
E.3 In period III and IV, it has each turn a free simple campaign to move a force in **SIBÉRIE**, and attack. This campaign may be added to a regular campaign during any round.

F Fluvial Port. Beginning with ***Peter the Great***, Russia can use the rivers in Ukraynia as a fluvial ports. One 𝔽 can be built then stored on one of the following rivers, in specified provinces:
F.1 on the Don river (in **Don**) or the Donets river (in **Donets**) acting as a port on **Mer Noire occidentale** only, and having the possibility to blockade Azov only;
F.2 on the Dniepr river (in **Zaporozhye**) acting as a port on **Mer Noire orientale** only, to put blockade on Odessa;
F.3 on the Volga river (in **Samara**) acting as a port on **Mer Caspienne** only, to put blockade on Astragan.
F.4 There can be at most one such 𝔽 at the same time (but it can be destroyed and built anew on the same or another river). Until it gains a proper port, it can only operates for a blockade on the specified fortress, or for naval interceptions and battles in the specified sea zone. It has to go back at part at the end of each turn.
F.5 The 𝔽 can be blockaded (at the mouth of the river) as if it was in a port bordering the sea. If its port province is not available at the end of a turn, the 𝔽 is destroyed.

XIV.6.3 Religious Attitude of Russia

A In 1492, RUS is seen as the Champion of the Orthodox religion. When event I-8 (1) (Reformation) occurs, it may change this attitude to *Religious Tolerance*, or remain with attitude *Championship of Orthodoxy*.

B Religious Tolerance. Add one diplomatic action to RUS in periods I to IV. RUS has no malus to diplomacy because of religious troubles between Christians. RUS loses the free maintenance of one 𝔸⊖ for the rest of the game, and can not benefit of the rules about Cossacks (see §E (The Cossacks.) of section XIV.6.2 (The Russian military system)).

C Championship of Orthodoxy. This is the historical option. No change has to be made.

XIV.6.4 RUSSIA in play

XIV.6.4.1 Great Russian Monarchs

A ***Ivan III (Ивана III Васильевич)*** is the monarch in 1492, with values 6/7/8, that dies at the beginning of turn 4.

B ***Ivan IV (Иоанн IV Васильевич Грозный)*** is the first monarch to begin its reign after period I (turn 7 or later). Ivan the terrible begins his reign as a child and will last 11 turns. His values are 6/9/8 (remember to lower them by 2, then 1, during the first 2 turns). He does not test for survival during the first seven turns of his reign.
B.1 He is a general *Ivan the terrible* (♛ A 5.2.2 -1 [Event II-?]) from the third turn of his reign on.
B.2 RUS gains one 𝔸⊕ of *basic forces* during his reign, beginning with the third turn.

B.3 Event event III-15 (1) (Oprichnina) depends on ***Ivan IV***.

C The Time of Troubles Due to event event IV-17 (1) (The Times of Troubles in Russia), ***Boris Godunov (Борис Фёдорович Годуное)*** of values 5/8/4 (and general *Godunov* (⚔ A 2.3.2 [Event IV-17])) may rule in RUS, and be followed by either ***Romanov (Михаил Фьодорович Романов)*** (values 6/5/6) or ***Dmitry (Дмитрий Иванович)*** (values 4/7/5 and general *Dmitry* (⚔ A 4.2.2 [Event IV-17])). See the conditions in the event.

D ***Peter the Great (Пётр I Алексеевич Великий)*** is a special Russian monarch who arrives by one of the 2 following conditions:
D.1 event event V-11 (Peter the Great) happens;
D.2 it is period V or after and the Russian monarch is adult, has at least 8 in ADM and 18 in the sum of his characteristics.
D.3 This monarch is then ***Peter the Great***. It may enter only once per game. ***Peter the Great*** has the values 9/9/9 as a monarch (regardless of what could have been obtained), is also a general *Peter the Great* and an admiral. He reigns 7 turns, with no survival test during the first 5 turns.
D.4 The *basic forces* of RUS is raised by one 𝔸⊕ during his whole reign.
D.5 At the moment when the Monarch is known as ***Peter the Great***, the Stability of RUS increases of 2.

E ***Peter II (Пётр II)*** is the first sovereign whose reign begins in period VII. He has values 3/3/3 and his reign last 1 turn. At the time he takes power, RUS makes a mandatory white peace with all its enemies. His successor is ***Catherine II***.

F ***Catherine II (Екатерина II Великая)*** has values 7/9/8, and her reign last 5 turns. She does no test for survival during the first 3 turns. She cannot be used as general. The *basic forces* of RUS is raised by one 𝔸⊕ during her whole reign.

G ***Potemkin (Григорий Александрович Потёмкин-Таврический)*** may be named minister through event VII-14 (Potemkin). He has values 9/8/8 and remains a random number of turns; its values can be used for the next monarch's values determination if a succession takes place while he is still alive.

XIV.6.4.2 Available counters

A Military 6 𝔸 (5 usable at start), 3 𝔽 (1 usable at start), 1ℙ, 10L𝔻/N𝔻, 10L𝔻, 2NT𝔻, 8L𝔻E/N𝔻E, 4 fortresses 1/2, 4 fortresses 2/3, 2 fortresses 3/4, 1 fortresses 4/5, special St-Petersburg counters, Arsenal 2/3 Sebastopol, 10 forts.

B Economical 11COL, 5TP, 8MNU, 7TF, 2 ROTW treaty counters.

XIV.7 SUECIA

XIV.7.1 SUECIA as a Minor Country

A SUECIA has commercial fleets and a base FTI of 3, or 4 in periods IV to VII. It has neither commercial fleet action nor COL/TP colonial.

B Union of Kalmar SUECIA is linked to DANIA in 1492 by the *Union of Kalmar*. No independent diplomacy is possible on SUECIA (no counter available).
B.1 If a war is declared upon DANIA, SUECIA is called as an ally of DANIA ; if DANIA declares a war, SUECIA makes a limited intervention on the side of DANIA, and the converse is true also (DANIA helps SUECIA).
B.2 Peace is made normally, the two countries being allies.
B.3 POR always play SUECIA when activated in a war, excepted if POR is with the enemy side.

C End of the Union of Kalmar
C.1 This alliance is broken when event event II-4 (End of the Union of Kalmar) occurs.

C.2 Suecia is Neutral when the Union breaks, and is now subject to normal diplomacy.
C.3 Suecia as a MIN power receives all its reinforcements as *Veteran*.

D Transfers.
D.1 For the transfer from Portugallia, see §B (Portugal-Sweden) of subevent XXVI.1.3.2 (Eight-players game)
D.2 For the possible transfer to Austria, see §D.4 (Sweden-Austria) of subevent XXVI.1.3.2 (Eight-players game)

XIV.7.2 The Swedish Crown

XIV.7.2.1 Relations with Dania

A Claims of Dania At the time of the transfer, Dania claims the Swedish Crown. As long as it has not abandoned its claims, SUE can attempt no diplomacy on Dania and has an additional malus of **-2** to make peace with it.
B Dania will abandon its claim to the Swedish Crown by signing a unfavourable peace with SUE. This will count as one condition of the peace won by SUE.
B.1 When Dania pretends no more to the Swedish Crown, SUE can do diplomacy on Dania.
B.2 SUE cannot annex any longer any national province of Dania. However, Dania is considered to have diplomatic status of AN achievable by SUE (value of 10) by normal rules.

Design note: This leaves the possibility for a union between the two crowns, be it from a hazardous dynastics marriage or, more probably, a military imposed solution – however a fragile one has any other player is entitled to break it through diplomacy.

XIV.7.2.2 General policy of Suecia

A SUE may annex any province bordering the **Baltique**, even if there is a capital city. This may destroy a minor country.
A.1 By exception to the preceding rule, København may not be annexed if Dania has at least another province left that is not in *Norway*. When København is annexed, any remaining provinces of Dania are associated in a newly created Norvegia, which is placed as a VA of SUE.
B At any time during the game, the player of SUE may announce his general orientation of the policy of SUE: either a policy of Domination of the Baltic sea (*Dominum Maris Baltici*), or a policy of *Overseas Expansion*. They are exclusive. A declaration is optional and SUE can choose to never make one (Note that this would be almost pointless in periods VI or VII).

B.1 [BLP] SUE may not use Occupation marker unless it declares a policy of Overseas expansion.

C Domination of the Baltic Sea
C.1 SUE gains a third 𝔸 counter in periods III, IV and V. It loses the minimum ⛵ of period III.
C.2 It may annex any province bordering the **Baltique**, even if there is a capital city. This may destroy a minor country.
C.3 By exception to the preceding rule, København may not be annexed if Dania has at least another province left that is not in *Norway*. When København is annexed, any remaining provinces of Dania are associated in a newly created Norvegia, which is placed as a VA of SUE.
C.4 It has a maximum of 2 TP counters and 2 COL counters in period IV and afterwards.
C.5 It has a reduced number of TP/COL attempts (see tables).

D Overseas Expansion
D.1 SUE has a maximum of 4 TP counters and 4 COL counters in periods IV and afterwards.
D.2 SUE has an increased number of TP/COL attempts (see tables).
D.3 SUE gains a third 𝔸 counter to be used only in ROTW. It also gains the use of a 3/4 Arsenal counter.
D.4 SUE gains a minimum Explorator in pIII, and a minimum Gouvernor in pV to pVII.
D.5 SUE ignores restrictions of section VI.7.4.2 (Pioneering [TBD]).

D.6 [BLP] SUE may use its two Occupation markers.

XIV.7.2.3 Few acres of snow

A With a politics of Overseas Expansion, SUE may annex all establishments (COL and TP) of its enemies in an Area in ***America***, North of **Chichimeca** (excluded) at peace.
A.1 This count as 1 peace condition, plus 1 per establishment not controlled by SUE in the Area at the time of the peace.

XIV.7.2.4 Insufficient demography

A During periods VI and VII, SUE has 2 𝔸 counters unless it owns at least 5 provinces that are neither in *Sweden*, in *Finland* nor in Dania, in which case it can use 3 𝔸 counters.
A.1 event VI-1 (The Great Northern War) may modify this and give SUE permanently 3 𝔸 counters.
A.2 If Overseas expansion was chosen, the third 𝔸 can always be used in ROTW.
B During periods VI and VII, SUE can not create new COL or TP by administrative attempts. Its actions can only raise the level of existing COL/TP, and it can gain new TP/COL only by conquest or Dowry.
C SUE has no CTZ of its own. It may use up to 6 Commercial Fleet counters (exception: 10 if strictly Protestant).

XIV.7.3 Swedish Conscription and Military

A All reinforcements purchased under the limit of construction by SUE are *Veteran*.
B The *recruitment area* of SUE comprises **Livonija**, **Kurland** and *Finland* as well as its national provinces.
C SUE has an added 𝔸⊖ in its *basic forces* when it is at war. This is increased to an added 𝔸⊕ if its current Monarch has a MIL of 7 or more.
D SUE can proceed to exceptional levies (see section VII.3.4 (Exceptional Levies [should be moved in chMilitary])) with no loss of Stability or with a loss in Stability after a normal (not major) defeat in a land battle.
E SUE has each turn a free major campaign. It is upgraded to 2 free major campaigns (or one free multiple campaign, player's choice) if its current Monarch has a MIL of 7 or more.

F Transport Convoy SUE has a transport convoy in its *basic forces*. It can contains up to 4 NT𝔻 (or 2 NT𝔻 if⊖), is freely maintained but SUE has to pay to recover any previously lost NT𝔻. This convoy cannot leave *Baltic Sea*. It is not a 𝔽 for attrition, stacking, and so on, but a Convoy.

G Movements to and from Finland. SUE units can move from **Jämtland** or **Gästrikland** to **Finland** or **Tavastland** at the cost of 12 MP (and conversely). It can use this road for retreat or redeployment.

XIV.7.3.1 Religious Attitude

The kingdom of Sweden was somewhat affected by religious troubles, because, even though the population quickly converted to the Reformation principles, the Swedish nobility did not follow this path. Queen Christina, daughter of Gustav Adolf, was a catholic that created a sustained cultural and religious activity in her kingdom while Oxenstierna was leading the foreign policy. She finally had to step down from her throne due to her religion. She hid her faith until her abdication.
The catholic battle against protestantism is an important part of the failed union between Poland and Sweden.

A SUE has to choose its religious stand at the beginning of period III. It can change afterwards only because of a forced conversion to Catholicism by a Counter-Reformation MAJ, or because of some events.

B Strictly Protestant
B.1 POL, if *Catholic*, has a permanent CB against SUE in periods III and IV.
B.2 At the beginning of each war against a Catholic country (such as POL but also minor countries) in period III and IV, roll for one Revolt in SUE.

B.3 SUE gains a TFI action each turn, in periods III and IV, and may use up to 10 TF (instead of 6).
B.4 Some events are affected (TODO: put list here).

C Tolerant SUE is *Protestant* (historical choice).

D Catholic SUE has a CB against all non-Catholic countries in periods III and IV.
D.1 Some events are affected (TODO: put list here).

XIV.7.3.2 Union between Poland and Sweden

A As a consequence of event III-13 (Union between Polonia and Suecia), SUE and POL can share the same ruler. As long as this is the case:
A.1 SUE uses the values of the Monarch of POL. SUE is considered *Catholic* during the Union (in every aspect).
A.2 SUE has a mandatory offensive alliance with POL in which it is complied to answer any call.
A.3 SUE cannot declare war without a CB or the agreement of POL. It cannot declare war against POL (even with a CB).
A.4 POL cannot declare a war against SUE, except if it has a valid CB against it.
B The alliance is contested when the Monarch of POL dies or if POL refuses to answer a call for defensive war (not offensive war), or if POL declares a war against SUE.
B.1 A new monarch is then rolled for SUE.
B.2 POL, having still *dynastic claims* over Sweden, can renew the war to impose its ruler. POL renews the Union if it wins a peace of any level against SUE. As long as the war continues, the Union exists for matters related to VP, if not in its consequences.

C Dynastic Claims. Even if event III-13 (Union between Polonia and Suecia) does not result in the Union, POL may keep *dynastic claims* over SUE, at the conditions of the event.
C.1 POL can renounce these *dynastic claims* by an announcement at any diplomatic phase, or as a condition for peace in a losing war against SUE.
C.2 Each time there is a new monarch in SUE, POL has a CB against SUE at this turn to claim its inheritance (see the event).
C.3 In case of *Dynastic Crisis* in SUE, POL is a valid pretender as long as it has *dynastic claims* over Sweden.

XIV.7.4 Suecia in play

XIV.7.4.1 Monarchs of Sweden

A Military skills. Add **+1** to the die rolls to determine the values of Fire and Shock of the Swedish Monarch as general.

B *Gustav I (Vasa).* If event II-4 (End of the Union of Kalmar) occurs at the first turn of period III, SUE has the Monarch ***Gustav I***, of values 8/6/7. The length of his reign is rolled for as usual.

C *Erik XIV.* Else, if event II-4 (End of the Union of Kalmar) happened before, SUE has the Monarch ***Erik XIV*** whose values are 5/5/7 and should last until the beginning of turn 19. He has to roll for survival beginning with turn 17; he has a malus of **+2** to his survival test. When he dies, roll for his successor on the 7+ columns (except if there is a *Dynastic Crisis* – use then usual rules).

D *Karl IX* may be put on the throne of SUE by event III-13 (Union between Polonia and Suecia). He has values 8/6/6 and the length of his reign is rolled for as usual. He can not be used as a general (see section XIV.7.3.2 (Union between Poland and Sweden)).

E *Gustav Adolf* enters in play during event event IV-A (Thirty Years' War), or as the first Swedish monarch after period IV (turn 35 or later) if it did not happen. He has values 9/9/9 and is also a general *Gustav Adolf* (♛ A 6.6.6 [Event IV-A]). He will stay for 7 turns (but a death in battle is possible). As soon as possible, SUE benefits from a Military Revolution (see section VI.8.1.6 (Military Revolutions)) when he enters.

F *Karl XII*
F.1 The first Monarch of SUE after the death of the heir of ***Gustav Adolf*** who has at least 8 or 9 in MIL is considered to be ***Karl XII***.
F.2 Alternatively, after the death of the heir of ***Gustav Adolf***, 1d10 is rolled at the end of each administrative phase if SUE is at war against any MAJ. On a roll of 1–3, ***Karl XII*** is the heir of the current Monarch. He will last for a length determined randomly as for a Monarch, plus 2 turns (ignore results baby or child and re-roll).
F.3 The MIL value of ***Karl XII*** is changed to 9. He is a general *Carl XII* (♛ <♥> A 5.6.6 -1). Other values as a Monarch are rolled for normally when he becomes King.
F.4 ***Karl XII*** makes survival tests only if he is King.
F.5 The first time ***Karl XII*** should be killed or captured in battle, he escapes but comes back only at the very end of the next turn. During his absence, his values as a ruler are diminished by 2 (minimum of 3).

G *Oxenstierna (Axel)* may be named minister through event III-4 (2) (Oxenstierna) or event IV-12 (1) (Oxenstierna). He has values 6/8/8 and remains a random number of turns (three turns more than usual); its values can be used for the next monarch's values determination if a succession takes place while he is still alive.

XIV.7.4.2 Available counters

A Military 3𝔸, 2𝔽, 1 Transport 𝔽, 1ℙ, 10L𝔻/N𝔻, 5L𝔻, 2NT𝔻, 6L𝔻E/N𝔻E, 2 fortresses 1/2, 4 fortresses 2/3, 4 fortresses 3/4, 1 fortress 4/5, 4 forts, 2 Arsenals 2/3, a special Pugatchev 𝔸.

B Economical 5COL, 5TP, 8MNU, 10TF (6 normally usable), 2ROTW treaty counters.

XIV.8 Turcia

XIV.8.1 Internal affairs

XIV.8.1.1 The Policy of Grand Orient

A Trade of Grand Orient. In 1492, the CC Grand Orient is in al-'Āṣkandarīyah. As long as it is the case:
A.1 TUR receives half of its income if it owns Dimašq, or if it has Syria on its diplomatic track.
A.2 See section XIV.13.1.4 (The Mamluks: Ægyptus and Syria) for the fall of Syria and Ægyptus and the beginning of the convoy of İzmir.
A.3 See §B (Levant Convoy) of section VI.12.2.1 (The convoys) about the specific rules for the convoy of İzmir.

B Colonial Expansion. TUR may only place COL by land contacts, i.e., in a province (not an *Area*) adjacent to its territory in Europe or to an existing COL, or through **Mer Caspienne**.
B.1 TUR ignores restrictions of section VI.7.4.2 (Pioneering [TBD]) in *Area* belonging to Muslim minors (**Aden**, **Oman**, **Soudan** and, if they still belong to Guzarate, **Gujarat** and **Malacca**).
B.2 TUR has no such restrictions regarding TP placements.
C If TUR has a TP in the ROTW or an AT with a minor having a TP and it has no ⚓ allowed to go in Asia ('R' or '@'), then its lowest ranking ⚓ which is not restricted to the Mediterranean gain the ability to go in Asia ('@').

D Mecca (مكة) **and the** Ka'aba (الكعبة)
D.1 Ka'aba is placed in **W. Nedj** at the beginning of the game.
D.2 For all game purposes, it acts as a Turkish mission.

D.3 Exceptionally, this mission may not be destroyed by any mean. If it should be destroyed (*e.g.* the fort is taken by a non-Muslim), simply leave it in place. This effectively prevents any other country from building a mission there.

The Ka'aba *is a building at the heart of Muslim most sacred mosque of* Al-Masjid al-Haram (المسجد الحرام) *in* Mękçą. *Its cornerstone is the* Black Stone (الحجر الاسود), *supposed to have fallen from Heaven to show Adam and Eve where to build an altar, and embedded in the building by Muhammad. Muslim prayers all around the World are done facing toward the* Ka'aba.

Design note: Although it has obviously little in common with Christian missions and the attempts to convert local people, the Ka'aba has the same in-game effects to represent the religious fervour that created great centres of population in a rather desertic area.

XIV.8.1.2 Turkish Military system

A The initial system of *Tımarlar*. Land counters if the Turkish forces are of two different kinds: *Yeniçeriler* (or equivalent professional forces) and *Tımarlar*.

A.1 Janissaries Yeniçeriler are the normal forces of TUR (same color, name). They function like the forces of any other power. Initially, TUR uses at most 2 *Yeniçeriler* 𝔸 counters. Note that these armies have augmented artillery, and increase the losses in siege assaults (add $^2/_3$ if there is such an 𝔸⊕ involved, during periods I–III only).

A.2 Timars Other forces are *Tımarlar*: counters with the *Tımarlar* mention (different color) and *Pashas* units. *Tımarlar* are limited initially to the *Arquebus* Technology, and are considered so if TUR has a higher level. *Tımarlar* are always *Conscripts* (even those maintained in the *basic forces*). If *Tımarlar* units are stacked in battle with other units of a higher Technology, the morale of the stack is always that of the *Tımarlar* (i.e., has the morale of conscript from the *Tımarlar* Technology). Finally, *Tımarlar* units may never be moved by sea transport.

A.3 Yeniçeriler and *Tımarlar* are not the same kind of forces. Basic Maintenance is separated between *Yeniçeriler* and *Tımarlar*. Also they can not absorb L𝔻 from the other kind.

A.4 Technology limitation TUR can not go beyond *Land Technology Muskets*, and *Naval Technology Battery*. Its markers must stop before entering a higher Technology Level. It has malus of **-1** to the die to raise its *Naval Technology*, and **-1** to the die to raise its *Land Technology* unless if it is currently less than *Arquebus*.

B Yearly Campaigning. At the passing of each Winter box (end of it, or if bypassing), there is a specific attrition test on all stacks containing *Tımarlar*.

B.1 Roll 1d10+ 2 times the distance in provinces to the National Territory of TUR (Note: count through provinces controlled or owned, ÆGYPTUS and SYRIA counts as National Territory here once owned).

B.2 Read the result on the Attrition table, crossed with the number of *Tımarlar* detachments (only) and ignore the P results.

B.3 Each loss is a L𝔻 of *Tımarlar* that goes home. Regular *Tımarlar* L𝔻 that go home are given back freely (above all construction limits) at the beginning of next turn, or can be raised at a following round at half cost (not counting in the limits). *Pasha* units that go home will be raised in addition to usual reinforcements at the beginning of next turn.

Design note: The preceding rule simulates the limit in supply of their kind-of-feudal forces that were to withdraw almost every winter.

C Pashas TUR has a certain number of *Pasha* units at his disposal. Each one is similar to a general, with military values and a hierarchical rank, that is accompanied by their own intrinsic troops. A *Pasha* has a standard military force of one *Tımarlar* L𝔻 for each number of force increment.

D New *Pashas*. TUR has a maximal number of *Pashas* in play equals to its number of owned provinces divided by 3 (rounded down). Each turn, it receives new *Pashas* up to this limit.

D.1 During the administrative phase of each turn, TUR receives a number of new *Pasha* units equal at most to its Stability, plus 1 if HUNGARIA has fallen according to event I-E (Downfall of Hungary), plus 1 if ÆGYPTUS has been conquered. If this number is negative, no new *Pasha* is received (but none lost).

D.2 Pasha counters are taken randomly among those not yet placed on the map.

D.3 If TUR controls more provinces than he has available *Pashas* to rule them, the extra is lost and placement cancelled.

D.4 Placement of Pashas. New *Pashas* can only be placed in owned provinces where there is no *Pasha* nor in any adjacent province, and that is not TUR capital. They must be placed in TUR national provinces, except that one at most can be placed directly in former provinces of SYRIA or MESOPOTAMIA, and one can be placed in *BALKANS* or former provinces of HUNGARIA.

E Corruption Cost of *Pashas*.

E.1 TUR always uses the inflation as if it was exploiting gold in ***AMERICA***.

E.2 Some *Pashas* may become corrupted. They are flipped on their corrupted side. On this side, a *Pasha* cannot move, it has no intrinsic force, it is not a military leader. Its only effect is to nullify all the incomes coming from the province it is in.

F Decadence. One *Pasha* becomes corrupted when one or more of the following situations occur:

1. TUR raises exceptional taxes (see section V.6.2 (Exceptional taxes))
2. TUR exceeds its MNU limits (see section II.4.3.2 (Exceeding Limits in MNU))
3. [BLP] On a modified roll of 6 at the survival test.

F.1 The newly corrupted *Pashas* are chosen randomly among those that are not. The Sole Defender of Catholic Faith (XIV.14.3.1) places each of them in the province it is in, or any adjacent province where there is no *Pasha*; or, if the *Pasha* is not in a Turkish owned province, it has to be placed in any Turkish owned province where there is no *Pasha* in, and which is not adjacent to another *Pasha* unit. Once placed, a corrupted *Pasha* can be moved in only two instances: the *Pasha* is dismissed, or the ownership of the province is lost by TUR (in which case the corrupted *Pasha* is replaced as above).

G Death of a *Pasha* [BLP] This effect occurs on a modified roll of 5 or 7 at the survival test.

G.1 The *Sole Defender of the Catholic Faith* may choose one *Pasha* (corrupted or not). This *Pasha* is removed from play and replaced by a new random (uncorrupted) *Pasha*.

G.2 If one *Pasha* was removed this way, then TUR may also choose one and replace it.

G.3 The *Sole Defender of the Catholic Faith* and TUR take turns replacing *Pashas* that way until one of them decides to stop.

H Dismissal of *Pashas*. The Turkish player can dismiss (or impale...!) a *Pasha* at any given time during the Redeployment phase (replace the removed *Pasha* among those not yet in play). It is not possible if TUR is at war or has a negative Stability. Every time a *Pasha* is removed, the Turkish player loses 1 Stability level for each *Pasha* that is dismissed.

I *Pashas* as military units.

I.1 When at peace, TUR must move its *Pashas* so that there is a maximum of one *Pasha* per province at the end of the turn. In addition, no *Pasha* may ever finish its move in the Turkish capital province.

I.2 When at war, the *Pashas* can be moved without any constraint of placement but must respect hierarchical rank constraints. They can not go in ROTW.

I.3 Being *Tımarlar* units, *Pashas* are always *conscripts* (and their stack also, disregarding the presence of other *Veteran* units), are limited initially to *Arquebus*, and can not move by sea.

I.4 Stacking of Pashas The Turkish player can stack up to 2 *Pashas* in addition to the other military units in a stack. This is an exception to the rule that limits to 3 the number of units in a stack. They are counted as their value in L𝔻 for attrition and battle purpose (but not for activation and hierarchy).

J *Pashas* and Hierarchy Even if *Pashas* can be used as generals, they are disregarded as generals to enforce the hierarchy. They can only command if there is no regular general.

J.1 [BLP] *Pashas* may not lead other *Pashas* or more than 5L𝔻 of troops (plus their owns).

K *Pashas* troops The force content in L𝔻 of a *Pasha* cannot be incorporated in any other military unit (and conversely).

K.1 Losses undergone during combat or attrition can be attributed to an engaged *Pasha*, up to the number of L𝔻 part of that *Pasha* counter, using the normal rules of assignation of losses. In this case, whatever is the supported loss, the *Pasha* is lost.

XIV.8.1.3 Turkish Reformation

A Attempts of Turkish Reformation. TUR may attempt to reform the government and the military system during the play. The 7 steps of the reformation are divided in two groups: government and military, and in three levels of progression. Each level of progression (both groups) has to be finished for any attempts on a higher level to be allowed.

A.1 This is an Administrative Domestic operation (and takes the place of the allowed Domestic operation of the turn, see §C (Administrative limits) of section VI.2.1 (General mechanism and list of actions)) that has a fixed cost of 100 ₯.

A.2 A given Sultan can make only one attempt of reform during his whole reign.

A.3 No reformation attempt can be made before the death of ***I. Süleyman***. That is, the first sultan allowed to attempt a reform is the heir of ***I. Süleyman***.

A.4 A its last scheduled turn of life, no Sultan may attempt an Administrative Reform.

B A test is made on table VI.1 (Administrative Actions), using the column (MIL or ADM)+DTI-9, with the following die modifiers:

±? Stability of country
-? the Level of the attempted reformation
-? the number of corrupted *Pashas*

B.1 A "S" result is a success: the attempted reform is activated, -1 in Stability, roll for one revolt in TUR and the Turkish monarch has a malus of **+2** to its Survival die roll next turn.

B.2 A "½" result is a failure, -1 in Stability and roll 1d10 against FTI:

- if higher than FTI, the monarch is killed, 1 *Pasha* is corrupted and the next monarch will not be allowed to attempt a reform of the same group,
- else roll for one revolt in TUR and the Turkish monarch has a malus of **+2** to its Survival die roll next turn.

B.3 A "F" result is a complete failure: death of the monarch and dynastic crisis, 2 *Pashas* are corrupted and the next monarch will not allowed to attempt any reform.

C Government Reformation

C.1 Level 1: Elder Succession The effect of dynastic crisis (§C (Dynastic Crisis) of section III.2.1 (New monarchs)) for TUR is reduced from now on: the only effect is a -1 in Stability. When rolling for a new Sovereign in table III.1 (Reign), DC and *Fragile Health* are always ignored and the length of reign of new monarchs is changed : for die results 1 to 7, the result is divided by 2 (rounded down), and results 8, 9 and 10 are for (respectively) teen, child and baby monarch lasting 6, 7 or 7 turns.

C.2 Level 1: Reforms against corruption. Exceptional taxes are no more causes for corruption of *Pasha* anymore. When this reform is achieved, the Turkish player may remove up to 4 corrupted *Pasha* units at no cost.

C.3 Level 2: End of feudality All corrupted *Pashas* are removed and there can be no new corruption of Pasha anymore. From now, TUR uses normal inflation. Gives a bonus of **+1** to all further attempts of Reformation.

D Military Reforms The effects are summarized on a table on the Turkish aid of play.

D.1 Level 1: Development of the Yeniçeriler Corps The number of *Yeniçeriler* 𝔸 available is now 4, and the number of *Tımarlar* 𝔸 decreases to 2. The troop pruchase limit is reduced by one L𝔻. Basic Maintenance changes: add 𝔸⊖ to *Yeniçeriler* and remove 𝔸⊕ to *Tımarlar*. The *Yeniçeriler* forces lose their increased casualty in assault and their size is now of the smaller reformed type.

Regarding Technology, the new limit is *Baroque* and the malus to improve it is applied only if *Land Technology* is *Muskets* or better.

D.2 Level 1: Reforms of the Sipahi and of the Navy Basic Maintenance changes: remove 𝔸⊕ to *Tımarlar*.

Regarding Technology, the new limit is *Muskets* and *Tımarlar* forces can now be *Muskets*. The malus to improve *Land Technology* is applied only if it is *Muskets* or better. The *Naval Technology Battery* is now accessible.

D.3 Level 2: Reduction of Tımarlar All Turkish forces are now *Yeniçeriler* forces. Counters of *Tımarlar* 𝔸 are no longer in use, *Tımarlar* L𝔻 are considered as regular *Yeniçeriler* and there are 6 *Yeniçeriler* 𝔸 available. Note that the basic maintenance of *Tımarlar* is now irrelevant as it cannot be used. All forces are of smaller reformed size, and Turkish forces lose their cavalry bonus. In addition, *Pasha* counters are no more military units (nor Leaders). They still may be corrupted.

Regarding Technology, *Manoeuvre* and *Three-decker* are now accessible. The malus to improve it is applied to *Land Technology* if currently *Baroque* or better, and to *Naval Technology* if currently *Battery* or better.

[BLP] Add 2✕ to the limit for TUR.

D.4 Level 3: Modernisation of the Army All technologies are now accessible, and the malus to increase Technology is cancelled.

E The effects of all these reforms are cumulative.

XIV.8.2 Turkish navy [BLP]

A Galleys of TUR may become Veteran. Galleys of Turkish VA are always Conscript.

A.1 Any NG𝔻 that is maintained from a previous turn (including those in 𝔽) is automatically Veteran with no extra cost.

A.2 Newly raised NG𝔻 are Conscript.

B Barbary Coast privateers Privateers ⚓ (not privateer ☠) of TUR may lead ℙ of Turkish minors.

B.1 The choice is made for the whole turn, at the segment of placement of new leaders. The choice may be different for each admiral.

B.2 They still count for limits as Turkish leaders. Thus, de facto reducing the limit of ⚓ by one.

B.3 List of Barbary coast privateers: *Kemal Reis*, *Kurtoğlu M.*, *Salih Reis*, *Siroco*, *Murat Reis*, *Uluç Ali*, *Mezzomorto*. They have a red symbol instead of a black one.

XIV.8.3 Relations with foreigners

XIV.8.3.1 Diplomacy

A TUR has a CB against all Christian countries, and against PERSIA, in period I to V.

B TUR is prohibited to make offensive alliances in period I to V.

C Turkish Conquests. The Turkish player can annex the capital province of a conquered country. This is valid only if the conquered province is an island or if it is adjacent to a Turkish province and the province is occupied by a Turkish military unit (and not by a Turkish minor ally or vassal). This may destroy the country.

D Relations with the Knights. The ORDO HOSPITALIS are in permanent semi-Overseas war against TUR. The reverse is true. This war allow for naval battles, and attack by and against Privateers. It does not cause automatic Stability loss at the end of turn.

D.1 Each turn that the pirate of The Knights inflicts losses on Turkish commercial fleets, TUR loses 1 Stability level if at peace.

E See also section XIV.14.3.3 (The Islamic Schism).

F Crusades and Turkish occupation of Vienna See rules section XIV.14.4 (The Ottoman advance).

XIV.8.3.2 Relations with the Barbaresque countries

A Depending on several events, TUR may have geopolitical malus to all diplomacy attempts against all Barbaresque countries (XIV.13.1.3).
A.1 Initially (before event Alignment of Barbaresques (II-6 (2))), TUR has a **-3** malus to all diplomacy attempts against all Barbaresque countries (XIV.13.1.3).
A.2 This malus is cancelled when Alignment of Barbaresques (II-6 (2)) occurs of at the death of *Barbaros* if Turkish Vassalisation of Algeria (II-6 (1)) occurred.
A.3 Event event IV-4 (2) (Alaouite dynasty in Mauretania) puts back a **-3** malus to all diplomacy attempts against MAURETANIA.
A.4 Event event VI-z (End of the Ottoman rule in North Africa) sets a uniform **-3** malus to all diplomacy attempts against all Barbaresque countries (XIV.13.1.3) (including MAURETANIA).
PB 07/2008: MORE TO DO

Design note: These rules simulate both the clear trend toward inpendence of those regions, the occasional in-fighting that are not expliciteley dealt with, but also leave open the historical window of Turkish domination over those countries.

B Pirates and Ottoman admirals *Barbaros* and *Dragut* may be used as Turkish leader if their country is a VA of TUR. They can then lead both Turkish units and units from their own country.
B.1 Barbaros The first time *Barbaros* is reputed dead due to battle loss or attrition, he is in fact unavailable for the rest of the turn but returns back in play at the beginning of the following turn.

XIV.8.3.3 Discoveries and Activities in the Indian Ocean

A Discoveries of the Mamelouks TUR may gain discoveries made by ÆGYPTUS due to event event I-13 (Wars on the Roads of Spices).

B Admirals in the Indian Ocean From period III to period IV, if TUR has a TP in ***ASIA*** (his own or thanks to a AT), the admiral (that is not restricted to the Mediterranean Sea) of the lowest rank, has the possibility to go in ***ASIA***.

C *Selman Reis* [BLP] After the fall of ÆGYPTUS, *Selman Reis* serves TUR.

XIV.8.3.4 Facing the Ottomans

A Before 1560, any player or minor country entering combat (on land or at sea) against Turkish units suffers a malus of **-2** to both his shock (on land) or boarding (at sea) die-rolls.
B This malus applies for a power only in the first battles, until after the first combat were at least one 𝔸 or 𝔽 of the power is engaged (exception: if a power has neither 𝔸 or 𝔽 counter, any force engaged is counted). This malus does not apply to fire combat (either on land or at sea). This malus does not apply against mere VA or TUR, only against units of TUR.
C The Venetian player is immune to this malus, as well as the following minors: HUNGARIA, SYRIA, ÆGYPTUS, GENUA and ORDO HOSPITALIS, PERSIA.

XIV.8.4 TURCIA *in play*

Check §D (Strait fortifications) of section VIII.10.7 (Effet d'un presidio (COMPLETER avec 53.8)) for the defence of **Marmara**. Check section XIV.13.1.2 (Ordo Hospitalis), section XIV.13.1.3 (Barbaresque countries), section XIV.13.1.4 (The Mamluks: Ægyptus and Syria), §A (Hungaria) of section XIV.13.4.3 (Bohemia, Hungaria and Transilvania), section XIV.13.4.4 (Persia), section XIV.14.1 (Instability of the Balkans), section XIV.14.3.3 (The Islamic Schism), section XIV.14.4 (The Ottoman advance) and section XIV.14.8.4 (Ragusa) for other points of interest.

XIV.8.4.1 Sultans and Viziers of Turkey

A ***Bāyezīd-i sānī*** *(بایزید ثانی)* is the sultan in 1492. He has values 7/5/6 and is due to last until the end of turn 6.
A.1 Troubled succession [BLP] He has *Fragile health* (representing the almost civil war between his sons and his forced abdication).

B ***I. Selim*** *(سلیم اوّل)*. If ***Bāyezīd-i sānī*** dies before the end of turn 6, his successor is ***I. Selim***. If there had been a dynastic crisis at that time, it is nullified. ***I. Selim*** has values 7/5/8 and is due to last 3 turns.

C ***I. Süleyman*** *(سلیمان)*. The successor of ***Bāyezīd-i sānī*** (if at the beginning of turn 7), or of ***I. Selim*** is ***I. Süleyman***. He has values 7/9/8 and will last 9 turns. He does not test for survival during the 5 first turns. TUR gains a free maintenance of one 𝔸⊕ *Yeniçeriler* during his reign. He is also a general ♚ A 3.4.3 -1.
C.1 Note that the absence of survival test automatically prevents the specific Turkish *Revolt* of §E of section III.2 (Monarch survival).

D Istanbul rebellions ***(İstanbul İsyanları)***. If the Turkish Monarch has not at least 7 in Military value, add **+1** to the die-roll testing survival.
D.1 TUR uses the effects of the second column of the survival test, that may cause revolts or dynastic crisis.

E ***Sadrazam (Grand Vizier)*** [BLP] There are two kind of Turkish counters with the monarch symbol.
E.1 The *Sultan* are *Süleyman*, *I.Selim* and the generic Sultan counter.
E.2 The *Vizier* are all the other. They have a golden crown symbol instead of a black one.
E.3 List of named Viziers: *Borovinić*, *İbrahim*, *Sokollu*, *Sınan Paşa*, *Köprülü*.
E.4 TUR may have in play one Sultan and one Vizier at the same time. The use of these counters is directed by the same rules as other monarchs counters except that TUR may use one of each kind together.
E.5 Especially, the generic Sadrazam counter may not be used when a named Vizier is here.
E.6 Similarly, if another named Vizier is alive, *Sınan Paşa* must be used on its ♔ side. If no other named Vizier is alive, TUR may either use *Sınan Paşa* as a Vizier or as a ♔ (in this case, he may use the generic Vizier as well).
E.7 In hierarchic order, the Sultan ranks above the Vizier.

F [BLP] The generic Sadrazam counter do not use military values like monarchs.
F.1 Instead, any time its values are needed, roll on the replacement table to determine them. Use the "Vizier" line of the table.
F.2 Contrary to regular replacement leaders, do roll also for attrition and siege tests.

G ***Köprülü*** (in fact, the dynasty of Viziers) may be named minister through event V-15 (Köprülü). They have values 8/9/7 and remain 8 turns; they are not dismissed if the sultan dies. The next monarch's values determination gets no modifier at all (not positive nor negative).

XIV.8.4.2 Available counters

A Military 10𝔸 (4 marked *Tımarlar*), 6𝔽, 2ℙ, 10𝕃𝔻/ℕ𝔻 (5 marked *Tımarlar* on 𝕃𝔻 side), 10𝕃𝔻 (5 marked *Tımarlar*), 22 *Pashas*, 4NT𝔻, 6𝕃𝔻E/ℕ𝔻E, 5 fortresses 1/2, 10 fortresses 2/3, 2 fortresses 3/4, 1 fortress 4/5, 5 forts.

B Economical 5COL, 6TP, 9MNU, 9TF, 2ROTW treaty counters.

XIV.9 VENETIA

XIV.9.1 *Italia e San Marco*

A Enmity with . VEN can make no diplomacy upon GENUA.

B The Pope in Venice. If Roma is conquered by TUR, or if SANCTA SEDES is annexed by VEN (see underneath), the Pope is taken in Venezia. VEN gains a bonus of **+1** to diplomacy attempts on all catholic minor countries.

C Policy of Italian Dominance. VEN can declare such a policy at any phase of Diplomacy. It loses 30VP and may use the following rules over Italian powers: GENUA, LOMBARDIA, MUTINA, MONTE FERRATO, SICILIÆ, SANCTA SEDES, PARMA, LUCA, SABAUDIA, TOSCANA.
C.1 These minors can be in AN diplomatically (even if it is not allowed by the diplomatic chart), with a difficulty of 10 (or through wars).
C.2 Other countries can attempt diplomacy on such annexed MIN. If this lowers the control of VEN, this causes a war of revolt instead of the usual disannexion: the MIN declares war unto VEN, receive reinforcements but no basic forces. The MIN controls all the cities in its provinces. The forces of the MIN can deploy anywhere in the MIN and will attack any Venetian force in the province before the first military round. The MAJ that manages to cause this revolt has a CB against VEN at this turn to help the MIN; if it uses it, it obtains the MIN in EW, else the MIN is now Neutral.
C.3 Note that a war of revolt can end by reestablishing the MIN in AN of VEN.

TODO: [BLP] To rewrite. The policy only allows to place occupations in Italy and raise the leader limit.

XIV.9.2 *A Commercial Empire*

XIV.9.2.1 Relations with Minor Countries

A VEN is especially interested in section XIV.13.1.4 (The Mamluks: Ægyptus and Syria) (and more generally all of section XIV.13.1 (Italian and Mediterranean countries)).
B VEN is also interested in section XIV.14.1 (Instability of the Balkans) and section XIV.14.4.1 (Crusades).

XIV.9.2.2 The Salt Monopoly

A Because of the large monopoly on the Salt VEN had in the Mediterranean sea, a Salt Manufacture of level 2 in **Veneto** does exploit all Salt resources owned by VEN in the Mediterranean sea.
A.1 This does not apply to Salt sources outside the Mediterranean sea.

XIV.9.2.3 Naval means

A Venetian Galeasses When obtained *Naval Technology* Galleass, VEN can build and have up to 2 ℕ𝔻 of *galeasses* (noted VG𝔻). One such VG𝔻 can be built each turn, at a price of 2NG𝔻 (and it uses one full ℕ𝔻 of the construction limit).
A.1 For most of the rules, a VG𝔻 is a NG𝔻 (movements, stacking and maintenance).
A.2 In battle against NG𝔻 (not against NW𝔻 or NT𝔻), having one VG𝔻 in the force cause full losses obtained in the fire step (and not half the losses as is the rule for galleys); having the 2 VG𝔻 gives an additional bonus of **+1** on the die-roll in the Fire step.
A.3 If *Naval Technology* is *Battery* or higher, because now every NG𝔻 has some form of Galleass, the only effect is that having at least one VG𝔻 in battle against NG𝔻 gives the additional bonus of **+1** on the die-roll in the Fire step.
A.4 One VG𝔻 has to be lost (destroyed if possible) if the force suffers a Major defeat in battle. Else, the repartition of the losses is left to the player. A captured VG𝔻 is transformed in a NG𝔻 of the enemy player.

B Dutch Fleets In EU8, VEN manages the placement of Dutch fleets (see §D (Dutch Trading Fleets) of section XIV.11.1 (Holland as a minor country)).
C See §D (Strait fortifications) of section VIII.10.7 (Effet d'un presidio (COMPLETER avec 53.8)) for the use of the *Strait fortifications* at **Corfou**.

XIV.9.3 VENETIA *as a minor country*

A See §C (Venetia-Venetia) of subevent XXVI.1.3.2 (Eight-players game) for the conditions of the transfer proper.

B Military means VENETIA has a modifier of **+3** in reinforcements in period III, and **+1** in periods IV and V.
B.1 VENETIA has one VG𝔻 in its basic forces (that may be in a 𝔽). It can build another one (or re-build) by using the reinforcements of 1ℕ𝔻 (or 2NG𝔻) to build one VG𝔻.
C VENETIA has trade fleets (and may have the CC Mediterranee) and a base FTI and DTI of 3, or 4 in periods IV to VII. It keeps a commercial fleet action each turn during periods III to V.

XIV.9.4 VENETIA *in play*

XIV.9.4.1 The Doge

A The Monarch of VEN is the ***Doge (Doxe)***.
A.1 Use **-2** to determine the length of the reign; VEN is never affected by Dynastic Crisis.
A.2 He can be used as an admiral but not as a general.
A.3 The ***Doge*** rolls for his monarchs characteristics with a bonus of **+1** and the minimal value of a given characteristic is 4.

B ***Barbarigo (Agostino)*** is the Doge in 1492, with values 8/5/6, that dies at the beginning of turn 3.

XIV.9.4.2 Available counters

A Military 2𝔸, 2𝔽, 1ℙ, 6𝕃𝔻/ℕ𝔻, 2NT𝔻, 4𝕃𝔻E/ℕ𝔻E, 2 fortresses 1/2, 5 fortresses 2/3, 3 fortresses 3/4, 1 fortress 4/5, 2 forts.

B Economical 1COL, 4TP, 6MNU, 5TF, 2 ROTW treaty counters.

XIV.10 HISPANIA

XIV.10.1 *Habsburg dynastic actions*

In 1492, the Spain sovereigns had not yet access to the resources of Burgundy or Dutch holdings of the Habsburg family. The dynastic bonds were woven bit by bit through weddings and inheritance. This rule allows to recreate the formation of this European Empire.

XIV.10.1.1 The nature of dynastic actions

A Each turn, HIS can use one (and only one) diplomatic action to do a Habsburg diplomatic action. Each action has a difficulty, and a score of at least this difficulty must be reached with 2d10 to have a success.
B The cost of the Habsburg diplomatic action is the one of a usual diplomatic action
B.1 The usual modifiers due to investment (0, +2, +5) do apply to the dice.
B.2 No other modifiers is possible, and no diplomatic support may take place.
C The actions are split in three classes (A, B and C). All the actions of class A must have been successful to try an action of class B. All the actions of class B must have been successful to try an action of class C.
D It is not possible to attempt a Dynastic Action at the turn following a successful one (be it because of events or of diplomatic action). Exception: there is no limit to attempt a diplomatic annexion of a province of TERRÆ DEPRESSÆ.
E It is no more possible to do diplomatic actions if the Habsburg of Austria and Spain are dissociated (as per event V-4 (The War of Spanish Succession)).
F Some events have as a consequence the success of a Habsburg dynastic action. These actions do not cost anything to HIS and are always successful.
F.1 The effect of some of those actions is usually to activate certain events (some of those events cannot take place without them).

F.2 A dynastic action may also allow be used to annex a province of TERRÆ DEPRESSÆ, in which case this dynastic action is not counted for the sake of Habsburg endogamy (see §B.1 of section XIV.13.3.1 (The Low Countries: Terræ Depressæ)).

XIV.10.1.2 List of dynastic actions

A Class A of dynastic actions:

A.1 Habsburg wedding Difficulty 7. Activates event I-A (Dynastic Alliance of the Habsburg).

A.2 Burgundy inheritance Difficulty 7. Activates event I-B (Burgundy Inheritance).

A.3 Neapolitan inheritance Difficulty 8. Activates event I-I (Spanish Naples).
B Class B of dynastic actions:

B.1 Bohemian wedding Difficulty 8. Activates event I-C (Habsburg Bohemia).

B.2 Milanese wedding Difficulty 9. Activates event I-F (Habsburg Control of Milano).
C Class C of dynastic actions:

C.1 Hungarian wedding Difficulty 12. Activates event I-D (Habsburg Inheritance of Hungary).

C.2 Cession of **Lombardia** *to Spain* Difficulty 10. Activates event I-G (Spanish Milano).

C.3 Portuguese wedding Difficulty 11. When event event III-6 (Portuguese Disaster in Africa) happens, event event III-7 (Annexation of Portugal by Spain) is also applied immediately.

C.4 Bavarian Wedding Difficulty 9. AUS* (or HIS as long as HIS and AUS* are not dissociated) has a diplomatic bonus of +1 on BAVARIA.

XIV.10.1.3 Habsburg endogamy

The Habsburg family often practised intra-familial weddings. Combined with the frequent violent deaths, this reduced the number of family members of high rank and increased the risk of congenital illnesses. Only a large crisis such as the Spanish War of Succession managed to inject some new blood in the royal family of Spain.

A Each dynastic action increases the problems related to the Habsburg endogamy for the Spanish sovereigns.
A.1 A special malus is applied to the dice throw of reign duration. The malus does apply only to know if there is a dynastic crisis. If there is no dynastic crisis (net result larger than 1), the malus does not apply to determine the length of the reign.
A.2 The same malus is subtracted from 6 to determine the column under which are read the characteristics of the new sovereign.

#DynA	1–2	3	4	5	6	7	8	9
p. I	.	.	.	.	.	-1	-2	-3
p. II–IV	.	.	.	-1	-1	-2	-3	-3
p. V	.	.	-1	-1	-2	-3	-3	-3
p. VI–VII	.	-1	-2	-2	-3	-3	-3	-3

Table XIV.1: Habsburg endogamy

B War of Spanish Succession Any dynastic crisis in period V starts immediately event V-4 (The War of Spanish Succession) as one of the events of this turn.
B.1 The endogamy malus is no more applied if HIS and AUS* are dissociated due to event V-4 (The War of Spanish Succession).

XIV.10.1.4 Spanish Annexations

A The annexations that increased the Habsburg territory or Spanish territory are set by events (such as event III-7 (Annexation of Portugal by Spain) or dynastic actions that themselves trigger events.

B Italy The annexation of SICILIÆ is made after event I-I (Spanish Naples) either by conquest or diplomatic annexation. The annexation of **Lombardia** is made after event I-F (Habsburg Control of Milano) and event I-G (Spanish Milano).

C Bohemia The annexation of BOHEMIA is made through event I-C (Habsburg Bohemia).

D Hungary The HUNGARIA is quite sensitive to the instability of the *BALKANS* (section XIV.14.1 (Instability of the Balkans)). Then several events lead to event I-E (Downfall of Hungary), which splits the Hungarian kingdom among POL, TUR and AUS*.

E Low countries The Dutch provinces have to be either conquered or annexed through dynastic actions. The remainder of the Burgundy inheritance is given through event I-B (Burgundy Inheritance). See also section XIV.13.3.1 (The Low Countries: Terræ Depressæ).
E.1 If AUS* does not control all the provinces of TERRÆ DEPRESSÆ and HOLLANDIA when event III-1 (1) (Revolt of the United Provinces) occurs, AUS* loses 5VP per uncontrolled revolted province.

XIV.10.2 Autonomous Habsburg States

Design note: AUS and HIS may choose to grant a greater autonomy to the cadet branches of their estates, losing the income provided by those lands in exchange for free *basic forces* maintained by those states.

XIV.10.2.1 General Conditions of Autonomy

A The autonomy is declared during the diplomatic announces phase. The Habsburg country doing the declaration (HIS or AUS— the “owner” hereafter) loses 1 Stability.
B The autonomy is granted to a whole group of provinces, none of them can be retained.
B.1 Any revolt in the newly-autonomous country is automatically removed.
B.2 The group must have at least three provinces to be declared autonomous, except for HABSBURGENSIS LOMBARDIA (one province only).
C The income of the autonomous kingdom is no more perceived, but the country granting autonomy keeps the ownership of the provinces.
C.1 The sum of the land income of the autonomous kingdom is neither added to the *Blocked Trade*, nor to the Vassal or main land income.
D No military forces can be raised in an autonomous kingdom but the ones of the autonomous kingdom itself.
D.1 The autonomous kingdom has *basic forces* freely maintained, but does not receive any reinforcements. His armies have the characteristics mentioned in the appendix (section XXIV.7 (Habsburg vassal kingdoms)).
D.2 Their owner may rebuild forces if they were destroyed.
D.3 In some provinces, a fortress can be built (at the expense of the owner), that is then maintained for free by the autonomous kingdom.
D.4 The forces of the autonomous kingdom have a limited range.
D.5 The military campaigns are included in those of the AUS* having granted Autonomy, and paid by him.
E The autonomous kingdom is not subject to diplomacy. It is in automatic EW of the owner, never makes any separate peace and has its provinces subjected to the peace agreements of its owner.
E.1 HABSBURGENSIS BOHEMIA and HABSBURGENSIS HUNGARIA are automatically put on the AUS diplomatic track; HASBURGENSIS SICILIÆ is automatically put on the HIS diplomatic track; HABSBURGENSIS LOMBARDIA is put on the track of its owner (depending on whether event I-G (Spanish Milano) has been played or not).

E.2 For all other countries, the provinces of these autonomous kingdoms are still assimilated to provinces of their owner (for peace levels, etc.).

XIV.10.2.2 HASBURGENSIS SICILIÆ

A HASBURGENSIS SICILIÆ is constituted by the provinces of **Campania**, **Basilicata**, **Abruzzo**, **Puglia**, **Calabria**. If activated by AUS or minor HABSBURGUM only, add the three following provinces: **Sicilia**, **Palermo**, **Saldígna**
B HASBURGENSIS SICILIÆ has an 𝔸⊖ (III, Latin, *Tercios* if HIS is) and a 𝔽⊖ (choose between galleys or warships).
B.1 A fortress may be maintained for free in **Campania**.
B.2 The 𝔸 may act in the whole kingdom and in *ITALY*, the 𝔽 may act in Mediterranean.

XIV.10.2.3 HABSBURGENSIS LOMBARDIA

A HABSBURGENSIS LOMBARDIA is constituted by the sole province of **Lombardia**. HIS may grant autonomy only after event I-G (Spanish Milano) has been played.
B HASBURGENSIS SICILIÆ has an 𝔸⊕ (III, Latin, *Tercios* if HIS is).
B.1 A fortress may be maintained for free in **Lombardia**.
B.2 The 𝔸 may act in HISPANIA, in *ITALY*, in AUSTRIA.

XIV.10.2.4 HABSBURGENSIS BOHEMIA

A HABSBURGENSIS BOHEMIA is constituted by the provinces of **Bohème**, **Lausitz**, **Silésie**, **Morava**, and is part of the HRE.
B HABSBURGENSIS BOHEMIA has an 𝔸⊕ (III, Latin).
B.1 A fortress may be maintained for free in **Bohème**.
B.2 The 𝔸 may act in the whole HRE, in POLONIA, HUNGARIA, AUSTRIA (or minor HABSBURGUM).

XIV.10.2.5 HABSBURGENSIS HUNGARIA

A HABSBURGENSIS HUNGARIA is constituted by the provinces of **Szlovákia**, **Kárpátok**, **Bukovina**, **Balaton**, **Pécs**, **Erdély**, **Mureș**, **Carniola**, **Croatie**, **Banat**, **Kapela**, **Magyarország**.
A.1 It may be granted autonomy by HIS only if event I-D (Habsburg Inheritance of Hungary) was played (not event I-E (Downfall of Hungary)).
A.2 If autonomy is granted by AUS, AUS may no more use the military counters given by event I-D or event I-E, nor the augmentation of *basic forces* due to HUNGARIA.
B HABSBURGENSIS HUNGARIA has an 2𝔸⊕ (IIM, Latin).
B.1 If HABSBURGENSIS HUNGARIA is reduced to 4 provinces or less, the forces are reduced to 1𝔸⊕.
B.2 Fortresses may be maintained for free in any province.
B.3 The 𝔸 may act in any potential province of HABSBURGENSIS HUNGARIA, in POLONIA, TURCIA, HABSBURGENSIS BOHEMIA, HUNGARIA, AUSTRIA (or minor HABSBURGUM) and provinces of the Balkans (listed in section XIV.14.1 (Instability of the Balkans)).

XIV.10.2.6 Autonomous States and Events

A Like in any minor country, the revolts in an autonomous state at peace are automatically subdued.
B During event IV-1 (1) (Bohemian Revolt), the Kingdom of Bohemia may revolt, and thus HABSBURGENSIS BOHEMIA ceases to be an autonomous state. AUS may redeclare autonomy (if desired) after the end of the event.
C At the time of dissociation, AUS* may decide to take anew the control of HABSBURGENSIS BOHEMIA or HABSBURGENSIS HUNGARIA. It is made by a simple announce. It is complied to give the autonomy to HASBURGENSIS SICILIÆ when it is in its control, at the first diplomacy phase where AUS is at peace. This autonomy cannot be deactivated.
C.1 The same does apply to HABSBURGENSIS LOMBARDIA if AUS obtains this territory at the end of event V-4 (The War of Spanish Succession).

XIV.10.3 Spanish economy

XIV.10.3.1 Spanish Colonial Policy

A Viceroys The Spanish player is allowed one extra colonisation action (as compared to the turn limit), free of charge and of investment low, each turn and for a specific Area, provided that HIS has named a Viceroy in the Area.
A.1 A Viceroy is a Spanish Conquistador that is publicly announced to be a Viceroy during the Administrative phase. This Conquistador is not allowed to leave the Area anymore.
A.2 When a Spanish Conquistador captures the AZTECA capital city of Tenochtitlan, or the INCA capital city of Cusco, this Conquistador is named viceroy of those respective Areas (as well as the adjacent Area of **CHICHIMECA** in the case of the AZTECA Area conqueror) and is not allowed to leave them anymore until removed from play.
A.3 A Viceroy acts as a Governor for the bonuses in COL attempts. It is a Conquistador for discoveries and the use of the table of Conquistadors.
A.4 If more than one Area has a Viceroy, only one each turn gains the free colonisation action (player’s choice).

B El Dorado The Spanish player may only attempt to place COL in Areas in ***AMERICA*** that contain at least one gold mine site, or in Areas adjacent to such gold mine Areas, or also in ***CARIBBEAN***.
B.1 This restriction is lifted from 1615 (turn 26, period IV) onward.
B.2 **Exception:** Starting from 1560 (turn 15, period III), HIS may also attempt to place COL in **PHILIPPINES**.

C Foreign trade index HIS has a specific FTI for COL operations, that is different from its FTI (see §B (Other Trade Indexes) of section VI.6.2 (Trade index improvement)).
C.1 This FTI is also used for Portuguese COL operations while PORTUGALLIA is in annexation.

XIV.10.3.2 New Spain

A HIS may annex all establishments (COL and TP) of its enemies in an Area in the El dorado (as defined above).
A.1 This count as 1 peace condition, plus 1 per establishment not controlled by HIS in the Area at the time of the peace.

XIV.10.3.3 Spanish Missionaries

A See section XIV.14.7 (Use of Missions and Missionaries) for the general rules.

B Unnamed Mis
B.1 HIS has four unnamed Mis: two *Dominicos* and two *Franciscanos*.
B.2 Between turn 2 and 25 included (periods I to III), if there is no new named Spanish Mis scheduled this turn, HIS receives an anonymous Mis (if one is available).
B.3 From period IV onward, HIS only receives an anonymous Mis on even-numbered turns (they have a †symbol on the turn track).
B.4 If an anonymous Mis dies (battle, exploration, attrition, . . .), he is returned to the counter pool.
B.5 However, if a Mis is used to build a mission, its counter is permanently removed from game as with regular Mis.
C Spanish missions add 1L𝔻E of colonial militia and give the *Veteran* status to the Colonial Militia in the same province.
D HIS loses 5VP each time one of its Mission is destroyed.
E HIS should place one Mission in each Area where it has a COL (nor necessarily for TP). For each colonised Area without such a Mission HIS loses 5VP at the end of the period.
E.1 Only one Mission is needed for ***CARIBBEAN*** (in any one Area).

XIV.10.3.4 The Gold Flow

A As soon as the gold mines bring at least 40 Đ per turn to HIS, there is a permanent malus of **-2** for MNU construction and FTI or DTI augmentation.

XIV.10.3.5 The American Empire

A On turns 21 and 22, *Antonelli* allows the free building of one level of *arsenal* or of *fortress* in the ROTW province where he is during the *expense phase*.

XIV.10.3.6 The Flota de Oro

A HIS can use each turn two convoys: the Flota de Oro and the Flota del Peru. They are transports fleets each containing 5 NT𝔻 and allowed to carry gold only (thus up to 75 ⃁).
A.1 Those fleets can be placed automatically full and back on the ROTW map, in a COL port belonging to HIS, at the beginning of each military round upon reaching Europe or being destroyed (sunk or captured).
A.2 The Flota de Oro is placed in any Spanish port in ***America*** on the Atlantic Ocean, and the Flota del Peru in any port in ***America*** on the Pacific Ocean.
B The counters are considered to be naval units but count in the stacking limit as a small counter (a L𝔻, and not a fleet).
B.1 Therefore it must roll for attrition as any other naval unit. If this unit is intercepted while alone (not escorted), all the gold it currently carries is captured.
B.2 If attacked when escorted and if the escort loses the battle, the attacking player receives any gold transported on Transport that would be captured during a pursuit.
B.3 Losses due to attrition are of 15 ⃁ per sunken NT𝔻.

C [BLP] During periods II to VI included, HIS gains an extra ⓟ ⚓ out of limit each turn.
C.1 This ⓟ ⚓ is always stacked with the Flota de oro. It gains the capacity to go in the ROTW if the counter does not have it.
C.2 Every time the Flota de Oro is moved back to ***America*** (after reaching Europe or being sunk), its admiral is changed (discard the previous ⓟ ⚓ and draw a new one at random among the Spanish ones).

XIV.10.3.7 The Spanish Holland

A See also section XIV.13.3.1 (The Low Countries: Terræ Depressæ) for the state of Holland before annexation by HIS, and section XIV.11.2 (Revolt of the United provinces) for what happens after event III-1 (1) (Revolt of the United Provinces).

B The Spanish Tax The Spanish Holland is the set of all provinces belonging to HIS in the limits of the national territory of Hollandia (**Friesland**, **Gelderland**, **Holland**, **Overijssel**, **Utrecht**, **Zeeland**). HIS does not raise directly income from these provinces, but may choose to tax those after event I-A (Dynastic Alliance of the Habsburg).
B.1 The income is of 40 ⃁, plus 10 ⃁ per province owned, for a maximum of 100 ⃁, to be added in line **B22** (Special income) of *ERS*.
B.2 These provinces are counted as foreign for section V.4 (Trade income).

C Trade implantation See rule §D (Dutch Trading Fleets) of section XIV.11.1 (Holland as a minor country).
C.1 The Dutch TF are counted as Spanish for section V.4.4.3 (Atlantic, Mediterranean and Indian Ocean centres) after event I-A (Dynastic Alliance of the Habsburg) and event I-B (Burgundy Inheritance) have been both played. The Atlantic *Trade Centre* is initially set in **Vlaanderen** (and counts for Terræ Depressæ and Burgundia).
D All the preceding rules do not apply any more if Prima Hollandia comes into existence (through section XIV.14.9 (Independence of Revolted Principalities)). This may lead to applying the effects of event III-1 (1) (Revolt of the United Provinces) before period III.

XIV.10.3.8 The Flanders Factories

A The Cloth MNU that is available following event I-B (Burgundy Inheritance) must remain in **Vlaanderen**. It is destroyed if **Vlaanderen** ceases to be Spanish.

A.1 It is also destroyed also the first time that ANG, HOL and FRA each have a Cloth MNU and if HIS is *Counter-Reformation*.
A.2 Before event IV-2 (1) (Olivares), this Cloth MNU can only be re-built in provinces of Flanders and Holland.

XIV.10.3.9 Expulsion of the Jews and the Moriscos

The Alhambra Decree was issued in 1492 by the Monarchs of Spain, following the final triumph over the Moors after the fall of Granada. The decree ordered the expulsion of all Jews from Spain.
After the fall of Granada in 1492, the Muslim population was promised religious freedom by the Treaty of Granada, but that promise was short-lived. The persecutions led to an uprising in 1500. This was suppressed, and the Spanish authorities took that as a pretext to void the rights and obligations in the surrender treaty.
The Moriscos, or converted Muslims, still lived in Spain, especially in the Granada and Valence areas. They were, however, persecuted by the inquisition and the population, leading to the uprising of Granada in 1568. Several edicts of expulsion were tried in various part of Spain until the final expulsion of the Moriscos from all the kingdom in 1614.

A Nouvelle règle d'expulsion des Juifs et des Moresques de l'Espagne :
- choix au moment de I-8 (1) : Politique d'expulsion ou non
- si CR : pas d'expulsion = -50 PV
- si Conc. : pas de pénalité

- Politique d'expulsion :
a- limite en FTI/DTI
b- ajoute 10% à la capacité d'emprunt national
c- bonus +1 aux tests de banqueroute
- Ces effets se terminent d'un manière ou de l'autre :
1) Expulsion finale après III-10 : annule les effets b et c
2) Revenir sur la politique d'expulsions : annule tous les effets, coûte 25 PVs ou gratuit lors de IV-2 (1) Olivares

A.1 This effect is cancelled if HIS chooses to be conciliatory.

XIV.10.3.10 Asiento and Exclusivity

A HIS applies a commercial policy of exclusivity, conceding the right to trade with the Spanish colonies (the *Asiento*) to a very limited number of merchants. There are three different possible statuses:
A.1 Exclusive Asiento to Spain;
A.2 Weakened Asiento (allows for some contraband and partial trade with foreigners);
A.3 Asiento conceded to another MAJ.

B Exclusive Asiento.
B.1 HIS cannot grant the right to trade for STZ where it has COL to other countries.
B.2 HIS cannot use Slaves from any other establishment than its own and those of its vassals.
B.3 If Portugallia is in annexation, the same policy applies to the COL of Portugallia.
B.4 HIS has a free Concurrency of high investment against a TF in a STZ bordering a Spanish (or Portuguese if annexed) COL.

C Weakened Asiento
C.1 From 1615 (turn 26, period IV) onward, HIS may choose each turn to redefine its commercial policy. The first time it goes to *Weakened Asiento*, HIS loses 20VP and 1Stability. Changing later does not cost anything.

C.2 HIS can now use Slaves from the contraband, or buy Slaves to a MAJ having a TF in a STZ bordering a Spanish COL.
C.3 HIS can grant the right to put a TF in a STZ bordering a Spanish COL, paying 10VP per country and per STZ.
C.4 When HIS returns to *Exclusive Asiento*, all the countries with a TF in a STZ bordering a Spanish COL have an Overseas CB for this turn only.

D Asiento conceded to a country The Asiento is a right that can be conceded to someone else due to wars after 1665 (turn 36, period V) (Asiento is equivalent to one province in terms of peace condition and can be taken also by an oversea war). The former owner of the *Asiento* (if not HIS) gains an Overseas or normal CB this turn or the next one (to be chosen by the victim).
D.1 A country imposing a peace to HIS can ask for the *Asiento* instead of a province. HIS cannot oppose this. HIS has then a permanent Overseas CB to retake the *Asiento* right.
D.2 If the *Asiento* is given, the *Weakened Asiento* effects are applied (with losses of VP and Stability for the first time).
D.3 HIS must use the Slaves of only the owner of the *Asiento*. HIS may request between 0 and 4 Slaves each turn, to be given for free. More may be sold, but there is no obligation. As long as the *Asiento* owner can give the requested Slaves that HIS requests, he keeps the *Asiento*. He loses the *Asiento* after 3 consecutive turns of not providing the requested Slaves.
D.4 HIS may use the Slaves contraband.

D.5 VP of the Asiento A MAJ with the *Asiento* accumulates 20VP, plus 1 per turn where he can meet the Slaves request. Those VP are stored, and received at the end of the game or if *Asiento* is retaken following a war. The VP are lost if the *Asiento* is lost due to not giving the requested Slaves 3 consecutive turns.

XIV.10.4 Military means of an empire

XIV.10.4.1 The Tercios

A *Tercios* is a technology specific to the Spanish forces, obtained when HIS Land technology marker reaches the *Tercios* box.
A.1 The autonomous kingdoms of Hasburgensis Siciliæ and Habsburgensis Lombardia are also *Tercios* during periods I and II if HIS is *Tercios*.
A.2 The technology *Tercios* cannot be obtained before 1530. If this happens, HIS will get the *Tercios* technology in 1530 (turn 9).
A.3 Tercios units have a basic morale of 3 during *Renaissance* and *Arquebus* (contrarily to other units, that have only 2).
A.4 The units opposed to *Tercios* units receive a malus of **-1** to Shock unless in classes I, Im, II, IIm during periods I to V.
B The *Tercios* status is lost as soon as a major battle is lost by a stack containing at least one 𝔸⊕ with the *Tercios* advantage against a stack with technology *Baroque*.
B.1 It is also lost as soon as a power obtains the *Manoeuvre* technology.

XIV.10.4.2 Spanish Recruitment Area

A Reluctant Catalogne Recruitment of HIS inside provinces of Catalogne in its National territory (**Catalunya**, **Pirineos**) costs double the normal price.

B Spanish Lombardia After event I-G (Spanish Milano), **Lombardia** is added to HIS's *Recruitment Area*.

C Spanish Road If HIS controls minor countries or provinces forming a continuous road from **Lombardia** to any province of Terræ Depressæ or Hollandia, all the provinces of the Low Countries (Terræ Depressæ, Hollandia and Burgundia) are added to its *Recruitment Area*. It can raise forces there at normal cost. The control can be any diplomatic status (starting at RM).

The cortes (assembly) of Catalogne was usually reluctant to the rising of new troops ordered by the central power in Castille.
The historic "Spanish Road" went through Savoy, Franche-Comté, Lorraine and Alsace, Luxembourg and shifted toward Switzerland when the Bresse became French.

XIV.10.4.3 The Italian Fleet

In periods II, III and IV, HIS adds 𝔽⊖ to its *basic forces* if it owns **Campania** (without having given its autonomy to Hasburgensis Siciliæ).

XIV.10.4.4 Flemish sailors

A HIS may raise a ℙ in any of the following provinces: **Calais**, **Flandre**, **Vlaanderen**, **Zeeland** if it owns the province in question.
A.1 This ℙ may only be used on the European map and not in the Mediterranean Sea.
B The second ℙ can only be raised after ***Olivares*** or ***Alberoni*** and cannot go in STZ of the CC Mediterranean.

XIV.10.4.5 At sea

A Fleet in being [BLP] ⓟ ⚓ numbered 6, 7, 8 and 9 are only available starting from period V (1660, turn 35).

XIV.10.5 Other political rules for Spain

XIV.10.5.1 Grouped annexions in Italy

A HIS may consider **Palermo** and **Sicilia** as one province when signing a winning peace, so as to take them as one Peace condition.
B HIS may consider 2 provinces among **Campania**, **Basilicata**, **Abruzzo**, **Puglia**, **Calabria** as one province when signing a winning peace, so as to take them as one Peace condition.
C HIS may consider all the provinces **Campania**, **Basilicata**, **Abruzzo**, **Puglia**, **Calabria** as being two provinces when signing a winning peace, so as to take them as two Peace conditions.

XIV.10.5.2 Minor countries dependent on Spain

A Knights HIS is interested in the rules about Ordo Hospitalis (section XIV.13.1.2 (Ordo Hospitalis)), especially by §C (Transfer to Malta) of section XIV.13.1.2 (Ordo Hospitalis).

B Low Countries HIS is interested in the rules about Terræ Depressæ and Hollandia (section XIV.13.3.1 (The Low Countries: Terræ Depressæ))

C Burgundy HIS is interested in the rules about Burgundia (section XIV.13.3.2 (Burgundia)) and Leodium (section XIV.13.3.3 (Leodium)).

D Austria Finally, HIS should read the rules about Austria and Habsburg (section XIV.12 (Austria and Habsburg Empire)).

XIV.10.5.3 The Defence of the Catholic Faith

A Catholic Faith HIS is interested in section XIV.14.3.1 (Sole Defender of Catholic Faith), section XIV.14.4.1 (Crusades) and section XIV.14.4.2 (Turkish Capture of Wien).
A.1 See also the rules about section XIV.13.1.1 (Sancta Sedes).

XIV.10.6 Hispania in play

XIV.10.6.1 Spanish Monarchs and Ministers

A *Isabel and Fernando (Isabel I de Castilla y Fernando II de Aragón)* are the monarchs in 1492, with values 6/7/6, scheduled to die at the beginning of turn 6.

B ***Carlos V (Carlos I)*** is the first Spanish monarch to access the throne after dynastic action A-1 (and event I-A (Dynastic Alliance of the Habsburg)). He has values 6/9/8 and lasts 8 turns. He does not roll for survival for the first five turns of his reign. He is also a general *Carlos I* (A 2.2.3 [Event I-A]).
B.1 When ***Carlos V*** is sovereign, AUS* has a special alliance with HIS. AUS* can be activated without any test, nor losing any Stability, when HIS declares war.
B.2 HIS has a bonus for event I-2 (Election of the HRE Emperor).

C ***Felipe II (de Habsburgo)*** is the heir to ***Carlos V***. His values are 6/7/6, and is reign lasts 9 turns. He does not roll for survival for the first five turns of his reign. He is not a general.
C.1 When ***Felipe II*** is sovereign, AUS* has a special alliance with HIS.
C.2 During his reign, AUS* has a special bonus of **+2** to all Bankruptcy tests.

D ***Olivares (Gaspar de Guzmán y Pimentel)*** may be named minister through event IV-2 (1) (Olivares). He has values 8/9/7 and remains a random number of turns; its values can be used for the next monarch's values determination if a succession takes place while he is still alive.

E ***Alberoni (Guilio)*** may be named minister through something, probably.

XIV.10.6.2 Available counters

A Military 5𝔸, 4𝔽, 2ℙ, 10L𝔻/N𝔻, 10L𝔻, 4NT𝔻, 10L𝔻E/N𝔻E, 6 fortresses 1/2, 4 fortresses 2/3, 4 fortresses 3/4, 3 fortresses 4/5, 10 forts, 2 Arsenals 2/3, 2 Arsenals 3/4, 15 Missions.

B Economical 32COL, 7TP, 9MNU, 13TF, 2ROTW treaty counters.

XIV.11 Hollandia

XIV.11.1 Holland as a minor country

A Before the existence of Holland Hollandia does not exist in 1492 and its provinces are in Burgundia and Terræ Depressæ.
A.1 See section XIV.13.3.1 (The Low Countries: Terræ Depressæ) and section XIV.13.3.2 (Burgundia).

B Spanish Holland Before event III-1 (1) (Revolt of the United Provinces), HIS and VEN (in EU9) share the management of the Spanish Holland territories (see section XIV.10.3.7 (The Spanish Holland)). If Prima Hollandia comes in existence, VEN continues implanting trade fleets for Prima Hollandia until it becomes independent (by event I-8 (2) (Growth of the Reformation)).
C As long as event III-1 (1) (Revolt of the United Provinces) does not happen, Hollandia is not a MAJ (and the player continues with playing Venetia). The switch intervenes at the turn of the first revolt.
C.1 See §C (Venetia-Venetia) of subevent XXVI.1.3.2 (Eight-players game) for the conditions of the transfer from Venetia.
C.2 See §D (Hollandia-Austria) of subevent XXVI.1.3.2 (Eight-players game) for the conditions of the transfer to Austria.

D Dutch Trading Fleets All administrative, commercial and overseas actions (see afterwards) are resolved by VEN (in EU8) (even if the MIN is allied to another power), or HIS if Hollandia is a Special Vassal. If there is no VEN, the usual rules are applied (the patron, then the first preferred country resolves them).
D.1 Hollandia has commercial fleets and a base FTI of 3, or 4 in periods IV to VII. It has a DTI of 4 before event III-1 (1) (Revolt of the United Provinces), and 5 afterwards.
E Until event event III-1 (1) (Revolt of the United Provinces), 1d10 is rolled at the end of each administrative phase and its gives a number of levels of commercial fleets to be placed on the map: 1-2 none; 3-5 one; 6-8 two; 9-10 three levels. Placement of the levels obeys the usual restriction (discoveries, maximum of 6) and is mandatory.

E.1 In priority, the levels must be placed in an existing TF where Dutch has not Monopoly or where HOL has no TF (max 1 level in new sea per turn). If possible, maximum of one level per sea zone, and maximum of one level in Mediterranean Sea. If 3 levels are obtained, one at least should be placed in Mediterranean Sea.
E.2 Placement is made by DAN.

F Commercial and Colonial Expansion
F.1 All administrative, commercial and overseas actions (see afterwards) are resolved by VEN (even if the MIN is allied to another power) or HIS if Hollandia is a Special Vassal. If there is no VEN, the usual rules are applied (the patron, then the first preferred country resolves them).
F.2 The actions above are resolved with a medium investment.
F.3 Hollandia has commercial fleets and a base FTI of 3, or 4 in periods IV to VII. It has a DTI of 5.
F.4 Until the end of period V, Hollandia has one TP, 1 COL placement, and two Concurrency, two TF actions to be used each turn.
F.5 In periods V and VI, Hollandia has one TP or COL placement and one Concurrency, one TF action to be used each turn.
F.6 Hollandia has commercial fleets and a base FTI of 3, or 4 in periods IV to VII. It has a DTI of 5.

G Military forces and Discoveries in ROTW Until the end of period V, if at peace or doing limited intervention only, Hollandia raises one 𝔽⊕ and one 𝔸⊕ to be used overseas each turn, in discoveries and battles against Natives; it also has one simple campaign at each round. The named ✠ and ✠ of HOL are used, with a minimum of one ✠ and one ✠ to be taken in unnamed counters.

XIV.11.2 Revolt of the United provinces

A The expanded rules for the revolt are in event III-1 (1) (Revolt of the United Provinces), in which the United Provinces (that became the Netherlands) revolt against HIS.
B HOL begins with all its national provinces (**Friesland**, **Gelderland**, **Holland**, **Overijssel**, **Utrecht**, **Zeeland**), its TF as laid out at the time of the transfer, the military control of **Brabant** and **Limburg**.
B.1 All these provinces do revolt, even if they did not belong to HIS. If a MAJ owned one of these, he loses them, but gains a CB that may only be used simultaneously against HIS and HOL. HIS loses 5VP per province that it did not own by event III-1 (1) (Revolt of the United Provinces).
B.2 Terræ Depressæ and Prima Hollandia are destroyed by the event if they did exist.
C The initial state of the country is described in the event.
C.1 The event usually gives the Atlantic *Trade Centre* to HOL.
C.2 Do not forget that HIS marks 5VP per turn during which it does not acknowledge Dutch sovereignty, and that it still owns **Brabant** and **Limburg**.

D Dutch-Portuguese war HOL may harass Portugallia as soon as it is annexed by HIS due to event III-7 (Annexation of Portugal by Spain). The end of this state of war is described in the revolt event.

XIV.11.3 The Dutch Government

XIV.11.3.1 Choice of government

A Hollandia may have two forms of government: a *Stadhouder* (aristocratic) government or a *Parliament* government. The government type can be changed in the following circumstances:
A.1 After the death of any sovereign, before rolling the next one; instead of rolling, an available named personalty can be chosen if his type of government is adopted.
A.2 When a named personalty is available as Monarch for the *Stadhouder* or the *Parliament* government (see the list in section XIV.11.5.1 (Dutch Leaders)), the Government can be changed to this stance (only once for each personalty).

A.3 Immediately after being victim of a declaration of war, to change for a *Stadhouder*;
A.4 At the beginning of the turn following the acknowledgement of sovereignty by HIS.
A.5 The first government after event III-1 (1) (Revolt of the United Provinces) is a *Stadhouder* (ruled by ***Willem I***).
A.6 When changing governement, a new Monarch is rolled for (if not given by the event, or by some named personalty). If a named personalty is dismissed, the Leader does not disappear (and can stille serve as General for instance). However, survival modifications gained as monarch are forgotten.

Design note: Dutch zombies This precision is here due to misinterpretation of the rules in a game that saw Dutch armies overseen by a zombie Willem of Oranje-Nassau.

XIV.11.3.2 The aristocratic government (Stadhouder)

A Newly rolled-for *Stadhouder* has at least 5 in MIL.
B HOL has a ℙ⊕ maintained in its *basic forces* (or built anew if none are left) during periods III to V (no cost in ⧫ nor in N𝔻).
C At the turn of beginning of a full involvement in war (including if it was the event that provoked the switch to aristocracy), HOL receives a free 𝔸⊕ and a fortress of the highest possible level to be placed anywhere in Europe.
D The *basic forces* (𝔽 and 𝔻) are changed (with an 𝔸⊕ is in the Maintenance).
E At most one 𝔸 counter may be in the ROTW.
F The minimum ⚔ is 2 during periods III to VI.

XIV.11.3.3 The Parliament

A Newly rolled leader of the *Parliament* has at least 5 in ADM.
B HOL has one more TFI and one more Concurrency per turn available. If the VOC has been created, as per event III-1 (2) (Vereenigde Oostindische Compagnie), the TFI action is mandatorily in one of the STZ of the Indian *Trade Centre*.
C The Atlantic *Trade Centre* is worth 150 ⧫ to HOL as long as event IV-5 (Act of Navigation) is not in effect.
D The *basic forces* (for 𝔸) are changed (no 𝔸 but increased in 𝔽 and 𝔻).
E At most two 𝔸 counters may be in Europe.

XIV.11.4 Military and Overseas rules

XIV.11.4.1 Naval Construction

A If a monarch has at least 7 in ADM and MIL and naval technology is not *Ships of the line* of higher, HOL may forgo two TFI actions to gain a free 𝔽⊖ during the administrative phase. It does not count in any turn limits.

XIV.11.4.2 Dutch Flood

A The Dutch player can decide, during the movement of enemy troops in any of its national province, to flood immediately the province.

B Effects Place a Looting/Flooded marker, side⊕ up, in each flooded provinces (adjusted only during the turn following the turn of flooding).
B.1 Enemy units must immediately cease their movement, retreat to the province of departure, and suffer attrition from an enemy territory, with the effect of the Looting⊕ and a **+2** malus.
B.2 The Dutch player may move in his flooded provinces, but each count for 6MP instead of its regular MP cost.
B.3 No movement from a non-Dutch player or minor country is allowed in a flooded province.
B.4 The prohibition of movement ceases when the looting marker is removed.

C Cost in VP and Stability Each flooded province costs immediately 5 VP and -1 in Stability to the Dutch player. At the Stability adjustement phase (end of each turn), if Flooded markers remains, HOL will lose at least 1 in Stability per Flooded marker, if greater than losses due to wars (even if at peace).

XIV.11.4.3 Dutch Indiërs

A Availability. *Indiërs* are Indian forces trained to fight alongside European armies. They can only be raised, and used, in ***India***, ***Indochina*** and ***Indonesia***.
A.1 It is not possible to raise *Indiërs* before the event event VI-17 (The Last of the Great Mughals).
A.2 One L𝔻 of *Indiërs* may be raised in each TP⊕ or COL⊕ each turn. A MAJ having *Indiërs* may not have more than 5 L𝔻 of *Indiërs* in play.

B Logistics. A L𝔻 of *Indiërs* costs 5 ⧫ and its Maintenance is 3/1 ⧫ as Veterans/Conscripts (disregarding if the MAJ is at peace or at war).

C Particularities. *Indiërs* are L𝔻 of the MAJ, sharing its technology.
C.1 Indiërs never cause reactions of Natives of or minor countries in the ROTW. They are not counted for checking the conditions of reactions.
C.2 Indiërs cannot be Incorporated in 𝔸 counters.

XIV.11.4.4 Overseas

A VOC conquistadors Some dutch conquistadors can use the table of Conquistadors in **Java**, **Sumatra**, **Malacca**, **Bornéo**, **Îles de la Sonde**, **Îles aux épices** and **Célèbes**.
A.1 They are: *Coen*, *van Diemen*, *Maetsuycker*. They have a red symbol instead of a yellow one.

B Dutch Secret on Discoveries HOL is not allowed to sell, give or trade any of his discoveries (except as peace condition), COL or TP with any other player before period VII.

C Foreign trade index Once the VOC is created (Vereenigde Oostindische Compagnie (III-1 (2))), HOL has a specific FTI for ROTW operations, that is different from its FTI (see §B (Other Trade Indexes) of section VI.6.2 (Trade index improvement)).

D Redeploying colonies Once the VOC is created (Vereenigde Oostindische Compagnie (III-1 (2))), HOL may choose to voluntarily destroy one of its COL.
D.1 This is decided at the beginning of administrative phase, before planning of actions.
D.2 Each turn it choose to do so, HOL may ignore restrictions of section VI.7.4.2 (Pioneering [TBD]).

Playing tip: Doomed colonies (because of natives attack) may be relocated that way and the manpower concentrated into safer and more productive areas.

XIV.11.4.5 At sea

A Fleet in being [BLP] ⓘ ⚓ numbered 6, 7, 8 and 9 are only available starting from period V (1660, turn 35).

B [BLP] The first time *Tromp* or *de Ruyter* is reputed dead due to battle loss or attrition, he is in fact unavailable for the rest of the turn but returns back in play at the beginning of the following turn.
B.1 Each of these leaders may thus be "saved" once per game.

XIV.11.4.6 Few acres of snow

A HOL may annex all establishments (COL and TP) of its enemies in an Area in ***America***, North of **Chichimeca** (excluded) at peace.
A.1 This count as 1 peace condition, plus 1 per establishment not controlled by HOL in the Area at the time of the peace.

XIV.11.5 HOLLANDIA in play

XIV.11.5.1 Dutch Leaders

A ***Willem I (van Oranje-Nassau)*** is the first *Stadhouder* of HOL. He is scheduled to last 7 turns, and counting from event III-1 (1) (Revolt of the United Provinces), he does not roll for death for 3 turns. He is a monarch 7/9/9. He is also a general *Willem I* (♚ A 3.3.2 -1 [Event III-1]).

B ***Oldenbarnevelt (Johan van)*** (Land's Advocate of Holland) is available as Monarch to a *Parliament* government for turns 19-26 (included). ***Oldenbarnevelt*** is a monarch 9/7/7.

C ***Maurits (van Nassau)*** (Prince of Orange) is available as general *M. Nassau* (♚ A 4.5.5 -1 [T20–T27]) during turns 20 to 27. He is available as Monarch (Stadhouder of Holland mainly) for a *Stadhouder* government, with values 7/7/9.

D ***Frederik Hendrik (van Nassau)*** (Prince of Orange) is available as general *Frederik Hendrik* (♚ A 4.4.3 -1 [T27–T32]) during turns 27 to 32. He is availble as Monarch (Stadhouder of Holland mainly) for *Stadhouder* government, with values 8/7/7.

E ***de Witt (Johann)*** (Grand Pensionary of Holland) arrives via event event V-10 (de Witt). He is available as Monarch to a *Parliament* government, with values 9/7/9. However, he may serves as an Excellent Minister in a *Stadhouder* governement. (Historical dates: turns 33 to 37).
E.1 HOL adds to its *basic forces* 𝔽⊖ and 𝔸⊕ during every turn if is engaged in a war (Overseas, limited or full-fledged) during his reign (or Ministry)
E.2 During the last two turns of ***de Witt***'s term in office (be it Monarch or Minister), add **+1** to the monarch survival test. If the monarch dies during these two turns, ***de Witt*** is also removed and this ends the event before the new monarch is chosen.

F ***Willem III (van Oranje-Nassau)*** (of Orange-Nassau and England) is a general *Willem III* (♚ A 3.3.3 [T37–T43]), availble from Turn 37 to 43. He can be Monarch of a *Stadhouder* governement, with values 7/9/7.
F.1 HOL receives a free 𝔸⊕ added to its *basic forces* when he reigns.

G Personal Union between Holland and England. Event event V-3 puts the Orange dynasty on the throne of England. If there is *Stadhouder* of HOL, reputed to be from Orange Dynasty, the two powers share the same Monarch and will be associated by a Dynastic Alliance.
G.1 At the instant of the event event V-3 (The Glorious Revolution in England), if the governement is *Stadhouder* (e.g., with ***Willem III***), HOL is associated to ANG unless HOL declines the offer. In this later case, it immediately reverts to a *Parliament* government (with a new Monarch) and loses **2** in Stability.
G.2 If the governement is *Parliament*, HOL may elect to change to a *Stadhouder* governement (with a new Monarch) and in this case is associated to ANG.

H ***Heinsius (Anthonie)*** may be named minister through event VI-10 (Heinsius). He has values 9/8/7 and remains a random number of turns; its values can be used for the next monarch's values determination if a succession takes place while he is still alive.

XIV.11.5.2 Available counters

A Military 3𝔸, 5𝔽, 2ℙ, 15L𝔻/N𝔻, L𝔻, 4NT𝔻, 8L𝔻E/N𝔻E, 2 fortresses 1/2, 4 fortresses 2/3, 5 fortresses 3/4, 2 fortresses 4/5, 5 forts, 2 Arsenals 2/3, 2 Arsenals 3/4 and 4 *Indiërs* L𝔻 (and 2 *Indiërs* L𝔻E).

B Economical 10COL, 12TP, 8MNU, 20TF, 4 ROTW treaty counters.

XIV.12 AUSTRIA and Habsburg Empire

XIV.12.1 The Habsburg Empire

TODO: check denominations in all the rules !!!! [AUS/HIS] = AUS sinon HIS; AUS = le majeur ; minor HABSBURGUM ou HABSBURGUM = le mineur ; AUS* = regroupe les deux (majeur ou mineur)...

A There are several designations for the Hasburg Empire in these rules: AUS* is the generic denomination. HABSBURGUM is the minor country, often written minor HABSBURGUM if an independent minor country (after dissociation from Spain). AUSTRIA and AUS are used for AUS* if the rule only applies to an independent major country. When player actions are done for [AUS/HIS], [AUS/HIS] indicates AUS if possible and HIS otherwise.
B AUS* is Emperor of the HRE, unless specific events say the contrary (especially event I-2 (Election of the HRE Emperor) and event II-2 (1) (Election of the HRE Emperor).

XIV.12.2 Austria as a minor country

XIV.12.2.1 The Habsburg Dynastic Alliance

A Until event V-4 (The War of Spanish Succession) takes place, HIS and HABSBURGUM share a special relationship. As such, no country may till then make diplomacy on HABSBURGUM.
A.1 Before event I-A (Dynastic Alliance of the Habsburg), AUS* is considered to be in EW of HIS. It reacts like a normal minor country.
A.2 Between those two events, HABSBURGUM is a special ally of HIS: the Spanish Habsburg Dynastic Alliance.
A.3 At the begining of event V-4 (The War of Spanish Succession), the Habsburg Dissociation happens. There isn't anymore a Dynastic liance andHABSBURGUM (if it happens to be played as a minor power) is now a regular power .

B Effects of the Habsburg Dynastic Alliance The general principle is that HIS and HABSBURGUM are involved in a permanent Defensive and Offensive Alliance. Moreover, it gives a free CB to HIS when HABSBURGUM is calling for its Defensive ally (but only in this case).
B.1 When a declaration of war is made against HABSBURGUM, HIS may announce that this is also a declaration of war against HIS (at no extra cost), and thus be fully involved in the war. This is not mandatory, in which case HIS may not be fully involved in the war.
B.2 The reverse is not true in principle (some events may overrule this), and HIS must pay in Stability to have HABSBURGUM enter a war declared against or by HIS.
B.3 HABSBURGUM has the right to declare war, at no cost in Stability to HIS, on any country declaring war on a minor member of the HRE. This may be changed after event IV-A (Thirty Years' War).
B.4 HABSBURGUM may make limited or foreign interventions in other wars, decided by HIS.
B.5 When HIS asks for full involvement of HABSBURGUM, however, the roll automatically succeeds (as if HABSBURGUM was VA of HIS).

C Separate peace HABSBURGUM may however accept to negotiate separate peace, as any other minor, unless events say so.

D Access to AUS* When HIS is the Emperor:
D.1 It gains free access to all HABSBURGUM territories even in peace.
D.2 Its monarch may leads troop of AUS.

XIV.12.2.2 Conduct of the minor HABSBURGUM country

A As a minor country, HABSBURGUM always uses the CB offered by political events. When declaring war, it always calls upon any country that would have developed diplomatic relations at least in EW, like if it was a MAJ offensive alliance. If attacked, it calls upon any country like if it was a defensive alliance between MAJ. The penalty for not honouring the alliance is the loss of the diplomatic position.
B HABSBURGUM always takes back the control of the autonomous Habsburg states, except for HASBURGENSIS SICILIÆ.
C A few events may place countries on the diplomatic track of AUS* even when it is only a MIN. They are managed (until the dissociation) — giving their incomes or entering in war — as if they were on HIS diplomatic track.
C.1 Before the dissociation, if HIS does not defend their position on the track, they are automatically defended by HABSBURGUM (with the DIP of HIS and a small investment).
C.2 After the dissociation, they are defended by AUS* as if AUS* was an abandoned MAJ (see §B (Diplomatic track of minor countries) of subevent XXVI.1.2.5 (Position of the now Minor country)).
D After Dissociation due event V-4 (The War of Spanish Succession), the *basic forces* of HABSBURGUM are increased by 𝔸⊕ and 2 levels of fortification.

XIV.12.3 Specific affairs of AUS*

This section applies to both major and minor AUS*.

XIV.12.3.1 Crusades against the Ottomans

A Catholicism and Crusades The religion of HABSBURGUM is always Catholic, and Catholic/Counter-Reformation as soon as possible (from event I-8 (2) (Growth of the Reformation)).
A.1 AUS* has a free CB against TUR if a *Crusade* is called for. If Emperor, HABSBURGUM will always use it. Else, a test must be made (section XIV.14.4.1 (Crusades)).

B Reconquest of Hungary After event I-D or event I-E, apply the following.
B.1 AUS* has a permanent CB against TUR as long as TUR own a province initially in HUNGARIA.
B.2 If both HABSBURGUM (under this provision) and HIS declares a war against TUR at the same turn, it costs the penalty (in Stability and VP) according only to the CB that HIS has.
B.3 The *basic forces* of AUS* are increased by 𝔸⊖ if HUNGARIA was split due to event I-E (Downfall of Hungary) and 𝔸⊕ if due to event I-D (Habsburg Inheritance of Hungary), or 𝔸⊕ if AUS* owns at least 10 provinces of HUNGARIA (the best applies).
B.4 AUS* uses the leaders of HUNGARIA as if its own. AUS* may use the counters of HUNGARIA if it owns at least 7 provinces of HUNGARIA, and only one 𝔸 and half of the L𝔻 if it owns between 4 and 6 provinces.

C Technology HABSBURGUM begins the game as III, Latin technology, until its army class is changed from III to IV in period V or by either event V-9 (From Montecuccoli to Prinz Eugen) or the Habsbourg Dissociation.
C.1 HABSBURGUM troops never use *Tercios* technology.

XIV.12.4 Austria as a major country

XIV.12.4.1 Diplomacy of Austria

A See the §D (Hollandia-Austria) of subevent XXVI.1.3.2 (Eight-players game) (or §D.4 (Sweden-Austria) of subevent XXVI (Eight-players game)) for the conditions of the transfer of a player to AUS.

B The Habsburg Dynastic Alliance
B.1 At the beginning, HIS and AUS are always linked by a mandatory alliance, even if they fail to answer it or even at war against one another (so that they still may answer the alliance aganist other powers). They can do full or limited intervention, both in offensive or defensive stance.

B.2 During that time, HIS does not lose Stability to use the defensive alliance to help AUS.
B.3 However, they are not mandatorily allied if they are not using CB given by this Alliance, except if they announce it (and could so make separate peace at no cost, and so on).
B.4 They may be at war against one another, but only if using a legitimate CB to do so.
B.5 They are no limit to money transfer between them.
B.6 At the end of event IV-A (Thirty Years' War), if both HIS and AUS has achieved Neutral or Losing positions, the mandatory alliance becomes defensive only and is weakened in the sense that a limited intervention is sufficient to fulfill it. The mandatory alliance is not offensive anymore.
B.7 At the begining of event V-4 (The War of Spanish Succession), there isn't anymore a Dynastic Alliance. Note however that, depending on the choice of the Heir, there might be different kinds of Dynastic Ties as decribed in this event.

C HRE If AUS is Emperor of the HRE, it gains a free CB in reaction on any country declaring war on a minor member of the HRE. This may be changed after event IV-A (Thirty Years' War).

XIV.12.4.2 Baltic Fleet

A The ownership of at least one province that did belong to the HANSA minor country increases the construction limits and *basic forces* of AUS.
A.1 The AUS 𝔽 counter can then also be used (anywhere).
A.2 In this case, AUS may use TF, but only in periods VI and VII
B AUS has no CTZ

XIV.12.4.3 Autonomous Habsburg States

A See section XIV.10.2 (Autonomous Habsburg States) for the rules about the autonomy that can be given to cadet branches.
B At the time of the dissociation, AUS* may decide to remove the autonomy given to the autonomous kingdoms of HABSBURGENSIS HUNGARIA and HABSBURGENSIS BOHEMIA. The same applies to HABSBURGENSIS LOMBARDIA if AUS* gets the province of **Lombardia** in the resolution of event V-4 (The War of Spanish Succession).

C Sicilia HASBURGENSIS SICILIÆ must be given its autonomy if owned by AUS*, and **Sicilia**, **Palermo**, **Saldígna** are in this case part of it.

D Hungary Increase of Basic force and usage of Hungarian counters are cancelled if HABSBURGENSIS HUNGARIA is granted autonomy.

XIV.12.4.4 Inheritance of the Hasburg Empire

A If event I-A (Dynastic Alliance of the Habsburg) had been contracted, AUS* always consider all provinces of TERRÆ DEPRESSÆ, event I-B (Burgundy Inheritance), event I-I (Spanish Naples) and event I-F (Habsburg Control of Milano) as former provinces, for the sake of section XI.3.5 (Transfers of Provinces by Peaces).
B AUS* always consider all provinces of event I-D (Habsburg Inheritance of Hungary) and event I-C (Habsburg Bohemia) as former provinces, for the sake of the same rule.
C AUS* may, under the same conditions, annexe the capital province of those minor powers, even if it has been recreated.

XIV.12.4.5 Grouped annexions in Italy

A AUS* may consider **Palermo** and **Sicilia** as one province when signing a winning peace, so as to take them as one Peace condition.
B AUS* may consider 2 provinces among **Campania**, **Basilicata**, **Abruzzo**, **Puglia**, **Calabria** as one province when signing a winning peace, so as to take them as one Peace condition.

C AUS* may consider all the provinces **Campania**, **Basilicata**, **Abruzzo**, **Puglia**, **Calabria** as being two provinces when signing a winning peace, so as to take them as two Peace conditions.

XIV.12.5 AUSTRIA *in play*

XIV.12.5.1 The Austrian monarchs

A ***Ferdinand II*** is the monarch at the beginning of pIV or of event IV-A (Thirty Years' War) if it happens in pIII in the nine-players version. His values and length are obtained at random (Dynastic Crisis are not possible).

B ***Ferdinand III*** is the monarch at the time of the dissociation of the Habsburgs (caused by event V-4 (The War of Spanish Succession)), for the eight-players version. He has values 6/8/7, whose reign length should be rolled for (further Dynastic Crisis are not possible !).

C ***Maria Theresia*** becomes the Archduchess of Austria at the beginning of event VI-13 (War of Austrian Succession). She has values 8/8/7 and lasts 8 turns. She does not roll for survival for the first 5 turns of her reign. She cannot be used as general. AUS gains 𝔸⊕ of *basic forces* during her reign.

D ***Kaunitz (Wenzel Anton)*** may be named minister through event VII-21 (Kaunitz). He has values 9/8/7 and remains a random number of turns; its values can be used for the next monarch's values determination if a succession takes place while he is still alive.

XIV.12.5.2 Available counters

A Military 4𝔸, 1𝔽 (see section XIV.12.4.2 (Baltic Fleet)), 2L𝔻/N𝔻, 6L𝔻, 2NT𝔻, 3L𝔻E/N𝔻E, 2 fortresses 1/2, 4 fortresses 2/3, 4 fortresses 3/4, 3 fortresses 4/5.

B Economical 7MNU, 2TF (see section XIV.12.4.2 (Baltic Fleet)).

XIV.13 On Specific Minor Powers

The minor powers that can also be major powers are mentioned in their own chapters (AUSTRIA, HOLLANDIA, PRUSSIA, SUECIA, VENETIA).

XIV.13.1 Italian and Mediterranean countries

XIV.13.1.1 SANCTA SEDES

A If any power has a control of a province of SANCTA SEDES, the Sole Defender of Catholic Faith (XIV.14.3.1) and the power that has the SANCTA SEDES on its diplomatic track both have a CB against the controller of the province as long as it has one.
A.1 Remark that this is modified in case of *Crusade* (until the end of period III).
A.2 If **Lazio** is under control of TUR at any time, all Catholic players have a permanent free CB against TUR (until Roma is released).

B Diplomacy
B.1 A Catholic country has a bonus due to having the same religion on SANCTA SEDES only if it is Counter-Reformation.
B.2 The Papal treasury The Holy See provides a financial help of 50 𝔻 to its controller if it is a Catholic and at least in MA (to be recorded in line **A7** of *ERS*).
B.3 TUR may make no diplomacy on SANCTA SEDES.
B.4 Any Catholic player that declares war to SANCTA SEDES has to spend double the usual cost of Stability.

C The Pope in Venice. If Roma is conquered by TUR, or if SANCTA SEDES is annexed by VEN, the Pope is taken in Venezia. VEN gains a bonus of **+1** to diplomacy attempts on all catholic minor countries.

XIV.13.1.2 ORDO HOSPITALIS

The ORDO HOSPITALIS minor country represents the Knights of the Order Of Saint-John of Jerusalem. This minor country starts in the province of **Rhodos** at the beginning of game in AD 1492.

A Diplomacy Any Christian player declaring war to the ORDO HOSPITALIS loses immediately **4** Stability levels.
A.1 TUR can make no Diplomacy on the ORDO HOSPITALIS.

B Relations with Turkey The ORDO HOSPITALIS are always in a state of restricted Overseas War against TUR.
B.1 It allows them to use their Privateer and naval forces (no land forces) to attack TUR. TUR can use its own naval forces to fight against them.
B.2 The diplomatic patron of the ORDO HOSPITALIS play this forces, or HIS if they are neutral.
B.3 The annexes specify the reinforcements gained by the ORDO HOSPITALIS each turn: a ℙ⊖ (or ⊕ if in **Rhodos**), and a NG𝔻 or a N𝔻E.
B.4 This state of war does not cause automatic Stability loss at the end of turn. But, each turn that the pirate of The Knights inflicts losses on Turkish commercial fleets, TUR loses 1 Stability level if at peace and not anti-prosperous.

C Transfer to Malta Whenever **Rhodos** is conquered by the Turkish player, the Spanish player may cede the province of **Malta** to The ORDO HOSPITALIS (if this province is still Spanish).
C.1 If **Malta** is not owned by HIS when this happens, the Sole Defender of Catholic Faith (XIV.14.3.1) may ask to the owner of **Corfou** or **Kreta** (if Catholic) to transfer the ORDO HOSPITALIS on one of these islands. The province is ceded in the same way and the Sole Defender of Catholic Faith (XIV.14.3.1) receives the benefits of the operation (instead of HIS). If no MAJ accepts a transferal, the ORDO HOSPITALIS is definitively destroyed.
C.2 In counterpart of the cession, HIS receives the diplomatic marker of the ORDO HOSPITALIS, placed directly in his VA box. It will remain there until the disappearance of the ORDO HOSPITALIS. No diplomacy is then allowed anymore on this minor, except for HIS (for possible diplomatic annexation).
C.3 Units of the ORDO HOSPITALIS are transferred and refilled automatically to their new province upon ceding of this province by HIS.
C.4 If it is conquered by the Turkish player after this transfer, all ORDO HOSPITALIS units are destroyed definitively, even if the province is subsequently recaptured by a Christian player.

D Military forces of the Knights
D.1 Units of the ORDO HOSPITALIS are always *Veteran*. Their maintenance is free, including that of all reinforcements received.
D.2 Their ℙ may not go out of *MEDITERRANEAN SEA*. If there is a port under Christian control (it doesn't matter which Christian nation, player or minor country) touching sea zones in the **Bassin Levantin** or **Mer Égée**, the privateer's dice rolls are modified by **-2**.
D.3 The rest of their forces can only be used against Turkish forces, or forces of countries allied to TUR in a current war.

D.4 The Grand Master The Knights have a permanent military leader named *Grand Maître*. It is never eliminated (a new *Grand Maître* is automatically and immediately elected if it is killed, injured or captured). He may be used either as an Admiral (privateer Admiral included) or a General, at the discretion of the player controlling that minor.

D.5 La Valette The *Grand Maître* is replaced by *La Valette* if, beginning with period III or the transfer of the ORDO HOSPITALIS outside of **Rhodos**, a roll of 4 or more is obtained on 1d10. This roll is made in the first battle or siege were the *Grand Maître* is used (except in naval combats because of the limited Overseas War against TUR). *La Valette* remains for 4 turns in the game (including the current turn), and will be replaced back by the usual *Grand Maître* at the end of this time (or if killed or captured, or temporarily if injured). He may enter the game only once.

XIV.13.1.3 Barbaresque countries

A The Barbaresques. Barbaresque countries are CYRENAICA, TRIPOLIS, TUNESIA, ALGERIA and MAURETANIA. They are always in a state of restricted Overseas War against every Christian countries.
A.1 It allows them to use ℙ and naval forces (no land forces) to attack Christian countries. Christian countries can use their own naval forces or *Præsidios* to fight against the Barbaresques.
A.2 As an exception, ℙ of the Barbaresques may loot European provinces adjacent to the STZ they attack, even if they are European provinces usually outside the scope of Overseas Wars.
A.3 TUR plays the Barbaresques that are neutral, and the diplomatic patrons play those that are not.
A.4 This state of war causes no loss of Stability.

A.5 Reinforcements They receive some reinforcements each turn: ALGERIA gains a ℙ⊖ each turn; in periods I to III it receives also a N𝔻 or 2 NG𝔻 (player's choice) and in periods IV and after, only one NG𝔻 or a N𝔻E. Other countries gain only a ℙ⊖ 2 turns after their Privateer has been destroyed.
A.6 Exception. Whenever *Dragut* is in play and if it used in its Privateer leader role, a ℙ⊖ of TUNESIA is raised (even if eliminated at previous turn).

A.7 Mandatory Sea Sortie The Privateers usually have to go out at sea each turn, except if their Patron decides against it: a test is made at the beginning of the 2nd round if the Privateer is not at sea, by rolling 1d10 for each country the Patron wants to keep the Privateer at port. This is permitted if the result is lower or equal to the number of the current period plus the Diplomatic status bonus and the geopolitical and bonus/malus (but not the religious one).

B Which seas are attacked
B.1 ALGERIA may send its Privateer in the **Mer d'Alboran**, to attack both CTZ HISPANIA and STZ **Golfe du Lion**, or in STZ **Golfe du Lion**.
B.2 TUNESIA may send its Privateer in STZ **Golfe du Lion** or STZ **Mer Ionienne**.
B.3 TRIPOLIS and CYRENAICA send their Privateer in STZ **Mer Ionienne** or CTZ VENETIA.
C All Christian countries have a permanent Overseas CB against the Barbaresque countries.
D *Præsidios* may be installed in coastal provinces of Barbaresque countries.

E Relations between TUR and the Barbaresques Depending on several events, TUR may have geopolitical malus to all diplomacy attempts against all Barbaresque countries.
E.1 Initially (before event event II-6 (2) (Alignment of Barbaresques), or event II-6 (1) (Turkish Vassalisation of Algeria) at the end of *Barbaros*), TUR has a **-3** malus to all diplomacy attempts against all Barbaresque countries. This malus is cancelled afterwards.
E.2 Event event IV-4 (2) (Alaouite dynasty in Mauretania) puts back a **-3** malus to all diplomacy attempts against MAURETANIA.
E.3 Event event VI-z (End of the Ottoman rule in North Africa) sets a uniform **-3** malus to all diplomacy attempts against all Barbaresque countries (including MAURETANIA).
PD 07/20078: MORE TO DO

Design note: These rules simulate both the clear trend toward inpendence of those regions, the occasional in-fighting that are not expliciteley dealt with, but also leave open the historical window of Turkish domination over those countries.

F Pirates and Ottoman admirals *Barbaros* and *Dragut* may be used as Turkish leader if their country is a VA of TUR. They can then lead both Turkish units and units from their own country.

F.1 Barbaros The first time *Barbaros* is reputed dead due to battle loss or attrition, he is in fact unavailable for the rest of the turn but returns back in play at the beginning of the following turn.

XIV.13.1.4 The Mamluks: ÆGYPTUS and SYRIA

A The two countries ÆGYPTUS and SYRIA are ruled by the Mamluks. They are allied in all wars and will do a limited intervention on the behalf of the other if involved in war.
A.1 In full war, ÆGYPTUS in naval or defensive still send its forces freely in SYRIA. The converse is not true.

B Trade of Grand Orient. In 1492, the CC Grand Orient is in al-'Askandarīyah. As long as it is the case:
B.1 VEN earns half of the income of the CC Grand Orient if ÆGYPTUS is not at war.
B.2 TUR receives half of its income if it owns Dimašq, or if it has SYRIA its diplomatic chart.
B.3 In 1492, ÆGYPTUS knows **Mer rouge**. subevent I-13.α (War in Indian Sea) gives more discoveries.

C Conquest by Turkey. If, at a phase of peace, one Mamluk state has no 𝔸 counter left in any of its provinces and its capital is controlled by TUR, then the MIN is destroyed and all its provinces are annexed by TUR.
C.1 When ÆGYPTUS disappears, the CC Grand Orient is permanently displaced to İzmir and TUR receives from now on its full income. From now on, the convoy of İzmir is available. TUR gains all the discoveries of ÆGYPTUS (thanks to Piri Reis).

XIV.13.1.5 GENUA

A Enmity with Venice VEN can make no regular diplomacy upon GENUA.
B GENUA has a commercial fleet and a base FTI of 3, or 4 in periods IV to VII.
C As long as GENUA as a commercial fleet in CTZ HISPANIA, HIS has a diplomatic bonus of **+2** on GENUA.

D Andrea Doria The first time *A. Doria* is reputed dead due to battle loss or attrition, he is in fact unavailable for the rest of the turn but returns back in play at the beginning of the following turn.

XIV.13.2 German countries

XIV.13.2.1 The Holy Roman Empire (SRI)

A SRI is a political entity regrouping the German minor countries of the HRE: ALSATIA, BAVARIA, BOHEMIA, BRANDENBURGUM, BRUNSVICUM, CLIVIA, COLONIA, FRIBURGENSIS, HABSBURGUM, HANOVERE, HANSA, HASSIA, LEODIUM, LOTHARINGIA, MOGENTIUM, PALATINATUS, SAXONIA, TREVORUM, TURINGIA, WESTFALLIA, WIRTENBERGA, HABSBURGENSIS BOHEMIA. The Emperor (usually AUS*) has the following advantages.
A.1 The Emperor receives 50 𝔻 as subsides each turn.
A.2 The Emperor has a free CB if any country of the HRE is attacked. This may change after event IV-A (Thirty Years' War).
A.3 The Emperor may not be AUS* (or HIS) due to event I-2 (Election of the HRE Emperor) or event II-2 (1) (Election of the HRE Emperor).

B Imperial Army The Emperor may use the counters of SRI under some conditions. If the Emperor declares war following the previous CB, or due to some events, he may use the counters of the SRI. The Emperor has at its disposal 1𝔸 and 2L𝔻 counters. The maintenance of the imperial units is free.
B.1 1 *Veteran* L𝔻 is obtained for free on the first turn.
B.2 Forces brought by the HRE allies that are at least in EW of the Emperor can also be put directly in the imperial units.

B.3 Placement of the units The initial imperial units may be placed in **Franken**, in the Emperor's own capital, or in the country of the HRE that triggered the intervention of the Emperor.
B.4 If the imperial units are placed in the Emperor's capital, some of the Emperor's own units may also be transformed in imperial units. However, they will not be returned at the end of the war.

C Reinforcements During each Logistics phase of the intervention (including the first), the Emperor may pay 50 ₥ to roll a reinforcement die (no modifiers, under the *Defensive* attitude). The units obtained there are imperial units (but *Conscripts*).
C.1 Reinforcements may be placed in any province of the HRE.
C.2 Fortresses levels may be put in either the attacked HRE member, or in the Emperor's territory if not possible.
C.3 Campaigns obtained there may only serve to move imperial units, or units of a HRE minor country (not HABSBURGUM).

D Geographic limits Imperial units may only be used in the HRE, in *ITALY* or in any province of the Emperor (including Habsburg autonomous states if AUS* or HIS is Emperor, see section XIV.10.2 (Autonomous Habsburg States)).
D.1 The provinces annexed by FRA are no longer part of the HRE after their annexation.

E End of intervention When the war that triggered the intervention stops, the imperial units disappear (even if other wars are ongoing).

F Capital of the HRE Frankfurt is the capital of the HRE (in **Franken**). It may be annexed normally, but the Emperor has a free CB against the MAJ that owns it.

XIV.13.2.2 Alliances in the HRE

A Some alliances in the HRE may lead to the appearance of some local alliances of minor countries with special rules: see event II-9 (War of the Schmalkaldic League), event III-1 (3) (League of Nassau), event part IV-A.κ (Northern HRE Alliance), event part IV-A.λ (Southern HRE Alliance) or even event part IV-A.μ (German Empire).

XIV.13.2.3 The OberPfalz: BAVARIA and PALATINATUS

A In 1492, PALATINATUS has 2 𝔸 counters and BAVARIA 1 𝔸 counter. This changes during event IV-A (Thirty Years' War), and may change permanently following event part IV-A.η (Peace of Prague).
A.1 BAVARIA may obtain a permanent bonus of **+1** in reinforcements following event part IV-A.η (Peace of Prague) or event VII-2 (The War of Bavarian Succession).

XIV.13.2.4 HELVETIA

A Restriction of Intervention
A.1 A limited intervention by HELVETIA is restricted to one 𝔸⊕, that can only go in *ITALY*.
A.2 Its is not possible to involve fully HELVETIA in a war except by declaring a new war against it. Thus full implication because the country is in EW or doing a limited intervention is not allowed.

B Military Specifics The forces of HELVETIA before *Baroque* are always *Veteran* and cancel the cavalry modifier of enemies.

C The Perpetual Peace During periods I to III, if the HELVETIA army suffers a major defeat during a battle (even if they were not alone), it may sign a *Perpetual Peace* with the winning player's country at the conclusion of the upcoming Peace phase (player's choice).
C.1 When the peace is signed, HELVETIA may no longer attack (or have its units used by a player to attack) the winning country and reciprocally.
C.2 This peace brings 10 additional VP to the player that obtains it, and a gain of **1** additional level in Stability.
C.3 If HELVETIA signs a perpetual peace, its diplomatic counter can no longer ever exceed the MA box of any player, including the victorious player. The military specifics of HELVETIA are cancelled and HELVETIA is now forbidden to make limited intervention in wars: it can only be in wars if attacked.
C.4 The player receiving the benefit of the perpetual peace may, until the end of period V, buy at the normal cost one Veteran L𝔻 per turn that is not counted in his turn limit.

XIV.13.3 Northern and Western countries

XIV.13.3.1 The Low Countries: TERRÆ DEPRESSÆ

Design note: The trading countries of the North-East were only step by step integrated in the empire of Charles V, between 1520 and 1543, either by military action or diplomatic weddings. They are assembled in a minor country called TERRÆ DEPRESSÆ (Low Countries).

A The provinces **Holland**, **Utrecht**, **Gelderland**, **Overijssel**, **Friesland** and **Zeeland** are assembled in 1492 in the TERRÆ DEPRESSÆ minor country. See also section XIV.10.3.7 (The Spanish Holland).

B Disappearance After event I-A (Dynastic Alliance of the Habsburg), HIS may annexe these provinces, either by military action (in which case a special exception is granted to allow the capital to be taken as a normal province) or through dynastic actions.
B.1 A dynastic action may be made to attempt to annex a province through diplomacy if HIS and TERRÆ DEPRESSÆ are not at war. The difficulty of this action is the income value of the province, divided by two and rounded down. **Gelderland** may not be annexed in this way.
B.2 When event I-B (Burgundy Inheritance) happens, **Zeeland**, if still owned by TERRÆ DEPRESSÆ, is immediately annexed by HIS.

XIV.13.3.2 BURGUNDIA

A The status of Burgundy in 1492 There is a minor BURGUNDIA in 1492. It is placed in EW of AUS*. No diplomacy can be attempted on it.
A.1 A declaration of war on BURGUNDIA is in fact a declaration of war against AUS*.
A.2 AUS* may test normally for entry in war of BURGUNDIA.

B Spanish Low Countries These are the provinces of **Vlaanderen**, **Flandre**, **Hainaut**, **Brabant**, **Limburg**, **Luxemburg** and **Artois**. They are annexed by HIS as soon as dynastic action A-2 (and thus event I-B (Burgundy Inheritance)) is played. They form the *Spanish Low Countries*, who can be annexed in one block (the parts that HIS still owns) during event V-4 (The War of Spanish Succession) by either AUS, ANG, FRA or HIS.
B.1 **Franche-Comté** is also inherited by HIS, but is not part of the *Spanish Low Countries*.
B.2 The CC Atlantic is initially both in BURGUNDIA and HOLLANDIA. It gives its incomes to HIS after either event I-A (Dynastic Alliance of the Habsburg) or event I-B (Burgundy Inheritance).

XIV.13.3.3 LEODIUM

A LEODIUM It can only be a vassal or annexed by the owner of the provinces of the *Spanish Low Countries*, HIS, AUS, ANG or FRA (initially, it would be HIS but that owner may change depending on the consequences of event V-4 (The War of Spanish Succession)).

XIV.13.3.4 DANIA

A DANIA may be played as a major country in some setting.
B DANIA has a commercial fleet and a base FTI of 3, or 4 in periods IV to VII.

C The Sund and Danemark
C.1 In 1492, DANIA has the Rights on the Levies on the Sund (see section XIV.14.8.1 (Levies of the Sund)).
C.2 If DANIA levies the taxes, it adds one L𝔻 to its reinforcements this turn. If it has the Rights on the Levies on the Sund, DANIA will take them if it is fully at war. It may take them if it makes a limited intervention (controller's choice).
C.3 Whenever DANIA signs a victorious peace, it takes back the Rights on the Sund, even if this condition is not part of the Peace Treaty. In this case, the previous owner of those Rights has a free CB against DANIA on the following turn if it was not on the losing side of the peace.

C.4 The country having the Rights on the Sund can give them back to DANIA as a diplomatic announcement. The country gains a **+2** on diplomatic actions on DANIA this turn.
C.5 DANIA is the only minor country that considers taking the Rights on the Sund as a valid condition of peace.

D Relations with SUECIA
D.1 SUE can not achieve a status better than MA. See also section XIV.7.2.1 (Relations with Dania) for the claim of DANIA to the Swedish Crown.
D.2 Lower the European Market by 75 ₥ when SUE (or SUECIA) and DANIA are at war against each other. This effect is not applied to any country that is involved in this war.

XIV.13.3.5 The Hansa

A The HANSA has many capital cities in its provinces (the country is an union of independent cities). It may be destroyed due to event event IV-A (Thirty Years' War).
B The HANSA has commercial fleets and a base FTI of 2, or 3 in periods IV to VII.

XIV.13.3.6 The United States of America

A The United States of America (UNITED STATES) is a new minor country created by a defeat of the Colonial power during the event event VII-4 (War of Independence in the Colonies).

B Forces of the USA The UNITED STATES have a basic force made of one 𝔸⊕. This army is of class IV.
C The UNITED STATES controls all rebel Colonies that have victoriously seceded from the MAJ.
D Any player and minor countries can now place commercial fleets in STZ located on sea zones adjacent to UNITED STATES territories, without restriction.
E The basic value of the European foreign market increases after the creation of the UNITED STATES: read this income one line above the usual line (except if at war against the UNITED STATES).
F The UNITED STATES is a stoutly neutral country. Therefore, no diplomacy is possible with the UNITED STATES.

G UNITED STATES and War In case of declaration of war on the UNITED STATES, this minor rolls on table VII.6 (Reinforcements of Minor countries Fully at War) both during the Logistic purchase sub-phase and at the end of every winter round in the Military phase.
G.1 Also consider that American colonies of UNITED STATES have 6 levels each for militia and fortification, and for movement and supply purposes of their own units (not applicable to foreign units).

H Québec and South America Because the event may happen more than one time, there may exists more than one country sharing the same characteristics of the UNITED STATES.

XIV.13.4 Eastern countries

XIV.13.4.1 The Khanates and Cossacks

In 1492, the khanate of the Golden Horde, heir of the mongol conquests, is but a shadow of its former glory. It still exists, however, and claims sovereignty over the other khanates. It is only in 1502 that the khanate of Crimea destroyed the Golden Horde.

A The Golden Horde
A.1 In 1492, the TARTARIA is the khanate of the Golden Horde. Its basic forces is 𝔸⊕ and L𝔻.
A.2 If a country declares war to either CAZAN, ASTRACAN or DON CASSACKIA, the Golden Horde makes a full intervention in war at the side of the MIN. This does not apply if the MIN declares the war.

A.3 event I-11 (1) (The End of the Golden Horde) destroys the Golden Horde. Henceforth, TARTARIA can no more use the 𝔸 counter, and its basic forces are reduced to L𝔻 (and the basic reinforcements to nothing). The defensive alliance is also broken and does not apply any more.

B The Wastelands of the Khanates The territories of the Khanates are subject to section I.1.3.1 (Wasteland area).

C Cossacks of UKRAINA This MIN can be created by event IV-17 (2) (Revolt of the Cossacks), where the specifics are described.

XIV.13.4.2 The Nordic Orders, PSKOVE, REZANE, SIBERIA

A Nordic Orders
A.1 FRATRES MILITIÆ CHRISTI and D.S.M. THEUTONICORUM may be destroyed by event I-H (Secularisation of D.S.M. Theutonicorum) and event III-8 (Secularisation of Fratres Militiæ Christi).

B Russian Principalities
B.1 PSKOVE or REZANE may be destroyed by event I-11 (2) (Russian Annexation of Pskov and Ryazan).

C SIBERIA
C.1 Settlements of TP/COL are not allowed east of **SIBÉRIE** as long as SIBERIA exists. TP and COL can be placed in **SIBÉRIE** though.
C.2 SIBERIA is destroyed when there is at least 10 levels of COL (not TP) in its territory, or when it is defeated in unconditional surrender by any power.

XIV.13.4.3 BOHEMIA, HUNGARIA and TRANSILVANIA

A HUNGARIA
A.1 During Periods I to III [BLP], as soon as one of the following conditions apply:
TUR wins a major battle against a stack containing at least one 𝔸 counter of HUNGARIA and decides to activate the downfall;
OR TUR controls Buda (automatic);
OR [BLP] TUR controls at least 5 provinces owned by HUNGARIA (automatic);
HUNGARIA collapse with the three following effects.
A.2 POL may make a limited intervention at the side of HUNGARIA. AUS* may immediately make a limited intervention or enter war against TUR, allied with the collapsing HUNGARIA. These are not declarations of war, no Stability is lost and no reinforcements are rolled.
A.3 TUR may not sign peace with HUNGARIA this turn.
A.4 AND the first event rolled next turn is automatically event I-E (Downfall of Hungary). «««< HEAD ======= »»»> BLP
A.5 Alternatively, HUNGARIA may be annexed by the minor HABSBURGUM at the conditions described in event I-D (Habsburg Inheritance of Hungary).
A.6 [BLP] AUS may diplomatically annex HUNGARIA with a threshold of 10. In this case, the country is destroyed and all its provinces are annexed by AUS without gaining any VPs. This may be done only by major AUS (not by AUS*) and thus may not happen before Period IV.

B The Little war and The Long war [BLP]
B.1 These rules start with event I-E (Downfall of Hungary) and end with either a formal peace treaty between TUR and AUS* or event V-z (The Great Kuruc Uprising). They may be partially reactivated during event IV-A (Thirty Years' War).
B.2 AUS*, POL and TUR (possibly with allied CRIMEA) may each send 1 stack in non controlled former provinces of HUNGARIA.

B.3 These stacks may battle, lay siege, and occupy provinces. Note that since the countries are officially at peace, they may not keep control markers and hence must place occupation. Note that once a province is occupied, this is no more a non controlled province, hence it is possible to go on and fight further.
B.4 Troops of CRIMEA may only act if this country is at least in EW of TUR. In that case, they do count as Turkish troops for this rule. CRIMEA gets its basic reinforcements each turn if it has less than its basic forces.
B.5 Each country that either (i) occupy a non-owned province ; (ii) owns an occupied province or (iii) has send a stack in non-controlled territory at least once this turn ; loses 1 Stability at the end of the turn if there is no other Stability lost (that is, the minimum loss is 1 Stability this turn). HIS loses Stability instead of AUS* if still a minor. TUR loses Stability instead of CRIMEA as Crimean troops count as Turkish ones for this rule.

C TRANSILVANIA
C.1 This minor country is created after event I-E (Downfall of Hungary). When it does not exist, military leaders of TRANSILVANIA are leaders of HUNGARIA.
C.2 [BLP] It is a special VA of the owner of **Magyarország** with no diplomacy allowed. Its patron may not declare war upon it.

D BOHEMIA
D.1 BOHEMIA may disappear because of event event I-C (Habsburg Bohemia), and be recreated (and destroyed also) in event IV-1 (1) (Bohemian Revolt).
E BOHEMIA and HUNGARIA can be recreated as a Habsburg autonomous state (see section XIV.10.2 (Autonomous Habsburg States)).

F MAZOVIA This minor country with no military forces is a vassal of POL and may be annexed by POL under certain conditions (see section XIV.3.2.3 (The two Polish Capitals)). A declaration of war against MAZOVIA by anyone but POL is a declaration of war against POL.

XIV.13.4.4 PERSIA

A PERSIA **in the ROTW**
A.1 See section IV.4.4.8 (Ormus, part of Persia) for the rules about ORMUS and its interactions with PERSIA. In the absence of TP in ORMUS, the resources in PERSIA are not exploited.
A.2 Because of some events, PERSIA may annex **AFGHANISTAN**, and its units gain the right to go in the ROTW (as a country from the ROTW, spending 4 MP in rough terrain).

B Persian Uprising
B.1 If PERSIA does not own all the provinces of the *PERSIAN CORE* and a revolt happens in a country owning such a province (usually TUR, sometimes RUS) an uprising may occur.
B.2 If the modified die roll to determine the revolted province is 0 or less, the uprising occurs.
B.3 Othewise, roll 1d10, add 1 for each province of the *PERSIAN CORE* currently owned by the country in which the revolt occured. The uprising occurs on a result of 11 or more.
C Choose at random one province of the *PERSIAN CORE* owned by the country in which the revolt occured and place a Revolt⊕ there. This is the initial province of the uprising.
C.1 Place a Revolt⊖ in all other provinces of the *PERSIAN CORE* not owned by PERSIA (even if these are not owned by the same country as the initial province).
C.2 These revolts are friendly to PERSIA.
D If existing, PERSIA declares a war against the owner of the initial province of the uprising, taking reinforcements in offensive status ;
D.1 at the beginning of the war, PERSIA takes control of all the fortresses in the provinces of the *PERSIAN CORE* currently owned by its opponent.

E If it does not exist, PERSIA is re-created immediately and declares war against the owner of the initial province of the uprising, taking reinforcements in defensive status ;
E.1 it owns all the provinces of the *PERSIAN CORE* that were owned by its opponent before the uprising.

XIV.13.4.5 GUZARATE

After the naval victory in 1509 of Almeida before Diu, the city was finally taken only in 1534 (and conceded to Portugal in 1535) by the local sultan, which signed the end of Arab dominance in the area.

A Arab trade in India GUZARATE has TP in various areas of the ROTW.
A.1 In the areas owned by itself, the natives do react to foreign presence.
A.2 A TP is protected by the intrinsic fort if there is no city in the province.
A.3 If there is a city in the province, it has to be taken. In the case of **Mumbaī**, **Goa** and **Koḷikoṭ**, this means an Overseas War must be declared upon BISINAGAR.
A.4 §E (The Goa colony.) of section XIV.4.1.1 (Viceroys of the India) may apply.
A.5 The TP in ***AFRICA*** have 1L𝔻 stacked with them.

XIV.14 General Political Rules

XIV.14.1 Instability of the BALKANS

A The following provinces are affected by specific rules: **Alabania**, **Hellas**, **Moreas** (controlled by TUR in 1492), **Dalmacija**, **Corfou** (controlled by VEN in 1492) **Bosna**, **Serbia**, **Montenegro** (Raguṣa) (independent in 1492).
B The ownership of each province is given at the beginning of the phase of Peace to the Major Power that controls it.
C Those provinces are a zone of permanent war. Any Major Power can send troops herein and attack armies and cities, build *Præsidios*, etc. without declaration of war.
C.1 Sieges cannot be continued from one turn to the other (excepted if there is a regular war). Besieging forces has to retreat (but may pillage, and build *Præsidios*).
C.2 The minor HABSBURGUM may also campaign in this zone, even if active elsewhere.
C.3 HUNGARIA, if currently inactive, can make a limited intervention with up to one 𝔸⊕ in the zone. The intervention is decided and resolved by its diplomatic controller. Its forces has to retreat at the end of the turn and if it controls a province of the *BALKANS* at that moment, the province becomes independent.
D TUR may use Privateers in STZ **Mer Ionienne**, STZ **Mer Égée** and CTZ VENETIA against any Christian countries without declaring war. Conversely, Christian countries may fight against those Privateers.
E The provinces of the *BALKANS* are in the zone allowed to prosecute Overseas Wars.

F End of the Specific Status
F.1 This rule ends when the period II ends or if HUNGARIA falls apart according to event I-E (Downfall of Hungary) (but not if only event I-D (Habsburg Inheritance of Hungary) has happened).
F.2 At that time, the regular ownership of each province is given to the power that controls it. Independent provinces are given to HUNGARIA, or TRANSILVANIA if it is no more, or to AUS* if only event I-D (Habsburg Inheritance of Hungary) happened.

XIV.14.2 Nordic wars [BLP]

A If two countries among POL, RUS and SUE are continuing a war from the previous turn, then the third has a free CB against each of them.
A.1 If the CB is used against one of them only, then the new belligerent is automatically allied with the former.

A.2 This include change of alliances in 2v1 wars.

Design note: Alliances around the Baltic were often fragile and opportunistic attack happened more than often.

XIV.14.3 The Religious Struggles

The religious aspect of most conflict is important, in particular in terms of victory objectives for the players. The following rules give explanations to that part of the game.

XIV.14.3.1 Sole Defender of Catholic Faith

A That title is also a period objective for some Catholic countries and is defined as follows.
B If FRA, HIS, ANG or POL is the only Catholic major country (do not count POR or VEN), it is automatically the Sole Defender of the Catholic faith.
B.1 Alternatively, if there is only one Catholic MAJ that is Counter-Reformation, it is automatically the Sole Defender of the Catholic Faith.
C Else, if more than one country is Catholic, a Catholic MAJ becomes the Sole Defender of the Catholic Faith when the conditions below are fulfilled:
C.1 Control of the SANCTA SEDES diplomatic marker for at least 3 turns in the last 5 turns just elapsed.
C.2 Participated in all *Crusades* that happened in the last 5 turns, with at least one Simple Campaign per round and no separate peace with TUR.

D Restoration of Catholicism after the Reform Each time a player (either HIS (if Counter-Reformation) or the Sole Defender of the Catholic Faith) declares war on a Protestant country and obtains an unconditional peace from this country, the player may decide to abandon all province(s) transfer and ask as sole peace condition the restoration of Catholicism (of the same attitude of the power imposing Catholicism) in this country.
D.1 This clause is mandatory if the power is Counter-Reformation.

D.2 Gain on Conversions For each Protestant country thus forcibly converted, the victorious Catholic player receives 10VP if the loser is a minor country and 20VP if it is a player (or the value indicated in the period objective, if any, which takes precedence). Also, if an event gives different values, apply them and ignore the above.

E Effect of the Reconversion All reciprocal permanent CB between these players and/or minors are cancelled following the restoration of Catholicism. A major country (i.e. a player) who is reconverted more than two turns after its initial change of religion suffers from the following side effects, each turn during the next 10 turns, if it maintains the new (forcibly imposed) religion:
E.1 The country loses 1 additional level of Stability each turn.
E.2 Every even-numbered turn, the player must roll on the revolt table, in addition to any revolt mandated by events or the rules.

F Revert to the Reformation
F.1 If a major country reverts to its religion as it was before the reconversion, it loses 1 Stability level and grants a temporary CB to the country that imposed the change of religion on it. In such a case, side effects as per above are cancelled.
F.2 On the other hand, a forcibly reconverted minor country returns to the Protestant faith at the start of the turn following its reconversion without any side effect.

XIV.14.3.2 End of Religious Struggles

A The Religious Struggles between Protestant and Catholic end in 1664 (Interphase of turn 35 and 36, beginning of period V), or when event IV-A (Thirty Years' War) is ended and the year is 1615 or after (turn 26, period IV). This time is name *End of Religious Enmities* in the rules and tables.

B The Religious Struggles between other religions (Catholics, Protestants, Orthodoxes, and Islam) end in 1614 (Interphase of turn 25 and 66, beginning of period IV), excepted between Shiites and Sunnites.
C All the above rules no longer apply from this time onwards, as well as some other rules or modifiers.

XIV.14.3.3 The Islamic Schism

A As Defender of the Sunni Islam, TUR has a permanent CB against PERSIA, ÆGYPTUS and SYRIA which are Shiite Muslim countries.
B TUR can make no diplomacy on PERSIA or ORMUS until 1615 (turn 26, period III).

XIV.14.4 The Ottoman advance

XIV.14.4.1 Crusades

A During periods I-III, each turn TUR annexes a Christian province, a test for Crusade occurs at the end of the turn.
A.1 See section XI.6 (Test for crusade) for the details.

XIV.14.4.2 Turkish Capture of Wien

A If the Turks capture Wien, the following effects are activated:
A.1 AUS* loses 1 Stability immediately. TUR receives 25 VP for the capture of Wien, but only once in a game.
A.2 Any Catholic power may do an immediate limited intervention in the war on the side of AUS* if not at war against them, on no Stability loss.
A.3 If the Turks still hold the city at the end of the turn, VEN, FRA, ANG, HIS, AUS and POL (if Catholic) lose 1 Stability level each. Other countries are not affected. TUR receives 25 VP more for the capture and holding of Wien, but only once in a game and AUS* loses 25 VP because of the same event.

B Wien and the Crusade The capture of Wien gives a bonus of +5 to the Crusade die-roll.

C Turkish Control of Wien Each turn where Wien stays under Turkish control, AUS* loses 1 Stability level per turn in addition to all other losses of turn-end.
C.1 [AUS/HIS] receives a bonus of +3 for all its diplomatic actions (and Entry in War tests) with minor countries that have a common frontier with AUS*. This effect remains even if Wien is ceded to Turkey during a peace, and this until Wien is Habsburg/Austrian again.

D Transfer of the Austrian Capital If the province **Österreich** is ceded to Turkey, the capital of the HABSBURGUM minor country is transferred to any other city in a HABSBURGUM province, at the choice of the AUS* player.
D.1 If so, AUS* ceases to lose 1 Stability level per turn.
D.2 The new capital can be again conquered by the Turkish player, but in that case its capture brings no special VP bonus to the Turkish player. It also does not cost any special VP to AUS*/AUS.
D.3 Wien become automatically and immediately the capital of the HABSBURGUM again if the province of **Österreich** is re-conquered by the AUS* player. The province is immediately annexed without need for Peace.

XIV.14.4.3 Turkish Capture of Roma

A If the Turks capture Roma, the following effects are activated:
A.1 Any Catholic power may do an immediate limited intervention in the war against TUR if not at war allied to them, on no Stability loss.
A.2 If the Turks still hold the city at the end of the turn, each Catholic power loses 1 Stability level.

B Roma and the Crusade The capture of Roma creates an immediate call for Crusade in periods I and II and gives a bonus of **+5** to the Crusade die-roll afterwards.

C Turkish Control of Roma Each turn where Roma stays under Turkish control, the Sole Defender of Catholic Faith (XIV.14.3.1) loses 1 Stability level per turn in addition to all other losses of turn-end.

D Transfer of the pope If the province **Lazio** is ceded to TUR, the pope is transferred to VEN*, see §B (The Pope in Venice.) of section XIV.9.1 (Italia e San Marco).
D.1 If so, the Sole Defender of Catholic Faith (XIV.14.3.1) ceases to lose 1 Stability level per turn.
D.2 Roma become automatically and immediately the capital of SANCTA SEDES again if the province of **Lazio** is re-conquered by any Catholic power. The province is immediately annexed without need for Peace.

XIV.14.5 The Wars of Succession

XIV.14.5.1 Conditions

A Wars of Succession may occur whenever a country suffers from a dynastic crisis. The country suffering from the crisis (and, potentially, from the War) is called here the victim.
B If the victim is christian and at war against at least one other christian major country, then its enemies can decide to turn the on going war into a war of succession (thus supporting a dissident monarch).
B.1 In that case, one of the christian enemies of the victim is designed (by its alliance) as the pretending power.
B.2 In the case when several separate alliances are at war against the victim, each can decide to support a separate pretending power (several people are pretending to the throne, supported by different powers).
C Any country (any religion) that gave a dowry to the victim in a Dynastic Alliance signed less than 8 turns ago has, in reaction, a free CB against any alliance that turned the war into a war of succession. If it is used, this country is called the supporting power.
C.1 The supporting power is automatically allied to the victim country for the current wars of succession.
C.2 If the supporting power is part of an opposing alliance, it can still choose to support the new monarch of the victim by breaking its alliance (and paying the usual cost in Stability).
C.3 There can be at most one supporting country. If several meet the conditions, the victim country can ask one (and only one) to support its new monarch.
D If the victim received a dowry in a Dynastic Alliance signed less than 8 turns ago then any christian country that gave the dowry has a normal CB to declare a war of succession on the victim this turn and become a pretending power.
D.1 If one (or more) other countries also choose to declare a war of succession, this may lead to several different pretending powers.

XIV.14.5.2 Results

A In addition to any other peace conditions, dynastic ties with the victim are added has a possible compensation for the war of succession.

B Dynastic ties If a country obtains dynastic ties with the victim, the following apply immediately:
B.1 Both countries sign a defencive alliance. The victim must answer to this alliance whenever called for. The country that has the ties can refuse to answer the defencive alliance, but this voids the ties.
B.2 The victim may not declare war to the country obtaining dynastic ties, unless with a CB given by event, for the next 5 turns.
B.3 If the country having the ties declares war to the victim, this voids the ties.

C Claiming dynastic ties Dynastic ties may be granted either to pretending or supporting country.
C.1 The pretending country (only) can ask for dynastic ties as a peace condition. This cancel any status of supporting country of the victim that may exist.
C.2 If the victim country wins the war of succession (peace of level 1 minimum), then the supporting country (if still at war) automatically gains dynastic ties.

D Multiple pretending countries If there are several pretending countries, then when claiming Dynastic ties, the following conditions are added:

D.1 The country claiming the ties becomes the new supporting power and gains a free CB against all alliances currently at war of succession against the victim.
D.2 Refusing to use this CB voids the Dynastic ties.

XIV.14.6 Using mercenaries

Condottieri *In the thirteenth and fourteenth centuries Italian city-states were becoming enriched by their trade with the Orient. These cities, such as Venice, Florence, and Genoa, had woefully small armies and were increasingly becoming targets of attack by foreign powers as well as envious neighbours. The noblemen ruling the cities soon resorted to hiring companies of mercenaries known as condotta ("contract") to defend their territories. Each condotta was led by a condottiere, a term which soon became synonymous with "captain". The condotierri were the key forces in the Italian wars. Later, they were overwhelmed with other forces such as the Swiss pikemen, German Landsknechts, English musketeers, French cavalry or Spanish tercios, but the use of mercenary forces remained in strong use.*
This term is used there for all the mercenary leaders that can be recruited by larger powers during the games.

A It is possible to buy mercenary generals, . This has to be done in the logistics segment.
A.1 All the countries willing to buy mercenaries announce their intention of doing so.
A.2 A die roll is made on table XIV.2 (Condottieri) to see how many mercenary generals are available for sale.
A.3 The mercenaries are drawn randomly and kept hidden in the pool of mercenary generals. Each one is sold before the next one is drawn.
A.4 Each interested country makes a hidden bid for the mercenary. All the bids are revealed simultaneously.
A.5 The highest bidder gains the mercenary general for his service and pays the corresponding price. In case of equality, a second round of bids is made among the highest bidders. In case of a second equality, the mercenary is no more available.
A.6 The mercenaries are revealed only after all mercenaries have been sold.
B It is also possible to recruit a mercenary explorer or conquistador. For each of both, all the interested countries have to follow the same procedure as for the generals.
B.1 However, the number of explorer or conquistador is at most 1 (see table XIV.2 (Condottieri)).

1d10	Generals	Explorer	Conquistador
1-4	0	0	0
5-6	1	0	0
7-8	2	1	1
9-10	3	1	1

Blind bid for each in turn, at least 10 ⓟ.

Table XIV.2: Condottieri

C [BLP] Named mercenaries (*J Cabot* and *S Cabot*) are added to the pool of mercenaries during their lifetime. Thus, if no mercenary is available this turn, they are absent.

XIV.14.7 Use of Missions and Missionaries

XIV.14.7.1 Availability

A HIS, POR, FRA and ANG receive Mis and *Missions* that help them in colonial activities. See the specific rules of each power for the number of Mis and *Missions* available.
A.1 Most Mis have turns of life like regular leaders. They appear and disappear following the normal rules.
A.2 HIS has four unnamed Mis with no turns of availability. See the specific Spanish rules for details.

XIV.14.7.2 Missionaries

A Missionaries as leaders. Each Mis is a leader with values and a bonus (from +1 to +3). Mis have no stacking limits but their bonuses are not cumulative.
A.1 a Mis has no Hierarchic rank and may never lead a stack.
A.2 However, a stack with a Mis may choose to use its Manoeuvre for either movement or exploration in the ROTW, even if there is another leader commanding the stack.
A.3 If a stack with Mis fight, each Mis in the stack must test for death at the end of the battle (with the usual modifiers, as if the Mis was actually commanding).

B Colonisation. A Mis gives a modifier equal to his bonus (+1 to +3) to any TP/COL placement attempt in the province he is if the settlement is not ⊕ (either no settlement or a ⊖ one).
B.1 This bonus is not cumulative with the effects of Conquistadors, Governors or Missions.

C Conquistadors. A stack with a Mis has a bonus of **-1** when rolling on the Conquistador table against Natives.

XIV.14.7.3 Missions

A A Mis can set a Mission at the phase of Redeployment. The Mis is remove from game (even if it's one of the unnamed HIS Mis) and a Mission is put in the province.
A.1 There can only be one Mission in each province. A Mission can not be set in a province where there are enemy COL, TP, forts or Missions. If a Mission is set in a province where there is a friendly fort, this fort is removed.
B A Mission is a fort with inherent colonial militia, and cannot move. As it is a fort, a Mission cost 1 ⓟ to be maintained each turn.
B.1 In COL, a Mission gives a LⒹE added to the colonial militia.
B.2 If there is no other kind of fortification in the settlement, the fort of the Mission has to be conquered in order to control the settlement.
B.3 As a fort, a mission is a port for NⒹ and a supply source for LⒹ.
C A Mission gives a bonus of **+1** to every TP/COL placement attempt in its *Area*.
C.1 This bonus is not cumulative with the effects of Conquistadors, Governors or Missionaries.
D A Mission gives a bonus of **+1** when testing for a possible reaction of Natives of Minor countries in the *Area*.
E A TP with a Mission may be transform in a COL (even if there is no city), according to section VI.7.2.2 (Transforming a trading-post in a colony).
F A Mission that is not deployed on a COL may be destroyed voluntarily by its owner at the Phase of Redeployment.
F.1 A Mission may also be destroyed when conquered by a country of a different religion. Contrary to regular forts, destruction of a Mission is not automatic upon conquest.
F.2 If a colonial settlement is destroyed by natives or minor countries, a Mission therein is destroyed.
F.3 If a colonial settlement is annexed by another power of the same religion, any Mission may be replaced by one of its own. If by a power with a different religion, the Mission is destroyed.
F.4 Exception: Ka'aba stays in place at all time and may even co-exist with an establishment of another country.
G If a mission is destroyed, it is returned to the force pool of its country and may be used again.
G.1 Exception: Kongo is removed from game if destroyed.

XIV.14.8 Commercial specificities

XIV.14.8.1 Levies of the Sund

Design note: The fight for the commercial levies collected on trade fleets crossing the Sund, the København strait, nourished the conflict between Denmark, Sweden and the commercial nations such as England and Holland that dominated the trade of the area.

A One country has the Rights to make Levies on the trade passing through the Sund; the effect is explained here.
A.1 At the phase of Diplomacy, the country has to announce whether it will take those Levies or will let trade free.
A.2 If a MAJ was taking the levies and chose to let them, it immediately lose one Stability.
A.3 The country can only take the Levies if, added to the Rights, it military controls one province among **Skåne**, **Västergotland** or **Sjælland**.
A.4 A minor country that has the Rights on the Levies on the Sund, will take them if it is fully at war. It may take them at controller's choice in others cases.

B Effects of the Levies
B.1 A MAJ earns 5 ⓟ plus 1 ⓟ for each level of Commercial Fleet in STZ **Baltique**.
B.2 Only the MAJ raising taxes, or the diplomatic patron of a MIN raising the taxes, may receive the income and VP for a monopoly in STZ **Baltique**. If the Monopole belongs to another MAJ, this MAJ has a Commercial or normal CB (his choice) against the country levying the taxes this turn.
B.3 If DANIA levies the taxes, it adds one LⒹ to its reinforcements this turn, and has a second Ⓐ counter at its disposal.
B.4 If another MIN levies the taxes, it gains nothing.

C Taking the Rights on the Sund
C.1 The Rights to do levies on the Sund are obtained as one condition of Peace (in place of a province), or as equivalent to one province in Dynastic Ties.
C.2 In Peace, the Rights count as 2 Peace Conditions excepted if the winner of the Peace will own at least one province among **Skåne**, **Västergotland** or **Sjælland** at the conclusion of the war, or has monopoly in STZ **Baltique** – in that case it counts as 1 Peace Condition.

D The Sund and DANIA
D.1 In 1492, DANIA has the Rights on the Levies on the Sund.
D.2 Whenever DANIA signs a victorious peace, it takes back the Rights on the Sund, even though if this condition is not part of the Peace Treaty. In this case, the previous owner of those Rights has a free CB against DANIA on the following turn if it was not on the losing side of the Peace.
D.3 The country having the Rights on the Sund can give them back to DANIA as a diplomatic announcement. The country gains a **+2** on diplomatic actions on DANIA this turn.
D.4 DANIA is the only minor country that consider taking the Rights on the Sund as a valid condition of peace.

XIV.14.8.2 Commerce and Wars in the Baltic Sea

A Raise the *Blocked trade* (section V.4.2 (Foreign trade)) by 75 ⓟ when SUE (or SUECIA) and DANIA are at war against each other.
B This effect is not applied to any country that is involved in this war (because this is then already accounted for).

XIV.14.8.3 Control of the Scheldt (L'Escaut)

A If a MAJ owns and controls militarily **Vlaanderen** and **Brabant**, the CTZ HOLLANDIA is considered as a CTZ for him.
A.1 He also gains each turn one fleet or concurrence action in either STZ **Mer du Nord**, CTZ HOLLANDIA, CTZ FRANCIA or CTZ ANGLIA (at the player's choice).
A.2 The CTZ and STZ concerned by this rule are marked on the map by a mark that is also in the **Vlaanderen** and **Brabant** provinces.

Design note: Historically, HIS and HOL reached an agreement during the Utrecht Treaty so that HIS would not use this possibility, but would be helped by HOL to defend those provinces.

XIV.14.8.4 Ragusa

A Until the end of period III, the owner of **Montenegro** (or controller before the End of section XIV.14.1 (Instability of the Balkans)), has one of the following advantages due to the commercial fleet of Ragusa (player's choice at the Administrative Phase):
A.1 He receives a free ℙ⊖ to be used as its own (using the Ragusa counter), only in **Adriatique** (to attack trade in CTZ VENETIA or STZ **Mer Ionienne**);
A.2 He receives an additional*Commercial Fleet Implantation* action (*Basic investment* only) in any STZ or CTZ of the Mediterranean Sea.

XIV.14.8.5 Occupation of the Caribbean

A [BLP] Any power may place occupation markers in ***CARIBBEAN***.

XIV.14.8.6 The Manila Galleon

A In order to benefit from the *Manila Galleon*, a MAJ must fulfil all five following conditions:
A.1 Event subevent III-22 (1).α (Closure of China) has been played.
A.2 The MAJ has a COL in **PHILIPPINES**.
A.3 The MAJ has a COL exploiting gold in ***AMERICA***.
A.4 The MAJ knows a path between these two COL through **Grand océan pacifique** and no enemy-controlled provinces.
A.5 The STZ **Mer de Chine** must contain a TF (any level) of either the MAJ or CHINA.
B Only one power can have the Galleon. If several countries claim the Galleon, it is given to whoever controlled it the previous turn. If nobody, to the first power in the following list: HIS, POR, HOL, ANG, FRA.
B.1 As a diplomatic announcement, a country having the Galleon may release it at no cost. It is then given to another country meeting the conditions.
C Each turn, if some resources of **NANKIN** and **CANTON** are not used, then one (and only one) COL in **PHILIPPINES** of the country having the Galleon may exploit these resources as if they were located here.
C.1 The COL may thus exploit resources from two or three different areas.

XIV.14.9 Independence of Revolted Principalities

A A MAJ may grant independence to a group of provinces as a whole, thereby creating a new minor country. This independence simulates the freedom and liberties acquired for a group of provinces that are not exactly the national provinces of the MAJ.
B This rule does not apply to any group of provinces. The groups are given hereafter for each country:
B.1 BELGICA for HIS and AUS is composed of **Vlaanderen**, **Flandre**, **Hainaut**, **Brabant**, **Limburg**, **Luxemburg**, **Artois**
B.2 FINLANDIA for SUE and RUS is composed of **Finland**, **Tavastland**, **Nyland**, **Karelen**, **Kexholm**
B.3 HIBERNIA for ANG is composed of **Mumhan**, **Laighean**, **Connacht**, **Brega**, **Uladh**
B.4 PRIMA HOLLANDIA for HIS is composed of **Friesland**, **Gelderland**, **Holland**, **Overijssel**, **Utrecht**, **Zeeland**
B.5 LIVONIA for SUE is composed of **Ingermanland**, **Estland**, **Livonija**, **Kurland**, **Memel**
B.6 LITUANIA for POL and RUS is composed of **Polacak**, **Severia**, **Baltarusija**, **Lietuvą**, **Žemaitija**, **Smolenską**, **Prypeć**
B.7 POMMERANIA for SUE is composed of **Lübeck**, **Holstein**, **Mecklenburg**, **Vorpommern**, **Hinterpommern**, **Danzig**
B.8 NORVEGIA for SUE is composed of **Trøndelag**, **Vestfold**, **Østlandet**
B.9 PRIMA UKRAINA for POL and RUS is composed of **Don**, **Donets**, **Poltava**, **Ukraïnya**, **Podolie**, **Zaporozhye**
B.10 EASTERN PRUSSIA for PRU is composed of provinces that used to be in POL (*DUCHY OF PRUSSIA* plus some others).

B.11 A group is available for a single country only if this country own 3 or more provinces of the group. Owning the complete group is not required.

C Granting the independence A MAJ may give the independence to a group if all the provinces of the group he owns (except at most one) have a revolt⊖. This announce is made during the diplomatic phase.
C.1 The country granting the independence loses 2 Stability.
C.2 A revolted principality can be created several times.

D The new country The newly independent country is a minor country that is put in RM of the MAJ that just granted independence to it (or Neutral if it was granted independence by two MAJ at the same time).
D.1 The MIN has no capital, accepts diplomacy, and may use an 𝔸 counter, 2L𝔻 and a basic force of 1𝔸⊖. These countries are described in the appendix. The MAJ that granted independence is always first in the diplomatic preference (draw at random for simultaneous grant of independence).
D.2 The new country always uses its reinforcements in *defensive* attitude (never *offensive*). Since there is no capital, an unconditional peace can be obtained only through a level 5 peace (or see below).

E Relationships with the Granter Three specific rules may apply to the relations between the MIN and the MAJ that granted the independence:
E.1 The MAJ has a normal CB against the MIN (free CB if the MIN owns national provinces of the MAJ)
E.2 The MAJ cannot ask for war compensations at the end of the war (only provinces)
E.3 The MAJ may impose an unconditional peace to the MIN if he militarily controls all the provinces of the MIN. In this case, he may annex all the provinces of the MIN, even if there are more than 3, and the MIN ceases to exist.

F Independent Holland PRIMA HOLLANDIA can only exist before event I-8 (2) (Growth of the Reformation), or after dissociation (by event V-4 (The War of Spanish Succession). Granting independence to (or existence of) PRIMA HOLLANDIA in between is equivalent to a premature roll of event III-1 (1) (Revolt of the United Provinces).
F.1 In this special case, HOL will use the periods III limits during periods I and II.

Part IV

Events

Economical events

Chapter XV

XV.1 Event Table of economical random events

1st>	1	2	3	4	5	6	7	8	9	0
1	29	9	17	38	22	7	6	18	4	45
2	2	43	28	12	36	16	49	24	3	15
3	42	33	18	45	4	14	38	7	46	10
4	22	6	44	19	32	37	21	7	40	9
5	16	34	8	24	13	2	38	28	36	45
6	44	10	27	15	20	47	18	6	14	30
7	23	38	17	9	5	43	11	41	26	4
8	8	35	2	31	39	16	20	45	13	16
9	24	7	19	14	12	4	5	25	35	48
0	38	17	37	8	11	9	7	16	23	1

Table XV.1: Random economical events

1 Crisis of madness
2 Excellent ministers
3 Serious sickness
4 Agricultural crisis
5 Naval losses
6 Looting and insecurity
7 Fiscal evasion
8 Corruption
9 Technological advance
10 Discovery of mines
11 Wave of obscurantism
12 Pirates
13 Development of warships
14 Military leader
15 Drought
16 Exceptional year
17 Sales of honorary titles
18 Epidemics
19 Rush of colonists
20 Refugees
21 Gift to the State
22 Scandal at the court
23 Plots at the court
24 Poor weather
25 Death of the heir to the throne
26 Depletion of a mine
27 New ally
28 Defection of an ally
29 Desertions
30 Death of a military leader
31 Dynastic inheritance
32 Inflation
33 Offer of alliance
34 Independence of a vassal
35 Enthusiasm for the Army
36 Renewal of popularity
37 Enthusiasm for the Navy
38 Agricultural technique development
39 Reorganisation of the army or the fleet
40 Conquistador
41 Explorer
42 Governor
43 Diplomatic preeminence
44 Cultural expansion
45 Deflation
46 Economic crisis
47 Economic boom
48 Rectification
49 Treachery

XV.2 Description of Economical Events

E-1 Crisis of madness Orig

Reduce all values of the monarch's characteristics by half for this turn (rounded down). Modify next-turn survival die-roll by **+1**.

E-2 Excellent ministers (×3) PBmod

A Event Phase

A.1 A Minister is appointed per §K (Excellent Ministers) of section III.2.1 (New monarchs). His characteristics as ruler are rolled for the three values by 1d10 modified: a die-roll of 1 becomes 7, of 2 becomes 8, 10 becomes 9. Another die roll sets the length of the Ministry:

1d10	1	2	3	4	5	6	7	8	9	10
Duration	3	3	3	4	4	5	5	6	6	6
Value	7	8	3	4	5	6	7	8	9	9

Table XV.2: Excellent Ministers

A.2 The office of the Minister include the current turn, and ends just before the "economical events" segment of the events phase following the last full turn of office.
A.3 A value of the Minister is used only if it is strictly superior to the monarch's own characteristic.
A.4 If the Monarch dies when the Minister is still in office, a malus of **–2** is applied to the characteristics determination die-rolls for the monarch's successor, but only for a characteristic that was increased due to the Minister by at least 2 above the Monarch value.

E-3 Serious sickness Orig

Reduce all characteristics of the monarch by 3 for this turn only, 1 being the minimum value. In addition, roll a die. If the result is 10, the monarch deceases immediately. Else, modify next-turn survival die-roll by **+1**.
If the current monarch did benefit from §K (Excellent Ministers) of section III.2.1 (New monarchs), the characteristics are only reduced by 1.
The monarch cannot lead armies or fleets during the turn except if he must do so due to a political event.

E-4 Agricultural crisis (×4) Orig

The country has seen real trouble in crops and farming. The loss is of 50% (lowered by 10% per unit of Cereals MNU already owned by the country) of its income of provinces this turn (line **B1** of *ERS*). The loss is registered in line **B4** of *ERS*.
Other countries that possess Cereals MNU gain immediately 10 ₯ per unit in their RT, to be added from line **A1** of *ERS* to line **A2** of *ERS*.

E-5 Naval losses (×2) Orig

Fires, storms and disasters spread at sea. Roll 2d10, and add **+2** if the MAJ has at least 3 𝔽 counters deployed at that time, or subtract **–2** if it has only one (or none). The number of N𝔻 lost is given by the result:

≤4	5–10	11–15	16–19	≥20
0	1	2	3	4

The N𝔻 can come from anywhere. NG𝔻 count for half a loss only; NT𝔻 can be lost only if there are no warships or galleys left.

E-6 Looting and insecurity (×3) JCMod

The country loses 10% (rounded up) of its income of provinces this turn (line **B1** of *ERS*). The loss is registered in line **B4** of *ERS*.
Place a *Pirate*⊖ in the player's CTZ (if any); in STZ **Baltique** if the player has a port on this STZ (and no CTZ); in STZ **Adriatique** if the player has a port on this STZ (and no CTZ). There may be no *Pirate* if there are no such ports.

E-7 Fiscal evasion (×5) Orig

A Event Phase

Reduce the Royal treasury by 20% of its absolute value (min. is 20 ₯) this turn (from line **A1** of *ERS* to line **A2** of *ERS*). Furthermore, if TUR receives this event, he has to check for Pashas' corruption.

α Corruption of Pashas

α-B Event Phase

α-B.1 One Pashas (§C of XIV.8.1.2) becomes corrupted (turn the counters on their corrupted side). This Pasha is chosen by the Sole Defender of Catholic Faith (XIV.14.3.1) (or [AUS/HIS] is there is none). This pasha must be in owned Turkish provinces; if none are available, displace the newly corrupted pashas in any province (except the capital).

E-8 Corruption (×3) Orig

A Administrative Phase

All costs of purchase double this turn (reinforcements and campaigns). Costs of maintenance increase by 10% (rounded up). In addition, TUR suffers the effects described in event part E-7.α (Corruption of Pashas).

E-9 Technological advance (×4) Orig

The player can move one of his two technology marker (naval or land) a number of boxes forward on the technology track determined by the roll of a die (choice of the technology must be made before rolling the die):

≤1–5	6–8	9–10
1 box	2 boxes	3 boxes

E-10 Discovery of mines (×2) JCMod

A Event Phase

A.1 Place a *Gold Mine* counter in one national province of the player (still controlled) in mountain terrain (or non-clear terrain if none available, or clear terrain as a last resort), where there is not already such a counter, and provided the country (not the player) did not benefit from this event two times.
A.1.a If the country had already benefited from this event two times, test for event part E-26.α (Depletion of mines in America) instead.
If no controlled terrain is available, re-roll.

E-11 Wave of obscurantism (×2) Orig

Reduce the Stability by **1** level if player is Protestant, and **2** levels in all other cases.

E-12 Pirates (×2) JymMod

TODO: TBD Replace the two Pirates events by minor country colonisation.

A Event Phase

A.1 This event is only resolved during the economic situation segment of the event phase.

E-13 Development of warships (×2) Orig

The player advances his naval technology by 1 box.

E-14 Military leader (×3) Orig

Roll one die. If the result is even, draw a general, else draw an admiral. The leader will be drawn from the anonymous pool of the player, and will not be included in the minimum leaders limit for the period that the leader is entitled to.
The leader is available for 1 turn if the result is between 1 and 5, 2 turns (current and following) if it is between 6 and 10.

E-15 Drought (×2) Orig

The country loses 30% (rounded up) of its income of provinces this turn (line **B1** of *ERS*). The loss is registered in line **B4** of *ERS*.

E-16 Exceptional year (×5) Orig

The country gains 10% (rounded up) of its income this turn (line **B23** (Income) of *ERS*). The gain is registered in line **B24** of *ERS*.

E-17 Sales of honorary titles (×3) Orig

The Major Power may opt to sell honorary titles. If it chooses so, roll 1d100. The result gives the product of these sales in ₯, added immediately to line **A1** of *ERS* in line **A2** of *ERS*. Then the minimum number of generals of the power is lowered by one this turn (only). If may opt to have none of these effects (before rolling the dies).

E-18 Epidemics (×3) Orig

The country loses 20% (rounded up) of its income this turn (line of *ERS*). The loss is registered in line **B24** of *ERS*.

E-19 Rush of colonists (×3) JymMod

If the country has no COL placement or TP placement, it may elect to ignore this event and re-roll another one (to be decided immediately).
This event gives a bonus of **+3** to the die-roll of COL placement, as well as a supplementary and free COL placement with small investment (30 ₯), usable this turn or any other turn of the current period (lost if not used before the end of the current period). Moreover, the country may ignore restrictions of section VI.7.4.2 (Pioneering [TBD]) for this turn.
If this is not period I also apply event part §α (Minor country colonisation).

α Minor country colonisation

If this is not period I, roll on the following table; subtract **3** in periods II and III and add **3** in periods VI and VII.

-2 Destruction of a Minor establishment.
-1 Creation of a Minor establishment in ***Brazil***.
0 Creation of a Minor establishment in **Ecuador/Yucatán/Panamá**.
1–2 Creation of a Minor establishment in ***Caribbean***.
3–4 Loss one side of a Minor establishment.
5 Creation of a Pirate Haven in ***Caribbean***.
6–7 Creation of a Minor establishment in a coastal province in the American zoom.
8 Increase one Minor establishment.
9 Creation of a Minor establishment in a coastal province in ***India***.
10 Creation of a Pirate Haven in **Madagascar**
11 Creation of a Minor establishment in a coastal province in ***India***.
12–13 Creation of a Minor establishment in ***Caribbean***

α-1 Creation of a Minor establishment. Select one empty province at random within the specified ones and put a Minor establishment ⊖ in it.
α-1.a If there are no empty provinces in the specified ones or there are no unused Minor establishment, turn this into a *Increase of one Minor establishment* instead.

α-2 Creation of a Pirate haven. If one already exists in the specified provinces, it is turned on level 2 (nothing happens if it is already level 2).
α-2.a If there is no Pirate haven in the specified provinces, select an empty one at random and put a Pirate haven of level 1 in it.
α-2.b For **Madagascar**, do not select the province at random. Use **N. Madagascar** if empty and **S. Madagascar** otherwise.

α-3 Destruction of a Minor establishment. Select a Minor establishment at random and remove it from the map.

α-4 Loss of one side. Select a Minor establishment at random.
α-4.a If it is ⊖, remove it from the map.
α-4.b If it is ⊕, turn it ⊖ and select one of its exploited resources at random which is no longer exploited.

α-5 Increase of one Minor establishment. Select one Minor establishment ⊖ at random and turn it ⊕.

α-6 Creation/Increase of establishments. Whenever a new side of Minor establishment is created:
α-6.a If there is at least one unexploited resource in the *Area*, it exploits one at random.
α-6.b Otherwise, it exploits one of the existing resource at random, stealing it from whoever exploits it.

E-20 Refugees (×2) JCMod

If the country has no COL placement or TP placement, it may elect to ignore this event and re-roll another one (to be decided immediately).
The player receives a free of charge strong investment that can be used for a TFI (but cannot be cumulative with another investment on the same STZ/CTZ).
This also gives in addition the same effect as event E-19 (Rush of colonists), but with a bonus of **+2** only.

E-21 Gift to the State Orig

The people make a gift of 1d100 ⛁ added immediately to line **A1** of *ERS* in line **A2** of *ERS*.

E-22 Scandal at the court (×2) JCMod

The player's monarch's Diplomatic value is reduced by 3 for this turn (to a minimum of 1). The player also immediately loses 50 ⛁, taken from line **A1** of *ERS* into line **A2** of *ERS*.

E-23 Plots at the court (×2) Orig

The player's monarch's Diplomatic value is reduced to 1 for this turn. In addition, he will add a modifier of **+2** to next turn's survival die-roll for his monarch.

E-24 Poor weather (×3) JymMod

A Military Phase
A.1 This turn, add **+2** to each season continuation die roll. All Winter round will be in bad weather.

A.2 Frozen Sea Moreover, if a Winter round happen after a die roll of 1 (before modifications), **Øresund** is frozen. No fleet can go through, in or out of it (fleets in it at the beginning of the round stay there but suffer no damage). Armies can cross it (it's an unfriendly rough terrain with no effect on combat) but not stop in it. No battle or interception of any kind may happen here. If retreat into **Øresund** is forced after a land battle, the stack retreats one province further into solid ground but has a malus of **+2** to it retreat die roll.

E-25 Death of the heir to the throne Orig

The player will receive a -1 malus to his die-roll for each one of the future characteristics of his next monarch. This event may be drawn several times but the malus will apply only once on the next monarch. This event has no effect if the next monarch is a named monarch, including one whose characteristics are not fixed but must be rolled.

E-26 Depletion of a mine Orig

Place a marker *Exhausted Mine* on a mine currently exploited by the player (either in Europe or in the ROTW), drawn at random, and check for event part §α (Depletion of mines in America). If no mine qualifies, just do the check.

α Depletion of mines in America

α-A Event Phase
α-A.1 Each time this is called for, all exploited mines in ***America*** will be tested for depletion. This test is made at most once each turn.
α-A.1.a The mines are tested in the following order: the Potosi mine (value 50), the Tenochtitlan mine (value 40), then the mines of the player exploiting the largest number of mines in ***America*** (in an order chosen by the player itself), then the next player, and so on.
α-A.1.b A mine is depleted if a die-roll gives 1, or 1 or 2 in period V or later.
α-A.2 Only one mine per turn may be depleted this way. As soon as one as been depleted this way, there is no further need to check the others.

E-27 New ally Orig

The player receives a modifier of **+3** in diplomacy on a minor of his choice, valid for this turn. The choice of the minor has to be made immediately and secretly. It will be revealed during the next Diplomacy phase.

E-28 Defection of an ally (×2) PBMod

One country in VA position that is not a special vassal (i.e. on which diplomacy is possible) of the power, if any (chosen at random), is lowered by 3 boxes on the Diplomatic track. If none qualifies, another country determined at random among all the countries on Diplomatic track of the power is lowered by 2 boxes.

E-29 Desertions Orig

Desertions occur in the army. Roll 2d10, and add **+2** if the MAJ has at least 4 𝔸 counters deployed at that time, or subtract **–2** if it has only one. The number of L𝔻 lost is given by the result:

≤4	5–10	11–15	16–19	≥20
0	1	2	3	4

E-30 Death of a military leader Orig

Draw one leader at random in all military leaders of the player on the map. The leader is removed from the game if it is a named one, returned to the pool if it is an ⓘ one. The period limit is diminished by one for the turn.

E-31 Dynastic inheritance Orig

The player receives a **+5** bonus in his next diplomacy phase for a minor country that may become a vassal. This minor must currently be located in the RM box or above on the player's diplomatic track. This minor has to be nearest to the national territory of the player in term of number of provinces (in case of tie, leave it to the player's choice).

E-32 Inflation JymMod

Increase the level of inflation by 1, that is move the marker one box to the right (without exceeding the maximum level). At most one event among this event and Deflation (E-45) can take place in a single turn (treat as no event if a second one is rolled).

E-33 Offer of alliance Orig

The player receives a **+3** bonus in diplomacy to his die-roll for a minor of his choice (to be decided immediately).

E-34 Independence of a vassal Orig

A minor vassal that is not a special vassal (i.e. on which diplomacy is possible) breaks its vassalisation and remains only an ally. The player has a temporary CB against this minor. Move the marker of the minor from the VA box to the RM box.

E-35 Enthusiasm for the Army (×2) Orig

The player may either receive 2 L𝔻 free of charge, or increase his land technology by 1 box.

E-36 Renewal of popularity (×2) Orig

The player receives 20 ⛁ in his royal treasury (added immediately to line **A1** of *ERS* in line **A2** of *ERS*). All the following administrative operations: TFI, TP placement, COL placement, MNU placement attempts, DTI/FTI improvement also receive an exceptional bonus of **+2** to the die-roll for this turn.
On the other hand, a malus of **–10** to the die-roll is applied on the *Exceptional taxes raising* operation.

E-37 Enthusiasm for the Navy (×2) Orig

The player may either receive 2 NW𝔻 (or 4 NG𝔻) free of charge, or increase his naval technology by 1 box.

E-38 Agricultural technique development (×5) Orig

Increase the country's income by 2 ⛁ per controlled and owned province (i.e. not including occupied, looted, controlled but still belonging to the enemy, belonging to a vassal provinces) for this turn only. The gain is registered in line **B4** of *ERS*. In addition, for this turn only, the country receives a bonus of **+3** to the die-roll for the *improvement of DTI*, as well as all attempts to create a Cereals or Wine manufacture.

E-39 Reorganisation of the army or the fleet Orig

Gives a bonus of **+2** to the die-roll of either land or naval technology improvement (the choice must be written down immediately). Also gives a 50% bonus discount to the unit reorganisation due to a new technology being discovered.

E-40 Conquistador Orig

If the country has no ⓘ, it may elect to ignore this event and re-roll another one (to be decided immediately).
The player receives a conquistador among the ⓘ markers still available. It remains in play for this turn only.

E-41 Explorer Orig

If the country has no ⓘ, it may elect to ignore this event and re-roll another one (to be decided immediately).
The player receives an explorer among the ⓘ markers still available. It remains in play for this turn only.

E-42 Governor JCMod

If the country has no ⓘ, it may elect to ignore this event and re-roll another one (to be decided immediately).
The player receives a governor among the ⓘ markers still available, to be placed in a TP or a COL of the player. It remains in play for this turn only.

E-43 Diplomatic preeminence (×2) Orig

Gives the player a bonus of **+1** to the die-roll to all his diplomatics actions on minors (either European or ROTW), and a bonus of **+1** column in his favour for all of his attempts of TP and COL placement for this turn only.

E-44 Cultural expansion (×2) Orig

This gives a bonus of 20 ⛁ to any subsidies obtained by a minor vassal reaching the SUB diplomatic level. Any subsidies will yield at least 20 ⛁, whatever the modifiers. In addition, it has the same effect as event E-43 (Diplomatic preeminence) above.

E-45 Deflation (×4) Orig

Reduce the level of inflation by 1, that is move the marker one box to the left (without exceeding the minimum level). At most one event among Inflation (E-32) and this event can take place in a single turn (treat as no event if a second one is rolled).

E-46 Economic crisis JCMod

Demand for exotic resources decreases in Europe and prices fall. Adjust prices as follows (without exceeding any normal limits, and only for already available resources):
- Fish, Salt: no modification
- Sugar, Cotton, Furs: **–1** box
- Slaves, Spices, Products of America: **–2** boxes
- Products of Orient, Silk: **–3** boxes

At most one event among this event and Economic boom (E-47) will take effect this turn. Re-roll if one was already used.

E-47 Economic boom JCMod

Demand for exotic resources increases in Europe and prices rise. Adjust prices as follows (without exceeding any normal limits, and only for already available resources):
- Fish, Salt: no modification
- Sugar, Cotton, Furs: **+1** box
- Slaves, Spices, Products of America: **+2** boxes
- Products of Orient, Silk: **+3** boxes

At most one event among Economic crisis (E-46) and this event will take effect this turn. Re-roll if one was already used.

E-48 Rectification PBMod

The monarch yields to pressures yielding to straighten the domestic and foreign situation. The player can choose one option exactly among the three following bonuses:

- Pay without overcosts all his land forces up to the triple of the normal limit.
- Increase his construction limit for ships by 50% (rounded up).
- Obtain a bonus of **+5** to his die-roll concerning the action of *improvement of Stability*.
- Refund for free National Loans up to 200 ⅊.

Choice must be written down immediately to be valid.

E-49 Treachery PBMod

The player benefits from a treachery against one of his opponents with whom he is *already* at war (either a player or a minor country). The player can choose one option immediately among the three following bonuses:

- Capture immediately an enemy fortress that he currently besieges, or obtain a one time bonus of **+4** to a *siegeworks* action die-roll in the current turn (if he establishes a siege this turn).
- Move himself one land stack of his opponent one time during his opponent's movement phase this turn, instead of his opponent. The player will pick the exact round. However, he cannot make this stack attack any units except a stack commanded by him, nor can he exceed 5 MP on land, or make a naval move with a modifier higher than +8 for attrition on sea.
- Obtain a bonus of **+5** to one his diplomatic operations against a minor country whose marker is on his opponents diplomatic track, this turn only (the choice is announced along the diplomatic actions).

Diplomacy and Revolts events

Chapter XVI

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XVI.1 Diplomatic event tables

Roll	Result
1,4,7	Also test for Uprising of a conquered minor province (§D of III.8)
1–3	Catholics ✝ (Christians ✝✝ before the Reform)
4–6	Protestants ✝ (Christians ✝✝ before the Reform)
7–9	Muslims ☪
10	Other ◔ and a minor will possibly declare a war.

Table XVI.1: Troubled Religion table

1. **Northern Italy:** 1-Genua (17) 2-Monte Ferrato (12) 3-Mutina (8) 4-Luca (9) 5-Lombardia (10).
   Balkans: 6-Hungaria (17) 7-Moldavia (10) 8-Walachia (16) 9-Mazovia (16)
2. **Southern Italy:** 1-Sancta Sedes (8) 2-Ordo Hospitalis (18) 3-Toscana (14) 4-Parma (9) 5-Venetia (16) 6-Corsica (6).
   Middle East: 7-Arabia (17) 8-Mesopotamia (6) 9-Georgiani (14) 10-Ægyptus (8) 11-Syria (8).
3. **Spanish road:** 1-Helvetia (9) 2-Wirtenberga (14) 3-Sabaudia (9) 4-Trevorum (14) 5-Colonia (12) 6-Lotharingia (16) 7-Mogentium (10) 8-Leodium (16).
4. **Northern HRE:** 1-Hollandia (12) 2-Hanovere (15) 3-Hassia (14) 4-Palatinatus (9) 5-Clivia (14) 6-Westfallia (12).
   America: 7-Iroquois (11) 8-Inca (16) 9-Azteca (16).
5. **Southern HRE:** 1-Bavaria (16) 2-Wirtenberga (14) 3-Alsatia (16) 4-Friburgensis (14) 5-Turingia (14) 6-Habsburgum (18).
6. **Eastern HRE:** 1-Bohemia (15) 2-Brandenburgum (16) 3-Saxonia (11) 4-Brunsvicum (14) 5-Polonia (12) 6-Lituania (10) 7-Pommerania (10).
   Asia: 8-China (10) 9-Iaponia (11).
7. **Baltic shores:** 1-Fratres Militiæ Christi (14) 2-Hansa (14) 3-Dania (10) 4-Suecia (15) 5-Norvegia (10) 6-Finlandia (10) 7-Livonia (10) 8-Eastern Prussia (10) 9-Curlandia (6) 10-Polonia (12).
   Atlantic shores: 11-Portugallia (16) 12-Hollandia (12) 13-Scotia (16) 14-Hibernia (10) 15-Belgica (10).
8. **Khanates:** 1-Rezane (14) 2-Pskove (14) 3-Tartaria (10) 4-Don Cassackia (14) 5-Cazan (12) 6-Astracan (14) 7-Crimea (10) 8-Ukraina (14).
   India: 9-Guzarate (11) 10-Bisinagar (14) 11-Mysuria (9) 12-Hyderabada (11).
9. **North Africa:** 1-Mauretania (15) or (10) 2-Algeria (15) 3-Tunesia (8) 4-Tripolis (8)5-Cyrenaica (16).
   Semi-major countries: 6-Suecia (15) 7-Brandenburgum (16) 8-Dania (10) 9-Persia+Ormus (5) 10-Portugallia (16) 11-Polonia (12).
10. **Eastern Muslims:** 1-Persia+Ormus (5) 2-Aden (14) 3-Ayman (14) 4-Sudania (11) 5-Mogolis Imp. (11) 6-Durranis Imp. (14) 7-Mauretania (15) or (10) 8-Algeria (15) 9-Tunesia (8).

Table XVI.2: Diplomatic table

XVI.2 Revolts tables

XVI.2.1 Summary of the procedure

A Roll 2d10 and read the revolted country in the column of the current period. The target country may be a MIN or other abstract entity in which case a pseudo-stability is provided in brackets.

A.1 Decrease this pseudo-stability of minors in the table by **–1** if:

- This is HOL* and HIS perceived the taxes at the preceding turn;
- This is POR* at the turn of event III-6 (Portuguese Disaster in Africa) or after.

B Roll 1d10+the Stability (or modified pseudo-stability) on the target country's table. Reroll in the description of groups below if needed.

C Lastly, roll 2d10 in the last column of the table below to find the strength of the revolt.

Design note: The COLrevolt area is mutually exclusive with both event IV-20 (Revolts in Singala/Formose), event V-17 (Slave Revolts in the West Indies), event VI-15 (Slave Revolts in the West Indies) and event VII-11 (Revolt in Indonesia). If using the COLrevolt area, consider these events as R/D. If not, reroll the revolt area whenever COLoccurs.

XVI.2.2 Global revolt table

	I	II	III	IV	V	VI	VII	Strength
2	SUE [0]	POR	FRA	FRA	PRU [0]	PRU [0]	ANG	LD
3	SUE [0]	POR	FRA	AUS [-1]	POR	ANG	POL [-2]	LD
4	AUS [-1]	SUE [-1]	ANG	PRU	VEN	VEN	PRU	A⊖
5	AUS [-1]	SUE [-1]	SUE	POR	PRU	PRU	ANG	A⊖
6	POR	PRU [+3]	PRU [+3]	HOL	SUE	SUE	AUS	*Revolt*⊖
7	ANG	ANG	SUE	POR [-1]	POL	POL [0]	PRU	*Revolt*⊖
8	VEN	VEN	VEN	VEN [+2]	AUS	AUS	SUE	*Revolt*⊖
9	FRA	HIS	HIS	HIS	HIS	HIS	HIS	*Revolt*⊖
10	HIS	FRA	POR [-1]	FRA	ANG	ANG	POL [-2]	*Revolt*⊖/LD
11	HOL [-1]	HOL [-2]	HOL [-3]	POL	COL[0]	COL[0]	COL[+3]	*Revolt*⊖ ⚔
12	ANG	ANG	ANG	ANG	RUS	RUS	POL [-2]	*Revolt*⊖/A⊖
13	RUS	POL	POL	RUS	POR	FRA	FRA	*Revolt*⊖/A⊖ ⚔
14	TUR	TUR	RUS	SUE	POL	POL [0]	HOL	*Revolt*⊕
15	POL	AUS [+1]	AUS [+1]	TUR	TUR	TUR	TUR	*Revolt*⊕ ⚔
16	POR	RUS	TUR	AUS [+1]	HOL	HOL	RUS	*Revolt*⊕/A⊖
17	POL	AUS [-2]	AUS [-2]	TUR	TUR	TUR	TUR	*Revolt*⊕ ⚔/A⊖ ⚔
18	TUR	TUR	RUS	COL[-3]	FRA	POR	HOL	*Revolt*⊕ ⚔ ⚐ LD
19	VEN	VEN	VEN	COL[-3]	FRA	FRA	FRA	*Revolt*⊕ ⚔ ⚐ LD
20	HIS	FRA	POR [-1]	AUS [-2]	RUS	RUS	PRU	*Revolt*⊕ ⚔ ⚐ LD

Table XVI.3: Revolt table: target area and strength

Design note: Here's the percentages of each country being rolled in each period.

	ANG	FRA	HIS	POR	SUE	HOL	AUS	VEN	TUR	RUS	POL	PRU	COL
I	15	8	10	10	3	10	7	9	10	8	10	0	0
II	15	10	8	3	7	10	10	9	10	5	8	5	0
III	12	3	8	10	10	10	10	9	5	10	8	5	0
IV	9	10	8	10	7	5	8	7	10	8	10	3	5
V	9	5	8	10	5	5	7	3	10	10	13	5	10
VI	11	10	8	3	5	5	7	3	10	10	13	5	10
VII	5	10	8	0	7	10	5	0	10	5	20	10	10

XVI.2.3 Revolt table for ANG

A When a *Revolt* occurs in ANG, roll on this table, in the column of the current period.

Result	I	II	III, IV	V, VI	VII
<0	Central England	**East Anglia**	Central England	Central England	English Provinces
0	Central England	Central England	Northern England	English Provinces	Scotland
1	**Cymru**	**Cymru**	Western England	Outer Ireland	Europe
2	CTZ ANGLIA	Northern England	Outer Ireland	High Scotland	Outer Ireland
3	**Cornwall**	**Cornwall**	Western England	Low Scotland	Inner Ireland
4	Central England	Central England	English Provinces	Inner Ireland	ROTW
5	Northern England	Northern England	Low Scotland	Outer Ireland	America
6	Outer Ireland	Outer Ireland	Outer Ireland	English Provinces	English Provinces
7	Inner Ireland	Inner Ireland	Inner Ireland	Inner Ireland	Inner Ireland
8	Northern England	CTZ ANGLIA	Low Scotland	Scotland	Asia
9	Western England	Western England	Inner Ireland	ROTW	America
10	French Soil	Low Scotland	Outer Ireland	Europe	Europe
11	Outer Ireland	French Soil	High Scotland	Asia	Europe
12	Low Scotland	Northern England	ROTW	America	Outer Ireland
13	**Cornwall**	Outer Ireland	Outer Ireland	Outer Ireland	Outer Ireland

America A random COL/TP (of any nationality) in the following area: 1–2. **AMERICA**, 3–4. **VIRGINIA**, 5–6. **CAROLINA**, 7–8. **ANTILLES**, 9–10. **TERRE-NEUVE** or **HUDSON**
Asia A random TP/COL of ANG not in continent ***AMERICA***
Central England 1. **Kent**, 2–3. **Lincolnshire**, 4. **Wessex**, 5–6. **Gloucester**, 7–10. **East Anglia**
English Provinces 1. **Lincolnshire**, 2. **Wessex**, 3. **Gloucester**, 4. **Cornwall**, 5. **Cymru**, 6. **Midlands**, 7. **Yorkshire**, 8. **Cumberland**, 9. **Durham**, 10. **Lancashire**
Europe A random English European province not in Great-Britain/Ireland (possibly including HANOVERE); if none, CTZ ANGLIA
French Soil 1. **Guyenne**, 2–4. **Finistère**, 5–7. **Armor**, 8–10. **Picardie**
High Scotland 1–4. **Highlands**, 5–7. **Alba**, 8–10. **Moray**
Inner Ireland 1–5. **Brega**, 6–10. **Laighean**
Low Scotland 1–4. **Ayr**, 5–7. **Lothian**, 8–10. **Galloway**
Northern England 1–3. **Yorkshire**, 4–6. **Cumberland**, 7–9. **Durham**, 10. **Lancashire**
Outer Ireland 1–3. **Mumhan**, 4–6. **Connacht**, 7–10. **Uladh**
ROTW A random TP/COL of ANG; if none, CTZ ANGLIA
Scotland 1–3. **Ayr**, 4–5. **Lothian**, 6. **Galloway**, 7–8. **Highlands**, 9. **Alba**, 10. **Moray**
Western England 1–4. **Cornwall**, 5–8. **Cymru**, 9–10. **Midlands**

Table XVI.4: Revolt table for ANG

XVI.2.4 Revolt table for FRA

A When a *Revolt* occurs in FRA, roll on this table, in the column of the current period.

B For the roundly revolts caused by event III-11 (Wars of Religion in France), always use the column for period III (even if it occurs during another period).

B.1 Moreover, if FRA is catholic, **subtract** its Stability rather than adding it to find the localisation of the revolts caused by this event.

Result	pI,pII	pIII	pIV	pV	pVI	pVII
<0	**Île-de-France**	**Île-de-France**	**Île-de-France**	**Île-de-France**	**Île-de-France**	**Île-de-France**
0	North West	East	North West	Central France	Central France	Central France
1	CTZ FRANCIA	North West	Midi	Aquitaine	Aquitaine	Aquitaine
2	Central France	North West	Central France	North West	North West	North West
3	Central France	East	Central France	Central France	Central France	Central France
4	Italy	East	North West	Belgium	Belgium	Belgium
5	Aquitaine	Central France	Aquitaine	Midi	Midi	Midi
6	Midi	Central France	East	Brittany	Spanish Road	Spanish Road
7	North West	Central France	Central France	Spanish Road	Aquitaine	Aquitaine
8	Midi	Midi	Midi	Aquitaine	Brittany	Brittany
9	Brittany	Brittany	Brittany	ROTW	CTZ FRANCIA	CTZ FRANCIA
10	East	Aquitaine	Belgium	Midi	Midi	Belgium
11	Italy	Midi	ROTW	East	ROTW	ROTW
12	Brittany	Aquitaine	America	America	America	America
13	Belgium	Midi	Spanish Road	Brittany	East	Italy

America A random COL/TP (of any nationality) in the following area: 1–2. **QUÉBEC**, 3–4. **GRANDS LACS**, 5–6. **MISSISSIPPI**, 7–8. **ACADIE**, 9–10. **TERRE-NEUVE** or **HUDSON**
Aquitaine 1–3. **Béarn**, 4–6. **Poitou**, 7–8. **Guyenne**, 9–10. **Quercy**
Belgium 1–3. **Picardie**, 4–6. **Artois**, 7–8. **Flandre**, 9–10. **Hainaut**
Brittany 1–4. **Armor**, 5–7. **Finistère**, 8–10. **Morbihan**
Central France 1–2. **Lyonnais**, 3–4. **Auvergne**, 5–6. **Limousin**, 7–8. **Touraine**, 9–10. **Berry**
East 1–2. **Bourgogne**, 3–4. **Troyes**, 5–6. **Champagne**, 7–8. **Lorraine**, 9–10. **Alsace**
Italy 1–2. **Bresse**, 3–4. **Savoia**, 5–6. **Lombardia**, 7–8. **Nice**, 9–10. **Corsica**
Midi 1–3. **Cévennes**, 4–6. **Languedoc**, 7–8. **Dauphiné**, 9–10. **Provence**
North West 1–2. **Vendée**, 3–4. **Maine**, 5–6. **Normandie**, 7–8. **Caux**, 9–10. **Orléanais**
ROTW A random COL/TP of FRA; CTZ FRANCIA if none
Spanish Road 1–2. **Bresse**, 3–4. **Franche-Comté**, 5–6. **Alsace**, 7–8. **Pfalz**, 9–10. **Luxemburg**

Table XVI.5: Revolt table for FRA

XVI.2.5 Revolt table for HIS

A When a *Revolt* occurs in HIS, roll on this table, in the column of the current period.

Result	I	II	III, IV	V, VI	VII
<0	Central Castile	Central Castile	Central Castile	Aragon	Southern Castile
0	Aragon	Aragon	Aragon	Southern Castile	Northern Castile
1	Southern Castile	Southern Castile	Southern Castile	Northern Castile	Naples
2	Aragon	Granada	Islands	Naples	New Spain
3	Central Castile	Naples	Northern Castile	New Spain	America
4	Granada	Granada	Granada	Granada	Granada
5	Catalonia	Catalonia	Catalonia	Catalonia	Catalonia
6	New Spain	New Spain	New Spain	Islands	Islands
7	Naples	Naples	Africa	Italy	Italy
8	Northern Castile	Northern Castile	Northern Castile	Catalonia	Catalonia
9	America	America	America	America	America
10	Asia	Asia	Asia	Asia	Asia
11	Islands	Islands	Naples	Naples	Naples
12	Italy	Italy	Italy	Italy	Italy
13	Africa	Africa	Africa	Africa	Africa

Africa 1. **Algérie**, 2–3. **Oran**, 4. **'Annābah**, 5–7. **Tunis**, 8. **Ifriqiya**, 9. **Aurès**, 10. **Atlas** and **Kabylie** (Revolts strength at **–10**, possibly no revolt if Strength<2)
Aragon 1–4. **Aragón**, 5–8. **València**, 9–10. **Illes Balears**
America A random TP/COL of HIS in ***AMERICA***; if none, Atlantic
Asia A random TP/COL of HIS not in continent ***AMERICA***; if none, Atlantic
Atlantic 1–6. CTZ HISPANIA, 7–8. **Golfe du Lion**, 9. **Mer des Canaries**, 10. **Islas Canarias**
Catalonia 1–5. **Catalunya**, 6–7. **Pirineos**, 8–10. **Rosseló**
Central Castile 1–3. **Castilla La Nueva**, 4–5. **Toledo**, 6–7. **Salamanca**, 8. **León**, 9–10. **Castilla La Vieja**
Granada 1–4. **Granada**, 5–7. **Córdoba**, 8–9. **Murcia**, 10. **La Mancha**
Islands 1–2. **Corsica**, 3–4. **Saldígna**, 5–6. **Palermo**, 7–8. **Sicilia**, 9–10. **Malta**
Italy 1. **Monferrato**, 2. **Savoia**, 3. **Parma**, 4. **Lucca**, 5. **Toscana**, 6. **Siena**, 7. **Nice**, 8. **Liguria**, 9–10. **Lombardia**
Naples 1. **Umbria**, 2. **Lazio**, 3. **Umbria**, 4. **Abruzzo**, 5. **Puglia**, 6. **Basilicata**, 7. **Calabria**, 8–10. **Campania**
New Spain A random COL/TP (of any nationality) in the following area: 1–3. **AZTECA**, 4–6. **INCA**, 7–8. **CHICHIMECA**, 9. **CUBA**, 10. **GUYANA**. If some area is empty, it is replaced by Atlantic.
Northern Castile 1–2. **Galiza**, 3–4. **Asturias**, 5–6. **Vizcaya**, 7–8. **Navarra**, 9–10. **Béarn**
Southern Castile 1–2. **Cáceres**, 3–4. **Extremadura**, 5–6. **Huelva**, 7–9. **Andalucía**, 10. **Gibraltar**

Table XVI.6: Revolt table for HIS

XVI.2.6 Revolt table for POR, SUE and COL

A When a *Revolt* occurs in SUE or POR, roll on this table, in the column of the correct country and current period.

A.1 If minor DANIA or minor SUECIA have to fight a revolt, they will raise the Sund taxes (see section XIV.14.8.1 (Levies of the Sund)).

B Decrease the pseudo-stability of POR* by **–1** if event III-6 (Portuguese Disaster in Africa) happened (at this turn or a previous one).

Result	POR	SUE I–II	SUE III–IV	SUE V–VII	COL
<0	ROTW (POR)	Denmark	**Svealand**	**Svealand**	Singala
0	Tagus	Southern Sweden	**Svealand**	Northern Sweden	Singala
1	Tagus	**Svealand**	Northern Sweden	Northern Sweden	Singala
2	Portugal	Denmark	Denmark	Denmark	Singala
3	Portugal	Hansa	Southern Sweden	Hansa	Slaves
4	Overseas	Baltic Sweden	Baltic Sweden	Baltic Sweden	Slaves
5	Overseas	Finland	Finland	Finland	Slaves
6	Morocco	Denmark	Southern Sweden	ROTW (SUE)	Slaves
7	Spain	Southern Sweden	Southern Sweden	Southern Sweden	Slaves
8	Spain	Hansa	Hansa	Finland	Slaves
9	Spain	Southern Sweden	Finland	Baltic Sweden	Indonesia
10	Morocco	Finland	Finland	Finland	Indonesia
11	Overseas	Baltic Sweden	Baltic Sweden	Baltic Sweden	Indonesia
12	Portugal	ROTW (SUE)	ROTW (SUE)	ROTW (SUE)	Indonesia
13	Morocco	Denmark	Denmark	Denmark	Indonesia

Morocco 1–3. **Tânger**, 4–6. **al-Maġrib**, 7. **Granada**, 8. CTZ HISPANIA, 9. **Souss**, 10. **er-Rif**
Overseas 1–8. **Tânger**, 9–10. **Açores**
Portugal 1–4. **Trás-os-Montes**, 5–7. **Algarve**, 8–10. **Beira**
ROTW (POR) A random COL⊕ of POR; if none, STZ **Golfe de Guinée**
Spain 1–4. **Galiza**, 5–7. **Cáceres**, 8. **Extremadura**, 9–10. **Huelva**
Tagus 1–5. **Tejo**, 6–10. **Alentejo**

Baltic Sweden 1. **Baltique**, 2–3. **Estland**, 4–5. **Livonija**, 6. **Kurland**, 7. **Danzig**, 8–9. **Hinterpommern**, 10. **Vorpommern**
Denmark 1–2. **Sjælland**, 3. **Jylland**, 4. **Slesvig**, 5–6. **Østlandet**, 7. **Vestfold**, 8. **Trøndelag**, 9–10. **Skåne**
Finland 1–3. **Finland**, 4–5. **Nyland**, 6. **Tavastland**, 7–8. **Karelen**, 9–10. **Kexholm**
Hansa 1–2. **Baltique**, 3–4. **Bremen**, 5–6. **Holstein**, 7–8. **Lübeck**, 9–10. **Mecklenburg**
Northern Sweden 1–3. **Jämtland**, 4–6. **Bergslagen**, 7–10. **Gästrikland**
ROTW (SUE) A random COL⊕ of SUE; if none, STZ **Baltique**
Southern Sweden 1–2. **Västergotland**, 3–4. **Småland**, 5–7. **Gotland**, 8–10. **Skåne**

Singala *Revolt*⊖ in a random COL/TP in **SINGALA** or **FORMOSE**
Slaves Each power with a COL in either **CUBA**, **HAÏTI** or **ANTILLES** rolls a die. On 7 or more, place a *Revolt*⊖ (before 1700) or ⊕ (after 1700) in a random COL of this power in these areas.
Indonesia Place one *Revolt*⊖ and one *Revolt*⊕ in two randomly chosen COL/TP in areas **JAVA**, **SUMATRA**, **BORNÉO** and **CÉLÈBES**. Both *Revolt* can occur in the same place.

Table XVI.7: Revolt table for POR, SUE and COL

XVI.2.7 Revolt tables for HOL and AUS

A When a *Revolt* occurs in AUS* or HOL, roll on this table, in the column of the correct country and current period.
B Decrease the pseudo-stability of HOL* by **–1** if HIS perceived the taxes last turn.

Result	HOL I–II	HOL III–IV	HOL V–VI	HOL VII	AUS* I–VI	AUS* VII
<0	**Holland**	**Holland**	Asia	**Gelderland**	Danube	Danube
0	Rhine lands	ROTW	America	North lands	Alps	Moravia
1	Rhine lands	Rhine lands	Rhine lands	Rhine lands	Naples	Naples
2	North lands	North lands	North lands	Asia	**Bohème**	**Bohème**
3	**Gelderland**	**Gelderland**	**Gelderland**	America	Moravia	Moravia
4	Peasants War	Netherlands	Netherlands	Netherlands	**Bohème**	Poland
5	Outer lands	Outer lands	Outer lands	Outer lands	Slovenia	Slovenia
6	Brussels	Brussels	Brussels	Brussels	Moravia	Moravia
7	Flanders	Flanders	Flanders	Flanders	Poland	Poland
8	Wallonia	Wallonia	Wallonia	Wallonia	Slovenia	Slovenia
9	CTZ HOLLANDIA	Outer lands	Outer lands	Outer lands	Germany	Hungary
10	Westphalia	Westphalia	Westphalia	America	Croatia	Croatia
11	Netherlands	Netherlands	America	ROTW	Slovakia	Slovakia
12	CTZ HOLLANDIA	ROTW	ROTW	Asia	**Bohème**	**Bohème**
13	Wallonia	Wallonia	Netherlands	Westphalia	Moravia	Hungary

America A random TP/COL of HOL in ***AMERICA***; if none, CTZ HOLLANDIA
Asia A random TP/COL of HOL not in ***AMERICA***; if none, CTZ HOLLANDIA
Brussels 1–5. **Brabant**, 6–10. **Limburg**
Flanders 1–5. **Vlaanderen**, 6–10. **Flandre**
Netherlands 1–2. **Holland**, 3–4. **Gelderland**, 5. **Zeeland**, 6–7. **Utrecht**, 8–9. **Overijssel**, 10. **Friesland**
North lands 1–5. **Friesland**, 6–10. **Overijssel**,
Outer lands 1–3. **Limburg**, 4–5. **Brabant**, 6. **Liège**, 7. **Bremen**, 8. **Oldenburg**, 9. **Gibraltar**, 10. **Illes Balears**
Peasants War After event I-8 (1), place 3 random *Revolt* in provinces of the HRE. The Emperor must crush these revolts that can extend in all the HRE and cause loss of Stability to the Emperor. Otherwise, North lands.
Rhine lands 1–4. **Zeeland**, 5–10. **Utrecht**
ROTW A random Dutch COL; if none, CTZ HOLLANDIA
Wallonia 1–3. **Luxemburg**, 4–6. **Hainaut**, 7–10. **Artois**
Westphalia 1–3. **Berg**, 4–5. **Nassau**, 6–8. **Oldenburg**, 9–10. **Osnabrück**

Alps 1–3. **Trentino**, 4–6. **Tirol**, 7. **Graubunden**, 8–9. **Schwaben**, 10. **Friuli**
Croatia 1–2. **Kapela**, 3–5. **Croatie**, 6–7. **Carniola**, 8–10. **Dalmacija**
Danube 1–5. **Österreich**, 6–10. **Salzburg**
Germany 1–3. **OberPfalz**, 4–7. **Schwaben**, 8–10. **Anhalt**
Hungary 1–3. **Kárpátok**, 4–5. **Magyarország**, 6–8. **Banat**, 9–10. **Bosna**
Moravia 1–3. **Morava**, 4–6. **Lausitz**, 7–10. **Silésie**
Naples 1–2. **Campania**, 3. **Abruzzo**, 4. **Puglia**, 5. **Basilicata**, 6. **Calabria**, 7. **Palermo**, 8. **Sicilia**, 9. **Malta**, 10. **Saldígna**
Poland 1–3. **Bukovina**, 4–5. **Wołyń**, 6–7. **Lublin**, 8. **Wielkopolska**, 9–10. **Małopolska**
Slovakia 1–3. **Szlovákia**, 4–6. **Balaton**, 7–10. **Pécs**
Slovenia 1–2. **Istria**, 3–5. **Slovenija**, 6–8. **Steiermark**, 9–10. **Kärnten**

Table XVI.8: Revolt table for HOL and AUS*

XVI.2.8 Revolt tables for POL and PRU

A When a *Revolt* occurs in POL or PRU, roll on this table, in the column of the correct country and current period.

Result	POL I–IV	POL V–VII	PRU
<0	Capitals	Capitals	**Brandenburg**
0	Capitals	Capitals	**Brandenburg**
1	Lithuania	Lithuania	Moravia
2	Central Poland	Central Poland	Prussian Core
3	Smolensk	Central Poland	Prussian Core
4	Ukraine	Ukraine	Teutonics
5	Ukraine	Ukraine	Livonia
6	Baltic Poland	Baltic Poland	Great Prussia
7	Teutonics	Prussia	Moravia
8	Livonia	Kurland	**Bohème**
9	Central Poland	Smolensk	Saxony
10	Russia	Capitals	Prussian Core
11	Ukraine	Ukraine	Moravia
12	Carpathians	Russia	Livonia
13	Russia	Russia	Hansa

Baltic Poland 1. **Baltique**, 2–3. **Danzig**, 4–5. **West Preußen**, 6–7. **Kurland**, 8. **Livonija**, 9. **Memel**, 10. **Preußen**
Capitals 1–3. **Małopolska**, 4–5. **Lietuvą** (if no union of Lublin; **Małopolska** else), 6–10. **Mazowia**. If union with SAXONIA, use rather 1–3. **Małopolska**, 4–5. **Anhalt**, 6–7. **Sachsen**, 8–10. **Mazowia**.
Carpathians 1–5. **Kárpátok**, 6–10. **Bukovina**
Central Poland 1–3. **Wielkopolska**, 4–6. **Wołyń**, 7–10. **Lublin**
Kurland 1–5. **Kurland**, 6–10. **Livonija**
Lithuania 1–5. **Lietuvą**, 6–8. **Žemaitija**, 9–10. **Prypeć**
Prussia 1–4. **Memel**, 5–7. **Preußen**, 8–10. **Hinterpommern**
Russia 1–2. **Kaluga**, 3–4. **Novgorod**, 5–6. **Ingermanland**, 7–8. **Pskov**, 9–10. **Dikoe Pole**
Smolensk 1–3. **Smolenską**, 4–5. **Polacak**, 6–7. **Severia**, 8–10. **Baltarusija**
Teutonics 1–2. **Preußen**, 3–6. **Vorpommern**, 7–10. **Hinterpommern**
Ukraine 1. **Don**, 2. **Donets**, 3–4. **Zaporozhye**, 5-6. **Poltava**, 7-8. **Podolie**, 9–10. **Ukraïnya**

Great Prussia 1–3. **Berg**, 4. **Nassau**, 5–7. **West Preußen**, 8–9. **Danzig**, 10. **Wielkopolska**
Hansa 1–4. **Mecklenburg**, 5–6. **Lübeck**, 7–8. **Holstein**, 9–10. **Bremen**
Livonia 1–3. **Kurland**, 4–6. **Estland**, 7–8. **Livonija**, 9–10. **Memel**
Moravia 1–5. **Lausitz**, 6–9. **Silésie**, 10. **Morava**
Prussian Core 1–5. **Altmark**, 6–10. **Neumark**
Saxony 1–7. **Anhalt**, 8–10. **Sachsen**
Teutonics 1–2. **Preußen**, 3–6. **Vorpommern**, 7–10. **Hinterpommern**

Table XVI.9: Revolt table for POL and PRU

XVI.2.9 Revolt tables for RUS

A When a *Revolt* occurs in RUS, roll on this table, in the column of the current period.
A.1 If RUS owns provinces of the *PERSIAN CORE*, check for Persian Uprising (§B of XIV.13.4.4).

Result	I–II	III–IV	V	VI	VII
<0	Capitals	ROTW	ROTW	Capitals	ROTW
0	Capitals	Capitals	Capitals	ROTW	ROTW
1	Northern Russia	Northern Russia	Northern Russia	Northern Russia	Northern Russia
2	Western Russia	Western Russia	Western Russia	Western Russia	Western Russia
3	Uralic Russia	Uralic Russia	Uralic Russia	Uralic Russia	Uralic Russia
4	Baltic lands	Kazan	Kazan	Crimea	Baltic lands
5	Kazan	Kazan	Kazan	Kazan	Kazan
6	Caucasus	Caucasus	Caucasus	Crimea	Crimea
7	Northern Ukraine	Northern Ukraine	Cossacks	Cossacks	Lithuania
8	Crimea	Crimea	Cossacks	Cossacks	Cossacks
9	Smolensk	Smolensk	Smolensk	Smolensk	Smolensk
10	**Ryazan'**	Baltic lands	Baltic lands	Baltic lands	Baltic lands
11	Don	Don	Don	Don	Capitals
12	Western Russia	Uralic Russia	ROTW	Caucasus	ROTW
13	Uralic Russia	Uralic Russia	Crimea	Lithuania	Caucasus

Baltic lands 1–5. **Pskov**, 6–7. **Karelen**, 8–9. **Estland**, 10. **Livonija**
Capitals 1–3. **Moskva**, 4–10. S'-Petersburg (or **Moskva** if not built)
Caucasus 1–2. **Astragan**, 3–4. **Terek**, 5. **Kuban**, 6–7. **Géorgie**, 8–9. **Daġestān**, 10. **Shirvan**
Cossacks 1. **Dikoe Pole**, 2. **Don**, 3. **Donets**, 4–5. **Severia**, 6. **Poltava**, 7. **Podolie**, 8–10. **Ukraïnya**
Crimea 1–2. **Hacıbey**, 3–4. **Zaporozhye**, 5–6. **Crimée**, 7–8. **Caffa**, 9–10. **Azov**
Don 1–3. **Dikoe Pole**, 4–7. **Don**, 8–10. **Donets**
Kazan 1–2. **Kazan'**, 3–4. **Tatarstan**, 5–6. **Cheboksary**, 7–8. **Mordoviya**, 9–10. **Samara**
Lithuania 1–2. **Lietuvą**, 3–5. **Žemaitija**, 6–10. **Prypeć**
Northern Russia 1–3. **Ladoga**, 4–6. **Kexholm**, 7. **Onega**, 8–10. **Yaroslavl'**
ROTW A random TP/COL (any nationality) in ***SIBERIA***.
Smolensk 1–5. **Smolenską**, 6–8. **Polacak**, 9–10. **Baltarusija**
Northern Ukraine 1–5. **Severia**, 6–10. **Poltava**
Uralic Russia 1–2. **Vyatka**, 3–4. **Bolgars**, 5–6. **Step'**, 7–8. **Bashkiria**, 9–10. **Ural**
Western Russia 1–2. **Kaluga**, 3–4. **Ryazan'**, 5. **Ingermanland**, 6–10. **Novgorod**

Table XVI.10: Revolt table for RUS

XVI.2.10 Revolt table for VEN and TUR

A When a *Revolt* occurs in VEN or TUR, roll on this table, in the column of the correct country and current period.
A.1 If TUR owns provinces of the *PERSIAN CORE*, check for Persian Uprising (§B of XIV.13.4.4) if a revolt occurs in TUR (not in VEN).

Result	VEN	TUR I–II	TUR III–IV	TUR V–VI	TUR VII
<0	**Veneto**	**Trakya**	**Trakya**	**Trakya**	Anatolia
0	**Veneto**	Anatolia	Anatolia	Anatolia	Romelia
1	Italy	Romelia	Romelia	Romelia	Caucasus
2	**Adriatique**	Caucasus	Caucasus	Caucasus	Arabs
3	Adriatic	Sultanates	Sultanates	Sultanates	Sultanates
4	**Adriatique**	TP	TP	Hungary	Sultanates
5	Adriatic	Anatolia	Sultanates	Sultanates	Sultanates
6	Islands	Balkans	Hungary	Balkans	Hungary
7	Balkans	Balkans	Balkans	Balkans	Balkans
8	Islands	Persia	Persia	Persia	Persia
9	Islands	Hungary	Hungary	Hungary	Hungary
10	Balkans	Outer Empire	Outer Empire	Outer Empire	Outer Empire
11	Italy	Islands	Islands	Islands	Islands
12	**Adriatique**	ROTW	ROTW	ROTW	ROTW
13	Outposts	Arabs	Arabs	Arabs	Arabs

Adriatic 1–2. **Friuli**, 3–4. **Istria**, 5–6. **Kapela**, 7–8. **Dalmacija**, 9–10. **Montenegro**
Balkans 1–2. **Moreas**, 3–4. **Hellas**, 5–6. **Montenegro**, 7. **Bosna**, 8. **Dalmacija**, 9. **Serbia**, 10. **Alabania**
Islands 1–2. **Cyclades**, 3–4. **Corfou**, 5–6. **Kreta**, 7–8. **Rhodos**, 9–10. **Chypre**
Italy 1–2. **Mantova**, 3–5. **Romagna**, 6. **Lombardia**, 7. **Modena**, 8. **Parma**, 9. **Lucca**, 10. **Trentino**
Outposts A random Venetian TP; if none, **İzmir**

Anatolia 1. **Antalya**, 2. **Bursa**, 3. **Kocaeli**, 4. **Sinop**, 5. **Trabzon**, 6. **Angora**, 7. **İzmir**, 8. **Konya**, 9. **Anadolu**, 10. **Kilikya**
Arabs 1–2. **Cyrénaïque**, 3. **Jordanie**, 4–5. **Irak**, 6–7. **Bassorah**, 8. **Nefud**, 9–10. **Tripolitaine**
Balkans 1–2. **Moreas**, 3–4. **Hellas**, 5–6. **Montenegro**, 7. **Bosna**, 8. **Dalmacija**, 9. **Serbia**, 10. **Alabania**
Caucasus **Géorgie**, **Kuban**, **Podolie**, **Hacıbey**, **Ukraïnya**, **Shirvan**, **Daġestān**, **Caffa**
Hungary 1–2. **Magyarország**, 3. **Croatie**, 4. **Kapela**, 5. **Pécs**, 6. **Banat**, 7. **Erdély**, 8. **Kárpátok**, 9. **Bukovina**, 10. **Mureș**
Persia 1–2. **Azarbāyadjān**, 3–4. **Arménie**, 5–6. **Kordistān**, 7. **Tigre**, 8. **Pars**, 9. **Van**, 10. **Kermānšāh**
Outer Empire 1–2. CTZ TURCIA, 3–4. **Malta**, 5–6. **Szlovákia**, 7–8. **Carniola**, 9–10. **Balaton**
Romelia 1. **Çanakkale Boğazı**, 2. **Makedonya**, 3. **Doğu Rumeli**, 4. **Bulgaristan**, 5–6. **Valahia**, 7–8. **Basarabia**, 9–10. **Moldova**
ROTW At random between **İzmir**, and COL (any side)/TP⊕ of TUR
Sultanates 1. **Alep**, 2. **Syrie**, 3. **Lubnān**, 4. **Terra Sancta**, 5. **Nil**, 6. **Delta**, 7. **Nubie**, 8. **Égypte**, 9. **Cataractes**, 10. **Tobrouk** and **Sinai** (Revolts strength at **–10**, possibly no revolt if Strength<2)

Table XVI.11: Revolt table for VEN and TUR

pl:TD:Diplomatic pressures

Political Events of Period I

Chapter XVII

Incore fait

Event Table of Period I

1st→	1-4	5-6	7	8	9	10
1	1	R2	3	R15	R16	• 1–2
2	1	3	R11	R14	3	+1 then
3	1	10	R12	4	R11	Political Events of Period II (XVIII)
4	3	12	R4	7	R15	• 3–10:
5	5	13	R8	11	R4	Political Events of Period II (XVIII)
6	R6	4	R4	R6	R8	
7	R2	R6	R5	R8	R3	
8	7	9	8	9	R16	
9	11	13	3	10	R7	
10	Political Events of Period II (XVIII)					

Table XVII.1: Period I events table

General modifiers for the period

After ***America*** has been discovered and until event I-1 (Treaty of Tordesillas) is rolled-for the first time, use the following modifiers for both dice each turn when rolling for events (a result less than 1 is 1):

–1 If HIS is Catholic/Counter-Reformation or event I-8 (2) (Growth of the Reformation) has not occurred;
–1 If new COL/TP counters were placed in ***America*** last turn;
–1 If HIS or POR control Sancta Sedes.

1 Treaty of Tordesillas
2 Election of the HRE Emperor
3 (1) Wars in Italy (Napoli)
(2) Wars in Italy (Milano)
4 (1) Declaration of Hungarian Freedom
(2) Dynastic Alliance with Bohemia
5 Dynastic Alliance with Hungaria
6 Dynastic Alliance with Milano
7 (1) Habsburg Dynastic Action ..... E E
(2) Revolt of the Comuneros
8 (1) Reformation
(2) Growth of the Reformation
(3) Intensification of the Reformation
9 Turkish Dynamism ..... α β γ E E E
10 War with Scotland
11 (1) The End of the Golden Horde
(2) Russian Annexation of Pskov and Ryazan
12 War between Russia and Poland
13 Wars on the Roads of Spices ..... α β
14 Resistance of Muslim Traders
15 Chinese Expeditions
16 Barbaros Brothers

Out of table events
A Dynastic Alliance of the Habsburg
B Burgundy Inheritance
C Habsburg Bohemia
D Habsburg Inheritance of Hungary
E Downfall of Hungary
F Habsburg Control of Milano
G Spanish Milano
H Secularisation of D.S.M. Theutonicorum
I Spanish Naples

I-1 Treaty of Tordesillas RistoMod

Date: 1494.
Duration: end of Period III, or until event III-7 (Annexation of Portugal by Spain), whichever comes first

A Condition:
A.1 Re-roll and do not mark off if ***America*** has not been discovered.
A.2 Both HIS and POR have to accept this event for it to take effect. Otherwise it is marked off, but can occur again.

B Event Phase
B.1 FRA and ANG receive a temporary CB for this turn to declare war against both HIS and POR.
B.2 HIS and POR receive each 50 ₯.

C Lasting Effects
C.1 From now on HIS and POR have specific areas for overseas expansions:
C.1.a The exclusive area of POR contains ***Middle East***, ***Siberia***, ***Asia*** (except **Philippines**, ***Extreme Orient***), ***Africa***, ***Brazil***.
C.1.b The exclusive area of HIS contains ***America*** except ***Brazil***, **Amazonia**, and **Minas Gerais**.
C.1.c The regions **Amazonia**, **Minas Gerais**, **Philippines**, and ***Extreme Orient*** are shared.

C.2 Effects on HIS and POR
C.2.a All markers of HIS or POR currently on map in the exclusive area of the other MAJ are immediately destroyed, or may be replaced by the other MAJ by equivalent markers of its own if there are some available, and the MAJ fulfils the conditions to place such a marker here (especially discoveries).
C.2.b Their movements are limited to their areas, the sea zones bordering them, and sea zones that borders only islands. POR may also go in sea zones **Cap Horn** and **Côte du Chili**. HIS may also go in **Cap de Bonne-Espérance** and **Cap des tempêtes**.
C.2.c For each stack of the country violating this restriction, this country loses **1** Stability per restricted province or sea zone trespassed in. All units of HIS or POR in prohibited zones when the Treaty is signed must immediately return home as per normal peace procedure.
C.2.d Until the end of period II, HIS and POR have free overseas *CB* against any Minor country in his area, and against any European country (Catholic or not) trespassing their area. The free overseas *CB* might be used in reaction at the end of a round where a trespassing occurs, or at the beginning of the next turn.
C.2.e Until the end of period III, HIS and POR may attack *Minor establishments* in their area at no cost in Stability.
C.2.f Until the end of period III, HIS and POR have the capability to burn down European COL installed in their area (same condition as for burning TP).
C.2.g Spanish Missionaries and Missions can only go in the exclusive area of HIS until the end of the Treaty (not in the shared area).

C.3 Shared Area
C.3.a The regions that can be disputed between POR and HIS can be explored by both countries and they can settle COL and TP without penalty.
C.3.b If POR has a TP or COL in **Philippines**, **Amazonia** or **Minas Gerais**, HIS gains an Overseas CB against POR.
C.3.c If HIS has a TP or COL in **Philippines** or ***Extreme Orient***, POR has an Overseas CB against HIS.

C.4 Effects on other countries Until the end of period II all COL/TP placement attempts (successful or not), and any movement of units from the European Map into ROTW (not in the other way) by Catholic players other than HIS or POR entail to this MAJ a malus of **–2** to Stability improvement action and the loss of control of Sancta Sedes. This malus is applied at most once per turn.

C.5 The *Treaty of Tordesillas* can be declared void by POR or HIS as a Diplomatic Announcement. The Treaty is at an end, the other power gains an immediate free *CB* against the announcer; the announcer loses diplomatic control of Sancta Sedes.

I-2 Election of the HRE Emperor RistoMod

Date: 1519.
Duration: until the Emperor is Habsburg.

A Event Phase
A.1 Election of the new Emperor has to be conducted. The pretenders are the monarchs of HIS, FRA, ANG, and POL if they are Catholic. Each Pretender makes a secret bid of Ducats (a multiple of 10 ₯) for the title, and the country with the highest bid will win. In case of draw, those Pretenders bid again secretly an additional bid. All bids are lost.
A.2 A candidate from one (unspecified) minor country makes a bid of (1d10 × 10)+30 ₯ (rolled for after the initial bids of the players ; in case of ties, this candidate bids in addition of 1d10 times 10 ₯). If the winner of the bid, and so the Emperor is a from a Minor Power, he will live 1d10 turns before a new election takes place. The event is still marked.
A.3 Each Minor Country that has the Electoral Dignity: Colonia, Palatinatus, Saxonia, Trevorum, Mogentium, Brandenburgum, Bohemia gives a free bid of 10 ₯ to the Pretender secretly decided at the bidding time by the Major Country having Diplomatic alliance with the Electorate. If they are Neutral, they give their bid to the pretender of the minor country
A.4 At the first election, the House of Fugger may provide an immediate international loan of 50 ₯ for this election to HIS, or 100 ₯ if the monarch of HIS is ***Carlos V***, that are directly put in the RT.
A.5 The winner of the Crown gains 75 ₯ and 10 VP.
A.6 The new Emperor has now the benefice pertaining to the HRE, see section XIV.13.2.1 (The Holy Roman Empire (SRI)).
A.7 If the Emperor is Spanish and event I-A (Dynastic Alliance of the Habsburg) is in effect, HIS gains the possibility to involve AUS* in all wars in which HIS is currently involved (both as attacker and defender), but not conversely. This is made with a free CB.
A.8 If the Emperor is FRA, ANG or POL, HIS may declare a war (with no CB) against the new Emperor and AUS* will help in a offensive alliance. A valid victory condition for HIS is to cause immediately a new election where the losing power can not be a candidate.

B Lasting Effects
B.1 When the elected emperor dies or converts to another religion, a new election occurs with the same system during the very next Event Phase.
B.2 However, if the dying Emperor is Spanish, the event terminates permanently and no elections are held. The title of emperor reverts back to AUS* and all effects of the event are cancelled. Furthermore, the dynastic action C-2 is activated now if possible.
B.2.a Exception: If ***Carlos V*** has not been reigning yet, then the emperor stay HIS.

I-3 (1) Wars in Italy (Napoli) RistoMod

Date: 1494-1504, 1508.

A Condition:
Mandatory War.
A.1 If FRA is Protestant, mark off the event but apply R/D with the *Revolt* in FRA.
A.2 If Siciliæ exists no more, mark off the event, then apply and mark off the second event.

A.3 The second event can not take place if the first one is not finished. In that case re-roll and do not mark off.

B Event Phase

B.1 FRA has a Mandatory CB against SICILIÆ. This CB has to be used this turn or the next, at the phase of Declaration of War. If the CB is used, the controller of SICILIÆ may abandon the minor country with no cost, even if it is own VA (because of valid Dynastic Claims of the French King).

B.2 If FRA is already at war against this country, the war is linked to this event at this turn and that fulfils the Mandatory CB.

C Diplomatic Phase

C.1 Refusing the event

C.1.a At the very beginning of the Declarations Phase, FRA may refuse the event.

C.1.b If FRA refuses the event, it loses **2** Stability and the rest of the event is ignored.

C.2 Entry in War of the Italian countries

C.2.a The following countries may be involved by themselves in the war: GENUA, LOMBARDIA, SANCTA SEDES, SABAUDIA, The following tests are made each turn of the war (excepted if the MIN was already forced out of the war by a separate peace).

C.2.b Those countries in the list that are allied to a MAJ involved in the war, make a mandatory test of Entry in the War as per the usual rules §D (Full involvement in wars.) of section IV.3.3.5 (Entry in war), excepted that the MAJ has no choice here and this test is made even if the MIN is not in EW; if the MIN is not in EW at least, use **–2** to the die roll in the test and a failure does not change the diplomatic status of the MIN.

C.2.c Those countries in the list that are Neutral, may join the following MAJ according to the roll of 1d10: 1 FRA, 2-3 AUS*, 4 VEN, 5-6 enters war by itself, 7-10 stays Neutral. A country joins a MAJ only if it is involved in the war ; it is then put in EW of this MAJ, and declares war of the enemies of this MAJ. If the MAJ is not involved in the war, the MIN stays Neutral.

C.2.d If a MIN enters war by itself, it declares war to all involved countries then it asks help of the preferred country in its list that is not one of its enemies.

C.3 Diplomatic effects of the wars FRA has a bonus of **+2** for its diplomacy on TOSCANA and **–1** for SANCTA SEDES and PARMA during the event.

C.4 The Serenissima in the Wars in Italy

C.4.a VEN has a CB against FRA and/or SICILIÆ, as long as the war is not finished.

C.4.b During this war also, VEN may make limited intervention at the side of any involved alliance each turn. Such limited intervention can begin at any turn (not only the first) and VEN can change side between turns. VEN may force any Italian MIN in limited intervention for the enemy alliance, to be fully involved in the war at no cost.

C.4.c Conversely, FRA and AUS* both have a free CB against VEN, to be used at any turn of the war or on the turn following its conclusion.

D Military Phase

D.1 First turn of the war FRA has the right of free access and supply in all Italian minor countries not engaged in this war. Supply is not given by a province if its city is besieged by country hostile to this city.

D.2 Restricted War Field

D.2.a The war is restricted to *ITALY* if no side broadens the zone of war.

D.2.b The war is no more restricted if the side of FRA invades a province outside *ITALY* of the other side. FRA loses immediately **1** Stability and 20 VP, and if the invasion was not due to FRA, the Major Power responsible for it loses also **1** Stability and 20 VP. However, if dynastic actions A-1 and A-2 have both been played, the penalty in VP is void.

D.2.c The war is also no more restricted if the side enemy of FRA invades a province of the side of FRA outside *ITALY* and that stack does not draw its supply from *ITALY*.

D.3 At the time a stack of FRA invades **Campania**, FRA, HIS and AUS* gain free access in, but only supply across, Italian minor countries not engaged in this war. Supply across a province is impossible if its city is under siege by an enemy of this city.

E Peace Phase

E.1 During this war, FRA may annex **Campania** as a regular province, even if it's a capital.

F Interphase

F.1 If FRA does not manage the military conquest of Napoli at any time of this war, it loses 10 VP at the end of the event.

F.2 If, on the contrary, FRA annexes **Campania**, it gains 10VP.

F.3 Spanish reaction HIS has to choose to do dynastic action A-3 as one of its diplomatic action on the turn following the beginning of the war (this will use a Diplomatic action, with no cost and automatic success, but HIS is allowed another Dynastic Action this turn), thus activating event event I-I (Spanish Naples) or renounces to its Inheritance: it then loses **3** Stability, and dynastic action A-3 is considered played for no effect.

G Lasting Effects

G.1 If at any time of this war FRA manages the military conquest of Napoli, it gains a CB against TUR for the rest of the period. Moreover, FRA may now annex **Trakya** until the end of the period.

G.2 Until the end of the current period, FRA has a permanent CB against the owner of **Campania**.

I-3 (2) WARS IN ITALY (MILANO) RistoMod

Date: 1510-1511 / 1513-1515.

Duration: Until the end of the war caused by this event.

A Condition:

Mandatory War.

A.1 If FRA is Protestant, marked off the event but apply R/D with the *Revolt* in FRA.

A.2 The second event can not take place if the first one is not finished. In that case re-roll and do not mark off.

B Event Phase

B.1 FRA has a Mandatory CB against the owner of **Lombardia**. This CB has to be used this turn or the next, at the phase of Declaration of War. If FRA is Catholic/Counter-Reformation after event I-8 (1) (Reformation), the CB is free.

B.2 If FRA is already at war against this country, the war has to become the war linked to this event at this turn or the following (the choice is made by FRA during the Declarations of War) and that fulfils the Mandatory CB.

B.3 If FRA owns **Lombardia**, any former owner of this province has a free CB against FRA.

C Diplomatic Phase

C.1 Refusing the event

C.1.a At the very beginning of the Declarations Phase, FRA or the owner of **Lombardia** may refuse the event.

C.1.b If FRA refuses the event, it loses **2** Stability and the rest of the event is ignored.

C.1.c If the owner of **Lombardia** refuses the event, it loses **3** Stability and gives **Lombardia** to FRA (or its former controller if it was FRA that refused the event). Then the rest of the event is ignored. If this province is owned by the AUS*, HIS may refuse the event (and lose the Stability).

C.2 Milan as a Minor country If **Lombardia** is owned by the Minor country LOMBARDIA, AUS* have a free CB in reaction to a Declaration of War of FRA against this country. LOMBARDIA is moved up to EW on the diplomacy track of AUS* if it was not already on a higher position.

C.3 The Papacy and the war If SANCTA SEDES is allied to a MAJ involved in the war, each turn make a mandatory test of Entry in the War is made as per the usual rules section IV.3.3.5 (Entry in war), excepted that the MAJ has no choice here and this test is made even if the MIN is not in EW; if the SANCTA SEDES is not in EW at least, use **–2** to the die roll in the test and a failure does not change its diplomatic status. Exception: if SANCTA SEDES was forced out of this war, it does not enter back in it.

C.4 Diplomatic effects of the wars FRA has a bonus of **+2** for its diplomacy on TOSCANA and **–1** for SANCTA SEDES and PARMA during the event.

C.5 The Serenissima in the Wars in Italy

C.5.a VEN has a CB against FRA and/or the owner of **Lombardia**, as long as the war is not finished.

C.5.b During this war, VEN may make limited intervention at the side of any involved alliance each turn. Such limited intervention can begin at any turn (not only the first) and VEN can change side between turns. VEN may force any Italian MIN in limited intervention for the enemy alliance, to be fully involved in the war at no cost.

C.5.c Conversely, FRA and AUS* both have a (normal) CB against VEN, to be used at any turn of the war.

C.6 Swiss Mercenaries If LOMBARDIA is (or was) a vassal of AUS* (according to event I-F (Habsburg Control of Milano)), AUS* may spend one Diplomatic action to automatically gain HELVETIA in EC (no money is spent).

D Military Phase

D.1 Restricted War Field

D.1.a The war is restricted to *ITALY* if no side broadens the zone of war.

D.1.b The war is no more restricted if the side of FRA invades a province outside *ITALY* of the other side. FRA loses immediately **1** Stability and 20 VP and if the invasion was not due to FRA, the Major Power responsible for it loses also **1** Stability and 20 VP. However, if dynastic actions A-1 and A-2 have both been played, the penalty in VP is void.

D.1.c The war is also no more restricted if the side enemy of FRA invades a province of the side of FRA outside *ITALY* and that stack does not draw its supply from *ITALY*.

D.2 SABAUDIA gives free access and supply in its province to FRA during the first turn of the war, if it stays neutral in this war. Supply from or across a province is impossible if its city is under siege by an enemy of this city.

D.3 If event I-F (Habsburg Control of Milano) was not played and FRA besieges the city of **Lombardia** with at least one 𝔸⊕, it takes the city without resolving the siege and annexes immediately the province; FRA may destroy the Minor country LOMBARDIA by this way.

E Lasting Effects

E.1 Passing through SABAUDIA

E.1.a At the instant FRA annexes **Lombardia** during the war, it gains from SABAUDIA free access and supply through its provinces (but no stopping in, or supply from) when at peace with FRA. Supply across a province is impossible if its city is under siege by an enemy of this city.

E.1.b This right is void if/when FRA is at war against SABAUDIA, and is permanently lost if FRA loses **Lombardia**.

E.1.c Enemies of FRA gain the same right when at war with FRA.

E.2 At the end of this event, if the Minor country LOMBARDIA still exists, dynastic action B-2 is played then AUS* annexe all its provinces and the minor country disappears.

E.3 Until the end of the current period, FRA has a CB against the owner of **Lombardia**.

I-4 (1) DECLARATION OF HUNGARIAN FREEDOM RistoMod

Date: 1505.

A Condition:

If event I-D (Habsburg Inheritance of Hungary) or event I-E (Downfall of Hungary) has already been activated, mark off but play R/D.

B Event Phase

B.1 The Hungarian Inheritance (event I-D (Habsburg Inheritance of Hungary)) that might be pending is now impossible.

B.2 POL has the immediate choice of supporting a Jagiellon dynasty in HUNGARIA. If it does, it gains HUNGARIA in RM at once, makes a white peace with it if necessary, and gains a temporary CB against any countries at war against HUNGARIA.

B.2.a Else, HUNGARIA becomes Neutral.

B.3 AUS* has a temporary CB against HUNGARIA. See also event I-E (Downfall of Hungary) that might happen.

C Lasting Effects

The dynastic action C-1, the events I-5 (Dynastic Alliance with Hungaria) and I-D (Habsburg Inheritance of Hungary) are no more possible and will be ignored.

I-4 (2) DYNASTIC ALLIANCE WITH BOHEMIA RistoMod

Date: 1526.

A Condition:

If event I-C (Habsburg Bohemia) has already been played, mark off and play R/D.

B Event Phase

B.1 The dynastic action B-1 is played, and it activates event I-C (Habsburg Bohemia).

I-5 DYNASTIC ALLIANCE WITH HUNGARIA RistoMod

Date: 1491, not activated.

Duration: until the activation of event I-D (Habsburg Inheritance of Hungary) or event I-C (Habsburg Bohemia), or the event I-4 (1) (Declaration of Hungarian Freedom)

A Condition:

If C-1 or event I-4 (1) (Declaration of Hungarian Freedom) has already been played, mark off and play R/D.

B Event Phase

B.1 The dynastic action C-1 is played, and consequently event I-D (Habsburg Inheritance of Hungary) is pending.

B.2 POL gains a temporary CB against HUNGARIA.

C Diplomatic Phase

C.1 At the beginning of each diplomatic phase, the diplomatic status of HUNGARIA moves one level toward the track of AUS*, up to EW. This ends if event I-E (Downfall of Hungary), event I-4 (1) (Declaration of Hungarian Freedom) or event I-D (Habsburg Inheritance of Hungary) happens.

I-6 DYNASTIC ALLIANCE WITH MILANO Risto

TODO: Remove (happens to early). Replace with something else. Maybe something for DAN? In the meantime, mark off and reroll.

A Condition:

If C-1 or event I-4 (1) (Declaration of Hungarian Freedom) has already been played, mark off and re-roll.

A.1 The dynastic action B-2 is played, and it activates event I-F (Habsburg Control of Milano).

I-7 (1) HABSBURG DYNASTIC ACTION (×2) PBNew

A Event Phase

A.1 HIS may immediately play one dynastic action of its choice, without test nor cost.

A.1.a This action may be an annexation of one of the Provinces of the North-East, if applicable.

I-7 (2) Revolt of the Comuneros PBNew

Date: 1520-1522.

A Event Phase

A.1 Place one *Revolt*⊖ in **Toledo**, one Rebel 𝔸⊖, L𝔻 with a minor ⚔. The rebels control the fortress (reduced to level 2 max if need be).

A.2 Draw at random 2 other provinces where a *Revolt*⊖ is placed, by rolling 1d10: 1-2 **La Mancha**, 3-4 **Castilla La Nueva**, 5-6 **Salamanca**, 7-8 **León**, 9-10 **Castilla La Vieja**

A.3 The Rebels are controlled by RUS (the most remote player designers could think of). They will receive no reinforcement (excepted through *Revolt* extension).

I-8 (1) Reformation RistoMod

Date: 1517-1560.

Turn 1

A Event Phase

A.1 Luther's 95 Thesis Dania, Suecia, Clivia, Helvetia, Hansa, Terræ Depressæ, Hassia, Saxonia, Hanovere, Westfallia, Brunsvicum, and Bohemia become Protestant.

A.2 *Religious enmities* begin between Protestant and Catholic countries. They will end when event IV-A (Thirty Years' War) is terminated, or at the beginning of period IV if this event ended before, or at the end of period IV if the event is not yet finished.

A.3 Orthodoxes in Poland POL has to decide of its attitude regarding Orthodoxy: Conversion, Tolerance or Support.
A.3.a The lasting effects are mainly described in section XIV.3.3.1 (Regarding Orthodoxy).
A.3.b If POL chooses Support of Orthodoxes, it loses **2** Stability and rolls for 2 *Revolt* on its table.
A.3.c If POL chooses Tolerance of Orthodoxes, it loses **1** Stability and rolls for 1 *Revolt* on its table.

A.4 Russian Religious Attitude RUS has to decide its behaviour regarding Religions: Championship of Orthodoxy or Religious Tolerance.
A.4.a The lasting effects are mainly described in section XIV.6.3 (Religious Attitude of Russia).
A.4.b If RUS chooses Religious Tolerance, it loses **2** Stability and rolls for 1 *Revolt* on its table.

Turn 2

B Event Phase

B.1 Brandenburgum becomes Protestant. Play event I-H (Secularisation of D.S.M. Theutonicorum) as a supplementary event this turn.

I-8 (2) Growth of the Reformation RistoMod

Date: 1517-1560.

A Event Phase

A.1 FRA, HIS, ANG and POL must choose between Catholic/Counter-Reformation, Catholic/Conciliatory or Protestantism (forbidden to HIS). The choice is made simultaneously and secretly at the beginning of the Phase of Declarations. It cannot be voluntarily changed later except by events. If POL has chosen Support of Orthodoxes, he is complied to choose Catholic/Conciliatory now.

B Consequence:

Each country is affected by the following general consequences, added to specific effects for each country, described afterwards.

B.1 Catholic/Counter-Reformation

B.1.a If only one of the eligible players chooses Catholic/Counter-Reformation, he is permanent Sole Defender of Catholic Faith (XIV.14.3.1) and receives 20 VP.
B.1.b If several players choose Catholic/Counter-Reformation, the Sole Defender of Catholic Faith (XIV.14.3.1) is determined according normal procedure but between them only.
B.1.c If none of the eligible players chooses Catholic/Counter-Reformation, all of them lose **1** additional Stability.
B.1.d A bonus of **+1** is received for diplomacy on all Catholic countries until the end of *Religious Enmities*.

B.2 Catholic/Conciliatory
B.2.a **1** Stability is lost.
B.2.b One *Revolt* is rolled in the player country.
B.2.c An additional Diplomatic Action is gained and a **+2** bonus is received for diplomacy on all Protestant countries until the end of *Religious Enmities*.

B.3 Protestantism
B.3.a No Diplomacy (support included) with Sancta Sedes until the end of the current period. Control of Sancta Sedes is lost.
B.3.b **2** Stability are lost.
B.3.c Two *Revolt* are rolled in the player country.

Specific effects

α France

α-B.1 Independent Prima Hollandia If Prima Hollandia is or comes into play before the The War of Spanish Succession (V-4), immediately apply event III-1 (1) (Revolt of the United Provinces).

α-B.2 Catholic/Counter-Reformation
α-B.2.a Some events (especially Wars of Religion in France (III-11), Expulsion of the French Protestants (V-6)) are modified.

α-B.3 Catholic/Conciliatory
α-B.3.a **+1** bonus to Stability improvement attempts this turn and the two following ones.

α-B.4 Protestantism
α-B.4.a No Diplomacy (support included) with Sancta Sedes until the end of period III.
α-B.4.b Some events (Wars in Italy (Napoli) (I-3 (1)), Wars in Italy (Milano) (I-3 (2)), War in Italy (II-3), Revolt of La Rochelle (IV-14), Wars of Religion in France (III-11) Expulsion of the French Protestants (V-6), Colbertian Mercantilism in France (V-5)) are modified.
α-B.4.c The turn and period limits of FRA are changed. FRA receives an explorer for one turn as per event E-41 (Explorer).

β Spain

β-B.1 Catholic/Counter-Reformation
β-B.1.a Permanent bonus **+2** for diplomacy on Sancta Sedes.
β-B.1.b HIS gains the possibility of forcing Restoration of Catholicism in Protestant countries, with the relevant bonuses.

β-B.2 Catholic/Conciliatory
β-B.2.a A further **-1** in Stability is applied.
β-B.2.b A malus of **–2** to Stability improvement attempts for the rest of the period and the following one
β-B.2.c Restoration of Catholicism in Protestant countries gives no bonuses.

β-B.2.d Dynastic actions are no more allowed, except when permitted or required by an event.

Design note: Future option: modifications of some events: [temporary list II-9, III-1, III-7, III-8, III-11, IV-1 and V-8]. As this choice might largely change the course of the game, especially for the player of VEN, it is good policy to have part of an agreement with this player before choosing this attitude.

γ England

γ-B.1 Catholic/Counter-Reformation
γ-B.1.a The turn and period limits of ANG are changed.

γ-B.2 Catholic/Conciliatory
γ-B.2.a **+1** bonus to Stability improvement attempts this period and the following one.

γ-B.3 Protestantism
γ-B.3.a ANG is automatically Protestant/Puritan.
γ-B.3.b The turn and period limits of ANG are changed. ANG receives an explorer for one turn as per event E-41 (Explorer).
γ-B.3.c Each time ANG is rolled-for in the Revolt Country chart, the number of *Revolt* is doubled. This continues until the end of period III.
γ-B.4 The Religious and Civil Wars of ANG (Act of Supremacy (II-1 (1)), English Civil War (IV-7 (1)), The Glorious Revolution in England (V-3) and Jacobite Rebellion (VI-4)) depend on its Religious choice.

δ Poland

δ-B.1 Catholic/Counter-Reformation
δ-B.1.a Some events (Secularisation of D.S.M. Theutonicorum (I-H), Union between Polonia and Suecia (III-13), Thirty Years' War (IV-A), Augustus II, a Saxon king in Poland (V-12)) are modified.
δ-B.1.b POL gain a CB against all Protestant countries until the end of period III, and the right to convert them to Catholicism.

δ-B.2 Catholic/Conciliatory
δ-B.2.a **+1** bonus to Stability improvement attempts this turn and the two following ones.

δ-B.3 Protestantism
δ-B.3.a The Union of Lublin (see Union of Lublin (II-13) or Union of Lublin (III-14)) is broken and will not be possible. Some other events (Bohemian Revolt (IV-1 (1))) are modified.
δ-B.3.b The turn and period limits of POL are changed.

end of specific effects

I-8 (3) Intensification of the Reformation RistoMod

Date: 1517-1560.

A Event Phase

A.1 Calvin Palatinatus, Turingia and Scotia become Protestant.

I-9 Turkish Dynamism (⚔*) RistoMod/PBnew/Jym [BLP]

A Event Phase

A.1 TUR chooses, when all events of this turn have been rolled, to apply one of the following cases:
A.1.a If *Oruç Reis* is alive, TUR may choose subevent §α (Barbaross brothers). This may only occur once per game.
A.1.b If *Barbarossa* is alive, TUR may choose subevent §β (Vassalisation of Algeria). This may only occur once per game.

A.1.c If This is period II or later, TUR may choose subevent §γ (Alignment of the Barbaresques). This may only occur once per game.
A.1.d TUR may always choose subevent §δ (Turkish Diplomatic Pressures). This may happens any number of time.

α Barbaross brothers

Date: Capture of Algiers by Aruj and Hayreddin Barbarossa: 1516.

α-B Event Phase

α-B.1 TUR immediately chooses one *Præsidio* in Algeria which is destroyed.
α-B.2 If not controlled by TUR, Algeria becomes immediately Neutral.
α-B.3 On this turn, the Algerian ℙ is raised⊕ (even if it was not in play).

β Vassalisation of Algeria

Date: Recapture of Algiers by Hayreddin Barbarossa, and formal sovereignty of Soliman: 1529.

β-C Event Phase

β-C.1 Algeria is immediately placed on VA of TUR.
β-C.2 *Barbaros* is now also a Turkish leader, and as long as he is alive, Algeria is permanent Vassal of TUR not subject to diplomacy.
β-C.3 At the death of *Barbaros*, the **-3** malus for TUR to all diplomacy attempts against all *Barbaresque* countries is cancelled.

γ Alignment of the Barbaresques

Date: Ottoman conquest of Tunis: 1534, alignment: around 1540.

γ-D Event Phase

γ-D.1 From now on, the **-3** malus for TUR to all diplomacy attempts against all *Barbaresque* countries is cancelled.
γ-D.2 Tunesia is immediately placed on VA of TUR if *Dragut* is alive.

δ Turkish Diplomatic Pressures

Date: No precise date.

δ-E Diplomatic Phase

δ-E.1 TUR receives a bonus of **+3** for a Muslim minor of its choice. Choice has to be made secretly during the negotiations step.

I-10 War with Scotland Risto

Date: 1513-1514.

A Condition:

A.1 Occurs only if Scotia is at present inactive. Otherwise re-roll.
A.2 ANG can refuse this event (mark as played) by losing **2** Stability and 20 VP. It also loses the control of Scotia and can then make no diplomacy on it until the end of period.

B Event Phase

B.1 Scotia declares war against ANG, which loses the control of Scotia.
B.2 Allies can be called for this war as per normal rules.
B.3 Control of Scotia is offered to the first country in the list:
B.3.a Any current enemy of ANG (follow the normal preferences to decide which).
B.3.b The current controller of Scotia or, failing that, another power, according to the usual rules.

C Administrative Phase

C.1 For the duration of the event, Scotia receives reinforcements in offensive attitude.

I-11 (1) The End of the Golden Horde PB

Date: 1502.

A Condition:

A.1 If Crimea exist no more, mark off and play R/D instead.

B Event Phase

B.1 Crimea declares war to Tartaria. The war is not played.

B.2 Both countries make mandatory White Peaces in existing wars.

C Diplomatic Phase

C.1 Diplomacy, Call to Allies or Limited intervention is forbidden for these two countries for the duration of the turn, and neither exterior involvement in this war is allowed.

D Peace Phase

D.1 The Khanate of the Golden Horde is defeated by Crimea at the end of turn. From now on, the minor country Tartaria has reduced military forces and stop helping other Khanates when attacked.

I-11 (2) Russian Annexation of Pskov and Ryazan PB

Date: 1510 and 1517.

A Event Phase

A.1 The provinces **Pskov** and **Ryazan'** become Russian National provinces.

A.2 RUS can annex immediately one the two countries Pskove or Rezane of its choice.

A.3 A MAJ having the annexed country on its track has a CB against RUS at this turn.

A.4 POL has a CB against RUS at this turn.

I-12 War between Russia and Poland PB

Date: 1507-1522 / 1534-1537.

A Condition:

If RUS and POL are already at war against each other, mark off the case and play R/D instead.

B Event Phase

B.1 RUS has a temporary free CB against POL and POL has a temporary free CB against RUS. Those CB may be used this turn or the following turn. If no power uses it, both lose 1 Stability on the second turn.

I-13 Wars on the Roads of Spices (×2) PBMod

Date: 1508-09/non historic.

A Condition:

A.1 If there is a TP/COL producing a PO or Spices belonging to any European country, apply the subevent §α (War in Indian Sea). It can happen only once.

A.2 Otherwise, apply subevent §β (Veneto-Turkish Commercial Dispute). This event can also happen only once.

A.3 If the second event happened and the first is not possible, do not mark off and re-roll.

α War in Indian Sea

α-B Event Phase

α-B.1 Ægyptus and Guzarate allies themselves. They declare an overseas war to any European country having a TP/COL in ***Africa*** north-east of **Natal** (included) or ***Asia*** west of **Malacca** and **Sumatra** (both included). They naturally break diplomatic relations with countries they declare war to.

α-B.1.a If Ægyptus exists no more, TUR gains an AT with Guzarate.

α-B.2 A Major country having *Treaty* with the Guzarate or any diplomatic status with Ægyptus has an oversea CB at this turn against all the countries aimed by the event (all at once).

α-C Diplomatic Phase

α-C.1 From now on, VEN can make diplomacy to Aden, Ayman and Guzarate, even through it does not know adjacent sea zones or have TP/COL adjacent. However if VEN is at war against the owner of the CC Grand Orient it can make no diplomacy on these countries, and any *Treaty* it might have is inactive during the war; still it can resist diplomatic attempts from other Major powers.

α-D Administrative Phase

α-D.1 Ægyptus gains the discoveries of all seas from **Mer Érythrée** to **Détroit de Malaisie**, bordering coastal zones (and **Océan Indien** excepted). From now on, Ægyptus has only one 𝔸 counter, but has also one 𝔽 counter (but no navy in basic forces) and can use all its detachments as L𝔻 or N𝔻, and gains 2 counters L𝔻E/N𝔻E. Its basic forces are changed.

α-D.1.a If Ægyptus exists no more, TUR gains the discoveries of **Côte de Mascate** and **Golfe de Kutch** (only).

α-D.2 In the first turn of war induced by the event Ægyptus chooses Naval reinforcement.

α-D.3 On the first turn of war caused by the event, Guzarate raises an additional 𝔽⊖ (even if it is beyond its basic forces; it keeps these warships until the end of the war).

α-E Peace Phase

α-E.1 At the end of the first turn of the war (only the first), the two minor countries do not automatically accept a White Peace as usual in Overseas Wars. A formal peace has to be obtained.

β Veneto-Turkish Commercial Dispute

β-F Event Phase

β-F.1 As long as the CC Grand Orient is in Ægyptus, TUR can not, by any means, receive part of its income.

β-G Diplomatic Phase

β-G.1 TUR gains a temporary free Overseas CB against VEN.

β-G.2 TUR gains a CB vs Syria and Ægyptus.

β-G.3 At any following turn, VEN can nullify the event by announcing it at the beginning of the Declaration phases. VEN loses **1** Stability and TUR regains rights to part of the income of CC Grand Orient if it controls Syria. TUR loses the CB given by the event whereas VEN gains a CB against TUR, valid once before the end of the current period.

β-G.4 If TUR makes a winning peace of level 2 or more against VEN in a war (oversea or regular), it can ask for its right on the CC Grand Orient instead of one peace condition.

I-14 Resistance of Muslim Traders PBNew

Date: Non historic.

A Condition:

A.1 If the country Guzarate is destroyed, all European TP in **Gujarat**, **Malacca**, **Sumatra**, **Java**, and **Îles aux épices** will be attacked by Natives during the turn.

A.2 If the country Guzarate still exists, use the following events.

B Event Phase

B.1 All undestroyed TP of Guzarate regain their initial level. All European TP in the same Region will suffer a Concurrency attempt at this turn from Guzarate (Medium Investment).

B.2 In all provinces were TP of Guzarate have been destroyed before, European TP will be attacked by Natives during the turn.

I-15 Chinese Expeditions PBNew

Date: Abandoned before 1492.

A Event Phase

A.1 China gains three TP of level **3** in the following provinces: **Koḷikoṭ**, **S. Malacca**, **Madirās**, replacing existing TP from Guzarate, and 2 L𝔻 on each TP.

A.2 However, if an European country has already discovered a sea zone adjacent to the postulated position of those TP, the Chinese TP is not placed here but in one province (determined randomly among those free of TP/COL) in the following Regions (in this order, 1 by region): **Java**, **Célèbes**, **Sumatra**, **Îles aux épices** (if there is not enough unoccupied provinces in those, the remaining TP are lost). Those TP only have one L𝔻 and level 1.

A.3 The Chinese TP take the exploitation of resources (Products of Orient first then Spices) without concurrence; a Major Power will have to make proper Concurrency to take them back.

A.4 From now on, China has increased basic forces. Added to the 2 𝔸⊕ in mainland China, it has garrisons of 1 L𝔻 per TP (or 2 L𝔻 if they remain from the event), one 𝔽⊕ and one Admiral (use one from the minor pool, with the added capacity to go in the ROTW) that can move freely in the ROTW when at war. Its reinforcements are one 𝔸⊕ in mainland, and a L𝔻, a N𝔻 for the garrisons.

A.5 China has a FTI of 2. The Chinese TF in STZ **Mer de Chine** is increased to level 4.

A.6 China is considered to have discovered all land regions of ***Asia*** (including islands but **Oceania** and **Pacifique** excepted) and those of ***Africa*** north and east of **Natal** included. It also has discovered all sea zones bordering those territories.

I-16 Barbaros Brothers PBNew

A Condition:

[BLP] Apply event I-9 (Turkish Dynamism)

I-A Dynastic Alliance of the Habsburg PB

Date: 1496. Philip the Handsome, Habsburg heir, marries Juana the Mad, heiress of Spain.

A Activation:

Activated by dynastic action A-1

B Event Phase

B.1 HIS and AUS* are now allied in a specific way as described in section XIV.12.2.1 (The Habsburg Dynastic Alliance). The diplomatic counter of AUS* is placed in EW of HIS.

B.2 HIS has now the right to annex the Terræ Depressæ through war (it has a CB for such a war) or diplomatic actions.

B.3 HIS has a temporary CB at this turn or the following against any country possessing any province that was part of Burgundia in 1492.

C Lasting Effects

C.1 The Habsburg The special alliance is now enforced between HIS and AUS* as per section XIV.12.2.1 (The Habsburg Dynastic Alliance), until broken by event V-4 (The War of Spanish Succession).

I-B Burgundy Inheritance PB

Date: 1506. Spain takes full political control of Burgundian heirdom.

A Activation:

Activated by dynastic action A-2

B Event Phase

B.1 HIS annexes all provinces of Burgundia and this country exists no more. HIS has a CB (this turn and the following one) against any country possessing any province owned by Burgundia in 1492.

B.2 A Spanish MNU of Cloth with 2 levels is set in **Vlaanderen**.

B.3 If **Zeeland** is still owned by Terræ Depressæ, it is immediately annexed by HIS with no VPs gained.

B.4 When event I-A (Dynastic Alliance of the Habsburg) has been played as well as the current event, Leodium can now be VA or in AN of the owner of Spanish Flanders, HIS now (and possibly FRA, ANG or AUS later).

C Lasting Effects

C.1 Holland before its revolt

C.1.a The minor country Hollandia is created by this event. It will consist of all provinces of Terræ Depressæ that HIS has gained, and this event gives additional provinces from Burgundia, that is all national provinces of Hollandia. This minor country is permanent VA of HIS, not subject to diplomacy, until it revolts by event III-1 (1) (Revolt of the United Provinces). It has no military forces, and any war against it has to be declared as a war against HIS. HIS can not raise forces in Hollandia.

C.1.b The commercial system of Hollandia contributes to HIS: its TF are added to those of HIS in order to find who has the different CC.

C.1.c HIS does not receive income for the provinces of Hollandia. Instead, it can impose a *Tax* on Hollandia that amounts to 40 🄳 plus 10 🄳 for each province in Hollandia.

C.1.d Event III-1 (1) (Revolt of the United Provinces) will free Hollandia and change the previous rules. Each turn of *Taxes* will liken the Revolt.

I-C Habsburg Bohemia PB

Date: 1526.

A Activation:

Activated by dynastic action B-1, or by events I-4 (2) (Dynastic Alliance with Bohemia) or I-D (Habsburg Inheritance of Hungary)

B Event Phase

B.1 AUS* annexes all provinces of Bohemia and this country exists no more. The power that has Bohemia on its diplomatic track has a temporary CB against AUS*.

B.2 AUS* has a free CB (this turn and the following one) against any country possessing any province owned by Bohemia in 1492; HIS decides if AUS* uses it or not.

B.3 If Bohemia was at war, AUS* is substituted to this country for the on-going war. AUS* offers its enemies the immediate possibility to sign a White Peace.

C Lasting Effects

C.1 Bohemia may reappear as a "liege" country of AUS* or HIS (see section XIV.10.2 (Autonomous Habsburg States)) or by means of event IV-1 (1) (Bohemian Revolt).

I-D Habsburg Inheritance of Hungary PB

Date: Never activated.

A Activation:

The first R/D event beginning with turn 8 activates this Event instead of its normal effect if either event I-5 (Dynastic Alliance with Hungaria) or dynastic action C-1 has been played, and event I-4 (1) (Declaration of Hungarian Freedom) has not.

B Condition:

B.1 Play the event I-C (Habsburg Bohemia) if was not already played.

B.2 If Hungaria exists no more, ignore the rest of the event.

C Event Phase

C.1 All provinces of Hungaria are annexed by AUS* and the country is destroyed.

C.2 If HUNGARIA was at war, AUS* is substituted to this country for the on-going war. AUS* offers its enemies the immediate possibility to sign a White Peace.
C.3 Event I-C (Habsburg Bohemia) is activated at this turn.

D Lasting Effects

D.1 The basic forces of AUS* are increased by an 𝔸⊕.
D.2 HUNGARIA may reappear as a "liege" country of AUS* or HIS (see section XIV.10.2 (Autonomous Habsburg States)).
D.3 If AUS* controls at least 5 provinces of HUNGARIA, it may use the counters of HUNGARIA.
D.4 All future Hungarian leaders are now given to AUS*.
D.5 If TUR annexes Buḍa before the end of period II, lasting effects of event I-E (Downfall of Hungary) are applied instead, and this event is supposed to have happened for the rest of the rules (Victory conditions and so on).

I-E DOWNFALL OF HUNGARY PB/Jym [BLP]

Date: 1526.

A Activation:

A.1 Activated by §A (Hungaria) of section XIV.13.4.3 (Bohemia, Hungaria and Transilvania) on the turn following either
a major victory of TUR against a stack with a least one 𝔸 counter of HUNGARIA, if TUR chooses to activate it;
OR occupation of Buḍa by TUR;
OR Turkish control of at least 5 provinces owned by HUNGARIA.
A.1.a The moment the condition is met, POL can make a limited intervention at the side of HUNGARIA and AUS* may make a limited intervention or enter war at the side of HUNGARIA. These are not declarations of war, no Stability is lost and no reinforcements are rolled.
A.1.b Once the condition is met, TUR may not sign peace with HUNGARIA this turn.
A.1.c On the next turn, this event is considered to be the first event rolled.

B Peace Phase

B.1 Note that this happens the turn the event is resolved, *i.e.* one turn after TUR causes the Downfall. Thus, there is always at least one full turn during witch AUS* and POL may try and defend HUNGARIA.
B.2 HUNGARIA is destroyed. Its remaining provinces are given as follows:
B.2.a **Pécs**, **Croatie**, **Magyarország**, **Kárpátok**, **Bukovina** are annexed by whoever controls militarily the province among TUR, AUS* and POL (the presence of stack with 𝔸⊕ in a province with fortresses of an allied collapsing HUNGARIA gives control to the leader of this stack). Those controlled by HUNGARIA at the end are annexed by AUS*. (These provinces have no extra shield)
B.2.b **Szlovákia**, **Balaton**, **Carniola** and **Kapela** are annexed by AUS* (and nobody gains the VP). (These provinces have a blurred Austrian shield reminder)
B.2.c **Banat**, **Serbia** and **Bosna** (if owned by HUNGARIA or Neutral) are annexed by TUR. (These provinces have a blurred Turkish shield reminder)
B.2.d A minor country TRANSILVANIA is created, composed from the remaining provinces of HUNGARIA: likely, **Erdély** and **Mureș** (These provinces have a blurred Transylvanian shield) plus any province that HUNGARIA may have annexed since the beginning of the game. This country is created as a special VA of whoever got **Magyarország** during the partition.
B.2.e Excepted for some provinces annexed by AUS*, the usual VP are given.
B.3 If a power controls provinces given to another power, it may declare now a war with a CB, or its troops withdraw (as per peace evacuation).

B.4 TRANSILVANIA [BLP] For the rest of the game, TRANSILVANIA is a special VA of the owner of **Magyarország**.
B.4.a As soon as this province changes owner, the new owner immediately becomes the Diplomatic patron of TRANSILVANIA.

B.4.b No diplomacy is allowed on TRANSILVANIA. It is not subject to Diplomatic events.
B.5 The limited interventions of AUS* and POL (if any) end immediately.
B.5.a However, if AUS* chose to enter war, a formal peace treaty must be obtained at this turn or another one, as usual.

C Lasting Effects

C.1 The basic forces of AUS* are increased by an 𝔸⊖.
C.2 HUNGARIA may reappear as a "liege" country of AUS* or HIS (see section XIV.10.2 (Autonomous Habsburg States)).
C.3 If AUS* controls at least 7 provinces of HUNGARIA, it may use the counters of HUNGARIA.
C.4 All future Hungarian leaders are now given to AUS*.

C.5 [BLP] §B (The Little war and The Long war) of section XIV.13.4.3 (Bohemia, Hungaria and Transilvania) is now active.

I-F HABSBURG CONTROL OF MILANO RistoMod

Date: around 1520.

A Activation:

Activated by event I-7 (1) (Habsburg Dynastic Action) or dynastic action B-2

A.1 If LOMBARDIA is now at war, AUS* have a free CB to join the war on the side of LOMBARDIA. The rest of the event is activated when the CB is used.
A.2 If AUS* is not allied yet to HIS, it uses the CB of the event as soon as it is not active elsewhere.

B Event Phase

B.1 LOMBARDIA becomes a permanent VA of AUS*. LOMBARDIA and AUS* are from now on one entity for wars and peaces.
B.2 If the province **Lombardia** is french, a *Revolt*⊖ is placed herein and AUS* have a free CB this or the following turn against FRA.

C Lasting Effects

C.1 dynastic action C-2 is now possible.

I-G SPANISH MILANO RistoMod

Date: around 1560.

A Activation:

Activated by dynastic action C-2

B Event Phase

B.1 HIS annexes **Lombardia** if this province is in LOMBARDIA (whether a permanent VA of AUS* or not) or owned by AUS*. The minor country LOMBARDIA exists no more.
B.2 If **Lombardia** is owned by another country, a *Revolt*⊖ is placed herein and HIS and AUS* have free CB this or the following turn against this country.

C Lasting Effects

C.1 HIS can now raise troops in **Lombardia** if it controls it, with normal cost.
C.2 HIS can recreate LOMBARDIA as a "liege" country (see section XIV.10.2 (Autonomous Habsburg States)).

I-H SECULARISATION OF D.S.M. THEUTONICORUM PB

Date: 1525.

A Activation:

Activated by event I-8 (2) (Growth of the Reformation) or event III-8 (Secularisation of Fratres Militiæ Christi), whichever occurs first

B Event Phase

B.1 D.S.M. THEUTONICORUM, part of minor country FRATRES MILITIÆ CHRISTI become Protestant. All units from any country in **Preußen**, **Hinterpommern** and **Vorpommern** have to retreat when those provinces are annexed by another country.
B.2 The province **Preußen** become part of *DUCHY OF PRUSSIA*.
B.2.a If POL is Catholic/Conciliatory, it annexes the province if owned by FRATRES MILITIÆ CHRISTI, or has a CB against its owner until the end of the Period.
B.2.b Else, *DUCHY OF PRUSSIA* is annexed by BRANDENBURGUM, and **Preußen** become part of BRANDENBURGUM. If this province is owned by any other country than FRATRES MILITIÆ CHRISTI, this country has a CB against BRANDENBURGUM.
B.3 The provinces **Hinterpommern** and **Vorpommern** are annexed by HANSA if owned by FRATRES MILITIÆ CHRISTI.
B.3.a If one or the two provinces are owned by any country except POL, HANSA declares war to this country. POL may (his choice) have HANSA placed in MA before usual calls for help is made, in which case HANSA calls it to his help. Else, usual rules are used.
B.3.b Else, if one or the two provinces are owned by POL, HANSA declares war to POL and BRANDENBURGUM too, allied with HANSA.
B.3.c If a war results of this event, only HANSA can annex the 2 provinces.
B.4 The minor country FRATRES MILITIÆ CHRISTI (now Livonian Brothers of the sword) loses one 𝔸 counter, and its basic forces are diminished by one 𝔸⊕.

C Peace Phase

C.1 If a war is prosecuted between minor countries only, it lasts one turn and the side of BRANDENBURGUM wins (gaining the provinces).

I-I SPANISH NAPLES PB

Date: 1497 – The Spanish rulers decide to take direct control of the kingdom of Naples.

A Activation:

Activated by dynastic action A-3, or at the turn following event I-3 (1) (Wars in Italy (Napoli)), whichever occurs first.

B Event Phase

B.1 HIS gains a permanent CB against SICILIÆ (even if on his own diplomatic track), and also against any owner of a national province of SICILIÆ.

C Diplomatic Phase

C.1 When HIS declares a war against SICILIÆ, FRA has a CB at this turn only in a reaction to declare a war jointly to HIS and SICILIÆ.
C.2 HIS may also annex the country by diplomatic means.

D Peace Phase

D.1 Any province of SICILIÆ controlled by HIS at the end of a turn is immediately annexed without need for peace. If it was the last province of SICILIÆ, the country is destroyed. When Napoli is annexed by HIS, remaining provinces of SICILIÆ surrender now, are annexed by HIS and the country is destroyed.
D.2 In period II, if HIS has SICILIÆ in diplomatic AN, the minor country is destroyed and permanently annexed by HIS.
D.3 HIS loses the CB given by this event as soon as it owns every national province of SICILIÆ.

E Lasting Effects

E.1 As long as HIS owns **Campania**, it gains a free maintenance of one 𝔽⊖, in period II, III and IV.
E.2 HIS can recreate SICILIÆ as a "liege" country (see section XIV.10.2 (Autonomous Habsburg States)).

Political Events of Period II

Chapter XVIII

Event Table of Period II

1st→	1-3	4-5	6	7	8	9	10
1	2	1	10	13	1	1	• 1–2: +1 then Political Events of Period I (XVII)
2	3	R2	11	R14	2	R8	
3	R4	3	12	R15	R3	R2	
4	5	4	15	16	R4	11	• 3–10: Political Events of Period I (XVII)
5	6	8	16	17	R5	12	
6	7	9	17	R18	7	13	
7	8	11	R18	R21	R8	R19	
8	10	12	R8	1	R9	R21	
9	R9	21	R21	19	14	R20	
10	Political Events of Period III (XIX)						

Table XVIII.1: Period II events table

Habsburg Hungary

The first R/D event beginning with turn 8 activates event I-D (Habsburg Inheritance of Hungary) instead of its normal effect if either event I-5 (Dynastic Alliance with Hungaria) or dynastic action C-1 has been played, and event I-4 (1) (Declaration of Hungarian Freedom) has not.

1 (1) Act of Supremacy
(2) War with Scotland
2 (1) Election of the HRE Emperor ..... →I-2
(2) Habsburg Dynastic Commitments .....E E E E
3 War in Italy
4 End of the Union of Kalmar
5 War between Persia and Turkey .....E E
6 (1) Turkish Vassalisation of Algeria
(2) Alignment of Barbaresques
7 War between Poland and Turkey
8 Reformation .....→I-8 (1) →I-8 (2) →I-8 (3)
9 War of the Schmalkaldic League
10 War in the Indian Ocean
11 Portuguese Colonial Dynamism ..... E E E
12 Spanish Colonial Dynamism ..... E E E
13 Union of Lublin
14 Russian conquest of the Khanates
15 Russian Superiority over the Khanates
16 War between Russia and Poland
17 War between Russia and Turkey
18 Forward to the Baltic Sea
19 Resistance of the American Empires .....E E
20 Chinese Oversea Expansion
21 Apparition of the Mughal Empire .....E E

Out of table events

A Mogolis Imp. Expansions..... many times
B Call for Crusade .....many times

II-1 (1) Act of Supremacy Risto

Date: 1534, 1539.

A Condition:

Takes place when rolled for, or when ***Henry VIII*** dies. May not happen before ***Henry VIII***.

B Event Phase

B.1 [BLP] ANG may not place occupations in France anymore. If ANG and FRA are at war, replace any English occupation on French territory by control. If they are at peace, remove these.

B.2 ANG has to choose its Heir, in accordance with its current religion.

B.2.a Catholic/No Reform Mary I Tudor, or Edward VI

B.2.b Catholic/Counter-Reformation Mary I Tudor, or Edward VI

B.2.c Catholic/Conciliatory Edward VI or Jane Grey

B.2.d Protestant/Puritan Jane Grey

B.3 When the chosen heir ascend throne, apply the following effects, depending on the heir.

B.4 Marie I Tudor ANG is forced to be Catholic/Counter-Reformation. If it has changed, both general and particular effects of event I-8 (2) (Growth of the Reformation) are applied immediately.

B.4.a ANG has a mandatory Dynastic (Defensive and Offensive) Alliance with HIS for 3 turns. If at war, HIS and ANG make an immediate white peace.

B.4.b Roll for 2 *Revolt* in ANG in the table, using 1d10-2 for localisation.

B.5 Lady Jane Grey ANG is forced to be Protestant/Puritan. If it has changed, both general and particular effects of event I-8 (2) (Growth of the Reformation) are applied immediately.

B.5.a Alliance between ANG and HIS are forbidden for 3 turns.

B.5.b All Catholic/Counter-Reformation MAJ and also POR and VEN receive a temporary CB against ANG.

B.5.c Roll for 2 *Revolt* in ANG in the table, using 1d10+3 for localisation.

B.6 Edward VI ANG must choose freely its Religious Attitude. If it has changed, both general and particular effects of event I-8 (2) (Growth of the Reformation) are applied immediately. If it is now Catholic/Conciliatory, Edward VI (and truly also Mary I) will reign at most 2 turns. (Note: determine values at random, Edward VI may also die, but its successor will last only the second turn).

B.6.a At the beginning of the second turn, roll for 2 *Revolt* in ANG in the table, using 1d10-2 for localisation.

B.7 After Edward VI: Elizabeth or Mary At the beginning of the third turn, ANG may opt immediately to choose between two possibilities:

B.7.a Mary Stuart ANG chooses to remain Catholic/Conciliatory, in which case none of the effects described underneath are applied. Instead, ANG loses **1** in Stability (for having to face humiliation from the Pope).

B.7.b "Elizabethan Settlement" ANG becomes Protestant/Anglican, that is Protestant as defined in event I-8 (2) (Growth of the Reformation). Both general and particular effects of the event are applied immediately. The only difference between Anglicanism and Protestantism is relative to the Religious and Civil Wars of ANG.

B.7.c The Monarch of ANG is now ***Elisabeth I***.

B.7.d ANG receives 250 ₯ in its Treasury.

B.7.e All Catholic/Counter-Reformation MAJ and also POR and VEN receive a temporary CB against ANG.

II-1 (2) War with Scotland PBNew

Date: 1542.

A Condition:

A.1 Occurs only if Scotia is at present inactive. Otherwise re-roll.

A.2 ANG can refuse this event (mark as played) by losing **2** Stability and 20 VP. It also loses the control of Scotia and can then make no diplomacy on it until the end of period.

A.2.a If ANG has chosen the "Mary Stuart" option in event II-1 (1) (Act of Supremacy), the refusal of the war costs only **1** Stability (no VP, no diplomatic consequences).

B Event Phase

B.1 Scotia declares war against ANG, which loses the control of Scotia.

B.2 Allies can be called for this war as per normal rules.

B.3 Control of Scotia is offered to the first country in the list:

B.3.a Any current enemy of ANG (follow the normal preferences to decide which).

B.3.b The current controller of Scotia or, failing that, another power, according to the usual rules.

C Administrative Phase

C.1 For the duration of the event, Scotia receives reinforcements in offensive attitude.

II-2 (1) Election of the HRE Emperor RistoMod

A Condition:

Same event as event I-2 (Election of the HRE Emperor).

A.1 If event I-2 has not occurred, play this event.

A.2 If event I-2 has already occurred, play the following event.

II-2 (2) Habsburg Dynastic Commitments (×4) PB

A Event Phase

A.1 HIS **must** immediately play one dynastic action of its choice, without test nor cost. Annexation of a province of the North-East is a valid choice. If there is no such actions possible, treat as no event and mark off.

II-3 War in Italy Ristomod

Date: 1521-1526 / 1526/1530 / 1536-1539 / 1542-1544 / 1552-1559.

A Condition:

This event continues event I-3 (1) (Wars in Italy (Napoli)) and event I-3 (2) (Wars in Italy (Milano)).

A.1 If either event I-3 (1) (Wars in Italy (Napoli)) or event I-3 (2) (Wars in Italy (Milano)) is in effect, re-roll without marking.

A.2 If event I-3 (1) (Wars in Italy (Napoli)) was not played, play it, mark off and do not apply the remaining of the present event.

A.3 If FRA owns **Lombardia**, mark off the event which is considered played with only one effect: AUS* after event I-F (Habsburg Control of Milano) or HIS after event I-G (Spanish Milano) has a free CB against FRA at this turn.

A.4 The event may happen more than once. If a this event is happening when another event is rolled for, the second one is marked off and treated as a R/D.

B Event Phase

B.1 FRA has a Mandatory CB against the owner of **Lombardia**. This CB has to be used this turn or the next, at the phase of Declaration of War. If FRA is Counter-Reformation after event I-8 (2) (Growth of the Reformation), the CB is free.

B.2 If FRA is already at war against this country, the war has to become the war linked to this event at this turn or the following (the choice is made by FRA during the Declarations of War) and that fulfils the Mandatory CB.

C Diplomatic Phase

C.1 Refusing the event

C.1.a At the very beginning of the Declarations Phase, FRA or the owner of **Lombardia** may refuse the event.

C.1.b If FRA refuses the event, it loses **2** Stability (or none if the current period is III or after) and the rest of the event is ignored.

C.1.c If the owner of **Lombardia** refuses the event, it loses **3** Stability and gives **Lombardia** to FRA. Then the rest of the event is ignored. If this province is owned by the AUS*, HIS may refuse the event (and lose the Stability).

C.2 Milan as a Minor country If **Lombardia** is owned by the Minor country Lombardia, AUS* have a free CB in reaction to a Declaration of War of FRA against this country. Lombardia is moved up to EW on the diplomacy track of AUS* if it was not already on a higher position.

C.3 Diplomatic effects of the wars FRA has a bonus of **+2** for its diplomacy on Toscana and **-1** for Sancta Sedes and Parma during the event.

C.4 The Serenissima in the Wars in Italy This rule is applied only if VEN has announced a *Policy of Italian dominance*.

C.4.a VEN has a CB against FRA and/or the owner of **Lombardia**, as long as the war is not finished.

C.4.b During this war, VEN may make limited intervention at the side of any involved alliance each turn. Such limited intervention can begin at any turn (not only the first) and VEN can change side between turns. VEN may force any Italian MIN in limited intervention for the enemy alliance, to be fully involved in the war.

C.4.c Conversely, FRA and AUS* both have a (normal) CB against VEN, to be used at any turn of the war.

C.5 Swiss Mercenaries If Lombardia is a vassal or a possession of AUS* (according to event I-F (Habsburg Control of Milano)), AUS* gain Helvetia in EC.

D Movement Phases

D.1 Sabaudia gives free access and supply in its province to FRA during the first turn of the war, if it stays neutral in this war. Supply from or across a province is impossible if its city is under siege by an enemy of this city.

E Lasting Effects

E.1 Until the end of the current period, FRA has a CB against the owner of **Lombardia**.

II-4 End of the Union of Kalmar Risto

Date: 1523.

A Event Phase

A.1 The effect of specific §B (Union of Kalmar) of section XIV.7.1 (Suecia as a Minor Country) is terminated.

A.2 Because of troubles between Dania and Suecia, both countries make mandatory white peaces, lowers the European market by 75 ₯ this turn for everyone.

A.3 If SUE is a MAJ, roll for 2 *Revolt* in SUE and SUE loses **1** Stability.

II-5 War between Persia and Turkey (×2) Risto

Date: 1526-1555.

A Condition:

Takes place only if Persia is inactive. Otherwise re-roll.

B Event Phase

B.1 Persia declares war against TUR.

B.2 Persia and TUR can immediately call allies as per normal rules.

B.3 If Persia is neutral, it does not call any ally and is played by HIS.

C Administrative Phase

C.1 Persia receives reinforcements on offensive status for the duration of this war.

II-6 (1) Turkish Vassalisation of Algeria Risto

A Condition:

[BLP] Apply event I-9 (Turkish Dynamism)

II-6 (2) Alignment of Barbaresques Risto

A Condition:

[BLP] Apply event I-9 (Turkish Dynamism)

II-7 War between Poland and Turkey PB

Date: 1526-1535 – it was not a formal war.

A Condition:

Turkey may refuse the event, in which case it is not marked and no event is re-rolled for. If the event is not refused, apply the following

B Diplomatic Phase

B.1 TUR has a bonus of **+2** on diplomatic actions on minor countries Moldavia, Walachia and Transilvania.

B.2 TUR has a free CB to be used at this turn of the following one against POL if it has a province adjacent to this country, or a minor country in MA at least, that is adjacent to POL.

B.3 If TUR is at war with POL, any minor country adjacent to POL that is in MA or higher of TUR will join full war against POL without test, and so is placed in EW.

C Administrative Phase

C.1 If there is a Polish Ukraina, POL gains a free 𝔸⊖ to fill the Ukrainian army at each turn of the war.

II-8 Reformation (×3) Risto

Date: 1522-1560.

A Condition:

This event is the same as in period I and continues the effects, provoking either event I-8 (1) (Reformation), event I-8 (2) (Growth of the Reformation) or event I-8 (3) (Intensification of the Reformation).

II-9 War of the Schmalkaldic League RistoMod

Date: 1546-1547.

A Condition:

A.1 If event I-8 (1) (Reformation) has not yet occurred once, do not mark off and re-roll.

A.2 This event cease with the breaking of the League as described in the event or in event IV-A (Thirty Years' War).

B Event Phase

B.1 The following countries form a defensive league: Hassia, Saxonia, Turingia and Wirtenberga. They are considered as one country for declaration of wars, and one alliance for peace terms.

B.2 The Emperor loses diplomatic control of all countries of the League and can no longer make diplomatic actions on them. Those countries leaves GE if there is one.

C Diplomatic Phase

C.1 The Emperor has a permanent CB against the League. This CB is free if the Emperor is the Sole Defender of Catholic Faith (XIV.14.3.1) (free CB also if the AUS* are Emperors for the Austrian branch and Sole Defender of Catholic Faith (XIV.14.3.1) for the Spanish branch). A war against any country of the League is called a war against the League; it is a *war of Religion* (so external intervention is constrained).

C.1.a HIS may ask for limited or full intervention of the AUS* in this war.

C.2 The Emperor may grant the *Truce of Augsburg* regarding the liberty of belief in the HRE. Such a decision costs **1** Stability and 20 VP.
C.3 When a war against the League occurs, the minor countries are allied for any purposes and are played by the first major player in the list that is not at war against any country of the League: HOL, ANG if Protestant, FRA if Protestant, POL if Protestant, SUE (if Protestant and period III+), HIS, ANG, FRA, POL if not. This power is called for as an ally of the League, but may refuse at no cost. The League plays at the same round of the player who plays it (whether involved in the war or not).
C.4 Any Major Country having one of the minor countries in the League on its diplomatic chart can make a limited intervention against the Emperor, as an ally of the League.

D Peace Phase

D.1 If the Emperor is Spanish or Habsburg, a test to begin the event IV-A (Thirty Years' War) is made at the end of each turn of any war between the League and the Emperor. This test is modified by **+4**. See event IV-A (Thirty Years' War) for the result of the test and the possibility of this Religious War. If no such war occurs, peace can be made on the following conditions.
D.2 Each minor country obeys to the usual rules for peace (except that it is not possible to annex provinces of minors during this war). As they are allied, a peace against only one country is a separate peace.
D.3 A minor country forced to sign an unconditional surrender breaks from the League for ever. This replace all the peace conditions.
D.4 The League may be dissolved under the following conditions:
D.4.a the last country in the League is forced out, or
D.4.b Hassia or Saxonia has been forced out of the League and the Emperor has granted, or grants immediately the Truce of Augsburg (at the cost of **1** Stability and 20 VP).
D.5 If the League is dissolved without the Truce of Augsburg, HIS keeps the title of Emperor for one more monarch.
D.5.a If the Emperor is from HIS or AUS*, and has made a war against the League and suffered a Major Defeat against land forces of the League, it can decide at the phase of peace to become Catholic/Conciliatory as in event I-8 (2) (Growth of the Reformation). The war ends immediately in a white peace and the application of the Truce of Augsburg in the HRE. Both general and specific events of event I-8 (2) will be applied to HIS at the following event phase.

E Lasting Effects

E.1 The countries of the Schmalkaldic League will join some wars caused by events: IV-A (Thirty Years' War), IV-1 (2) (Revocation of the Truce of Augsburg), and IV-2 (2) (War for the Unity of the HRE). The League may reinforce the intervention of Palatinatus in event III-11 (Wars of Religion in France). The League exists no more when involved in the event IV-A (Thirty Years' War).

II-10 War in the Indian Ocean PB

Date: 1536-1538 / 1546.

A Condition:

A.1 If a Treaty is militarily enforced between POR and Ayman or/and Aden, apply Revolt of Oman/Aden (§α) for this (or these) countries.
A.2 If no Treaty is enforced, apply War with Oman/Aden (§β) against this (or these) MIN. Both a Revolt and a War can occur (against different countries).

α Revolt of Oman/Aden

α-B Diplomatic Phase

α-B.1 TUR has an overseas CB against POR at this turn. TUR gains the discoveries of **Côte de Mascate** and **Golfe de Kutch**

α-C Administrative Phase

POR does not get the incomes (exotic resources) from the revolted countries.

α-D Military Phase

α-D.1 The Natives of the region **Oman** or **Aden** are activated and will attack units of POR at this turn. They will not attack Turkish forces this turn.

α-E Interphase

α-E.1 If the attack of the colony by the Natives at the end of turn result in at least 1 level of COL that should be lost, those levels are not applied to the COL of Ayman or/and Aden but break the Treaty status of the country with POR (they now have No Relation and Portuguese forces are redeployed immediately).
α-E.2 If Ayman or/and Aden breaks free from a Treaty with POR and TUR is at war with POR, TUR gains a Treaty with this (these) MIN.

β War with Oman/Aden

β-F Event Phase

β-F.1 Ayman or/and Aden declare(s) an oversea war to POR. If both are at war, they are allied.
β-F.2 TUR has an oversea CB against POR at this turn, to enter the war as an ally of Ayman or/and Aden and it gains the discoveries of **Côte de Mascate** and **Golfe de Kutch**. If the CB is used, TUR gains a Treaty with Ayman or/and Aden.

β-G Administrative Phase

β-G.1 Ayman or/and Aden at war receive(s) Naval Reinforcement at the first turn of the war.

β-H Interphase

β-H.1 If Ayman or/and Aden occupy a TP of POR at the end of the turn, they do not burn it if they have a TP counter available and this TP is transformed in a TP of the minor country. If there is no counter available, the TP is burnt down. The choice of the TP converted is random.

II-11 Portuguese Colonial Dynamism (×3) Risto

A Diplomatic Phase

A.1 POR gains a bonus of **+3** for any diplomatic action on non-European minor countries at this turn.

B Administrative Phase

B.1 POR receives one additional and free strong investment TP placement action.
B.2 POR receives a shift of one column to its favour in the actions results table for all its COL/TP placement attempts this turn.
B.3 POR may ignore restriction of section VI.7.4.2 (Pioneering [TBD]) for this turn.

II-12 Spanish Colonial Dynamism (×3) Risto

A Diplomatic Phase

A.1 HIS gains a bonus of **+3** for any diplomatic action on non-European minor countries at this turn.

B Administrative Phase

B.1 HIS receives one additional and free strong investment COL placement action.
B.2 HIS receives a shift of one column in its favour in the actions results table for all its COL/TP placement attempts this turn.
B.3 HIS may ignore restriction of section VI.7.4.2 (Pioneering [TBD]) for this turn.

II-13 Union of Lublin PB

Date: 1568.

A Condition:

If POL is Protestant or has chosen Support of Orthodoxes, the union is impossible. Mark off the case and play R/D instead, with the *Revolt* in POL.

B Activation:

B.1 The rest of the event is activated when POL decides to sign the Union. That is to be announced at any current or following phase of declaration.

C Diplomatic Phase

C.1 Both countries in POL are linked by an Union. All effects described in §A of section XIV.3.2.2 (The Union of Lublin) are applied no more and the new conditions are described in §B (Union of Lublin.) of section XIV.3.2.2 (The Union of Lublin).
C.2 If POL is not at war against any Major Power at the time of the Union, play two *Revolt* in POL. If it is at war against a Major Power, do not draw any *Revolt*.
C.3 RUS and SUE has a CB against POL at the turn of declaration of the Union.

D Lasting Effects

D.1 The Union of Lublin can be broken if someone imposes a peace of level at least 3 on POL, and this counts as the gain of 2 provinces (or their equivalent in War Reparation) for the terms of peace.

II-14 Russian conquest of the Khanates PB

Date: Kazan 1547-1552.

A Activation:

RUS may refuse this event, in which case it is not marked but no other event is rolled for.

B Event Phase

B.1 If event I-11 (2) (Russian Annexation of Pskov and Ryazan) has not been played, it is played as an additional event this turn.
B.2 Else, or on a second occurrence of the event, apply the following effect.

C Diplomatic Phase

C.1 RUS has a free CB against a Khanate of its choice at this turn only.

D Peace Phase

D.1 This Khanate will surrender unconditionally and will be entirely annexed by RUS if RUS controls its capital and half of the provinces of the Khanate.

II-15 Russian Superiority over the Khanates PB

Date: Astrakhan 1554-1556.

A Activation:

RUS may refuse this event, in which case it is not marked but no other event is rolled for.

B Event Phase

B.1 RUS advances its *Land Technology* marker of **3** boxes. This event might place the Land Technology of RUS higher than *Orthodox Land Technology*. This is allowed and the marker stays in place until the *Orthodox Land Technology* becomes higher than the one of RUS, in which case RUS can resume its progression.

C Diplomatic Phase

C.1 RUS has a free CB against a Khanate of its choice at this turn only.

D Peace Phase

D.1 This Khanate will surrender unconditionally and will be entirely annexed by RUS if RUS controls its capital and half of the provinces of the Khanate.

II-16 War between Russia and Poland PB

Date: 1507-1522 / 1534-1537.

A Condition:

If RUS and POL are already at war against each other, mark off the case and play R/D instead.

B Event Phase

B.1 RUS has a temporary CB against POL and POL has a temporary CB against RUS. Those CB may be used this turn or the following turn. If a power does not use, it loses 1 Stability on the second turn.

II-17 War between Russia and Turkey PB

Date: Crimea 1521-1523, 1559, 1572.

A Activation:

RUS has the control of this event.

B Diplomatic Phase

B.1 RUS has a free CB against a Khanate of its choice at this turn only.
B.2 If this CB is used, the attacked country is placed at least in MA of TUR that has now the opportunity to enter war to support the minor country or not.

C Peace Phase

C.1 This Khanate will surrender unconditionally and will be entirely annexed by RUS if RUS controls its capital and half of the provinces of the Khanate.
C.2 If TUR did not enter the war to support the Khanate and it is destroyed as a result of this war, TUR has a free CB against RUS the turn following the conquest.

II-18 Forward to the Baltic Sea PB

Date: 1558-1561.

A Condition:

A.1 If the Fratres Militiæ Christi do not exist any more (either by conquest or by event event III-8 (Secularisation of Fratres Militiæ Christi)), mark off and play R/D instead.
A.2 If RUS has no province adjacent to the Fratres Militiæ Christi, do not mark off and roll for another event.

B Event Phase

B.1 RUS has a free CB against the Fratres Militiæ Christi.

C Administrative Phase

C.1 The Fratres Militiæ Christi take their reinforcements in offensive attitude during the first turn of the conflict.

D Peace Phase

D.1 Before testing for any peace, 1d10 is rolled, modified by the peace differential of RUS against the Fratres Militiæ Christi. If the result is 6 or more, the Fratres Militiæ Christi collapse and no peace occurs now. At the following event phase, the first event considered rolled for is automatically event III-8 (Secularisation of Fratres Militiæ Christi).

II-19 Resistance of the American Empires (×2) PB

Date: not historic.

A Condition:

A.1 If there is no COL in ***America*** (excepted the islands) do not mark off and re-roll.
A.2 If both empire have already collapsed, play R/D instead of this event and mark off.

A.3 Else, INCA or AZTECA (decide randomly, or take the one that did not collapse), is affected by the following event.

B Event Phase

B.1 The permanent Treaty of this empire with European countries is nullified. From now on, it is dealt with as a normal non-European country.

B.2 The technology of both INCA and AZTECA raise to the technology of CHINA and other countries of ROTW.

B.3 Both empires can still be destroyed by capturing their capital city if the invading forces survive an attack by Natives at the end of turn. The normal rules are then applied: creation of a COL of level 3, destruction of the minor country, reduction to 2 L𝔻 of the force of Natives in every province of the region; if the conqueror is HIS, a Mission is installed in the new COL and the highest rank Conquistador present in the region is nominated as Vice-Roy.

II-20 CHINESE OVERSEA EXPANSION PBNew

Date: abandoned before 1492.

A Condition:

A.1 If event I-15 (Chinese Expeditions) was not played, play this event and mark off the present one.

A.2 If event I-15 (Chinese Expeditions) has been played, play the remaining of this event.

B Event Phase

B.1 CHINA installs one new TP of level 1 in **FORMOSE** and one in **PHILIPPINES** if there is any province still empty, with 1 L𝔻 on each one. It takes the exploitation of one Products of Orient (without concurrence; a Major Power will have to make proper Concurrency to take them back).

B.2 If CHINA has lost some TP since event I-15 (Chinese Expeditions), it declares an overseas war to any European country having a TP or COL in the same region as any lost TP. If it has lost none, it declares an Overseas War to any European power having a TP in **FORMOSE** or **PHILIPPINES**.

C Military Phase

C.1 If CHINA is at war due to this event, it adds one 𝔸⊕ to its basic forces, as an invasion force with a general from the minor pool. Its reinforcements are increased in this war by L𝔻 and N𝔻. It can of course use its usual basic forces and reinforcements, and the Natives in CHINA.

D Peace Phase

D.1 If CHINA controls a foreign TP at the end of the military turn, they do not burn it if they have a TP counter available and this TP is transformed in a Chinese TP. If there is no counter available, the TP is burnt down. The choice of the TP that are converted is random if there is not enough counters.

D.2 On the first turn of this war (only), CHINA does not accept automatically a white peace. A formal peace should be obtained.

II-21 APPARITION OF THE MUGHAL EMPIRE (×2) PBNew

Date: 1526-1555.

A Event Phase

A.1 On the first event, the non-European minor country MOGOLIS IMP. is created. It has 2 𝔸⊕ and the leader *Great Mughal* (until replaced by a further event).

A.2 The MOGOLIS IMP. will try to invade **2** regions during the turn, following the procedure event II-A (Mogolis Imp. Expansions) described underneath.

A.3 Even if the country does gain no region, it still exists (and can gain provinces with new events).

II-A MOGOLIS IMP. EXPANSIONS (×*) PBNew

A Activation:

When a this event is called for by an event.

B Event Phase

B.1 The MOGOLIS IMP. will try to invade the regions in (or near) India in the following order: **DELLĪ**, **AFGHANISTAN**, **AYODHYĀ**, **BĀNGLĀ**, **GUJARAT**, **PĀJĀB**,**INDUS**, **BALOUCHISTAN**, **ORISSĀ**, **GONḌĀNĀ**, **MUMBAĪ**, **HYDĀRABAD**, **MALABĀR̄**, **KARNĀṬAKA**. A circled number on the map shows this order.

B.2 Each event will call for a varying number of invasions (between 1 and 4). The province invaded are determined and the invasion resolved in parallel. The provinces are aimed in the following order.

B.2.a The regions with the lowest number and no MOGOLIS IMP. *Area* counter in it (so it is not "conquered" or "lost" due to failed invasion or a rebellion) are the first aimed, by an invasion. Note that a failed invasion during one event will force the MOGOLIS IMP. to invade again the same region during the next expansion.

B.2.b Then if needed, the regions having a MOGOLIS IMP. *Lost Area* counter and with the lowest number are second to be aimed at, for a new invasion that will have a malus of **–1**.

B.2.c If there is not enough uncontrolled regions to make all the attempts called for by an event, a test of Rebellion is made in replacement for the remaining actions called for. The regions aimed are those that are conquered and have the highest number. A Rebellion is resolved as a invasion but with **–1**.

B.3 The list of regions invaded is defined globally during the event, and the resolution will wait the end of the turn. The MOGOLIS IMP. is not (technically speaking) at war with countries having TP/COL or regions in the aimed regions. The invasion attempt will be resolved at the end of the military phases. Thus, the expansion does not interfere with other kinds of war that can take place and involve the MOGOLIS IMP..

C Interphase

C.1 European resistance to invasion

C.1.a Each country having a TP/COL in a province of an invaded region can choose to oppose or not the Mughal invasion at the end of the military rounds. The Major Powers decide simultaneously. This decision is taken province by province (one can resist somewhere and do nothing somewhere else) and one needs a land stack to resist in a given province. An opposition does not affect the diplomatic status of any power with the MOGOLIS IMP.

C.1.b Non-European minor countries do not oppose invasion. European minor countries may oppose if their diplomatic patron decides it. They can use their non-European basic forces for this.

C.1.c In each province where invasion is resisted, a land battle is fought between the forces of the European country and the 2 𝔸⊕ of the MOGOLIS IMP. This complete force is used in each battle (assuming that they have plenty of time to muster reserves).

C.1.d If the region is not invaded but in Rebellion, the MOGOLIS IMP. use only one 𝔸⊕.

C.1.e The current leader of the MOGOLIS IMP. is used in each battle.

C.1.f Depending on the winner of the battle, the invasion test will be modified to improve or lower the chance of conquest by the MOGOLIS IMP.. Note that no resistance is not as bad as a failed resistance.

C.2 Invasion tests For each invaded region, a test is made on the following table, by rolling 1d10 added to modifiers.

1d10+mod.	Result	TP/COL Loss
≤1	1 adjacent province is lost	0
2–4	failed conquest	1
5	failed conquest	2
6–7	conquest	3
8–9	conquest	4
10–11	conquest	4
≥12	conquest	6

+3 if *Akbar* leads the invasion
+2 per battle gained in resistance in the region
-2 per battle lost in resistance in the region
-1 if the region belongs to a minor country or has a TP of a non-European minor country in it.
-1 if the region was lost once, or is in Rebellion
±? modifier called by some events.

Table XVIII.2: Mughal Invasions

C.3 Invasion results

C.3.a **Conquest** means a successful invasion. Put a counter in the region showing that is now belongs to the MOGOLIS IMP. The first time region **BĀNGLĀ** is conquered, its resources raise to 2 for each type.

C.3.b **Failure** is just what it means ; the regions is left to its current owner (even in case of a Rebellion).

C.3.c On a **result of 1 or less**, the conquest is failed (or the Revolt successful). One region is lost to the MOGOLIS IMP.; put a MOGOLIS IMP. *Lost Area* counter in the region (or flip over the counter already therein). The region affected is the first one in the list that is not already lost by MOGOLIS IMP. (we give here only the numbers): 2, 11, 14, 13, 12, 10, 9, 8, 7, 6, 5, 4, 3.

C.3.d The **Losses** for TP/COL are the level lost by each colonial settlement in the conquered province. Each level of fortification in the TP/COL forfeited counts for one of those loses (including permanent fortresses given by cities if there is a COL; the level may be lost, and comes back automatically for the next turn).

C.3.e If a minor country (GUZARATE, BISINAGAR, or DURRANIS IMP., MYSURIA, HYDERABADA) loses its last region due to an invasion, it is destroyed immediately. It may reappear later due to new events.

II-B CALL FOR CRUSADE (×*) JymMod

Date: Did not happen.

Duration: Until the end of the war.

A Condition:

May be triggered by TUR conquest of christian provinces.

B Event Phase

B.1 Call to crusade Each Catholic country has a mandatory free CB against TUR to be used immediately.

B.1.a As an exception, the Sole Defender of Catholic Faith (XIV.14.3.1) must decide first to use it or not. Then, these CB are resolved in initiative order.

B.1.b All countries that use this CB are call crusaders and are automatically allied against TUR.

B.2 Mediation of the Pope Any Catholic country can immediately propose a white peace to any or all of its current Christian enemies.

B.2.a If one or more of these peaces is refused, the free crusade CB is consider to be fulfilled (for the country that asked for the mediation). The would-be crusader is not forced to declare war on TUR or loss Stability.

B.2.b Catholic minors always accept this peace. Other minors never accept it (and thus give an "excuse" for not participating).

B.2.c If a country does not ask the mediation of the Pope, the fact that it is at war is not an excuse for avoiding the Crusade.

B.3 Refusing to participate Any Catholic country that either refused to participate or rejected the mediation of the Pope suffers from the following effects:

B.3.a Loss of 1Stability (2Stability for the Sole Defender of Catholic Faith (XIV.14.3.1)).

B.3.b Loss of the diplomatic control of SANCTA SEDES.

B.3.c All other Catholic majors have a normal CB against this country this turn.

B.4 If no major country participates in a Crusade, no minor participates either and the rest of the event is ignored.

C Diplomatic Phase

C.1 Minor Countries and Crusades The following minor countries only: AUS* (if Emperor or HUNGARIA has been inherited), HUNGARIA, SANCTA SEDES, GENUA, ORDO HOSPITALIS, TOSCANA and PARMA always participate in a Crusade.

C.1.a If they are on the diplomatic track of a crusader, they are immediately raised in EW (if not already higher).

C.1.b Otherwise, they are temporarily put in EW of the first crusader (the first country that declared war on TUR, either the Sole Defender of Catholic Faith (XIV.14.3.1) or the one with higher initiative). They will return back to the Neutral box at the end of the crusade.

C.2 Other Catholic minors may participate if controlled by the crusader, using the normal rules.

C.3 Protestant, Orthodox and Muslims minors may not participate in a Crusade (even if controlled by a crusader).

C.4 HUNGARIA, HABSBURGUM, **the HRE.**

C.4.a If the minor HABSBURGUM is the Emperor of the HRE, it participates automatically in the Crusade if at least one provinces of either HABSBURGUM, HRE or HUNGARIA is owned by TUR.

C.4.b HUNGARIA automatically participates in the Crusade on a die roll of 8 or more. This roll is modified by **+1** for each province of HUNGARIA owned by TUR.

C.5 Endorsement of SANCTA SEDES Crusaders receive at the end of each Diplomatic phase a global diplomatic income of 150 ⓟ, shared equitably between them in divisions of 25 ⓟ (the surplus going on the first participant).

C.5.a This money is coming from the SANCTA SEDES, so the usual 50 ⓟ gift (see §B.2 (The Papal treasury) of section XIV.13.1.1 (Sancta Sedes)) that SANCTA SEDES gives for a MA status is not perceived anymore.

C.5.b This is valid during all the length of the current Crusade. At the same time, the modifier value for SUB on SANCTA SEDES becomes -150.

D Administrative Phase

D.1 Crusader army The crusaders, whether major or minor, may used the Crusader 𝔸 counters to hold troops of any crusader country.

D.1.a Whatever the actual content of these counters, they are considered to be of class IIIland have all the features of this class.

D.1.b Track the nationalities of the L𝔻 in these 𝔸 in order to give them back to their owner.

D.1.c Crusader 𝔸 may be lead by ⚔ of any crusader country, even if it has no L𝔻 inside.

D.1.d Note that he may well "pick up" troops from other crusaders without their agreement.

D.2 Military Leader of the Crusade A ⚔ or ⚓ of the first participant player is chosen as leader of the Crusade. For the duration of the Crusade, he is considered to possess the highest hierarchical rank (even above monarchs).

D.2.a He is allowed to lead any troops of crusaders countries. He may thus lead a stack with no troops of his own nationality.

E Military Phase

E.1 The way to Crusade crusaders countries automatically give free access to their territory and supply to other crusaders.

E.1.a In the rare case where two crusaders are still at war elsewhere, they must choose upon entering enemy territory whether the stack is crusading (and allied) or not. The status of a stack may not change before it exits enemy territory. Crusader stacks still in enemy territory at the end of the Crusade are immediately moved into friendly territory per the peace redeployment procedure.

Design note: The following points are meant to force crusaders to really "wage crusade" and not sit and watch. There are undoubtedly loopholes in them that tricky players will find and use to circumvent the Crusade rules. Remember here what the spirit of the rule is: if you're part of the Crusade, you must really participate in the Crusade. Use good sense and fair play. Do not let a player that really participated in the Crusade be punished by this. Do not let a player that found a loophole to abuse it. Make an homerule if you don't think this correct.

E.2 Participating to the crusade At the end of the first military round of each turn of the Crusade, each major crusader country must design one of its stack with at least 3L𝔻 or N𝔻 (or 6NG𝔻) belonging to it as a "main crusading stack".

E.3 At the end of each following round, each crusader major country loss 1Stability unless at least one of the following conditions is true.

E.3.a All his troops initially in his main crusading stack (they may split) have been destroyed (reinforcing the crusading stack does not prevent the destruction of the initial troops).

E.3.b All his troops initially in the crusading stack moved this round and end up closer to the territory of TUR or its allies.
E.3.c Troops of this country (any troops) have participated this round in at least one battle (land or sea) or siege (besieger or besieged) against TUR or its allies.
E.3.d Troops of this country (any troops) are in a province owned by TUR (not its allies).

F Peace Phase

F.1 Crusades and Separate Peace A crusader major country that makes separate peace with TUR undergoes a loss of 3 Stability (instead of the usual 2 for breaking an alliance). This separate peace also gives, in addition, a temporary CB to all the other crusading players against him, valid until the end of the Crusade (instead of the usual next turn only).
F.1.a No MIN participating in a Crusade may be tested by the Turkish player for separate peace attempts, except if a MAJ has signed a separate peace with Turkey (including the same turn).

F.2 Peace conditions If TUR cedes territory to the crusaders, it must be chosen among the following provinces, in order:
F.2.a Any province that were christian in 1492, in reverse order of conquest by TUR (the most recent conquest first) ; **Moreas**, **Hellas**, **Terra Sancta**, **Lubnān**, **Alep**.
F.2.b Only provinces controlled by crusaders may be chosen.
F.2.c These provinces are given back to their 1492 owner (if Christian), even if he did not participate in the Crusade and recreating it if it was destroyed. Provinces initially belonging to a non-Christian country are given to ORDO HOSPITALIS.
F.2.d Provinces of the *BALKANS* that are automatically annexed by Christians during a Crusade are also given to ORDO HOSPITALIS.
F.2.e Each province that TUR loses during a Crusade give 10VPs to each crusader still at war against TUR.

Political Events of Period III

Chapter XIX

Event Table of Period III

1st→	1-3	4-5	6	7	8	9	10
1	1	1	22	5	22	R15	• 1–2:
2	6	12	11	1	R11	R11	+1 then
3	8	11	18	11	R6	12	Political Events of Period II (XVIII)
4	1	2	19	R6	R7	R13	• 3–10:
5	11	3	R20	4	8	14	Political Events of Period II (XVIII)
6	14	4	R21	10	9	20	
7	15	5	11	R13	10	21	
8	17	9	7	R15	17	R23	
9	20	13	3	16	18	R2	
10	Political Events of Period IV (XX)						

Table XIX.1: Period III events table

General modifiers for the period

For each 4 (complete) turns during which HIS has taxed HOLLANDIA since the beginning of the game (as per §B (The Spanish Tax) of section XIV.10.3.7 (The Spanish Holland)), the second die-roll is modified by **-1** until event III-1 (1) (Revolt of the United Provinces) occurs.

1 (1) Revolt of the United Provinces
(2) Vereenigde Oostindische Compagnie
(3) League of Nassau
2 Amsterdam Stock Exchange
3 (1) East Indian Company
(2) End of the Auld Alliance
4 (1) Northern Seven Years War
(2) Oxenstierna
5 War between England and Scotland
6 Portuguese Disaster in Africa
7 Annexation of Portugal by Spain
8 Secularisation of Fratres Militiæ Christi
9 War between Persia and Turkey ..... α β
10 Revolt in Sierra Nevada
11 Wars of Religion in France ..... D (1) (2) (3) (4) (5)
12 Revolt in Corsica
13 Union between Polonia and Suecia
14 Union of Lublin
15 (1) Oprichnina
(2) The Time of Troubles in Russia ..... →IV-17 (1)
16 War in Siberia
17 Arkhangelsk and the Muscovy Trade Company
18 Persian Safavids ..... E →III-22 (2)
19 Revolts in Singala
20 The Great Moghol Akbar ..... E E →III-22 (2)
21 Wars in India ..... E E
22 (1) China colonial attitude ..... E →III-22 (2)
(2) Sultanate of Aceh
23 Japanese Expedition in Chosŏn

Out of table events
A Union between Polonia and Russia .....alt. hist.
B Religious War in Sweden .....alt. hist.
C Religious War in Poland .....alt. hist.
D Religious Wars in France
D (1) The first 3 Wars of Religion
(2) The Saint-Barthelemy
(3) The Rise and Fall of the League
(4) War of Succession
(5) Last Stand of the Heretics
(Final) End of the Wars of Religion

III-1 (1) REVOLT OF THE UNITED PROVINCES RistoMod

Date: 1568-1609.

A Condition:
For each occurrence of this event, check the effect here.
A.1 Can only occur after the beginning of period III, unless PRIMA HOLLANDIA exists. Otherwise re-roll and do not mark off.
A.1.a This event triggers the Growth of the Reformation (I-8 (2)) if it has not yet occurred or the Intensification of the Reformation (I-8 (3)) if the second Reformation event had occurred and not the third.
A.1.b If PRIMA HOLLANDIA exists, the Revolt is triggered immediately (either First Revolt against the Spanish Crown (§α) or Subsequent Revolts (§γ)).
A.1.c If HOL is a major country, apply event III-1 (2) (Vereenigde Oostindische Compagnie) the second time, and event III-1 (3) (League of Nassau) the third time.
A.1.d If minor HOLLANDIA exists and is not on Spanish diplomatic track, apply event III-1 (3) (League of Nassau) instead, then event III-1 (2) (Vereenigde Oostindische Compagnie) the third time.
A.1.e In all other cases, the Revolt of HOL occurs (possibly again). Keep reading.

A.2 Revolt and Spanish religious choice
A.2.a If HIS is Catholic/Counter-Reformation, the Revolt is triggered immediately (either First Revolt against the Spanish Crown (§α) or Subsequent Revolts (§γ)).
A.2.b If HIS is Catholic/Conciliatory, HIS must refuse or grant *Commercial Liberties* to HOLLANDIA. A refusal triggers the Revolt as above.
A.2.c If HIS gives *Commercial Liberties* to HOLLANDIA, HIS gains **1** Stability then 1d10 is rolled, added to the following modifiers:
+1 for each turn of taxes on HOLLANDIA
–2 if the Truce of Augsburg is in effect
–1 if ANG is Catholic
–1 if Wars of Religion in France (III-11) has occurred at least once and the HUGUENOTIS never had a favourable truce.
The result is:
≤0 HOLLANDIA becomes a Special VA of HIS
1–2 HOLLANDIA becomes a normal minor, initially vassal of HIS
3–5 HOLLANDIA becomes a neutral minor
} See §δ (Independence without Revolt)
≥6 Revolt (either First Revolt against the Spanish Crown (§α) or Subsequent Revolts (§γ)). The War between Holland and Portugal (§β) may also be activated.

α First Revolt against the Spanish Crown

α-B Event Phase
α-B.1 The Major country HOLLANDIA (or HOL) is created and [VEN/DAN] changes to this new power according to the rules for the Grand Campaign.
α-B.2 HOL owns its national territory: **Friesland**, **Gelderland**, **Holland**, **Overijssel**, **Utrecht**, **Zeeland**, regardless of their last owner. HIS loses 10 VP for each of the provinces now of HOL that were not his just before the event. TERRÆ DEPRESSÆ is dissolved and does not exist anymore.
α-B.2.a Former (non-Spanish) owners of those provinces can declare a war against HOL but have no CB.
α-B.3 Brabant and **Limburg** are militarily controlled by HOL, regardless of their owner at the time of event.
α-B.3.a If this owner is not HIS, he has the choice to give them to HOL or has to declare a limited intervention immediately, as an ally of HIS in the Religious War; HOL may then freely involve fully this power in the war. Both provinces are valid ground for the war even if the intervention is limited.

α-B.3.b If the owner was HIS and HIS conceded *Commercial Liberties* at the beginning of the event, both provinces are now owned by HOL; else they remain Spanish.
α-B.4 HIS owns a *Præsidio* of level 3 in **Zeeland**.
α-B.5 HOL has a Stability of **+2**, a DTI and a FTI of 3; the technological markers of HOL are placed 1d6 boxes in front of the Latin technology, and 7-1d6 for Naval technology (same roll!) Its initial Royal Treasury is 400 🅿.
α-B.6 HOL deploys the following counters: MNU of Instruments in **Zeeland**, of Cloth in **Utrecht**, of Metal in **Gelderland** (all of level 1, level 2 if *Commercial Liberties* were granted); 1 𝔸⊖, 1 𝔽⊕, 2 𝕃𝔻, and 4 levels of fortification anywhere in owned provinces.
α-B.7 The current HOL monarch is ***Willem I*** with values 7/9/9. He lasts seven turns and does not check for survival during the first three. He is also a general *Willem I* (☛ A 3.3.2 -1 [Event III-1]). The government is *Stadhouder*.
α-B.8 HOL knows **Mer des Açores**, **Mer des Canaries** and 8 other zones of its choice. Sea zones with malus count as 1+malus zones in this count.
α-B.9 All non-Dutch units inside territories held by HOL are removed as per normal peace procedure.
α-B.10 HOL is at war with HIS and HIS is considered to be victim of a declaration of war at this turn. No calls for allies are made. This is a Religious Civil War between HOL and HIS (see section IV.5.5.5 (Religious Wars, Civil Wars)).
α-B.11 Place a Dutch controlled *Revolt*⊕ in **Vlaanderen** and *Revolt*⊖ in **Flandre** and **Hainaut**.

α-C Diplomatic Phase
α-C.1 An Armistice will be possible, after the first turn of revolt (this is an exception to the rules on Religious Wars).
α-C.2 Usual foreign interventions are permitted. if FRA is involved in event III-11 (Wars of Religion in France), its intervention is restricted as follows.
α-C.2.a If FRA is Catholic/Counter-Reformation or Protestant, FRA may only use its own forces (and not those of the heretic minor) to help the side sharing its religion. The French heretic minor country may make a foreign intervention by its own to help the side sharing its religions; this is decided by the MAJ that controls this country when it rebels.
α-C.2.b If FRA is Catholic/Conciliatory, it can make a foreign intervention with any side (not both at the same time).

α-D Administrative Phase
α-D.1 During the first turn of war, HOL can exceed the purchase limits for naval units and buy land forces without any double or triple price multipliers for exceeding the basic allowance.
α-D.2 All units bought during the first turn of the war and placed under ***Willem I*** become automatically *Veterans*.

α-E Peace Phase
α-E.1 This event can terminate in two ways:
α-E.1.a HIS conquers all HOL national provinces. In this case HIS has won the war and HOL is no more. [HOL/VEN/DAN] player has to wait for another opportunity to play a Major country (according to the rules of the Grand Campaign). All the rules for HOLLANDIA possessed by HIS are applied again. The COL or TP of HOLLANDIA remain and are part of HIS for military aspects, but they can not be improved. The commercial fleets are managed as before the war. The Taxation of Holland is possible anew.
α-E.1.b A peace of any kind is made between HIS and HOL. Exceptionally, a peace of level 5 allows the transfer of any number of provinces (3 if the powers do not agree). As an additional condition to normal peace conditions HIS must recognise the independence of HOL after which all normal rules apply and HOL has become an ordinary player country.
α-E.2 A peace treaty between HIS and HOL cannot be made during the same turn the revolt event occurred. White peace is not allowed to end this war.
α-E.3 Any peace treaty between HIS and HOL entails an enforced peace of 3 consecutive turns between those two countries, that can only be broken by using a CB given by an event. During this period, neither of them can declare war to the other, nor to their respective vassals.
α-E.4 After peace has been made between HOL and HIS, HOL can continue harassing Spanish annexed Portugal (see subevent §β (War between Holland and Portugal)) until the end of period IV.

α-E.5 During the war between HOL and HIS neither side loses Stability due to the number of turns engaged in war as per normal rules. Instead, for being at war with each other, or with the allies of each other, they lose the following fixed amounts:

> Period III HIS**1** Stability, HOL**1** Stability.
> Period IV HIS**2** Stability, HOL**1** Stability.
> Period V+ HIS**3** Stability, HOL**2** Stability.

α-E.6 This applies only to the war between HOL and HIS due to this event and only to HIS and HOL. Other allies involved in this war lose Stability in the usual manner as well as HOL and HIS for non-connected wars.

α-F Interphase

α-F.1 HIS receives 5VP each turn that the Independence of HOL is not recognised (the war of Revolt goes on or the Revolt has failed) in period III. This bonus is reduced to 2VP during period IV and terminates in period V. The bonus is given even if the turn was spent in Armistice.

β War between Holland and Portugal

β-G Condition:

If HOL is in Revolt against HIS and Portugallia has been annexed by HIS according to event III-7 (Annexation of Portugal by Spain), add the following event to a Revolt (first and subsequent ones).

β-H Event Phase

β-H.1 Portugallia and HOL are involved in an Overseas War, as long as the War of Revolt continues between HIS and HOL.

β-H.2 Portugallia uses its forces as defined in event part III-7.α (Portugal in Annexation) and HIS can help it as they are allied.

β-I Diplomatic Phase

β-I.1 An Armistice in the war between HIS and HOL does not imply an Armistice between minor Portugallia and HOL.

β-J Administrative Phase

β-J.1 All COL and TP of POR occupied by HOL give all their revenue to HOL (and none to HIS) as if owned.

β-K Interphase

β-K.1 All TP⊖ of POR occupied by HOL can be replaced by HOL TP with 1 level less.

β-K.2 Portuguese TP may not be annexed in this way or burnt by HOL at the turn where HIS recognises the Independence of HOL (but see afterwards).

β-L Peace Phase

β-L.1 This war terminates at the end of period IV, or if HOL is conquered or recognised by HIS or if minor Portugallia breaks free from HIS. In the latter case, HOL has a free Overseas CB against Portugallia to be used immediately. Else, HOL has to leave Portuguese territory at the end of the turn.

β-L.2 When the Independence of HOL is recognised, HOL can immediately annexe two COL or TP of Portugallia, or only one COL or TP if the peace is unfavourable. In both cases, the level of the COL/TP remains the same. HOL must have military control of these settlements, but the agreement of HIS about which TP/COL are gained is not needed.

β-L.2.a Instead of one TP/COL, HOL may obtain the right of implantation of fleets in STZ bordering Portuguese COL/TP.

β-L.3 Until the end of Period IV, HOL having won the Revolt gains an Overseas CB against Portugallia as long as this country is annexed by HIS.

γ Subsequent Revolts

γ-M Event Phase

γ-M.1 If the Revolt occurs again after a failed Revolt, the rules are the same as in First Revolt against the Spanish Crown (§α) except for the following points.

γ-M.2 Points §α-B.3, §α-B.7, §α-B.8, §α-B.11 and §α-D.2 of subevent III-1 (1).α (First Revolt against the Spanish Crown) above are ignored.

γ-M.3 Technological markers are where they were left at the end of the previous Revolt, or at the box of Latin technology (the better). The Treasury of HOL is 200 ₯. The monarch is determined at random; ***Willem I*** is not available, neither as a Monarch nor as a General.

δ Independence without Revolt

δ-N Event Phase

δ-N.1 *This option is experimental...* Hollandia becomes a minor country composed of all its national territory: **Friesland**, **Gelderland**, **Holland**, **Overijssel**, **Utrecht**, **Zeeland**, regardless of their last owner. HIS loses 5 VP for each of the provinces now in HOL that were not his own just before the event. Terræ Depressæ is dissolved and does not exist anymore.

δ-N.1.a Former (non-Spanish) owners of those provinces can declare a war against HOL but have no CB.

δ-N.2 The characteristics of Hollandia are as defined in the Annexes. It has one action of TP, one action of COL, one action of Concurrency all with medium investment. It places its TF as in period I or II until the end of period V; afterwards it has one action for commercial fleet.

δ-N.3 If Hollandia is not a special VA of HIS:

δ-N.3.a Any war engaged in period III between HIS and this country becomes a Revolt, as per First Revolt against the Spanish Crown (§α) (keeping existing COL or TP and all discoveries of sea zones made by HIS (and POR if annexed by HIS) and all its own land discoveries);

δ-N.3.b The player formerly in charge of the TF of Hollandia has the mandatory task of resolving administrative actions of HOL and will resolve its discoveries;

δ-N.3.c This player earns VP for any monopolies of Hollandia.

δ-N.3.d Hollandia is subject to normal diplomacy;

δ-N.4 If Hollandia is a special VA of HIS, this country has the task of resolving the administrative actions (which are mandatory). Hollandia is not subject to diplomacy.

δ-N.5 Hollandia may be involved in Overseas Wars, and may declare one (controller's choice).

δ-O Administrative Phase

δ-O.1 If Hollandia is a special VA of HIS, HIS gains 50 ₯ per turn plus 2 ₯ for each face of COL/TP of Hollandia (funds raised from Hollandia), instead of the usual income of the provinces for a vassal.

δ-O.2 Until the end of period V, if at peace or doing limited intervention only, Hollandia raises one 𝔽⊕ and one 𝔸⊕ to be used overseas each turn, in discoveries and battles against Natives; it also has one simple campaign at each round. The named ⛵ and ⛑ of HOL are used, with a minimum of one ⛵ and one ⛑ to be taken in unnamed counters. The discoveries or wars are resolved by the player in charge of the administrative actions.

δ-O.3 If at war, it uses its full forces and reinforcements.

δ-P Lasting Effects

δ-P.1 Hollandia may Revolt against HIS because of some war between these two countries in period III.

δ-P.2 Or Hollandia may break free or/and become a Major Power because of event IV-A (Thirty Years' War).

δ-P.3 Finally, a peace of level 5 against HIS breaks the special status of VA and Hollandia becomes a neutral minor country; the player waiting to play HOL according to the rules of the Grand Campaign has the choice to immediately become HOL.

δ-P.4 In all those cases, the event and the rules described here terminate.

III-1 (2) Vereenigde Oostindische Compagnie RistoMod

Date: Vereenigde Oostindische Compagnie was created in 1602.

A Condition:

A.1 If this event already happened because of event IV-9 (Dutch Colonial Dynamism), reapply IV-9 instead.

A.2 If HOL does not satisfy 2 conditions over 3 re-roll and do not mark off: having at least 3 TP in ***Asia***; this is turn 20 or after; Dutch government is *Parliament*.

B Event Phase

B.1 HOL may create the VOC at any event phase, as soon as it wants. It costs 100 ₯ and causes the rest of the event.

B.2 At the moment the VOC is created:

B.2.a HOL receives 3 levels of commercial fleets to be placed in any eligible STZ bordering ***Asia***.

B.2.b FTI for HOL is immediately raised by one level.

C Administrative Phase

C.1 The turn the VOC is created, HOL may ignore restriction of section VI.7.4.2 (Pioneering [TBD]).

D Lasting Effects

D.1 HOL gains an Overseas CB against any Catholic country having TP or COL in ***Asia***, valid during periods III and IV.

D.2 Periods limits of HOL change once the VOC is created.

III-1 (3) League of Nassau PBNew

Date: Alternative history.

A Condition:

A.1 If HOL is a Major country and HIS did not recognise it, apply R/D with a *Revolt* in the following table instead of this event and mark off.

A.1.a 1. **Zeeland**, 2. **Holland**, 3. **Utrecht**, 4. **Limburg**, 5. **Liège**, 6. **Luxemburg**, 7. **Hainaut**, 8. **Flandre**, 9. **Vlaanderen**, 10. **Brabant**.

A.2 If the Independence of HOL was recognised or if Hollandia is minor country, apply the rest of the event.

B Event Phase

B.1 Hollandia breaks any diplomatic status with HIS, whether special VA or regular diplomatic status and becomes neutral.

B.2 The countries Westfallia, Hanovere, Hansa and Clivia form an offensive alliance, called the League of Nassau. They leave an existing GE. They are considered as one country for declarations of war and for peace terms (excepted for separate peaces).

B.3 The League of Nassau declares a war to Trevorum, Colonia and Mogentium. The Emperor of the HRE has a free CB to declare war to the League of Nassau and be allied to the three Archdioceses; in this case it controls these countries. If the Emperor does not involve himself in the war, the Sole Defender of Catholic Faith (XIV.14.3.1) will have control of those Archdioceses during the war, or HIS is nobody has this responsibility.

B.4 Any country having diplomatic status with one of these minor countries can do a limited intervention to support this side (and then has to break diplomatic relations with minor countries of the enemy side), except the Emperor who can only enter war with the Archdioceses (and can do this in a limited way or full war).

B.4.a Note that if the Emperor is minor Habsburgum, HIS can make a limited intervention on the side of minor Habsburgum as well.

B.5 If HOL exists, it can do a limited intervention as an ally of the League of Nassau.

B.6 The League of Nassau is controlled by the following Major existing power: HOL, the player responsible for the administrative actions of Hollandia (if not HIS), ANG if Protestant, FRA if Protestant, SUE (regardless of religion).

C Administrative Phase

C.1 The three Archdioceses can use the counter of the HRE for their troops even if the Emperor is not at war along them. They take their reinforcements in defensive mode during the first turn of the war.

C.2 The countries in the League of Nassau take their first turn reinforcements in offensive mode, except Hansa which has Offensive or Naval reinforcements (controller's choice).

D Military Phase

D.1 The minor countries of the HRE that are at war can pass through and stop in every province of the HRE. They can not siege or pillage provinces belonging to minor countries not involved in this war.

D.2 The troops of the Emperor have the same right of passing through and stopping in the HRE, as well as the forces in limited intervention of other Major countries.

E Peace Phase

E.1 A test to begin a Religious War in HRE is made at the end of the first turn of this war started by the League of Nassau. This test is modified by **+2** if HIS if Catholic/Counter-Reformation and **0** if it is Catholic/Conciliatory. See event IV-A (Thirty Years' War) for the result of the test and the possibility of this Religious War, and the renewal or not of the test on following turns. If no such war occurs, peace can be made on the following conditions.

E.2 Each minor country obeys to the usual rules for peace. Those in the League are allied so a peace against only one country is a separate peace.

E.3 A minor country forced to sign an unconditional surrender breaks from the League for ever. The League ceases to exist when only one country remains in it, or at the time of event IV-A.

E.4 If the three Archdioceses are not supported by the Emperor, the League tries to obtain peace using the system for minor countries as if it was one major country (the controller of the League of Nassau decides of the terms of peace).

E.5 The controlling player of both sides gain 5 VP for each level of favourable peace signed at the end of the war, and 10 VP for each enemy minor country that had to sign an unconditional surrender; they lose 10 VP for each minor country of their side that had to sign an unconditional surrender. Those VP are not awarded if the war triggers event IV-A.

F Lasting Effects

F.1 If the League of Nassau exists when event IV-A occurs, it will join the Protestant side. The League ceases existence when there is only one minor country left in the League at the end of a war.

III-2 Amsterdam Stock Exchange Risto

Date: 1608.

A Lasting Effects

A.1 HOL can from now on lend 150 ₯ in the Diplomacy phase, plus 100 ₯ during the turn (instead of 100 ₯ plus 50 ₯).

A.2 HOL has more money available for international loans.

> **Accounting v1:**
> **A.3** From now on HOL receives a bonus equal to its DTI to all die-rolls on international loan amount and interest (not length) in the loans table
> **A.4** HOL is also more resistant to Bankrupt and more tolerant to trespassing of commercial limits.

III-3 (1) East Indian Company Risto

Date: 1600.

A Condition:

A.1 If both following conditions are not satisfied: this is turn 20+ and ANG has at least 2 TP in ***Asia***, apply first event III-3 (2) (End of the Auld Alliance), or re-roll if already played.

B Event Phase

B.1 ANG may create the EIC at any event phase, as soon as it wants. It costs 100 ₯ and causes the rest of the event.

B.2 ANG receives 2 levels of commercial fleets to be placed in any eligible STZ bordering ***Asia***.

C Lasting Effects

C.1 FTI for ANG is immediately raised by one level and its maximum level is permanently raised as written in the tables.

C.2 Turn limits for ANG change.

III-3 (2) END OF THE AULD ALLIANCE PBNew

Date: 1560 - Treaty of Edinburgh.

A Condition:

A.1 Occurs only if SCOTIA is at present inactive. Otherwise re-roll.
A.2 If ANG has chosen the "Mary Stuart" option in event II-1 (1) (Act of Supremacy), this event is void of any effect.
A.3 ANG can refuse this event (mark as played) by losing **2** Stability and 20 VP. It also loses the control of SCOTIA and can then make no diplomacy on it until the end of period.

B Event Phase

B.1 Apply event I-8 (3) (Intensification of the Reformation) (John Knox in Scotland!).
B.2 SCOTIA wants to declare itself liege of FRA. ANG has the choice to contest this declaration, by using a free CB against SCOTIA. In this case, SCOTIA stays Neutral and Allies can be called for this war as per normal rules. Else, SCOTIA becomes VA of FRA.

C Administrative Phase

C.1 For the duration of the event, SCOTIA receives reinforcements in defensive attitude.

III-4 (1) NORTHERN SEVEN YEARS WAR PB

Date: 1563-1570.

A Condition:

This event can not occur if SUE is not a Major Power; do not mark off and re-roll if it is not the case.

B Event Phase

B.1 DANIA declares a war to SUE. If SUE was at peace, DANIA is controlled according to the normal rules. If it was not, the controller is chosen in priority among the countries at war against SUE.

C Administrative Phase

C.1 During the first turn DANIA will take its reinforcements in offensive status with an added bonus of **+2**. For the following turns, the attitude is free but DANIA keeps the **+2** to reinforcements during all this war.

III-4 (2) OXENSTIERNA PBNew

Date: 1612-1654.
Duration: as long as ***Oxenstierna (Axel)*** remains the excellent minister

A Event Phase

A.1 SUE receives an excellent Minister, ***Oxenstierna***, which has values 6/8/8. He will last for 3 turns plus a random length for Minister, see event E-2 (Excellent ministers).
A.2 SUE gains immediately **1** in Stability.

B Administrative Phase

B.1 SUE may ignore restriction of section VI.7.4.2 (Pioneering [TBD]) for this turn.

III-5 WAR BETWEEN ENGLAND AND SCOTLAND Risto

Date: 1542-1548.

A Condition:

A.1 Occurs only if SCOTIA is at present inactive. Otherwise re-roll.
A.2 Cannot take place if event IV-6 (Personal Union between England and Scotland) has already occurred. In that case mark-off and re-roll. May cancel event IV-6 if the latter occurs while the present event is still active.

A.3 ANG can refuse this event (mark as played) by losing **3** Stability and 20 VP. It also loses the control of SCOTIA and can then make no diplomacy on it until the end of period.

B Event Phase

B.1 SCOTIA declares war against ANG, which loses the control of Scotland.
B.2 ANG can immediately call allies as per normal rules.
B.3 If this leads to declarations of war against SCOTIA, the controller of SCOTIA may come to its help as per normal rules, and so on.
B.4 If SCOTIA is neutral, its control is decided randomly between HIS and FRA unless one of them is already at war with ANG (and the other not), in which case that country takes precedence and receives SCOTIA in EW. Control cannot be refused.

C Administrative Phase

C.1 For the duration of the event SCOTIA receives reinforcements in offensive attitude.

III-6 PORTUGUESE DISASTER IN AFRICA Risto

Date: 1578.

A Condition:

A.1 Can occur only if PORTUGALLIA exists as a minor country, otherwise re-roll.
A.2 If event III-7 (Annexation of Portugal by Spain) is in effect, apply R/D with a *Revolt* in HIS.
A.3 Else if dynastic action C-3 was played, activate event III-7 just after the effects of this event.

B Event Phase

B.1 If PORTUGALLIA is currently activated in a war, it immediately offers a mandatory white peace to all its enemies.
B.2 PORTUGALLIA loses all its non-national provinces (excepted **Tânger** and **Açores**); they are given back to their owner of 1492.
B.3 Whatever the current status of PORTUGALLIA, the reference level of each Portuguese TF in the ROTW map is reduced by one (even if being thus eliminated).
B.4 All Portuguese fortifications in the ROTW map outside ***ASIA*** and ***BRAZIL*** lose **1** level. Remaining fortifications are added to the basic forces maintained by PORTUGALLIA (but will not be rebuilt once destroyed).
B.5 From now on, PORTUGALLIA has only one action of TP/COL each turn, and no fleet action.

III-7 ANNEXATION OF PORTUGAL BY SPAIN RistoMod

Date: 1580-1640.

A Condition:

Can occur only if PORTUGALLIA is a minor power.

B Event Phase

B.1 HIS receives a free CB against PORTUGALLIA until the end of current period. If HIS is Catholic/Counter-Reformation, then during the first turn of a war caused by this event, PORTUGALLIA receives no reinforcements.
B.2 In addition to the usual involvement of a MAJ to help an attacked minor country, ANG and FRA can make a limited intervention to help PORTUGALLIA.

B.3 Annexation

B.3.a If Portuguese Disaster in Africa (III-6) has not happened yet and HIS achieves an unconditional victory over PORTUGALLIA, this minor is considered to have been annexed to HIS in a special way and Portugal in Annexation (§α) is applied. The political marker of PORTUGALLIA is placed in AN of HIS.
B.3.b If Portuguese Disaster in Africa has happened, PORTUGALLIA is at war by its own (neither full nor limited intervention), HIS can annex PORTUGALLIA by winning a peace of level 2 against it.

B.3.c If Portuguese Disaster in Africa has happened and PORTUGALLIA has help from a MAJ, HIS will annex PORTUGALLIA by winning a peace of level 4 against it.

α PORTUGAL IN ANNEXATION

α-C Diplomatic Phase

α-C.1 PORTUGALLIA is permanently annexed to HIS, and its political marker is placed accordingly. The counters of PORTUGALLIA are not removed from play.
α-C.2 In game terms PORTUGALLIA is treated as a part of HIS mainly for VP purposes. In most other respects it becomes a special, permanent VA of HIS. This applies to separate wars and peace treaties, placement of units and markers, etc. and covers all aspects not specially modified in this event description. If PORTUGALLIA was currently engaged in a separate war against someone else than HIS, its enemies must immediately sign a white peace with it, or declare war to HIS with a free CB (unless they are already at war with HIS).
α-C.3 HIS annexes all non national provinces of PORTUGALLIA except **Açores**.
α-C.4 HIS cannot voluntarily cede any part of PORTUGALLIA, including COL/TP to other players. Neither can it sell Portuguese sea charts or grant authorisation of trade in a sea bordering a Portuguese COL/TP.
α-C.5 A War declared against annexed PORTUGALLIA gives a free CB (Overseas CB if this is an Overseas war) to HIS to intervene in the war. A war against HIS does not imply necessarily PORTUGALLIA in the war.

α-D Administrative Phase

α-D.1 HIS receives a part of the incomes of PORTUGALLIA: it receives all income from TP/COL, Exotic Resources, TF (but no income from European provinces, foreign or domestic commerce, manufactures – these are removed). This income can not be higher than 400 ⓟ, plus the East Indies convoy.
α-D.1.a HIS gains the VP for the monopolies detained by PORTUGALLIA. It does not combine resources or fleets of PORTUGALLIA with it to determine monopolies or the ownership of a Commercial Centre.
α-D.2 HIS must pay for the maintenance and recruitment of Portuguese units and fortresses as if they were Spanish units (except that their content remains that of Portuguese units and they can only be placed within Portuguese territory, including COL/TP). HIS has 3𝕀 of basic forces and an additional limit of recruitment of 1L𝕀 and 1N𝕀 to maintain or raise Portuguese units. One unnamed Portuguese ✠ leads the naval forces.
α-D.3 HIS can make administrative actions for Portuguese TF and COL/TP, but using Portuguese FTI/DTI (without the former Portuguese bonus for ROTW actions). HIS has 2 (in periods III and IV) or 1 (period V) actions for Portuguese COL and can use also its own actions for Portuguese establishments. One of these actions can be used on a Portuguese TP each turn. HIS has one action of TF in periods III and IV for Portuguese fleets.

α-E Military Phase

α-E.1 HIS must pay for all campaign activations of Portuguese units jointly with Spanish units.

α-F Peace Phase

α-F.1 HIS can renounce annexation at the end of any peace phase (except on the same turn when event IV-4 (1) (National Revolt of the Portugal) occurs) losing control of PORTUGALLIA and **3** Stability.
α-F.1.a If HIS renounces the inheritance before event IV-4 (1) occurs, PORTUGALLIA is placed in forced EW of HIS until the death of current Spanish monarch. After that, it is treated as normal minor and subject to diplomacy.
α-F.1.b If HIS renounces the inheritance after event IV-4 (1) has occurred, PORTUGALLIA becomes neutral and it makes a white peace with HIS. The rebels are considered to have won.

III-8 SECULARISATION OF FRATRES MILITIÆ CHRISTI PB

Date: 1561.

A Condition:

A.1 If event I-H (Secularisation of D.S.M. Theutonicorum) was not played, it is played this turn as a supplementary event.

B Event Phase

B.1 Minor country FRATRES MILITIÆ CHRISTI is destroyed. Its provinces are shared as follows:
B.1.a **Estland** is given to SUE*.
B.1.b **Memel** joins the *DUCHY OF PRUSSIA* and is given to whoever controls this Duchy (POL* or BRANDENBURGUM).
B.1.c **Livonija** and **Kurland** are associated as the *DUCHY OF COURLAND*. This Duchy is claimed by SUE* and POL*.
B.1.d If one of these provinces was conquered by another country than the one that should take it, this wronged country has a CB against the country possessing the province. A minor country will always use this CB.
B.1.e All other provinces are given to their legitimate owner in 1492 (as indicated on the map).

B.2 War for Kurland

B.2.a POL* has a CB against SUE*; refusal to use it costs **1 Stability** and gives all the *DUCHY OF COURLAND* to SUE*. minor POLONIA always uses the CB.
B.2.b SUE* has a CB against POL; refusal to use it costs **1 Stability** and gives all the *DUCHY OF COURLAND* to POL. Minor SUECIA always uses the CB.
B.2.c If both countries use their CB against the other one, POL* owns both provinces, but SUE has initially the military control of **Livonija**. They can make no Armistice on the first turn of this war.
B.2.d If neither SUE nor POL use this CB, CURLANDIA is created as a normal minor country with the two provinces.

C Diplomatic Phase

C.1 Any country which was at war against FRATRES MILITIÆ CHRISTI has an immediate free CB to be used jointly against POL* and SUE* (and CURLANDIA if it exists). This might provoke a three-sided war (excepted if one of POL or SUE at least has abandoned the *DUCHY OF COURLAND*) in which the invading country keeps its eventual initial military control of any province in FRATRES MILITIÆ CHRISTI.
C.2 If such a country does not declare war, its forces are withdrawn from FRATRES MILITIÆ CHRISTI and it gives up any conquered province that was owned by FRATRES MILITIÆ CHRISTI in 1492 to their new owner (as defined above).
C.3 Any other country adjacent to FRATRES MILITIÆ CHRISTI when they disappear has a CB to be used jointly against POL* and SUE* (and CURLANDIA if it exists).

III-9 WAR BETWEEN PERSIA AND TURKEY Risto

Date: 1606-1639.

A Condition:

A.1 If main provinces of PERSIA are conquered, activate a Persian Uprising (§B of XIV.13.4.4).
A.2 First time : if PERSIA is inactive, use Persian Attack of Turkey (§α).
A.3 Second time, or first time and PERSIA is currently at war against TUR, use Annexation of Iraq (§β).
A.4 Otherwise, re-roll and do not mark off.

α Persian Attack of Turkey

α-B Activation:

α-B.1 If TUR does not own provinces that were Persian at the beginning of the game, it may refuse the event in two ways:
α-B.1.a By losing **3** Stability and 150 ⓟ.
α-B.1.b Or, by surrendering immediately to PERSIA conceding a peace of level 2 and ceding a province bordering Persian territory (in priority a province adjacent to PERSIA).
α-B.2 In this case the box is marked off, but the event can happen later if rolled for anew.

α-C Event Phase

α-C.1 PERSIA declares war against TUR.
α-C.2 TUR can immediately call for allies as per normal rules.

α-C.3 If this leads to declarations of war against PERSIA, the controller of PERSIA may come to its help as per normal rules, and so on.
α-C.4 If PERSIA is neutral, it is played by HIS (which cannot then come to its aid).

α-D Administrative Phase

α-D.1 PERSIA receives reinforcements in offensive status for the duration of the event.

β Annexation of Iraq

β-E Event Phase

β-E.1 MESOPOTAMIA is annexed to PERSIA and removed from game.
β-E.2 If TUR owns any province initially in MESOPOTAMIA, place there a *Revolt*⊕ and one or 2 *Revolt*⊖ controlled by PERSIA; one *Revolt* in each province, the *Revolt*⊕ is placed at random.

β-F Administrative Phase

β-F.1 If either of the conditions above are met with, Iraqi basic force is added to the forces of PERSIA until the end of the war.

III-10 REVOLT IN SIERRA NEVADA Risto

Date: 1568-1570.

A Event Phase

A.1 Place a *Revolt*⊖ in non-Muslim **Granada**, **Córdoba** and **La Mancha**. The *Revolt* are controlled by TUR.

B Diplomatic Phase

B.1 TUR has a CB against all the owners of revolted provinces.
B.1.a Exceptionally, TUR may make a limited intervention at the side of the *Revolt* as if this was a civil war.
B.2 If TUR declares war to the controller of **Granada** or is in limited intervention against it, it receives 5 VP at the moment its (or its minor allies) troops arrive to any of the revolted provinces. This does not have to be done during the current turn, but the bonus VP are gained only once.

C Military Phase

C.1 During the rebellion there exists an additional malus of **–3** to all attempts to suppress *Revolt* in **Granada** if HIS is Catholic/Counter-Reformation. An additional malus of **–1** is received for each Turkish or minor allied LD inside any province in *Revolt* (even if besieged).

D Interphase

D.1 *Revolt* caused by this event can never extend beyond **Granada**, **Córdoba**, **Murcia** and **La Mancha** (with a maximum of two *Revolt* counters per province).
D.2 If the *Revolt* survives the first turn, place a minor general on it.
D.3 For each interphase this event continues TUR receives 2 VP. This bonus is increased to 10 VP per interphase whenever TUR or its minor ally units are within **Granada** (a war must have been declared to the controller to do this).
D.4 If a *Revolt*⊕ exists for a whole turn in **Granada** without being suppressed at any point during this turn, a new minor GRANADA is created and becomes a permanent VA of TUR (but the war is not necessarily ended). It owns any of the 4 mentioned provinces having a *Revolt* in them, but has no capital (so can be destroyed by any country).
D.5 If **Granada** is later annexed by any other player than TUR, place a *Revolt*⊖ in the province during the peace phase and consider this event as having been activated again, but without the malus of **–3** for suppress of *Revolt*. If GRANADA still exists (owning other provinces than **Granada**), consider this *Revolt* as being controlled by it.

E Lasting Effects

E.1 Final expulsion of the Moriscos Certain effects of the politics of expulsion are removed.

III-11 WARS OF RELIGION IN FRANCE (×5) PBNew

Date: 1560-1598.

A Condition:

See at the end of this section the event III-D (Religious Wars in France) which is the detailed description of those wars.

III-12 REVOLT IN CORSICA Risto

Date: 1564-1567.

A Event Phase

A.1 A *Revolt*⊕ is placed in **Corsica**. The preference list for the control of this *Revolt* is the one for the (would-be) CORSICA. However, the *Revolt* cannot be controlled by the controller of GENUA, who is omitted from this list.
A.2 GENUA immediately offers white peace to any enemy currently engaged in war with it. From now on, it cannot declare war on anyone as long as the event lasts.
A.3 If no-one controls GENUA at present, the controller is chosen as per normal rules when minor neutral is activated.
A.4 This event is treated as a civil war in GENUA (see section IV.5.5.5 (Religious Wars, Civil Wars)). Only the controllers of GENUA and of the *Revolt* are allowed to do a *Foreign Intervention* with their own forces.

B Administrative Phase

B.1 This event must be played even if no player country is involved in it. GENUA receives reinforcements and can use its troops as if activated in a war.

C Interphase

C.1 If the *Revolt* survives the first turn, place *Sampiero* who is now available for 5 turns.
C.2 If the *Revolt* survives four turns, a new minor country CORSICA is created and the rebellion is over. The controller of the *Revolt* gains 10 VPs.
C.3 If the rebellion is crushed, controller of GENUA gains 10VPs.

III-13 UNION BETWEEN POLONIA AND SUECIA PB

Date: 1595-1599.

A Condition:

A.1 If there is no Major power POL, re-roll and do not mark off.
A.2 If there is no Major power SUE and POL is not Supporter of Orthodoxy, re-roll and do not mark off.
A.3 If the Polish Monarch is ***Zygmunt I*** during its first 5 turns of reign, re-roll and do not mark off.
A.4 Apply one of the following events, according to the religious attitudes:
A.4.a If SUE is Catholic, apply event III-B (Religious War in Sweden);
A.4.b If POL is Supporter of Orthodoxy, apply event III-A (Union between Polonia and Russia);
A.4.c If POL and SUE are Protestant, apply event III-C (Religious War in Poland).
A.4.d If SUE is Protestant and POL is Catholic, use this present event.
A.4.e If none of the preceding situations happened, mark off the box and apply R/D.

B Event Phase

B.1 The Polish Monarch dies and the Heir of the Swedish Crown is elected in Poland. POL has now the Monarch ***Zygmunt III***, with values 5/5/6 and is also general *Zygmunt III* (♛ A 4.3.4 [Event III-13]). Its reign will last 9 turns.
B.2 The Vasa Dynasty remains on the Polish throne until a Dynastic crisis occurs in Poland or an event (or some elected specific general) changes the Dynasty; POL has to lose 2 Stability to keep its Dynastic Claims or this terminates the event. From now on, POL has Dynastic Claims over SUE.

C Lasting Effects

C.1 POL can renounce its Claims at any diplomatic phase (that is a declaration) and that terminates the event. POL loses 1 Stability.

C.2 Each time there is a new monarch in SUE, POL has a CB against SUE at this turn to claim for its Inheritance. In case of Dynastic Crisis in SUE, POL is a valid pretender as long as it has Dynastic Claims over Sweden.
C.2.a The first time after the beginning of the event that this situation happens, POL must either use the CB or lose 2 Stability or renounce its Claims (costs 2 Stability).
C.3 The first new Swedish Monarch after this event will be ***Karl IX***, with values 8/6/6 (but not a general) and random duration (ignore *Fragile health* and *Dynastic crisis*. Exception: if ***Gustav Adolf*** was to be the new monarch due to another event, use ***Gustav Adolf***.

D Diplomatic Phase

D.1 If a war is declared because of its CB, SUE is now in Civil Religious War (see section IV.5.5.5 (Religious Wars, Civil Wars)). Apart from POL, only foreign intervention in the war is allowed.
D.2 The first time a war is declared due to Dynastic Claims, POL gains the military control of one province owned by SUE, chosen by POL (the capital is forbidden). This effect is not applied for subsequent wars.

E Administrative Phase

E.1 POL can recruit troops in Swedish provinces that are under its military control, at double price (because those are not normal recruitment provinces).
E.2 POL can use outside its own territory only land forces paid with ducats and not paid with free maintenance (mercenaries only). There is no such restriction for naval forces, nor if the kings of SUE are Protestant/Rigorous in which case the war is not limited for POL. Note that it is not mandatory to use the free maintenance.

F Peace Phase

F.1 If SUE wins the war, a valid peace term is to ask for renouncement to Dynastic Claims (equivalent of one province).
F.2 If POL wins the war with a peace of level 3 or more, or forces an unconditional peace, the Monarch of POL becomes ruler of SUE as one of the Victory conditions (instead of one province).
F.2.a The Monarch of SUE is executed; now SUE uses the values of the Monarch of POL. SUE is considered Catholic during the Union (in every aspects).
F.2.b SUE has a mandatory offensive alliance with POL in which she is complied to answer any call.
F.2.c SUE can not declare war without a CB or the agreement of POL. It can not declare war against POL.
F.2.d The alliance is in question when the Monarch of POL dies or if POL refuses to answer a call for defensive war (not offensive war), or if POL declares a war against SUE. A new monarch is rolled for SUE. POL having still Dynastic Claims over Sweden, it can renew the war to impose its ruler but it renews the Union if POL wins a peace of any level against SUE. As long as the war continues, the union exists for Victory Conditions, if not in its consequences.
F.2.e Note that if this event is rolled for a new time when the Union exists, SUE is Catholic and event III-B (Religious War in Sweden) is thus applied.

III-14 UNION OF LUBLIN PB

Date: 1569.

A Condition:

A.1 This event is described in event II-13 (Union of Lublin).
A.2 If it has already occurred, mark off and apply either event III-15 (1) (Oprichnina) or event III-15 (2) (The Time of Troubles in Russia).

III-15 (1) OPRICHNINA PB

Date: 1565-1572.
Duration: as long as there is a *Revolt* in Russia.

A Condition:

A.1 If ***Ivan IV*** has not been yet Monarch of RUS, do not mark off and re-roll.

A.2 If ***Ivan IV*** is already dead, mark off and apply R/D the first time (with a *Revolt* in RUS), the second event the next time.

B Event Phase

B.1 RUS is in Civil War for the duration of the event.
B.2 *Revolt* are placed in **Moskva** and **Novgorod**; their force is randomly decided.
B.3 Another *Revolt* is rolled for in Russia.
B.4 The Russian leader *Kurbsky* is withdrawn from game as long as ***Ivan IV*** rules in RUS and can not be used.

C Administrative Phase

C.1 RUS is not restricted by limits of land building this turn only, and has no penalty for doing so. However, the cost for building new troops is doubled for the duration of this event.

D Military Phase

D.1 ***Ivan IV*** must take the field and lead a land stack as long as this event last, respecting the usual hierarchy rules.
D.2 The land force of ***Ivan IV*** pillages every province it is in at the end of each round.

E Peace Phase

E.1 If at the peace phase there is no *Revolt* left in RUS, one Russian A (one counter and the equivalent of 4 LD) is destroyed by RUS and RUS gains **1** in Stability.

III-15 (2) THE TIME OF TROUBLES IN RUSSIA PB

Date: 1605-1613.

A Condition:

A.1 If event III-15 (1) (Oprichnina) is still in effect, mark off and apply R/D.
A.2 If not, apply event IV-17 (1) (The Times of Troubles in Russia).

III-16 WAR IN SIBERIA Risto

Date: non-historical.

A Condition:

Can occur only after the elimination of SIBERIA. Otherwise re-roll.

B Event Phase

B.1 Place a Turkish controlled *Revolt*⊖ in each Russian COL/TP in ***SIBERIA***.

C Administrative Phase

C.1 Native forces within the revolted provinces return to their full strength and are activated.
C.2 Furthermore, during the first turn only, an unmodified die-roll is made for rebel reinforcements in offensive attitude. Troops thus received fill the former SIBERIA counters and can be placed in any of the revolted provinces.

D Military Phase

D.1 Rebels using SIBERIA counters draw supplies from native territories (the same way as natives do), but can only do so either if there is no RUS controlled forts/fortresses in the province, or from the *Revolt* counters, which they can use as supply bases.
D.2 Rebels using SIBERIA counters can move also outside their original provinces.
D.3 Rebel natives and SIBERIA units automatically try to destroy Russian COL/TP in provinces they occupy at the end of a full round, if these are not protected by Russian units or fortresses. Roll one die: on 7 or more, the COL/TP is destroyed.

E Interphase

E.1 *Revolt* caused by this event never extend during the redeployment phase.
E.2 During the native attacks phase count each *Revolt*⊖ counter as 2 native LD when counting the modifications to the attack die-roll, and rebel forces using SIBERIA counters are also used.

III-17 Arkhangelsk and the Muscovy Trade Company Risto

Date: 1584.

A Condition:

Requires permission from RUS and ANG to take effect. Otherwise re-roll.

B Event Phase

B.1 The port of Arkhangelsk (to the north of the European map) is created. It cannot be accessed by any units, but still meets the requirement of having a port along the Atlantic Ocean for purposes of placing commercial fleets.
B.2 CTZ Russia is created, but its monopoly bonus remains 5 until the Construction of S'-Petersburg (Санкт-Петербург) (§C of XIV.6.1).
B.3 English commercial fleet of 4 levels is placed in CTZ Russia.
B.4 Muscovy Trade Company provides ANG automatically with 10 VP and 50 ₿.

C Administrative Phase

C.1 Until the Construction of S'-Petersburg (Санкт-Петербург), ANG can use both its DTI and FTI as modifiers to all commercial actions in CTZ Russia.
C.2 RUS may ignore restriction of section VI.7.4.2 (Pioneering [TBD]) for this turn.

III-18 Persian Safavids PB

Date: 1590-1722.

A Event Phase

B Condition:

B.1 If main provinces of Persia are conquered, activate a Persian Uprising (§B of XIV.13.4.4).
B.2 Else, apply only the following effects.

C Event Phase

C.1 Persia obtains the general *Shāh 'Abbās I* that will stay for 6 turns.

D Lasting Effects

D.1 Persia has now the same technological level as TUR. Its armies are of class land it has 3 𝔸 available.
D.2 Persia can now send armies through regions in ROTW belonging to no one during wars, without activation of Natives. They are constrained by the supply rules. They can assail and burn TP or COL (as if TP) military occupied at the end of a turn.

III-19 Revolts in Singala Risto

A Event Phase

A.1 ROTW area **Singala** declares war against the owner of a TP/COL in it.
A.2 If this is a minor country, the TP/COL will be attacked by the Natives at the end of the military turn, without any defence from Europe.
A.3 If this is a player, the war proceeds as a normal war against natives.

III-20 The Great Moghol Akbar (×2) PB

Date: 1556-1605.

A Event Phase

A.1 If the non-European minor country Mogolis Imp. does not exist, it is created now. It can use 2 𝔸⊕ and leader *Akbar* (♛ <@> A 5.4.4 [Event III-20]).
A.2 If Mogolis Imp. already existed, its ruler only is changed from the *Great Mughal* to *Akbar* (until replaced by a further event).

A.3 The Mogolis Imp. will try to invade **4** regions during the turn, according to event II-A (Mogolis Imp. Expansions).
A.4 Even if the country has no region after the invasions, it still exists (and can gain provinces with new events).
A.5 Bāngla has from now on 2 Spices, 2 Products of Orient and 2 Cotton available instead on 1 (representing the change of commercial fluxes because of the Mughals).

III-21 Wars in India (×2) PB

Date: 1565 / 1585-1594.

A Event Phase

A.1 If it was still existing, minor country Bisinagar is destroyed (by internal fights). Every TP (not COL) that are in the minor country Bisinagar at the time of its disappearance will face an attack by Natives that are activated against every country this turn.
A.2 If Bisinagar had already been destroyed, every TP/COL in ***India*** loses 1 level due to internal strife in India.
A.3 Karnāṭaka has from now on 2 Spices and 2 Products of Orient available instead on 1 (representing the change of commercial fluxes from the north to the south because of the Mughals and the destruction of the Indian Empire).
A.4 If the Mogolis Imp. exist, they invade one province, the next in the list according to event II-A (Mogolis Imp. Expansions).

III-22 (1) China colonial attitude PB

Date: 1557. Closure of China was the historical choice.

A Condition:

A.1 If China has no TP, apply Closure of China (§α).
A.2 If China has any TP left, roll 1d10 added to the number of TP it has. If the result if 6 or higher, commercial exclusivity policy in China triggers the event Closure of China (§α). If the result is 5 or less, apply Commercial dynamism of China (§β).

α Closure of China

α-B Event Phase

α-B.1 Any country having a TP in China may sign immediately a Treaty with China, and so gains AT. If accepted, only one TP of the country is kept in China; TP in excesses are destroyed. If refused, China declares an Overseas War against the power.
α-B.2 From now on, AT allows each country to keep only one TP in China (and not one per region). The remaining TP can be upgraded, and it causes no reaction by China.
α-B.3 The basic forces and reinforcements of China are now its mainland army only (no overseas garrisons of fleets).

α-C Lasting Effects

α-C.1 From now on, no new TP counter can be placed in any area belonging to China by means of administrative actions.
α-C.2 No regular diplomacy is permitted on China. The Activation level of China becomes 11 (except for areas conquered that are not mainland China, where the Activation is 6).
α-C.3 The only way to have a new TP in China is to take control of the TP of another country (then the Treaty status is given to the new controller of the TP and lost by the previous one) or to force a Treaty on China by means of a war against it.
α-C.4 From now on, the *Manila Galleon* is available. See section XIV.14.8.6 (The Manila Galleon).

β Commercial dynamism of China

β-D Event Phase

β-D.1 China gains a TP with level 6 in every coastal city of its territories. An automatic concurrence with any existing establishment is made until only one TP survives in each province. Its fleet in STZ **Mer de Chine** rises to level 5 (and automatic concurrence might also be necessary).
β-D.2 Japanese TP in **Chosŏn** and **Formose** are destroyed (by Chinese invasions).

β-E Lasting Effects

β-E.1 China has a FTI of 2 (raised to 3 from period V on) and a DTI of 3 and uses both FTI and DTI for concurrence in its own provinces. Form now on, consider STZ **Mer de Chine** as its CTZ.
β-E.2 TP of China exploit the resources in their region and those are counted as normal exploitation for monopolies and evolution of prices.
β-E.3 European countries having monopoly in STZ **Mer de Chine** may declare a commercial embargo against China. No TP (not COL) may exploit anything in China as long as the embargo continues (both Chinese and European TP); so they are not counted in for monopolies and evolution of prices. Moreover, no commercial fleet in STZ **Mer de Chine** gives any income. This embargo gives an oversea CB to every European country having a TP in China.
β-E.4 Each turn, all Chinese TP in continental China gain one level (with a maximum of 6), overseas TP one level (with a maximum of 3) and China gains one TF level in STZ **Mer de Chine** (with a maximum level of 6). Destroyed TP do not come back but the commercial fleet keeps coming back even if destroyed.
β-E.5 Basic reinforcements are increased to one 𝔸⊕ in mainland, and 2 L𝔻, 2 N𝔻 for the garrisons.

III-22 (2) Sultanate of Aceh PB/Jym [BLP]

Date: 1565.

A Event Phase

A.1 Create the Sultanate of Aceh. Place its TP⊖ with 3 levels in **Sumatra** (in the first empty province: Centre, North then South; if none, place it in the Northern one and make automatic concurrence).
A.1.a It proposes a AT to TUR that has the choice to accept it or not immediately.
A.1.b Forces are deployed as per the Annex.

A.2 Malahayati [BLP] Aceh receives the admiral *Malahayati* (⚓ <@> A 6.4.5 [Event III-22(2)]) for 9 turns.

B Lasting Effects

B.1 Before 1700 Aceh has a TP action every turn (strong investment) to increase its TP up to the original level 3, if ever its level is less (or was destroyed).
B.2 The TP of Aceh may never be annexed at peace.

B.3 Malahayati [BLP] As long as *Malahayati* is alive, increase the basic forces of Aceh by 𝔽⊕.
B.3.a As long as there is at least 𝔽⊖ of Aceh in play (including if it is at peace), the Malacca fortified strait is closed to every country without a AT on Aceh.
B.4 No other establishment (COL or TP) may be created in the province if the TP of Aceh is here.
B.4.a Existing establishments, including those that would be created while the TP of Aceh is temporarily destroyed, stay without harm.

III-23 Japanese Expedition in Chosŏn PB

Date: 1592/1597. Both invasions failed, historically.

A Event Phase

A.1 Place a Japanese TP in a province of **Chosŏn**, **Seoul** if possible, **P'yŏngyang** if **Seoul** is occupied; if both are occupied, this event is marked off but ignored.

A.2 The TP has 3 levels and exploits all resources of **Chosŏn** (other countries will have to take them by regular concurrence).
A.3 A Japanese colonial force of 1 𝔸⊕ defends the TP; it may gain 𝔸⊖ in reinforcement each turn if needed. This army does not activate the Natives and an attack in this region may be aimed at the Japanese only and so does not activate the Natives of **Chosŏn**. As soon as the TP is no more Japanese or destroyed, normal activation rules for Natives apply and the colonial force is removed.

III-23 Some Alternative History Events

III-A Union between Polonia and Russia PB

Date: Alternative history.

A Event Phase

A.1 The Polish Monarch dies and the Heir of Russia is elected in Poland. POL has now the Monarch ***Dmitry***. Its values and its reign length are random, as if an heir from RUS.
A.2 The Russian dynasty remains on the Polish throne until a Dynastic crisis occurs in Poland or an event (or some elected specific general) changes the Dynasty; this terminates the event. From now on, RUS has Dynastic Claims on POL.

B Activation:

B.1 When the current Tsar of RUS dies, ***Dmitry*** becomes the Monarch of RUS for its remaining reign length.
B.2 He can choose to abandon the Polish crown; that costs **1** Stability to RUS, a new dynasty is elected in POL (as if after a Dynastic Crisis, or a general-monarch may be elected if one is available), and the event is ended.
B.3 It can choose to keep both crowns and Effect of the Union (§α) is now applied.

C Lasting Effects

C.1 At each time there is a new Tsar in RUS, beginning with ***Dmitry***, POL can accept the Union or try to break it.
C.1.a If the Union is accepted, the new Tsar becomes (or remains) the ruler in POL and RUS gains 20 VP each time.
C.1.b If it is refused, a new Monarch is rolled for POL, as if after a Dynastic Crisis, or a general-monarch may be elected if one is available. A War for Dynastic Union might happen, see underneath.
C.1.c Any other event calling for a change of Polish Monarch is impossible when the Union holds; do not mark off this event and roll anew.

α Effect of the Union

α-D Lasting Effects

α-D.1 RUS and POL shares the same Monarch; RUS has the control on the Monarch (what he is doing, its values, and so on).
α-D.2 POL has a mandatory offensive alliance with RUS in which it is complied to answer any call.
α-D.3 POL may not declare war without a CB or the agreement of RUS. If it has a CB against RUS, it can declare war to it and lose Stability due to breaking of alliance (but this one is renewed afterwards).
α-D.4 RUS has no specific obligation regarding the alliance, and does not lose Stability if it doesn't answer the call. It can declare war to POL but that breaks the union and this war is now as described in War for Dynastic Union (§β). Determine a new Polish Monarch.
α-D.5 POL does not change of religious attitude because of the Union.

β War for Dynastic Union

β-E Diplomatic Phase

β-E.1 If POL has refused a continuation of the Union, RUS has a free CB against POL to be used immediately, and will lose **1** Stability if it refuses the CB. In that case, RUS renounces also to its Dynastic Claims on POL.

β-E.2 If a war is declared, POL is in Civil War against RUS (see section IV.5.5.5 (Religious Wars, Civil Wars)). RUS is permitted full intervention in this war.
β-E.3 Roll for 2 *Revolt* in POL when such a war erupts.

β-F Peace Phase

β-F.1 If POL wins the war or signs a white peace, the Union and the Dynastic Claims of RUS are forfeited.
β-F.2 If RUS wins the war with a peace of level 2 or more, the Monarch of RUS becomes ruler of POL also as an victory condition (instead of 1 province).
β-F.2.a The previous Monarch of POL is executed; now POL uses the values of the Monarch of RUS and the Union (see above) is renewed.

III-B Religious War in Sweden PB

Date: Alternative history.

A Condition:

A.1 SUE proposes an immediate white peace to every countries is at war against. Minor countries sign it, and Major Countries have the choice to sign such a white peace or to sign an Armistice. If an Armistice is decided, military occupation remains in provinces where the city is controlled (other are evacuated), no combat is possible between the enemy sides, and Swedish provinces that are occupied by enemies are out for the Religious War (see section IV.5.5.5 (Religious Wars, Civil Wars)). The Armistice will last until the end of the Religious War and causes no loss of Stability at the end of each turn.

Turn 1

B Event Phase

B.1 Roll for 4 *Revolt* in SUE. Those *Revolt* has to be all in Swedish provinces and in different provinces. The force of the *Revolt* is random but they all control the city. This forms the side of Rebels. They are opposed to Loyalists.
B.2 The player of SUE chooses its side:
B.2.a If his initial choice was Catholic, he must play the Loyalists;
B.2.b If SUE is Catholic because of Union with POL or because of Forced Conversion, the player can choose Loyalists or Rebels.
B.2.c If the player chooses to play Rebels, a new Monarch is rolled for on the last column for values, with a random reign length (ignore Dynastic Crisis). The characteristics of the previous Monarch has to be written down (in case of victory of Loyalists) and this Monarch can be used as a general by Loyalists.
B.3 A test is made for each military unit (per counter deployed), each leader and each COL or TP with 1d10:
1–5 controlled by Loyalists;
6–10 controlled by Rebels.
B.4 The side not played by SUE is controlled by:
B.4.a POL if this is the Loyalists and POL is Catholic;
B.4.b AUS* if this is the Loyalists and POL is not Catholic (Protestant or Orthodox);
B.4.c ANG if this is the Rebels and ANG is Protestant;
B.4.d [HOL/VEN/DAN] if this is the Rebels and ANG is Catholic.
B.5 During the Religious War, SUE may not declare any war, nor make diplomacy on minors (except in reaction). Events calling for an intervention of SUE are played as if SUE makes an immediate Armistice or White Peace.
B.6 Foreign countries can be involved in this war only by foreign intervention, excepted for what is listed below.

C Diplomatic Phase

C.1 If POL* is Catholic, it has a CB against the Rebels to join war alongside Loyalists. minor Polonia always uses this CB.

C.2 If DAN* is Protestant, it has a CB against the Loyalists to join war alongside Rebels. Minor Dania uses this CB only if POL uses one.

as long as the war continues

D Administrative Phase

D.1 The side played by SUE uses the normal rules for Major Powers. It controls the province where its owns the city and, if playing the Rebels, disregards any *Revolt* (they don't affect its income because they are allied to it).
D.1.a Its initial treasury is at most two thirds of the treasury at the end of the event phase. The loss is of at least 50 ₿.

Accounting v1:
D.1.b The initial treasury is 2/3 of the treasury at the end of the event phase.

D.2 The other side has a basic maintenance equal to that of SUE in the current period and receives reinforcements as a minor country. It uses the fully controlled provinces (minus *Revolt* for the side of Loyalists) as their basic income (for the modifier).
D.3 Each side has only a minimum of one general (and has any general coming from the initial test).

E Military Phase

E.1 If POL is at war, it can not have more than one stack in National provinces of Suecia and provinces of *Norway*.

F Interphase

F.1 The *Revolt* extend as usual.

G Peace Phase

G.1 Only unconditional surrender is permitted to Loyalists and Rebels. If there are no *Revolt* left and no cities owned by Rebels, the Rebels surrender (whether played by SUE or as a minor). If there are no national provinces of Sweden not in *Revolt* or controlled by the Rebels, a minor Loyalists surrender automatically.
G.1.a If the Loyalists win, SUE remains Catholic and has its Monarch ruling before the event.
G.1.b If the Rebels win, SUE becomes Protestant/Tolerant (with a new ruler if they were not played by SUE).

G.2 Consequences for Poland
G.2.a If POL was at war and the Loyalists win, POL gains 40 VP.
G.2.b If POL was at war and the Rebels win, the war continues as a normal war between POL and SUE (a peace can be signed now at the same turn).

G.3 Consequences for Dania
G.3.a If DAN* was at war and the Rebels win, a province of SUE is given to DAN* (choice of SUE, if possible a province that was once owned by DAN*).
G.3.b If DAN* was at war and the Loyalists win, the war continues as a normal war between DAN* and POL/SUE. A peace can be proposed at the same turn.
G.4 The player of SUE on the losing side loses 20 VP.

III-C Religious War in Poland PBNew

Date: Alternative history.

A Activation:

Replaces event III-13 (Union between Polonia and Suecia) if POL is protestant. The Swedish heir is elected as king of Poland, but remains protestant. He must fight a religious war in its new kingdom. Will be a variation on event IV-B (Civil War in Poland).

III-D Religious Wars in France (×5) PBNew

Date: 1562-1598.
The wars are fragmented in 5 parts.
(1) First, Second and Third wars (1562-1570) with many truces broken by one side or the other.
(2) Fourth and Fifth wars (1570-1575), where the Massacre of the Saint-Barthélémy heightens the intensity of the war.
(3) Sixth and Seventh wars (1575-1580) where the Catholic League and the Duke of Guise seem almighty, and a background announced Dynastic Crisis.
(4) Eighth war (1585-1598) that is the war of Succession for the French Crown.
(5) Alternative history: more troubles if France is not Conciliant (mainly with foreign support).
Duration: until the end of event III-D (5) (Last Stand of the Heretics) or event III-D (4) (War of Succession) (as specified in these events) or at the end of period III.

A Activation:

This event is composed by many sections describing first the general conditions under which the wars are fought, then specifics of the evolution of the Wars: from a set of strictly Religious Wars that go harder and harder to a War of Succession. The passage from one event to another is described hereafter.
A.1 This event can not happen before turn 11 (1540). If the turn if 10 or before, re-roll and do not mark off.
A.2 Only one event III-11 (Wars of Religion in France) can be rolled and marked off each turn. If a second one is obtained, do not mark off and re-roll.
A.3 After the end of this event, event III-11 (Wars of Religion in France) triggers an event R/D, and the box is marked.
A.3.a If FRA is Catholic/Conciliatory, its Monarch will have a malus of **+2** to his Survival Test next turn.
A.3.b If FRA is Catholic/Counter-Reformation or Protestant, the *Revolt* is rolled on the table of FRA.
A.4 From the first to the end of the last event, FRA is in religious Civil War and is limited in many aspects.

B Event Phase

B.1 The states within the State Two minor countries, Huguenotis and Sancta lega are created for this event. No diplomacy is authorised on them; they have the same technology and military features as FRA.

B.2 Les Huguenots
B.2.a Huguenotis has the following provinces (if in FRA): **Caux**, **Touraine**, **Poitou**, **Quercy**, **Guyenne**, **Languedoc**, **Béarn**, **Dauphiné**, **Cévennes** (those provinces have a white shield border).
B.2.b Huguenotis is protestant.
B.2.c Its main controller is ANG (if Protestant) or HOL (if it exists) or SUE (if Protestant), else [HOL/VEN/DAN]. This major power will be noted HUG (and the minor Huguenotis); it may change at each turn (depending on the changes of religion).

B.3 La Ligue
B.3.a Sancta lega has the following provinces (if in FRA): **Normandie**, **Maine**, **Île-de-France**, **Orléanais**, **Picardie**, **Champagne**, **Berry**, **Bourgogne**, **Lyonnais**, **Provence** (those provinces have a yellow shield border).
B.3.b Sancta lega is Catholic/Counter-Reformation.
B.3.c Its main controller is the Sole Defender of Catholic Faith (XIV.14.3.1) (if it is not FRA), HIS (if Catholic/Counter-Reformation), ANG (if Catholic), or HIS (Catholic/Conciliatory) in the last possibility. This major power will be noted LIG (and the minor Sancta lega); it may change at each turn (depending on the changes of religion).
B.4 The Loyalists are FRA and its allies. The Rebels are the revolted minor country (Sancta lega or Huguenotis) and its allies. REB is the Major Power that controls the Rebels (LIG or HUG).
B.5 The Catholic side is the one of Sancta lega else of Catholic FRA.
B.6 The Protestant side is the one of Huguenotis else of Protestant FRA.

B.7 Military units

B.7.a Basic forces of FRA drops to 𝔸⊖ (or 𝔸⊖, L𝔻 if in period II). Counters limit for FRA drops to 3 𝔸 (and 2 𝔸 for each minor).
B.7.b Basic forces of the new minors is 𝔸⊖, L𝔻 (or 𝔸⊕ if in period II) if it has not the same religion than FRA and 𝔸⊖ (𝔸⊖, L𝔻 if in period II) if it has the same religion than FRA.
B.7.c If the minor is at war against FRA, then it is controlled by its main controller (either HUG or LIG). Else, if FRA is at war (even civil war against the other minor) then FRA may use its troops as if they were french troops.
B.7.d If FRA is at peace, the main controller of each minor may declare a limited intervention (following usual rules) of this minor in any existing war during the diplomatic phase. If the minor has the same religion than FRA, this can only be done if FRA agrees to. The main controller plays the troops of the minor and pay for its campaign or reinforcements.
B.7.e If FRA is at peace, and the main controller doesn't want to use the troops of the minor (or can't), then FRA may use them as if they were its own troops.
B.7.f If FRA is at peace, it may build troops of any of the two minors at regular cost. This counts toward purchase limit of the turn.
B.7.g If the minor is not used by somebody else, FRA has to pay the maintenance of any troops in addition to the basic maintenance of the minor.
B.7.h If FRA is at peace and the minor has less than its basic forces and is not used in another war by its main controller, then FRA has to build troops of the minor. It is not complied to buy more than the turn limit or to go bankruptcy, but it must build troops for the minor prior to any other administrative action. If both minors lack troops, FRA must start building troops of the minor having a different religion than its own.
B.7.i If FRA is at peace with the minor, it cannot voluntary dismiss (i.e. by not paying upkeep) troops of the minor below what was left at the end of the last civil war. Yet, if the loss is due to any other reason (such as being used in another war or by its main controller in a foreign intervention), FRA is not complied to buy new troops up to this value (just up to the basic maintenance of the minor).

B.8 Incomes
B.8.a If FRA is at war against the minor, then it get no land income from the provinces of the minor (this also may change the industrial and commercial incomes of FRA). Manufactures in these provinces do not provide income either.
B.8.b If FRA is at peace, the provinces of the minor having the same religion as FRA are treated exactly like french provinces: they provide full land income, manufactures and gold mines provide also full income.
B.8.c If FRA is at peace, the provinces of the minor having different religion than FRA only provide half their regular income: land income is halved (this also change industrial and commercial income), manufactures provide only half their facial value and half their percentage, gold mines provide only 10 ₿, . . .
B.8.d If FRA is in civil war (but not against the minor), provinces of the minor only provide half their regular income (as above).
B.8.e The (land) income not perceived by FRA does not increase its foreign trade.
B.8.f If FRA is at peace, it only gets 75% of its colonial income if its catholic.

B.9 Military control
B.9.a If FRA is not at war against the minor, then both may use provinces belonging to both of them as supply sources.
B.9.b If FRA is at war against the minor, then supply may go through any province not containing an unbesieged hostile troop or *Revolt*.

C Lasting Effects

C.1 Fragile Health of the Valois
C.1.a From the beginning of the event, and as long as the French Monarch is a Valois, it adds **+3** to its Survival Test.

C.2 Lack of Heirs
C.2.a An additional test of Dynastic Crisis is made at the beginning of each turn (at the Monarch Survival Phase). A malus of **–1** is applied for each event III-11 (Wars of Religion in France) rolled since the beginning of the game.

C.2.b If a Dynastic Crisis occurs (because of the previous test or of a normal test after the death of the Monarch), apply directly event III-D (4) (War of Succession) as the first event of the turn. If a Dynastic Crisis occurs without the death of the Monarch, the rules of the event use the historical name ***Henri III*** to designate the current Monarch of FRA.

C.3 Mandatory Change of Religious Attitude FRA can be complied to change its Religious choice during the war because of a Coup (event III-D (4) (War of Succession)), or an unconditional surrender caused by foreign powers. The following points occur (but not if the change is voluntary when designating an Heir of the Valois).
C.3.a FRA goes down to **-3** in Stability, loses **–1** in FTI, and loses 30 VP.
C.3.b The controller of the side imposing its Heir by a Coup, or the countries that force a unconditional surrender gain 30 VP each time a mandatory change is made.

General troubles in France each time an event happens

α Politic crisis

α-D Event Phase
α-D.1 FRA may not be part of a new loan treaty until event III-D (Final) (End of the Wars of Religion)
α-D.2 FRA loses **2** Stability.
α-D.3 The diplomacy of FRA is lowered by **–2** (minimum of 3).
α-D.4 FRA and its adversaries make a mandatory white peace (exception: see event III-D (5) (Last Stand of the Heretics)).
α-D.5 FRA is involved in religious civil war when at war against Rebels. No-one can declare a war to FRA at those times, but MAJ may do *Foreign Intervention* in the war each time the war resumes (new event or broken Truce) excepted if explicitly forbidden.

β Economic crisis

β-E Event Phase
β-E.1 On the first event, the Royal Treasury of FRA is diminished by half and loses at least 100 ₯. On subsequent events, the Royal Treasury of FRA is halved with a minimum loss of 50 ₯.
β-E.1.a If FRA makes a bankruptcy while at war against the rebels, they will receive 𝔸⊖ extra reinforcement (L𝔻 each if there are two rebels).
β-E.2 FRA (and also Huguenotis and Sancta lega) makes a mandatory trade refusal against all other countries. This does not provide CB or entail loss of stability and only last while FRA is in civil war.
β-E.2.a FRA only gets 75% of its colonial income if protestant, 50% if Catholic/Conciliatory and 25% if Catholic/Counter-Reformation.
β-E.3 FRA can make no economic action (COL, TP, TFI, Concurrency) during the wars (even if the Truce was broken this turn), except as a reaction to concurrence.
β-E.4 A *Pirate*⊕ is placed in CTZ of FRA; at most one *Pirate* can be here due to this event.
β-E.5 FRA has to pay separate campaigns for any troop going in the ROTW or whose movement end on the ROTW map (so, it can bring back troops from the ROTW without penalty).

γ Uprisings in France

γ-F Event Phase
γ-F.1 If FRA is Catholic/Counter-Reformation or Catholic/Conciliatory, the Rebels are Huguenotis. If FRA is Protestant, the Rebels are Sancta lega. FRA is at war against the Rebels (it is not a declaration of war by the Rebels).
γ-F.2 If FRA is Catholic/Counter-Reformation or Catholic/Conciliatory, roll 1d10 and place *Revolt*⊖ in the following provinces, excepted in the first province where the *Revolt* is⊕:
γ-F.2.a result odd: **Poitou**, **Quercy**, **Guyenne**, **Languedoc**, **Auvergne**;
γ-F.2.b result even: **Caux**, **Poitou**, **Guyenne**, **Touraine**, **Vendée**.
γ-F.3 If FRA is Catholic/Counter-Reformation, add a *Revolt*⊕ in **Dauphiné** and a *Revolt*⊖ in **Armor**.

γ-F.4 If the die-roll was 9 or 10 (between 7 and 10 if FRA is Catholic/Counter-Reformation), place a *Revolt*⊖ on a randomly chosen colony (or TP if no colony is available).
γ-F.5 If FRA is Protestant, place a *Revolt*⊕ in **Île-de-France**, a *Revolt*⊖ in **Lyonnais** and roll 1d10 for the other ones (the *Revolt* is⊕ in the first province of the list and⊖ in the others):
γ-F.5.a result even: **Provence**, **Normandie**, **Maine**, **Troyes**, **Vendée**;
γ-F.5.b result odd: **Orléanais**, **Champagne**, **Touraine**, **Caux**, **Picardie**.
γ-F.6 If the die-roll was 10, place a *Revolt*⊖ on a randomly chosen colony (or TP if no colony is available).
γ-F.7 The Rebels receive 2 minor unnamed generals to be placed on *Revolt* (they can only lead *Revolt*, not forces of the Rebels, and are eliminated when the *Revolt* is finally suppressed).
γ-F.8 The Rebels own its provinces and control those where there is a *Revolt*⊕

δ Military Troubles

δ-G Event Phase
δ-G.1 On the first event, only the basic forces of FRA are kept (𝔸⊕, 𝔸⊖, L𝔻), in veteran status. If FRA has less than this, it will receive less troops than stated. The rebels takes their forces first, then the non-rebelled minors and lastly FRA.
δ-G.2 Roll 1d10:
δ-G.2.a result even: FRA keeps 𝔸⊖ and L𝔻; the Rebels have 𝔸⊖; the minor of the same religion as FRA has 𝔸⊖;
δ-G.2.b result odd; FRA keeps L𝔻, the Rebels have 𝔸⊕; the minor of the same religion as FRA has 𝔸⊖.
δ-G.3 If the current turn is in period II, FRA adds 𝔸⊖ to its forces and the minor sharing its religion add L𝔻.
δ-G.4 If FRA is Emperor of the HRE, it can use the 𝔸 of HRE as a help in this war.
δ-G.5 Minor country Lotharingia is activated and allied of the Catholic side. It gives 1 L𝔻, both sides can pass or stop in its provinces but the *Revolt* never extend in those.
δ-G.6 The forces of the Rebels are deployed in their provinces that are in *Revolt*. The forces of FRA are placed in any province of FRA that does not belong to the Rebels.
δ-G.7 The naval forces of FRA may defect as follows. Roll 1d10.
δ-G.7.a result 1-8: FRA keeps all the naval forces.
δ-G.7.b result of 9: 1 N𝔻 is given to the Major Power controlling the Rebels and the rest are Rebel forces.
δ-G.7.c result of 0: 1 N𝔻 is given to the first Protestant country of the list: ANG, HOL, SUE, POL, or to the Major Power controlling the rebels if there is none, and the rest are Rebel forces.
δ-G.7.d Naval forces of the Rebels have to go in a port of Rebels. When, at the end of a round, there is no port left to Rebels, the navy comes back in the ownership of FRA.

δ-H Administrative Phase
δ-H.1 FRA can build reinforcements as usual and deploys them in provinces not owned by the Rebels.
δ-H.2 The Rebels gain reinforcements in offensive mode on the minor table, with a bonus of **+2** and some other modifiers (see the various steps of the events). It gains only the L𝔻 written in the table, not the F, CM or leaders.
δ-H.2.a If FRA is not Catholic/Conciliatory, add **+1** to the roll.
δ-H.2.b The Rebels receive 1𝔽 if the result is even, or 2𝔽 if the result is equal to 11 or higher.
δ-H.2.c The reinforcements of the Rebels are deployed in provinces in *Revolt*, and the fortresses can only be deployed in provinces with *Revolt*⊕.

δ-H.3 Leaders After the building of forces, the loyalty of the leaders is tested.
δ-H.3.a Montmorency is always loyal to FRA.
δ-H.3.b Sancta lega receives *Henri de Guise*.
δ-H.3.c Huguenotis receives *Coligny*, *Condé* and, beginning with event III-D (2) (The Saint-Barthelemy), *Navarre*.
δ-H.3.d Every other named leader is checked by rolling 1d10: used by the Catholic side if result 1-7; used by the Protestant side if the result is 8-10.

δ-H.3.e Each side should have at least two leaders. If one has less, it receives an unnamed general from those of FRA.
δ-H.3.f Neither the Loyalists nor the Rebels can use mercenary generals.
δ-H.3.g This repartition is made once for all the following wars; but FRA can use all its leaders (whether from Sancta lega or Huguenotis) during Truces.

ε Military operations during the wars

ε-I Military Phase
ε-I.1 The Rebels control all cities of provinces with *Revolt* at start. It draws supply from all provinces of the rebel minor country and from cities it controls.
ε-I.2 FRA controls all cities of provinces not in *Revolt*. It draws supply from any such provinces.
ε-I.3 French Leaders of both side are only killed in battles if the die-roll was a natural 1. Else, if they would be killed (due to modifiers), they are Captured instead and are freed when a Truce happens.
ε-I.4 The Rebels and the minor countries that are involved in the war have a simple campaign each turn. Their controller may pay for a more important campaign (by spending the cost of the campaign minus 20 ₯).
ε-I.5 A city owned by the rebel minor country makes an immediate voluntary surrender if besieged by a land stack that is commanded by a named rebel general and that sets a siege with at least one 𝔸⊕.

ζ Truces during the Wars of Religion

ζ-J Peace Phase
ζ-J.1 At the end of any turn, FRA may propose peace to the rebelled minor. This is treated as a regular peace with minor. This can not be done during event III-D (4) (War of Succession) and event III-D (5) (Last Stand of the Heretics) who have specific ending conditions.
ζ-J.1.a The initial situation is the one at the beginning of the military phase. *Revolt* do not count toward the peace differential, but provinces taken (including automatic surrender) count.
ζ-J.1.b Money may not be asked/given as a peace condition.
ζ-J.1.c A valid peace condition is the establishment or demolition of a safety place. If a safety place is granted, the minor may put a level 3 fortress in an owned province. If possible it must be put in a province initially in *Revolt*⊕.
ζ-J.1.d The first peace condition must be a safety place (if possible).
ζ-J.1.e Any colonial establishment still having a *Revolt* when peace is signed immediately lose one level (and may thus be destroyed).
ζ-J.2 If no truce is granted, *Revolt* do not extend as normal but FRA loses stability for both the *Revolt* and the duration of war.
ζ-J.3 Two white peaces count as a losing truce toward french objectives (but a single white peace has no effect).
ζ-J.4 If FRA is for two consecutive turns of the same war at -3 in stability and does not manage to sign a peace, it must surrender unconditionally and suffer a mandatory change of religion.
ζ-J.5 If FRA sign a unfavourable peace, it loses 1 stability.

ζ-J.6 Effect of a Truce All *Revolt* are suppressed in FRA; the naval forces are back in the ownership of FRA (except the N𝔻 that might have been seized by foreigners).

ζ-K Diplomatic Phase
ζ-K.1 During Truces, FRA is not limited in its diplomatic and administrative actions, and can also be involved in external wars (using its forces as well as those of Sancta lega and Huguenotis). This does not include turns where a Truce breaks down. Remember that both Sancta lega and Huguenotis may be used by their controllers.
ζ-K.2 The Truce can be questioned at the beginning of any phase of Diplomacy:
ζ-K.2.a If the Rebels have at least their basic forces, Roll 1d10 + the level of the peace (in favour of the rebel) **–1** per turn since the beginning of the Truce. If the result is 4 or below, the Rebels will break the Truce.

ζ-K.2.b Else, if FRA did not have a favourable Truce and wants to break it, it can do it after one full turn of peace at least.
ζ-K.2.c If the Truce is broken, apply event part §α (Politic crisis), event part §β (Economic crisis), event part §γ (Uprisings in France), event part §δ (Military Troubles) at the end of the Diplomatic phase.

end of general troubles in france each time an event happens

III-D (1) The first 3 Wars of Religion PB

Turn 1

A Event Phase
A.1 Michel de l'Hospital If FRA is Catholic/Counter-Reformation, it can now decide to play the rest of the event as Catholic/Conciliatory. Its religion changes immediately, using only the lasting effects of the event I-8 (1) (Reformation); the initial *Revolt* are played as Catholic/Counter-Reformation though.
A.2 The Wars of Religion begin; apply the general conditions and the lasting effects on the Valois as found in III-D.
A.3 Apply the full effects of event part III-D.α (Politic crisis), event part III-D.β (Economic crisis), event part III-D.γ (Uprisings in France) and event part III-D.δ (Military Troubles).
A.3.a For each *Revolt* that should be placed, roll a die: the *Revolt* actually happens only if the result if 6 or higher. Add 1 to the die roll if FRA is not Catholic/Conciliatory (do not add if FRA just changed its attitude due to Michel de l'Hospital, but still use the Catholic/Counter-Reformation line for placing *Revolt*).

B Diplomatic Phase
B.1 No Foreign intervention allowed on the first turn.
B.2 REB can make a very limited intervention in the war, only with naval forces (in order to install or break a blockade; no naval movement of Rebel land forces), that costs no Stability.
B.3 If FRA is Catholic/Counter-Reformation, LIG can make a foreign intervention as an ally of FRA.

Specific conditions of the first event

α Military operations during the first event

α-C Military Phase
α-C.1 Use the general rules of event part III-D.ε (Military operations during the wars).
α-C.2 If all the leaders of on side are captured, wounded or killed, this side signs a level 1 peace in favour of its enemy at the end of the round.
α-C.3 At the beginning of each military round (except the first), a new *Revolt* is rolled for in France.
α-C.3.a This revolt is always rolled on the table for FRA in period III, even if this is not the current period. Moreover, if FRA is catholic, **subtract** its Stability from the localisation die roll rather than adding it.
α-C.3.b If this *Revolt* is in the rebel minor country and has no *Revolt* nor Loyalist land force in it, place a new *Revolt*⊖ which takes the city.
α-C.4 A city in FRA that had not a *Revolt*⊕ at the beginning of the current war nor is a safety place, makes an immediate voluntary surrender if besieged by a land stack of FRA (or its allies) that sets a siege with at least one 𝔸⊕ and there is no more *Revolt* in the province (including if the *Revolt* was just crushed this round).

β Peace during the first event

β-D Peace Phase
β-D.1 No peace of level higher than 2 can be signed during this first war, especially no unconditional surrender can happen.
β-D.2 If LIG was in foreign intervention, allied to a Catholic/Counter-Reformation FRA, it wins 15 VP if the Truce is in favour of FRA and LIG had forces in at least one battle or one siege (including voluntary surrender) against the Rebels.

β-D.3 FRA may choose to commit The Saint-Barthelemy (III-D (2)) on any later turn. Consider that III-D (2) is one of the four events rolled this turn and apply all the relevant effects.

Turn 2 and following: Extension of the War

γ Extension of the war

γ-E Event Phase

γ-E.1 Revolt extension

γ-E.1.a For each two *Revolt* still existing in France (including colonial empire), roll die on the *Revolt* table for FRA. If the province is neither occupied by loyalist troops or part of the non-rebelling minor, place a *Revolt*⊖ which takes the city there.

γ-E.1.b Roll a die. Add 2 if FRA is Catholic/Counter-Reformation, subtract 2 if FRA is protestant. On a roll of 6 or more, place a *Revolt*⊖ in a randomly chosen french colony (if there is no french colony or all have 2 *Revolt*⊕, in a randomly chosen TP).

γ-F Administrative Phase

γ-F.1 Rebel will receive reinforcement as on turn 1.

γ-G Diplomatic Phase

γ-G.1 Foreign interventions are now permitted.

γ-G.2 REB can make a limited intervention as an ally on the Rebels (and it is not limited to naval forces only from now on).

γ-G.3 HOL can make a limited intervention as an ally of a rebel Huguenotis.

γ-G.4 HIS can make a limited intervention as an ally of a rebel Sancta lega.

γ-H Military Phase

γ-H.1 Intervention of Palatinatus If inactive, Palatinatus makes a limited intervention as an ally of the Rebels (it is a mercenary army). It is played by REB. The intervention force is *Johann Kasimir*, one 𝔸⊕ and 1 𝕃𝔻. If the War of the Schmalkaldic League or the League of Nassau exists, and the Rebels are Huguenotis, this intervention is made with 2 𝔸⊕. *Johann Kasimir* is a general of Palatinatus (and serves this country if it is at war elsewhere) that will stay as long as event III-D (2) (The Saint-Barthelemy) is not finished. After that, Palatinatus is without leader (for intervention) or has normal generals (for other wars).

Turn 2 and following: Breaking of Truces

δ Breaking of Truces

δ-I Event Phase

δ-I.1 If a Dynastic Crisis occurs, event III-D (4) (War of Succession) will happen at this turn. If III-11 is rolled for at this turn, mark off the box and consider that it triggers III-D (4).

δ-I.2 As long as a new III-11 is not rolled for, the Truce can be broken as explained in event part III-D.ζ (Truces during the Wars of Religion). A war begins anew, as explained there.

δ-I.3 If a new event III-11 is rolled for in the Political Event Phase, the next phase of event III-11 begins (III-D (2), III-D (3) or III-D (4)). Go to this event.

δ-I.4 If none of this happens, FRA is in civil peace, and has its activity limited by event part III-D.ζ (Truces during the Wars of Religion) only.

δ-J Administrative Phase

δ-J.1 If the Truce has been broken, apply the full effects of event part III-D.α (Politic crisis), event part III-D.β (Economic crisis), event part III-D.γ (Uprisings in France) and event part III-D.δ (Military Troubles), and the following points.

δ-K Diplomatic Phase

δ-K.1 Foreign interventions are now permitted.

δ-K.2 REB can make a limited intervention as an ally on the Rebels (and it is not limited to naval forces only from now on).

δ-K.3 HOL can make a limited intervention as an ally of a rebel Huguenotis.

δ-K.4 HIS can make a limited intervention as an ally of a rebel Sancta lega.

δ-L Military Phase

δ-L.1 The war is prosecuted according to event part III-D.ε (Military operations during the wars), and event part §α (Military operations during the first event).

δ-L.2 Intervention of Palatinatus If inactive, Palatinatus makes a limited intervention as an ally of the Rebels (it is a mercenary army). It is played by REB. The intervention force is *Johann Kasimir*, one 𝔸⊕ and 1 𝕃𝔻. If the War of the Schmalkaldic League or the League of Nassau exists, and the Rebels are Huguenotis, this intervention is made with 2 𝔸⊕. *Johann Kasimir* is a general of Palatinatus (and serves this country if it is at war elsewhere) that will stay as long as the event III-D (2) (The Saint-Barthelemy) is not finished. Beginning with next event, Palatinatus is back to normal (no leader for intervention or normal generals for other wars).

δ-M Peace Phase

δ-M.1 If a Major Power makes a limited intervention and the side it helps obtains a Truce in its favour, the Major Power gains 10 VP if it had land forces in at least one battle or one siege (including voluntary surrender) against the enemy side.

◄ end of specific conditions of the first event ►

III-D (2) The Saint-Barthelemy PB

Turn 1

A Event Phase

A.1 A new war breaks out. Apply the full effects of event part III-D.α (Politic crisis), event part III-D.β (Economic crisis), event part III-D.γ (Uprisings in France) and event part III-D.δ (Military Troubles).

A.2 *Navarre* is available as a Huguenotis general.

B Diplomatic Phase

B.1 No Foreign intervention is allowed.

B.2 REB can make a somewhat limited intervention in the war, only with naval forces (in order to make or break blockade; no naval movement of Rebel land forces) or with land forces in coastal besieged provinces of the Rebels, in order to stop the siege; afterwards it can withdraw or remain in this province only.

B.3 The Rebels control all cities in the rebel minor country (and not only those with a *Revolt* in there).

B.4 FRA can then announce an attempt of Massacre of the Saint-Barthélémy (§α), and resolves this odious deed. This is of course mandatory if this event happen due to FRA's choice during event III-D (1) (The first 3 Wars of Religion).

B.5 If FRA is Catholic/Counter-Reformation, LIG can make a limited intervention as an ally of FRA.

◄ Specific conditions of the second event ►

α Massacre of the Saint-Barthélémy

α-C Diplomatic Phase

α-C.1 1d10 is rolled for every rebel leader, excepted *Henri de Guise* and *Navarre*. An even result means that the leader was killed in the Massacre.

α-C.2 Each city in the rebel minor country is taken by FRA by rolling 1d10 higher than the level of the fortress; one die is rolled for each city. The cities taken this way are military controlled by FRA but still owned by the rebel minor country.

α-C.3 The Rebels will have a malus of **–1** to receive its reinforcements at this turn.

α-C.4 The Rebels can no longer make a limited intervention in event III-1 (1) (Revolt of the United Provinces).

α-C.5 FRA loses **1** Stability.

α-C.6 The Survival roll of the French Monarch is modified by an additional **+1** until the end of the Wars of Religion.

β Military operations after the Saint-Barthélémy

β-D Military Phase

β-D.1 Use the general rules of event part III-D.ε (Military operations during the wars).

β-D.2 If all the leaders of on side are captured, wounded or killed, this side signs a level 1 peace in favour of its enemy at the end of the round.

β-D.3 At the beginning of each military round (except the first), a new *Revolt* is rolled for in France. If this *Revolt* is in the rebel minor country and has no *Revolt* nor Loyalist land force in it, place a new *Revolt*⊖ which takes the city.

β-D.4 FRA (and its allies) perform automatic surrenders of rebel fortresses as in the previous war.

◄ end of specific conditions of the second event ►

E Peace Phase

E.1 If LIG was in intervention, allied to a Catholic/Counter-Reformation FRA, it wins 15 VP if the Truce is in favour of FRA and LIG had forces in at least one battle or one siege (including voluntary surrender) against the Rebels.

Turn 2 and following

F Event Phase

F.1 The event goes on as described in event part III-D (1).δ (Breaking of Truces), except that the military operations follow the rules of event part §β (Military operations after the Saint-Barthélémy), or as in event part III-D (1).γ (Extension of the war) if no peace was signed.

III-D (3) The Rise and Fall of the League PB

Turn 1

A Event Phase

A.1 A new war breaks out. Apply the full effects of event part III-D.α (Politic crisis), event part III-D.β (Economic crisis), event part III-D.γ (Uprisings in France) and event part III-D.δ (Military Troubles).

A.2 If REB spends 50 ⓓ, the Rebels will have a bonus of **+1** to their reinforcement roll.

A.3 If FRA is Catholic/Counter-Reformation or Catholic/Conciliatory, LIG may give finances to Sancta lega. It spends 100 ⓓ and takes the control of the stack commanded by *Henri de Guise* (he can take new forces during the military rounds as long as the hierarchy is respected). One purpose of this is to attempt a Coup by the League (as explained in event part §β (Guise Coup and assassination)).

B Diplomatic Phase

B.1 Usual Foreign interventions are permitted (even during the first turn).

◄ Specific conditions of the third event ►

α Military operations during the League

α-C Military Phase

α-C.1 Use the general rules of event part III-D.ε (Military operations during the wars).

α-C.2 At the beginning of each military round (except the first), a new *Revolt* is rolled for in France. If this *Revolt* is in the rebel minor country and has no *Revolt* nor Loyalist land force in it, place a new *Revolt*⊖ which takes the city.

α-C.3 FRA (and its allies) perform automatic surrenders of rebel fortresses as in the previous wars.

β Guise Coup and assassination

β-D Peace Phase

β-D.1 If LIG has taken control of *Henri de Guise* and this general is not Captured, it may attempt a Coup that will make *Henri de Guise* the Heir of the kingdom, by spending 100 ⓓ more.

β-D.2 If FRA is Catholic/Conciliatory, or if LIG has taken control of *Henri de Guise*, FRA may attempt to murder this pretender, even if LIG does not attempt a Coup.

β-D.3 Both those operations are described in the following event, event III-D (4) (War of Succession) and are resolved as described in Coup and Murder of the Pretender (III-D (4).η).

β-D.3.a If the Coup is successful, event III-D (4) (War of Succession) begins the very next turn, with ***Henri de Guise*** as the mandatory Heir (see afterwards).

β-D.3.b If *Henri de Guise* was murdered and no event event III-11 happens (by Dynastic Crisis or rolled event), the Truce is broken by the Sancta lega who is the Rebel for one particular war. Apply the procedure for a Truce broken, with Sancta lega as the Rebels.

◄ end of specific conditions of the third event ►

Turn 2 and following

E Event Phase

E.1 The event goes on as described in event part III-D (1).δ (Breaking of Truces), except that the military operations follow the rules of event part §α (Military operations during the League), or as in event part III-D (1).γ (Extension of the war) if no peace was signed.

E.1.a If *Henri de Guise* was murdered the previous turn and no event III-11 happens (either by Dynastic Crisis or rolled event), the Truce is now broken by the Sancta lega who is the Rebel for this particular war. Apply the procedure for the breaking of a Truce, with Sancta lega as the Rebels. Sancta lega receives the general *Mayenne* (⚔ B 2.2.2 [Event III-D]).

E.1.b Else, the Rebels are those of the previous war if the Truce is broken.

E.2 Foreign limited interventions (added to those already allowed).

E.2.a Some limited interventions are allowed here; a country can help only the first at-war country listed, or none at all.

E.2.b HOL can help Huguenotis else a non Catholic/Counter-Reformation FRA.

E.2.c ANG Protestant or Catholic/Counter-Reformation can help Huguenotis else a non Catholic/Counter-Reformation FRA.

E.2.d ANG Catholic/Counter-Reformation can help Sancta lega, else a non Protestant FRA.

E.2.e HIS can help Sancta lega, else a non Protestant FRA.

III-D (4) War of Succession PB

A Activation:

This events is activated by a Dynastic Crisis during the Wars of Religion, or as the fourth event of III-11, or after a successful Coup by *Henri de Guise*.

Turn 1

B Event Phase

B.1 Huguenotis and Sancta lega revolt and will fight to impose their pretender on the French Crown. Every one is sure now that there is no direct Heir of the last Valois Monarch, ***Henri III***.

B.2 If the French Monarch ***Henri III*** died at the beginning of this turn, FRA has to choose its Heir. Apply now the effects of Designation of the Heir (§α), followed by the effect of the new Religious attitude.

B.3 If a Coup was successful at the previous turn, the designated Heir is now the one of the side having made this Coup. Apply his choice of Religious Attitude.

B.4 Otherwise, apply only the event corresponding to the current Religious attitude of FRA; FRA will have the opportunity to modify the would-be Heir at the time of the death of the last Valois Monarch.

B.5 Only a Coup or a mandatory change of religion can change the Heir once he is appointed.

B.6 Apply the full effects of event part III-D.α (Politic crisis), event part III-D.β (Economic crisis), event part III-D.γ (Uprisings in France) and event part III-D.δ (Military Troubles). Also apply event part §ε (Military operations during the War of Succession) and event part §ζ (How to end the War of Succession?).

The choice of the Heir

α Designation of the Heir

α-C Event Phase

α-C.1 There are three possible Heirs. Each one is linked to the choice of a Religious attitude, and FRA can not change completely its attitude on its own: Catholic/Counter-Reformation can not choose Protestant and a Protestant FRA can not choose Catholic/Counter-Reformation. Any other choice is permitted. FRA can be forced to change its attitude because of a Coup.

α-C.2 Catholic/Counter-Reformation The Heir is ***Henri de Guise***. If *Henri de Guise* is alive, the general is also the Heir; if not it's a cousin with random military capacities. The Heir has values 6/9/7. When the Monarch is ***Henri de Guise***, FRA gains a free maintenance for one 𝔸⊕, event if it is still in Civil War. FRA immediately annexes **Lorraine**.

α-C.3 Catholic/Conciliatory The Heir would be ***Henri IV***, that is a converted ***Henri de Navarre***. If *Navarre* is alive, the general is also the Heir; if not it's a cousin with random military capacities. The Heir has values 9/9/9. When the Monarch is ***Henri IV***, FRA gains a free maintenance for one 𝔸⊕, event if it is still in Civil War.

α-C.4 Protestant The Heir is ***Henri de Navarre*** who remains Protestant. If *Navarre* is alive, the general is also the Heir; if not it's a cousin with random military capacities. The Heir has values 9/9/9.

α-C.5 A new religious attitude The designation of an Heir changes immediately the Religious Stand of FRA.
α-C.5.a The Heir is Crowned now if the king is dead, or assists the king and will be crowned at the time of its death.
α-C.5.b If the Heir dies, another of the same family (and same characteristics) will stand forward.
α-C.5.c An Heir does not make Survival Test before its crowning; it will last 5 turns beginning with the turn of its crowning.
α-C.6 Apply one of France is Protestant (§β), France is Catholic/Counter-Reformation (§γ) or France is Catholic/Conciliatory (§δ).

β France is Protestant

β-D Event Phase

β-D.1 Sancta lega rebels, following the general rules.
β-D.2 If ***Henri III*** is dead and the Heir is crowned, LIG can make a limited intervention from the first turn of the war. Moreover, Sancta lega will have a bonus of **+2** to its reinforcement roll.
β-D.3 If *Henri de Guise* is dead, Sancta lega receive the general *Mayenne* (B.2.2.2).
β-D.4 LIG can always make a limited intervention from the second turn of the war onward.
β-D.5 Huguenotis is immediately annexed by FRA: its provinces become french provinces (and provide income as such) and its units (armies, leaders) become french units. Both the counter limits and free maintenance of FRA resumes their regular values.

γ France is Catholic/Counter-Reformation

γ-E Event Phase

γ-E.1 Huguenotis rebels, following the general rules.
γ-E.2 If ***Henri III*** is dead and the Heir is crowned, HUG and HOL can make a limited intervention from the first turn of the war.
γ-E.3 HUG and HOL can always make a limited intervention from the second turn of the war onward.
γ-E.4 Sancta lega is immediately annexed by FRA: its provinces become french provinces and its units become french units. Both the counter limit and maintenance of FRA resume their regular values.

δ France is Catholic/Conciliatory

δ-F Event Phase

δ-F.1 If the king is *Henri III*, a Valois
δ-F.1.a Both Sancta lega and Huguenotis rebel, and a three-sided war begins between FRA and the two Rebels.
δ-F.1.b Navarre is a possible Heir but is hesitant. He is used as a general by FRA, excepted if Huguenotis controls or besieges Paris. He will go the side of FRA as soon as he is chosen as Heir at the death of ***Henri III***, or could go back to the Protestant side if ***Henri de Navarre*** is the chosen Heir, or if a Protestant Coup is made.
δ-F.2 Notice that as soon as ***Henri III*** die, one of the minor (the one having the chosen heir) will sign peace with FRA and be immediately annexed.

δ-F.3 If the king is the Heir, (brand-new catholic ***Henri IV***).
δ-F.3.a Sancta lega rebels, following the general rules.
δ-F.4 If *Henri de Guise* is dead, Sancta lega receive the general *Mayenne* (B.2.2.2).
δ-F.5 If *Henri de Guise* is alive, Sancta lega will have a bonus of **+2** to its reinforcement roll.
δ-F.6 Huguenotis is immediately annexed by FRA.

end of the choice of the heir

G Diplomatic Phase

G.1 Foreign intervention are allowed.

H Administrative Phase

H.1 FRA gets full income of all non-revolted, controlled provinces, including those belonging to a revolted rebel or in the ROTW.
H.2 As soon as the last Valois dies, FRA is no more restricted in administrative actions.

H.3 Reinforcements of Rebels
H.3.a If LIG spends 50 ⛁, the Sancta lega will have a bonus of **+1** to their reinforcement roll.
H.3.b If HUG spends 50 ⛁, the Huguenotis will have a bonus of **+1** to their reinforcement roll.

Turn 2 and afterwards

I Event Phase

I.1 Except for what follows, use the same rules as turn 1.
I.2 If the French Monarch ***Henri III*** died at the beginning of some turn, FRA has to choose its Heir (if no Coup has imposed an Heir). Apply the effect of event part §α (Designation of the Heir), and then the effect of the (possibly new) Religious attitude that follows. The revolted side receives new *Revolt* according to event part III-D.γ (Uprisings in France).
I.3 Else, if a Coup was successful, apply event part III-D.γ (Uprisings in France) to roll for new *Revolt* of the now rebel side. The war resumes with rebels depending on the new religious attitude.
I.4 If a pretender was murdered on the previous turn, new *Revolt* are rolled for according to event part III-D.γ (Uprisings in France) for this side only.
I.5 Sabaudia will make (or continue) a limited intervention as an ally of Sancta lega (or FRA if Catholic/Counter-Reformation), with an 𝔸⊕ and one unnamed minor general.

J Administrative Phase

J.1 Reinforcements of Rebels
J.1.a Reinforcements will be received for the rebel side(s) according to event part III-D.δ (Military Troubles) but the initial repartition of forces is not made anew (it has already been done).
J.1.b If LIG spends 50 ⛁, the Sancta lega will have a bonus of **+1** to their reinforcement roll.
J.1.c If HUG spends 50 ⛁, the Huguenotis will have a bonus of **+1** to their reinforcement roll.

Specific conditions of the War of Succession

ε Military operations during the War of Succession

ε-K Military Phase

ε-K.1 Use the general rules of event part III-D.ε (Military operations during the wars).
ε-K.2 Palatinatus makes (or continues) a limited intervention as an ally of the side of *Navarre* or ***Henri de Navarre*** with 𝔸⊕, 𝕃𝔻 and a random general. If the Monarch is ***Henri III*** with ***Henri IV*** as the chosen Heir, Palatinatus makes no intervention.
ε-K.3 FRA draws supply from any province in France (including those of Sancta lega and Huguenotis), except those in *Revolt*
ε-K.4 Sancta lega and Huguenotis draw supply only from the provinces they control.

ε-K.5 Voluntary surrender
ε-K.5.a A city besieged by FRA with at least one 𝔸⊕, voluntarily surrenders if there was no *Revolt*⊕ in it at the beginning of the turn, nor is it a Place of Safety and there is no more *Revolt* in the province (including if the *Revolt* was just crushed this round).
ε-K.5.b A city besieged by Sancta lega with at least one 𝔸⊕, voluntarily surrenders if it is in the territory owned by Sancta lega.
ε-K.5.c A city besieged by Huguenotis with at least one 𝔸⊕, voluntarily surrenders if it is in the territory owned by Huguenotis.

ζ How to end the War of Succession?

ζ-L Peace Phase

ζ-L.1 If there are only 2 sides in this war, the War of Succession ends if FRA control Paris and all the places of safety and the fortresses where there was a *Revolt*⊕ at some point during the war and has won a Major Victory over Rebel forces (at least 3 𝕃𝔻 of Rebels), or if all Rebel forces and *Revolt* have been eliminated.
ζ-L.1.a FRA has to spend 100 ⛁ to stop the war; no Coup or Assassination can happen. Apply event part §θ (End of the War of Succession).
ζ-L.2 If there are only 2 sides in this war, the War of Succession ends if FRA has no land forces left and the Rebel controls the city of Paris. A Coup in favour of the Rebels is automatically made with no possible murder attempt by FRA. A mandatory change of Religious attitude is imposed on FRA and the new Monarch is the Heir of the winning side. Apply event part §θ (End of the War of Succession).
ζ-L.3 FRA ends as barely victorious if this is the end of the first turn of period IV (then no Coup is permitted). Apply now event part §θ (End of the War of Succession) and event III-D (Final) (End of the Wars of Religion).
ζ-L.4 If Sancta lega is in rebellion, controls the city of Paris, and *Henri de Guise* is alive, then LIG can spend 100 ⛁ for an attempt of Counter-Reformation Coup.
ζ-L.5 If Huguenotis is in rebellion, controls the city of Paris, and *Navarre* is alive, then HUG can spend 100 ⛁ for an attempt of Protestant Coup.
ζ-L.6 If a Coup is attempted, FRA can try to murder the pretender (*Henri de Guise* or *Navarre*).
ζ-L.7 If no Coup is attempted, FRA can try to murder one pretender of revolted Sancta lega or Huguenotis (*Henri de Guise* or *Navarre*).
ζ-L.8 The war keeps on until one side is victorious; there is no Truce.

η Coup and Murder of the Pretender

η-M Peace Phase

η-M.1 The side attempting the Coup (LIG or HUG) has to spend 100 ⛁ then rolls 1d10 and adds **+2** if FRA is Catholic/Conciliatory; **+2** if the event part III-D (2).α (Massacre of the Saint-Barthélémy) was not perpetrated; **+3** if the event part III-D (2).α (Massacre of the Saint-Barthélémy) was made against the religious faction of the coup's side; **+2** if FRA makes no Murder attempt; **+1** per victory of the pretender's minor country with at least one 𝔸⊕.

η-M.2 Failure of the Coup If the result of the Rebels is 9 or lower, the Coup is failed. It may succeed if the result is 10 or higher.
η-M.3 If FRA attempts to murder the pretender, it rolls 1d10, and add **+2** for each point of Stability that it spends (it has to have those points); and **+3** is no Coup attempt was made.

η-M.4 Result of Assassination If the result of FRA is 9 or lower, the murder is failed. It may succeed if the roll is 10 or higher. FRA loses **1** Stability, and the Valois ***Henri III*** will have an additional permanent malus of **+3** to its Survival Test until his death.

"Il est encore plus grand mort que vivant."

η-M.5 If both a Coup and a Murder succeed
η-M.5.a If the result of FRA is higher of equals to the result of the Coup, the Coup actually fails; the Pretender is murdered.
η-M.5.b Else (if the result of Rebels is higher than the result of FRA), the Coup succeeds. FRA makes a mandatory change of Religious attitude and of designated Heir. The pretender is not killed (miraculously saved!) and becomes the new Heir.

η-M.6 Successful Coup
η-M.6.a The new mandatory Heir is the one (***Henri de Guise*** or ***Henri de Navarre***) of the side doing the Coup and the Religious attitude of FRA is changed according to this new Heir.
η-M.6.b When ***Henri III*** dies, the Heir is crowned as the French King.
η-M.6.c If this case, on the next turn, a Civil War with the new sides depending of the new Religious attitude continues, or begins if the Coup was during event (3).
η-M.7 In addition, FRA has a mandatory defensive alliance with the controller of the side having done the Coup, and this power can now make full intervention in the war until the end of Wars of Religion in France.

θ End of the War of Succession

θ-N Interphase

θ-N.1 The new Monarch is the last designated Heir (***Henri III*** is pushed aside if he is still alive...)
θ-N.2 All *Revolt* and forces of minor countries Huguenotis and Sancta lega are removed. But they continue to exist (they can rebel one more time if FRA is not Catholic/Conciliatory).

θ-N.3 Intervention of Foreign countries
θ-N.3.a Minor countries having forces left in FRA propose an immediate white peace to FRA. If it is accepted, they withdraw and are at peace with FRA. Else, they are now in a regular war with FRA (but no one is victim of a declaration of war).
θ-N.3.b Any Major power having forces left in FRA has to sign a white peace, or are from now on in regular war with FRA. Their military activity is no more limited; nobody is victim of a declaration of war (but FRA and its enemies are at war), and regular call to allies will be possible on the next turn. This war causes normal loss of Stability, beginning with a loss of **1** Stability this turn.
θ-N.3.c The only specificity of this war is that, if a unconditional peace is forced on FRA, the winning power must change the Monarch of FRA to the Heir of its Religious Attitude. In this case this is the only condition of the peace, and FRA has a mandatory defensive alliance with the winners during the reign of the new Monarch.
θ-N.4 As soon as FRA is at peace at an end-of-turn and Catholic/Conciliatory, event III-D (Final) (End of the Wars of Religion) is applied.

end of specific conditions of the war of succession

III-D (5) Last Stand of the Heretics PB

Date: Alternate history.

A Condition:

A.1 If event III-D (4) (War of Succession) is not finished, do not mark off and reroll.

A.2 If FRA is Catholic/Conciliatory and no unconditional surrender was obtained by FRA against Huguenotis in a previous war, mark off the event, play R/D instead and the French king will have a malus of **+2** to his Survival test for the next turn.

A.3 If FRA is Catholic/Conciliatory but did force an unconditional surrender of Huguenotis in a previous war, Huguenotis rebels itself.

A.4 If FRA is Protestant or Catholic/Counter-Reformation at the end of event III-D (4) (War of Succession) and event III-D (Final) (End of the Wars of Religion) was not applied, the rest of the event happens.

A.5 If FRA is Protestant or Catholic/Counter-Reformation but event III-D (Final) (End of the Wars of Religion) already occurred, play R/D instead with the *Revolt* on the table of FRA.

B Event Phase

B.1 One of Sancta lega or Huguenotis rebels itself depending on the religion of FRA. Apply the full effects of event part III-D.α (Politic crisis), event part III-D.β (Economic crisis), event part III-D.γ (Uprisings in France) and event part III-D.δ (Military Troubles). Also apply event part §α (Military operations during the fifth event) and event part §β (How to end the Last Stand?).

B.2 If the revolting minor was already annexed by FRA (this may happen if a mandatory religious change is then forced on FRA), recreate it immediately. It will get no troops at beginning.

B.3 If the non-rebelling minor still exists, it is immediately annexed by FRA: its provinces become regular French provinces and its units become french units.

B.4 REB is not obliged to do a white peace with FRA.

B.4.a If it chooses to continue a war, it can make a full military intervention in the Civil War. But it will continue to suffer a normal loss of Stability at the end of turns, whereas FRA will lose at most **2** Stability each turn during the Civil War.

B.4.b If it chooses to sign a white peace, or if it was at peace, REB can make a limited intervention in the war.

B.5 LIG can make a limited intervention as an ally of a Catholic/Counter-Reformation FRA.

B.6 HOL can make a limited intervention as an ally of Protestant FRA. Else it can make a limited intervention as an ally of Huguenotis.

C Diplomatic Phase

C.1 Usual foreign interventions are allowed.

◄ Specific conditions of the last event ►

α Military operations during the fifth event

α-D Military Phase

α-D.1 Use the rules of event part III-D.ε (Military operations during the wars).

α-D.2 A city in FRA that had not a *Revolt*⊕ at the beginning of the turn, makes an immediate voluntary surrender if besieged by a land stack of FRA (or its allies) that sets a siege with at least one 𝔸⊕ and there is no more *Revolt* in the province (including if the *Revolt* was just crushed this round).

β How to end the Last Stand?

β-E Peace Phase

β-E.1 FRA loses at most **2** Stability per turn because of the war.

β-E.2 No Truce happens ever in this civil war. It keeps going until one side wins.

β-E.3 The War ends if FRA controls Paris, all the places of safety and the fortresses in provinces where there was a *Revolt*⊕ at some point in the war and wins a Major Victory over Rebel forces (at least 3 L𝔻 of Rebels) or if all Rebel forces and *Revolt* have been eliminated.

β-E.4 The War ends if FRA has no land forces left and the Rebel controls the city of Paris. An change of Heir in favour of the Rebels is automatically made (with no possible murder attempt by FRA) that causes a mandatory change of Religious attitude. The new Monarch of FRA is the Heir of the winning side.

β-E.5 FRA ends as barely victorious if the last turn of period III has ended (now or previously).

γ End of the Last Stand

γ-F Peace Phase

γ-F.0.a The new Monarch is the last designated Heir (if it did change; the former one is pushed aside)

γ-F.0.b All *Revolt* are removed.

γ-F.0.c Minor countries having forces left in FRA propose an immediate white peace to FRA. If it is accepted, they withdraw and are at peace with FRA. Else, they are now in a regular war with FRA (but no one is victim of a declaration of war).

γ-F.0.d Any Major power having forces left in FRA has to sign a white peace, or are from now on in regular war with FRA. Their military activity is no more limited; nobody is victim of a declaration of war (but FRA and its enemies are at war), and regular call to allies will be possible on the next turn. This war causes normal loss of Stability, beginning with a loss of **2** Stability this turn for everyone. The Sole Defender of Catholic Faith (XIV.14.3.1) could impose a change of Religion, but by normal rules and not by specific rules of this event.

γ-F.0.e When this War ends, apply event III-D (Final) (End of the Wars of Religion).

◄ end of specific conditions of the last event ►

III-D (Final) End of the Wars of Religion PB

A Activation:

A.1 This event is applied when the fifth event III-11 (Wars of Religion in France) is at last resolved.

A.2 This event is applied also as soon as FRA is at peace and Catholic/Conciliatory after the end of the fourth event.

A.3 At the end of the last turn of the period III (or the first turn of period IV if event III-D (4) (War of Succession) is happening), this event is applied regardless of other conditions.

B Interphase

B.1 The Wars of Religion are ended. Further events III-11 cause R/D with the *Revolt* in FRA.

B.2 The Monarch should be the designated Heir, or the Heir is crowned right now.

B.3 Minor countries Huguenotis and Sancta lega are immediately annexed by FRA. All their provinces are now regular provinces of FRA. All their land forces become french land forces. FRA gets back its regular counter limit and maintenance. The navy is given back to FRA. If alive, *Condé*, *Coligny*, *Mayenne*, *Navarre* and *Henri de Guise* retire (excepted the now Monarch); all other french leaders are now regular french leaders.

B.4 If the king is ***Henri de Guise*** or ***Henri IV***, FRA gains a free maintenance of one 𝔸⊕ until the end of his reign. This is not the case if the Monarch is ***Henri de Navarre***.

B.5 Victory Points ANG, HOL and HIS win each 25 VP if they have been allied at least once to the side of the Heir that won finally the wars. They lose 25 VP if they have fought against this winning side.

B.6 Economic consequences Roll 1d10 and add **+1** for each favourable truce conceded to the rebels, **+1** if FRA has been complied to change its Religious attitude, and **+1** is FRA is Catholic/Counter-Reformation.

B.6.a Result 1-3: 1 level of French TF is lost to HOL;

B.6.b Result 4-5: 1 level of French TF is lost to HOL, and 1 to ANG;

B.6.c Result 6-10: 2 levels of French TF are lost to HOL, and 1 to ANG; the FTI of FRA is diminished by **–1**;

B.6.d Result 11+: 2 levels level of French TF are lost to HOL, and 2 to ANG; both FTI and DTI of FRA are diminished by **–1**;

B.6.e HOL chooses first the TF it takes, then ANG chooses.

B.6.f If FRA is Catholic/Counter-Reformation, the level chosen by HOL are lost but not received by HOL; ANG gains the levels if it is Catholic, if not those levels are lost for everyone.

B.6.g if ANG is Catholic/Counter-Reformation and FRA is not, SUE chooses and gains the levels instead of ANG.

B.7 Undesired policy

B.7.a If the chosen Heir was Protestant but FRA is no more Protestant at the end of the Wars of Religion, FRA has a malus of **–2** to all its colonial actions during the period IV and its FTI and DTI are diminished by a further 1.

B.7.b If the chosen Heir was Catholic/Conciliatory but FRA is Catholic/Counter-Reformation at the end of the Wars of Religion, FRA has a malus of **–1** to all its colonial actions during the period IV. Each event R/D obtained in period IV has a chance to make appear a second *Revolt*⊕ in FRA. Roll 1d10: 1-3 **Poitou**, 4-6: **Guyenne**, 7-10: none.

B.7.c If the chosen Heir was Catholic/Counter-Reformation but FRA is no more Catholic/Counter-Reformation, FRA has a malus of **–2** to all its Technological actions during the period IV. Each event R/D obtained in period IV has a chance to make appear a second *Revolt*⊕ in FRA. Roll 1d10: 1-3 **Armor**, 4-6: **Orléanais**, 7-10: none.

Political Events of Period IV

Chapter XX

Event Table of Period IV

1st→	1-3	4-5	6	7	8	9	10
1	1	1	13	R4	R19	7	• 1–2:
2	12	14	15	R5	18	8	+1 then
3	17	15	9	6	17	R9	Political Events of Period III (XIX)
4	18	16	10	R7	16	R17	• 3–10:
5	10	4	R11	8	14	R18	Political Events of Period III (XIX)
6	3	2	12	9	1	19	
7	7	6	1	11	R5	R20	
8	22	R4	2	12	21	R4	
9	5	R7	3	13	R22	8	
10	Political Events of Period V (XXI)						

Table XX.1: Period IV events table

1 (1) Bohemian Revolt
(2) Revocation of the Truce of Augsburg
2 (1) Olivares
(2) War for the Unity of the HRE
3 (1) War between Turkey and Persia
(2) Persian Safavids ..... →III-18
4 (1) National Revolt of the Portugal
(2) Alaouite dynasty in Mauretania
5 Act of Navigation
6 Personal Union between England and Scotland
7 (1) English Civil War
(2) The Parliament and the English Kings
8 (1) Creation of the London Stock Exchange
(2) Creation of the Amsterdam Stock Exchange .→III-2
9 Dutch Colonial Dynamism..... E E E
10 (1) Liberum Veto
11 The Great Elector Friedrich-Wilhelm of Prussia
12 (1) Oxenstierna ..... →III-4 (2)
(2) Union between Polonia and Suecia..... →III-13
13 (1) Torstensson's War
(2) Agitation of the Swedish Nobles
14 Revolt of La Rochelle ..... E →IV-4 (2)
15 Richelieu
16 The Fronde
17 (1) The Times of Troubles in Russia
(2) Revolt of the Cossacks
18 Extension of the Moghol Empire..... E E
19 Wars in India..... E E
20 Revolts in Singala/Formose ..... E E
21 China Colonial Attitude..... →III-22 (1) α
22 Iaponia Colonial Attitude
y Swedish Deluge
z Köprülü

Out of table events
A Thirty Years' War
B Civil War in Poland

IV-1 (1) BOHEMIAN REVOLT PBNew

Date: 1618-1621.
[This event describes the War for BOHEMIA, whereas the break out of a general German conflict (that historically followed this event) is dealt with in event IV-A (Thirty Years' War).]

A Event Phase

A.1 The Winter King The minor country BOHEMIA is created / separated / breaks alliance (depending on its previous status) from its current allegiance (even a GE), and allies itself with PALATINATUS (which would also breaks from an existing GE). The first Major power in the list: FRA (except if Catholic/Counter-Reformation), POL (if Protestant), else SUE (even if Catholic) controls both those countries and have them placed in EW on its diplomatic track.
A.2 BAVARIA and minor HABSBURGUM declares war to these two countries. This is a Religious Civil War (see section IV.5.5.5 (Religious Wars, Civil Wars)) in the HRE.
A.2.a AUS has a free CB against BOHEMIA and must use it or lose **2** Stability.
A.2.b If AUS* declares war, BAVARIA is placed in EW of AUS* and is controlled by [AUS/HIS].
A.2.c HIS is allowed a limited intervention in the war as an ally of AUS*. Other countries are constrained by usual rules.

A.3 The Revolt of Bethlén
A.3.a A *Revolt*⊕ is placed in a randomly chosen province belonging to AUS* in HUNGARIA. It controls the city. The *Revolt* is controlled by RUS.
A.3.b The military forces of the Revolt of Bethlén can use up to 1 𝔸 and 2 L𝔻 of the Hungarian counters (and the AUS* can use at most one 𝔸 and 2 L𝔻 from Hungarian counters).
A.4 TUR cannot declare war against AUS* at this turn.

B Administrative Phase

B.1 Minor HABSBURGUM receives its usual forces and reinforcements.
B.2 BAVARIA has 1 𝔸⊕, 3 L𝔻 (all Veterans), 1 𝔽 and is commanded by *Tilly* (⚔ A 4.4.4 -1 [Event IV-1]) (lasting 4 turns). It has 2 Multiple Campaigns. BAVARIA has 2 𝔸 counters at its disposition during the whole length of this event.
B.2.a Tilly's training [BLP] Troops of BAVARIA (not its allies) stacked with *Tilly* are always *Tercios*.
B.3 BOHEMIA has 1 𝔸⊕, 1 L𝔻 (Conscripts) and 1 𝔽.
B.4 PALATINATUS has 1 𝔸⊕ (Veterans) leaded by *Mansfeld* (⚔ A 2.3.4 [Event IV-1]) (lasting 3 turns). It has 1 Multiple Campaign.
B.5 The Revolt of Bethlén consists of one Hungarian 𝔸⊕ (Conscripts) and *Bethlén* (⚔ A 4.2.3 [Event IV-1]) (lasting 4 turns) placed in the province of the *Revolt*.
B.6 None of BAVARIA, BOHEMIA, PALATINATUS and the Revolt of Bethlén receive reinforcements on the first turn. They receive normal reinforcements beginning with the second turn of the war.
B.7 The reinforcements of the Revolt of Bethlén are based only on the provinces in HUNGARIA that he controls or that are in *Revolt*. If there are none, or if *Bethlén* is not in play (dead or wounded), it receives no reinforcements.

C Military Phase

C.1 *Tilly* may lead any stack of BAVARIA or its allies.
C.2 *Mansfeld* may lead any stack of PALATINATUS or its allies. It can retreat with 1 L𝔻 (only) in any neutral Protestant or mixed HRE country and remain there (after a battle or a retreat before battle).

C.3 Destruction of Bohemia If Praha is captured, BOHEMIA is destroyed at the end of the current round. All its provinces are now owned by AUS*. Its military forces are disbanded and its provinces not yet military controlled by AUS* are considered controlled by rebels (use Control markers of BOHEMIA); they surrender as soon as an 𝔸⊕ besieges them, or by regular siege with smaller forces.

C.4 Bethlén

C.4.a The forces of *Bethlén* are always in restricted supply in the national provinces of HUNGARIA (provinces with Hungarian shield). They use the *Revolt* in HUNGARIA and the cities they control as regular supply sources.
C.4.b A force lead by *Bethlén* can withdraw in TRANSILVANIA or national provinces of HUNGARIA owned by TUR (by retreat or movement). If he retreats there, he must stay there until the end of turn but may go out on any following turn.
C.4.c If *Bethlén* and/or its forces are in TRANSILVANIA or national provinces of HUNGARIA owned by TUR, TUR may make a foreign intervention against both the revolt of *Bethlén* and AUS*. Declaring the intervention cost 1Stability to TUR.

D Peace Phase

D.1 Before any peace is made, roll a test for the possible breakout of a Religious war, according to event IV-A (Thirty Years' War). A **–2** is applied to this roll.
D.2 Add a Revolt⊖ in a national province of HUNGARIA if *Bethlén* is therein.

D.3 Survival of BOHEMIA If no such war occurs and Wien is controlled by the enemies of AUS*, the war end as a victory of BOHEMIA. The minor country is fully recreated ; AUS* has a mandatory peace for 3 turns with BOHEMIA. AUS* loses **1** Stability and 30 VP; The controller of BOHEMIA gains 30 VP. AUS* gains the permanent right to make the complete conquest of BOHEMIA. BOHEMIA and PALATINATUS are placed in MA of their controlling MAJ.
D.4 AUS* and BOHEMIA stop war only when BOHEMIA is destroyed or if Wien is occupied by enemies. Other countries use normal peace rules (but are allied to AUS* and BOHEMIA and subjects to Separate Peace modifiers if any).

D.5 Victory conditions if the war becomes the TYW
D.5.a if the Peace of Prague favours the ALLIANCE and they control Wien, apply §D.3 (Survival of Bohemia) of this event if BOHEMIA still exists.
D.5.b If the Peace of Prague favours the LEAGUE, BOHEMIA is destroyed as in §C.3 (Destruction of Bohemia) of this event.
D.5.c Else, BOHEMIA remains at war after the Peace of Prague and will survive the Peace of Westphalie if not destroyed before that during the war.

Turn 2 and following

E Diplomatic Phase

E.1 If this event does not evolve in Thirty Years' War (IV-A) (because there has already been one, or an Appeasement of the religious fight was obtained), the controller of BOHEMIA and PALATINATUS may make a full intervention in the war.

IV-1 (2) REVOCATION OF THE TRUCE OF AUGSBURG PBNew

Date: Alternative history.

A Condition:

Check the conditions in the given order until one is found true.
A.1 If events IV-1 (1) (Bohemian Revolt), IV-2 (2) (War for the Unity of the HRE) or IV-A (Thirty Years' War) are happening now, do not mark off and re-roll.
A.2 If there is a GE, apply the Revolt of a Northern Alliance (§α).
A.3 If event IV-A (Thirty Years' War) has not yet happened, apply the War of Revocation of the Truce of Augsburg (§β).
A.4 Else, apply Troubles in the Holy Roman Empire (§γ).

α Revolt of a Northern Alliance

α-B Event Phase

α-B.1 A Northern Alliance of countries of the HRE is created. The countries WESTFALLIA, HANOVERE, HASSIA, HANSA, and CLIVIA breaks free from the GE and are allied.
α-B.2 GE and minor HABSBURGUM declare war to all those countries (and are controlled by HIS). The GE is in Civil War (see section IV.5.5.5 (Religious Wars, Civil Wars)).

α-B.2.a AUS has a free CB against the whole Northern Alliance (to be used immediately, or forfeited at the cost of **2** Stability).
α-B.3 The Northern Alliance is controlled by the first Protestant MAJ in the list that accepts the alliance: HOL, ANG, SUE, FRA, POL. It has a CB to enter the war. If it declines, the next country in the list has the opportunity to do the same (and so on). The MAJ gains all the MIN of the Alliance in EW. If nobody enters the war, SUE controls the Northern Alliance (but is not involved and does not gain diplomatic control).
α-B.4 If HOL controls the Northern Alliance, it gains the advantages of event part IV-A.κ (Northern HRE Alliance), as long as the Alliance exists.

α-C Diplomatic Phase

α-C.1 HIS can make a full intervention as an ally of AUS*.
α-C.2 If they have not declined control of the Alliance, FRA and ANG (if they are not Counter-Reformation) and SUE can make a limited intervention in the war alongside the Northern alliance.

α-D Peace Phase

α-D.1 If no MAJ entered the war to control the Northern Alliance, it is dealt with as one country for the peace in this war (except attempts of Separate Peace), with a malus of **–4** to make peace.
α-D.2 A peace of level 3 or higher against the MAJ in control (or the Northern Alliance itself if there is none) would dissolve the Alliance in addition to the peace.
α-D.3 If the war ends and the Alliance is not dissolved:
α-D.3.a The MIN are now normal independent countries that are no more part of the GE.
α-D.3.b If the MAJ was HOL, it gains the benefits of event part IV-A.κ (Northern HRE Alliance). Otherwise, the Alliance is dissolved for game purpose.
α-D.4 Remember that, according to event part IV-A.μ (German Empire), a peace of level 3 or higher against the [AUS/HIS] may dissolve the GE. Conversely, any Unconditional Peace against a country once part of the GE forces is back in the GE.

β War of Revocation of the Truce of Augsburg

β-E Event Phase

β-E.1 The Emperor of the HRE has the possibility to revoke this Truce (even if it was not given in game terms). If he declines to do so, his country loses **2 Stability** and the event terminates. If the Truce of Augsburg is revoked, alliances are created in the HRE and the HRE is in Civil War.

β-E.2 Northern Alliance If a Northern Alliance already exists, skip this paragraph.
β-E.2.a A Northern Alliance of countries of the HRE is created. The countries are WESTFALLIA, HANOVERE, HASSIA, HANSA, and CLIVIA (if they exist). If there was no *Truce of Augsburg* at the beginning of the event, HASSIA and CLIVIA are not in the Alliance.
β-E.2.b The Northern Alliance is controlled by the first Protestant MAJ in the list that accepts the alliance: HOL, ANG, SUE, FRA, POL. It has a CB to enter the war. If it declines, the next country in the list has the opportunity to do the same (and so on). The MAJ gains all the MIN of the Alliance at EW. If nobody enters the war, SUE controls the Northern Alliance (but is not involved and does not gain diplomatic control).
β-E.2.c If HOL controls the Northern Alliance, it gains the advantages of event part IV-A.κ (Northern HRE Alliance), as long as the Alliance exists.

β-E.3 Southern Alliance If a Southern alliance already exists, skip this paragraph.
β-E.3.a A Southern HRE Alliance is created by association of BAVARIA, MOGENTIUM, ALSATIA, FRIBURGENSIS and WIRTENBERGA (if they exist).

β-E.3.b The Southern Alliance is controlled by the first Catholic MAJ in the list that accepts the alliance: AUS, HIS, POL, FRA. It has a CB to enter the war. If it declines, the next country in the list has the opportunity to do the same (and so on). The MAJ gains all the MIN of the Alliance at EW. If nobody enters the war, [AUS/HIS] controls the Southern Alliance (but is not involved and does not gain diplomatic control).
β-E.3.c Minor HABSBURGUM gains the MIN on its track, not HIS, if HIS accepts the alliance.
β-E.3.d If [AUS/HIS] controls the Southern Alliance, it gains the advantages of event part IV-A.λ (Southern HRE Alliance), as long as the Alliance exists.
β-E.4 Both Alliances are at war against each other. The HRE is in Civil War.

β-F Diplomatic Phase

β-F.1 HIS can make a limited or full intervention alongside the Southern Alliance (excepted if it declined the control and involvement).
β-F.2 SUE can make a limited intervention alongside the Northern Alliance (excepted if it declined the control and involvement).

β-G Peace Phase

β-G.1 A test to begin a Religious War in HRE is made at the end of the first turn of this war, with a **–4** modifier. See event IV-A (Thirty Years' War) for the result of the test and the possibility of this Religious War, and the renewal or not of the test on following turns. If no such war occurs, peace can be made as usual.
β-G.2 The alliances after the war
β-G.2.a If HOL was controlling the Northern Alliance, the Alliance may last after the war at the condition of event part IV-A.κ (Northern HRE Alliance).
β-G.2.b If [AUS/HIS] was controlling the Southern Alliance, the Alliance may last after the war at the condition of event part IV-A.λ (Southern HRE Alliance).
β-G.2.c In other cases, the Alliances would not last after the end of the war.

γ Troubles in the Holy Roman Empire

γ-H Condition:

This event may happen twice, once because of Revocation of the Truce of Augsburg (IV-1 (2)) and another time because of War for the Unity of the HRE (IV-2 (2))

γ-I Event Phase

γ-I.1 AUS, HOL and HIS rolls for one *Revolt*.
γ-I.2 The effect of a diplomatic event is made on every minor country that is part of the HRE (fidelity/religion): ALSATIA (16/✝), BAVARIA (16/✝), BOHEMIA (15/✝), BRANDENBURGUM (16/✝), BRUNSVICUM (14/✝), CLIVIA (14/✝), COLONIA (12/✝), FRIBURGENSIS (14/✝), HABSBURGUM (18/✝), HANOVERE (15/✝), HANSA (14/✝), HASSIA (14/✝), LEODIUM (16/✝), LOTHARINGIA (16/✝), MOGENTIUM (10/✝), PALATINATUS (9/✝), SAXONIA (11/✝), TREVORUM (14/✝), TURINGIA (14/✝), WESTFALLIA (12/✝), WIRTENBERGA (14/✝), HABSBURGENSIS BOHEMIA (??/✝).

IV-2 (1) OLIVARES Risto

Date: 1621-1643.
Duration: as long as ***Olivares (Gaspar de Guzmán y Pimentel)*** remains the excellent minister

A Condition:

A.1 HIS can refuse this event if it so wishes. In that case mark-off as played.
A.2 HIS can freely remove ***Olivares*** from office at the end of any following monarch survival phase and the event terminates.

B Event Phase

B.1 HIS receives the excellent minister ***Olivares***, with values 8/9/7. These minister values supersede the current values of the Monarch (if they are inferior). This Minister will last for a random length of Excellent Minister, see event E-2

(Excellent ministers).
B.2 If HIS monarch dies while the this event is still in effect, use the minister values as a basis for rolling for the values of the new monarch. Otherwise the monarch returns with its original values when the minister dies and play continues normally.
B.3 HIS may receive an additional Art manufacture of level **2** (if available, and if HIS wants so) placed according to normal rules, and also 2 additional TF levels placed in any eligible trade zone (even if it had no HIS commercial fleet counter before, and may be in different zones).
B.3.a HIS may now move the Cloth MNU without any drawback (see section XIV.10.3.8 (The Flanders Factories)).
B.4 The CTZ HISPANIA can no more be attacked by Pirates and Privateers in the Mediterranean Sea. Attacks are to be made from the Atlantic.
B.5 The malus for foreign occupation for Stability improvement is changed from **–3** to **–5** in national provinces only, and none for other provinces (normal rule).
B.6 The reference level of GENUA in CTZHIS is reduced to 0 if the Spanish player chooses so.
B.7 From now on, HIS can raise a second privateer that can go in any STZ of the CC Atlantic (in Europe or in the ROTW).

IV-2 (2) WAR FOR THE UNITY OF THE HRE PBNew

Date: alternative history.

A Condition:
Check the conditions in the given order until one is found true.
A.1 If events IV-1 (1) (Bohemian Revolt), IV-1 (2) (Revocation of the Truce of Augsburg) or IV-A (Thirty Years' War) are happening now, do not mark off and re-roll.
A.2 If event IV-A (Thirty Years' War) finished during the current period, mark off and roll for one *Revolt* in each of the following countries: AUS, and FRA.
A.3 If there is a GE, apply the Revolt of Brandenburg and allies (§α).
A.4 If event IV-A (Thirty Years' War) never happened, apply the War between Brandenburgum and Bavaria (§β).
A.5 Else, use Troubles in the Holy Roman Empire (IV-1 (2).γ).

α Revolt of Brandenburg and allies

α-B Event Phase
α-B.1 A Northern Alliance of countries of the HRE is created. Minor BRANDENBURGUM, SAXONIA and PALATINATUS are created anew and break free from the GE. They are allied.
α-B.2 GE and minor HABSBURGUM declare war to all those countries (and are controlled by HIS). The GE is in Civil War.
α-B.2.a AUS has a free CB against the whole Northern Alliance (to be used immediately, or forfeited at the cost of **2** Stability).
α-B.3 This countries are controlled by the first Protestant MAJ in the list that accepts the alliance: SUE, ANG, HOL, FRA, POL. It has a CB to enter the war. If it declines, the next country in the list has the opportunity to do the same (and so on). The MAJ gains all the MIN of the Alliance in EW. If nobody enters the war, SUE controls the Northern Alliance (but is not involved).

α-C Diplomatic Phase
α-C.1 HIS can make a full intervention as an ally of AUS*.
α-C.2 If they have not declined control of the Alliance, FRA and ANG (if they are not Counter-Reformation) and SUE can make a limited intervention in the war alongside the Northern alliance.

α-D Peace Phase
α-D.1 If no MAJ entered the war to control of the MIN involved, they are dealt with as one country for the peace in this war (except attempts of Separate Peace), with a malus of **–4** to make peace.

α-D.2 A peace of level 3 or higher against the MAJ in control (or the Alliance itself if there is none) would dissolve the Alliance.
α-D.3 If the war ends and the Alliance is not dissolved, the MIN are now normal separate countries that are no more part of the GE. The Alliance is then dissolved.
α-D.4 Remember that, according to event part IV-A.μ (German Empire), a peace of level 3 or higher against the [AUS/HIS] may dissolve the GE. Conversely, any Unconditional Peace against a country once part of the GE forces is back in the GE.

β War between BRANDENBURGUM and BAVARIA

β-E Event Phase
β-E.1 BRANDENBURGUM declares a war to BAVARIA. SAXONIA and PALATINATUS are allied to BRANDENBURGUM and declares also a war to BAVARIA.
β-E.2 Minor HABSBURGUM declares a full war against the enemies of BAVARIA.
β-E.2.a AUS has instead a free CB to enter war as an ally of BAVARIA, and will lose **2** Stability if it does not use it.

β-F Diplomatic Phase
β-F.1 Each MAJ that controls one of the involved countries may react as per the usual rules to enter in limited intervention (only).
β-F.2 HIS may make a limited intervention as an ally of the side of BAVARIA.

β-G Peace Phase
β-G.1 A test to begin a Religious War in HRE is made at the end of the first turn of this war, with a **–2** modifier. See event IV-A (Thirty Years' War) for the result of the test and the possibility of this Religious War, and the renewal or not of the test on following turns. If no such war occurs, peace can be made as usual.

IV-3 (1) WAR BETWEEN TURKEY AND PERSIA Risto

Date: 1606-1639.

A Condition:
This event has the same conditions and effects as event III-9 (War between Persia and Turkey). It is nonetheless a different event (thus both can happen separately).

IV-3 (2) PERSIAN SAFAVIDS PB

Date: 1590-1722 – The high tide of Shah Abbas..

A Condition:
A.1 This event is the same as event III-18 (Persian Safavids). If it did not happen, apply immediately its effects. Apply additionally §B.1 (Fall of Ormus) of this event.
A.2 If it happened and main provinces of PERSIA are conquered, activate a Persian Uprising as per the rules.
A.3 Else, apply the following events.

B Event Phase
B.1 Fall of Ormus AT and FR status with ORMUS are immediately broken to NR. This might cause an Activation of PERSIA against a TP in ORMUS.

B.2 Conquest of Oman PERSIA attacks AYMAN and that results in breaking all diplomatic status of AYMAN. This applies also to military AT imposed by minor PORTUGALLIA (troops are redeployed).

B.3 Submission of AFGHANISTAN
B.3.a **AFGHANISTAN** is no more part of the MOGOLIS IMP. or DURRANIS IMP. (which is destroyed at this point), but submitted to PERSIA. The Natives are used by PERSIA in this region.

B.3.b As long as PERSIA masters **AFGHANISTAN**, the Silk resources of this region may be exploited by **Ormus** (usual concurrence with TP or COL in **AFGHANISTAN**).
B.3.c Persian units can go in **AFGHANISTAN** and have supply in every provinces. But only Herāt and the European provinces of PERSIA are supply sources.
B.3.d RUS and TUR have Overseas CB against PERSIA as long as it owns **AFGHANISTAN**.
B.3.e **AFGHANISTAN** can be conquered later by MOGOLIS IMP., or can become DURRANIS IMP. again by subevent VI-18.β (Afghan Empire).
B.3.f PERSIA also loses the area in a losing Peace of level 2 or higher (in regular or Overseas war) that has no other condition of peace. In Overseas Wars, the occupation of a province without city counts as a province occupied. In every war, the control of Herāt and its province counts as for a Persian province.
B.3.g When PERSIA loses the area, all the effects described here are nullified.

IV-4 (1) NATIONAL REVOLT OF THE PORTUGAL Risto

TODO: Province Tanger should go to Morocco. Helper of POR should gain a predisio on Tanger + a TP of POR in case of victory (no reannexion). HIS should not be able to attack if at war otherwise. Helper should be first in order at Methuen. Helper should be Catholic?
Maybe swap Portuguese revolt with Alaouite dynasty and re-add Portuguese revolt as secondary event in pV (typically of WoSS which is four times in the table). The real war only started in 1660, the turning point between pIV and pV.

Date: 1640-1668.

A Condition:
Occurs only if Portugal in Annexation (III-7.α) is currently in effect.
A.1 Else, if event III-7 (Annexation of Portugal by Spain) was never rolled for, do not mark off and re-roll.
A.2 Otherwise treat as a R/D instead, with a *Revolt* in HIS.

B Event Phase
B.1 All effects of the Portugal in Annexation (III-7.α) are cancelled and PORTUGALLIA returns to play as a minor country. PORTUGALLIA receives the same provinces it had at the time of its annexation to HIS notwithstanding who currently owns such provinces. It also receives all Portuguese COL/TP, missions, forts/fortresses, commercial fleets etc. that are currently in Spanish hands.
B.2 All non-Portuguese COL in ***BRAZIL*** receive a *Revolt*⊕ controlled by PORTUGALLIA. They can't extend outside the regions of ***BRAZIL***.
B.3 All non-Portuguese troops inside its territories are removed as per normal peace phase.
B.4 All Portuguese troops are removed from the map, as PORTUGALLIA is initially at peace (keep the basic forces in the ROTW where needed).
B.5 ANG may accept PORTUGALLIA in EW; if ANG declines, same to FRA, then to SUE; if no country accepts, it remains neutral.

C Diplomatic Phase
C.1 All players who are forced to cede provinces to Portugal by this event receive a temporary free CB to be used this turn.
C.2 Players who want to fight against Portuguese *Revolt* in their own COL have to declare an Overseas war against PORTUGALLIA and have a free Overseas CB to do so. Else, their COL is freely given to PORTUGALLIA (no loss of Stability or VPs).
C.3 HIS receives a free CB that lasts until the end of the next period and can be used multiple times.

D Peace Phase
D.1 The Portuguese Revolt in a COL causes the loss of at most **1** Stability to each MAJ.
D.2 Any COL having 2 Portuguese *Revolt*⊕ in it is immediately annexed by PORTUGALLIA.

D.3 If HIS uses its free CB against PORTUGALLIA and wins an enforced unconditional surrender over Portugal, it can reapply Portugal in Annexation (III-7.α). All Portuguese possessions as they are now are reannexed to HIS as described there. Reannexation of Portugal as by III-7.α is only possible in wars HIS started using its free CB. In addition, HIS gains a *Præsidio* in **Tânger** if the province was Portuguese.
D.4 If HIS uses its free CB against PORTUGALLIA, but does not win an enforced unconditional surrender over it, the controller of PORTUGALLIA receives 30 VP when peace is made. This can occur several times. refshortpIII:POR Ann.:Portugal Annexed is only possible in wars HIS started using its free CB. +
D.4.a In addition, HIS gains a *Præsidio* in **Tânger** if + the province was Portuguese.
D.5 If HIS does use its free CB against PORTUGALLIA, but does not win an enforced unconditional surrender over it, the controller of PORTUGALLIA receives 30 VP when peace is made. This can occur several times.
D.6 Whatever the result of the war, if ANG was intervening in the war, it gains **Tânger** if the province was Portuguese.

IV-4 (2) ALAOUITE DYNASTY IN MAURETANIA PB+JymNew

TODO: Maybe here for giving back Tangier (except presidio?) to Morocco?

Date: 1631.
Duration: Until the end of the game

A Lasting Effects
A.1 TUR has a malus of **–3** to diplomacy with MAURETANIA.
A.2 MAURETANIA loses its ℙ counter.
A.3 Fidelity of MAURETANIA is now 10.

IV-5 ACT OF NAVIGATION RistoMod

Date: 1651.
Duration: until English defeat in a war caused by this event, or by event event V-3 (The Glorious Revolution in England)

A Condition:
A.1 Can occur only if ANG is currently Protestant/Anglican. Otherwise re-roll.
A.2 Can occur only if event IV-7 (1) (English Civil War) has already occurred (not necessarily ended). Otherwise re-roll.
A.3 ANG can refuse the event, in which case it is marked off and R/D is applied instead.

B Event Phase
B.1 All non-English commercial fleet counters in CTZ ANGLIA are eliminated and ANG receives 2 TF levels in CTZ ANGLIA (up to 6 levels). All powers that lose their counters as a result of this, receive a CB against England until the end of current period.
B.2 From now on, only ANG can place TF levels in CTZ ANGLIA.
B.3 From now on, all MAJ have an Overseas CB against ANG, usable once each period.

C Administrative Phase
C.1 ANG may ignore restriction of section VI.7.4.2 (Pioneering [TBD]) for this turn.

D Peace Phase
D.1 If a CB against ANG received through this event has been used by a player, and if such a player wins at least a level 4 victory against ANG, he may renounce the effects of this event instead of any other peace conditions (all the allies must agree with this as per normal peace procedure).
D.2 In such a case all non-English TF levels in CTZ ANGLIA lost due to this event are returned and ANG TF in CTZ ANGLIA is reduced to 1 whatever its current level.

IV-6 Personal Union between England and Scotland Risto

Date: 1603.
Duration: until event VI-8 (Act of Union) occurs or the union is dismantled by event IV-7 (1) (English Civil War)

A Condition:
Can occur only if Scotia is at peace with ANG. Otherwise re-roll and do not mark off as played.

B Event Phase
B.1 Scotia becomes a permanent VA of ANG whatever its current situation.
B.2 If Scotia is currently at war, its opponent must immediately either accept a white peace with it, or declare war to ANG with a free CB. Normal call for allies can be made for such a war at this point.

IV-7 (1) English Civil War RistoMod

Date: 1642-1648.

A Condition:
A.1 If ***Elisabeth I*** rules in ANG, do not mark off and reroll.
A.2 If ANG is Catholic/Counter-Reformation or Catholic/Conciliatory and period is III, do not mark off and reroll.
A.3 If ANG is currently at war, it offers an immediate white Peace or Armistice to all its enemies, and will renew the offer at the end of each turn.
A.3.a This event is activated as soon as ANG is at peace or in armistice with every other MAJ (MIN automatically accept an Armistice).

B Event Phase
B.1 A Religious Civil War (section IV.5.5.5 (Religious Wars, Civil Wars)) erupts in ANG between the Parliament and the Fidelis Regi.

B.2 Which side is played ?
B.2.a If ANG is Catholic/Counter-Reformation by choice in event I-8 (2) (Growth of the Reformation), the player keeps playing Fidelis Regi.
B.2.b If ANG is Catholic/Conciliatory, or Catholic/Counter-Reformation by forced conversion, the player chooses the side he will play.
B.2.c If ANG is Anglican or Protestant, the player plays Parliament.
B.2.d The other side will be the Rebels; the MAJ controlling the Rebels will be called REB.
B.2.e The Fidelis Regi are governed by the English Monarch before the event (and he can be used as a general). The Parliament are ruled by a Monarch ***Parliament*** of values 5/8/8 that makes no test of Survival. It gives a bonus of **+2** to the rolls for all administrative actions (except exceptional taxes). It may not be used as a general.
B.3 If not played by ANG, Parliament is played by the first Protestant country in the list: HOL, FRA, SUE or else by POL.
B.4 Three *Revolt* are rolled for in ANG. These *Revolt* are hostile to both sides and controlled by TUR.
B.5 If not played by ANG, Fidelis Regi are played by the first Catholic/Counter-Reformation MAJ in the list: HIS, FRA, HOL, VEN else by the first Catholic MAJ in the list: HIS, FRA, VEN, SUE, POR, POL. Failing that it is played by RUS.

B.6 Initial position
B.6.a Fidelis Regi control **Midlands**, **Cornwall**, **Durham** and 1d10/3 (round down) provinces adjacent to **Midlands** (to be chosen by their controller). Add **+2** to the roll if ANG was Counter-Reformation or Protestant. Fidelis Regi controls all (non-revolted) provinces in *Ireland*.
B.6.b The Parliament control all other (non-revolted) provinces in ANG.
B.6.c Fidelis Regi and the Parliament receive up to the equivalent of basic land forces of ANG; the Rebels take the forces before (so they can take everything is there is not enough). Additional forces are removed.

B.6.d The Rebels add 1L𝔻 (Veteran) in any controlled province, and 1L𝔻 (Conscript) in **Durham** (if Fidelis Regi) or **Wessex** (if Parliament).
B.6.e ANG loses 1 N𝔻, and the rest is controlled by the Parliament.
B.6.f All named leaders in play are controlled by the Parliament.

B.7 Economic consequences
B.7.a ANG loses one-third of its treasury, and at least 50 🅑 (this might cause a Bankruptcy).
B.7.b Two *Pirate*⊕ are placed in CTZ England.
B.7.c All TP, COL, TF, etc., remain under the control of ANG.
B.8 If event IV-6 (Personal Union between England and Scotland) is in effect, apply War with Scotland (§α) in addition.

C Diplomatic Phase
C.1 If ANG was Catholic/Counter-Reformation, HIS if also Catholic/Counter-Reformation may make a full intervention on the side of the Fidelis Regi.
C.2 If ANG was Protestant/Anglican, HIS if Catholic/Counter-Reformation may make a limited intervention on the side of the Fidelis Regi.
C.3 If ANG was not Catholic/Counter-Reformation, HOL if Protestant may make a limited intervention on the side of the Parliament.

D Administrative Phase
D.1 Reinforcements
D.1.a The Rebels roll for reinforcement with offensive status, or naval status at **–3**, during all the war. On the first turn, they roll for offensive with a modifier of **+4** if ANG was Protestant, **+2** if it was Catholic/Counter-Reformation or Protestant/Anglican, of **0** otherwise (Catholic/Conciliatory).
D.1.b On following turns, they receive a modifier of **+1** for every 2 provinces they control, with a maximum of **+4**.
D.1.c If the Rebels are the Parliament, they can take up to 2 L𝔻 as N𝔻 instead.
D.1.d The Rebels have as many counters as ANG available.
D.2 ANG uses normal purchase rules, except that its purchase limits are doubled during the Civil War.
D.3 The Fidelis Regi receive the general *Rupert* (⚔ C 4.3.4 [Event IV-7]) on the first turn of the war; he will last 7 turns.
D.4 The Parliament receive the general *Cromwell* (⚔ A 4.4.4 [Event IV-7]) at the end of the first turn of the war (before the Peace Segment). He will last for the 5 following turns. The Parliament benefits from a Military Revolution at that point (*The New Model Army*, see rules section VI.8.1.6 (Military Revolutions), that is to take immediately any Land Technology available at most in 4 turns, and in the mean time, is raised to the highest Technology available at that time).
D.5 The Fidelis Regi have the Land Technology of ANG at the beginning of the event. If played by ANG, they may raise their technology as per usual rules; else their Land technology is raised by **1** each turn of the war beginning with the second.

E Peace Phase
E.1 The Civil War ends only if either party achieves both following conditions:
E.1.a Military control of **East Anglia** and five other English National provinces with at least 3 ports.
E.1.b Elimination of all enemy army counters, or at least two major victories against them.
E.2 If the Fidelis Regi win, ANG is ruled by its previous Monarch and becomes Catholic/Counter-Reformation (exception: if ANG was Catholic/Conciliatory, it remains so). *Rupert* is kept as a general; land technology of ANG is at the level reached by the Fidelis Regi.
E.3 If the Parliament wins and ANG was Catholic or Protestant/Anglican, ANG becomes (or remains) Protestant/Anglican. It is ruled by the ***Parliament*** (see §B.2.e of this event).

E.3.a If *Cromwell* is in play at the end of the war, it becomes Lord Protector of the Kingdom, and is an English Monarch that raises the values of the ***Parliament*** to 8/8/9. His Reign is to last the number of turns remaining for the general (of the initial 5 turns). A test of survival has to be done for him. As long as his reign continues, ANG gains a free maintenance of one 𝔸⊕.
E.3.b When *Cromwell* dies, or at the beginning of the sixth turn after the end of the Civil War, apply event IV-7 (2) (The Parliament and the English Kings) as one of the event of the turn.
E.3.c Rupert becomes an admiral only, kept by ANG as one of its own.
E.4 If ANG was Protestant (not Protestant/Anglican) and the Parliament wins, ANG remains so. It is rules by the ***Parliament*** (see §B.2.e of this event).
E.4.a If *Cromwell* is in play at the end of the war, he stays as a general only. *Rupert* is not used by ANG.
E.4.b At the beginning of the sixth turn after the end of the Civil War, roll for a new Monarch on columns 9 for the three values. ANG is ruled by a Protestant Republic lead by some strong Lord Protector of the Commonwealth (represented by the Monarch).
E.5 Regardless of the winner, *Monck* and *Blake* are admirals from now on.

α War with Scotland

α-F Event Phase
α-F.1 Scotia declares war against the Fidelis Regi and becomes neutral. Scotia is controlled by FRA, but no allies can ever take part in this war. This declaration of war does not trigger a truce in the civil war as per normal rules.

α-G Administrative Phase
α-G.1 Scotia rolls for reinforcements in offensive status. It has a minor general added to its base forces.

α-H Military Phase
α-H.1 Scottish units may not enter England during the first 2 rounds of their war.
α-H.2 On the turn following their entrance in England, Fidelis Regi gain as added reinforcements *Montrose* (⚔ B 4.2.3 [Event IV-7]), 2 L𝔻 and control of one mountainous province in Scotia of their choice.

α-I Peace Phase
α-I.1 When the Civil War ends, ANG may decide to continue an on-going war against Scotia (it will be counted as the second turn of the war).
α-I.2 If ANG (Fidelis Regi or, after the end of the Civil War, the Parliament) scores an enforced unconditional victory over Scotia during this war, Scotland is restored to permanent VA of ANG as per event IV-6 (Personal Union between England and Scotland). In all other cases, it reverts to a normal minor.

IV-7 (2) The Parliament and the English Kings PBNew

Date: 1660.

A Condition:
May not happen if the English Civil War (IV-7 (1)) is not finished yet. Re-roll and do not mark off.

B Event Phase
B.1 If ANG is Protestant/Anglican or Catholic/Conciliatory, apply The Restoration of the English Kings (§α).
B.2 If ANG is Catholic/Counter-Reformation, apply The Parliament asks for more reforms (§β).
B.3 If ANG is Protestant, apply Civil War between Protestants and Puritans (§γ).

α The Restoration of the English Kings

α-C Event Phase
α-C.1 ANG has the choice of crowning now the Pretender (an Heir of the Monarch overthrown by event IV-7 (1) (English Civil War)); if not, event V-3 (The Glorious Revolution in England) is applied now (with worsened consequences).

α-C.2 If the Pretender is crowned, roll for his values using those of the Monarch overthrown by the English Civil War. The effects of ***Cromwell*** or the ***Parliament*** are ended (and *Cromwell* is put out of play).
α-C.3 ANG receives the general (also usable as admiral) *Duke of York* that will stay for 5 turns (note: he actually became king in 1685 but we choose to ignore this and separate the general from the king).

β The Parliament asks for more reforms

β-D Event Phase
β-D.1 ANG has to choose one of the 2 following attitude.

β-D.2 Reforms granted
β-D.2.a ANG becomes Anglican. It loses **2** Stability and rolls for 2 *Revolt*.
β-D.2.b HIS, if Catholic/Counter-Reformation, has a free CB against ANG.

β-D.3 Refusal **TODO:** "CHANGE" (Pierre's notes).
β-D.3.a Apply event V-3 (The Glorious Revolution in England) now (with worsened consequences).

γ Civil War between Protestants and Puritans

γ-E Event Phase
γ-E.1 ANG is now in Civil war (section IV.5.5.5 (Religious Wars, Civil Wars)) between two sides: the (Puritans and Calvinist) Rebels (possibly with Orange Partisans) and the (Protestant) Royalists. Catholics rebel against both sides.
γ-E.1.a The Rebels are controlled by a Protestant FRA, or HOL (or SUE if there is no HOL). They use the Fidelis Regi counters.
γ-E.1.b The (Protestant) Royalists are controlled by ANG and use ANG counters; all ANG leaders are with them.
γ-E.2 Four Rebel *Revolt* are rolled for in England (re-roll until in English owned territory). They control all the fortresses.
γ-E.2.a A Rebel 𝔸⊖ and a ⚔ are placed in one of these provinces.
γ-E.3 Catholic *Revolt*⊕ are placed both in **Connacht** and **Mumhan** and the *Revolt* control both fortresses.

γ-F Diplomatic Phase
γ-F.1 The controller of the Rebels have a CB against ANG to make a limited intervention against ANG this turn, that can become a full intervention on the second turn.

γ-G Administrative Phase
γ-G.1 The Rebels roll for reinforcements in offensive or naval status (but with **–2** for naval).
γ-G.2 All reinforcements must be placed in a province with existing rebel units, allied units, or controlled cities (*Revolt* are not enough). If none, no reinforcements are received.

γ-H Peace Phase
γ-H.1 Peace is determined with usual rules except that:
γ-H.1.a The Rebels surrender unconditionally if they have no forces nor *Revolt* left (fortresses do not count).
γ-H.1.b If the English King is overthrowned by *Revolt*, it also surrenders unconditionally to the Rebels and their controller.
γ-H.2 If the Rebels win, ANG will have a *Dynastic Crisis* next turn, and loses 50 VP.
γ-H.2.a event VI-8 (Act of Union) is broken. If it did not happen yet, may occur later.
γ-H.3 If the Rebels win unconditionally and their controller was involved in full intervention, additional consequences are:
γ-H.3.a ANG makes a mandatory Dynastic Alliance with the controller of the Rebels and must give a COL or TP as dowry.
γ-H.3.b ANG makes a mandatory offensive alliance with the controller of the Rebels for 2 turns. It cannot declare war against it (except with CB from events; then, the alliance has to be broken with the usual cost in Stability).
γ-H.3.c event VI-8 (Act of Union) is broken. If it did not happen yet, it may not occur later.

IV-8 (1) Creation of the London Stock Exchange Risto

Date: 1554.

A Condition:

ANG chooses to apply this event or event III-3 (1) (East Indian Company). Mark the one that is chosen.

B Administrative Phase

B.1 ANG may ignore restriction of section VI.7.4.2 (Pioneering [TBD]) for this turn.

C Lasting Effects

C.1 ANG can from now on lend 250 ₿ per turn to other countries.
C.2 The amount of money available for international loans increase.
C.3 ANG is also more resistant to Bankrupt and more tolerant to trespassing of commercial limits.

IV-8 (2) Creation of the Amsterdam Stock Exchange Risto

Date: 1608.

A Condition:

This event is the same as event III-2 (Amsterdam Stock Exchange).

IV-9 Dutch Colonial Dynamism (×3) Risto

A Condition:

HOL chooses to apply this event or event III-1 (2) (Vereenigde Oostindische Compagnie). Mark the one that is chosen.

B Event Phase

B.1 HOL receives an additional commercial fleet level to any eligible STZ zone in ROTW map (even if none existed before).

C Diplomatic Phase

C.1 For this turn HOL receives a bonus of **+2** to all diplomatic actions made on countries from the ROTW map.

D Administrative Phase

D.1 HOL receives an additional and free strong TP placement attempt.
D.2 For this turn HOL receives a bonus of **+1** to all administrative actions made in ROTW map.
D.3 HOL may ignore restriction of section VI.7.4.2 (Pioneering [TBD]) for this turn.

IV-10 (1) Liberum Veto (×2) PB

Date: 1652.

A Event Phase

A.1 The conditions of the *Liberum Veto* (see §A (Liberum Veto.) of section XIV.3.2.4 (Liberum Veto or Absolutism)) are now enforced.

B Administrative Phase

B.1 If POL is at peace after the diplomacy phase of this turn, it loses 2 in Stability.

C Lasting Effects

C.1 Each time a new dynasty is elected in POL, it can decide to impose Absolutism in the Republic. This decision is made at the phase of the monarch survival (before the events) ; it causes an additional event, event IV-B (Civil War in Poland). There can be no further additional event at this turn.

IV-11 The Great Elector Friedrich-Wilhelm of Prussia PB

Date: 1640-1688.

A Event Phase

A.1 *Friedrich-Wilhelm* is now the ruler of Brandenburgum and a general [A.2.3.3]. He will last 6 turns. The basic force of this country is now one 𝔸⊕, 1 L𝔻, 1 𝔽 and 1 general. Its counter limits are 2 𝔸 and 5 L𝔻. The fidelity of the country is 9 from now on.
A.2 Brandenburgum claims the *Duchy of Prussia*: **Preußen**, **Hinterpommern** and **Memel**.
A.2.a Minor countries cede those provinces immediately to Brandenburgum.
A.2.b Major countries have the possibility to cede them or not (and lose VP normally).

B Diplomatic Phase

B.1 If a country declares a war against a MAJ that owns one of those territories, he can ask for a full intervention of Brandenburgum as an ally (which is put in EW immediately).
B.2 If POL owns provinces of the *Duchy of Prussia*, it can cede all of them to Brandenburgum in exchange for an alliance with Brandenburgum. POL does not lose the VP. Brandenburgum signs a white peace, is put in EW of POL and may be called as ally by POL in any war it is currently involved in.
B.2.a POL is now the first power in the list of preference of Brandenburgum.

C Peace Phase

C.1 In any war involving Brandenburgum, only this country may annex a province of the Duchy of Prussia if its alliance wins; if its alliance wins, it asks for one province or refuses the peace (so that the other powers must break their alliance and make a separate peace).

IV-12 (1) Oxenstierna PBNew

A Condition:

Same event as event III-4 (2) (Oxenstierna).

IV-12 (2) Union between Polonia and Suecia PB

A Condition:

Same event as event III-13 (Union between Polonia and Suecia).

IV-13 (1) Torstensson's War PB

Date: 1643-1645.

A Event Phase

A.1 SUE has a mandatory free CB against Dania at this turn (even if their are allied in another war).
A.2 If SUE refuses the CB, it loses 2 Stability.

IV-13 (2) Agitation of the Swedish Nobles PBNew

Date: 1650's.

A Event Phase

A.1 If SUE is Catholic and event III-B (Religious War in Sweden) did not happen yet, it occurs now.
A.2 If SUE is Protestant/Rigorous, roll for two *Revolt* in SUE.
A.3 If SUE is Protestant/Tolerant and at war, rolls for one *Revolt* in SUE, SUE loses 2x Stability and its monarch changes (abdication of the Queen Kristin).
A.4 If SUE if Protestant/Tolerant but not at war, roll for 4 *Revolt* in SUE (do not place the *Revolt* if not inside SUE, but do not reroll either) and a Revolted 𝔸 appears in one of those provinces with a general.

A.5 The resulting *Revolt* are controlled by HIS.

IV-14 Revolt of La Rochelle RistoMod

Date: 1626.
Duration: Until the suppression of the *Revolt* in **Poitou** and the conquest of La Rochelle.

A Condition:

A.1 If event III-11 (Wars of Religion in France) is not finished yet, do not mark off and re-roll.
A.2 If the owner of **Poitou** is Protestant, roll on its Revolt table and place a *Revolt* ⊕ if this is a Catholic province, and a *Revolt* ⊖ otherwise. The event is marked off and considered as played.

B Event Phase

B.1 Place 2 *Revolt*⊕ and a L𝔻 in **Poitou**. Retreat all other units from the province.
B.1.a Roll for two Revolts in FRA. Place a *Revolt* ⊖ if the province is Protestant (or mixed if FRA is Catholic/Counter-Reformation) and nothing otherwise.
B.2 The fortress of La Rochelle is controlled by the Rebels and upgraded to the highest level available to the owner of the province.
B.3 Place a *Pirate*⊕ in CTZ of FRA.
B.4 The Rebels/*Revolt* are controlled by ANG, or FRA if ANG owns the province. This war is a Religious Civil War (see section IV.5.5.5 (Religious Wars, Civil Wars)) between Protestants and Catholics and normal Foreign interventions are allowed.

C Administrative Phase

C.1 As long as the event lasts, the owner of **Poitou** has a malus of **–1** to all its administrative actions in the ROTW.

D Military Phase

D.1 If a Foreign power enters a land province in the power at war that is not **Poitou** during its intervention, it loses 1 Stability.
D.2 If the owner of **Poitou** is FRA and ***Richelieu*** is in the game, consider that the port of the fortress is under blockade if a french army besieges it.

E Peace Phase

E.1 If the fortress is controlled by the Rebels, it counts has a *Revolt*⊖ for the loss of Stability by the owner of **Poitou** due to *Revolt*.
E.2 The owner of **Poitou** may cede the province to the controller of the *Revolt*, losing 30 VP for doing this.
E.3 The controller of the *Revolt* earns 5 VP at the end of each turn that the Rebels exist (*Revolt* or fortress in **Poitou**).

IV-15 Richelieu RistoMod

Date: 1624-1642.
Duration: as long as ***Richelieu (Armand Jean du Plessis de)*** remains the excellent minister

A Condition:

A.1 If event III-11 (Wars of Religion in France) is not finished yet, do not mark off and re-roll.
A.2 FRA can refuse this event if it so wishes. In that case mark-off a played.
A.3 FRA can freely remove ***Richelieu*** from office at the end of any following monarch survival phase and the event terminates.

B Event Phase

B.1 FRA receives automatically the excellent minister ***Richelieu***, with values 9/8/7. These minister values supersede the current values of the Monarch (if they are inferior). This Minister will last for a random length of Excellent Minister, see event E-2 (Excellent ministers).

B.2 FRA gains one level of TF in any CTZ or STZ of its choice.

C Administrative Phase

C.1 As long as ***Richelieu*** lives, FRA has a bonus of **+2** to any die-roll for External Administrative Actions and to improve its FTI.
C.2 FRA may ignore restriction of section VI.7.4.2 (Pioneering [TBD]) for this turn (only).

D Interphase

D.1 When FRA monarch dies, his successor is ***Louis XIV***.

IV-16 The Fronde PB

Date: 1648-1653.
Duration: 3 turns or as long as ***Louis XIV*** is not adult (whichever is the latest). In any case, it ends after the turn of revolts.

A Event Phase

A.1 If ***Louis XIV*** has not already been king of FRA, the current king of FRA dies and the new king is ***Louis XIV***.
A.1.a ***Louis XIV*** has values 7/6/9, scheduled to last 12 turns and starts as a baby.
A.1.b He'll become adult at the beginning of the fourth turn of reign, thus ending the event.
A.2 If due to Richelieu (IV-15), ***Richelieu*** was still in charge, then during the first two turns of reign of ***Louis XIV***, ***Mazarin*** will be minister with values 7/8/7.
A.3 If ***Louis XIV*** is already king, or if his reign is already finished, then the event lasts for 2 turns.

B Diplomatic Phase

B.1 Until the end of the event, FRA may only offer a white or losing peace to all minors, and peace based on the peace differential to each major countries, with a maximum level of 1 in the favour of FRA.
B.1.a At each turn, FRA offer and cannot refuse Armistices with opponents.
B.1.b Neutral minor countries always accept that peace.
B.1.c At the third turn of the event, if ***Mazarin*** is minister, then major countries cannot refuse an armistice.
B.2 FRA may not declare war as long as the event lasts (except Thirty Years' War (IV-A) and The War of Spanish Succession (V-4)).
B.3 If, at the end of a diplomacy phase, FRA is not at war (don't count armistices), the Fronde happens.

Turn of the revolts

C Diplomatic Phase

C.1 Half of French troops in Europe become rebel. FRA choose a stack of troops staying loyal, thus taking up to half the total number of L𝔻 (rounded down). The rest becomes the troops of the Fronde.
C.1.a If in play, *Condé* becomes leader of the Fronde. Otherwise, a randomly chosen general (a named one if there is one in play) becomes leader of the Fronde.
C.2 The Fronde is controlled by a country currently at armistice with FRA. If none exists, the order of priority to control the Fronde is: HIS, ANG, HOL, AUS, POL, RUS, SUE, TUR.
C.3 Naval forces, admirals, everything in the ROTW as well as administrative counters (MNU, . . .) stay in the control of FRA.

D Administrative Phase

D.1 FRA collects neither land nor vassals income this turn. FRA does get other incomes.
D.2 The Fronde rolls for reinforcements with offensive attitude and no modifier.
D.3 No side may get reinforcements such that its total force (in Europe) is above the basic force of FRA for the current period.

E Military Phase

E.1 Countries in armistice with FRA can enter the civil war on the side they want.

E.2 Fleet of FRA may stay in ports controlled by the rebels without penalties.
E.3 Except for the capital of FRA, fortresses in France are friendly to both sides.
E.3.a A province is controlled by one side if it has an army in the province and there is no enemy troop besieged in the fortress.
E.3.b Other provinces are considered friendly to both sides for supply or movement cost.
E.4 The capital of FRA is always controlled by the loyalists until the Fronde takes the fortress.

F Peace Phase

F.1 The side controlling the capital of FRA at the end of turn wins.
F.1.a If the Rebels win, ***Louis XIV*** (and ***Mazarin***) is overthrown. During the next turn, there will be a dynastic crisis in FRA. The player controlling the Fronde gains 10 VP.
F.1.b In any case, both the loyalist and Fronde's units become units of FRA as soon as the event is finished.

IV-17 (1) The Times of Troubles in Russia PB

Date: 1605-1613.

A Condition:

A.1 If ***Ivan IV*** is not dead yet, do not mark-off and re-roll.
A.2 If RUS chose *Religious Tolerance*, mark off and use R/D instead.
A.3 If RUS is at war, the event is pending. It will activate at the beginning of the first turn where RUS is at peace and a roll of 6 or higher is obtained on 1d10.

Turn 1

B Event Phase

B.1 The Russian monarch dies and is replaced by ***Boris Godunov***. His values are 5/8/4 and he will reign 5 turns; he is a general *Godunov* (⚔ A 2.3.2 [Event IV-17]).
B.2 RUS is now in Religious Civil War (see section IV.5.5.5 (Religious Wars, Civil Wars)). Rebels are Catholic; loyalists (RUS) are Orthodox.
B.3 Roll for 6 *Revolt* in Russia. Only provinces actually in RUS revolt, other rolled-for are ignored. The *Revolt* are controlled by POL.
B.4 Rebels gain one 𝔸⊕ in one province in *Revolt*, and the control of the city.
B.5 Rebels own any revolted province with no Russian armies in there (except **Moskva**) and provinces they control. These provinces are their supply sources.
B.6 RUS owns all non-revolted provinces they control. They are their supply sources.
B.7 All other provinces are disputed. Supply of both sides may cross those provinces if there is no enemy force within.

C Diplomatic Phase

C.1 During the event, RUS may ask for help of SUE. The condition is the cession of one Russian province to SUE; if this province is revolted, it becomes Swedish only when it is no more revolted and its is controlled by RUS or SUE. During the rest of the event, this province (even Swedish) can be entered and attacked by all belligerents.
C.1.a If an intervention of SUE is agreed upon, SUE has to commit at least 4 L𝔻 in Russia, following the conditions of limited intervention. SUE can not withdraw any force sent in Russia.
C.2 Major countries may make *Foreign Intervention* in this war.

D Administrative Phase

D.1 Rebels receive offensive reinforcements at each turn, using the provinces they own.
D.2 Rebels have the general *Dmitry* (until he dies) for 5 turns.

E Peace Phase

E.1 See the explanations hereafter, valid for all turns.

Turn 2 and afterwards

F Event Phase

F.1 ***Boris Godunov*** has a malus of **+3** to his survival roll. If he dies, a period of anarchy follows and RUS has values 3/3/3 as a monarch. On the next turn, ***Romanov*** (in fact Fyodor and Michael) is the new monarch 6/5/6; as this monarch represents the whole family, do not roll for his survival (it is automatic).
F.2 if ***Boris Godunov*** is dead (on this turn or a previous one), *Dmitry* also rolls for survival with a **+3** as sole modifier during the event.
F.3 As long as the event continues, roll for 3 *Revolt* in RUS (that occur only is in a Russian owned province).

G Diplomatic Phase

G.1 POL may make a full or limited intervention as ally of the Rebels. It has a CB to do so, or a free CB is *Dmitry* is alive. This intervention is not affected by excessive foreign intervention.
G.2 If POL was involved in this war on the previous turn and SUE is making an intervention allied to the loyalists, POL may generalise the war with a free CB in a full war between SUE and POL. This does not change the terms of their respective interventions in the Civil War.

H Peace Phase

H.1 *Revolt* in provinces that are controlled or occupied by POL do not extend and do not count for the conditions of victory of this event.
H.2 If half (round-up) of the Russian national provinces are in *Revolt*, ***Boris Godunov*** is overthrown and killed with no further consequences.
H.3 A side fulfils the military condition of victory if it won a major victory against the enemy or if it controls all cities in national provinces, or if the enemy (not their foreign allies) has no 𝔸 left.
H.4 The event ends as a victory for the Rebels or the Loyalists under the following conditions.
H.4.a Rebels win if ***Boris Godunov*** is dead and they control Moskva and they fulfil the military condition of victory; or they win if ***Boris Godunov*** is dead and Loyalists surrender willingfully.
H.4.b The Loyalists win if all the *Revolt* are eliminated in owned national provinces and they fulfil the military condition of victory.
H.4.c When the victory is obtained, all the *Revolt* and the Rebel armies are destroyed.
H.4.d The intervention of SUE ends; RUS has now a free CB (one use) against SUE until the end of the period.
H.5 If the Loyalists win, *Dmitry* is eliminated.
H.5.a If ***Boris Godunov*** is alive, he is now legitimate ruler of Russia. He has now values 6/8/5. RUS gains 10VP.
H.5.b If he is not, the new ruler is ***Romanov*** for 5 turns, with values 6/5/6. Russian Stability is increased by 1.
H.6 If the Rebels win, ***Boris Godunov*** is eliminated.
H.6.a If *Dmitry* is alive, he becomes tsar ***Dmitry*** with values 4/7/5 (and the turns left). RUS loses 3 in Stability. If POL is still intervening in the war, RUS is now in mandatory defensive alliance with POL during ***Dmitry***'s reign. In addition, POL gains one province in RUS that it currently controls or occupies (its choice).
H.6.b If *Dmitry* is dead, the new ruler is ***Romanov*** for 5 turns, with values 6/5/6. Russian Stability is decreased by 2. If POL is still intervening in the war, it gains one province in RUS that it currently controls or occupies (its choice).
H.6.c In both cases, POL gains 10 VP and signs a white peace with RUS.

IV-17 (2) Revolt of the Cossacks PB

Date: 1654-1667.
Duration: until the end of the wars caused by the event.

A Condition:

If the religious attitude of POL is Tolerance of Orthodoxy, the event does not occur. Mark off and play R/D instead.

Turn 1

B Event Phase

B.1 One province of Ukraina belonging to POL (if none, belonging to AUS*) secedes and create the new minor Ukraina. The province is **Poltava** if available, else, the closest to this one (chosen by the new protector or controller of Ukraina). Units of other countries inside are immediately redeployed.
B.2 The new minor is a special VA of its protector. No diplomacy is allowed on it.
B.2.a The protector stops being protector if it declares war to Ukraina. The next possible protector in the list becomes the new protector.
B.3 Ukraina never makes a separate peace without its protector and must be included in the same peace treaty.
B.4 Possible protectors are (in order): POL (if Orthodox), RUS, TUR, POL (if not Orthodox). If there are no (more) protectors, Ukraina becomes a normal minor country.

C Diplomatic Phase

C.1 POL has a free CB against Ukraina if it loses at least one province during the formation of that country.
C.2 If Ukraina (as a special Polish VA) owns a province of Crimea (a province with a Crimean shield, even blurred), then POL may ask for a limited intervention of Crimea in this war.
C.2.a This does not change the diplomatic status of Crimea nor its controller. Crimea is played by its usual controller decided by the usual rules.
C.2.b If POL wins after an intervention of Crimea, it must give one province back to it.

D Administrative Phase

D.1 If POL is at war against another MAJ during the event, AUS* can make a limited intervention as an ally of POL.

E Lasting Effects

E.1 section XIV.3.2.5 (Polish Ukraine) is no more valid.

Turn 2 and after

F Event Phase

F.1 If POL is at war against Ukraina, SUE has a free CB against POL.
F.1.a If SUE is at war against POL, RUS has a free CB against SUE (can be used in reaction).
F.1.b If RUS uses this CB and Dania is either inactive or already at war with SUE, then Dania is put in EW of RUS and enters war against SUE (if not already at war).

G Peace Phase

G.1 Normal rules for peace apply, except that allies of POL cannot annex provinces of Ukraina that they didn't own before the event.

IV-18 Extension of the Moghol Empire (×2) PB

Date: 1635-1638 / 1653-1657.

A Event Phase

A.1 If the non-European minor country Mogolis Imp. does not exist, it is created now. Its ruler is now *Great Mughal* (if period is IV or later, it replaces *Akbar* if he was in play).
A.2 The Mogolis Imp. will try to invade **3** regions during the turn, according to event II-A (Mogolis Imp. Expansions).
A.3 Even if the country has no region after the invasions, it still exists (and can gain provinces with new events).
A.4 **Bānglā** and **Karnāṭaka** become rich region, with 2 resources of each kind shown on the map (instead of 1).

IV-19 Wars in India (×2) PB

Date: 1631-1635 / 1656-1659.

A Event Phase

A.1 If it was still existing, minor country Bisinagar is destroyed (by internal fights). Every TP (not COL) that is in the minor country Bisinagar at the time of its disappearance will face an attack by Natives that are activated against every country this turn.
A.2 If Bisinagar had already been destroyed, choose randomly 2 TP and/or COL in ***India*** that will be attacked by the Natives in the region, due to internal strife in India.
A.3 **Karnāṭaka** has from now on 2 Spices and 2 Products of Orient available instead on 1 (if not yet done).
A.4 If the Mogolis Imp. exist, they invade one province with a modifier of **–2**, the next in the list according to event II-A (Mogolis Imp. Expansions).

IV-20 Revolts in Singala/Formose (×2) PB

Date: 1630.

A Condition:

If there is no TP/COL in **Singala** nor **Formose**, do not mark off and re-roll.

B Event Phase

B.1 Choose randomly the province of the revolt between **Singala** or **Formose** if both contain a TP/COL. If not, the chosen province is the one containing the TP/COL.
B.2 Place a *Revolt*⊖ in the chosen region. This *Revolt* is not connected to the Natives but military forces sent there to suppress it may have to confront the Natives if they react.

IV-21 China Colonial Attitude PB

Date: 1557 / 1637.

A Condition:

This event is the same as event III-22 (1) (China colonial attitude). Exception: if Closure of China (III-22 (1).α) is already effective, apply Vassalisation of Korea (§α) instead.

α Vassalisation of Korea

α-B Event Phase

α-B.1 Two Chinese armies and the natives of **Chosŏn** attack any TP/COL that are in the area (even Japanese TP).
α-B.2 **Chosŏn** is now part of China.

α-C Peace Phase

α-C.1 If a TP has survived, China concedes a new AT to the owner of the TP, if it didn't have any. The owner still has to pay as for usual AT with China.

IV-22 Iaponia Colonial Attitude PB

Date: 1638. Tokugawa's Commercial Restrictions in history

A Condition:

A.1 If Iaponia has no TP, use Tokugawa's Commercial Restrictions (§α).
A.2 If Iaponia has a TP on the map (in **Chosŏn**), use Commercial dynamism of Iaponia (§β).

α Tokugawa's Commercial Restrictions

α-B Event Phase

α-B.1 One country having a TP in Iaponia may sign immediately a Treaty with Iaponia, and so gains AT. If more than one country have a TP in Iaponia, all owners (except minor powers) make a secret bidding (minimum bid is 50 ₿). The largest bidder wins and gains the AT; all the bids are lost and all other TP are removed from Iaponia.

α-B.2 When the AT is accepted, only one TP of the country is kept in IAPONIA; excess TP are destroyed. If refused, IAPONIA declares an Overseas War against the power.
α-B.3 From now on, AT allow one country to keep only one TP in IAPONIA (and not one per region). The remaining TP can be upgraded, and it causes no reaction by IAPONIA.
α-B.4 The basic forces and reinforcements of IAPONIA are now its mainland army only (no overseas garrisons or fleets).

α-C Lasting Effects

α-C.1 From now on, no new TP counter can be placed in any area belonging to IAPONIA by means of administrative actions.
α-C.2 No regular diplomacy is permitted on IAPONIA. The Activation level of IAPONIA becomes 11.

β Commercial dynamism of IAPONIA

β-D Event Phase

β-D.1 IAPONIA gains a TP with level 6 in **Seoul**, **P'yŏngyang** and with level 3 in **FORMOSE**, if those provinces do not contain foreign TP. IAPONIA has a FTI of 2, raised to 3 from period V on.
β-D.2 If there are TP in any of those provinces, IAPONIA declares an Overseas War against all the country having those. This war may not be ended by an automatic white peace.

β-E Administrative Phase

β-E.1 Basic forces of IAPONIA are increased to 2 𝔸⊕ in IAPONIA, plus 1 𝔸⊕ (in **CHOSŎN** at start), 2 L𝔻 and 1 𝔽⊖ overseas.
β-E.2 Basic reinforcements are increased to one 𝔸⊕ in mainland, and 1 𝔸⊖, 1 N𝔻 for the garrisons.
β-E.3 If IAPONIA has a TP counter, it gains 1 level, up to level 6 in **Seoul** and **P'yŏngyang**, and level 3 in **FORMOSE**. Choose one randomly for this increase if there are several TP. These TP exploit the resources in the region and are counted as normal exploitation for monopolies and evolution of prices.

β-F Military Phase

β-F.1 Japanese forces outside **JAPON** do not activate the Natives and an attack in regions with Japanese TP may be aimed at the Japanese only and so does not activate the Natives of the region. As soon as the TP is no more Japanese or destroyed, normal activation rules for Natives apply.

β-G Peace Phase

β-G.1 If IAPONIA does not lose the war and there is no TP in any of the 3 provinces claimed, it places a TP in there of level 1.

IV-Y SWEDISH DELUGE PBNotEvenWritten

Date: 1648 (Khmelnytsky Uprising)-1667 (Truce of Andrusovo).
[Russo-Swedo-Polish wars, Second Northern war] *Duration:* 2 turns.
If POL is at war, fortresses in LITUANIA let enemy supply go through their province.
Should appear either during IV-17(2), or as IV-10(2).

IV-Z *Köprülü* RistoMod

Same as event V-15 (Köprülü). Should appear late in the table only. (Jym): Possibly as IV-17(3) or IV-11(2).

IV-A THIRTY YEARS' WAR PB

Date: 1618-1648.

A Activation:

This war is a consequence of some religious fighting in the HRE. If event V-4 (The War of Spanish Succession) has already begun, this event is not possible anymore. Ignore it.
A.1 It might be triggered by War of the Schmalkaldic League (II-9), League of Nassau (III-1 (3)), Bohemian Revolt (IV-1 (1)), Revocation of the Truce of Augsburg (IV-1 (2)) or War for the Unity of the HRE (IV-2 (2)). This event may happen only once; before that, at the end of the first turn of a war caused by one of the previous event, make the following test.
A.2 Roll 1d10 and add the modifiers:

+4 in period II
+2 in period III
–2 for each turn of the current war before this turn
–1 if the peace modifier of the AUS* is >0
+2 if ***Carlos V*** rules HIS
+2 if HIS has chosen Catholic/Conciliatory
+2 if Wien is not owned and controlled by AUS*
+2 if Augsburg confession was granted
+4 is test during War of the Schmalkaldic League (II-9)
+2 if test during League of Nassau (III-1 (3)) and HIS is Catholic/Counter-Reformation
–2 if test during Bohemian Revolt (IV-1 (1))
–2 if test during War for the Unity of the HRE (IV-2 (2))
–4 if during Revocation of the Truce of Augsburg (IV-1 (2))
±**1** if ***Richelieu*** or ***Mazarin*** are still present (choice of FRA)
+1 If Wars of Religion in France have yet to happen
+3 If Wars of Religion in France are happening now
–1 If Protestant won in Wars of Religion in France
+1 If Counter-Reformation won in Wars of Religion in France

A.3 Result:

≥11 Appeasement of the religious fight
7–10 Agitations in the HRE
≤6 Eruption of the Religious War

A.4 Appeasement of the religious fight The current war does not degenerate in a general Religious War. No further test will be made for this war.

A.5 Agitations in the HRE

A.5.a One MIN enemy of AUS* will have a bonus of **+2** to its reinforcement roll next turn (Alliance's choice).
A.5.b SAXONIA joins the enemy side of the AUS* in full intervention (or BRANDENBURGUM if SAXONIA is already at war).
A.5.c At the end of the next turn, roll this test anew to see if a Religious War breaks.

A.6 Eruption of the Religious War The rest of the event will be applied as one of the 4 regular events of the next turn. No peace is made for the war of this turn in the HRE (except for specific rules of this war about conquered minor countries). The Thirty Years' War is now about to begin.

B Event Phase

B.1 For the duration of the war, all countries have an additional trade refusal of 150 🄱.

War setup

α CREATION OF THE GERMANIC ALLIANCES

α-B.1 Two German sides are made up for this war: the (German) Catholic LEAGUE and the Protestant ALLIANCE (more properly called: *Protestant Union* or *League of Evangelical Union*). All minor countries of the HRE at war will be part of one or another. When a minor country joins one alliance, it is placed in Neutral diplomatic position and will change of status before the end of the war only if specified by this event or another political event. The HRE is now in Civil and Religious War (see section IV.5.5.5 (Religious Wars, Civil Wars)), with all the usual restrictions.
α-B.1.a The ALLIANCE is formed by all the German minor countries that were enemies of the AUS* during the previous turn.
α-B.1.b AUS* and its German allies (minor countries at war with it) form the LEAGUE. Minor HABSBURGUM is part of the LEAGUE as any other minor. BAVARIA automatically joins this alliance.
α-B.1.c The stability of both sides is placed on **+2**, modified by any Major Victory of the preceding turn of their side (battles with troops of German minor countries or AUS*). This stability will evolve during the turn because of the major victory/defeat of any forces in their alliance that is in any province of the HRE (even if there are only forces of non Germanic major powers).

α-B.2 Attitude of the Netherlands If HOL is not a Major Power, the following conditions apply:
α-B.2.a If HOLLANDIA is either owned by HIS or is TERRÆ DEPRESSÆ or PRIMA HOLLANDIA, apply event III-1 (1) (Revolt of the United Provinces). This gives a new status to HOLLANDIA (it may trigger the following points if still a MIN).
α-B.2.b If HOLLANDIA is a VA of HIS (special or regular), HOLLANDIA breaks its special status with HIS. HIS has an immediate free CB against HOLLANDIA; if used, HOLLANDIA revolts against the Spanish Crown, (re)apply III-1 (1) and HOL is now a Major Power. If it does not use it, apply §α-B.3 (Transfer to HOL) of this event part. For the rest of the event HOL* is neutral, and may not be involved in any manner in the incoming war. Ignore any reference to HOL* hereafter for this event.
α-B.2.c If HOLLANDIA is a normal minor country, apply §α-B.3 (Transfer to HOL) of this event part. HOL* is involved in the war.

α-B.3 Transfer to HOL If HOLLANDIA is liberated by the preceding paragraph, VEN may be allowed to choose between incarnating AUS or HOL according to the rules of the Grand Campaign.
α-B.3.a If VEN chooses Minor HABSBURGUM (which becomes AUS), HOLLANDIA is now a normal minor country.
α-B.3.b If VEN chooses minor HOLLANDIA (which becomes HOL), HOL is created with no Revolt (using the current position of minor HOLLANDIA).
α-B.3.c TODO: establish full starting position of non-revolted HOL.
α-B.4 The ALLIANCE is controlled according to the order of preference (a player may not refuse control): HOL, ANG (Protestant), FRA (Protestant), SUE (Protestant), RUS.
α-B.5 The LEAGUE is controlled according to the order of preference (a player may not refuse control): HIS (Counter-Reformation), AUS (if it exists), HIS (Conciliatory).
α-B.6 If the War of the Schmalkaldic League or the League of Nassau still do exist, the countries part of the League immediately join the Protestant ALLIANCE and the Leagues are dissolved.
α-B.7 If the period IV has not begun yet, the Major Powers: HIS, HOL, SUE, FRA and AUS have to choose immediately if they take or not the Objectives relevant to this war. The Objective are conditions to be true at the end of period IV (and not especially this war).

β EXTENSION OF THE ALLIANCES

β-B.1 Every minor country of the HRE that is not part of the war is checked for war entry at the beginning of each turn. One rolls 1d10, added to the Stability of the side it could join, the current turn of the war (**+1** this first turn), and specific modifier for some countries. On a result of **6 or higher**, this country enters the war.

Country	Side	Mod.	Forces
BAVARIA	LEAGUE	Auto.	𝔸⊕, L𝔻, 𝔽 and at least 1 General (see below); may use 2 𝔸 counters for all the duration of the war; starting forces are Veterans.
COLONIA	LEAGUE		L𝔻, 1 𝔽
LEODIUM	LEAGUE		𝔽
MOGENTIUM	LEAGUE		𝔽
TREVORUM	LEAGUE		𝔽
ALSATIA	LEAGUE	–2	L𝔻, 𝔽
LOTHARINGIA	LEAGUE	–4	L𝔻
WIRTENBERGA	LEAGUE	–2	2 L𝔻
TURINGIA	LEAGUE	–2	none
FRIBURGENSIS	ALLIANCE		2 L𝔻 and ⚔ (Georg Friedrich of Baden)
PALATINATUS	ALLIANCE		𝔸⊖ and 𝔽
CLIVIA	ALLIANCE	–2	L𝔻
BRANDENBURGUM	ALLIANCE	–2	𝔸⊖ and ⚔
BRUNSVICUM	ALLIANCE		𝔸⊖ and ⚔ (Christian of Brunswick)
HANOVERE	ALLIANCE		L𝔻 and 𝔽
WESTFALLIA	ALLIANCE	–2	𝔽
HANSA	ALLIANCE		L𝔻, N𝔻
HASSIA	ALLIANCE	–2	𝔸⊖ and 𝔽
SAXONIA	ALLIANCE	–4	𝔸⊖, L𝔻 and 𝔽
BOHEMIA	ALLIANCE		𝔸⊖ and L𝔻

Table XX.2: Extension of the Alliances during the Thirty Years' War

β-B.2 The list of the countries of the HRE is given in table XX.2 (Extension of the Alliances during the Thirty Years' War), with the side they will join and their starting force. All those forces are conscripts, except where indicated. It is possible that, given the peculiar conditions of the war triggering the Religious War, a country ends up in a different side of the one which should be expected.

β-B.3 Mercy If there is no named ⚔ of BAVARIA in play, it receives *Mercy*.
β-B.3.a If there is one, as soon as he dies (wound is not enough), BAVARIA immediately receives *Mercy*.
β-B.3.b Mercy stays in play for 4 turns. If he arrives in the middle of a turn (due to death of his predecessor), this turn fully counts as his first turn of activity.
β-B.4 The forces written may be inferior to the basic forces of the country (representing the confused situation). They are only used when the country join the alliance. If already at war a previous turn, a country keeps all that is deployed and gains nothing new.
β-B.5 If minor HABSBURGUM joins war at this time, they receive their basic force plus 1 𝔸⊕ (but no supplementary random reinforcement ; that will be part of those of the LEAGUE) as Veterans.
β-B.6 No intervention (full or limited) of foreign countries are allowed if it is not explicitly written in this event.
β-B.7 SAXONIA may be used as mercenaries during this event once it surrendered all its home territory to the enemy. Its army is available to the side that controls its home territories; if this side loses subsequently part of the provinces, it still uses the army but can no more recruit Saxons; if it loses all the provinces, the Saxon forces are removed (and available now to the enemy).

end of war setup

Turn 1 (1624–1629)

C Event Phase

C.1 From now, and until the war is ended by the Peace of Westphalie (§ι), no Diplomacy is possible on minor countries of the HRE, no attempt to have them enter in a war also, and no declaration of war against them is possible outside the rules of this event.
C.2 After the creation and the extension of both German sides in the war, some foreign countries can be involved in it also.
C.3 The controller of each alliance can declare war to German minor countries that refused to be in war this turn, precipitating them in the enemy alliance (regardless of their religion).
C.4 HIS enters the war as an ally of LEAGUE. This is not a formal declaration of war and costs no Stability.
C.5 HOL* enters war as an ally of ALLIANCE. This is not a formal declaration of war and costs no Stability. Minor HOLLANDIA receives its full basic forces, has a separate die-roll for reinforcements, is allied to the ALLIANCE but not part of it (for the conditions specifying that the ALLIANCE sues for peace).
C.6 ANG can do a limited intervention. Its side is the ALLIANCE if ANG is Protestant, the LEAGUE if it is Catholic/Counter-Reformation, or the one of its choice if it has chosen Catholic/Conciliatory.
C.7 SUE, if Protestant/Rigorous, can do a limited intervention as an ally of the ALLIANCE.
C.8 The Emperor of the HRE, if he is not AUS*, can begin a limited intervention in the War as an ally of the LEAGUE.
C.9 Any Major Power that was doing a limited intervention during the previous turn (as defined in the original war) can continue this limited intervention to help the same side.

C.10 The Danish Crusade Minor DANIA makes a mandatory white peace with all its adversaries. It then enters the war as an ally of ALLIANCE (but not part of it). It has 2 𝔸⊕ (Veteran), 1 𝔽⊖, 1 𝔽, 2 Multiple Campaigns and is led by its general-king *Christian IV* present for 4 turns. It does not receive reinforcements on this turn. Minor DANIA is played by ANG.
C.11 All those alliances and interventions during the whole war are made with the German alliances; the foreign countries are not allied with each other except if they decide to sign a specific alliance. Else, they are not obliged to continue the fight together (no penalty to sign peace) and only separate peace from the German alliance is required.

Specific rules for the war

γ THE TURKISH FRONTIER

γ-C.1 As long as there are 2 𝔸⊕ of AUS* in Wien or any province once owned by HUNGARIA and a ⚔, TUR may not declare a war to AUS* (but may continue one). For the first turn, this restriction is enforced if AUS* has this force available anywhere in the HRE instead.
γ-C.2 If Wien is conquered by the ALLIANCE, or the previous condition is not respected at the Diplomatic Phase, TUR has no such restriction.
γ-C.3 If TUR takes Wien, the LEAGUE will concede a winning peace to the ALLIANCE at the end of the turn. A Crusade might then happen.

γ-C.4 [BLP] §B (The Little war and The Long war) of section XIV.13.4.3 (Bohemia, Hungaria and Transilvania) is reactivated for TUR only, and only with a small stack (up to 5L𝔻 plus one *Pasha*).
γ-C.4.a That is, TUR (not CRIMEA) may send one (small) stack in non controlled former provinces of HUNGARIA and loses Stability accordingly.
γ-C.4.b Additionally, TUR may also send this stack in national provinces of AUS.

δ GERMAN REINFORCEMENTS

δ-D Administrative Phase

δ-D.1 Reinforcements for both ALLIANCE and LEAGUE are determined globally for all German minor countries involved in an alliance.

δ-D.2 The ALLIANCE is due to receive 4 L𝔻 and the result of random reinforcements with a global modifier of **+2**.
δ-D.2.a The attitude chosen must be offensive during the first two turns of the war and may be either offensive or defensive afterwards.
δ-D.3 The controller of the ALLIANCE can pay 50 ⧫ to give a further **+1** to the reinforcement roll, or 100 ⧫ for a **+2**. If it does not pay, SUE has the opportunity to do so and in this case will control ALLIANCE for this turn only.
δ-D.4 The reinforcements of the ALLIANCE are lowered by 1 L𝔻 for each one of the following cities that have been conquered by the enemies (even if liberated later on): Magdeburg and:
- Stuttgart, Erfurt if the war follows War of the Schmalkaldic League (II-9),
- Münster, Rostock if the war follows League of Nassau (III-1 (3)),
- Speyer, Praha if the war follows Bohemian Revolt (IV-1 (1))
- Braunschweig, Weimar if the war follows Revocation of the Truce of Augsburg (IV-1 (2)) or War for the Unity of the HRE (IV-2 (2)).

δ-D.5 The reinforcements of the ALLIANCE are also lowered by 1 L𝔻 for each two cities in the following list that have been conquered by the enemies (even if liberated later on): Hannover, Cassel, Dresden, Berlin, Lübeck, Hamburg.
δ-D.6 If minor HABSBURGUM is part of the LEAGUE, the LEAGUE is due to receive 3 L𝔻 and the result of random reinforcements with a global modifier of **+2**. Else (AUS is a MAJ), the LEAGUE receives only a random reinforcements with a global modifier of **+2**. The LEAGUE uses the 𝔸 counter of the HRE regardless of who the Emperor is.
δ-D.6.a The attitude chosen must be offensive during the first two turns of the war and may be either offensive or defensive afterwards.
δ-D.7 The controller of the LEAGUE can pay 50 ⧫ to give a further **+1** to the reinforcement roll, or 100 ⧫ for a **+2**.
δ-D.8 The reinforcements of the LEAGUE are lowered by 1 L𝔻 for each one of the following cities that have been conquered by the enemies (even if liberated later on): Wien, Salzburg and München.
δ-D.9 Placement: ALLIANCE then LEAGUE
δ-D.9.a The reinforcements obtained are freely distributed among the countries part of the alliance. AUS as a Major power buys its own reinforcements but may take up to 2 L𝔻 from the LEAGUE as its own reinforcements.
δ-D.9.b They can only be placed in provinces not pillaged, not controlled by the enemy and free of enemy forces.
δ-D.9.c They have to be placed in a province of their nationality, or with at least one L𝔻 of the same nationality if their country is not completely occupied by the enemy.

δ-D.10 Wallenstein AUS* may hire mercenary general *Wallenstein* (⚔ A 4.5.5 -1 [Event IV-A]). He costs 40 ⧫ (payed by the controller of LEAGUE) to recruit him for one turn.
δ-D.10.a If *Wallenstein* is not hired at turn 1 or 2 of this war, he will not be available later. He can not be hired anew after the Peace of Prague (§η). The first time *Wallenstein* is hired, he appears anywhere in a friendly province of HABSBURGUM or BOHEMIA with one Veteran 𝔸⊕ (use an AUS or HRE counter).
δ-D.10.b Wallenstein can command any stack of the LEAGUE (including AUS*) but no Bavarian counter.
δ-D.10.c If at the end of a turn the Stability of the LEAGUE is positive or its situation favourable, *Wallenstein* is automatically dismissed. He can be hired again on the round and/or turn after LEAGUE suffered a Major Defeat.
δ-D.10.d [AUS/HIS] can assassinate *Wallenstein* at any time (even if he is currently dismissed). He is eliminated and LEAGUE (and AUS) gain immediately **1** in Stability.
δ-D.10.e After the Peace of Prague, *Wallenstein* is no more available (and cannot be murdered anymore).
δ-D.11 Three mercenary generals are available each turn of this war. They can be recruited by the LEAGUE or the ALLIANCE. A general is recruited for one turn only. He can lead any stack of the alliance (including allied MAJ); by paying 10 ⧫ more, he can lead a stack even if there is a general with higher rank.

ε GENERAL CONDITIONS OF THE WAR

ε-E Military Phase

ε-E.1 Each alliance has a Simple Campaign available each round. Major or Multiple Campaign could be paid for by the controller of the alliance (cost lowered by 20 ⧫).
ε-E.2 Each alliance and their allies draw supply in the HRE from any province controlled by their side that is not pillaged or that has an unblockaded port.
ε-E.3 Supply can be traced through any neutral province, or controlled province (pillaged or not).
ε-E.4 Both alliances can freely cross any neutral HRE minor countries ; this is also permitted to DAN*, SUE, ANG in limited intervention, AUS* of course and HIS but not to other allies.
ε-E.5 Alternatively, a side may, before its movement, declare war against any neutral country of the HRE. Its forces are immediately deployed.
ε-E.6 All pillages of the LEAGUE and of the ALLIANCE are decided by their controller and goes in their Treasury.
ε-E.7 A Major Victory involving forces of one or both alliances adjust the Stability of this side accordingly of the usual rules.

ζ WHO IS WINNING THE WAR ?

ζ-F Peace Phase

ζ-F.1 No minor country of an alliance ever makes a regular peace (even unconditional) outside of the peace of its alliance.
ζ-F.2 One side may be in favoured position depending on the military control of the following cities.
ζ-F.2.a The ALLIANCE is awarded 2 points for the control of Wien.
ζ-F.2.b One point is awarded for each of those: Speyer, Praha, München, Freiburg, Strasbourg, Hannover, Kleve, Cassel, Magdeburg, Berlin, Dresden, Frankfurt and Braunschweig
ζ-F.2.c ½point is awarded for each of these: Köln, Stuttgart, Ulm, Mainz, Trier, Hamburg, Münster and Erfurt
ζ-F.2.d A side has a favoured position of it has at least 3 points more than the other alliance.
ζ-F.3 Both the ALLIANCE and the LEAGUE lose each **2** Stability.
ζ-F.4 Then if a side is favoured, it gains **1** Stability.
ζ-F.5 HIS, HOL and AUS lose **1** Stability if they were not in the original war (in full intervention, not just a limited one) on the previous turn.
ζ-F.6 HIS, HOL, AUS lose **2** Stability if they were at war (full intervention) on the previous turn (even if it was a war that lasted since more than one turn ; this war counts as one turn of the current one): their second turn of war just ended.

end of specific rules for the war

F.7 Result of the Danish Crusade
F.7.a If DAN* wins a battle against at least 1 𝔸⊕ of the LEAGUE (or its allies) in the HRE, is never routed in battle and has forces left in HRE at the end of the turn, then its Crusade is successful.
F.7.b Thus the ALLIANCE gains **1** Stability; minor DANIA is placed in EW of ANG, annexes immediately **Lübeck** and **Holstein** (or **Mecklenburg** if it owns already both) and will continue its intervention until the end of the war, or when it signs any separate peace (in this war or another). It will not receive reinforcements *per se*, but some can be given from those of the ALLIANCE.
F.7.c If the Danish Crusade failed, minor DANIA makes a white peace and withdraws from the war. *Christian IV* remains as a Danish general for the full 4 turns.

Turn 2 – The Lion of the North (1629–1632)

G Event Phase

G.1 Check for a possible extension of each alliance, see event part §β (Extension of the alliances).

G.2 SUE has to enter the war as an ally of the Protestant ALLIANCE. If it is Catholic, roll for 2 *Revolt* in SUE and it loses **1** Stability; nothing happens if it is Protestant – no CB is necessary and this is not a declaration of war.

G.3 Military revolution SUE receives ***Gustav Adolf***. He is due to last 7 turns.
G.3.a If the current Monarch has 1 or 2 turns of life left, ***Gustav Adolf*** would be his heir. If ***Gustav Adolf*** dies (in battle) before the current Monarch, SUE will use the columns 7 to roll its next Monarch.
G.3.b If the current Monarch has more than 2 turns left, ***Gustav Adolf*** replaces him entirely and will last for the remaining of the 7 turns as a Monarch (but a death in battle).
G.3.c ***Gustav Adolf*** is a military genius, a general *Gustav Adolf* (♛ A 6.6.6 [Event IV-A]). As long as the war goes on for SUE, it benefits from a Military Revolution (see section VI.8.1.6 (Military Revolutions))
G.3.d [BLP] The moment *Gustav Adolf* dies (even in the middle of a round), SUE receives *Banér* for 3 turns. *Banér* replaced the deceased king (replace one counter by the other).
G.3.e Sachsen-Weimar Sachsen-Weimar (⚔ A 3.4.4 -1 [Event IV-A]) joins SUE for 7 turns also.
G.3.f If ***Gustav Adolf*** dies, FRA (if allied to SUE) may hire *Saxe-Weimar* as a mercenary general to fight in the present war. It costs 30 ⧫ the first turn, then 20 ⧫ to keep *Saxe-Weimar*; when *Saxe-Weimar* is not paid one turn, he is eliminated (he does not go back to SUE). *Saxe-Weimar* takes command of one German stack of the ALLIANCE when he goes to FRA; at each following turns, FRA can take half (round down) of the reinforcements of the ALLIANCE (up to 4L𝔻) to be placed with *Saxe-Weimar*. If he dies the forces go back to normal status in the ALLIANCE.
G.4 FRA, if Protestant, can begin a limited intervention in the war on the side of the ALLIANCE.
G.5 Any MAJ that was doing a limited intervention during the previous turn (as defined in the original war) can continue this limited intervention to help the same side.
G.6 The Turkish frontier (§γ) is in effect this turn.

H Administrative Phase

H.1 Roll for reinforcements as in the first turn, see German reinforcements (§δ).

I Military Phase

I.1 The war is conducted according to General conditions of the war (§ε).
I.2 SUE takes the control of the forces of one minor country of the ALLIANCE (its choice). This country can change from one turn to the other and is chosen at the beginning of any military round of the turn.
I.3 SUE may force a minor country to enter the war in the ALLIANCE if it is one of the countries that could join the ALLIANCE and SUE has at least 1 𝔸⊕ and ***Gustav Adolf*** in a province of the country.
I.4 If SUE makes a siege of allied or neutral **Mecklenburg**, **Hinterpommern** or **Vorpommern** with at least one 𝔸⊕, then the city surrenders without fighting at the end of the round.
I.5 All cities taken (by siege, assault or automatic surrender) with at least one Swedish 𝔸, or only Swedish troops, have now Swedish garrisons (and the town counts as Swedish presence in the HRE). Other Major powers put their garrison if the city is taken with only their own forces (else, German garrisons are in charge).

J Peace Phase

J.1 The balance of the war is checked as in Who is winning the war ? (§ζ). The losses of Stability are applied except that now there is one turn more:
J.1.a Both the ALLIANCE and the LEAGUE lose each **3** Stability.
J.1.b Then if a side is favoured, it gains **2** Stability.
J.1.c Any Major Power in its second turn of war lose **2** Stability.
J.1.d HIS, HOL, AUS lose **3** Stability if they are in their third turn of war.
J.1.e SUE and ANG if continuing their intervention lose **1** Stability.

J.2 Suing for peace
J.2.a A German alliance sues for the Peace of Prague (§η) when it is at **–3** in Stability at the end of two consecutive turns, and the position in the HRE is not in its favour. The enemy side grants necessarily this peace.

J.2.b If both alliances are at **–3** in Stability at the end of any turn, their controllers can agree to a Status Quo and sign the Peace of Prague.
J.2.c When the Peace of Prague is signed, the German alliances are partly dissolved; their stability will not be recorded further and most of the minor countries in these alliances make a peace. The alliances want to stop the war and sign a peace so, from now on, all foreign countries have no constraint to sign peaces also. It would not be a separate peace from the German alliance point of view (but could be from another country...)
J.2.d However, if some Major Powers want to keep fighting in the HRE and refuse to sign the Peace of Prague, see event part §θ (The War after Prague). Keeping fighting means that the Major power does not sign treaty of peace with every enemy (that are MAJ, the enemy German alliance, and possibly minor HOLLANDIA and minor DANIA); moreover this country is not allowed to sign a Truce next turn. Minor HABSBURGUM signs or not the Peace of Prague alongside HIS.
J.2.e If no Major Power contests the Peace of Prague by continuing the fight, apply now the Peace of Westphalie (§ι).

Turn 3 (1632–1636) and after: a Foreign War

Date: Turn 4: 1637–1641 (first turn after the Peace of Prague); Turn 5: 1642–1648 (from Rocroi and Jankov to Lens); Turn 6: 1648-1654 (La Fronde); Turn 7: 1654–1660..

K Event Phase

K.1 Check for a possible extension of each alliance, see Extension of the alliances (§β).
K.2 No limited intervention of the previous turn can be carried on.
K.3 At any turn, FRA and ANG can enter the war as an ally of the side they chose. They have a CB against a side which has not their Religious Stand, and none against an alliance having the same Religious Attitude; the ALLIANCE is Protestant and the LEAGUE is Catholic/Counter-Reformation.
K.4 At any turn, POL (unless it is Orthodox) can make a full or limited intervention in the war as an ally of any side. POL can do such an intervention only once during the war. It has a CB only against an alliance that has not the exact same Religious Attitude (relative to Catholicism) as itself.

L Administrative Phase

L.1 Roll for reinforcements as in the first turn, see German reinforcements (§δ).
L.2 Two turns after a Military Revolution caused by SUE, the Land Technology of the Latin minor countries reaches this new Technology.

M Military Phase

M.1 The war is conducted according to General conditions of the war (§ε).
M.2 SUE takes the control of the forces of one minor country of the ALLIANCE (its choice). This country can change from one turn to the other and is chosen at the beginning of any military round of the turn.
M.3 On the third turn only (not after), if SUE makes a siege of allied or neutral **Mecklenburg**, **Hinterpommern** or **Vorpommern** with at least one 𝔸⊕, then the city surrenders without fighting at the end of the round.
M.4 All cities taken (by siege, assault or automatic surrender) with at least one Swedish 𝔸, or only Swedish troops, have now Swedish garrisons (and the town counts as Swedish presence in the HRE). Other Major powers put their garrison if the city is taken with only their own forces (else, German garrisons are in charge).

N Peace Phase

N.1 The balance of the war is checked as in Who is winning the war ? (§ζ). The losses of Stability are applied with one turn more. This war can not cause a loss more than **4** Stability at the end of turn. On turn 3 of the Religious War, the losses should be:
N.1.a the ALLIANCE and the LEAGUE lose **4** Stability;
N.1.b the favoured side then gains 2 Stability;
N.1.c any Major Power in its third turn of war lose **3** Stability.
N.1.d HIS, HOL, AUS lose **4** Stability if they were at war before the Religious War in the HRE.

N.1.e SUE loses **2** Stability.
N.1.f Any other Major Power intervening in the war at this turn lose **1** Stability.

N.2 Suing for peace As described in §J.2 (Suing for peace) of event IV-A.ζ (Thirty Years' War).
N.3 If SUE, ANG or POL (in full intervention) do not hold any city nor have any 𝔸 left in the HRE, they make a mandatory white peace against all its enemies in this war. This will count as a losing position in Peace of Westphalie (§ι).
N.4 If POL is doing a limited intervention and wins a battle against at least one 𝔸⊕ of the enemy side (any nationality) in the HRE, then loses no battle in the HRE, the alliance it helps gains **1** in Stability (AUS also). POL may then annex **Hinterpommern** or any province in the HRE that once was Polish. Its limited intervention lasts only one turn.

◄ Between Prague and Westphalie ►

η PEACE OF PRAGUE

η-N.1 If the LEAGUE is favoured by the Peace:
η-N.1.a The Southern HRE Alliance (§λ) is created
η-N.1.b BAVARIA gains permanently its second 𝔸 and PALATINATUS loses its own; BAVARIA is now an Electorate. It also gains a permanent **+1** to its reinforcement rolls.
η-N.1.c BAVARIA annexes **OberPfalz**, except if this war follows War of the Schmalkaldic League (II-9), in which case it annexes **Schwaben**.
η-N.1.d BAVARIA is now in MA with AUS* (move its diplomatic marker accordingly).
η-N.1.e A Total Victory of the LEAGUE in the Peace of Westphalie (§ι) is possible.
η-N.1.f Any specific consequence given by the victory of the side of the LEAGUE in the war having caused event IV-A (Thirty Years' War) is applied.
η-N.1.g The Truce of Augsburg is revoked.
η-N.1.h HIS and AUS gain 30 VP, SUE loses 10 VP.
η-N.1.i DAN* loses its second 𝔸 counter, unless its crusade was successful.
η-N.2 If the Peace is a Status Quo:
η-N.2.a BAVARIA keeps its second army for the continuation of this war (but not permanently).
η-N.2.b The Truce of Augsburg is in effect.
η-N.2.c No side can achieve Total Victory in the Peace of Westphalie (§ι).
η-N.3 If the ALLIANCE is favoured by the Peace:
η-N.3.a The Truce of Augsburg is in effect.
η-N.3.b A Northern HRE Alliance (§κ) is created and allied to HOL.
η-N.3.c WESTFALLIA, HANOVERE, HASSIA, HANSA and CLIVIA are placed in EW of HOL.
η-N.3.d A Total Victory of the ALLIANCE is now possible.
η-N.3.e HOL and SUE gain 30 VP.

θ THE WAR AFTER PRAGUE

θ-N.1 Only some minor countries continue the war. All other minor countries of the HRE surrender: their forces are withdrawn and their cities are considered as taken for the reinforcements.
θ-N.1.a On the side of the LEAGUE: AUS* and, if the Peace is not in favour of the ALLIANCE, BAVARIA.
θ-N.1.b On the side of the ALLIANCE: the controller is now SUE and it chooses 2 countries, (only 1 if LEAGUE won the Peace of Prague), that will continue the fight from the following list: HASSIA, HANOVERE, PALATINATUS, SAXONIA.
θ-N.1.c If the Peace is favourable to the LEAGUE, SAXONIA reverses its alliance and enters war with the Catholics. All its forces are withdrawn from the map, and the cities of SAXONIA surrender immediately to the Catholics; Protestant forces in the provinces are withdrawn.
θ-N.1.d BRANDENBURGUM will continue (or enter) the war as an ally of the Protestant if SUE gives up its claims on **Vorpommern** to BRANDENBURGUM in Peace of Westphalie (§ι).

θ-N.1.e If FRA hires *Saxe-Weimar* at this turn (continuing from a previous turn or not), he keeps one stack of any one protestant country. This country remains at war (until it surrendered unconditionally or *Saxe-Weimar* is no more at the service of FRA). It will receive reinforcements for this stack (using the mechanism for the stack of *Saxe-Weimar*).
θ-N.1.f Provinces of HANSA that are controlled by a country still at war stay at war even if HANSA itself is not at war anymore.
θ-N.2 The minor countries that continue the war are allied in their alliance, and with the Major countries in the war. But they want peace so they will stop fighting as soon as all foreign minor/major countries do likewise.
θ-N.2.a A minor country of the HRE can now be ejected from its alliance and from the war, but only by imposing an unconditional surrender on it; other regular peaces are not possible.
θ-N.3 All other minor countries that were in both alliances are now at peace; they all have now a Neutral diplomatic status. All the cities in those countries are considered conquered in order to check for reinforcements.
θ-N.4 Foreign minor country minor DANIA stops the war whereas minor HOLLANDIA continues. A regular peace has to be obtained against it.
θ-N.5 Do not forget that this war causes at most a loss of **4** Stability for each country at the end of turn. If the War caused by the Revolt of the United Provinces continue, it resumes its normal loss in Stability only if an Armistice is made (at least 1 turn) between HIS and HOL at the end of the present war; else the present war has to continue and so does the loss of **4** Stability each turn.

ι PEACE OF WESTPHALIE

ι-N.1 This Peace is signed at the end of a turn, beginning with the turn of the Peace of Prague, if all Major countries in the war agree to end the war, that is to sign Peaces or Armistices between them. The following effects are implemented as further consequences of the regular Peace Treaties.
ι-N.2 The Emperor of the HRE is now AUS* if this was not, for the rest of the game.
ι-N.3 The Major Countries that can be involved in the war are HIS (and minor HABSBURGUM), AUS, FRA, HOL, SUE, ANG and POL.
ι-N.3.a A Major Power that stops the war (it has signed Peaces or Armistices with all other Major Powers at the end of some turn) before the end has a losing position for this Peace; it has also this position if it signs a mandatory white peace (for any reason).
ι-N.3.b A Major Power has a dominant position if it signs only winning Treaties of Peace with countries of the other side (no Armistices or White Peaces either) on the last turn of this war.
ι-N.3.c A Major Power has a losing position if it signs only losing Treaties of Peace with countries of the other side (no Armistices or White Peaces either) on the last turn of this war.
ι-N.3.d In other cases, the position is neutral.

ι-N.4 Spain or Austria
ι-N.4.a These specific conditions are for [AUS/HIS].
ι-N.4.b A minor HABSBURGUM will continue to fight with HIS until the end of the war (except by unconditional surrender, following the rules for all minor countries from the HRE still at war after the Peace of Prague).
ι-N.4.c If both HIS and AUS are in dominant position and a Catholic Total Victory was possible, the GERMANUM IMPERIUM is created (see event part §μ).
ι-N.4.d If AUS* is in dominant position but no Catholic Total Victory was possible, a Southern HRE Alliance (§λ) is associated to AUS*. The countries in this alliance are put in EW of AUS*: BAVARIA, TREVORUM, ALSATIA, FRIBURGENSIS and WIRTENBERGA.
ι-N.4.e AUS* in neutral position: nothing more.
ι-N.4.f AUS* in loosing position: destruction of the Southern HRE Alliance (§λ).

ι-N.5 Spain If HIS is in dominant position, it gains a permanent **+1** bonus in Diplomacy on Catholic countries of the HRE.

ι-N.6 Austria If AUS is in neutral position, it gains a permanent **+1** bonus in Diplomacy on Catholic countries of the HRE.

ι-N.7 The Netherlands
ι-N.7.a If HOL* has a dominant position and a Protestant Total Victory is possible, HANSA annexes **Oldenburg** and HOL gains HANSA as a permanent VA. Eliminating the Northern HRE Alliance (§κ) will now need a Peace of level 5 against HOL.
ι-N.7.b If HOL* has a dominant position (but without possible Protestant Total Victory), it gains HANSA as a normal VA and HANSA annexes **Oldenburg**. The Northern HRE Alliance (§κ) is created and allied to HOL* with the corresponding effects.
ι-N.7.c If HOL has a neutral position, it has the choice to allow or not to the destruction of HANSA (its controller in the case of a minor HOLLANDIA).
ι-N.7.d Else, if HOL (or minor HOLLANDIA) is in losing position, the HANSA is destroyed and the Northern HRE Alliance (§κ) is dissolved.

ι-N.8 Sweden
ι-N.8.a If SUE has a dominant position, it annexes **Mecklenburg**, then **Vorpommern** if it has not renounced its claims on this province (else it gains BRANDENBURGUM in EW) and **Bremen** or **Lübeck** (its choice). It then chooses one Protestant minor country (or 3 minor countries if a Protestant Total Victory was possible) of the HRE that is (are) placed in EW on its Diplomatic chart.
ι-N.8.b If SUE is in neutral position, it annexes **Mecklenburg**, then **Vorpommern** if it has not renounced its claims on this province; else it gains BRANDENBURGUM in EW. It then chooses one Protestant minor country of the HRE that is placed in EW on its Diplomatic chart.
ι-N.8.c If SUE is in losing position, it gains nothing.

ι-N.9 France
ι-N.9.a If FRA is in dominant position, it gains a **+1** bonus for Diplomacy on countries of the HRE until the end of the period and a free CB against HIS, to be used during this period.
ι-N.9.b If FRA is in dominant or neutral position, it gains ALSATIA as a VA and COLONIA in EC.

ι-N.10 England If ANG is in dominant position, it gains a **+1** bonus for Diplomacy on countries of the HRE until the end of period V. It also gains a minor country of its choice, having the same religion as ANG, that is placed in EW on its chart.

ι-N.11 Poland If POL is in dominant position after a full intervention, it gains a **+1** bonus for Diplomacy on countries of the HRE until the end of period V. It also gains a minor country of its choice, having the same religion as POL, that is placed in EW on its chart.
ι-N.12 When a major country can take a the diplomatic control of a minor country, the order of choice is the order written here, and a power can only choose neutral minor country of the HRE (not those already allied to someone else).
ι-N.13 BRANDENBURGUM annexes **Hinterpommern** if it is in HANSA.
ι-N.14 Then, if HANSA has to be destroyed, its remaining provinces are now given as follows: SUE takes **Bremen**, BRANDENBURGUM takes **Vorpommern** and **Mecklenburg**, then minor DANIA all the remaining ones.
ι-N.14.a Otherwise, HANSA is considered to have no capital (its provinces may thus be annexed by anybody).
ι-N.15 From now on, any major power that owns a province in HRE or adjacent to a province of the HRE may, when at war, enter and remain in any neutral province of the HRE. The cost in MP is the same as enemy territory. The neutral provinces can not be pillaged, besieged nor give supply (but supply lines can cross those if there are no enemy force within).
ι-N.16 In any cases, HANSA has no more capital (all its provinces can be annexed regularly).

ι-N.17 Victory Points

ι-N.17.a A Major Power in dominant position at the end of the war wins 30 VP (added to those of the treaties of Peace).
ι-N.17.b A Major Power in losing position at the end of the war loses 30 VP.

end of between prague and westphalie

German alliances emerging from the war

κ Northern HRE Alliance

κ-O Lasting Effects

κ-O.1 When this alliance exists, it is allied to HOL*. It represents treaties between Westfallia, Hanovere, Hassia, Hansa and Clivia.
κ-O.1.a These countries are put in MA of HOL.
κ-O.2 HOL has a permanent bonus of **+2** in Diplomacy on these countries.
κ-O.3 HOL gains also a income of 10 ₿ for each coastal city in Hansa if it is on his diplomatic track.
κ-O.3.a This Northern alliance is dissolved when HOL signs a losing Peace of level 3 or higher, or when it controls no country of the alliance. The bonuses are permanently lost.

λ Southern HRE Alliance

λ-P Lasting Effects

λ-P.1 A Southern HRE alliance is associated to AUS*, composed by the following countries: Bavaria, Mogentium, Alsatia, Friburgensis and Wirtenberga.
λ-P.1.a These countries are put in MA of AUS*.
λ-P.2 Each of these countries on the AUS* or [AUS/HIS] diplomatic chart will give an income of 10 ₿ to [AUS/HIS].
λ-P.3 [AUS/HIS] gains a **+1** bonus in Diplomacy on every Catholic countries in the HRE.
λ-P.4 This Southern alliance is dissolved when [AUS/HIS] signs a losing Peace of level 3 or more, or when neither [AUS/HIS] nor AUS* controls any country of the Alliance. The bonuses are permanently lost.
λ-P.5 When a GE is created, the Southern alliance is also dissolved (and becomes part of the GE).

μ German Empire

μ-Q Lasting Effects

μ-Q.1 All minor countries of the HRE (except AUS* which remains independent) are associated in one minor country, called the Germanum Imperium. This country is a permanent VA of [AUS/HIS]. It can use 4 𝔸 counters, and 12 L𝔻 (for practical ease, use the counter of the HRE and any counter of some part of the empire, with no notion of nationality – there are all from the GE). Its basic forces are one 𝔸⊕ and one 𝔸⊖. It has a modifier of **+2** for reinforcements and always makes peace with [AUS/HIS].
μ-Q.2 [AUS/HIS] receives an income of 100 ₿ from the HRE (and not the exact value of the country) and can use its port on the Baltic Sea.
μ-Q.3 When the Germanum Imperium exists, the Dynastic Alliance between minor Habsburgum and HIS is both defensive and offensive.
μ-Q.4 Some events may dissolve part of the Germanum Imperium by creating a League (War of the Schmalkaldic League (II-9), League of Nassau (III-1 (3)), Bohemian Revolt (IV-1 (1)), Revocation of the Truce of Augsburg (IV-1 (2)), War for the Unity of the HRE (IV-2 (2))) which ceases to be in the Empire, and is (depending on the event) at war with the Emperor. An unconditional peace of the Emperor on any of those countries bring it back in Germanum Imperium.
μ-Q.5 Event V-13 (Creation of the Kingdom of Prussia) liberates Brandenburgum from Germanum Imperium (and it can't be forced back in).
μ-Q.6 When any province with a capital of Germanum Imperium is lost as the result of a Peace, the minor country having this capital is renewed as a free country, having status EW or VA (if possible) with the MAJ that liberated it (player's choice). AUS* can force the MIN back in the Germanum Imperium by means of an unconditional peace on it.

μ-Q.7 Some events (Revocation of the Truce of Augsburg (IV-1 (2)), War for the Unity of the HRE (IV-2 (2)) and War of Devolution (V-1)) can cause Civil War in Germanum Imperium that foreign countries can help in order to dissolve Germanum Imperium.
μ-Q.8 The The War of Spanish Succession (V-4) may separate the Spanish dynasty from the Austrian dynasty because of a Crisis of Succession.
μ-Q.8.a If HIS chooses a minor Habsburgum Heir, the Germanum Imperium fights along their side with no Dynastic Separation.
μ-Q.8.b If HIS chooses another Heir than a minor Habsburgum, the Germanum Imperium is dissolved but Bavaria, Mogentium, Lotharingia, Friburgensis and Wirtenberga are placed in MA of AUS* and enters war at its side; and AUS* gains the benefits of Southern HRE Alliance (§λ). All other countries that are recreated at this time are Neutral.
μ-Q.8.c AUS (if major) keeps the Germanum Imperium.
μ-Q.8.d See the other conditions in this event.
μ-Q.9 The Germanum Imperium ceases to exist as soon as its controller is forced to sign any peace of level 3 or more. In addition to the normal peace conditions, Germanum Imperium is dissolved: all minor countries of the HRE are back to previous frontiers, and are neutral.

end of german alliances emerging from the war

IV-B Civil War in Poland PB

Date: alternative history.
Duration: Until the end of the war

A Event Phase

A.1 Can only happen once, either as explained in event IV-10 (1) (Liberum Veto) or in event V-12 (Augustus II, a Saxon king in Poland).
A.2 POL is now in civil war. One side, called "Absolutists" remain loyal to the King and try to impose Absolutism in POL while the other side, called "Rebels" is lead by the great nobles of the kingdom trying to keep the Republic and the elective monarchy.
A.2.a The player plays the Absolutists.
A.3 If they have a province bordering POL, the following countries can enter a full war against any of the side: RUS, SUE, AUS*, PRU.
A.3.a They have a free CB this turn against both sides of the civil war.
A.3.b Other countries can only make a foreign intervention as per normal rules.
A.4 Economic and Political crisis: The RT of POL is diminished by half and loses at least 50 ₿. POL loses 2 Stability.

Accounting v1:
A.4.a Do not take into account the minimal loss of 50 ₿.

A.5 The Rebels control the following provinces:
A.5.a **Małopolska**, **Lietuvą**;
A.5.b one other province randomly chosen in Polonia;
A.5.c two other provinces randomly chosen in Lituania.
A.5.d The 5 provinces must be different and all possessed by POL at the beginning of the event.
A.6 Roll for two *Revolt* in POL. There are⊖ and do not control the cities.
A.7 If event IV-17 (1) (The Times of Troubles in Russia) already happened but not event IV-17 (2) (Revolt of the Cossacks) and the religious attitude of POL is not Tolerance of the Orthodoxy, Revolt of the Cossacks happens immediately.
A.8 The Rebels side is played by the first country at war against the Absolutists in the following list: RUS, SUE, AUS*, TUR, HOL, ANG, FRA, PRU.
A.8.a If none is at war against the Absolutists, then the Rebels are played by the first country in the same list which is not at war as an ally of the Absolutists.

B Administrative Phase

B.1 Lands forces of POL equal to the basic forces for the period (excluding Ukraine) become Rebels.
B.1.a If POL does not have enough troops raised, an immediate levy happens, paid for by the treasure of POL (even if this causes a bankruptcy).
B.2 The basic upkeep for the Absolutists is the one of Polonia only (𝔸⊕).
B.2.a The player may use the counters of Polonia and two 𝔸 (they can be taken from any unused country, and are similar to any other Polish Army)
B.2.b Absolutists receive normal income from the provinces they control.
B.2.c Absolutists troops in rebel provinces (at the beginning of the war) are retreated normally.
B.2.d Fleet stay loyal to the Absolutists.
B.2.e The king of POL must be used as a general of the Absolutists, except if he is ***August II***.
B.3 The Rebels side uses the counters of Lituania as well as two revolts 𝔸.
B.3.a He does not get reinforcement at the first turn of the war.
B.3.b At the first turn of the war, the Rebels forces can be freely redeployed in the controlled provinces.

B.3.c If a named general (other than *Patkul* when ***August II*** is king) is in play, he takes side for the Rebels. Otherwise, the Rebels are lead by a random mercenary general and get an extra random general.
B.4 *Revolt* in POL are friendly to the Rebels.
B.4.a A rebel general can lead a *Revolt*. A *Revolt*⊖ count as 2L𝔻 for hierarchy rules.
B.5 Starting with the second turn of the war, Rebels get reinforcement either in offensive or defensive attitude based on the income of the province they control (control the city with no absolutist army in the province).
B.6 If Ukraina is not in revolt or independent due to event IV-17 (2) (Revolt of the Cossacks), the Ukrainian army can be used by the Absolutists (but without the basic upkeep for it).
B.7 If the king is member of the dynasty of Saxonia, he can use the forces of the minor as per the rules of event V-12 (Augustus II, a Saxon king in Poland).
B.7.a In that case, Saxonia is at war against the Rebels and their allies can freely cross the HRE and wage war in Saxonia.

C Military Phase

C.1 Absolutists and Rebels get supply from the cities they control.
C.1.a They can cross enemy provinces without besieging the city.
C.1.b This is only true for polish forces. Not for the foreign allies.
C.1.c The Absolutists cannot cross freely the provinces with a *Revolt*.

D Peace Phase

D.1 Victory in the civil war occurs as soon as one side gets two out of the following three conditions:
D.1.a controlling the capital (controlling **Małopolska** and, if Warszawą has been made capital, **Mazowia**) ;
D.1.b controlling the country (military control of at least 60% of the provinces, that is controlling the city without enemy presence ; provinces with a *Revolt* and the city still controlled by the Absolutists count for nobody) ;
D.1.c military victory (having one more major victory than the other side this turn, or the other side as no more 𝔸 in play).
D.2 The war lasts as long as no side wins.
D.3 Wars with foreign countries can be ended by separate peaces.
D.3.a If the Absolutists are not fully at war against another major country, POL does not lose Stability due to the war (but does so due to *Revolt*).
D.3.b A (foreign) peace in the civil war is also a peace with POL (if another war was occurring), or a separate peace with loss of 2 Stability for breaking the alliance with the side of the civil war the foreign country was allied to.

D.4 Absolutists victory
D.4.a The effect of §A (Liberum Veto.) of section XIV.3.2.4 (Liberum Veto or Absolutism) are cancelled.
D.4.b Events VI-1 (The Great Northern War), VII-6 (The Confederation of the Bar), VII-7 (First Partition of Poland), VII-8 (Second Partition of Poland) and VII-9 (National Revival of Poland) are modified.
D.4.c Any country fully allied with the Absolutists who accept the peace annexes a province of POL (POL choose which).
D.4.d The Rebels armies are eliminated.
D.4.e The *Revolt* stay in place.

D.5 Rebels victory
D.5.a A dynastic crisis occurs and a new king is elected (this is a change of polish dynasty), a general cannot be elected king unless he took the side of the Rebels.
D.5.b A Polish provinces is given to each MAJ who was fully at war against the Absolutists (choice is made by the MAJ receiving the province, in order of initiative).
D.5.c The Stability of POL immediately becomes -1.
D.5.d The *Revolt* and the Absolutists armies are removed.

Political Events of Period V

Chapter XXI

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Event Table of Period V

1st→	1-4	5-6	7	8	9	10
1	1	7	1	21	R3	• 1–2:
2	2	8	R2	R22	R4	+1 then
3	3	9	R3	2	5	Political Events of Period IV (XX)
4	4	10	4	3	6	• 3–10:
5	5	11	6	9	R16	Political Events of Period IV (XX)
6	6	12	7	R10	17	
7	14	13	15	12	18	
8	17	15	23	13	R19	
9	18	16	R4	14	R20	
10	1–6 Political Events of Period VI (XXII), 7–10 Political Events of Period IV (XX)					

Table XXI.1: Period V events table

1 War of Devolution
2 (1) Chamber of Reunion
(2) War of the League of Augsburg
3 The Glorious Revolution in England
4 The War of Spanish Succession
5 Colbertian Mercantilism in France
6 Expulsion of the French Protestants
7 "Le Grand Siècle"
8 English Dynamism
9 From Montecuccoli to Prinz Eugen
10 de Witt
11 Peter the Great
12 Augustus II, a Saxon king in Poland
13 Creation of the Kingdom of Prussia
14 War between Suecia and Dania
15 Köprülü
16 Fights against the Iroquois
17 Slave Revolts in the West Indies ..... E E
18 Wars in India ..... E E
19 The Treaty of Nerchinsk
20 Invasion of Formosa by China
21 Trade Regulations in Japan
22 Revolt of the Cossacks ..... →IV-17 (2)
23 Revolt in Catalunya
s Revolt in Hungaria
t Christian prince in Transilvania
u (1) Cretan war
(2) Morean war
v Revolt of the Pueblos
w Reconquest of Tangiers
x Khoikhoi-Dutch wars ..... E E
y Bill of Test
z The Great Kuruc Uprising

V-1 War of Devolution Risto

Date: 1667-1668.

A Condition:

Can occur only if FRA is not currently in a war (including Civil Wars). Otherwise, re-roll.

B Diplomatic Phase

B.1 FRA receives a free CB for this turn against one owner of either **Picardie**, **Artois**, **Flandre** or **Hainaut**. This event is triggered off by FRA using this CB to declare a war, and if it declines to do this the rest of the event does not occur.

B.2 HOL and ANG may each sign a Defensive Alliance with the victim of FRA declaration of war per above, provided both sides agree, immediately at this turn or on the following turn. The alliance provides an immediate CB as reaction against the declaration of war of FRA.

C Administrative Phase

C.1 FRA can collect incomes in the above mentioned provinces whenever they are militarily conquered by FRA.

D Peace Phase

D.1 If FRA is not victorious, HOL receives, if it was at war, 30 VP at the end of a war against FRA triggered by this event.

V-2 (1) Chamber of Reunion Risto

Date: 1681-1684.

A Condition:

A.1 Cannot occur if there is a German Empire. In that case mark off, but do not consider as played for the first time.

A.2 Cannot occur if **Alsace** is not part of Alsatia. In that case mark off and considered as played for the first time.

B Event Phase

B.1 FRA annexes **Alsace**. This provides HIS, HOL, ANG and AUS a temporary CB against FRA for this turn.

B.2 If FRA currently militarily occupies **Picardie**, **Rosseló**, **Franche-Comté** and/or **Artois**, it can immediately annex any such province without any peace treaty.

C Diplomatic Phase

C.1 The current Emperor (or HIS if minor Habsburgum is Emperor) receives a bonus of **+3** for its diplomacy on all HRE minors this turn.

V-2 (2) War of the League of Augsburg Risto

Date: 1688-1697.

A Condition:

A.1 Can occur only if FRA is not involved in a war (including civil war). Otherwise re-roll.

A.2 Cannot occur if event V-1 (War of Devolution) has not already been finished. Otherwise re-roll.

B Event Phase

B.1 FRA may immediately annex one of the following provinces: **Picardie**, **Rosseló**, **Franche-Comté**, **Luxemburg**, **Alsace** or **Lorraine**. Such annexation is regarded as a free declaration of war against the owner of the province chosen (unless eliminated in the process).

B.2 If FRA uses this opportunity to annex a province, HOL and ANG receive a temporary free CB against FRA for this turn. They do not necessarily have to be in alliance with the victim of French aggression or with each other (but they may decide so if both sides agree).

V-3 The Glorious Revolution in England PBMod

Date: 1688-1690.

A Condition:

TODO: If ANG is Catholic/Counter-Reformation?

A.1 If ANG is Protestant/Rigorous:

A.1.a Put a *Revolt*⊖ in each Irish province except **Uladh**, one L𝕀 and one general in one of the revolted provinces. ANG is not in Civil war, the *Revolt* are controlled by HOL.

A.1.b Scotia declares war on ANG (breaking any alliance it may have with ANG) and call for allies as per normal rules.

A.2 Otherwise (Catholic/Counter-Reformation, Catholic/Conciliatory or Protestant/Anglican), use the rest of the event.

B Event Phase

B.1 ANG is considered to have overthrown its current monarch. ANG is now in Civil war between two sides: the Rebels, called "Royalists" (followers of the old king) are Catholic/Counter-Reformation, and the Loyalists, called "Orange" are Protestant/Anglican (see section IV.5.5.5 (Religious Wars, Civil Wars)).

B.1.a The Royalists are controlled by a Catholic FRA, or HIS otherwise. They use the counters of Fidelis Regi.

TODO: ANG choose be able to choose the order in which he propose the crown to other protestant countries. Clarify the rules for the union in case "Orange" is not HOL.

B.1.b The loyalists are controlled by the English player and use the counters of ANG. They are automatically allied with the first country in the following list who accept: HOL, Protestant FRA, SUE. These countries are allied as per (REF NEEDED, See Special Rule for ANG) and immediately makes a white peace.

B.2 In support of the overthrown monarch, two *Revolt* are rolled for in England. Furthermore a *Revolt*⊕ is placed both in **Connacht** and **Mumhan** and the rebels control both fortresses. A L𝕀 and a general are placed in one Irish province.

B.2.a If this event is caused by event IV-7 (2) (The Parliament and the English Kings), a royalist 𝔸⊕ is raised in **Cymru** (or in any province of Scotland if event IV-6 (Personal Union between England and Scotland) is effective). The Royalists control the fortress in this province and one other (or two other provinces if in Scotland). Otherwise, Royalists get an 𝔸⊖ and control of the fortress in this province and one other.

B.3 If event IV-6 (Personal Union between England and Scotland) is effective, Scotia allies itself to Fidelis Regi and is at war with the Loyalists (with no declaration of war).

C Diplomatic Phase

C.1 The controller of the rebels has a CB against ANG to make a limited intervention against ANG this turn, that can become a full intervention on the second turn. If ANG was Catholic/Counter-Reformation or the event was caused by event IV-7 (2) (The Parliament and the English Kings), the controller may make a full intervention from the first turn on.

D Administrative Phase

D.1 The Royalists roll for reinforcements in offensive or naval status (but with **–2** for naval).

D.2 All reinforcements must be placed in a province with existing rebel or allied units, not just *Revolt* or cities. If none, no reinforcements are received.

E Peace Phase

E.1 Peace is determined with usual rules except that:

E.1.a The Royalists surrender unconditionally if they have no forces nor *Revolt* left (fortresses do not count).

E.2 If the the new English king is overthrown by *Revolt*, it also surrenders unconditionally to the Royalists and their controller.

E.3 Victory of Royalists If the Royalists win (alone or with their controller), the king is restored (with his values as a monarch) and the House of Orange is expelled.

E.3.a ANG becomes Catholic/Counter-Reformation (except if it was Catholic/Conciliatory, in which case it remains so). It loses 50 VP.

E.3.b Act of Union (VI-8) is broken. If it did not happen yet, it may occur later.

E.4 Total Victory of Royalists If the Royalists and their controller (making a full intervention) impose an unconditional surrender to ANG, additional consequences are:

E.4.a ANG makes a mandatory Dynastic Alliance with the controller of the Rebels and must give a COL or TP as dowry.

E.4.b Act of Union (VI-8) is broken. If it did not happen yet, it may not occur later (with some modifications).

E.4.c ANG makes a mandatory offensive alliance with the controller of the rebels for 2 turns. It cannot declare war against it (except with CB from events; in this case the alliance has to be broken with the usual cost in Stability).

V-4 The War of Spanish Succession PBMod

Date: 1700-1713.

A Activation:

A.1 This event cannot occur before period V. Re-roll and do not mark off if this is not the case.

A.2 When the event occurs, its effects are not actually applied. They will be triggered at the death of the current Spanish Monarch.

A.3 If there is a GE, see the specific modifications in event part IV-A.μ (German Empire).

Death of the Monarch

B Event Phase

B.1 HIS may concede immediately white or losing peace to all its current enemies. Unaligned MIN always accept a white peace.

C Diplomatic Phase

C.1 HIS designates an heir to the Spanish throne. The choice must be made among the following countries:

C.1.a One of the following MAJ that is Catholic: FRA, AUS, ANG;

C.1.b Minor Habsburgum;

C.1.c Another Catholic minor country.

C.2 A MAJ may decline the offer, but cannot then take part in any war ensuing from this event, nor can it be positively affected by the event (for objectives or any possible gain in the event).

C.2.a In that case, HIS proposes a different Heir, and so on, until one accepts (minor powers always accept).

C.2.b The power that accepts will be designated as the *Heir* in the rest of the event.

C.2.c If the Heir is a minor power, all its decisions are made on its behalf by HIS.

C.3 If AUS* is not the chosen Heir, the dynastic alliance between the Habsburg powers is now cancelled.

C.3.a Minor Habsburgum becomes also the major AUS.

C.4 The Heir has to propose a settlement for the Spanish possessions. Three attitudes are possible:

- Integrity of the Inheritance (§α)
- Seizing the Inheritance (§β)
- Dividing the Inheritance (§γ)

C.5 Several parts of the Inheritance are desired by some Major Powers. Here is the list of the different parts at stake, especially the regional groups for all province owned by HIS that are not in its National territory and the MAJ that can be nominated for receiving these parts:

C.5.a Spanish Low Countries In national territory of Hollandia or in former country Burgundia except for **Franche-Comté**. Interested: FRA, ANG, AUS, HOL, HIS.

C.5.b South Italy Provinces of Kingdom of Naples and Sicily (Siciliæ). Interested: FRA (if Catholic), ANG (if Catholic), AUS, HIS.

C.5.c North Italy All the remaining provinces in *Italy* and Helvetia (except **Nice**) plus **Malta**. Interested: FRA (if Catholic), AUS, HIS.

C.5.d French Borders All the provinces adjacent to or in French National Territory that are not in one of the previous groups (that includes **Nice**, **Franche-Comté** and **Rosseló**). Interested: FRA, AUS, HIS.

C.5.e North Africa All provinces and *Præsidios* in North Africa. Interested: FRA (if Catholic), ANG, HIS.

C.5.f The Remaining All other European provinces owned by HIS that are not its National Territory.

C.5.g Mediterranean Concessions **Gibraltar**, **Illes Balears** and 1 COL (of HIS or a major heir). Interested: ANG, HOL, HIS.

C.5.h Dynastic link and alliance with Portugal This can only be chosen if PORTUGALLIA is either annexed by HIS as per event part III-7.α (Portugal in Annexation) or if subevent VI-7.α (Treaty of Methuen) did not happen yet and PORTUGALLIA is on the diplomatic track of HIS. Apply immediately subevent VI-7.β (Dynastic link and alliance with Portugal) with the MAJ taking this spoils has the beneficiary of the Treaty and consider that event played. Interested: FRA, ANG, HOL, HIS.

C.5.i Asiento See section XIV.10.3.10 (Asiento and Exclusivity). Interested: FRA, ANG, HOL, HIS.

C.5.j Colonial Empire Two COL of HIS or the heir (if MAJ). Interested: ANG, FRA, HOL, HIS.

C.6 The attitude chosen gives the Heir some constraints on the Inheritance project (which groups are attributed to which power).

C.6.a Note that for AUS, some groups count only as half: *North Italy*, *South Italy*, *French Borders*.

◄ The Inheritance Project ►

α INTEGRITY OF THE INHERITANCE.

α-D Diplomatic or Peace phase (Diplomatic before the war, Peace after the war)

α-D.1 The Heir decides to keep all provinces Spanish.

α-D.2 The Heir obtains a compulsory offensive alliance lasting 5 turns with HIS. HIS must always honour this alliance, if called to do so. It cannot make a separate peace from the Heir, unless compelled to do so by enforced surrender. It is also considered as a Dynastic Alliance.

α-D.3 The Heir may take one of the following advantage: *Dynastic link and alliance with Portugal*, *Asiento*, *Mediterranean Concessions* or *North Italy* (AUS only for this last one) if interested.

α-D.4 Then HIS cedes two provinces of its choice to the Heir.

β SEIZING THE INHERITANCE.

β-D.1 The Heir takes any or all the groups at stake defined above as interesting him.

β-D.2 The Heir obtains a compulsory offensive alliance lasting 3 turns with HIS. HIS must always honour this alliance, if called to do so. It cannot make a separate peace from the Heir, unless compelled to do so by enforced surrender. It is also considered as a Dynastic Alliance.

γ DIVIDING THE INHERITANCE

γ-D.1 The Heir decides to share the spoils of the Spanish possessions with other Powers. It may propose any/all of the groups above to Powers that have interest in the share, and can take some of them for its own sake.

γ-D.1.a Choosing this option costs 1 Stability to the Heir plus 1 Stability per part of the inheritance given to someone else than HIS or the heir, as well as 15VPs per part given to someone else than HIS or the Heir (due to its bargaining of the Heirdom) (or to HIS of the Heir is a MIN). The Stability has to be paid, if the heir (or HIS) has not enough Stability, it may not give more parts.

γ-D.1.b Each power may obtain at most two groups.

γ-D.2 The Heir obtains a compulsory defensive alliance lasting 3 turns with HIS. HIS must always honour this alliance, if called to do so, yet it can make separate peace if it wants. It is also considered as a Dynastic Alliance.

◄ end of the inheritance project ►

◄ Conditions of the War of Spanish Succession ►

δ WAR OF SPANISH SUCCESSION

δ-E Diplomatic Phase

δ-E.1 Some powers (if not chosen as Heir) may want to contest the Inheritance and declares a War to both HIS and its Heir, jointly: HOL, FRA, AUS, ANG.

δ-E.1.a They have a free CB to do so.

δ-E.1.b All the powers contesting the Inheritance are automatically in the same Alliance, called the Opposing Alliance.

δ-E.1.c As par usual rules, other MAJ may be called to participate in one or the other Alliance.

δ-E.1.d If the Heir is a minor power, HIS leads the Heir alliance and a Separate Peace against this minor does not affect the war.

δ-E.1.e If the Heir is a major power, it decides for the Alliance (excepted if out of the war before HIS).

δ-E.2 If none contest the Inheritance, this ends the event and the Heir and HIS are deemed to have won the War, and all the other powers to have lost it.

δ-E.3 If choice §γ (Dividing the Inheritance) has been taken, a power to whom at least one group has been proposed has the choice, in case there is a war, to contest the Inheritance (as per above), or to support the Division and join the Heir Alliance. In that case, it has to declare war and has a CB to do so.

δ-E.4 If there is a war, any country that is not in one of the Alliances forfeits all possible benefits due to the war.

δ-E.5 The Heir, HIS and the MAJ in their Alliance take all the groups they are entitled by the chosen Inheritance attitude immediately. Those gains are temporary in the sense that they may revert to other powers depending on the result of the war. The Opposing Alliance powers will receive nothing before the end of the war.

δ-E.6 Maximilian's change of side [BLP] If the Heir is not the emperor and there is a war, the Heir may choose one electorate. For the duration of the war, he has a bonus of **+5** for diplomacy on this minor. Exceptionally, diplomacy may be made on this minor even if it is at war.

δ-F Administrative Phase

δ-F.1 For the duration of the event, ANG receives the use of the leader *Unknown leader Royal Marines*. This is in addition to the normal limits.

ε PEACE FOLLOWING SPANISH SUCCESSION

ε-G Peace Phase

ε-G.1 The result of the war depends of the level of the peace signed between the Alliances. The War ends when HIS or its Heir is making Peace and the other is doing the same or is already out of the war.

ε-G.2 In this Peace, the victory condition is first the application (or not) of the proposed Inheritance project, second the giving of some of the groups presented before as compensations. To them, one adds the following groups (that are spoils for war only):

ε-G.2.a Dynastic link and alliance with Portugal At the peace, this can also be chosen if PORTUGALLIA was given to a country in the opposing alliance at the beginning of the war. It is not possible to choose this compensation at peace if subevent VI-7.α (Treaty of Methuen) was triggered as a regular event and gave the Portuguese alliance to a country other than HIS.

ε-G.2.b Territorial Concessions Give any two provinces to any power (only province not in a group given to anyone, except HIS). In priority: provinces adjacent to provinces already owned by the MAJ. Interested: FRA, ANG, AUS.

ε-G.2.c Independence of Catalunya Only if a *Revolt* or the Opposing Alliance controls **Catalunya**: it becomes an independent minor country. Counts as half an objective only. Interested: FRA, ANG.

ε-G.2.d Olivares politics cancelled This nullifies the effects of event IV-2 (1) (Olivares). Counts as half a group objective only. Interested: FRA, ANG, HOL.

ε-G.3 If the Heir Alliance is victorious, with a PD of 3 or more: the proposed Inheritance project is applied completely.

ε-G.4 If the Heir Alliance is victorious, with a PD of 1 or 2: the proposed Inheritance project is applied but the Heir has to give a group as a compensation to one of the MAJ in the enemy alliance (chosen by the Heir).

ε-G.5 If a white Peace is signed: the proposed Inheritance project is applied but the Heir has to give two groups as a compensation to MAJ in the enemy alliance (proposed by the Heir).

ε-G.6 If the Opposing Alliance is victorious, with a PD of 1: the proposed Inheritance project is applied but the Heir has to give two groups as a compensation to MAJ in the enemy alliance (chosen by the Opposing Alliance).

ε-G.7 If the Opposing Alliance is victorious, with a PD of 2: the proposed Inheritance project is not applied. The Opposing Alliance decides of a new Inheritance project based on the rules of Dividing the Inheritance (§γ) that is applied and cannot be contested.

ε-G.8 If the Opposing Alliance is victorious, with a PD of 3 or more: the proposed Inheritance project is not applied. The Opposing Alliance decides of a new Inheritance project based on the rules of Dividing the Inheritance (§γ) that is applied and cannot be contested. The restriction that at most 2 groups may be given to a power is lifted.

ε-G.9 If AUS* was the Heir and the Inheritance project is overruled, the Dynastic Alliance between the Habsburg ends and minor HABSBURGUM becomes AUS.

ε-G.10 If HIS is victim of an Unconditional Peace, the new dynasty is overthrown.

ε-G.10.a The Heir loses 30 VP and the Dynastic Alliance is cancelled.

ε-G.10.b HIS lose all the groups at stake in the Inheritance.

ε-G.10.c If the war still goes on, they are temporarily given to the Heir until the end of the war. If the Heir wins the war anyway, any group that should have been attributed to HIS is considered to be his before applying the Peace conditions. If there are groups he is not interested into that are still his afterwards, he has to freely give them to any power (including HIS, as an exception to this rule and the following).

ε-G.11 If a power makes a Separate Peace, it forfeits all the possible benefits to be gained in the war (all the groups mentioned before).

ε-G.11.a If it already had any (thanks to a Division of Inheritance), the objective are given back to HIS (or the Heir if HIS is out of the war).

ε-G.12 If, at the end of the war, **Campania** is owned by someone else than HIS (or an autonomous VA of HIS), then SABAUDIA annex **Saldígna**

TODO: It should be both provinces of Sicily, exchanged for Sardinia after event VI-u (War of the Quadruple Alliance).

ε-H Lasting Effects

ε-H.1 Gibraltar becomes an *arsenal* if attributed and owned by this event to a player that is not HIS.

◄ end of conditions of the war of spanish succession ►

V-5 COLBERTIAN MERCANTILISM IN FRANCE RistoMod

Date: 1661-1683.

A Condition:

A.1 FRA may decline the event if he wants so. Mark off the event as played and ignore the rest.

B Event Phase

B.1 FRA receives an Excellent Minister ***Colbert (Jean-Baptiste)*** with values 8/9/8. He will last a random length for Minister, see event E-2 (Excellent ministers).

B.2 All major powers with commercial fleets in CTZ FRANCIA must pay 10 ₿ per level they want to keep. The money goes to French treasury. All minor commercial fleets in CTZ FRANCIA are permanently removed (their reference level is 0).

B.3 Moreover, if either Catholic/Counter-Reformation or Catholic/Conciliatory, FRA receives 5 levels of TF in CTZ FRANCIA. Mandatory competition is solved immediately if need be.

B.4 All major powers who lost at least two levels of TF in the process have an Overseas CB against FRA until the end of the next period.

B.5 FRA receives an additional Art MNU level, if available.

C Diplomatic Phase

C.1 For the rest of the game, FRA has an Overseas CB against everyone with TF in CTZ FRANCIA, and a CB against a power having a TF⊕ in this CTZ.

D Administrative Phase

D.1 Some French turn and period limits and basic forces are raised during some periods.

D.2 As long as ***Colbert*** is Minister, FRA increases by half its basic naval construction limit.

D.3 From now on, all new non-French TF levels placed in CTZ FRANCIA cost 10 ₿ tax to be payed directly to French Treasury at the moment such fleet levels are placed on the map.

D.4 FRA receives a permanent additional bonus of **+5** for all competition attempts it makes in CTZ France. However there is no malus for making competition attempts against FRA.

D.5 FRA may ignore restriction of section VI.7.4.2 (Pioneering [TBD]) for this turn (only).

E Peace Phase

E.1 The permanent tax implied in the event and the CB can be later annulled and ***Colbert*** dismissed by scoring an unconditional victory against FRA and claiming their annulment in place of the taking of one province. FRA retains the other benefits (§D.1, §D.4).

V-6 EXPULSION OF THE FRENCH PROTESTANTS PBNew

Date: 1685.

A Condition:

A.1 If FRA is Protestant, roll for one (Catholic) *Revolt* in France and consider the event as played (mark off, do not reroll).

A.2 If FRA is Catholic/Conciliatory, it can refuse the event and loses 3 Stability and 10 VP.

A.3 If FRA is Catholic/Counter-Reformation, it can refuse the event and loses 4 Stability and 30 VP.

A.4 If FRA refuses the event, it can no more use CB given by events event V-3 and event VI-4.

B Event Phase

B.1 FRA loses 1 level from both its current FTI and DTI.

B.2 The first protestant in the following list of precedence: HOL/ANG/SUE, gains one TF level of its choice taken from a TF fleet in a STZ where both countries are present (does not apply if none available) and two free COL attempt with strong investments.

B.2.a The country receiving these actions may ignore restriction of section VI.7.4.2 (Pioneering [TBD]) for this turn.

B.2.b If there is no Protestant power, FRA loses one TF of his choice.

V-7 "LE GRAND SIÈCLE" PBNew

Date: 1661-1702.

A Event Phase

A.1 FRA chooses, when all events of this turn have been drawn, to apply one of the following events (that did not happen yet): event V-1 (War of Devolution), event V-2 (1) (Chamber of Reunion) (or event V-2 (2) (War of the League of Augsburg) if it already happened), event V-5 (Colbertian Mercantilism in France) or event V-6 (Expulsion of the French Protestants).

B Administrative Phase

B.1 FRA may ignore restriction of section VI.7.4.2 (Pioneering [TBD]) for this turn (only).

V-8 English Dynamism PBNew

Date: .

A Event Phase

A.1 ANG chooses, when all events of this turn have been drawn, to apply any one of the following events (if it did not happen yet): event III-3 (1) (East Indian Company), event IV-8 (1) (Creation of the London Stock Exchange), event IV-5 (Act of Navigation), event VI-7 (Treaty of Methuen).
A.1.a The chosen event must be playable (no more than 1 period before or after the current one).
A.2 In addition, ANG has one free Overseas CB against HOL, to be used before the end of the period.

B Administrative Phase

B.1 ANG may ignore restriction of section VI.7.4.2 (Pioneering [TBD]) for this turn.

V-9 From *Montecuccoli* to *Prinz Eugen* PBNew

Date: 1645-1700.

A Event Phase

A.1 Depending on the current turn, check if the following general is still in play ; if he is not, recall him immediately (even if he is dead: he was only severely wounded and retired but the military situation require his presence):
A.1.a Pappenheim between turns 28 and 32 (inclusive) ;
A.1.b Montecuccoli between 33 and 38 (inclusive) ;
A.1.c E. Starhemberg between 39 and 41 (inclusive) ;
A.1.d Prinz Eugen between 42 and 49 (inclusive).
A.2 Armies of AUS* are now of class IV.
A.3 Minor Habsburgum now has a Land Technological marker that increases of two levels each turn, beginning on the Latin level.

V-10 *de Witt* Risto

Date: 1653-1672.

A Condition:

HOL can refuse this event if it wishes so. In that case mark off as played.
A.1 HOL can freely dismiss ***de Witt (Johann)*** (if Minister) at the end of any following monarch survival phase and the event terminates.

B Event Phase

B.1 HOL receives a personality ***de Witt*** who may be used as Monarch of a *Parliament* government, or an excellent minister of a *Stadhouder* government, with values 9/7/9. He will last for a random length for Minister, see event E-2 (Excellent ministers).
B.2 During the last two turns of ***de Witt***'s term in office (be it Monarch or Minister), add **+1** to the monarch survival test. If the monarch dies during these two turns, ***de Witt*** is also removed and this terminates the event before the new monarch is chosen.

C Administrative Phase

C.1 HOL basic forces are increased by 𝔽⊖ and 𝔸⊕ during every turn if is engaged in a war (Overseas, limited or full-fledged) as long as ***de Witt*** is minister or monarch.

V-11 Peter the Great Risto

Date: 1689-1725.

A Condition:

A.1 If this is period IV and event IV-17 (1) (The Times of Troubles in Russia) is not finished, do not mark off and reroll.

A.2 If ***Peter the Great*** was already received, nothing happens with this event (do not apply R/D instead).

B Event Phase

B.1 The heir of the current monarch of RUS is automatically ***Peter the Great*** with values 9/9/9. See §D (Peter the Great (Пётр I Алексеевич Великий)) of section XIV.6.4.1 (Great Russian Monarchs).

C Administrative Phase

C.1 RUS may ignore restriction of section VI.7.4.2 (Pioneering [TBD]) for this turn.

V-12 Augustus II, a Saxon king in Poland Risto

Date: 1697-1733.
Duration: Until there is a change of dynasty in POL.

A Condition:

A.1 If POL is Orthodox or Catholic/Counter-Reformation, the event is ignored. Mark off and play R/D with the *Revolt* in POL instead.
A.2 If POL is at war against Saxonia, the event is ignored. Do not mark off and re-roll.

B Event Phase

B.1 The king of POL is replaced, if it is a named general, he stay to serve POL as a general, otherwise, he is removed from the game. The new king is ***August II***, elector of Saxony.
B.1.a He is scheduled to last for 7 turns.
B.1.b His value are randomly chosen like after a *Dynastic Crisis*.
B.1.c ***August II*** may not be used as a general.
B.1.d This is a change of dynasty in POL.
B.2 Saxonia becomes a permanent VA of POL as long as the event lasts.
B.2.a No diplomacy is allowed on Saxonia while the dynasty rules in POL.
B.2.b Saxonia is considered to be part of POL for declaring wars of signing peace (no separate peace is allowed, . . .)
B.3 Any war against either Saxonia or POL when the event occurs immediately becomes a war against both (without formal declaration of war).

C Administrative Phase

C.1 Saxonia still get reinforcements as a minor country when at war. Its troops can freely cross the HRE and POL. POL can raise extra troops from Saxonia (German mercenaries).
C.2 Troops of POL do not get extra rights to enter countries of the HRE (however, Saxonia is always allied).

D Peace Phase

D.1 Only an unconditional surrender can force either POL or Saxonia to a separate peace.
D.1.a In this case, the losing country cannot enter the same war again but the alliance between POL and Saxonia is still in effect.

E Lasting Effects

E.1 As long as the dynasty of Saxonia rules in POL, the king can try to impose Absolutism at the conditions of event IV-B (Civil War in Poland).
E.1.a This can be done at the beginning of the second turn of reign of ***August II*** and then whenever a new king (of the dynasty of Saxonia) rules POL.
E.1.b This must be announced at the beginning of the event phase, IV-B is considered to be the first event rolled for this turn.

V-13 Creation of the Kingdom of Prussia RistoMod

Date: 1701.

A Condition:

If event IV-11 (The Great Elector Friedrich-Wilhelm of Prussia) as not been played yet, mark off and play IV-11 instead.

TODO: Should be PRU* instead of Brandenburgum.

B Event Phase

B.1 If POL* still owns provinces of *Duchy of Prussia*, they are immediately annexed by Brandenburgum. POL gets an immediate free CB against Brandenburgum.
B.2 Clivia is annexed by Brandenburgum.
B.2.a Another country owning Clivia, either renounces it (and gives it to Brandenburgum), or is declared war upon by Brandenburgum.

C Lasting Effects

C.1 Basic forces of Brandenburgum are now 2 𝔸⊕, one general and 3 levels of fortification.
C.1.a Its counters limit becomes 3 𝔸 and 5 L𝔻 and its basic reinforcement becomes 2 L𝔻.
C.2 Troops of Brandenburgum can freely cross the HRE even if not at war, in the same way the Emperor can.
C.3 The Elector of Brandenburgum wants to become king. This happens as soon as one of the following condition is true:
C.3.a The emperor grants the royal crown. Brandenburgum is put in EC of the Emperor (usually AUS*).
C.3.b The country of the Emperor gives a unfavourable peace to Brandenburgum. Instead of one peace conditions, Brandenburgum gets the royal crown.
C.3.c The Emperor signs an unfavourable peace of level 3 or more against anyone. Brandenburgum takes the royal crown and the emperor has a free CB against it at the following turn.
C.4 Whatever the condition, the emperor loses **1** Stability when Brandenburgum becomes the kingdom or Prussia (the minor country is still called Brandenburgum).

V-14 War between Suecia and Dania PB

Date: 1675-1679.

A Event Phase

A.1 Minor Dania and minor Brandenburgum, if inactive, declare war to SUE.
A.2 PRU as a major country has a CB against SUE. If it doesn't use this CB, it loses 1 Stability and the control of Dania. If it uses this CB, it gains Dania in EW.
A.3 DAN as a major country has a CB against SUE. If it doesn't use this CB, it loses 1 Stability and the control of minor Brandenburgum. If it uses this CB, it gains minor Brandenburgum in EW.
A.4 Normal call for allies occur. Especially, a major country with diplomatic control (MA or better) of either minor Dania or minor Brandenburgum is called by the minor.
A.5 SUE does lose diplomatic control of both Dania and Brandenburgum.

V-15 *Köprülü* RistoMod

Date: 1656-1683.

A Condition:

TUR can refuse this event if it wishes so. In that case mark off as played.
A.1 If TUR has performed any reform of level 2, mark off and play R/D instead, with the *Revolt* in TUR.
A.2 TUR can freely dismiss ***Köprülü*** at the end of any following monarch survival phase and the event terminates.

B Event Phase

B.1 TUR receives an Excellent Minister ***Köprülü*** with values 8/9/7. He will last for 8 turns. The Minister is not dismissed if the TUR monarch dies ; TUR rolls for the values of the new monarch using the values of the Monarch only with no malus nor bonus.
B.2 TUR receives an additional level of MNU of Metal.

B.3 Four corrupted pashas may be removed immediately with no penalty.
B.4 *Unknown leader Sadrazam* is replaced by *Köprülü* while the event is in effect. If this general is killed, captured or defeated in a Major Victory, TUR loses two additional Stability or may choose to end immediately the event. If the event is not ended, the general comes back in play (another one in the same dynasty) on the following turn.

C Administrative Phase

C.1 Turkish Reforms cannot be attempted while the event is in effect.

V-16 Fights against the Iroquois Risto

A Event Phase

A.1 Roll 1d10:
A.1.a If the result is even, Iroquois declares an Overseas war to one power that has a COL/TP adjacent to them (this COL/TP is chosen randomly to decide which power is the target). It will first try to invade this settlement, and will go against the other ones of the same country only if this one is captured/destroyed.
A.1.b If the result is odd, the natives of a randomly chosen COL of a major power (including annexed Portugal) in an unsubdued area in ***North America*** are activated and will attack this COL at the end of the turn.

V-17 Slave Revolts in the West Indies (×2) Risto

A Event Phase

A.1 Roll 1d10 for each power having COL in areas **Cuba**, **Haïti** and/or **Antilles**. On a result of 7 or more, a *Revolt*⊖ is placed in one randomly chosen COL of the power.

V-18 Wars in India (×2) PBNew

Date: Aurangzeb (1658-1707) / Revolts of the Marathi.

A Event Phase

A.1 If the non-European minor country Mogolis Imp. does not exist, it is created now. Its ruler is now *Great Mughal* (replacing *Akbar* if he was in play).
A.2 If it was still existing, minor country Bisinagar is destroyed (by internal fights).
A.3 **Bāngla** and **Karnāṭaka** becomes rich region, with 2 resources of each kind shown on the map (instead of 1).
A.4 If the Mogolis Imp. exist, they invade one province with a modifier of **–2**, the next in the list according to the event event II-A (Mogolis Imp. Expansions).
A.5 From now on, Mysuria and Hyderabada are created as soon as no other country owns their region.
A.6 Every TP/COL in ***India*** that is in a region owned by a minor country will face an attack by the natives of the area (disregarding the existence or not of a Treaty). Attacks caused by this event will be resolved at the end of turn with a modifier of **+4**.

V-19 The Treaty of Nerchinsk RistoMod

Date: 1689.

A Event Phase

A.1 China annexes all provinces in **Amour**, and all provinces adjacent to Mongolia (the white zone) in **Baïkal**. Its Activation level is 6 in these provinces.
A.2 RUS and any power having COL/TP in any of these provinces may now make diplomacy on China in order to obtain AT with it. This Treaty allows the power to have at most 2 COL/TP that will draw no reaction from China.
A.3 It is not possible for one power to have a AT status for this effect, and another one for a TP in China. It is one or the other.

B Administrative Phase

B.1 RUS may ignore restriction of section VI.7.4.2 (Pioneering [TBD]) for this turn.

V-20 Invasion of Formosa by China RistoMod

Date: 1683.

TODO: Add test depending on situation and possibility of failure?

A Event Phase

A.1 China invades **Formose**. This province is now owned by China and subjected to all the relevant rules. Activation level for this province is 6.
A.2 Any foreign TP/COL in the region will be attacked by the Natives of the province this turn.
A.3 If a TP has survived, China concedes a new AT to the owner of the TP, if it didn't have any. The owner still has to pay as for usual AT with China.

V-21 Trade Regulations in Japan PB

Date: 1638 and afterwards.

A Event Phase

A.1 If subevent IV-22.α (Tokugawa's Commercial Restrictions) happened, reduce any TP in Japan by 2 levels.
A.2 If subevent IV-22.β (Commercial dynamism of Iaponia) happened or none of event IV-22 (Iaponia Colonial Attitude), apply now subevent IV-22.α (Tokugawa's Commercial Restrictions).

V-22 Revolt of the Cossacks PB

Date: 1654-1667.

A Condition:

This event is the same as event IV-17 (2) (Revolt of the Cossacks) which happens now if it did not occur yet. Else, treat as R/D, with *Revolt* in POL.

V-23 Revolt in Catalunya PBNew

Date: 1640-1652 / 1705-1707.

A Event Phase

A.1 Place a *Revolt*⊖ in **Catalunya**; the *Revolt* controls also the fortress. Any military force in the province must retreat.
A.1.a If this event happens during event V-4 (The War of Spanish Succession), the *Revolt* is⊕ instead.
A.2 If HIS is at war against FRA, ANG or AUS, the *Revolt* is friendly to the first of those countries that is an enemy of HIS.

V-s Revolt in Hungaria PBNotEvenWritten

TODO: Probably a duplicate of event V-z (The Great Kuruc Uprising).
Remove the army class change from event V-9 (From Montecuccoli to Prinz Eugen).

A Event Phase

A.1 4 (or 5 ?) random AUS* provinces in former territory of Hungaria revolt: roll for strength at random.
A.1.a The rebels are controlled by TUR and friendly to TUR.
A.2 TUR has a free CB against AUS* this turn.

B Administrative Phase

B.1 Armies of AUS* are now of class IV.

V-t Christian prince in Transilvania PBNotEvenWritten

Date: 1648 (George II Rákóczi + Turkish Invasion)? / 1687 (Transylvania recognise sovereignty of AUS)? / 1699 (Treaty of Karlowitz)?.*

TODO: Maybe in early pVI.
Maybe handled differently (Transylvania goes to owner of Buda).
Maybe part of event V-z (The Great Kuruc Uprising).

A Diplomatic Phase

If Transilvania is on the Diplomatic track of TUR, it becomes Neutral.

V-u (1) Cretan war PBNotEvenWritten

Date: 1645-1669.

TODO: hist. : 3 expeditions to the Dardanelles, TUR annexes Creta, VEN make small gains in Dalmatia.

V-u (2) Morean war PBNotEvenWritten

Date: 1684-1699.

TODO: Morosini + conquest of Morea.
Could be in early pVI also.

A Peace Phase

If Venetia sign a white or favourable peace, it annex and additional province in *Balkans* or Mediterranean island.

V-v Revolt of the Pueblos PBNotEvenWritten

Date: 1680.

V-w Reconquest of Tangiers PBNotEvenWritten

Date: 16??.

TODO: Probably to remove. Should be handled by the diplo event where minor retake a presidio. Can be added to event VI-z (End of the Ottoman rule in North Africa) if needed.

V-x Khoikhoi-Dutch wars (×*) RistoMoved

Date: 1659/1673/1674-1677.

TODO: May replace event V-17 (Slave Revolts in the West Indies) in the table since this one has been moved in the *Revolt* table.

A Event Phase

A.1 Natives in **Cap** W. province are activated with 2L𝔻 and a leader, whatever the printed value.

V-y Bill of Test RistoMoved

Date: 1673.

Same as event VI-9 (Bill of Test). Should be moved in pV.

V-z The Great Kuruc Uprising PBNotEvenWritten

Date: 1678-1684.

[Part of the Great Turkish War (series of wars fought from 1662 to 1699) that lead to the famous (second) siege and battle of Vienna of 1684] *Duration:* Until the end of the war caused by the event.

A Event Phase

A.1 [BLP] If Hungaria still exists, it is immediately destroyed and all its provinces are annexed by AUS. No VPs are gained for these annexations.

A.2 [BLP] §B (The Little war and The Long war) of section XIV.13.4.3 (Bohemia, Hungaria and Transilvania) is no more active.

Political Events of Period VI

Chapter XXII

Encore fait

Event Table of Period VI

1st→	1-4	5-6	7	8	9	10
1	1	4	4	R16	3	• 1–2
2	2	5	18	17	4	+1 then
3	3	9	R1	18	5	Political Events of Period V (XXI)
4	6	10	2	19	6	• 3–10:
5	7	15	11	8	R7	Political Events of Period V (XXI)
6	8	16	R12	R11	15	
7	11	17	13	12	9	
8	12	1	14	R13	R10	
9	13	R2	7	1	R18	
10	1–6 Political Events of Period VII (XXIII), 7–10 Political Events of Period V (XXI)					

Table XXII.1: Period VI events table

1 The Great Northern War
2 The War of Spanish Succession ..... →V-4
3 Creation of the Kingdom of Prussia ..... →V-13
4 Jacobite Rebellion ..... α β
5 Act of Establishment
6 Vassalisation of Hanovere
7 Treaty of Methuen
8 Act of Union
9 Bill of Test
10 Heinsius
11 War of Polish Succession
12 War against Turkey ..... E E
13 War of Austrian Succession
14 War of Succession in Kurland
15 Slave Revolts in the West Indies ..... E E
16 Bantu Raids ..... E E
17 The Last of the Great Mughals
18 Wars in India ..... A B C
19 Revolt of Mazepa
s War of Jenkins' ear
t Revolt of the Comuneros
u War of the Quadruple Alliance
v Alberoni
w Bulavin's Rebellion
x Troubles in Africa ..... E E
y Revolt of the Camisards
z End of the Ottoman rule in North Africa

VI-1 THE GREAT NORTHERN WAR PBNew

Date: 1700-1721.
Duration: until the end of the war caused by the event.

A Diplomatic Phase

A.1 Russian aggression of SUE RUS has a free CB against SUE if they have a common frontier.
A.1.a This CB can be used at this turn or the next one.
A.1.b If RUS does not use this CB, it loses 2 Stability at the end of the diplomacy phase of the next turn. This becomes a loss of 3 Stability during and after the reign of ***Peter the Great***.

A.2 Polish aggression of SUE POL* has a normal CB against SUE if they have a common frontier.
A.2.a This CB can be used at this turn or the next one.
A.2.b POL* is affected by Polish Civil War (§β)).
A.2.c If POL does not use this CB, it loses 2 Stability at the end of the diplomacy phase of the next turn. This becomes a loss of 3 Stability if either event IV-10 (1) (Liberum Veto) never happened, or Absolutism has been established (§B (War for Absolutism.) of section XIV.3.2.4 (Liberum Veto or Absolutism)) or the dynasty of SAXONIA currently rules POL per event V-12 (Augustus II, a Saxon king in Poland).
A.2.d This CB can be used as a reaction to the CB of RUS above, or as a regular CB.
A.2.e If there is a minor POLONIA (special or normal), apply event part §γ (Minor Poland).

A.3 Forfeit If neither RUS nor POL use their CB by the end of next turn, consider the event played and SUE is considered to have won the war for all purposes (especially for the lasting effects).
A.3.a If either RUS or POL are already at war against SUE, either can declare that they transform the war into this event. This is considered as using the CB provided by the event (with no Stability cost in the case of POL) and triggers everything triggered by the use of the CB.

A.4 Swedish generalisation of the war If one of RUS or POL uses its CB to declare war on SUE, then SUE has a free CB against the other one.
A.4.a This CB is used as a reaction to the CB of RUS or POL.
A.4.b Surprise aggression As an exception, this CB can be used at the beginning of any military round of any turn of the war. In this case, the country enters war without a call for allies.

A.5 Prussian involvement If PRU is a major country, it has a CB against either POL or SUE (its choice).
A.5.a This CB can be used at the turn of the event or at the next one. There is no penalty for not using it.

A.6 Danish aggression DANIA may enter the war against SUE (see War in Dania (§α)).

A.7 Alliances RUS, POL, PRU or SUE are not necessarily allied in the war. They have to sign a formal alliance if they want to be allied.

After the war begins

B Administrative Phase

B.1 At the first turn of the war (only), SUE receive reinforcements as a minor country. It makes one roll in offensive attitude **and** one in defensive attitude.
B.1.a These reinforcements are *Veterans*. They do not count toward this turn purchase limit.

C Military Phase

C.1 If the dynasty of SAXONIA rules in POL, troops of POL and SUE can cross the HRE in order to wage war in SAXONIA.
C.1.a No side may besiege or pillage provinces of the HRE belonging to countries not at war.
C.2 Troops of SUE may enter provinces of *UKRAINE* even if they belong to a country not at war (they may thus trigger event VI-19 (Revolt of Mazepa)).

C.2.a This gives a free CB against SUE to both the owner of the province and the protector of UKRAINA to be used during the next turn.
C.3 Fortress owned by POL and controlled by SUE gives full supply to SUE.

D Peace Phase

D.1 Starting the Revolt of Mazepa If there is any 𝔸 counter of SUE in any province of *UKRAINE* at the beginning of the peace phase then event VI-19 (Revolt of Mazepa) will occur next turn. Consider it as the first event rolled for during the next event phase.
D.1.a This revolt will occur even if the peace is signed at this turn. In this case, the revolt is considered to have occurred at the very end of the turn, before signing the peace.
D.2 If SUE signs no unfavourable peace for this war (including if the war does not occur), it immediately wins 50 VP.

E Lasting Effects

E.1 If SUE signs no unfavourable peace for this war (including if the war does not occur), then SUE may use up to 3 𝔸 counters in Europe with no condition on the number of provinces and even if the politics of ROTW expansion was chosen earlier.

◄ POLONIA **and** DANIA **in the Great Northern War** ►

α WAR IN DANIA

α-E.1 If DANIA is inactive:
α-E.1.a If RUS declares war on SUE, then DANIA is put in EC of RUS and fully enters war against SUE.
α-E.1.b If RUS does not declares war on SUE, but POL does, then DANIA is put in EC of POL and fully enters war against SUE.
α-E.2 If DANIA is already at war against SUE:
α-E.2.a If its controller is RUS or POL and uses its CB, then it is raised in EW of its controller.
α-E.2.b If it is not allied to any MAJ, it is put in EC of the first MAJ to use its CB against SUE (RUS first, then POL).
α-E.2.c If its controller is RUS or POL and does not use its CB, the war goes on but SUE can now obtain the truce (see §α-F.1 of this event part).
α-E.2.d If DANIA is at war against a MAJ declaring war to SUE, it immediately proposes a white peace. If another MAJ declares war to SUE, DANIA is then put in EC of this MAJ and enters war against SUE.
α-E.3 Otherwise (DANIA at war against someone not part of the Great Northern War), DANIA does not partake to the Great Northern War.

α-F Peace Phase

α-F.1 If the capital of DANIA is controlled by SUE at the beginning of a peace phase, or if DANIA loses a major defeat (on land or on sea) against SUE (not its allies), it proposes a truce to SUE.
α-F.1.a If SUE accepts the truce, SUE evacuates the capital of DANIA but keeps other controlled provinces.
α-F.1.b If the peace is signed during this truce, provinces of DANIA controlled by SUE must be taken into account when computing peace differential.
α-F.1.c The truce lasts for 3 turns after which DANIA automatically enters back in the war.
α-F.1.d During the truce, DANIA stays on the diplomatic track of its patron and is still considered at war for all purposes.

β POLISH CIVIL WAR

Tumult in Poland *Multiples candidates losing the Polish crown when Augustus II of Saxony was elected in 1697 were still trying to influence the Polish politics. They all played a complex political game for the crown during this war. Even if he was military forced to abdicate at the treaty of Altranstädt, Augustus was soon back in the war and got his throne back. Sweden did not manage to impose a lasting king, even if Stanislas Leszinski was elected for a short and contested reign in 1706. Stanislas tried to come back at the death of Augustus, this time with the help of France, yielding to the War of Polish Succession.*

β-G Condition:

β-G.1 If Absolutism has been established in POL, ignore this sub-event.
β-G.2 If POLONIA is a special EW of either FRA or SUE per event part VI-11.α (Polish Victory) or a regular MIN (without Absolutism), see the modifications of the Civil War in event part §γ (Minor Poland).

β-H Military Phase

β-H.1 If a Swedish 𝔸 first enters a province owned by POL and no battle (except overrun) occurs, the fortress may surrender to SUE.
β-H.1.a Roll 1d10, add the current Stability of POL (0 if it is a MIN), add the level of the fortress. If the result is 5 or less, the fortress immediately surrenders to SUE.
β-H.1.b SUE has to stop movement in the province in order to try this surrender, but it occurs during its movement segment and not during the siege segment.
β-H.1.c Troops inside the fortress are redeployed as if *Honor of war* had been granted. The fortress does not lose one level for being taken.
β-H.1.d Provinces of SAXONIA are not subject to automatic surrender to SUE.

β-I Peace Phase

β-I.1 If, at the beginning of a peace phase, SUE controls Warszawa or the Stability of POL is 0 or lower, SUE manages to impose its pretender as a king for (part of) POL.
β-I.1.a If POLONIA is a MIN, this can only occurs if SUE controls Warszawa.
β-I.1.b SUE receives *Poniatowski* (✕ C 3.2.2 [Event VI-1]). Remove Polish *Poniatowski* if in play. If he was not in play (even if already dead), he will stay with SUE for 2 turns.
β-I.1.c Starting with next turn, SUE can raise up to one 𝔸⊕ in any controlled or owned national province of POL. This 𝔸 has the class, technology and cost of Polish troops. It does not decrease the number of Polish (or regular Swedish) counters available. It does not count toward purchase limits for SUE nor for POL.
β-I.1.d SUE may not have more than 4L𝔻 worth of "Polish" troops and may not split them. It may, however, use one L𝔻 counter if needed.
β-I.1.e This is a Swedish 𝔸 and can thus trigger event VI-19 (Revolt of Mazepa).
β-I.2 If at the beginning of a peace phase, SUE controls both Warszawa and either Dresden (if the SAXONIA dynasty rules POL) or Kraków (otherwise), POL propose a mandatory truce to SUE.
β-I.2.a If SUE accepts the truce, it may immediately annex one province of POL (SUE chooses which).
β-I.2.b This truce can only be imposed once during the war.
β-I.2.c During the truce, SUE keeps control of the fortresses it controls at the beginning of the truce.
β-I.2.d However, POL gives back to SUE the provinces of SUE it controls at the beginning of the truce.
β-I.2.e As long as the truce lasts, SUE can freely cross provinces controlled by POL. They count as enemy provinces for movement purpose and SUE cannot stop in them or pillage them. Supply may cross these provinces.
β-I.2.f During the truce, POL do not lose Stability because of the war (as if in armistice).
β-I.2.g The truce can be broken by POL either after 3 turns of truce or during a turn following a major defeat of SUE
β-I.3 If POL signs an unfavourable peace after a truce was imposed (even if broken), then SUE manage to impose its pretender on the throne.
β-I.3.a The new king of POL is ***Stanislas*** with values 6/5/6. He will last as long as a random length for Minister, see event E-2 (Excellent ministers). This is a new dynasty.
β-I.3.b As long as ***Stanislas*** rules, POL and SUE are in defensive alliance and POL must answer any call for ally made by SUE.

γ MINOR POLAND

γ-J Activation:

These effects modify and overrules the effects of event part §β (Polish Civil War) if POLONIA is already a minor country.

γ-K Diplomatic Phase

γ-K.1 If POLONIA is a regular minor country, it makes a mandatory white peace with all its enemies (except SUE and allies) and uses its CB to declare war on SUE. It will call for allies as per regular rules.
γ-K.2 If POLONIA is a regular minor country, apply all the effects of event part §β (Polish Civil War) except §β-I.3.b of event part VI-1.β (Polish Civil War). Use the following instead: For the reign of ***Stanislas***, POLONIA is put in EW of SUE and no diplomacy is allowed on it, after which POLONIA becomes a normal minor country.
γ-K.2.a For all purposes except incomes (declarations of war, victory conditions, . . .) consider that special EW as if POLONIA were a VA of SUE.
γ-K.2.b As an exception to the normal rules, the order of preference for controlling POLONIA during this war is: PRU, FRA, AUS, HOL, ANG, RUS.
γ-K.2.c If POLONIA signs no unfavourable peace during this war, it is put in EW of the country that controlled it. Otherwise, it becomes neutral.

γ-K.3 POLONIA **special minor of SUE** Due to event part VI-11.α (Polish Victory), any declaration of war against SUE also includes POLONIA. Apply event part §β (Polish Civil War) substituting RUS for SUE (including the benefits of *Poniatowski* and his 𝔸). RUS can impose its pretenders on the throne.
γ-K.3.a If RUS imposes its pretender on the Polish throne, POLONIA it put in EW of RUS, with no diplomacy possible, for the reign of ***Stanislas*** after which POLONIA becomes a normal minor country.

γ-K.4 POLONIA **special minor of FRA** Due to event part VI-11.α (Polish Victory), FRA decides whether POLONIA uses its CB against SUE or not.
γ-K.4.a If POLONIA is at war, it is played by FRA but FRA does not have to enter war against SUE (it *may* choose to do so, using the normal CB of POL).
γ-K.4.b If SUE manages to impose its pretender, this breaks the special status of POLONIA. It becomes a special EW of SUE (as above) for the reign of ***Stanislas*** and after that a regular minor country.
γ-K.4.c If SUE does not manage to impose its pretender, POLONIA stays a special EW of FRA.

◄ **end of** POLONIA **and** DANIA **in the great northern war** ►

VI-2 THE WAR OF SPANISH SUCCESSION PBMod

TODO: Add possibility to gives "compensations" to some minors to "buy" them in the war and make them change side. Historically: Sicily for SABAUDIA and bid on the imperial throne for BAVARIA.

A Condition:

This event is the same as event V-4 (The War of Spanish Succession) which happens now if it did not occur yet. Else, treat as R/D and mark off.

VI-3 CREATION OF THE KINGDOM OF PRUSSIA RistoMod

A Condition:

This event is the same as event V-13 (Creation of the Kingdom of Prussia) which happens now if it did not occur yet. Else, treat as R/D and mark off.

VI-4 JACOBITE REBELLION (×2) RistoMod

Date: 1715/1745-46.

A Condition:

A.1 If ANG is Catholic/Counter-Reformation or Catholic/Conciliatory, roll for two *Revolt* in ANG, then mark off and consider as played.

A.2 This event can only happen if SCOTIA is on the diplomatic track of ANG or if ANG owns at least four provinces of SCOTIA. Otherwise, do not mark off and re-roll.
A.3 There are two rebellions with slightly different initial conditions. Apply the rules hereafter, but read initial placement in First Jacobite Rebellion (§α) or Bonny Prince Charlie (§β).

B Diplomatic Phase

B.1 The rebellion is controlled by FRA if Catholic, otherwise by HIS.
B.2 If FRA is Catholic/Counter-Reformation, it has a CB to make a full intervention at the side of SCOTIA.
B.2.a If FRA is Catholic, it can make a limited intervention at the side of SCOTIA.
B.2.b If FRA is Protestant, it can make a limited intervention at the side of ANG.
B.3 HOL can make a limited intervention at the side of ANG.
B.4 HIS can make a limited intervention at the side of SCOTIA.

TODO: Intervention only if Alberoni is or was minister. Need to write Alberoni before enforcing this condition.

B.5 Other countries can make foreign intervention as per normal religious wars rules (see section IV.5.5.5 (Religious Wars, Civil Wars)). SCOTIA is considered to be Catholic during this war.

C Administrative Phase

C.1 Rebels roll for reinforcements in offensive attitude for the duration of the war.
C.1.a Rebels can use the counters of both SCOTIA and FIDELIS REGI.
C.1.b reinforcements must be put in provinces where there are already rebels or allied troops (not just *Revolt*). If none exist, the rebels receive no reinforcements.

D Military Phase

D.1 The *Revolt* are supply sources for the rebels and limited supply sources for their allies.

E Peace Phase

E.1 ANG wins if there are no more *Revolt* and either there is no more rebel 𝔸 or the rebels and their allies have suffered one more major defeat that ANG this turn.
E.1.a In this case, remove all rebel counters from the map.
E.1.b SCOTIA get back to the diplomatic position it had before the war on the English track.
E.1.c If FRA was fully at war, a normal peace has still to be signed.
E.2 The rebels win if the king is overthrown by the *Revolt* or if they control London and there is at least one *Revolt* still in play or if a fully allied FRA manages to impose an unconditional surrender to ANG.
E.2.a If the rebels win and were not allied to any Catholic/Counter-Reformation country, ANG becomes Catholic/Conciliato
E.2.b If the rebels win and were allied to a Catholic/Counter-Reformation country, ANG becomes Catholic/Counter-Reformation.
E.2.c At the beginning of the next turn, the king of ANG dies and an automatic *Dynastic Crisis* occurs in ANG. This overrules event VI-5 (Act of Establishment).
E.3 Apply the following additional effects if FRA was fully at war and manages to impose an unconditional surrender to ANG:
E.3.a ANG loses 50VP.
E.3.b Events event IV-5 and event VI-8 are cancelled.
E.3.c ANG makes an enforced dynastic alliance with FRA and must give a COL or TP of its choice as a dowry.
E.3.d ANG makes an enforced offensive alliance with FRA for two turns and must respect it when FRA calls it as ally.
E.3.e ANG cannot declare war to FRA for the duration of the new king and his successor.

α First Jacobite Rebellion

Date: 1715.

α-F Event Phase

α-F.1 If SCOTIA was allied to ANG, remove all its troops from the map.

α-F.1.a SCOTIA is not considered to be VA or AN by ANG as long as the war lasts (for incomes or victory condition purpose).
α-F.2 Place a *Revolt*⊖ in each of the following provinces: **Highlands**, **Moray** and **Alba**.

β Bonny Prince Charlie

Date: 1745-1746.

β-G Event Phase

β-G.1 If SCOTIA was allied to ANG, remove all its troops from the map.
β-G.1.a SCOTIA is not considered to be VA or AN by ANG as long as the war lasts (for incomes or victory condition purpose).
β-G.2 Place a *Revolt*⊖ in each of the following provinces: **Highlands**, **Moray** and **Alba**.
β-G.2.a Place a 𝔸⊕ of SCOTIA and general *Prince Charles* in one of the revolted provinces.

VI-5 ACT OF ESTABLISHMENT Risto

Date: 1701.

A Lasting Effects

A.1 From now on ANG can no longer suffer dynastic crisis due to a roll on the Monarch Reign table.
A.2 However, it can still suffer dynastic crisis due to events.

VI-6 VASSALISATION OF HANOVERE Risto

Date: 1714.

A Condition:

A.1 Cannot occur if ANG is not Protestant. In that case mark as played.
A.2 Cannot occur if event VI-8 (Act of Union) and event VI-5 (Act of Establishment) have not already occurred both. In that case re-roll and do not mark off.

B Event Phase

B.1 If HANOVERE is currently in a war against ANG, it offers immediately a white peace.
B.2 HANOVERE becomes a permanent VA of ANG for the rest of the game. No diplomacy is allowed on HANOVERE.

C Lasting Effects

C.1 Revolts in HANOVERE are no more automatically suppressed if inactive.
C.1.a ANG may now use the troops of HANOVERE to fight revolts inside its territory and use its troops to fight revolts inside HANOVERE.

VI-7 TREATY OF METHUEN RistoMod

Date: 1703.

A Condition:

A.1 This event can normally only happen once, either triggered by event V-4 (The War of Spanish Succession) (at the beginning of the war or at peace time) or by rolling for it in the table.
A.1.a If the event has already been rolled for when event V-4 (The War of Spanish Succession) occurs, then *Dynastic link and alliance with Portugal* is not at stake in the war, except if HIS managed to re-annex PORTUGALLIA after the event.
A.1.b If *Dynastic link and alliance with Portugal* was chosen by a MAJ during event V-4 (The War of Spanish Succession), then consider the event as already played, mark off and play R/D instead as per normal rules.
A.2 If this event was triggered by event V-4 (The War of Spanish Succession), apply Dynastic link and alliance with Portugal (§β), else apply Treaty of Methuen (§α)

α Treaty of Methuen

Date: 1703.

α-B Condition:

α-B.1 If PORTUGALLIA is annexed by HIS as per event part III-7.α (Portugal in Annexation), play event IV-4 (1) (National Revolt of the Portugal) in addition to this event (even if IV-4 (1) already occurred and was won by HIS).
α-B.2 If ANG is at war against PORTUGALLIA allied to a MAJ, PORTUGALLIA breaks its alliance, sign a white peace with ANG, becomes neutral and the event occurs.
α-B.2.a Allies of ANG have the choice to either sign a white peace with PORTUGALLIA or break their alliance with ANG and stay at war with PORTUGALLIA.
α-B.2.b If ANG is at war against PORTUGALLIA (not allied to a MAJ), then the event cannot occur. Mark-off and play R/D instead.

α-C Diplomatic Phase

α-C.1 ANG receives a bonus of **+5** for its diplomacy on PORTUGALLIA for this turn only.

α-D Lasting Effects

α-D.1 From now on PORTUGALLIA always gives rights to trade to ANG as per §B.2 of section VI.7.4.1 (Trade fleet), even if it is not on the English diplomatic track.

β Dynastic link and alliance with Portugal

Date: not historic.

β-E Condition:

β-E.1 If this event is triggered by HIS, PORTUGALLIA is annexed by HIS. Apply all the effects of event part III-7.α (Portugal in Annexation).
β-E.1.a Otherwise, apply this event.

β-F Event Phase

β-F.1 If PORTUGALLIA was annexed by HIS as per event part III-7.α (Portugal in Annexation), it breaks its annexation and becomes a regular minor country.
β-F.2 PORTUGALLIA signs a white peace with the MAJ triggering the event.
β-F.2.a Allies of the MAJ triggering the event have the choice to either sign a white peace with PORTUGALLIA or break their alliance with the MAJ and stay at war with PORTUGALLIA.
β-F.3 If it was not on the diplomatic track of the MAJ triggering the event, PORTUGALLIA becomes neutral.

β-G Diplomatic Phase

β-G.1 The MAJ triggering the event receives a bonus of **+5** for its diplomacy on PORTUGALLIA for this turn only.

β-H Lasting Effects

β-H.1 From now on PORTUGALLIA always gives rights to trade to the MAJ triggering the event as per §B.2 of section VI.7.4.1 (Trade fleet), even if it is not on its diplomatic track.

VI-8 ACT OF UNION RistoMod

Date: 1704.

A Condition:

A.1 Cannot occur if ANG has been defeated in a Jacobite rebellion (event V-3 (The Glorious Revolution in England) or event VI-4 (Jacobite Rebellion)). In that case mark off as played.
A.2 Cannot occur if a Jacobite rebellion is still active.
A.2.a In that case, mark off but re-roll another event.
A.2.b During the first event phase after the end of the rebellion, this event will automatically be the first event rolled this turn.
A.3 Cannot occur if SCOTIA is not VA of ANG.

A.3.a In that case, mark off but re-roll another event.
A.3.b During the first event phase where SCOTIA is VA of ANG, this event will automatically be the first event rolled this turn.

B Event Phase

B.1 SCOTIA is annexed by ANG.
B.1.a All TF levels of SCOTIA are immediately added to the TF levels of ANG in the same zone. This may cause automatic concurrence to be solved immediately. If after that ANG has more than 6 levels of TF in any zone, reduce to 6 levels.

C Lasting Effects

C.1 All provinces belonging to SCOTIA in 1492 are now considered as national provinces of ANG.
C.2 From now on, ANG can raise, upkeep and use military counters of SCOTIA (not TF) as if it were its own counters.

VI-9 BILL OF TEST Risto

TODO: Change!

Date: 1673.

A Lasting Effects

A.1 From now on ANG can no longer be forced to change religion by foreign conquest.
A.1.a However, it can still be forced to change religion as a result of event V-3 (The Glorious Revolution in England) or event VI-4 (Jacobite Rebellion).

VI-10 HEINSIUS Risto

Date: 1689-1720.
Duration: as long as ***Heinsius (Anthonie)*** remains the excellent minister

A Condition:

HOL can refuse this event if it so wishes. In that case mark off as played.
A.1 HOL can freely dismiss ***Heinsius*** at the end of any following monarch survival phase and the event terminates.

B Event Phase

B.1 HOL receives an excellent minister ***Heinsius***, with values 9/8/7. He will last for a random length for Minister, see event E-2 (Excellent ministers).

C Diplomatic Phase

C.1 HOL can once ignore a call for help by an ally without the loss of stability for such a treachery.

VI-11 WAR OF POLISH SUCCESSION PB

Date: 1733-1735.
Duration: Until the end of the war caused by the event.

A Condition:

A.1 The event is pending. It will be activated as soon as the year is 1700 or more and the king of POL dies.
A.1.a If the event is pending while POL becomes a minor, continue to roll for survival of the king every turn until his death (either scheduled or premature) activate the event.

B Event Phase

B.1 If this was not already the case, POL becomes the minor POLONIA. Minor BRANDENBURGUM becomes the major PRU. See subevent XXVI.1 (Becoming Prussia) for details.
B.2 The crown of POLONIA is proposed to the step-father of a foreign king and POLONIA looks for the protection of this foreign king.

B.2.a If event VI-1 (The Great Northern War) happened and SUE managed to impose its candidate on the throne of POLONIA, then the potential protectors are, in order, SUE then FRA.
B.2.b In all other cases (VI-1 did not happen or wasn't won by SUE), the potential protectors are, in order, FRA then SUE.
B.2.c The first potential protector must immediately accept or refuse the crown. If it refuses, then the second one must either accept or refuse.
B.3 POLONIA immediately signs a white peace with its protector and is put in EW of its protector.
B.3.a If both protectors refuse, POLONIA will fight alone in the upcoming war. Apply only the first point of the diplomatic phase (CB for RUS) as well as the effects of the peace phase on the future of POLONIA

C Diplomatic Phase

C.1 RUS has a free CB against POLONIA this turn.
C.2 AUS has a free CB against POLONIA this turn.
C.3 SUE (if not protector) and PRU both have a (normal) CB against POLONIA this turn.
C.4 If SAXONIA was ruling POLONIA due to event V-12 (Augustus II, a Saxon king in Poland) and a war against POLONIA is declared due to this event, SAXONIA also declares war on POLONIA and is put in EW of the first country at war against POLONIA in the following list: RUS, AUS, SUE, PRU.
C.5 All countries entering war against POLONIA due to this event are considered allied for the duration of the war without need to sign a formal alliance.
C.6 If nobody declares war on POLONIA, it becomes a permanent EW of its protector as if there has been a Polish victory. Apply all the effects of Polish Victory (§α).

D Peace Phase

D.1 An extra malus of **–4** is applied for all separate peace against POLONIA or SAXONIA (if it entered war due to being allied with POLONIA by event V-12 (Augustus II, a Saxon king in Poland)) for this war.

Conditions of Victory

α POLISH VICTORY

α-D.1 If POLONIA (and its side) signs a favourable peace of level 3 or more, POLONIA becomes a permanent EW of its protector.
α-D.1.a For all purposes except incomes (declarations of war, victory conditions, . . .) consider that POLONIA is a VA of its protector.
α-D.1.b No diplomacy is allowed on POLONIA anymore.
α-D.1.c The protector immediately wins 50 VP.
α-D.2 Absolutism is established in POLONIA.
α-D.3 At the peace, the protector can annex any province, even the capital, of one minor country.
α-D.3.a This province must be adjacent to the territory of the protector.
α-D.3.b This can destroy the country.
α-D.3.c The minor must be either on the diplomatic track of the protector or on the diplomatic track of one of its enemies (even if not at war).
α-D.3.d This count as one peace condition if the province is occupied by the protector (or its allies) or as all peace conditions (for the protector and its allies) otherwise (minor not at war, or even allied with the protector).
α-D.3.e If SUE is the protector, it can annexe this way the whole *NORWAY* whatever the current diplomatic status of DANIA (or NORVEGIA). This always count as all the peace conditions for the alliance of SUE.

β POLISH DEFEAT

β-D.1 If POLONIA (and its side) signs an unfavourable peace of level 3 or more, the protector loses 15VP (even if it was not at war).
β-D.1.a POLONIA becomes neutral. From now on, it will never be able to go above SUB on the diplomatic track.

β-D.1.b Absolutism is abolished in POLONIA.
β-D.2 From now on, RUS, AUS, PRU and all countries of the HRE can freely cross provinces of POLONIA. The provinces are considered enemy and don't give supply, it is not allowed to stop in POLONIA or pillage its provinces because of attrition.
β-D.3 If they were still at war against POLONIA when the peace is signed, both RUS and AUS win 50VP.

γ STATUS QUO

γ-D.1 If neither side gets a full victory as per the previous cases, apply these effects.
γ-D.2 POLONIA is put in EW of its protector. It is a normal minor.
γ-D.3 The protector loses 15VP (even if not at war).
γ-D.4 If they were still at war against POLONIA when the peace is signed, both RUS and AUS win 30VP.
γ-D.5 Absolutism is abolished in POLONIA.
γ-D.6 From now on, RUS, AUS, PRU and all countries or the HRE can freely cross provinces of POLONIA. The provinces are considered enemy and don't give supply, it is not allowed to stop in POLONIA or pillage its provinces because of attrition.
γ-D.6.a Crossing polish provinces gives a CB to POLONIA for the next diplomacy phase.
γ-D.7 At the peace, the protector can annex the last province of one minor country who only has one province left, even if this is a capital.
γ-D.7.a This province must be adjacent to the territory of the protector.
γ-D.7.b This destroys the country.
γ-D.7.c The minor must be either on the diplomatic track of the protector or on the diplomatic track of one of its enemies (even if not at war).
γ-D.7.d This does not count as a peace condition and is done in addition to the normal peace.
γ-D.7.e If the protector chooses to annexe a province of a minor country not on its track (but on the track of one of its enemies), it must gives to its diplomatic patron the diplomatic control of a minor from its own track which is at least at the same level of diplomatic control. The enemy of the protector chose which diplomatic compensation he takes.
γ-D.7.f If SUE is the protector, it can annex this way the whole *NORWAY* as if it was only one province. DANIA (or NORVEGIA) must be on its track, or on the track of one enemy (in which case diplomatic compensation apply as above).

end of conditions of victory

VI-12 WAR AGAINST TURKEY (×2) RistoMod

Date: 1716-18/1737-39.

A Condition:

The first eligible in the following list occurs, each case can only happen once per game
A.1 AUS receives a free CB against TUR for this turn. It can choose to decline this offer, in which case proceed with the list.
A.2 If inactive, minor HABSBURGUM declares war against TUR. It calls for allies as usual.
A.3 If inactive, VENETIA declares war against TUR. It calls for allies as usual and will have **+2** to all the reinforcements check made during this war.
A.4 If none of the conditions apply, nothing happens.

VI-13 WAR OF AUSTRIAN SUCCESSION PB

Date: 1740-1748.
Duration: Until the end of the war

A Condition:

A.1 Cannot happen if there is a GE. In this case, mark off and play R/D instead.

A.2 Cannot happen before period VI (thus, minor HABSBURGUM has become AUS anyway). In this case, do not mark off and re-roll.
A.3 Cannot happen before the start of the war caused by event V-4 (The War of Spanish Succession). In this case, do not mark off and re-roll.

B Event Phase

B.1 The Pragmatic Sanction
B.1.a The king of AUS dies. The new queen is ***Maria Theresia*** (values 8/8/7, lasts 8 turns, does not roll for survival during 5 turns, adds 𝔸⊕ as basic forces).
B.1.b Mandatory dynastic dies between HIS and AUS are voided (if still existent).
B.1.c If BAVARIA won the electorate during event IV-A (Thirty Years' War), it opposes the Sanction and pretends to the throne of AUS. Otherwise, PALATINATUS does.
B.2 AUS loses control of the pretending country.
B.3 The pretending country proposes a white peace to its current enemies and then declares war to AUS.
B.4 If this is not already the case, POL becomes the minor POLONIA. Minor BRANDENBURGUM becomes the major country PRU.
B.4.a See subevent XXVI.1 (Becoming Prussia) for details on how to handle this.

C Diplomatic Phase

C.1 PRU has a free CB against AUS at this turn (only).
C.1.a If it uses it, PRU and the pretending country are allied for the duration of the war.
C.2 FRA has a CB against AUS during every turn of the war caused by the event.
C.2.a If it uses it, place the pretending country in EW of FRA.
C.2.b If PRU and FRA use it, they are allied for the war without need for signing a formal alliance.
C.2.c If FRA does not use this CB at the first turn of war, the pretending country will call for allies as per normal rules.
C.3 ANG has a free CB against FRA as a reaction of the previous CB (only).
C.3.a This CB can only be used in reaction to FRA declaring war to AUS.
C.3.b If it uses it, ANG and AUS are allied for the war, without need for signing a formal alliance.

D Administrative Phase

D.1 At the first turn of the war (only), PRU rolls for reinforcements as a minor country (in offensive attitude).
D.1.a These reinforcements are *Veterans*. They do not count toward this turn purchase limit.
D.2 At the first turn of the war (only), AUS rolls for reinforcements as a minor country (in defensive attitude).
D.2.a These reinforcements are *Conscsripts*. They do not count toward this turn purchase limit.

E Peace Phase

E.1 If AUS signs an unconditional surrender, it loses the imperial throne. The pretending country becomes Emperor for the rest of the game.
E.1.a In that case, PRU automatically gets the royal dignity as per event V-13 (Creation of the Kingdom of Prussia). If that event didn't happen yet, consider it to be the first event rolled next turn with any mention to BRANDENBURGUM referring to PRU instead (in that case, AUS **must** give the royal crown to PRU in the following diplomacy phase). (JCD) TODO there is probably a problem with that, since AUS will no more be Emperor...
E.2 Extra VP are granted for the control of certain provinces at the end of the war.
E.2.a PRU gains 25VP per province annexed from AUS. It loses 20VP if it annexes none.
E.2.b AUS gains 20VP per province annexed from PRU. It loses 25VP if it annexes none.
E.2.c The player controlling the pretending country gains 30VP per province annexed from AUS and loses 15VP if the pretending country annexes no province. These VP are also lost (or won) by AUS.

VI-14 WAR OF SUCCESSION IN KURLAND PBnew

Date: 1730-1731.
Duration: As long as CURLANDIA exists.

A Event Phase

A.1 The provinces **Kurland** and **Livonija** declare independence from their current owner and form the minor country CURLANDIA.
A.2 *von Sachsen*, or, if he's not alive, a random mercenary general lasting 4 turns, takes command in the new duchy and look for a protector.
A.2.a The following countries must immediately accept or refuse to become protector of the duchy (in order): FRA, AUS, PRU, HOL.
A.2.b If all of them refuse, then the general wisely chooses to stand back. CURLANDIA doesn't get a general and won't get reinforcements in any war.
A.2.c If there is a protector, then CURLANDIA becomes a permanent VA of its protector and no diplomacy is allowed on it.

B Diplomatic Phase

B.1 Any country owning one province or more of the minor when the event happens gets a free CB against CURLANDIA.
B.1.a A minor country uses this CB only if there is already a major country using this CB (for the other province).

C Administrative Phase

C.1 The general of CURLANDIA can lead troops of its protector.

D Peace Phase

D.1 CURLANDIA has no capital and can thus be annexed by anybody.

E Lasting Effects

E.1 The protector loses 30 VP at the end of the game if CURLANDIA does not exist.

VI-15 SLAVE REVOLTS IN THE WEST INDIES (×*) Risto

Date: No precise date.

A Event Phase

A.1 Roll 1d10 for each power having COL in areas **CUBA**, **HAÏTI** and/or **ANTILLES**. On a result of 7 or more, a *Revolt*⊕ is placed in one randomly chosen COL of the power.

VI-16 BANTU RAIDS (×*) Risto

Date: No precise date.

TODO: May represent the early Xhosa wars starting in 1779 but should then be pushed in VII. Otherwise, could be removed.

A Event Phase

A.1 Natives of area **NATAL** and the two coastal provinces bordering it are activated for this turn and shall attack all COL/TP in these provinces.

B Administrative Phase

B.1 The strength of the natives activated by this event is always 6L𝔻 (whatever the printed value) and they automatically receive a native leader.

VI-17 THE LAST OF THE GREAT MUGHALS PBnew

Date: 1707 (Death of Aurangzeb).

A Event Phase

A.1 The general *Great Mughal* is removed from the game.

A.2 Mogolis Imp. Expansions (II-A) cannot happen anymore.
A.3 The basic forces of Mogolis Imp. becomes 𝔸⊕.
A.4 Reaction of country Mogolis Imp. becomes 3.
A.5 Mogolis Imp. loses 1d10/3 (round to closest) areas (the ones with the largest numbers).

B Lasting Effects

B.1 Mysuria and Hyderabada are created as soon as their respective province does not belongs to Mogolis Imp. anymore.
B.1.a This can happen either at the start of this event, due to the provinces lost by this event or at some other point in the game if Mogolis Imp. loses provinces.
B.1.b Both countries are not necessarily created at the same time.
B.2 Colonial powers may now raise Indian troops ("Sepoy") as per their respective specific rules.

VI-18 Wars in India (×3) PBnew

A Condition:

A.1 Roll 1d10 and apply the correct subevents.
A.1.a 1-4 = A) War between Mogolis Imp. and Persia. Apply Mogolis Imp.-Persia War (§α).
A.1.b 5-8 = B) War between Durranis Imp. and Persia. Apply both Afghan Empire (§β) and Fall of the Persian Safavids (§γ).
A.1.c 9-10 = C) War between Durranis Imp. and Mogolis Imp.. Apply both Afghan Empire (§β) and Rise of the Marathi (§δ). This case may not happen before either event VI-17 (The Last of the Great Mughals), re-roll another case if needed.
A.2 Each of the three previous cases can only happen once. If it already happen, re-roll another case.
A.3 Each of the following sub-event can only happen once. Afghan Empire (§β) may occur due to two different cases (B and C). The second time, ignore it and only plays the other sub-event.
A.4 In each of the three case, natives in one random province in ***India*** are activated.

α Mogolis Imp.-Persia War

Date: 1739.

α-B Event Phase

α-B.1 Mogolis Imp. loses all provinces except the areas **Dellī**, **Ayodhyā**, **Bānglā**, **Gonḍānā** and **Orissā**.
α-B.2 Lower the difficulty and tolerance (for COL and TP implantation) by 2 in every province controlled by Mogolis Imp.
α-B.3 Persia gets the general *Nādir Shāh Afshār* (♚ <R> A 3.4.4 -1 [Event VI-18]) for 5 turns.

α-C Diplomatic Phase

α-C.1 Test fidelity of Persia and Ormus.

β Afghan Empire

Date: 1747.

β-D Event Phase

β-D.1 The minor country Durranis Imp. is created and owns area **Afghanistan** except **Herât** if owned by Persia.

γ Fall of the Persian Safavids

Date: 1749.

γ-E Event Phase

γ-E.1 The lasting effect of event III-18 (Persian Safavids) are cancelled.

γ-E.2 Herât is annexed by Durranis Imp.

γ-F Diplomatic Phase

γ-F.1 Test fidelity of Persia and Ormus.

δ Rise of the Marathi

Date: 1746-1761.

δ-G Event Phase

δ-G.1 Mogolis Imp. only loses all provinces except the areas **Dellī**, **Ayodhyā**, **Bānglā** and **Gonḍānā**.
δ-G.2 Lower the difficulty and tolerance (for COL and TP implantation) by 2 in every province in ***India***.
δ-G.2.a This is not cumulative with the decrease caused inside Mogolis Imp. by Mogolis Imp.-Persia War (§α).

VI-19 Revolt of Mazepa PBnew

Date: 1708-1709.

A Condition:

A.1 Ukraina is looking for a new protector.
A.1.a If this event is triggered during event VI-1 (The Great Northern War), either by troops of SUE entering *Ukraine* or by rolling for it on the table, then the new protector is SUE.
A.1.b If the current protector of Ukraina is at war against another MAJ, then the new protector is chosen among the countries at war against the current protector in the following list: RUS, POL, TUR, AUS, SUE, PRU.
A.1.c If the current protector of Ukraina is not at war against any other MAJ, then the new protector is chosen in the following list: POL (if Orthodox), RUS, TUR, POL, AUS, SUE, PRU.

B Event Phase

B.1 The potentials protectors are asked in order if they accept or not to protect Ukraina.
B.1.a If all refuse, Ukraina will not have a protector for the duration of the war.
B.2 Ukraina declares war on its former protector and the new protector must immediately join this war with no cost in Stability.
B.3 Counters of Ukraina are immediately removed from play.
B.4 Place a *Revolt*⊕ in a province of *Ukraine*.
B.4.a If the event is triggered by Swedish presence, then the *Revolt* is put in the province where the Swedish 𝔸 is. Otherwise, a random province is chosen in Ukraina.
B.5 Place general *Mazepa* (⚔ C 2.2.3 [Event VI-19]) with the *Revolt*, scheduled to last 4 turns.
B.6 Place a L𝔻 of Ukraina in the revolted province.
B.6.a If the new protector either has a common border with Ukraina or a "king ranked" general in a province adjacent to Ukraina, place an 𝔸⊖ instead.
B.6.b "King ranked" generals are those bearing the king symbol, namely monarchs, *Carl XII* as an heir to the throne (§F (Karl XII) of section XIV.7.4.1 (Monarchs of Sweden)) or *Unknown leader Sadrazam* and other Viziers (**?chSpecific:Turkey:Vizier?**).
B.7 The revolt is considered active as long as *Mazepa* is alive and at least one *Revolt* exists in one of the provinces of *Ukraine*.

C Diplomatic Phase

C.1 Any country possessing a province of *Ukraine* with a *Revolt* in it has a free CB against either the former or the current protector (its choice).
C.1.a Minor countries use this CB against the new protector.

C.2 As long as the revolt is active, TUR as a free CB against either the former or the new protector (its choice).

D Administrative Phase

D.1 If the revolt is active Ukraina roll for reinforcements in offensive attitude, base on the income of the provinces with a *Revolt* in them.
D.1.a The reinforcement roll has a malus of **–2** unless a "king ranked" leader of the new protector is in or adjacent to Ukraina.

E Military Phase

E.1 *Revolt* are limited supply sources for the troops of Ukraina but are not supply source for the protector.
E.2 If a stack containing troops of Ukraina takes a fortress, place a *Revolt*⊖ in the province.

F Peace Phase

F.1 The *Revolt* can extend in any province of *Ukraine*.
F.1.a *Revolt* in Ukraina cause loss of Stability to the **former** protector. Other *Revolt* in *Ukraine* cause loss of Stability to the owner of the province as per normal rules.
F.2 If the new protector signs a white or favourable peace while the revolt is still active, all the provinces of *Ukraine* belonging to countries that were at war against the new protector during this war are annexed by the MINUkraina. The new protector gain all the benefits of event IV-17 (2) (Revolt of the Cossacks).
F.3 Otherwise, the former protector stays protector of Ukraina (with the provinces still belonging to the minor after the peace is signed).

VI-s War of Jenkins' Ear PBNotEvenWritten

Date: 1739-1748.

TODO: ANG vs HIS in America. Later part of event VI-13 (War of Austrian Succession).

VI-t Revolt of the Comuneros PBNotEvenWritten

Date: 1721-1735.

TODO: Revolt in Paraguay. Maybe doable via revolt tables only.

VI-u War of the Quadruple Alliance PBNotEvenWritten

Date: 1718-1720.

TODO: HIS vs Siciliæ.

VI-v Alberoni PBNotEvenWritten

Date: 1711-1719.

TODO: Excellent (?) minister for HIS. Should be VI-2(2). Could be related to event VI-u (War of the Quadruple Alliance).

VI-w Bulavin's Rebellion PBNotEvenWritten

Date: 1707-1708.

TODO: Revolt in Astracan.

VI-x Troubles in Africa (×*) JymNew

Date: No precise date. Hypothetical clashes with inland African empires..

TODO: Should replace event VI-16 (Bantu Raids).

A Event Phase

A.1 Roll one die on the following table: 1. **Sénégal**; 2. **Côte d'Ivoire**; 3. **Côte d'Or**; 4. **Cameroun** (except **Fernando Po**; 5. **Gabon**; 6. **Congo**; 7. **Angola**; 8. **Nyasa** (two Southern provinces) ; 9. **Nyasa** (two Northern provinces) ; 10. **Kenya**.
A.1.a The natives in the two provinces designed are activated. They have a strength of 4L𝔻 and one ⚔, whatever the printed value.

VI-y Revolt of the Camisards JymNew

TODO: Maybe should be V-6 (2).

Date: 1702-1711.

A Condition:

If event V-6 (Expulsion of the French Protestants) did not occur yet, apply it now in addition to this event.

VI-z End of the Ottoman rule in North Africa PBNotEvenWritten

Date: 17??.
Duration: Until the end of the game

A Lasting Effects

A.1 If event IV-4 (2) (Alaouite dynasty in Mauretania) did not happen yet, apply it immediately in addition to this event.
A.2 TUR has a malus of **–3** to diplomacy with all Barbaresque countries (XIV.13.1.3) (Cyrenaica, Tripolis, Tunesia, Algeria and Mauretania).
A.2.a This malus supersedes the malus on Mauretania given by IV-4 (2) and is not cumulative with it.

Political Events of Period VII

Chapter XXIII

Event Table of Period VII

1st→	1-4	5-6	7	8	9	10
1	1	8	12	1	R3	• 1–2:
2	2	9	19	R18	4	+1 then
3	3	10	2	10	5	Political Events of Period VI (XXII)
4	4	11	18	11	R12	• 3–10:
5	6	14	20	5	R13	Political Events of Period VI (XXII)
6	7	15	R5	R6	4	
7	13	16	1	7	15	
8	19	21	17	8	16	
9	1	4	R8	9	7	
10	Political Events of Period VI (XXII)					

Table XXIII.1: Period VII events table

1 The Seven Years War
2 The War of Bavarian Succession
3 Batavian Revolution
4 War of Independence in the Colonies .....E E E E
5 The French Revolution .....α ι
6 The Confederation of the Bar
7 First Partition of Poland
8 Second Partition of Poland .....E E E
9 National Revival of Poland .....α β
10 Independence of the Mameluks in Egypt
11 Revolt in Indonesia
12 Sale of Corsica
13 Revolt of Pugatchev
14 Potemkin
15 War in Crimea
16 War in Finland
17 Forward to the Balkans
18 Wars in India.....→VI-18
19 (1) Vassalisation of Hanovere.....→VI-6
20 William Pitt
21 Kaunitz
x Revolt of the Comuneros
y Xhosa wars .....E E
z Moroccan-American Treaty of Friendship

VII-1 The Seven Years War PBnew

Date: 1756-1763.
Duration: until the end of the war caused by the event.

A Condition:
A.1 Cannot happen before period VII if PRU is not a major country and at peace.
A.1.a In this case, do not mark of an re-roll.

B Event Phase
B.1 PRU has a free CB against Saxonia to be used at this turn or the next one.
B.1.a Refusal to use this CB cost PRU 3 Stability and PRU is considered to have lost the war for all the effects described below.
B.1.b When PRU uses this CB, Saxonia propose an immediate white peace to all its other enemies.
B.1.c If PRU does not use this CB this turn, apply (in addition) The French and Indian War (§α).
B.2 As a reaction to PRU declaring war to Saxonia, AUS has an immediate free CB against PRU.
B.3 As a reaction to PRU declaring war to Saxonia, FRA has an immediate normal CB against PRU.
B.3.a If both FRA and AUS use these CB, they are considered allied in the war without need to sign a formal alliance.
B.4 As a reaction to FRA declaring war to PRU, ANG has a free CB against FRA.
B.4.a If ANG uses this CB, ANG and PRU are considered allied in the war without needing to sign a formal alliance.
B.5 RUS has a CB against PRU and a CB against AUS (if at war) for the duration of the war.
B.5.a If RUS uses one of these CB, it is considered allied with the other side in the war without need to sign a formal alliance.
B.6 Normal calls for allies may occur as a reaction to any of these declarations of war.
B.7 As long as the event last, RUS as a malus of **+3** to the survival rolls of its monarch before ***Peter II***.

C Diplomatic Phase
C.1 If Saxonia is at war against PRU but its controller is not, Saxonia is put in EW of the first country at war against PRU in the following list: AUS, ANG, SUE, FRA, RUS.
C.1.a During the war, the controller of Saxonia has a bonus of **+5** for diplomacy on any minor of the HRE except Bavaria.

D Administrative Phase
D.1 Purchase limits for PRU are doubled for the duration of the war.
D.1.a During the war, PRU may raise troops in any province belonging to a minor it controls.
D.2 At the first turn of the war, all minors at war must choose their reinforcements in offensive attitude.
D.2.a At the following turns, it must be either offensive of naval attitude.

E Peace Phase
E.1 As long as ***Friedrich II*** is alive, PRU cannot be forced to peace if at **-3** in Stability for two consecutive turns.
E.1.a It can, however, be forced to peace if all its provinces are occupied.
E.2 If PRU signs an unfavourable peace, FRA and AUS win 50 VP (each) if they were at war against PRU.
E.2.a In this case, if ANG was at war it loses 25 VP or 50 VP is this was an unconditional surrender.
E.3 If its side imposes an unconditional surrender (to either PRU or AUS), RUS can annex all provinces of Polonia adjacent to RUS territory.
E.3.a This counts as one peace condition for the alliance of RUS.
E.3.b The allies of RUS will have a CB against RUS at the following turn to contest this annexation.
E.3.c If Polonia is a special EW of FRA or SUE per either event part VI-11.α (Polish Victory) or §β-I.3.b of event part VI-1.β (Polish Civil War), this annexation can only be done if RUS is not allied with the protector of Polonia.
E.3.d This annexation is impossible if Absolutism is established in Polonia.
E.4 If PRU forces Saxonia to an unconditional surrender, it wins 25 VP.

E.5 If AUS is forced to unconditional surrender it loses 50 VP and **1** Stability.

α The French and Indian War

Date: Colonial tensions erupted into a state of war in 1754 in America.

α-F Event Phase
α-F.1 FRA and ANG are now in a state of overseas war.
α-F.1.a This is not a declaration of war, hence there is no cost of Stability for any of them.
α-F.2 Reactions are allowed as if the war was continuing from a previous turn except:
α-F.2.a They may not generalise the war at this turn, unless using another CB.
α-F.2.b They may not sign an armistice this turn.

VII-2 The War of Bavarian Succession RistoMod

Date: 1778-1779.

A Condition:
A.1 Cannot occur if Bavaria is currently at war against AUS. In that case mark off and play R/D instead.

B Event Phase
B.1 Bavaria offers to become a permanent MA of AUS.
B.1.a If this offer is accepted, Bavaria cannot anymore fall below MA of AUS, but diplomacy is still possible on it.
B.1.b If the offer is refused, ignore the rest of the event.
B.2 If the offer is accepted, PRU as free CB against AUS to be used immediately.
B.3 If PRU does not use the CB, AUS is considered to have won the war for all relevant effects and VP.
B.3.a Normal calls for allies follow if a war is declared.
B.3.b It is possible that Bavaria stays out of the war. . .

C Peace Phase
C.1 If AUS signs a white or unfavourable peace, Bavaria becomes a normal minor again and PRU win 20 VP.
C.2 If AUS signs a favourable peace, AUS win 25 VP and the previous controller of Bavaria (if any) has a temporary CB against AUS at the next turn.

VII-3 Batavian Revolution RistoMod

Date: 1785-1787.
Duration: Until the *Revolt* are crushed or the government is overthrown.

A Condition:
A.1 If Hollandia is a minor country, apply subevent §α (Minor Holland in Revolution). The second time, apply R/D and mark off.
A.2 Else apply subevent §β (War between Orangists and Patriots) (twice if needed).

α Minor Holland in Revolution

α-B Event Phase
α-B.1 Place a *Revolt*⊖ in each province owned by minor Hollandia.
α-B.2 Minor Hollandia immediately proposes a peace based on the current peace differential (or a white peace if the situation favours minor Hollandia) to all its enemies.
α-B.2.a Minor countries accept this peace.

α-C Diplomatic Phase
α-C.1 If minor Hollandia and PRU are allied, PRU may intervene to help.

α-C.1.a No other major may intervene.

α-D Administrative Phase
α-D.1 Minor Hollandia does not get any reinforcement roll for the first turn of this event.

α-E Military Phase
α-E.1 PRU may not send more than two stacks in provinces owned by minor Hollandia.

α-F Peace Phase
α-F.1 Minor Hollandia keeps proposing peace to its enemies as long as *Revolt* still exist during the peace phase.
α-F.2 If at the end of a turn, there are *Revolt* in more than half of provinces belonging to minor Hollandia, the minor has gone through a revolution. Return the diplomatic marker of minor Hollandia to neutral status (unless activated in a war; in this case place it in MA of the controller).

β War between Orangists and Patriots

β-G Event Phase
β-G.1 If at war, HOL makes a mandatory white peace with all its enemies.
β-G.1.a MAJ allied to or at war with HOL will be able to make a foreign intervention in the Civil War (on any side).
β-G.1.b Other countries will be able to intervene as mentioned below. No other countries may intervene in the Civil War.
β-G.2 HOL is in Civil War (see section IV.5.5.5 (Religious Wars, Civil Wars)) between the Patriots, the Republicans and the Orangists.
β-G.2.a The Orangists use up to one 𝔸, 5L𝔻/N𝔻 and one 𝔽 counter (for example, from Fidelis Regi).
β-G.2.b The Patriots use up to two 𝔸 and 6L𝔻 from Rebellis.
β-G.2.c Republicans use up to one 𝔸, 5 L𝔻/N𝔻 and all possible naval forces of Hollandia.
β-G.2.d HOL can choose to take either the side of Patriots or Orangists. The choice is made after the revolts have been rolled for.

β-G.3 Rise of the Patriots For each province of HOL in Europe, roll 2d10. Add **–3** if event VII-5 (The French Revolution) already started. If the roll is lower or equal to the income of the province, the province is in *Revolt*. Roll for the strength of the revolt in table XVI.3 (Revolt table: target area and strength).
β-G.3.a The Patriots control **Holland**.
β-G.4 For all COL, roll 1d10. On 1, put a *Revolt*⊕ and a Patriot L𝔻; on 10, put an Orangists L𝔻 and a control for the Orangists in the province. All other ROTW counters of HOL are owned by the Republicans.
β-G.4.a HOL has to announce its support of one side at this point. It will play this side.

β-G.5 Orangists resistance The Orangists call for help in that order: PRU, SUE, non-revolutionary FRA, the owner of the *Spanish Low Countries* after event V-4 (The War of Spanish Succession).
β-G.5.a The first to answer the call will play the Orangists (if HOL supports the Patriots) and will be allowed an intervention of at most two stacks (not one as per usual rules) of at most one 𝔸⊕.
β-G.5.b Other countries will not be able to intervene.
β-G.5.c If no country wishes to intervene in this list and HOL chose the Patriots, PRU will play the Orangists.
β-G.5.d The Orangists decide of one safe place (historically **Gelderland**) that they own (even if in *Revolt*). This must not be **Holland** nor **Utrecht**. The *Revolt* is removed if there was one, but a L𝔻 or a ⚔ is moved in another *Revolt*.

β-G.6 Republicans and the VOC Naval forces and most ROTW Dutch settlements will mostly stay out of the war. The moves of these forces will be played by ANG.
β-G.6.a ANG will be able to intervene with a normal foreign intervention.
β-G.6.b Administrative actions will be very limited and played by HOL, using 3/3/3 as Monarch values during all the war.

β-G.7 Call for the Revolution Revolutionary FRA (after The French Revolution started) may be able to send one stack of conventional troops and two stacks of Revolutionary troops to help Patriots. It can declare its intervention during the military rounds if sending Revolutionary troops; but it may not gain as much by doing so.
β-G.7.a If HOL supports the Orangists, and nobody supports the Patriots, then TUR will play the Patriots.

β-G.8 The Dutch Fleet Orangists pick one 𝔽 counter, moved to one port they control (if none, one port of their supporter or simply at sea). All other naval forces go to Republicans.

β-H Diplomatic Phase

β-H.1 HOL can react to attacks on its minor countries. It can not do any other diplomatic actions.

β-I Administrative Phase

β-I.1 Incomes Orangists and Republicans get land income from the provinces they (or their allies) control in European provinces of HOL.
β-I.1.a Patriots get the land income from the provinces they control or that are in *Revolt*.
β-I.1.b Half (rounded down) of Vassal income goes to Orangists. The rest goes to Republicans.
β-I.1.c There is no commercial income. ROTW income goes to whoever controls the place (usually Republicans).
β-I.1.d MNU give their basic income (the fixed part) to the side getting revenues from the province.

β-I.2 Administrative actions The only actions that can be done are paid on HOL RT directly. They are: reactions to concurrence, improving already existing COL or TP, improving already existing TF.

β-I.3 Raising armies Republicans have to pay for the maintenance of naval and land forces in their keep first of all (what can not be paid for is dismantled). With the rest, they may purchase troops only to be bought in territories they control or in ANG. ANG may give money to Republicans. Republican land forces are always *Conscsripts*.
β-I.3.a On the first turn, land forces in Europe of HOL are disbanded.
β-I.3.b Patriots and Orangists have their own budget and a purchase limit of 2L𝔻. The first 𝔸⊖ they buy on the first turn is *Veterans*, the rest is *Conscsripts*. Their supporter may give money.

β-J Military Phase

β-J.1 Province flooding (section XIV.11.4.2 (Dutch Flood)) can not be used during this event.
β-J.2 For movement, supply and attrition, provinces with *Revolt* are friendly to Patriots unless an enemy force is within.
β-J.2.a Patriots consider all cities with *Revolt* in the province as blockaded.
β-J.2.b *Revolt* are weak supply points for Patriots.

β-K Peace Phase

β-K.1 HOL loses **1** Stability. No Stability increase is possible during the event.
β-K.2 No armistice may be signed by the various sides.

β-K.3 Victory of Orangists It there are no more revolts and no more troops of Patriots in national territory, Orangists get an automatic victory.
β-K.3.a The Monarch is reinstated. Stability of HOL becomes **+3** minus one per turn of revolution.
β-K.3.b If this event happens again, HOL will have a **–2** to the strength of *Revolt*.
β-K.3.c The supporters of Orangists get 20 VP (possibly including HOL). Supporters of Patriots lose 20 VP.

β-K.4 Victory of Patriots If there are *Revolt* in all national provinces or no more Orangists (or allies) troops in national territory or it is the third turn of the revolution and there is still at least one *Revolt* or this is the last turn of the game or Stability is at **-3** for two consecutive turns, Patriots get an automatic victory.
β-K.4.a All revolts are removed. The government is overthrown. Read below for the lasting consequences.
β-K.4.b A Monarch will be rolled anew at next turn, as if there were a *Dynastic Crisis*.
β-K.4.c Stability of HOL becomes **0**.
β-K.4.d The supporters of Patriots get 20 VP (possibly including HOL). Supporters of Orangists lose 20 VP.

β-K.5 Victory of Republicans Republicans are considered victors if any other side wins in one turn or two turns. They lose if the revolution ends after three turns.
β-K.5.a ANG is entitled to 1 or 2 compensations (given by the Orangists or the Patriots or taken to the VOC during the troubles) of HOL's choice: 1 level in a CTZ, 2 levels in a STZ, one COL, one TP. Automatic concurrence may follow from this. There are two compensations if the victory was in one turn. ANG gets two compensations for a victory of either side in 1 turn.
β-K.5.b If ANG lost military forces (either naval or land) during the Revolution, it is entitled to 20 VP in addition. If the Republicans lost, ANG loses 20 VP.
β-K.6 There are no other peace outcomes.
β-K.7 In case of victory, supporters (including HOL) of the winning side gain 20VP and the forces of the winning side are converted to HOL counters. Supporters of the losing side lose 20VP and the forces of the losing side are disbanded.

β-L Lasting Effects

β-L.1 In case the Patriots win, apply the following points:
β-L.1.a The *Stadhouder* government is no more possible.
β-L.1.b All monarchs have a **+2** to their survival roll. *Dynastic Crisis* will cost 1 Stability with no other consequences.
β-L.1.c The maximum ADM value of the Monarch (or Minister) is now 7. However, the real rolled-for value is used for rolling the next Monarch.
β-L.1.d The maximum DIP value of the Monarch is now 5. However, the real rolled-for value is used for rolling the next Monarch.
β-L.1.e The minimum MIL value of the Monarch is now 7.
β-L.1.f If the event happens again, the *Revolt* strength will have a **+2** modifier.
β-L.1.g The VOC is dissolved. The basic ☸ is available each turn only if 1d10 (rolled during the Monarch Survival phase) is even. This also removes some constraints on TFI and turns the TP placement available each turn into a TP placement or COL placement, at the choice of HOL.
β-L.1.h National provinces of HOL will count in favour of FRA for the"natural frontier" objectives (not for the rest).
β-L.1.i HOL loses 1 diplomatic action.
β-L.1.j HOL has a mandatory defensive alliance with Revolutionary FRA for at least three turns (as soon as possible)

VII-4 War of Independence in the Colonies (×*) RistoMod

Duration: Until the end of the rebellion.

A Condition:

A.1 If none of the following already occurred, do not mark off and re-roll:
A.1.a subevent VII-1.α (The French and Indian War) (only if the war is already finished).
A.1.b event VII-20 (William Pitt).
A.1.c event VII-5 (The French Revolution)
A.2 The first time, apply American Revolutionary War (§β), the second and subsequent times, apply Bolivarian Revolutions (§γ). Each time, Where does the revolt occurs ? (§α) is used to determine which colonies try to get their independence.

α Where does the revolt occurs ?

A revolutionary war erupts in a group of colonies. The target group is chosen by first selecting a subcontinent and then a major country. The major country must have a certain number of colonies in the target subcontinent in order to start the revolt. The first major country meeting the criteria is subject to the revolution.
α-A.1 The possible target subcontinents are, in order:
α-A.1.a ***North America***
α-A.1.b ***Spanish World***

α-A.1.c ***Brazil***
α-A.1.d ***India***
α-A.1.e ***Asia*** (except ***India***)
α-A.2 The possible target players are the protestant ones in the following list:
α-A.2.a ANG, FRA, HIS, HOL
α-A.3 The target group of colonies is elected by first looking for players meeting the criteria in the first subcontinent, then the second and so on.
α-A.4 The target group of colonies must contain at least 10 levels of COL in four adjacent provinces (with land access between them).
α-A.4.a It is possible that some of these provinces have no COL in them as long as there are 10 levels of COL or more in four provinces.
α-A.5 If no target exists, nothing happens but the event is nonetheless considered played (mark off, do not re-roll, do not play R/D).
α-A.6 Once the target group of colonies is found, roll 1d10 with the following modifiers:

–5	If no other player has a COL inside the four target provinces.
+1	For each other player that has COL or TP within two provinces of the group or
+2	For each other player that has COL or TP adjacent to the group.
–1	If the player has any L𝔻 in the group or
–2	If the player has any 𝔸 in the group.
–2	If the player has FR or AT with a minor adjacent to the group.
+3	If another player has FR or AT with a minor adjacent to the group and the player has neither FR nor AT with this minor country.

α-A.7 If the result is 5 or more, the rebellion occurs. A non-modified 10 is an automatic rebellion while an non-modified 1 always means that no rebellion occurs.
α-A.7.a If no rebellion occurs, nothing happens but the event is nonetheless considered played (mark off, do not re-roll, do not play R/D).

β American Revolutionary War

β-B Condition:

Choose a target MAJ and group of colonies as indicated in event part §α (Where does the revolt occurs ?).

β-C Event Phase

β-C.1 The MAJ choose one COL within the revolted group. Place a *Revolt*⊖ in each other COL of the group.
β-C.1.a Place 3L𝔻 (of United States) on one of the *Revolt*.
β-C.1.b Rebels control all the fortresses in the revolted colonies.

β-D Diplomatic Phase

β-D.1 The rebels calls for allies as indicated in the preferences of United States.

β-E Administrative Phase

β-E.1 The MAJ does not get income from the COL that initially revolted, even if the *Revolt* are suppressed.
β-E.1.a It cannot either raise troops there or use the colonial militia.
β-E.1.b It can, however, build fortresses in these COL.
β-E.2 The MAJ receives no income from TF in STZ adjacent to a COL that initially revolt, even if the *Revolt* are suppressed.
β-E.2.a All other player get double income (but not double bonus) from TF in these STZ.
β-E.3 Rebels can choose reinforcements in either offensive or defensive attitude. They use the counters of United States.

β-E.4 If the MAJ has a general that can be used by United States (either *Washington* or *La Fayette*), this general goes to the side of the rebels.
β-E.4.a If *Arnold* is alive, he joins the rebels.
β-E.4.b The rebels must have at least two generals for the duration of the event. Use the unnamed generals of United States if needed.
β-E.5 The MAJ receives at no cost a mercenary that can be used in the ROTW and is considered to have rank Z.
β-E.6 *Washington* and *La Fayette*, if not already rebels, can be sent by their owner (ANG or FRA) to help them.
β-E.6.a The owner chooses each turn whether it keeps the general or send him to help the rebels.
β-E.6.b This general is in addition to the minimum two generals of the rebels.
β-E.6.c Once the event is finished, this leader goes back to his major country.

β-F Military Phase

β-F.1 *Revolt* are supply sources for the rebel troops.
β-F.2 Remember that United States (hence, the rebels) roll for reinforcements after each winter round and not only once per turn.

β-G Peace Phase

β-G.1 The event stops at the end of the second turn of revolt.
β-G.1.a If all *Revolt* have been suppressed by the end of the second turn, MAJ wins the war.
β-G.1.b Otherwise, the rebels win.
β-G.2 If the rebels are crushed, remove all the units of the rebels, remove the named leaders of United States from the game (not the one sent by a major).
β-G.3 If the rebels win, the minor country United States is created.
β-G.3.a All the COL in the initial group of revolt are part of United States, even those where the *Revolt* were suppressed.
β-G.3.b All the provinces of United States are considered as European provinces for all game purposes.

γ Bolivarian Revolutions

Date: Spanish American Wars of Independence (Bolivar): 1808-1829/Independence of Brazil: 1823-1825..

γ-H Condition:

γ-H.1 If another War of Independence in the Colonies (VII-4) is currently occurring, do not mark off and re-roll.
γ-H.2 If another War of Independence in the Colonies (VII-4) is already finished and was won by the rebels, if Storming the Bastille (VII-5.α) did not occur yet, apply it instead.
γ-H.3 Otherwise (revolt crushed or Storming the Bastille already occurred or a previous occurrence resulted in "no revolt" after the test of §α-A.7 of event part VII-4.α (Where does the revolt occurs ?)), choose a target country as indicated in event part §α (Where does the revolt occurs ?), ignoring the religion condition of §α-A.2 of event part VII-4.α (Where does the revolt occurs ?).
γ-H.4 Once a target is found, if the die roll of §α-A.7 of event part VII-4.α (Where does the revolt occurs ?) indicated a revolt, roll another die and apply the corresponding result:

10	Another revolt occurs
9	Extension to a near continent
6–8	Small revolt
1–5	Nothing happens. The event is nonetheless considered played (mark off, do not re-roll, do not play R/D).

γ-H.5 Another revolt occurs Another revolt occurs as described in subevent §β (American Revolutionary War). Both revolts are separate one from another and, if created, both countries are different. Use whatever name and counters you wish to refer to the second and subsequent ones (Canada, Bolivia, Brazil, Indonesia, . . .)

γ-H.6 Extensions to a near continent If the target subcontinent is adjacent to the original one (either ***North America*** and ***Spanish World*** or ***India*** and ***Asia***), a new revolt occurs as above, otherwise treat as a *Small revolt* below.

γ-H.7 Small revolt Place three *Revolt*⊖ in the target group of colonies. Don't use any minor forces. No independence may result from these *Revolt*. Another event VII-4 (War of Independence in the Colonies) may occur before all the *Revolt* are crushed.

VII-5 The French Revolution (×2) PBMod

Date: 1789-1799.

The first event corresponds to the bankruptcy of the French monarchy as well as the peasant crisis leading to the Storming of the Bastille and a change of government. Several possible new forms of government can exists depending on the choices of the player and the other majors. The second event corresponds to the internal dynamics of the Revolution yielding to uncontrolled effects.

Duration: until the end of the game.

A Condition:

A.1 If none of the following happened, do not mark off and re-roll:
A.1.a End of The Seven Years War (VII-1).
A.1.b Beginning of War of Independence in the Colonies (VII-4) (the revolt must have started).
A.1.c Batavian Revolution (VII-3) is finished and was successful.
A.2 The first time, apply Storming the Bastille (§α). The second time, apply Reign of Terror (Robespierre) (§ι).

Design note: *"À partir de la Révolution, les règles de bon sens cessent de s'appliquer."* (Pierre, August 2007).

α Storming the Bastille

α-B Event Phase

α-B.1 Political and social crisis
α-B.1.a If FRA is at war against another MAJ, it loses 1 Stability. Otherwise, it loses 3 Stability.
α-B.1.b FRA is considered to have broken its alliances with all countries (major or minor). This does not cause any extra loss of Stability.
α-B.1.c Roll for two *Revolt* in Francia.
α-B.1.d Future survival rolls for the French monarch get a malus of **+2**. The malus will be **+5** if FRA goes to the ***Convention*** government.
α-B.1.e The following countries have a free CB against FRA until the end of the game: ANG, AUS, PRU, HIS, HOL (unless if event VII-3 (Batavian Revolution) was won by the rebels).
α-B.1.f FRA has a normal CB until the end of the game against each major country and against each minor country adjacent to its territory.
α-B.1.g These CB can be used as diplomatic reaction to any other diplomatic announcement.

α-B.2 Economical crisis
α-B.2.a FRA loses 100 ⛁. Then its Royal Treasure is halved with a minimum loss of 50 ⛁.
α-B.2.b From now on, FRA loses 10% of its gross income (line **B24** of *ERS*).
α-B.2.c From now on, FRA pays inflation as if it were bringing gold from ***America***.

α-C Diplomatic Phase

α-C.1 If Polonia is a special EW of FRA (per event part VI-11.α (Polish Victory)), as soon as another MAJ declares war on FRA, so does Polonia. Troops of Polonia are allowed to cross the HRE.

α-C.2 At the end of each diplomatic phase, test for a change of government in Francia. Roll 1d10 modified as follows:
–4 if War of Independence in the Colonies (VII-4) never occurred;
–2 if War of Independence in the Colonies is finished and the rebellion was crushed;
+2 if War of Independence in the Colonies is finished and United States has been created;
+2 if FRA used this turn a CB provided by this event;
+4 if FRA is at war without declaring any war this turn;
+6 if the king of FRA died during this event.

α-C.3 The result of the die roll tells which is the new government of FRA:
1–6 The government is unchanged.
7–13 The government switches to (or remains) ***Convention***. Apply Convention (and constitutional monarchy) (§β).
14+ The government switches to ***Terror***. It won't be able to change back to anything else: stop doing this test each turn. Apply Reign of Terror and Directoire (§γ).

α-D Military Phase

α-D.1 During all wars caused by this event, enemies of FRA are considered allied inside the territory of FRA or when fighting French troops. They may be at war elsewhere and nonetheless be allied (and stack together or intercept French troops attacking the other country,. . .) fighting FRA.
α-D.2 Countries at war against FRA are limited to 1 stack inside the national territory of FRA.
α-D.2.a They are not limited if fighting out of the national territory of FRA.
α-D.2.b The 𝔸 provided by Émigrés (§δ) does not count toward this limit. It is always allowed inside FRA.

α-E Peace Phase

α-E.1 If Paris is controlled by the enemies of FRA and there are no Revolutionary 𝔸 of FRA in play, the Revolution is crushed and a new king is put on the throne of FRA.
α-E.1.a The game ends at the end of this turn.
α-E.1.b Each country at war against FRA wins 30 VPs.
α-E.1.c FRA wins 15 VPs at the end of the game if the revolution has not been crushed.

◄ Effects of the Revolution ►

β Convention (and constitutional monarchy)

Date: 1789-1792.

β-F Diplomatic Phase

β-F.1 When the government changes to ***Convention***:
β-F.1.a Apply Émigrés (§δ), Chouans and Royalist Uprisings (§ε), Revolutionary Armies (§η) and Natural Frontiers (§ζ).
β-F.1.b Roll for one *Revolt* in FRA.

β-G Lasting Effects

β-G.1 If still alive, the king of FRA has a **+5** malus to all his survival rolls (instead of the **+2** for the Revolution).
β-G.2 If the king dies, he is replaced by ***Convention*** with values 3/6/7. This government never rolls for survival.
β-G.3 During each event phase of ***Convention***, roll for one *Revolt* in FRA.

γ Reign of Terror and Directoire

Date: 1792-1799.

γ-H Diplomatic Phase

γ-H.1 When the government switch to ***Terror***:
γ-H.1.a The French king (or ***Convention***) is immediately killed, he is replaced by ***Terror*** with values 5/6/9. This government never rolls for survival.
γ-H.1.b Roll for 3 *Revolt* in FRA.
γ-H.1.c If they were not already activated, apply Émigrés (§δ), Chouans and Royalist Uprisings (§ε) and Natural Frontiers (§ζ).

γ-H.1.d Apply "La Patrie en danger" (§θ)
γ-H.1.e Increase the DTI and FTI of FRA by 1 each (max. 5).
γ-H.1.f Each MAJ has a free CB against FRA to be used immediately.

γ-I Administrative Phase

γ-I.1 At the turn the government switch to ***Terror***, the gross income of FRA is halved (round down, line **B24** of *ERS*). This is not cumulative with the permanent **–10%** caused by the event.

γ-J Lasting Effects

γ-J.1 During each event phase of ***Terror***, roll for two *Revolt* in FRA.

γ-K Peace Phase

γ-K.1 End of Modern History The game ends at the end of the second turn of ***Terror***.

δ Émigrés

δ-L Administrative Phase

δ-L.1 The first country at war against FRA in the following list gets the benefits of the Émigrés: AUS, PRU, HIS, ANG, Polonia (and its controller).
δ-L.2 The MAJ gets a French Royal 𝔸⊖ with a ✕ ⓘ of FRA.
δ-L.2.a This 𝔸 can appear in any province owned by FRA or by the MAJ receiving it.
δ-L.2.b It is considered class III with 4 artilleries per 𝔸⊕.
δ-L.3 This 𝔸 can be reinforced (or recreated if destroyed) at the cost of the French royal troops.
δ-L.3.a This 𝔸 can be raised again or receive reinforcements in any province owned by the MAJ receiving it or any French province either in *Rebellion* or *Revolt* or controlled by another country.
δ-L.4 This 𝔸 is freely maintained in veteran (new troops are conscripts as per normal rules).
δ-L.5 This 𝔸 must fight against FRA. If in FRA it cannot leave the provinces in or adjacent to FRA national territory and if created out of FRA it must goes to FRA by the shortest path. It is considered allied with all countries except FRA. It can co-exist with troops all countries but FRA and will never take part in any battle except against FRA.

ε Chouans and Royalist Uprisings

ε-M Diplomatic Phase

ε-M.1 *Chouans* are played by ANG (even if not at war against FRA).
ε-M.2 Place a *Rebellion*⊖ in each **Poitou** and **Vendée**.
ε-M.2.a French troops in these provinces must retreat.
ε-M.3 Place a rebel 𝔸⊕ and a general in one of these provinces.

ε-N Administrative Phase

ε-N.1 As long as a *Rebellion* exists in either **Poitou**, **Vendée**, **Morbihan**, **Armor** or **Finistère**, the *Chouans* get 1L𝔻 in reinforcement (except the first turn).

ε-O Military Phase

ε-O.1 Instead of moving, 1L𝔻 may "hide" in **Vendée** (only). It does not count as military presence any more but gives a malus of **–2** to suppress the *Rebellion*.
ε-O.1.a If the *Rebellion* is suppressed, this L𝔻 is destroyed.
ε-O.2 These *Rebellion* are friendly to any enemy of FRA. *Rebellion* ⊕ are also supply sources for any enemy of FRA.

ζ Natural Frontiers

ζ-P Condition:

ζ-P.1 The "Natural Frontiers" of FRA consist in:
ζ-P.1.a All national provinces of FRA.
ζ-P.1.b All provinces adjacent to national provinces of FRA except those in HIS or Helvetia.

ζ-P.1.c All provinces on the left-hand side of river Rhine, that is all the provinces between FRA and (included) **Alsace**, **Pfalz**, **Trier**, **Köln**, **Limburg**, **Utrecht** and **Zeeland**.

ζ-Q Administrative Phase

ζ-Q.1 FRA automatically gets income from any province within its Natural Frontier that it militarily controls, unless the province is besieged, in revolt, flooded, or any other situation that normally prevents income.
ζ-Q.1.a Exception: provinces that belong to Patriotic HOL (see event VII-3 (Batavian Revolution)) and are occupied by FRA still give their income to HOL, even if occupied provinces normally provide no income.

η Revolutionary Armies

η-R Administrative Phase

η-R.1 FRA can now use the Revolutionary 𝔸 counters.
η-R.1.a Each new 𝔸 raised from now on is Revolutionary.
η-R.1.b Already existent (royal) 𝔸 are not affected and stay until destroyed or disbanded.
η-R.1.c FRA may not have more than 6 𝔸 counters in play at the same time.
η-R.1.d Both the royal counters (of FRA) and the new revolutionary counters (labelled "Révolutionnaires") belong to the same country for all purpose of leadership.
η-R.2 Recruitment and upkeep cost of Revolutionary 𝔸 is halved (upkeep of royal 𝔸 is unchanged).
η-R.3 Land recruitment limit is doubled.
η-R.4 Naval recruitment cost is doubled.
η-R.5 FRA may not used Licensed privateers as described in section XIV.2.1.1 (French Privateers).

η-R.6 Revolutionary leaders [BLP]
η-R.6.a All leaders of FRA are dismissed. FRA now uses the revolutionary leaders (excluding *Bonaparte*).
η-R.6.b The leaders limits for FRA is now 3✕/1±.
η-R.6.c The revolutionary leaders are treated as ⓘ leaders rather than named ones. That is, FRA draws them at random in order to reach its limits and they change every turn.

θ "La Patrie en danger"

All the effects of Revolutionary Armies (§η) are applied. In addition:

θ-S Diplomatic Phase

θ-S.1 All French 𝔸 are immediately replaced by Revolutionary 𝔸.
θ-S.2 FRA may have up to 8 𝔸 counters in play.

θ-S.3 Revolutionary leaders [BLP]
θ-S.3.a All leaders of FRA are dismissed. FRA now uses the revolutionary leaders.
θ-S.3.b The leaders limits for FRA is now 5✕/1±.
θ-S.3.c The revolutionary leaders are treated as ⓘ leaders rather than named ones. That is, FRA draws them at random in order to reach its limits and they change every turn.
θ-S.4 General *Bonaparte* (✕ B 6.6.6 -3 [Event VII-5(2)]) is available for FRA during the first turn of ***Terror***, starting with the first round after W2.

◄ end of effects of the revolution ►

ι Reign of Terror (Robespierre)

Date: 1792.
Duration: until the end of the game.

ι-T Condition:

ι-T.1 Can happen only if War of Independence in the Colonies (VII-4) is ongoing or if United States has already been created.

ı-U Event Phase
ı-U.1 FRA loses 1 Stability.
ı-U.2 FRA goes to ***Terror***. Apply Reign of Terror and Directoire (§γ).
ı-V Military Phase
ı-V.1 The military phase starts in W0.
ı-W Peace Phase
ı-W.1 The game ends at the end of this turn.

VII-6 The Confederation of the Bar PBnew

Date: 1768.
A Condition:
A.1 Cannot occur if there is no more Polonia. in that case, mark off and play R/D.
A.2 Cannot happen before the start of the war caused by event VI-11 (War of Polish Succession). In that case do not mark off and re-roll.
A.3 Cannot happen if event VII-8 (Second Partition of Poland) already occurred and the partition was accepted (with or without war) at least once. In that case, mark off and play R/D.
A.3.a Can, however, occur if event VII-7 (First Partition of Poland) occurred and the partition was accepted.
B Event Phase
B.1 Absolutism is established in Polonia.

VII-7 First Partition of Poland PBnew

Date: 1772.
A Condition:
A.1 If POL is still a major country, do not mark off and re-roll.
A.2 If there is a war between at least two of the following countries: RUS, AUS, PRU, do not mark off and re-roll.
A.3 If Polonia doesn't exist any more, mark off and play R/D instead.
A.4 Depending on the current status of Polonia, apply the correct subevent (apply the first matching case). Only one such subevent may occur in the game. In each case, the partition may be accepted and is described in First Partition Plan of Polonia (§α).
A.4.a If Absolutism is established in Polonia, apply Polonia is absolutist or has a protector (§β).
A.5 If Polonia is a special EW of either FRA or SUE as per event part VI-11.α (Polish Victory) or §β-I.3.b of event part VI-1.β (Polish Civil War), apply Polonia is absolutist or has a protector (§β).
A.5.a If Polonia is neutral or on the diplomatic track of either RUS, AUS or PRU, apply Polonia is not defended (§δ).
A.5.b If Polonia is on the diplomatic track of another major who accepts the partition, apply Polonia is not defended (§δ)
A.5.c Otherwise, apply Polonia is a regular ally (§γ).

α First Partition Plan of Polonia

α-A.1 The proposed partition of Polonia gives the following provinces to each major country:
α-A.1.a RUS gets all the Polish provinces in *Ukraine*, **Severia**, **Smolenską**, **Baltarusija** and **Polacak**.
α-A.1.b PRU gets all the provinces of *Duchy of Prussia* and **West Preußen**.
α-A.1.c AUS gets all the Polish provinces formerly part of Hungaria, **Morava** and **Małopolska**
α-A.1.d SUE gets a province of its choice, not part of the share of any other country, adjacent to its territory.
α-A.2 If some of the provinces explicitly mentioned (not those part of a group) no more belongs to Polonia, the major instead gets a free CB against the owner of the province for the next diplomacy phase.
α-A.3 The acceptance of the partition plan depends on the status of Polonia and the result of the ensuing war.

β Polonia is absolutist or has a protector

β-B Event Phase
β-B.1 RUS, AUS, PRU and SUE all have a normal CB against Polonia and its protector.
β-B.1.a If Polonia has no protector (but is absolutist), it call for allies as per normal rules, the major accepting to help it has a free CB against all countries that declared war to Polonia and is called protector in the rest of the event.
β-B.2 If several countries declare war on Polonia using this CB, they can choose to be allied for the duration of the war without need to sign a formal alliance.
β-B.2.a However, they can also choose to wage separate wars in which case they can fight among them inside the territory of Polonia and the national territory of POL. In this case, each alliance is considered separately for the peace conditions.
β-B.2.b There may be several different alliances fighting against Polonia (and among themselves).
β-C Peace Phase
β-C.1 Polonia won't sign a separate peace in this war.
β-C.2 If the protector signs an unfavourable peace of level 3 or more, or if Polonia without protector signs an unconditional surrender, the following effects are added to the peace:
β-C.2.a Polonia becomes a normal minor (and no more a special EW).
β-C.2.b Polonia becomes neutral.
β-C.2.c Absolutism is abolished in Polonia
β-C.2.d From now on, any country can annex the capital of Polonia.
β-C.2.e Instead of all peace conditions, the enemies of Polonia can choose to apply the partition proposed in First Partition Plan of Polonia (§α), in which case only the countries that were at war against Polonia get their share.

γ Polonia is a regular ally

γ-D Event Phase
γ-D.1 RUS, AUS, PRU and SUE all have a free CB to be used conjointly against Polonia and its diplomatic patron.
γ-D.2 If several countries declare war on Polonia using this CB, they can choose to be allied for the duration of the war without need to sign a formal alliance.
γ-D.2.a However, they can also choose to wage separate wars in which case they can fight among them inside the territory of Polonia and the national territory of POL. In this case, each alliance is considered separately for the peace conditions.
γ-D.2.b There may be several different alliances fighting against Polonia (and among themselves).
γ-E Administrative Phase
γ-E.1 Polonia must take reinforcements in defensive attitude for the duration of the war.
γ-F Peace Phase
γ-F.1 Polonia may sign a separate peace as per normal rules.
γ-F.2 If Polonia or the major helping it signs an unfavourable peace of level 3 or more, the following effects are added to the peace:
γ-F.2.a Polonia becomes neutral.
γ-F.2.b From now on, any country can annex the capital of Polonia.
γ-F.2.c Instead of all peace conditions, the enemies of Polonia can choose to apply the partition proposed in First Partition Plan of Polonia (§α), in which case only the countries that were at war against Polonia get their share.

δ Polonia is not defended

δ-G Event Phase
δ-G.1 Polonia becomes neutral.
δ-G.2 The partition described in First Partition Plan of Polonia (§α) is accepted and every country take is share.

VII-8 Second Partition of Poland (×*) PBnew

Date: 1791, 1793.
A Condition:
A.1 If event VII-7 (First Partition of Poland) did not occur yet, do not mark off and re-roll.
A.2 If there is a war between at least two of the following countries: RUS, AUS, PRU, do not mark off and re-roll.
A.3 If Polonia doesn't exist any more, mark off, play and R/D with the *Revolt* in POL.
A.3.a In addition, if event VII-4 (War of Independence in the Colonies) already occurred at least once, play that event again.
A.4 The event is resolved in the same way as event VII-7 (First Partition of Poland) (depending on the status of Polonia) but with the partition plan described here.
A.5 This event may occur several times.

α Second and following Partition Plans

α-A.1 The proposed partition of Polonia gives the following provinces to each major country:
α-A.1.a RUS gets all the Polish provinces in *Ukraine*, **Severia**, **Baltarusija** and **Polacak**. If none of the belong to Polonia, RUS gets instead **Lietuvą**, **Žemaitija** and **Prypeć**.
α-A.1.b PRU gets all the provinces of *Duchy of Prussia* and **West Preußen**. If none of the belong to Polonia, PRU gets instead **Danzig**, **Wielkopolska** and **Mazowia**.
α-A.1.c AUS gets all the Polish provinces formerly part of Hungaria, **Morava** and **Małopolska**. If none of them belong to Polonia, AUS gets instead **Wołyń** and **Lublin**.
α-A.1.d SUE gets a province of its choice, adjacent to its territory, even one part of the share of another country.
α-A.2 If some of the provinces explicitly mentioned (not those part of a group) no more belongs to Polonia, the major instead gets a free CB against the owner of the province for the next diplomacy phase.
α-A.3 If some provinces are claimed by several countries, the one occupying it at the time of the partition annexes the province. SUE does if nobody occupy it.

VII-9 National Revival of Poland (×2) PBnew

Date: 1795.
A Condition:
Cannot occur before event VII-7 (First Partition of Poland). In that case, do not mark off and re-roll.
A.1 Each of these events can happen only once.
A.1.a If there no more Polonia, apply Kosciusko's revolt (§α).
A.1.b If Polonia still exists, apply Commonwealth's Revival (§β).

α Kosciusko's revolt

Date: 1795.
α-B Event Phase
α-B.1 Place *Revolt* in the following provinces: **Lietuvą**, **Mazowia**, **Lublin** and **Wielkopolska**.
α-B.1.a The *Revolt* are⊕ if event VII-5 (The French Revolution) already occurred at least once and⊖ otherwise.
α-B.1.b Military troops in these provinces must retreat.
α-B.1.c Only the fortress of Warszawa is taken by the rebels.
α-B.1.d Put an 𝔸⊖ of Polonia with general *Kościuszko* (⚔ D 3.4.4 [Event VII-9]) (lasting until the end of the game) in a revolted province.
α-B.2 The minor country Polonia is created anew with these troops and provinces.
α-B.3 Polonia is looking for a foreign help. The following countries must immediately accept or refuse, in order:
α-B.3.a FRA, if event VII-5 (The French Revolution) already occurred at least once.

α-B.3.b FRA or SUE, whichever last got Polonia as a special EW due either to event part VI-11.α (Polish Victory) or §β-I.3 of event part VI-1.β (Polish Civil War)
α-B.3.c FRA, SUE, AUS, PRU.
α-B.4 The country who accepts to help Polonia immediately declares war (with a CB) against all the countries owning a national province of POL.
α-B.4.a This is just one declaration of war, not one per enemy country. Hence the Stability loss is only 1.
α-B.5 Polonia is put in EW of its helper.
α-C Diplomatic Phase
α-C.1 The MAJ who accepted to help Polonia must immediately give to Polonia all the national provinces of POL it currently owns.
α-C.1.a There is no loss of VP for these provinces.
α-D Administrative Phase
α-D.1 Polonia get reinforcements as a regular minor based on the income of provinces it owns and control (as per normal rules).
α-E Military Phase
α-E.1 Troops of Polonia stacked with *Kościuszko* are always veterans.
α-F Peace Phase
α-F.1 *Revolt* may spread only in national provinces of POL but may do so even through frontiers of major countries.
α-F.2 Polonia will not sign a white or unfavourable peace in this war.
α-F.3 If there are no more *Revolt* and no more troops of Polonia, the minor is destroyed again.
α-F.3.a Ownership of provinces goes back to whoever owned them at the beginning of the war.
α-F.3.b Other countries involved in the war may either sign a white peace or continue fighting.
α-F.4 If Polonia and its allies sign a favourable peace, all provinces annexed at the peace must be national provinces of POL and are given to Polonia.
α-F.4.a Polonia becomes a permanent EW of its protector as described in event part VI-11.α (Polish Victory).
α-F.4.b Polonia should now own: the four initially revolted provinces, the provinces given by the protector and the provinces annexed at the peace.
α-F.4.c This may happen also if the *Revolt* and troops were crushed but the protector kept on fighting and won the war.

β Commonwealth's Revival

Date: not historic.
β-G Administrative Phase
β-G.1 Polonia receives the general *Kościuszko* (⚔ D 3.4.4 [Event VII-9]) for the rest of the game.
β-G.2 Until the end of the game, each turn where there is a declaration of war against Polonia, roll for two *Revolt* in POL.
β-G.2.a The *Revolt* may happen in any country (not only Polonia) and their force is rolled at random.
β-G.2.b The *Revolt* must occur in national territory of POL. If they fall out of it, re-roll another *Revolt*. However, both *Revolt* may occur in the same province.
β-G.2.c If event VII-5 (The French Revolution) occurred at least once in a previous turn, roll four *Revolt* instead of two.
β-H Military Phase
β-H.1 Troops of Polonia stacked with *Kościuszko* are always veterans.
β-H.2 *Revolt* created by this event (and their fortresses or troops) are allied with Polonia.
β-H.2.a *Revolt* counters are limited supply sources for the troops of Polonia (only, not its allies).
β-I Peace Phase
β-I.1 The *Revolt* may only spread in national provinces of POL but can do so through national borders of major countries.

β-I.2 Revolted provinces count as if controlled by POLONIA for the peace procedure.

VII-10 INDEPENDENCE OF THE MAMELUKS IN EGYPT RistoMod

Date: 1795 (Bonaparte in Egypt).

A Condition:

A.1 If the current monarch of TUR has an ADM of at least 8, he can choose to cancel the event.
A.1.a In this case, place a *Revolt* (with random strength) in all the former provinces of ÆGYPTUS.

B Event Phase

B.1 ÆGYPTUS is recreated. It owns all the provinces it had at the start of the game that now belong to TUR.
B.1.a Its basic forces are 𝔸⊖, L𝔻 and it can use all its counters.
B.1.b TUR loses VP for the provinces lost.

C Diplomatic Phase

C.1 TUR has a temporary free CB against ÆGYPTUS for this turn only.

D Peace Phase

D.1 If TUR achieves an enforced unconditional victory over ÆGYPTUS during a war caused by this event, it can annex it again, gaining VP for the provinces annexed.

E Lasting Effects

E.1 FRA, ANG, HOL and HIS have a permanent CB against ÆGYPTUS.
E.1.a If several of them use this CB without being formally allied, they can fight inside the territory of ÆGYPTUS and **Bassin Levantin** even if not at war elsewhere.
E.2 If, at the beginning of a peace phase, one of them controls the capital and half the other provinces of ÆGYPTUS, ÆGYPTUS becomes a permanent VA of the major occupying it and no diplomacy is possible on it.
E.2.a If the major later signs an unfavourable peace, one peace condition can be to turn back ÆGYPTUS into a regular normal country who then becomes neutral.
E.2.b It is also always possible to wage war against ÆGYPTUS and "steal" the special VA status by occupying it.
E.3 From now on, FRA, ANG and HOL can declare war on ORDO HOSPITALIS at normal cost (instead of the one mentioned in section XIV.13.1.2 (Ordo Hospitalis)) and they can annex the capital province of ORDO HOSPITALIS thus destroying the country.

VII-11 REVOLT IN INDONESIA (×*) Risto

Date: No precise date.

A Event Phase

A.1 Place one *Revolt*⊖ and one *Revolt*⊕ in two randomly chosen COL/TP in areas **JAVA**, **SUMATRA**, **BORNÉO** and **CÉLÈBES**. Both *Revolt* can occur in the same place. Roll on table XVI.3 (Revolt table: target area and strength) for the control of these *Revolt*.

VII-12 SALE OF CORSICA Risto

Date: 1759.

A Condition:

If **Corsica** does not belong to either CORSICA or GENUA, treat this as a *Revolt* in **Corsica** (roll for strength as usual) and mark off.

B Event Phase

B.1 Corsica is for sale. Each player must immediately make a secret bid for it and the highest bid annexes **Corsica**. Only the winning bid is actually paid. If it bids at least 1 ⓟ, FRA receives a bonus of 50 ⓟ for its bid.

C Diplomatic Phase

C.1 If **Corsica** is currently occupied by foreign troops, the owner of those troops must either declare a war to the new controller of this province profiting from a CB, or withdraw its forces as per peace process.

VII-13 REVOLT OF PUGATCHEV RistoMod

Date: 1773-1774.
Duration: Until the end of the civil war.

The initial revolt

A Event Phase

A.1 A civil war erupts in RUS. The rebels are controlled by HIS, or by SUE if HIS is allied to RUS.
A.2 Place a *Revolt*⊖ in the former provinces of the following minor countries currently belonging to RUS: CAZAN, ASTRACAN, TARTARIA, CRIMEA and all ROTW provinces adjacent to RUS European territory that have RUS COL/TP in them. Roll for two additional *Revolt* in RUS. If the result is outside RUS territory, ignore and do not re-roll.
A.3 Place a revolt 𝔸⊖ and general *Pugachev* in any revolted province (he can either lead the 𝔸 or a *Revolt*).
A.3.a The class of rebels armies is the same as RUS.

B Diplomatic Phase

B.1 Countries adjacent to RUS can make a foreign intervention in any side of the war.

C Administrative Phase

C.1 The rebels roll for reinforcements in offensive status during each turn of the civil war.
C.1.a The modifier for reinforcement is computed based on the income of the provinces in *Revolt*, even if the rebel does not control the fortress.

D Military Phase

D.1 All rebel units can use *Revolt* counters as supply bases in the same way as fortresses as long as there are no non-defeated enemy units present at the moment supply is needed.

E Peace Phase

E.1 The war end either by suppressing all the *Revolt* or if the *Revolt* cause the government to be overthrown.
E.2 There is no extension of *Revolt* if the rebels suffer a major defeat or if there is no more 𝔸 counter of the rebels.

Siberian revival

F Administrative Phase

F.1 Starting from the third turn of the revolt, if a rebel army is located during this phase in any former province of CAZAN, ASTRACAN, or TARTARIA, the rebels receive the SIBERIA 𝔸⊕ as extra reinforcement this turn.
F.1.a This extra reinforcement can only happen once in the war.
F.1.b This army can freely stack with the rebels or exchange L𝔻 in order to replenish one or another.

VII-14 POTEMKIN Risto

Date: 1783-1791.
Duration: as long as ***Potemkin (Григорий Александрович Потёмкин-Таврический)*** remains the excellent minister

A Condition:

RUS can refuse this event if it so wishes. In that case mark off as played.
If ***Peter II*** rules Russia, RUS may choose to postpone the event for one turn.

A.1 RUS can freely dismiss ***Potemkin*** at the end of any following monarch survival phase and the event terminates.

B Event Phase

B.1 RUS receives an excellent minister ***Potemkin***, with values 9/8/8. He will last for a random length for Minister, see event E-2 (Excellent ministers).

C Administrative Phase

C.1 RUS basic force is increased by 𝔽⊖ during every turn RUS is engaged in a war and ***Potemkin*** is in charge.

D Military Phase

D.1 As long as this event is in effect RUS receives an additional bonus of **+1** to all attempts to suppress *Revolt*.

VII-15 WAR IN CRIMEA (×2) PBnew

TODO: Add something about Orlov's revolt in the first occurrence of the event. Plus probably something to allow RUS to go out of Black sea and help the Greek revolt.

Date: 1768-1774, 1787-1792.

A Event Phase

A.1 RUS has a Free CB against TUR at this turn or the next one.

VII-16 WAR IN FINLAND PBnew

Date: 1788-1790.

A Event Phase

A.1 SUE has a free CB against RUS if RUS owns at least one province in *FINLAND*.
A.2 RUS has a free CB against SUE if SUE owns at least one province in *FINLAND* or on the *BALTIC SEA* (between **Ingermanland** and **Kurland** included).

VII-17 FORWARD TO THE BALKANS PBnew

Date: No precise date.

A Event Phase

A.1 AUS has a Free CB against TUR at this turn or the next one.

VII-18 WARS IN INDIA (×3) PBnew

A Condition:

A.1 If event VI-17 (The Last of the Great Mughals) did not happen yet, apply it instead.
A.2 Otherwise, apply Wars in India (VI-18) but with the following die roll:
A.2.a 1-4 = A) War between MOGOLIS IMP. and PERSIA. Apply Mogolis Imp.-Persia War (VI-18.α).
A.2.b 5-6 = B) War between DURRANIS IMP. and PERSIA. Apply both Afghan Empire (VI-18.β) and Fall of the Persian Safavids (VI-18.γ).
A.2.c 7-10 = C) War between DURRANIS IMP. and MOGOLIS IMP.. Apply both Afghan Empire (VI-18.β) and Rise of the Marathi (VI-18.δ). This case may not happen before either case A above, re-roll another case if needed.

VII-19 (1) VASSALISATION OF HANOVERE Risto

A Event Phase

A.1 Same event as event VI-6 (Vassalisation of Hanovere).
A.2 If already occurred, apply event VII-20 (William Pitt).

VII-20 WILLIAM PITT Risto

Date: 1757-1761.
Duration: as long as ***Pitt (William, 1st Earl of Chatham)*** remains the excellent minister

A Condition:

ANG can refuse this event if it so wishes. In that case mark off as played.
A.1 ANG can freely dismiss ***Pitt*** at the end of any following monarch survival phase and the event terminates.

B Event Phase

B.1 ANG receives an excellent Minister ***Pitt***, with values 9/8/8. He will last for a random length for Minister, see event E-2 (Excellent ministers).

C Diplomatic Phase

C.1 ANG may send VA troops in the ROTW without paying the Stability indicated in §C of section XIV.1.1 (English intervention in wars).

D Administrative Phase

D.1 ANG basic forces are increased by 𝔽⊖ and 𝔸⊕ during every turn where ANG is engaged in a war (including oversea war) and ***Pitt*** is in charge.

VII-21 KAUNITZ Risto

Date: 1753-1793.
Duration: as long as ***Kaunitz (Wenzel Anton)*** remains the excellent minister

A Condition:

AUS can refuse this event if it so wishes. In that case mark off as played.
A.1 AUS can freely dismiss ***Kaunitz*** at the end of any following monarch survival phase and the event terminates.

B Event Phase

B.1 AUS receives an excellent Minister ***Kaunitz***, with values 9/8/7. He will last for a random length for Minister, see event E-2 (Excellent ministers).

VII-X REVOLT OF THE COMUNEROS JymNotEvenWritten

Date: 1779-1781.

TODO: Revolt in New Granada. Probably useless (handle by revolt tables).

VII-Y XHOSA WARS JymNotReallyWritten

Date: 1779-1781/1789-1793/1799-1803.

TODO: These may be the true intention of the "Bantu raids" of pVI. May replace event VII-11 (Revolt in Indonesia) since it moved in *Revolt* tables.
Same effect as event VI-16 (Bantu Raids).

VII-Z MOROCCAN-AMERICAN TREATY OF FRIENDSHIP JymVetoPending

Date: 1777.

A Condition:

If UNITED STATES does not exists, do not mark off and reroll. *Duration:* Until the end of the game

B Lasting Effects

B.1 Place one level of TF of UNITED STATES in STZ **Golfe du Lion**.
B.1.a The reference level for UNITED STATES in STZ **Golfe du Lion** is now 1.

Part III

Appendix

Minor countries

Chapter XXIV

XXIV.1 Generic Leaders

A Neutral leaders Here is the list of all *random leaders*:
? 1 ⚔ A 1.1.1, ? 10 ⚔ K 4.2.2, ? 11 ⚔ L 1.1.2, ? 12 ⚔ M 3.2.1, ? 2 ⚔ B 3.4.2, ? 3 ⚔ C 2.4.4, ? 4 ⚔ D 4.1.3, ? 5 ⚔ E 3.2.3, ? 6 ⚔ F 2.3.4, ? 7 ⚔ G 2.2.2, ? 8 ⚔ I 2.2.1 -1, ? 9 ⚔ J 3.3.3

? 1 ⚓ A 4.3.4, ? 10 ⚓ J 4.2.2, ? 11 ⚓ K 2.2.1, ? 12 ⚓ L 1.3.2, ? 2 ⚓ B 1.1.1, ? 3 ⚓ C 2.2.2, ? 4 ⚓ D 2.4.3, ? 5 ⚓ E 2.2.1, ? 6 ⚓ F 1.2.1, ? 7 ⚓ G 4.4.4, ? 8 ⚓ H 3.2.2, ? 9 ⚓ I 4.1.2

B Mercenaries ? 1 ⚔ B 2.2.3, ? 2 ⚔ C 3.2.2, ? 3 ⚔ D 4.2.4, ? 4 ⚔ B 3.2.3, ? 5 ⚔ B 4.2.2

? 10 <R> B 2.4.3, ? 12 <R> B 2.1.2, ? 9 <R> B 4.2.3

? 6 <R> B 5.1.1, ? 7 <R> B 2.3.3, ? 8 <R> B 3.1.2

XXIV.2 Short list of all minor countries

A Countries of Europe These are the regular countries of Europe:

Ægyptus	Dania	Mauretania	Siciliæ
Algeria	Don Cassackia	Mazovia	Syria
Alsatia	D.S.M. Theutonicorum	Mesopotamia	Tartaria
Arabia	Fratres Militiæ Christi	Mogentium	Terræ Depressæ
Astracan	Friburgensis	Moldavia	Toscana
Bavaria	Genua	Monte Ferrato	Transilvania
Bohemia	Georgiani	Mutina	Trevorum
Brandenburgum	Granada	Ordo Hospitalis	Tripolis
Brunsvicum	Hanovere	Palatinatus	Tunesia
Burgundia	Hansa	Parma	Turingia
Cazan	Hassia	Persia	Ukraina
Clivia	Helvetia	Pskove	United States
Colonia	Hungaria	Rezane	Walachia
Corsica	Leodium	Sabaudia	Westfallia
Crimea	Lombardia	Sancta Sedes	Wirtenberga
Curlandia	Lotharingia	Saxonia	
Cyrenaica	Luca	Scotia	

B Minor/Major countries These countries are minor countries, but can also be major countries: Habsburgum, Hollandia, Polonia, Portugallia, Suecia, Venetia

C ROTW The countries of the ROTW are:

Aceh	China	Inca	Siberia
Aden	Durranis Imp.	Iroquois	Sudania
Ayman	Guzarate	Mogolis Imp.	
Azteca	Hyderabada	Mysuria	
Bisinagar	Iaponia	Ormus	

D Splitting from a major country These countries can gain their independence:

Belgica	Finlandia	Livonia	Prima Hollandia
Catalana	Hibernia	Norvegia	Prima Ukraina
Eastern Prussia	Lituania	Pommerania	

E Habsburg autonomous countries The following minor vassals can be created by AUS*: Habsburgensis Bohemia, Habsburgensis Hungaria, Habsburgensis Lombardia, Hasburgensis Siciliæ

F Other entities These may exist to some extent: Barbaria, Fidelis Regi, Huguenotis, Sancta lega, Germanum Imperium, Parliament, Piratæ, Rebellis, SRI

G Some not-so-evident countries names:

Ægyptus Egypt	Leodium Liège	Scotia Scotland
Clivia Kleve/Berg	Lotharingia Lorraine	Terræ Depressæ Low countries
Don Cassackia Cossacks of the Don	Mauretania Morocco	Siciliæ Naples
Fratres Militiæ Christi Teutonic Knights	Mesopotamia Iraq	Ayman Oman
D.S.M. Theutonicorum Livonian Knights	Mogentium Mainz	Guzarate Gujarat
Friburgensis Baden	Mutina Modena	Bisinagar Vijayanagar
Helvetia Switzerland	Ordo Hospitalis Knights (of Malta)	Iaponia Japan
	Rezane Ryazan	Durranis Imp. Afghanistan
	Sabaudia Savoy	
	Sancta Sedes Papacy	

XXIV.3 Minor countries of Europe

ÆGYPTUS© — Sultanat of Cairo

Control: TUR, VEN, POL, HIS, AUS, ANG, POR, FRA, SUE, RUS, HOL, PRU.

RM: 12, SUB: 20, MA: 1, EC: 1, EW: 1, VA: 8, AN: 15 — Fidelity: 8

Basic forces: 2𝔸⊕, *Unknown leader Caliph*. **Counter limits:** 2 𝔸, 𝔽, 2 𝕃𝔻/ℕ𝔻, 2 𝕃𝔻E/ℕ𝔻E.
Basic reinforcements: 1 𝕃𝔻/ℕ𝔻, 1 𝕃𝔻. **Military doctrine:** Islam, class II.

Provinces: **Tobrouk** [0], **Nil** [6], **Delta** [3], **Nubie** [1], **Égypte** [9], **Sinai** [0], **Cataractes** [2]
Other income: • Commercial center [70]
Income: 91

If not at war,VEN earns the income of the commercial center.
Before subevent I-13.α (War in Indian Sea), cannot use its 𝔽. Afterwards, 1 𝔸 is lost and basic forces switch to 𝔽⊖, 𝔸⊖, 𝕃𝔻 until destruction by TUR.
Knows **Mer rouge** at the beginning of the game.
Has a mandatory defensive alliance with SYRIA and answers it with limited intervention. May go in SYRIA even if reinforcement where taken in defensive attitude.
May be entirely destroyed by TUR if all its armies are destroyed and the capital is taken.
[BLP] If destroyed by TUR, *Selman Reis* becomes a Turkish ✈.
May be recreated by event VII-10 (Independence of the Mameluks in Egypt).
Selman Reis (سلمان رئس): ✈ <PR> [T4–T9] D 4.3.3 — Egyptian commander who later served the Ottomans. Expelled the Portuguese from the Red sea and went as far as Sumatra. Failed to retake Diu.
Al-Ashraf Qansuh Al-Ghawri (الأشرف قانصوالغوري): ♛ A 3.1.4 ↔ *Al-Ashraf Tuman Bay II* (ÆGYPTUS) — Second-to-last Sultan of the Burji dynasty. Tried to repulse the Portuguese from the Red Sea and the Indian trade. Died loosing at Marj Dabiq during the Turkish conquest.
Al-Ashraf Tuman Bay II (الأشرف طومان با): ♛ A 5.1.4 ↔ *Al-Ashraf Qansuh Al-Ghawri* (ÆGYPTUS) — Last Sultan of the Burji dynasty. Died loosing at Ridaniya during the Turkish conquest.

ALGERIA© — Barbary regency of Algeria

Control: TUR, FRA, HIS, SUE, AUS, POR, PRU, POL, RUS, ANG, HOL, VEN.

RM: 6, SUB: 40, MA: 1, EC: 1, EW: 2, VA: 3, AN: 10 — Fidelity: 15, Geopolitics: TUR +1

Basic forces: 𝔸⊖, 𝔽⊖, ℙ⊕. **Counter limits:** 𝔸, 𝔽, 3 𝕃𝔻/ℕ𝔻, ℙ.
Basic reinforcements: 1 𝕃𝔻/ℕ𝔻, 1 ℙ⊖ ([BLP] if there is no *Præsidio* in **Algérie**). **Reinforcement bonus:** +1during periods I and II. **Military doctrine:** Islam, class II.

Provinces: **Atlas** [1], **Oran** [4], **Kabylie** [2], **Algérie** [5], **Aurès** [1], **'Annābah** [4]
Income: 17

If turkish vassal while *Barbaros* is in play, this admiral may become ottoman.
Oruç Reis (عروج بربروس): ♛ <Pm> [T1–T5] C 5.1.4 — Elder brother of Barbaros, died prematurely in 1518. Corsair who took Algiers and seek protection of the Ottoman.
Barbarossa (خیرالدین): ♛ <Pm♥*> [T5–T11] A 5.4.5 ↔ *Barbaros* (TURCIA) — Bey of Algiers, famous corsair. Raided Western Mediterranean, Italy and Spain for years, forged the Algerian alliance with Turkey.

ALSATIA† — Dekapolis and Duchy of Alsace

Control: HIS, AUS, POL, FRA, HOL, ANG, PRU, VEN, POR, SUE, RUS, TUR. HRE

RM: 8, SUB: 50, MA: 1, EC: 2, EW: 4, VA: 8, AN: ⋆ — Fidelity: 16, Geopolitics: HIS +1

Basic forces: 1 𝕃𝔻. **Counter limits:** 1 𝕃𝔻.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Alsace** [8]
Income: 8
May be annexed by FRA due to events.

ARABIA© — Territory of the Hedjaz

Control: TUR, FRA, HIS, POR, PRU, POL, RUS, AUS, ANG, VEN, HOL, SUE.

RM: 4, SUB: 50, MA: 1, EC: 1, EW: 2, VA: 3, AN: 10 — Fidelity: 17

Basic forces: 𝕃𝔻. **Counter limits:** 2 𝕃𝔻.
Basic reinforcements: None. **Military doctrine:** Islam, class II.

Provinces: **Jordanie** [3], **Nefud** [1], **Arabie** [3]
Income: 7

ASTRACAN© — Khanate of Astrakhan

Control: TUR, FRA, SUE, PRU, HIS, POR, ANG, VEN, HOL, AUS, POL, RUS.

RM: 6, SUB: 40, MA: 1, EC: 3, EW: 4, VA: 3, AN: 10 — Fidelity: 14

Basic forces: 𝔸⊕. **Counter limits:** 𝔸, 𝕃𝔻.
Basic reinforcements: None. **Military doctrine:** Islam, class I.

Provinces: **Terek** [2], **Astragan** [8]
Income: 10

BAVARIA† — Duchy of Bavaria

Control: HIS, FRA, HOL, VEN, POR, ANG, SUE, AUS, RUS, TUR, PRU. HRE

RM: 10, SUB: 20, MA: 2, EC: 4, EW: 6, VA: ⋆, AN: ⋆ — Fidelity: 16, Geopolitics: FRA+1

Basic forces: 𝔸⊖, 𝕃𝔻. **Counter limits:** 𝔸, 3 𝕃𝔻.
Basic reinforcements: 𝕃𝔻. **Military doctrine:** Latin, class III.

Provinces: **Bayern** [9]
Income: 9

After dynastic action C-4 has been played, HIS has a +1 geopolitic bonus for diplomatic actions on Bavaria.
May use two 𝔸 during event IV-A (Thirty Years' War) and event IV-1 (1) (Bohemian Revolt).
May permanently gain a second 𝔸, **OberPfalz** and an electorate as a consequence of event IV-A (Thirty Years' War).
Mercy (Franz Freiherr von): ⚔ [Event IV-A] A 2.4.4 — Great defender of Bavaria during the Thirty Years War. Fought the French and was killed at Nördlingen.
Tilly (Johann t'Serclaes von): ⚔ [Event IV-1] A 4.4.4 -1 — A great catholic commander of the Bohemian revolt and Thirty Years War. Victorious at White mountain, defeated at Breitenfeld, deadly wounded at Rain.
Maximilian II. (Maximilian Emmanuel): ♛ [T39–T44] A 3.2.3 — Elector of Bavaria. Took part in the defense of Vienna, captured Belgrade. Governor of the Spanish Netherlands during the League of Augsburg, he witnessed the fire of Brussels. During the War of Spanish Succession, he sided with France.

BOHEMIA† — Electorat of Bohemia

Control: HOL, ANG, FRA, VEN, PRU, POL, POR, RUS, HIS, SUE, TUR, AUS. Elector

RM: 15, SUB: 20, MA: 1, EC: 3, EW: 3, VA: 5, AN: 15 — Fidelity: 15

Basic forces: 𝔸⊕. **Counter limits:** 𝔸, 2 𝕃𝔻.
Basic reinforcements: 𝕃𝔻. **Military doctrine:** Latin, class III.

Provinces: **Bohème** [14], **Silésie** [6], **Morava** [5], **Lausitz** [4]
Income: 29

Electorate of the HRE.
May be inherited by AUS* due to event I-C (Habsburg Bohemia). May become independent again after event IV-A (Thirty Years' War).

BRANDENBURGUM† — Electorate of Brandenbourg

Control: POL, ANG, FRA, HOL, HIS, AUS, POR, VEN, RUS, SUE, TUR. Elector

RM: 3, SUB: 70, MA: 2, EC: 3, EW: 4, VA: ⋆, AN: ⋆ — Fidelity: 16

Basic forces: 𝔸⊖, 𝕃𝔻, 1 ⚔. **Counter limits:** 𝔸, 2 𝕃𝔻.
Basic reinforcements: 𝕃𝔻 or 2 𝕃𝔻 after V-13. **Military doctrine:** Latin, class III.

Provinces: **Brandenburg** [11], **Altmark** [9], **Neumark** [5]
Income: 25

Fidelity becomes 9 after event IV-11 (The Great Elector Friedrich-Wilhelm of Prussia).
Electorate of the HRE.
After event IV-11 (The Great Elector Friedrich-Wilhelm of Prussia), base forces become 𝔸⊕, 𝕃𝔻, 1 𝔽, 1 ⚔ and counter limits become 2 𝔸 and 5𝕃𝔻.
After event V-13 (Creation of the Kingdom of Prussia), base forces become 2 𝔸⊕, 3 𝔽, 1 ⚔ base reinforcements are 2 𝕃𝔻, and counter limits become 3𝔸 and 5𝕃𝔻.
Uses the PRUSSIA counters, with army class III instead of IV.

BRUNSVICUM† — Duchy of Brunswick

Control: FRA, HIS, AUS, POL, PRU, HOL, VEN, POR, SUE, ANG, RUS, TUR. HRE

RM: 8, SUB: 40, MA: 4, EC: 3, EW: 3, VA: ⋆, AN: ⋆ — Fidelity: 14

Basic forces: 𝔸⊖. **Counter limits:** 𝔸, 𝕃𝔻.
Basic reinforcements: 𝕃𝔻. **Military doctrine:** Latin, class III.

Provinces: **Braunschweig** [11]
Income: 11

BURGUNDIA† — Duchy of Burgundy

Control: HIS, AUS.

Impossible

Basic forces: 2 𝕃𝔻. **Counter limits:** 2 𝕃𝔻.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Vlaanderen** [10], **Flandre** [5], **Hainaut** [7], **Brabant** [9], **Limburg** [9], **Luxemburg** [6], **Franche-Comté** [5], **Artois** [5]
Income: 56

Use the counter for HOLLANDIA when needed.
Start the game in EW of AUS*. No diplomacy allowed on it. Annexed by HIS by dynastic action A-2.

CAZAN© — Khanate of Kazan

Control: TUR, ANG, FRA, HIS, HOL, AUS, VEN, SUE, POR, POL, PRU, RUS.

RM: 4, SUB: 40, MA: 1, EC: 1, EW: 4, VA: 3, AN: 10 — Fidelity: 12

Basic forces: 𝔸⊕. **Counter limits:** 𝔸, 𝕃𝔻.
Basic reinforcements: 𝕃𝔻. **Military doctrine:** Islam, class I.

Provinces: **Tatarstan** [2], **Cheboksary** [3], **Mordoviya** [2], **Samara** [2], **Kazan'** [5], **Bolgars** [4]
Income: 18

CLIVIA† — County of Berg and Duchy of Kleve

Control: FRA, HIS, AUS, POL, PRU, HOL, VEN, POR, SUE, ANG, RUS, TUR. HRE

RM: 4, SUB: 30, MA: 2, EC: 2, EW: 4, VA: 8, AN: ⋆ — Fidelity: 14

Basic forces: 𝕃𝔻. **Counter limits:** 𝕃𝔻.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Berg** [5]
Income: 5

May be annexed by PRU due to event V-13 (Creation of the Kingdom of Prussia).

COLONIA† — Archbishopric of Köln

Control: HIS, FRA, AUS, SUE, POL, PRU, HOL, ANG, VEN, POR, RUS, TUR. Elector

RM: 8, SUB: 20, MA: 1, EC: 2, EW: 3, VA: 8, AN: ⋆ — Fidelity: 12

Basic forces: 𝕃𝔻. **Counter limits:** 𝕃𝔻.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Köln** [5]
Income: 5

Electorate of the HRE.

Corsica† — Independent Corsica

Control: FRA, HOL, ANG, TUR, POR, AUS, VEN, POL, PRU, SUE, RUS, HIS.

RM: 2, SUB: 70, MA: 2, EC: 3, EW: 4, VA: 6, AN: ⋆ — Fidelity: 6

Basic forces: LD. **Counter limits:** LD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Corsica** [2]
Income: 2

Created by event III-12 (Revolt in Corsica).
Sampiero (Corso): ⚔ <m> [Event III-12] A 4.2.3 — French commander in Italy, he was sent to Corsica in an attempt to seize the island.

Crimea☾ — Khanate of Crimea

Control: TUR, SUE, AUS, FRA, PRU, HIS, POR, ANG, VEN, HOL, RUS, POL.

RM: 6, SUB: 60, MA: 1, EC: 1, EW: 3, VA: 5, AN: 10 — Fidelity: 10, Geopolitics: TUR +1

Basic forces: A⊕, LD, *House of Giray*. **Counter limits:** A, 4 LD.
Basic reinforcements: LD. **Military doctrine:** Islam, class I.

Provinces: **Hacıbey** [4], **Zaporozhye** [4], **Crimée** [4], **Azov** [3]
Income: 18

House of Giray (كرايلى): ♛ A 4.1.4 ↔ ♛ A 5.1.4 — The ruling dynasty of Crimea for the whole lifespan of the khanate.

Curlandia† — Duchy of Kurland

Control: FRA, SUE, POL, PRU, HOL, ANG, TUR, POR, AUS, VEN, RUS, HIS.

RM: 5, SUB: 60, MA: 1, EC: 2, EW: 4, VA: 6, AN: ⋆ — Fidelity: 6

Basic forces: nothing. **Counter limits:** 2 LD.
Basic reinforcements: None. **Military doctrine:** Latin, class IIM.

Provinces: **Livonija** [5], **Kurland** [6]
Income: 11

May be created by event III-8 (Secularisation of Fratres Militiæ Christi).
May be created as a special vassal of its protector by event VI-14 (War of Succession in Kurland).
von Sachsen (Hermann Moritz): ⚔ [T50–T53] A 4.4.5 -1 ↔ *de Saxe* (Francia) — Illegitimate son of the Saxe elector, he grabbed the power and briefly tried to rule an independant Courland.

Cyrenaica☾ — Barbary regency of Benghazi

Control: TUR, FRA, HIS, POR, RUS, PRU, POL, AUS, SUE, ANG, VEN, HOL.

RM: 6, SUB: 60, MA: 1, EC: 1, EW: 1, VA: 3, AN: 5 — Fidelity: 16, Geopolitics: TUR +1

Basic forces: ND, P⊖. **Counter limits:** LD/ND, P, 2 NDE, NTD.
Basic reinforcements: P⊖ every other turn. **Military doctrine:** Islam, class II.

Provinces: **Cyrénaïque** [2]
Income: 2

Dania† — Kingdoms of Danemark and Norway

Control: ANG, HOL, RUS, FRA, POL, PRU, HIS, AUS,TUR, VEN, POR, SUE.

RM: 6, SUB: 30, MA: 1, EC: 2, EW: 5, VA: ⋆, AN: ⋆ — Fidelity: 10

Basic forces: A⊕, F⊖, 1 ⚑, 1 ⚑ in *Norway*, 2 LD, 1 ⚔ (either King or unnamed). **Counter limits:** 2 A, 1 Norwegian A, F, 4 LD/ND, 2 NDE, NTD.
Basic reinforcements: LD or ND. **Military doctrine:** Latin, class III.

Provinces: **Trøndelag** [2], **Vestfold** [3], **Østlandet** [4], **Västergotland** [5], **Gotland** [2], **Skåne** [5], **Slesvig** [4], **Sjælland** [12], **Jylland** [5]
Other income: • TF lv. 3 in STZ **Baltique** [7] • TF lv. 2 in STZ **Mer du Nord** [5]
Income: 54

May use the second A counter only if it has the rights over the Sund or if attacked; may lose this A counter at the end of event IV-A (Thirty Years' War).
May use the A counter of Norvegia but only in *Norway*.
Add 1LD of reinforcement if fully at war and has the right over the Sund.
Suecia may not do diplomatic action on Dania before Dania forfeits its claims on Swedish crone. Afterwards, paysDanemark has value of 10 for Annexion by Suecia.
Rantzau (Daniel): ⚔ [T15–T17] A 4.2.3 — Able general of the Northern Seven Years War, he lead a winter campaign through Sweden and was killed besieging Varberg.
Christian IV: ♛ [Event IV-A] A 4.2.2 -1 — King of Denmark. He fought repeatidelly against Sweden and lead an expedition during the Thirty Years War. He witnessed the change of leadership around the Baltic, but his reforms and building activities still makes him a popular figure.
Juel (Niels): ⚓ [T34–T42] B 4.2.3 — Learned seamanship under Tromp and de Ruyter in the Anglo-dutch wars. Then succesful amiral of the Scanian War and reformer of the Danish navy.

Don Cassackia☾ — Khanate of the Don Cossacks

Control: TUR, FRA, HIS, SUE, POR, PRU, ANG, VEN, HOL, POL, RUS.

RM: 6, SUB: 40, MA: 1, EC: 3, EW: 4, VA: 3, AN: 10 — Fidelity: 14

Basic forces: A⊕. **Counter limits:** A, LD.
Basic reinforcements: LD. **Military doctrine:** Islam, class I.

Provinces: **Donets** [4], **Don** [6], **Dikoe Pole** [6]
Income: 16

D.S.M. Theutonicorum† — D.S.M. Theutonicorum

Control: ANG, HOL, FRA, VEN, TUR, HIS, AUS, RUS, POR, SUE, POL, PRU.

RM: 4, SUB: 60, MA: 1, EC: 2, EW: 3, VA: 4, AN: 10 — Fidelity: 14

Basic forces: A⊕. **Counter limits:** A, LD, LD/ND, 2 NDE.
Basic reinforcements: None. **Reinforcement bonus:** +1 **Military doctrine:** Latin, class IIM.

Provinces: **Preußen** [6], **Hinterpommern** [5], **Vorpommern** [5]
Income: 16

This country is actually part of Fratres Militiæ Christi.
Disappear by event I-H (Secularisation of D.S.M. Theutonicorum).

Fratres Militiæ Christi† — Fratres Militiæ Christi, Livonian Brothers of the Sword

Control: ANG, HOL, FRA, VEN, TUR, HIS, AUS, RUS, POR, SUE, POL, PRU.

RM: 4, SUB: 60, MA: 1, EC: 2, EW: 3, VA: 4, AN: 10 — Fidelity: 14

Basic forces: A⊕, 1 ⚔, 1 ⚑. **Counter limits:** A, 2 LD.
Basic reinforcements: None. **Military doctrine:** Latin, class IIM.

Provinces: **Estland** [4], **Livonija** [5], **Kurland** [6], **Memel** [5]
Other income: • Provinces of D.S.M. Theutonicorum [16]
Income: 36

Disappear by event III-8 (Secularisation of Fratres Militiæ Christi).

Friburgensis† — Margravate of Baden

Control: FRA, HIS, POL, AUS, PRU, HOL, VEN, POR, ANG, RUS, SUE, TUR. HRE

RM: 6, SUB: 20, MA: 1, EC: 2, EW: 4, VA: ⋆, AN: ⋆ — Fidelity: 14

Basic forces: LD. **Counter limits:** 2 LD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Baden** [6]
Income: 6

Genua† — Republic of Genoa

Control: HIS, FRA, POR, ANG, SUE, POL, SUE, HOL, AUS, VEN, RUS, TUR.

RM: 7, SUB: 30, MA: 1, EC: 2, EW: 3, VA: 4, AN: ⋆ — Fidelity: 17

Basic forces: F⊖, LD, 1 ⚓, 1 ⚑ in each province. **Counter limits:** F, 2 LD/ND, 2 NDE, NTD.
Basic reinforcements: 1 NGD or 1 NDE or 1NTD. **Military doctrine:** Latin, class III.

Provinces: **Liguria** [6], **Corsica** [2]
Other income: • TF lv. 3 in STZ **Golfe du Lion** [5] • TF lv. 2 in STZ **Mer Ionienne** [4] • TF lv. 2 in CTZ Hispania [6]
Income: 23

No diplomacy allowed by VEN.
A. Doria (Andrea): ⚓ <m♥> [T7–T16] A 5.4.4 — Proeminent genoese figure, he lead several changes of sides between France and Spain. Finally restored the Republic and definitely sided with the Imperials, he became one of the main admiral of Charles V. Great oponent of Barbarossa, he did not manage to break the Turkish naval domination.
G.A. Doria (Giovanni Andrea): ⚓ <m> [T16–T21] B 4.3.4 — Great nephew of Andrea Doria, he succeded him as Galley commander. Commander of the right wing at Lepanto.

Georgiani‡ — Kingdom of Georgia

Control: RUS, POL, AUS, PRU, VEN, FRA, HIS, ANG, SUE, POR, HOL.

RM: 8, SUB: 40, MA: 4, EC: 3, EW: 3, VA: ⋆, AN: ⋆ — Fidelity: 14

Basic forces: LD. **Counter limits:** LD.
Basic reinforcements: None. **Military doctrine:** Orthodox, class IIM.

Provinces: **Géorgie** [4], **Kuban** [4]
Income: 8

Granada☾ — Kingdom of Granada

Control: TUR.

Permanent vassal of TUR.

Basic forces: 2 LD. **Counter limits:** 2 LD.
Basic reinforcements: None. **Military doctrine:** Islam, class II.

Provinces: **Granada** [4], **La Mancha** [1], **Murcia** [3], **Córdoba** [5]
Income: 13

Created by event III-10 (Revolt in Sierra Nevada).

Hanovere† — Duchy of Luneburg and Hanover

Control: ANG, HOL, SUE, FRA, AUS, RUS, POL, PRU, POR, VEN, HIS, TUR. HRE

RM: 12, SUB: 20, MA: 1, EC: 2, EW: 3, VA: 6, AN: ⋆ — Fidelity: 15, Geopolitics: ANG +1 in periods VI and VII

Basic forces: A⊖, LD, 1 ⚔. **Counter limits:** A, 2 LD.
Basic reinforcements: LD. **Military doctrine:** Latin, class III.

Provinces: **Osnabrück** [7], **Hannover** [11]
Income: 18

Hansa‡ — Hanseatic towns and duchy of Mecklenburg

Control: HOL, ANG, POL, FRA, PRU, AUS, VEN, POR, RUS, HIS, SUE, TUR. HRE

RM: 4, SUB: 20, MA: 2, EC: 3, EW: 5, VA: 8, AN: ⋆ — Fidelity: 14

Basic forces: ND, LD/ND. **Counter limits:** 3 LD/ND, 2 NDE, NTD.
Basic reinforcements: LD or ND. **Military doctrine:** Latin, class III.

Provinces: **Bremen** [5], **Lübeck** [3], **Holstein** [6], **Mecklenburg** [6]
Income: 20

Annexes **Vorpommern** and **Hinterpommern** during event I-H (Secularisation of D.S.M. Theutonicorum).
May be destroyed after event IV-A (Thirty Years' War).

Hassia† — Landgraviats of Hessen and Cassel

Control: HOL, ANG, SUE, FRA, PRU, AUS, HIS, POL, RUS, POR, VEN, TUR. HRE

RM: 7, SUB: 20, MA: 1, EC: 3, EW: 3, VA: 6, AN: ⋆ — Fidelity: 14

Basic forces: A⊖, LD. **Counter limits:** A, 2 LD.
Basic reinforcements: LD. **Military doctrine:** Latin, class III.

Provinces: **Hessen** [6], **Nassau** [4]
Income: 10

HELVETIA†,✝ — Helvetic confederation

Control: ANG, SUE, HOL, POL, PRU, RUS, FRA, HIS, AUS, POR, TUR, VEN.

RM: 2, SUB: 50, MA: 7, EC: 10, EW: ⋆, VA: ⋆, AN: ⋆ — Fidelity: 9

Basic forces: 𝔸⊕. **Counter limits:** 𝔸, 2 LD.
Basic reinforcements: LD. **Military doctrine:** Latin, class III.

Provinces: **Graubunden** [3], **Suisse** [5]
Income: 8

Reinforcments are always veterans.
No religious diplomatic modifiers for *catholic* and *protestant* majors (but still for *orthodox* or *muslim* ones).

HUNGARIA† — Kingdom of Hungary

Control: TUR, POL, AUS, HIS, VEN, RUS, POR, FRA, ANG, SUE, PRU, HOL.

RM: 12, SUB: 50, MA: 1, EC: 1, EW: 3, VA: ⋆, AN: ⋆ — Fidelity: 17, Geopolitics: HIS +1

Basic forces: 𝔸⊕, 1 LD, 1 ⚔. **Counter limits:** 2 𝔸, 4 LD.
Basic reinforcements: LD. **Military doctrine:** Latin, class IIM.

Provinces: **Szlovákia** [3], **Kárpátok** [1], **Bukovina** [1], **Balaton** [2], **Pécs** [6], **Erdély** [5], **Mureș** [3], **Carniola** [5], **Croatie** [3], **Banat** [3], **Kapela** [2], **Magyarország** [10]
Income: 44

May disappear due to event I-D (Habsburg Inheritance of Hungary) or event I-E (Downfall of Hungary).
II. Lajos (Louis II of Hungary): ⚔ [T6–T9] A 2.2.3 — Last king of medieval Hungary, crowned at 10. At 19, without successor, died loosing the battle of Mohács, thus starting the disintegration of the kingdom.
Zrinski (Nikola Šubić): ⚔ [T11–T16] C 4.3.4 -1 — Croatian noble distinguished during the siege of Vienna. Died, a couple of days after Suleiman, in the heroic defense of Szigetvár against the whole Turkish army.
Bethlén (Gábor): ⚔ [Event IV-1] A 4.2.3 — Leader of an anti-Habsburg insurrection in Hungary during the Bohemian revolt.

LEODIUM† — Principality of Liège

Control: POL, HIS, AUS, FRA, POR, VEN, PRU, ANG, RUS, HOL, SUE. HRE

RM: 8, SUB: 50, MA: 3, EC: 2, EW: 4, VA: 4+, AN: 4+ — Fidelity: 16, Geopolitics: AUS* +1

Basic forces: LD. **Counter limits:** LD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Liège** [8]
Income: 8

May only be vassalized or annexed by the Habsburg dynasty who inherited *Spanish Netherlands* after event I-A (Dynastic Alliance of the Habsburg).

LOMBARDIA† — Duchy of Milano

Control: HIS, AUS, HOL, FRA, VEN, POR, RUS, SUE, POL, PRU, ANG, TUR.

RM: 14, SUB: 50, MA: 4, EC: 5, EW: 2, VA: ⋆, AN: ⋆ — Fidelity: 10

Basic forces: LD, 1 𝔽 in periods II and followings. **Counter limits:** 𝔸, 2 LD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Lombardia** [12]
Income: 12

May be annexed by FRA during event I-3 (2) (Wars in Italy (Milano)).
May become permanent vassal of AUS* by event I-F (Habsburg Control of Milano) and then a province of HIS by event I-G (Spanish Milano).

LOTHARINGIA† — Duchy of Lorraine and Bar

Control: HIS, AUS, POL, FRA, HOL, ANG, PRU, VEN, POR, SUE, RUS, TUR. HRE

RM: 8, SUB: 50, MA: 1, EC: 2, EW: 4, VA: 8, AN: ⋆ — Fidelity: 16, Geopolitics: HIS +1

Basic forces: 1 LD, 1 ⚔. **Counter limits:** 2 LD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Lorraine** [7]
Income: 7

May be annexed by FRA due to events.

LUCA† — Republic of Lucca

Control: FRA, HIS, AUS, POR, POL, SUE, VEN, ANG, HOL, PRU, RUS, TUR.

RM: 8, SUB: 40, MA: 2, EC: 3, EW: 1, VA: ⋆, AN: ⋆ — Fidelity: 9

Basic forces: LD. **Counter limits:** LD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Lucca** [4]
Income: 4

MAURETANIA☪ — Kingdom of Morocco

Control: FRA, TUR, HIS, ANG, VEN, HOL, AUS, RUS, POL, PRU, POR, SUE.

RM: 4, SUB: 20, MA: 1, EC: 1, EW: 2, VA: 3, AN: 10 — Fidelity: 15

Basic forces: 𝔸⊕, ℙ⊖. **Counter limits:** 𝔸, 2 LD, LD/ND, 2 NDE, ℙ.
Basic reinforcements: ℙ⊖ every other turn. **Reinforcement bonus:** +1 during periods I and II. **Military doctrine:** Islam, class II.

Provinces: **al-Maġrib** [6], **er-Rif** [1], **Jebel Tubqāl** [4], **Souss** [1]
Income: 12

Fidelity reduced to 10 due to event event IV-4 (2) (Alaouite dynasty in Mauretania)
Add ℙ⊖ to basic force and to reinforcement evey other turn after event II-6 (2) (Alignment of Barbaresques).

MAZOVIA† — Duchy of Mazovia

Control: POL, SUE, AUS, HIS, PRU, RUS, FRA, ANG, HOL, POR, VEN.

RM: 4, SUB: 60, MA: 1, EC: 1, EW: 1, VA: 3, AN: 6 — Fidelity: 16

Basic forces: NO BASIC FORCES. **Counter limits:** NO FORCES.
Basic reinforcements: None. **Military doctrine:** NO ARMY STYLE, class NO ARMY CLASS.

Provinces: **Mazowia** [8]
Income: 8

Does not own any military force.
May only be annexed by POL.

MESOPOTAMIA☪ — Federation of the white sheep

Control: FRA, TUR, HIS, ANG, POL, PRU, AUS, HOL, RUS, SUE, POR, VEN.

RM: 6, SUB: 20, MA: 1, EC: 1, EW: 2, VA: 3, AN: 10 — Fidelity: 6

Basic forces: LD. **Counter limits:** 2 LD.
Basic reinforcements: None. **Military doctrine:** Islam, class II.

Provinces: **Irak** [5], **Bassorah** [5], **Tigre** [5]
Income: 15

MOGENTIUM† — Archbishopric if Mainz

Control: FRA, AUS, HIS, POL, PRU, HOL, VEN, POR, ANG, RUS, SUE, TUR. HRE

RM: 6, SUB: 40, MA: 3, EC: 2, EW: 5, VA: ⋆, AN: ⋆ — Fidelity: 10

Basic forces: LD. **Counter limits:** LD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Mainz** [4]
Income: 4

Electorat of the HRE.

MOLDAVIA✝ — Principality of Moldavia

Control: RUS, POL, AUS, PRU, HIS, FRA, ANG, POR, VEN, HOL, SUE, TUR.

RM: 8, SUB: 50, MA: 1, EC: 1, EW: 1, VA: 5, AN: 10 — Fidelity: 10

Basic forces: LD. **Counter limits:** LD.
Basic reinforcements: None. **Military doctrine:** Orthodox, class IIM.

Provinces: **Moldova** [5], **Basarabia** [4]
Income: 9

MONTE FERRATO† — Duchy of Montferrat

Control: FRA, HIS, VEN, AUS, POL, POR, ANG, HOL, SUE, PRU, RUS, TUR.

RM: 6, SUB: 30, MA: 4, EC: 2, EW: 2, VA: ⋆, AN: ⋆ — Fidelity: 12

Basic forces: LD. **Counter limits:** LD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Monferrato** [4]
Income: 4

MUTINA† — Duchy of Modena

Control: VEN, HIS, FRA, POL, POR, ANG, HOL, AUS, PRU, SUE, TUR.

RM: 9, SUB: 30, MA: 1, EC: 2, EW: 4, VA: 8, AN: ⋆ — Fidelity: 8, Geopolitics: HIS +1

Basic forces: LD. **Counter limits:** LD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Modena** [6]
Income: 6

ORDO HOSPITALIS† — Ordo Sancti Joannis Hospitalis Hierosolymitani, Order of Saint-John of Jerusalem

Control: HIS, FRA, VEN, POL, POR, AUS, ANG, PRU, HOL, RUS, SUE.

RM: 2, SUB: 60, MA: 1, EC: 2, EW: 3, VA: 2, AN: 10 — Fidelity: 18, Geopolitics: HIS +1

Basic forces: ND, ℙ⊕, *Grand Maître* (⚔ or ⚓) or *La Valette*. **Counter limits:** LD, LD/ND, 2 NDE, NTD, ℙ.
Basic reinforcements: ℙ⊕, 1 NDE or 1 NGD. **Military doctrine:** Latin, class III.

Provinces: **Rhodos** [2]
Income: 2

Reinforcements for the ℙ⊕ switch to ℙ⊖ when leaving **Rhodos**
Diplomacy not allowed by TUR.
Grand Maître: ⚔ <*m> B 2.2.2 -1 ↔ ⚓ <m> B 2.2.2 — Grand Master of the Knights Hospitalier.
La Valette (Jean Parisot de): ⚔ <*m> A 2.5.6 -4 ↔ ⚓ <m> A 2.5.6 — Grand Master of the Knights Hospitalier, heroic defender of Malta whose capital city is now named after him.

PALATINATUS✝ — Electorate of Pfalz

Control: FRA, HOL, PRU, POL, ANG, HIS, AUS, VEN, POR, RUS, SUE, TUR. Elector

RM: 10, SUB: 40, MA: 2, EC: 3, EW: 4, VA: ⋆, AN: ⋆ — Fidelity: 9

Basic forces: 𝔸⊕. **Counter limits:** 2 𝔸, 2 LD.
Basic reinforcements: LD. **Military doctrine:** Latin, class III.

Provinces: **Pfalz** [7], **OberPfalz** [7]
Income: 14

Electorat of the HRE.
May lose its second 𝔸, **OberPfalz** and the electorate after event IV-A (Thirty Years' War).
Johann Kasimir (von der Pfalz-Simmern): ⚔ [Event III-D] E 3.2.3 — Defender of Calvinist values, he intervened in the French Wars of Religion.
Mansfeld (Peter Ernst II. von): ⚔ [Event IV-1] A 2.3.4 — One of the foremost champions of the Protestant League during the Thirty Years War. Beat Tilly in Palatinate, then utterly beaten by Wallenstein.

PARMA† — Duchy of Parma

Control: FRA, HIS, AUS, POL, VEN, POR, HOL, PRU, SUE, ANG, RUS,TUR.

RM: 8, SUB: 30, MA: 1, EC: 2, EW: 4, VA: 8, AN: ⋆ — Fidelity: 9, Geopolitics: HIS +1

Basic forces: LD. **Counter limits:** LD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Parma** [5]
Income: 5

Persia© — Persian empire

Control: VEN, FRA, ANG, POL, HIS, AUS, SUE, PRU, HOL, POR, RUS.

RM: 16, SUB: 10, MA: 3, EC: 4, EW: 7, VA: ⋆, AN: ⋆ — Fidelity: 5

Basic forces: 𝔸⊕, 𝔸⊖, LD, *Shāh*. **Counter limits:** 2 𝔸, 5 LD.
Basic reinforcements: 𝔸⊖,LD. **Reinforcement bonus:** +2 during periods I to IV. **Military doctrine:** Islam, class II.

Provinces: **Daġestān** [2], **Van** [1], **Shirvan** [2], **Kordistān** [4], **Azarbāyadjān** [10], **Kermānšāh** [7], **Pars** [12], **Isfahan** [11], **Meshhed** [8], **Bam** [12], **Arménie** [3]
Other income: • Gold mine [20]
Income: 92

No diplomacy allowed by TUR.
After event III-18 (Persian Safavids) or event IV-3 (2) (Persian Safavids) armies are of class I.
Between event III-18 (Persian Safavids) or event IV-3 (2) (Persian Safavids) and subevent VI-18.γ (Fall of the Persian Safavids), has a third 𝔸 and its technological level is the same as TUR.
Shāh 'Abbās I (شاه عَباس بُزُر): ♛ <R> [Event III-18] A 3.4.4 -1 — Greatest ruler of the Safavid dynasty. Military reformer and reconqueror. Talented administrator and diplomat, skilled tactician.
Nādir Shāh Afshār (نادر شاه افشار): ♛ <R> [Event VI-18] A 3.4.4 -1 — Founder of the Afsharid dynasty. Called Persian Napoleon, reconquered Afghanistan and restored Persian glory.
Shāh (شاه): ♛ A 4.3.3 ↔ ♛ A 5.2.2 -1 — Generic Persian monarch.

Pskove‡ — Principality of Pskov

Control: POL, TUR, ANG, SUE, FRA, HIS, VEN, HOL, AUS, POR, SUE.

RM: 8, SUB: 50, MA: 1, EC: 1, EW: 1, VA: 5, AN: 5 — Fidelity: 14

Basic forces: 𝔸⊖, 1 ⚔. **Counter limits:** 𝔸, LD.
Basic reinforcements: None. **Military doctrine:** Orthodox, class IIm.

Provinces: **Pskov** [4]
Income: 4

No diplomacy allowed by RUS.
May disappear after event I-11 (2) (Russian Annexation of Pskov and Ryazan).

Rezane‡ — Principality of Ryazan

Control: POL, TUR, ANG, SUE, FRA, HIS, VEN, HOL, AUS, POR, SUE.

RM: 8, SUB: 50, MA: 1, EC: 1, EW: 1, VA: 5, AN: 5 — Fidelity: 14

Basic forces: 𝔸⊖, 1 ⚔. **Counter limits:** 𝔸, LD.
Basic reinforcements: None. **Military doctrine:** Orthodox, class IIm.

Provinces: **Ryazan'** [4]
Income: 4

No diplomacy allowed by RUS.
May disappear after event I-11 (2) (Russian Annexation of Pskov and Ryazan).

Sabaudia† — Duchy of Savoie and Kingdom of Piedmont

Control: FRA, HIS, AUS, POL, ANG, HOL, SUE, POR, RUS, PRU, VEN, TUR.

RM: 5, SUB: 40, MA: 1, EC: 2, EW: 3, VA: 8, AN: ⋆ — Fidelity: 9

Basic forces: 𝔸⊕, LD/ND. **Counter limits:** 𝔸, LD, LD/ND, 2 NDE, NTD.
Basic reinforcements: LD. **Reinforcement bonus:** +1 during period V. **Military doctrine:** Latin, class IIIm.

Provinces: **Savoia** [10], **Nice** [3], **Bresse** [5]
Income: 18

Victor Amédée (Vittorio-Amedeo II di Savoia e di Sardinia): ⚔ [T41–T48] A 2.4.4 -2 — Duke of Savoy. Sided with the Imperials during the War of Spanish Successior, thus gaining Sicilia. But he was forced to exchange it for Sardignia 10 years later.

Sancta Sedes† — States of the Pope

Control: HIS, FRA, POL, POR, AUS, ANG, VEN, RUS, SUE, HOL, TUR.

RM: 10, SUB: 10, MA: 1, EC: 1, EW: 1, VA: 10, AN: ⋆ — Fidelity: 8

Basic forces: LD. **Counter limits:** 𝔸, LD, 2 LD/ND, 2 NDE, NTD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Romagna** [5], **Marche** [4], **Lazio** [6], **Umbria** [4]
Income: 19

No diplomacy allowed by TUR.
Controlling a province of Sancta Sedes gives a CB to its diplomatic patron and the Sole Defender of Catholic Faith (XIV.14.3.1).
See especially: §B (The Pope in Venice.) of section XIV.9.1 (Italia e San Marco).
Colonna (Marcantonio II): ⚓ <m> [T13–T18] A 2.3.3 — Admiral at the second battle of Lepanto. Later viceroy of Sicily.

Saxonia† — Electorate of Sachsen

Control: POL, FRA, ANG, SUE, HOL, RUS, VEN, POR, HIS, AUS, PRU, TUR. Elector

RM: 6, SUB: 30, MA: 1, EC: 3, EW: 4, VA: ⋆, AN: ⋆ — Fidelity: 11

Basic forces: 𝔸⊕, 1 ⚔. **Counter limits:** 𝔸, 2 LD.
Basic reinforcements: LD. **Reinforcement bonus:** +1 during periods I to IV. **Military doctrine:** Latin, class IIIm.

Provinces: **Sachsen** [9], **Anhalt** [8]
Income: 17

Electorate of the HRE.
May become a special vassal of POL after event V-12 (Augustus II, a Saxon king in Poland).
Johann Friedrich (the Magnanimous): ♛ [T9–T16] A 3.3.3 — Head of the Schmalkadic league. Defeated at Mühlberg, he was made prisonner and forced to resign in favor of his cousin Maurice.
Johann Georg I.: ♛ [T25–T33] A 1.2.2 — Elector of Saxony during the Thirty Years War. First supporter of the emperor, he joined the Swedes after being invaded by Tilly and went back to the emperor after the death of Gustavus Adolphus. Fleed at Breitenfeld and severly beaten at Wittstock.
Johann Georg III (Johann Georg II. and III.): ♛ [T34–T40] A 2.2.3 — Electors of Saxony. Johann Georg II. reconstructed his state ravaged by the Thirty Years War. Johann Georg III. fought at Vienna, during the Great Turkish War and lately joined the league of Augburg.

Scotia‡† — Kingdom of Scotland

Control: ANG, FRA, SUE, HOL, HIS, POL, POR, VEN, PRU, AUS, RUS, TUR.

RM: 8, SUB: 40, MA: 1, EC: 1, EW: 3, VA: 4, AN: ⋆ — Fidelity: 16, Geopolitics: FRA +1

Basic forces: 𝔸⊕. **Counter limits:** 𝔸, LD, 2 LD/ND, 2 NDE, NTD.
Basic reinforcements: LD. **Military doctrine:** Latin, class III.

Provinces: **Highlands** [3], **Alba** [3], **Moray** [3], **Ayr** [7], **Lothian** [7], **Galloway** [4]
Other income: • TF lv. 3 in STZ **Mer du Nord** [6]
Income: 33

May be annexed by ANG by event VI-8 (Act of Union).

Siciliæ† — Kingdom of the two Sicilies, Kingdom of Naples

Control: HIS, AUS, POL, POR, FRA, VEN, RUS, SUE, HOL, ANG, PRU.

RM: 4, SUB: 50, MA: 2, EC: 4, EW: 5, VA: 8, AN: ⋆ — Fidelity: 10

Basic forces: 𝔸⊕, 𝔽⊖. **Counter limits:** 𝔸, 𝔽, LD, 2 LD/ND, 2 NDE, NTD.
Basic reinforcements: LD or 2NGD. **Military doctrine:** Latin, class III.

Provinces: **Abruzzo** [2], **Campania** [8], **Basilicata** [2], **Puglia** [3], **Calabria** [1], **Sicilia** [4], **Palermo** [4], **Saldígna** [3]
Income: 27

May be annexed by HIS by dynastic action A-3. May be recreated afterwards as a semi-independant Habsbourg state.
Sicilia and **Palermo** start as part of HIS but become part of Siciliæ as soon as it is annexed by HIS.

Syria© — Sultanat of Damas

Control: TUR, VEN, POL, HIS, AUS, ANG, POR, FRA, SUE, RUS, HOL, PRU.

RM: 12, SUB: 20, MA: 1, EC: 1, EW: 1, VA: 8, AN: 15 — Fidelity: 8

Basic forces: 𝔸⊕, 1 ⚔. **Counter limits:** 𝔸, 2 LD.
Basic reinforcements: 1LD. **Military doctrine:** Islam, class II.

Provinces: **Terra Sancta** [7], **Lubnān** [2], **Alep** [6], **Syrie** [7]
Other income: • Commercial center [70]
Income: 92

If on the diplomatic track of TUR, the income of the commercial center is gained by TUR.
Has a mandatory defensive alliance with Ægyptus and answers it with limited intervention.
May be entirely destroyed by TUR if all its armies are destroyed and the capital is taken.

Tartaria© — Khanate of the Golden Horde

Control: TUR, ANG, HIS, SUE, HOL, FRA, VEN, POR, PRU, AUS, POL, RUS.

RM: 2, SUB: 70, MA: 1, EC: 2, EW: 3, VA: 5, AN: 10 — Fidelity: 10

Basic forces: 𝔸⊕, LD. **Counter limits:** 𝔸, 2 LD.
Basic reinforcements: LD. **Military doctrine:** Islam, class I.

Provinces: **Ural** [5], **Bashkiria** [4], **Step'** [4]
Other income: • Gold mine [20]
Income: 33

Before event I-11 (1) (The End of the Golden Horde), has an automatic defensive alliance with the khanates (Cazan, Astracan, Crimea and Don Cassackia).
Loses its 𝔸 and its basic reinforcement after event I-11 (1) (The End of the Golden Horde).

Terræ Depressæ‡† — Provinces of the Burgundy heirdom in Holland, Provinces of the North-East

Control: HIS, AUS, ANG, FRA, SUE, VEN, POL, RUS, TUR.

Impossible, beyond annexation by HIS

Basic forces: 2 LD if at least 2 provinces owned, else nothing. **Counter limits:** 2 LD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Friesland** [5], **Gelderland** [15], **Holland** [14], **Overijssel** [10], **Utrecht** [11], **Zeeland** [9]
Income: 64

Uses the Hollandia counters
Provinces can be annexed by HIS to the conditions specified in section XIV.13.3.1 (The Low Countries: Terræ Depressæ) except **Gelderland**.

Toscana† — Republic of Firenze

Control: FRA, HIS, VEN, AUS, POL, ANG, HOL, POR, PRU, SUE, RUS, TUR.

RM: 6, SUB: 50, MA: 1, EC: 3, EW: 3, VA: 6, AN: 10 — Fidelity: 14, Geopolitics: FRA +1

Basic forces: LD. **Counter limits:** 2 LD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Toscana** [6], **Siena** [7]
Income: 13

Transilvania† — Voivodat of Transylvanie

Control: TUR, POL, AUS, HIS, HOL, VEN, SUE, RUS, POR, FRA, ANG.

Impossible

Basic forces: LD. **Counter limits:** 2 LD.
Basic reinforcements: None. **Military doctrine:** Orthodox, class IIm.

Provinces: **Erdély** [5], **Mureș** [3]
Income: 8

Created has a vassal of TUR by event I-E (Downfall of Hungary).
It is always a permanent special VA of the owner of **Magyarország** who is not allowed to declare war on it.

TREVORUM† — Archbishopric of Trier

Control: HIS, AUS, FRA, POL, HOL, VEN, PRU, ANG, POR, RUS, SUE, TUR. Elector

RM: 8, SUB: 30, MA: 1, EC: 4, EW: 5, VA: ⋆, AN: ⋆ — Fidelity: 14

Basic forces: LD. **Counter limits:** LD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Trier** [4]
Income: 4

Electorate of the HRE.

TRIPOLIS© — Barbary regency of Tripoli

Control: TUR, VEN, FRA, HOL, POR, RUS, POL, PRU, SUE, HIS, AUS, ANG.

RM: 8, SUB: 50, MA: 1, EC: 1, EW: 1, VA: 2, AN: 10 — Fidelity: 8, Geopolitics: TUR +1

Basic forces: ND or P⊖. **Counter limits:** LD/ND, 2 NDE, NTD, P.
Basic reinforcements: P⊖ every other turn. **Military doctrine:** Islam, class II.

Provinces: **Tripolitaine** [2]
Income: 2

TUNESIA© — Barabry regency of Tunisia

Control: TUR, VEN, FRA, HOL, POR, RUS, POL, PRU, SUE, HIS, AUS, ANG.

RM: 4, SUB: 30, MA: 1, EC: 1, EW: 1, VA: 2, AN: 10 — Fidelity: 8

Basic forces: ND or P⊖. **Counter limits:** 2 LD/ND, 2 NDE, NTD, P.
Basic reinforcements: P⊖ every other turn. **Military doctrine:** Islam, class II.

Provinces: **Tunis** [5], **Ifriqiya** [2]
Income: 7

Dragut (درغوت): ♛ <Pm*> [T10–T16] A 5.2.4 ↔ *Dragut* (TURCIA) — Famous pirate based in Djerba. Raided central Mediterranean and Venetian possessions.

TURINGIA† — Duchy of Thuringia, Bishopric of Wurtzburg, Frankenland

Control: PRU,HIS, HOL, ANG, AUS, SUE, VEN, POL, FRA, POR, RUS, TUR. HRE

RM: 4, SUB: 60, MA: 1, EC: 3, EW: 7, VA: ⋆, AN: ⋆ — Fidelity: 14

Basic forces: LD. **Counter limits:** LD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Thüringen** [7], **Franken** [6]
Income: 13

Frankfurt is the capital of the HRE.

UKRAINA‡ — Revolted Cossacks of Ukraine

Control: SUE, TUR, PRU, FRA, HOL, HIS, POR, ANG, VEN, AUS, POL, RUS.

RM: 6, SUB: 40, MA: 1, EC: 3, EW: 4, VA: 3, AN: 10 — Fidelity: 14

Basic forces: A⊖, LD, 1 ⚔. **Counter limits:** A, 2 LD.
Basic reinforcements: LD. **Military doctrine:** Orthodox, class I.

Provinces: **Don** [6], **Donets** [4], **Poltava** [4], **Ukraïnya** [6], **Podolie** [3], **Zaporozhye** [4]
Income: 27

Can be created by event IV-17 (2) (Revolt of the Cossacks) as a special vassal of its protector.
See also PRIMA UKRAINA.
If PRIMA UKRAINA already exist when independence is granted, the provinces of PRIMA UKRAINA become part of UKRAINA.

UNITED STATES†/† — United States

Control: FRA, ANG, HOL, SUE, TUR, RUS, POL, PRU, AUS, HIS.

RM: 5, SUB: 50, MA: 10, EC: ⋆, EW: ⋆, VA: ⋆, AN: ⋆ — Fidelity: 10

Basic forces: A⊕, 2 LD, ND, 1 ⚔. **Counter limits:** A, 2 LD, LD/ND, 4 LDE/NDE, NTD.
Basic reinforcements: A⊖, LD. **Military doctrine:** Latin, class IV.

Other income: • TF lv. 4 in the nearest STZ [variable] • TF lv. 4 in the nearest STZ [variable]
Income: 100+?

Owns all the succesfully revolted colonies after event VII-4 (War of Independence in the Colonies).
Created by event VII-4 (War of Independence in the Colonies). Region under its control are considered as european provinces (normal movement cost, fortress of level 1 in each province, no native).
Increase the European market (for *Foreign Trade*). Look one line up when computing foreign trade after creation of UNITED STATES.
Religion depends on the MAJ against which rebellion occurred.
Roll for reinforcements at the end of every Winter round when fully at war.
Washington (George): ⚔ <$> [T55–T60] A 6.2.2 ↔ *Washington* (ANGLIA) — Often referred as the Father of the nation. Rebeled against the British rule, he lead the revolted colonies to freedom. First president of the United States of America.
Arnold (Benedict): ⚔ <$> [T58–T60] B 4.3.4 — Successful american general during the American Revolution. Lead an expedition to Québec through wilderness. Later changed side and lead British raids in Virginia.
La Fayette (Marie Joseph Paul du Motier, marquis de): ⚔ <$> [T58–T61] H 4.2.2 ↔ *La Fayette* (FRANCIA) — Hypothetical leader of a War of Independance of the French colonies.

WALACHIA‡ — Principality of Valachia

Control: RUS, POL, HIS, AUS, SUE, FRA, PRU, ANG, POR, VEN, HOL, TUR.

RM: 2, SUB: 50, MA: 1, EC: 1, EW: 1, VA: 5, AN: 10 — Fidelity: 16

Basic forces: LD. **Counter limits:** LD.
Basic reinforcements: None. **Military doctrine:** Orthodox, class II.

Provinces: **Valahia** [7]
Income: 7

WESTFALLIA† — Oldenburg and Münster

Control: ANG, HOL, SUE, FRA, AUS, RUS, POL, PRU, POR, VEN, HIS, TUR. HRE

RM: 8, SUB: 40, MA: 1, EC: 2, EW: 3, VA: 6, AN: ⋆ — Fidelity: 12

Basic forces: LD. **Counter limits:** 2 LD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Münster** [6], **Oldenburg** [3]
Income: 9

WIRTENBERGA† — Duchy of Wurtemberg and principality of Schwaben

Control: HIS, AUS, FRA, POL, HOL, VEN, PRU, ANG, POR, SUE, RUS, TUR. HRE

RM: 8, SUB: 30, MA: 1, EC: 4, EW: 5, VA: ⋆, AN: ⋆ — Fidelity: 14

Basic forces: LD. **Counter limits:** 2 LD.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Würtemberg** [7], **Schwaben** [6]
Income: 13

XXIV.4 Minor/Major countries

HABSBURGUM† — Great Duchy of Austria

Control: HIS, VEN, HOL, ANG, POR, SUE, POL, RUS, FRA, PRU, TUR. Elector

RM: 8, SUB: 30, MA: 2, EC: 3, EW: 2, VA: ⋆, AN: ⋆ — Fidelity: 18, Geopolitics: HIS +1

Basic forces: A⊕,A⊖, LD, 2 ⚔, 2 F. **Counter limits:** 4 A, 8 LD.
Basic reinforcements: A⊖. **Military doctrine:** Latin, class III.

Provinces: **Tirol** [4], **Salzburg** [7], **Österreich** [9], **Steiermark** [6], **Kärnten** [5], **Slovenija** [4], **Trentino** [6]
Other income: • Gold mines [60]
Income: 101

This is the same country as the AUSTRIA MAJ.
Armies becomes class IV after dissociation with HIS or event V-9 (From Montecuccoli to Prinz Eugen).
Base force increase by A⊕, LD after event I-D (Habsburg Inheritance of Hungary) or A⊖ after event I-E (Downfall of Hungary) unless HUNGARIA has been activated as an independant state.
Counters of HUNGARIA are considered as counters of HABSBURGUM after event I-D (Habsburg Inheritance of Hungary) if owns at least 5 provinces of HUNGARIA, or after event I-E (Downfall of Hungary) if it owns at least 7 provinces of HUNGARIA – unless HUNGARIA has been activated as an independant state.
Base force increase by A⊕ and 2 F after dissociation with HIS due to event V-4 (The War of Spanish Succession).
If minor and dissociated with HIS, always activate SICILIÆ, HUNGARIA and LOMBARDIA as independent states.

HOLLANDIA† — United provinces

Control: SUE, PRU, TUR, RUS, POL, FRA, HIS, ANG, AUS.

RM: 20, SUB: 10, MA: 3, EC: 5, EW: 9, VA: ⋆, AN: ⋆ — Fidelity: 12

Basic forces: A⊕, F⊕, 5 F in Europe; F⊖, 3 LD, 2 F in the ROTW. **Counter limits:** 3 A, 5 F, 15 LD/ND, 8 LDE/NDE, 4 NTD.
Basic reinforcements: A⊕, F⊕. **Military doctrine:** Latin, class III.

Provinces: **Friesland** [5], **Gelderland** [15], **Holland** [14], **Overijssel** [10], **Utrecht** [11], **Zeeland** [9]
Income: 64

This is the same country as the HOLLANDIA MAJ.
Owns all the provinces, commercial fleets, colonies and trading posts left by the player. The provinces given here are the national provinces of HOLLANDIA
May either be created by event III-1 (1) (Revolt of the United Provinces) or become a minor after event V-4 (The War of Spanish Succession).
Reference levels for commercial fleets are: CTZ HOLLANDIA 6, CTZ HISPANIA 2, CTZ ANGLIA 4, CTZ FRANCIA 4 STZ **Mer du Nord** 4, STZ **Baltique** 4, STZ **Mer d'Irlande** 4 STZ **Mer Ionienne** 3, STZ **Golfe du Lion** 3, STZ **Golfe de Guinée** 3, STZ **Cap des tempêtes** 4, STZ **Mer d'Arabie** 4, STZ **Océan Indien** 4, STZ **Cap des tempêtes** 3, STZ **Mer de Chine** 4 (or the level HOL was when major if higher).
Between III-1 and pV: 2 TFI/1 COL/1TP placement/2 Concurrency.
pVI and pVI:1 TFI/1 COL or TP placement/1 Concurrency.
Actions are mandatory each turn before event VII-3 (Batavian Revolution).

POLONIA† — Kingdom of Poland

Control: FRA, VEN, HIS, ANG, HOL, POR, SUE, PRU, AUS, RUS, TUR.

RM: 18, SUB: 80, MA: 1, EC: 1, EW: 2, VA: ⋆, AN: ⋆ — Fidelity: 12, Geopolitics: FRA +1

Basic forces: 2 𝔸⊕. **Counter limits:** 4 𝔸, 𝔽, 3 LD/ND, 12 LD, 3 LDE/NDE, 2 NTD.
Basic reinforcements: 𝔸⊖. **Reinforcement bonus:** +2 if Absolutism has been established. **Military doctrine:** Orthodox, class IIM.

This is the same country as the POLONIA MAJ.
Owns all the provinces, commercial fleets, colonies and trading posts left by the player.
Add 1 LD to base forces and 1 𝔸 counter if UKRAINA is still part of POLONIA.
Add 3 levels of fortresses to base forces before event event VII-7 (First Partition of Poland).
May become a special vassal of either FRA or SUE by event VI-11 (War of Polish Succession).
May disappear due to successives parting in period VII.
-3 to tests for entry in war if Absolutism has not been established.
Kościuszko (Tadeusz): ⚔ [Event VII-9] D 3.4.4 — Polish hero of the American Revolution, he tried to wage a Polish revolt against Russia.
Beniowski (Maurycy August): ⚔ [T55–T56] B 4.2.2 — Joined the confederation of Bar, was captured by the Russians, then became an adventurer for the French.

PORTUGALLIA† — Kingdom of Portugal

Control: SUE, ANG, FRA, HIS, HOL, PRU, POL, AUS, RUS, TUR.

RM: 10, SUB: 30, MA: 1, EC: 2, EW: 4, VA: ⋆, AN: ⋆ — Fidelity: 16

Basic forces: 𝔸⊖, 𝔽⊕ in Europe; 2 LD, ND, ⚓ in the ROTW, ⚓ before III-6. **Counter limits:** 𝔸, 𝔽, 3 LD, 7 LD/ND, 8 LDE/NDE, 4 NTD.
Basic reinforcements: 1 ND, 1 LD. **Military doctrine:** Latin, class III.

This is the same country as the PORTUGALLIA MAJ.
Owns all the provinces, commercial fleets, colonies and trading posts left by the player.
Reference levels for commercial fleets are: STZ **Mer des Canaries** 3, STZ **Golfe de Guinée** 3, STZ **Cap des tempêtes** 3, STZ **Mer d'Arabie** 4, STZ **Océan Indien** 4, STZ **Cap des tempêtes** 1, STZ **Mer de Chine** 3 (or the level POR was when major if higher)
May be annexed by HIS by event III-7 (Annexation of Portugal by Spain).
Before event III-6 (Portuguese Disaster in Africa)III-6: 1 TFI/1 COL placement/1 TP placement
After event III-6 (Portuguese Disaster in Africa)III-6: 1 TFI/1 COL or TP placement
After event VI-7 (Treaty of Methuen)VI-7: 1 TFI or COL or TP placement.
These actions are mandatory. When annexed by HIS, a different system applies (actions are shown on HIS aid card).

SUECIA† — Kingdom of Sweden

Control: POR, ANG, VEN, POL, FRA, HIS, RUS, TUR.

RM: 8, SUB: 40, MA: 1, EC: 2, EW: 4, VA: ⋆, AN: ⋆ — Fidelity: 15

Basic forces: 𝔸⊖, LD, 𝔽⊖, 1 ⚔ (king). **Counter limits:** 3 𝔸, 𝔽, 5 LD, 10 LD/ND, 6 NDE, 2 NTD, a special transport 𝔽.
Basic reinforcements: LD, LD or ND. **Military doctrine:** Latin, class IIIM.

Provinces: **Småland** [5], **Jämtland** [5], **Gästrikland** [5], **Bergslagen** [8], **Svealand** [9], **Finland** [4], **Tavastland** [2], **Nyland** [4], **Karelen** [2]
Other income: • Gold mines [40] • TF lv. 3 in STZ **Baltique** [7]
Income: 91

This is the same country as the SUECIA MAJ.
As a member of Kalmar's union, is unified to DANIA before event II-4 (End of the Union of Kalmar).
After event II-4 (End of the Union of Kalmar), is always played by POR, even if effectively allied with another country.

VENETIA† — Republic of Venise

Control: HIS, FRA, ANG, HOL, AUS, POL, PRU, SUE, RUS, TUR.

RM: 12, SUB: 20, MA: 3, EC: 4, EW: 7, VA: ⋆, AN: ⋆ — Fidelity: 16

Basic forces: 𝔽⊕, 1 ⚓, 4 𝔽, 2 VGD. **Counter limits:** 2 𝔸, 2 𝔽, 4 LD, 6 LD/ND, 4 LDE/NDE, 2 NTD.
Basic reinforcements: 1 NWD or 2 NGD. **Military doctrine:** Latin, class III.

This is the same country as the VENETIA MAJ.
Owns all the provinces, commercial fleets, colonies and trading posts left by the player.
Reference levels for commercial fleets are: STZ **Mer Noire occidentale** 3, CTZ TURCIA 3, CTZ VENETIA 6, STZ **Mer Ionienne** 4, STZ **Golfe du Lion** 2 (or the level VEN was when major if higher)
May become minor after event III-1 (1) (Revolt of the United Provinces).
May own up to 2 VGD.
Mocenigo (Lazzaro): ⚓ <m> [T31–T34] B 4.2.3 — Admiral who took part in the three expeditions to the Dardanelles.
Morosini (Francesco): ⚓ <m> [T34–T41] A 4.5.5 -2 — Admiral that managed to take back the Peloponnese from the Ottomans. A direct hit of his artillery destroyed the Parthenon, used as powder magazine by the Turks. Later elected doge.

XXIV.5 Minor countries of ROTW

ACEH☪ — Sultanate of Aceh

Control: TUR, POR, RUS, HOL, HIS, FRA, ANG, AUS, POL, PRU.

See section IV.4.4.5 (Guzarate, Ayman, Aden, Aceh) — Fidelity: 16, Activation level: 9

Basic forces: 2 LD/ND, NTD. **Counter limits:** 2 LD/ND, NTD, 2 LDE/NDE.
Basic reinforcements: LD/ND. **Military doctrine:** Islam, class II.

Other income: • **N. Sumatra** TP lv. 3 (Kutaraja, 1 Spices, 1 PO) [4] • 1 Spices [variable] • 1 PO [variable]
Income: 4+?

Uses the natives when fighting a battle in its area.
Has one strong TP action per turn as long as TP is not level 3.
Has long as *Malahayati* is alive, add 𝔽⊕ to basic forces. As long as 𝔽⊖ in play, close the strait to country without AT.
Malahayati: ⚓ <@> [Event III-22(2)] A 6.4.5 — First woman in the World to became admiral. Brilliant defender of Aceh during its golden age.

ADEN☪ — Kingdom of Aden

Control: TUR, POR, VEN, FRA, SUE, ANG, POL, RUS, HOL, AUS, PRU, HIS.

See section IV.4.4.5 (Guzarate, Ayman, Aden, Aceh) — Fidelity: 14, Activation level: 6

Basic forces: 2 LD, 2 ND, NTD, *'Emīru albahr*. **Counter limits:** 𝔽, 2 LD/ND, 2 LD, 4 LDE/NDE, NTD.
Basic reinforcements: LD/ND. **Military doctrine:** Islam, class II.

Other income: • Provinces of **ADEN** [3] • **E. Aden** COL lv. 4 (Aden, 1 Spices) [6] • TF lv. 2 in STZ **Océan Indien** [8] • 1 Spices [variable]
Income: 17+?

Uses the natives when fighting a battle in its area.
'Emīru albahr (أمير البحر): ⚔ <R> A 2.2.2 — This leader will be used preferentially if a leader is obtain by reinforcements.

AYMAN☪ — Sultanate of Oman

Control: TUR, POR, VEN, FRA, SUE, ANG, POL, RUS, HOL, AUS, PRU, HIS.

See section IV.4.4.5 (Guzarate, Ayman, Aden, Aceh) — Fidelity: 14, Activation level: 6

Basic forces: 2 LD, 2 ND, NTD, *'Emīru albahr*. **Counter limits:** 𝔽, 2 LD/ND, 2 LD, 4 LDE/NDE, NTD.
Basic reinforcements: LD/ND. **Military doctrine:** Islam, class II.

Other income: • Provinces of **OMAN** [2] • **E. Oman** COL lv. 4 (Oman, 1 Spices) [6] • **Zanzibar** TP lv. 2 (Zanzibar, 1 Spices, 1Slaves) [1] • TF lv. 2 in STZ **Mer d'Arabie** [6] • 2 Spices [variable] • 1 Slaves [variable]
Income: 15+?

Uses the natives when fighting a battle in its area.
'Emīru albahr (أمير البحر): ⚔ <R> A 2.2.2 — This leader will be used preferentially if a leader is obtain by reinforcements.

AZTECA☪ — Empire of the Aztecs

Control: TUR, RUS, POL, PRU, SUE, ANG, FRA, VEN, HOL, AUS, POR, HIS.

See section IV.4.4.9 (Inca and Azteca) — Fidelity: 16, Activation level: 4

Basic forces: None. **Counter limits:** 2 𝔸, 2 LD, 2 LDE.
Basic reinforcements: 𝔸⊖. **Military doctrine:** Medieval, class A.

Other income: • Provinces of **AZTECA** [20] • Gold of Tenochtitlan [40] • Gold [20]
Income: 80

Switches to ROTW technology after event II-19 (Resistance of the American Empires), and 2 𝔸⊕ as basic forces.

BISINAGAR☪ — Kingdom of Vijayanagar

Control: TUR, VEN, SUE, FRA, POL, PRU, AUS, HIS, ANG, RUS, HOL, POR.

See section IV.4.4.3 (Bisinagar) — Fidelity: 14, Activation level: 4

Basic forces: 2 𝔸⊕. **Counter limits:** 2 𝔸, 2 LD, 2 LDE.
Basic reinforcements: 𝔸⊕. **Military doctrine:** ROTW, class A.

Other income: • Provinces of **MUMBAĪ**, **MALABĀR̲**, **KARNĀṬAKA**, **HYDĀRABAD**, **ORISSĀ**, **GONḌĀNĀ** and **BĀNGLĀ** (arbitrarily) [100]
Income: 100

CHINA☪ — Empire of the Middle

Control: TUR, VEN, SUE, FRA, POL, PRU, AUS, HIS, ANG, RUS, HOL, POR.

See section IV.4.4.2 (Iaponia and China) — Fidelity: 10, Activation level: 9/11/6

Basic forces: 2 𝔸⊕. **Counter limits:** 2 𝔸, 4 LD, 6 LDE.
Basic reinforcements: 𝔸⊕. **Military doctrine:** ROTW, class A.

Other income: • Provinces of China (arbitrarily) [100] • TF lv. 3 in STZ **Mer de Chine** [7]
Income: 107

Activation level is 6 for newly conquered areas, and 11 after subevent III-22 (1).α (Closure of China)
Activation is automatic in **Pékin**.
Uses the natives when fighting a battle in its areas.
May gain fleets and TP by various events.
See especially: event II-20 (Chinese Oversea Expansion), event III-22 (1) (China colonial attitude).

DURRANIS IMP.☪ — Afghani empire

Control: TUR, POR, HIS, RUS, HOL, FRA, ANG, AUS, POL, PRU.

See section IV.4.4.4 (Mogolis Imp., Siberia, Sudania, Durranis Imp.) — Fidelity: 14, Activation level: 6

Basic forces: 𝔸⊕. **Counter limits:** 𝔸, LD, 2 LDE.
Basic reinforcements: 𝔸⊖. **Military doctrine:** ROTW, class A.

Other income: • Provinces of **AFGHANISTAN** [16]
Income: 16

GUZARATE[C] — Kingdom of Gujarat

Control: TUR, POR, RUS, HOL, HIS, FRA, ANG, AUS, POL, PRU.

See section IV.4.4.5 (Guzarate, Ayman, Aden, Aceh) — Fidelity: 11, Activation level: 9

Basic forces: LD on each TP in ***AFRICA***, F⊕. **Counter limits:** F, 4 LD/ND, 2 LD, 4 LDE/NDE, 10 TP.
Basic reinforcements: LD/ND. **Military doctrine:** ROTW, class A.

Other income: • Provinces of **GUJARAT** [6] • Provinces of **MALACCA** [6] • **Diu** TP lv. 3 (2 PO, 1 Spices) [1] • **S. Malacca** TP lv. 1 (1 PO) [1] • **N. Malacca** TP lv. 1 (1 PO) [1] • **N. Nyasa** TP lv. 1 (1 Slaves) [1] • **S. Kenya** TP lv. 1 (1 PO) [1] • **Ormus** TP lv. 1 (1 PO) [1] • **Mumbaī** TP lv. 2 (1 PO) [1] • **Goa** TP lv. 3 (1 PO, 1 Spices) [1] • **Koḷikoṭ** TP lv. 3 (2 Spices) [1] • **S. Malabāṛ** (Cochin) TP lv. 2 (1 PO, 1 Spices) [1] • 5 Spices [variable] • 9 PO [variable] • 1 Slaves [variable] • TF lv. 4 in STZ **Mer d'Arabie** [14] • TF lv. 2 in STZ **Océan Indien** [8]
Income: 44+?

Uses the natives in **MALACCA** and **GUJARAT**. These natives come back each turn if destroyed.
The African LD come back in the basic forces in **Diu** if their TP is destroyed.
The F starts in **Diu** if possible.
Only reacts to military presence in the regions it owns (**MALACCA** and **GUJARAT**), not where it only has TP.
Loses **MALACCA** if all the TP there are destroyed.
Destroyed if all the TP are destroyed and the city of Ḍiụ is taken at the end of a turn. The TP of **Diu** is inside the city. TF stay in place but cannot gain any more level.

HYDERABADA[C] — Sultanat of Hyderabad

Control: FRA, HOL, POR, ANG, RUS, TUR, SUE, VEN, HIS, POL, PRU, AUS.

See section IV.4.4.6 (Mysuria, Hyderabada) — Fidelity: 11, Activation level: 6

Basic forces: A⊕. **Counter limits:** A, LD, 2 LDE.
Basic reinforcements: A⊖. **Military doctrine:** ROTW, class A.

Other income: • Provinces of Hyderabad [8]
Income: 8

Uses the natives in its provinces if a battle is fought there.

IAPONIA[C] — Empire of the rising sun

Control: TUR, VEN, SUE, FRA, POL, PRU, AUS, HIS, ANG, RUS, HOL, POR.

See section IV.4.4.2 (Iaponia and China) — Fidelity: 11, Activation level: 9/11

Basic forces: 2 A⊕. **Counter limits:** 2 A, 4 LD, 4 LDE.
Basic reinforcements: A⊕. **Military doctrine:** ROTW, class A.

Other income: • Provinces of **JAPON** [100] • TF lv. 3 in STZ **Mer de Chine** [7]
Income: 107

Activation is automatic in **Kyōto**.

INCA[C] — Empire of the Incas

Control: TUR, RUS, POL, PRU, SUE, ANG, FRA, VEN, HOL, AUS, POR, HIS.

See section IV.4.4.9 (Inca and Azteca) — Fidelity: 16, Activation level: 4

Basic forces: None. **Counter limits:** 2 A, 2 LD, 2 LDE.
Basic reinforcements: A⊖. **Military doctrine:** Medieval, class A.

Other income: • Provinces of Inca [27] • Silver of Potosi [50] • Gold mines [40]
Income: 117

Switches to ROTW technology after event II-19 (Resistance of the American Empires), and 2 A⊕ as basic forces.

IROQUOIS[C] — Confederation of the Iroquoian nations

Control: ANG, FRA, HOL, HIS, SUE, RUS, POR, VEN, AUS, POL, PRU, TUR.

See section IV.4.4.7 (Iroquois) — Fidelity: 11, Activation level: 8

Basic forces: 3 LD, 1 ⚔. **Counter limits:** 3 LD, 3 LDE.
Basic reinforcements: LD. **Military doctrine:** ROTW, class A.

Other income: • Provinces of Iroquois [4]
Income: 4

Forces are always veteran
Troops always benefit from the advantages of §E (e. Les alliés indigènes.) of section VIII.11.5 (Diverses règles militaires)
At most one LD can be used outside IROQUOIS
Uses the natives in its provinces if a battle is fought there

MOGOLIS IMP.[C] — Moghol empire

Control: TUR, VEN, SUE, FRA, POL, PRU, AUS, HIS, ANG, RUS, HOL, POR.

See section IV.4.4.4 (Mogolis Imp., Siberia, Sudania, Durranis Imp.) — Fidelity: 11, Activation level: 9/3

Basic forces: 2 A⊕. **Counter limits:** 2 A, 2 LD, 2 LDE.
Basic reinforcements: A⊕. **Military doctrine:** Islam, class A.

Other income: • Various provinces (arbitrarily) [50]
Income: 50

Extends though ***INDIA*** and gain commercial fleet by various events.
Activation is automatic in **Delli**.
Activation becomes 3 after some events, and basic forces reduced to A⊕ and basic reinforcement to A⊖.
Akbar (लाल- ममम कर): ♛ <@> [Event III-20] A 5.4.4 — Great conqueror of India. Military genious, with a heavy use of both cannons and elephants (sometimes one on top of the other!) Restored the Mughal empire at Panipat and conquered most of Northern India. Patron of arts.
Great Mughal: ♛ <@> A 3.3.4 — Generic Mughal monarch.

MYSURIA[C] — Kingdom of Mysore

Control: FRA, HIS, RUS, VEN, SUE, AUS, PRU, POL, ANG, HOL, TUR, POR.

See section IV.4.4.6 (Mysuria, Hyderabada) — Fidelity: 9, Activation level: 6

Basic forces: A⊕, 1 ⚔. **Counter limits:** A, LD, 2 LDE.
Basic reinforcements: A⊖. **Military doctrine:** ROTW, class A.

Other income: • Province of **N. Malabāṛ** [14]
Income: 14

Use the natives in its provinces if a battle is fought there.

ORMUS[C] — Persian city of Ormus

Control: Part of Persia.

See section IV.4.4.8 (Ormus, part of Persia) — Fidelity: 5, Activation level: 6

Basic forces: Uses PERSIA forces. **Counter limits:** Uses PERSIA counters.
Basic reinforcements: None. **Military doctrine:** Islam, class II.

Other income: • Part of Persia [variable]

This minor is actually a part of PERSIA that is in the ROTW.

SIBERIA[C] — Khanate of Sibir

Control: TUR, POL, SUE, PRU, ANG, POR, HIS, AUS, HOL, VEN, RUS.

See section IV.4.4.4 (Mogolis Imp., Siberia, Sudania, Durranis Imp.) — Fidelity: 11, Activation level: 6

Basic forces: A⊖, LD, 1 ⚔. **Counter limits:** A, LD, 2 LDE.
Basic reinforcements: LD. **Military doctrine:** ROTW, class A.

Other income: • Provinces of **SIBÉRIE** [10] • **S. Sibérie** TP lv. 3 (2 Fur) [1] • 2 Fur [variable]
Income: 11+?

Disappears if conquered or if there are 10 levels of COL in its territory.

SUDANIA[C] — Kingdom of Sudan

Control: TUR, FRA, HIS, VEN, ANG, HOL, SUE, PRU, POL, AUS, POR, RUS.

See section IV.4.4.4 (Mogolis Imp., Siberia, Sudania, Durranis Imp.) — Fidelity: 11, Activation level: 8

Basic forces: A⊕, 1 ⚔. **Counter limits:** A, LD, 2 LDE.
Basic reinforcements: A⊖. **Military doctrine:** Islam, class II.

Other income: • Provinces of Sudan (arbitrarily) [1] • 1 Slaves [variable]
Income: 1+?

Doesn't receive reinforcment during wars.
Uses the natives in its provinces if a battle is fought there.

XXIV.6 Potential independent kingdoms

BELGICA† — Independent Kingdom of Belgium

Control: FRA, HOL, ANG, AUS, HIS, SUE, POR, PRU, POL, VEN, RUS, TUR.

RM: 4, SUB: 50, MA: 2, EC: 4, EW: 5, VA: 8, AN: ⋆ — Fidelity: 10

Basic forces: A⊖. **Counter limits:** A, 2LD.
Basic reinforcements: LD. **Military doctrine:** Latin, class III.

Provinces: **Vlaanderen** [10], **Flandre** [5], **Hainaut** [7], **Brabant** [9], **Limburg** [9], **Luxemburg** [6], **Artois** [5]
Income: 51

May be created by HIS or AUS after a succesful rebellion (section XIV.14.9 (Independence of Revolted Principalities)).
If a minor country of the same name does already exist, the two countries are merged as one.

CATALANA† — Independent Principality of Catalogne

Control: .

RM: 4, SUB: 50, MA: 2, EC: 4, EW: 5, VA: 8, AN: ⋆ — Fidelity: 10

Basic forces: A⊖. **Counter limits:** A, 2LD.
Basic reinforcements: LD. **Military doctrine:** Latin, class III.

Provinces: **Catalunya** [7], **Pirineos** [6], **Rosseló** [4]
Income: 17

May be created at the end of event V-4 (The War of Spanish Succession).

EASTERN PRUSSIA† — Independent Kingdom of Eastern Prussia

Control: POL, ANG, FRA, HOL, HIS, AUS, POR, VEN, RUS, SUE, TUR.

RM: 4, SUB: 50, MA: 2, EC: 4, EW: 5, VA: 8, AN: ⋆ — Fidelity: 10

Basic forces: A⊖. **Counter limits:** A, 2LD.
Basic reinforcements: LD. **Military doctrine:** Latin, class III.

Provinces: **Memel** [5], **Preußen** [6], **Kurland** [6], **Danzig** [6]
Income: 22

May be created by PRU after a succesful rebellion (section XIV.14.9 (Independence of Revolted Principalities)).

FINLANDIA† — Independent Duchy of Finland

Control: HOL, ANG, RUS, PRU, POL, FRA, AUS, POR, VEN, TUR.

RM: 4, SUB: 50, MA: 2, EC: 4, EW: 5, VA: 8, AN: ⋆ — Fidelity: 10

Basic forces: A⊖. **Counter limits:** A, 2LD.
Basic reinforcements: LD. **Military doctrine:** Latin, class IIIM.

Provinces: **Finland** [4], **Tavastland** [2], **Nyland** [4], **Karelen** [2], **Kexholm** [2]
Income: 14

May be created by SUE or RUS after a succesful rebellion (section XIV.14.9 (Independence of Revolted Principalities)).
If a minor country of the same name does already exist, the two countries are merged as one.

HIBERNIA† — Independent Kingdom of Ireland

Control: FRA, HIS, POR, HOL, SUE, ANG, PRU, POL, VEN, AUS, RUS, TUR.

RM: 4, SUB: 50, MA: 2, EC: 4, EW: 5, VA: 8, AN: ⋆ — Fidelity: 10

Basic forces: 𝔸⊖. **Counter limits:** 𝔸, 2L𝔻.
Basic reinforcements: L𝔻. **Military doctrine:** Latin, class III.

Provinces: **Mumhan** [4], **Laighean** [5], **Connacht** [4], **Brega** [5], **Uladh** [8]
Income: 26

May be created by ANG after a succesful rebellion (section XIV.14.9 (Independence of Revolted Principalities)).

LITUANIA† — Independent Great duchy of Lithuania

Control: SUE, AUS, HIS, FRA, ANG, VEN, POR, HOL, PRU, POL, RUS, TUR.

RM: 4, SUB: 50, MA: 2, EC: 4, EW: 5, VA: 8, AN: ⋆ — Fidelity: 10

Basic forces: 𝔸⊖. **Counter limits:** 𝔸, 2L𝔻.
Basic reinforcements: L𝔻. **Military doctrine:** Latin, class IIIM.

Provinces: **Polacak** [4], **Severia** [4], **Baltarusija** [7], **Lietuvą** [4], **Žemaitija** [5], **Smolenską** [5], **Prypeć** [2]
Income: 31

May be created by POL or RUS after a succesful rebellion (section XIV.14.9 (Independence of Revolted Principalities)).
If a minor country of the same name does already exist, the two countries are merged as one.

LIVONIA† — Independent Kingdom of Livonia

Control: POL, PRU, HOL, ANG, AUS, FRA, TUR, RUS, POR, VEN, SUE.

RM: 4, SUB: 50, MA: 2, EC: 4, EW: 5, VA: 8, AN: ⋆ — Fidelity: 10

Basic forces: 𝔸⊖. **Counter limits:** 𝔸, 2L𝔻.
Basic reinforcements: L𝔻. **Military doctrine:** Latin, class IIIM.

Provinces: **Ingermanland** [3], **Estland** [4], **Livonija** [5], **Kurland** [6], **Memel** [5]
Income: 23

May be created by SUE after a succesful rebellion (section XIV.14.9 (Independence of Revolted Principalities)).

NORVEGIA† — Independent Kingdom of Norway

Control: HOL, ANG, RUS, PRU, POL, FRA, AUS, POR, VEN, TUR, .

RM: 4, SUB: 50, MA: 2, EC: 4, EW: 5, VA: 8, AN: ⋆ — Fidelity: 10

Basic forces: 𝔸⊖. **Counter limits:** 𝔸, 2L𝔻.
Basic reinforcements: L𝔻. **Military doctrine:** Latin, class III.

Provinces: **Trøndelag** [2], **Vestfold** [3], **Østlandet** [4]
Income: 9

May be created by SUE after a succesful rebellion (section XIV.14.9 (Independence of Revolted Principalities)).
May be created as a vassal of SUE if DANIA is entirely annexed.

POMMERANIA† — Independent Duchy of Pommerania

Control: HOL, ANG, PRU, AUS, HIS, FRA, POL, SUE, VEN, POR, RUS, TUR.

RM: 4, SUB: 50, MA: 2, EC: 4, EW: 5, VA: 8, AN: ⋆ — Fidelity: 10

Basic forces: 𝔸⊖. **Counter limits:** 𝔸, 2L𝔻.
Basic reinforcements: L𝔻. **Military doctrine:** Latin, class III.

Provinces: **Lübeck** [3], **Holstein** [6], **Mecklenburg** [6], **Vorpommern** [5], **Hinterpommern** [5], **Danzig** [6]
Income: 31

May be created by SUE after a succesful rebellion (section XIV.14.9 (Independence of Revolted Principalities)).

PRIMA HOLLANDIA† — Independent Kingdom of Holland

Control: SUE, PRU, TUR, RUS, POL, FRA, HIS, ANG, AUS.

RM: 4, SUB: 50, MA: 2, EC: 4, EW: 5, VA: 8, AN: ⋆ — Fidelity: 10

Basic forces: 𝔸⊖. **Counter limits:** 𝔸, 2L𝔻.
Basic reinforcements: L𝔻. **Military doctrine:** Latin, class III.

Provinces: **Friesland** [5], **Gelderland** [15], **Holland** [14], **Overijssel** [10], **Utrecht** [11], **Zeeland** [9]
Income: 64

May be created by HIS after a succesful rebellion (section XIV.14.9 (Independence of Revolted Principalities)).
Merges with HOLLANDIA when it appears.

PRIMA UKRAINA‡ — Independent Cossacks of Ukraine

Control: SUE, TUR, PRU, FRA, HOL, HIS, POR, ANG, VEN, AUS, POL, RUS.

RM: 4, SUB: 50, MA: 2, EC: 4, EW: 5, VA: 8, AN: ⋆ — Fidelity: 10

Basic forces: 𝔸⊖. **Counter limits:** 𝔸, 2L𝔻.
Basic reinforcements: L𝔻. **Military doctrine:** Orthodox, class I.

Provinces: **Don** [6], **Donets** [4], **Poltava** [4], **Ukraïnya** [6], **Podolie** [3], **Zaporozhye** [4]
Income: 27

May be created by POL or RUS after a succesful rebellion (section XIV.14.9 (Independence of Revolted Principalities)).
If a minor country of the same name does already exist, the two countries are merged as one.
If UKRAINA exists, independently, PRIMA UKRAINA is merged into it.

XXIV.7 Habsburg vassal kingdoms

HABSBURGENSIS BOHEMIA† — Habsburg kingdom of Bohemia

Control: No preferences for this country. HRE

Can be created by Habsburg power (AUS or HIS), can only be a Habsburg vassal

Basic forces: 𝔸⊖, 𝔽 may be maintened in Praha. **Counter limits:** 𝔸, 2 L𝔻.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Bohème** [14], **Silésie** [6], **Morava** [5], **Lausitz** [4]
Income: 29

May act in the HRE and any province initially belonging to either POLONIA (with a solid or blurred shield, including **Mazowia**) or HUNGARIA (with a shield).

HABSBURGENSIS HUNGARIA† — Habsburg kingdom of Hungary

Control: No preferences for this country.

Can be created by Habsburg power (AUS or HIS), can only be a Habsburg vassal

Basic forces: 2 𝔸⊕, 𝔽 may be maintened in each province.. **Counter limits:** 2 𝔸, 4 L𝔻.
Basic reinforcements: None. **Military doctrine:** Latin, class IIIM.

Provinces: **Szlovákia** [3], **Kárpátok** [1], **Bukovina** [1], **Balaton** [2], **Pécs** [6], **Erdély** [5], **Mureș** [3], **Carniola** [5], **Croatie** [3], **Banat** [3], **Kapela** [2], **Magyarország** [10]
Income: 44

The leaders of HUNGARIA may serve for HABSBURGUM if HABSBURGENSIS HUNGARIA is not activated.
May act any province initally belonging to (and barring the corresponding shield) either HUNGARIA (), BOHEMIA (), HABSBURGUM (), POLONIA (, including **Mazowia**) or TURCIA () as well as *BALKANS* ().
May be activated by AUS* only after event I-D (Habsburg Inheritance of Hungary) or by AUS after event I-D (Habsburg Inheritance of Hungary) or event I-E (Downfall of Hungary).
Always activated by a minor HABSBURGUM if dissociated with HIS.

HABSBURGENSIS LOMBARDIA† — Habsburg kingdom of Milano

Control: No preferences for this country.

Can be created by Habsburg power (AUS or HIS), can only be a Habsburg vassal

Basic forces: 𝔸⊕, 𝔽 may be maintened in Milano.. **Counter limits:** 𝔸, 2 L𝔻.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Lombardia** [12]
Income: 12

May act in *ITALY*, and any province initially belonging to (and barring the corresponding shield) HABSBURGUM ()or HISPANIA ().
May be activated by HIS after event I-G (Spanish Milano) or by AUS after event V-4 (The War of Spanish Succession).
Always activated by a minor HABSBURGUM if dissociated with HIS.
Forces are tercios (like HIS) in periods I and II.

HASBURGENSIS SICILIÆ† — Habsburg Kingdom of the two Sicilies, Kingdom of Naples

Control: No preferences for this country.

Can be created by Habsburg power (AUS or HIS), can only be a Habsburg vassal

Basic forces: 𝔸⊕, 𝔽⊖, 𝔽 may be maintened in Napoli.. **Counter limits:** 𝔸, 𝔽, 2 L𝔻, L𝔻/N𝔻, 2 N𝔻E, NT𝔻.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Abruzzo** [2], **Campania** [8], **Basilicata** [2], **Puglia** [3], **Calabria** [1], **Sicilia** [4], **Palermo** [4], **Saldígna** [3]
Income: 27

May act in *ITALY* and (for the fleet) in all the mediteranean sea.
Must be activated by AUS (major or minor) after dissociation with HIS.
Forces are tercios (like HIS) in periods I and II.

XXIV.8 Virtual entities

Barbaria

Natives not organised as a nation

Control: None.

Can only be created by event, with no diplomacy.

Basic forces: As written on the map. **Counter limits:** Infinite (use paper and pencil if out of counters).
Basic reinforcements: None. **Military doctrine:** Medieval, class A.

This entity represents the native forces.

Fidelis Regi†

Royalist side of English Civil War

Control: ANG (if royalist), HIS, FRA, VEN, SUE, POR, POL, RUS.

Can only be created by event, with no diplomacy.

Basic forces: None (played as a major country). **Counter limits:** 3 𝔸, 𝔽, 5 𝕃𝔻, 5 𝕃𝔻/ℕ𝔻, 4 𝕃𝔻E/ℕ𝔻E, 2 NT𝔻.
Basic reinforcements: None. **Military doctrine:** Latin, class IVM.

Provinces: **Midlands** [12], **Cornwall** [6], **Durham** [5], **Connacht** [4], **Mumhan** [4], **Laighean** [5], **Brega** [5], **Uladh** [8]
Income: 49

Is created for the duration of event IV-7 (1) (English Civil War)
Counters may also be used in event V-3 (The Glorious Revolution in England)
Montrose (James Graham): ⚔ [Event IV-7] B 4.2.3 — Scottish Covenanter, he led the royalists forces against the Scots and won the battle of Kilsyth.
Rupert (Prince Rupert of the Rhine): ⚔ [Event IV-7] C 4.3.4 ↔ *Rupert* (Anglia) — Count Palatine of the Rhine, Duke of Bavaria. Great royalist commander during the English Civil War.
Prince Charles (Charles Edward Stuart): ⚔ [Event VI-4] A 2.2.4 — Great grandson of Sobieski. Bonnie Prince Charlie during the Jacobite Rebellion. Severly defeated at Culloden, he managed to escape capture and lived in exile afterwards.

Huguenotis†

Provinces unies du Midi

Control: ANG (if protestant), HOL (if a major), SUE (if protestant), VEN.

Can only be created by event, with no diplomacy.No diplomacy allowed.

Basic forces: See event III-11 (Wars of Religion in France). **Counter limits:** 2 𝔸, 4 𝕃𝔻.
Basic reinforcements: None. **Military doctrine:** Latin, class IV.

Provinces: **Caux** [9], **Touraine** [10], **Poitou** [7], **Quercy** [8], **Guyenne** [8], **Béarn** [5], **Languedoc** [11], **Cévennes** [3], **Dauphiné** [10]
Income: 71

Created by (and destroyed at the end of) event III-11 (Wars of Religion in France).
May control and use the navals counters of FRA.
Major may not refuse control but may not become ally either.
FRA must pay for its upkeep or building new troops.
FRA, or its controller, may use its troops for foreign intervention in religious wars.
Coligny (Gaspard II de): ⚔ [Event III-D] A 3.3.3 — Nephew of Montmorency, fought in Italy. Took arms after the Massacre of Wassy and co-leader of the Huguenots. His failed assassination triggered St Bartholomew's Day massacre.
Condé (Louis Ier de Bourbon, prince de): ⚔ [Event III-D] A 4.3.4 — Huguenot commander during the early wars of religion. Murdered after surrending at Jarnac.
Navarre (Henri de): ⚔ [Event III-D] A 2.3.3 -1 ↔ *Henri IV* (Francia) — Leader of the Protestant activists or moderates during the wars of religion.

Sancta Lega†

Holy league

Control: SDoCF (if not FRA), HIS (if Catholic/Counter-Reformation), ANG (if Catholic), HIS.

Can only be created by event, with no diplomacy.No diplomacy allowed.

Basic forces: See event III-11 (Wars of Religion in France). **Counter limits:** 2 𝔸, 4 𝕃𝔻.
Basic reinforcements: None. **Military doctrine:** Latin, class IV.

Provinces: **Picardie** [6], **Normandie** [11], **Maine** [12], **Provence** [9], **Lyonnais** [10], **Berry** [9], **Bourgogne** [9], **Orléanais** [15], **Île-de-France** [18], **Champagne** [9]
Income: 108

Created by (and destroyed at the end of) event III-11 (Wars of Religion in France).
May control and use the navals counters of FRA.
Major may not refuse control but may not become ally either.
FRA must pay for its upkeep or building new troops.
FRA, or its controller, may use its troops for foreign intervention in religious wars.
Guise (Henri le balafré): ⚔ [Event III-D] A 2.2.4 -1 ↔ *Henri de Guise* (Francia) — Leader of the Catholic League during the wars of religion. Suspected of plotting a coup, he was muredered by Henri III.
Mayenne (Charles de): ⚔ [Event III-D] B 2.2.2 — Brother of Henri de Guise, took the head of the League at his death.

Germanum Imperium†

This can be a result of the Thirty Years War

Control: None.

Can only be created by event, with no diplomacy.

Basic forces: None. **Counter limits:** 4 𝔸, 12 𝕃𝔻.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Franken** [6]
Income: 6

This country uses the counters of SRI.

Parliament†

Parliamentarist side of English Civil War

Control: ANG (if parliamentarist), HOL, FRA, SUE (if they are protestant), POL.

Can only be created by event, with no diplomacy.

Basic forces: None (played as a major country). **Counter limits:** Uses the counters of ANG.
Basic reinforcements: None. **Military doctrine:** Latin, class IVM.

Provinces: **East Anglia** [18]
Income: 18

Is created for the duration of event IV-7 (1) (English Civil War).

Piratæ

Independent Pirates of the seven Seas

Control: None.

Can only be created by event, with no diplomacy.

Basic forces: Uses available ℙ counters. **Counter limits:** 16ℙ.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

This entity represents the pirate leaders.
Jambe de bois (François le Clerc): ☠ <$> [T12–T16] B 2.2.3 — Sacked Santiago de Cuba.
Legrand (Pierre): ☠ <$> [T21–T25] A 2.3.2 — Took the vice-admiral ship of the spanish fleet.
Easton (Peter): ☠ <$> [T24–T27] B 4.2.2 — Raided Newfoundland for several years and was never caught.
L'Olonnais (Jean David Nau): ☠ <$> [T34–T38] B 2.3.4 — Sacked Maracaibo and San Pedro.
Avery (Long Ben): ☠ [T40–T42] P 4.2.3 — Retired without being caught.
Burgess (Samuel): ☠ <$> [T41–T44] B 3.2.2 — Pirate in the Caribbean, seized near Cape Town, later made english privateer.
Kidd (William): ☠ <@> [T41–T43] A 2.4.4 — Former pirate hunter who turned to the dark side.
Misson (Olivier): ☠ <@> [T42–T47] B 3.1.2 — Founder of Libertalia in Madagascar.
Blackbeard (Edward Teach): ☠ <$> [T45–T47] A 5.3.4 — Maybe the most famous pirate.
Bonnet (Steede): ☠ <$> [T45–T46] D 2.1.1 — The gentleman-pirate.
England (Edward): ☠ <@> [T45–T47] C 3.3.2 — Never killed prisonner, marooned after a mutiny, died as a beggar.
La Buse (Olivier Levasseur): ☠ <@> [T46–T51] A 4.2.2 — Took the ship of the Viceroy of Goa, loaded with diamonds and precious stones.
Roberts (Bartholomew): ☠ <$> [T46–T48] B 5.2.2 — Most successful pirate, captured hundreds of ships.
Bonny (Ann): ☠ <$> [T47–T48] C 4.3.3 — Ann Bonny, Mary Read, John Rackham and Charles Vane.

Rebellis

Independent Doers of Mischief

Control: None.

Can only be created by event, with no diplomacy.

Basic forces: Uses available rebel counters. **Counter limits:** Infinite (use paper and pencil if out of counters).
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Other income: • Special rules [variable]

This entity represents the rebel leaders.
Pugachev (Yemelyan Ivanovich - Емельян Иванович Пугачёв): ⚔ [Event VII-13] A 4.2.3 — Leader of a large-scale cossack revolt in Eastern Russia. Captured and sent to Moscow for execution.
Ackbar: ⚓ A 6.4.4 — Supreme commander of the fleet. Lead the victorious attack on the second Death Star.

SRI (Sacrum Imperium Romanum)†

Some leaders can command any stack of the HRE

Control: None.

Can only be created by event, with no diplomacy.

Basic forces: None. **Counter limits:** 1 𝔸, 2 𝕃𝔻.
Basic reinforcements: None. **Military doctrine:** Latin, class III.

Provinces: **Franken** [6]
Income: 6

This country usually serves AUS*.

Major countries

Chapter XXV

XXV.1 Anglia

XXV.1.1 List of all land leaders

Dudley (Robert): ⚔ [T18–T20] A 3.3.2 — Commander of British forces in Netherland.
Raleigh (Walter): ♘ <R> [T18–T21] B 3.2.2 — Instigator of the lost colony of Roanoke.
Smith (John): ♘ <R> [T23–T26] D 4.2.2 — Founder of Jamestown.
Cromwell (Oliver): ⚔ [Event IV-7] A 4.4.4 — Military and political leader of the Parliamentarists. Instigator of the New Model Army. Then Lord Protector of the Commonwealth.
Duke of York (James II): ⚔ [Event IV-7] A 2.3.4 ↔ ⚓ A 2.3.4 — James II of England, brother of Charles II, heir to the throne in 1685. Last catholic ruler in England.
Bradford (William): ✵ <R> [T27–T30] A 2.3.3 — Pilgrim of the Mayflower, Governor of the Plymouth colony.
Monck (George): ⚔ [T30–T38] B 3.3.3 ↔ ⚓ A 4.5.3 — Duke of Albemarle. Fought in Scotland and Ireland for the Royalist then for the Commonwealth. Later admiral of the Anglo-Dutch wars.
Blake (Robert): ⚔ <R> [T31–T37] A 2.2.3 -1 ↔ ⚓ <R> A 4.4.4 — Parliamentarist commander later made General at sea. *Father of the Royal Navy*, he build the Navy and issued its first set of regulations. Fought at sea against Royalists, Dutch, Barbary pirates and Spanish.
Marlborough (John Churchill, 1st Duke of Marlborough, Prince of Mindelheim): ⚔ [T43–T46] A 5.5.6 -2 — One of the greatest leaders of England, fought 10 campaigns against France, mostly in Flandres. Victorious at Blenheim, Ramillies, Oudenaarde, Malplaquet.
Clive (Robert): ♘ <@> [T53–T58] J 4.6.6 — Commander who established the military supremacy of the East India Company in Southern India and Bengal.
Wolfe (James): ⚔ <$> [T53–T57] C 4.4.5 — Conqueror of Canada. Killed at the Battle of the Plains of Abraham while taking Québec.
Amherst (Jeffery): ⚔ <$> [T54–T58] B 3.3.1 -1 — Commander in North America, helped the British seize most French territory in Canada.
Murray (James): ⚔ <R> [T55–T60] G 4.2.2 — Defender of Minorca during the American Revolution.
Washington (George): ✵ <$> [T55–T60] I 6.2.2 ↔ *Washington* (United States) — Served in the British army before the American Revolution. Also represents Johnson and the good relations with the Indians.
Carleton (Guy): ✵ <$> [T56–T60] E 4.3.3 — Governor of British Québec. Repelled an American invasion during the American Revolution.
Burgoyne (John): ⚔ <$> [T57–T62] B 2.2.2 — General during the American Revolution. Loser of Saratoga.
Hastings (Warren): ✵ <@> [T57–T59] D 5.1.1 — Brilliant governor of India.
Cornwallis (Charles): ✵ <R> [T58–T62] B 2.2.3 — Last Commander of British North America, became governor in India afterwards.
Howe (Richard and William): ⚔ <$*> [T58–T60] A 1.3.3 ↔ ⚓ <$> A 2.2.2 — Two brothers, leaders of the English army during the American Revolution.
Moore (John): ⚔ <R> [T61–T62] E 3.2.3 — Served in India, later hero of the Peninsula War.

XXV.1.2 List of all naval leaders

Howard (Charles Howard of Effingham): ⚓ <PR> [T19–T25] A 3.5.4 — Defeater of the Invincible Armada.
Grenville (Richard): ✈ <PR> [T20–T23] K 4.4.2 — Lead the Roanoke expedition.
Hudson (Henry): ✈ <R> [T24–T26] J 5.3.2 — Explorer of the Artic Ocean and North America.
Rupert (Prince Rupert of the Rhine): ⚓ [Event IV-7] C 3.4.4 ↔ *Rupert* (Fidelis Regi) — After the English Civil War, admiral in the Royal Navy against Holland.
Kirke (David): ✈ <R> [T28–T32] F 4.2.3 — Discovered Newfoundland. Later took the side of Royalists.
Ayscue (George): ⚓ [T33–T39] F 2.3.2 — Defeated at the Plymouth battle by Ruyter, later captured by Tromp at the Four Days' battle.
Radisson (Pierre-Esprit): ✈ <$> [T36–T40] G 5.1.1 — French adventurer that helped found the Hudson bay company.
Torrington (Arthur Herbert, Earl of): ⚓ [T40–T44] E 2.2.3 — Admiral who carried the *invitation to William* III in England. Looser at Beachy Head. Credited with the concept of *Fleet in being*.
Rooke (George): ⚓ [T41–T44] A 3.4.3 -1 — Distinguished at la Hougue. Helped ***Karl XII*** land in Copenhagen. Attempted to take Cadix and then took Gibraltar during the War of Spanish Succession.
Russell (Edward): ⚓ [T41–T47] B 3.1.2 — Earl of Orford, one of the "immortal seven", signing the *Invitation to William*. Victor of the battle of Barfleur-Cherbourg-La Hougue. First English commander to over-winter at Cadix rather than in England.
Benbow (John): ⚓ <R> [T42–T45] B 3.2.4 — Admiral who took many actions against privateers and pirates, both from Barbary coast, France (St Malo) and West Indies. Failed to seize the Spanish gold fleet.
Boscawen (Edward): ⚓ <R> [T48–T54] E 5.4.3 -1 — Dinstinguished at Portobello. Failed to take Pondicherry. Took Louisbourg and won the battle of Lagos.
Anson (George): ✈ <PR> [T50–T52] D 4.2.4 — Captured one galeon of Manila and circumnavigated the globe. Victor at the First Battle of Cape Finisterre.
Byng (John): ⚓ [T51–T54] C 2.1.2 — Held responsible for the loss of Minorca, court-martialed and executed.
Hawke (Edward): ⚓ <R> [T51–T55] C 4.3.3 — Victor of the battle of Quiberon Bay.
Cook (James): ✈ <R> [T56–T60] J 6.1.1 — Charted the St Lawrence while carrying Wolfe to Québec. Reached Australia, New-Zealand and Hawaii where he was killed by natives.
Rodney (George): ⚓ <R> [T56–T60] A 3.3.3 — Victor of the Battle of Saintes.
Hughes (Edward): ⚓ <@> [T57–T61] C 3.3.4 — Admiral in India who fought many battles against Suffren avoiding disaster each time.
Hood (Samuel): ⚓ <R> [T58–T62] B 2.4.4 — Resisted the attack of St Kitts.
Nelson (Horatio): ⚓ <R> [T61–T62] C 6.6.6 — The vanquisher of France at Abukir Bay and again at Trafalgar where he was killed.

XXV.1.3 List of all sea hounds

Drake (Francis): ⚓ <R♥> [T17–T24] C 5.5.6 — The best English seahound. Explorer of South America. Raided Panama. First English circumnavigation.
Hawkins (John): ⚓ <R> [T17–T24] B 3.3.5 — An English privateer. Chief architect of the rebuilding of the Elisabethan navy.
Frobisher (Martin): ✈ <R> [T18–T21] J 4.5.2 — Explored the North searching for the Northwest Passage and fought the invincible Armada.
Cavendish (Thomas): ✈ <R> [T20–T21] L 5.4.4 — First Englishman that tried to circumnavigate the globe.

XXV.1.4 List of all missionaries

Brewster (William): Mis [T26–T31] 2.0.0 +3 — Pilgrim of the Mayflower and religious leader of the Plymouth colony.

Penn (William): Mis [T38–T42] 1.0.0 +3 — Quaker, founder of Pennsylvannia.
Blair (James): Mis [T40–T50] 1.0.0 +2 — Missionary in Virginia and funder of "Public Ivy" College William and Mary.

XXV.1.5 List of all anonymous leaders

(?) 1 ⚔ E 2.3.2, (?) 2 ⚔ F 3.2.1 -1, (?) 3 ⚔ <R> G 2.3.3, (?) 4 ⚔ M 2.2.1 -1, (?) 5 ⚔ <R> N 3.3.3, (?) 6 ⚔ O 4.2.2
(?) 0 ⚓ G 2.2.3, (?) 1 ⚓ H 3.2.2, (?) 2 ⚓ <P> I 4.2.3, (?) 3 ⚓ <R> M 3.2.2, (?) 4 ⚓ N 4.1.2, (?) 5 ⚓ <PR> O 4.2.2, (?) 6 ⚓ D 2.1.2, (?) 7 ⚓ L 4.3.3, (?) 8 ⚓ <R> E 3.3.2, (?) 9 ⚓ <PR> N 4.1.2
(?) 1 ♘ <R> K 3.2.2, (?) 2 ♘ <R> L 4.3.4, (?) 3 ♘ <R> E 4.1.2
(?) 1 ✈ <R> M 3.2.2, (?) 2 ✈ <R> N 5.1.1, (?) 3 ✈ <R> H 3.1.1
(?) 1 ✵ <R> E 3.2.2, (?) 2 ✵ <R> E 4.3.2, (?) 3 ✵ <R> E 4.2.2

XXV.2 Austria

XXV.2.1 List of all named leaders

Wallenstein (Albrecht Wenzel Eusebius von): ⚔ [Event IV-A] A 4.5.5 -1 — Great general during the Thirty Years war, almost made a kingdom for himself in Germany. Duke of Friedland, Admiral of the North and Baltic seas. Victorious many times, he was defeated at Lützen. Finally charged for treason and murdered, maybe on Imperial orders.
Pappenheim (Gottfried Heinrich, Graf zu): ⚔ [T27–T32] A 3.4.3 — Courageous cuirassier during the Thirty Years war, served as cavalery commander under Tilly and Wallenstein. Present at White mountain, at the sack of Magdeburg, at Breitenfeld and at Lützen were he was killed.
Montecuccoli (Raimondo): ⚔ [T32–T38] A 4.4.3 -1 — Outstanding military expert and military writer. Brilliant NCO during the Thirty Years War, he was wounded at Breitenfeld and Lützen. Later commander in Poland and Denmark against the Swedes. He brilliantly stopped the Turks at St Gotthard. Later, he skilfully outmaneuvered both Turenne and Condé.
Charles V de Lorraine (Karl V Leopold): ⚔ [T37–T40] B 4.2.4 -1 — General of Hungarian wars. Took Murau. Served at Philippsburg and Vienna. Took Buda and conquered Transylvania.
E. Starhemberg (Ernst Rüdiger, Graf von): [T39–T42] D 2.3.2 -1 — Defender of Vienna during the siege of 1683 and besieger of Buda in the following years.
TürkenLouis (Ludwig Wilhelm I, margrave von Baden-Baden): ⚔ [T39–T44] C 4.3.4 — *Shield of the Empire*, he defended Hungary, severly beating the Turks at Slankamen and fortifiying the frontier. Then general in Flandres and Germany, he conquered Landau thus preventing Bavarian reinforcements at Blenheim.
Commercy (Charles François de Lorraine, prince de): ⚔ [T40–T45] E 4.2.4 — Hero of Hungarian wars. Advisor of Eugen, present at Buda and Belgrade. Commander in Italy during the War of Spanish Succession, he was killed at the battle of Luzzara.
Prinz Eugen (Franz von Savoyen-Carignan): ⚔ [T40–T49] A 5.5.5 -1 — Great opponent of Louis XIV, hero of the War of Spanish Succession. Victorious at Blenheim, Oudenarde, Malpaquet and many others.
G. Starhemberg (Guido Wald Rüdiger, count of Starhemberg): ⚔ [T43–T48] D 3.3.3 -1 — Cousin of Ernst. Commander in Spain. Victorious at Saragossa, he took Madrid but could not hold it. Beaten at Villaviciosa, he retraited to Catalonia and held Barcelona.
Traun (Otto Ferdinand Graf von Abensperg und): ⚔ [T49–T52] C 3.3.3 -1 — Lead the Italian campaigns of the Wars of Polish and Austrian Succession.
Daun (Leopold Josef, Graf von): ⚔ [T50–T55] B 4.4.4 — Great opponent of Frederick II of Prussia. Relieved Prague, victorious at Kolin and Hochkirch but beaten at Torgau.

Browne (Maximilian Ulysses, Graf von): ⚔ [T52–T57] C 3.3.4 — Skilfully slowed Frederick's advance in Silesia during the War of Austrian Succession. Field marshal during the Seven years war. Deadly wounded at the battle of Prague.
Nádasdy (Franz Leopold von): ⚔ [T53–T58] G 4.2.3 — Hungarian Hussard. Served in Bavaria and Italy during the War of Austrian Succession, then under Daun during the Seven Years War. Lead a decisive charge at Kolin.
F. Lacy (Franz Moritz, Graf von): ⚔ [T54–T57] E 3.2.3 — Son of the Russian general Peter Lacy. Hero of the Seven Years war. Together with Daun, he designed the cautious defensive strategy that slowed Frederick.
Laudon (Ernst Gideon Freiherr von): ⚔ [T54–T59] C 4.3.4 -1 — Brilliant commander-in-chief in Bohemia, Moravia and Silesia during the Seven Years War.
Coburg (Friedrich Josias, Prinz von Sachsen-Coburg): ⚔ [T60–T61] A 3.3.4 -1 — Captured Bessarabia, Moldavia and Wallachia from the Ottomans. Later commander in Flandres during the Revolutionary war, he was victorious at Neerwinden but beaten at Fleurus.
Alvinczy (József Alvinczy von Borberek Alvincz): ⚔ [T61–T62] C 3.2.3 — Fought the Bavarian War of Succession and the Revolutionary wars. Beaten at Arcole and Rivoli.
Karl (Erzherzog Karl von Österreich, Herzog von Teschen): ⚔ [T62–T62] B 4.3.5 — Future commander in chief of the Austrian army and hero of the Napoleonic wars.

XXV.2.2 List of all anonymous leaders

(?) 1 ⚔ E 2.3.3, (?) 2 ⚔ F 4.3.4, (?) 3 ⚔ A 3.2.2, (?) 4 ⚔ H 2.4.1, (?) 5 ⚔ F 3.2.1 -1, (?) 6 ⚔ I 4.2.3

XXV.3 Francia

XXV.3.1 List of all land leaders

La Trémoille (Louis II de): ⚔ [T1–T7] A 4.3.3 — General during the wars in Brittany and in Italy. Victorious at Fornovo and Agnadello. Died at the battle of Pavia.
Bayard (Pierre Terrail de): ⚔ [T3–T8] B 1.1.6 — *Chevalier sans peur et sans reproche*. Brillant soldier in Italy, illustrated himself at Garigliano, Agnadello and Marignan. Governor of Dauphiné. Died in battle and was mourned by friends and foes alike.
Foix (Odet de): ⚔ [T5–T9] A 3.2.3 -1 — General during the wars in Italy. Governor of Milan. Took Genoa and Pavie. Died besieging Napoli.
Montmorency (Anne de): ⚔ [T9–T16] A 3.3.3 — Connetable of France. Personnal friend of François Ier and Henri II. Took part in all the wars in Italy. Stayed faithful to the king during the wars of religion.
F Guise (François de Guise): ⚔ [T12–T15] A 2.2.4 -1 — 2nd duke of Guise. Fought in Flandern and Lorraine during the wars of Italy, took Calais back from the English. De facto regent during the reign of François II, murdered at the beginning of the wars of religion.
Henri IV: [Event III-D] A 2.3.3 -1 ↔ *Navarre* (Huguenotis) — Protestant leader during the wars of religion, he converted to catholicism to become king of France. Reigned for 12 years, rebuilding the kingdom, before being murdered by a religious zealot.
Henri de Guise: [Event III-D] A 2.2.4 -1 ↔ *Guise* (Sancta lega) — Hypothetical French king if the League win the wars of religion.
Ribault (Jean): ♘ <R> [T15–T16] P 3.2.2 — Explored Florida.
Champlain (Samuel de): ♘ <R> [T23–T29] O 4.4.4 — Extensively explored Canada and the Eastern American coast. Founder of Québec and Montréal.
Saxe-Weimar (Bernard de): ⚔ [Event IV-A] B 3.4.4 -1 ↔ *Sachsen-Weimar* (Suecia) — German leader who fought first for the Swedish then for the French during the Thirty Years War.

Grand Condé (Louis II de Bourbon-Condé): ⚔ [T31–T39] A 4.3.4 — Victorious at Rocroy and Nördlingen. Revolted during the Fronde. Later general of Louis XIV.
Turenne (Henri de La Tour d'Auvergne, vicomte de): ⚔ [T33–T40] B 5.4.6 -1 — Marshall-General of Louis XIII and Louis XIV. Victorious at Nördlingen. Revolted at the beginning of the Fronde but beat Condé at the battle of the Dunes. Killed winning the battle of Salzbach.
Luxembourg (François-Henri de Montmorency-Luxembourg): ⚔ [T35–T41] E 2.3.4 — Rebelled during the Fronde. General in Holland, fought many campaigns against William and the Anglo-Dutch. Victorious at Neerwinden.
Vauban (Sébastien Le Prestre de): [T37–T44] F 1.1.1 -4 — Military engineer who perfected the art of fortification and siege. Fortified around 300 cities, built 37 new fortresses and succesfully besieged more than 70. Also precursor of the enligthnement of the 18th.
Frontenac (Louis de Buade de): <$> [T38–T42] M 4.4.2 -1 — Governor in Canada. Crushed Iroquois attacks and British siege on Québec.
La Salle (René-Robert Cavelier de): <R> [T39–T42] P 6.2.3 — Canoed down the Mississippi and explored Louisiana.
d'Iberville (Pierre Le Moyne): ⚔ <$> [T40–T43] D 4.3.3 — Attacked British settlements in Hudson Bay, Newfoundland and Antilles.
Villars (Claude Louis Hector de): ⚔ [T40–T49] D 4.5.5 -1 — Marshall-General of Louis XIV, crushed the Huguenot revolt in Cévennes. Defeated at Malpaquet, but victorious at Denain. Managed to keep Eugen and Marlborough from invading France.
Vendôme (Louis-Joseph de): ⚔ [T41–T45] C 4.3.3 — Marshal during the War of Spanish Succession in Italy, Flandres and finally Spain. Beaten at Oudenarde but victorious at Villaviciosa.
Catinat (Nicolas de): ⚔ [T42–T44] A 2.3.3 — Victorious against Savoia during the League of Augsburg but unsuccessful against Eugen during the War of Spanish Succession.
Berwick (Jacques Fitz-James, duc de): ⚔ [T43–T49] B 4.2.3 — Illegitimate son of James II, became French after the Glorious revolution. Served successfully in Spain during the War of Spanish Succession. Died besieging Philippsburg.
Bienville (Jean-Baptiste Le Moyne de): <$> [T43–T51] M 3.3.2 — Brother of d'Iberville. Governed Lousiana, founder of New-Orleans.
Dupleix (Joseph François): <@> [T50–T53] O 4.6.6 — Commander in chief in India.
de Saxe (Maurice): ⚔ [T50–T53] A 4.4.5 -1 ↔ *von Sachsen* (CURLANDIA) — Illegitimate son of the Saxe elector. Marshall-General of France. Victorious at Fontenoy. Took Prague, Brussels and Maastricht. Great grand-father of the writer George Sand.
Lally (Thomas Arthur de Lally-Tollendal): <@> [T51–T54] F 5.4.4 — Governor in India. He was accused of the loss of French India, imprisonned and executed.
Richelieu (Louis François Armand de Vignerot du Plessis de): ⚔ [T52–T54] A 3.4.2 — Took a important part in the victory of Fontenoy and later in the siege of Minorca. Invaded Hanover during the Seven Years War. Personnal friend of Louis XV, he became a proeminent statesman and diplomat. Womaniser, he was married three times.
Vaudreuil (Pierre de Rigaud de): <$> [T52–T56] K 3.3.4 — Last governor of Canada. Left Québec for Montréal where he was forced to surrender.
Broglie (Victor-François de): ⚔ [T53–T58] B 4.4.4 — Great commander in Germany during the Seven Years War. Governor in Alsace and later general of the anti-revolutionnary army. Ancestor of the Nobel laureate physicist.
Montcalm (Louis-Joseph de): ⚔ <$> [T53–T57] J 3.4.6 — Commander in chief in Canada, killed while defending Québec.
Bussy (Charles Joseph Patissier de Bussy-Castelnau): <@> [T54–T55] K 5.4.5 — Commander in India.
Benyowsky (Maurice Auguste de): <@> [T57–T58] E 3.2.2 — Became "king" of Madagascar.
La Fayette (Marie Joseph Paul du Motier, marquis de): ⚔ <R> [T58–T61] I 4.2.2 ↔ *La Fayette* (UNITED STATES) — French general who fought for the American Revolution and later for the French Revolution.

Rochambeau (Jean-Baptiste Donatien de Vimeur de): ⚔ <R> [T58–T60] A 1.2.2 — Sent in America to officially help the Revolution.

XXV.3.2 List of all naval leaders

Verrazzano (Giovanni da): <R> [T7–T9] D 5.1.2 — Mapped the East coast of North America.
Cartier (Jacques): <R> [T9–T12] M 4.2.2 — Discovered Canada and Saint-Lawrence.
d'Annebault (Claude): ⚓ [T11–T14] B 2.3.3 — Amiral de France, took Wight (Battle of the Solent).
Roberval (Jean-François de la Roque de): <PR> [T11–T14] L 3.3.2 — Explored Canada and the Northwest passage. Protestant, he was murdered in Paris at the beginning of the Wars of Religion.
d'Esnambuc (Pierre Belain): <R> [T23–T27] E 3.3.3 — Raided the Antillas then first French to colonise Martinique and lesser Antillas.
Maillé-Brézé (Jean Armand de): ⚓ [T30–T34] A 3.3.4 — Nephew of Richelieu, admiral in chief at 20, beat the Spanish several times.
Sourdis (Henri d'Escoubleau de): ⚓ <R> [T30–T31] B 2.3.3 — Archbishop of Bordeaux. Commander of the artillery during the siege of La Rochelle. Fought many battles against Spain, loosing most of them.
Duquesne (Abraham Duquesne, baron d'Indret): ⚓ <m> [T34–T40] C 3.3.3 — Fought against Spain during the Thirty Years War. Swedish admiral against Denmark before coming back to France. Supporter of Louis XIV during the Fronde. Fought many battles in the Mediterranean but lacked offensive spirit.
Bretigny (Charles Poncet de): <$> [T35–T37] O 4.2.2 — Founder of Cayenne.
Châteaurenault (François Louis Rousselet de): ⚓ <R> [T38–T43] C 4.4.5 — Victorious at the battles of Bantry Bay, Beachy head and Lagos. Defeated at Vigo. Later made governor in Brittany.
Tourville (Anne Hilarion de Costentin de): ⚓ [T39–T42] B 4.3.5 — Great French adimral, won many battles against English and Dutch alike. Also interested in shipbuilding and training of officiers.
Cœuvres (Victor Marie): ⚓ [T40–T46] B 2.2.3 — Took part of the battles of Beachy-head and Lagos. Arrived to late at Barfleur. Lead Phillipe V in Napoli to be recognised as king.
La Bourdonnais (Bertrand-François Mahé de): ⚓ <@> [T50–T52] G 3.4.3 -1 ↔ <@> G 5.3.3 — Governor of Bourbon island who introduced sugar and built the main ports. Later amiral in India, relieved Dupleix in Pondichéry and took Madras.
La Galissonnière (Rolland-Michel Barrin de): ⚓ [T51–T53] I 5.2.3 ↔ <$> I 4.2.3 — Governor of Québec who first designed the line of forts toward Lousianna. Then admiral who took Minorque from the English.
Bougainville (Louis Antoine de): <R> [T55–T59] K 4.4.4 — Made the first French circumnavigation. Explored the Falklands, Tahiti, and the Solomon.
Conflans (Hubert de Brienne de): ⚓ [T55–T57] A 1.2.2 — Looser at Quiberon Bay.
d'Estaing (Charles Henri): ⚓ <R> [T55–T61] A 1.3.3 ↔ *d'Estaing* (FRANCIA)
de Grasse (François Joseph Paul): ⚓ <R> [T56–T60] A 3.3.3 — Beaten at Saintes, but victor at the battle of Chesapeake.
Suffren (Pierre André de): ⚓ <@> [T57–T60] C 5.4.6 — Greatest French admiral. Served in the Mediterranean. During the American Revolution, he won many battles in India and kept the English from total see domination.
La Pérouse (Jean-François de): <R> [T59–T62] K 3.1.1 — Lead a Pacific expedition that went round America, to Hawai, Alaska, California, Kamtchaka, China and Australia but got lost in Vanuatu.

XXV.3.3 List of all licensed privateers

d'Estrées (Jean 2): ⚓ <PR> [T36–T40] C 2.2.3 — Privateer in America. Father of Cœuvres.
Bart (Jean): [T38–T43] F 5.4.5 — Privateer from Dunkirk who took many ships, English, Spanish and Dutch alike. Salvage a grain convoy, thus saving Paris from starvation.

Forbin (Claude de): [T40–T44] G 4.4.4 — Present at Beachy-Head, la Hougue and Lagos. Privateer under Bart in the North sea. Successful privateer and pirate-hunter in the Medditerranean and North seas.
Duguay-Trouin (René Trouin du gué): ⚓ <PR> [T41–T49] C 5.3.4 — Privateer in the Channel and North sea. Victor at the Battle at The Lizard. Took Rio de Janeiro.
Cassard (Jacques): <R> [T44–T48] E 5.2.4 — Privateer in the Irish and Mediterranean seas. Escorted a food convoy, saving Marseilles from hunger. Freed Vendôme from a blockade in Catalogne. Took many English and Dutch establishments in Antillas. Kept few personal gain from these expeditions, ended up in poverty and died in prison after insulting Fleury.
d'Estaing (Charles Henri): <@> [T55–T61] E 4.3.3 ↔ *d'Estaing* (FRANCIA) — Brillant privateer in the Indian Ocean.

XXV.3.4 List of all revolutionary leaders

Bonaparte (Napoléon): ⚔ [Event VII-5(2)] B 6.6.6 -3 — General of the Revolution, later first Consul and Emperor who almost conquered Europa.
Brueys (François Paul de Brueys d'Aigalliers): ⚓ [Event VII-5] B 2.2.3 — Died losing the Battle of the Nile.
Dumouriez (Charles-François): ⚔ [Event VII-5] B 2.3.2 — Commanded on the Rhine and in Flandres. Kept sympathies with Louis XVI and was thus considered traitor and forced into exile in England.
Hoche (Lazare): ⚔ [Event VII-5] A 4.4.4 — Defended Dunkirk against an English invasion. Successful general on the Rhine. Imprisonned during the Terror. Fought against the Chouans. Died in illness.
Joubert (Barthélemy Catherine): ⚔ [Event VII-5] C 3.3.3 — Brillantly seconded Bonaparte in Italy. General in Holland, Germany and Italy. Died loosing at Novi.
Jourdan (Jean-Baptiste): ⚔ [Event VII-5] B 4.2.3 -1 — Victorious at Fleurus. General in Belgium and in Germany.
Kellermann (François Christophe): ⚔ [Event VII-5] B 3.5.3 — Stopped the allies at Valmy. Imprisonned during the Terror. Later general of the Empire.
Kléber (Jean-Baptiste): ⚔ [Event VII-5] C 6.2.2 — Fought against the Chouans. He stayed in Egypt after Napoleon left for France and was murdered in Cairo.
Marceau (François Séverin): ⚔ [Event VII-5] F 5.2.6 — Fought against the Chouans. Killed in Germany at the Battle of Altenkirchen.
Masséna (André): ⚔ [Event VII-5] C 3.4.3 -1 — General in Italy and on the Danube. Saved France from the russian and austrian invasion at Zurich.
Moreau (Jean Victor Marie): ⚔ [Event VII-5] B 4.4.3 — Very successful on the Rhine and in Belgium. Succeded Bonaparte in Italy. Victor at Hohenlinden.
Pichegru (Jean-Charles): ⚔ [Event VII-5] D 4.4.4 -1 — Brillant general in Flandres who charged and captured a Dutch fleet frozen in Den Helder.
Villeneuve (Pierre Charles Silvestre de): ⚓ <R> [Event VII-5] B 4.2.2 — Looser at Trafalgar. Killed himself afterwards.

XXV.3.5 List of all missionaries †/✝

de Rhodes (Alexandre - A-Lịch-Sơn Đắc-Lộ): Mis [T26–T34] 3.0.0 +2 — Creator of the Vietnamese alphabet and writer the first Vietnamese-Latin dictionary. Later sent to Persia.
Brébeuf (Saint Jean de): Mis [T28–T32] 2.0.0 +3 — Jesuit, Apostle of the Hurons, he learnt their language and even printed a catechism in Huron thus paving the way for future Jesuit linguistic works.
Marquette (Jacques): Mis [T35–T41] 3.0.0 +2 — Founder of Sault Ste Marie, the first European settlement in Michigan, explorer and cartographer of the northern Mississippi river.
Laval (Saint François de): Mis [T38–T44] 1.0.0 +3 — Member of the Montmorency family. First bishop of Québec and father of the Canadian Church.
Amiot (Jean Joseph Marie - Qian Deming (錢德明)): Mis [T53–T62] 1.0.0 +1 — Missionary in China and official translator of Western languages for the Emperor.

Chartier (Guillaume): Mis [T14–T20] 1.0.0 +2 — Sent by Calvin as a pastor for the France Antarctique colony in Brazil. Conflicts with the catholic governor Villegagnon lead to his expulsion.
Dugua de Mons (Pierre): Mis [T21–T27] 1.0.0 +2 — Founder of Port-Royal and early coloniser of Acadia.
Court (Antoine): Mis [T45–T54] 1.0.0 +3 — Leading pastor of the Desert period and restorer of Protestantism in France. Supposed to have travelled to restore faith in the New World under a Protestant king.

XXV.3.6 List of all anonymous leaders

? 1 ⚔ <R> E 2.3.3, ? 2 ⚔ F 2.3.2, ? 3 ⚔ G 3.2.1 -1, ? 4 ⚔ M 2.2.1 -1, ? 5 ⚔ <R> N 3.3.3, ? 6 ⚔ O 4.2.2
? 0 ⚓ H 2.2.3, ? 1 ⚓ I 2.3.2, ? 2 ⚓ <PR> J 4.2.3, ? 3 ⚓ <R> M 3.2.2, ? 4 ⚓ N 4.1.2, ? 5 ⚓ <PR> O 4.2.2, ? 6 ⚓ E 2.1.1, ? 7 ⚓ <R> L 4.2.3, ? 8 ⚓ E 2.3.3, ? 9 ⚓ <PR> M 4.1.1
? 1 <R> O 3.2.2, ? 2 <R> R 4.3.4, ? 3 <R> E 4.1.2
? 1 <R> O 3.2.2, ? 2 <R> P 5.1.1, ? 3 <R> H 3.1.1
? 1 <R> E 3.2.2, ? 2 <R> E 4.3.2, ? 3 <R> E 4.2.2

XXV.4 HISPANIA

XXV.4.1 List of all land leaders

Carlos I (Karl V): [Event I-A] A 2.2.3 — Greatest Habsburg monarch. Built an empire "*on which the sun never sets*" including Spain, Netherlands, Germany, Austria, most of Italy, large parts of the Americas, Philippines. Suffering from gout, he finally abdicated and later died of malaria.
Gran Capitán (Gonzalo Fernández de Córdoba): ⚔ [T2–T6] A 4.4.4 — Fought in the conquest of Granada. Got his title in the Italian wars where he manage to drive the French out of the Kingdom of Napoli. Stopped the ottomans in Greece.
Ojeda (Alonso de): <R> [T2–T5] G 3.4.4 — Explored the northern coast of South America.
Balboa (Vasco Núñez de): <R> [T3–T6] H 4.2.2 — First European to see the eastern shores of Pacific.
León (Juan Ponce de): <R> [T4–T6] I 3.2.2 — Discoverer of Florida, searching for the Fountain of Youth.
Córdoba (Francisco Hernández de): <R> [T6–T8] J 4.3.2 — Discoverer of Nicaragua.
Cortés (Hernán): <R> [T6–T10] F 5.6.6 — Conqueror of the Aztec Empire. Famously scuttled his ships after landing.
Grijalva (Juan de): <R> [T7–T8] L 4.2.2 — Explorer of Southern Mexico.
Pizarro (Francisco): <R> [T8–T12] K 4.4.4 -1 — Conquerer of the Inca Empire.
de Soto (Henando): <R> [T10–T13] L 6.2.2 — Explorer of Florida. First european to cross the Mississippi.
Coronado (Francisco Vásquez de): <R> [T11–T13] M 5.2.1 — Explorer of Sonora and south of the USA.
Orellana (Francisco de): <R> [T11–T14] M 4.2.2 — He sailed the length of the Amazon river.
Valdivia (Pedro de): <R> [T11–T15] L 4.4.6 — Explorer of Chile.
Duque de Alva (Fernando Álvarez de Toledo): ⚔ [T12–T19] B 3.4.4 — Duke of Alba, the "Iron Duke". Governor of Netherlands where he bloodily tried to crush the revolt.
Garay (Juan de): <R> [T16–T19] D 4.3.2 — Founder of Santa Fé and Buenos Aires.
Toledo (Francisco de): <R> [T16–T17] D 4.2.2 — Viceroy of Peru, he had to execute Tupac Amaru.
Don Juan (de Austria): ⚔ <*> [T17–T23] A 2.3.4 ↔ ⚓ <m> A 1.4.4 — illegitimate son of Charles V. Crushed the Granada revolt. Victor at Lepanto.
Farnese (Alessandro, third Duke of Parma): ⚔ [T17–T23] B 3.4.4 — Illegitimate grandson of Charles V. Fought at Lepanto. In Netherlands, he successfully played the divisions of his ennemies to secure Wallonia then marched into Brabant and Flanders until he finally took Antwerp. Sent in France, he relieved Paris and was wounded relieving Rouen.
Antonelli (Gian Battista): <$> [T20–T22] D 2.3.1 -2 — Italian engineer sent to improve forteresses in Spanish Indies.

Oñate (Juan de): <R> [T22–T25] F 3.4.4 — Explorer of Oklahoma and Kansas, convicted of treason.
Spinola (Ambrogio Spinola Doria): [T23–T30] C 3.5.4 -1 — Genoese Condottiere working for Spain. Served in Flanders and Palatinate. Took Breda after almost one year of siege.
Cardinal-Infante (Don Fernando de Austria): [T29–T34] B 4.4.5 -2 — Arshbishop of Toledo, Governor in Nethelands. Victorious at the first battle of Nördlingen. Won several battles and sieges in Netherlands and lost some. Died of illness and exhaustion.
Montiano (Manuel de): <$> [T49–T54] D 1.2.3 — Defended Florida and launched a failed invasion of Georgia during the War of Jenkin's ear.
Gálvez (Bernardo de): <$> [T56–T62] A 3.2.3 — Governor of Louisiana during the American Revolution.

XXV.4.2 List of all naval leaders

Colón (Cristobal): <R> [T1–T3] H 6.1.1 — Known in English as Columbus, (re-)discoverer of America.
Pinzón (Vincente Yáñez): <R> [T3–T7] I 5.2.3 — Discoverer of Amazonia.
Solís (Juan Díaz de): <R> [T4–T7] J 4.4.2 — Discoverer of central America and Rio de la Plata.
Magallanes (Hernando de): <R> [T6–T9] H 6.4.2 — Born as Fernão de Magalhães, crossed the Pacific Ocean. Lead the first Circumnavigation but died before completing it.
Santa Cruz (Álvaro de Bazán, Marques de): <R> [T13–T20] A 3.4.4 — Third in command at Lepanto, taker of Tunis, victorious against French in Azores. Advocated the Invincible armada but fell out of grace before being able to command it.
Recalde (Juan Martínez de): [T18–T25] C 2.3.3 — Experienced captain, opposed to Drake. Knight of Santiago. Second in command of the Armada, he died shortly after returning to Spain..
Bertendona (Don Martín de): [T19–T23] F 2.2.3 — Defended Atlantic during the Portuguese succession. One of the commander of the Armada. Kept command in the Atlantic and focused on the construction of new ships.
Medina Sidonia (Alonso Pérez de Guzmán, Dúque de): [T20–T23] A 2.2.2 — Commander of the Invincible Armada because of high rank and faith despite his lack of military experience, he lead it to the disaster of Gravelines.
Oquendo (Antonio de): <R> [T24–T30] E 3.3.2 — Admiral of the treasure fleet. Victorious at Albrolhos but sevearly beaten at The Downs.
Don Fadrique (Fadrique Álvarez de Toledo, Marquis of Villanueva de Valdueza): <R> [T26–T29] B 3.3.3 — Took back Salvador da Bahia from the Dutch and razed english settlements at St Kitts and Nevis.
Blas de Lezo (Blas de Lezo y Olavarrieta): <R> [T45–T50] B 5.3.3 -1 — Succesfull convoy commander during the War of Spanish Succession. Fought pirates off the Coast of Peru. Victorious at Carthagena. Lost many body parts in various battles.
Córdova (Luis de Córdova y Córdova): [T53–T59] B 3.3.3 — Captured an english convoy at Cape St Vincent but failed to stop the relief fleet of Gibraltar at Cape Spartel.

XXV.4.3 List of all missionaries

Las Casas (Bartolomé de): Mis [T5–T14] 3.0.0 +3 — *Protector of the Indians* and first bishop of Chiapas. He actively fought for the rights of natives in America and is thus seen as a precursor of the universality of Human rights.
Cancer (Luis): Mis [T6–T14] 3.0.0 +2 — Adept of the non-violent approach to christianisation. Missionary in Caraibes, Guatemala and Florida, where he was killed.
Motolinia (Toribio de Benavente): Mis [T7–T16] 1.0.0 +2 — One of the *Twelve Apostles of Mexico* and ethnographer of the Nahuas.
Zumarraga (Juan de): Mis [T8–T17] 1.0.0 +2 — First archbishop of Mexico, introduced the first printing press in the New World.
de Niza (Marcos): Mis [T9–T14] 4.0.0 +2 — Missionary in Peru and Guatemala. Explorer of Sonora, described the Seven cities of Cibola and later guide of Coronado's expedition.

Sahagún (Bernardino de): Mis [T10–T20] 2.0.0 +3 — Studied the aztecs for a long time, thus becoming one of the first antropologists. Translated the Psalms and Gospels in Nahualt.
Solano (Juan): Mis [T12–T18] 1.0.0 +2 — Second bishop of Cuzco, stayed fidel to the Crown during Gonzalo Pizarro's rebellion. Defender of native rights, he built the first hospital in Peru.
Montúfar (Alonso de): Mis [T13–T17] 1.0.0 +2 — Second bishop of Mexico. Approved the devotion to Our Lady of Guadalupe.
Contreras (Pedro Moya de): Mis [T17–T20] 2.0.0 +2 — Archbishop of Mexico, Viceroy of New Spain and first inquisitor general of New Spain. Died in poverty in Madrid, the Crown had to pay for his funerals.
Bolaños (Luis de): Mis [T18–T28] 3.0.0 +2 — Initiated the system of *reductions* in South America. Wrote the first grammar of Guaraní and translated the Catechism of the Third Council of Lima.
Murúa (Martín de): Mis [T19–T26] 3.0.0 +3 — Chronicler of the Spanish conquest, wrote the first illustrated history of Peru.
Torquemada (Juan de): Mis [T20–T27] 2.0.0 +3 — Writer of a monumental history of natives that was still used by historians centuries later. Not to be confused with the Spanish inquisitor.
Kino (Eusebio): Mis [T39–T44] 4.0.0 +2 — Missionary in Sonora, he explored Baja California thus proving that it is not an island.
Junípero (Miquel Josep Serra Ferrer): Mis [T52–T59] 2.0.0 +2 — Founder of the first Spanish missions in California between San Diego and San Fransisco.
Dominicos 2.0.0 +1 Dominican friars, Order of Preachers, or Black friars. An intellectual order founded to fight herey. Produced many inquisitors, theologians and philosophers. Las Casas was the most famed Dominican missionary – 2 counters
Franciscanos 2.0.0 +1 Fransiscan friars or Grey friars. Mendicant religious order which built many missions in the New World, including what is now San Fransisco – 2 counters

XXV.4.4 List of all anonymous leaders

? 1 <R> D 2.3.3, ? 2 E 2.3.2, ? 3 F 3.2.1 -1, ? 4 M 2.2.1 -1, ? 5 <R> N 3.3.3, ? 6 O 4.2.2
? 0 E 2.2.3, ? 1 F 2.4.2, ? 2 <PR> G 4.2.3, ? 3 <R> M 3.2.2, ? 4 N 4.1.2, ? 5 <PR> O 4.2.2, ? 6 E 2.1.1, ? 7 L 4.3.3, ? 8 <R> F 3.2.3, ? 9 <PR> O 2.1.1
? 1 <R> G 3.2.2, ? 2 <R> H 4.3.4, ? 3 <R> E 4.1.2
? 1 <R> K 3.2.2, ? 2 <R> L 5.1.1, ? 3 <R> H 3.1.1
? 1 <R> E 3.2.2, ? 2 <R> E 4.3.2, ? 3 <R> E 4.2.2
? A <$> D 3.2.2, ? B <$> D 4.3.2, ? C <$> D 4.2.2

XXV.5 Hollandia

XXV.5.1 List of all land leaders

Willem I (van Orange): [Event III-1] A 3.3.2 -1 — Also known as *William the Silent*, leader of the Dutch Revolt. Friend of Charles V who leaned on his shoulder during his abdication ceremony.
L. Nassau (Louis van Nassau): [T15–T19] C 2.3.3 -1 — Fought beside his brother Willem against the Spanish.
van der Marck (Willem II): <*> [T17–T19] A 4.2.2 -2 ↔ C 2.2.2 — Lord of Lumey and initially admiral of the *Gueux de mer*. Captured Brielle and hold part of Holland and Zeeland.
M. Nassau (Maurits van Nassau): [T20–T27] A 4.5.5 -1 — Son of William the Silent and Stadtholder after his death. Reorganised the rebellion and the army, instisting on drill. Took many fortresses, including Breda. His conflict with van Oldenbarnevelt ended with the arrest and execution of the later.

Frederik Hendrik (van Oranje): [T27–T32] A 4.4.3 -1 — Youngest son of William the Silent and grandfather of William III. Militarily trained by Maurits and Stadtholder at his death. Took many fortresses including Breda.
Minuit (Peter): <$> [T27–T31] E 5.3.2 — Founder of New Amsterdam, later called New York, on the Isle of Manhattan purchased from the natives.
Johan Maurits (van Nassau-Siegen): <$> [T29–T37] B 3.4.3 ↔ A 3.4.3 — Dutch conqueror of Brazil. Commander in the Rhineland during the Anglo-Dutch wars.
Stuyvesant (Peter): <$> [T32–T35] E 3.4.4 — Governor of Dutch North America. Last governor of New Amsterdam before it was taken by the English. Built Broadway and the wall on what would become Wall Street.
van Riebeeck (Jan Anthonisz): <R> [T33–T37] E 2.4.2 — Founder of Kaapstadt colony.
Willem III (van Oranje-Nassau): [T37–T43] A 3.3.3 — Married Mary Stuart and was called by the English Protestant for the Glorious Revolution. Lead together England and Netherland, thus ending the naval conflicts. Great opponent of Louis XIV.
Coehoorn (Menno van): [T40–T43] B 1.2.0 -3 — Inventor of a lightweight portable kind of mortar that was still in use during the American Civil War. Great military engineer and rival of Vauban.
Overkirk (Hendrik van Nassau-Ouwerkerk): [T43–T46] A 3.4.4 — Commander of the Dutch army under Marlborough. Saved William at St Denis. Present at Neerwinden, Ramillies, Oudenarde. Died of illness at the siege of Lille.
Prince Waldek (Karl August, Prince of Waldeck and Pyrmont): [T49–T54] B 2.3.3 — Commander of the Dutch forces during the War of Austrian Succession.
van Zuylen van Nijevelt (Philip Julius): [Event VII-3] C 3.2.2 — Commander during the Batavian Revolution.

XXV.5.2 List of all VOC conquistadors

Coen (Jan Pieterszoon): <R> [T24–T29] D 4.6.4 -2 — Governor general of the East Indies on behalf of the VOC. Bloody conqueror of Jayakarta.
van Diemen (Antonio): <@> [T28–T31] D 5.3.3 — Conqueror of Ceylon, Taiwan, Malacca.
Maetsuycker (Joan): <@> [T32–T38] B 5.3.3 — First Dutch governor of Ceylon. Conqueror of Indonesia.

XXV.5.3 List of all naval leaders

Houtman (Cornelis and Frederick de): <PR> [T21–T26] F 3.3.4 — Two brothers who explored Indonesia and Australia. Cornelis was the first Dutchman to make a commercial trip to Spice Islands but his lack of diplomacy lead to several battles until his death against the Aceh admiral Malahayati. Frederick was made prisonner by Aceh and later explored the coast of Australia.
Pomp (Dirck Gerritsz): <R> [T21–T24] H 5.1.1 — First Dutchman to set foot in China and Japan in the 1580s.
Brouwer (Hendrik): <PR> [T23–T31] F 5.2.2 ↔ <R> C 3.2.2 — Found a new route through the Roaring Forties. Nominated at VOC, founded Valdivia in Chile.
Heemskerk (Jacob van): <R> [T23–T26] B 5.4.4 — Explored the Arctic sea, died winning the Battle of Gibraltar.
Hein (Piet Pieterszoon): <PR> [T27–T30] A 4.4.3 — Captured Salvador and harassed Portuguese trade. Later he captured the Silver fleet thus founding the Dutch armies for 8 months.
Tromp (Maarten Harpertszoon): <R♥> [T30–T35] A 5.5.6 — Defeated a Spanish invasion of Netherland at the Downs. Said to be the first admiral to use line of battle tactics. Fought many battles against England and was killed in action.
Tasman (Abel Janszoon): <R> [T31–T34] I 6.2.2 — Discoverer of Australia and Tasmania.
de Ruyter (Michiel Adriaenszoon): <R♥> [T33–T38] B 5.6.4 — Victorious at the Four Days battle, the Raid on the Medway, Solebay and Texel. Killed at Agosta.
Evertsen (Cornelis, de Jongste): <R> [T36–T41] D 4.4.4 — He recaptured New York and fought at Beachy Head.
de Graaf (Laurens Cornelis Boudewijn): <PR> [T39–T41] I 5.2.1 — Dutch pirate that helped explore the coast of New-Orleans.

Keppel (Arnold Joost van Keppel, 1st Earl of Abermarle): [T42–T46] F 4.2.3 — Friend of William III, he then return to his natal country.
van Bylandt (Lodewijk): <R> [T58–T62] B 3.1.3 — Lead a succesfull expedition against Morocco. Commander during the American and French Revolutions. Twice accused of cowardice but acquitted. Wrote about naval tactics and restored discipline in the Dutch Navy.

XXV.5.4 List of all anonymous leaders

? 1 <R> F 2.3.4, ? 2 G 2.3.2, ? 3 H 3.2.1 -1, ? 4 M 2.2.1 -1, ? 5 <R> N 3.3.3, ? 6 O 4.2.2
? 0 G 2.2.3, ? 1 H 3.2.2, ? 2 <PR> I 4.2.3, ? 3 <R> M 3.2.2, ? 4 N 4.1.2, ? 5 <PR> O 4.2.2, ? 6 D 2.1.2, ? 7 L 4.3.3, ? 8 <R> E 3.3.2, ? 9 <PR> N 4.1.2
? 1 <R> G 3.2.2, ? 2 <R> K 4.3.4, ? 3 <R> E 4.1.2
? 1 <R> G 3.2.2, ? 2 <R> H 5.1.1, ? 3 <R> H 4.2.3
? 1 <R> E 3.2.2, ? 2 <R> E 4.3.2, ? 3 <R> E 4.2.2

XXV.6 Polonia

XXV.6.1 List of all Polish leaders

Tarnowski (Jan Amor): [T8–T12] A 5.2.4 — Good reformer of the army, fought Muscovy and Moldavia.
Zygmunt III (Wasa): [Event III-13] A 4.3.4 — Ruled Poland and Sweden, initiated lots of wars.
Batory (Stefan): [T17–T22] A 5.2.4 ↔ *Báthory* (special) — Elected king of Poland. Victorious against Russia. Strengthened the royal authority and initiated counter-reformation in the commonwealth.
Zamoyski (Jan): [T19–T25] A 3.3.2 — Batory's supporter, fought against Wallachia, Russia and Habsburgs.
Żółkiewski (Stanisław): [T22–T27] A 5.2.6 -1 — Fought the Cossacks and seized Moscow. Crushed the Russo-Swedes at Klushino.
Koniecpolski (Stanisław): [T26–T31] B 5.3.4 — Repelled a large Turkish invasion, defeated Tatars and obtained a stalemate against Gustav Adolf in Prussia.
Potocki (Mikołaj): [T28–T33] A 4.2.1 — Mainly fought rebellious Cossacks.
Zasławski (Władysław Dominik Zasławski-Ostrogski): [T30–T33] B 3.1.1 — Prince of Volhynia, he stayed loyal to Jan Kasimir during the Swedish invasion. Looser at Pyliavtsi.
Czarniecki (Stefan): [T33–T36] C 6.2.2 — Defended Kraków against Gustav Adolf, managed to reduce the disasters of Jan Kasimir.
Sobieski (Jan III): [T37–T42] A 4.2.5 ↔ A 4.2.5 — Victor over the Turks in the 1683 battle of Vienna.
Patkul (Johann Reinhold von): [T42–T46] A 4.2.2 ↔ A 4.2.2 — Livonian noble forced into exil. Artist of the alliance between Russia, Poland and Denmark that lead to the Great Northern War. He tried to serve too many sovereigns and was finally arrested by the Saxons and executed by the Swedish.
Poniatowski (Stanisław): [T42–T50] C 3.2.2 ↔ *Poniatowski* (Suecia) — Long lasting stateman and general of the 18th.
Kościuszko (Tadeusz): [Event VII-9] D 3.4.4 — Polish hero of the American Revolution, he tried to wage a Polish revolt against Russia.
Beniowski (Maurycy August): [T55–T56] B 4.2.2 — Joined the confederation of Bar, was captured by the Russians, then became an adventurer for the French.

XXV.6.2 List of all Lithuanian leaders

Ostrogiškis (Konstantinas): [T5–T7] B 4.2.3 — Lost at Vedrosha but won at Wiśniowiec and Orsha.
Chodkiewicz (Jan Karol): [T23–T25] B 4.3.2 — Took and then held Livonia against Sweden without supplies.

XXV.6.3 List of all anonymous leaders

XXV.6.3.1 List of all Polish anonymous leaders

2 ⚔ C 4.2.1, 4 ⚔ E 4.2.3

1 ⚓ F 2.1.3, 2 ⚓ G 3.2.1

1 <R> J 3.2.2, 2 <R> K 4.3.4, 3 <R> E 4.1.2

1 <R> G 3.2.2, 2 <R> H 5.1.1, 3 <R> H 3.1.1

XXV.6.3.2 List of all Lithuanian anonymous leaders

1 ⚔ B 3.1.3, 6 ⚔ A 5.2.3

XXV.6.3.3 List of all Polish-Lithuanian anonymous leaders

3 ⚔ K 4.2.2, 5 ⚔ A 4.1.2

XXV.7 Prussia

XXV.7.1 List of all named leaders

Friedrich-Wilhelm (the Great Elector): [Event IV-19] A 2.3.3 — Reformer of Brandebourg. Manage to get his state strengthened after the peace of Westphalia, paving the way for the future greatness of Prussia.
Alte Dessauer (Leopold I., duke of Anhalt-Dessau): ⚔ [T45–T51] A 4.4.4 — Great drill master, creator of the Prussian Infantry. Commander of the Prussian corps in the War of Spanish Succession.
Schwerin (Kurt Christoph Graf von Schwerin): ⚔ [T49–T55] B 4.4.4 -1 — Great commander in Silesia and Bohemia during the War of Austrian Succession and the Seven Years War. Killed at the battle of Prague.
Leopold II. (von Anhalt-Dessau): ⚔ [T50–T53] D 2.2.3 -2 — Son of *der Alte Dessauer*. Military commander during the War of Austrian Succession. Took Glogau.
Friedrich II: <♥> [T51–T59] A 6.6.6 -1 — Frederick the Great. Military genius who raise Prussia from a local state to an European power. Admired by philosophers of the Enlightenment and personnal friend of Voltaire.
Ferdinand (von Braunschweig): ⚔ [T52–T57] D 4.3.4 ↔ *Ferdinand* (Prussia) — Young brother of the Duke of Brunswick, fought the Seven Years War.
Heinrich (Friedrich Heinrich Ludwig von Preußen): ⚔ [T52–T56] C 4.3.5 -1 — Brother of Frederick the Great, lost no battle during the Seven Years war, worked as a diplomat after his military career.
Braunschweig-Bevern (August-Wilhelm, duke of Brunswick-Bevern): ⚔ [T54–T58] E 5.3.3 — Lost the battle of Breslau but commanded an outnumbered prussian army skillfully.
Seydlitz (Friedrich Wilhelm von): ⚔ [T54–T57] F 4.2.6 — Brilliant cavalry general. Checked the austrian pursuit after Kölin, and played crucial role at Rossbach and Zorndorf. Defender of Berlin during the Austro-Russian Raid.
K. Braunschweig (Karl Wilhelm Ferdinand von Braunschweig-WolfenbÜttel): ⚔ [T58–T62] A 4.3.2 ↔ *K. Braunschweig* (Prussia) — Nephew of Ferdinand von Braunshweig. NCO during the Seven Years Wars..
Hohenlohe (Friedrich Ludwig von): ⚔ [T60–T62] C 3.2.3 — Took part in the Bavarian Succession war, became governor of Berlin.

XXV.7.2 List of all anonymous leaders

1 ⚔ D 2.2.2, 2 ⚔ E 1.2.2, 3 ⚔ G 4.3.3, 4 ⚔ H 3.4.4, 5 ⚔ G 3.2.2, 6 ⚔ H 1.2.3 -1, 7 ⚔ G 2.2.2 -1, 8 ⚔ H 2.3.1 -1

XXV.8 Portugallia

XXV.8.1 List of all named leaders

Dias (Bartolomeu): <R> [T1–T3] G 6.5.4 — Explored the African coast and passed the cape of Good Hope. Member of the expeditions of Da Gama and Cabral, he was killed by natives near the Cape of Good Hope.
Cabral (Pedro Álvares): <R> [T2–T4] F 5.4.4 — First discoverer of Brazil. Bloodily installed Portuguese trade in Calicut in an early display of gunboat diplomacy.
Abreu (Antonio de): <R> [T4–T6] G 4.2.2 — Member of Albuquerque's armada at Ormus and Malacca. Explored Indonesia, first European in Timor and Banda islands. Died in Azores while going back to Portugal.
Pires de Andrade (Fernão): <R> [T5–T6] H 5.1.1 — Reached China: Canton, Nanjing and Beijing. Launched an expedition to the Ryukyu islands.
Serrão (Francisco): <R> [T5–T6] H 4.1.1 — Cousin of Magellan. First know European to have navigated past Malacca to the Spice Islands. Died in Ternate.
Brito (Antonio): <R> [T7–T8] H 4.2.2 — Built a fortress on Ternate.
Galvão (António): <R> [T9–T12] D 4.2.3 — Governor of Spice Islands. Wrote a comprehensive history of the Portuguese and Spanish discoveries. Felt in disgrace and died in poverty.
Pinto (Fernão Mendes): <R*> [T9–T12] E 6.1.2 ↔ <R> E 4.1.2 — Reached Japan and Yokohama.

XXV.8.2 List of all Viceroys

Da Gama (Vasco): <R*> [T2–T4] A 6.4.4 -1 ↔ <R> A 6.4.4 — Reached Mombassa, then India and initiated turbulent trade relations with arab merchants.
Almeida (Francisco de): ⚓ <R*> [T4–T7] A 2.4.5 ↔ <R> A 2.4.5 -1 — Took Mombasa and Zanzibar. Appointed Viceroy of India, he fought against Indian and their allies. His victory at Diu established the Portuguese domination in the Indian ocean.
Albuquerque (Afonso de): <R*> [T5–T9] B 5.5.5 -3 ↔ <PR> B 5.5.5 — Established the Ormus TP, conquered Goa and Malacca. From Malacca, he launched expeditions to Spice islands and China.
Albergaria (Lopo Soares de): <R*> [T6–T9] C 4.3.3 ↔ <R> C 4.3.3 — Commander of the sixth Portuguese Armada, he bombarded Calicut. Later governor in India, he made an unsuccessful expedition into Red Sea, conquered Ceylan, and built a fort at Colombo.
de Castro (João): <R> [T10–T12] B 4.3.4 — Fought in Tanger and Tunis. Charted Red Sea and East African coast. Vanquished Gujarat and completed the subjugation of Malacca.
Noronha (Fernão de): <R> [T13–T14] B 3.2.2 — Converted jewish merchant. Funded expeditions to map the brasilian coast and instal trading posts. During his tenure, the name Brazil was given to the land (from the Brazilwood exploited there). His real name was Loronha.

XXV.8.3 List of all missionaries

Agostinho: Mis [T3–T14] 2.0.0 +1 — Augistinians missionaries were seen in Zanzibar as soon as 1499.
Alvares (Fransisco): Mis [T5–T10] 2.0.0 +2 — Missionary and explorer in Ethiopia.
São Francisco Xavier (Francisco de Jasso Azpilcueta Atondo y Aznáres): Mis [T10–T14] 3.0.0 +3 — Apostle of the Far East, he went as far as India, Japan and China. Co-founder of the Jesuit society.
Nóbrega (Manuel da): Mis [T10–T14] 3.0.0 +2 — Co-founder of Rio, Recife, Salvador and São Paulo.

XXV.8.4 List of all anonymous leaders

1 ⚔ <R> B 2.3.3, 2 ⚔ C 2.3.2, 3 ⚔ D 3.2.1 -1, 4 ⚔ <R> E 3.3.3 -1

1 ⚓ C 2.2.3, 2 ⚓ D 3.2.2, 3 ⚓ <PR> E 4.2.3, 4 ⚓ E 3.2.2

1 <R> F 3.2.2, 2 <R> I 4.3.4, 3 <R> E 4.1.2 -1

1 <R> H 3.2.2, 2 <R> I 4.2.2, 3 <R> H 5.2.2

XXV.9 Russia

XXV.9.1 List of all land leaders

Shchenya (Daniil Vasiliyevich - Даниил Васильевич Щеня): ⚔ [T1–T5] A 3.1.4 — Captured Smolensk, devasted Finland, victor of the battle of Vedrosha. Did not fight the Tatars or Crimea.
I. Vorotynsky (Ivan Mikhailovich - Иван Михайлович Воротынский): ⚔ [T4–T7] B 5.1.3 — Lithuanian noble who defected to Muscovy and helped to the fall of Smolensk. Routed the Crimean Tatars several times.
Ivan the terrible (Иоанн IV Васильевич Грозный): [Event II-?] A 5.2.2 -1 — Ivan the Terrible. During his reign, Muscovy conquered Kazan and Astrakhan, was defeated in Livonia, stopped Crimean raids and conquered Siberia, thus expanding into Russia. Reformed Russia into an absolutist state.
Kurbsky (Andrei Mikhailovich - Андрей Михайлович Курбский): ⚔ [T13–T18] A 3.4.2 — General, friend and counsellor of Ivan the Terrible. Victorious against Kazan and later in Livonia. Exiled at the time of the Oprichnina, he exchanged a long serie of letters with the Czar.
M. Vorotynski (Mikhail Ivanovich - Михаил Иванович Воротынский): ⚔ [T13–T17] B 5.3.3 — Helped conquer then governed Kazan, strengthened the *Great Abatis Belt*. Winner of the Battle of Molodi on the Tatars, thus putting Crimean and Ottoman expansion to an end.
Vyrodkov (Ivan Grigoryevich - Иван Григорьевич Выродков): [T13–T15] K 3.1.1 -1 — Inventor of the battery-tower that greatly helped to take Kazan.
Yermak (Timofeyevich - Ермак Тимофеевич): <R> [T18–T23] I 5.6.6 — Cossack leader, conqueror of Siberia.
Dmitry (Tsarevich Dmitry Ivanovich and False Dmitry): ⚔ [Event IV-17] A 4.2.2 — Younger son of Ivan IV, died of a stab wound, possibily assassinated by Godunov's men. Several False Dmitry claimed to be the miraculously saved tsarevich during the Times of Troubles.
Godunov (Boris Fyodorovich - Борис Фёдорович Годунов): ⚔ [Event IV-17] A 2.3.2 — Right arm of Ivan IV, regent of Russia then first non-Rurikid tsar.
Khabarov (Yerofey Pavlovich - Ерофей Павлович Хабаров): <R> [T32–T35] I 4.4.4 — Charted the Amur river. Founded the city of Khabarovsk.
Romanov (Aleksey Mikhailovich - Алексей Михайлович Романов): ⚔ [T32–T37] A 2.4.2 — The tsar of Russia after the Time of Troubles. Became protector of Ukrainian cossaks. Waged war against Sweden and Poland and reconquered Smolensk.
Peter the Great (Пётр Великий): [Event V-11] A 4.4.4 -1 ↔ A 3.3.4 — Founder of St-Petersburg, reformer of Russia. During his reign, Russia became a modern state following occidental models. Took Azov, won the Great Northern War thus taking the leadership in the East from Swedish, Polish and Turkish hands.
Gordon (Patrick Leopold): ⚔ [T37–T42] C 3.2.3 — Of Scottish descent, Catholic self-exiled to avoid persecution. Distinguished against Tatars, especially in the siege of Azov. Brought Peter to the throne.
V. Galitzine (Vasily Vasilyevich - Василий Васильевич Голицын): ⚔ <R> [T38–T40] B 3.2.3 — Artisan of the Nerchinsk treaty. Leader of unsuccessful campaigns against Crimea. Supporter of Sophia, he was exiled by Peter.
Lefort (François Jacques - Франц Яковлевич Лефорт): ⚔ <*> [T41–T43] A 2.4.3 ↔ ⚓ A 2.4.3 — Swiss who fought for the French and Dutch before coming to Russia. Trusted counseller of Peter the great, took Azov.

Menshikov (Aleksandr Danilovich - Александр Данилович Меншиков): ⚔ [T43–T45] C 4.3.3 — Fought in Crimea, Ingria and Germany. Governor often accused of corruption, he was saved by his friendship with Peter. He put Catherine to the throne and acted as "half-tsar" during her reign, he was finally overthrone by the Galitzines and exiled in Siberia.
Sheremetev (Boris Petrovich - Борис Петрович Шереметев): ⚔ [T43–T46] B 2.2.3 — Commander in chief during the Great Northern War. He took the fortresses of Oreshek (Nöteborg) and Nyenskans that allowed the fundation of St-Petersburg.
M. Galitzine (Mikhail Mikhailovich - Михаил Михайлович Голицын): ⚔ [T45–T48] C 3.3.3 -1 — Governor of Finland during the Great Wrath. Victorious at Storkyro, fought at Grengam.
P. Lacy (Peter von - Пётр Петрович Ласси): ⚔ [T47–T52] B 3.3.3 -1 — Irish who fought in France and Austria before coming to Russia. Governor of Livland and Riga during the Great Northern War. Victorious against Poland during the Polish Succession. Took Azov. Commander in chief against Sweden during the Hats' War.
Saltykov (Pyotr Semyonovich - Пётр Семёнович Салтыков): ⚔ [T53–T56] B 3.2.3 — Sent to France for 20 years by Peter to master navigation. Commander-in-chief of the Russian army during the Seven Years War. Victor of Kay and Kunersdorf against the Prussian. Then governor of Moscow.
Totleben (Gottlieb Heinrich von - Готлиб-Генрих Тотлебен): ⚔ [T54–T56] C 1.2.4 — Saxon commander accused of corruption who became a Russian general. Russian commander during the Raid on Berlin in the Seven Years War. Accused of treachery, found guilty but spared by Catherine. Recalled to lead an expedition in Georgia where he both angered Georgian nobility and beat the Turks.
Bibikov (Aleksandr Ilyich - Александр Ильич Бибиков): ⚔ [T55–T59] B 2.3.2 — Fought against the Bar confederation, then Pugachev's Rebellion.
Rumyantsev-Zadunaysky (Pyotr Alexandrovich - Пётр Александрович Румянцев-Задунайский): ⚔ [T55–T60] A 3.3.5 -1 — Took Kolberg during the Seven Years War, thus opening the way to Berlin. Governor of Ukraine during the late Russo-Turkish wars. He crushed the more numerous Turks at Larga and Kagula, forcing the Sultan to sue for peace. Maybe the greatest general of Catherine.
Potemkin-Tavricheski (Grigory Aleksandrovich - Григорий Александрович Потёмкин-Таврический): ⚔ [T56–T60] A 5.2.2 — Commander-in-chief of the Russian army, annexed Crimea. Governor of Crimea he founded many towns including Sebastopol. Close friend and probable lover of Catherine.
Suvorov (Alexander Vasilyevich - Александр Васильевич Суворов): ⚔ [T57–T62] B 5.5.5 -1 — Scourge of the Poles and the Turks, never lost a battle. Crushed the Turks in Bessarabia, storming Ismail. Then he crushed the Kosciusko uprising, stormed and sacked Warsaw. Later anti-revolutionary general in Italy.
Golenishchev-Kutuzov (Mikhail Illarionovich - князь Михаил Илларионович Голенищев-Кутузов): ⚔ [T60–T62] D 5.3.3 — Disciple of Suvarov. Later great opponent of Napoleon.

XXV.9.2 List of all naval leaders

Apraksin (Fyodor Matveyevich - Фёдор Матвеевич Апраксин): ⚓ [T41–T48] A 3.4.4 -1 — Admiral, counsellor and friend of Peter the great.
Bering (Vitus Jonassen - Ivan Ivanovich Bering): <R> [T47–T51] F 5.4.2 — Danish explorer who worked for the Russians. Intensively explored the Artic waters that are now named after him.
Spiridov (Grigory Andreyevich - Григорий Андреевич Спиридов): ⚓ [T54–T57] B 4.3.3 -1 — Admiral in Baltic during the Seven Years War. Fought at Chesma and established supremacy in the Aegean Sea during the Russo-Turkish wars.
Ushakov (Fyodor Fyodorovich - Фёдор Фёдорович Ушаков): ⚓ [T57–T62] A 4.4.3 — Fought against Turkey many times. His innovative tactics lead to several victories in the Black Sea. Supported Suvarov campaign as admiral in the Mediterranean.

XXV.9.3 List of all anonymous leaders

⓪ 1 ⚔ <R> F 2.3.3, ⓪ 2 ⚔ G 2.3.2, ⓪ 3 ⚔ H 3.2.1 -1, ⓪ 4 ⚔ M 2.2.1 -1, ⓪ 5 ⚔ <R> N 4.1.2, ⓪ 6 ⚔ O 4.2.2
⓪ 1 ⚓ F 2.2.3, ⓪ 2 ⚓ G 3.2.2, ⓪ 3 ⚓ <PR> H 4.2.3, ⓪ 4 ⚓ <R> M 3.2.2, ⓪ 5 ⚓ N 4.1.2, ⓪ 6 ⚓ <PR> O 4.2.2
⓪ 1 ♘ <R> J 3.2.2, ⓪ 2 ♘ <R> K 4.3.4, ⓪ 3 ♘ <R> E 4.1.2
⓪ 1 ✈ <R> G 3.2.2, ⓪ 2 ✈ <R> H 5.1.1, ⓪ 3 ✈ <R> H 3.1.1
⓪ 1 ✵ <R> E 3.2.2, ⓪ 2 ✵ <R> E 4.3.2, ⓪ 3 ✵ <R> E 4.2.2

XXV.10 Suecia

XXV.10.1 List of all named leaders

K.K. Horn (Klas Kristersson): ⚓ <*> [T15–T18] A 4.3.3 ↔ ⚔ C 3.2.2 — Finnish amiral who crushed the Danes several times. Ravaged the coast of Denmark and dominated the whole Baltic. Died of plague.
de Mornay (Charles): ⚔ [T15–T17] B 2.2.2 — French huguenot sent to Scotland then Sweden. Advisor of Erik XIV. Took part in the Livonian and Nordic Seven Years Wars, fighting Rantzau several times. Executed after taking part in a conspiracy to bring back Erik on the throne.
P. de La Gardie (Pontus): ⚔ [T17–T20] C 4.3.4 -1 — French noble who served Denmark and switched alliegeance after being captured. Commander in chief against Russia, he conquered most of Karelia and Ingria, stormed Narva and invented new siege technics.
J. De la Gardie (Jacob Pontusson): ⚔ [T24–T28] B 5.3.2 — Lead the Swedes during the Times of Trouble. Reached Moscow, lost at Klushino.
Banér (Johan): ⚔ [Event IV-A] B 4.4.4 — Soldier during the Ingrian and Polish wars. Left in command of the Swedish forces after Lützen. Marched on Prague but forced to stop after first Nördlingen. Victorious at Wittstock and Chemnitz.
Gustav Adolf (Gustaf Adolf den Store): ♛ [Event IV-A] A 6.6.6 — Military genius, king of Sweden, protestant hero of the Thirty Years War, *The Lion of the North*. He trained intensivelly his soldiers, resulting in an early form of combined arms and first massive use of light field artillery. Raised Sweden from a second-rank country to the dominating Baltic power. Victorious against the Russians and the Poles. Crushed Tilly and Pappenheim at Breitenfeld then at Rain. Died winning at Lützen.
Sachsen-Weimar (Bernhard av): ⚔ [Event IV-A] A 3.4.4 -1 ↔ *Saxe-Weimar* (Francia) — General of the Thirty Years War, he was recruted by France after the death of Gustav-Adolf.
H. Wrangel (Herman): ⚔ [T27–T30] A 4.3.3 — Baltic noble who served Poland then Sweden. Fought against the Poles. Then took part in the Thirty Years War, mostly in Pommerania.
G. Horn (Gustav Horn af Björneborg): ⚔ [T28–T33] A 2.4.2 — Distant relative of K.K. Horn, son-in-law of Oxenstrierna. Second in command at Breitenfeld. Occupied Rhineland. Failed cooperatation with Saxe-Weimar result in his capture at first Nördlingen. Took Scania during Tortesson's war.
Printz (Johann Björnsson Printz von Buchau): ♘ <R> [T31–T33] B 4.2.3 — Governor of Nya Sverige from 1643 to 1653.
Torstensson (Lennart): ⚔ [T31–T34] C 5.6.4 -1 — Artillery commander from Breitenfeld to Chemnitz, captured at Alte Veste, became commander-in-chief after Banér's death. Crushed the imperials at second Breitenfeld and Jankau, menacing Vienna. Lead an invasion of Denmark.
K.G. Wrangel (Karl Gustav): ⚔ <*> [T31–T36] D 2.3.4 ↔ ⚓ A 2.3.4 — Son of H. Wrangel. Victorious admiral during Tortensson's war, then commander-in-chief in Germany. Serve both on land and sea during subsequent wars. Died of illness.
Dahlbergh (Erik): ✈ [T34–T42] D 1.2.2 -2 — Helped Charles X Gustav crossing the Belt and besieging Copenhagen. Director-general of fortifications, founded the engineer corps. Successfully held Riga during the sieges of 1700.

M. De la Gardie (Magnus Gabriel): ⚔ [T34–T39] D 2.2.2 — Son of J. De la Gardie. Governor of Livonia, general during the second Northern War.
Risingh (Johan Classon): ♘ <R> [T34–T36] B 2.1.2 — Governor of New Sweden from 1654 to 1655, before the Dutch conquest.
G. Stenbock (Gustaf Otto): ⚔ [T34–T37] D 2.3.3 — Commander-in-chief in Sweden during Charles X wars. Governor of Scania afterwards.
A.L. Lewenhaupt (Adam Ludwig): ⚔ [T41–T46] B 2.3.2 — Governor of Riga. Victorious at Jëkabpils and Gemauerthof. Defeated at Lesnaya with the supply convoi of Carl XII. Captured at Poltava.
Poniatowski (Stanisław): ⚔ [Event VI-1] C 3.2.2 ↔ *Poniatowski* (Polonia) — Supporter of Stanisław Leszczyński and the Swedish faction during the Great Northern War.
Rehnskiöld (Carl Gustav): ⚔ [T43–T48] D 4.2.4 — Victorious at Fraustadt, lead a successful campaign in Poland. Captured at Poltava.
M. Stenbock (Magnus Gustafsson): ⚔ [T43–T48] D 2.4.4 — Grandson of J. De la Gardie. Present at Narva. Governor of Scania, victorious at Helsinborg. Lead an invasion of Mecklenburg to cover the siege of Stralsund where he was victorious on the field but finally outnumbered and forced to retreat. Captured at the siege of Tönning.
C. Lewenhaupt (Charles Emil Lewenhaupt the Elder): ⚔ [T49–T52] B 3.3.2 — Soldier during the Great Northern War. His poor result in the 1741-1743 war lead to his arrestation and execution.
Cronstedt (Carl Olof): ⚓ [T59–T62] B 3.4.4 — Crushed the Russian navy at Svensksund, thus ending the 1788-1790 war.
von Döbeln (Georg Carl): ⚔ [T59–T62] C 5.2.1 — Wounded at the head during the 1788-1790 war. Later lead the retreat from Finland and stopped the Russian invasion during the Finnish war.
Carl XII: ♛ <♥> A 5.6.6 -1 — His reign was spent in the Great Northern War where he shown exceptionally military skills. Crushed the Russians at Narva, forced the Danes and Poles out of the war. Attempt to march on Moscow but was utterly defeated at Poltava and fled to Turkey. Took arms again and was killed at the siege of Fredriksten. The war resulted in important territorial loss as well as establishment of a parliamentarian government in Sweden.

XXV.10.2 List of all anonymous leaders

⓪ 1 ⚔ A 3.2.2, ⓪ 2 ⚔ E 2.3.3, ⓪ 3 ⚔ J 3.2.3, ⓪ 4 ⚔ C 3.2.2, ⓪ 5 ⚔ D 2.2.2 -1
⓪ 1 ⚓ B 3.2.4, ⓪ 2 ⚓ G 1.2.1, ⓪ 3 ⚓ H 4.3.2
⓪ 1 ♘ C 4.1.2, ⓪ 2 ♘ C 2.3.3
⓪ 1 ✈ D 4.1.1, ⓪ 2 ✈ C 3.2.2, ⓪ 3 ✈ E 5.1.1, ⓪ 4 ✈ F 4.2.1

XXV.11 Turcia

XXV.11.1 List of all land leaders

Özdemir (Özdemir Paşa): ♘ <R> [T11–T14] D 4.2.2 — Took part in the failed siege of Diu, governor of Yemen, invaded Ethiopia.
Seydi Ali (Seydi Ali Reis): ♘ <R> [T13–T15] C 5.2.3 — Amiral in the Indian Ocean who came back overland to Turkey through India, Afghanistan, Uzbekistan and Crimea.
Lala Mustafa (Lala Kara Mustafa Paşa): ⚔ [T14–T18] D 2.2.4 — Commander at the siege of Malta and conqueror of Cyprus.
Osman Paşa (Özdemiroğlu): ⚔ [T15–T19] A 3.4.4 ↔ ✵ <R> I 5.3.3 — Able governor of Yemen and Ethiopia. Good general in Persia, secured Caucasus at the battle of Torches. Dethroned a reluctant Crimean Khan. Later briefly Grand Vizier.

Sınan Paşa (Sinan Pashë Topojani): ♘ <R> [T17–T22] H 3.4.4 ↔ *Sınan Paşa* (Turcia) — Conqueror of Yemen.
Yusuf Sinan (Cığalazade Yusuf Sinan Paşa): ⚔ [T18–T23] C 3.1.3 ↔ ⚓ C 3.2.2 — Lead the fleet to capture Tunis and apointed two times Kapudan pasha. Lead several campaigns in Persia and Hungary with mitigated success. Briefly Grand Vizier.
I.Selim (Yavuz Sultan Selim, Hâdim'ul-Harameyn'uş-Şerifeyn): ♛ A 3.4.3 — Father of Suleiman. Gained control of Eastern Anatolia after repulsing Persia at Chaldiran. Conquered the Mameluks states.
Süleyman (Kānūnī Sultān Suleimān): ♛ A 3.4.3 -1 — The Lawgiver, or the Magnificent, longest-reigning sultan who created a golden age for Turkey. Conquered Hungary, Iraq and Aden, launched expeditions to Aceh, united the Barbary coast under Ottoman rule, failed at conquering Malta. Also patron of the arts and legal reformer.

XXV.11.2 List of all Viziers

Borovinić (Hadım Ali Paşa and Hadım Sinan Paşa): ♛ [T1–T6] A 3.2.3 — Two Viziers from the same Bosniac family. Hadım Ali failed at invading the mameluks and died crushing the Şahkulu Rebellion. Hadım Sinan illustratred himself against the mameluk at Khan Yaunis and Ridaniya (where he died).
İbrahim (Pargalı İbrahim Paşa): ♛ [T7–T10] A 2.2.4 — Personal friend and first vizir of Suleiman. Skilled diplomat who sealed many deals with Europeans. During a successful expedition to Persia, he gave himself a too high title and was executed on Suleiman's order afterwards..
Sokollu (Mehmed Paşa): ♛ [T13–T18] A 4.1.4 — Long standing Grand Vizier and de facto ruler of the empire. Seized Transylvania, fought in Persia, crushed several revolts in Europe and Asia. Launched expeditions against Habsbourgs and Russia.
Sınan Paşa (Sinan Pashë Topojani): ♛ [T17–T22] A 3.4.4 -1 ↔ *Sınan Paşa* (Turcia) — Ottoman soldier and statesman, appointed five times Grand Vizier. Fought in the Long War with both victories and defeats.
Köprülü (Mehmed, Fazıl Ahmed and Kara Mustafa): ♛ [Event V-15] A 4.3.4 -1 — A dynasty of Grand Viziers that tried to relaunch the Turkish dynamism but ultimately failed at the siege of Vienna led by Kara Mustafa.

XXV.11.3 List of all naval leaders

Barbaros (Hayrettin Paşa): ⚓ <Pm♥> [T5–T11] A 5.4.5 ↔ *Barbarossa* (Algeria) — Pasha of Algiers and Grand Admiral of the Navy. Retook Tunis from Spain. Victorious at Preveza, thus ensuring Turkish domination for years. Wintered in Toulon.
Dragut (Turgut Reis): ⚓ <Pm> [T10–T16] D 5.2.4 ↔ *Dragut* (Tunesia) — Successor of Barbarossa. Retook Tripoli, victorious at Ponza and Djerba. Deadly wounded during the siege of Malta.
Piri Reis (Hacı Ahmed Muhiddin Piri): ✈ <R> [T12–T13] F 4.3.3 -1 — Cartographer of one of the oldest known map to depict America. Nephew of Kemal Reis, he served in the Ottoman navy. Later, commander of the Red Sea fleet, he took Aden, Muscat and Ormuz.
Ali Paşa (Müezzinzade Ali Paşa): ⚓ <m> [T13–T18] A 3.2.2 — Commanded the fleet that carried Lala Mustafa's troops during the conquest of Cyprus. Died Losing at Lepanto.
Pıyale (Pıyale Paşa): ⚓ <m> [T13–T17] B 4.2.3 — Raided Italy and Spain for years, taking Reggio Calabria, Minorca and even Napoli. Crushed a christian fleet at Djerba. Lead the fleet at Malta and Cyprus.
Kurtoğlu H. (Kurtoğlu Hızır Reis): ✈ <R> [T15–T18] C 4.2.3 — Sent to Sumatra after Aceh's call for help against Portugal.
Hüseyin Paşa (Deli Hüseyin Paşa): ⚓ [T29–T34] A 4.2.3 -1 — Escaped the blocaded Dardanelles and laid siege to Heraklion in Creta.

XXV.11.4 List of all Barbary Coast privateers

Kemal Reis (Ahmed Kemaleddin): ⚓ <Pm> [T1–T4] B 4.2.3 — Victor of the first battle of Lepanto, expelled Venice and Genoa from many greek islands.

Kurtoğlu M. (Kurtoğlu Muslihiddin Reis): ⚓ <Pm> [T5–T10] B 4.1.2 — Turkish corsair based in Tunisia who sacked Central and Eastern Meditteranean for years.
Salih Reis: ✕ <m> [T9–T15] E 4.2.3 — Close friend of Dragut and long time raider of the Mediterranean. Took part in most naval battles of that time.
Siroco (Şuluk Mehmed Pasha): ✕ <m> [T15–T20] E 4.3.3 — Bey of Alexandria, raided christian trade for years, commanded the right wing during the Lepanto battle.
Murat Reis (Murat Reis the Elder): ⚓ <PR> [T16–T30] E 4.2.3 — Several successful corsairs of the same name acting in the late 16th. The most famous commanded in Indian ocean, raided the Canaries and raided the Mediteranean for a long time, reputedly dying at the age of 100 while still active.
Uluç Ali (Kılıç Ali Paşa): ⚓ <Pm> [T16–T20] B 5.1.4 — Born Giovanni Dionigi, called the renegate, managed to escape from Lepanto battle. Became Kapudan Paşa for 15 years afterwards.
Mezzomorto (Mezamorta Hüseyin Paşa): ⚓ <P> [T39–T42] C 3.2.4 — Algerian privateer. Fought Dusquenne at Algiers. Later Kapudan Pacha in the Agean, retook Chios from Venise. Wrote a treaty on naval reforms. Gain his nickname after being left for dead during a battle.

XXV.11.5 List of all Pashas

Abdullah (عبد الله) ✓ Z 2.3.3 -1 1LD, *Adnan* ✓ Z 2.1.2 1LD, *Ali (علي)* ✓ Z 4.4.3 1LD, *Aziz* ✓ Z 2.3.3 3LD, *Bahman* ✓ Z 4.2.3 1LD, *Cemil* ✓ Z 3.1.1 2LD, *Crnojević* ✓ Z 2.2.2 -1 1LD, *Hadım* ✓ Z 2.3.3 1LD, *Hüseyin* ✓ Z 2.2.2 1LD, *İbrahim* ✓ Z 4.4.4 1LD, *İlyas* ✓ Z 1.1.3 1LD, *İsmail* ✓ Z 1.2.1 3LD, *Kerim* ✓ Z 2.1.4 1LD, *Khalid (خالد)* ✓ Z 2.2.3 1LD, *Mehmed* ✓ Z 4.2.3 -1 1LD, *Mihajlović* ✓ Z 3.2.3 1LD, *Mustafa* ✓ Z 4.2.2 1LD, *Predojević* ✓ Z 2.1.2 2LD, *Ragıp* ✓ Z 2.2.1 -1 1LD, *Salih* ✓ Z 3.3.3 1LD, *Selim* ✓ Z 1.1.1 2LD, *Taher (طاهر)* ✓ Z 2.2.2 2LD, *Tardić* ✓ Z 2.3.3 1LD, *Tarık* ✓ Z 3.2.1 2LD, *Turgut* ✓ Z 4.4.1 1LD, *Yaser* ✓ Z 3.2.3 2LD, *Yusuf* ✓ Z 2.1.1 2LD

XXV.11.6 List of all anonymous leaders

⓪ 1 ⚔ <R> E 2.3.3, ⓪ 2 ⚔ F 2.3.2, ⓪ 3 ⚔ G 3.2.1 -1, ⓪ 4 ⚔ M 2.2.1 -1, ⓪ 5 ⚔ <R> N 3.3.3, ⓪ 6 ⚔ O 4.2.1 -1
⓪ 1 ⚓ F 2.2.3, ⓪ 2 ⚓ G 3.2.2, ⓪ 3 ⚓ <PR> H 4.1.3, ⓪ 4 ⚓ <m> M 3.2.2, ⓪ 5 ⚓ <m> N 4.1.2, ⓪ 6 ⚓ <Pm> O 4.2.2
⓪ 1 ♘ <R> I 3.2.2, ⓪ 2 ♘ <R> J 4.3.4, ⓪ 3 ♘ <R> E 4.1.2
⓪ 1 ✈ <R> J 3.2.2, ⓪ 2 ✈ <R> K 5.1.1, ⓪ 3 ✈ <R> H 4.1.2
⓪ 1 ✵ <R> E 3.2.2, ⓪ 2 ✵ <R> E 4.3.2, ⓪ 3 ✵ <R> E 4.2.2

XXV.12 Venetia

XXV.12.1 List of all named leaders

Grimani (Antonio): ⚓ <m> [T1–T2] A 2.1.2 — Inexperienced capitano da mar, he lost at Sapienza and Zonchio. Exiled, he nonetheless came back and was elected doge. He allied with France during the wars in Italy.
Alviano (Bartolomeo di): ⚔ [T2–T5] C 4.1.3 — Condottiere of the Orsini Clan, lost the battle of Agnadello.
Pitigliano (Niccolò di): ⚔ [T2–T4] B 2.2.3 — Condottiere of the Orsini Clan, fought against France and Holy See.
Gritti (Andrea): ⚔ [T5–T9] A 3.3.3 -1 — Retook lost territory to League of Cambrai, and was elected doge afterwards.
Veniero (Sebastiano): ⚓ <m> [T13–T18] A 5.3.4 — Capitano da mar of Venice, protagonist of the Battle of Lepanto, elected doge in his late life.
Bragadino (Marcantonio): ✈ <m> [T16–T20] E 1.2.3 -1 — Governor of Famagusta in Cyprus during the Ottomans attack, he was tormented and killed.

Mocenigo (Lazzaro): ⚓ <m> [T31–T34] B 4.2.3 — Admiral who took part in the three expeditions to the Dardanelles.
Morosini (Francesco): ⚓ <m> [T34–T41] A 4.5.5 -2 — Admiral that managed to take back the Peloponnese from the Ottomans. A direct hit of his artillery destroyed the Parthenon, used as powder magazine by the Turks. Later elected doge.

XXV.12.2 List of all anonymous leaders

(?) 1 ⚔ B 2.3.3, (?) 2 ⚔ C 2.3.2, (?) 3 ⚔ D 3.2.1 -1, (?) 4 ⚔ M 2.2.1 -1, (?) 5 ⚔ N 3.1.2 -1, (?) 6 ⚔ O 1.2.2
(?) 1 ⚓ <m> C 2.2.3, (?) 2 ⚓ <m> D 3.2.2, (?) 3 ⚓ <PR> D 4.2.3, (?) 4 ⚓ <m> A 4.4.4, (?) 5 ⚓ <m> B 4.1.2, (?) 6 ⚓ <P> B 4.3.2
(?) 1 ✠ <PR> J 3.2.2, (?) 2 ✠ <R> K 5.1.1

Part IV

Tables

Monarch Survival, Diplomacy

T1

Reign

1d10	Survival roll Surv.	TUR	Succession roll Succ.	age	reign length
≤1	+1T		DC		3T
2			—		4T
3			—		5T
4			—		6T
5		*Pasha*	—		7T
6		*Pasha*	—		8T
7		*Pasha*	—		9T
8			—	teen	10T
9		R	—	child	11T
10	dead	R	*Fragile health*	baby	12T
≥11	dead	R+DC			

Survival roll
+1 if *Fragile Health*
+2 turn 1 after a DC
+1 turn 2 after a DC
+1 if Stability <0

Age penalty
-1 teenage
-2 child
-3 baby
(not a leader)

Succession roll
Fragile Health Reroll for age
DC *Dynastic crisis*, stats/2 at turn 1, -2 Stability, reroll
— Use same line for age

-2 **VEN** for reign length, no DC
-2 **POL** for DC/reign length
+1 **TUR** for Survival/revolts if MIL <7

Successor's Values

↓1d10	3	4	5	6	7
1	3	3	3	3	3
2	3	3	3	3	4
3	3	3	3	4	5
4	3	4	4	5	6
5	4	4	5	5	6
6	4	5	5	6	7
7	4	5	6	6	7
8	5	6	7	7	8
9	6	7	8	8	8
10	7	8	9	9	9

Base col for each MAJ
TUR 4
POL 5
RUS 5 (before reign of ***Peter the Great***)
FRA 5 (before III-11)
HIS 6+endogamy mod.
Others 6

+1 col. if former>base
-1 col. if former<base

Monarchs' Military Skills

1d10 MIL	1	2	3	4	5	6	7	8	9	10
3	0	0	0	0	0	0	0	1	1	1
4	0	0	0	0	0	1	1	1	1	2
5	0	0	1	1	1	1	1	1	2	3
6	0	1	1	1	1	1	2	2	3	3
7	0	1	1	1	1	2	2	2	3	3
8	1	1	1	1	2	2	3	3	4	4•
9	1	1	1	1	2	2	3	3•	4•	5

Average value as a leader

Siege value: 0, unless • is present ⇒ 1 + mod.

Modifier for each value

1d10	1	2–3	4–7	8–9	10
Modifier	-2	-1		+1	+2

Roll 1d10+?
Final value is min 0, max 6

?=POL +1 in Manoeuvre/Shock ; SUE +1 in Fire/Shock

Periods

I Turns 1–6 (6 turns)
II Turns 7–14 (8 turns)
III Turns 15–25 (11 turns)
IV Turns 26–34 (9 turns)
V Turns 35–42 (8 turns)
VI Turns 43–52 (10 turns)
VII Turns 53+ (≤10 turns)

Results (1d10+mod-2d10)
<0 Failed, missionary killed
≥2 one level gained
>5 goes to AT

Permanent overseas CB

Overseas CB not coming from events
- TUR vs. all Christian countries in periods II and III;
- Permanent CB against any country that has the monopoly of the player's CTZ;
- Permanent CB against any country that is in *Trade Refusal* against him;
- VEN vs. TUR (both ways) as long as the BALKANS are troubled;
- HIS (before III-1 (1)), HOL, FRA, ANG have a permanent CB against owner of CC Atlantic;
- HIS against powers having TP or COL in ***SPANISH WORLD*** (free) or in ***CARIBBEAN***;
- Any Protestant country against HIS and POR (or PORTUGALLIA) during periods I to IV;
- HOL against catholics having COL/TP in Asia in period III and IV after creation of the VOC;
- All Christian countries have a permanent CB against the *Barbaresques* countries;
- All MAJ have a permanent CB against minor countries from the ROTW (excepted ORMUS);
- POR with a Vice-Roy, against ROTW minor countries (except ORMUS) (free CB).

Diplomatic Reactions

Reactions immediately after a declaration of war
- Call for help by a MIN at war of its Patron
- Call for a MAJ Ally
- Use of an offensive or defensive alliance
- Signing an Alliance for Intervention
- CB to transform an Overseas War into a full-blown war (free CB)

Reactions at any turn
- Begin/End a limited intervention of a MIN in MA, EC, EW or VA
- Begin/End a limited intervention of a country from the ROTW with which one has AT
- Call for full intervention of one of its own minor in EW; requires a test, not permitted in Overseas Wars
- Full implication of one of its VA, no further than 12 MP or 4 sea zones
- Full implication of one of the VA of the enemy, no further than 12 MP or 4 sea zones
- Association of two alliances at war against the same third alliance; not on the first turn
- Declaration of War against an alliance that is at war against the same third alliance as the declaring country (this is done with a CB and is not allowed in Overseas Wars)
- Armistice in a war continuing from a previous turn
- CB to transform a continuing Overseas War into a full-blown war (normal CB)
- Foreign Intervention in a Religious War, or a Civil War
- Declaration of complete Trade Refusal against powers that are at war with the reacting power

Diplomacy modifiers

- +? DIP value of his monarch
- +0/+2/+5 Investment (20 🄿, 50 🄿, 100 🄿)
- +1 per other player supporting the action
- +1 RM or SUB box (controlling player only)
- +2 MA or EC box (controlling player only)
- +3 EW, VA or AN box (controlling player only)
- +1 same religion
- -4 different religion (until the end of Religious Enmities)
- -2 between Islam and Christianity (after the end of Religious Enmities)
- -3 For TUR against some *Barbaresque* countries
- +1 bonus of player's country as per the diplomatic marker of the minor country
- -3 on POLONIA (not applicable if Absolutism was established, or due to some events)
- +? as per applicable event
- +N if the MAJ gives a province of value N to the minor country this turn
- -1 for each province of the minor country owned by the MAJ.
- -3 if the player is or was at war (full or limited) against the minor during the current or preceding turn

Entry in war of a minor country in EW on 6+

- +? political bonus of the MAJ on the country
- +2 if the enemy has a common border with the MIN
- -2 if the closest enemy province is 6 MP or more from the minor territory, and more than 2 sea zones away from a minor coastal province
- -2 if the religion of all enemies is the same as that of the minor (until the end of *Religious Enmities*).
- -3 for POLONIA (not applicable if Absolutism was established, or due to some events)
- -4 if the minor country is already involved in a different war

Diplomacy on ROTW nations

Modifiers to the diplomacy die-roll
- +0/+2/+5 Investment (20 🄿, 50 🄿, 100 🄿)
- +FTI (the one applicable in the ROTW)
- +? Manoeuvre of one emissary (3 for Mission; Bonus+Manoeuvre for Missionary)
- +2 if same religion (TUR with AYMAN, ADEN, GUZARATE, and SUDANIA)
- -2 for Christian on Muslims (until the end of Religious Enmities)
- +2 in defence if the MAJ has already in AT

Income, Reinforcements, General Expenses

T2

Foreign Trade Income

Blocked Trade	1	2	3	4	5
≤49	30	60	90	120	150
50-99	27	54	81	108	135
100-149	24	48	72	96	120
150-199	21	42	63	84	105
200-299	18	36	54	72	90
300-399	15	30	45	60	75
400-549	12	24	36	48	60
550-699	9	18	27	36	45
700-899	6	12	18	24	30
900-1099	3	6	9	12	15
≥1100	1	2	3	4	5

Domestic Trade Income

Land Income+?	1	2	3	4	5
1–40	1	2	3	4	5
41–80	3	6	9	12	15
81–120	5	10	15	20	25
121–160	7	14	21	28	35
161–190	9	18	27	36	45
191–220	12	24	36	48	60
221–240	15	30	45	60	75
241–250	18	36	54	72	90
≥251	20	40	60	80	100

?=+20 🄿×sides of Cereals MNU

NB: a country is owned when half (round up) its provinces are owned.

Basic *blocked trade* per country: FRA 200 🄿/ ANG 100 🄿/ HOL, SUE 50 🄿
HIS 50 🄿, or 100 🄿 if owns 2 of: BURGUNDIA, SICILÆ, HOLLANDIA
AUS 50 🄿, or 100 🄿 if owns 2 of: BURGUNDIA, BOHEMIA, HUNGARIA
RUS 50 🄿 if owns 3 Khanates (or Cossacks) countries
TUR 100 🄿, or 200 🄿 if owns 2 of: HUNGARIA, SYRIA, ÆGYPTUS

Extra *blocked trade*: Vassals, Trade refusals, wars, events.
Wine and Cloth MNU: reduces extra *blocked trade* by 50 🄿×sides
If UNITED STATES exists and is at peace, up one line in the table

Bankruptcy Roll

1d10 +mod.	Stability lost	TF lost	Actions lost
≤1	-2	2[†]	2TFI, •
2–5	-2	1[†]	2TFI, •
6–10	-1	1[†]	1TFI, •
11–14	-1	1	1TFI, •
15–17	-1	0	1TFI
18+	0	0	0

[†]or one level of MNU (player's choice)
• No Domestic Action: no Exceptional taxes nor DTI, FTI, MNU.

Test: 1d10+ADM Monarch±Stability
+1 has a Stock Exchange
-3 if larger than 100 🄿 Small Bankruptcy
-1 per MNU counter above limit
± per event (HIS: +1 if Expulsions)

Types of Bankruptcy
Small (up to 200 🄿 National Loan): test (-5VPs?)
Major (all National Loans or up to 200 🄿 International Loan): lose 15 VPs, apply the worst result
Complete (all Loans, RT=0): lose 30 VPs, automatically worst result , DTI **-1**, counts as 2 Bankruptcies

Reinforcements of Minor countries Fully at War

1d10 +mod.	Minor country attitude Offensive	Defensive	Naval	Leader?
≤1	1LD	1LD	de	0
2	1LD	f	de	0
3	2LD	1LD/f	de/MC	1
4	2LD/MC	2LD	1LD/de/MC	1
5	3LD/MC	2LD/f	1LD/1ND/f	1
6	3LD/2MC	2LD/2f	1LD/1ND/MC	2
7	4LD/f/MC	2LD/2f/MC	1LD/f/1ND	2
8	4LD/2MC	3LD/f	2LD/f⊖	3
9	5LD/MC	3LD/f/MC	3LD/f⊖/MC	3
10	5LD/2MC	4LD/f	3LD/1ND/2f/MC	4
11	6LD/f/2MC	4LD/2f	4LD/f⊖/f/MC	5
12	6LD/2MC	4LD/3f	4LD/f⊖/f/MC	6
13	7LD/MC	5LD/f/MC	4LD/3ND/MC	6
14	7LD/2MC	5LD/2f/2MC	4LD/3ND/2f/MC	7
≥15	8LD/2MC	6LD/3f/2MC	5LD/f⊖/f/2MC	8

2LD→A⊖, 4LD→A⊕, f=1 fortress level, 1de=1ND E or 1NGD,
1ND =1NWD, 1 VGD, 2NGD or 1NTD.
MC=1 multiple campaign. **Note:** 1 free active each round.
Leader: reroll 1d10, if result≤*Leader?* column, 1 *random leader*
During pV–VII, add f to basic forces if Income≥16.

+1 FRATRES MILITIÆ CHRISTI and D.S.M. THEUTONICORUM before I-H
+1 *Barbaresque* countries in periods I–III
+1/+3 BRANDENBURGUM after IV-11/V-13
+2 PERSIA in periods I–III
+1 DANIA and SAXONIA in periods I–IV
+1 BAVARIA after IV-1 (1) or VII-2
+1 SUECIA always
+1 SABAUDIA in periods IV–VI
+1 HANOVERE in periods VI–VII
+2 POLONIA if *Absolutism* established
+3 PORTUGALLIA before III-6
+1 VENETIA in periods IV–V
-1 0≤Income≤5
+1 16≤Income<30
+2 31≤Income

Recruitment per Country

Period	I	II	III	IV	V	VI	VII	Max Fort
VEN	4 4/12	4 6/15	4 6/18	3 6/18				2/4
HOL	4	4	5 8/28	4 7/32	3 7/36	3 5/30	3 5/25	5/8
AUS			3	3	4 0+15+3	4 0+11+3	4 0+12+6	(1)/3
POR	2 4/12	3 4/15	6/18					1/8
SUE			4	4 4/18	3 3/18	3 3/18	3 3/15	2/6
HIS	5 4/12	5 6/18	5 7/26	5 5/24	4 5/24	3 4/24	3 4/24	4/10
FRA	4 2/8	4 3/12	4 4/14+2	4 5/19+2	4 6/26+6	4 7/30+6	4 7/38	6/8
ANG	3 3/8	4 4/12	3 4/18	3 6/24	3 6/24	3 7/36	3 7/42	6/10
TUR *	4 6/12	5 7/18	5 9/30	5 9/36	4 8/24	4 6/22	4 5/18	6/6
RUS *	4 0/0	4 1/2	4 2/4	4 1+2/10	4 2+2/18	4 3+2/22	4 3/8	3/8
POL	4 0/1	4 0/2	4 1/4	4 1/6	3 1/7	3 1/7	3 1/13	1/3
PRU					4 1/1	3 1/1	3 1/22	0/3

* -1 LD after reform.

LD per turn
ND per turn/max ND

Cost of Fortresses

Level	Cost EU/ROTW	Required Technology	Maint. EU/ROTW
Miss.	NA/one missionary		NA/1
Fort	NA/LD +2 rounds		NA/1
1	(25)/25 🄿 or COL level 6		1/2
2	25/50	Medieval	2/4
3	*50/(100†)	Renaissance	*3/6
4	**75/(150†)	Baroque	**4/8
5	100/NA	Turn 40&Man.	5/NA

*= x2 before *Arquebuse* **=x2 before Turn 40
†=in ROTW, only arsenal may be at level 3 or more.

Recruiting Privateers

- F⊖⊕: 10/20 🄿
- -1 ND in construction limit per side

Generalissimi

- Explorer, Conquistador: 1d10, 1-6→0, 7-10→1. Blind bid vs 3🄿
- Generals: 1d10, 1-4→0, 5-6→1, 7-8→2, 9-10→3. Blind bid vs 3🄿. Either 1d10 or FTI in use

Maintenance of Minors

- Minors maintain only basic forces.
- VA Controller can maintain fortress.
- Controller of Minor in Full war can pay for extra maintenance.
- non-VA at war maintain their fortresses.
- At war without MAJ: maintain all forces.

Recruitment of Minors

- **At peace**: rebuild basic forces.
- **Intervention or Overseas**: no more than basic forces

MA or less: basic reinforcements (BR)
EC, EW: BR+1D
VA: Patron can buy up to BR+2D
- **Full war**: Reinforcement roll.
- **Free Campaigns** Passive each round

Intervention/Overseas: 1 active/turn (Exc. VA)
Full war: 1 active/round + reinforcements
Always: Controller may pay for more.

Administrative actions of minors

- Actions are at medium investment.

FTI of minors (periods I-III/periods IV-VII):
2/3 ROTW countries, HANSA, SCOTIA and POLONIA
3/4 VENETIA, PORTUGALLIA, GENUA, DANIA, SUECIA.
- HOLLANDIA DTI: 4
- DTI: same as FTI for others.

PORTUGALLIA **(unless HIS vassal)**
- Before III-6, 1 TFI, 1 COL, and 1 TP
- After III-6, 1 TFI, 1 COL or 1 TP
- After VI-7, 1 TFI or 1 COL or 1 TP

VENETIA
- Periods IV-V: 1 TFI
- Periods VI-VII: as others

Other minor countries

- Vassals: use actions of patron (dotting)
- Other MIN: 1d10 or FTI in use

Controller: use the reference level (not mandatory).

Administrative Actions, Exchequer test, Piracy and Economy

T3

Administrative Actions

Die	-4	-3	-2	-1	0	1	2	3	4
≤1	F•	F•	F•	F•	F•	F•	F	F	F
2	F•	F•	F•	F	F	½	½	½	½•
3	F•	F•	F•	F	½	½	½	½•	½•
4	F•	F•	F	½	½	½•	½•	½•	½•
5	F•	F	½	½	½	½•	½•	½•	S
6	F	½	½	½•	½•	½•	½•	S	S
7	½	½	½•	½•	½•	S	S	S	S
8	½	½•	S	S	S	S	S	S	S
9	½•	S	S	S	S	S	S•	S•	S•
≥10	S	S	S•	S•	S•	S•	S•	S•	S•

½: If 1d10≤FTI → "S", else "F" (special FTI *may* apply)
Native attacks: if unmodified die on COL attempt is 1 or 2 and 1d10≤TOLerance → Attack of Natives on target province

Exchequer test

Result obtained	Regular Income	Prestige Income	National Loan	International Loan
F•	30%	0%	40%	20%
F	20%	20%	40%	30%
½	30%	20%	30%	40%
½•	40%	30%	30%	50%
S	50%	40%	20%	70%
S •	60%	40%	20%	100%

Exchequer test: Test on Administration Table, Stability as Column, modifiers:
+2 If completely at Peace
-1 per 100 🛢 of National Loan, or per International Loan
-1 per bankruptcy (or broken loan treaty) in the last 5 turns
+1 if has a Stock Exchange (For International Loans only)
If not at Peace: Add 10% to the capacity of National Loan
HIS: Add 10% to the capacity of National Loan if Expulsions

International Money available:
50 🛢 + 50 🛢 for each Money Place (HRE, Genua, Amsterdam Stock Exchange, London Stock Exchange) x2 if place controlled.

Summary of administrative operations

Column computation	INVestment	Die modifiers	
All actions: INV added *after* thresholding to [-4;+4]		**+E**	Events-specific modifiers that may apply
Trade Fleet Implantation (TFI)	10/30/50 +1/+3	**-1**	Pirates in the STZ/CTZ
In STZ: FTI$_p$+INV$_p$-1 per other TF		**-1**	Sea battle in the STZ/CTZ during the previous turn
In CTZ$_x$: FTI$_p$+DTI$_x$+INV$_p$-1 per other TF		**+1**	TF already ⊕
In CTZ$_o$: FTI$_p$-DTI$_o$+INV$_p$-1 per other TF			(X_p: player's value of X, X_o: opponent's value of X)
Trade Fleet Concurrency (Concurrency)	10/30/50 +1/+3	**-1**	Sea battle in the STZ/CTZ during the previous turn
In STZ: FTI$_p$+INV$_p$-FTI$_o$-INV$_o$		**-1**	if at least one third-party TF
In CTZ$_x$: x adds its DTI to its score		**+1**	if power has territory on the STZ/CTZ; **-1** if enemy has territory on it
Concurrency for resource or TP	10/30/50 +1/+3	**-1**	If there is at least one third-party TP/COL in the *area*
FTI$_p$+INV$_p$-FTI$_o$-INV$_o$		**-1**	Battle in the *area* during the previous turn
Trading-Post placement (TP placement)	10/30/50 +1/+3	Cumulative	Not cumulative
FTI +INV-TOLerance of the *area*		**-1**	Per foreign TP in the *area*
If TOLerance== —, use DIFficulty instead		**-1**	Province occupied by enemy
		+2	If province pacified (no more natives)
		-1	Battle in the *area* during the previous turn
Colonisation (COL placement)		**+M**	Manoeuvre of ✪/✱
		+B	Bonus of Mis if TP/COL is side⊖
		+1	If ✱ or *Mission* in *area*
FTI +INV-DIFficulty of the *area*	30/50/100 +1/+3	**+2**	If the COL already exists
		-3	First attempt of the game
		-2	Second attempt of the game
		-1	Third attempt of the game
Exceptional levies:	Stability -1 (unless enemy forces on National Territory), get (1d10+3×Stability +ADM)×10 🛢		
Enhance FTI or DTI or Develop a MNU	30/50/100 +1/+3	**+S**	Stability
Enhance FTI or DTI: ADM-9+INV		**-1**	TUR and POL
Develop a MNU: ADM-9+DTI +INV		**-1**	RUS before St-Petersburg
		-2	HIS after *Gold flow*
		+2	ANG after 1700 (turn 43)
Enhance technology (land or naval)	30/50/100 +1/+3		Relevant MNU: Metal for Land, Instruments for Naval
MIL-9 +INV + level of 1 Relevant MNU		**+?**	Technological lateness (#boxes needed to reach the minor marker–5)
(threshold MIL-9 at -4)		**-1**	TUR for some Technology levels, depending on Reforms done
If next Tech. available or known (previous turn)	Results S, S• = +2 Tech. boxes, Result ½= +1 Tech. box (no test under FTI)		
If leading in Tech. (next one is not available/known)	Result S• = +2 Tech. boxes, S = +1 Tech. boxes (includes ½ if test under FTI successful)		

Random Piracy and Economy

1	*Piracy* in America and *Inflation*	Crisis
2	STZ **Golfe de Guinée**	
3	STZ **Caraïbes**⊕ or *Piracy* in America if leader	
4	STZ **Amérique**	Normal
5	STZ **Mer de Recife**	
6	STZ **Côte de Patagonie** & **Cap des tempêtes** or *Piracy* everywhere if leader	
7	STZ **Mer d'Arabie**	
8	STZ **Mer de Chine**⊕	Boom
9	STZ **Océan Indien**⊕	
10	*Piracy* in Asia and *Inflation*	

Exotic resources variations

condition	rare	low	medium	large	high	excess
Crisis	0	0	-1	-1	-1	-2
Normal	+2	+1	+1	+1	0	0
Boom	+2	+2	+2	+1	+1	+1

- STZ **Cap des tempêtes**: America, STZ **Côte du Pérou**: Asia, STZ **Mer des Canaries**: Asia & America.
- Accumulate *Piracy* from Random piracy and Economical events *before* rolling
- **Piracy ground attacks:** If 1d10+number of pirates sides+Shock of Leader≥10, a pirate counter (☠) at any target gets a random COL/TP in the STZ.
- Use same die roll for economy and piracy
- For each resource, roll 1d10+price. If result≤low threshold, add +1 to variation; if result≥high threshold, add -1 to variation.
- Inflation increase: 1 box if 1d10≥7 (≥3 after *Gold flow*), plus some other cases.

Movement, Attrition

T4

Supply segment
- Weak land supply:
  - 6MP≤LoS≤12MP except LD in ROTW
  - LoS through/in Desert
  - SoS not owned, nor allied (exc. Desert)
  - By a fleet not adjacent to port/arsenal
- No Supply or Besieged force
- Not controlled Cold Area after Winter
- *Timarlar* after Winter (Special)

Movement segment
- Massed force (≥6LD), no logistics: ≥3LD)
- Movement ≥3MP if *bad weather*
- Movement≥6MP
- Embarking/Landing without port/arsenal
- 𝔽 at sea (moving or staying at sea)

Siege Attrition
- If impossible or Attrition result

Retreats. End of round or turn
- Fleet retreating (battle or end of turn)
- Fleet staying at sea at end of turn
- Redeployment (if no LoS, siege, peace)

All Attritions
+2 Per extra cause

At sea (Exploration or Attrition)
+X For sea zones with malus
+1 *Carrack* (not NGD)
-1 *Battery*
-2 *Vessel* or *Three-decker*
-3 *74s* technology
+1/+2 Per unfriendly 𝔽⊖/⊕ [TBD]

Causes for attrition

Discoveries and Attrition

1d10 +?	Discovery Sea	Discovery Land	ROTW Losses	Loss in Europe (fct. of #LD) 1LD	2LD	3–5LD	≥6LD
≤11	S	S	0%	—	—	—	—
12	S	S	10%	—	P	P	1+P
13	S•	S	20%	—	P	P	1+P
14	S•	S	30%	—	P	P	1+P
15	½	½	40%	P	P	1+P	2+P
16	½	½	50%	P	P	1+P	2+P
17	F	F•	60%	P	1	1+P	2+P
18	F	F•	70%	P	1	1+P	2+P
19	F•	F•	80%	P	1	1+P	2+P
20	F•	F•	90%	P	1	1+P	2+P
≥21	F•	F•	100%	1+P	1+P	2+P	3+P

All: -M Leader Manoeuvre (except during sieges)

Land Attrition (supply/mvt/siege/redeployment)
+8 if entering or in at least one enemy province
+6 if entering or in friendly provinces only
+2 if no LoS
-2 Peace redeployment
+1/+2 per *Pillage*⊖/⊕ (unless besieged)
+1/+2 per unfriendly Revolt⊖/⊕
+? ROTW Cold malus

Siege modifiers only
-? Siege of one leader ([BLP] land or naval)
-3 if besieged in port and no blockade
+1/+3 if besieged, per Siegeworks⊖/⊕
-2 for besieger,

Sea Attrition only
+? Greatest sea difficulty (or difficulty-2 if port)
+1 per 4 sea zones entered (1𝔽 or less) [BLP]
+2/4 per 2 sea zones (2/3𝔽) [BLP]
-1 if 2 or 3𝔽, arsenal to arsenal [BLP]
+3/+6/+9 if 𝔽 begins at 1/2/5+ zones from SoS
+2 to stay at sea at the end of turn
+2 retreating after rout
+? LoS crossing *Strait fortifications*
-S Siege of blockading ⚓/🏴 [BLP]
+? half level of blockaded 𝔽 (round up) [BLP]

Exploration only
-2 if sea zone already known (by anyone) in pIV+
+10 For all explorations (land or sea)

Results
S Success
F Failure
½ 1–3 : F
4–5 : F
6–8 : S•
9–10 : S
- Test of death for leader: 1d10>Manoeuvre→death

?% See lost troops below
P Med–Arq 1LD and *Pillage*⊖
Mus–Man 1LD or *Pillage*⊖ and *foraging*
Lace 1LD or *Pillage*⊖
1/2 1 or 2 LD lost

Movement points costs

Condition	Europe	ROTW
Friendly/Enemy Clear Terrain	1/2	2/4
Enemy Mountain	3	6
Other Rough Terrain	2	6(4†)
Strait, river, pass	+1	+2
In or out of swamps	+1	+2
Naval move	3(2†)	6(3†)

ROTW: Moving along a river = clear terrain for LD movement
Out of national territory:
Wasteland 2×MP for movement and LoS unless waste-native.
Through Desert 2×MP for LoS, always weak supply.

† 4 only for native troops
‡ 2/3 only if embarking and disembarking in friendly ports/arsenals

Remaining troops after attrition (naval and ROTW)

% lost	10	20	30	40	50	60	70	80	90
d	*d*	*d*	*d*•	*d*•	*d*•	*d*•			
2*d*	2*d*	2*d*•	*d*	*d*	*d*	*d*•			
1 D	1•	2*d*	2*d*	2*d*	*d*	*d*	*d*	*d*•	
2 D	2•	1+2*d*	1+*d*	1+*d*	1	1	2*d*	*d*	*d*•
3 D	2+2*d*	2+*d*	2	2	1+*d*	1+*d*	1	2*d*	*d*
4 D	3+*d*	3	3	2+*d*	2	1+*d*	1+*d*	2*d*	*d*
5 D	4+*d*	4	3+*d*	3	2+*d*	2	1+*d*	1	*d*
6 D	5+*d*	5	4	3+*d*	3	2+*d*	2	1	2*d*•
7 D	6	5+*d*	5	4	3+*d*	3	2	1+*d*	2*d*
8 D	7	6	5+*d*	5	4	3	2	1	2*d*
9 D	8	7	6+*d*	6	5	4	3	2	1•
10D	9	8	7	6	5	4	3	2	1

D=1 ND or 1 LD, *d*=LDE or NDE •= 50% chance to lose 1 more *d*
More than 10D: do x×10D plus a remainder
Treat 3*d* as 1D, and excess *d* with the 1*d*/2*d* lines
For the NGD and NTD: 2*d* leaves it intact, 1*d* means lost.

Campaigns costs

Type	Cost
Passive	10 🛢
Simple: 1 small stack	20 🛢
Simple (no logistics)	10 🛢
Major: many small ones or 1 stack sea+1 stack land	50 🛢
Multiple: many stacks	100 🛢

Small stack (Land)≤5LD
Small stack (Sea) at most 1𝔽

Naval Supply

Port size	Naval size	Land supplied
Fort	1NDE	1LD
Fort	ND	3LD, ✕
Port	𝔽⊖	5LD, 𝔸
Port	𝔽⊕	All
Ars.	2𝔽	All

NGD, NTD: counts as ND
𝔽⊖≥2ND, 𝔽⊕≥3ND
Convoys: no supply, ND

Countenance of Fleets

Country ↓	Period NWD/NTD (𝔽-):NWD/NTD (𝔽+) I	II	III	IV	V	VI	VII
ANG	2/1:4/1	2/1:4/1	2/1:5/1	2/1:5/2	3/1:6/2	3/1:7/2	3/1:7/2
AUS	2/1:4/1	2/1:4/1	2/1:4/1	2/1:4/1	2/1:4/1	2/1:4/1	2/1:5/2
HIS	2/1:4/1	2/1:4/2	2/1:5/2	3/1:6/1	3/1:6/2	3/1:6/2	3/1:6/2
HOL			2/1:4/1	3/1:5/1	3/1:6/1	3/1:6/2	3/1:6/2
FRA	2/1:4/1	2/1:4/1	2/1:5/1	2/1:5/1	3/1:6/2	3/1:7/2	3/1:7/2
POL	1/1:2/1	1/1:3/1	1/1:3/1	2/1:4/1	2/1:4/1	2/1:5/2	2/1:5/2
RUS		1/1:2/1	2/1:3/1	2/1:5/2	2/1:5/2	3/1:6/2	3/1:7/2
TUR	2/1:4/1	2/1:5/1	2/1:5/1	3/1:5/2	3/1:5/2	3/1:6/2	3/1:6/2
VEN	2/1:4/1	2/1:5/1	2/1:5/1	2/1:5/2	3/1:5/2	3/1:6/2	3/1:6/2
SUE	2/1:4/1	2/1:4/1	2/1:4/1	2/1:5/2	2/1:5/2	3/1:5/2	3/1:6/2
II, A	2/1:4/1	2/1:4/1	2/1:4/1	2/1:4/1	2/1:5/1	2/1:5/1	2/1:5/1
III,POR	2/1:4/1	2/1:4/1	2/1:4/1	3/1:5/2	3/1:5/2	3/1:6/2	3/1:6/2

Sea Transport for Armies

period	I-III	IV-V	VI	VII
I, IM	10	10	10	10
II, IIM, A	8	8	8	8
III	6	6	8	8
IIIM	6	8	8	8
IV	6	8	12	12
IVM	6	6	10	12

𝔸⊕ as shown right
𝔸⊖ = ½𝔸⊕
LD 2 and LDE 0.5
Gold 1 per 5 🛢

Ships capacity
1 for NWD, NGD
3 for NTD
0.5 for NDE

Interception, Evasion, Battle Preparation

T5

Interception: success on ≥8 or natural 10
±? Manoeuvre differential
+1 if technology counter has an advance of 6 cases or higher
+1 If the target province contains a friendly force/city
-1 From or to swamps (-2 if both) or from Flooded province
-2 Through mountain pass, river or *bad weather*
-2 If the target province contains an enemy force
-1 If interceptor was besieging or blockading at current or previous round
+1 If intercepting in the same province/sea zone or with *Three-decker*
or +2 if intercepted Fleet will make a Debarkment in same sea zone, or same province as port, or adjacent sea zone from arsenal
or -3 If interceptor at port (except arsenal)

***Præsidios*: roll 1d10+fortress level+1 if 𝔽**
- ***Strait fortifications***: as level 2 in Europe, level/2 (round down) in ROTW.
- **Result:** ≥9 End of move, ≥11 Loss of 1ND, ≥13 Loss of 2ND

Retreat before battle, escape blockade: success on ≥8
+M Manoeuvre differential, only if positive
+1 If blockading fleet smaller
+1 If blockading fleet is not NGD, nor *74s* tech.
- Result≤5 Forced battle possible (blockade)
- Automatic success if retreat in fortress (max. 1LD per level, 1LD in a fort)

Interception and evasion

Conquistadors Effects

1d10 +mod.	Sum of the Conquistador's stats ≤12	13–15	≥16
≤1	R80/D80	†/D70	†/D70
2	R70/D70	R80/D80	†
3	R50/D70	R80/D90	R90
4	R30/D80	R70/D70	R80/D80
5	R20/D80	R50/D80	R80/D90
6	R10/D90	R30/D80	R70/D70
7	—	R20/D80	R50/D70
8	—	R10/D90	R30/D80
9	—	—	R20/D80
10	—	—	R10/D90
≥11	—	—	—

Apply the "Remaining Troops after Attrition" table with the percentage to natives:
R: resisting troops (those that will fight) (— = all resist, †=none resist)
D: Deserting troops (those that join the ✪)

+1 per previous use of a ✪ in the *area*
-1 If there is a Mis stacked with the ✪
+1 If there are more than 4LD in the stack
-1 If there are only LD in the stack
+1 If sum of stats is ≤6

Wind Advantage Determination

↓Naval technology	GA	CAR	Nao	GAL	BAT	VE	TD
Galley	na	-	-	-	-	-	-
Carrack	-3	0	-	-	-	-	-
Nao-Galeon	-1	+2	0	-	-	-	-
Galleon-Fluyt	+2	+3	+2	0	-	-	-
Battery	+2	+3	+3	0	0	-	-
Vessel	+3	+4	+3	+2	+1	0	-
Three-Decker	+4	+6	+4	+3	+2	+1	0

74s: same as *Three-Decker*, except +1 against *Three-Decker*.
Each side rolls 1d10+Manoeuvre of ±+the tech. factor above. Highest score takes the advantage. No test in *Galley* vs. *Galley*. No advantage in case of equality. *Wind advantage* allows to break after Fire.

Replacement leaders

1d10	1	2	3	4	5	6	7	8	9	10
Minor	224	133	313	423	232	111	222	211	331	342
ANG	222	221	332	322	422	232	132	121	212	142
HIS	232	223	332	311	122	111	121	221	211	333
FRA	333	322	312	412	322	111	132	223	211	124
AUS*	111	213	222	321	122	412	231	322	211	323
HOL	323	222	223	313	222	211	232	321	112	333
POL†	412	511	322	213	512	311	221	323	321	314
PRU‡	111	232	122	241	221	222	212	133	321	242
POR	222	111	212	333	323	211	232	221	113	332
RUS	212	411	322	313	422	222	223	311	231	314
SUE	222	232	231	132	432	113	211	113	223	333
TUR	323	422	512	421	312	111	212	223	113	314
Vizier^	212	444	224	233	322	533	415	122	232	434
VEN	312	221	122	213	313	111	331	422	222	413
Natives	104	405	322	412	114	513	214	313	404	433

*POL ±: -1 Manoeuvre ‡PRU ±: -1 Fire ^Vizier: odd die=1 siege

Naval Technology Table (Fire/Boarding)

↓Naval technology	Opponent's technology GA	CAR	Nao	GAL	BAT	VE	TD	74s	Morale
Galley •	**E/A**	E/A	E/B	E/B	E/B	E/C	E/D	E/E	2/3†
Carrack	E/E	**D/C**	D/C	E/C	E/D	E/E	E/E	–/E	1
Nao-Galeon	C/C	C/C	**D/B**	C/C	C/C	D/C	E/D	E/D	2
Galleon-Fluyt	B/B	B/B	B/C	**C/C**	C/C	D/D	E/D	E/D	2
Battery •	B/B	A/A	A/B	B/B	**B/C**	C/C	D/D	D/D	3
Vessel	B/B	A/A	A/A	B/B	B/B	**B/B**	C/C	C/C	3
Three-Decker	B/B	A/A	A/A	A/A	A/B	B/B	**B/B**	C/C	3/4†
74s	A/B	A/A	A/A	A/A	A/A	B/B	**B/B**	B/B	3/4†

• *Battery*: all NGD contains Galleasses; †: Morale +1 if *Veteran*

Land Technology Table (Fire/Shock)

↓Land technology	MED	REN	ARQ	MUS	BAR	MAN	L	Morale
Medieval	–/**A**	–/B	–/B	–/C	–/C	–/D	–/E	1
Renaissance	C/A	**C/A**	C/B	D/C	E/D	E/E	E/E	1•/2†
Arquebus	B/A	C/A	**C/B**	C/B	D/D	E/E	E/E	2†
Muskets	A/A	B/A	B/B	**C/B**	D/C	D/D	E/E	3
Baroque	A/A	B/A	B/A	B/B	**B/B**	D/B	D/C	3
Manoeuvre	A/A	A/A	A/A	B/A	B/B	**C/C**	C/C	3
Lace	A/A	A/A	A/A	A/A	A/A	B/B	**B/B**	3

• 1 vs. *Medieval*, 2 vs. other † +1 for *Tercios*. *Veteran* troops Morale = +1

Battle sequence summary

1. **Evasion test**
(unless intercepted) at the discretion of the defender
→Success: retreat without attrition (1 province or nearest port)
2. **Battle parameters**: note morale, Fire and Shock columns, leaders, first line ships (at sea), *wind advantage* (at sea)
3. **1st Day of Battle**: Fire, morale summary, (At sea only: possible retreat if *wind advantage*), Shock, morale summary.
   Land Possible retreat or complete crushing, else second day (same troops)
   Sea Possible withdrawal or complete crushing, else second day
4. **2nd Day of Battle**: same mechanism.
5. **End of fight**: one side routs (morale loss), or discretionary retreat, or end of 2nd day. Pursuit; Compute losses (adjust by size, then add retreat for loser).

– See Land or Sea Battle summaries on next page –
Major Defeat: routed and loss difference larger by 3LD or 5NWD or 8NGD.

Battle

T6

Army Classes — Repartition and Size

Class	Name	Period I	II	III	IV	V	VI	VII	Countries
IM	*Russia*	7	7	7	4	3	4	4	RUS
I	*Hordes*	7	7	7	4	4	4	4	TUR, Khanates, Cossacks
	Reformed TUR	4	4	4	2	2	2	2	TUR after reform M-1a
II	*Orient*	4	4	4	2	2	2	2	Islam
IIM	*Mixed Orient*	4	4	4	2	2	2	2	POL, Hungaria, Orthodox
IIIM	*Mixed Occident*	0	0	0	2	2	3	3	SUE, Saxonia, Sabaudia
III	*Occident*	0	0	0	0	0	2	2	VEN, HOL, HIS,POR, AUS*, Latin
IV	*Major*	2	2	2	2	3	4	4	FRA, PRU, AUS, United States
IVM	*Mixed Major*	0	0	0	0	0	2	4	ANG
A	*Other*	7	7	7	7	7	4	4	Asia, Americas, Africa

Size Comparison

	0	1	2	3	4	5	6	7
7	**+2**	+2	**+2**	+1	**+1**	+1	0	**0**
6	+2	+2	+1	+1	+1	0	0	0
5	+2	+1	+1	+1	0	0	0	-1
4	**+1**	+1	**+1**	0	**0**	0	-1	-1
3	**+1**	+1	**0**	0	**0**	-1	-1	-1
2	**+1**	0	**0**	0	**-1**	-1	-1	**-2**
1	0	0	0	-1	-1	-1	-2	-2
0	**0**	0	**-1**	-1	**-1**	-2	**-2**	**-2**

Compute the average size of each LD (number between 0 and 7). Compute the difference *X* between one army and the other, divide it by 3 and round it to the nearest integer.

Combat results (Loss/Morale)

1d10	A	B	C	D	E
≤3	— —	— —	— —	— —	— —
4	1/3 —	— —	— —	— —	— —
5	2/3	1/3 —	1/3 —	1/3 —	— —
6	1 —	2/3	1/3 —	1/3	1/3 —
7	1 1/3 •	1 •	2/3 •	2/3	2/3 —
8	1 2/3 •	1 1/3 •	1 •	1 •	1 —
9	2 ••	1 2/3 •	1 1/3 •	1 1/3 •	1 •
10	2 1/3 ••	2 ••	1 2/3 ••	1 2/3 •	1 1/3 •
11	2 2/3 ••	2 1/3 ••	2 ••	2 ••	1 2/3 •
12	3 ••	2 2/3 ••	2 1/3 ••	2 ••	2 ••
13	3 1/3 •••	3 •••	2 2/3 •••	2 1/3 •••	2 ••
≥14	4 •••	3 2/3 •••	3 •••	2 2/3 •••	2 1/3 •••

Fire effects
Renaissance If 𝔸 present or against ROTW, apply only the •
Arquebus Divide losses by two (round to lesser 1/3)
Galley Divide losses by two (round to larger 1/3)
Galleasses (VGD or *Battery*) Do full losses.

Other technology modifiers
+1 During *Fire*, if 1 VGD vs. NGD (need 2 before *Battery*)
+1 In *Mediterranean sea*, NGD against NWD/NTD if turn≤25
-1 NGD against NWD if turn≥35
-1 During *Shock*, against *Tercios* 𝔸 unless in classes I, IM, II, IIM

General modifiers
+? Differential of leaders *Fire* or *Shock* if ≥0, max +3 [TBD]
-1 For the second day
-1 For the first day if *foraging*

Sea modifiers (cumulative)
+1 For the *Wind advantage*
-1 to *Fire*/*Shock* if morale loss>opponent
+1/+2 to *Shock* if differential≥1ND, ≥7ND
+1 to *Fire* if differential≥3ND
+1 to *Pursuit* if differential≥5ND

Pursuit (roll on E; C vs. NTD or NGD)
+? *Shock* leader differential on land
+? *Manoeuvre* differential at sea
-1 Mountain, Forest, Swamp, Desert
+1 For the *Wind advantage*
+1 for *Sipahi* cav. (before reform M-2) in plains and deserts
+2 If after first day
+1 If after *Fire* segment

Retreat during battle (end of day)
- Land: roll 1d10≤Manoeuvre +Morale
  Success Battle lost (pursuit, retreat)
  Failure 2nd day (enemy has bonus +1)
- Sea: automatic success

Terrain modifiers (Fire/Shock // Fire/Shock 2nd day)
Forest, Swamp, Desert -1/-1 // -1/-1
Mountain: defender, interceptor 0/0 // 0/0
attacker (exc. if has intercepted) -1/-1 // -1/-1
Through river, pass (exc. interceptor) -1/-1 // 0/0
Through strait or disembarking -2/-3 // 0/0

Land Artillery *Fire* modifiers
-1 if no 𝔸 (Exc: Conquistador in ROTW, pI to pIV)
+1 if Artillery at least 6 (as vs. Fortresses)

Cavalry *Shock* modifiers
Land battle *At least one* 𝔸
All +1 if at least 3LD more than enemy
IV +1, p. III–V in plains
IIM +1, p. IV–V in plains and dense forests
SUE +1, p. III–VI in northern forests
IM +1, p. I–IV in plains and sparse forests
TUR +1 for *Sipahi* cav. (before reform M-2) in plains and deserts

<L1/S1> Loss modification for small stacks

#ND (NDE ignored)	0	1	2	3	4	5
#LD LDE 2LDE	1	1+LDE	2	3	4/5	6 7: 1d10
Mod. -3	-2 1/3	-2	-1 2/3	-1 1/3	-1	-2/3 -1/3 if odd

Reduce independently the 1/3 or 2/3 and the full 🛢

<L2/S2> Loss Modification by Size

-2	1/3	1/3	2/3	1 1/3	2 1/3	3	4	4 2/3	#-2+2/3
-1/0	1/3	2/3	1	2	3	4	5	6	#=6+
+1	1/3	2/3	1 1/3	2 1/3	3 2/3	4 2/3	6	7	#+1
+2	2/3	1	1 2/3	2 2/3	4 1/3	5 2/3	7	8	#+2
+3	2/3	1 1/3	2	3 1/3	5	7	9	10	#+4

Cap losses after mod.:
Land: to size of enemy
Sea: to 2×size of enemy (1ND if only NDE).
If routed, min. losses 1ND.

<L3> Retreat

1d10-M	1–2	3–4	5–6	7–10
Losses	—	+1/3	+2/3	+1

M=Manoeuvre of leader unless routed

Land battle summary

- Discretionary **Retreat**: after Fire if *Wind advantage*; after Boarding of 1st day.
- **Winner**: enemy force is eliminated or retreats after 1st day; or force with higher morale wins at end of 2nd day
- Winner (may be none) rolls for *Pursuit*
- **Modify losses** by stack size (and cap) on <L1> , then apply size comparison <L2/S2>
- Any non-winning army then adds retreat losses <L3> [TBD ?]
- In Europe, round to nearest integer loss
- **Major defeat:** rout, loss difference at least 3LD and losers had 𝔸.

Sea battle summary

- Discretionary **Retreat**: after Fire if *Wind advantage*; after Boarding of 1st day: Defender then Attacker may opt to retreat.
- **Winner**: only other fleet routed or retreat; or higher morale at end of 2nd day.
- Winning force rolls for *Pursuit* (may be none).
- **Modify losses**: see <S1> if stack size less than 6ND; see <L2/S2> if more: line +1 if 7 to 12ND; +2 if 13 to 18ND; +3 if 19+ND (ignore fractions).
- Winner: 1st ND lost *Damaged*, 2nd *Destroyed* and 3rd refitted (then loop over).
- Loser (or equality.): 1st ND lost *Damaged*, 2nd *Destroyed* and 3rd *Damaged*.
- Fractions vs. NGD or NTD: round up (vs. ND: fractions in next loss category).
- **Pursuit** losses, each •: capture (from *Damaged* if any, or NTD) 1NWD, 2NGD or 2NTD (with corresponding transports points sunk if troops, or 10 🛢 captured and 5 🛢 sunk per NTD if Gold.)
- Routed or Loser: goes to next port. Winner may follow and blockade. Fleets going to port: normal attrition roll. If Rout: one loss on VGD.

- **Major defeat**: rout and loss difference at least 5ND or 8NGD

Siege, Revolts – End of round

T7

Assault Results

1d10	Besieged Fire		Besieged Breach	Besieged Shock		Besieger Breach	Besieger Fire		Besieger Shock
≤3	—		—	—		—	—		—
4	1/3		—	1/3		—	1/3		1/3
5	2/3	•	—	2/3	•	—	2/3		2/3
6	2/3	•	—	1	•		2/3		1
7	1	•	—	1¹/₃	•	1/3	1	•	1¹/₃ •
8	1¹/₃	••	1/3	1¹/₃	••	2/3	1¹/₃	•	1²/₃ •
9	1²/₃	••	2/3	2	••	1	1¹/₃	•	2 •
10	2	•••	1	2	•••	1	2	••	2 ••
11	2	••	1	2¹/₃	••	1¹/₃	2	••	2¹/₃ ••
≥12	2¹/₃	•••	1¹/₃	2²/₃	•••	1²/₃	2¹/₃	••	2²/₃ ••

- One *Fire*, one *Shock*
- Any side routed during *Fire* does not roll for *Shock*
- A fortress is *Veteran*; use a replacement leader if needed
- Fortress falls if the besieged has no more resistance or morale. Losses are first taken on the troops inside the fortress.

Fire stage

Medieval no *Fire*

Renaissance only if 𝔸 present or against ROTW, no losses

Arquebus Divide losses by two (round to lesser ¹/₃)

Losses modifiers

Besieger size≤6LD: -¹/₃ or ≤4LD: -²/₃; **no** 𝔸: -²/₃ (cumulative); **One** 𝔸⊕ **of** I or POL (pI–II), RUS (pI–III), TUR *Yeniçeriler* (before M-1a , pI-III): +²/₃

Besieged: cap by 2×resistance+#LD inside, then add ²/₃ if besieger is routed

Modifiers for the besieger

+1 if besieged is *Medieval*
-1 if besieged is *Arquebus* or better
-N level of the fortress, unless *Breach*
+? Artillery bonus against fortress

Modifiers for all sides

+? *Fire* differential during Fire if >0
+? *Shock* differential during Shock if ≥0

Fortresses Resistance

Level	Fort	1	2	3	4	5
Resistance	²/₃	1	2	3	3	3
If *Breach*	¹/₃	²/₃	²/₃	1	1¹/₃	1²/₃

Artillery per 𝔸⊕

Nation	I	II	III	IV	V	VI	VII
VEN	2	3	3	3	4	5	5
HOL			4	4	5	5	5
AUS*	2	2	3	4	4	5	6
POR	2	3	3	3	4	5	5
SUE	2	2	3	4	4	5	5
HIS	2	3	4	4	4	5	5
FRA	2	3	3	4	5	6	6
ANG	2	2	3	4	4	6	6
TUR	1	2	3	4	4	4	4
Yeniçeriler	2	3	4	4	4	4	4
RUS	1	1	1	2	3	4	4
Reformed	1	1	1	3	4	6	6
POL	1	2	3	3	4	4	4
PRU	2	2	3	3	4	6	6
UNITED STATES						6	6
Other countries I/II	1	2	3	3	3	3	3
Other countries IIa/IIIa	2	2	3	3	4	5	5
Other countries III/IV	2	2	3	3	4	5	5
Other countries Asia A	1	1	1	1	1	2	2

𝔸⊖: divide by two, round down.

Artillery value = value of one 𝔸 counter, +2 if other 𝔸 with art.≥2 else +1 if other 𝔸 with art. 1

Artillery bonus against Fortresses

F level	0	1	2	3	4	5	bonus
Artillery value	1	1	2	4	5	6	+1
	3	3	4	5	6	7	+2
	5	6	7	7	7	8	+3

Naval Size for Blockade

Level	Fort	1	2/3	4/5
Size	1ND𝔼	ND	𝔽⊖	𝔽⊕

1NGD=1ND;𝔽⊖≥2ND;𝔽⊕≥3ND

Siegeworks

1d10	Result
≤3	—
4–6	S⊖
7–9	S⊕
10–11	B
12	B or WH
≥13	R

Siege impossible

- If #LD <Fortress level, before roll → forced redeployment

Siege results

S Put a *Siegeworks* counter (2⊖ =1⊕, max. 2 counters)
B *Breach*: the besieger may attempt an immediate assault
WH War Honor: fortress falls and besieged gains 1LD
R Rendition: the fortress falls, no survivors

- The falling fortress loses 2 levels (1 if 1LD is given by the besieger)
- The minimum level is one, even if it is lower than the map

Siege modifiers

-N Fortress level
-2 If port (plain, no blockade) or non-plain terrain
-3 Any other terrain with port (no blockade)
Exc.: ROTW = terrain does not count if port
Exc.: fort= terrain or port: -1 only
+2 *Breach* during this turn
+1/+3 Per *Siegeworks*⊖⊕
-S Siege value of one besieged leader ([BLP] land or naval)
+S Siege value of one besieger leader ([BLP] land or naval)
+1/+3 If at least one LD/𝔸 in the fortress
+? Artillery bonus against fortress

Siege attrition

- Add to the unmodified siege roll:
  +4 First siege round
  -2 If second turn of siege
  -S Siege value of the besieged
  -? #LD in the fortress
- If result<#MP from supply source →Siege attrition (double cause if *massed force* or *bad weather*)

Reduce Revolt or Piracy

Success on a modified roll of 1d10≥8.
An unmodified 10 is always a success.

Revolt or pillaging pirate/privateer

+1 per LD or *Pasha* present
+2/+4 per 𝔸⊖⊕ present
±? Manoeuvre differential
-N Level of the fortress (if enemy)
-? #LD inside the fortress
-3 If not in plain
-2 If counter is⊕
+E Against revolts in FRA during III-11

Pirates or Privateers at sea

+1 if Naval Technology is 74s
+1 if no 𝔽 but at least 1ND/E/NWD/NGD
+2/+4 per 𝔽⊖⊕ present
±? Manoeuvre differential
-2 If counter is⊕
-2 ℙ port on the sea/Pirate haven in the STZ.
-1 If there was a battle this turn in the sea zone
-1 if enemy naval force (but no 𝔽) at sea
-2/-4 if at least enemy 𝔽⊖⊕ at sea

Attacks of Pirates/Privateers on Convoy

(or on naval stack with Gold). May only be done with⊕ Privateers.

1. Roll for naval interception (see p. 5). Pirates with no leader use 2 as Manoeuvre.
2. If successful, reduce the Privateer/Pirate to⊖. One attempt to Reduce Pirate/Privateer by accompanying naval forces.
3. If Pirate/Privateer not destroyed, roll for attack on Convoy.

Peace, redeployment, interphase – End of turn

T8

Pirates, Privateers and Natives raids

1d10 +mod	Size TF⊕	Size TF⊖	perm. loss	Pillages TP/COL	Perm. losses on land
≤0	5	2	••	6‡	8 LD
1–3	4	1	•	6†	8 LD
4–6	3	1	•	4†	4 LD
7–9	2	1		3	2 LD
10–11	2	0		2	1 LD
12–13	1	0		1	1 LD
14–15	0	0		0	1 LD
≥16	0	0		0	0

Modifiers against Natives

+1 per LD defending
+M Manoeuvre of a defending leader
+N Level of the fortress
-1 per attacking LD
-1 per third party COL/TP in the *area*
-M Manoeuvre of an attacking leader
+6/+3 if Natives beaten this turn (routed/not routed)

Modifiers against Pirates and Privateers

+2 if Pirate/Privateer not exactly in the sea zone of the STZ (NA vs. Convoy).
+3 if only one Pirate/Privateer⊖
+1 per side of target TF or 𝔽 (NA against a Convoy)
+1 if one or more ND in defence and no 𝔽
+2/+4 per 𝔽⊖⊕ defending (𝔸 against land raids)
+1 Per LD (including militia) against land raids
+M Manoeuvre of a defending ± (or ⚔/✪/✱ against land raids)
-1 per Year at sea/in province (max. -3) (NA on Convoy attacks)
-M Manoeuvre of a ℙ (½ for land raids in Europe)
+1 if a naval battle occurred in the sea (not for land raids)
-2 ORDO HOSPITALIS with port on **Mer Égée** or **Bassin Levantin**
+N Twice the level of the fortress for land raids, +1 for fort

Pirates/Privateers effects

- Income of the STZ per fleet level destroyed
- Permanent losses: 1 TF level per • (to be chosen in the targeted TFs)
- Centre of Commerce: -10 ● per • caused by the Alliance having the CC (Exception: ℙ of ORDO HOSPITALIS)
- Land raids:‡ is a *Pillage*⊕, † is⊖; gives incomes pillaged (and Resources).

Game Sequence

1-Event phase
- Monarchs Survival
- Economical events
- Economical situation+Pirates
- Political events

2-Diplomatic phase
- Declarations of Wars due to events, and Reactions
- Announcements: Agreements, Trade Refusal,...
- Declarations of War, and Reactions
- Diplomacy on Minor Countries

3-Income phase
- Income (including loans and exceptional taxes)
- Bankruptcy declaration, Refund loans

4-Administrative phase
- Maintenance of fortresses and troops
- Purchase of forces
- Trading fleets recovery
- Administrative operations
- Logistics of Minor Powers

5-Military phase (each military round)
- Phase end test
- Hierarchy adjustment, then for each side:
- Choice of campaign
- Attrition caused by supply
- Movement & Discovery (attrition for mvt)
- Battles, then the next side, etc., then:
- Sieges
- Fights against Revolts, ℙ, Natives
- End of round

6-Redeployment phase
- Attacks by Natives, Pirates & Privateers
- Military Looting
- Extension of Revolts
- Mandatory Retreat in Sieges, *Præsidio*
- Return to port or Attrition of Fleets at sea
- Collection of all Gold Repatriated

7-Peace phase and Exchequer test
- Exceptional Taxes
- Exchequer test
- International Loans
- Stability Improvement action
- Peace offers and discussions, call for Crusade

8-Interphase
- Prosperity and Stability adjustment
- Placement & Death of Military Leaders
- Inflation
- Moving the Trade Centres

Enhance Stability

1d10+mod	Stability adjust.
≤5	-1
6–10	0
11–14	+1
15–17	+2
18+	+3

+ADM Monarch
+0/+2/+4 Investment (30/50/100 ●)
-5 Enemy 𝔸 controls *national* territory
-3 Exc. HIS: *owned* (≤IV2(1) or V7)
-3 At war with another MAJ
-2 At war with a MIN
+2 if declared war upon this turn
+1 if has a level 2 Art MNU
+3 for a Prosperous Power
-3 for an Anti-Prosperous Power

Military Index of a Major Country

Peace differential: the difference between the average Stability of each side.
Count the differential of the number of occupied provinces:
+3 if at least ≥6
+2 if at least ≥4
+1 if at least ≥2
- A capital counts for 2 provinces, COL and TP count for ½, unless during *Overseas War*.
- During *Overseas War*, remember the *Privateer effect* (VII.2.3.B3).

Call for Crusade

Before 1615 only, max. mod. +5
Success: natural 10/1d10+mod.>9
+N Christian prov. annexed by TUR in the last 5 turns
+5 If Wien or Roma controlled by TUR
-2 Per catholic MAJ at war vs Christian country
-3 If I-8 (1) (Reformation) has already happened

Peace is accepted if the modified roll≥6.

Modifiers that apply only one turn

+2 if the capital province of the MIN was conquered this turn
-2 if the MIN has captured a capital province of a MAJ this turn
-2 Per major battle won by the MIN on the other party
+2 Per major battle lost by the MIN on the other party
-1 Per battle or siege won by the MIN on the other party
+1 Per battle or siege won by the other party to the MIN
-1 Per chief killed or captured by the MIN on the other party
+1 Per chief killed or captured by the other party on the MIN
+2 Ransoming a captured king.
±? Peace differential between the other party and the controller of the MIN

Peace accepted by a minor country

Lasting Modifiers

±? Thrice the peace level offered
-4 for PERSIA, SYRIA, ÆGYPTUS, IAPONIA, CHINA
-3 for UNITED STATES, MOGOLIS IMP., SUECIA, VENETIA, POLONIA, BRANDENBURGUM after IV-11, HABSBURGUM, HOLLANDIA
-2 for PORTUGALLIA, DANIA
-2 Between Protestant and Catholic before IV-A
-2 If this is a *separate peace*
+2 per province/TP⊕/COL lost by the MIN (+4 if Capital)
-2 per province/TP⊕/COL conquered by the MIN (-4 if Capital)
±1.5 per TP⊖ lost/conquered by the MIN
±2 if the enemy Capital was captured then lost since

Sieges, Revolts, Pirates, Privateers and Natives – End of round

T7'

Assault Results

1d10	Besieged Fire		Besieged Breach	Besieged Shock		Besieger Breach	Besieger Fire		Besieger Shock
≤3	—		—	—		—	—		—
4	1/3		—	1/3		—	1/3		1/3
5	2/3	•	—	2/3	•	—	2/3		2/3
6	2/3	•	—	1	•		2/3		1
7	1	•	—	1¹/₃	•	1/3	1	•	1¹/₃ •
8	1¹/₃	••	1/3	1¹/₃	••	2/3	1¹/₃	•	1²/₃ •
9	1²/₃	••	2/3	2	••	1	1¹/₃	•	2 •
10	2	•••	1	2	•••	1	2	••	2 ••
11	2	••	1	2¹/₃	••	1¹/₃	2	••	2¹/₃ ••
≥12	2¹/₃	•••	1¹/₃	2²/₃	•••	1²/₃	2¹/₃	••	2²/₃ ••

- One *Fire*, one *Shock*
- Any side routed during *Fire* does not roll for *Shock*
- A fortress is *Veteran*; use a replacement leader if needed
- Fortress falls if the besieged has no more resistance or morale. Losses are first taken on the troops inside the fortress.

Fire stage

Medieval no *Fire*

Renaissance only if 𝔸 present or against ROTW, no losses

Arquebus Divide losses by two (round to lesser ¹/₃)

Losses modifiers

Besieger size≤6LD: -¹/₃ or ≤4LD: -²/₃; **no** 𝔸: -²/₃ (cumulative); **One** 𝔸⊕ **of** I or POL (pI–II), RUS (pI–III), TUR *Yeniçeriler* (before M-1a , pI-III): +²/₃

Besieged: cap by 2×resistance+#LD inside, then add ²/₃ if besieger is routed

Modifiers for the besieger

+1 if besieged is *Medieval*
-1 if besieged is *Arquebus* or better
-N level of the fortress, unless *Breach*
+? Artillery bonus against fortress

Modifiers for all sides

+? *Fire* differential during Fire if >0
+? *Shock* differential during Shock if ≥0

Fortresses Resistance

Level	Fort	1	2	3	4	5
Resistance	²/₃	1	2	3	3	3
If *Breach*	¹/₃	²/₃	²/₃	1	1¹/₃	1²/₃

Artillery per 𝔸⊕

Nation	I	II	III	IV	V	VI	VII
VEN	2	3	3	3	4	5	5
HOL			4	4	5	5	5
AUS*	2	2	3	4	4	5	6
POR	2	3	3	3	4	5	5
SUE	2	2	3	4	4	5	5
HIS	2	3	4	4	4	5	5
FRA	2	3	3	4	5	6	6
ANG	2	2	3	4	4	6	6
TUR	1	2	3	4	4	4	4
Yeniçeriler	2	3	4	4	4	4	4
RUS	1	1	1	2	3	4	4
Reformed	1	1	1	3	4	6	6
POL	1	2	3	3	4	4	4
PRU	2	2	3	3	4	6	6
UNITED STATES						6	6
Other countries I/II	1	2	3	3	3	3	3
Other countries IIa/IIIa	2	2	3	3	4	5	5
Other countries III/IV	2	2	3	3	4	5	5
Other countries Asia A	1	1	1	1	1	2	2

𝔸⊖: divide by two, round down.

Artillery value = value of one 𝔸 counter, +2 if other 𝔸 with art.≥2 else +1 if other 𝔸 with art. 1

Artillery bonus against Fortresses

F level	0	1	2	3	4	5	bonus
Artillery value	1	1	2	4	5	6	+1
	3	3	4	5	6	7	+2
	5	6	7	7	7	8	+3

Naval Size for Blockade

Level	Fort	1	2/3	4/5
Size	1ND𝔼	ND	𝔽⊖	𝔽⊕

1NGD=1ND;𝔽⊖≥2ND;𝔽⊕≥3ND

Siegeworks

1d10	Result
≤3	—
4–6	S⊖
7–9	S⊕
10–11	B
12	B or WH
≥13	R

Siege impossible

- If #LD <Fortress level, before roll → forced redeployment

Siege results

S Put a *Siegeworks* counter (2⊖ =1⊕, max. 2 counters)
B *Breach*: the besieger may attempt an immediate assault
WH War Honor: fortress falls and besieged gains 1LD
R Rendition: the fortress falls, no survivors

- The falling fortress loses 2 levels (1 if 1LD is given by the besieger)
- The minimum level is one, even if it is lower than the map

Siege modifiers

-N Fortress level
-2 If port (plain, no blockade) or non-plain terrain
-3 Any other terrain with port (no blockade)
Exc.: ROTW = terrain does not count if port
Exc.: fort= terrain or port: -1 only
+2 *Breach* during this turn
+1/+3 Per *Siegeworks*⊖⊕
-S Siege value of one besieged leader ([BLP] land or naval)
+S Siege value of one besieger leader ([BLP] land or naval)
+1/+3 If at least one LD/𝔸 in the fortress
+? Artillery bonus against fortress

Siege attrition

- Add to the unmodified siege roll:
  +4 First siege round
  -2 If second turn of siege
  -S Siege value of the besieged
  -? #LD in the fortress
- If result<#MP from supply source →Siege attrition (double cause if *massed force* or *bad weather*)

Revolts, Pirates, Privateers and Natives

1d10	≤-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12–19	20	21	≥22
	all	A	AR		A				A	AR	A	AR			A			R	A	R	A	AR	R		AR	R
	𝔽	*	p	*	*	p	*	*	p	t	*	p	t	*	t											
	●& ●	2/3	1/2	2/3	2/3	2/2	1/2	2/3	1/2	1/2	1/1	1/2	1/1	1/2	1/1	1/2	1/1	0/1	1/2	1/1	0/1	0/1				

A Attrition or *Pillage*⊖ (Revolt).
R if fought, -1 side/LD/ND
p 1 perm. (largest TF)/*Pillage*⊖
t 1 temp. (largest TF)/*Pillage*⊖
***** 1 temp. (all TF)/*Pillage*⊕
n/m *n* lev. COL/TP **and** *m* LD/fort.
Or *n+m* ND of convoy.

Pirates: Die - # 𝔽 + # TF sides in STZ- *Shock* ≤ 0 ⇒ raid
Monopoly Enforcement: In ROTW, with a TF⊕, a 𝔽⊕ (same country) may act as a 𝔽⊖ (no bonus for friendly ND/𝔽).
Descents: a naval stack (+1 optional LD) may raid a province (even in Europe) as a 𝔽⊖. May be intercepted both at sea and land (even if no

All

±? Manoeuvre differential
-3 if no defender
-2 per side of 𝔽/Revolt.
+1/2/4 per LD/𝔸⊖/𝔸⊕ in defence

Revolts

-N level of the fortress (if revolted)
-? #LD inside friendly fortress
-3 if not in plain

Natives

-? #LD of natives
-1 per COL/TP of another country in the area.
+6/+3 routed/defeated this round.

Natives and Raids

+N level of fortress (×2 in Europe).

Pirates and Privateers

-2 port on sea (any christian for Knights)
-2 Pirate haven in the STZ (PIRATÆ 𝔽)
-1/2/4 per friendly ND/𝔽⊖/𝔽⊕ in the sea
-1/2 per friendly 𝔽⊖/𝔽⊕ adjacent to sea (not cumulative)
-1/2 per friendly 𝔽⊖/𝔽⊕ blockading the province
+1/2/4 per ND/𝔽⊖/𝔽⊕ fighting the ℙ
+? # sides of TF targeted
+3 ℙ intercepted or failed evasion ("forced battle")

Peace, redeployment, interphase – End of turn

T8'

Enhance Stability

1d10+mod	Stability adjust.
≤5	-1
6–10	0
11–14	+1
15–17	+2
18+	+3

+ADM Monarch
+0/+2/+4 Investment (30/50/100 ●)
-5 Enemy 𝔸 controls *national* territory
-3 Exc. HIS: *owned* (≤IV2(1) or V7)
-3 At war with another MAJ
-2 At war with a MIN
+2 if declared war upon this turn
+1 if has a level 2 Art MNU
+3 for a Prosperous Power
-3 for an Anti-Prosperous Power

Specific conditions for peace with Minors

- Minor monarch ransom is 50 ● **or** bonus to peace proposal **or** allowing separate peace.
- 1 proposal per alliance, plus separate peace to minors either at war by event or with at least 1 province occupied (by or on the minor).
- No separate peace against VA or AN unless either Capital occupied or monarch captured (instead of ransom).
- Minors always accept global white peace in *Overseas wars*.
- Maximum indemnity is 4 times total provinces income.
- Forced diplomacy: 1 cond. for RM, 2 for MA and 3 for VA.
- Minor always accept unconditional victory if either attacking by event or global peace.
- If all provinces are occupied, mandatory unconditional surrender against **all** opponents.
- Goes to Neutral after unconditional surrender (only).

Peace conditions at each level

Peace level	1	2	3	4	5
# conditions	1	1	2	3	3
Terr. choice	L	W	WL	WLW	WWW
● per cond.	50	75	75	100	150
Diplomacy	not on VA or AN		May go to RM		

W/L: province chosen by Winner/Loser.
Major monarch ransom: 200 ● **and** -2Stability.

Stability +1 Full peace after war against MAJ or attacking MIN.

Possible peace levels between majors

- Always: *Peace level* = *Peace differential*
- If *differential* ≤ 2: *Peace level* −1, 0 or 1 is allowed.
- If capital and half national provinces are conquered: Unconditional peace is allowed (also as separate peace).
- *Mandatory peace* if two consecutive turns at −3 Stability (**after** Stability improvement); **must propose** a white or losing peace based on differential (another peace may be signed, if allowed). If this is a separate peace, no CB to former allies.

Military Index of a Major Country

Peace differential: the difference between the average Stability of each side.
Count the differential of the number of occupied provinces:
+3 if at least ≥6
+2 if at least ≥4
+1 if at least ≥2
- A capital counts for 2 provinces, COL and TP count for ½, unless during *Overseas War*.
- *Privateer effect*: During *Overseas War*, each TF⊕ reduced to 0 or 1 level counts as an occupied province (2 in CTZ).

Call for Crusade

Before 1615 only, max. mod. +5
Success: natural 10/1d10+mod.>9
+N Christian prov. annexed by TUR in the last 5 turns
+5 If Wien or Roma controlled by TUR
-2 Per catholic MAJ at war vs Christian country
-3 If I-8 (1) (Reformation) has already happened

Game Sequence

1-Event phase
- Monarchs Survival
- Economical events
- Economical situation+Pirates
- Political events

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- Declarations of Wars due to events, and Reactions
- Announcements: Agreements, Trade Refusal,...
- Declarations of War, and Reactions
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3-Income phase
- Income (including loans and exceptional taxes)
- Bankruptcy declaration, Refund loans

4-Administrative phase
- Maintenance of fortresses and troops
- Purchase of forces
- Trading fleets recovery
- Administrative operations
- Logistics of Minor Powers

5-Military phase (each military round)
- Phase end test
- Hierarchy adjustment, then for each side:
- Choice of campaign
- Attrition caused by supply
- Movement & Discovery (attrition for mvt)
- Battles, then the next side, etc., then:
- Sieges
- Fights against Revolts, ℙ, Natives
- End of round

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- Military Looting
- Extension of Revolts
- Mandatory Retreat in Sieges, *Præsidio*
- Return to port or Attrition of Fleets at sea
- Collection of all Gold Repatriated

7-Peace phase and Exchequer test
- Exceptional Taxes
- Exchequer test
- International Loans
- Stability Improvement action
- Peace offers and discussions, call for Crusade

8-Interphase
- Prosperity and Stability adjustment
- Placement & Death of Military Leaders
- Inflation
- Moving the Trade Centres

Peace is accepted if the modified roll≥6.

Modifiers that apply only one turn

+2 if the capital province of the MIN was conquered this turn
-2 if the MIN has captured a capital province of a MAJ this turn
-2 Per major battle won by the MIN on the other party
+2 Per major battle lost by the MIN on the other party
-1 Per battle or siege won by the MIN on the other party
+1 Per battle or siege won by the other party to the MIN
-1 Per chief killed or captured by the MIN on the other party
+1 Per chief killed or captured by the other party on the MIN
+2 Ransoming a captured king.
±? Peace differential between the other party and the controller of the MIN

Peace accepted by a minor country

Lasting Modifiers

±? Thrice the peace level offered
-4 for PERSIA, SYRIA, ÆGYPTUS, IAPONIA, CHINA
-3 for UNITED STATES, MOGOLIS IMP., SUECIA, VENETIA, POLONIA, BRANDENBURGUM after IV-11, HABSBURGUM, HOLLANDIA
-2 for PORTUGALLIA, DANIA
-2 Between Protestant and Catholic before IV-A
-2 If this is a *separate peace*
+2 per province/TP⊕/COL lost by the MIN (+4 if Capital)
-2 per province/TP⊕/COL conquered by the MIN (-4 if Capital)
±1.5 per TP⊖ lost/conquered by the MIN
±2 if the enemy Capital was captured then lost since

Portugal — POR

Period	DTI	FTI	Counter limits MNU	COL	TP	Max. ND	Force sizes F-	F+	Art.	class
1492-1519 I	3	2/5†	3	8	12	12	2/1	4/1	2	III
1520-1559 II	5	3/5†	4	8	12	15	2/1	4/1	3	III
1560-1614 III	5	3	4	12	12	15	2/1	4/1	3	III

† The FTI right value is for all actions in the ROTW

Period	Actions Dipl.	TFI	COL	TP	Conc.	Basic Force	Troops Purchase	Minimal Leaders
1492–1519 I	2	1	1	2	2	F⊖3D	4ND/2LD	1✕/1±/1✪/1⚑
1520–1559 II	1	1	2	2	2	F⊕2D	4ND/3LD	1✕/1±/1✪/1⚑
1560-1614 III	1	1	2	1	2	F⊕2D	4ND/3LD	1✕/1±/1✪/1⚑

Land Technology	Land Purchase LD	A⊖	A⊕	War Maintenance (Vt/Cs) LD	A⊖	A⊕	Peace Maintenance (Vt) LD	A⊖	A⊕
Medieval	10	20	6/4	8/4	20/10	9	12	30
Renaissance	12	24	8/5	15/10	30/20	12	22	40
Arquebus	15	30	10/6	25/15	40/30	14	30	55
Muskets	19	38	11/7	28/18	45/30	16	36	60

Naval Technology	Navy Purchase NWD	F⊖	Purchase (other) NGD	F⊖(Ga)	NTD	Maintenance ND	F⊖	F⊕
Carrack	35	80	—	—	40	15	25	55
Nao-Galeon	35	90	—	—	40	15	30	70
Galleon-Fluyt	40	105	—	—	40	20	35	80
Battery	50	120	—	—	40	25	40	90

1 LD⊖ or 1 ND⊖ costs ½ (rounded up) of the price of 1 LD or ND; A⊕ are created with 2 A⊖ or A⊕ +2LD.

For eachWood (max. 3): **Wood**
+1 ND to basic force
+1 ND to purchase

Recruitment in ROTW
Land recruitment
- COL/TP: 1LD⊖ at normal cost, 1LD at double cost (🛢)
- COL level 6: 2LD at normal cost, A⊖ at double cost (🛢)
- Forts/Missions: none

Sea recruitment
- ROTW building at double cost (🛢,limit)
- COL level 6: normal cost (🛢,limit)
- Fisheries: +1ND⊖ per 2 Fish (normal 🛢, out of limits)

Fish monopoly
Partial +1 ND limit
Total +1 to die for TFI

Named Kings
- ***João II***: at start.
- ***Manuel I***: Successor of ***João II***.

ROTW effects
Colonial militias
- 1LD⊖E/level (plus one LD⊖E if there is a mission), always veteran.

Exclusivity
- POR cannot give TP, COL, discoveries or authorisation of trade in STZ.

Gold in Elmina
- 40 🛢 exploitable as European gold and only by POR.

Missions
- Missionaries appear at fixed turns
- -10 VP at end of each period per COL without mission out of ***Brazil*** or **Cabo Verde**.
  +2/+1 to TP placement in the same area in/out ***Asia***.
  +2/+1 to COL placement in the same area in/out ***Brazil***.
  +1 to tests of reaction of minors and natives in the same area.

Viceroys
- *Da Gama, Almeida, Albuquerque, Albergaria, de Castro*
- Give free overseas CB against ROTW countries.
- +2 to Concurrency in the same region.
- Allow to raise Exceptional Taxes in Oversea war.
- Allow to do Exceptional Levies in Overseas war or War in ROTW:
  - at -1 Stability cost if land/naval defeat or no cost if Major defeat;
  - troops raised only in ROTW but reinforcement limit is not divided.
- Possible occupation of Aden and Ayman.
- Facilitate the transformation of TP to COL.
- 1st time: increase diplomacy with Ormus.

Double-sided Leaders
- Can switch side at any time.
- Are counted as their * side (for limits).

Sweden — SUE

Period	DTI	FTI	Counter limits MNU	COL	TP	#A	Max. ND	Force sizes F-	F+	Art.	class
1520-1559 II	2	2	2†	1	1	2	10	2/1	4/1	2	IIIM
1560-1614 III	3	3	2†	2	2	2(3##)	12	2/1	4/1	3	IIIM
1615-1664 IV	4	4	3†	2✕	2✕	2(3##)	15	2/1	5/2	4	IIIM
1665-1699 V	4	4	4	2✕	2✕	2(3##)	18	2/1	5/2	4	IIIM
1700-1749 VI	4	4	4	2✕	2✕	2(3##)	18	3/1	5/2	5	IIIM
1750-1799 VII	5	5	5	2✕	2✕	2(3##)	15	3/1	6/2	5	IIIM

† +1 If strongly protestant ‡ in Europe if "Dominus Marii Baltici" selected
✕ +2 if "Overseas expansion" is selected. # in ROTW if "Overseas expansion" selected
* control of 5 provinces not in Sweden, Finland or Denmark

Religion
Catholic†, Tolerant†, Strictly protestant†

Global policy
Overseas expansion/Dominus Marii Baltici

Period	Actions Dipl.	TFI	(1) COL	TP (2)	Conc.	Basic Force	Troops Purchase	Minimal Leaders
1520-1559 II	1	0†	0	0	1	A⊖FF⊖TrF⊕	3ND/4LD	2✕/1±
1560-1614 III	2	1†	0	½	1	A⊖FF⊖TrF⊕	3ND/4LD	2✕/1±/(1⚑✕)
1615-1664 IV	3	1†	½	1	1	A⊕FF⊖TrF⊕	4ND/4LD	2✕/1±/1⚑/(1✪✕)
1665-1699 V	3	2	1	1	1	A⊕FF⊖TrF⊕	4ND/3LD	2✕/1±/1✱*
1700-1749 VI	3	1✕	½#	1	1	A⊖FF⊖TrF⊕	3ND/3LD	2✕/1±/1✱*
1750-1799 VII	3	1✕	½#	½#	1	A⊖FF⊖TrF⊕	3ND/3LD	1✕/1±/1✱*

(1)/(2) Choose freely between COL and TP (2) if "Overseas expansion" is selected # Only for existing counters
† Add 1 if kings strongly protestant ✕ +1 action in STZ **Baltique** if at least 3 ports on that sea
‡ Add A⊖ (or A⊕ if MIL≥7) if at war ½ One action every two turns (not consecutive turns)

Land Technology	Land Purchase LD	A⊖	War Maintenance (Vt/Cs) LD	A⊖	A⊕	Peace Maintenance (Vt) LD	A⊖	A⊕
Medieval	8	16	8/4	10/5	25/15	12	15	35
Renaissance	9	18	9/5	15/10	30/20	14	22	45
Arquebus	11	22	10/6	20/12	35/25	15	30	50
Muskets	13	26	11/7	25/15	40/30	16	35	50
Baroque	20	40	12/7	30/20	50/35	18	45	70
Manoeuvre	30	60	15/8	40/25	70/40	22	60	100
Lace	47	94	20/9	50/30	80/50	30	75	120

Naval Technology	Navy Purchase NWD	F⊖	Purchase (other) NGD	F⊖(Ga)	NTD	Maintenance ND	F⊖	F⊕
Carrack	35	70	10	50	50	15	25	55
Nao-Galeon	40	80	10	60	50	17	35	80
Galleon-Fluyt	50	120	15	70	50	20	40	90
Battery	55	150	15	90	50	25	45	100
Vessel	60	190	20	100	50	30	50	110
Three-decker	70	230	20	120	50	35	60	130

1 LD⊖E or 1 ND⊖E costs ½ (rounded up) of the price of 1 LD or ND; A⊖ are created with 2 A⊖ or A⊖ +2LD.

For eachWood (max. 3): **Wood**
+1 ND to basic force
+1 ND to purchase

Recruitment in ROTW
Land recruitment
- COL/TP: 1LD⊖E at normal cost, 1LD at double cost (🛢)
- COL level 6: 2LD at normal cost, A⊖ at double cost (🛢)
- Forts/Missions: none

Sea recruitment
- ROTW building at double cost (🛢,limit)
- COL level 6: normal cost (🛢,limit)
- Fisheries: +1ND⊖E per 2 Fish (normal 🛢, out of limits)

Fish monopoly
Partial +1 ND limit
Total +1 to die for TFI

Named Kings
- ***Gustav I***: during II-4 (End of the Union of Kalmar).
- ***Erik XIV***: at start (otherwise).
- ***Karl IX***: during III-13 (Union between Polonia and Suecia).
- ***Gustav Adolf***: due to IV-A (Thirty Years' War).
- ***Karl XII***: after the death of the heir of ***Gustav Adolf***,
  - if MIL>8;
  - if at war and 1d10 <3.
  - After first death in battle, hides for one turn.

Swedish Conscription
- Troops recruited below limit are veterans.
- Exceptional recruitment after major defeat is without losing 1 Stability.
- 1 free major campaign each turn (2 major or 1 multiple if MIL≥7).
- If at war, add A⊖ to basic forces (A⊕ if MIL≥7).
- +1 to the die roll for Fire and Shock of the king.

Swedish Policy
Global policy (mark off the not-chosen policy)
Dominus Marii Baltici Can annex any province bordering **Baltique**
Overseas Expansion Modified limits (see above)
Trading Fleets
- **Can only use 6 TF** unless Strictly Protestant (→10TF are available).

Øresund
- When taxes raised, VPs/income of STZ **Baltique** monopoly only for tax-raiser (or patron of a tax-raiser MIN). CB (normal and overseas) for monopolist if not the same.
- Taxes available only if rights of levies and control of one province in Øresund area (**Skåne**, **Västergotland** or **Sjælland**).
- Taxes 5 🛢 plus 1 🛢 per level of commercial fleet in STZ **Baltique**.
- When Suecia and Dania are at war, countries not implied in the war have 75 🛢 of *Extra Blocked Trade*

Russia — RUS

Period	DTI	FTI	Counter limits MNU	COL	TP	Max. ND	Force sizes F-	F+	Art.	class
1492-1519 I	1	1†/3‡	1	0	0	1	—	—	1	IM
1520-1559 II	1	1†/3‡	2	2	0	2	1/1	2/1	1	IM
1560-1614 III	1	1†/4‡	3	4	1	4	2/1	3/1	1	IM
1615-1664 IV	1	1†/4‡	3	6	2	7	2/1	5/2	2(3#)	IM
1665-1699 V	1✕	1†/5‡	4	8	3	10	2/1	5/2	3(4#)	IM
1700-1749 VI	1✕	2/5‡	5	10	4	16	3/1	6/2	4(6#)	IM
1750-1799 VII	2✕	2✕/5‡	6	11	5	22	3/1	7/2	4(6#)	IM

✕ +1 after fundation of St-Petersburg # after the military reform
† +1 if tolerant or Archangelsk with TF⊕ inside ‡ Special FTI applies to TP/COL actions

St Petersburg

Building			Income
100 🛢 (F0)	100 🛢 (F1)	100 🛢 (F2)	

Starting with period V, city controlled in either **Karelen**, **Ingermanland**, **Estland**, **Livonija** and **Kurland**.

Religion
Champion‡, Tolerant‡

Reform

Period	Actions Dipl.	TFI	COL	TP	Conc.	Basic Force	Troops Purchase	Minimal Leaders
1492-1519 I	1‡	0	0	0	0	2A⊕	1ND/4LD	2✕
1520-1559 II	2‡	0	0	0	0	2A⊕	1ND/4LD	2✕
1560-1614 III	2‡	1✕	1	1	0	A⊕A⊖2D	1ND/4LD	3✕/1✪
1615-1664 IV	2‡	1	2	1	0	2A⊕1D	1ND†/4LD#	3✕/2✪
1665-1699 V	3	1	2	1	0†	2A⊕2D	1ND†/4LD#	3✕/1✪
1700-1779 VI	3	1	2	1	0†	2A⊕F⊖2D	2ND†/4LD#	3✕/1±/1✪
1750-1799 VII	3	1	2	1	0†	3A⊕F⊕3D	3ND†/4LD#	3✕/1±/1✪

‡ +1 if tolerant # -1 LD after the military reform
✕ only if Archangelsk created † Add 1 concurrence/+2ND after the fundation of St-Petersburg

For eachWood (max. 3): **Wood**
+1 ND to basic force
+1 ND to purchase

Recruitment in ROTW
Land recruitment
- COL/TP: 1LD⊖E at normal cost, 1LD at double cost (🛢)
- COL level 6: 2LD at normal cost, A⊖ at double cost (🛢)
- Forts/Missions: none

Sea recruitment
- ROTW building at double cost (🛢,limit)
- COL level 6: normal cost (🛢,limit)
- Fisheries: +1ND⊖E per 2 Fish (normal 🛢, out of limits)

Fish monopoly
Partial +1 ND limit
Total +1 to die for TFI

Land Technology	Land Purchase LD	A⊖	War Maintenance (Vt/Cs) LD	A⊖	A⊕	Peace Maintenance (Vt) LD	A⊖	A⊕
Medieval	4	8	2/1	8/4	20/10	3	12	30
Renaissance	6	20	3/1	15/5	30/15	5	20	40
Arquebus	9	30	4/2	20/12	40/25	6	25	50
Muskets	12	35	5/2	25/15	45/30	8	30	60
Baroque	18	45	7/3	35/20	60/40	10	40	80
Manoeuvre	30	60	10/4	45/25	70/40	15	60	100
Lace	45	90	15/5	70/40	90/60	25	90	120

Naval Technology	Navy Purchase NWD	F⊖	Purchase (other) NGD	F⊖(Ga)	NTD	Maintenance ND	F⊖	F⊕
Carrack	50	80	10	40	40	20	30	75
Nao-Galeon	55	90	10	50	40	25	45	110
Galleon-Fluyt	60	150	10	60	40	25	50	115
Battery	65	170	10	70	40	30	60	130
Vessel	70	225	15	90	40	35	65	140
Three-decker	80	270	20	110	40	40	70	160

1 LD⊖E or 1 ND⊖E costs ½ (rounded up) of the price of 1 LD or ND; A⊖ are created with 2 A⊖ or A⊖ +2LD.

Named Tsars
- ***Ivan III (Иванa III Васильевич)***: at start.
- ***Ivan IV (Иоанн IV Васильевич Грозный)***: first tsar of period II.
- ***Boris Godunov/Romanov/Dmitry***: during IV-17 (1) (The Times of Troubles in Russia).
- ***Peter the Great (Пётр I Алексеевич Великий)***:
  - in period V+, if ADM≥8 and sum of values ≥18.
  - or by event V-11 (Peter the Great).
- ***Peter II (Пётр II)***: first monarch of period VII. Lasts one turn.
- ***Catherine II (Екатерина II Великая)***: replaces ***Peter II***.

Boyars Army
Wastelands
- Wastelands-native →not hampered for movement and LOS.
- Recruiting out of **Moskva** or St-Petersburg costs double.

Before the reform
- Only 5A and 1F.
- Surrenders if 3 turn at -3 Stability.
- Tech. marker no further than Orthodox marker.

The reform (diplomatic phase)
- If ***Peter the Great*** tsar, roll for 1 revolt.
- Else, 3 revolts and -1 Stability.

After the reform
- 6A, 3F, increased artillery, decreased recruitment.
- Surrenders if 2 turns at -3 Stability.
- Regular tech marker (no Orthodox limit).

Cossacks
- Only available if owns 1 province of Ukraina or conquered all of either Cazan or Astracan.
- Adds 2LD (conscript) to basic forces and one LD to purchase limit for Cossacks LD (raised in these provinces only).
- In periods III and IV, gain one free simple campaign per turn in Siberie.

Fluvial fleet
- Starting with ***Peter the Great***, 1 F can be built and stored.
  - on the Donets river (in **Donets**) or the Don river (in **Don**) acting as a port on **Mer Noire occidentale** only;
  - on the Dniepr river (in **Zaporozhye**) acting as a port on **Mer Noire orientale** only;
  - or on the Volga river (in **Samara**) acting as a port on **Mer Caspienne** only.
- This F can only go in the target sea zone for naval interceptions and battles or put blockade on Azov, Odessa or Astragan until it gains a regular port.

England — ANG

Period	DTI	FTI	Counter limits MNU	COL	TP	Max. ND	Force sizes F-	F+	Art.	class
1492-1519 I	2	2	3	2	1	8	2/1	4/1	2	IVM
1520-1559 II	3	3	4	3	2	12	2/1	4/1	2	IVM
1560-1614 III	3	3†	5	5	3†	18	2/1	5/1	3	IVM
1615-1664 IV	4	3†	6	6✕	5†✕	24	2/1	5/2	4	IVM
1665-1699 V	4	4†	7	12✕	10✕	30	3/1	6/2	4	IVM
1700-1749 VI	5	5	8	15	10	36	3/1	7/2	6	IVM
1750-1799 VII	5	5	10	17	10	42	3/1	7/2	6	IVM

✕ -2 if Counter-Reform † +1 after the creation of the *East Indian Company*

Religion
Conciliant†, Counter-Reform†, Protestant†, Anglican†

Acts
EIC,Navigation,LSE,Union,Bill of test...

Period	Actions Dipl.	TFI	COL	TP	Conc.	Basic Force	Troops Purchase	Minimal Leaders
1492-1519 I	1	1	1†	1†	1	A⊖FF⊕	3ND/3LD	1✕/2±
1520-1559 II	2	1	1†	1†	1	A⊖FF⊕	4ND/4LD	1✕/2±/(1⚑*)
1560-1614 III	3	2	1✕	1†#	1	A⊖FF⊕	4ND/3LD	1✕/1±/1⚑
1615-1664 IV	2	2	2✕	2†	2	A⊖F⊕	6ND/3LD	1✕/2±/1✪
1665-1699 V	4	3	2✕	2✕	2	A⊖F⊕F⊖	6ND/3LD	1✕/3±/1✪
1700-1749 VI	5	4	2	2	3	A⊖2F⊕	7ND/3LD	1✕/4±/1✱
1750-1799 VII	6	5	2	2	3	A⊕2F⊕	7ND/3LD	1✕'/5±/1✪@

✕ -1 if Counter-Reform † -1 if Catholic # +1 after the creation of the *East Indian Company*
‡ only if Protestant/Anglican * A⊕ if Counter-Reform *At least 1✕ in Europe

For eachWood (max. 3): **Wood**
+1 ND to basic force
+1 ND to purchase

Recruitment in ROTW
Land recruitment
- COL/TP: 1LD⊖E at normal cost, 1LD at double cost (🛢)
- COL level 6: 2LD at normal cost, A⊖ at double cost (🛢)
- Forts/Missions: none

Sea recruitment
- ROTW building at double cost (🛢,limit)
- COL level 6: normal cost (🛢,limit)
- Fisheries: +1ND⊖E per 2 Fish (normal 🛢, out of limits)

Fish monopoly
Partial +1 ND limit
Total +1 to die for TFI

Land Technology	Land Purchase LD	A⊖	War Maintenance (Vt/Cs) LD	A⊖	A⊕	Peace Maintenance (Vt) LD	A⊖	A⊕
Medieval	9	18	8/4	10/5	25/15	10	15	30
Renaissance	11	22	9/5	15/10	30/20	12	20	40
Arquebus	13	26	10/6	20/12	35/25	14	26	50
Muskets	16	32	11/7	25/15	40/30	16	30	55
Baroque	18	36	12/8	30/20	50/35	18	35	65
Manoeuvre	30	60	15/10	40/25	70/40	25	55	100
Lace	45	90	20/10	50/30	80/50	30	75	120

Naval Technology	Navy Purchase NWD	F⊖	Purchase (other) NGD	F⊖(Ga)	NTD	Maintenance ND	F⊖	F⊕
Carrack	30	60	—	—	40	12	20	45
Nao-Galeon	35	70	—	—	40	15	30	70
Galleon-Fluyt	40	100	—	—	40	18	35	80
Battery	50	130	—	—	40	20	40	90
Vessel	55	160	—	—	40	25	45	100
Three-decker	60	200	—	—	40	30	55	120

1 LD⊖E or 1 ND⊖E costs ½ (rounded up) of the price of 1 LD or ND; A⊖ are created with 2 A⊖ or A⊖ +2LD.

Named Kings
- ***Henry VII***: at start.
- ***Henry VIII***: follows ***Henry VII***; At death: II-1 (1) (Act of Supremacy)
- ***Elisabeth I***: comes through II-1 (1) (Act of Supremacy)
- ***Parliament/Cromwell***: during IV-7 (1) (English Civil War).
- ***Willem III***: due to V-3 (The Glorious Revolution in England).

Perfidious Albion
- May sign limited offensive alliances.
- May use F in limited intervention.
- May uses forces of VA in limited intervention.
- May send forces of VA in the ROTW, this costs 1 Stability per VA per period.

Loan treaties
- May loan up to 150 🛢 per turn.
- Add 100 🛢 after IV-8 (1) (Creation of the London Stock Exchange).
- Starting with period IV, no penalty to lend money to MAJ having a different Religion.

Sea hounds
- *Drake, Hawkins, Cavendish* and *Frobisher*
- May attack Convoys, COL, TP of one player per turn without declaring war. Must remain with F is doing so.
- May all be used as explorers.

Missions
- Appear at even-numbered turns from period III onward.
- Only 1 available if not Anglican.
- -5VP s each time a mission is destroyed.
- Bonuses can be used on ⊕ settlements.
- +1 to COL/TP placement in the same area.
- +1 to tests of reaction of minors and natives in the same area.
- -2 to COL/TP placement of other countries in the same area if Protestant or Anglican.

Army of India
Sepoys
- After VI-17 (The Last of the Great Mughals), *Sepoys* can be raised in ***Asia***.
- 1 LD can be raised in each TP⊕ and COL⊕ each turn.
- 1LD of *Sepoys* cost 5 🛢 to raise and 3/1 🛢 to maintain as Veteran/Conscript.
- *Sepoys* never cause activation of natives.

Conquistadors
- *Clive* may use the table of conquistadors in ***India*** and never cause activation of natives in ***India***.
- If not in play, the minimum ✪ @ of period VII may use the table of conquistadors in ***India***.

France — FRA

Period	DTI	FTI	Counter limits MNU	COL	TP	Max. ND	Force sizes F-	F+	Art.	class
1492-1519 I	2	1	2	1	1	8	2/1	4/1	2	IV
1520-1559 II	2†	2†	3†	3†	2†	12	2/1	4/1	3	IV
1560-1614 III	2†	3†	4†	4†	3†	14+2	2/1	5/1	3	IV
1615-1664 IV	2†	3†	5†	5†	4†	18+6‡	2/1	5/1	4	IV
1665-1699 V	2†	4†	7†	8†×	5†×	26+6‡	3/1	6/2	5	IV
1700-1749 VI	3†	4†	7†	10†✡	6†×	30+6‡	3/1	7/2	6	IV
1750-1799 VII	4†	4†	8†	12†✡	7†✡	38	3/1	7/2	6	IV

† +1 if protestant or *Colbertian Mercantilism* × +1 if *Colbertian Mercantilism* (cumulative)
‡ Add right value to the ND limit if *Colbertian Mercantilism* or protestant

Religion: Conciliant†, Counter-Reform†, Protestant†

Doctrine: Colbertian Mercantilism

Period	Actions DIPL.	TFI	COL	TP	Conc.	Basic force	Troops purchase	Minimal leaders
1492-1519 I	2	1	0†	0	1	A⊕ 1D	2ND/4LD	2✕/1⚓
1520-1559 II	3	1	0†	0	1	A⊕ A⊖ D#	3ND/4LD	3✕/1⚓/(1🗡)
1560-1614 III	2	1	0†#	0	1	A⊕ A⊖ D#	4ND/4LD	2✕/1⚓/(1🗡)
1615-1664 IV	3	2	1†	1†	1×	A⊕ A⊖ F⊖*	5ND/4LD	3✕/1⚓/(1✪/1🗡)
1665-1699 V	5	2×	1†×	1†×	2×	2A⊕ A⊖ F⊖‡	6ND/4LD	3✕/2⚓/1✪/1🗡
1700-1749 VI	6	3×	1	1†×	2×	2A⊕ F⊕ F⊖	7ND/4LD	3✕/3⚓
1750-1799 VII	6	3×	1	1†	2×	2A⊕ F⊕ F⊖	7ND/4LD	3✕/4⚓/1✪@

If *Colbertian Mercantilism*: × +1 and # add F⊖ — # During III-11: A⊖ LD in period II, A⊖ in period III
* +1 if Conciliant ‡ only if protestant † +1 if protestant (not cumulative with Colbert)

Land Technology	Land Purchase LD	A⊖	War Maintenance (Vt/Cs) LD	A⊖	A⊕	Peace Maintenance (Vt) LD	A⊖	A⊕
Medieval	8	16	6/3	8/5	15/10	8	12	25
Renaissance	13	26	7/4	12/8	20/12	10	18	30
Arquebus	18	36	8/4	15/10	25/15	12	25	40
Muskets	23	46	9/5	20/12	30/18	15	30	45
Baroque	35	70	10/6	25/15	40/20	16	40	60
Manoeuvre	40	80	12/7	30/20	50/25	18	45	75
Lace	45	90	15/8	40/25	60/35	25	60	90

Naval Technology	Navy Purchase NWD	F⊖	Purchase (other) NGD	F⊖ (Ga)	NTD	Maintenance ND	F⊖	F⊕
Carrack	35	70	10	50	40	15	25	55
Nao-Galeon	40	85	15	60	40	17	35	80
Galleon-Fluyt	45	110	20	80	40	20	40	90
Battery	55	140	20	90	40	25	45	100
Vessel	60	180	25	120	40	30	50	110
Three-decker	65	220	25	140	40	35	60	130

1 LD⊖ or 1 ND⊖ costs ½ (rounded up) of the price of 1 LD or ND; A⊕ are created with 2 A⊖ or A⊖ +2LD.

Wood
For eachWood (max. 3):
+1 ND to basic force
+1 ND to purchase

Recruitment in ROTW

Land recruitment
- COL/TP: 1LD⊖ at normal cost, 1LD at double cost (🗡)
- COL level 6: 2LD at normal cost, A⊖ at double cost (🗡)
- Forts/Missions: none

Sea recruitment
- ROTW building at double cost (🗡,limit)
- COL level 6: normal cost (🗡,limit)
- Fisheries: +1ND⊖ per 2 Fish (normal 🗡, out of limits)

Fish monopoly
Partial +1 ND limit
Total +1 to die for TFI

Named Kings
- ***Charles VIII***: at start.
- ***François I***#: first king after I-3 (1) (Wars in Italy (Napoli)).
- ***Henri IV*** or ***Henri de Guise***: at end of III-11 (Wars of Religion in France).
- ***Louis XIV***: after event ***Richelieu*** or IV-16 (The Fronde).

Missions
- Appear at even-numbered turns from period III/IV onward.
- 4/2 available if Catholic/Protestant.
+1 to COL/TP placement (if⊖) in the same area.
+1 to tests of reaction of minors and natives in the same area.
+2 to diplomacy on ROTW countries.

Guerre de Course
Only one F can be used except:

Bucaneers
- One F⊖ (✪) can be raised in STZ **Caraïbes** if no COL⊕ starting with period II (III).

Corsaires du Roi
- Up to 3 licenses, after ***Colbert*** or ***Louis XIV***.
- Each license gives one free F counter and one F admiral.
- Each license lowers recruitment by 2 ND and basic forces by F⊖.
- Militias (1LD⊖E/2 levels, +1LD⊖E for mission) are Veterans.

Militia

Budget

Loan treaties
- If Conciliatory, no penalty to lend money to MAJ of different Religion.

Versailles
- During ***Louis XIV***, receives 150% of VPs from prestige.

Colbertian mercantilism
- FRA has overseas/national CB vs MAJ with TF⊖⊕ in CTZ Francia.
- +5 for all FRA competition in CTZ Francia.
- 10🗡 to be paid for each level in CTZ Francia.

Armée des Indes

Cipayes
- After VI-17 (The Last of the Great Mughals), *Cipayes* can be raised in ***Asia***.
- 1 LD can be raised in each TP⊕ and COL⊕ each turn.
- 1LD of *Cipayes* cost 5🗡 to raise and 3/1🗡 to maintain as Veteran/Conscript.
- *Cipayes* never cause activation of natives.

Conquistadors
- *Dupleix/Bussy* may use the table of conquistadors in ***India*** and never cause activation of natives in ***India***.
- If not in play and up to turn 58, the minimum ✪ @ of period VII may use the table of conquistadors in ***India***.
- *Cipayes* raised or maintained with *Dupleix* are always Veterans.

Indian Allies
- Never cause reactions of natives.
- One LD can be raised each turn in **Québec** and **Grands Lacs**.
- Raised if 1d10+MAN(+2 if Mission)-#(TP⊖ or COL other)≥7.
- Always have at least 5 in Manoeuvre.
- Not affected by terrain if alone in attack.

Spain — HIS

Period	DTI	FTI	Counter limits MNU	COL	TP	Max. ND	Force sizes F-	F+	Art.	class
1492-1519 I	1	2/4†	2	8	1	12	2/1	4/1	2	III
1520-1559 II	2	3*/5†	2	21	3	15	2/1	4/2	3	III
1560-1614 III	3#	3*/5†	3	28	3	30	2/1	5/2	4	III
1615-1664 IV	3*×	3*×	4	29	4	26	3/1	6/1	4	III
1665-1699 V	3*×	3*×	4	30	4	24	3/1	6/2	4	III
1700-1749 VI	3×	4	5	30	5	24	3/1	6/2	5	III
1750-1799 VII	4×	4	6	32	7	24	3/1	6/2	5	III

* Maximum FTI and DTI is 2 if *Expulsion* took place, until IV-2 (1) (Olivares) takes place
× +1 if conciliant † Special FTI applies to COL actions

Habsburg endogamy

#DynA	1–2	3	4	5	6	7	8	9
p. I	.	.	.	.	.	-1	-2	-3
p. II–IV	.	.	.	-1	-1	-2	-3	-3
p. V	.	.	-1	-1	-2	-3	-3	-3
p. VI–VII	.	-1	-2	-2	-3	-3	-3	-3

7 HabW	7 Burl	8 Napl
8 BohW	9 MilW	
12 HunW	10 SpaM	11 PorW	9 BavW

Period	Actions DIPL.	TFI	COL	TP	Conc.	Basic force	Troops purchase	Minimal leaders
1492-1519 I	3	1	2	0	1	A⊕ 3D	4ND/5LD	1✕/1⚓/1✪/1🗡
1520-1559 II	3	1	2	#	1	2A⊕ 3D#	6ND/5LD	2✕/1⚓ */1✪/1🗡
1560-1614 III	4	1[+1]*	2[+2]	#	1	2A⊕ F⊖*	7ND/5LD	2✕/2⚓ */1✪
1615-1664 IV	4	1[+1]†	1[+2]	#	1	2A⊕ F⊖*	7ND/5LD	2✕/2⚓ ×
1665-1699 V	4	1‡‡	1[+1]	#	1	2A⊕ F⊖	5ND/4LD	2✕/2⚓ ×
1700-1749 VI	3	1‡	1 [+1]	1	1	A⊕ A⊖ F⊖	4ND/3LD	1✕/2⚓ */✕$
1750-1799 VII	2	1	1 [+1]	1	1	A⊕ F⊖ 1D	4ND/3LD	1✕/3⚓/1✕$

Use [X] only for Portugallia, while in annexion; add basic force [3D] and purchase [1LD/1ND]
† +1 if conciliant # Add F⊖ if **Campania** is controlled. ‡ +1 as long as the *Asiento* remains Spanish
* 1 COL may serve as 1 TP per turn (either for HIS or Portugallia) × +⚓ for Flota de oro

Recruitment in ROTW

Land recruitment
- COL/TP: 1LD⊖E at normal cost, 1LD at double cost (🗡)
- COL level 6: 2LD at normal cost, A⊖ at double cost (🗡)
- Forts/Missions: none

Sea recruitment
- ROTW building at double cost (🗡,limit)
- COL level 6: normal cost (🗡,limit)
- Fisheries: +1ND⊖E per 2 Fish (normal 🗡, out of limits)

Wood
For eachWood (max. 3):
+1 ND to basic force
+1 ND to purchase

Spanish Tax
Mark off turns where Hollandia is taxed.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

Land Technology	Land Purchase LD	A⊖	War Maintenance (Vt/Cs) LD	A⊖	A⊕	Peace Maintenance (Vt) LD	A⊖	A⊕
Medieval	8	16	6/3	8/5	15/10	8	12	30
Renaissance	12	24	7/4	12/8	20/12	12	25	45
Arquebus	15	30	8/4	15/10	25/15	15	30	60
Muskets	20	40	9/5	20/12	30/18	16	35	65
Baroque	25	50	10/6	25/15	40/20	18	45	75
Manoeuvre	35	70	15/8	40/25	70/40	25	60	100
Lace	45	90	20/9	50/30	80/50	30	75	120

Naval Technology	Navy Purchase NWD	F⊖	Purchase (other) NGD	F⊖ (Ga)	NTD	Maintenance ND	F⊖	F⊕
Carrack	35	70	10	50	40	14	25	55
Nao-Galeon	40	80	10	60	40	17	35	80
Galleon-Fluyt	50	120	15	80	40	20	40	100
Battery	55	150	20	90	40	25	50	110
Vessel	60	190	20	100	40	30	55	120
Three-decker	65	220	20	120	40	35	60	140

1 LD⊖E or 1 ND⊖E costs ½ (rounded up) of the price of 1 LD or ND; A⊖ are created with 2 A⊖ or A⊖ +2LD.

Fish monopoly
Partial +1 ND limit
Total +1 to die for TFI

Religion: Counter-Reform†, Conciliant†

Named Kings
- ***Isabel and Fernando***: at start.
- ***Carlos V***: first king after I-A (Dynastic Alliance of the Habsburg).
- ***Felipe II***: successor of ***Carlos V***.

Recruitment
- **La Valette**: period III+ or out of **Rhodos**, 1d10≥4.

Area of recruitment
- **Castilla La Nueva**, **Andalucía**, **Campania** and **Lombardia**.
- Plus Hollandia and Terræ Depressæ with *Spanish road*.

Privateers
- First F can only be raised in **Calais**, **Flandre**, **Vlaanderen** or **Zeeland**; it cannot leave Europe.
- Second F can only be raised after ***Olivares*** or ***Alberoni***
- Neither can go in STZ of the CC Mediterranean.

Missions
- Each turn in periods I-III, then each even numbered turn.
- Makes Colonial Militia (1LD⊖E/2 levels + 1LD⊖E if mission) Veteran.
+1 to COL/TP placement (if⊖) in the same area.
+1 to tests of reaction of minors and natives in the same area.
-5VP per destroyed mission.
-5VP per area with COL and no mission at the end of each period.

Autonomous States
- Habsburgensis Lombardia: A⊕ [Italy+HIS+AUS]/F
- Habsburgensis Siciliæ: A⊖ [Italy]/F ⊖ [Med.]/F[**Campania**]
- Habsburgensis Hungaria: 1/2A⊕ [AUS to TUR]/F[in Hungaria]
- Habsburgensis Bohemia: A⊕ [HRE to Polonia to Hungaria]/F[**Bohème**]

Asiento
- **Exclusive**
  - Cannot give authorisation of trade in STZ.
  - Cannot use slaves from other countries.
  - Free concurrence action against STZ bordering one COL.
- **Weakened** (periods IV-VII)
  - First time, lose 20VP and 1 Stability.
  - Can use slaves from contraband or other countries.
  - Can give authorisation of trade (cost 10VP).
  - Switching back to exclusive gives overseas CB.
- **Conceded** to one country: Same as weakened plus
  - Can be taken as a peace condition.
  - (Overseas) CB against owner of Asiento.
  - Must use slaves from owner, may require 0 to 4 each turn.
  - Owner gains 20VP +1VP/turn unless slaves are not provided.

Colonial Policy
- Conquistadors can be named Viceroys.
- Viceroys cannot leave the area but provide a free extra COL placement each turn.
- COL must be placed near gold mines before period IV.
- *Gold flow* if exploits ≥⊖ 🗡 per turn.
- Can use *Flota de Oro* and *Flota de Pacifico* each worth 5NTD.

Economy
- Expulsions: +10% national loan, +1 bankruptcy
- **Vlaanderen** MNU destroyed when HOL,FRA and ANG have one

Turkey — TUR

Period	DTI	FTI	Counter limits MNU	COL	TP	Max. ND	Force sizes F-	F+	Art.	class
1492-1519 I	3	2	2	1	2	12	2/1	4/1	1†	I
1520-1559 II	3	3	3	3	6	15	2/1	5/1	2†	I
1560-1614 III	3	3	4	4	4	30	2/1	5/1	3†	I
1615-1664 IV	3	3	5	6	6	26	3/1	5/2	4	I
1665-1699 V	3	3	5	6	6	24	3/1	5/2	4	I
1700-1749 VI	4	4	6	6	6	22	3/1	6/2	4	I
1750-1799 VII	5	4	6	6	6	18	3/1	6/2	4	I

† +1 for *Yeniçeriler* army before reform M-1a

Reforms

ADM 1a	1b	2	MIL 1a	1b	2	3

† -1 if current tech. this or better

Reform	1492	M-1a	M-1b	M-2	M-3
Timar	Arq.	Arq.	Musk.	N/A	
Land cap	Musk.	Bar.	Musk.	Man.	Lace
Malus≥	Arq.†	Musk.†	Musk.†	Bar.†	—
Naval cap	Bat.	Bat.	Vessel	TD	74s
Malus≥	Car†	Car.†	Car.†	Bat.†	—

Period	Actions DIPL.	TFI	COL	TP	Conc.	Basic Force *Tim*	*Jan*	F	Troops purchase	Minimal leaders
1492-1519 I	3	1	0	0	1	3A⊕#	A⊖#	F⊖	5ND/4LD×	1✕#/1⚓
1520-1559 II	4	1	1	1	1	3A⊕#	A⊖#	F⊕	7ND/4LD×	1✕#/2⚓/1🗡
1560-1614 III	3	1	1	1	1	3A⊕#	A⊖#	2F⊕	9ND/5LD×	2✕#/3⚓
1615-1664 IV	3	1	1	1	1	3A⊕#	A⊖#	F⊕ F⊖	9ND/5LD×	1✕#/2⚓
1665-1699 V	3	1	1†	1	1	3A⊕#	A⊖#	F⊕	8ND/4LD×	1✕#/2⚓
1700-1749 VI	3	1	0	1†	2	3A⊕#	A⊖#	F⊕	6ND/4LD×	1✕#/1⚓
1750-1799 VII	2	1	0	0	2	3A⊕#	A⊖#	F⊕	5ND/4LD×	1✕#/1⚓

†Only for existing counters A *Jan/Tim*available: 1492: 2/4; M-1a: 4/2; M-2: 6/0 × reform M-1a: -1LD
reform M-1a = *Tim*: -A⊕ and *Jan*: +A⊖; reform M-1b = *Tim*: -A⊕, reform M-2 = no *Tim*; #M-2: +2✕

Land Technology	Land Purchase LD	A⊖	War Maintenance (Vt/Cs) LD	A⊖	A⊕	Peace Maintenance (Vt) LD	A⊖	A⊕
Medieval	9	18	4/2	12/6	30/10	6	15	30
Renaissance	20	40	5/2	20/10	40/20	8	20	40
Arquebus	23	46	8/3	30/15	50/30	12	40	70
Muskets	25	50	9/3	35/20	55/35	13	50	85
Baroque	30	60	10/4	40/25	60/35	15	60	90
Manoeuvre	35	70	12/5	50/30	70/45	18	65	105
Lace	45	90	15/6	70/40	90/60	20	90	135

Naval Technology	Navy Purchase NWD	F⊖	Purchase (other) NGD	F⊖ (Ga)	NTD	Maintenance ND	F⊖	F⊕
Carrack	50	80	15	50	50	10	40	80
Nao-Galeon	55	110	15	50	50	20	40	90
Galleon-Fluyt	60	155	15	60	50	25	50	110
Battery	65	175	15	70	50	30	55	115
Vessel	70	200	15	90	50	35	60	125
Three-decker	80	220	15	90	50	40	65	180

1 LD⊖E or 1 ND⊖E costs ½ (rounded up) of the price of 1 LD or ND; A⊖ are created with 2 A⊖ or A⊖ +2LD.

Wood
For eachWood (max. 3):
+1 ND to basic force
+1 ND to purchase

Recruitment in ROTW

Land recruitment
- COL/TP: 1LD⊖E at normal cost, 1LD at double cost (🗡)
- COL level 6: 2LD at normal cost, A⊖ at double cost (🗡)
- Forts/Missions: none

Sea recruitment
- ROTW building at double cost (🗡,limit)
- COL level 6: normal cost (🗡,limit)
- Fisheries: +1ND⊖E per 2 Fish (normal 🗡, out of limits)

Facing the Ottomans
Mark here countries having already faced the Ottomans (otherwise, **-2** on shock until one A or F engaged): VEN, Hungaria, Syria, Ægyptus, Genua, Ordo Hospitalis, Persia

Named Sultans
- ***Bâyezîd-i sânî*** (بايزيد ثاني): at start.
- ***I. Süleyman*** (سليمان): first Sultan of period II.
- ***I. Selim*** (سليم اول): successor of ***Bâyezîd-i sânî*** in period I.
- ***Sadrazam (Grand Vizier)***: always available as general *Unknown leader Sadrazam* ([*stats of Sadrazam*]).

European Diplomacy
- No diplomacy on Ordo Hospitalis and Persia.
- pI–pV: CB against Christians and Persia, no offensive alliance.
- Lose 1 Stability when F of Ordo Hospitalis inflict losses on TF.
- May annex capitals & cause crusade by annexing Christian provinces.
- **La Valette**: period III+ or out of **Rhodos**, 1d10≥4.

Ragusa
- Owner/controller of **Montenegro** receives F⊖ for STZ **Adriatique** or 1 free (basic) TFI in *Mediterranean Sea* up to period III.

Barbaresques Pirates
- Test to hold them: 1d10<#period+dipl. bonus.
- Algeria→**Bassin Levantin** (both CTZ Hispania and STZ **Golfe du Lion**) or STZ **Golfe du Lion**;
- Tripolis and Cyrenaica→STZ **Mer Ionienne** or CTZ Venetia
- Tunesia→STZ **Golfe du Lion** or STZ **Mer Ionienne**
- Mauretania→CTZ Hispania.
- Algeria a F⊖ each turn; pI-pIII: ND or 2NGD; pIV+ NGD or NDE.
- Other countries: a F⊖ 2 turns after destruction.
- Exc.: if *Dragut* used, raise F⊖ of Tunesia

Oriental Policy

Great Orient CC
- 100🗡 +10🗡 per 3 non-european COL/TP (1)-10🗡 per 5 Christian COL/TP (2)-10🗡 per 5 Christian TF in STZ **Mer d'Arabie** or STZ **Océan Indien**+10🗡 for each of **Ormus**, **Soqotra**, **S. Malacca/Central Sumatra**(3).
- (1): not in AT with other than TUR or VEN; (2): in ***Asia*** not in ***Siberia***;
- (3): TUR TP/COL or no Christian TP/COL and owner in AT of TUR.
- If CC Grand Orient in Ægyptus, half of it for TUR if owns **Syrie** or diplomatic control of Syria not at war.
- Syria or Ægyptus annexed if A destroyed and capital conquered. Ægyptus annexed→CC Grand Orient moved, Convoy available.

Levant Convoy
- Contains 3NTD×15🗡; +20🗡 when given, -20🗡 +1Stability else.
- Given to controller of CC Mediterranee (CB else) or any MAJ with port on *Mediterranean Sea* not in Trade Refusal.

Development
- May only place COL by land contact (or straits).
- pIII/pIV: one Admiral can go in ***Asia*** (if any TP; not **m** of lowest rank).

Military
- Recruitment area limited to **Trakya** and **Angora**.

Yearly Campaigning of *Timarlar*
- After each winter, attrition with # of *Timarlar* LD on Attrition table
- Roll 1d10+2x the distance in provinces to the National Territory of TUR
- Consider only LD loss (P ignored) as *Timarlar* LD losses.
- Each loss is temporary (refit out of limits, half-cost on next round, free on next turn)

Venice — VEN

Period	DTI	FTI	Counter limits MNU	COL	TP	Max. ND	Force sizes F-	F+	Art.	class
1492-1519 I	4	4	3	0	0	12	2/1	4/1	2	III
1520-1559 II	5	4	4	0	0	15	2/1	5/1	3	III
1560-1614 III	5	4	4	0	2†	18	2/1	5/1	3	III
1560-1614 IV	5	4	4	1†	4†	18	2/1	5/2	3	III

† Only if Venetia is still a MAJ

Italia e San Marco

Period	Actions DIPL.	TFI	COL	TP	Conc.	Basic force	Troops purchase	Minimal leaders
1492-1519 I	1	1	0	0	2	F⊖ 3D	4ND/4LD	1✕†/1⚓
1520-1559 II	3	1	0	0	2	F⊕ 3D	6ND/5LD	1✕†/2⚓
1560-1614 III	3	1	0	1†	1†	F⊕ 3D	6ND/4LD	1✕/1⚓/1⚓ (or 🗡†)
1615-1664 IV	2	1	0	1†	1†	F⊕ 2D	6ND/3LD	1✕/1⚓/1⚓ (or 🗡†)

† Only if Venetia is still a MAJ ‡+1 ✕ if Policy of Italian Dominance is active

Land Technology	Land Purchase LD	A⊖	War Maintenance (Vt/Cs) LD	A⊖	A⊕	Peace Maintenance (Vt) LD	A⊖	A⊕
Medieval	8	16	6/4	8/4	20/10	9	12	25
Renaissance	12	24	8/5	15/10	30/20	12	22	45
Arquebus	15	30	10/6	25/15	40/30	14	30	55
Muskets	20	40	12/7	35/25	50/35	16	40	65

Naval Technology	Navy Purchase NWD	F⊖	Purchase (other) NGD	F⊖ (Ga)	NTD	Maintenance ND	F⊖	F⊕
Carrack	45	75	10	30	40	16	30	60
Nao-Galeon	50	90	10	30	40	20	35	90
Galleon-Fluyt	55	120	15	45	40	30	40	100
Battery	60	150	15	60	40	30	50	110

1 LD⊖E or 1 ND⊖E costs ½ (rounded up) of the price of 1 LD or ND; A⊖ are created with 2 A⊖ or A⊖ +2LD.
One VGD costs twice the cost of 1 NGD and counts as 2 ND for the construction limits.

Named Doges
- ***Barbarigo***: at start.

Specific rules for the Doges
- Reign length: -2 to die-roll; no Dynastic Crisis.
- Used as an admiral.
- Characteristics rolled with +1 to die-roll, and minimal value of 4.

European Diplomacy
- No diplomacy allowed on Genua
- The Pope in Venice: if Roma conquered, +1 to diplomacy on catholics.

Itali e San Marco
- Must be declared during a diplomacy phase; -30VP.
- Can be used on Genua, Lombardia, Mutina, Monte Ferrato, Siciliæ, Sancta Sedes, Parma, Luca, Sabaudia, Toscana.
- These minors can be in AN diplomatically (level 10).
- This gives one CB against each of these minors [TBD].

Trade Policy

Great Orient CC
- 100🗡 +10🗡 per 3 non-european COL/TP (1)-10🗡 per 5 Christian COL/TP (2)-10🗡 per 5 Christian TF in STZ **Mer d'Arabie** or STZ **Océan Indien**+10🗡 for each of **Ormus**, **Soqotra**, **S. Malacca/Central Sumatra**(3).
- (1): not in AT with other than TUR or VEN; (2): in ***Asia*** not in ***Siberia***;
- (3): TUR TP/COL or no Christian TP/COL and owner in AT of TUR.
- If CC Grand Orient in Ægyptus, half of it for VEN if diplomatic control of Ægyptus not at war.
- Syria or Ægyptus annexed if A destroyed and capital conquered. Ægyptus annexed→CC Grand Orient moved, Convoy available.

Salt trade
- Can exploit all Mediterranean salt with a MNU level 2 in **Veneto**.

Ragusa
- Owner/controller of **Montenegro** receives F⊖ for STZ **Adriatique** or 1 free (basic) TFI in *Mediterranean Sea*.

Galleasses
- When technology reached, up to 2 VGD can be bought, one per turn.
- Before *Battery*: 1 VGD = use full fire damage against Galleys; 2 VGD =+1 to Fire roll.
- *Battery* or after: presence of 1 VGD =+1 to Fire roll.
- One VGD must be lost when losing in a Rout.
- Each turn, roll 1d10→number of HOL TF to be placed by VEN [TBD?].
- 1-2 none ; 3-5 one ; 6-8 two; 9-10 three (1 in Mediterranean Sea).

Dutch Trade

Orient Income

pI	T1:	T2:	T3:	T4:	T5:	T6:
pII	T7:	T8:	T9:	T10:	Total pI:	
	T11:	T12:	T13:	T14:	Total pII:	
pIII	T15:	T16:	T17:	T18:	T19:	T20:
	T21:	T22:	T23:	T24:	T25:	Tot:

CC Grand Orient, CC Tempete, convoys of Izmir or *East Indies*, resources exploited with AT, COL/TP producing PO, Spice or Silk, TF in CC Tempete.

Holland

HOL

Period	DTI	FTI	Counter limits MNU	COL	TP	Max. N𝔻	Force sizes 𝔽-	𝔽+	Art.	class
1560-1614 III	4	3/5†	4	3	6	28	2/1	4/1	4	III
1615-1664 IV	5	4/5†	5	10	12	34	3/1	5/1	4	III
1665-1699 V	5	5	6	10	12	36	3/1	6/1	5	III
1700-1749 VI	5	5	7	10	12	30	3/1	6/2	5	III
1750-1799 VII	5	5	7	10	12	25	3/1	6/2	5	III

† Special FTI applies to all actions in the ROTW after the *creation of the VOC*.

Dynasty

Government

Parliament/Stadhouder

Period	Actions Dipl.	TFI	COL	TP	Conc.	Basic Force *Stadhouder*	*Parliament*	Troops Purchase	Minimal leaders
1560-1614 III	4	2×	1	1/2†	2×	𝔸⊕ 𝔽⊖ 1𝔻 ℙ	𝔽⊕ 1𝔻	8N𝔻/5L𝔻	1⚔ø/2⚓/1⛵/(1✪†)
1615-1664 IV	4	2×	2	2	2×	𝔸⊕ 𝔽⊖ 1𝔻 ℙ	𝔽⊕ 1𝔻	7N𝔻/4L𝔻	1⚔ø/2⚓/1⛵/1✪
1665-1699 V	5	2×	1	2	2×	𝔸⊕ 𝔽⊕ 1𝔻 ℙ	𝔽⊕ 2𝔻	7N𝔻/3L𝔻	1⚔ø/2⚓ø/1⛵/1✪
1700-1749 VI	3	2×	1#	1#	2×	𝔸⊕ 𝔽⊕ 1𝔻	𝔽⊕ 2𝔻	5N𝔻/3L𝔻	1⚔ø/3⚓ø/1✵
1750-1799 VII	2	2×	1#	1#	2×	𝔸⊕ 𝔽⊕ 1𝔻	𝔽⊕ 2𝔻	5N𝔻/3L𝔻	1⚔/2⚓/1✵

× +1 if *Parliament* government (in CC Indian if VOC created) † If VOC created # Only if Hollandia is still a MAJ
ø +1⚔ if *Stadhouder* government; +1⚓ if *Parliament* government ℙ = 1 ℙ⊕ maintained or bought for free

Fish monopoly
Partial +1 N𝔻 limit
Total +1 to die for TFI

Wood
For each Wood (max. 3):
+1 N𝔻 to basic force
+1 N𝔻 to purchase

Land Technology	Land Purchase L𝔻	𝔸⊖	War Maintenance (Vt/Cs) L𝔻	𝔸⊖	𝔸⊕	Peace Maintenance (Vt) L𝔻	𝔸⊖	𝔸⊕
Renaissance	10	20	8/5	15/10	30/20	10	20	35
Arquebus	12	24	10/6	20/12	35/25	13	25	45
Muskets	15	30	11/7	25/15	40/30	15	30	50
Baroque	20	40	12/7	35/25	50/35	16	40	65
Manoeuvre	35	70	15/8	40/25	70/40	20	55	90
Lace	50	100	20/9	50/30	80/50	30	70	110

Naval Technology	Navy Purchase NW𝔻	𝔽⊖	Purchase (other) NG𝔻	𝔽⊖ (Ga)	NT𝔻	Maintenance N𝔻	𝔽⊖	𝔽⊕
Nao-Galeon	35	70	—	—	40	15	30	60
Galleon-Fluyt	40	105	—	—	40	20	35	75
Battery	50	135	—	—	40	25	40	90
Vessel	55	170	—	—	40	30	50	110
Three-decker	60	210	—	—	40	35	60	130

1 L𝔻E or 1 N𝔻E costs ½ (rounded up) of the price of 1 L𝔻 or N𝔻; 𝔸⊕ are created with 2 𝔸⊖ or 𝔸⊖ +2L𝔻.

Recruitment in ROTW

Land recruitment
- COL/TP: 1L𝔻E at normal cost, 1L𝔻 at double cost (฿)
- COL level 6: 2L𝔻 at normal cost, 𝔸⊖ at double cost (฿)
- Forts/Missions: none

Sea recruitment
- ROTW building at double cost (฿,limit)
- COL level 6: normal cost (฿,limit)
- Fisheries: +1N𝔻E per 2 Fish (normal ฿, out of limits)

Named Stadhouders
- ***Willem I***: at start of the rebellion, 7 turns, 7/9/9, Stadhouder. Also *Willem I* (♛ A 3.3.2 -1 [Event III-1]).
- ***Oldenbarnevelt***: T19–26, 9/7/7, Parliament.
- ***Maurits***: T20–27, 7/7/9, Stadhouder. Also *M. Nassau* (♛ A 4.5.5 -1 [T20–T27]).
- ***Frederik Hendrik***: T27–32, Stadhouder, 8/7/9. Also *Frederik Hendrik* (♛ A 4.4.3 -1 [T27–T32]).
- ***de Witt***: by V-10, random duration, 9/7/9, Parliament or minister of a Stadhouder. Adds 𝔽⊖ and 𝔸⊕ to *Basic forces* when at war.
- ***Willem III***: T37-43, 7/9/7, Stadhouder, see V-3. Adds 𝔸⊕ to *Basic forces*, also *Willem III* (♛ A 3.3.3 [T37–T43]).

Changing government
- After the death of a sovereign.
- Immediately after being victim of a declaration of war→*Stadhouder*
- Following the acknowledgement of sovereignty by HIS.
- When a named character is available.

Stadhouder
- MIL is at least 5; limits are changed; at most one 𝔸 in the ROTW.
- At the beginning of full involvement in war, gain 𝔸⊕ and one fortress of maximum level in Europe.

Parliament
- ADM is at least 5; limits are changed; at most two 𝔸 in Europe.
- CC Atlantic is worth 150 ฿ if IV-5 (Act of Navigation) is not enforced.

Naval Construction
- If the monarch has at least 7 in both ADM and MIL, two TFI actions can be traded for a free 𝔽⊖ (in addition of Construction limits) if Naval Technology is not *Three-Decker* of higher.

Dutch Flood
- Any national province can be flooded during movement of enemy troops.
- Enemy must retreat and suffer attrition at +2.
- Only dutch troops can move in flooded provinces at the cost of 6 MP.
- Flooding a province cost 5VP and 1 Stability.
- Place a *Pillage*⊕ marker in flooded provinces (not adjusted this turn). Flood last as long as the province is looted.

Army of the VOC

Indiërs
- After VI-17 (The Last of the Great Mughals), *Indiërs* can be raised in ***Asia***.
- 1 L𝔻 can be raised in each TP⊕ and COL⊕ each turn.
- 1L𝔻 of *Indiërs* cost 5 ฿ to raise and 3/1 ฿ to maintain as Veteran/Conscript.
- *Indiërs* never cause activation of natives.

Conquistadors
- *Coen*/*van Diemen*/*Maetsuycker* may use the table of conquistadors in Indonesia.

Exclusivity
- HOL cannot sell, give or trade discoveries as well as COL/TP before period VII.

Loan treaties
- May loan up to 150 ฿ per turn.
- Add 100 ฿ after III-2 (Amsterdam Stock Exchange).
- If Recognised by HIS, no penalty to lend money to MAJ having a different Religion.

Habsburg Empire/Austria

HAB

Period	DTI	FTI	Counter limits MNU	COL	TP	Max. N𝔻	Force sizes 𝔽-	𝔽+	Art.	class
1492-1519 I	2	1	2	0	0	1+3†	2/1	4/1	2	III
1520-1559 II	2	2	2	0	0	1+3†	2/1	4/1	2	III
1560-1614 III	3	2	3	0	0	1+3†	2/1	4/1	3	III/IV×
1615-1664 IV	3	3	3	0	0	1+3†	2/1	4/1	4	III/IV×
1665-1699 V	3	4	4	0	0	1+3†	2/1	4/1	4	III/IV×
1700-1749 VI	4	5	5	0	0	1+3†	2/1	4/1	5	IV
1750-1799 VII	5	5	6	0	0	2+6†	2/1	5/2	6	IV

† Add the right value if AUS* controls at least one port of the Hansa. × Becomes IV after V-9 (From Montecuccoli to Prinz Eugen) or full Habsburg Dissociation (V-5).

Habsburg endogamy

#DynA	1–2	3	4	5	6	7	8	9
p. I	.	.	.	.	.	-1	-2	-3
p. II–IV	.	.	.	-1	-1	-2	-3	-3
p. V	.	.	-1	-1	-2	-3	-3	-3
p. VI–VII	.	-1	-2	-2	-3	-3	-3	-3

7 HabW	7 BurI	8 NapI	
8 BohW		9 MilW	
12 HunW	10 SpaM	11 PorW	9 BavW

Period	Actions Dipl.	TFI	COL	TP	Conc.	Basic force	Troops Purchase	Minimal leaders
1492-1519 I	2	0	0	0	0	𝔸⊕ L𝔻×	0N𝔻†/3L𝔻	2⚔
1520-1559 II	2	0	0	0	0	𝔸⊕ 𝔸⊖×	0N𝔻†/3L𝔻	2⚔
1560-1614 III	2	0	0	0	0	𝔸⊕ 𝔸⊖×	0N𝔻†/3L𝔻	2⚔
1615-1664 IV	3	0†	0	0	0	2𝔸⊕×	0N𝔻†/3L𝔻	2⚔
1665-1699 V	3	0†	0	0	0	2𝔸⊕×	0N𝔻†/4L𝔻	3⚔
1700-1749 VI	4	0†	0	0	0	2𝔸⊕ 𝔸⊖×	0N𝔻†/4L𝔻	3⚔
1750-1799 VII	4	0†	0	0	0	2𝔸⊕ 𝔸⊖ 𝔻×	0N𝔻†/4L𝔻	4⚔

† +1 or 1N𝔻 if AUS* controls at least one port of the Hansa. × If Habsburgensis Hungaria not autonomous, add 𝔸⊕ if I-D (Habsburg Inheritance of Hungary) was activated or has 10+ provinces of Hungaria, else 𝔸⊖ (after I-E (Downfall of Hungary) or none of these events).

Land Technology	Land Purchase L𝔻	𝔸⊖	War Maintenance (Vt/Cs) L𝔻	𝔸⊖	𝔸⊕	Peace Maintenance (Vt) L𝔻	𝔸⊖	𝔸⊕
Medieval	8	16	6/3	8/5	15/10	8	12	25
Renaissance	12	24	7/4	12/8	20/12	10	18	30
Arquebus	20	40	8/4	15/10	25/15	12	25	40
Muskets	25	50	9/5	20/12	30/18	15	30	45
Baroque	35	70	10/6	25/15	40/20	16	40	60
Manoeuvre	40	80	12/7	30/20	50/25	18	45	75
Lace	45	90	15/8	40/25	60/35	25	60	90

Naval Technology	Navy Purchase NW𝔻	𝔽⊖	Purchase (other) NG𝔻	𝔽⊖ (Ga)	NT𝔻	Maintenance N𝔻	𝔽⊖	𝔽⊕
Carrack	50	80	15	50	50	15	25	55
Nao-Galeon	55	110	15	50	50	17	35	80
Galleon-Fluyt	60	155	20	60	50	20	40	90
Battery	65	175	20	70	50	25	45	100
Vessel	70	200	25	90	50	30	50	110
Three-decker	80	220	25	90	50	40	60	130

1 L𝔻E or 1 N𝔻E costs ½ (rounded up) of the price of 1 L𝔻 or N𝔻; 𝔸⊕ are created with 2 𝔸⊖ or 𝔸⊖ +2L𝔻.

Named Archidukes
- At start: roll for a random Monarch.
- ***Maria Theresia***: due to VI-13 (War of Austrian Succession).

Autonomous States
- Hasburgensis Siciliæ: 𝔸⊖ [*Italy*], 𝔽⊖ [Med.], 𝔣[**Campania**]; autonomy is mandatory.
- Habsburgensis Lombardia: 𝔸⊕ [*Italy*, HIS, AUS], 𝔣
- Habsburgensis Hungaria: 1 or 2𝔸⊕ [AUS, Polonia, Bohemia, Hungaria, *Balkans*, TUR], 𝔣[any number in Hungaria]
- Habsburgensis Bohemia: 𝔸⊕ [HRE, AUS, Polonia, Hungaria], 𝔣[**Bohème**]
- Habsburgensis Hungaria, Habsburgensis Bohemia and possibly Habsburgensis Lombardia are for AUS.
- If Habsburgensis Hungaria has 4 provinces or less, only 1𝔸⊕.
- Hasburgensis Siciliæ for AUS comprises **Sicilia**, **Palermo**, **Saldígna**.

Hungaria
- May use all units of Hungaria if it owns 7+ of its provinces.
- May use half the units of Hungaria if it owns 4 to 6 of its provinces.
- May not use any units if Habsburgensis Hungaria exists.

Baltic Fleet
If AUS annexes a province part of the territory of Hansa:
- 𝔽 counter available (anywhere).
- TF available starting in period VI.
- Limits are changed.

Poland

POL

Period	DTI	FTI	Counter limits MNU	COL	TP	#𝔽	Max. N𝔻	Force sizes 𝔽-	𝔽+	Art.	class
1492-1519 I	2	1†	2	0	0	0(1)	1(2)	1/1	2/1	1	IIM
1520-1559 II	2	2†	3	0[1]	0[1]	0(1)	2(4)	1/1	3/1	2	IIM
1560-1614 III	2†	2†	3†	1[3]	1[3]	1	4(6)	1/1	3/1	3	IIM
1615-1664 IV	2†	2†	3†	1[4]	1[4]	1	4(6)	2/1	4/1	3	IIM
1665-1699 V	3†	2†	4†	2[4]	2[4]	1	6	2/1	4/1	4	IIM
1700-1749 VI	4	3	5	2[4]	2[4]	1	7	2/1	5/2	4	IIM
1750-1799 VII	5	3	5	2[4]	2[4]	1	7	2/1	5/2	4	IIM

†Add 1 if *Lublin Union* is in effect or protestant
(X) apply this for protestant [X] apply this if orthodox or protestant

Dynasty

Also mark down *Liberum Veto*, *Union of Lublin*, *Absolutism*.

Religion

Conciliatory✝, Counter-Reform✝, Orthodox‡, Protestant☨

Period	Actions Dipl.	TFI	(1) COL/TP (2)		Conc.	Basic Force Polonia	Lituania	Ukraina	Troops Purchase	Minimal leaders
1492-1519 I	2†	0‡	0‡	0	0	1⚔; 𝔸⊕	1⚔; 𝔸⊕	𝔸⊖	0N𝔻/4L𝔻	
1520-1559 II	2†	0‡	0‡	½	0	1⚔; 𝔸⊕ (𝔻)	1⚔; 𝔸⊕	𝔸⊖ (L𝔻)	0N𝔻‡/4L𝔻	
1560-1614 III	2†	0‡	0‡×	1	½	1⚔; 𝔸⊕ (𝔻)	2⚔; 𝔸⊕	𝔸⊖ (—)	1N𝔻/4L𝔻	[1✪](1⛵)
1615-1664 IV	3†	1	0‡×	1	1	1⚔; 𝔸⊕ (𝔽⊖)	1⚔; 𝔸⊕	𝔸⊖ (—)	1N𝔻/4L𝔻	[1✪](1⛵)
1665-1699 V	3	1	0‡×	1	1	1⚔; 𝔸⊕ (𝔽⊖)	1⚔; 𝔸⊕	𝔸⊖ (—)	1N𝔻/3L𝔻	[(1✪)]
1700-1749 VI	2	1	1×	0	0	1⚔; 𝔸⊕ (𝔽⊖)	1⚔; 𝔸⊕	L𝔻 (—)	1N𝔻/3L𝔻	
1750-1799 VII	2	1	1×	0	0	1⚔; 𝔸⊕ (𝔽⊖)	1⚔; 𝔸⊕	L𝔻 (—)	1N𝔻/3L𝔻	

(1)/(2) Choose freely between COL and TP [X]: apply this for orthodox (X): apply this for protestant
(1) Apply this for Orthodox (2) Apply this for Protestant × +1 action in STZ **Baltique** if at least 3 ports on that sea
† -1 if protestant, +1 if conciliant ‡ +1 if protestant ½ One action every two turns (not consecutive turns)

Wood
For each Wood (max. 3):
+1 N𝔻 to basic force
+1 N𝔻 to purchase

Land Technology	Land Purchase L𝔻	𝔸⊖	War Maintenance (Vt/Cs) L𝔻	𝔸⊖	𝔸⊕	Peace Maintenance (Vt) L𝔻	𝔸⊖	𝔸⊕
Medieval	8	16	2/1	8/4	20/10	3	12	30
Renaissance	10	20	3/1	15/5	30/15	5	20	40
Arquebus	13	26	4/2	20/12	40/25	6	25	50
Muskets	18	36	5/2	30/15	50/30	8	35	70
Baroque	23	46	7/3	40/20	60/40	12	45	80
Manoeuvre	28	56	10/4	50/25	70/40	15	55	100
Lace	35	70	15/5	60/40	90/60	25	70	120

Naval Technology	Navy Purchase NW𝔻	𝔽⊖	Purchase (other) NG𝔻	𝔽⊖ (Ga)	NT𝔻	Maintenance N𝔻	𝔽⊖	𝔽⊕
Carrack	50	80	15	50	50	15	25	55
Nao-Galeon	55	110	15	50	50	17	35	80
Galleon-Fluyt	60	155	15	60	50	20	40	90
Battery	65	175	20	70	50	25	45	100
Vessel	70	200	20	90	50	30	50	110
Three-decker	80	220	20	90	50	40	60	130

1 L𝔻E or 1 N𝔻E costs ½ (rounded up) of the price of 1 L𝔻 or N𝔻; 𝔸⊕ are created with 2 𝔸⊖ or 𝔸⊖ +2L𝔻.

Recruitment in ROTW

Land recruitment
- COL/TP: 1L𝔻E at normal cost, 1L𝔻 at double cost (฿)
- COL level 6: 2L𝔻 at normal cost, 𝔸⊖ at double cost (฿)
- Forts/Missions: none

Sea recruitment
- ROTW building at double cost (฿,limit)
- COL level 6: normal cost (฿,limit)
- Fisheries: +1N𝔻E per 2 Fish (normal ฿, out of limits)

Named Kings
- ***John and Alexander***: at start.
- ***Zygmunt I***: successor of ***John and Alexander***.
- ***Báthory***: values 8/7/9, Also a general *Báthory* (⚔ B 5.2.4 [T17–T22]).
- ***Sobiesky***: values 8/7/9, Also a general *Sobieski* (⚔ A 4.2.5 ↔ ♛ A 4.2.5 [T37–T42]).
- ***Zygmunt III***: after III-13 (Union between Polonia and Suecia).
- ***August II***: after V-12 (Augustus II, a Saxon king in Poland).
- ***Patkul***: values 5/9/4, Also a general *Patkul* (⚔ A 4.2.2 ↔ ♛ A 4.2.2 [T42–T46]). May also be a minister. During his service, no alliance with SUE, POL may sign limited offensive alliances against SUE.
- ***Stanislas***: by VI-1 (The Great Northern War).

Elective monarchy
- Generals above can be chosen as kings instead of rolling for a new one.
- If retired by event, remains available as a normal leader.
- +1 to the die for Manoeuvre and Shock of kings.

Trade
- POL may only use 3 TF if not Protestant.

Internal Policy

Before Union of Lublin
- -2 to the die for DC/reign length.
- Separate forces for Polonia and Lituania.

After *Liberum Veto*
- -2 to the die for DC/reign length.
- -5 to raise Stability if at war with a MAJ.
- -2/-3 Stability to declare war with/without CB.
- War for *Absolutism* may be started.
- Cannot maintain fortress of level >3 at peace.

Warsaw
- **Mazowia** can be annexed starting from ***Zygmunt I***.
- Warszawacan be made a second capital →immediate +2 Stability.

Cossacks
- 𝔸 and 4L𝔻 can be used by POL and raised in Ukraina if at least one province owned.
- If 𝔸 present and not at war against TUR or Crimea, agitations possible (remove army for the turn).
- Choose RUS or TUR, roll a revolt if die+M≥10.
  - +2 if target is TUR.
  - +2 if 𝔸⊕.
- Revolt does not happen if south (included) of **Alep**, **Kordistān** and **Azarbāyadjān**.

Prussia

PRU

Period	DTI	FTI	Counter limits MNU	COL	TP	Max. N𝔻	Force sizes 𝔽-	𝔽+	Art.	class
1700-1749 VI	5	5	3	1	1	1	—	—	6	IV
1750-1799 VII	5	5	4	2	2	2	—	—	6	IV

Period	Actions Dipl.	TFI	COL	TP	Conc.	Basic force	Troops Purchase	Minimal leaders
1700-1749 VI	3	0×	0	0	0×	2𝔸⊕	1N𝔻/3L𝔻	3⚔
1750-1799 VII	3	0×	0	0	0×	2𝔸⊕	1N𝔻/3L𝔻	3⚔

× +1 action in STZ **Baltique** if at least 3 ports on that sea

Wood
For eachWood (max. 3):
+1 N𝔻 to basic force
+1 N𝔻 to purchase

Land Technology	Land Purchase L𝔻	𝔸⊖	War Maintenance (Vt/Cs) L𝔻	𝔸⊖	𝔸⊕	Peace Maintenance (Vt) L𝔻	𝔸⊖	𝔸⊕
Baroque	23	46	7/3	30/18	50/35	11	40	70
Manoeuvre	30	60	10/4	40/20	60/40	15	50	85
Lace	30	60	12/5	50/25	70/50	18	60	100

Naval Technology	Navy Purchase NW𝔻	𝔽⊖	Purchase (other) NG𝔻	𝔽⊖ (Ga)	NT𝔻	Maintenance N𝔻	𝔽⊖	𝔽⊕
Carrack	50	80	15	50	50	15	25	55
Nao-Galeon	55	110	15	50	50	17	35	80
Galleon-Fluyt	60	155	15	60	50	20	40	90
Battery	65	175	20	70	50	25	45	100
Vessel	70	200	20	90	50	30	50	110
Three-decker	80	220	20	90	50	40	60	130

1 L𝔻E or 1 N𝔻E costs ½ (rounded up) of the price of 1 L𝔻 or N𝔻; 𝔸⊕ are created with 2 𝔸⊖ or 𝔸⊖ +2L𝔻.

Named Kings
- ***Friedrich-Wilhelm***: at start (8/5/9, dies turn 51).
- ***Friedrich II***: Beginning of VII-1 (The Seven Years War) or after ***Friedrich-Wilhelm*** (9/9/9), also *Friedrich II* (♛ <♥> A 6.6.6 -1 [T51–T59]), no survival for 6 turns.
  - No -1 at survival tests after battle.
  - Escape the first death in battle (by hiding in hay).
  - During his Reign, PRU may break any Alliance for the cost of 1 Stability (instead of 2).
  - Military revolution with ***Friedrich II*** during certain wars. [TBD]

Military means
- Troops recruited below purchase limit are veterans.
- Can make exceptional recruitment after a major defeat **without** losing 1 Stability.
- One free multiple campaign each turn (two if ***Friedrich II*** reigns).

Silesia
- Gains 1 lv. of MNU (Metal/Silesia) as soon as both **Silésie** and **Lausitz** are owned.

Part V

Scenarios

Scenarios

Chapter XXVI

TODO: Add battle scenarios, war scenarios and short campaigns (from EU6).

XXVI.1 The Great Campaign

Design note: The Great Campaign is the way this game is meant to be played. It retrace history of the world from the European perspective between the discovery of the New World and the French Revolution.
The Great Campaign is currently designed for 9 players. One of them only starts to play in period III, taking the role of the Dutch as they revolt against the Spanish empire. Six of the players play each a single country while the three other play several countries.
We start here by describing the setup at the beginning of the game, followed by indications on what happens whenever a player has to change and play another country. Lastly, we give the indications for who plays which country both for the standard nine players game and for variants with fewer players.

XXVI.1.1 Placement in 1492 (turn 1)

XXVI.1.1.1 Miscellaneous

A During round 1 of turn 1, No country may explore a STZ adjacent to ***America***, unless the stack is commanded by *Colón*.
B No monarch survival roll is made for turn 1.

C Marco Polo All coastal provinces in the areas between **Balouchistan** and **Nankin** (included) are known by all players.

XXVI.1.1.2 Global markers

A Inflation is on the leftmost 5% box.
B The prices of all exotic resources are at their respective minimums, as shown on the track.
C Land Technologies: *Latin* 6, *Orthodox* 4, *Islam* 4, *Asia* 1. Naval Technologies: *Latin* 7, *Orthodox* 4, *Islam* 5, *Asia* 1.
C.1 Technological goal are on the boxes shown on the counters.
D Karnāṭaka and **Bānglā** only produce 1 of each resource: put the "1 resource" markers there.
E There is no Russian CTZ. Put a counter there.
F Sund taxes are not raised. Put the "Free trade" counter.

XXVI.1.1.3 Anglia

A The monarch is ***Henry VII*** (6/7/7), followed by ***Henry VIII***. The Stability is +1, and ANG is *Catholic*.

B Owned provinces.

B.1 National territory : **Cumberland**, **Durham**, **Yorkshire**, **Lancashire**, **Cymru**, **Midlands**, **Lincolnshire**, **East Anglia**, **Gloucester**, **Cornwall**, **Wessex**, **Kent**.

B.2 Other provinces : **Connacht**, **Mumhan**, **Laighean**, **Brega**, **Uladh** and **Calais**.

B.3 Known sea zones : **Mer des Açores**.

C Diplomatic track :
|VA Scotia

D Economical situation :
D.1 MNU of Metal on side⊖ in **Midlands**, MNU of Cloth on side⊖ in **East Anglia**, MNU of Fish on side⊖ in **Wessex**, FTI is 2 and DTI is 1.
D.2 Initial treasury is 50 ₧.
D.3 TF level 2 in CTZ Anglia, level 2 in STZ **Mer du Nord**, level 2 in STZ **Baltique** and level 2 in STZ **Mer des Canaries**.
E *Land technology* is 5 and *Naval technology* is 9. 1A⊖, 1L𝔻, 1F⊖ (2NW𝔻/1NT𝔻), 1N𝔻, 1NT𝔻 are raised.

XXVI.1.1.4 Francia

A The monarch is ***Charles VIII*** (5/7/9). The Stability is +3, and FRA is *Catholic*.

B Owned provinces.

B.1 National territory : **Finistère**, **Armor**, **Morbihan**, **Vendée**, **Poitou**, **Limousin**, **Touraine**, **Maine**, **Normandie**, **Caux**, **Île-de-France**, **Orléanais**, **Berry**, **Auvergne**, **Cévennes**, **Quercy**, **Guyenne**, **Béarn**, **Languedoc**, **Provence**, **Dauphiné**, **Lyonnais**, **Bourgogne**, **Troyes**, **Champagne** and **Picardie**.

B.2 [BLP] Sabaudia has an occupation in **Dauphiné**.

B.3 Known sea zones : **Mer des Açores**, **Mer des Canaries**.

C Diplomatic track :
|MA Sabaudia

D Economical situation :
D.1 MNU of Metal on side⊖ in **Champagne**, MNU of Wine on side⊖ in **Guyenne**, FTI is 1 and DTI is 2.
D.2 Initial treasury is 100 ₧.
D.3 TF level 2 in CTZ Francia, level 1 in STZ **Golfe du Lion**, level 1 in STZ **Mer Ionienne** and level 1 in STZ **Mer des Canaries**.
E *Land technology* is 9 and *Naval technology* is 7. 1A⊕, 1A⊖, 1N𝔻 and 2NG𝔻 are raised.

XXVI.1.1.5 Hispania

A The monarch is ***Isabel and Fernando*** (6/7/6). The Stability is +2, and HIS is *Catholic*.

B Owned provinces.

B.1 National territory : **Galiza**, **Salamanca**, **Extremadura**, **Huelva**, **Gibraltar**, **Granada**, **Murcia**, **La Mancha**, **Toledo**, **Castilla La Nueva**, **Castilla La Vieja**, **Asturias**, **Vizcaya**, **Navarra**, **Pirineos**, **Catalunya**, **León**, **Cáceres**, **Andalucía**, **Córdoba**, **València**, **Aragón**.

B.2 Other provinces : **Illes Balears**, **Rosseló**, **Saldígna**, **Sicilia**, **Palermo**, **Malta**, **Islas Canarias**.

B.3 Known sea zones : **Mer des Açores**, **Mer des Canaries**.

C Diplomatic track :
|SUB Genua
|RM Sancta Sedes and Siciliæ

D Economical situation :
D.1 MNU of Metal on side⊖ in **Toledo**, FTI is 2 and DTI is 1. A MNU of Cloth on side⊕ is placed in **Vlaanderen**, and will be available only after event I-B (Burgundy Inheritance).

D.2 Initial treasury is 150 ₿.
D.3 TF level 2 in CTZ HISPANIA, level 2 in STZ **Golfe du Lion** and level 1 in STZ **Mer des Canaries**.
E *Land technology* is 7 and *Naval technology* is 9. 1𝔸⊕, 1𝔽⊖ (4NG𝔻/1NT𝔻), 3N𝔻 are raised. [BLP] 1 *Præsidio* of level 1 in **Algérie** (Spanish presence on the Peñòn started during the Middle ages, the island was only fortified in 1510).

XXVI.1.1.6 POLONIA

A The monarch is ***John and Alexander*** (4/5/4), followed by ***Zygmunt I***. The Stability is +2, and POL is *Catholic*.

B Owned provinces.

B.1 Polish National territory : **Wielkopolska**, **West Preußen**, **Danzig**, **Lublin**, **Małopolska**, **Wołyń**, **Prypeć**,

B.2 Lithuanian National territory : **Lietuvą**, **Smolenską**, **Baltarusija**, **Severia**, **Žemaitija**, **Polacak**.

B.3 Other provinces (These provinces belong to UKRAINA): **Ukraïnya**, **Podolie**, **Poltava**.

C Diplomatic track :
VA MAZOVIA and UKRAINA (special)
RM HUNGARIA and BOHEMIA

D Economical situation :
D.1 MNU of Cereals on side⊖ in **Lietuvą**, MNU of Metal on side⊖ in **Wielkopolska**, FTI is 1 and DTI is 1.
D.2 Initial treasury is 100 ₿.
D.3 No TF.
E *Land technology* is 6 and *Naval technology* is 6. 1𝔸⊕ for POLONIA, 1𝔸⊕ for LITUANIA, 1𝔸⊖ for UKRAINA are raised.

XXVI.1.1.7 PORTUGALLIA

A The monarch is ***João II*** (8/6/7), followed by ***Manuel I*** (8/6/8) at the beginning of T2. The Stability is +3, and POR is *Catholic*.

B Owned provinces.

B.1 National territory : **Trás-os-Montes**, **Beira**, **Tejo**, **Alentejo**, **Algarve**.

B.2 Other provinces : **Tânger**, **Açores**.

B.3 Already Placed COL : *La Praya* (level 4), in **CABO VERDE**, exploits 1 Fish. No more malus for COL placement.

B.4 Already placed TP : Elmina (level 3) in the western part of **CÔTE D'OR**, exploits 3 Slaves and two Gold Mines (see section XIV.4.1.5 (The African gold)).

B.5 Already placed mission : One mission (Kongo) in a coastal province of ***AFRICA***, West of **CAP** (excluded).

B.6 Known sea zones : **Mer des Açores**, **Mer des Canaries**, **Banc d'Arguin**, **Baie de Gambie**, **Golfe de Guinée**, **Côte d'Angola**, **Cap de Bonne-Espérance**.

B.7 Known provinces : The three provinces of **CAMEROUN**, the two provinces of **CÔTE D'OR**, **CABO VERDE**, the province where the mission is placed.

C Diplomatic track : Nothing

D Economical situation :
D.1 MNU of Instruments on side⊖ in **Tejo**, MNU of Wine on side⊖ in **Trás-os-Montes**, FTI is 2 (5 for ROTW) and DTI is 3.
D.2 Initial treasury is 400 ₿.
D.3 TF level 3 in STZ **Mer des Canaries** and level 1 in STZ **Golfe de Guinée**.
E *Land technology* is 7 and *Naval technology* is 10. 1𝔸⊖, 1𝔽⊖ (2NW𝔻/1NT𝔻), 1L𝔻 are raised, all in Europe.

XXVI.1.1.8 RUSSIA

A The monarch is ***Ivan III*** (6/7/8). The Stability is +3, and RUS is *Orthodox*.

B Owned provinces.

B.1 National territory : **Moskva**, **Kaluga**, **Novgorod**, **Ingermanland**, **Onega**, **Ladoga**, **Yaroslavl'**, **Vyatka**.

C Diplomatic track :
MA CAZAN
RM CRIMEA

D Economical situation :
D.1 MNU of Cereals on side⊖ in **Novgorod**, FTI and DTI is 1.
D.2 Initial treasury is 100 ₿.
D.3 No TF.
E *Land technology* and *Naval technology* is 4. 3𝔸⊕ are raised.

XXVI.1.1.9 TURCIA

A The monarch is ***Bāyezīd-i sānī*** (7/5/6), followed by either ***I. Selim*** or ***I. Süleyman***. The Stability is +2, and TUR is *Sunni*.

B Owned provinces.

B.1 National territory : **Trakya**, **Çanakkale Boğazı**, **İzmir**, **Bursa**, **Makedonya**, **Bulgaristan**, **Kosovo**, **Doğu Rumeli**, **Kocaeli**, **Trabzon**, **Angora**, **Sinop**, **Antalya**, **Konya**, **Anadolu**, **Kilikya**.

B.2 Other provinces : **Alabania**, **Hellas**, **Moreas**, **Caffa**.

B.3 Already place mission Ka'aba is in **W. Nedj** (Mẹcca).

B.4 Known sea zones : **Mer rouge**, **Golfe Persique**.

B.5 Known provinces ; **W. Nedj**.

C Diplomatic track :
RM MOLDAVIA
VA WALACHIA

D Economical situation :
D.1 MNU of Art on side⊖ in **Trakya**, FTI is 2 and DTI is 3.
D.2 Initial treasury is 400 ₿.
D.3 TF level 2 in CTZ TURCIA, level 2 in STZ **Mer Noire occidentale**.
E *Land technology* is 8 and *Naval technology* is 8. 1𝔸⊖ of *Yeniçeriler*, 3𝔸⊕ of *Tımarlar*, 1𝔽⊖ (4NG𝔻/1NT𝔻) and 5 *Pashas* are raised.

XXVI.1.1.10 VENETIA

A The monarch is ***Barbarigo*** (8/5/6). The Stability is +3, and VEN is *Catholic*.

B Owned provinces.

B.1 National territory : **Veneto**, **Mantova**, **Friuli**, **Istria**.

B.2 Other provinces : **Dalmacija**, **Corfou**, **Kreta**, **Cyclades**, **Chypre**.

C Diplomatic track :
SUB ÆGYPTUS

D Economical situation :

D.1 MNU of Salt on side⊕ in **Veneto**, MNU of Art on side⊖ in **Veneto**, MNU of Wine on side⊖ in **Chypre**, FTI is 3 and DTI is 3.
D.2 Initial treasury is 200 ₿.
D.3 TF level 4 in CTZ VENETIA, level 2 in CTZ TURCIA, level 3 in STZ **Mer Ionienne** and level 3 in STZ **Mer Noire occidentale**. VEN owns the CC Mediterranee.
E *Land technology* is 5 and *Naval technology* is 9. 1𝔸⊖, 1𝔽⊕ (8NG𝔻/1NT𝔻) are raised. 2 *Præsidios* of level 2 are placed in **Moreas** and **Alabania** and 2 of level 1 are placed in **Hellas** and **Montenegro**.

XXVI.1.1.11 Minor countries

A Provinces :
A.1 **Trentino** does initially belong to HABSBURGUM.
A.2 **Bresse** does initially belong to SABAUDIA.

A.3 [BLP] SABAUDIA has an occupation in **Dauphiné**.
A.4 **Gotland**, **Västergotland** and **Skåne** initially belong to DANIA.
A.5 **Montenegro**, **Serbia** and **Bosna** are initially neutral.

B Trade Fleets :
B.1 HOLLANDIA has a TF lv. 5 in CTZ HOLLANDIA, lv. 2 in CTZ HISPANIA, lv. 3 in CTZ ANGLIA, lv. 5 in CTZ FRANCIA, lv. 4 in STZ **Baltique**, lv. 4 in STZ **Mer du Nord**, lv. 2 in STZ **Golfe du Lion** and lv. 3 in STZ **Mer Ionienne**. The CC Atlantic is in **Vlaanderen**
B.2 SCOTIA has a TF lv. 3 in STZ **Mer du Nord**.
B.3 DANIA has a TF lv. 3 in STZ **Baltique** and lv. 1 in STZ **Mer du Nord**.
B.4 HANSA has a TF lv. 3 in STZ **Baltique** and lv. 2 in STZ **Mer du Nord**.
B.5 SUECIA has a TF lv. 3 in STZ **Baltique**.
B.6 GENUA has a TF lv. 3 in STZ **Golfe du Lion**, lv. 4 in CTZ HISPANIA and lv. 2 in STZ **Mer Ionienne**.
B.7 AYMAN has a TF lv. 2 in STZ **Mer d'Arabie**.
B.8 ADEN has a TF lv. 2 in STZ **Océan Indien**.
B.9 GUZARATE has a TF lv. 4 in STZ **Mer d'Arabie**, lv. 2 in STZ **Océan Indien** and lv. 1 in STZ **Cap des tempêtes**. The CC Indian is in Ḍiụ.
B.10 IAPONIA has a TF lv. 3 in STZ **Mer de Chine**.
B.11 CHINA has a TF lv. 3 in STZ **Mer de Chine**.

C ROTW
C.1 AYMAN has a COL lv. 4 (Oman, 1 Spices) in **E. Oman** and a TP lv. 2 (1 Spices, 1Slaves) in **Zanzibar**.
C.2 ADEN has a COL lv. 4 (Aden, 1 Spices) in **E. Aden**.
C.3 GUZARATE has a TP lv. 3 (2 PO, 1 Spices) in **Diu**, a TP lv. 1 (1 PO) in **S. Malacca**, a TP lv. 1 (1 PO) in **N. Malacca**, a TP lv. 1 (1 Slaves) in **N. Nyasa**, a TP lv. 1 (1 PO) in **S. Kenya**, a TP lv. 1 (1 PO) in **Ormus**, a TP lv. 2 (1 PO) in **Mumbaï**, a TP lv. 3 (1 PO, 1 Spices) in **Goa**, a TP lv. 3 (2 Spices) in **Koḷikoṭ** and a TP lv. 2 (1 PO, 1 Spices) in **S. Malabāṟ** (Cochin).
C.4 GUZARATE also owns **MALACCA** and **GUJARAT**. The TP in those regions benefit from the natives, and the town protection in **Diu**, if needed.
C.5 BISINAGAR owns **ORISSĀ**, **GONḌĀNĀ**, **KARNĀṬAKA**, **MALABĀṞ**, **HYDĀRABAD** and **MUMBAÏ**.
C.6 SIBERIA has a TP lv. 3 (2 Fur) in **S. Sibérie**.

D Miscellaneous [BLP]
D.1 The ℙ of CYRENAICA and TUNESIA are not here. They will arrive as reinforcement at turn 2.

XXVI.1.2 Transfers: New Situations of the Powers

A Some countries become major powers during the course of the game (rather than in 1492). Their initial situation is described here.
A.1 The precise moment of change, as well as the player playing these countries, depends on the number of players in the campaign.

XXVI.1.2.1 Becoming SUECIA

A If event event II-4 (End of the Union of Kalmar) did not occur before SUE becomes a MAJ, it will happen as one event of the turn (as if rolled for) and one less event is rolled for.

B Ruling Monarch. The ruling monarch is ***Gustav I*** if the *union of Kalmar* is still active, ***Erik XIV*** else. The Stability is +2, minus the number of turns of an ongoing war.

C Owned provinces: the ones already owned by MINSUECIA before the transfer, usually **Småland**, **Jämtland**, **Gästrikland**, **Bergslagen**, **Svealand**, **Finland**, **Tavastland**, **Nyland**, **Karelen**.

D Diplomatic track No special rules. Ongoing wars continue.

E Economical situation
E.1 1MNU of Wood on side⊕ in **Svealand**, 1 MNU of Metal on side⊖ in **Jämtland**, FTI is 2 and DTI is 3. TF: those that are here (3 levels in **Baltique** in 1492).
E.2 Initial treasury is 150 ₿.

F Military
F.1 Land technology is placed 3 boxes behind the most advanced counter (but at least at the level of the *Latin* counter). *Naval technology* is 1 box ahead of the *Latin* counter.
F.2 1𝔸⊕, 2L𝔻, 1𝔽⊖ (2NW𝔻/1NT𝔻), the Transport 𝔽⊕ (with 4NT𝔻) and 2 fortress levels are already raised if SUECIA was at peace and may be placed freely. If already at war, the equivalent of 3L𝔻, the Transport 𝔽⊕ (with 4NT𝔻) and 2 fortress levels are raised for free in the owned territory, up to the limit above (excess forces are lost). Forces already present remain in place.

XXVI.1.2.2 Becoming HOLLANDIA

A HOL becomes a major power when event III-1 (1) (Revolt of the United Provinces) occurs. This usually happens in the first turns of period III.
A.1 It is played by a new player.
B See section XIV.11.2 (Revolt of the United provinces) and event III-1 (1) (Revolt of the United Provinces) for the initial state of HOLLANDIA.

XXVI.1.2.3 Becoming AUSTRIA

A The Austrian Habsburgs. If AUS becomes a major country in period IV or earlier, the monarch is ***Ferdinand II***, whose values and length are obtained at random (a Dynastic Crisis is not possible).

B The dissociation of the Habsburgs (caused by event V-4 (The War of Spanish Succession)). If AUS becomes a major country in period V or later, the monarch is ***Ferdinand III***, with values 6/8/7, whose reign length should be rolled for (a Dynastic Crisis is not possible).

C General Situation
C.1 The Stability is +3, minus the number of turns of an ongoing war, adjusted with the Major battles of the previous turn (only).
C.2 AUS* is *Catholic/Counter-Reformation*.

C.3 Owned provinces: the territory of HABSBURGUM, or the ones decided by event V-4 (The War of Spanish Succession) if the transfer takes place at the time of the Dissociation.

D Diplomacy A white peace or a negotiated peace (but not a formal peace) may be negotiated and signed immediately in wars, excepted for the ones that can be aggravated in event IV-A (Thirty Years' War).
D.1 The minor powers on the Diplomatic Tracks are now liege of AUS.

E Economical situation
E.1 1 MNU in period I or II, 2 MNU in period III or IV, 3 MNU in period V, and 4 if in period VI or VII; one being⊖ and the rest (if any)⊕. Initial DTI is 2 in periods I to III, and 3 in period IV and afterwards. Initial FTI is 2 in periods I to IV, and 3 in period V or afterwards.
E.2 Initial treasury is 400 ⅊.

F military
F.1 Unless already placed, *Land technology* is placed on the same box as HIS.
F.2 The equivalent of 3⚔⊕ and 2 fortress levels are already raised and may be placed freely. If already at war, the excess forces are kept, and the missing forces are raised for free, but these will be *Conscripts*.

XXVI.1.2.4 Becoming PRUSSIA

A Kingdom of Prussia If event IV-11 (The Great Elector Friedrich-Wilhelm of Prussia) or event V-13 (Creation of the Kingdom of Prussia) were not played yet, they are considered as the first political event(s) rolled for this turn. However, the provinces of *DUCHY OF PRUSSIA* still owned by POLONIA are transferred immediately to PRU (no VPs are won for this transfer).

B Ruling Monarch. Before turn 51, the monarch is ***Friedrich-Wilhelm***. At the beginning of turn 51, the monarch becomes ***Friedrich II***. The Stability is +3, minus the number of turns of an ongoing war, and PRU is *Protestant*.

C Owned provinces: the ones already owned by BRANDENBURGUM, plus the ones of *DUCHY OF PRUSSIA*.

D Diplomatic track No special rules. Ongoing wars continue.

E Economical situation
E.1 2MNU on side⊕, FTI and DTI is 4. No TF.
E.2 Initial treasury is 200 ⅊.

F Military
F.1 Land technology is placed 3 boxes ahead of the *Latin* counter.
F.2 The equivalent of 2⚔⊕ and 3 fortress levels are already raised if BRANDENBURGUM was at peace and may be placed freely. If already at war, only the remaining forces of BRANDENBURGUM are raised.

XXVI.1.2.5 Position of the now Minor country

A Military and Economical situation Unless explicitly mentioned otherwise, the abandoned country keeps its position of the beginning of the turn.
A.1 The military forces raised and the fortresses remain and are maintained as *Veteran* for the turn, in case of an ongoing conflict or a war beginning at the turn of the transfer. At the turn following the transfer, the basic forces of the country become the ones of the MIN, excepted for the fortresses: they stay all as they are and are maintained freely (until destroyed militarily).
A.2 The belongings of the MAJ (COL, TP, provinces, TF) remain in place. The TF levels serve as the reference level for future trade operations of the MIN (minimum levels are given in the annexes).

A.3 Colonisation In the case of PORTUGALLIA and HOLLANDIA that may continue their overseas expansion and developing COL as minor countries, the MAJ having them on its diplomatic track (or the first in the preferences, should the country be Neutral) manages the COL placement. The FTI used is 3 (and 4 from period IV onward), and the investment is a medium one.

B Diplomatic track of minor countries The countries becoming minor countries keep their diplomatic track and the MIN on it. They defend these against diplomatic actions with a medium investment and a DIP of 3 (total modifier **+5**).
B.1 In case of war, they defend these countries if attacked, and they systematically ask for their help in a conflict, if possible.

C Diplomatic position of the new minor country If at the time of transfer, the country was allied with another MAJ, it is put on the diplomatic track of this MAJ: RM for a dynastic alliance (see §C (Dynastic Ties) of section IV.2.1.3 (Alliances)), SUB for a defensive alliance (see §G (Defensive Alliance) of section IV.2.1.3 (Alliances)) and MA for an offensive alliance (see §H (Offensive Alliance) of section IV.2.1.3 (Alliances)).
C.1 If several MAJ were allied to the new MIN, a diplomatic action must be undertaken by all willing MAJ (this counts as one of the diplomatic actions of the turn). This roll is however done as soon as possible (before the political events of the turn are rolled for even) and in all cases before the diplomatic reactions.

D VP summary When a country is abandoned, an end of game VP count has to be done for this country. This is detailed in section XIII.5 (End of game VPs)

XXVI.1.3 Countries played by each player

XXVI.1.3.1 The almost 9 players game

A The game is currently designed to be played by 9 players, one of which only starting to play at the beginning of period III.
A.1 The diagram in Figure figure XXVI.1 (Standard game) shows the countries played by each one (each solid line corresponds to one player).
A.2 Six players only play one country: ANG, FRA, HIS, TUR, RUS and HOL (from period III onwards).
A.3 Three players change country mid-game: POR then SUE, VEN then AUS and POL then PRU.
A.4 The player playing POR switch to SUE at the interphase between turns 14 and 15 (end of period II/beginning of period III).
A.5 A new player starts playing HOL as soon as event III-1 (1) (Revolt of the United Provinces) occurs (usually during the first turns of period III.
A.6 The player playing VEN starts playing AUS when event IV-A (Thirty Years' War) occurs or at the interphase between turns 25 and 26 (end of period III/beginning of period IV), whichever occurs first.
A.7 The player playing POL starts playing PRU when the first occurs among: event VI-11 (War of Polish Succession), event VI-13 (War of Austrian Succession), interphase between turns 50 and 51.

XXVI.1.3.2 Eight-players game

A Initial powers are TUR, HIS, FRA, ANG, RUS, VEN, POR and POL. The last three players will change powers during the course of play.

B Portugal-Sweden The player of PORTUGALLIA abandons this MAJ during the interphase between period II and III (turns 14–15, 1560) and becomes SUECIA.

C VENETIA-VENETIA As long as event III-1 (1) (Revolt of the United Provinces) does not happen, HOLLANDIA does not exist and the player continues with playing VENETIA. At the turn of this revolt, the player switches to HOLLANDIA.

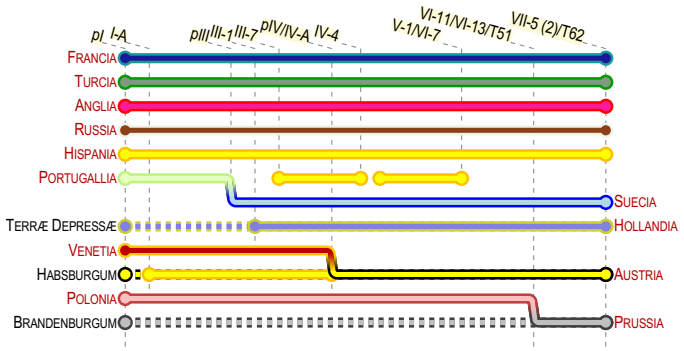

Figure XXVI.1: Standard game

C.1 VENETIA chooses objectives as if it were to play a complete period III among the objectives of period II. It will mark (or lose) half of the objectives value if at least 4 turns are played as VEN in period III, and mark it completely if at least 9 turns are played as VEN in period III.

D HOLLANDIA-AUSTRIA The choice of the HOL-AUS transfer must be made at the time where event V-4 (The War of Spanish Succession) is *rolled* (not activated) or at the beginning of period VI, whichever is first.
D.1 AUSTRIA becomes a new major country played by the former player of HOLLANDIA at the time of the dissociation.
D.2 During the War of Spanish Succession, AUS also remains the ruler of HOLLANDIA as a major country until the conflict ends (and the player scores VP following the general situation of HOLLANDIA at this moment).
D.3 However, if period V is not finished, HOLLANDIA remains played as a MAJ until the end of the period. While playing the two countries, HOL/AUS is restricted for HOL to sign only defensive alliances, and cannot declare war for HOL without a CB.

D.4 Sweden-Austria If HOL refuses the transfer to AUS, SUE may opt for the transfer instead. The choice is made just after the refusal by HOL. The same conditions apply: both countries are played during event V-4 (The War of Spanish Succession), SUE is played as a MAJ until the peace or the end of period V (whichever is the latest), etc.

E Poland-Prussia The player for POLONIA takes the control of PRUSSIA at the beginning of period VI (at the earliest) and at the beginning of turn 51, according to the political events rolled for (see chapter III (Events)).
E.1 The events event VI-11 (War of Polish Succession), event VI-13 (War of Austrian Succession) and event VII-1 (The Seven Years War) trigger the change to PRUSSIA if in period VI. If none of those happen, the transfer happens at the beginning of turn 51.

XXVI.1.3.3 Nine-players game: full AUS

A This is a variant for 9 players all along the game with a major AUS from the beginning. AUSTRIA is added as a MAJ from period I. There is a mandatory offensive and defensive alliance with HIS at all time, that may evolve in an weak defensive alliance with HIS after the end of event IV-A (Thirty Years' War), and it disappears in any case with event V-4 (The War of Spanish Succession).

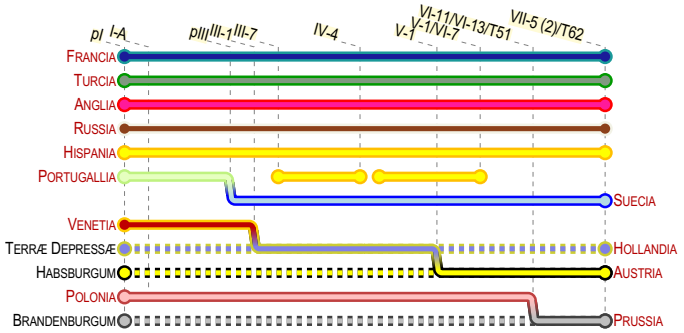

Figure XXVI.2: 8 players game

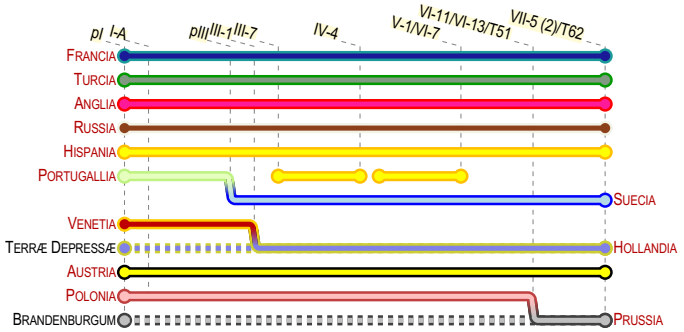

Figure XXVI.3: 9 players game with full AUS

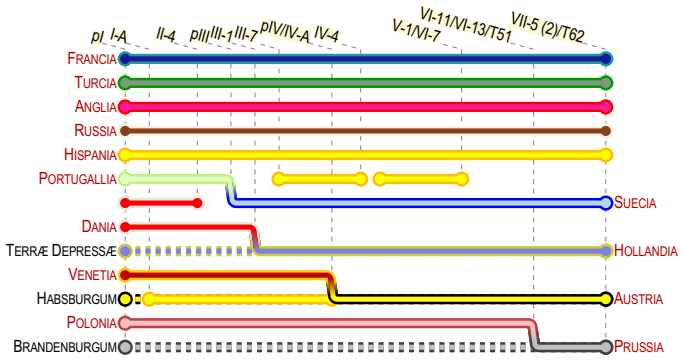

Figure XXVI.4: 9 players game with DAN

B The Habsburg Dynastic Alliance (see also §B (The Habsburg Dynastic Alliance) of section XIV.12.4.1 (Diplomacy of Austria))
B.1 At the beginning, HIS and AUS are always linked by a mandatory alliance, even if they fail to answer it or even at war against one another (so that they still may answer the alliance against other powers). They can do full or limited intervention, both in offensive or defensive stance.
B.2 During that time, HIS does not lose Stability to use the defensive alliance to help AUS.
B.3 However, if they are not using the CB given by this Alliance, they are not necessarily allied unless they announce it (and could so make separate peace at no cost, and so on).
B.4 They may be at war against one another, but only if using a legitimate CB to do so.
B.5 They are no limit to money transfer between them.
B.6 At the end of event IV-A (Thirty Years' War), if both HIS and AUS has achieved Neutral or Losing positions, the mandatory alliance becomes defensive only and is weakened in the sense that a limited intervention is sufficient to fulfil it. The mandatory alliance is not offensive anymore.
B.7 At the beginning of event V-4 (The War of Spanish Succession), there isn't anymore a Dynastic Alliance. Note however that, depending on the choice of the Heir, there might be different kinds of Dynastic Ties as described in this event.

XXVI.1.3.4 Nine-players game: DAN

A Alternate version: 9 players with DAN Dania is played in the first two periods. This setting is not completely thought-out yet, and may never see the light (DAN does not interact with enough other players to the conceptors' taste).

XXVI.1.3.5 Seven-players game

A Solution 1 Polonia becomes a MIN. Suecia is transferred to Prussia.

B Solution 2 Suecia becomes a MIN. Russia is a MIN in periods I-II. Portugallia is transferred to Russia, and Polonia is transferred to Prussia.

B.1 The chapter on SUE is to ignore/rewrite, but for the limits of counters and the leaders. *53.27* is resurrected.
B.2 Some events have to be rewritten: III-4 becomes II-2 of Risto, but SUE obtains **Gotland** and **Skåne**. III-22 is to be rewritten (POL may declare war to SUE only once) ; IV-0 is deleted ; IV-2 (1 and 2), SUE uses the CB; IV-17, use the one of Risto (SUE obtains **Västergotland**; V-1, V-3, V-13 play as written by Risto.

XXVI.1.3.6 Six-players game

A As in the normal game, Polonia, Suecia, Prussia and Russia (in periods I and II) become minor countries.
A.1 The player playing Portugallia takes the control of Russia at the beginning of period III.
B Political events have to be modified to take all this into account. One would rather choose to use the Risto events, that are a coherent and historically plausible set.

Playing the game

Chapter XXVII

TODO: Technical details and advices: how to sort the counter, build the player aid, use the generic record (TF, exotic resources, . . .) and generally how to hold a game session.

Strategical advices

Chapter XXVIII

TODO: Strategical advice both global and specific to each country. Boka started some stuff in this direction.

Part VI

Indexes

List of Tables

III.1 Reign . . . [R]50
III.2 Successor's Values . . . [R]51
III.3 Monarchs' Military Skills . . . [R]52
III.4 Random Piracy and Economy Roll . . . [R]54

V.1 Domestic Trade Income . . . [R]95
V.2 Foreign Trade Income . . . [R]96

VI.1 Administrative Actions . . . [R]107
VI.2 Bankruptcy Roll . . . [R]111
VI.3 Exotic resources variations . . . [R]135

VII.1 Army Classes — Repartition and Size . . . [R]139
VII.2 Artillery per 𝔸⊕ . . . [R]140
VII.3 Countenance of Fleets . . . [R]142
VII.4 Cost of Fortresses . . . [R]146
VII.5 Recruitment per Country . . . [R]148
VII.6 Reinforcements of Minor countries Fully at War . . . [R]157

IX.1 Pirates, Privateers and Natives raids . . . [R]193

X.1 Exchequer test . . . [R]210

XIV.1 Habsburg endogamy . . . [R]300
XIV.2 Condottieri . . . [R]329

XV.1 Random economical events . . . [E]336
XV.2 Excellent Ministers . . . [E]337

XVI.1 Troubled Religion table . . . [E]345
XVI.2 Diplomatic table . . . [E]345
XVI.3 Revolt table: target area and strength . . . [E]346
XVI.4 Revolt table for ANG . . . [E]348
XVI.5 Revolt table for FRA . . . [E]349
XVI.6 Revolt table for HIS . . . [E]350
XVI.7 Revolt table for POR, SUE and COL . . . [E]351
XVI.8 Revolt table for HOL and AUS* . . . [E]352
XVI.9 Revolt table for POL and PRU . . . [E]353
XVI.10 Revolt table for RUS . . . [E]354
XVI.11 Revolt table for VEN and TUR . . . [E]355

XVII.1 Period I events table . . . [E]357

XVIII.1 Period II events table . . . [E]375
XVIII.2 Mughal Invasions . . . [E]385

XIX.1 Period III events table . . . [E]389

XX.1 Period IV events table . . . [E]427
XX.2 Extension of the Alliances during the Thirty Years' War . . . [E]451

XXI.1 Period V events table . . . [E]464

XXII.1 Period VI events table . . . [E]479

XXIII.1 Period VII events table . . . [E]496

XXV.1 Reign . . . [T1]578
XXV.2 Successor's Values . . . [T1]578
XXV.3 Monarchs' Military Skills . . . [T1]578
XXV.4 Foreign Trade Income . . . [T2]579
XXV.5 Domestic Trade Income . . . [T2]579
XXV.6 Bankruptcy Roll . . . [T2]579
XXV.7 Reinforcements of Minor countries Fully at War . . . [T2]579
XXV.8 Recruitment per Country . . . [T2]579
XXV.9 Cost of Fortresses . . . [T2]579
XXV.10 Administrative Actions . . . [T3]580
XXV.11 Exchequer test . . . [T3]580
XXV.12 Summary of administrative operations . . . [T3]580
XXV.13 Random Piracy and Economy . . . [T3]580
XXV.14 Discoveries and Attrition . . . [T4]581
XXV.15 Movement points costs . . . [T4]581
XXV.16 Remaining troops after attrition (naval and ROTW) . . . [T4]581
XXV.17 Countenance of Fleets . . . [T4]581
XXV.18 Sea Transport for Armies . . . [T4]581
XXV.19 Campaigns costs . . . [T4]581
XXV.20 Naval Supply . . . [T4]581
XXV.21 Conquistadors Effects . . . [T5]582
XXV.22 Wind Advantage Determination . . . [T5]582
XXV.23 Replacement leaders . . . [T5]582
XXV.24 Naval Technology Table (Fire/Boarding) . . . [T5]582
XXV.25 Land Technology Table (Fire/Shock) . . . [T5]582
XXV.26 Army Classes — Repartition and Size . . . [T6]583
XXV.27 Size Comparison . . . [T6]583
XXV.28 Combat results (Loss/Morale) . . . [T6]583
XXV.29 L1/S1> Loss modification for small stacks . . . [T6]583
XXV.30 Assault Results . . . [T7]584
XXV.31 Artillery per A+ . . . [T7]584
XXV.32 Artillery bonus against Fortresses . . . [T7]584
XXV.33 Naval Size for Blockade . . . [T7]584
XXV.34 Siegeworks . . . [T7]584
XXV.35 Pirates, Privateers and Natives raids . . . [T8]585
XXV.36 Enhance Stability . . . [T8]585

XXV.37 Assault Results . . . [T7']586
XXV.38 Artillery per A+ . . . [T7']586
XXV.39 Artillery bonus against Fortresses . . . [T7']586
XXV.40 Naval Size for Blockade . . . [T7']586
XXV.41 Siegeworks . . . [T7']586
XXV.42 Revolts, Pirates, Privateers and Natives . . . [T7']586
XXV.43 Enhance Stability . . . [T8']587
XXV.44 Peace conditions at each level . . . [T8']587
XXV.45 Religion of Sweden . . . [SUE]589
XXV.46 Global policy of Sweden . . . [SUE]589
XXV.47 St Petersbourg . . . [RUS]590
XXV.48 Religion of Russia . . . [RUS]590
XXV.49 Reform of Russia . . . [RUS]590
XXV.50 Religion of England . . . [ANG]591
XXV.51 Acts of England . . . [ANG]591
XXV.52 Religion of France . . . [FRA]592
XXV.53 Doctrine of France . . . [FRA]592
XXV.54 Religion of Spain . . . [HIS]593
XXV.55 Habsburg endogamy . . . [HIS]593
XXV.56 Reforms . . . [TUR]594
XXV.57 Orient Income . . . [VEN]595
XXV.58 Italia e San Marco of Venice . . . [VEN]595
XXV.59 Dynasty of Holland . . . [HOL]596
XXV.60 Government of Holland . . . [HOL]596
XXV.61 Habsburg endogamy . . . [HAB]597
XXV.62 Dynasty of Poland . . . [POL]598
XXV.63 Religion of Poland . . . [POL]598

List of Figures

I.1 A sample of possible symbols on the map . . . [R]10
I.2 A sample of all leader counters possible . . . [R]16

II.1 Economic Record sheet A and C . . . [R]38
II.2 Economic Record sheet B . . . [R]39

V.1 Economic Record sheet B . . . [R]93

XXVI.1 Standard game . . . [S]610
XXVI.2 3 players game . . . [S]611
XXVI.3 9 players game with full AUS . . . [S]611
XXVI.4 9 players game with DAN . . . [S]612

List of Examples

. . . 4
. . . 4
Frontiers and islands . . . [R]9
Shields . . . [R]11
. . . [R]28
. . . [R]29
. . . [R]31
. . . [R]34
. . . [R]34
Exchequer test . . . [R]41
The loan trick . . . [R]41
When things go wrong: international loans . . . [R]42
. . . [R]45
New monarch . . . [R]52
Rolling for events . . . [R]57
A simple action . . . [R]69
A competitive action . . . [R]69
A reaction . . . [R]69
Diplomatic action . . . [R]75
Diplomatic reaction . . . [R]75
Hampering another status . . . [R]75
Alliance going into flames . . . [R]85
Three-sided wars . . . [R]86
. . . [R]92
. . . [R]94
. . . [R]94
. . . [R]94
. . . [R]95
. . . [R]96
. . . [R]97
. . . [R]97
. . . [R]99
. . . [R]100
. . . [R]100
Using Slaves . . . [R]102
. . . [R]103
. . . [R]104
. . . [R]106
. . . [R]109
. . . [R]111
Simple loan: contracting the loan . . . [R]113
Simple loan (cont.): partial refund . . . [R]113
Simple loan (cont.): term . . . [R]113

Simple loan (cont.): complete refund . . . [R]113
Double loan: contracting the loans . . . [R]113
Double loan (cont.): partial refund . . . [R]114
Double loan (cont.): partial refund . . . [R]114
. . . [R]115
continued . . . [R]115
. . . [R]116
Good taxes . . . [R]117
Bad taxes . . . [R]117
. . . [R]118
. . . [R]120
. . . [R]122
. . . [R]124
. . . [R]124
Blocked by a marker . . . [R]125
Blocked by another goal . . . [R]125
. . . [R]125
. . . [R]125
Next goal unavailable . . . [R]126
Next goal available . . . [R]126
Lagging behind . . . [R]126
Lagging behind goals . . . [R]126
. . . [R]129
. . . [R]130
. . . [R]131
. . . [R]132
Prices of exotic resources . . . [R]136
. . . [R]141
. . . [R]142
. . . [R]144
Maintenance of forces . . . [R]145
Under the limit . . . [R]148
Limit and whole counters . . . [R]148
Small limits and big counters . . . [R]149
When order matters . . . [R]149
Big computation . . . [R]149
Recruitment in the ROTW . . . [R]150
Building fortresses . . . [R]151
Naval recruitment . . . [R]152
Wood . . . [R]152
Galleys . . . [R]152
. . . [R]153
. . . [R]154
. . . [R]154
Fortresses . . . [R]155
Minor reinforcements . . . [R]159

Removing named leaders . . . [R]160
New leader . . . [R]160
Minimum leaders . . . [R]160
Replacing a ⟳ . . . [R]161
. . . [R]163
. . . [R]164
. . . [R]167
Bantu raids . . . [R]194
Combined attack . . . [R]196
Years at sea . . . [R]196
Resolving the attack . . . [R]198
. . . [R]198
. . . [R]201
Looting . . . [R]203
Burning TP . . . [R]203
Simple redeployment . . . [R]205
Double redeployment . . . [R]205
Mandatory redeployment . . . [R]205
Impossible redeployment . . . [R]206
Naval redeployment . . . [R]206
. . . [R]212
. . . [R]213
Prosperity . . . [R]215
Separate peace . . . [R]217
Separate peaces with minors . . . [R]218
Disagreements . . . [R]219
Continued . . . [R]220
Modified Peace Differential . . . [R]221
PD and separate peaces . . . [R]221
PD and minors . . . [R]221
Privateer effect . . . [R]222
Rounding PD . . . [R]222
Disagreement . . . [R]224
. . . [R]227
Separate and global peace . . . [R]228
Nature of the peace . . . [R]230
Military situation . . . [R]231
Separate peace . . . [R]231
Max indemnities . . . [R]232
Returning control and Evacuation . . . [R]233
Neutral provinces . . . [R]233
Neutral and enemy troops . . . [R]234
Alliance . . . [R]234
Standard case . . . [R]234
Peace with minors and Stability . . . [R]235
Separate peaces and Stability . . . [R]235

Peace and interventions . . . [R]235
Thirty years war . . . [R]236
Interventions . . . [R]236
Inflation value . . . [R]238
Computed and Actual Inflation . . . [R]238
Poor countries . . . [R]238
. . . [R]245
. . . [R]246
. . . [R]246
. . . [R]248
. . . [R]248
. . . [R]250
. . . [R]251

Index

Areas
Îles aux épices . . . [R]21, 311, [E]369, 370
Îles de la Sonde . . . [R]21, 311
Acadie . . . [R]9, [E]349
Aden . . . [R]21, 123, 291, [E]381, [A]542
Afghanistan[R]21, 77, 261, 324, [E]384, 433, 434, 492, [A]543
Alaska . . . [R]244, 261, 285
Amazonia . . . [R]244, 246, [E]358
America . . . [E]348
Amour . . . [R]21, 76, 261, 285, [E]475
Angola . . . [E]494
Antilles . . . [R]20, 44, [E]348, 351, 475, 491
Aral . . . [R]21
Ayodhyā . . . [R]21, [E]384, 492, 493
Ayutthaya . . . [R]21, 256, 257
Azteca . . . [R]102, [E]350, [A]542
Bānglā[R]21, 45, 120, [E]384, 386, 405, 446, 475, 492, 493, [A]543, [S]602
Baïkal . . . [R]76, 261, [E]475
Balouchistan . . . [R]21, [E]384, [S]602
Belém . . . [R]20, 246
Birmanie . . . [R]21
Bornéo . . . [R]21, 311, [E]351, 512
Célèbes . . . [R]21, 311, [E]351, 370, 512
Côte d'Ivoire . . . [E]494
Côte d'Or . . . [R]94, 100, 281, [E]494, [S]604
Cabo Verde . . [R]20, 100, 119, 281, [POR]588, [S]604
California . . . [R]285
Cameroun . . . [E]494, [S]604
Canton . . . [R]20, 332
Cap . . . [R]192, [E]477, [S]604
Carolina . . . [E]348
Chichimeca . . . [R]20, 271, 275, 288, 303, 311, [E]350
Chosŏn . . . [R]20, 76, [E]406, 407, 447, 448
Congo . . . [E]494
Cuba . . . [R]20, 119, 161, [E]350, 351, 475, 491
Dai Viet . . . [R]21, 256, 257
Dellī . . . [R]21, [E]384, 492, 493
Ecuador . . . [E]339
Florida . . . [R]20, 255, 256
Formose . . [R]20, 76, [E]351, 384, 406, 447, 448, 476
Gabon . . . [E]494
Gonḍānā . . . [R]21, [E]384, 492, 493, [A]543, [S]606
Grands Lacs . . . [R]9, 244, 274, [E]349, [FRA]592
Gujarat . . [R]21, 123, 291, [E]369, 384, [A]543, [S]606
Guyana . . . [R]20, 44, [E]350
Haïti . . . [R]20, [E]351, 475, 491
Hudson . . . [E]348, 349
Hydārabad . . . [R]21, [E]384, [A]543, [S]606
Illinois . . . [R]9, 244
Inca . . . [R]102, [E]350
Indus . . . [R]21, [E]384
Japon . . . [R]20, 90, 192, [E]448, [A]544
Java . . . [R]21, 311, [E]351, 369, 370, 512
Kamchatka . . . [R]9, 21, 285
Kansas . . . [R]244
Karṇāṭaka . . . . . [R]21, 45, [E]384, 405, 446, 447, 475, [A]543, [S]602, 606
Kenya . . . [E]494
Madagascar . . . [R]20, [E]339, 340
Malabār . . . [R]21, [E]384, [A]543, [S]606
Malacca . [R]21, 123, 256, 257, 291, 311, [E]368, 369, [A]543, [S]606
Malouines . . . [R]20
Mandchourie . . . [R]20
Mascareignes . . . [R]20
Mauritanie . . . [R]20
Minas Gerais . . . [E]358
Mississippi . . . [R]244, [E]349
Mumbaï . . . [R]21, [E]384, [A]543, [S]606
Nankin . . . [R]20, 332, [S]602
Natal . . . [R]192, [E]368, 370, 491
Nedj . . . [R]21
Nyasa . . . [R]192, [E]494
Oceania . . . [R]21, 27, 246, [E]370
Oman . . . [R]21, 123, 291, [E]381, [A]542
Oregon . . . [R]285
Orissā . . . [R]21, [E]384, 492, [A]543, [S]606
Pékin . . . [R]20
Pāǰab . . . [R]21, [E]384
Pacifique . . . [R]27, [E]370
Panamá . . . [R]43, 244, [E]339
Perse . . . [R]261
Philippines . . . [R]20, 259, 303, 332, [E]358, 384
Québec . . . [R]222, 244, 274, [E]349, [FRA]592

Recife . . . [R]20, 246
Rio . . . [R]20, 246
Rocheuses . . . [R]244
Sénégal . . . [E]494
Sainte-Hélène . . . [R]9, 20
Seychelles . . . [R]20
Sibérie . . . . . [R]21, 123, 286, 323, [A]546, [RUS]590
Singala . . . [R]21, 259, [E]351, 404, 447
Soudan . . . [R]20, 123, 291
Sumatra . . . . . [R]21, 311, [E]351, 368–370, 406, 512
Terre-Neuve . . . [R]153, [E]348, 349
Virginia . . . [E]348
Yucatán . . . [E]339

Buildings and Colonies
Aden . . . [A]542, [S]606
Brazilië . . . [R]151
Elmina . . [R]94, 100, 103, **281**, 281, [POR]588, [S]604
Gibraltar . . . [R]143, 150, 151, **271**
Goa . . . [R]150, **280**
Ka'aba . . . **[R]291**, 291, 292, 330, [S]605
Kongo . . . **[R]281**, 330, [S]604
Kutaraja . . . [A]541
La Praya . . . [R]119, 122
Oman . . . [A]542, [S]606
Sᵗ-Petersburg . . . [R]143, 150, 151, **284**, 284
Sebastopol . . . [R]143, 150, 151, **285**
Zanzibar . . . [A]542

Cities
İzmir . . . [R]291, 319
Amsterdam . . . [R]219
Astragan . . . [R]286, [RUS]590
Azov . . . [R]286, [RUS]590
Berlin . . . [R]117, [E]453, 454
Braunschweig . . . [E]453, 454
Buda . . . [R]205, 323, [E]372
Cassel . . . [E]453, 454
Cusco . . . [R]303
Dimašq . . . [R]291, 319
Diu . . . [R]97, [A]543, [S]606
Dresden . . . [E]453, 454, 482
Erfurt . . . [E]453, 454
Frankfurt . . . [R]320, [E]454, [A]536
Freiburg . . . [E]454
Goa . . . [R]121
Hamburg . . . [E]453, 454
Hannover . . . [E]453, 454
Herāt . . . [E]433, 434
Jakarta . . . [R]121, 172
Köln . . . [E]454
København . . . [R]288, 330
Kalakātā . . . [R]45, 120, 121
Kleve . . . [E]454
Kraków . . . [R]277, [E]482
Kyōto . . . [R]164
Lübeck . . . [E]453
La Rochelle . . . [E]442
London . . . [E]484
München . . . [E]453, 454
Münster . . . [E]453, 454
Magdeburg . . . [E]453, 454
Mainz . . . [E]454
Malacca . . . [R]172
Mecca . . . **[R]291**, 291, [S]605
Messina . . . [R]172
Milano . . . [A]550
Moskva . . . [E]445
Napoli . . . [E]361, 374, [A]550
Odessa . . . [R]286, [RUS]590
Paris . . . [R]117, [E]421, 422, 505
Praha . . . [E]428, 453, 454, [A]549
Ragusa . . . [R]325, 331
Roma . . . . . [R]236, 239, 297, 316, 327, 328, [T8]585, [T8']587
Rostock . . . [E]453
Sᵗ-Petersburg . . . [R]114–116, 151, 168, 260, 261, 268, **284**, 284, 285, 287, [E]354, [T3]580, [RUS]590
Salzburg . . . [E]453
Sebastopol . . . [R]287
Speyer . . . [E]453, 454
Strasbourg . . . [E]454
Stuttgart . . . [E]453, 454
Tenochtitlan . . . [R]102, 303
Trier . . . [E]454
Ulm . . . [E]454
Venezia . . . [R]297, 316
Warszawa . . . . . [R]277, [E]463, 482, 510, [POL]598
Weimar . . . [E]453
Wien . . . . . [R]236, 239, 258, 262, 327, [E]429, 449, 452–454, [T8]585, [T8']587
al-Jaza'ir . . . [R]197

al-'Āskandarīyah . . . . . [R]291, 319

Leaders
-Caliph . . . . . [R]158, [A]519
-Royal Marines . . . . . [E]469
-Sadrazam . . . . . [E]475, 493, [TUR]594
Özdemir . . . . . **[A]573**
İbrahim . . . . . [R]297, **[A]574, 575**
İlyas . . . . . **[A]575**
İsmail . . . . . **[A]575**
Żółkiewski . . . . . **[A]567**
A. Doria . . . . . [R]197, 319, **[A]526**
A.L. Lewenhaupt . . . . . **[A]573**
Abdullah . . . . . **[A]575**
Abreu . . . . . **[A]569**
Ackbar . . . . . **[A]554**
Adnan . . . . . **[A]575**
Agostinho . . . . . **[A]569**
Akbar . . . . . [R]158, [E]385, 404, 446, 475, **[A]545**
Al-Ashraf Qansuh Al-Ghawri . . . . . **[A]519**, 519
Al-Ashraf Tuman Bay II . . . . . **[A]519**, 519
Albergaria . . . . . [R]280, 281, **[A]569**, [POR]588
Albuquerque . . . . . [R]280, 281, **[A]569**, [POR]588
Ali . . . . . **[A]575**
Ali Paşa . . . . . **[A]574**
Almeida . . . . . [R]280, 281, **[A]569**, [POR]588
Alte Dessauer . . . . . **[A]568**
Alvares . . . . . **[A]569**
Alviano . . . . . **[A]575**
Alvinczy . . . . . **[A]559**
Amherst . . . . . **[A]556**
Amiot . . . . . **[A]562**
Anson . . . . . **[A]557**
Antonelli . . . . . [R]303, **[A]563**
Apraksin . . . . . **[A]571**
Arnold . . . . . [E]503, **[A]537**
Avery . . . . . **[A]554**
Ayscue . . . . . **[A]557**
Aziz . . . . . **[A]575**
Báthory . . . . . [R]276, [A]567, [POL]598
Bahman . . . . . **[A]575**
Balboa . . . . . **[A]563**
Banér . . . . . [E]455, **[A]572**
Barbaros . . . . . [R]296, 318, [E]367, [A]520, **574**
Barbarossa . . . . . [R]158, 197, [E]366, **[A]520**, 574
Bart . . . . . [R]222, 273, **[A]561**
Batory . . . . . **[A]567**
Bayard . . . . . **[A]559**
Benbow . . . . . **[A]557**
Beniowski . . . . . **[A]539**, **567**
Benyowsky . . . . . **[A]560**
Bering . . . . . **[A]571**
Bertendona . . . . . **[A]564**
Berwick . . . . . **[A]560**
Bethlén . . . . . [E]428, 429, **[A]528**
Bibikov . . . . . **[A]571**
Bienville . . . . . **[A]560**
Blackbeard . . . . . [R]36, **[A]554**
Blair . . . . . [R]271, **[A]557**
Blake . . . . . [E]438, **[A]556**
Blas de Lezo . . . . . **[A]564**
Bolaños . . . . . **[A]565**
Bonaparte . . . . . [E]507, **[A]562**
Bonnet . . . . . **[A]554**
Bonny . . . . . **[A]554**
Borovinić . . . . . [R]297, **[A]574**
Boscawen . . . . . **[A]557**
Bougainville . . . . . [R]246, **[A]561**
Brébeuf . . . . . **[A]562**
Bradford . . . . . **[A]556**
Bragadino . . . . . **[A]575**
Braunschweig-Bevern . . . . . **[A]568**
Bretigny . . . . . **[A]561**
Brewster . . . . . [R]271, **[A]557**
Brito . . . . . **[A]569**
Broglie . . . . . **[A]560**
Brouwer . . . . . **[A]566**
Browne . . . . . **[A]558**
Brueys . . . . . **[A]562**
Burgess . . . . . **[A]554**
Burgoyne . . . . . **[A]556**
Bussy . . . . . [R]163, 274, **[A]560**, [FRA]592
Byng . . . . . **[A]557**
C. Lewenhaupt . . . . . **[A]573**
Córdoba . . . . . **[A]563**
Córdova . . . . . **[A]564**
Cœuvres . . . . . **[A]561**
Cabral . . . . . [R]31, 163, **[A]569**
Cancer . . . . . **[A]564**
Cardinal-Infante . . . . . **[A]564**
Carl XII . . . . . [R]291, [E]493, **[A]573**
Carleton . . . . . **[A]556**

Carlos I . . . . . [R]307, **[A]563**
Cartier . . . . . **[A]561**
Cassard . . . . . [R]273, **[A]562**
Catinat . . . . . **[A]560**
Cavendish . . . . . [R]270, **[A]557**, [ANG]591
Cemil . . . . . **[A]575**
Châteaurenault . . . . . **[A]561**
Champlain . . . . . **[A]559**
Charles V de Lorraine . . . . . **[A]558**
Chartier . . . . . **[A]562**
Chodkiewicz . . . . . **[A]567**
Christian IV . . . . . [E]452, 454, **[A]524**
Clive . . . . . [R]75, 163, 271, **[A]556**, [ANG]591
Coburg . . . . . **[A]559**
Coehoorn . . . . . **[A]566**
Coen . . . . . [R]121, 163, 311, **[A]566**, [HOL]596
Colón . . . . . [R]119, 161, **[A]564**, [S]602
Coligny . . . . . [E]413, 425, **[A]551**
Colonna . . . . . **[A]533**
Commercy . . . . . **[A]558**
Condé . . . . . [E]413, 425, 443, **[A]551**
Conflans . . . . . **[A]561**
Contreras . . . . . **[A]565**
Cook . . . . . [R]246, **[A]557**
Cornwallis . . . . . **[A]556**
Coronado . . . . . **[A]563**
Cortés . . . . . **[A]563**
Court . . . . . **[A]563**
Crnojević . . . . . **[A]575**
Cromwell . . . . . [E]437, 438, **[A]556**
Cronstedt . . . . . **[A]573**
Czarniecki . . . . . **[A]567**
Da Gama [R]31, 74, 130, 280, 281, **[A]569**, [POR]588
Dahlbergh . . . . . **[A]572**
Daun . . . . . **[A]558**
Dias . . . . . [R]31, 163, **[A]568**
Dmitry . . . . . [R]286, [E]444, 445, **[A]570**
Dominicos . . . . . [R]303, **[A]565**
Don Fadrique . . . . . **[A]564**
Don Juan . . . . . **[A]563**
Dragut [R]82, 296, 318, [E]367, **[A]536**, 536, **574**, 574, [TUR]594
Drake . . . . . [R]270, **[A]557**, [ANG]591
Dudley . . . . . **[A]556**
Dugua de Mons . . . . . **[A]563**
Duguay-Trouin . . . . . [R]273, **[A]562**
Duke of York . . . . . [E]438, **[A]556**
Dumouriez . . . . . **[A]562**
Dupleix . . . . . [R]75, 163, 274, **[A]560**, [FRA]592
Duque de Alva . . . . . **[A]563**
Duquesne . . . . . **[A]561**
E. Starhemberg . . . . . [E]472, **[A]558**
Easton . . . . . **[A]554**
England . . . . . **[A]554**
Evertsen . . . . . **[A]566**
F Guise . . . . . **[A]559**
F. Lacy . . . . . **[A]559**
Farnese . . . . . **[A]563**
Ferdinand . . . . . [R]283, **[A]568**, 568
Foix . . . . . [R]163, **[A]559**
Forbin . . . . . [R]273, **[A]561**
Franciscanos . . . . . [R]303, **[A]565**
Frederik Hendrik . . . . . [R]312, **[A]565**, [HOL]596
Friedrich II . . . . . [R]15, 283, 284, **[A]568**, [PRU]599
Friedrich-Wilhelm . . . . . [R]283, [E]440, **[A]568**
Frobisher . . . . . [R]270, **[A]557**, [ANG]591
Frontenac . . . . . **[A]560**
G. Horn . . . . . **[A]572**
G. Starhemberg . . . . . **[A]558**
G. Stenbock . . . . . **[A]573**
G.A. Doria . . . . . **[A]526**
Gálvez . . . . . **[A]564**
Galvão . . . . . **[A]569**
Garay . . . . . **[A]563**
Godunov . . . . . [R]286, [E]444, **[A]570**
Golenishchev-Kutuzov . . . . . **[A]571**
Gordon . . . . . **[A]570**
Gran Capitán . . . . . **[A]563**
Grand Condé . . . . . [R]153, **[A]559**
Grand Maître . . . . . [R]158, 317, **[A]531**, 531
Great Mughal . . . . [R]158, [E]384, 404, 446, 475, 491, **[A]545**
Grenville . . . . . **[A]557**
Grijalva . . . . . **[A]563**
Grimani . . . . . **[A]575**
Gritti . . . . . **[A]575**
Guise . . . . . [R]117, **[A]553**, 559
Gustav Adolf . . . . . [R]159, 290, [E]455, **[A]572**
H. Wrangel . . . . . **[A]572**
Hüseyin . . . . . **[A]575**
Hüseyin Paşa . . . . . **[A]574**
Hadım . . . . . **[A]575**

Hastings . . . . . **[A]556**
Hawke . . . . . **[A]557**
Hawkins . . . . . [R]270, **[A]557**, [ANG]591
Heemskerk . . . . . **[A]566**
Hein . . . . . **[A]566**
Heinrich . . . . . **[A]568**
Henri IV . . . . . [A]551, **559**
Henri de Guise . . . [E]413, 417–422, 425, [A]553, **559**
Hoche . . . . . **[A]562**
Hohenlohe . . . . . **[A]568**
Hood . . . . . **[A]557**
House of Giray . . . . . [R]158, **[A]524**, 524
Houtman . . . . . **[A]566**
Howard . . . . . **[A]556**
Howe . . . . . **[A]556**
Hudson . . . . . **[A]557**
Hughes . . . . . **[A]557**
I. Vorotynsky . . . . . [R]160, **[A]570**
I.Selim . . . . . [R]297, **[A]574**
II. Lajos . . . . . **[A]528**
Ivan the terrible . . . . . [R]286, **[A]570**
J Cabot . . . . . [R]329
J. De la Gardie . . . . . **[A]572**
Jambe de bois . . . . . **[A]554**
Johan Maurits . . . . . **[A]566**
Johann Friedrich . . . . . **[A]533**
Johann Georg I. . . . . **[A]533**
Johann Georg III . . . . . **[A]533**
Johann Kasimir . . . . . [E]416, 417, **[A]531**
Joubert . . . . . **[A]562**
Jourdan . . . . . **[A]562**
Juel . . . . . **[A]524**
Junípero . . . . . **[A]565**
K. Braunschweig . . . . . [R]283, **[A]568**, 568
K.G. Wrangel . . . . . **[A]572**
K.K. Horn . . . . . **[A]572**
Köprülü . . . . . [R]297, [E]475, **[A]574**
Karl . . . . . **[A]559**
Kellermann . . . . . **[A]562**
Kemal Reis . . . . . [R]295, **[A]574**
Keppel . . . . . **[A]566**
Kerim . . . . . **[A]575**
Khabarov . . . . . **[A]570**
Khalid . . . . . **[A]575**
Kidd . . . . . **[A]554**
Kino . . . . . **[A]565**
Kirke . . . . . **[A]557**
Kléber . . . . . **[A]562**
Kościuszko . . . . . [E]510, 511, **[A]539**, **567**
Koniecpolski . . . . . **[A]567**
Kurbsky . . . . . [E]403, **[A]570**
Kurtoğlu H. . . . . **[A]574**
Kurtoğlu M. . . . . [R]295, **[A]574**
L. Nassau . . . . . **[A]565**
L'Olonnais . . . . . **[A]554**
La Bourdonnais . . . . . **[A]561**
La Buse . . . . . **[A]554**
La Fayette . . . . . [E]502, 503, **[A]537**, 537, **560**, 560
La Galissonnière . . . . . **[A]561**
La Pérouse . . . . . [R]246, **[A]561**
La Salle . . . . . **[A]560**
La Trémoille . . . . . **[A]559**
La Valette . . . . . [R]158, 206, 317, **[A]531**, 531
Lala Mustafa . . . . . **[A]573**
Lally . . . . . **[A]560**
Las Casas . . . . . **[A]564**
Laudon . . . . . **[A]559**
Laval . . . . . **[A]562**
León . . . . . **[A]563**
Lefort . . . . . **[A]570**
Legrand . . . . . **[A]554**
Leopold II. . . . . **[A]568**
Luxembourg . . . . . **[A]560**
M. De la Gardie . . . . . **[A]572**
M. Galitzine . . . . . **[A]571**
M. Nassau . . . . . [R]312, **[A]565**, [HOL]596
M. Stenbock . . . . . **[A]573**
M. Vorotynski . . . . . **[A]570**
Maetsuycker . . . . . [R]163, 311, **[A]566**, [HOL]596
Magallanes . . . . . **[A]564**
Maillé-Brézé . . . . . **[A]561**
Malahayati . . . . . [E]406, **[A]541**, 541
Mansfeld . . . . . [E]428, **[A]531**
Marceau . . . . . **[A]562**
Marlborough . . . . . [R]15, 159, 160, 270, **[A]556**
Marquette . . . . . **[A]562**
Masséna . . . . . **[A]562**
Maximilian II. . . . . **[A]521**
Mayenne . . . . . [E]419–421, 425, **[A]553**
Mazepa . . . . . [E]493
Medina Sidonia . . . . . **[A]564**
Mehmed . . . . . **[A]575**

Menshikov . . . . . **[A]570**
Mercy . . . . . [E]451, **[A]521**
Mezzomorto . . . . . [R]295, **[A]575**
Mihajlović . . . . . **[A]575**
Minuit . . . . . **[A]566**
Misson . . . . . **[A]554**
Mocenigo . . . . . **[A]541**, **575**
Monck . . . . . [E]438, **[A]556**
Montúfar . . . . . **[A]565**
Montcalm . . . . . **[A]560**
Montecuccoli . . . . . [E]472, **[A]558**
Montiano . . . . . **[A]564**
Montmorency . . . . . [E]413, **[A]559**
Montrose . . . . . [E]438, **[A]551**
Moore . . . . . **[A]556**
Moreau . . . . . **[A]562**
Morosini . . . . . **[A]541**, **575**
Motolinia . . . . . **[A]564**
Murúa . . . . . **[A]565**
Murat Reis . . . . . [R]295, **[A]575**
Murray . . . . . **[A]556**
Mustafa . . . . . **[A]575**
Nádasdy . . . . . **[A]558**
Nóbrega . . . . . **[A]569**
Nādir Shāh Afshār . . . . . [R]158, [E]492, **[A]531**
Navarre . . . . . [E]413, 417, 420–422, 425, **[A]551**, 559
Nelson . . . . . **[A]557**
Noronha . . . . . [R]280, **[A]569**
Oñate . . . . . **[A]563**
Ojeda . . . . . **[A]563**
Oquendo . . . . . **[A]564**
Orellana . . . . . **[A]563**
Oruç Reis . . . . . [E]366, **[A]520**
Osman Paşa . . . . . **[A]573**
Ostrogiškis . . . . . **[A]567**
Overkirk . . . . . **[A]566**
P. Lacy . . . . . **[A]571**
P. de La Gardie . . . . . **[A]572**
Pıyale . . . . . **[A]574**
Pappenheim . . . . . [E]472, **[A]558**
Patkul . . . . . [R]276, [E]462, **[A]567**, [POL]598
Penn . . . . . [R]271, **[A]557**
Peter the Great . . . . . [R]287, **[A]570**
Pichegru . . . . . **[A]562**
Pinto . . . . . [R]281, **[A]569**
Pinzón . . . . . **[A]564**
Pires de Andrade . . . . . **[A]569**
Piri Reis . . . . . **[A]574**
Pitigliano . . . . . **[A]575**
Pizarro . . . . . **[A]563**
Pomp . . . . . **[A]566**
Poniatowski . . . . . [E]482, 483, **[A]567**, 567, **573**, 573
Potemkin-Tavricheski . . . . . **[A]571**
Potocki . . . . . **[A]567**
Predojević . . . . . **[A]575**
Prince Charles . . . . . [E]485, **[A]551**
Prince Waldek . . . . . **[A]566**
Printz . . . . . **[A]572**
Prinz Eugen . . . . . 4, [E]472, **[A]558**
Pugachev . . . . . [E]513, **[A]554**
Radisson . . . . . **[A]557**
Ragıp . . . . . **[A]575**
Raleigh . . . . . **[A]556**
Rantzau . . . . . [R]230, **[A]524**
Recalde . . . . . **[A]564**
Rehnskiöld . . . . . **[A]573**
Ribault . . . . . **[A]559**
Richelieu . . . . . **[A]560**
Risingh . . . . . **[A]573**
Roberts . . . . . **[A]554**
Roberval . . . . . **[A]561**
Rochambeau . . . . . **[A]560**
Rodney . . . . . **[A]557**
Romanov . . . . . **[A]570**
Rooke . . . . . **[A]557**
Rumyantsev-Zadunaysky . . . . . **[A]571**
Rupert . . . . . [E]437, 438, **[A]551**, 551, **557**, 557
Russell . . . . . **[A]557**
S Cabot . . . . . [R]329
Süleyman . . . . . [R]297, **[A]574**
Sınan Paşa . . . . . [R]297, **[A]573**, 573, **574**, 574
São Francisco Xavier . . . . . **[A]569**
Sachsen-Weimar . . . . . [E]455, [A]559, **572**
Sahagún . . . . . **[A]564**
Salih . . . . . **[A]575**
Salih Reis . . . . . [R]295, **[A]575**
Saltykov . . . . . **[A]571**
Sampiero . . . . . [E]401, **[A]523**
Santa Cruz . . . . . **[A]564**
Saxe-Weimar . . . . . [E]455, 457, **[A]559**, 572
Schwerin . . . . . **[A]568**
Selim . . . . . **[A]575**

Selman Reis . . . . . [R]296, **[A]519**, 519
Serrão . . . . . **[A]569**
Seydi Ali . . . . . **[A]573**
Seydlitz . . . . . **[A]568**
Shāh . . . . . [R]158, 162, **[A]531**, 531
Shāh ʼAbbās I . . . . . [R]158, [E]404, **[A]531**
Shchenya . . . . . [R]160, **[A]570**
Sheremetev . . . . . **[A]571**
Siroco . . . . . [R]295, **[A]575**
Smith . . . . . **[A]556**
Sobieski . . . . . [R]276, **[A]567**, [POL]598
Sokollu . . . . . [R]297, **[A]574**
Solís . . . . . [R]161, **[A]564**
Solano . . . . . **[A]565**
Sourdis . . . . . **[A]561**
Spinola . . . . . **[A]563**
Spiridov . . . . . **[A]571**
Stuyvesant . . . . . **[A]566**
Suffren . . . . . **[A]561**
Suvorov . . . . . **[A]571**
TürkenLouis . . . . . **[A]558**
Taher . . . . . **[A]575**
Tarik . . . . . **[A]575**
Tardić . . . . . **[A]575**
Tarnowski . . . . . **[A]567**
Tasman . . . . . **[A]566**
Tilly . . . . . [R]159, [E]428, **[A]521**
Toledo . . . . . **[A]563**
Torquemada . . . . . **[A]565**
Torrington . . . . . **[A]557**
Torstensson . . . . . **[A]572**
Totleben . . . . . **[A]571**
Tourville . . . . . **[A]561**
Traun . . . . . **[A]558**
Tromp . . . . . [R]311, **[A]566**
Turenne . . . . . **[A]559**
Turgut . . . . . **[A]575**
Uluç Ali . . . . . [R]295, **[A]575**
Ushakov . . . . . **[A]571**
V. Galitzine . . . . . **[A]570**
Valdivia . . . . . **[A]563**
Vauban . . . . . [R]146, 150, **[A]560**
Vaudreuil . . . . . **[A]560**
Vendôme . . . . . **[A]560**
Veniero . . . . . **[A]575**
Verrazzano . . . . . **[A]561**
Victor Amédée . . . . . **[A]532**
Villars . . . . . **[A]560**
Villeneuve . . . . . **[A]562**
Vyrodkov . . . . . **[A]570**
Wallenstein . . . . . [E]453, **[A]558**
Washington . . . . . [E]502, 503, **[A]537**, 537, **556**, 556
Willem I . . . . . [R]311, [E]391, **[A]565**, [HOL]596
Willem III . . . . . [R]312, **[A]566**, [HOL]596
Wolfe . . . . . **[A]556**
Yaser . . . . . **[A]575**
Yermak . . . . . [R]285, **[A]570**
Yusuf . . . . . **[A]575**
Yusuf Sinan . . . . . **[A]573**
Zamoyski . . . . . **[A]567**
Zasławski . . . . . **[A]567**
Zrinski . . . . . **[A]528**
Zumarraga . . . . . **[A]564**
Zygmunt III . . . . . [R]276, [E]401, **[A]567**
d'Estaing . . . . . **[A]561**, 562
d'Annebault . . . . . **[A]561**
d'Esnambuc . . . . . **[A]561**
d'Estaing . . . . . [R]273, [A]561, **562**
d'Estrées . . . . . [R]273, **[A]561**
d'Iberville . . . . . **[A]560**
de Castro . . . . . [R]280, **[A]569**, [POR]588
de Graaf . . . . . **[A]566**
de Grasse . . . . . **[A]561**
de Mornay . . . . . **[A]572**
de Niza . . . . . **[A]564**
de Rhodes . . . . . **[A]562**
de Ruyter . . . . . [R]311, **[A]566**
de Saxe . . . . . [A]524, **560**
de Soto . . . . . **[A]563**
random leader . . . . . [R]156, **[A]518**, [T2]579
van Bylandt . . . . . **[A]567**
van Diemen . . . . . [R]163, 311, **[A]566**, [HOL]596
van Riebeeck . . . . . **[A]566**
van Zuylen van Nijevelt . . . . . **[A]566**
van der Marck . . . . . **[A]565**
von Döbeln . . . . . **[A]573**
von Sachsen . . . . . [E]491, **[A]524**, 560
ʼEmīru albahr . . . . . **[A]542**, 542

Major countries
Anglia . . . . . 4, [R]18, 25, 29, 30, 34–36, 44, 63, 64, 69, 75, 81, 84, 96, 97, 102, 111, 114, 115,

118, 120, 122, 124, 131, 132, 137, 139–142, 148, 149, 152, 160, 161, 163, 166, 192, 198, 201, 209, 210, 219, 220, 222, 234, 236, 245, 246, 248, 251–253, 256, 266, **270**, 270–273, 282, 304, 312, 321, 326, 327, 329, 331, 332, [E]346, 348, 358, 359, 364, 366, 367, 371, 376, 377, 380, 390, 394–397, 404, 408, 410, 413, 419, 425, 426, 430, 432, 434–440, 442, 443, 450, 452, 454–459, 462, 465–469, 471, 472, 476, 483–487, 490, 494, 497–504, 506, 512, 515, [A]519–549, 551, 553, 554, 556, [T1]578–[T7]584, [T7']586, [HIS]593, [S]602, 603, 606, 609, 610, 612

Austria . . . . . [R]18, 19, 33, 34, 96, 124, 128, 139–141, 148, 166, 217, 234–236, 245, 246, 255, 258, 262, 264–266, 268, 288, 300–302, 308, **312**, 312–316, 319–321, 323–325, 327, 332, [E]338, 346, 352, 359–363, 370–373, 377–380, 386, 408, 428–433, 443, 445, 446, 449, 450, 452–458, 460–462, 465, 467–470, 472, 474, 476, 477, 483, 488–491, 493, 497, 498, 504, 506, 508–511, 514, 515, [A]519–550, 555, 558, [T2]579, [T4]581–[T7]584, [T7']586, [HIS]593, [HAB]597, [S]607–610, 612

Dania . . [R]309, **321**, [E]363, 390, 391, 408–410, 454, 457, 474, [S]612

Francia . . . . . [R]18, 34, 35, 44, 50, 51, 58, 63, 69, 75, 81, 85, 96, 109, 112, 113, 117, 120, 122, 124, 126, 131, 132, 139–141, 148, 151, 153, 163, 166, 192, 196–198, 201, 219, 220, 222, 223, 227, 231, 233–236, 238, 242, 245–247, 249, 252–257, 259–262, 264–267, **273**, 273–275, 304, 320, 321, 326, 327, 329, 331, 332, [E]346, 349, 358–362, 364, 365, 371, 373, 374, 376–378, 380, 391, 394, 396, 397, 410–426, 428, 430, 432, 434, 436, 438, 439, 442–444, 449, 450, 455–459, 462, 465–471, 476, 482–484, 487, 488, 490, 491, 497–499, 501–508, 510–512, [A]519–549, 551, 553, 554, 559, 561, 562, 572, [T1]578, [T2]579, [T4]581–[T7]584, [T7']586, [FRA]592, [HIS]593, [S]603, 606, 609, 610, 612

Hispania . . . . . [R]18–20, 27, 34, 35, 44, 46, 50, 51, 58, 63, 64, 69, 77, 81, 82, 85, 86, 88, 96, 99, 102, 106, 111, 114–116, 119–122, 124, 126–128, 133, 139–141, 145, 147–149, 151, 153, 158, 161, 163, 165, 197, 198, 203, 209, 214, 217–220, 223, 227, 231, 233–238, 244–249, 252, 254–256, 264, 266, 267, 282, **299**, 299–309, 312–315, 317–321, 324, 326, 327, 329–332, [E]338, 346, 350–352, 357–361, 363–365, 370–374, 376–381, 384, 389–395, 397, 398, 400, 410, 416, 417, 419, 425, 428–437, 439, 441, 443, 449, 450, 452–461, 465–470, 476, 484–486, 490, 494, 502, 504, 506, 512, 513, [A]519–551, 553, 563, [T1]578–[T8']587, [HIS]593, [TUR]594, [HOL]596, [HAB]597, [S]603, 606, 608–610, 612

Hollandia . [R]18, 19, 29, 30, 34, 35, 44, 58, 63, 64, 81, 82, 86, 96, 97, 111, 116, 118, 120, 123, 124, 128, 131, 132, 137, 139–141, 148, 165, 192, 198, 203, 209, 210, 219, 220, 223, 233–235, 245, 249, 252, 254, 256, 257, 265, 266, 272, 273, 282, 304, **308**, 308–312, 331–333, [E]346, 352, 380, 390–395, 408, 410, 413, 416, 417, 419, 420, 424–426, 430–432, 436, 437, 439, 440, 443, 450, 452, 454–460, 462, 465–469, 471, 472, 483, 484, 487, 491, 499–502, 504, 507, 512, [A]519–549, 551, 554, 565, [T1]578, [T2]579, [T4]581–[T7]584, [T7']586, [HIS]593, [VEN]595, [HOL]596, [S]606, 607, 609, 610, 612

Lituania . . . . . [R]19, 261, **277**, [E]462, [POL]598

Polonia . . . . . [R]18, 19, 25, 26, 46, 49, 50, 52, 64, 85, 95, 111, 113–115, 124, 127, 139–141, 148, 152, 166, 172, 217, 222, 235–238, 245–247, 249, 257–261, 264–266, **276**, 276–280, 282, 283, 289, 290, 301, 302, 323–327, 332, [E]346, 353, 359, 363, 364, 366, 368, 372, 374, 379–383, 399, 401, 402, 407–409, 413, 428, 430, 432, 436, 440, 441, 443–446, 448, 456–459, 462, 463, 473, 474, 476, 480–483, 487, 490, 493, 508–511, [A]519–549, 551, 554, 567, 573, [T1]578–[T7]584, [T7']586, [POL]598, [S]604, 609, 610, 612, 613

Portugallia [R]18, 19, 27, 29, 31, 35, 45, 46, 58, 64, 74, 76, 82, 92, 94–100, 103, 104, 106, 109, 115, 116, 118–120, 122, 124, 127, 130, 139–141, 148–150, 153, 162, 163, 165, 245, 246, 259, 265, **280**, 280–282, 287, 288, 326, 329, 332, [E]346, 351, 357, 358, 376, 380, 381, 392, 393,

436, [A]519–549, 551, 568, [T1]578, [T2]579, [T4]581–[T7]584, [T7']586, [POR]588, [S]604, 609, 610, 612, 613

Prussia . . . . . [R]18, 19, 33, 34, 46, 84, 95, 117, 124, 139, 140, 148, 153, 201, 245, 246, 249, 258, 259, 264, 269, 278, **282**, 282–284, 316, 332, [E]346, 353, 462, 473, 474, 480, 483, 487–491, 493, 497–499, 504, 506, 508–511, [A]519–549, 568, [T2]579, [T5]582–[T7]584, [T7']586, [PRU]599, [S]608–610, 612, 613

Russia . . . . . [R]18, 25, 26, 50, 85, 95, 96, 110, 111, 114–116, 124–126, 139–141, 147, 148, 152, 160, 165, 172, 217, 218, 221, 222, 226, 235, 237, 245–247, 249, 251, 257, 258, 260, 261, 268, 278, 279, **284**, 284–287, 324, 325, 332, [E]346, 354, 364, 368, 382, 383, 402–404, 407, 408, 428, 434, 436, 443–446, 450, 462, 472, 473, 475, 480, 481, 483, 488, 489, 493, 497, 508–510, 513, 514, [A]519–549, 551, 570, [T1]578–[T7]584, [T7']586, [POL]598, [S]604, 609, 610, 612, 613

Suecia . . . . . [R]18, 21, 25, 34, 46, 52, 64, 85, 96, 107, 123, 124, 128, 139–141, 147, 148, 152, 153, 206, 221, 222, 226, 230, 235, 237, 245–247, 249, 254, 258–261, 266, 269, 276, 280, **287**, 287–291, 316, 322, 325, 331, 332, [E]346, 351, 378, 380, 382, 394, 396, 399, 401, 402, 408–410, 413, 426, 428, 430–432, 434, 436, 439, 441, 443–446, 450, 452–459, 462, 466, 471, 474, 480–483, 487–489, 493, 497, 499, 508–511, 513, 514, [A]519–549, 551, 554, 559, 567, 572, [T1]578, [T2]579, [T4]581–[T7]584, [T7']586, [POL]598, [S]607, 609, 610, 612, 613

Turcia . . . . . [R]18, 26, 34, 49, 50, 57, 58, 63, 64, 67, 74–76, 81, 82, 85, 96, 98, 99, 104, 114, 115, 118, 123, 124, 126, 136, 137, 139–142, 147, 148, 152, 158, 161, 166, 195–198, 205, 206, 216–218, 221, 222, 234–240, 245–247, 249, 251, 255, 257, 258, 261–264, 268, 278, **291**, 291–297, 301, 302, 314, 316–319, 323–327, [E]338, 346, 355, 361, 366–369, 372, 378–381, 383, 386–388, 399, 400, 404, 406, 428, 429, 434–436, 443, 446, 452, 462, 474–477, 489, 493, 495, 500, 512, 514, [A]519–550, 573, 574, [T1]578–[T8']587, [HIS]593–[VEN]595, [HAB]597, [POL]598, [S]605, 609, 610, 612

Venetia . . . . . [R]18, 34, 35, 49, 51, 64, 74, 75, 81, 85, 95, 98, 118, 124, 126, 127, 139–141, 148, 166, 196, 197, 201, 205, 217, 235, 240, 245, 246, 249, 263–266, **297**, 297–299, 308, 309, 316, 318, 319, 325–327, 332, [E]346, 355, 360, 362, 365, 368, 369, 376, 378, 390, 391, 408, 410, 436, 450, 477, [A]519–549, 551, 575, [T1]578, [T2]579, [T4]581–[T7]584, [T7']586, [TUR]594, [VEN]595, [S]605, 609, 610, 612

Ministers
Alberoni . . . . . [R]307, **308**, [HIS]593
Colbert . . . . . [R]33, **275**, **[E]470**, 471, [FRA]592
Heinsius . . . . . [R]33, **312**, **[E]487**, 487
Köprülü . . . . . [R]33, **297**, [E]448, **474**, 474
Kaunitz . . . . . [R]33, **316**, **[E]515**, 515
Mazarin . . . . . [R]33, **275**, [E]443, 444, 449
Olivares . . . . . [R]33, 307, **308**, **[E]431**, 431, [HIS]593
Oxenstierna . . . . . [R]33, **291**, **[E]396**, 396
Patkul . . . . . [R]33, **276**
Pitt . . . . . [R]33, **273**, **[E]514**, 515
Potemkin . . . . . [R]33, **287**, **[E]513**, 513
Richelieu . . 4, [R]33, 235, **275**, **[E]442**, 442, 443, 449, [FRA]592
Sadrazam . . . . . **[R]297**, [TUR]594
de Witt . . . . . [R]33, **312**, 312, **[E]472**, 472, [HOL]596

Minor countries
Ægyptus [R]81, 83, 96, 98, 99, 158, 228, 240, 261, 263, 291, 292, 296, 318, 319, 327, [E]345, 368, 369, 512, [A]518, **519**, 519, 534, [T2]579, [T8]585, [T8']587, [TUR]594, [VEN]595, [S]605
Peregrini . . . . . [R]138
Aceh . . . . . [R]26, 76, [E]406, [A]519, **541**
Aden . . . . . [R]26, 73–76, 78, 91, 98, 165, 166, 249, 280, [E]345, 368, 380, 381, [A]519, **542**, [T1]578, [POR]588, [S]606
Algeria . . [R]82, 155, 158, 197, 218, 317, 318, [E]345, 367, 495, [A]518, **520**, 574, [TUR]594
Alsatia . . [R]319, [E]345, 430, 431, 450, 458–460, 465, [A]518, **520**
Arabia . . . . . [E]345, [A]518, **521**
Astracan . [R]85, 260–262, 268, 286, 322, [E]345, 494, 513, [A]518, **521**, 534, [RUS]590

Ayman . . . . . [R]26, 73–76, 78, 91, 98, 165, 166, 249, 280, [E]345, 368, 380, 381, 433, [A]519, **542**, [T1]578, [POR]588, [S]606
Azteca . . [R]26, 73, 75, 77, 91, 303, [E]345, 383, 384, [A]519, **542**
Barbaria . . . . . [R]14, 138, 241, [A]519, **551**
Bavaria . [R]156, 159, 300, 319, 320, [E]345, 428, 430, 431, 433, 450, 451, 457, 458, 460, 461, 483, 490, 497, 498, [A]518, **521**, [T2]579
Belgica . . . . . [R]332, [E]345, [A]519, **546**
Bisinagar [R]45, 73–76, 91, 122, 280, 325, [E]345, 386, 405, 446, 447, 475, [A]519, **543**, [S]606
Bohemia . . . . . [R]96, 235, 301, 319, 323, 324, [E]345, 359, 363, 364, 371, 428, 429, 431, 450, 453, [A]518, **521**, 550, [T2]579, [HAB]597, [S]604
Brandenburgum . . . . . [R]18, 19, 154, 156, 228, 249, 266, 279, 282, 283, 319, [E]345, 359, 364, 374, 399, 431–433, 440, 441, 449, 450, 457, 459, 460, 473, 474, 487, 490, [A]518, **522**, [T2]579, [T8]585, [T8']587, [S]608–610, 612
Brunsvicum [R]319, [E]345, 364, 431, 450, [A]518, **522**
Burgundia [R]96, 165, 246, 304, 306–308, 321, [E]370, 371, 467, [A]518, **522**, [T2]579
Catalana . . . . . [A]519, **547**
Cazan . [R]85, 260, 268, 286, 322, [E]345, 513, [A]518, **523**, 534, [RUS]590, [S]605
China . . [R]24, 73, 75, 76, 79, 91, 172, 228, 246, 259, 332, [E]345, 369, 370, 384, 405, 406, 447, 475, 476, [A]519, **543**, [T8]585, [T8']587, [S]606
Clivia . . . [R]319, [E]345, 364, 394, 429–431, 450, 457, 460, 474, [A]518, 519, **523**
Colonia . . [R]24, 319, [E]345, 359, 394, 431, 450, 459, [A]518, **523**
Corsica . . . . . [E]345, 401, 512, [A]518, **523**
Crimea . . . . . [R]10, 85, 158, 221, 250, 251, 260–263, 268, 278, 323, 324, [E]345, 368, 446, 452, 513, [A]518, **524**, 534, [POL]598, [S]605
Curlandia . . . . [E]345, 399, 490, 491, [A]518, **524**, 560
Cyrenaica . . [R]82, 317, 318, [E]345, 495, [A]518, **524**, [TUR]594, [S]606
D.S.M. Theutonicorum [R]10, 156, 323, [E]373, [A]518, 519, **525**, 525, [T2]579
Dania . . . . . [R]21, 118, 133, 156, 158, 228, 230, 249, 287–289, 321, 322, 331, [E]345, 351, 364, 378, 396, 408, 409, 441, 446, 452, 454, 456–459, 474, 480, 481, 483, 488, 489, [A]518, **524**, 524, 540, 548, [T2]579, [T8]585, [T8']587, [SUE]589, [S]606
Don Cassackia . [R]260, 268, 278, 322, [E]345, [A]518, 519, **525**, 534
Durranis Imp. [R]73, 75, 76, 91, [E]345, 386, 433, 434, 492, 514, [A]519, **543**
Eastern Prussia . . . . . [R]332, [E]345, [A]519, **547**
Fidelis Regi. . [R]200, 273, [E]436–439, 466, 484, 499, [A]519, **551**, 557
Finlandia . . . . . [R]332, [E]345, [A]519, **547**
Fratres Militiæ Christi . . [R]156, 323, [E]345, 373, 374, 383, 398, 399, [A]518, 519, **525**, 525, [T2]579
Friburgensis . [R]319, [E]345, 430, 431, 450, 458, 460, 461, [A]518, 519, **526**
Genua . . . . . [R]133, 197, 209, 296, 297, 319, [E]345, 360, 386, 401, 432, 512, [A]518, **526**, [T2]579, [T3]580, [TUR]594, [VEN]595, [S]603, 606
Georgiani . . [R]10, 250, 251, 261, 263, [E]345, [A]518, **526**
Germanum Imperium [R]19, 253, 255, 259, 264, [E]379, 394, 428–430, 432, 433, 458, 460, 461, 467, 489, [A]519, **553**
Granada . . . . . [E]400, [A]518, **526**
Guzarate . . . . . [R]26, 73–76, 78, 91, 98, 122, 123, 130, 172, 249, 291, 325, [E]345, 368, 369, 386, [A]519, **543**, [T1]578, [S]606
Habsburgensis Bohemia . . . . . [R]301, 302, 315, 319, [E]431, [A]519, **549**, [HIS]593, [HAB]597
Habsburgensis Hungaria . . . [R]301, 302, 315, [A]519, **550**, 550, [HIS]593, [HAB]597
Habsburgensis Lombardia . . . . [R]301, 302, 306, 315, [A]519, **550**, [HIS]593, [HAB]597
Habsburgum . . . . . [R]18, 19, 88, 139, 140, 228, 236, 255, 262, 264, 300–302, 308, 312–315, 319–321, 323–325, 327, [E]345, 352, 359–363, 370–373, 377–380, 386, 387, 394, 408, 428–433, 445, 446, 449–454, 456–458, 460–462, 465, 467, 470, 472, 474, 476, 489, [A]518, 519, 521, 522, 528, **538**, 538, 550, 555, [T5]582–[T8']587, [HAB]597, [S]606, 607, 609, 610, 612
Hanovere . . . . . [R]36, 156, 319, [E]345, 348, 364, 394, 429–431, 450, 457, 460, 485, 514, [A]518, **527**, [T2]579

Hansa . . . . . [R]10, 118, 249, 250, 256, 259, 264, 279, 315, 319, 322, [E]345, 364, 374, 394, 429–431, 450, 457–460, [A]518, **527**, [T2]579, [HAB]597, [S]606
Hasburgensis Siciliæ [R]301, 302, 306, 307, 314, 315, [A]519, **550**, [HIS]593, [HAB]597
Hassia . [R]319, [E]345, 364, 379, 380, 429–431, 450, 457, 460, [A]518, **527**
Helvetia . . [R]27, 68, 156, 157, 320, [E]345, 362, 364, 378, 467, 506, [A]518, 519, **527**
Hibernia . . . . . [R]332, [E]345, [A]519, **547**
Hollandia . . . . . [R]19, 58, 70, 96, 118, 133, 197, 301, 306–309, 316, 321, [E]345, 346, 352, 371, 389–391, 393, 394, 450, 452, 456, 458–460, 498, 499, [A]518, 522, **538**, [T2]579, [T8]585, [T8']587, [HIS]593, [HOL]596, [S]606, 608
Huguenotis . . [R]200, 273, [E]390, 410, 412–414, 416, 417, 419–425, [A]519, **551**, 559
Hungaria . . . . . [R]96, 139, 166, 205, 234, 246, 250, 255, 257, 258, 262, 264, 268, 292, 293, 296, 301, 302, 314, 323–325, [E]345, 363, 371–373, 386, 387, 428, 429, 452, 476, 477, 508, 510, [A]518, **528**, 538, 549, 550, [T2]579, [T6]583, [HIS]593, [TUR]594, [HAB]597, [S]604
Hyderabada . . [R]73, 75, 76, 78, 91, [E]345, 386, 475, 492, [A]519, **544**
Iaponia . [R]73, 75, 76, 91, 228, 259, [E]345, 447, 448, [A]519, **544**, [T8]585, [T8']587, [S]606
Inca . . . . . [R]26, 73, 75, 77, 91, 303, [E]345, 383, 384, [A]519, **544**
Iroquois[R]73, 75, 77, 78, 91, [E]345, 475, [A]519, **545**, 545
Leodium . . . . [R]307, 319, 321, [E]345, 371, 431, 450, [A]518, 519, **528**
Lituania . . [R]277–280, 332, [E]345, 448, 462, [A]519, **548**, [POL]598, [S]604
Livonia . . . . . [R]332, [E]345, [A]519, **548**
Lombardia [R]297, [E]345, 360–362, 373, 378, [A]518, **528**, 538, [VEN]595
Lotharingia . . [R]201, 231, 319, [E]345, 413, 431, 450, 461, [A]518, 519, **529**
Luca . . . . . [R]297, [E]345, [A]518, **529**, [VEN]595
Mauretania[R]31, 82, 96, 104, 218, 259, 296, 317, 318, [E]345, 435, 495, [A]518, 519, **529**, [TUR]594
Mazovia [R]277, 280, 324, [E]345, [A]518, **529**, [S]604
Mesopotamia[R]83, 293, [E]345, 400, [A]518, 519, **530**
Mogentium . . [R]319, [E]345, 359, 394, 430, 431, 450, 460, 461, [A]518, 519, **530**
Mogolis Imp. . . . . [R]24, 26, 73, 75, 76, 91, 120, 121, 158, 228, 280, [E]345, 384–386, 404, 405, 433, 434, 446, 447, 475, 492, 493, 514, [A]519, **545**, [T8]585, [T8']587
Moldavia[R]205, 246, 250, 257, 261, 262, 278, [E]345, 379, [A]518, **530**, [S]605
Monte Ferrato . [R]297, [E]345, [A]518, **530**, [VEN]595
Mutina . . . [R]297, [E]345, [A]518, 519, **530**, [VEN]595
Mysuria . . [R]73, 75, 76, 78, 91, [E]345, 386, 475, 492, [A]519, **545**
Norvegia4, [R]288, 332, [E]345, 488, 489, [A]519, 524, **548**
Ordo Hospitalis . . . . . [R]82, 158, 192, 194–196, 198, 218, 236, 247, 295, 296, 307, 316, 317, [E]345, 386, 388, 512, [A]518, 519, **531**, [T8]585, [TUR]594
Ormus[R]60, 73, 75, 77, 82, 91, 281, 324, 327, [E]345, 433, 492, [A]519, **546**, [T1]578, [POR]588
Palatinatus [R]69, 85, 319, 320, [E]345, 359, 366, 380, 416, 417, 422, 428, 429, 431–433, 450, 457, 490, [A]518, **531**
Parliament . . . . . [E]436–438, [A]519, **554**
Parma[R]297, [E]345, 360, 362, 378, 386, [A]518, **531**, [VEN]595
Persia . . . . . [R]9, 21, 24, 60, 65, 73, 77, 81, 98, 156–158, 228, 234, 246, 250, 251, 261, 263, 281, 295, 296, 324, 327, [E]345, 378, 399, 400, 404, 433, 434, 492, 514, [A]518, **531**, 546, [T2]579, [T8]585, [T8']587, [TUR]594
Piratæ . [R]13, 36, 46, 53, 54, 138, 142, 195–199, 206, 221, 222, [A]519, **554**, [T7']586
Polonia . . . . . [R]19, 26, 67, 71, 128, 146, 156, 228, 246, 254, 260, 261, 277–279, [E]345, 399, 408, 462, 474, 480–483, 487–490, 497, 504, 506, 508–511, [A]518, **539**, 539, 549, 550, [T1]578, [T2]579, [T8]585, [T8']587, [HIS]593, [HAB]597, [POL]598, [S]608
Pommerania . . . . . [R]10, 332, [E]345, [A]519, **548**
Portugallia . . . . . [R]19, 45, 58, 70, 82, 102, 128, 133, 146, 156, 163, 203, 223, 228, 252, 255, 281, 282, 303, 305, 309, [E]345, 346, 351, 392, 397, 398, 433–435, 468, 469, 485, 486, [A]518, **540**, [T1]578, [T2]579, [T8]585, [T8']587, [HIS]593, [S]608
Prima Hollandia[R]19, 304, 308, 309, 332, 333, [E]365, 390, 450, [A]519, **549**
Prima Ukraina . . . . . [R]332, [A]519, 536, **549**, 549
Pskove . . . . . [R]260, 323, [E]345, 368, [A]518, **532**
Rebellis . . . . . [R]13, [E]499, [A]519, **554**
Rezane . . . [R]260, 323, [E]345, 368, [A]518, 519, **532**
Sabaudia . . . [R]69, 139, 156, 166, 201, 227, 231, 297, [E]345, 360, 362, 378, 421, 470, 483, [A]518, 519, **532**, [T2]579, [T6]583, [VEN]595, [S]603, 606
Sancta lega . [E]410, 412–414, 416–425, [A]519, **553**, 559
Sancta Sedes . . [R]51, 69, 297, 316, 326, 328, [E]345, 357, 358, 360–362, 365, 378, 386, 387, [A]518, 519, **533**, 533, [VEN]595, [S]603
Saxonia . . . . [R]139, 156, 278, 319, [E]345, 353, 359, 364, 379, 380, 431–433, 449–451, 457, 463, 473, 480, 482, 488, 497, [A]518, **533**, [T2]579, [T6]583
Scotia [R]24, 36, 248, 251, 252, 266, [E]345, 366, 367, 376, 377, 396, 397, 436, 438, 466, 483–487, [A]518, 519, **533**, [T2]579, [S]603, 606
Siberia . [R]73, 75, 76, 91, 123, 261, 323, [E]403, 513, [A]519, **546**, [S]606
Siciliæ . . . . . [R]96, 250, 263, 265, 297, 301, [E]359, 360, 374, 467, 494, [A]518, 519, **534**, 534, 538, [T2]579, [VEN]595, [S]603
SRI . . . . . [R]19, 36, 138, 209, 246, 247, 253–256, 264, 282, 302, 313, 315, 319, 320, [E]345, 352, 359, 377, 379, 380, 387, 394, 395, 413, 428–432, 449–460, 463, 465, 473, 474, 480, 489, 497, 504, [A]519–523, 526–531, 533, 535–538, 549, 553, **555**, 555, [T3]580, [HAB]597
Sudania[R]26, 73–76, 91, [E]345, [A]519, **546**, [T1]578
Suecia . . . . . [R]118, 133, 155–157, 246, 287, 322, 331, [E]345, 351, 364, 378, 399, [A]518, **540**, [T2]579, [T8]585, [T8']587, [SUE]589, [S]606, 607
Syria . . . . . [R]24, 81, 96, 99, 228, 234, 261, 291–293, 296, 318, 319, 327, [E]345, 369, [A]518, 519, **534**, [T2]579, [T8]585, [T8']587, [TUR]594, [VEN]595
Tartaria[R]260, 268, 322, [E]345, 368, 513, [A]518, **534**
Terræ Depressæ . . . . . [R]19, 250, 254, 299, 301, 304, 306–309, 315, 320, 321, [E]364, 370, 371, 390, 393, 450, [A]518, 519, **535**, [HIS]593, [S]609, 610, 612
Toscana . . [R]297, [E]345, 360, 362, 378, 386, [A]518, **535**, [VEN]595
Transilvania . [R]247, 262, 278, 323–325, [E]372, 379, 429, 476, 477, [A]518, **535**
Trevorum . . . [R]319, [E]345, 359, 394, 431, 450, 458, [A]518, **535**
Tripolis [R]82, 218, 317, 318, [E]345, 495, [A]518, **536**, [TUR]594
Tunesia . . . [R]82, 85, 197, 218, 317, 318, [E]345, 367, 495, [A]518, **536**, 574, [TUR]594, [S]606
Turingia . . [R]319, [E]345, 366, 379, 431, 450, [A]518, **536**
Ukraina . [R]251, 258, 261, 277–280, 286, 323, [E]345, 379, 445, 446, 463, 480, 493, 494, [A]518, **536**, 536, 539, 549, [RUS]590, [POL]598, [S]604
United States . . . . [R]27, 96, 139, 140, 158, 228, 322, [E]502–504, 507, 515, [A]518, **537**, 537, 556, 560, [T2]579, [T6]583–[T8']587
Venetia . . . . . [R]128, 133, 134, 146, 154, 156, 172, 218, 227, 228, 264, 268, 298, 299, 327, [E]345, 477, 489, [A]518, **541**, [T2]579, [T8]585, [T8']587, [VEN]595
Walachia . [R]250, 257, 262, 278, [E]345, 379, [A]518, **537**, [S]605
Westfallia . . . [R]319, [E]345, 364, 394, 429–431, 450, 457, 460, [A]518, **537**
Wirtenberga . [R]319, [E]345, 379, 430, 431, 450, 458, 460, 461, [A]518, **538**
Monarchs
August II . . . . . **[R]276**, [E]462, 473, [POL]598
Báthory . . . . . **[R]276**, [POL]598
Bāyezid-i sānī . . . . . **[R]296**, 297, [TUR]594, [S]605
Barbarigo . . . . . [R]51, **299**, [VEN]595, [S]605
Boris Godunov . . . . . **[R]286**, [E]444, 445, [RUS]590
Carlos V . . . . . [R]85, **307**, 308, [E]359, 449, [HIS]593
Catherine II . . . . . **[R]287**, 287, [RUS]590
Charles VIII . . . . . [R]69, **275**, 275, [FRA]592, [S]603
Convention . . . . . **[R]275**, [E]504, 505
Cromwell . . . . . [R]128, **272**, [E]438, [ANG]591
Dmitry . . . . . **[R]286**, [E]407, 445, [RUS]590
Doge . . . . . **[R]299**, 299
Elisabeth I . . . . . **[R]272**, [E]376, 436, [ANG]591

Erik XIV . . . . . **[R]290**, 290, [SUE]589, [S]607
Felipe II . . . . . [R]111, **308**, 308, [HIS]593
Ferdinand II . . . . . **[R]315**, [S]607
Ferdinand III . . . . . **[R]316**, [S]607
François Ier . . . . . [R]85, 126, **275**, [FRA]592
Frederik Hendrik . . . . . **[R]312**, [HOL]596
Friedrich II . . [R]117, 128, **283**, 283, [E]497, [PRU]599, [S]608
Friedrich-Wilhelm . . . . **[R]283**, 283, [PRU]599, [S]608
Gustav Adolf . . . . . [R]128, **290**, 291, [E]402, 454, 455, [SUE]589
Gustav I . . . . . **[R]290**, 290, [SUE]589, [S]607
Henri III . . . . . [R]117, **[E]411**, 419–423
Henri IV . . . . **[R]275**, 275, [E]420–422, 425, [FRA]592
Henri de Guise . . . . . **[R]275**, [E]419, 420, 423, 425, [FRA]592
Henri de Navarre . . . . . **[R]275**, [E]420–423, 425
Henry VII . . . . . **[R]272**, [ANG]591, [S]602
Henry VIII . . . . **[R]272**, 272, [E]376, [ANG]591, [S]602
I. Süleyman . . . 4, [R]294, **297**, 297, [TUR]594, [S]605
I. Selim . . . . . **[R]297**, 297, [TUR]594, [S]605
Isabel and Fernando . . . . . **[R]307**, [HIS]593, [S]603
Ivan III . . . . . **[R]286**, [RUS]590, [S]604
Ivan IV . [R]110, **286**, 286, [E]402, 403, 444, [RUS]590
João II . . . . . **[R]282**, 282, [POR]588, [S]604
John and Alexander . . . . . **[R]276**, [POL]598, [S]604
Karl IX . . . . . **[R]290**, [E]402, [SUE]589
Karl XII . . . . . **[R]290**, 291, [A]557, [SUE]589
Louis XIV [R]27, 273, **275**, 275, [E]443, 444, [FRA]592
Manuel I . . . . . **[R]282**, 282, [POR]588, [S]604
Maria Theresia . . . . . **[R]316**, [E]490, [HAB]597
Maurits . . . . . **[R]312**, [HOL]596
Oldenbarnevelt . . . . . **[R]312**, 312, [HOL]596
Parliament . . . . . **[R]272**, 272, [E]436–438, [ANG]591
Patkul . . . . . **[R]276**, [POL]598
Peter II . . . . . **[R]287**, [E]497, 513, [RUS]590
Peter the Great[R]50, 284–286, **287**, 287, [E]472, 480, [T1]578, [RUS]590
Romanov . . . . . **[R]286**, [E]444, 445, [RUS]590
Sobiesky . . . . . **[R]276**, [POL]598
Stanislas . . . . . **[R]277**, [E]482, 483, [POL]598
Terror . . . . . **[R]275**, [E]505–508
Willem I . . . . . [R]310, **311**, [E]391, 392, [HOL]596
Willem III . . . . **[R]272**, **312**, 312, [ANG]591, [HOL]596
Zygmunt I **[R]276**, 276, 277, [E]401, [POL]598, [S]604
Zygmunt III . . . . . **[R]276**, [E]401, [POL]598
Provinces
Österreich . . . . . [R]258, 262, 327, [E]352, [A]538
Égypte . . . . . [R]268, [E]355, [A]519
İzmir . . . . . [R]98, 136, 240, [E]355, [S]605
Østlandet . . . . . [R]21, 332, [E]351, [A]524, 548
Île-de-France . . . . . [E]349, 410, 413, [A]553, [S]603
Çanakkale Boğazı . . . . . [R]8, 172, [E]355, [S]605
Açores . . . [R]9, 92, 122, 206, [E]351, 397, 398, [S]604
Abruzzo . [R]21, 251, 267, 268, 302, 307, 315, [E]350, 352, [A]534, 550
Alabania . . . . . [R]21, 325, [E]355, [S]605, 606
Alba . . . . . [R]201, [E]348, 485, [A]533
Alentejo . . . . . [R]92, [E]351, [S]604
Alep . . . . . [R]278, [E]355, 388, [A]534, [POL]598
Algérie . [R]155, 158, 267, 268, [E]350, [A]520, [S]603
Algarve . . . . . [R]92, [E]351, [S]604
Alsace . . . . . [R]267, 268, [E]349, 465, 506, [A]520
Altmark . . . . . [E]353, [A]522
Anadolu . . . . . [E]355, [S]605
Andalucía . . . . . [E]350, [HIS]593, [S]603
Angora . . . . . [E]355, [TUR]594, [S]605
Anhalt . . . . . [R]269, [E]352, 353, [A]533
Antalya . . . . . [E]355, [S]605
Arabie . . . . . [R]268, [A]521
Aragón . . . . . [E]350, [S]603
Arménie . . . . . [R]251, 268, [E]355, [A]531
Armor . . . . . [E]348, 349, 412, 426, 506, [S]603
Artois[R]21, 231, 253, 266–268, 321, 332, [E]349, 352, 465, [A]522, 546
Astragan . . . . . [R]221, [E]354, [A]521
Asturias . . . . . [E]350, [S]603
Atlas . . . . . [E]350, [A]520
Aurès . . . . . [E]350, [A]520
Auvergne . . . . . [E]349, 412, [S]603
Ayr . . . . . [R]201, [E]348, [A]533
Azarbāyadjān . . . . . [R]251, 268, 278, [E]355, [A]531, [POL]598
Azov . . . . . [R]251, 268, [E]354, [A]524
Béarn . . [R]151, 201, [E]349, 350, 410, [A]551, [S]603
Baden . . . . . [A]526
Balaton[R]251, 268, 302, [E]352, 355, 372, [A]528, 550
Baltarusija [R]268, 332, [E]353, 354, 508, 510, [A]548, [S]604
Bam . . . . . [R]9, 21, 77, 251, [A]531
Banat [R]205, 251, 268, 302, [E]352, 355, 372, [A]528, 550

Basarabia . . . . . [R]205, 251, 268, [E]355, [A]530
Bashkiria . . . . . [E]354, [A]534
Basilicata [R]21, 251, 267, 268, 302, 307, 315, [E]350, 352, [A]534, 550
Bassorah . . . . . [E]355, [A]530
Bayern . . . . . [A]521
Beira . . . . . [R]92, 94, 95, 104, [E]351, [S]604
Berg . . . . . [R]269, 282, [E]352, 353, [A]523
Bergslagen . . . . . [R]21, [E]351, [A]540, [S]607
Berry . . . . . [R]201, [E]349, 410, [A]553, [S]603
Bohème . . [R]302, [E]352, 353, [A]521, 549, [HIS]593, [HAB]597
Bolgars . . . . . [E]354, [A]523
Bosna . [R]21, 264, 268, 325, [E]352, 355, 372, [S]606
Bourgogne . . . . . [E]349, 410, [A]553, [S]603
Brabant . . [R]21, 266–268, 309, 321, 331, 332, [E]352, 390, 394, [A]522, 546
Brandenburg . . . . . [R]117, [E]353, [A]522
Braunschweig . . . . . [A]522
Brega . . . [R]21, 201, 332, [E]348, [A]547, 551, [S]602
Bremen . . . . . [R]251, 266, [E]351–353, 459, [A]527
Bresse . . . [R]201, 227, 231, 253, 267, [E]349, [A]532, [S]606
Bukovina . . . . [R]205, 251, 302, [E]352, 353, 355, 372, [A]528, 550
Bulgaristan . . . . . [R]205, [E]355, [S]605
Bursa . . . . . [E]355, [S]605
Cáceres . . . . . [E]350, 351, [S]603
Cévennes . . . . . [E]349, 410, [A]551, [S]603
Córdoba . . . . . [E]350, 400, [A]526, [S]603
Cabo Verde . . . . . [R]10, 100, 122, 163, 227
Caffa . . . . . [R]251, 268, [E]354, 355, [S]605
Calabria . [R]21, 251, 267, 268, 302, 307, 315, [E]350, 352, [A]534, 550
Calais . . . . . [R]307, [HIS]593, [S]602
Campania . . [R]21, 251, 253, 267, 268, 302, 307, 315, [E]350, 352, 360, 361, 374, 470, [A]534, 550, [HIS]593, [HAB]597
Cap Breton . . . . . [R]9
Carniola . . [R]251, 268, 302, [E]352, 355, 372, [A]528, 550
Castilla La Nueva . . . . . [E]350, 364, [HIS]593, [S]603
Castilla La Vieja . . . . . [E]350, 364, [S]603
Catalunya . . . . [R]267, 306, [E]350, 469, 476, [A]547, [S]603
Cataractes . . . . . [E]355, [A]519
Caux . . . . . [R]9, [E]349, 410, 412, 413, [A]551, [S]603
Central Sumatra . . . . . [R]98, [TUR]594, [VEN]595
Champagne . [R]126, [E]349, 410, 413, [A]553, [S]603
Cheboksary . . . . . [E]354, [A]523
Chypre . . . . . [R]262, 264, 268, [E]355, [S]605
Connacht . . [R]21, 332, [E]348, 439, 466, [A]547, 551, [S]602
Corfou . [R]21, 172, 262, 264, 266, 268, 298, 317, 325, [E]355, [S]605
Cornwall . . . . . [R]201, [E]348, 436, [A]551, [S]602
Corsica . . . [R]267, [E]349, 350, 401, 512, [A]523, 526
Crimée . . . . . [R]221, 251, 268, [E]354, [A]524
Croatie . . . . . [R]205, 251, 268, 302, [E]352, 355, 372, [A]528, 550
Cumberland . . . . . [R]201, [E]348, [S]602
Cyclades . . . . . [R]8, 262, 264, [E]355, [S]605
Cymru . . . . . [R]201, [E]348, 466, [S]602
Cyrénaïque . . . . . [E]355, [A]524
Daġestān . . . . . [R]251, 268, [E]354, 355, [A]531
Dalmacija . . [R]21, 205, 268, 325, [E]352, 355, [S]605
Danzig . . . [R]206, 269, 332, [E]351, 353, 510, [A]547, 548, [S]604
Dauphiné . . . . . [E]349, 410, 412, [A]551, [S]603, 606
Delli . . . . . [A]545
Delta . . . . . [E]355, [A]519
Dikoe Pole . . . . . [E]353, 354, [A]525
Diu . . . . . [A]543, [S]606
Doğu Rumeli . . . . . [R]205, [E]355, [S]605
Don . . [R]22, 286, 332, [E]353, 354, [A]525, 536, 549, [RUS]590
Donets [R]22, 286, 332, [E]353, 354, [A]525, 536, 549, [RUS]590
Durham . . . . . [E]348, 436, [A]551, [S]602
E. Aden . . . . . [A]542, [S]606
E. Oman . . . . . [R]9, [A]542, [S]606
East Anglia . . . . . [E]348, 437, [A]554, [S]602, 603
Edo . . . . . [R]192
Erdély[R]205, 251, 268, 302, [E]355, 372, [A]528, 535, 550
Estland . [R]259, 261, 268, 284, 332, [E]351, 353, 354, 399, [A]525, 548, [RUS]590
Extremadura . . . . . [E]350, 351, [S]603
Fernando Po . . . . . [E]494
Finistère . . . . . [E]348, 349, 506, [S]603
Finland . . . . [R]21, 268, 289, 332, [E]351, [A]540, 547, [S]607

Flandre . . [R]21, 266–268, 307, 321, 332, [E]349, 352, 391, 394, 465, [A]522, 546, [HIS]593
Franche-Comté[R]21, 253, 267, 321, [E]349, 465, 467, [A]522
Franken . . . . . [R]319, 320, [A]536, 553, 555
Friesland[R]251, 267, 304, 309, 321, 332, [E]352, 390, 393, [A]535, 538, 549
Friuli . . . . . [R]21, [E]352, 355, [S]605
Gästrikland . . . . . [R]21, 289, [E]351, [A]540, [S]607
Géorgie . . . . . [R]251, 268, [E]354, 355, [A]526
Galiza . . . . . [E]350, 351, [S]603
Galloway . . . . . [R]201, [E]348, [A]533
Gelderland . . [R]251, 267, 304, 309, 321, 332, [E]352, 390, 391, 393, 499, [A]535, 538, 549
Gibraltar . . [R]151, 267, [E]350, 352, 468, 470, [S]603
Gloucester . . . . . [E]348, [S]602
Goa . . . . . [R]325, [A]543, [S]606
Gotland . . . [R]10, 201, 248, 259, [E]351, [A]524, [S]606, 613
Granada . . . . . [E]350, 351, 400, [A]526, [S]603
Graubunden . . . . . [E]352, [A]527
Guadeloupe . . . . . [R]9
Guyenne[R]166, 201, 248, 252, [E]348, 349, 410, 412, 426, [A]551, [S]603
Hacıbey . . . . . [R]251, [E]354, 355, [A]524
Hainaut . . [R]21, 266–268, 321, 332, [E]349, 352, 391, 394, 465, [A]522, 546
Hannover . . . . . [R]266, [A]527
Hellas . . . [R]8, 21, 263, 325, [E]355, 388, [S]605, 606
Herât . . . . . [R]9, 76, [E]492
Hessen . . . . . [A]527
Highlands . . . . . [E]348, 485, [A]533
Hinterpommern . [R]10, 21, 206, 282, 332, [E]351, 353, 373, 374, 441, 455–457, 459, [A]525, 527, 548
Holland . [R]251, 304, 309, 321, 332, [E]352, 390, 393, 394, 499, [A]535, 538, 549
Holstein . . [R]251, 269, 332, [E]351, 353, 454, [A]527, 548
Huelva . . . . . [E]350, 351, [S]603
Ifriqiya . . . . . [R]8, 218, 267, 268, [E]350, [A]536
Illes Balears . . [R]8, 266, 268, [E]350, 352, 468, [S]603
Ingermanland . . . . . [R]221, 226, 249, 259, 261, 268, 284, 332, [E]353, 354, 514, [A]548, [RUS]590, [S]605
Irak . . . . . [R]268, [E]355, [A]530
Isfahan . . . . . [R]21, 251, [A]531
Islas Canarias . . . . . [R]9, 206, 227, [E]350, [S]603
Istria . . . . . [E]352, 355, [S]605
Jämtland . . . . . [R]21, 289, [E]351, [A]540, [S]607
Jebel Tubqāī . . . . . [R]218, 265, [A]529
Jordanie . . . . . [E]355, [A]521
Jylland . . . . . [R]21, [E]351, [A]524
Kärnten . . . . . [E]352, [A]538
Köln . . . . . [E]506, [A]523
Kárpátok[R]205, 251, 268, 302, [E]352, 353, 355, 372, [A]528, 550
Kabylie . . . . . [E]350, [A]520
Kaluga . . . . . [E]353, 354, [S]605
Kapela[R]251, 268, 302, [E]352, 355, 372, [A]528, 550
Karelen . . [R]21, 221, 226, 268, 284, 332, [E]351, 354, [A]540, 547, [RUS]590, [S]607
Kazan' . . . . . [E]354, [A]523
Kent . . . . . [E]348, [S]602
Kermānšāh . . . . . [R]251, [E]355, [A]531
Kexholm . . . [R]21, 268, 269, 332, [E]351, 354, [A]547
Kilikya . . . . . [E]355, [S]605
Koḻikot . . . . . [R]130, 325, [E]369, [A]543, [S]606
Kocaeli . . . . . [E]355, [S]605
Konya . . . . . [E]355, [S]605
Kordistān . [R]251, 268, 278, [E]355, [A]531, [POL]598
Kosovo . . . . . [S]605
Kreta . . . . . [R]10, 262, 264, 268, 317, [E]355, [S]605
Kuban . . . . . [R]10, 251, 268, [E]354, 355, [A]526
Kurland . . . . . [R]21, 257, 268, 284, 289, 332, [E]351, 353, 399, 491, 514, [A]524, 525, 547, 548, [RUS]590
Kyōto . . . . . [R]192, [A]544
Lübeck . . . . . [R]251, 269, 332, [E]351, 353, 454, 459, [A]527, 548
La Mancha . . . . . [E]350, 364, 400, [A]526, [S]603
Ladoga . . . . . [E]354, [S]605
Laighean . [R]21, 201, 332, [E]348, [A]547, 551, [S]602
Lancashire . . . . . [R]201, [E]348, [S]602
Languedoc[R]151, 201, 231, [E]349, 410, 412, [A]551, [S]603
Lausitz . . . [R]258, 259, 264, 265, 268, 269, 283, 302, [E]352, 353, [A]521, 549, [PRU]599
Lazio . . . . . [R]21, 316, 327, 328, [E]350, [A]533
León . . . . . [E]350, 364, [S]603
Liège . . . . . [R]21, [E]352, 394, [A]528
Lietuva . . . [R]268, 332, [E]353, 354, 462, 510, [A]548, [S]604
Liguria . . . . . [R]21, [E]350, [A]526

Limburg . [R]21, 266, 268, 309, 321, 332, [E]352, 390, 394, 506, [A]522, 546
Limousin . . . . . [E]349, [S]603
Lincolnshire . . . . . [E]348, [S]602
Livonija . . . . . [R]21, 259, 261, 268, 284, 289, 332, [E]351, 353, 354, 399, 491, [A]524, 525, 548, [RUS]590
Lombardia . . [R]21, 201, 253, 267, 268, 300–302, 306, 315, [E]349, 350, 355, 361, 362, 373, 377, 378, [A]528, 550, [HIS]593
Lorraine . . . . [R]201, 231, 267, 268, [E]349, 420, 465, [A]529
Lothian . . . . . [E]348, [A]533
Lublin . . . . . [R]268, [E]352, 353, 510, [S]604
Lubnān . . . . . [R]115, [E]355, 388, [A]534
Lucca . . . . . [R]21, [E]350, 355, [A]529
Luxemburg . . . [R]21, 266–268, 321, 332, [E]349, 352, 394, 465, [A]522, 546
Lyonnais . . . . . [E]349, 410, 413, [A]553, [S]603
Münster . . . . . [A]537
Maḍīrās . . . . . [E]369
Małopolska . . [R]268, 277, [E]352, 353, 462, 463, 508, 510, [S]604
Magyarország[R]205, 251, 268, 302, 324, [E]352, 355, 372, [A]528, 535, 550
Maine . . . . . [R]9, [E]349, 410, 413, [A]553, [S]603
Mainz . . . . . [A]530
Makedonya . . . . . [E]355, [S]605
Malta . . . [R]206, 255, 262, 264, 266, 268, 317, [E]350, 352, 355, 467, [S]603
Mantova . . . . . [R]21, [E]355, [S]605
Marche . . . . . [R]21, [A]533
Mazowia . . [R]268, 269, 277, [E]353, 463, 510, [A]529, 549, 550, [POL]598
Mecklenburg . [R]251, 332, [E]351, 353, 454–456, 459, [A]527, 548
Memel . . . [R]21, 257, 268, 282, 332, [E]353, 399, 441, [A]525, 547, 548
Meshhed . . . . . [R]21, 251, [A]531
Midlands . . . . . [E]348, 436, [A]551, [S]602, 603
Modena . . . . . [R]21, [E]355, [A]530
Moldova . . . . . [R]205, 251, 268, [E]355, [A]530
Monferrato . . . . . [R]21, [E]350, [A]530
Montenegro . . [R]21, 268, 325, 331, [E]355, [TUR]594, [VEN]595, [S]606
Morava . . . [R]302, [E]352, 353, 508, 510, [A]521, 549
Moray . . . . . [E]348, 485, [A]533
Morbihan . . . . . [E]349, 506, [S]603
Mordoviya . . . . . [E]354, [A]523
Moreas . . . . [R]21, 263, 325, [E]355, 388, [S]605, 606
Moskva . . . . . [E]354, 403, 444, [RUS]590, [S]605
Mumbaī . . . . . [R]325, [A]543, [S]606
Mumhan . . . [R]21, 332, [E]348, 439, 466, [A]547, 551, [S]602
Murcia . . . . . [E]350, 400, [A]526, [S]603
Mures [R]251, 268, 302, [E]355, 372, [A]528, 535, 550
N. Madagascar . . . . . [E]340
N. Malabār . . . . . [A]545
N. Malacca . . . . . [A]543, [S]606
N. Nyasa . . . . . [A]543, [S]606
N. Sumatra . . . . . [A]541
Nassau . . . . . [E]352, 353, [A]527
Navarra . . . . . [R]201, [E]350, [S]603
Nefud . . . . . [E]355, [A]521
Neumark . . . . . [E]353, [A]522
Nice . . . [R]21, 201, 231, 267, [E]349, 350, 467, [A]532
Nil . . . . . [R]97, 98, 240, 268, [E]355, [A]519
Norge 4
Normandie . . . . [R]9, [E]349, 410, 413, [A]553, [S]603
Novgorod . . . . . [E]353, 354, 403, [S]605
Nubie . . . . . [E]355, [A]519
Nyland . . [R]21, 268, 332, [E]351, [A]540, 547, [S]607
OberPfalz . . . . . [R]320, [E]352, 457, [A]521, 531
Oldenburg . . . . . [R]266, [E]352, 459, [A]537
Onega . . . . . [E]354, [S]605
Oran . . . . . [R]155, 218, 267, 268, [E]350, [A]520
Orléanais . . . . . [E]349, 410, 413, 426, [A]553, [S]603
Ormus . . . . [R]9, 21, 77, 98, 172, 281, [E]433, [A]543, [TUR]594, [VEN]595, [S]606
Osnabrück . . . . . [R]266, [E]352, [A]527
Overijssel . . . [R]251, 267, 304, 309, 321, 332, [E]352, 390, 393, [A]535, 538, 549
P'yŏngyang . . . . . [E]406, 448
Pécs . [R]251, 268, 302, [E]352, 355, 372, [A]528, 550
Pékin . . . . . [A]543
Palermo . [R]21, 251, 267, 268, 302, 307, 315, [E]350, 352, [A]534, 550, [HAB]597, [S]603
Parma . . . . . [R]21, [E]350, 355, [A]531
Pars . . . . . [R]21, 251, [E]355, [A]531
Pfalz . . . . . [R]201, [E]349, 506, [A]531
Picardie [R]166, 248, 251–253, 266, 267, [E]348, 349, 410, 413, 465, [A]553, [S]603

Pirineos . . . . . [R]201, 306, [E]350, [A]547, [S]603
Podolie[R]22, 268, 286, 332, [E]353–355, [A]536, 549, [S]604
Poitou[R]166, [E]349, 410, 412, 426, 442, 506, [A]551, [S]603
Polacak . [R]332, [E]353, 354, 508, 510, [A]548, [S]604
Poltava[R]22, 268, 286, 332, [E]353, 354, 445, [A]536, 549, [S]604
Preußen . . . . . [R]21, 257, 282, [E]353, 373, 374, 441, [A]525, 547
Provence . . . . . [E]349, 410, 413, [A]553, [S]603
Prypeć . [R]268, 332, [E]353, 354, 510, [A]548, [S]604
Pskov . . . . . [E]353, 354, 368, [A]532
Puglia . . . [R]21, 251, 267, 268, 302, 307, 315, [E]350, 352, [A]534, 550
Quercy . . . . . [R]166, [E]349, 410, 412, [A]551, [S]603
Rhodos . . [R]82, 247, 262–264, 268, 316, 317, [E]355, [A]531, [HIS]593, [TUR]594
Romagna . . . . . [R]21, [E]355, [A]533
Rosseló . . [R]201, 253, 267, [E]350, 465, 467, [A]547, [S]603
Ryazan' . . . . . [E]354, 368, [A]532
S. Kenya . . . . . [A]543, [S]606
S. Madagascar . . . . . [E]340
S. Malabār . . . . . [R]130, [A]543, [S]606
S. Malacca[R]98, [E]369, [A]543, [TUR]594, [VEN]595, [S]606
S. Sibérie . . . . . [A]546, [S]606
Sachsen . . . . . [E]353, [A]533
Salamanca . . . . . [E]350, 364, [S]603
Saldígna . [R]21, 251, 268, 302, 315, [E]350, 352, 470, [A]534, 550, [HAB]597, [S]603
Salzburg . . . . . [E]352, [A]538
Samara . . . . . [R]286, [E]354, [A]523, [RUS]590
Savoia . . . . . [R]21, 201, 231, [E]349, 350, [A]532
Schwaben . . . . . [E]352, 457, [A]538
Seoul . . . . . [E]406, 448
Serbia . . . [R]21, 205, 246, 264, 268, 325, [E]355, 372, [S]606
Severia . . . [R]268, 332, [E]353, 354, 508, 510, [A]548, [S]604
Shirvan . . . . . [R]251, 268, [E]354, 355, [A]531
Sicilia[R]21, 251, 267, 268, 302, 307, 315, [E]350, 352, [A]534, 550, [HAB]597, [S]603
Siena . . . . . [R]21, [E]350, [A]535
Silésie . . . . [R]258, 259, 264, 265, 268, 269, 283, 302, [E]352, 353, [A]521, 549, [PRU]599
Sinai . . . . . [E]355, [A]519
Sinop . . . . . [E]355, [S]605
Sjælland . . . [R]21, 269, 331, [E]351, [A]524, [SUE]589
Skåne . . [R]10, 21, 230, 249, 259, 331, [E]351, [A]524, [SUE]589, [S]606, 613
Slesvig . . . . . [R]8, 21, [E]351, [A]524
Slovenija . . . . . [E]352, [A]538
Småland . . . . . [R]21, [E]351, [A]540, [S]607
Smolenska[R]257, 260, 332, [E]353, 354, 508, [A]548, [S]604
Soqotra . . . . . [R]21, 76, 98, 172, [TUR]594, [VEN]595
Souss . . . . . [R]265, [E]351, [A]529
Steiermark . . . . . [E]352, [A]538
Step' . . . . . [E]354, [A]534
Suisse . . . . . [A]527
Sulawesi S. . . . . [R]9
Svealand . . . . . [R]21, [E]351, [A]540, [S]607
Syrie . . . . . [E]355, [A]534, [TUR]594
Szlovákia . [R]251, 268, 302, [E]352, 355, 372, [A]528, 550
Tânger . . [R]92, 149, 151, 265, 268, [E]351, 397, 434, 435, [S]604
Tatarstan . . . . . [E]354, [A]523
Tavastland . [R]21, 269, 289, 332, [E]351, [A]540, 547, [S]607
Tejo . . . . . [R]92, 94, 148–150, [E]351, [S]604
Terek . . . . . [R]221, [E]354, [A]521
Terra Sancta . . . . . [E]355, 388, [A]534
Thüringen . . . . . [A]536
Tigre . . . . . [E]355, [A]530
Tirol . . . . . [E]352, [A]538
Tobrouk . . . . . [E]355, [A]519
Toledo . . . . . [E]350, 364, [S]603
Toscana . . . . . [R]21, [E]350, [A]535
Touraine . . . . . [E]349, 410, 412, 413, [A]551, [S]603
Trás-os-Montes . . . . . [R]92, 94, [E]351, [S]604
Trøndelag . . . . . [R]21, 230, 332, [E]351, [A]524, 548
Trabzon . . . . . [E]355, [S]605
Trakya . . . . . [R]172, [E]355, 361, [TUR]594, [S]605
Trentino . . . . . [R]21, [E]352, 355, [A]538, [S]606
Trier . . . . . [E]506, [A]535
Trinidad . . . . . [R]20
Tripolitaine . . . . . [R]255, [E]355, [A]536
Troyes . . . . . [E]349, 413, [S]603

Tunis . . . . . [R]85, [E]350, [A]536
Ukraïnya . . . [R]22, 268, 286, 332, [E]353–355, [A]536, 549, [S]604
Uladh[R]21, 201, 332, [E]348, 466, [A]547, 551, [S]602
Umbria . . . . . [R]21, [E]350, [A]533
Ural . . . . . [E]354, [A]534
Utrecht . [R]203, 251, 267, 304, 309, 321, 332, [E]352, 390, 391, 393, 394, 499, 506, [A]535, 538, 549
Västergotland . . . . . [R]21, 259, 331, [E]351, [A]524, [SUE]589, [S]606, 613
València . . . . . [E]350, [S]603
Valahia . . . . . [R]205, 251, 268, [E]355, [A]537
Van . . . . . [R]251, 268, [E]355, [A]531
Vendée . . . . . [E]349, 412, 413, 506, [S]603
Veneto . . . [R]21, 97, 100, 217, 298, [E]355, [VEN]595, [S]605
Vestfold . . . . . [R]21, 332, [E]351, [A]524, 548
Vizcaya . . . . . [R]201, [E]350, [S]603
Vlaanderen . . . . . [R]21, 97, 266–268, 304, 307, 321, 331, 332, [E]352, 370, 391, 394, [A]522, 546, [HIS]593, [S]603, 606
Vorpommern [R]332, [E]351, 353, 373, 374, 455–457, 459, [A]525, 527, 548
Vyatka . . . . . [E]354, [S]605
W. Nedj . . . . . [R]291, [S]605
Würtemberg . . . . . [A]538
Wessex . . . . . [E]348, 436, [S]602, 603
West Preußen . . . . . [R]269, [E]353, 508, 510, [S]604
Wielkopolska . . . [R]268, 269, [E]352, 353, 510, [S]604
Wołyń . . . . . [R]268, [E]352, 353, 510, [S]604
Yaroslavl' . . . . . [E]354, [S]605
Yorkshire . . . . . [E]348, [S]602
Zanzibar . . . . . [R]280, [A]542, [S]606
Zaporozhye . . [R]22, 251, 268, 286, 332, [E]353, 354, [A]524, 536, 549, [RUS]590
Zeeland . . . [R]203, 251, 267, 304, 307, 309, 321, 332, [E]352, 371, 390, 391, 393, 394, 506, [A]535, 538, 549, [HIS]593
al-Maġrib . . . . . [R]265, [E]351, [A]529
er-Rif . . . . . [R]265, [E]351, [A]529
'Annābah . . . . . [R]155, 267, 268, [E]350, [A]520
Žemaitija[R]268, 332, [E]353, 354, 510, [A]548, [S]604

Regions

Balkans **[R]21**, 81, 227, 238, 239, 263, 264, 293, 301, 325, [E]388, 477, [A]550, [T1]578, [HAB]597
Baltic Sea . . **[R]21**, 141, 246, 248, 249, 256–261, 264, 289, [E]514
Black Sea . . . . . **[R]21**, 151, 261
Denmark . . . . . **[R]21**, 260
Duchy of Courland . . . . . **[R]21**, [E]399
Duchy of Prussia[R]10, **21**, 266, 279, 282, 332, [E]374, 399, 441, 474, 508, 510, [S]608
Finland . . . **[R]21**, 21, 258, 260, 261, 268, 289, [E]514
Ireland . . . . . **[R]21**, 115, 201, 248, 252, [E]436
Italy **[R]21**, 166, 246, 247, 254, 255, 302, 320, [E]360, 362, 467, [A]550, [HIS]593, [HAB]597
Mediterranean Sea [R]15, **21**, 136, 141, 165, 240, 246, 317, [TUR]594, [VEN]595
Norway . 4, **[R]21**, 21, 259, 260, 288, [E]409, 488, 489, [A]524
Persian Core . . . . . **[R]21**, 324, 325, [E]354, 355
Spanish Netherlands **[R]21**, 21, 255, 264, 268, [A]528
Sweden . . . . . **[R]21**, 21, 258, 260, 261, 289
Ukraine . . **[R]22**, 266, [E]480, 481, 493, 494, 508, 510

Sea zones

Øresund . . . . . [E]340
Adriatique . . . [R]21, 172, 332, [E]338, 355, [TUR]594, [VEN]595
Amérique . . . . . [R]53, 54, 198, 222, [T3]580
Baie d'Hudson . . . . . [R]244
Baie de Botnie . . . . . [R]21
Baie de Gambie . . . . . [S]604
Baltique . . . . [R]10, 21, 46, 64, 97, 118, 249, 288, 331, [E]338, 351, 353, [A]524, 538, 540, [SUE]589, [POL]598, [PRU]599, [S]603, 606, 607
Banc d'Arguin . . . . . [S]604
Bassin Levantin [R]21, 192, 196, 317, [E]512, [T8]585, [TUR]594
Côte d'Angola . . . . . [S]604
Côte de Mascate . . . . . [E]369, 380, 381
Côte de Patagonie . . . . . [R]53, 54, [T3]580
Côte du Chili . . . . . [E]358
Côte du Pérou . . . . . [R]54, [T3]580
Cap Horn . . . . . [R]164, 244, [E]358
Cap de Bonne-Espérance . . . . . [E]358, [S]604
Cap des tempêtes [R]53, 54, 240, [E]358, [A]538, 540, [T3]580, [S]606
Caraïbes . . . . . [R]53, 54, 273, [T3]580, [FRA]592
Cinquantièmes hurlants . . . . . [R]9
Détroit de Malaisie . . . . . [E]369

Golfe Persique . . . . . [R]9, 77, 172, [S]605
Golfe de Gabès . . . . . [R]21
Golfe de Guinée . [R]53, 54, 97, 101, 102, 122, [E]351, [A]538, 540, [T3]580, [S]604
Golfe de Kutch . . . . . [E]369, 380, 381
Golfe de Panama . . . . . [R]244
Golfe du Lion . . . . . [R]21, 64, 197, 222, 240, 249, 318, [E]350, 515, [A]526, 538, 541, [TUR]594, [S]603, 606
Golfe du Mexique . . . . . [R]244
Grand océan pacifique . . . . . [R]12, 332
Marmara . . . . . [R]21, 296
Mer Caspienne . . [R]64, 122, 207, 240, 249, 286, 291, [RUS]590
Mer Ionienne . [R]21, 64, 240, 249, 255, 318, 325, 332, [A]526, 538, 541, [TUR]594, [S]603, 605, 606
Mer Jaune . . . . . [R]164
Mer Noire occidentale[R]21, 64, 240, 249, 286, [A]541, [RUS]590, [S]605
Mer Noire orientale . . . . . [R]21, 286, [RUS]590
Mer Tyrrhénienne . . . . . [R]21
Mer Égée . . . . . [R]21, 192, 196, 317, 325, [T8]585
Mer Érythrée . . . . . [E]369
Mer d'Alboran . . . . . [R]21, 318
Mer d'Arabie . . . . . [R]53, 54, 98, 101, 122, 240, [A]538, 540, 542, 543, [T3]580, [TUR]594, [VEN]595, [S]606
Mer d'Irlande . . . . . [R]201, [A]538
Mer d'Okhotsk . . . . . [R]9, 285
Mer de Chine . . [R]53, 54, 122, 240, 332, [E]370, 405, 406, [A]538, 540, 543, 544, [T3]580, [S]606
Mer de Norvège 4
Mer de Recife . . . . . [R]53, 54, [T3]580
Mer des Açores . . . . . [E]391, [S]602–604
Mer des Canaries . . . . [R]54, 64, 97, 122, [E]350, 391, [A]540, [T3]580, [S]603, 604
Mer des Laquedives . . . . . [R]9
Mer des Philippines . . . . . [R]164
Mer du Japon . . . . . [R]164
Mer du Nord [R]64, 331, [A]524, 533, 538, [S]603, 606
Mer rouge . . . . . [R]172, 319, [A]519, [S]605
Océan Indien . . . . . [R]9, 53, 54, 98, 122, 240, 265, [E]369, [A]538, 540, 542, 543, [T3]580, [TUR]594, [VEN]595, [S]606
Pacifique Nord-Est . . . . . [R]12
Pacifique Nord-Ouest . . . . . [R]164
Pacifique Sud-Est . . . . . [R]12
Quarantièmes rugissants . . . . . [R]9
Subcontinents
Africa . **[R]20**, 27, 42, 102, 163, 325, [E]358, 368, 370, [A]543, [S]604
America . . . . . [R]15, **20**, 20, 42, 44, 55, 99–102, 119, 134, 153, 161, 163, 237, 238, 241, 246, 252, 257, 259, 267, 268, 271, 275, 288, 293, 303, 304, 311, 332, [E]341, 348, 350, 352, 357, 358, 383, 504, [S]602
Asia . . . . . [R]15, 20, **21**, 55, 98, 100, 102, 134, 137, 163, 198, 281, 296, [E]358, 368, 370, 393–395, 397, 502, 503, [POR]588, [ANG]591, [FRA]592, [TUR]594–[HOL]596
Brazil . . . . . 4, **[R]20**, 20, 31, 44, 81, 134, 150, 151, 246, 256, 257, 259, 281, [E]339, 358, 397, 434, 501, [POR]588
Caribbean**[R]20**, 20, 81, 165, 252, 254–256, 303, 332, [E]339, [T1]578
Extreme Orient . . . . . **[R]20**, 21, 256, 257, [E]358
India . . . . . **[R]21**, 21, 122, 163, 222, 246, 254, 257, 259, 261, 266, 271, 274, 280, 310, [E]339, 405, 447, 475, 492, 493, 501–503, [A]545, [ANG]591, [FRA]592
Indochina . . . . . **[R]21**, 21, 271, 274, 310
Indonesia . **[R]21**, 21, 44, 163, 256, 257, 271, 274, 310
Middle East . . . . . **[R]21**, 21, [E]358
North America . . . . . **[R]20**, 20, 254, [E]475, 501, 503
Siberia . [R]20, **21**, 21, 27, 98, 123, 237, 241, 257, 285, [E]354, 358, 403, [TUR]594, [VEN]595
Spanish World . . **[R]20**, 20, 81, 255, 256, 268, [E]501, 503, [T1]578

Contents

Introduction **1**

People **5**

I Rules [R]7

I Game components **[R]8**
I.1 Description of the world: the maps . . . [R]8
I.1.1 Europa and Rest of the World . . . [R]8
I.1.2 Provinces and Sea Zones . . . [R]8
I.1.3 Symbols in provinces . . . [R]9
I.1.3.1 Wasteland area . . . [R]11
I.1.3.2 Cold Area . . . [R]11
I.1.3.3 Germany, Italy, Persia . . . [R]11
I.1.4 Cities . . . [R]11
I.1.4.1 Control of a province . . . [R]12
I.1.5 Symbols in Sea Zones . . . [R]12
I.1.6 ROTW provinces . . . [R]12
I.1.7 Tracks . . . [R]12
I.2 Counters . . . [R]13
I.2.1 Military counters . . . [R]13
I.2.1.1 Land units . . . [R]13
I.2.1.2 Sea units . . . [R]14
I.2.1.3 Fortresses . . . [R]14
I.2.2 Leader counters . . . [R]15
I.2.2.1 Values of leaders . . . [R]15
I.2.2.2 Symbols on leaders . . . [R]15
I.2.3 Economical counters . . . [R]16
I.2.3.1 Colonies and trading posts . . . [R]16
I.2.3.2 Manufactures . . . [R]16
I.2.3.3 Gold mines . . . [R]16
I.2.3.4 Trading fleet . . . [R]16
I.2.3.5 Trade centres . . . [R]16
I.2.4 Military markers . . . [R]17
I.2.5 Game markers . . . [R]17
I.3 Tables and dice . . . [R]17
I.3.1 Tables . . . [R]17
I.3.2 Dice . . . [R]17
I.3.3 Players aids and Record sheets . . . [R]18
I.4 Lexicon . . . [R]18
I.4.1 Major countries . . . [R]18
I.4.2 Various terms used throughout these rules . . . [R]19
I.4.3 Continents in the ROTW . . . [R]20

I.4.4 Land and Sea regions in Europe . . . [R]21

II The powers: at home and abroad **[R]23**
II.1 Generalities . . . [R]23
II.1.1 Fair play . . . [R]23
II.1.2 Precedence . . . [R]23
II.1.3 Rounding . . . [R]23
II.1.4 Order of resolution . . . [R]24
II.1.5 The letter and the spirit . . . [R]24
II.2 Countries . . . [R]24
II.3 Religions and cultural groups . . . [R]25
II.3.1 Religions and standings . . . [R]25
II.3.2 Cultural groups . . . [R]25
II.3.3 List of religions and cultural groups . . . [R]25
II.3.3.1 Catholic . . . [R]25
II.3.3.2 Protestant . . . [R]25
II.3.3.3 Latin . . . [R]26
II.3.3.4 Orthodox . . . [R]26
II.3.3.5 Christian . . . [R]26
II.3.3.6 Sunni . . . [R]26
II.3.3.7 Shi'ite . . . [R]26
II.3.3.8 Muslim . . . [R]26
II.3.3.9 Islam . . . [R]26
II.3.3.10 Other religions . . . [R]26
II.3.3.11 Medieval . . . [R]27
II.3.3.12 ROTW . . . [R]27
II.3.3.13 Special cases . . . [R]27
II.3.4 Religious enmities . . . [R]27
II.4 The passing of time . . . [R]27
II.4.1 Periods . . . [R]27
II.4.2 List of periods . . . [R]27
II.4.3 Limits by period . . . [R]28
II.4.3.1 Period limits table . . . [R]28
II.4.3.2 Exceeding Limits in MNU . . . [R]29
II.4.3.3 Actions and investments . . . [R]30
II.4.3.4 Turn limits Table . . . [R]30
II.5 Estates of a Power . . . [R]32
II.5.1 The monarch . . . [R]32
II.5.1.1 The survival test . . . [R]32
II.5.1.2 Initiative . . . [R]32
II.5.1.3 Ministers . . . [R]32
II.5.2 Stability . . . [R]33
II.5.3 Technology . . . [R]33
II.5.3.1 Generalities about technology . . . [R]33
II.5.3.2 Technological goals . . . [R]34
II.5.3.3 List of technologies . . . [R]34

II.6 Troubles at land and sea . . . [R]35
II.6.1 Revolts . . . [R]35
II.6.2 Pirates . . . [R]36
II.7 The economical system . . . [R]37
II.7.1 Economic Record Sheets . . . [R]37
II.7.2 A Three stage process . . . [R]37
II.7.2.1 Incomes . . . [R]40
II.7.2.2 Expenses . . . [R]40
II.7.2.3 The Exchequer test . . . [R]40
II.7.2.4 Bankruptcy and inflation . . . [R]41
II.8 The Great Discoveries . . . [R]42
II.8.1 Forts . . . [R]42
II.8.2 Colonies and Trading posts . . . [R]42
II.8.2.1 Description . . . [R]43
II.8.2.2 Colonial militia . . . [R]43
II.8.2.3 Destruction of TP . . . [R]44
II.8.3 Exploitation of Exotic resources . . . [R]44
II.8.4 Trade of Wood . . . [R]45
II.8.5 Minors colonial politics . . . [R]46
II.8.5.1 Minor establishments . . . [R]46
II.8.5.2 Pirate haven . . . [R]46
II.9 The detailed game sequence . . . [R]47

III Events **[R]49**
III.1 The events phase . . . [R]49
III.2 Monarch survival . . . [R]49
III.2.1 New monarchs . . . [R]50
III.3 Economical events . . . [R]53
III.4 Economic situation . . . [R]53
III.5 Piracy . . . [R]53
III.5.1 Raise of Piracy . . . [R]53
III.5.2 Named Pirates . . . [R]55
III.5.3 Sea or land? . . . [R]55
III.6 Historical/Political events . . . [R]55
III.7 Revolt events . . . [R]57
III.7.1 Revolts and Rebellions . . . [R]58
III.8 Diplomatic events . . . [R]59

IV Diplomacy **[R]61**
IV.1 Diplomatic phase . . . [R]61
IV.2 Agreements between Major Powers . . . [R]61
IV.2.1 Negotiations . . . [R]61
IV.2.1.1 Negotiations between Players . . . [R]61
IV.2.1.2 Outcome of Agreements . . . [R]61
IV.2.1.3 Alliances . . . [R]62
IV.2.1.4 The Trade Refusal . . . [R]64

IV.2.1.5 Others Announcements . . . [R]65
IV.3 Diplomacy with European Minor Powers . . . [R]65
IV.3.1 Presentation . . . [R]65
IV.3.1.1 Actions and control . . . [R]65
IV.3.1.2 Other . . . [R]66
IV.3.2 Diplomatic actions . . . [R]66
IV.3.2.1 Principles of diplomatic actions . . . [R]66
IV.3.2.2 Resolution of an action . . . [R]66
IV.3.3 Effects of the Diplomatic control . . . [R]70
IV.3.3.1 Royal Marriage . . . [R]70
IV.3.3.2 Subsidies . . . [R]70
IV.3.3.3 Military Alliance . . . [R]70
IV.3.3.4 Expeditionary Corps . . . [R]71
IV.3.3.5 Entry in war . . . [R]71
IV.3.3.6 Vassalisation . . . [R]72
IV.3.3.7 Annexation . . . [R]73
IV.4 Diplomacy with non-European countries . . . [R]73
IV.4.1 Diplomacy status in ROTW . . . [R]73
IV.4.2 Diplomatic actions in the ROTW . . . [R]73
IV.4.3 Consequences of "Formal Relations" . . . [R]75
IV.4.4 Consequences of an "Alliance Treaty" . . . [R]75
IV.4.4.1 Generalities . . . [R]75
IV.4.4.2 Iaponia and China . . . [R]75
IV.4.4.3 Bisinagar . . . [R]76
IV.4.4.4 Mogolis Imp., Siberia, Sudania, Durranis Imp. . . . [R]76
IV.4.4.5 Guzarate, Ayman, Aden, Aceh . . . [R]76
IV.4.4.6 Mysuria, Hyderabada . . . [R]77
IV.4.4.7 Iroquois . . . [R]77
IV.4.4.8 Ormus, part of Persia . . . [R]77
IV.4.4.9 Inca and Azteca . . . [R]77
IV.4.5 Countries from the ROTW as ally . . . [R]78
IV.4.6 Military Diplomacy and Treaty . . . [R]78
IV.4.7 Activation of ROTW minors . . . [R]79
IV.5 On wars . . . [R]79
IV.5.1 How Wars Begin . . . [R]79
IV.5.1.1 Wars caused by events . . . [R]80
IV.5.1.2 Wars by voluntary declarations . . . [R]80
IV.5.2 Casus Belli . . . [R]80
IV.5.3 Cost of a War Declaration . . . [R]81
IV.5.4 Overseas Wars . . . [R]81
IV.5.4.1 Commercial and Overseas CB . . . [R]81
IV.5.4.2 Permanent State of Overseas War . . . [R]82
IV.5.4.3 Restriction in Overseas Wars . . . [R]82
IV.5.5 Reactions to a Declaration of War . . . [R]83
IV.5.5.1 Generalities about Reactions . . . [R]83
IV.5.5.2 Guidelines about successive declarations of wars. . . . [R]84

IV.5.5.3 Signing an Alliance for Intervention . . . [R]84
IV.5.5.4 Armistice . . . [R]86
IV.5.5.5 Religious Wars, Civil Wars . . . [R]86
IV.5.6 Call for ally by Minor countries . . . [R]88
IV.5.6.1 Generalities . . . [R]88
IV.5.6.2 When a minor country is attacked . . . [R]88
IV.5.6.3 When a minor country is declaring war. . . . [R]89
IV.6 Conflicts against non-European . . . [R]90
IV.6.1 Generalities . . . [R]90
IV.6.2 Reactions by countries in the ROTW . . . [R]91
IV.6.3 Reactions by Natives during the rounds . . . [R]91

V Incomes [R]92
V.1 Incomes . . . [R]92
V.2 Land income . . . [R]92
V.3 Industrial income . . . [R]94
V.3.1 Manufactures . . . [R]94
V.3.2 European Gold . . . [R]94
V.3.3 Industrial income . . . [R]94
V.4 Trade income . . . [R]95
V.4.1 Domestic trade . . . [R]95
V.4.2 Foreign trade . . . [R]95
V.4.3 Commercial fleets . . . [R]97
V.4.3.1 Trading zones . . . [R]97
V.4.3.2 Monopolies . . . [R]97
V.4.4 Trade centres and convoys . . . [R]97
V.4.4.1 Trade centres . . . [R]97
V.4.4.2 The Great Orient centre . . . [R]98
V.4.4.3 Atlantic, Mediterranean and Indian Ocean centres . . . [R]99
V.4.4.4 Trade centres losses . . . [R]99
V.4.4.5 Convoys . . . [R]99
V.4.5 Trade income . . . [R]99
V.5 Colonial income . . . [R]100
V.5.1 Colonies & Trading-posts . . . [R]100
V.5.2 Exotic resources . . . [R]100
V.5.3 ROTW gold . . . [R]102
V.6 Other incomes . . . [R]103
V.6.1 Events & diplomatic incomes . . . [R]103
V.6.2 Exceptional taxes . . . [R]103
V.7 Income computation . . . [R]103
V.7.1 Gross income . . . [R]103

VI Administration [R]105
VI.1 Expenses . . . [R]105
VI.2 Overview of Administrative actions . . . [R]106
VI.2.1 General mechanism and list of actions . . . [R]106

VI.2.2 Counters limitation . . . [R]107
VI.3 Mandatory actions and bankruptcies . . . [R]108
VI.3.1 Commercial fleet adjustment . . . [R]108
VI.3.2 Loan management . . . [R]109
VI.3.3 Bankruptcy . . . [R]109
VI.4 Choices of actions . . . [R]112
VI.5 Loan refund . . . [R]112
VI.6 Domestic operations . . . [R]114
VI.6.1 Manufacture creation . . . [R]114
VI.6.2 Trade index improvement . . . [R]115
VI.6.3 Exceptional taxes . . . [R]116
VI.7 External Operations . . . [R]118
VI.7.1 Trade fleet Implantation . . . [R]118
VI.7.2 Colonies . . . [R]118
VI.7.2.1 Normal procedure . . . [R]118
VI.7.2.2 Transforming a trading-post in a colony . . . [R]120
VI.7.3 Trading posts . . . [R]121
VI.7.4 Limited access to the ROTW . . . [R]122
VI.7.4.1 Trade fleet . . . [R]122
VI.7.4.2 Pioneering [TBD] . . . [R]122
VI.7.4.3 Inland advance . . . [R]123
VI.7.4.4 Native empires . . . [R]123
VI.8 Other administrative operations . . . [R]124
VI.8.1 Technology . . . [R]124
VI.8.1.1 Procedure for technology progression . . . [R]124
VI.8.1.2 Technology improvement . . . [R]125
VI.8.1.3 New Technology . . . [R]126
VI.8.1.4 Special technologies . . . [R]127
VI.8.1.5 Former majors . . . [R]127
VI.8.1.6 Military Revolutions . . . [R]128
VI.8.2 Competitions . . . [R]129
VI.8.2.1 Normal competitions . . . [R]129
VI.8.2.2 Automatic competitions . . . [R]130
VI.9 Resolution of actions . . . [R]132
VI.10 Administration for minor countries . . . [R]133
VI.10.1 Trade fleet . . . [R]133
VI.10.2 Colonisation by minor countries . . . [R]133
VI.10.3 Administrative actions of minors . . . [R]133
VI.10.4 Logistic of minors . . . [R]134
VI.11 Administrative expenses . . . [R]134
VI.12 Exotic resources price variation, Trade centres and convoys . . . [R]134
VI.12.1 Price of exotic resources . . . [R]134
VI.12.1.1 Exploitation level . . . [R]134
VI.12.1.2 Variation of price . . . [R]135
VI.12.2 Attribution of centres of trade and convoys [to move in Interphase] . . . [R]136
VI.12.2.1 The convoys . . . [R]136

VII Logistic [R]138
VII.1 Description of Military forces . . . [R]138
VII.1.1 Land forces . . . [R]138
VII.1.1.1 Troops . . . [R]138
VII.1.1.2 Military doctrine . . . [R]139
VII.1.2 The Navy . . . [R]141
VII.1.3 Fortifications . . . [R]142
VII.1.3.1 Fortification counters . . . [R]142
VII.1.3.2 Fortifications as Supply sources . . . [R]143
VII.1.4 Veteran and Conscripts . . . [R]143
VII.2 Maintenance . . . [R]144
VII.2.1 Basic forces . . . [R]144
VII.2.2 Extra Maintenance . . . [R]144
VII.2.3 Maintenance of fortresses . . . [R]145
VII.2.4 Maintenance of Minor Powers . . . [R]146
VII.3 Recruitment . . . [R]147
VII.3.1 Land forces . . . [R]147
VII.3.1.1 Land recruitment in Europe . . . [R]147
VII.3.1.2 Land recruitment in the ROTW . . . [R]149
VII.3.2 Purchasing fortresses . . . [R]150
VII.3.3 Naval forces . . . [R]151
VII.3.3.1 Naval recruitment in Europe . . . [R]151
VII.3.3.2 Naval Recruitment in the ROTW . . . [R]152
VII.3.3.3 Privateers . . . [R]153
VII.3.4 Exceptional Levies [should be moved in chMilitary] . . . [R]153
VII.3.5 Recruitment of Minor Powers . . . [R]154
VII.3.5.1 Going to war . . . [R]154
VII.3.5.2 Minors fully at peace . . . [R]154
VII.3.5.3 Minors in Limited Intervention or Overseas wars . . . [R]155
VII.3.5.4 Minors fully at War . . . [R]156
VII.4 Removal and Placement of leaders . . . [R]159
VII.4.1 Removal of leaders . . . [R]159
VII.4.2 Placement of leaders . . . [R]160

VIII Military [R]162
VIII.1 Preparations . . . [R]162
VIII.1.1 Leadership . . . [R]162
VIII.1.1.1 Double-sided Leaders . . . [R]162
VIII.1.1.2 Leaders of Multi-national stacks . . . [R]162
VIII.1.1.3 Deployment of leaders . . . [R]163
VIII.1.2 Stacking . . . [R]163
VIII.2 Deployment [to be moved from ch. V] . . . [R]163
VIII.3 On campaigns [12] . . . [R]163
VIII.4 On movements [13,14,15,reactions] . . . [R]163
VIII.4.1 Special Movements . . . [R]163
VIII.5 On discoveries [58] . . . [R]164

VIII.6 On battles [17] [R]164
VIII.6.1 Convoys [R]164
VIII.7 Siegecraft [18] [R]165
VIII.8 End-of-phase [19] [R]165
VIII.9 Redeployment [20] [R]165
VIII.10 Unsorted rules [R]165
VIII.10.1 Occupations [BLP] [R]165
VIII.10.1.1 Placement of occupations [R]165
VIII.10.1.2 Effect of occupation [R]166
VIII.10.2 About logistic [R]166
VIII.10.3 Military campaigns [R]166
VIII.10.4 Supply, Attrition, Sieges [R]167
VIII.10.4.1 Sources of Supply, Lines of Supply [R]167
VIII.10.4.2 When does Attrition occur? [R]168
VIII.10.4.3 Attrition results [R]169
VIII.10.5 Autour du mouvement [R]169
VIII.10.6 règles navales [R]170
VIII.10.7 Effet d'un presidio (COMPLETER avec 53.8) [R]171
VIII.10.8 Les sièges [R]172
VIII.10.9 Terrains [R]173
VIII.10.10 Les batailles [R]173
VIII.10.10.1 Les batailles terrestres [R]173
VIII.10.10.2 Les batailles navales [R]174
VIII.10.11 En ROTW [R]175
VIII.11 Le combat rapide revisité – Version initiale du PPI – en chantier – BEWARE [R]175
VIII.11.1 Présentation [R]176
VIII.11.2 Autres règles militaires [R]176
VIII.11.2.1 Phase de jeu [R]176
VIII.11.2.2 Mouvement, empilement, attrition [R]176
VIII.11.2.3 Logistique des guerres [R]178
VIII.11.3 Le combat rapide [R]178
VIII.11.3.1 Description des armées, moral, technologie [R]179
VIII.11.3.2 Séquence de la bataille [R]179
VIII.11.3.3 Pendant les rounds de combat [R]180
VIII.11.3.4 Variation des pertes [R]180
VIII.11.3.5 Qui gagne le combat [R]181
VIII.11.4 Les sièges [R]181
VIII.11.4.1 L'assaut [R]181
VIII.11.4.2 La sape [R]182
VIII.11.4.3 Prise des forteresse [R]183
VIII.11.4.4 Généraux ingénieurs [R]183
VIII.11.4.5 La cavalerie et les forêts orientales [R]183
VIII.11.4.6 Le militaire et la mer Baltique [R]183
VIII.11.5 Diverses règles militaires [R]184
VIII.11.6 Partie navale [R]184
VIII.11.6.1 Description des unités navales [R]184

VIII.11.6.2 Logistique des forces navales [R]185
VIII.11.6.3 Clarification sur les mouvements [R]186
VIII.11.6.4 Transport maritime [R]186
VIII.11.6.5 s [R]186
VIII.11.6.6 Bataille navales rapides [R]187
VIII.11.7 Explorations et découvertes [R]188
VIII.11.7.1 Les détachements de conquistadors [R]188
VIII.11.7.2 Mouvement, exploration, attrition hors europe [R]188
VIII.11.7.3 Les combats hors europe [R]189
VIII.11.7.4 Les indigènes [R]189
VIII.11.7.5 Forts, missions, milices [R]189
VIII.11.7.6 Achats dans les colonies [R]190

IX Redeployment [R]191
IX.1 Overview [R]191
IX.2 Attacks by Natives [R]191
IX.3 Attacks by Pirates & Privateers [R]194
IX.3.1 At sea [R]195
IX.3.2 On land [R]199
IX.4 *Revolt* and *Rebellion* [R]200
IX.4.1 Revolts in minor countries [R]200
IX.4.2 Loss of Stability due to Revolts [R]200
IX.4.3 Extension of *Revolt* [R]200
IX.4.4 Revolts and fortresses [R]201
IX.4.5 Independence of Revolted Principalities [R]201
IX.4.6 Execution of the Monarch [R]201
IX.5 Land Military Looting [R]202
IX.6 Building *Præsidios* [R]203
IX.7 Redeployment of land troops [R]204
IX.8 Return to Port [R]206
IX.9 Gold repatriation [R]206

X Exchequer test and budget [R]208
X.1 Overview of the phase [R]208
X.2 Exceptional taxes [R]208
X.3 Exchequer test [R]209
X.3.1 Gross Income [R]209
X.3.2 International Loans [R]209
X.4 Budget [R]211
X.4.1 Expenses [R]211
X.4.2 Loan Management [R]214
X.4.3 Prestige and Wealth [R]214
X.5 Stability Improvement [R]214

XI Peaces [R]216
XI.1 Overview of the phase [R]216
XI.2 Ransoms [R]216
XI.3 Peace offers and discussions [R]217
XI.3.1 Signing Peaces [R]217
XI.3.1.1 Regular cases [R]217
XI.3.1.2 Mandatory peaces [R]218
XI.3.1.3 Other specific cases [R]219
XI.3.2 Interventions [R]220
XI.3.3 Peace differential [R]221
XI.3.4 The Peace levels [R]222
XI.3.4.1 Peace levels and conditions [R]222
XI.3.4.2 Description of peace levels [R]224
XI.3.5 Transfers of Provinces by Peaces [R]226
XI.3.6 Peace with Minor powers [R]227
XI.3.7 General Consequences of the Peace [R]232
XI.4 Stability adjustment [R]235
XI.4.1 Wars [R]235
XI.4.2 Interventions [R]236
XI.4.3 Other cases [R]236
XI.5 Inflation [R]237
XI.5.1 Increase of Inflation [R]237
XI.5.2 Inflation [R]237
XI.6 Test for crusade [R]238

XII Inter-turns Phase [R]240
XII.1 Overview [R]240
XII.2 Trade centres [R]240
XII.3 Monarchs, Natives, Militias and Fortresses [R]241
XII.4 VPs [R]241

XIII Winning the game [R]242
XIII.1 How to win the game ? [R]242
XIII.2 VPs per turn [R]243
XIII.2.1 VPs earned during each phase [R]243
XIII.2.2 VPs earned for discovering the World [R]244
XIII.3 End of period VPs [R]245
XIII.3.1 Prestige [R]245
XIII.3.2 End of period check up [R]246
XIII.3.3 Period's objectives [R]247
XIII.4 Period objectives per country [R]248
XIII.4.1 Explanation of some objectives [R]248
XIII.4.2 Objectives of Anglia [R]251
XIII.4.2.1 Period I [R]251
XIII.4.2.2 Period II [R]252
XIII.4.2.3 Period III [R]252

XIII.4.2.4 Period IV [R]252
XIII.4.2.5 Period V [R]252
XIII.4.2.6 Period VI [R]252
XIII.4.2.7 Period VII [R]253
XIII.4.3 Objectives of Francia [R]253
XIII.4.3.1 Period I [R]253
XIII.4.3.2 Period II [R]253
XIII.4.3.3 Period III [R]253
XIII.4.3.4 Period IV [R]253
XIII.4.3.5 Period V [R]254
XIII.4.3.6 Period VI [R]254
XIII.4.3.7 Period VII [R]254
XIII.4.4 Objectives of Hispania [R]254
XIII.4.4.1 Period I [R]254
XIII.4.4.2 Period II [R]255
XIII.4.4.3 Period III [R]255
XIII.4.4.4 Period IV [R]255
XIII.4.4.5 Period V [R]255
XIII.4.4.6 Period VI [R]256
XIII.4.4.7 Period VII [R]256
XIII.4.5 Objectives of Hollandia [R]256
XIII.4.5.1 Period III [R]256
XIII.4.5.2 Period IV [R]256
XIII.4.5.3 Period V [R]256
XIII.4.5.4 Period VI [R]257
XIII.4.5.5 Period VII [R]257
XIII.4.6 Objectives of Polonia [R]257
XIII.4.6.1 Period I [R]257
XIII.4.6.2 Period II [R]257
XIII.4.6.3 Period III [R]258
XIII.4.6.4 Period IV [R]258
XIII.4.6.5 Period V [R]258
XIII.4.7 Objectives of Prussia [R]258
XIII.4.7.1 Period VI [R]258
XIII.4.7.2 Period VII [R]259
XIII.4.8 Objectives of Portugallia [R]259
XIII.4.8.1 Period I [R]259
XIII.4.8.2 Period II [R]259
XIII.4.9 Objectives of Suecia [R]259
XIII.4.9.1 Period III [R]259
XIII.4.9.2 Period IV [R]259
XIII.4.9.3 Period V [R]260
XIII.4.9.4 Period VI [R]260
XIII.4.9.5 Period VII [R]260
XIII.4.10 Objectives of Russia [R]260
XIII.4.10.1 Period I [R]260

XIII.4.10.2 Period II . . . [R]260
XIII.4.10.3 Period III . . . [R]261
XIII.4.10.4 Period IV . . . [R]261
XIII.4.10.5 Period V . . . [R]261
XIII.4.10.6 Period VI . . . [R]261
XIII.4.10.7 Period VII . . . [R]261
XIII.4.11 Objectives of Turcia . . . [R]261
XIII.4.11.1 Period I . . . [R]261
XIII.4.11.2 Period II . . . [R]262
XIII.4.11.3 Period III . . . [R]262
XIII.4.11.4 Period IV . . . [R]262
XIII.4.11.5 Period V . . . [R]262
XIII.4.11.6 Period VI . . . [R]263
XIII.4.11.7 Period VII . . . [R]263
XIII.4.12 Objectives of Venetia . . . [R]263
XIII.4.12.1 Period I . . . [R]263
XIII.4.12.2 Period II . . . [R]263
XIII.4.12.3 Period III . . . [R]263
XIII.4.13 Objectives of Austria . . . [R]264
XIII.4.13.1 Period IV . . . [R]264
XIII.4.13.2 Period V . . . [R]264
XIII.4.13.3 Period VI . . . [R]264
XIII.4.13.4 Period VII . . . [R]265
XIII.5 End of game VPs . . . [R]265
XIII.5.1 All powers . . . [R]265
XIII.5.2 Portugallia . . . [R]265
XIII.5.3 Venetia . . . [R]266
XIII.5.4 Polonia . . . [R]266
XIII.5.5 Hollandia . . . [R]266
XIII.5.6 Anglia . . . [R]267
XIII.5.7 Francia . . . [R]267
XIII.5.8 Hispania . . . [R]267
XIII.5.9 Austria . . . [R]268
XIII.5.10 Russia . . . [R]268
XIII.5.11 Turcia . . . [R]268
XIII.5.12 Prussia . . . [R]269
XIII.5.13 Suecia . . . [R]269

XIV Specific Rules **[R]270**
XIV.1 Anglia . . . [R]270
XIV.1.1 English intervention in wars . . . [R]270
XIV.1.1.1 Military leaders . . . [R]270
XIV.1.2 Overseas and Colonial Policy . . . [R]270
XIV.1.2.1 The Sea Hounds . . . [R]270
XIV.1.2.2 English Missionaries and Missions . . . [R]271
XIV.1.2.3 English Sepoys . . . [R]271

XIV.1.2.4 Few acres of snow . . . [R]271
XIV.1.3 Anglia in play . . . [R]272
XIV.1.3.1 English Kings, Queens and Ministers . . . [R]272
XIV.1.4 Available counters . . . [R]273
XIV.2 Francia . . . [R]273
XIV.2.1 Military assets Overseas . . . [R]273
XIV.2.1.1 French Privateers . . . [R]273
XIV.2.1.2 French Missionaries and Missions . . . [R]273
XIV.2.1.3 French Cipayes . . . [R]274
XIV.2.1.4 French Indian allies . . . [R]274
XIV.2.1.5 French Colonial Militia . . . [R]275
XIV.2.1.6 At sea . . . [R]275
XIV.2.1.7 Few acres of snow . . . [R]275
XIV.2.2 Francia in play . . . [R]275
XIV.2.2.1 Monarchs of France . . . [R]275
XIV.2.2.2 Ministers of France . . . [R]275
XIV.2.2.3 Versailles . . . [R]275
XIV.2.2.4 Available counters . . . [R]276
XIV.3 Polonia . . . [R]276
XIV.3.1 The Polish Crown . . . [R]276
XIV.3.1.1 Elective Monarchy . . . [R]276
XIV.3.1.2 Particular Monarchs . . . [R]276
XIV.3.2 Political Disunity . . . [R]277
XIV.3.2.1 Economical difficulties . . . [R]277
XIV.3.2.2 The Union of Lublin . . . [R]277
XIV.3.2.3 The two Polish Capitals . . . [R]277
XIV.3.2.4 Liberum Veto or Absolutism . . . [R]277
XIV.3.2.5 Polish Ukraine . . . [R]278
XIV.3.2.6 Polish Annexations and Crusades . . . [R]278
XIV.3.2.7 Polonia as a minor country . . . [R]278
XIV.3.3 Religious attitudes . . . [R]279
XIV.3.3.1 Regarding Orthodoxy . . . [R]279
XIV.3.3.2 Regarding Protestantism . . . [R]279
XIV.3.4 Polonia in play . . . [R]280
XIV.3.4.1 Available counters . . . [R]280
XIV.4 Portugallia . . . [R]280
XIV.4.1 The Overseas Empire . . . [R]280
XIV.4.1.1 Viceroys of the India . . . [R]280
XIV.4.1.2 Portuguese Missions and Missionaries . . . [R]281
XIV.4.1.3 Portuguese colonial militia . . . [R]281
XIV.4.1.4 Exclusivity on Portuguese discoveries . . . [R]281
XIV.4.1.5 The African gold . . . [R]281
XIV.4.1.6 Portuguese Explorers . . . [R]281
XIV.4.2 Portugallia in play . . . [R]282
XIV.4.2.1 Portuguese Monarchs . . . [R]282
XIV.4.2.2 Available counters . . . [R]282

XIV.4.3 Portugallia as a minor country . . . [R]282
XIV.5 Prussia . . . [R]282
XIV.5.1 From Brandenburgum to Prussia . . . [R]282
XIV.5.1.1 Brandenburgum as a Minor Country . . . [R]282
XIV.5.1.2 Prussia as a Major Country . . . [R]283
XIV.5.1.3 Silesia: Silésie and Lausitz . . . [R]283
XIV.5.1.4 Military Means . . . [R]283
XIV.5.2 Prussia in play . . . [R]283
XIV.5.2.1 Prussian Monarchs . . . [R]283
XIV.5.2.2 Available counters . . . [R]284
XIV.6 Russia . . . [R]284
XIV.6.1 Russian under-development . . . [R]284
XIV.6.2 The Russian military system . . . [R]285
XIV.6.3 Religious Attitude of Russia . . . [R]286
XIV.6.4 Russia in play . . . [R]286
XIV.6.4.1 Great Russian Monarchs . . . [R]286
XIV.6.4.2 Available counters . . . [R]287
XIV.7 Suecia . . . [R]287
XIV.7.1 Suecia as a Minor Country . . . [R]287
XIV.7.2 The Swedish Crown . . . [R]288
XIV.7.2.1 Relations with Dania . . . [R]288
XIV.7.2.2 General policy of Suecia . . . [R]288
XIV.7.2.3 Few acres of snow . . . [R]289
XIV.7.2.4 Insufficient demography . . . [R]289
XIV.7.3 Swedish Conscription and Military . . . [R]289
XIV.7.3.1 Religious Attitude . . . [R]289
XIV.7.3.2 Union between Poland and Sweden . . . [R]290
XIV.7.4 Suecia in play . . . [R]290
XIV.7.4.1 Monarchs of Sweden . . . [R]290
XIV.7.4.2 Available counters . . . [R]291
XIV.8 Turcia . . . [R]291
XIV.8.1 Internal affairs . . . [R]291
XIV.8.1.1 The Policy of Grand Orient . . . [R]291
XIV.8.1.2 Turkish Military system . . . [R]292
XIV.8.1.3 Turkish Reformation . . . [R]294
XIV.8.2 Turkish navy [BLP] . . . [R]295
XIV.8.3 Relations with foreigners . . . [R]295
XIV.8.3.1 Diplomacy . . . [R]295
XIV.8.3.2 Relations with the Barbaresque countries . . . [R]296
XIV.8.3.3 Discoveries and Activities in the Indian Ocean . . . [R]296
XIV.8.3.4 Facing the Ottomans . . . [R]296
XIV.8.4 Turcia in play . . . [R]296
XIV.8.4.1 Sultans and Viziers of Turkey . . . [R]297
XIV.8.4.2 Available counters . . . [R]297
XIV.9 Venetia . . . [R]297
XIV.9.1 Italia e San Marco . . . [R]297

XIV.9.2 A Commercial Empire . . . [R]298
XIV.9.2.1 Relations with Minor Countries . . . [R]298
XIV.9.2.2 The Salt Monopoly . . . [R]298
XIV.9.2.3 Naval means . . . [R]298
XIV.9.3 Venetia as a minor country . . . [R]298
XIV.9.4 Venetia in play . . . [R]299
XIV.9.4.1 The Doge . . . [R]299
XIV.9.4.2 Available counters . . . [R]299
XIV.10 Hispania . . . [R]299
XIV.10.1 Habsburg dynastic actions . . . [R]299
XIV.10.1.1 The nature of dynastic actions . . . [R]299
XIV.10.1.2 List of dynastic actions . . . [R]300
XIV.10.1.3 Habsburg endogamy . . . [R]300
XIV.10.1.4 Spanish Annexations . . . [R]301
XIV.10.2 Autonomous Habsburg States . . . [R]301
XIV.10.2.1 General Conditions of Autonomy . . . [R]301
XIV.10.2.2 Hasburgensis Siciliæ . . . [R]302
XIV.10.2.3 Habsburgensis Lombardia . . . [R]302
XIV.10.2.4 Habsburgensis Bohemia . . . [R]302
XIV.10.2.5 Habsburgensis Hungaria . . . [R]302
XIV.10.2.6 Autonomous States and Events . . . [R]302
XIV.10.3 Spanish economy . . . [R]303
XIV.10.3.1 Spanish Colonial Policy . . . [R]303
XIV.10.3.2 New Spain . . . [R]303
XIV.10.3.3 Spanish Missionaries . . . [R]303
XIV.10.3.4 The Gold Flow . . . [R]303
XIV.10.3.5 The American Empire . . . [R]304
XIV.10.3.6 The Flota de Oro . . . [R]304
XIV.10.3.7 The Spanish Holland . . . [R]304
XIV.10.3.8 The Flanders Factories . . . [R]304
XIV.10.3.9 Expulsion of the Jews and the Moriscos . . . [R]305
XIV.10.3.10 Asiento and Exclusivity . . . [R]305
XIV.10.4 Military means of an empire . . . [R]306
XIV.10.4.1 The Tercios . . . [R]306
XIV.10.4.2 Spanish Recruitment Area . . . [R]306
XIV.10.4.3 The Italian Fleet . . . [R]307
XIV.10.4.4 Flemish sailors . . . [R]307
XIV.10.4.5 At sea . . . [R]307
XIV.10.5 Other political rules for Spain . . . [R]307
XIV.10.5.1 Grouped annexions in Italy . . . [R]307
XIV.10.5.2 Minor countries dependent on Spain . . . [R]307
XIV.10.5.3 The Defence of the Catholic Faith . . . [R]307
XIV.10.6 Hispania in play . . . [R]307
XIV.10.6.1 Spanish Monarchs and Ministers . . . [R]307
XIV.10.6.2 Available counters . . . [R]308
XIV.11 Hollandia . . . [R]308

XIV.11.1 Holland as a minor country . . . [R]308
XIV.11.2 Revolt of the United provinces . . . [R]309
XIV.11.3 The Dutch Government . . . [R]309
XIV.11.3.1 Choice of government . . . [R]309
XIV.11.3.2 The aristocratic government (Stadhouder) . . . [R]310
XIV.11.3.3 The Parliament . . . [R]310
XIV.11.4 Military and Overseas rules . . . [R]310
XIV.11.4.1 Naval Construction . . . [R]310
XIV.11.4.2 Dutch Flood . . . [R]310
XIV.11.4.3 Dutch Indiërs . . . [R]311
XIV.11.4.4 Overseas . . . [R]311
XIV.11.4.5 At sea . . . [R]311
XIV.11.4.6 Few acres of snow . . . [R]311
XIV.11.5 Hollandia in play . . . [R]312
XIV.11.5.1 Dutch Leaders . . . [R]312
XIV.11.5.2 Available counters . . . [R]312
XIV.12 Austria and Habsburg Empire . . . [R]313
XIV.12.1 The Habsburg Empire . . . [R]313
XIV.12.2 Austria as a minor country . . . [R]313
XIV.12.2.1 The Habsburg Dynastic Alliance . . . [R]313
XIV.12.2.2 Conduct of the minor Habsburgum country . . . [R]314
XIV.12.3 Specific affairs of AUS* . . . [R]314
XIV.12.3.1 Crusades against the Ottomans . . . [R]314
XIV.12.4 Austria as a major country . . . [R]314
XIV.12.4.1 Diplomacy of Austria . . . [R]314
XIV.12.4.2 Baltic Fleet . . . [R]315
XIV.12.4.3 Autonomous Habsburg States . . . [R]315
XIV.12.4.4 Inheritance of the Hasburg Empire . . . [R]315
XIV.12.4.5 Grouped annexions in Italy . . . [R]315
XIV.12.5 Austria in play . . . [R]316
XIV.12.5.1 The Austrian monarchs . . . [R]316
XIV.12.5.2 Available counters . . . [R]316
XIV.13 On Specific Minor Powers . . . [R]316
XIV.13.1 Italian and Mediterranean countries . . . [R]316
XIV.13.1.1 Sancta Sedes . . . [R]316
XIV.13.1.2 Ordo Hospitalis . . . [R]317
XIV.13.1.3 Barbaresque countries . . . [R]318
XIV.13.1.4 The Mamluks: Ægyptus and Syria . . . [R]319
XIV.13.1.5 Genua . . . [R]319
XIV.13.2 German countries . . . [R]319
XIV.13.2.1 The Holy Roman Empire (SRI) . . . [R]319
XIV.13.2.2 Alliances in the HRE . . . [R]320
XIV.13.2.3 The OberPfalz: Bavaria and Palatinatus . . . [R]320
XIV.13.2.4 Helvetia . . . [R]320
XIV.13.3 Northern and Western countries . . . [R]321
XIV.13.3.1 The Low Countries: Terræ Depressæ . . . [R]321

XIV.13.3.2 Burgundia . . . [R]321
XIV.13.3.3 Leodium . . . [R]321
XIV.13.3.4 Dania . . . [R]321
XIV.13.3.5 The Hansa . . . [R]322
XIV.13.3.6 The United States of America . . . [R]322
XIV.13.4 Eastern countries . . . [R]322
XIV.13.4.1 The Khanates and Cossacks . . . [R]322
XIV.13.4.2 The Nordic Orders, Pskove, Rezane, Siberia . . . [R]323
XIV.13.4.3 Bohemia, Hungaria and Transilvania . . . [R]323
XIV.13.4.4 Persia . . . [R]324
XIV.13.4.5 Guzarate . . . [R]325
XIV.14 General Political Rules . . . [R]325
XIV.14.1 Instability of the Balkans . . . [R]325
XIV.14.2 Nordic wars [BLP] . . . [R]325
XIV.14.3 The Religious Struggles . . . [R]326
XIV.14.3.1 Sole Defender of Catholic Faith . . . [R]326
XIV.14.3.2 End of Religious Struggles . . . [R]326
XIV.14.3.3 The Islamic Schism . . . [R]327
XIV.14.4 The Ottoman advance . . . [R]327
XIV.14.4.1 Crusades . . . [R]327
XIV.14.4.2 Turkish Capture of Wien . . . [R]327
XIV.14.4.3 Turkish Capture of Roma . . . [R]327
XIV.14.5 The Wars of Succession . . . [R]328
XIV.14.5.1 Conditions . . . [R]328
XIV.14.5.2 Results . . . [R]328
XIV.14.6 Using mercenaries . . . [R]329
XIV.14.7 Use of Missions and Missionaries . . . [R]329
XIV.14.7.1 Availability . . . [R]329
XIV.14.7.2 Missionaries . . . [R]330
XIV.14.7.3 Missions . . . [R]330
XIV.14.8 Commercial specificities . . . [R]330
XIV.14.8.1 Levies of the Sund . . . [R]330
XIV.14.8.2 Commerce and Wars in the Baltic Sea . . . [R]331
XIV.14.8.3 Control of the Scheldt (L'Escaut) . . . [R]331
XIV.14.8.4 Ragusa . . . [R]332
XIV.14.8.5 Occupation of the Caribbean . . . [R]332
XIV.14.8.6 The Manila Galleon . . . [R]332
XIV.14.9 Independence of Revolted Principalities . . . [R]332

II Events [E]335

XV Economical events [E]336
XV.1 Event Table of economical random events . . . [E]336
XV.2 Description of Economical Events . . . [E]337
E-1 Crisis of madness . . . [E]337

E-2 Excellent ministers . . . [E]337
E-3 Serious sickness . . . [E]337
E-4 Agricultural crisis . . . [E]337
E-5 Naval losses . . . [E]337
E-6 Looting and insecurity . . . [E]338
E-7 Fiscal evasion . . . [E]338
E-7.α Corruption of Pashas . . . [E]338
E-8 Corruption . . . [E]338
E-9 Technological advance . . . [E]338
E-10 Discovery of mines . . . [E]338
E-11 Wave of obscurantism . . . [E]338
E-12 Pirates . . . [E]338
E-13 Development of warships . . . [E]339
E-14 Military leader . . . [E]339
E-15 Drought . . . [E]339
E-16 Exceptional year . . . [E]339
E-17 Sales of honorary titles . . . [E]339
E-18 Epidemics . . . [E]339
E-19 Rush of colonists . . . [E]339
E-19.α Minor country colonisation . . . [E]339
E-20 Refugees . . . [E]340
E-21 Gift to the State . . . [E]340
E-22 Scandal at the court . . . [E]340
E-23 Plots at the court . . . [E]340
E-24 Poor weather . . . [E]340
E-25 Death of the heir to the throne . . . [E]341
E-26 Depletion of a mine . . . [E]341
E-26.α Depletion of mines in America . . . [E]341
E-27 New ally . . . [E]341
E-28 Defection of an ally . . . [E]341
E-29 Desertions . . . [E]341
E-30 Death of a military leader . . . [E]341
E-31 Dynastic inheritance . . . [E]342
E-32 Inflation . . . [E]342
E-33 Offer of alliance . . . [E]342
E-34 Independence of a vassal . . . [E]342
E-35 Enthusiasm for the Army . . . [E]342
E-36 Renewal of popularity . . . [E]342
E-37 Enthusiasm for the Navy . . . [E]342
E-38 Agricultural technique development . . . [E]342
E-39 Reorganisation of the army or the fleet . . . [E]342
E-40 Conquistador . . . [E]342
E-41 Explorer . . . [E]343
E-42 Governor . . . [E]343
E-43 Diplomatic preeminence . . . [E]343
E-44 Cultural expansion . . . [E]343

E-45 Deflation . . . [E]343
E-46 Economic crisis . . . [E]343
E-47 Economic boom . . . [E]343
E-48 Rectification . . . [E]344
E-49 Treachery . . . [E]344

XVI Diplomacy and Revolts events [E]345
XVI.1 Diplomatic event tables . . . [E]345
XVI.2 Revolts tables . . . [E]346
XVI.2.1 Summary of the procedure . . . [E]346
XVI.2.2 Global revolt table . . . [E]346
XVI.2.3 Revolt table for ANG . . . [E]348
XVI.2.4 Revolt table for FRA . . . [E]349
XVI.2.5 Revolt table for HIS . . . [E]350
XVI.2.6 Revolt table for POR, SUE and COL . . . [E]351
XVI.2.7 Revolt tables for HOL and AUS . . . [E]352
XVI.2.8 Revolt tables for POL and PRU . . . [E]353
XVI.2.9 Revolt tables for RUS . . . [E]354
XVI.2.10 Revolt table for VEN and TUR . . . [E]355

XVIIPolitical Events of Period I [E]357
I-1 Treaty of Tordesillas . . . [E]358
I-2 Election of the HRE Emperor . . . [E]359
I-3 (1) Wars in Italy (Napoli) . . . [E]359
I-3 (2) Wars in Italy (Milano) . . . [E]361
I-4 (1) Declaration of Hungarian Freedom . . . [E]362
I-4 (2) Dynastic Alliance with Bohemia . . . [E]363
I-5 Dynastic Alliance with Hungaria . . . [E]363
I-6 Dynastic Alliance with Milano . . . [E]363
I-7 (1) Habsburg Dynastic Action . . . [E]363
I-7 (2) Revolt of the Comuneros . . . [E]364
I-8 (1) Reformation . . . [E]364
I-8 (2) Growth of the Reformation . . . [E]364
I-8 (2).α France . . . [E]365
I-8 (2).β Spain . . . [E]365
I-8 (2).γ England . . . [E]366
I-8 (2).δ Poland . . . [E]366
I-8 (3) Intensification of the Reformation . . . [E]366
I-9 Turkish Dynamism . . . [E]366
I-9.α Barbaross brothers . . . [E]367
I-9.β Vassalisation of Algeria . . . [E]367
I-9.γ Alignment of the Barbaresques . . . [E]367
I-9.δ Turkish Diplomatic Pressures . . . [E]367
I-10 War with Scotland . . . [E]367
I-11 (1) The End of the Golden Horde . . . [E]368
I-11 (2) Russian Annexation of Pskov and Ryazan . . . [E]368

I-12 War between Russia and Poland . . . [E]368
I-13 Wars on the Roads of Spices . . . [E]368
I-13.α War in Indian Sea . . . [E]368
I-13.β Veneto-Turkish Commercial Dispute . . . [E]369
I-14 Resistance of Muslim Traders . . . [E]369
I-15 Chinese Expeditions . . . [E]370
I-16 Barbaros Brothers . . . [E]370
I-A Dynastic Alliance of the Habsburg . . . [E]370
I-B Burgundy Inheritance . . . [E]370
I-C Habsburg Bohemia . . . [E]371
I-D Habsburg Inheritance of Hungary . . . [E]371
I-E Downfall of Hungary . . . [E]372
I-F Habsburg Control of Milano . . . [E]373
I-G Spanish Milano . . . [E]373
I-H Secularisation of D.S.M. Theutonicorum . . . [E]373
I-I Spanish Naples . . . [E]374

XVIIPolitical Events of Period II **[E]375**
II-1 (1) Act of Supremacy . . . [E]376
II-1 (2) War with Scotland . . . [E]376
II-2 (1) Election of the HRE Emperor . . . [E]377
II-2 (2) Habsburg Dynastic Commitments . . . [E]377
II-3 War in Italy . . . [E]377
II-4 End of the Union of Kalmar . . . [E]378
II-5 War between Persia and Turkey . . . [E]378
II-6 (1) Turkish Vassalisation of Algeria . . . [E]379
II-6 (2) Alignment of Barbaresques . . . [E]379
II-7 War between Poland and Turkey . . . [E]379
II-8 Reformation . . . [E]379
II-9 War of the Schmalkaldic League . . . [E]379
II-10 War in the Indian Ocean . . . [E]380
II-10.α Revolt of Oman/Aden . . . [E]380
II-10.β War with Oman/Aden . . . [E]381
II-11 Portuguese Colonial Dynamism . . . [E]381
II-12 Spanish Colonial Dynamism . . . [E]381
II-13 Union of Lublin . . . [E]381
II-14 Russian conquest of the Khanates . . . [E]382
II-15 Russian Superiority over the Khanates . . . [E]382
II-16 War between Russia and Poland . . . [E]383
II-17 War between Russia and Turkey . . . [E]383
II-18 Forward to the Baltic Sea . . . [E]383
II-19 Resistance of the American Empires . . . [E]383
II-20 Chinese Oversea Expansion . . . [E]384
II-21 Apparition of the Mughal Empire . . . [E]384
II-A Mogolis Imp. Expansions . . . [E]384
II-B Call for Crusade . . . [E]386

XIX Political Events of Period III **[E]389**
III-1 (1) Revolt of the United Provinces . . . [E]390
III-1 (1).α First Revolt against the Spanish Crown . . . [E]390
III-1 (1).β War between Holland and Portugal . . . [E]392
III-1 (1).γ Subsequent Revolts . . . [E]392
III-1 (1).δ Independence without Revolt . . . [E]393
III-1 (2) Vereenigde Oostindische Compagnie . . . [E]393
III-1 (3) League of Nassau . . . [E]394
III-2 Amsterdam Stock Exchange . . . [E]395
III-3 (1) East Indian Company . . . [E]395
III-3 (2) End of the Auld Alliance . . . [E]396
III-4 (1) Northern Seven Years War . . . [E]396
III-4 (2) Oxenstierna . . . [E]396
III-5 War between England and Scotland . . . [E]396
III-6 Portuguese Disaster in Africa . . . [E]397
III-7 Annexation of Portugal by Spain . . . [E]397
III-7.α Portugal in Annexation . . . [E]398
III-8 Secularisation of Fratres Militiæ Christi . . . [E]398
III-9 War between Persia and Turkey . . . [E]399
III-9.α Persian Attack of Turkey . . . [E]399
III-9.β Annexation of Iraq . . . [E]400
III-10 Revolt in Sierra Nevada . . . [E]400
III-11 Wars of Religion in France . . . [E]401
III-12 Revolt in Corsica . . . [E]401
III-13 Union between Polonia and Suecia . . . [E]401
III-14 Union of Lublin . . . [E]402
III-15 (1) Oprichnina . . . [E]402
III-15 (2) The Time of Troubles in Russia . . . [E]403
III-16 War in Siberia . . . [E]403
III-17 Arkhangelsk and the Muscovy Trade Company . . . [E]404
III-18 Persian Safavids . . . [E]404
III-19 Revolts in Singala . . . [E]404
III-20 The Great Moghol Akbar . . . [E]404
III-21 Wars in India . . . [E]405
III-22 (1) China colonial attitude . . . [E]405
III-22 (1).α Closure of China . . . [E]405
III-22 (1).β Commercial dynamism of China . . . [E]406
III-22 (2) Sultanate of Aceh . . . [E]406
III-23 Japanese Expedition in Chosŏn . . . [E]406
III-23 Some Alternative History Events . . . [E]407
III-A Union between Polonia and Russia . . . [E]407
III-A.α Effect of the Union . . . [E]407
III-A.β War for Dynastic Union . . . [E]407
III-B Religious War in Sweden . . . [E]408
III-C Religious War in Poland . . . [E]409
III-D Religious Wars in France . . . [E]410

III-D.α Politic crisis . . . [E]412
III-D.β Economic crisis . . . [E]412
III-D.γ Uprisings in France . . . [E]412
III-D.δ Military Troubles . . . [E]413
III-D.ε Military operations during the wars . . . [E]414
III-D.ζ Truces during the Wars of Religion . . . [E]414
III-D (1) The first 3 Wars of Religion . . . [E]415
III-D (1).α Military operations during the first event . . . [E]415
III-D (1).β Peace during the first event . . . [E]415
III-D (1).γ Extension of the war . . . [E]416
III-D (1).δ Breaking of Truces . . . [E]416
III-D (2) The Saint-Barthelemy . . . [E]417
III-D (2).α Massacre of the Saint-Barthélémy . . . [E]417
III-D (2).β Military operations after the Saint-Barthélémy . . . [E]418
III-D (3) The Rise and Fall of the League . . . [E]418
III-D (3).α Military operations during the League . . . [E]418
III-D (3).β Guise Coup and assassination . . . [E]418
III-D (4) War of Succession . . . [E]419
III-D (4).α Designation of the Heir . . . [E]420
III-D (4).β France is Protestant . . . [E]420
III-D (4).γ France is Catholic/Counter-Reformation . . . [E]420
III-D (4).δ France is Catholic/Conciliatory . . . [E]421
III-D (4).ε Military operations during the War of Succession . . . [E]422
III-D (4).ζ How to end the War of Succession? . . . [E]422
III-D (4).η Coup and Murder of the Pretender . . . [E]422
III-D (4).θ End of the War of Succession . . . [E]423
III-D (5) Last Stand of the Heretics . . . [E]424
III-D (5).α Military operations during the fifth event . . . [E]424
III-D (5).β How to end the Last Stand? . . . [E]424
III-D (5).γ End of the Last Stand . . . [E]425
III-D (Final)End of the Wars of Religion . . . [E]425

XX Political Events of Period IV **[E]427**
IV-1 (1) Bohemian Revolt . . . [E]428
IV-1 (2) Revocation of the Truce of Augsburg . . . [E]429
IV-1 (2).α Revolt of a Northern Alliance . . . [E]429
IV-1 (2).β War of Revocation of the Truce of Augsburg . . . [E]430
IV-1 (2).γ Troubles in the Holy Roman Empire . . . [E]431
IV-2 (1) Olivares . . . [E]431
IV-2 (2) War for the Unity of the HRE . . . [E]432
IV-2 (2).α Revolt of Brandenburg and allies . . . [E]432
IV-2 (2).β War between Brandenburgum and Bavaria . . . [E]433
IV-3 (1) War between Turkey and Persia . . . [E]433
IV-3 (2) Persian Safavids . . . [E]433
IV-4 (1) National Revolt of the Portugal . . . [E]434
IV-4 (2) Alaouite dynasty in Mauretania . . . [E]435

IV-5 Act of Navigation . . . [E]435
IV-6 Personal Union between England and Scotland . . . [E]436
IV-7 (1) English Civil War . . . [E]436
IV-7 (1).α War with Scotland . . . [E]438
IV-7 (2) The Parliament and the English Kings . . . [E]438
IV-7 (2).α The Restoration of the English Kings . . . [E]438
IV-7 (2).β The Parliament asks for more reforms . . . [E]439
IV-7 (2).γ Civil War between Protestants and Puritans . . . [E]439
IV-8 (1) Creation of the London Stock Exchange . . . [E]440
IV-8 (2) Creation of the Amsterdam Stock Exchange . . . [E]440
IV-9 Dutch Colonial Dynamism . . . [E]440
IV-10 (1) Liberum Veto . . . [E]440
IV-11 The Great Elector Friedrich-Wilhelm of Prussia . . . [E]441
IV-12 (1) Oxenstierna . . . [E]441
IV-12 (2) Union between Polonia and Suecia . . . [E]441
IV-13 (1) Torstensson's War . . . [E]441
IV-13 (2) Agitation of the Swedish Nobles . . . [E]441
IV-14 Revolt of La Rochelle . . . [E]442
IV-15 Richelieu . . . [E]442
IV-16 The Fronde . . . [E]443
IV-17 (1) The Times of Troubles in Russia . . . [E]444
IV-17 (2) Revolt of the Cossacks . . . [E]445
IV-18 Extension of the Moghol Empire . . . [E]446
IV-19 Wars in India . . . [E]446
IV-20 Revolts in Singala/Formose . . . [E]447
IV-21 China Colonial Attitude . . . [E]447
IV-21.α Vassalisation of Korea . . . [E]447
IV-22 Iaponia Colonial Attitude . . . [E]447
IV-22.α Tokugawa's Commercial Restrictions . . . [E]447
IV-22.β Commercial dynamism of Iaponia . . . [E]448
IV-γ Swedish Deluge . . . [E]448
IV-z Köprülü . . . [E]448
IV-A Thirty Years' War . . . [E]449
IV-A.α Creation of the Germanic Alliances . . . [E]450
IV-A.β Extension of the alliances . . . [E]450
IV-A.γ The Turkish frontier . . . [E]452
IV-A.δ German reinforcements . . . [E]452
IV-A.ε General conditions of the war . . . [E]454
IV-A.ζ Who is winning the war ? . . . [E]454
IV-A.η Peace of Prague . . . [E]457
IV-A.θ The War after Prague . . . [E]457
IV-A.ι Peace of Westphalie . . . [E]458
IV-A.κ Northern HRE Alliance . . . [E]460
IV-A.λ Southern HRE Alliance . . . [E]460
IV-A.μ German Empire . . . [E]460
IV-B Civil War in Poland . . . [E]462

XXI Political Events of Period V **[E]464**
V-1 War of Devolution [E]465
V-2 (1) Chamber of Reunion [E]465
V-2 (2) War of the League of Augsburg [E]465
V-3 The Glorious Revolution in England [E]466
V-4 The War of Spanish Succession [E]467
V-4.α Integrity of the Inheritance. [E]468
V-4.β Seizing the Inheritance. [E]468
V-4.γ Dividing the Inheritance [E]468
V-4.δ War of Spanish Succession [E]469
V-4.ε Peace following Spanish Succession [E]469
V-5 Colbertian Mercantilism in France [E]470
V-6 Expulsion of the French Protestants [E]471
V-7 "Le Grand Siècle" [E]471
V-8 English Dynamism [E]472
V-9 From Montecuccoli to Prinz Eugen [E]472
V-10 de Witt [E]472
V-11 Peter the Great [E]472
V-12 Augustus II, a Saxon king in Poland [E]473
V-13 Creation of the Kingdom of Prussia [E]473
V-14 War between Suecia and Dania [E]474
V-15 Köprülü [E]474
V-16 Fights against the Iroquois [E]475
V-17 Slave Revolts in the West Indies [E]475
V-18 Wars in India [E]475
V-19 The Treaty of Nerchinsk [E]475
V-20 Invasion of Formosa by China [E]476
V-21 Trade Regulations in Japan [E]476
V-22 Revolt of the Cossacks [E]476
V-23 Revolt in Catalunya [E]476
V-s Revolt in Hungaria [E]476
V-t Christian prince in Transilvania [E]477
V-u (1) Cretan war [E]477
V-u (2) Morean war [E]477
V-v Revolt of the Pueblos [E]477
V-w Reconquest of Tangiers [E]477
V-x Khoikhoi-Dutch wars [E]477
V-y Bill of Test [E]477
V-z The Great Kuruc Uprising [E]478

XXII Political Events of Period VI **[E]479**
VI-1 The Great Northern War [E]480
VI-1.α War in Dania [E]481
VI-1.β Polish Civil War [E]481
VI-1.γ Minor Poland [E]482
VI-2 The War of Spanish Succession [E]483

VI-3 Creation of the Kingdom of Prussia [E]483
VI-4 Jacobite Rebellion [E]483
VI-4.α First Jacobite Rebellion [E]484
VI-4.β Bonny Prince Charlie [E]485
VI-5 Act of Establishment [E]485
VI-6 Vassalisation of Hanovere [E]485
VI-7 Treaty of Methuen [E]485
VI-7.α Treaty of Methuen [E]486
VI-7.β Dynastic link and alliance with Portugal [E]486
VI-8 Act of Union [E]486
VI-9 Bill of Test [E]487
VI-10 Heinsius [E]487
VI-11 War of Polish Succession [E]487
VI-11.α Polish Victory [E]488
VI-11.β Polish Defeat [E]488
VI-11.γ Status Quo [E]489
VI-12 War against Turkey [E]489
VI-13 War of Austrian Succession [E]489
VI-14 War of Succession in Kurland [E]491
VI-15 Slave Revolts in the West Indies [E]491
VI-16 Bantu Raids [E]491
VI-17 The Last of the Great Mughals [E]491
VI-18 Wars in India [E]492
VI-18.α Mogolis Imp.-Persia War [E]492
VI-18.β Afghan Empire [E]492
VI-18.γ Fall of the Persian Safavids [E]492
VI-18.δ Rise of the Marathi [E]493
VI-19 Revolt of Mazepa [E]493
VI-s War of Jenkins' ear [E]494
VI-t Revolt of the Comuneros [E]494
VI-u War of the Quadruple Alliance [E]494
VI-v Alberoni [E]494
VI-w Bulavin's Rebellion [E]494
VI-x Troubles in Africa [E]495
VI-y Revolt of the Camisards [E]495
VI-z End of the Ottoman rule in North Africa [E]495

XXIII Political Events of Period VII **[E]496**
VII-1 The Seven Years War [E]497
VII-1.α The French and Indian War [E]498
VII-2 The War of Bavarian Succession [E]498
VII-3 Batavian Revolution [E]498
VII-3.α Minor Holland in Revolution [E]498
VII-3.β War between Orangists and Patriots [E]499
VII-4 War of Independence in the Colonies [E]501
VII-4.α Where does the revolt occurs ? [E]501

VII-4.β American Revolutionary War [E]502
VII-4.γ Bolivarian Revolutions [E]503
VII-5 The French Revolution [E]504
VII-5.α Storming the Bastille [E]504
VII-5.β Convention (and constitutional monarchy) [E]505
VII-5.γ Reign of Terror and Directoire [E]505
VII-5.δ Émigrés [E]506
VII-5.ε Chouans and Royalist Uprisings [E]506
VII-5.ζ Natural Frontiers [E]506
VII-5.η Revolutionary Armies [E]507
VII-5.θ "La Patrie en danger" [E]507
VII-5.ι Reign of Terror (Robespierre) [E]507
VII-6 The Confederation of the Bar [E]508
VII-7 First Partition of Poland [E]508
VII-7.α First Partition Plan of Polonia [E]508
VII-7.β Polonia is absolutist or has a protector [E]509
VII-7.γ Polonia is a regular ally [E]509
VII-7.δ Polonia is not defended [E]509
VII-8 Second Partition of Poland [E]510
VII-8.α Second and following Partition Plans [E]510
VII-9 National Revival of Poland [E]510
VII-9.α Kosciusko's revolt [E]510
VII-9.β Commonwealth's Revival [E]511
VII-10 Independence of the Mameluks in Egypt [E]512
VII-11 Revolt in Indonesia [E]512
VII-12 Sale of Corsica [E]512
VII-13 Revolt of Pugatchev [E]513
VII-14 Potemkin [E]513
VII-15 War in Crimea [E]514
VII-16 War in Finland [E]514
VII-17 Forward to the Balkans [E]514
VII-18 Wars in India [E]514
VII-19 (1) Vassalisation of Hanovere [E]514
VII-20 William Pitt [E]515
VII-21 Kaunitz [E]515
VII-x Revolt of the Comuneros [E]515
VII-y Xhosa wars [E]515
VII-z Moroccan-American Treaty of Friendship [E]515

III Appendix **[A]517**

XXIV Minor countries **[A]518**
XXIV.1 Generic Leaders [A]518
XXIV.2 Short list of all minor countries [A]518
XXIV.3 Minor countries of Europe [A]520

XXIV.4 Minor/Major countries [A]539
XXIV.5 Minor countries of ROTW [A]542
XXIV.6 Potential independent kingdoms [A]547
XXIV.7 Habsburg vassal kingdoms [A]550
XXIV.8 Virtual entities [A]552

XXV Major countries **[A]556**
XXV.1 Anglia [A]556
XXV.1.1 List of all land leaders [A]556
XXV.1.2 List of all naval leaders [A]557
XXV.1.3 List of all sea hounds [A]557
XXV.1.4 List of all missionaries [A]557
XXV.1.5 List of all anonymous leaders [A]558
XXV.2 Austria [A]558
XXV.2.1 List of all named leaders [A]558
XXV.2.2 List of all anonymous leaders [A]559
XXV.3 Francia [A]559
XXV.3.1 List of all land leaders [A]559
XXV.3.2 List of all naval leaders [A]561
XXV.3.3 List of all licensed privateers [A]561
XXV.3.4 List of all revolutionary leaders [A]562
XXV.3.5 List of all missionaries [A]562
XXV.3.6 List of all anonymous leaders [A]563
XXV.4 Hispania [A]563
XXV.4.1 List of all land leaders [A]563
XXV.4.2 List of all naval leaders [A]564
XXV.4.3 List of all missionaries [A]564
XXV.4.4 List of all anonymous leaders [A]565
XXV.5 Hollandia [A]565
XXV.5.1 List of all land leaders [A]565
XXV.5.2 List of all VOC conquistadors [A]566
XXV.5.3 List of all naval leaders [A]566
XXV.5.4 List of all anonymous leaders [A]567
XXV.6 Polonia [A]567
XXV.6.1 List of all Polish leaders [A]567
XXV.6.2 List of all Lithuanian leaders [A]567
XXV.6.3 List of all anonymous leaders [A]568
XXV.6.3.1 List of all Polish anonymous leaders [A]568
XXV.6.3.2 List of all Lithuanian anonymous leaders [A]568
XXV.6.3.3 List of all Polish-Lithuanian anonymous leaders [A]568
XXV.7 Prussia [A]568
XXV.7.1 List of all named leaders [A]568
XXV.7.2 List of all anonymous leaders [A]568
XXV.8 Portugallia [A]569
XXV.8.1 List of all named leaders [A]569
XXV.8.2 List of all Viceroys [A]569

XXV.8.3 List of all missionaries . . . [A]569
XXV.8.4 List of all anonymous leaders . . . [A]570
XXV.9 Russia . . . [A]570
XXV.9.1 List of all land leaders . . . [A]570
XXV.9.2 List of all naval leaders . . . [A]571
XXV.9.3 List of all anonymous leaders . . . [A]572
XXV.10 Suecia . . . [A]572
XXV.10.1 List of all named leaders . . . [A]572
XXV.10.2 List of all anonymous leaders . . . [A]573
XXV.11 Turcia . . . [A]573
XXV.11.1 List of all land leaders . . . [A]573
XXV.11.2 List of all Viziers . . . [A]574
XXV.11.3 List of all naval leaders . . . [A]574
XXV.11.4 List of all Barbary Coast privateers . . . [A]574
XXV.11.5 List of all *Pashas* . . . [A]575
XXV.11.6 List of all anonymous leaders . . . [A]575
XXV.12 Venetia . . . [A]575
XXV.12.1 List of all named leaders . . . [A]575
XXV.12.2 List of all anonymous leaders . . . [A]576

IV Tables [T]577

[T1] Monarch Survival, Diplomacy . . . [T1]578
[T2] Income, Reinforcements, General Expenses . . . [T2]579
[T3] Administrative Actions, Exchequer test, Piracy and Economy . . . [T3]580
[T4] Movement, Attrition . . . [T4]581
[T5] Interception, Evasion, Battle Preparation . . . [T5]582
[T6] Battle . . . [T6]583
[T7] Siege, Revolts – End of round . . . [T7]584
[T8] Peace, redeployment, interphase – End of turn . . . [T8]585
[T7'] Sieges, Revolts, Pirates, Privateers and Natives – End of round . . . [T7']586
[T8'] Peace, redeployment, interphase – End of turn . . . [T8']587
[POR] Portugal . . . [POR]588
[SUE] Sweden . . . [SUE]589
[RUS] Russia . . . [RUS]590
[ANG] England . . . [ANG]591
[FRA] France . . . [FRA]592
[HIS] Spain . . . [HIS]593
[TUR] Turkey . . . [TUR]594
[VEN] Venice . . . [VEN]595
[HOL] Holland . . . [HOL]596
[HAB] Habsburg Empire/Austria . . . [HAB]597
[POL] Poland . . . [POL]598
[PRU] Prussia . . . [PRU]599

V Scenarios [S]601

XXVI Scenarios [S]602
XXVI.1 The Great Campaign . . . [S]602
XXVI.1.1 Placement in 1492 (turn 1) . . . [S]602
XXVI.1.1.1 Miscellaneous . . . [S]602
XXVI.1.1.2 Global markers . . . [S]602
XXVI.1.1.3 Anglia . . . [S]602
XXVI.1.1.4 Francia . . . [S]603
XXVI.1.1.5 Hispania . . . [S]603
XXVI.1.1.6 Polonia . . . [S]604
XXVI.1.1.7 Portugallia . . . [S]604
XXVI.1.1.8 Russia . . . [S]605
XXVI.1.1.9 Turcia . . . [S]605
XXVI.1.1.10 Venetia . . . [S]605
XXVI.1.1.11 Minor countries . . . [S]606
XXVI.1.2 Transfers: New Situations of the Powers . . . [S]607
XXVI.1.2.1 Becoming Suecia . . . [S]607
XXVI.1.2.2 Becoming Hollandia . . . [S]607
XXVI.1.2.3 Becoming Austria . . . [S]607
XXVI.1.2.4 Becoming Prussia . . . [S]608
XXVI.1.2.5 Position of the now Minor country . . . [S]608
XXVI.1.3 Countries played by each player . . . [S]609
XXVI.1.3.1 The almost 9 players game . . . [S]609
XXVI.1.3.2 Eight-players game . . . [S]609
XXVI.1.3.3 Nine-players game: full AUS . . . [S]610
XXVI.1.3.4 Nine-players game: DAN . . . [S]612
XXVI.1.3.5 Seven-players game . . . [S]612
XXVI.1.3.6 Six-players game . . . [S]613

XXVII Playing the game [S]614

XXVIII Strategical advices [S]615

VI Indexes [I]617

List of Tables [I]618

List of Figures [I]621

List of Examples [I]622

Index [I]626

Contents [I]645