

PERIOD	DTI	FTI	Counter limits			Max. ND	Force sizes			
			MNU	COL	TP		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					BASIC FORCE	TROOPS PURCHASE	MINIMAL LEADERS
	DIPL.	TFI	COL	TP	Conc.			
1700-1749 VI	3	0×	0	0	0×	2⊕	1ND/3LD	3×
1750-1799 VII	3	0×	0	0	0×	2⊕	1ND/3LD	3×

× +1 action in STZ **Baltique** if at least 3 ports on that sea

For each Wood (max. 3): **Wood**
 +1 ND to basic force
 +1 ND to purchase

LAND TECHNOLOGY	Land Purchase		War Maintenance (Vt/Cs)			Peace Maintenance (Vt)		
	LD	⊕	LD	⊕	⊕	LD	⊕	⊕
<i>Baroque</i>	23	46	7/3	30/18	50/35	11	40	70
<i>Manoeuvre</i>	30	60	10/4	40/20	60/40	15	50	85
<i>Lace</i>	30	60	12/5	50/25	70/50	18	60	100

NAVAL TECHNOLOGY	Navy Purchase		Purchase (other)			Maintenance		
	NWD	⊕	NGD	⊕ (Ga)	NTD	ND	⊕	⊕
<i>Carrack</i>	50	80	15	50	50	15	25	55
<i>Nao-Galeon</i>	55	110	15	50	50	17	35	80
<i>Galleon-Fluyt</i>	60	155	15	60	50	20	40	90
<i>Battery</i>	65	175	20	70	50	25	45	100
<i>Vessel</i>	70	200	20	90	50	30	50	110
<i>Three-decker</i>	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; ⊕ are created with 2 ⊕ or ⊕ +2LD.

- **Friedrich-Wilhelm**: at start (8/5/9, dies turn 51).
- **Friedrich II**: Beginning of VII-1 (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]

Named Kings

- 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).

Military means

Silesia

- Gains 1 lv. of MNU (Metal/Silesia) as soon as both **Silésie** and **Lausitz** are owned.

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 ⁺	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

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	
SUE	4/12	4/15	6/18	4	3	3	3	1/8
HIS	5	5	5	5	4	3	3	2/6
FRA	4/12	6/15	7/30	7/26	5/24	4/24	4/24	4/10
ANG	2/8	3/12	4/14+2	5/18+2	6/26+6	7/30+6	7/38	6/8
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	
All actions: INV added <i>after</i> 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 -1 Sea battle in the STZ/CTZ during the previous turn +1 TF already ⊕ <i>(X_p: player's value of X, X_o: opponent's value of X)</i>	
Trade Fleet Concurrency (Concurrency)	10/30/50 +1/+3	-1 Sea battle in the STZ/CTZ during the previous turn -1 if at least one third-party TF +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 <i>area</i> -1 Battle in the <i>area</i> during the previous turn	
Trading-Post placement (TP placement)	10/30/50 +1/+3	Cumulative -1 Per foreign TP in the <i>area</i> -1 Province occupied by enemy +2 If province pacified (no more natives)	Not cumulative +M Manoeuvre of ☉/☼ +B Bonus of Mis if TP/COL is side ⊖ +1 If ☼ or Mission in <i>area</i>
Colonisation (COL placement)	30/50/100 +1/+3	-1 Battle in the <i>area</i> during the previous turn +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 $(1d10+3 \times \text{Stability} + \text{ADM}) \times 10$ ₮		
Enhance FTI or DTI or Develop a MNU	30/50/100 +1/+3	+S Stability	-1 TUR and POL -1 RUS before St. Petersburg -2 HIS after <i>Gold flow</i> +2 ANG after 1700 (turn 43)
Enhance technology (land or naval)	30/50/100 +1/+3	Relevant MNU: <i>Metal</i> for Land, <i>Instruments</i> for Naval +? Technological lateness (#boxes needed to reach the minor marker-5) -1 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 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	Boom
8	STZ Mer de Chine ⊕	
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 $1d10 + \text{number of pirates sides} + \text{Shock of Leader} \geq 10$, 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 $1d10 \geq 7$ (≥ 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	$\geq 6LD$
≤ 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
≥ 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 ≥ 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:** ≥ 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 NGID, nor 74s tech.
- Result ≤ 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		
	≤ 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	—	—	—

- +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

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. 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 5NWID or 8NGID.

Army Classes — Repartition and Size

Class	Name	Period							Countries
		I	II	III	IV	V	VI	VII	
IM	<i>Russia</i>	7	7	7	4	3	4	4	RUS
I	<i>Hordes</i>	7	7	7	4	4	4	4	TUR, Khanates, Cossacks
	<i>Reformed TUR</i>	4	4	4	2	2	2	2	TUR after reform M-1a
II	<i>Orient</i>	4	4	4	2	2	2	2	Islam
IIIM	<i>Mixed Orient</i>	4	4	4	2	2	2	2	POL, HUNGARIA, Orthodox
IIIM	<i>Mixed Occident</i>	0	0	0	2	2	3	3	SUE, SAXONIA, SABAUDIA
III	<i>Occident</i>	0	0	0	0	0	2	2	VEN, HOL, HIS, POR, AUS*, Latin
IV	<i>Major</i>	2	2	2	2	3	4	4	FRA, PRU, AUS, UNITED STATES
IVM	<i>Mixed Major</i>	0	0	0	0	0	2	4	ANG
A	<i>Other</i>	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

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

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

<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	-1/3 if odd

<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.
Reduce independently the 1/3 or 2/3 and the full

<L3> Retreat

1d10-M	1-2	3-4	5-6	7-10
Losses	—	+1/3	+2/3	+1

M=Manoeuvre of leader unless routed

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

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

Besieged: cap by 2×resistance+ Δ 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 Δ

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

Δ : divide by two, round down.

Artillery value = value of one Δ counter, +2 if other Δ with art. ≥2 else +1 if other Δ with art. 1

Artillery bonus against Fortresses

F level	0	1	2	3	4	5	bonus
Artillery value Δ	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/ Δ in the fortress
- +? Artillery bonus against fortress

Siege impossible

- If #LD < 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 Δ \ominus/\oplus present
- ±? Manoeuvre differential
- N Level of the fortress (if enemy)
- ? #LD inside the fortress
- 3 If not in plain
- 2 If counter is \ominus
- +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} \ominus/\oplus present
- ±? Manoeuvre differential
- 2 If counter is \ominus
- 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} \ominus/\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 NID 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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