Monarch Survival, Diplomacy



Income, Reinforcements, General Expenses

[]	Foreign	Trade	e Inco	me		Dor	nestic	Trade	e Inco	ome		Y		Bank	rupto	cy Roll	\backslash	
Blocked	t l		FTI			Land			DTI) (1d10	Stabil	lity	TF	Actions	tor one level of
Trade	1	2	3	4	5	Income+?	1	2	3	4	5	8	+mod.	lost	t	lost	lost	MNU (player's
<u></u>	30	60	90	120	150	1–40	1	2	3	4	5		≤1	-2		2†	2TFI, *	choice)
50-99	27	54	81	108	135	41–80	3	6	9	12	15	H.	2–5	-2		1†	2TFI, *	+ No Domestic
100-149	9 24	48	72	96	120	81–120	5	10	15	20	25		6–10	-1		1†	1TFI, *	Action: no Ex-
150-199	9 21	42	63	84	105	121–160	7	14	21	28	35	8	11–14	-1		1	1TFI, *	ceptional taxes
200-299	9 18	36	54	72	90	161–190	9	18	27	36	45	8	15–17	-1		0	1TFI	nor DTI. FTI.
300-399	9 15	30	45	60	75	191–220	12	24	36	48	60		18+	0		0	0	MNU.
400-549	9 12	24	36	48	60	221–240	15	30	45	60	75	ſ	Test: 1d1	0+ADN	1 Mor	narch±	Stability	
550-699	9 9	18	27	36	45	241–250	18	36	54	72	90	ľ	+1 has a	Stock	Excha	ange		
700-899	9 6	12	18	24	30	\geq 251	20	40	60	80	100	H.	-3 if large	er than	100	₿ Šmal	l Bankrupto	2V
900-109	9 3	6	9	12	15	=+20 Ø ×sio	les of	<u>Cerea</u>	l <u>s</u> Mi	NU		J.	-1 per MI	NU cou	nter a	above I	imit .	
<u></u> ≥1100) 1	2	3	4	5								\pm per ev	ent (HI	S: +1	l if Exp	ulsions)	
Basic blo	ocked tra	de p	er cou	untry: F	RA 200	∯/ ANG 100)¢/H	OL, Sl	JE 50	0 ₿		ſ	Types of	Bankru	uptcy	n .		
HIS 50 ₿,	, or 100 🛱	if ov	vns 2	of: BURG	GUNDIA,	Siciliæ, Hol	LANDIA	NB:	a cou	intry		S	Small (up	to 200	D Na	ational	Loan): test	(-5VPs?)
AUS 50 🛱), or 100 l	₿ifo	wns 2	of: Bur	RGUNDIA,	Вонеміа, Н	UNGAF	RIA (is ov	wned v	when		N	Naior (all	Nationa	al Loa	ans or i	up to 200 [International
RUS 50 🖡	if owns	3 Kha	anates	s (or Cos	ssacks)	countries		half	(round	d up) its		L	.oan): lose	e 15 VF	^o s. ar	pplv the	e worst res	ult
TUR 100	₽ , or 200	₿¢	owns	2 of: Hu	JNGARIA,	Syria, Ægy	PTUS	Jpiov	111003			C	Complete	(all Loa	ans, I	RT=0):	lose 30 VI	Ps, automatically
Extra blo	cked tra	de V	assals	s Trade	refusals	wars ever	nts					W	vorst resu	lt , DTI	-1 , c	, counts a	as 2 Bankr	uptcies
Wine and	Cloth M	NU [.] r	educe	s extra	blocked	trade by 50	llo. I∄×si	des				1			7		Main	tenance of Minors
If UNITED	STATES 6	xists	and is	s at pea	ce. up o	ne line in th	e tabl	e						1	• Mir	nors m	aintain only	hasic forces
)=====							-								• VA	Contro	oller can m	aintain fortress
	Reinford	eme	nts of	Minor o	countrie	s Fully at W	lar								• Co	ntroller	of Minor in	n Full war can
1d10				Minor co	untry att	tude	1) +1	FRATE	res Mil	ITI	Æ CHRIST	and 🖁	bav	for extr	a maintena	ance.
+mod.	Offensiv	е	Defe	ensive	Nava	l	Le	ader?		D.S.M	. Theu	TO	NICORUM I	oefore	• noi	n-VA at	t war main	tain their
≤1	1LD		1LD	1	de			0		I-H				1	fortre	esses.		
2	1LD		f	10	de	•		0	+1	Barba	iresque	e co	ountries ir	ו ו	• At	war wit	thout MAJ:	maintain all
3	2LD			/ሆ	de/N	C		1	н.,	period	s I–III				force	es.		;
4	2LD/MC	;	2LD	10		de/MC		1	+1	/+3 Br	ANDENE	BUF	RGUM afte	r ¦	7==		Recr	uitment of Minors
5	3LD/MC	;	2LD	//f ⁻		1ND/F		1		IV-11/	V-13				• At	peace	: rebuild ba	asic forces.
6	3LD/2M	C		/2l				2	+2	Persi	A in pe	erio	ds I–III		• Int	erventi	ion or Ove	erseas: no more
	4LD/I///					11/1ND		2	+1	Dania	and S	AX	onia in pe	eriods	than	basic	forces	
8								3	н.,	I–IV					MA	or less	s: basic rei	nforcements (BR)
9		, C						3	+1	BAVAF	RIA afte	r١	V-1 (1) or	VII-2	EC	, EW: E	BR+1D	
10				// / ว ต				4 5	+1	SUECI	A alway	ys			VA:	: Patror	n can buy i	up to BR+2D
12				/20 /3@				6	+1	SABAL	JDIA in	pe	riods IV-	VI i	۰Fu	II war:	Reinforcer	nent roll.
12			5LD					6	+1	HANO	VERE in	ı p	eriods VI-	-VII	۰Fre	ee Can	npaigns Pa	assive each round
1/	7LD/MC	, c		/2//////C		3ND/100		7	+2	Polo	NIA IT A	bs	olutism		Inte	erventio	n/Overseas	3: 1 active/turn
>15	8LD/2M	C		/3@/2INO		₩ ₩ ₩ ₩ ₩ ₩ ₩ ₩ ₩ ₩		8		establ	ished		<			(Exc. V	A)	1
			<u>-</u> ши -	1 fortroe			or 1N		/+3	PORT	JGALLIA	\ b(efore III-6		Full	l war: 1	active/rou	nd +
ZLD→ 1ND -1N	₩D 1 V)→/A C □ '	, ∎- 2N/C⊡		m level,			G <i>□</i> ,	+1	VENET	TIA IN P	eri	ods IV-V			reinforc	ements	
MC=1 m	ittinle cam	o⊡, / naiar	Not	• 01 1111 • 1 free		each round						ວ ⁄າ	0		Alw	ays: Co	ontroller ma	ay pay for more.
l eader: re	eroll 1d10	if re	sult<	l eader?	column	1 random	leader			10 <u>≻</u> ∥ 21∠⊮		\geq o	Ū			Admi	inistrative	actions of minors
During p	/VII. add	, ⊪ to	basic	forces i	f Income	>16.	loudor		1'2	<u> 31 - 1</u>	ICOILIE				• Ac	tions ar	re at mediu	um investment.
															DTI	and FT	I of minors	s (I-III/IV-VII):
	/ Recruit	ment	per C	ountry				Cos	st of	⊢ortre	sses \				3/4	VENET	IA, PORTUG	allia, Genua,
VEN 4	11 III 5 4	1V 3	V	VI	VII Max F/	Level	(Cost	F	Require	ed		Maint.			Dania,	SUECIA.	
HOL 4/12	6/15 6/18 4 5	6/18 4	3	3	3		EU/	ROTW	/ 1	Techno	logy		EU/ROT	N	12/3	Others	14 (11	
AUS	8/28	3	7736 4	5/30 5 4	4	Miss.		NA/or	ne mi	issiona	ry		NA/1	1	POR	tore III		
POR 2	3		0+1/1+3	U+1/1+3 O+	1/2+6 (1)/3	Fort		NA/L	.D +2	2 round	S		NA/1	1	• Be	ore III-		
SUE 4/12	4/15 6/18 4	4	3	3	3	1	(2	25)/25	₽ or (COL le	vel 6		1/2	1	• Att	er 111-6,	1 1FI, 1 (
HIS 5	5 5 6/15 7/20	4/15 5 7/26	4/18	3/18 3 3 4/24	3	2	2	5/50		Mediev	al		2/4		• Alt		, I IFI Of	I COL OF I TP
FRA 4	4 4 3/12 //14+2	4	4 6/26+6	4/24 4 4 7/30±6 7	4	3	*50	(100†)) F	Renaiss	sance		*3/6			rioda N		1
ANG 3 3/8	4 3 4/12 4/18	3 6/24	3	3 7/36 7	3	4	**75	/(150†)) E	Jaroqu	e		**4/8	1	• Pe	riode V	/-V. F / .\/ : ac.of	hore
TUR* 4	4 5	5 9/26	4 8/24	4 6/22 5	4	5	10	U/NA	1	urn 40	w.Man.		5/NA		Oth	or min	or countrid	
RUS* 4	4 4 4 1/2 2/4	4	4	4 2+2/18 3+	4 3/8	*= x2 be	etore A	Arqueb	use '	**=x2 k	petore	Tu	rn 40		• 1/2		ise actions	of natron (only)
POL 4 0/1	4 4 0/2 1/4	4	3	3 1/7	3 1/7 1/3	t=in RC	VIVV, C	only are	senal	may I	be at le	eve	a 3 or mo	re.	• Otl	herwise	1 TFL if r	of paron (only).
PRU				4 1/1	3 1/2 0/3)•ℙΘ/€): 10/2	20 🗭			Recrui	itin	ig Private	ers	level	l (not m	andatory)	
* 1 1 -	for refer	n	L	D per tu	rn	• -1 ND	in co	nstructi	ion lir	mit per	side						.a.i.aatory).	
⊢ -TLD a	aller retorr	^{II.} N	ND pe	er turn/m	ax ND	Explor	er, Co	nquista	ador:	1d10.	1-6→0), 7	7-10→1.	Blind b	id≥1	0 ₿		Condottieri
· · · · · ·						• Gener	als: 1d	110, 1-4	4→0	, 5- 6—	→1, 7 - 8	\rightarrow	2, 9-10-	→3. Blin	d bid	l≥10 ₿	for each in	n turn

T2

7

8

9

10

STZ Mer d'Arabie

STZ Mer de Chine

STZ Océan Indien⊕

Piracv in Asia and Inflation

Administrative Actions, Exchequer test, Piracy and Economy

Regular

Result

Administrative Actions														
Die	-4	-3	-2	-1	0	1	2	3	4					
<u>≤1</u>	F*	F*	F⋆	F*	F*	F*	F	F	F					
2	F*	F*	F*	F*	F	F	1/2	1/2	1∕2★					
3	F*	F*	F*	F	1/2	1/2	1/2	1/2*	1/2*					
4	F*	F*	F	1/2	1/2	1∕2★	1∕2★	1∕2★	1∕2★					
5	F∗	F	1/2	1/2	1/2	1∕2★	1∕2★	1/2*	S					
6	F	1/2	1/2	1/2*	1/2*	1/2*	1/2*	S	S					
7	1/2	1/2	1∕₂★	1∕2★	1/2*	S	S	S	S					
8	1/2	1/2*	S	S	S	S	S	S	S					
9	1∕2★	S	S	S	S	S	S∗	S∗	S∗					
<u> </u> ≥10	S	S	S∗	S∗	S∗	S∗	S∗	S*	S⋆					

 $\frac{1}{2}$: If $1d10 \le FTI \rightarrow "S"$, else "F" (special FTI *may* apply) **Native attacks:** if unmodified die on COL attempt is 1 or 2 and $1d10 \le TOLerance \rightarrow Attack of Natives on target province$

obtained Income Income Loan Loan 50 **Φ** + 50 **Φ** for each 40% 20% F* 30% 0% Money Place (HRE, F 20% 40% 30% 20% GENUA, Amsterdam 40% 1⁄2 30% 20% 30% Stock Exchange, 40% 30% 30% 50% 1/2* London Stock Ex-S 50% 40% 20% 70% change) x2 if place S * 60% 40% 20% 100% controlled. Exchequer test: Test on Administration Table, Stability as Column, modifiers:

National

International

+2 If completely at Peace

Exchequer test

Prestige

-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

J	Summary	of admini	istrative ope	rations				
Column computation	INVestme	nt		<u> </u>	Die mo	odifie	ers	
All actions: INV added after thresholding to [-4;+4]		+E	Events-spe	cific modifier	s that mag	y app	oly	
Trade Fleet Implantation (TFI)	10/30/50	-1	Pirates in th	e STZ/CTZ				
In STZ: FTI p+INVp-1 per other TF	+1/+3	-1	Sea battle i	n the STZ/C	TZ during	the p	previous turr	า
In CTZ p: FTI p+DTI +INVp-1 per other TF		+1	TF already	Ð				
In CTZ o: FTI p-DTI o+INVp-1 per other TF				(X _p : playe	r's va	lue of X, X _o :	: opponent's value of X)
Trade Fleet Concurrency (Concurrency)	10/30/50	-1	Sea battle i	n the STZ/C	TZ during	the p	previous turr	ו
In STZ: FTI p+INVp-FTI o-INVo	+1/+3	-1	if at least or	ne third-party	/ TF			
In CTZ x: x adds its DTI to its score		+1	if power has	s territory on	the STZ/0	CTZ;	-1 if enemy	has territory on it
Concurrency for resource or TP	10/30/50	-1	If there is a	least one th	ird-party	TP/C	OL in the ar	ea
FTI p+INVp-FTI o-INVo	+1/+3	-1	Battle in the	e area during	the previ	ious t	urn	
Trading-Post placement (TP placement)	10/30/50		Cumu	lative			Not o	cumulative
FTI +INV-TOLerance of the area	+1/+3	-1	Per foreign	TP in the are	ea			
If TOLerance= —, use DIFficulty instead		-1	Province or	cupied by er	nemy			
1		+2	If province	pacified	+	⊦M	Manoeuvre	e of ⊘/�
1			(no more	e natives)		+B	Bonus of λ	Λis if TP/COL is side $Θ$
Colonisation (COL placement)		-1	Battle in the	e area	+	+1	If or Mis	sion in area
FTI +INV-DIFficulty of the area			during th	e previous ti	urn			
1	30/50/100) +2	If the COL a	already exist	s ·	-3	First attem	pt of the game
1	+1/+3					-2	Second att	empt of the game
1						-1	Third attern	npt of the game
Exceptional levies:	Stability -1	(unless e	enemy forces	on National	Territory),	, get ((1d10+3×S	tability +ADM)×10 ₿
Enhance FTI or DTI or Develop a MNU	30/50/100) +S	Stability			-1	TUR and P	POL
Enhance FTI or DTI: ADM-9+INV	+1/+3					-1	RUS before	e <u>St-Petersburg</u>
Develop a MNU: ADM-9+DTI +INV						-2	HIS after G	Gold flow
					+	+2	ANG after	1700 (turn 43)
Enhance technology (land or naval)	30/50/100)	Relevant M	NU: <u>Metal</u> fo	or Land, <u>I</u> r	nstrur	ments for Na	aval
MIL-9 +INV + level of 1 Relevant MNU	+1/+3	+?	Technologi	cal lateness	(#boxes n	neede	ed to reach t	he minor marker–5)
(threshold MIL-9 at -4)		-1	TUR for sor	ne Technolo	gy levels,	, depe	ending on R	eforms done
If next Tech. available or known (previous turn)	Results S,	S∗ = +2 1	Fech. boxes,	Result 1/2= +	1 Tech. bo	ox (no	o test under	FTI)
If leading in Tech. (next one is not available/known)	Result S∗	= +2 Tech	n. boxes, S =	+1 Tech. boz	xes (inclu	des ½	∕₂ if test unde	er FTI successful)
Random Piracy and Economy								• STZ Cap des
		-1:tion		ium	variation			Aiguilles: America.
Piracy in America and Initiation	Crisis	COUDITION	rare lov	medium	large	higi	excess	STZ Côte du Pérou:
2 STZ Gone de Guinee	Clisis	Crisis	0 0	-1	-1	-1	-2	Asia. STZ Mer des
	<u> </u>	Normal	+2 +1	+1	+1	0	0	Canaries: Asia &
5 STZ Mar do Pacifo		Boom	+2 +2	2 +2	+1	+1	+1	America.
6 STZ Côte de Patagonie & Can des Aiguilles	Normal	Accumu	late Piracy fi	om Random	n piracy a	and E	conomical of	events before rolling
or <i>Diracy evenwhere</i> if leader	Normal	Piracy g	ground attac	:ks: If 1d10	+number	of pi	rates sides-	+Shock of Leader \geq 10, a
or Firacy everywhere in leader		pirate cou	inter (if an	ny) targets a	random	COL	/TP in the S	STZ.

Use same die roll for economy and piracy

result \geq high threshold, add -1 to variation.

Boom

• For each resource, roll 1d10+price. If result < low threshold, add +1 to variation; if

• Inflation increase: 1 box if $1d10 \ge 7$ (≥ 3 after Gold flow), plus some other cases.

T3

International

Money available:

Movement, Attrition

Wintering segment Causes	for attrition			ĴDi	scoveries	and Att	rition			Re	sults		
• Cold Area (not controlled/nation	al)	1d10	Disc	overy	ROTW	Lar	nd, Europ	be (fct. of	F #L ₪)) S	Success		
Supply segment		+?	Sea	Land	or Sea	1LD	2LD	3–5LD	\geq 6L \mathbb{I}) Г			
Besieged (siege attrition)		≤5	S	S	0%		_	_	_	/2	$1-3 \cdot F^{2}$	<	1
 No supply 		6	S	S	10%	—	P	P	1+P		$6_8 \cdot 5^{\dagger}$		
LoS through Desert		7	S'	S	20%	_	Р	Р	1+P		9_10 · 5	×	
• SoS not owned, nor allied		8	S'	S^	30%	_	Р	P	1+P	†(²	<) 1d10>M	$\stackrel{'}{AN} ightarrow dea$	ath
• DIVIP LOS IZVIP (except L	DIN KUTW) S (idem)	9	1/2	1/2	40%	Р	Р	1+P	2+P	?	6 See lost	troops be	elow
Movement segment		10	¹ /2	¹ ∕2	50%	Р	P	1+P	2+P	P	Med-Arc	q 1LĎ and	ł
• Massed force (>6LD, no logisti	ics: $>3LD$)	11			70%	Р	1		2+P		<u>Pillag</u>	<u>e</u> O	
• Movement \geq 3MP if bad weather	er	12			70%	P	1		2+P		Mus-Ma	n 1LD or	
Movement <u>>6MP</u>		13			80%	P	1	1+P	2+P		<u>Pillag</u>	<mark>e</mark> ⊖ and ∶	foraging
 Embarking/Landing without port/ 	arsenal	14			100%	Г 1±D	1 1⊥D	1∓F 2∓D	2+F 3+D		Lace 1L	D or <u>Pilla</u>	<mark>ge</mark> ⊖
• F at sea (moving or staying at	sea)				100 %	1 I I I			J1F		$\frac{2/3}{10}$ LD los	t (AL	
Siege segment		Land A	Attrition	(supply/	/mvt/siege	/redeplo	yment)	Sea M	ovemen	t Attri	tion	(Alw	ays at -6)
If siege impossible of Attrition re	esuit	+2 if e	ntering o	r in at le	east one e	nemy pr	ovince	+? Gr	eatest se	ea diffi	culty (or d	ifficulty-2	f port)
Redeployment Return to port		+2 IT N	0 LOS					+1 per	r 4 zone	s ente	red (1⊩ 0) (2) ⊑) [0] [0]	r iess) [BL	.P]
Peace evacuation		+1/+2	per <u>Pilla</u>			bosioge	v4)	+2/4 p	er∠zor	ies (Z	/3⊪)[BLP]	רם וסו	
(All Attritions)		+ 1/+2		enaly <u>Re</u>	<u>avoil</u> (not contro	Juesiege	<i>u)</i>		or3⊪,	arsena		ai (BLP) Topos fro	m 6.00
1+2 Per extra cause		2 Vol	untorily r	i maius adaplayr	(not contro	nieu)	otion	+3/+0/	+9 II ₪ Dor.unfi	iondly		Zones iro	11 202
-M MAN of Leader (except for	or sieges)	Siege		edebioài J	neni, reac	e evacu	auon	± 2 rot	reating of	for ro	r⊖∖⊕ [i ut	נים	
+? LoS crossing Strait fortific	ations) e allied I	leader				realing a	nter ru Sokadi	ναι na +/l⇔[[
At sea (Exploration or Attriti	ion)	+S Sie	are of on	e enem	v leader			+2 hal	f level o	f hloci	rig ⊈ <i>i</i> & [i (aded € (ri	und un)∣	RI PI
+X For sea zones with malus	5	-3 if b	esieaed i	n port a	nd no bloc	kade		+2 to	stav at e	ea at	the end o	f turn	ניים
+1 Carrack (not NGD)		+1/+3	if besied	ed per	Siegework	Θ/Θ		Evolo	ation			(Δlws	(h+teau)
-1/-2/-3 Battery / Vessel, TD	/ 74s	-2 for	besieaer	ou, po		0,0		-2 if s		alrea	dy known	(hy anyon	e in nIV+
+2 Bad weather								M MA	N of 🕀	l©/☆		(by anyon	c) in prv .
Movement poin	ts costs \				,	Rema	ining tro	ops afte	er attritio	on (na	val and R	OTW)	
Condition	Europe	ROTW	[†] 4 only	for	% lost	10	20	30	40	50	60 70) 80	90
Friendly/Enemy Clear Terrain	1/2	2/4	native tr	roops	d	d	d	d*	d*	d*	d*		
Enemy Mountain	3	6	‡ 2/3 on	ly if	2d	2d	2d∗	d	d	d	d∗ d,	۲	
Other Rough Terrain	2	6(4 [†])	embarki	ng and	1 D	1*	2d	2d	2d	d	d d	d∗	
Strait, river, pass	+1	+2	disemba	arking	2 D	2*	1+2d	1+d	1+d	1	1 20	d d	d∗
In or out of swamps	+1	+2	in friend	ly	3 D	2+2d	2+d	2	2	l+d	1+d 1	2d	d
Naval move	3(2 [‡])	6(3 [‡])	ports/ars	senals	4 D	3+d	3	3	2+d	2	1+d 1+	d 2d	d
ROTW: Moving along a river :	= clear terrair	for LD	moveme	nt	5 D	4+d	4	3+d	3 2	2+d	2 1+	d 1	d
Out of national territory:					6 D	5+d	5	4	3+d	3	2+d 2	1	2d∗
Wasteland 2×MP for movem	nent and LoS	unless v	waste-nat	ive.	7 D	6	5+d	5	4 3	3+d	3 2	1	2d
Through Desert 2×MP for Lo	oS, always w	eak supp	oly.		8D	1	6	5+d	5	4	3 2	1+d	2d
Campaigns costs		Naval	Supply		9 D	8	/	6+d	6	5	4 3	2	1*
	Cost Port			1		9	8		/	5	4 3	<u> </u>	
Passive 1		size	supr		D−T ND More the	ori∟. ⊳10⊡:d	, <i>u−</i> ∟ <i></i> ∪⊏ lo v∨10	Dinlucia Dinlucia	$= \star - ;$	00% C	nance to i	use i mor	ea
Simple: 1 small stack	оф 5120 2010) Fort				Troat 3d	ae 1D /	and ever	D pius a	h the 1c	uər 1/27-lir	000		
Simple (no logistics)	οφ Γοτ	ND		x	For the N	lG⊡ and		od leave	s it intac	1/∠0/m t 1/l	neans losi		
Major: many small ones or 5	SOLID Port	FΘ	5LD	. A									
1 stack sea+1 stack land	Port	F€	All	<i>.</i>			J	Counte	nance o	of Flee	ts		
Multiple: many stacks	00 bl Ars.	2F	All	J (Country		P	eriod NV	VD/NTD	(ℾ-):N	IWD/NTD	(ℾ+)	
Small stack (Land) $\leq 51 \mathbb{D}$	NGD.	NTD: c	ounts as	ND	\downarrow	1	II	I	II	IV	V	VI	VII
Small stack (Sea) at most 1	FΘ>	2ND, F	⊕≥3N©)	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
	Conve	bys: no s	supply		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
	<u>`</u>			· · · · · i	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
,	Soo Tro	nsport f	or Armio		HOL	04.47	0/4	2/1	:4/1 3/	1:5/1	3/1:6/1	3/1:6/2	3/1:6/2
A⊕ see Table					FRA	2/1:4/1	2/1:4	/1 2/1	:5/1 2	1:5/1	3/1:6/2	3/1://2	3/1://2
$\mathbb{A} \ominus = \frac{1}{2} \mathbb{A} \oplus$	period I	-111 1V-			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
LD 2 and LDE 0.5	I, IM		J 10	10	RUS	014.414	1/1:2	/1 2/1	.3/1 2	1:5/2	2/1:5/2	3/1:6/2	3/1://2
IGold 1 per 5₽	II, IIM, A	0 0	ŏ	ð		2/1:4/1	2/1:5	/1 2/1	.0/1 3/	1.5/2	3/1:5/2	3/1:0/2	3/1:0/2
Ships capacity		0 0	ŏ	0	VEIN	2/1:4/1	2/1:5	/1 Z/1	.0/1 Z	1.3/2	3/1:3/2	3/1:0/2	3/1:0/2
1 for NWD, NGD		0 0 6 0	0	0 12		2/1.4/1 2/1·//1	2/1.4	/1 Z/1	.++/ו ∠/ י∆/1 ס	1.0/2	2/1.5/2	3/1.3/Z 2/1.5/1	2/1·5/1
3 for NTD		6 6	10	12		2/1.4/1	2/1.4	/1 2/1	דווד י∆/1 ס	1.4/1	3/1.5/2	3/1.6/2	3/1.6/2
10.5 for NDE		5 0	10			2/1.4/1	2/1.4	, 1 2 /1.	1 /1 J	1.0/2	0/1.0/2	0/1.0/2	0/1.0/2

T<u>4</u>

Interception, Evasion, Battle Preparation

T5

Interception and evasion

Interception: success on \geq 8 or natural 10 \pm ? *Manoeuvre* differential

- +1 if interceptor has a technological advance of 6 levels or more
- +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 (-4 if both)
- -2 If the target province contains an enemy force
- -1 If interceptor is besieging or blockading
- +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

74s

Muskets

Baroque

Lace

Manoeuvre

A/A

A/A

A/A

A/A

B/A

B/A

A/A

A/A

+4

- +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)

	Wind Advantage Determination														
			Орро	nenťs te	echnolog	у			(1d						
↓tech.	NGD	CAR	Nau	GAL	BAT	VE	TD	74s	Mi						
NTD	×	×	×	×	×	Х	Х	×	AN						
NGD	na	-	-	-	-	-	-	-	HI						
CAR	-3	0	-	-	-	-	-	-	FF						
Nau	-1	+2	0	-	-	-	-	-	AL						
GAL	+2	+3	+2	0	-	-	-	-	HC						
BAT	+2	+3	+3	0	0	-	-	-	PC						
VE	+3	+4	+3	+2	+1	0	-	-	PF						
TD	+4	+6	+4	+3	+2	+1	0	-	PC						

+3

Each side rolls 1d10+Manoeuvre of $\ddagger+$ 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.

+4

+6

1	1d10	Sum of th	e Conquistad	dor's stats	+1 per previous use
1	+mod.	\leq 12	13–15	\geq 16	of a \heartsuit in the area
1	≤1	R80/D80	†/D70	†/D70	-1 If there is a Mis
1	2	R70/D70	R80/D80	†	stacked with the O
1	3	R50/D70	R80/D90	R90	+1 If there are more
1	4	R30/D80	R70/D70	R80/D80	than $4LD$ in the
1	5	R20/D80	R50/D80	R80/D90	stack
1	6	R10/D90	R30/D80	R70/D70	-1 If there are only
1	7	—	R20/D80	R50/D70	$I \mathbb{D}$ in the stack
1	8	—	R10/D90	R30/D80	+1 If sum of stats is
1	9	—	—	R20/D80	
1	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 re-

D: Deserting troops (those that join the)

Conquistadors Effects

			Re	placer	nent le	aders				
1d10	1	2	3	4	5	6	7	8	9	10
Vinor	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
POLt	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
√izier×	212	444	224	233	322	533	415	122	232	434
VEN	312	221	122	213	313	111	331	422	222	413
Vatives	104	405	322	412	114	513	214	313	404	433

[↑]POL ±: -1 *Manoeuvre* [‡]PRU ±: -1 Fire [×]Vizier: odd die=1 siege

	$\underbrace{(\text{Naval Technology Table (Fire/Boarding)})}_{\text{Vou}/\text{opp}} \rightarrow GA CAR Nau GAI BAT VF TD 74s Morale}$														
$figure \downarrow$ you / opp. $ ightarrow$	GA	CAR	Nau	GAL	BAT	VE	TĎ	74s	Mora	e	(unless				
NTD	_/_	_/_	_/_	_/_	_/_	_/_	_/_	_/_	0		\rightarrow Suc				
Galley *	E/A	E/A	E/B	E/B	E/B	E/C	E/D	E/E	2†	i.	port)				
Carrack	E/E	D/C	D/C	E/C	E/D	E/E	E/E	E/E	1	2	Battle				
Nau-Galeon	C/C	C/C	D/B	C/C	C/C	D/C	E/D	E/D	2	1	column				
Galleon-Fluyt	B/B	B/B	B/C	C/C	C/C	D/D	E/D	E/D	2	E.	(at sea				
Battery *	B/B	A/A	A/B	B/B	B/C	C/C	D/D	D/D	3	3	1 st Day				
Vessel	B/B	A/A	A/A	B/B	B/B	B/B	C/C	C/C	3	Ĩ	possible				
Three-decker	B/B	A/A	A/A	A/A	A/B	B/B	B/B	C/C	3†	i.	summa				
74's guns	A/B	A/A	A/A	A/A	A/A	B/B	B/B	B/B	3†		Land				
* Battery: all NG	D conta	ins VG	D;				†: Mo	rale +1	if Vete	ran	dav				
	(Le		hnology	Table	/Eiro/S	hook				- T- 1	Sea F				
			nnology	Table	(Fire/S	nock)				1]	sec				
\downarrow you / opp. \rightarrow	MED	REN	ARQ	MUS	S BAI	R M	AN		Morale	4	. 2 nd Da				
Medieval	—/A	—/B	–/B	_/C	—/C) –	/D –	-/E	1	5	End of				
Renaissance	C/A	C/A	C/B	D/C	; E/C) E	/E E	E/E	1*/2†	: T	discreti				
Arquebus	B/A	C/A	C/B	C/B	D/E) E	/E E	E/E	2†	: 1	losses				

+1

+2

+1

	Battle sequence summary
. Evasion test	
(unless intercepted) at the d	iscretion of the defender
→Success: retreat without a	attrition (1 province or nearest
port)	、 ·
2. Battle parameters: note mo	orale, Fire and Shock
columns, leaders, first line s	hips (at sea), wind advantage
(at sea)	npo (at coa), tinta autainago
a 1 st Day of Battle: Fire mor	ale summany (At sea only:
b. I Day of Battle. File, mon	ale summary, (At sea only.
possible retreat il wind adva	ntage), Shock, morale
summary.	
Land Possible retreat or co	mplete crushing, else second
day (same troops)	
Sea Possible withdrawal or	complete crushing, else
second day	
. 2 nd Day of Battle: same me	echanism.
5. End of fight: one side routs	s (morale loss), or
discretionary retreat or end	of 2 nd day Pursuit: Compute
losses (adjust by size then	add retreat for loser)
100000 (uujuot by 3120, then	uuu rouout ior 10301).

– See Land or Sea Battle summaries on next page – Major Defeat: routed, (ROTW: looser had European A), and loss difference at least 3LD or 5NWD or 8NGD.

1 vs. Medieval, 2 vs. other +1 for Tercios. Veteran troops Morale = +1

C/B

B/B

B/A

A/A

D/C

B/B

B/B

A/A

D/D

D/B

C/C

B/B

E/E

D/C

C/C

B/B

3

3

3

3

B/B

B/A

A/A

A/A



	Army Classes — Repartit							on an	d Size	Size Comparison										
Class	Name				Perio	bd			Countries	۱ł		0	1	2	3	4	5	6	7	1
			II	III	IV	V	VI	VII		L.	7	+2	+2	+2	+1	+1	+1	0	0	
IM	Russia	7	7	7	4	3	4	4	RUS	4	6	+2	+2	+1	+1	+1	0	0	0	
I	Hordes	7	7	7	4	4	4	4	TUR, Khanates, Cossacks		5	+2	+1	+1	+1	0	0	0	-1	
i i	Reformed TUR	4	4	4	2	2	2	2	TUR after reform M-1a	ł.	4	+1	+1	+1	0	0	0	-1	-1	
П	Orient	4	4	4	2	2	2	2	Islam	4	3	+1	+1	0	0	0	-1	-1	-1	
Пм	Mixed Orient	4	4	4	2	2	2	2	POL, HUNGARIA, Orthodox	ł.	2	+1	0	0	0	-1	-1	-1	-2	
Шм	Mixed Occident	0	0	0	2	2	3	3	SUE, SAXONIA, SABAUDIA	4	1	0	0	0	-1	-1	-1	-2	-2	
Ш	Occident	0	0	0	0	0	2	2	VEN, HOL, HIS, POR, AUS*, Latin		0	0	0	-1	-1	-1	-2	-2	-2)
IV	Major	2	2	2	2	3	4	4	FRA, PRU, AUS, UNITED STATES	¦(Com	oute	the a	ivera	ge siz	ze of	each	n L₪	(num	ber be-
IVм	Mixed Major	0	0 0 0 0 2			2	4	4 ANG [] tween 0 and 7). Compute the difference						эХ b	etween					
A	Other	7	7	7	7	7	4	4	Asia, Americas, Africa	to the nearest integer.					ound it					
										1	o un	- 100	aioot	integ	JOI .					

Id10ABCD ≤ 3 $ \leq 3$ $ \leq 4$ $1/3$ $ \leq 2/3$ $ 1/3$ $ \leq 2/3$ $ 1/3$ $ \leq 2/3$ $ 1/3$ $ \leq 1$ $ 2/3$ $ 1/3$ $ \leq 1$ $ 2/3$ $ 1/3$ $ < 1$ $1/3$ $ 1/3$ $ 1/3$ $ < 1$ $1/3$ $ 1/3$ $ 1/3$ $ < 1$ $1/3$ $ 1/3$ $ 1/3$ $ < 1$ $1/3$ $ 1/3$ $ 1/3$ $ < 1$ $2/3$ \times $1/3$ $ 1/3$ $ < 1$ $2/3$ \times $1/3$ $ 1/3$ $ < 1$ $2/3$ \times $1/3$ $ < 1$ $2/3$ \times $1/3$ $ < 1$ $2/3$ \times $1/3$ $ < 1$ $2/3$ \times $1/3$ $ -$ <th></th>	
$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$	
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	
≥14 4 *** 3'/3 *** 2'/3 *** 1-1 For the first day if foraging Sea modifiers (cumulative) Terrain modifiers (Fire/Shock // Fire/Shock 2 nd day) Land Cavalry Shock modifiers +1 For the Wind advantage Forest, Swamp, Desert -1/-1 // -1/-1 +1 if at least 3LD more than enemy 1 to Fire/Shock if morale less >opponent Mountain: non phasing or intersected 0/0 // 0/0 +1 At least and (may 1):	
Sea modifiers (cumulative) Terrain modifiers (Fire/Shock // Fire/Shock 2 nd day) Land Cavalry Shock modifiers +1 For the Wind advantage Forest, Swamp, Desert -1/-1 // -1/-1 +1 if at least 3LD more than enemy 1 to Fire/Shock if morely loss perpendent Mountain: per phasing or intercepted 0/0 // 0/0 +1 At least and (may 1);	
+1 For the Wind advantage Forest, Swamp, Desert -1/-1 // -1/-1 +1 if at least 3LD more than enemy	
1.1 to Eiro/Shock if morale loss>opponent. Mountain: non phasing or interconted 0/0 // 0/0 ± 1.4 losst one A and (may 1):	
$ +1/+2$ to Shock if differential \geq 1ND, phasing and not intercepted $-1/-1$ // $-1/-1$ IIM p. I–IV in plains and sparse fo	ests
River or pass (phasing) $-1/-1$ // 0/0 IIIM p. IV-V in plains and dense to	rests
1 +1 to Fire it differential≥3ND I Through strait or disembarking -2/-3 // 0/0 IV p. III–V in plains	
Land Artillery Fire modifiers SUE p. III–VI in northern forests	
(Pursuit) (roll on E; C vs. NI D or NGD) -1 if no A (Exc: ♥ in ROTW, pl to plV) IUR before W-2 in plains and des	erts
+? Shock leader differential of failue $ +1 $ if ≥ 6 Artillery in the stack	:
A Mainbeuvie une entitial at sea 1 Mountain Forest Swamp Desert Cap losses after	nod.:
+1 For the Wind advantage Land: to size Land: to size	
+1 for Sinahi cay (before reform M-2) $\#L\mathbb{D}$ LDE 2LDE 1 1+LDE 2 3 4/5 6 7:1d10 Sea: to 2×size (1	ID if
in plains and deserts $Mod3 -2^{1/3} -2 -1^{2/3} -1^{1/3} -1 -2^{2/3} -1^{1/3} -1^{1/3} if odd leaves 1ND$	d, min.
+2 If after first day	
+1 If after Fire segment	
Retreat during battle (end of day)	
• roll 1d10 ≤ Manoeuvre + Morale	7–10
Success Battle lost (pursuit, retreat) $\frac{1}{1}$ +1 $\frac{1}{3}$ +2/3 $\frac{1}{3}$ $\frac{2}{3}$ +3 $\frac{2}{3}$ +3 $\frac{4}{3}$ 6 7 $\frac{1}{1}$ +1 Losses - +1/3 +2/3	+1
Failure 2^{nd} day (enemy has bonus +1) +2 $\frac{2}{3}$ $\frac{1}{3}$ $\frac{12}{3}$ $\frac{22}{3}$ $\frac{4}{3}$ $\frac{52}{3}$ $\frac{7}{8}$ $\frac{\#+2}{10}$ M=Manoeuvre of leader unless	routed
Land battle summary $\begin{bmatrix} +3 & 2/3 & 1'/3 \\ 2 & 3'/3 & 5 & 7 & 9 & 11 \\ \end{bmatrix}$ #+5	
Discretionary Retreat: after 1 st day (test) Discretionary Retreat: after Fire if Wind advantage; after Boarding of 1 st day: Sea battle s	immary
• Winner: enemy force is eliminated or retreats Defender then Attacker may opt to retreat.	
after 1 st day; or force with higher morale wins at i • Winner: only other fleet routed or retreat; or higher morale at end of 2 nd day.	
end of Z ^{IN} day	f 13 to
• Williner (may be none) folls for <i>Fursult</i> • Mounty fosses. see <517 in stack size less than on <i>Pursult</i> • Mounty fosses. +2 if 19+ND (innore fractions)	11510
In the second by static algorithm of	
• Any non-winning army then adds retreat losses • Loser (or equality.): 1st ND lost Damaged, 2nd Destroyed and 3rd Damaged.	
<pre><l3> [TBD ?]</l3></pre> • Fractions vs. NGD or NTD: round up (vs. ND: fractions in next loss category).	
• In Europe, round to nearest integer loss • Pursuit losses, each *: capture (from Damaged if any, or NTD) 1NWD, 2NGD or 2NTD (with correst	onding
• Major defeat: rout, loss difference at least transports points sunk if troops, or 10 to captured and 5 to sunk per NTD if Gold.)	
Is LID and (in the KUTW) losers had European A T. Kouted or Loser: goes to next port. Winner may follow and blockade. Fleets going to port: normal attri	on roll.
• Major defeat: rout and loss difference at least 5NWD or 8NGD	

Sieges, Revolts – End of round

				As	saul	t Resi	ults						• 4	A for	tress	s is	alway	ys V	etera	n.				
			B	ESIEC	GED					BESIE	EGER			One	Fire	, on follo	ie Sh	ock	(not i	tor ro	outed sid	de).	anintanan ar	marala
		Fire	;			Sho	ck].[-55	ialis rof	iret ta	e pe:	on th	iu na no tro	s no ma	ido t	the fortress	morale.
1d10			Bread	ch			Brea	ch	Fir	e	Sho	ock		_0550 ire (k	ss a nesi	eue	r) (he		u no Ied a		ins nee fi	ull F		
3	_		—		_				-					ne (k Nedie	eval	no	Fire	,010 g	jcuu	intuy	0 000 1			
4	1/3		-		1/3		-		1/3		1/3		R	Renai	issai	nce	only	if⊿	pres	ent o	r agains	st R(OTW. only *	
5	2/3	*	—		2/3	*	_		2/3		2/3			raue	ebus	Div	/ide.lc	osses	s bv	two (round to	o les	ser $^{1/3}$)	
6	2/3	*	—		1	*	1.		2/3		1		M	odif	iers	for	the b	oesie	aer				Modifiers f	or both
7	1	*	1 10		1'/3	*	1/3	3	1	*	1 ¹ /3	*	+	1 if I	besie	eae	d is A	Nedie	eval				+F/0 Fire c	liff. if >0
8	1'/3	**	2/0		1 ² /3	**	2/3	5	1 ¹ /3	*	1 ² /3	*	11-1	1 if b	besie	ege	d is A	rque	bus	or be	etter		0/+S Shoci	k diff. if >0
9	14/3	**	-/3		2	**	1		1'/3	*	2	*	-N	N lev	vel o	fth	e fort	, ress,	unle	ess B	reach			—
10	2	***	1		2	***	1	'o	2	**	2 01/2	**	+	? Ar	tiller	y b	onus	agai	nst fo	ortres	S			
>12	2 2 ¹ /3	**	1 ¹ /3	3	2.13 2 ² 13	**	1 ⁻ / 1 ² /	3	2 2 ¹ /3	**	$2^{.}/_{3}$ $2^{2}/_{3}$	**						- (Fast		- Deel	- 4 - 1-		
	modi	fiers	17		2 /·			-	_ / ·	^^	27)							ress		stan		<u> </u>
Besiege	d: car	n by 2	×res +	#I⊡.	next	+ ² /3 i	f besie	aer	routed							H	Lever	tonor		-0rt 2/2			5 4 5 5 2 2	_
Besiege	r size	(cum	ulative). <(6LD:	_1/3 <	<4LD:	_1/3:	no A	: <u>-</u> ² /3:							Resis		-	1/2	$\frac{1}{2}$ $\frac{2}{2}$ $\frac{2}{2}$		$\frac{1}{1}$ $\frac{1}{2}$ $\frac{1}{2}$	12
A⊕ of	l or P	OL (pl-	II). RU	, S (pl	l−III).	Yenic	eriler	, , (no	M-1a.	.,, ΙΙΙ-Ια): + ² /3					U	II Brea	acn		.12	-/3 -/	13	I I I / 3 I -	13)
			= = = = :	= = =				= = ,	,	= = =		= = =		= = =	Ear	= =			Y	6	laval Ci		ar Blackada	<u> </u>
Nation			mery p		U (V							aya			re	Ses	5			vaval Sl	ize î		AIE
Nation		1		<u> </u>	10	V				vei			2	3	4	5	DO	ius		evei		- ,		4/5
		2	3	3	3 1	4	ວ 5	5			2 2		<u>'</u>	4	5 6	0 7	+1							
		2	2	4	4	C	5	0	Artil	/alu	5 6) 4 2 7	+ ,	5 7	7	/ 0	+2		<u> </u> (IN	GD=	1ND;₽€	$J \ge 2$	2ND;⊩⊕≥3	ND ;
AU3		2	2	2	4	4	5	5	노=		5 0			1	1	0			<u>}</u>					
SUE		2	2	с С	3 1	4	5	5	í /l	Jnder	minin	g	S	Siege	e im	pos	sible]						
HIS		2	2	4	- - -	4	5	5	(1d1	0+?	Re	sult	آ• (lf #L	.D <	For	tress	leve	l, bef	ore r	oll \rightarrow Si	iege	attrition	
FRA		2	3	<u>न</u> २	- -	5	6		<	3	-	_	S	Siege	e res	ult	s							
ANG		2	2	3	4	4	6	6	4-	-6	S	Э		S Pι	ut a	Sie	gewo	orks o	count	er (2	⊝ =1€), ma	ax. 2 counte	rs)
		1	2	3	4	4	4	4	7-	-9	S	Ð		B Bi	reac	h: t	he be	siege	er m	ay at	tempt a	n im	mediate ass	ault
Yenice	eriler	2	3	4	4	4	4	4	10-	-11	E	3	V	WH۱	War	Ho	nour:	fortro	ess f	alls a	and besi	iegeo	d gains 1L $\mathbb D$	
RUS		1	1	1	2	3	4	4	1	2	B or	WH		R Re	endit	tion	the	fortre	ess fa	alls, r	10 surviv	vors	aivon hvith	o hooiogor)
Reform	ned	1	1	1	3	4	6	6	$ \geq$	13	F	र		A iai In Ei	uron		ninim	iuses um l	o Z It ovol	ic 1	(IIIIL (oven if	פו ₪. שעסו	o given by un	e besieger)
POL		1	2	3	3	4	4	4	Sieg	e mo	difiers	5	•		urop	с , і		unn	evei	15 1	(Even II	attri	tion	nap)
PRU		2	2	3	3	4	6	6	-N F	ortres	s leve	el									• Add t	o the	unmodified	siege roll:
UNITED	STATE	ES					6	6	-2 If	[;] port	(plain,	no l	bloc	kade	e) or	no	n-plai	n ter	rain		1+4 Fin	st sie	eae round	Siege roll.
. <u>8</u> /		1	2	3	3	3	3	3	-3 A	ny ot	her te	rrain	with	h poi	rt (n	o b	lockad	de)			-2 If s	ecor	nd turn of sie	ene
¦ ∄ IIм/I	IIм	2	2	3	3	4	5	5	Exc.	: R01	FW =	terrai	in d	loes	not	cou	int if p	oort			-S Sie	ae v	alue of the l	besieged
ا//II ق	/	2	2	3	3	4	5	5	Exc.	: fort=	terra	in or	por	rt: -1	onl	y					-? #L	Din	the fortress	
ਿ ੈ Asia	A	1	1	1	1	1	2	2)	+2 E	Breac	h durir	ng thi	is tu	urn							 If result 	ult<#	MP from su	oply source
AΘ: div	ide by	v two, r	ound d	lown.					+1/+	·3 Per	· Sieg	ewor	kse	€)(⊕)							\rightarrow Sieg	e att	trition (double	e cause if
Artillery	value	e = val	ue of c	ne 🛛	∖ cou	inter, ·	⊦2 if ot	her	SS	Siege	value	of or	ne b	pesie	ged	lea	der				massed	d for	ce or bad w	eather)
A with a	rt.≥2	else +	1 if oth	ier 🗛	with	art. 1		j	+5 8	Siege	value	ot o	ne t	besie	eger	blo	ckadır	ng le	ader					
									+1/+	·3 If a	it leasi	t one)LL nain)/AI	n th	e to	ortress	5						
					4.05							us ag	Jain	St IO	nires	is =	,							
Success	on a	modifie	ed roll (of 1d	102	8.				Ź	Reduc	e Re	evol	t or	Pira	су	i ,		. \	Atta	cks of I	Pirat	es/Privatee	rs on Convoy
An unmo	or pill		always	a su		s											(or o	n na	val s	stack	with Go	old).	May only be	done with
+1 por		aging		priva	leer	Pi	ates o	r Pr	ivatee	rs at	sea							iteers	S.	al inte	roontion	. (n n E) Dira	taa with na
⊥+2/+/ r	LD 01	rasiia NA ni	a piese	:IIL		+1	if Nav	al T	echno	logy i	s 74s							li IUI dor i	nava		Monoour	i (se	e p. 5). Pira	lites with no
+2 Ma		yro diffe	rontial			+1	if no	⊩ bւ	ut at le	east 1	NDE/	NWD	D/NC	GD					ise z	rod		Driv	atoor/Dirato	toQ Ono
	al of th	ne fortr	ess (if	ener	nv)	+2	2/+4 pe	r FG	∋/⊕ p	oreser	nt					ľ	≤. II S	annt	to P	, ieu eduo	o Pirata	/Driv	ateer by ac	
.? #I ₪	inside	e the fr	ortress	GHGH	(Y)	±	? Man	oeuv	/re diff	erenti	al						กอง	/al_fo	IU R	Guud	o riiale	/1°11V	aleer by act	Sompanying
-3 lf no	nt in nl	ain lain				-2	It cou	nter	IS⊕								3 If F	, ar io Pirate	/Priv	ateer	not dea	strov	ed roll for a	ttack on
-2 lf co	unter	is⊕				-2	P por	t on	the se	ea/Pir	ate ha	aven	in th	ne S	ίΖ.	ľ	C.01	nvov	, i 11V		not ues	Juoy	ou, ion ion a	
+E Eve	nt spe	ecific m	odifier	that	may	-1	If ther	e wa	as a b	attle	inis tu	rn in	the	e sea	zor	ie ¦	00							/
appl	y				.,	-1		my i	naval t	orce		0 ⊪)	ats	sea										
						I-2	-4 lí a	liea	si ene	nny ⊩	U	al Se	ed											

Peace, redeployment, interphase – End of turn

8

1						Modifiers against Natives	1-Event phase	Game Sequen
l 	Pirate	s, Privat	teers and	d Natives r	aids	+1 per LD defending	Monarchs Survival	
1d10	Siz	ze	perm.	Pillages	Perm. losses	+M Manoeuvre of a	 Economical events 	
+mod	TF⊕	TFΘ	loss	TP/COL	on land	defending leader	Economical situation+Pirates	
≤ 0	5	2	**	6‡	8 L D	+N Level of the fortress	 Political events 	
1–3	4	1	*	6†	8 LD	-1 per attacking LD	2-Diplomatic phase	
4–6	3	1	*	4†	4 LD	-1 per third party COL/TP in	• Declarations of Wars due to e	vents, and Reac-
7–9	2	1		3	2 LD	the area	tions	
10–11	2	0		2	1 LD	-M Manoeuvre of an	• Announcements: Agreements,	Trade Refusal,
12–13	1	0		1	1 LD	attacking leader	• Declarations of War, and Read	ctions
14–15	0	0		0	1 LD	+6/+3 if Natives beaten this	Diplomacy on Minor Countries	
$l \ge 16$	0	0		0	0	turn (routed/not routed)	3-Income phase	
Modifier	s agains	t Pirates	and Pri	vateers		Pirates/Privateers effects	• Income (including loans and e	xceptional taxes)
+2 if Pira	ate/Privat	eer not e	exactly in	the sea zo	one of the STZ	• Income of the STZ per fleet	Bankruptcy declaration, Refund	d loans
(NA)	vs. Convo	ov).				level destroyed	4-Administrative phase	
+3 if onl	v one Pir	rate/Priva	ateer —			Permanent losses: 1 TF	· Maintenance of fortresses and	troops
+1 per s	side of ta	raet TF (nr F(NA	against a	Convov)	level per + (to be chosen in	 Purchase of forces 	
+1 If one	e or more	∍ND in	defence	and no F	controj)	the targeted TEs)	Trading fleets recovery	
+2/+4 ne	er ⊫⊖/(∓) defendi	na (A a	nainst land	raids)	• Centre of Commerce: -10 D	Administrative operations	
+1 Per I	D (inclu	dina milit	tia) anair	st land raic	s	per + caused by the Alliance	Logistics of Minor Powers	
+M Man		if a defei	ndina .t.	(or X/☉/@	· against land	having the CC (Exception: P	5-Military phase (each military	(round)
raids))		iung 🗢		against land	of ORDO HOSPITALIS)	Phase end test	
-1 ner Y	/ /ear at se	a/in prov	vince (m	ax -3) (NA	on Convov	• Land raids t is a <i>Pillage</i>	· Hierarchy adjustment, then for	each side:
attack	ks)		11100 (111		on convoy	t is cives incomes pillaged	Choice of campaign	
-M Man	neuvre of	fa ℙ (½	for land	raids in Fi	Irope)	(and Resources)	Attrition caused by supply	
+1 if a r	naval batt	le occurr	red in the	e sea (not f	or land raids)		Movement & Discovery (attrition	on for mvt)
) HOSPITA	aus with	port on	Mer Égée	or Bassin		• Battles, then the next side, etc	c., then:
Leva	ntin		port on				Sieges	
+N Twic	e the lev	el of the	fortress	for land rai	ds +1 for fort		• Fights against Revolts, P, Nat	ives
					M	ilitary Index of a Major Country	End of round	
	nhance	Stability		L Doo	na differential: t	he difference between the over	6-Redeployment phase	
(1d10+n	nod St	ability a	djust.	Pear	e unerennan. u Stability of anak	ne dillerence between the aver-	• Attacks by Natives, Pirates &	Privateers
≤5		-1		age	Stability of each	I SIDE.	Military Looting	
6–10)	0		Cou		a of the humber of occupied	Extension of Revolts	
11–14	4	+1			if at least $\searrow 6$		Mandatory Retreat in Sieges,	Præsidio
15–1	7	+2		10	if at least ≥ 0		Return to port or Attrition of F	leets at sea
18+		+3	J		If at least ≥ 4		Collection of all Gold Repatria	ted
	Monarch			• A	n at least ≥z capital counts fo	or 2 provinces COL and TP	7-Peace phase and Excheque	r test
+0/+2/+/	1 Investm	ont (30/F	50/100 助		t for ½ unless	during Overseas War	Exceptional Taxes)
-5 Enem		trole nati	onal torr	itory • Du	ring Overseas I	War remember the Privateer	Exchequer test	
-3 Evo		uois nau nod (<1V	(2(1) or 1	(10) y Du (7) effer	√ (V/II 2 3 B3)		International Loans	
$-3 \Delta t wa$	ar with an	nother M	Δ I		4045		Stability Improvement action	
-2 Δt wa	ar with a	MIN	~0	Beto	re 1615 only, m	1ax. mod. +5 Call for Crusade	· Peace offers and discussions,	call for Crusade
+2 if dec	clared wa	n unon f	his turn	Suco	Christian reason		8-Interphase	
+1 if has	s a level	2 Δrt MN		11 + N	Christian prov.	annexed by TUR in the last 5	• Prosperity and Stability adjustr	nent
+3 for a	Prosper		or		ums Kalais en Denn		Placement & Death of Military	Leaders
-3 for ar	n Δnti_Pro		Power	(+5 ()	IT WIEN OF ROM	ia controlled by TUR	Inflation	
		Sperous	1 0 100	' -2		J at war vs Unristian country	 Moving the Trade Centres 	
				(1-3	1 1-8 (1) (Reform	nation) has already happened		
Peace is	accepted	l if the m	nodified r	roll≥6.			Peace accepted by a minor	country
Modifier	s that ap	oply only	one tur	'n			<i>c</i> , , , , , , , , , , , , , , , , , , ,	
+2 if the	e capital p	province	of the M	IN was con	quered this turr	\pm ? Inrice the peace level	onered	

- 61		
i	-2 if the MIN has captured a capital province of a MAJ this turn	-4 for Persia, Syria, Ægyptus, Iaponia, China
i	-2 Per major battle won by the MIN on the other party	-3 for United States, Mogolis Imp., Suecia, Venetia, Polonia,
ł	+2 Per major battle lost by the MIN on the other party	BRANDENBURGUM after IV-11, HABSBURGUM, HOLLANDIA
i	-1 Per battle or siege won by the MIN on the other party	-2 for Portugallia, Dania
i	+1 Per battle or siege won by the other party to the MIN	-2 Between Protestant and Catholic before IV-B
ł	-1 Per chief killed or captured by the MIN on the other party	-2 If this is a separate peace
ł	+1 Per chief killed or captured by the other party on the MIN	+2 per province/TP⊕/COL lost by the MIN (+4 if Capital)
ł	+2 Ransoming a captured king.	-2 per province/TP⊕/COL conquered by the MIN (-4 if Capital)
ł	\pm ? Peace differential between the other party and the controller	\pm 1.5 per TP \ominus lost/conquered by the MIN
i	of the MIN	± 2 if the enemy Capital was captured then lost since

LD). Must redeploy at port at end of round.

Sieges, Revolts, Pirates, Privateers and Natives – End of round

Τ7'

				A	ssaul	t Res	ults						• A f	ortress	is al	ways V	eterar).					
				BESIE	GED					BES	IEGER		• On	e Fire,	one	Shock	(not fo	or rou	ted si	de).	internet		avala
		Fir	е			Sho	ock							liess i ses ar	alls II re firs	t taken	on th	i nas e troo	no m ns ins	ore res side the	fortres	or mo s	orale.
1d10			Brea	ach			Bre	ach	Fi	re	Sh	ock	Fire	(besie	eqer)	(besied	aed al	wavs	use f	ull Fire))	<i>.</i>	
≤ 3	1/3			-	1/3			_	1/3		1/3		Med	lieval	no Fi	re	-				<u>·</u>		
5	2/3	+	_	-	2/3	+		_	2/3		2/3		Ren	aissar	nce o	nly if	prese	nt or	again	st ROT	W, only	*	
6	2/3	*	_	-	1	*	_		2/3		1		Arqu	iebus	Divid	e losse	s by t	wo (ro	ound t	o lesse	er 1/3)		
7	1	*	_	-	1 ¹ /3	*	1	/3	1	*	1 ¹ /3	*	Mod	ifiers	for th	ne besie	eger			N	lodifier	s for	both
8	1 ¹ /3	**	1/	3	1 ² /3	**	2	/3	1 ¹ /3	*	1 ² /3	*	+ _1 ii	besie	egeu anna i	is Mean	evai shus c	r hatt	or		1/+9 Sh) aiii. ock d	ll ≥0 liff if ⊳0
9	1 ² /3	**	2/	3	2	**	1		1 ¹ /3	*	2	*	-N	evel of	f the	fortress	unles	s Bre	each		0.10 010	JUN U	
10	2	***	1		2	***	1	1/2	2	**	2	**	+?	Artillery	y bon	ius agai	nst fo	rtress					
 >12	2 2 ¹ /3	**	1 1	/3	$2^{2}/3$	**	14	2/3	$2^{1}/3$	**	$2^{1/3}$	**		-		-							
	Z /°	fiore		10	210	***		10	210	**	2/0	**)		_		Fortr	esses	Resi	stance		_	
Besiege	d' car	hers hy 2	× res ·	+#I ₪	· next	+ ² /3	if hesi	eaer	routed						Le	vel		ort	1 2	$\frac{2}{2}$ $\frac{3}{2}$	4	5	
Besiege	er size	(cum	ulativ	e). <	; 110/1 (6LD:	_1/3	<4LD	: - ¹ /3	no A	: _ ² /3	:				If If	esisianci Broach	e -	13	1 4 2/3 2	2 3	3 1 ¹ /3	3 12/3	
A⊕ of	l or P	OL (pl-	–II), R	US (p	ol—III),	Yeni	 çeriler	(no	M-1a	, pl-ll	, II): + ² /3	3				Dieacii		15	15	/5 1	175	110	
		Ar	tillerv	per	(HA			= = =	(Artil	lerv bo	onus	again	st For	tress	es	Y	Na	val S	ize for	Blocka	de	1
Nation						V	VI	VII		vel		1 2	3	4	5	bonus		vel	Fort	1	2/3		1/5
VEN		2	2 3	3	3	4	5	5			1	1 2	4	5	6	+1	Siz	ze	1ND	E NI) Fe) F	Ð
HOL				4	4	5	5	5	i lie	e	3 3	3 4	5	6	7	+2	1NC	D=1N	ND;F(∋≥2N	D;F ⊕ ≥	≥3ND)
AUS*		2	2 2	3	4	4	5	6		2 A	5 6	6 7	7	7	8	+3							
POR		2	2 3	3	3	4	5	5	í í	Jnde	rminir	na)	Sie	ae imp	ossi	ble							
SUE		2	$\frac{2}{2}$	3	4	4	5	5	(1d1	0+?	Re	sult	• If #	LD <	Fortre	ess leve	l, befo	ore rol	I ightarrow S	iege at	trition		
		2	2 3 2 3	4	4	4	5	5 6	<	<u>3</u>	-	_	Sie	ge res	ults								
ANG		2	2 2	3	4	4	6	6	4	-6	S	Θ	S	Put a	Siege	eworks	counte	er (20	9 =10), max	. 2 cour	iters)	
TUR		1	2	3	4	4	4	4	7-	-9	S	Ð	B	Breach	h: the	besieg	er ma	y atte	mpt a	in imme	ediate a	ssault	t
Yeniç	eriler	2	2 3	4	4	4	4	4	10-	-11		B		VVar Dondit	Hono	our: fortr	ess ta	lis an	d bes	leged (gains 1L	.D	
RUS		1	1	1	2	3	4	4	1	2	Bo	r WH	• A	alling	fortre	ss lose	s 2 lev	is, no /els ('	1 if 1L	.D is g	iven by	the t	besieger)
Refor	med	1	1	1	3	4	6	6		13		K	∫• In	Europe	e, mii	nimum I	evel is	s 1 (è	ven if	lower	than the	e map))
POL		1	2	3	3	4	4	4	Sieg	e mo		S						[Siege	attritic	on		
		2	<u> </u>	3	3	4	6	6	-11	fnor	t (nlain	no ł	olocka	de) or	non-	nlain tei	rrain	•	Add	to the i	unmodifi	ed si	ege roll:
8 I/II		1	2	3	3	3	3	3	-3 A	Any c	other te	errain	with p	ort (no	o bloc	ckade)	- Call		+4 Flí 2 lf d	'st sieg	e round	cioac	
J IM/	Ιм	2	2 2	3	3	4	5	5	Exc	.: RC	TW =	terrai	n doe	s not (count	if port			-2 11 3 -S Sie	ne val	un of th	siege e hes	; siened
ا//II ق 8	/	2	2 2	3	3	4	5	5	Exc	: fort	t= terra	ain or	port:	1 only	/				-? #L	D in th	e fortres	S DOU	logou
ਰ Asia	Α	1	1	1	1	1	2	2	+2 [Bread	ch duri	ng thi	s turn					•	If res	ult<#M	P from	supply	y source
A⊖: div	ide by	' two, I	round	dowr	I .				+1/+ o o	-3 Pe	er Sieg	ewori	ks⊖/(•	b Jogod	loode			-	→Sieg	je attrit	ion (dou	ble c	ause it
Artillery	value	e = va	lue of	one		inter,	+2 if c	other	-5 5 +S	Siege	value value	ofo	ne hes	iegeu sieger/	hlock	adina le	ader	П	lasse	a iorce	or Dau	weat	liner)
A with a	art.≥2	else +	-1 17 01	iner /	A with	art.		/	+1/+	-3 If	at leas	t one	LD/A	in the	e forti	ress	auci						
									+? /	Artille	ry bon	us ag	ainst	fortres	s								
								Rev	olts	Pirat	es Pri	vatee	rs an	d Nati	ves								
(1d10	<-10	-9	-8	-7 -	6 -{	5 -4	-3	-2	-1	0	1	2 3	3 4	5	6	7 8	3 9	10	11	12-19	9 20 2	21 2	>22
all	A	AR	•		A		•	A	AR	A	AR		A	•	•	R /	A R	A	AR	R	A	\R	 R
P	*	р	*	*	р*	*	р	t	*	р	р	t	' t										
\$&₿	2/3	1/2	2/3 2	2/3 2	/2 1/	2 2/3	3 1/2	1/2	1/1	1/2	1/1 1	/1 1	/2 1/	1/2	1/1	0/1 1	/2 1/	1 0/1	0/1				
A Attri	tion or	Pillag	<u>e</u> ⊖ (F	Revol	t).						Rev	olts	•				Pi	rates	and F	Private	ers		
R if fo	ught, -	1 side	/LD/N	\mathbb{D}		±?	Mano	Deuvr	e		-N	evel (of the	fortres	is (it⊣	revolted) -2	port	on se	a (any	christia	n for	Knights)
p 1 pe	erm. (la	argest	TF)/ <u>P</u>	<u>illage</u>	Θ	3	unere f no d	niiai Iofoni	dor		-3 if	FLD∥ Enoti	isiae n plai	nenaiy n	y ioru	ress	-2	Pirat	e hav	en in t	he SIZ	(PIRA ⊏∩ i	NTÆ ₽) n the eee
t 1 te	mp. (la	argest	TF)/ <u>P</u>	<u>illage</u>	Θ	-2	n no c per sic	de of	 ₽/Rev	/olt.	Nati	ves	n piai				-1	/ 2/4 µ / 2 nei	r frien	dlv <i>⊾C</i>	NFA a	diace	nt to sea
n/m n	mp. (a	Ш IF)/ ∩I/Т₽	<u>rillage</u>	z⊕ n I ⊡	/fort	+1/	2/4 pe	er LD	IAOI/	€	-? #	ŧLD α	of nativ	es			-	(not	cumu	lative)		ajuoe	11 10 364
0r.	η+ <i>m</i> Ν	Dof	convov		nort.		in defe	ence		-	-1 p	per Co	OL/TP	of an	other	country	/ -1	/2 per	r frien	dly ℾ∈)/F⊕ b	locka	ding the
Pirates:	Die - #	P + #	TF si	des in	STZ-	Shock	$\kappa \leq 0$	\Rightarrow ra	id		İ	n the	area.					prov	ince				-
Monopo	y Enfo	orceme	nt: In	ROTV	V, with	a TFo	€ , a ⊪	€ (s	same c	oun-	+6/- (Nati	+3 rou	nd R	eteateo	this	round.	+'	/2/4	per N	$\mathbb{D}/\mathbb{F}\Theta$	"F⊕ figh	nting	the ₽
try) may	act as	a P⊖	(no bo	onus fo	or frier	Idly N	D/F). roid c	Droud	noo (a)		, +N	level	of fort	ress (imes2 ir	Europe	e). +'	? # si	des o	t TF ta	rgeted		
Europe)	asa. R	⊙. Ma	v be in	itercer	ted b	oth at	sea an	d lan	d (ever	n if no	5						´ +;	n Ч∎ ha#b	nercep "	bled or	railed e	vasio	in (forced

+1 against 74s guns

of the MIN

Peace, redeployment, interphase – End of turn

	T 8'
Game	Sequence
	· · · · · · · · · · · · · · · · · · ·

Enhar	nce Stability		Y		Speci	fic conditions for peace with Minors	1-Event phase	Game Sequence
1d10+mod	Stability adjust.)	• Mir	nor mona	rch ranson	n is 50 Ø or bonus to peace proposal	Monarchs Surv	vival
<5	-1	-	or a	llowing s	eparate pe	ace.	 Economical ev 	ents
6–10	0		• 1 p	proposal	per alliance	e, plus separate peace to minors	 Economical sit 	uation+Pirates
11–14	+1		eithe	r at war	by event c	or with at least 1 province occupied	Political events	
15–17	+2		(Dy C	or on the	minor).	winst)(A an ANI unless sitter Carital	2-Diplomatic p	hase
18+	+3	J	• INO	separate	e peace ag	ainst VA or AN unless either Capital	Declarations of	Wars due to events, and
+ADM Mona	arch		Mir	pieu or i pore alwa	nonarch ca	alobal white page in Overseas	Reactions	to, Agroomonto, Trado
+0/+2/+4 Inve	estment (30/50/100	D)	wars		iya accept	giobal while peace in Overseas	Pofusal	s. Agreements, Trade
-5 Enemy A	controls national te	rritory	• Ma	ximum ir	ndemnitv is	4 times total provinces income	• Declarations of	f War, and Reactions
-3 Exc. HIS:	owned (\leq IV2(1) or	V7)	• For	ced diplo	omacy: 1 c	cond. for RM. 2 for MA and 3 for VA.	Diplomacy on	Minor Countries
-3 At war wit	th another MAJ		• Mir	nor alway	/s accept u	inconditional victory if either attacking	3-Income phas	e
-2 At war wit	th a MIN		by e	vent or g	lobal peac	е.	 Income (includ 	ing loans and exceptional
+2 if declared	d war upon this turn		If a	II provinc	ces are oc	cupied, mandatory unconditional sur-	taxes)	0
+1 if has a le	evel 2 Art MNU		rend	er agains	st all oppor	nents simultaneously.	Bankruptcy de	claration, Refund loans
+3 for a Pros	sperous Power		• Go	es to Ne	utral after	unconditional surrender or if allies	4-Administrativ	<i>i</i> e phase
1-3 for an Ant	I-Prosperous Power		chos	ses to gi	ve minor te	erritory.	Maintenance o	f fortresses and troops
Í	Peace condition	s at ea	ach lev	el		Military Index of a Major Country	Purchase of fo	rces
Peace level	1	2	3	4	5	Peace differential: the difference	• Trading fleets	recovery
# conditions	1	1	2	3	3	between the average Stability of	Administrative	operations
Terr. choice	L	W	WL	WLW	www	each side.	Logistics of Mi	nor Powers
per cond.	50	75	75	100	150	Count the differential of the number	5-Military phas	e (each military round)
Diplomacy	not on VA or AN		N	hay go to	RM J	of occupied provinces:	 Phase end les Hierarchy adjust 	l atmont than far agab aida:
W/L: province	chosen by Winner/I	oser.				+3 if at least ≥ 6	Choice of cam	naign
Major monarc	h ransom: 200 Ø an	d -2S	tability.			+2 If at least ≥ 4	Attrition caused	t hv sunnlv
Stability +1	Full peace after war	again	nst MAJ	l or attac	king MIN.	• A capital counts for 2 provinces.	• Movement & D	Discovery (attrition for myt)
	Possible	neac	e level	s hetwe	en maiors	COL and TP count for $\frac{1}{2}$, unless	 Battles, then the 	ne next side, etc., then:
• Always: Pea	re level = Peace d	ifforon	tial	5 betwee	chi majoro	during Overseas War.	Sieges	
If differentia	l < 2. Peace level	_1 0	or 1 is	s allowed		Privateer effect: During Over-	• Fights against	Revolts, P, Natives
• If capital and	d half national provir	nces a	re con	auered: l	 Jncondi-	seas War, each TF⊕ reduced to	• End of round	
tional peace is	s allowed (also as s	eparat	te peac	e).	1	0 or 1 level counts as an occupied	6-Redeployme	nt phase
Mandatory p	peace if two consecu	utive to	urns at	-3 Stal	bility	province (2 in CTZ).	 Military Looting 	J
(after Stability	improvement); mus	st pro	pose a	i peace l	based	Before 1615 only, Call for Crusade	• Extension of R	evolts
on differential	(another peace may	/ be s	igned,	if allowed	d). If this	max. mod. +5	• Mandatory Ret	reat in Sieges, Præsidio
is a separate	peace, no CB to for	mer a	Illies. If	this is a	loosing	Success: natural 10/1d10+mod.>9	• Return to port	or Attrition of Fleets at
peace of level	4 or 5, it must be	accept	ted.			+N Christian prov. annexed by TUR	Sea	II Cold Donotriotod
						in the last 5 turns	 Collection of a 7 Peace phase 	and Exchaguer test
						+5 If Wien or Roma controlled by	• Exceptional Ta	
							• Exceptional Ta	763 t
						-2 Per catholic MAJ at war vs	International Lo	oans
						3 If L8 (1) (Reformation) has	Stability Improv	vement action
						already happened	• Peace offers a	nd discussions, call for
							Crusade	
							8-Interphase	
							 Prosperity and 	Stability adjustment
							Placement & E	Death of Military Leaders
							• Inflation	
							• Moving the Tra	ade Centres
Peace is acce	pted if the modified	roll≥	6.			Peac	e accepted by a	minor country
Modifiers that	at apply only one tu	Irn				Lasting modifiers		
+2 if the cap	Ital province of the I	VIIN W	as con	quered the	nis turn	\pm ? Thice the peace level offered		
2 II the Min	has captured a cap	una pr	rovince	01 a IVIA	J INIS IUM	-3 for United States Mogous IMP	Suecia Venetia	
+2 Per major	battle lost by the M	/IN on		her nart	y /	BRANDENBURGUM after IV-11. HAB	SBURGUM. HOLLAN	IDIA
-1 Per hattle	or siege won by the	e MIN	on the	other n	artv	-2 for Portugallia, Dania		
+1 Per hattle	or siege won by th	e othe	er partv	to the M	/IN	-2 Between Protestant and Catholic	before IV-B	
-1 Per chief	killed or captured by	/ the M	MIN on	the othe	er partv	-2 If this is a separate peace		
+1 Per chief	killed or captured by	v the	other n	arty on t	he MIN	+2 per province/TP⊕/COL lost by th	e MIN (+4 if Cap	ital)
+2 Ransomir	ig a captured kind.	,		,		-2 per province/TP⊕/COL conquered	d by the MIN (-4	if Capital)
\pm ? Peace di	fferential between th	ne othe	er party	and the	controller	\pm 1.5 per TP \ominus lost/conquered by the	e MIN	

 ± 2 if the enemy Capital was captured then lost since



PERIOD	DTI	FTI	Cou	inter limi	its	Max.		Forc	e sizes	
			MNU	COL	TP	ND	F-	F +	Art.	class
1492-1519 I	3	2/5†	3	8	12	12	2/1	4/1	2	
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
				۲ <u>۲</u>		15	2/1	1/ד	5	

[†] The FTI right value is for all actions in the ROTW

PERIOD			ACTIONS	3		BASIC	TROOPS	MINIMAL
	DIPL.	TFI	COL	TP	Conc.	FORCE	PURCHASE	LEADERS
1492–1519 I	2	1	1	2	2	$\mathbb{F}\Theta 3\mathbb{D}$	4ND/ 2LD	1X/1±/1⁰/1₽
1520–1559 II	1	1	2	2	2	F⊕2 D	4ND/ 3LD	1X/1±/1©/1₽
1560-1614 III	1	1	2	1	2	F⊕2D	4ND/3LD	1X/1±/1©/1₽

Land	Land Pu	urchase	War M	aintenance	(Vt/Cs)	Peace	Maintenan	ce (Vt)
TECHNOLOGY	LD	AΘ	LD	AΘ	[LD	AΘ	Ĩ
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	Navy Pu	urchase	Ρι	Irchase (oth	er)		Maintenanc	e
NAVAL TECHNOLOGY	Navy Pu NWD	urchase ⊮⊝	Pι NGD	i rchase (oth I F⊖ (Ga)	er) │ NTD	ND I	Maintenanc ⊮⊖	e ℾ⊕
Naval Technology Carrack	Navy Pu NWD 35	urchase ⊮⊖ 80	Pi NGD —	r chase (oth ⊮⊖ (Ga) —	er) NT₪ 40	ND 15	Maintenanco <i> </i>	e <i></i>
NAVAL TECHNOLOGY Carrack Nau-Galeon	Navy Pu NWD 35 35	urchase F⊖ 80 90	PL NGD —	Irchase (oth F⊖ (Ga) —	er) NT₪ 40 40	ND 15 15	Maintenanco F⊖ 25 30	e
NavaL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt	Navy Pu NWD 35 35 40	archase	Pu NGD — — —	rchase (oth F⊖ (Ga) — —	er) NT₪ 40 40 40	ND 15 15 20	Maintenanc	e

1 LDE or 1 NDE costs $\frac{1}{2}$ (rounded up) of the price of 1 LD or ND; $\mathbb{A}\oplus$ are created with 2 $\mathbb{A}\oplus$ or $\mathbb{A}\oplus$ +2LD.

• João II: at start.

• Manuel I: Successor of João II.

ROTW effects

Named Kings

Vicerovs

Double-sided Leaders

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

Missionaries appear at fixed turns
 Missions

 -10 VP at end of each period per COL without mission out of BRAZIL or Саво 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.

• 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.

Can switch side at any time.

• Are counted as their * side (for limits).

|+1 ND to basic force +1 ND to purchase **Recruitment in ROTW** [Land recruitment] • COL/TP: 1LDE at normal cost, 1LD at double cost (**D**) • COL level 6: 2LD at normal cost, $\mathbb{A} \ominus$ at double cost ((\mathbf{D})) · 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







MNU COL TP #A ND I" + Art. class 1500-1550 2 2 1 1 2 101 21 41 3 IIII 1500-1561 4 4 3 2 2 2(3°) 15 21 52 4 IIII 1655-1692 4 4 4 2 2 2(3°) 15 21 52 4 IIII 1700-1749 4 4 4 2 2 2(3°) 15 31 62 5 IIII 60 60 160 700 16 700 <td< th=""></td<>
1520-1551 III 2 2 2 1 1 2 10 211 41 2 IIIM 1615-1664 IV 4 4 2 2 2(3") 15 211 52 IIIM 1615-1664 IV 4 4 2 2 2(3") 15 21 52 IIIM IIIM Caholict T. Tolerantf, Sincity protestant * * Caholict T. Tolerantf, Sincity protestant * Caholic
1500-1614 III 3 3 2' 2 2(3'') 12 21 32' 111 1 1111 111 1111
1615-6694 W 4 4 2' 2' 2(3'') 15 21 5/2 4 IIIM 1700-1799 VII 5 5 2' 2' 2(3'') 15 21 5/2 4 IIIM 1750-1799 VII 5 5 2' 2' 2(3'') 15 31/1 5/2 5 IIIM 1'1 If strongly protestant * in Europe if "Dominus Mari Battici Selected * Overseas expansion" Selected • Overseas expansion"Dominus Mari Battici Selected • * 42 if "Overseas expansion" is selected ' * ontot 5 provinces not in Sweden, Finland or Demark • For eachWood (max. 3): Wood 1650-1614 III 2 1 1 AQPTO TIFO NINALD 2X/1 ±/14** • Coll TP: ILDE an ormal cost, ILD and oble cost (0) • Coll TP: ILDE an ormal cost, ILD and oble cost (0) • • Coll TP: ILDE an ormal cost, ILD and oble cost (0) • • • • • Coll TP: ILDE an ormal cost, ILD AdO and Oble cost (0) • • • • • • • • • • • • • • • </td
1665-1699 V 4 4 4 22 22 2(37) 18 2/1 5/2 4 Illin 1 1 5/2 5 1 1 1 5/2 5 1 1 1 5/2 5 1
1700-1799 VI 4 4 2 2 2 2 2 3 1 52 5 IIIM 1700-1799 VI 5 5 2 2 2 3 1 52 5 IIIM Overseas expansion' is selected * * IND to purchase Ind if N into is purchase Ind if N into is purchase Ind if N into is purchase * Ind if N into is purchase Ind if N into is purchase * Ind if N into is purchase No No Ind if N i
1750-1799 VII5552'2'2'2'1'<
+ 1f strongly protestant ¹ in Europe if "Dominus Marii Baltic" selected ² or if "Dominus Marii Baltic" selected ² or if "Dominus Marii Baltic" Overseas expansion" is selected Frace-Frace MiniMail Frace-Frace Frace-Frace MiniMail Frace-Frace Frace-Frace MiniMail Frace-Frace Frace-Frace Frace-Frace-Frace Frace-Frace-Frace Frace-Frace-Frace Frace-Frace-Frace Frace-Frace-Frace Frace-Frace-Frace-Frace Frace-Frace-Frace-Frace Frace-Frace-Frace-Frace-Frace-Frace-Frace-Frace-Frace-Frace-Frace-Frace-Frace-Frace-Frace-Fr
 * 42 if "Overseas expansion" is selected * control of 5 provinces not in Sweden, Finland or Denmark PERIOD DIPL TFI * 0 ACTONS BASIC FROCE FR
** control of 5 provinces not in Sweden, Finland or Denmark PERIOD Actriovs Basic TRoops Minimula 1520-1559 II 1 0 0 1 A\PT © Trife ND/4LD 2X/1±/1+(*) 1560-1614 III 2 1 0 0 1 A\PT © Trife ND/4LD 2X/1±/1+(*) 1615-16614 VI 3 1 A <pt td="" trife<="" ©=""> ND/4LD 2X/1±/1+(*) Recruitment in ROTW 1615-16614 VI 3 1 A<pt td="" trife<="" ©=""> ND/3LD 2X/1±/1+(*) Recruitment) COUTP: 1LDE at normal cost, 1D at double cost (III) 1700-1749 VI 3 1 */4 1 A\PT © Trife 3ND/3LD 2X/1±/1+(*) COUTP: 1LDE at normal cost, 1D at double cost (III) COUTP: 1LDE at normal cost, 1D at double cost (III) COUTP: 1LDE at normal cost, 1D at double cost (III) Pace Add AQ for AQ + AQ COL [IIII] COL [IIIII] COL [IIII] Add AQ for AQ + AQ Add AQ for AQ +</pt></pt>
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IdeS-1690 V32111A $\Theta^{\text{F}} \Theta$ Tri Θ AND/3LD2×/1±/14%*ILand recruitment)COL/TP: 1LDE at normal cost, 1LD at double cost (\emptyset)1700-1749 VII31 ×' ½'11A $\Theta^{\text{F}} \Theta$ Tri Θ 3ND/3LD2×/1±/14%*COL/TP: 1LDE at normal cost, 1LD at double cost (\emptyset)0700 Choose feely between COL and TP1'' 10'' Verses expansion' is selected 3' Only for existing counters- COL level 6: 2LD at normal cost, 1LD at double cost (\emptyset)1 Add 1 if kings strongly protestant* +1 action in STZ Baltique if at least 3 ports on that sea- Forts/Missions: none1 Add Θ (or A Θ if MIL ≥7) if at war% One action every two turns (not consecutive turns)- COL level 6: 2LD at normal cost, 1D ad Ouble cost (\emptyset)1 Add Θ (or A Θ if MIL ≥7) if at war% One action every two turns (not consecutive turns)- Forts/Missions: none1 Add Θ (or A Θ if MIL ≥7) if at war% One action every two turns (not consecutive turns)- COL level 6: normal cost, 1D ad Ouble cost (\emptyset)1 Add Θ (or A Θ if MIL ≥7) if at war% One action every two turns (not consecutive turns)- Forts/Missions: none1 Add Θ (or A Θ if MIL ≥7) if at war% One action every two turns (not consecutive turns)- COL level 6: normal cost, 1D ad Ouble cost (\emptyset)1 Add Θ (ad Θ if MIL ≥7) if at war1 2 2 10/622/123/2151 Add Θ (ad Θ if MIL ≥ 7) if at war2 0/122/123/21 Add Θ (ad Θ if MIL ≥ 7)1 2 2 10/620/123/21 Arquebus112210/1730/20161 Arqueb
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Lace479420/950/3080/503075120NAVALNavy PurchasePurchase (other)MaintenanceTECHNOLOGYNWDF \bigcirc NGDF \bigcirc (Ga)NTDNDF \bigcirc Total +1 to die for TFICarrack3570105050152555Nau-Galeon4080106050173580Galleon-Fluyt50120157050204090Battery551501590502545100Vessel6019020100503050110Three-decker70230201205035601301 LDE or 1 NDE costs ½ (rounded up) of the price of 1 LD or ND; A \oplus are created with 2 A \ominus or A \ominus +2LD.• When taxes raised, VPs/income of STZ Baltique monopolyØresund• Gustav I: during III-4 (End of the union of Kalmar).• Named Kings• When taxes raised, VPs/income of STZ Baltique monopolyØresund• Karl IX: during III-13 (Union between POLONIA and SUECIA).• When taxes raised (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• first death in battle, hides for one turn.• When SUECIA and DANIA are at war, countries not implied in the war have 75 \oplus of Extra Blocked Trade
NAVALNavy PurchasePurchase (other)MaintenanceTECHNOLOGYNWDFONGDFO (Ga)NTDNDFOCarrack3570105050152555Nau-Galeon4080106050173580Galleon-Fluyt50120157050204090Battery551501590502545100Vessel6019020100503050110Three-decker70230201205035601301 LDE or 1 NDE costs ½ (rounded up) of the price of 1 LD or ND; A \oplus are created with 2 A \odot or A \bigcirc +2LD.• When taxes raised, VPs/income of STZ Baltique monopolyØresund• Gustav I: during III-13 (Union between POLONIA and SUECIA).• When taxes 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 inØresund area (Skåne, Västergotland or Sjælland).• Taxes 5 th plus 1 th per level of commercial fleet in STZ Baltique.• if at war and 1d10 \leq 3.• When SUECIA and DANIA are at war, countries not implied in the war have 75 th of <i>LTT Blocked Trade</i>
TECHNOLOGYNWDFONGDFO(Ga)NTDNDFOFOCarrack3570105050152555Nau-Galeon4080106050173580Galleon-Fluyt50120157050204090Battery551501590502545100Vessel6019020100503050110Three-decker70230201205035601301 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.• When taxes raised, VPs/income of STZ Baltique monopolyØresund• Gustav I: during III-4 (End of the union of Kalmar).• Karl IX: during III-13 (Union between POLONIA and SUECIA).• Karl IX: during III-13 (Union between POLONIA and SUECIA).• When taxes raised, VPs/income of STZ Baltique monopolyØresund• Karl XII: after the death of the heir of Gustav Adolf, • if MIL≥8;• Image: Adolf Adolf, • if at war and 1d10 ≤3.• Taxes 30 for monopolisi if not the same.• After first death in battle, hides for one turn.• Of Extra Blocked Trade• When SUECIA and DANIA are at war, countries not implied in the war have 75 \$ of Extra Blocked Trade
Carrack Nau-Galeon3570105050152555Nau-Galeon4080106050173580Galleon-Fluyt50120157050204090Battery551501590502545100Vessel60190201005030501101 LDE or 1 NDE costs ½ (rounded up) of the price of 1 LD or ND; A \oplus are created with 2 A \oplus or A \oplus +2LD.• When taxes raised, VPs/income of STZ Baltique monopolyØresund• Gustav I: during III-4 (End of the union of Kalmar).• Named Kings• When taxes raised, VPs/income of a tax-raiser MIN). CB (normal and over- seas) for monopolist if not the same.• Karl XI: after the death of the heir of Gustav Adolf, • if All L≥ 8;• If at war and 1d10 \leq 3.• Taxes 5 th plus 1 th per level of commercial fleet in STZ Baltique.• After first death in battle, hides for one turn.• When SuEcIA and DANIA are at war, countries not implied in the war have 75 th of <i>Extra Blocked Trade</i>
Nau-Galeon4080106050173580Galleon-Fluyt50120157050204090Battery551501590502545100Vessel6019020100503050110Three-decker70230201205035601301 LDE or 1 NDE costs ½ (rounded up) of the price of 1 LD or ND; A \oplus are created with 2 A \odot or A \odot +2LD.••• Gustav I: during II-4 (End of the union of Kalmar). • Erik XIV: at start (otherwise).•Named Kings • When taxes raised, VPs/income of STZ Baltique monopoly • only for tax-raiser (or patron of a tax-raiser MIN). CB (normal and over- seas) for monopolist if not the same.•• Gustav Adolf: • Gustav Adolf: • if At war and 1d10 \leq 3. • After first death in battle, hides for one turn.•Named Kings • When SUECIA and DANIA are at war, countries not implied in the war have 75 \oplus of Extra Blocked Trade
Galleon-Prior30120137030204090Battery551501590502545100Vessel6019020100503050110Three-decker70230201205035601301 LDE or 1 NDE costs ½ (rounded up) of the price of 1 LD or ND; A \oplus are created with 2 A \odot or A \odot +2LD.• When taxes raised, VPs/income of STZ Baltique monopolyØresund• Gustav I: during II-4 (End of the union of Kalmar).• When taxes raised, VPs/income of STZ Baltique monopolyØresund• Erik XIV: at start (otherwise).• When taxes raised, VPs/income of a tax-raiser MIN). CB (normal and overseas) for monopolist if not the same.• Gustav Adolf: due to IV-A (Thirty Years' War).• When taxes available only if rights of levies and control of one province in Øresund area (Skåne, Västergotland or Sjælland).• if MIL \geq 8;• if at war and 1d10 \leq 3.• After first death in battle, hides for one turn.
Data by Vessel6019020100502040100 <i>Three-decker</i> 7023020120503560110 <i>Three-decker</i> 70230201205035601301 LDE or 1 NDE costs ½ (rounded up) of the price of 1 LD or ND; A \oplus are created with 2 A \oplus or A \oplus +2LD.When taxes raised, VPs/income of STZ Baltique monopolyØresund <i>Gustav I:</i> during II-4 (End of the union of Kalmar).Named KingsWhen taxes raised, VPs/income of STZ Baltique monopolyØresund <i>Karl IX:</i> during III-13 (Union between PoloNiA and SUECIA).Named Kings• When taxes raised (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 \oplus plus 1 \oplus per level of commercial fleet in STZ Baltique.• When SUECIA and DANIA are at war, countries not implied in the war have 75 \oplus of <i>Extra Blocked Trade</i>
Three-decker 70 230 20 120 50 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. •
 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. 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.
 Gustav I: during II-4 (End of the union of Kalmar). Frik 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.
 <i>Erik XIV</i>: at start (otherwise). <i>Karl IX</i>: during III-13 (Union between POLONIA and SUECIA). <i>Gustav Adolf</i>: due to IV-A (Thirty Years' War). <i>Karl XII</i>: after the death of the heir of <i>Gustav Adolf</i>, if MIL≥8; if at war and 1d10 ≤3. After first death in battle, hides for one turn.
 <i>Karl IX</i>: during III-13 (Union between PoloNIA and SUECIA). <i>Gustav Adolf</i>: due to IV-A (Thirty Years' War). <i>Karl XII</i>: after the death of the heir of <i>Gustav Adolf</i>, if MIL≥8; if at war and 1d10 ≤3. After first death in battle, hides for one turn. <i>Gustav Adolf</i>: <i>Gustav Adolf</i>: <i>Gustav Adolf</i>, <i>Gustav Adolf</i>: <i>Gustav Adolf</i>: <i>Gustav Adolf</i>. <i>Gustav Adolf</i>. <i>Gustav Adolf</i>: <i>Gustav Adolf</i>. <i>Gustav Adolf</i>. <l< td=""></l<>
 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. Cause of the death of the heir of Gustav Adolf, if at war and 1d10 ≤3. After first death in battle, hides for one turn.
 <i>Karl XII</i>: after the death of the heir of <i>Gustav Adolf</i>, <i>if MIL≥8</i>; <i>if at war and 1d10 ≤3</i>. <i>After first death in battle, hides for one turn.</i>
 if MIL≥8; if at war and 1d10 ≤3. After first death in battle, hides for one turn. 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 <i>Extra Blocked Trade</i>
 if at war and 1d10 ≤3. After first death in battle, hides for one turn. When SUECIA and DANIA are at war, countries not implied in the war have 75 t of <i>Extra Blocked Trade</i>
• After first death in battle, hides for one turn.
• I roops recruited below limit are veterans. Swedish conscription
• Exceptional recruitment after major defeat is without losing 1 Stability.
• 1 free major campaign each turn (2 major or 1 multiple if $MIL \ge I$).
• If at war, and $A \ominus$ to basic forces ($A \ominus$ if MiL $\geq I$).
• +1 to the die roll for Fire and Shock of the king.
Global policy (mark off the not-chosen policy) Swedish Policy
Dominus Marii Baltici Can annex any province bordering Baltique
Overseas Expansion Modified limits (see above)
Trading Fleets
Trading Fleets • Can only use 6 TF unless Strictly Protestant (\rightarrow 10TF are available).



RUS

PERIOD	DTI	FTI	Со	unter limit	s	Max.		Force	e sizes		11 11	S	St Petersbourg
			MNU	COL	TP	ND	F- [F +	Art.	class		Bu	uilding Income
1492-1519		1 [™] /3 [∓]	1	0	0	1	_		1	M	100 🛱	(F0) 100	(♥ (F1) 100 ♥ (F2)
1520-1559 II	1	11/3+	2	2	0	2	1/1	2/1	1	IM	Starting	with period	I V, city controlled in either
1560-1614 III	1	1'/4+	3	4	1	4	2/1	3/1	1	IM	Karele	n, Ingerman	nland, Estland, Livonija and
1615-1664 IV		1'/4+	3	6	2	1	2/1	5/Z	Z(3")	IM	Kurlan	d	
1000-1099 V	1~	1'/3⁺ 2/5‡	4	0 10	3	10	2/1 :	5/Z	3(4") 4(6 [#])	IM	17	Religion	Reform
1700-1749 VI	1 2×	2/3' 2×/5‡	5	10	4	10	3/1	0/Z 7/2	4(0 [°]) 4(6 [#])			/	
× 11 offer funded	L Lion of C	Z /J		11	#	22	J/I		4(0)	IIVI	1		
$^{+1}$ aller lundar	. Archan	oolek w	ith TEA) incido		r ine m	lilitary rei			otione	Champ	ion t Tolera	untt
	Aichan	yeisk w			Spe		applies			50015	Gridinip		
PERIOD	_	/	ACTIONS			BASIC		TRO	DOPS	MINI	MAL	1	For each vood (max. 3):
	DIPL.	TFI	COL	TP C	onc.	FORCE		PUR	RCHASE	LEAD	ERS	1	
1492-1519	1+	0	0	0	0	2 A ⊕		1NL	D/4LD	2X		1	T+T ND to purchase
1520-1559 II	2+ 0 [†]	0	0	0	0	2A(+)		1NL		2X	4.0	1	Recruitment in RO
1560-1614 III	2*	1^	1	1	0				D /4L D	3.×/		1	(Land recruitment)
1615-1664 IV	2⁺	1	2	1	0 ot		D		D' /4L D"	3×1	1-0	1	• COL/TP: 1LDE at normal co
1000-1099 V	3	1	2	1	0'				D' /4L D"	3×1	1 + /1-0	1	1LD at double cost (₿)
1700-1779 VI	3	1	2	1	0' 0 [†]				D' /4L D"	3×1	1 + /1∽	1	• COL level 6: 2LD at normal
1750-1799 VII	3				0'		€ 3D	JINE	D' /4L D"	ು∞/	17/10		cost, $\mathbb{A} \ominus$ at double cost (\square)
+ +1 if tolerant			# -1	LD after	the mi	litary re	torm						 Forts/Missions: none
* only if Archang	gelsk cre	eated	' Ad	d 1 conc	urrence	}/+2N ₪	after the	e tund	lation of	S'-Pete	ersburg	; 	Sea recruitment
LAND	Lan	nd Purc	hase	Wa	ar Main	tenanc	e (Vt/Cs	5)	Pe	ace Ma	aintenan	ce (Vt)	• ROTW building at double co
TECHNOLOGY	LD			LD		AΘ		Ð	LD		AΘ		i (Φ,limit)
Medieval	4		8	2/1		8/4 15/5	20/	/10			12	30	• COL level 6: normal cost
	9	-	20	3/1		10/0	30/	/10 /25	5		20 25	40	(Φ,limit)
Muskets	12		35	5/2		25/15	45	/30	8		30	60	• Fisheries: +1NDE per 2 Fish
Baroque	18		45	7/3		35/20	60/	/40	10		40	80	(normal D , out of limits)
Manoeuvre	30		60	10/4		45/25	70/	/40	15		60	100	Fish monopoly
1	15		90	15/5	5	70/40	90/	/60	25		90	120	I⊨ Partial +1 NID limit
Lace	45												
		/y Purc	hase		Purcl	hase (o	ther)			Mai	ntenanc	e	Total +1 to die for TFI
NAVAL TECHNOLOGY	45 NW	/y Purc	hase ⊮⊖	NGI 10	Purcl	h ase (o ⊡ (Ga 40	ther)	۲D 0	ND 20	Mai	ntenanc F⊖ 30	e ℾ⊕ 75	Total +1 to die for TFI
Lace NAVAL TECHNOLOGY Carrack Nau-Galeon	45 NWI 50 55	/y Purc	hase ⊮⊖ 80 90	NG 10 10	Purci	h ase (o ⊡ (Ga 40 50	ther)) NT 4 4	ГD 0 0	N 20 25	Mai	ntenanc ⊮⊖ 30 45	e <i></i>	Total +1 to die for TFI
Lace NavaL TechnoLogy Carrack Nau-Galeon Galleon-Fluyt	43 NWI 50 55 60	/y Purc	hase ⊮⊖ 80 90 150	NG 10 10 10	Purcl	h ase (o ⊡ (Ga 40 50 60	ther)) NT 4 4 4	Г₪ 0 0 0	ND 20 25 25	Mai	ntenanc ⊮⊖ 30 45 50	e	Total +1 to die for TFI
Lace NavaL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery	45 Nav NWI 50 55 60 65	/y Purc	hase ⊮⊖ 80 90 150 170	NG 10 10 10 10	Purcl	hase (o ○ (Ga 40 50 60 70	ther)) NT 4 4 4 4	Г⊡ 0 0 0 0	ND 20 25 25 30	Mai	ntenanc ⊮⊖ 30 45 50 60	e	Total +1 to die for TFI
Lace NavaL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery Vessel Three deeker	43 Nav NWI 50 55 60 65 70	/y Purc	hase ⊮⊖ 80 90 150 170 225 270	NGE 10 10 10 10 10 15 20	Purcl	hase (o	ther)) NT 4 4 4 4 4	Г⊡ 0 0 0 0 0	ND 20 25 25 30 35	Mai	ntenanc ⊮⊖ 30 45 50 60 65 70	e	Total +1 to die for TFI
Lace NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery Vessel Three-decker	43 Nav NWI 50 55 60 65 70 80		hase	NGE 10 10 10 10 15 20	Purcl	hase (o ⊖ (Ga 40 50 60 70 90 110 1 ↓ □ or	ther)) NT 4 4 4 4 4 4 4 4 4 4 4 4 4		ND 20 25 25 30 35 40	Mai	ntenanc ⊮⊖ 30 45 50 60 65 70 2 or 40	e F⊕ 75 110 115 130 140 160 +21 D	Total +1 to die for TFI
Lace NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery Vessel Three-decker 1 LDE or 1	43 Nav NWI 50 55 60 65 70 80 NDE cos	yy Purc D	hase	NG 10 10 10 10 10 15 20 0) of the p	Purcl	hase (o (Ga 40 50 60 70 90 110 1 LD or	ther)) NT 4 4 4 4 4 4 4 8 0 ₪; A ⊕	[□] 0 0 0 0 0 0 0 0 0 0	ND 20 25 25 30 35 40 created w	Mai	ntenanc ⊮⊖ 30 45 50 60 65 70 ∋ or A⊝	e	Total +1 to die for TFI
Lace NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery Vessel Three-decker 1 LDE or 1 • Ivan III (Иеана	43 Nav NWI 50 55 60 65 70 80 NDE cos	vy Purc D sts ½ (rc ильеви	hase F ⊖ 80 90 150 170 225 270 punded up 14): at s	NG 10 10 10 10 15 20 0) of the p tart.	Purcl	hase (o ⊖ (Ga 40 50 60 70 90 110 1 LD or Nar	ther)) N1 4 4 4 4 4 1 ND; A med Tsa	[□] 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	ND 20 25 25 30 35 40 created w Only ava	Mai	ntenanc ⊮⊖ 30 45 50 60 65 70 ∋ or A⊖ f owns 1	e F⊕ 75 110 115 130 140 160 +2LD. province of	UKRAINA or conquered Cossa
Lace NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery Vessel Three-decker 1 LDE or 1 • Ivan III (Ивана • Ivan IV (Иоанн Porio Coduno	43 Nav NWI 50 55 60 65 70 80 NDE cos a III Bac	vy Purc D Sts ½ (rc ильеви сильев	hase FO 80 90 150 170 225 270 punded up 14): at s uu Fpoa	NG 10 10 10 10 15 20 b) of the p tart. сный): fir	Purcl	hase (o ⊖ (Ga 40 50 60 70 90 110 1 LD or Nar of peric	ther) NT	[□] 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	ND 20 25 25 30 35 40 created w Only avail I of eithe Adde 21	Mai	ntenanc	e	UKRAINA or conquered Cossa
Lace NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery Vessel Three-decker 1 LDE or 1 • Ivan III (Ивана • Ivan IV (Иоани • Boris Goduno	43 Nav NWI 50 55 60 65 70 80 NDE cos a III Bac H IV Bac v/Roma	y Purc D sts ½ (rc ильеви сильеви nov/Dn	hase ⊪⊖ 80 90 150 170 225 270 punded up 14): at s uu Гроз nitry: du	NG 10 10 10 10 10 15 20 b) of the p tart. ст. ст. ст. ст. ст. ст. ст. ст	Purcl	hase (o (Ga 40 50 60 70 90 110 1 LD or Nar of perio Time of	ther) NT 4 4 4 4 4 4 0 ND; A € ned Tsa nod II. Trou- NO	[□] 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	ND 20 25 30 35 40 created w Only ava I of eithe Adds 2L	Mai rith 2 A0 rith 2 A0 rilable in r CAZA D (con:	ntenanc Image: Second state 30 45 50 60 65 70 ② or A○ f owns 1 N or AST script) to ised in th	e F⊕ 75 110 115 130 140 160 +2LD. province of RACAN. basic forces	UKRAINA or conquered Cossa
Lace NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery Vessel Three-decker 1 LDE or 1 • Ivan III (Ивана • Ivan IV (Иоанн • Boris Goduno bles). • Peter the Great	45 Nav NWI 50 55 60 65 70 80 NDE cos a III Bac H IV Bac V/Roma	y Purc D Sts ½ (rc ильеви сильев nov/Dn	hase ⊪⊖ 80 90 150 170 225 270 punded up 170 225 270 punded up 170 225 270 punded up 170 225 270 punded up 170 225 270 punded up 170 225 270 punded up 170 275 270 punded up 170 275 270 270 270 270 270 270 270 270	NG 10 10 10 10 10 15 20 b) of the p tart. сный): fir ring IV-1 не велики	Purcl	hase (o (Ga 40 50 60 70 90 110 1 LD or Nar of perio Time of	ther) NT	[□] 0 0 0 0 0 0 0 0 0 0 0 0 0	ND 20 25 25 30 35 40 created w Only ava I of eithe Adds 2L ossacks	Mai rith 2 A illable i r CAZA D (con: LD (rai s III ar	ntenanc Image: Second state 30 45 50 60 65 70 Image: Second state Image: S	e F⊕ 75 110 115 130 140 160 +2LD. province of RACAN. basic forces basic forces province s	UKRAINA or conquered Cossa s and one LD to purchase limit thes only).
Lace NavaL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery Vessel Three-decker 1 LDE or 1 • Ivan III (Ивана • Ivan IV (Иоанн • Boris Goduno bles). • Peter the Great • in period Vt	45 NWI 50 55 60 65 70 80 NDE cos a III Bac v/Roma at (Пёт) if ADM	y Purc D D sts ½ (rc ильеви сильев nov/Dn p I Але >8 and	hase ⊪⊙ 80 90 150 170 225 270 рипded цр ич): at s ич Гроз nitry: du	NG 10 10 10 10 15 20 b) of the p tart. сный): fir ring IV-1 ч Велика values ≥	Purcl	hase (o (Ga 40 50 60 70 90 110 1 LD or Nar of perio Fime of	ther) NT	[□] 0 0 0 0 0 0 0 0 0 0 0 0 0	ND 25 25 30 35 40 Created w Only ava I of eithe Adds 2L ossacks In period BÉRIE	Mai ith 2 Ad illable i r CAZA D (con: LD (rai s III an	ntenanc F⊖ 30 45 50 60 65 70 Э or A⊖ f owns 1 N or AsT script) to ised in the id IV, gain	e F⊕ 75 110 115 130 140 140 +2LD. province of RACAN. basic forces basic forces n one free s	UKRAINA or conquered Cossa s and one LD to purchase limit t es only).
Lace NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery Vessel Three-decker 1 LDE or 1 • Ivan III (Иеана • Ivan IV (Иоанн • Boris Goduno bles). • Peter the Great • in period V+, • or by event V	43 Nav NWI 50 55 60 65 70 80 NDE cos a III Bac v/Roma at (∏ëm) if ADM⊇ '-11 (Pel	y Purc D D sts ½ (rc сильев nov/Dn p I Але ≥8 and ter the 0	hase F 80 90 150 170 225 270 punded up 14): at s ur (Fpos nitry: du skceesur sum of Great).	NG 10 10 10 10 15 20 b) of the p аный): fir ring IV-1 ч Велики values ≥	Purcl → → → → → → → → →	hase (o (Ga 40 50 60 70 90 110 1 LD or Nar of perio Fime of	ther) NT 4 4 4 4 4 4 0 1. Trou- Trou-	CC 0 0 0 0 0 0 0 0 0 0 0 0 0	ND 20 25 30 35 40 created w Only ava I of eithe Adds 2L ossacks In period BÉRIE.	Mai rith 2 A(rilable ir r CAZA D (con: LD (rai s III an with P e	ntenanc F⊖ 30 45 50 60 65 70 Э or A⊖ f owns 1 N or AsT script) to ised in the d IV, gai	e F⊕ 75 110 115 130 140 160 +2LD. province of RACAN. basic forces iese province n one free s Great 1 F c	UKRAINA or conquered Cossa s and one LD to purchase limit f es only). simple campaign per turn in
Lace NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery Vessel Three-decker 1 LDE or 1 • Ivan III (Ивана • Ivan IV (Иоани • Boris Goduno bles). • Peter the Grea • in period V+, • or by event V	45 Nav NWI 50 55 60 65 70 80 NDE cos a III Bac a IV Bac v/Roma at (∏ëm) if ADM⊇ '-11 (Pet 0 II): first	y Purc D D sts ½ (rc ильеви сильев nov/Dn p I Але ≥8 and ter the 0 monard	hase ⊪⊙ 80 90 150 170 225 270 punded u <i>y</i>): at s <i>u y F p</i> os <i>nitry</i> : du <i>kcees u</i> sum of Great). ch of pe	NG 10 10 10 10 10 10 15 20 0) of the p tart. сный): fir гing IV-1 ⁻¹ ч Велика values ≥ riod VII.	Purcl □ F □ state	hase (o ○ (Ga 40 50 60 70 90 110 1 LD or Nar of perio Time of	ther)) NT 4 4 4 4 4 4 4 0 ND; A⊕ ned Tsa od II. Trou-	□ 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	ND 20 25 30 35 40 created w Only ava I of eithe Adds 2L ossacks In period BÉRIE. Starting • on the	Mai ith 2 A(ith 2 A(i	Intenance □ 30 45 50 60 65 70 ② or A○ f owns 1 N or AST script) to ised in the id IV, gai	e F⊕ 75 110 115 130 140 160 +2LD. province of RACAN. basic forces hese province n one free s Great, 1 F c Donets) or	UKRAINA or conquered Cossa s and one LD to purchase limit f es only). simple campaign per turn in can be built and stored: Fluvial f t the Don river (in Don) acting a
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Lace NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery Vessel Three-decker 1 LDE or 1 • Ivan III (Ивана • Ivan IV (Иоани • Boris Goduno bles). • Peter the Grea • in period V+, • or by event V • Peter II (Пётр • Catherine II (E Wastelands) • Wastelands • Wastelands-nat • Recruiting out of Before the refor • Only 5A and 1 • Surrenders if 3 • Tech. marker n The reform (dig	45 Nav NWI 50 50 55 60 65 70 80 NDE cos III Bac IV Bac v/Roma at (Пёт, if ADM≥ /-11 (Pef II): first ixamepu ive →nco of Mosky F. turn at · o further plomatic reat	y Purc D D Sts ½ (rc ильеви сильеви сильеви сильеви сильеви сильеви nov/Dn p I Але ≥8 and ter the 0 monarc ина II В ot hamp va or S -3 Stabl r than 0 phase) , roll for	hase ⊪ (⊂) 80 90 150 170 225 270 270 270 270 270 270 270 270	NGI 10 10 10 10 10 10 10 10 10 10	Purcl P	hase (o (Ga 40 50 60 70 90 110 1 LD or Nar of perior Time of bone turm er II. Boy LOS. Ide.	ther) NT 4 4 4 4 ND; A ned Tsa od II. Trou-	Image: Constraint of the second se	ND 20 25 25 30 35 40 created w Only ava I of eithe Adds 2L ossacks In period BÉRIE. Starting • on the ort on Mo • on the rientale • or on t nne only This F c attles or gular po	Mai iith 2 A(D (constant) D (constant) is III an with Pe Donets D niepr only; he Vol(ian only put bloortt.	ntenance $\mathbb{F} \bigcirc$ 30 45 50 60 65 70 \bigcirc or $\mathbb{A} \bigcirc$ f owns 1 N or AST script) to ised in the id IV, gain e occide river (in ga river (in ga river (in river (in river (in ga river (in river (in))) river (in river (in))) river (in)) river (in)) rive	e F⊕ 75 110 115 130 140 160 +2LD. province of RACAN. basic forces hese province n one free s Great , 1 F co Donets) or entale only; Zaporozhye in Samara) a he target sea Azov, Haci	UKRAINA or conquered Cossa s and one LD to purchase limit f es only). simple campaign per turn in can be built and stored: Fluvial f r the Don river (in Don) acting a e) acting as a port on Mer Noir acting as a port on Mer Noir acting as a port on Mer Caspi - a zone for naval interceptions an ibey or Astragan until it gains a
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PERIOD	DTI	FTI	Cour	nter lin	nits	Max.		Forc	e sizes);];		Religion
			MNU	COL	TP	ND	F-	F +	Art.	class			
1492-1519 I	2	2	3	2	1	8	2/1	4/1	2	IVм			1
1520-1559 II	3	3	4	3	2	12	2/1	4/1	2	IVм	Conciliant	+ Countor	Poform+ Protoctants Anglicans
1560-1614 III	3	3†	5	5	3†	18	2/1	5/1	3	IVм			
1615-1664 IV	4	3†	6	6×	$5^{\dagger \times}$	24	2/1	5/2	4	IVм	lí –		Acts
1665-1699 V	4	4†	7	12×	10×	30	3/1	6/2	4	IVм			
1700-1749 VI	5	5	8	15	10	36	3/1	7/2	6	IVм			1
1750-1799 VII	5	5	10	17	10	42	3/1	7/2	6	IVм		ation SE	Inion Bill of test
× -2 if Counter-R	oform	•	t +1 off	or the	creatio	n of the	East Ir	ndian	Compon				
									Compan	y 	<u></u>	<u>_</u>	
Period			ACTIONS			BASIC		TF	ROOPS	Min	IIMAL		For eachWood (max. 3): Wood
	DIPL.	TFI	COL	TP	Conc.	FORCE	Ξ	P	JRCHASE	LEA	DERS		+1 ND to basic force
1492-1519 I	1	1	1†	1†	1	$A\Theta^{\#}$	Ð	31	ND/3LD	1×	/2ů	li i	I+1 ND to purchase
1520-1559 II	2	1	1†	1†	1	$A\Theta^{\#}$	Ð	41	ND/4LD	1×	./2±/(1🗭‡)	E .	Recruitment in ROTW
1560-1614 III	3	2	1×	1 ^{†ø}	1	AΘ#∎	F⊕	41	ND/3LD	1X	/1±/1₽	E .	
1615-1664 IV	2	2	2×	2†	2	AΘ	Ð	6	ND/3LD	1×	/2±/1©	li i i	
1665-1699 V	4	3	2×	2×	2	ΔÔΓ	Ē ⊕ ⊮⊂	6		1×	/3±/1©		• COL/TP: 1LDE at normal cost,
1700-1749 VI	5	4	2	2	3		2F⊕	71		1X	/4土/1糜	6	1LD at double cost (₩)
1750-1799 VII	6	5	2	2	3		 ?⊩⊕	71		1X	⁺/5. <u>†</u> ./1©@	1	• COL level 6: 2LD at normal
X 4 if Occurtor D		t 4 :0		2	Ø ±1 σ	for the	oraction	n of th		ndion		4	cost, A⊝ at double cost (฿)
-1 If Counter-R	etorm	' -1 IT	Catholic		* + i a			i oi ui			Company		 Forts/Missions: none
+ only it Protestar	nt/Anglic	an			″ Æ⊕	ii Count	ier-Ketc	n'm '	ALIEAST	ı∧ ın	⊏urope		(Sea recruitment)
LAND	Lar	nd Pur	chase		War Ma	intenan	ce (Vt/	Cs)		Peace	Maintenand	e (Vt)	• ROTW building at double cost
TECHNOLOGY	LD		$\mathbb{A}\Theta$			AΘ	ĺ	ΔÒ	L	\mathbb{D}	AΘ	`	(Φ,limit)
Medieval	9		18	8	3/4	10/5		25/15	1	0	15	30	COL level 6: normal cost
Renaissance	11		22		9/5	15/10) :	30/20	1	2	20	40	(
Arquebus	13		26	1	0/6	20/12		35/25	1	4	26	50	• Fisheries: +1NDF per 2 Fish
Muskets	16		32	1	1/7	25/15		40/30	1	6	30	55	(normal the out of limits)
Baroque	18	_	36	1	2/8	30/20		50/35	1	8	35	65	Fish monopoly
Manoeuvre	30		60	1:	o/10	40/25		/0/40	2	5	55	100	
Lace	40		90	20	J/ 10	50/30		50/50	3	0	75	120	Parual +1 ND IIMIL
		y Pur	Chase	N	rui GD	rcnase (otner)	NTD	N			ΓĤ	
Carrack	30		60				u)	40	1	2	20	45	
Nau-Galeon	35		70		_	_		40	1	5	30	70	
Galleon-Fluyt	40		100		_	—		40	1	8	35	80	
Battery	50		130		_	-		40	2	0	40	90	1
Vessel	55		160		_	—		40	2	5	45	100	
Three-decker	60		200		_	_		40	3	0	55	120	
1 LDE or 1	NDE cos	sts ½ (rounded u	p) of th	ne price (of 1 LD o	or ND;⊿	∆⊕ ar	e created	with 2	$\mathbb{A}\Theta$ or $\mathbb{A}\Theta$	+2LD.	
• Henry VII: at st	tart.					Na	med K	ings	 Appear 	r at ev	en-numbere	d turns fror	n period III onward. Missions
• Henry VIII: follo	ows Hei	nrv VI	: At deat	h: II-1	(1) (Act	t of Sup	remacv		Only 1	availa	ble if not Ar	olican.	
• Elisabeth I: co	mes thr	ouah I	I-1 (1) (A	ct of S	Suprema	acv)			• -5VP s	each	time a miss	ion is destr	oved
Parliament/Cro	mwell	during	1 IV-7 (1)	(Engli	sh Civil	War)		1	Bonuse	es can	be used on	⊕ settlem	ents
• Willem III: due	to V-3	(The (Glorious R	(<u>evolu</u>	tion)	rrai).		i i	I+1 to C		placement	in the sam	e area
				= = = = =		D (1)			+1 to to	sete of	reaction of	minore and	natives in the same area
• May sign limited	d offens	ive all	ances.			Pertid	IOUS AI	bion	2 to C	/313 01 ∩I /TD	nlacement	of other co	untries in the same area if
• May use ℙ in li	mited in	nterver	ntion.						-2 10 0	OL/TF			
 May uses force 	s of VA	in lim	ited interv	entior/	1.			- 6		estant	or Anglican.		
 May send force 	es of V/	A in th	e ROTW	, this o	costs 1	Stability	per VA	per	Sepoys)			Army of India
period.								ji	After V	í - 17 (1	The last of the	ne Great M	lughals), Sepoys can be raised in
May loan up to	150 🕅	per tur	n.			Lc	oan trea	aties	Asia.				
• Add 100 th after	· IV-8 (1) (Cre	ation of t	helo	ndon St	ock Excl	hande)		• 1 LD (can be	raised in ea	ach TP⊕ a	and COL⊕ each turn.
Starting with ne	riod IV	no ne	nalty to k	and m	oney to	MAI ha	wing a		• 1LD 0	f Sepo	ys cost 5 🕸	to raise ar	nd 3/1 ∅ to maintain as Vet-
different Deligion	nou iv,	no pe			Uney to		wing a	1	eran/Cor	, nscript.			
umerent Religion.								{	 Sepov 	s neve	r cause acti	vation of na	atives
 Drake, Hawkins 	s, Caver	ndish a	and <i>Frobi</i>	sher		5	Sea hou	Inds	Conqui	stado			
 May attack Con 	ivoys, C	OL, T	P of one	player	per tur	n withou	it decla	ring	• Clive r	navuo	e the table	of conquiet	adors in INDIA and never cause
war. Must remain	with \mathbb{P}	is do	ng so.						activation	nay us	ntivos in Ave		adors in India and nevel cause
 May all be used 	d as exp	olorers						i.			the minimum	н. m 10 он 1	poriod VII movines the table of
·										n piay,	ine minimu	iii	penou vii may use the table of
								i	conquist	adors i	in <i>India</i> .		



FRA

ſ	Period	DTI	FTI	Cour	nter lim	its	Max.	F	orce sizes				Religion
i	1/02 1510	2	1	2	1	1	ND 8	𝑘 - 𝑘 2/1 𝑘	+ AIL. CI 1 2	ass M			
1	1492-15191 1520-1550 II	2 2†	1 2†	2 3†	34 1	1 2†	0 12	2/1 4/	1 2				
1	1560-1614 III	2	2	л†	ر ۱	2	1/1+2	2/1/	1 3	V	Concilian	t, Counter	-Reform † , Protestant†
	1615 1664 IV	2' 2†	31	4 * 5†	-+ · 5†	۰ ۸†	18+6‡	2/1 5/	1 /		1		Doctrine
	1665 1600 \/	21	٥ [.]	7†	gt×	5†×	26+6‡	3/1 5/	2 5				
	1000-1099 V	21	4' 4†	7†	0'** 10†×	6 [†] ×	20+0 ⁺	2/1 7			11		1
	1700-1749 VI	3' 4 [†]	4' 4 [†]	1' ot		0'** 7†×	30+0 ¹	3/1 //					
L	1750-1799 VII	4'	4'	8'	IZ'X	$I^{+} \times$	38	3/1 //	2 0	V	Colbertiar	n Mercantili	sm ;
Τ.	+1 if protestant	or Colbe	ertian	Mercanti	ilism	× +1 if	Colbertia	n Mercan	<i>tilism</i> (cumula	ative)	1		
Ŧ	Add right value	to the N	ID lim	it if Colb	ertian	Mercan	tilism or _l	protestant			1		
È				ACTIONS	<u></u>		BASIC			M		· · · · · · · · ·	For eachWood (max. 3): Wood
		DIPI	TEI	COL	TP	Conc	EORCE						+1 ND to basic force
1	1492-15191	2	1	002	0	1		D	2ND/4LD	2	×/1 +		+1 ND to purchase
1	1520_1550 II	2	1	0†	0	1				3	××/1 ÷ //1⊶	а III III III III III III III III III I	Beerwitment in BOTW
1	1560_1614 III	2	1	O†ø	0	1				2	×/1 + //1⇔) I	Recruitment in ROTW
1	1615 1664 IV	2	2	1†	11	1×				22	×/1 + /1₀∿//	/ 1(2) ‡)	Land recruitment
	1665 1600 \/	5	2 2×	1 1 1	1†×	י אר				2	×/1±/1©/(×/2÷/1₅∿/		• COL/TP: 1LDE at normal cost,
	1700 1740 \/I	5	2 2×	1	1†×	2 2×				2	×x/2J/1⊗/ ∨/2÷		1LD at double cost (₿)
1	1700-1749 VI 1750 1700 V/II	0	ວ ວ×	1	11 11	2 2×				2	××/J⊥ ∨// + /15∿	<u>ا</u>	• COL level 6: 2L D at normal
	1750-1799 VII	0	J 	. #	-	2),	××/4⊥/1⊗((<u>y</u>	cost, $\mathbb{A} \ominus$ at double cost (\emptyset)
lt	Colbertian Mer	cantilism	n:^ +1	and # a	dd⊮⊝) *	During I	II-D: AO	LD in period	II, A		d III	Forts/Missions: none
Ľ	+1 if Conciliant	+	only i	f protesta	ant		+1 if pro	otestant (n	ot cumulative	with	Colbert)		(Sea recruitment)
ſĪ	LAND	Lan	d Pur	chase		War Ma	intenanc	e (Vt/Cs)	Pe	ace N	Maintenand	e (Vt)	• ROTW building at double cost
	TECHNOLOGY	LD		Θ	L	D	Θ) AÁ) LD		$A\Theta$	`A⊕	(₿,limit)
	Medieval	8		16	6	6/3	8/5	15/1	0 8		12	25	COL level 6: normal cost
	Renaissance	13		26		7/4	12/8	20/1	2 10		18	30	(即,limit)
	Arquebus	18		36	8	3/4	15/10	25/1	5 12		25	40	• Fisheries: +1NDE per 2 Fish
	Muskels	23		40 70	1	0/C	20/12 25/15	30/1	8 15 0 16		30	40 60	(normal D, out of limits)
	Manoeuvre	40		80	1	2/7	30/20	50/2	5 18		40	75	Fish monopoly
i.	Lace	45		90	1	5/8	40/25	60/3	5 25		60	90	Partial +1 ND limit
	Ναναι	Nav	v Pur	chase		Pur	chase (o	ther)		Ma	aintenance	1	Total +1 to die for TFI
	NAVAL TECHNOLOGY	Nav NW	y Pur	chase ⊩⊖	N	Pur GD	r chase (o ⊪⊖ (Ga	ther)		Ма	aintenance ⊮⊝	F (+)	Total +1 to die for TFI
	Naval Technology Carrack	Nav NWI 35	y Pur	chase ⊮⊖ 70	N	Pur GD	r chase (o ⊮⊝ (Ga 50	ther)) NT[40	D ND 15	Ma	aintenance ⊮⊖ 25	F⊕ 55	Total +1 to die for TFI
	NAVAL TECHNOLOGY Carrack Nau-Galeon	NW NW 35 40	y Pur	chase <i></i> ⊮⊖ 70 85	N	Pur GD 10 15	r chase (o ⊮⊝ (Ga 50 60	ther)) NT 40 40	D ND 15 17	Ma	aintenance ⊮⊖ 25 35	F⊕ 55 80	Total +1 to die for TFI
	NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt	NWI NWI 35 40 45	y Pur	chase ⊮⊖ 70 85 110	N	Pur GD 10 15 20	rchase (o ⊮⊖ (Ga 50 60 80	ther)) NT 40 40 40	ND 15 17 20	Ma	aintenance 『⊖ 25 35 40	F⊕ 55 80 90	Total +1 to die for TFI
	NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery	Nav NWI 35 40 45 55	y Pur	chase	N	Pur GD 10 15 20 20	rchase (o	ther)) NT[40 40 40 40 40	ND 15 17 20 25 20	Ma	aintenance	F⊕ 55 80 90 100	Total +1 to die for TFI
	NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery Vessel Three decker	Nav NWI 35 40 45 55 60	y Pur	Chase 𝑘 ⊖ 70 85 110 140 180 220	N	Pur GD 10 15 20 20 25 25	rchase (o	ther)) NT(40 40 40 40 40 40 40	ND 15 17 20 25 30 35	Ma	aintenance	F⊕ 55 80 90 100 110 130	Total +1 to die for TFI
	NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery Vessel Three-decker	NWE NWE 35 40 45 55 60 65	y Pur	Chase ℙ ◯ 70 85 110 140 180 220	N p) of th	Pur GD 10 15 20 20 25 25	Chase (o 𝑘 ⊖ (Ga 50 60 80 90 120 140	ther)) NT(40 40 40 40 40 40 40 40 40 40	ND 15 17 20 25 30 35	Ma	aintenance	F⊕ 55 80 90 100 110 130 +21 ₽	Total +1 to die for TFI
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	NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery Vessel Three-decker 1 LDE or 1 I Charles VIII : at	Nav NWI 35 40 45 55 60 65 NDE cos	y Pur	Chase	p) of th	Pur GD 10 15 20 25 25 25 e price c	rchase (o	ther)) NT[40 40 40 40 40 40 0 0 ND; A⊕ ned King	ND 15 17 20 25 30 35 are created w ● ●	th 2 /	aintenance	F⊕ 55 80 90 100 110 130 +2LD. d turns fron	n period III/IV onward. Missions
	NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery Vessel Three-decker 1 LDE or 1 I Charles VIII: at François I ^{er} : first	Nav NWE 35 40 45 55 60 65 NDE cos start. st king a	y Pur	Chase 𝑘 ⊖ 70 85 110 140 180 220 rounded u 3 (1) (Wa	p) of the	Pur G□ 10 15 20 20 25 25 tally (Na	Chase (o	ther)) NT[40 40 40 40 40 40 40 0 0 10 10 10 10 10 10 10 10	ND 15 17 20 25 30 35 are created w • Appear a • 4/2 availa	th 2 d th 2 d there	aintenance	F⊕ 55 80 90 100 110 130 +2LD. rotestant.	n period III/IV onward.
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HIS

PERIOD	DTI	FTI	Coun	ter limits	Max.		Force	e sizes			/ Ha	osbur	g enc	logam	y \			
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1560-1614 III		3º/5†	3	28 3	30	2/1	5/2	4 III	1	p. II–IV	•	•		-1 -1	-2	-3	-3	È.
1615-1664 IV	3 ^{ø×}	3 ^{ø×}	4	29 4	26	3/1	6/1	4 111		p. V			-1 -	-1 -2	-3	-3	-3	É.
1665-1699 V	3ø×	3ø×	4	30 4	24	3/1	6/2	4 11		p. vi–vi	I .	-1	-2 -	-2 -3	-3	-3	3	É.
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^o Maximum FTI a	and DTI i	s 2 if I	Expulsion	took plac	e, until IV	/-2 (1)	(Olivare	s) takes place	ΞĶ.	12 Hu	inW 10	Spalv	1 1	1 PorV	V 9	Bav	W	1
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1520-1559 II 1560-1614 III	3	। 1 [+1]	∠ † 2 [+2]	#	1 4	୵୷⊕ୢୖ ୵୷⊖ୖ୲	Г Ф		2.X	//↓ // /2 + ×/1;	\bigcirc	LD a	t dout	ble cos	t(₽)			
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1700-1749 VI	3	1‡	1 [+1]	1	1		⊃⊾⊕		1.0	/2-± /2 + ×/>	\$	Forts	/IVIISSI	ons: n	one			
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Use [X] only for			hile in an	nevion: a	d hasic f		3D1 and				.Ψ	RUT	10 VV 11	iding a	il doui	ble co	SL	
[†] +1 if conciliant	bbA ®	r⊖ if	Campani	i a is contr	olled [‡]	+1 as	long as	the Asiento	remai	ins Spai	nish	₩,IIIII COI	lovol	6. nor	mal co	net (∥	limit)	
# 1 COL may ser	ve as 1	TP per	r turn (eith	her for HIS	S or Port	TUGALLI	IA) × -	the <i>F</i> for Flota	de or	0		Fishe	ries	0. 11011 +1N⊡F	nai co = ner	2 Fish	, (nor-	
	Lon	d Duro	haaa	Wor	Maintana	noo (M		Dooo	Moi	ntonon		nal 16	กษรส	f <i>kiravita</i>)(max)	21.0	Woo	h
				I D		ince (v	∆⊕				י (עו) ש: גe (עו) י		1 ND	to has	ic for	. <i>3).</i> ~~		u
Medieval	8		16	6/3	8/5	5	15/10	8		12	30	- ii +	1 ND	to pur	chase			
Renaissance	12		24	7/4	12/8	8	20/12	12		25	45					<u> </u>	lah Ta	3
Arquebus	15		30	8/4	15/1	0	25/15	15		30	60	Ma	ark on	turns	wnerę	Span	isn ia	ΪX
Muskets	20		40	9/5	20/1	2	30/18	16		35	65	HC	<u>)LLANE</u> 1	DIA IS ta	axed.	1	5	
Baroque	25		50	10/6	25/1	5	40/20	18		45	/5		6	2	0	4	10	
Manoeuvre Lace	30		70 90	15/8 20/9	40/2	20 80	70/40 80/50	25		00 75	120		11	12	0	9	10	
Ναναι	Nav		hase	20/0	Purchase	(other	·)	00	Main	tenance	120	문문			10	14		
TECHNOLOGY	NWD		FΘ	NGD .	FΘ(Ga)	′ NTD	ND	[FΘ	, F⊕	ť.			Fig	sh mo	onopo	ly
Carrack	35		70	10	50		40	14		25	55	P	artial	+1 ND	limit			
Nau-Galeon	40		80	10	60		40	17		35	80	Π	otal +	1 to di	e for	TFI		
Galleon-Fluyt	50		120	15	80		40	20		40	100	17-		Reli	inion	 \		
Vessel	60		190	20	100)	40	30		55	120	$\left \right $			9.0			
Three-decker	65		220	20	120)	40	35		60	140							
1 LDE or 1	NDE cost	s ½ (ro	unded up)	of the pric	e of 1 LD	or ND	; ∧⊕ are	created with	2 AC) or ∆⊝	+2LD.		unter	Reform	n t . Co	oncilia	nt †	
 Isabel and Fer 	rnando: a	at start			N	lamed	Kings	Exclusive									Asient	to
• Carlos V: first I	king after	· I-A (C	Dynastic A	lliance of	the Habs	sburgs).	•	Cannot gr	ve au	thorisati	on of trade	e in S	IZ.					
• Felipe II: succe	essor of (Carlos	V .					• Cannot us	e sia	ves fron	n otner co	UNTRIES	S.	-				
• La Valette: per	iod III+ o	or out c	of Rhodo s	s , 1d10≥⁄	4. 🔪	Recrui	itment	• Fiee cond	(porio	de IV-V	n against m	512 1	oruer	ing one				
Area of recruitm	nent							• First time	lose	20\/P a	nd 1 Stah	ilitv						
Castilla La Nue	eva, And	alucia	a, Campa	nia and L	.ombardi	а.	1	Can use s	slaves	from c	ontraband	or oth	ner co	untries				
• Plus Hollandia	and TEF	RRÆ DE	EPRESSÆ	with Span	isn road.			Can give	autho	risation	of trade (cost 1	0VP).					
First P con only	v ho raio	od in (alaia El	andra VI	aandarar	or 7 0		Switching	back	to exclu	usive gives	overs	seas	CB.				
land: it cannot le	ave Furc	ne ne			aanuerer		; C- '	Conceded	to on	e counti	y: Same a	is wea	akene	d plus				
• Second ℙ can	only be r	aised a	after Oliv	ares or A	Iberoni		1	 Can be ta 	ken a	as a pea	ace conditi	on.						
Neither can go	in STZ c	of the C	CC Medite	erranean.				 (Overseas) CB	against	owner of	Asient	to.					
• Each turn in ne	riods I-III	then	each eve	n number	ed turn	Mis	sions	• Must use	slave	s from (wner, ma	y requ	ire 0	to 4 e	ach tu	m.		
Makes Colonial	Militia (1	, uien I ⊡E/2	levels +	1I DF if r	nission) \	/eteran	310113	 Owner ga 	ins 20)VP +1\	/P/turn un	ess s	aves	are no	t prov	ided.		
+1 to COL/TP n		· (if(in the sa	me area	111331011) V	Cloran		Conquistado	ors ca	in be na	med Vice	oys.			Co	lonia	l Polic	;y
+1 to tests of re	action of	minor	s and nat	ives in the	e same a	rea.		Viceroys ca	nnot I	eave th	e area but	provi	de a	free ex	tra Co	DL pla	ace-	
-5VP per destro	oved mise	sion.					1	ment each tu	rn.									
-5VP per area	with COL	and r	no missior	n at the e	nd of eac	h peric	od.	COL must b	pe pla	iced nea	ar gold mir	nes be	efore	period	IV.			
		· @@ [ITAI V+HIS	+AUS1/@	Autono	moue	States	Gold flow if	explo	pits \geq 40) 🖗 per tu	n						
HASBURGENSIS SI) [ITALY	//F⊖ [Me	d.]/f[Cam p	ania			Can use Flo	ota de	e Oro a	nd <i>Flota d</i>	e Pac	itico e	each w	orth 5	NTD.		
HABSBURGENSIS H	UNGARIA:	1/2▲€	AUS to	TUR]/f[in I	UNGARIA]			Expulsions:	+10%	a nation	al Ioan, +1	bank	ruptcy			Ec	conom	ıy
			RE to Pou	ONIA to HU		Bohème	el l'	Vlaanderen	MNL	J destro	yed when	HOL,	FRA a	and AN	NG ha	ve on	е	



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		R

PERIOD	DTI	FTI	Coun	ter lim	its	Max.		For	ce size	S				Reform	ns	\backslash		† 1 if c		nt
			MNU	COL	TP	ND	F-	F +	Art.	cl	ass	A	DM			MIL		tech t	his i	nr
1492-1519 I	3	2	2	1	2	12	2/1	4/1	1 [⊺]			1a /	1b	2 1a	1	1b 2	2 3	better		
1520-1559 II	3	3	3	3	6	15	2/1	5/1	2 [†]			Reform	ı İ	1492	N	1-1a	M-1b	M-2	2	M-3
1560-1614 III	3	3	4	4	4	30	2/1	5/1	31		1	Timar		Ara.	A	vra.	Musk		N//	4
1615-1664 IV	3	3	5	6	6	26	3/1	5/2	4		1	Land c	ap	Musk.	E	Bar.	Musk	Ma	n.	Lace
1665-1699 V	3	3	5	6	6	24	3/1	5/2	4			Malus	>	Ara [†]		/usk †	Musk	† Bai	r †	
1700-1749 VI	4	4	6	6	6	22	3/1	6/2	4			Naval	_ can	Bat	F	lat	Vesse		•	74s
1750-1799 VII	5	4	6	6	6	18	3/1	6/2	4		I	Malus	>	Car [†]		ar.†	Car.†	Bat	t	_
[†] +1 for Yeniçeril	er army	befor	e reform	M-1a							,	(<u></u>								/
PERIOD			ACTIONS			Basic	C FOF	RCF			TRO	OPS	MIN	IIMAI		For ea	achWo	od (ma	x. 3	: Wood
	DIPL.	TFI	COL	TP	Conc.	Tim		Jan	F		PUR	CHASE	IFA	DERS		+1 N	D to b	asic fo	rce	
1492-15191	3	1	0	0	1	3∆€) [‡]	A(-) [‡]	ΓΘ		5N) /4I D×	1.X	#/1 <u></u> 北	_	+1 N	D to p	urchas	е	
1520-1559 II	4	1	1	1	1	344) [‡]	A⊖‡	F⊕		7N) /4L D×	1X	#/2.±/1€	>); 1	Re	cruitm	ent	in ROTW
1560-1614 III	3	1	1	1	1	344) [‡]	A⊖‡	2FA		9N	$)/5LD^{\times}$	2X	#/3±						
1615-1664 IV	3	1	1	1	1	3∆€)‡		FAF	Θ	9N)/5L D×	1×	#/ 2 .t.		Land	recru	tment)		
1665-1699 V	3	1	1 [†]	1	1	3∧€)‡ ,		ΓĤ		8N		1×	#/2 +		• COL	/TP: 1	_DE at	nor	mal cost,
1700-1749 \/I	3	1	0	1†	2	3AF)‡		ΓĤ		6NI		1.0	#/ 1 +		1LD a	at doub	le cost	(₽))
1750-1799 \///	2	1	0	0	2		, , t		∎⊕ ⊪⊕		5N		1.X	#/1 *		• COL	level	6: 2LD	at	normal
	4		A law IT					al 4/0	MORE	2/0	×		1××1			cost,	A⊖ at	double	e cos	st (₿)
Unly for existing	counter	s	⊿ Jan/Tir	navalla	adie: 14	19Z: 2/4	, IVI-1	a: 4/2;	IVI-2: 6	0/0	^ re	eiorm IVI-1	a: -1	LU		 Fort 	s/Missi	ons: no	ne	
⁺ reform M-1a =	1 Im: -A(+) and	a Jan: +∆	⊖; re	torm M	-1b = T	im: -4	A⊕; re	torm IV	1-2 =	no 7	<i>ım</i> ; "M-	-2: +2	<u>/X</u>		Sea r	ecruit	nent		1
LAND	Lar	nd Pur	chase		War Ma	aintenai	nce (Vt/Cs)			Pea	ce Mainte	enan	ce	ľ	• ROT	W bui	ding at	dou	uble cost
TECHNOLOGY	LD		AΘ		D	AΘ		Æ)	L)	AΘ		Æ€		(₿,lim	iit)			1
Medieval	9		18		1/2	12/6		30/1	0	6		15		30	l	• COL	level	6: norn	nal c	xost 🛛
Renaissance	20	_	40		0/2	20/10		40/2	0	8		20		40	- i	(₿,lim	iit)			1
Arquebus	23		40 50		2/3	30/1		55/3	5	12	2	40 50		70 85	÷.	 Fish 	eries: ·	1NDE	per	2 Fish
Baroque	30		60	1	0/4	40/2	5	60/3	5	15	5	60		90	į	(norm	al₿, o	ut of lin	nits)	1
Manoeuvre	35		70	1	2/5	50/30	0	70/4	5	18	3	65		105	÷.	Mark	here F	acina t	he (Ottomans
Lace	45		90	1	5/6	70/40	0	90/6	0	20)	90		135	Ŀ	countr	ies ha	/ing alr	read	/ faced
NAVAL	Nav	/y Pur	chase		Pu	rchase	(othe	er)			N	laintena	nce		Ē	the Of	toman	s (othe	rwis	- . 2
TECHNOLOGY	NW	D	FΘ	N	GD	FΘ(C	Ga)∣	ÍNT		N	D	FΘ		F⊕	Ľ,	on sh	nck un	til one	Λ O	o, - ∠ r Γρη_
Carrack	50		80		15	50		50		10)	40		80	ŀ). //EV			
Nau-Galeon	55		110		15	50		50		20)	45		100	ŀ	Æcve	THE G		חם חם	O HOSEL
Galleon-Fluyt	60		155		15	60		50		25	2	50		110	Ľ,		DEDON			
Ballery	00 70		200		15	70		50 50		30	5	50 60		115	ł	TALIS,	I LNOI/	۱.		
Three-decker	80		200		15	90		50		4	ן ו	65		120	i.					
		ets 1/2 (rounded u	n) of th	ne nrice	of 1 L D	or Ní	D: AA	are cre	ated	, with 2		Θ +	21 D						
		====						D,					0.7		-	<u>.</u>		0		i An Dallar
• Bayezid-i sani	ید ثانی)	6 :(بايز	at start.			Nar	nea	Suitans	Gre	at O	rient	CC						0	rien	tal Policy
ن) I. Süleyman (ن	(سليمار): ·	first S	ultan of p	eriod	II. . .				• 100	0 ⊉ -	⊦10 ₽	per 3 no	n-eu	ropean (CO	L/TP ⁽¹⁾	•10₿p	er 5 C	hrist	ian
م ا ول) I. Selim م	<i>سليہ):</i> SL	lccess	or of Bā j	/ezid-i	i sāni i	n period	II.		COL	/TP	⁽²⁾ -10	🗘 per 5 C	Christ	ian TF i	n S	STZ Me	r d'Ar	abie or	ST	Z Océan
• Sadrazam (Gra	nd Viz	ier): ei	ither a na	med o	one or t	he gene	eric c	ounter.	Indie	en+1	0 ₿ fo	or each o	f Orr	nus, So	opo	tra, S.	Malac	ca/Cen	tral	1
· No diplomacy o	n Ordo	HOSF	ITALIS and	d Pers	SIA. E I	uropear	ו Dip	lomacy	Sum	atra	(3)									1
• pl-pV: CB agair	nst Chri	stians	and PERS	SIA, no	offens	ive alliai	nce.		• (1):	not i	in AT	with othe	er tha	In TUR	or	VEN; (2)	: in A s	anot not	in S	IBERIA;
Lose 1 Stability	when \mathbb{F}	⊃ of O	RDO HOS	PITALIS	s inflict	osses c	on TF		• (3).	TUR	R TP/C	COL or no	o Chi	ristian Tl	P/C	OL and	d owne	r in AT	of	tur.
 May annex capi 	itals & c	cause	crusade b	by ann	exing C	Christian	prov	inces.	• If C	CC G	Grand	Orient in	ÆG	(PTUS, h	alf	of it for	TUR	if owns	Sy	rie or
 La Valette: peri 	od III+	or out	of Rhod	os , 1d	l10≥4.				diplo	mati	c con	trol of Sy	ria n	ot at wa	ar.					
Ragusa									• SY	ria c	or Æg	YPTUS an	nexe	dif∆d	est	royed a	ind cap	ortal cor	nque	ered.
• Owner/controller	of Mo	nteneg	gro receiv	/es ℙ(∋ for S	TZ Adr	iatiq	ue or	Ægy	PTUS	anne	$\underline{exed} \rightarrow CC$	C Gra	and Orie	ent	moved,	Convo	oy avail	able	
1 free (basic) TFI	in Med	DITERR	anean Se	A up t	o perio	d III.			Lev	ant (Conv	оу								1
Test to hold the	m [.] 1d1(0<#ne	riod+dinl	honus	Ba	rbareso	illes	Pirate	• Co	ntain	is 3N	TD×15 🛱); +2()₿ whe	n g	iven, -2	20 🗘 +′	Stabilit	y el	se.
 ALGERIA→Bass 	in Leva	antin (hoth CTZ	/ HISP	ANIA an	d STZ	Golfe	du	🚺 • Giv	/en t	o con	troller of	CC N	Nediterra	ane	e (CB e	else) o	∙any N	1AJ	with port ¦
Lion) or STZ Go	lfe du l	Lion			and un				on N	I EDIT	ERRA	NEAN SEA	not	in Trade	e R	lefusal.				1
TRIPOLIS and Co		A→ST	7 Mer lo	nienn	e or C				Dev	elop	ment	:)								1
	Golfe d		n or ST7	Mor	lonienr		_ 1 // \		• Ma	iy on	ly pla	ce COL b	by la	nd conta	act	(or stra	its).			
MAURETANIA_\C				incr	onen				• one	εů	can g	go in <i>INDI</i> ,	AN O	CEAN (if	an	y TP; r	not m o	of lowes	st ra	ink).
• ALGERIA 2 ₽Ω	each tu	irn: pl	nIII. ND	or 2N/	G⊡ · nl\		or N	JDF	• Re	cruitr	ment	area limit	ed to	Trakva	a	nd And	ora.			Military
Other countries:	a ₽⊂	2 ture	pin. ND 0 s after d		ion, prv			NUL.	Yea	rlv (amn	aigning	of Tin	narlar	. u		J. u.			······
• Eve : if Dregut					.011.				• Aft	er es	ach w	inter attri	tion	with # of	fТ	imarlar		Attritic	on ta	able
	useu, Ia	138 F(• Ro	ll 1d	10+2	the dista	ance	in nrovir	nce	s to the	Natio	nal Ter	ritor	v of TUR
									• Co	nside	er onl		s (P i	anored)	20	Timar	ar I D	losses		,
									• Fa	ch lo	oss is	temporar	v (re	fit out of	f lin	nits, hal	f-cost	on next	t roi	ind, free
									on n	ext t	urn)	pordi	, (.0							
										JALL	Sin)									



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PERIOD	DTI	FTI	Cou	nter lin	nits	Max.		Forc	e size	s		Italia e San I	Marco		
1			MNU	COL	TP	$N\mathbb{D}$	F-	F +	Art.	class					
1492-1519 I	4	4	3	0	0	12	2/1	4/1	2		1			J	
1520-1559 II	5	4	4	0	0	15	2/1	5/1	3					/	
1560-1614 III	5	4	4	0	21	18	2/1	5/1	3	111					
1560-1614 IV	5	4	4	11	4'	18	Z/1	5/2	3						
Only if VENETIA	is still	a MA.	J 									<u>_</u>			
Period	Dipi	тсі	ACTION	S TD	Cono	BASI			PS			ŀ			
1402 1510 1	DIPL.	1	COL		2	FUR	21D			LEADERS					
1492-15191 1520 1550 II	2	1	0	0	2		ა₪ 2₪	4ND/4		1×1/1⊥ 1×1/2+					
1560-1614 III	3	1	0	1†	2 1 [†]	∎ ∎ ⊕	3⊡			$1 \times 1/2 = 1 2 = 1 \times 1/2 = 1 \times 1/2 = 1 \times 1/2 = 1 \times 1/2 = $	1 + (or ⊕†)	1			
1615-1664 IV	2	1	0	1†	, 1†	F⊕	2₪	6ND/3		1×/1±/	1 ± (or ⊕†)	1			
[†] Only if Venetia	is still	a MA.	J [‡] +1 X	if Polic	cv of Ital	ian Do	minan	ce is ac	tive			1			
		nd Pu	rchaso		War M	ainton	anco			Peace	Maintonan				
TECHNOLOGY		D I						At CS)						
Medieval	8	3	16		6/4	8/4	4	20/1	0	9	12	25			
Renaissance	12	2	24		8/5	15/	10	30/2	0	12	22	45			
Arquebus	1	5	30		10/6	25/	15	40/3	0	14	30	55			
Muskels			40		12/7 Du	35/2	20	50/3	5	10	40	60			
	N/A	ivy Pu /D	rcnase		NGD	rcnase	Ga)	er) NT∏		ND		e F⊕			
Carrack	4	5	75		10	30)	40		16	30	60			
Nau-Galeon	50	0	90		10	30)	40		20	35	90			
Galleon-Fluyt	5	5	120		15	45	5	40		30	40	100			
		Dete 1/		up) of	10 the price	of 1 LT) or N	40 D: AQ	aro or	JU optod with f	2 A 🔾 or A 🔾				
	One VG	\mathbb{D} costs	s twice the	e cost	of 1 NG) and c	ounts	no, ⊼⊕ as 2 ND	for th	e construct	tion limits.				
• Barbarigo: at :	start.					N	lamed	Doges	• W	hen techn	ology reache	ed, up to 2 V	GD	G	Galleasses
Specific rules f	or the I	Doges	J					<u> </u>	can	be bough	nt, one per tu	irn.			
• Reign length: -	2 to die	e-roll; n	no Dynas	tic Cri	sis.				• Be	efore Batte	ery: 1 VGD ∶	= use full fire	damage ag	gainst Galley	s; 2 VGD
 Used as an ad 	miral.								=+1	to Fire ro	oll.				
 Characteristics 	rolled v	with +1	to die-r	oll, and	d minima	al value	e of 4.		ji∙ Ba	attery or a	after: presenc	e of 1 VGD :	=+1 to Fire	roll.	
 No diplomacy a 	allowed	on Ge	ENUA		E	uropea	an Dip	lomacy	• 0	ne VGD n	nust be lost	when losing i	n a Rout.		
• The Pope in V	enice: i	f Roma	a conque	ered, +	1 to dipl	omacy	on ca	atholics.	∦• Ea	ach turn, r	roll 1d10→nı	umber of HOL	TF to be p	placed by Du	itch Trade
Itali e San Marc	:0 Jod duri		linlomoo	nhaa	D 201/D				VEN	n [tbd?].					0)
Can be used of	n GENI	ngau ı∧low	прютасу мварпа	рпазе Миты	2, -30VP Δ Μωντ	E Fepe	ΑΤΟ	SICILIZE		∠ none ; .	3-5 ONE ; 6-8	5 two; 9-10 th	ee (1 in ivi	editerranean	Sea).
SANCTA SEDES.	PARMA.	LUCA.	SABAUDI	A. TOS	CANA.		мю,	01012172,	i.			Orient In	come	Ori	ent Income
These minors of	can be	in AN	diplomat	ically (level 10).				ol T1:	T2:	T3:	T4:	T5:	T6:
This gives one	CB ag	ainst e	ach of th	nese n	ninors [T	BD].			<u> </u> p	oll T7:	T8:	T9:	T10:	Total pl:	
Great Orient CO	.					1	Trad	e Policy) —	T11	: T12:	T13:	T14:	Total pll:	
• 100 D +10 D p	er 3 no	n-euro	pean CC	L/TP	¹⁾ -10 D c	ber 5 C	hristia	n	_ <u>p</u>		: T16:	T17:	T18:	T19:	T20:
COL/TP ⁽²⁾ -10 0	per 5 C	Christia	n TF in	STZ N	ler d'Ar	abie or	STZ	Océan		121	: 122:	123:	124:	125:	l ot:
Indien+10 ₿ for	each o	f Orm	us, Soqo	otra, S	. Malac	ca/Cen	tral		CC	Grand Or	ient, CC Ien	npete, convoy	s of Izmir (or East Indie	s, re-
Sumatra ⁽³⁾ .									sou	rces explo	Nited with AI	, COL/TP pro	aucing $\underline{P}\underline{O}$,	<u>Spice</u> or <u>Si</u>	<u>ik</u> , i f in
• ⁽¹⁾ : not in AT w	ith othe	er than	TUR or	VEN;	⁽²⁾ : in A s	SIA not	in Sie	BERIA;		Tempele.					
• (3): TUR TP/CO	L or no	Chris	tian TP/	COL a	nd owne	er in AT	of T	UR.	1						
• If CC Grand O	rient in	ÆGYP	TUS, nait	of it t	or VEN	it albioi	matic	control							
• SVBIA or /ECVE	at war.	novod	if (doc	troved	and car	nital con	nauor	bd							
EGYPTUS annexe	ed→C(C Gran	n ⊿ ues nd Orient	move	d Convo	na coi v avail	lable	. .	1						
Salt trade		Giuli	.a onon		., conve	- y avan			1						
• Can exploit all	Medite	rranear	n salt wit	h a M	NU level	1 2 in V	/eneto) .							
• Owner/controlle	or of M	ontene	oro rece	ives ") () for (Iriatio	ue or							
1 free (basic) TF	I in <i>Me</i>	DITERF	RANEAN S	SEA.			many								





Habsburg Empire/Austria



PERIOD	DTI	FTI	Cou	inter limi	its	Max.		Ford	ce sizes	6
			MNU	COL	TP	ND	₽-	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

	/ Ha	absb	urg	endog	gamy			
#DynA	1–2	3	4	5	6	7	8	9
p. l					•	-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 Ha	abW		7	Burl	8	3 N	lapl	
8	B	ohW			9	N	lilW	
12 HunW	/ 1	0 Spa	аM	11	PorW	9	Bav\	N

[†] Add the right value if AUS* con- [×] Becomes IV after V-9 (From Montecuccoli to trols at least one port of the HANSA. Prinz Eugen) or full Habsburg Dissociation (V-5).

PERIOD			ACTIONS	6		BASIC	TROOPS	MINIMAL
	DIPL.	TFI	COL	ΤP	Conc.	FORCE	PURCHASE	LEADERS
1492-1519 I	2	0	0	0	0	A⊕LD×	0ND⁺/3LD	2X
1520-1559 II	2	0	0	0	0	$\mathbb{A} \oplus \mathbb{A} \Theta^{ imes}$	0ND⁺/3LD	2X
1560-1614 III	2	0	0	0	0	$\mathbb{A} \oplus \mathbb{A} \Theta^{\times}$	0ND⁺/3LD	2×
1615-1664 IV	3	0†	0	0	0	2A⊕×	0ND⁺/3LD	2X
1665-1699 V	3	0†	0	0	0	$2\mathbb{A}^{\times}$	$0ND^{\dagger}/4LD$	3×
1700-1749 VI	4	0†	0	0	0	$2\mathbb{A} \oplus \mathbb{A} \Theta^{\times}$	$0ND^{\dagger}/4LD$	3×
1750-1799 VII	4	0†	0	0	0	$2\mathbb{A} \oplus \mathbb{A} \ominus \mathbb{D}^{\times}$	$0ND^{\dagger}/4LD$	4×

[†] +1 or 1ND if AUS* controls at least one port of the HANSA. \times If HABSBURGENSIS HUNGARIA not autonomous, add $\mathbb{A} \oplus$ if I-D (Habsburgs Inheritance of Hungary) was activated or has 10+ provinces of HUNGARIA, else $\mathbb{A} \ominus$ (after I-E (Downfall of Hungary) or none of these events).

LAND	Land P	urchase	War M	aintenance	(Vt/Cs)	Peace	Maintenan	ce (Vt)
TECHNOLOGY	LD	AΘ	LD	AΘ	$\mathbb{A} \oplus$	LD	AΘ	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	Navy P	urchase	Ρι	irchase (oth	er)		Maintenanc	e
Naval Technology	Navy Pu NWD	urchase ⊮⊝	Pເ NGD	i rchase (oth I F⊖ (Ga)	er) NTD	ND	Maintenanc ⊫	e F⊕
NAVAL TECHNOLOGY Carrack	Navy Pr NWD 50	urchase ⊮⊖ 80	թ։ NGD 15	irchase (oth IF⊖ (Ga) 50	er) NTD 50	I ND 15	Maintenanc ⊮⊖ 25	e ⊮⊕ 55
Naval Technology Carrack Nau-Galeon	Navy Pr NWD 50 55	u rchase ⊮⊝ 80 110	Ρι NGD 15 15	irchase (oth	er) NTD 50 50	ND 15 17	Maintenanc ⊮⊖ 25 35	e
NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt	Navy P NWD 50 55 60	urchase	Ρι NGD 15 15 20	rchase (oth	er) NT⊡ 50 50 50	ND 15 17 20	Maintenanc	e
NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery	Navy P NWD 50 55 60 65	urchase	Pι NGD 15 15 20 20	Irchase (oth	er) NT₪ 50 50 50 50 50	N 15 17 20 25	Maintenanc	e
NAVAL TECHNOLOGY Carrack Nau-Galeon Galleon-Fluyt Battery Vessel	Navy Pr NWD 50 55 60 65 70	urchase F ⊖ 80 110 155 175 200	Pu NGD 15 15 20 20 20 25	Irchase (oth	er) NT₪ 50 50 50 50 50 50	N 15 17 20 25 30	Maintenanc	e

1 LDE or 1 NDE costs $\frac{1}{2}$ (rounded up) of the price of 1 LD or ND; A \oplus are created with 2 A \ominus or A \ominus +2LD.

At start: roll for a random Monarch.

Named Archidukes

Maria Theresia: due to VI-13 (War of Austrian Succession).
 HASBURGENSIS SICILIÆ: A⊖ [*ITALY*], F⊖ [Med.], Autonomous States

f[Campania]; autonomy is mandatory.

• Habsburgensis Lombardia: Ѧ⊕ [*Italy*, HIS, AUS], ℾ

• Habsburgensis Hungaria: 1 or 2A \oplus [AUS, Polonia, Bohemia, Hun-

GARIA, BALKANS, TUR], $\ensuremath{\mathbb{F}}\xspace[any number in Hungaria]$

• HABSBURGENSIS HUNGARIA, HABSBURGENSIS BOHEMIA and possibly HAB-SBURGENSIS LOMBARDIA are for AUS.

If HABSBURGENSIS HUNGARIA has 4 provinces or less, only 1 ▲ ⊕.

• HASBURGENSIS SICILIÆ for AUS comprises Sicilia, Palermo, Saldígna.

• May use all units of HUNGARIA if it owns 7+ of its provinces. Hungaria

• 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.

If AUS annexes a province part of the territory of HANSA: Baltic Fleet

• F counter available (anywhere).

• TF available starting in period VI.

• Limits are changed.



military – 2016-08-14	1							Pola	and					POL
PERIOD	DTI	FTI		Counter	limits		Max.		Ford	e size	s ;		Dynas	ity
			MNU	COL	TP	#ℾ	$N\mathbb{D}$	F-	F +	Art.	class			
1492-1519 I	2	1	2	0	0	0(1)	1(2)	1/1	2/1	1	IМ	L		J
1520-1559 II	2	2 [†]	3	0[1]	0[1]	0(1)	2(4)	1/1	3/1	2	IIM	Also mark dov	wn Liberum V	/eto, Union of Lublin,
1560-1614 III	2†	2†	3†	1[3]	1[3]	1	4(6)	1/1	3/1	3	IМ	Absolutism.		, , , , , , , , , , , , , , , , , , , ,
1615-1664 IV	2†	2†	3†	1[4]	1[4]	1	4(6)	2/1	4/1	3	IIM ¦	~~~~	Della	
1665-1699 V	3†	2†	4†	2[4]	2[4]	1	6	2/1	4/1	4	IIM		Religio	
1700-1749 VI	4	3	5	2[4]	2[4]	1	7	2/1	5/2	4	IIM	1		
1750-1799 VII	5	3	5	2[4]	2[4]	1	7	2/1	5/2	4	Ιм			
[†] Add 1 if <i>Lublin</i> ((X) apply this for	<i>Union</i> is protest	s in eff ant	ect or pi [X]	rotestani apply th	t nis if or	thodox o	or prote	estant				Conciliatory † , Protestant†	Counter-Refo	orm†, Orthodox‡,
														For each Wood
PERIOD	Dipi	тсі			Con			CE	LITUA			TROOPS		Wood (max 3):
4400 4540 1	DIPL.					;. PUL							LEADERS	+1 ND to basic
1492-15191	2' 0 [†]	0 ⁺	0+	0	0		; A U		123; /					force
1520-1559 1	2' 0 [†]	0+	0+ 0+×	/2	0	1.8	; A⊕(D)	1,X; /		$A\Theta(LD)$		14.0 1/40	1010€ +1 N⊡ to purchase
1560-1614 III	2' 0 [†]	0+	0+^	1	1/2	1.8	; A⊕ (D)	ZX; [A⊕				
1615-1664 IV	3'	1	0+^	1	1	1.X	; A⊕ (⊩⊖) ≂⊖)	1X; /	A⊕	$\mathbb{A}\Theta(-)$	1ND/4LD	1♥	P
1665-1699 V	3	1	0+^	1	1	1.X	; A⊕ (⊩⊖) −⊖)	1X; /	A⊕ P	$A\Theta(-)$	1ND/3LD	[(1\])]	1
1700-1749 VI	2	1	1×	0	0	1×	; Ѧ⊕ (FΘ)	1X; /	A⊕	LD (—)	1ND/3LD		1
1750-1799 VII	2	1	1×	0	0	1×	; A⊕ (FΘ)	1X; /	۵⊕	LD (—)	1ND/3LD		
(1)/(2) Choose freel	y betwe	en CC)L and T	ΓP		[X]: app	oly this	for ort	hodox	. (X	(): apply this fo	or protestant	1
⁽¹⁾ Apply this for C	Drthodo	х	(2) Appl	y this fo	r Prote	stant 💛	< +1 a	ction ir	ו STZ	Baltiq	ue if at lea	ast 3 ports on	that sea	1
[†] -1 if protestant,	+1 if c	onciliar	nt	[′] [‡] +1 if	protesta	ant 🥠	∕₂ One	action	every	two tu	urns (not co	onsecutive turn	s)	
	1.0	nd Dur	chaso		Nor Ma	intonar		(Ce)		Dog	o Maintor	anco (Vt)	1	Recruitment in ROTW
	∟ a				D			∧⊕						
Medieval	8	, 	16	2	/1	8/4	_	20/10		3	12	30	Land recr	uitment
Renaissance	10)	20	3	/1	15/5		30/15		5	20	40	• COL/TP:	1LDE at normal cost,
Arquebus	13	;	26	4	/2	20/12	2	40/25		6	25	50	1LD at doι	uble cost (⊉)
Muskets	18	}	36	5	/2	30/15	5	50/30		8	35	70	COL leve	el 6: 2LD at normal
Baroque	23	6	46	7	/3	40/20)	60/40		12	45	80	cost, A⊖ a	at double cost (⊉)
Manoeuvre	28	5	56	10)/4	50/25		/0/40		15	55	100	Forts/Miss	sions: none
Lace	35) 	10	1:	0/0	60/40		90/60		25	10	120	Sea recru	itment
NAVAL		vy Pur	chase	N/		rchase (other)				Maintena	ince	• ROTW bu	uilding at double cost
					5U		a)	NID 50			10	F (+)	_ (₿,limit)	
Nau-Galeon	55		110	1	5	50		50		17	35	80	COL leve	el 6: normal cost
Galleon-Fluvt	60)	155	1	5	60		50		20	40	90	(⊉,limit)	
Battery	65	;	175	2	20	70		50		25	45	100	Fisheries:	: +1NDE per 2 Fish
Vessel	70)	200	2	20	90		50		30	50	110	(normal ₿,	out of limits)
Three-decker	80)	220	2	20	90		50		40	60	130	;`	
1 LDE or 1	NDE co	sts ½ (rounded	up) of the	e price (of 1 L \mathbb{D}	or $N\mathbb{D};$	A⊕ ar	re create	ed with	2 &⊖ or ⊿	A Θ +2L \mathbb{D} .	1	
 John and Alex 	ander:	at sta	rt.			Na	med k	(inas	Bofor	o Uni	on of Lubl	in		Internal Policy
• Zvamunt I: suc	cessor	of Jol	n and	Alexand	ler				Deloi		in for DC/r	nian lonath		
• Báthory: values	s 8/7/9	Also	a denera	Bátho	rv (X F	3 5 2 4 [T17_T	221)	• -2 10	une u vroto fi	e ioi DC/i	eigir ierigiri.		1
• Sobiesky: value	es 8/7/9	Also	a denei	ral Sobi	eski (X	A 4 2 5		Δ	After			OLUNIA anu LI	I UANIA.	1
4 2 5 [T37_T42])	00 0/1/0	, 7	u gono						Aller	the	in for DC/r	aign langth		
• Zvamunt III : af	ter III-1	3 (Uni	n hetwe	en Pou	ONIA ar	nd SUEC	(۵۱		• -2 10		Stability if	eigir ierigiri.		
• August II: after	· \/_12 (st II)				~).		• -5 10	raise	Stadility II	at war with a		1
• Patkul: values	5/9/1 0	leo a	neneral	Patkul (× Δ 4	22	Δ Δ Δ	22	• -2/-3	Sladi	ILY LO DECIA	are war with/wi	INOUL CB.	1
[T/2_T/6]) May	aleo he	a min	istor Di	rina his	sonvice	no all	iance v	vith	• vvar	tor AL	<i>solutism</i> n	nay be started.		1
SUE DOI may a	ian limi	tod off	onsivo a	illioncos	againe	5, 110 all † SLIE			• Canr	not ma	iintain tortr	ess of level >3	at peace.	
SOL, FOL may s	луп штп /Г 1 /Ть		t Northe	mances	ayams	1 30L.			Wars	aw			. _	
Elective monarc	<u></u> (111			iii vvai)	•				• Mazo	owia	can be anr	exed starting f	rom <i>Zygmun</i>	it I.
Conorolo chour		a ohaa	on on le	nan innt	and of	rolling fo			• Wars	szawa	can be ma	de a second c	apital \rightarrow imme	ediate +2 Stability.
	can be	e chos	en as ki	ngs inst		roning ic	or a ne	W	• A an	d 4L) can be u	sed by POL a	nd raised in l	JKRAINA Cossacks
one.			all-bl			o d c ::			if at le	ast or	e province	owned.		
• If retired by eve	ent, rem	iains a	valiable	as a no	rmai le	ader.			• If A	preser	nt and not	at war against	TUR or CRIM	IEA, agitations possible
• +1 to the die fo	r Manc	euvre	and Sho	ock of ki	ngs.			}	(remov	e arm	ly for the t	urn).		
 POL may only 	use 3	TF if r	ot Prote	stant.				Frade	Chor	se Rl	JS or TUR	, roll a revolt it	f die+M>10	
·									+2 if	target	is TUR	,		
								1	+2 if	∆⊕				
									 Revo 	olt doe	s not happ	en if south (in	cluded) of Ale	ep, Kordistān and
									Azarb	āyadjā	ān.	,		
									~ /					/

1750-1799 VII



1ND/3LD

3×

	U	

ľ	PERIOD	DTI	FTI	Cou	inter lim	its	Max.		Forc	e siz	es
				MNU	COL	TP	$N\mathbb{D}$	F-	F +	Art	. class
1	1700-1749 VI	5	5	3	1	1	1			6	IV
1	1750-1799 VII	5	5	4	2	2	2		—	6	IV
1											
ľ.	Period			ACTION	S		BASI	С	TROOPS	5	Minimal
1		DIPL.	TFI	COL	TP	Conc.	FORG	E	PURCHA	SE	LEADERS
ľ	1700-1749 VI	3	0×	0	0	0×	224)	1ND/3L	D	3X

0

 0^{\times}

For	each	nWood	(max.	3):	Wood
+1	$N\mathbb{D}$	to bas	sic forc	e	

+1 ND to purchase

0× +1 action in STZ Baltique if at least 3 ports on that sea

0

3

LAND	Land Purchase		War Maintenance (Vt/C		(Vt/Cs)	Peace Maintenance (Vt)			
TECHNOLOGY	LD	Θ	LD	AΘ	Æ€	LD	$\Theta \mathbb{A}$	Æ€	
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	Navy Purchase		Purchase (other)			Maintenance			
TECHNOLOGY	NWD	FΘ	NGD	F⊖ (Ga)	NTD	$N\mathbb{D}$	$\mathbb{F}\Theta$	F€	
Carrack	50	80	15	50	50	15	25	55	
Nau-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	

2AÐ

1 LDE or 1 NDE costs $\frac{1}{2}$ (rounded up) of the price of 1 LD or ND; $\mathbb{A} \oplus$ are created with 2 $\mathbb{A} \ominus$ or $\mathbb{A} \ominus$ +2LD.

• Friedrich-Wilhelm: at start (8/5/9, dies turn 51). Named Kings

• 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]

• Troops recruited below purchase limit are veterans. Military means

· 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.