

PERIOD	DTI	FTI	Counter limits			Max. ND	Force sizes			
			MNU	COL	TP		F-	F+	Art.	class
1492-1519 I	3	2/5 <sup>†</sup>	3	8	12	12	2/1	4/1	2	III
1520-1559 II	5	3/5 <sup>†</sup>	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

<sup>†</sup> The FTI right value is for all actions in the ROTW

PERIOD	ACTIONS					BASIC FORCE	TROOPS PURCHASE	MINIMAL LEADERS
	DIPL.	TFI	COL	TP	Conc.			
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		War Maintenance (Vt/Cs)			Peace Maintenance (Vt)		
	LD	⊖	LD	⊖	⊕	LD	⊖	⊕
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		Purchase (other)			Maintenance		
	NWD	F⊖	NGD	F⊖ (Ga)	NTD	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 LDE or 1 NDE costs ½ (rounded up) of the price of 1 LD or ND; ⊕ are created with 2 ⊖ or ⊖ +2LD.

- **João II:** at start.
- **Manuel I:** Successor of **João II**.

#### Named Kings

#### Colonial militias

- 1LDE/level (plus one LDE 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.

- 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.

#### Missions

- *Da Gama, Almeida, Albuquerque, Albergaria, de Castro*

- Give free overseas CB against ROTW countries.

- +2 to Concurrence 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.

- 1<sup>st</sup> time: increase diplomacy with ORMUS.

#### Viceroy

- Can switch side at any time.

- Are counted as their \* side (for limits).

#### Double-sided Leaders

For each Wood (max. 3): **Wood**

+1 ND to basic force

+1 ND to purchase

#### Recruitment in ROTW

##### Land recruitment

- COL/TP: 1LDE at normal cost, 1LD at double cost (⚡)

- COL level 6: 2LD at normal cost, ⊖ 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)

##### Fish monopoly

Partial +1 ND limit

Total +1 to die for TFI

## Reign

1d10	Survival roll	Succession roll	reign length
	Surv.	TUR	Succ. age
≤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	baby 12T
≥11	dead	R+DC	Fragile 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

## 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	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

## 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

## 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).

## Permanent overseas CB

## 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

## 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

## Diplomacy on ROTW nations

## Foreign Trade Income

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

## Domestic Trade Income

Land Income+?	DTI				
	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

## Bankruptcy Roll

1d10 +mod.	Stability lost	TF lost	Actions lost
≤1	-2	2 <sup>+</sup>	2TFI, *
2-5	-2	1 <sup>+</sup>	2TFI, *
6-10	-1	1 <sup>+</sup>	1TFI, *
11-14	-1	1	1TFI, *
15-17	-1	0	1TFI
18+	0	0	0

for 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 VP, apply the worst result

**Complete** (all Loans, RT=0): lose 30 VP, automatically worst result, DTI -1, counts as 2 Bankruptcies

**Basic blocked trade per country:** FRA 200 ⌘ / ANG 100 ⌘ / HOL, SUE 50 ⌘

HIS 50 ⌘, or 100 ⌘ if owns 2 of: BURGUNDIA, SICILIAE, 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, AEGYPTUS

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

## Reinforcements of Minor countries Fully at War

1d10 +mod.	Minor country attitude			Leader?
	Offensive	Defensive	Naval	
≤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/FΘ	3
9	5LD/MC	3LD/f/MC	3LD/FΘ/MC	3
10	5LD/2MC	4LD/f	3LD/1ND/2f/MC	4
11	6LD/f/2MC	4LD/2f	4LD/FΘ/f/MC	5
12	6LD/2MC	4LD/3f	4LD/FΘ/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/FΘ/f/2MC	8

2LD→AΘ, 4LD→A⊕, f=1 fortress level, 1de=1NDE or 1NGD, 1ND=1NWD, 1VGd, 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 MILITIAE 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

## 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, GENOVA, 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
- Others: use actions of patron
- Others: use actions of patron
- Others: use actions of patron

## Recruitment per Country

Period	I	II	III	IV	V	VI	VII	Max F/ND
VEN	4	5	4	3				2/4
HOL	4/12	6/15	6/18	6/18	3	3	5/25	5/8
AUS			8/28	7/32	3	4	4	(1/3)
POR	2	3			0+1/1+3	0+1/1+3	0+1/2+6	1/8
SUE	4/12	4/15	6/18	4	3	3	3/15	2/6
HIS	5	5	5	5	4	3	3	4/10
FRA	4/12	6/15	7/30	7/26	5/24	4/24	4/24	6/8
ANG	2/8	3/12	4/14+2	5/18+2	6/26+6	7/30+6	7/38	6/10
TUR*	3/8	4/12	4/18	6/24	6/24	7/36	7/42	6/10
RUS*	5/12	7/15	9/30	9/26	8/24	6/22	5/18	6/6
POL	0/0	1/2	2/4	1+2/5	1+2/10	2+2/18	3+2/22	3/8
PRU	0/1	0/2	1/4	1/4	1/6	1/7	1/7	1/3

\* -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. Fort	NA/one missionary		NA/1
1	NA/LD +2 rounds (25)/25 ⌘ or COL level 6		NA/1 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.

- PΘ/⊕: 10/20 ⌘
- -1 ND in construction limit per side

## Recruiting Privateers

- Explorer, Conquistador: 1d10, 1-6→0, 7-10→1. Blind bid
- Generals: 1d10, 1-4→0, 5-6→1, 7-8→2, 9-10→3. Blind bid

## 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	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  $1d10 \leq FTI \rightarrow$  "S", else "F" (special FTI may apply)

**Native attacks:** if unmodified die on COL attempt is 1 or 2 and  $1d10 \leq Tolerance \rightarrow$  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%

**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

## Summary of administrative operations

Column computation	INvestment	Die modifiers	
<b>All actions:</b> INV added <i>after</i> thresholding to [-4;+4]		<b>+E</b> Events-specific modifiers that may apply	
<b>Trade Fleet Implantation (TFI)</b>	10/30/50 +1/+3	<b>-1</b> Pirates in the STZ/CTZ <b>-1</b> Sea battle in the STZ/CTZ during the previous turn <b>+1</b> TF already ⊕ <i>(X<sub>p</sub>: player's value of X, X<sub>o</sub>: opponent's value of X)</i>	
<b>Trade Fleet Concurrency (Concurrency)</b>	10/30/50 +1/+3	<b>-1</b> Sea battle in the STZ/CTZ during the previous turn <b>-1</b> if at least one third-party TF <b>+1</b> if power has territory on the STZ/CTZ; <b>-1</b> if enemy has territory on it	
<b>Concurrency for resource or TP</b>	10/30/50 +1/+3	<b>-1</b> If there is at least one third-party TP/COL in the <i>area</i> <b>-1</b> Battle in the <i>area</i> during the previous turn	
<b>Trading-Post placement (TP placement)</b>	10/30/50 +1/+3	Cumulative <b>-1</b> Per foreign TP in the <i>area</i> <b>-1</b> Province occupied by enemy <b>+2</b> If province pacified (no more natives)	Not cumulative <b>+M</b> Manoeuvre of ☉/☼ <b>+B</b> Bonus of Mis if TP/COL is side ⊖ <b>+1</b> If ☼ or Mission in <i>area</i>
<b>Colonisation (COL placement)</b>	30/50/100 +1/+3	<b>-1</b> Battle in the <i>area</i> during the previous turn <b>+2</b> If the COL already exists	<b>-3</b> First attempt of the game <b>-2</b> Second attempt of the game <b>-1</b> Third attempt of the game
<b>Exceptional levies:</b>	Stability -1 (unless enemy forces on National Territory), get $(1d10+3 \times \text{Stability} + \text{ADM}) \times 10$ ₮		
<b>Enhance FTI or DTI or Develop a MNU</b>	30/50/100 +1/+3	<b>+S</b> Stability	<b>-1</b> TUR and POL <b>-1</b> RUS before St. Petersburg <b>-2</b> HIS after <i>Gold flow</i> <b>+2</b> ANG after 1700 (turn 43)
<b>Enhance technology (land or naval)</b>	30/50/100 +1/+3	Relevant MNU: <i>Metal</i> for Land, <i>Instruments</i> for Naval <b>+?</b> Technological lateness (#boxes needed to reach the minor marker-5) <b>-1</b> TUR for some Technology levels, depending on Reforms done Results S, S* = +2 Tech. boxes, Result ½ = +1 Tech. box (no test under FTI) 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 <b>Golfe de Guinée</b>	
3	STZ <b>Caraïbes</b> ⊕ or Piracy in America if leader	
4	STZ <b>Amérique</b>	Normal
5	STZ <b>Mer de Recife</b>	
6	STZ <b>Côte de Patagonie</b> & <b>Cap des tempêtes</b> or Piracy everywhere if leader	
7	STZ <b>Mer d'Arabie</b>	Boom
8	STZ <b>Mer de Chine</b> ⊕	
9	STZ <b>Océan Indien</b> ⊕	
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  $1d10 + \text{number of pirates sides} + \text{Shock of Leader} \geq 10$ , a pirate counter (⊕ if any) targets a random COL/TP in the STZ.
- Use same die roll for economy and piracy
- For each resource, roll  $1d10 + \text{price}$ . If result  $\leq$  low threshold, add +1 to variation; if result  $\geq$  high threshold, add -1 to variation.
- Inflation increase: 1 box if  $1d10 \geq 7$  ( $\geq 3$  after *Gold flow*), plus some other cases.



**Supply segment**

- Weak land supply:
  - $6MP \leq LoS \leq 12MP$  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 ( $\geq 6LD$ , no logistics:  $\geq 3LD$ )
- Movement  $\geq 3MP$  if *bad weather*
- Movement  $\geq 6MP$
- Embarking/Landing without port/arsenal
- IF 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 P⊖/⊕ [TBD]

**Causes for attrition****Discoveries and Attrition**

1d10 +?	Discovery		ROTW Losses	Loss in Europe (fct. of #LD)			
	Sea	Land		1LD	2LD	3-5LD	$\geq 6LD$
$\leq 11$	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	1/2	1/2	40%	P	P	1+P	2+P
16	1/2	1/2	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
$\geq 21$	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
- +1/+2 per unfriendly Revolt⊖/⊕ (besieged)
- +? 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,

**Results**

- S Success
- F Failure
- 1/2 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

**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)

**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.

**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)  $\leq 5LD$

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, NTID: counts as ND

F⊖  $\geq 2ND$ , F⊕  $\geq 3ND$

Convoys: no supply, ND

**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

⊕ as shown right

⊖ = 1/2⊕

LD 2 and LDE 0.5

Gold 1 per 5 ⌘

**Ships capacity**

1 for NWID, NGID

3 for NTID

0.5 for NDE

**Remaining troops after attrition (naval and ROTW)**

% lost	10	20	30	40	50	60	70	80	90
d	d	d	d*	d*	d*	d*			
2d	2d	2d*	d	d	d	d*	d*		
1D	1*	2d	2d	2d	d	d	d	d*	
2D	2*	1+2d	1+d	1+d	1	1	2d	d	d*
3D	2+2d	2+d	2	2	1+d	1+d	1	2d	d
4D	3+d	3	3	2+d	2	1+d	1+d	2d	d
5D	4+d	4	3+d	3	2+d	2	1+d	1	d
6D	5+d	5	4	3+d	3	2+d	2	1	2d*
7D	6	5+d	5	4	3+d	3	2	1+d	2d
8D	7	6	5+d	5	4	3	2	1	2d
9D	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 3d as 1D, and excess d with the 1d/2d lines

For the NGD and NTID: 2d leaves it intact, 1d means lost.

**Countenance of Fleets**

Country ↓	Period NWID/NTID (F-):NWID/NTID (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

**Interception: success on  $\geq 8$  or natural 10****Interception and evasion**

±? 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:**  $\geq 9$  End of move,  $\geq 11$  Loss of 1ND,  $\geq 13$  Loss of 2ND**Retreat before battle, escape blockade: success on  $\geq 8$** 

- +M Manoeuvre differential, only if positive
- +1 If blockading fleet smaller
- +1 If blockading fleet is not NGID, nor 74s tech.
- Result  $\leq 5$  Forced battle possible (blockade)
- Automatic success if retreat in fortress (max. 1LD per level, 1LD in a fort)

**Conquistadors Effects**

1d10 +mod.	Sum of the Conquistador's stats		
	$\leq 12$	13–15	$\geq 16$
$\leq 1$	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
$\geq 11$	—	—	—

- +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  $\leq 6$

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 ☹)

**Wind Advantage Determination**

↓Naval technology	Opponent's 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								Morale
	GA	CAR	Nao	GAL	BAT	VE	TD	74s	
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 NGID contains Galleasses;

†: Morale +1 if Veteran

**Land Technology Table (Fire/Shock)**

↓Land technology	Opponent's technology							Morale
	MED	REN	ARQ	MUS	BAR	MAN	L	
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. 1<sup>st</sup> 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. 2<sup>nd</sup> Day of Battle:** same mechanism.**5. End of fight:** one side routs (morale loss), or discretionary retreat, or end of 2<sup>nd</sup> 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 5NWID or 8NGID.

## Army Classes — Repartition and Size

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
IIIM	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 LID (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	—
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, pl 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  
 IIM +1, p. I-IV in plains and sparse forests  
 TUR +1 for Sipahi cav. (before reform M-2) in  
 plains and deserts

## &lt;L1/S1&gt; 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 <sup>1/3</sup>	-2	-1 <sup>2/3</sup>	-1 <sup>1/3</sup>	-1	-2/3	-1/3	-1/3 if odd

## &lt;L2/S2&gt; 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.  
 Reduce independently the 1/3 or 2/3 and the full

## &lt;L3&gt; 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 1st day (test)  
 • **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

• 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

## Sea battle summary

## Assault Results

1d10	BESIEGED						BESIEGER			
	Fire		Breach	Shock		Breach	Fire		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	*	—	1 1/3	*	1/3	1	*	1 1/3	*
8	1 1/3	**	1/3	1 1/3	**	2/3	1 1/3	*	1 2/3	*
9	1 2/3	**	2/3	2	**	1	1 1/3	*	2	*
10	2	***	1	2	***	1	2	**	2	**
11	2	**	1	2 1/3	**	1 1/3	2	**	2 1/3	**
≥12	2 1/3	***	1 1/3	2 2/3	***	1 2/3	2 1/3	**	2 2/3	**

## 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

- 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  $\Delta$  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  $\Delta$ : -2/3 (cumulative); One  $\Delta$  of I or POL (pl-II), RUS (pl-III), TUR *Yeniçeriler* (before M-1a, pl-III): +2/3

Besieged: cap by  $2 \times \text{resistance} + \#LD$  inside, then add 2/3 if besieger is routed

## Fortresses Resistance

Level	Fort	1	2	3	4	5
Resistance	2/3	1	2	3	3	3
If <i>Breach</i>	1/3	2/3	2/3	1	1 1/3	1 2/3

Artillery per  $\Delta$ 

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
<i>Yeniçeriler</i>	2	3	4	4	4	4	4
RUS	1	1	1	2	3	4	4
<i>Reformed</i>	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
II/III	2	2	3	3	4	5	5
III/IV	2	2	3	3	4	5	5
Asia A	1	1	1	1	1	2	2

$\Delta$ : divide by two, round down.

**Artillery value** = value of one  $\Delta$  counter, +2 if other  $\Delta$  with art. ≥2 else +1 if other  $\Delta$  with art. 1

## Artillery bonus against Fortresses

F level	0	1	2	3	4	5	bonus
Artillery value $\Delta$	1	1	2	4	5	6	+1
	3	3	4	5	6	7	+2
	5	6	7	7	7	8	+3

## Siegeworks

1d10	Result
≤3	—
4–6	S $\ominus$
7–9	S $\oplus$
10–11	B
12	B or WH
≥13	R

## 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*  $\ominus/\oplus$
- 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/ $\Delta$  in the fortress
- +? Artillery bonus against fortress

## Siege impossible

- If  $\#LD < \text{Fortress level}$ , before roll → forced redeployment

## Siege results

- S** Put a *Siegeworks* counter ( $2\ominus = 1\oplus$ , 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 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*)

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  $\Delta/\oplus$  present
- ±? Manoeuvre differential
- N Level of the fortress (if enemy)
- ?  $\#LD$  inside the fortress
- 3 If not in plain
- 2 If counter is  $\oplus$
- +E Against revolts in FRA during III-D

## Reduce Revolt or Piracy

## Pirates or Privateers at sea

- +1 if Naval Technology is 74s
- +1 if no  $\mathbb{F}$  but at least 1NDE/NWD/NGD
- +2/+4 per  $\mathbb{F}/\oplus$  present
- ±? Manoeuvre differential
- 2 If counter is  $\oplus$
- 2  $\mathbb{P}$  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  $\mathbb{F}$ ) at sea
- 2/-4 if at least enemy  $\mathbb{F}/\oplus$  at sea

## Attacks of Pirates/Privateers on Convoy

(or on naval stack with Gold). May only be done with  $\oplus$  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  $\ominus$ . One attempt to Reduce Pirate/Privateer by accompanying naval forces.
3. If Pirate/Privateer not destroyed, roll for attack on Convoy.



## Pirates, Privateers and Natives raids

1d10 +mod	Size		perm. loss	Pillages TP/COL	Perm. losses on land
	TF⊕	TF⊖			
≤0	5	2	**	6‡	8 LID
1–3	4	1	*	6‡	8 LID
4–6	3	1	*	4‡	4 LID
7–9	2	1		3	2 LID
10–11	2	0		2	1 LID
12–13	1	0		1	1 LID
14–15	0	0		0	1 LID
≥16	0	0		0	0

## 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 IF (NA against a Convoy)
- +1 If one or more ND in defence and no IF
- +2/+4 per IF⊖/⊕ defending (A against land raids)
- +1 Per LID (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

## Modifiers against Natives

- +1 per LID defending
- +M Manoeuvre of a defending leader
- +N Level of the fortress
- 1 per attacking LID
- 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)

## 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).

## 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).

Before 1615 only, max. mod. +5 **Call for Crusade**  
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

## Lasting Modifiers

- ±? Thrice the peace level offered
- 4 for PERSIA, SYRIA, AEGYPTUS, 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-B
- 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

## Peace accepted by a minor country

# Colonial Record Sheet

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