Monarch Survival, Diplomacy

Reign

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

Survival roll

+1 if *Fragile Health*
+2 turn 1 after a DC
+1 turn 2 after a DC
+1 if Stability <0

Age penalty

-1 teenage
-2 child } (not a leader)
-3 baby }

Succession roll

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

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

Successor's Values

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

Base col for each MAJ

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

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

Monarchs' Military Skills

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

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

Modifier for each value

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

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

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

Periods

I Turns 1–6 (6 turns)
II Turns 7–14 (8 turns)
III Turns 15–25 (11 turns)
IV Turns 26–34 (9 turns)
V Turns 35–42 (8 turns)
VI Turns 43–52 (10 turns)
VII Turns 53+ (≤10 turns)

Results (1d10+mod-2d10)

<0 Failed, missionary killed
≥2 one level gained
≥5 goes to AT

Overseas CB not coming from events

Permanent overseas CB

- TUR vs. all Christian countries in periods II and III;
- Permanent CB against any country that has the monopoly of the player's CTZ;
- Permanent CB against any country that is in *Trade Refusal* against him;
- VEN vs. TUR (both ways) as long as the *BALKANS* are troubled;
- HIS (before III-1 (1)), HOL, FRA, ANG have a permanent CB against owner of CC Atlantic;
- HIS against powers having TP or COL in *SPANISH WORLD* (free) or in *CARIBBEAN*;
- Any Protestant country against HIS and POR (or *PORTUGALLIA*) during periods I to IV;
- HOL against catholics having COL/TP in Asia in period III and IV after creation of the VOC;
- All Christian countries have a permanent CB against the *Barbaresques* countries;
- All MAJ have a permanent CB against minor countries from the ROTW (excepted *ORMUS*);
- POR with a Vice-Roy, against ROTW minor countries (except *ORMUS*) (free CB).

Reactions immediately after a declaration of war

Diplomatic Reactions

- Call for help by a MIN at war of its Patron
- Call for a MAJ Ally
- Use of an offensive or defensive alliance
- Signing an Alliance for Intervention
- CB to transform an Overseas War into a full-blown war (free CB)

Reactions at any turn

- Begin/End a limited intervention of a MIN in MA, EC, EW or VA
- Begin/End a limited intervention of a country from the ROTW with which one has AT
- Call for full intervention of one of its own minor in EW; requires a test, not permitted in Overseas Wars
- Full implication of one of its VA, no further than 12 MP or 4 sea zones
- Full implication of one of the VA of the enemy, no further than 12 MP or 4 sea zones
- Association of two alliances at war against the same third alliance; not on the first turn
- Declaration of War against an alliance that is at war against the same third alliance as the declaring country (this is done with a CB and is not allowed in Overseas Wars)
- Armistice in a war continuing from a previous turn
- CB to transform a continuing Overseas War into a full-blown war (normal CB)
- Foreign Intervention in a Religious War, or a Civil War
- Declaration of complete Trade Refusal against powers that are at war with the reacting power

Diplomacy modifiers

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

Entry in war of a minor country in EW on 6+

+? political bonus of the MAJ on the country
+2 if the enemy has a common border with the MIN
-2 if the closest enemy province is 6 MP or more from the minor territory, and more than 2 sea zones away from a minor coastal province
-2 if the religion of all enemies is the same as that of the minor (until the end of *Religious Enmities*).
-3 for *POLONIA* (not applicable if Absolutism was established, or due to some events)
-4 if the minor country is already involved in a different war

Modifiers to the diplomacy die-roll

Diplomacy on ROTW nations

+0/+2/+5 Investment (20 ⏄, 50 ⏄, 100 ⏄)
+FTI (the one applicable in the ROTW)
+? *Manoeuvre* of one emissary (3 for Mission; Bonus+*Manoeuvre* for Missionary)
+2 if same religion (TUR with AYMAN, ADEN, GUZARATE, and SUDANIA)
-2 for Christian on Muslims (until the end of Religious Enmities)
+2 in defence if the MAJ has already in AT

Income, Reinforcements, General Expenses

Foreign Trade Income

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

Basic *blocked trade* per country: FRA 200 ⑂/ ANG 100 ⑂/ HOL, SUE 50 ⑂
HIS 50 ⑂, or 100 ⑂ if owns 2 of: BURGUNDIA, SICILIÆ, HOLLANDIA
AUS 50 ⑂, or 100 ⑂ if owns 2 of: BURGUNDIA, BOHEMIA, HUNGARIA
RUS 50 ⑂ if owns 3 Khanates (or Cossacks) countries
TUR 100 ⑂, or 200 ⑂ if owns 2 of: HUNGARIA, SYRIA, ÆGYPTUS

NB: a country is owned when half (round up) its provinces are owned.

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

Domestic Trade Income

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

?=+20 ⑂×sides of *Cereals* MNU

Bankruptcy Roll

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

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

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

Types of Bankruptcy

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

Reinforcements of Minor countries Fully at War

1d10 +mod.	Minor country attitude Offensive	Defensive	Naval	Leader?
≤1	1L𝔻	1L𝔻	de	0
2	1L𝔻	f	de	0
3	2L𝔻	1L𝔻/f	de/MC	1
4	2L𝔻/MC	2L𝔻	1L𝔻/de/MC	1
5	3L𝔻/MC	2L𝔻/f	1L𝔻/1N𝔻/f	1
6	3L𝔻/2MC	2L𝔻/2f	1L𝔻/1N𝔻/MC	2
7	4L𝔻/f/MC	2L𝔻/2f/MC	1L𝔻/f/1N𝔻	2
8	4L𝔻/2MC	3L𝔻/f	2L𝔻/𝔽⊖	3
9	5L𝔻/MC	3L𝔻/f/MC	3L𝔻/𝔽⊖/MC	3
10	5L𝔻/2MC	4L𝔻/f	3L𝔻/1N𝔻/2f/MC	4
11	6L𝔻/f/2MC	4L𝔻/2f	4L𝔻/𝔽⊖/f/MC	5
12	6L𝔻/2MC	4L𝔻/3f	4L𝔻/𝔽⊖/f/MC	6
13	7L𝔻/MC	5L𝔻/f/MC	4L𝔻/3N𝔻/MC	6
14	7L𝔻/2MC	5L𝔻/2f/2MC	4L𝔻/3N𝔻/2f/MC	7
≥15	8L𝔻/2MC	6L𝔻/3f/2MC	5L𝔻/𝔽⊕/f/2MC	8

+1 FRATRES MILITIÆ CHRISTI and D.S.M. THEUTONICORUM before I-H
+1 *Barbaresque* countries in periods I–III
+1/+3 BRANDENBURGUM after IV-11/V-13
+2 PERSIA in periods I–III
+1 DANIA and SAXONIA in periods I–IV
+1 BAVARIA after IV-1 (1) or VII-2
+1 SUECIA always
+1 SABAUDIA in periods IV–VI
+1 HANOVERE in periods VI–VII
+2 POLONIA if *Absolutism* established
+3 PORTUGALLIA before III-6
+1 VENETIA in periods IV–V
-1 0≤Income≤5
+1 16≤Income≤30
+2 31≤Income

2L𝔻→𝔸⊖, 4L𝔻→𝔸⊕, f=1 fortress level, 1de=1N𝔻E or 1NG𝔻,
1N𝔻 =1NW𝔻, 1 VG𝔻, 2NG𝔻 or 1NT𝔻.
MC=1 multiple campaign. **Note:** 1 free active each round.
Leader: reroll 1d10, if result≤Leader? column, 1 *random leader*
During pV–VII, add f to basic forces if Income≥16.

Maintenance of Minors

• Minors maintain only basic forces.
• VA Controller can maintain fortress.
• Controller of Minor in Full war can pay for extra maintenance.
• non-VA at war maintain their fortresses.
• At war without MAJ: maintain all forces.

Recruitment of Minors

• **At peace**: rebuild basic forces.
• **Intervention or Overseas**: no more than basic forces
MA or less: basic reinforcements (BR)
EC, EW: BR+1𝔻
VA: Patron can buy up to BR+2𝔻
• **Full war**: Reinforcement roll.
• **Free Campaigns** Passive each round
Intervention/Overseas: 1 active/turn (Exc. VA)
Full war: 1 active/round + reinforcements
Always: Controller may pay for more.

Administrative actions of minors

• Actions are at medium investment.
DTI and FTI of minors (I-III/IV-VII):
3/4 VENETIA, PORTUGALLIA, GENUA, DANIA, SUECIA.
2/3 Others
PORTUGALLIA **(unless HIS vassal)**
• Before III-6, 1 TFI, 1 COL, and 1 TP
• After III-6, 1 TFI, 1 COL or 1 TP
• After VI-7, 1 TFI or 1 COL or 1 TP
VENETIA
• Periods IV-V: 1 TFI
• Periods VI-VII: as others
Other minor countries
• Vassals: use actions of patron (only).
• Otherwise: 1 TFI if not at reference level (not mandatory).

Recruitment per Country

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

* -1 L𝔻 after reform.

L𝔻 per turn
N𝔻 per turn/max N𝔻

Cost of Fortresses

Level	Cost EU/ROTW	Required Technology	Maint. EU/ROTW
Miss.	NA/one missionary		NA/1
Fort	NA/L𝔻 +2 rounds		NA/1
1	(25)/25 ⑂ or COL level 6		1/2
2	25/50	Medieval	2/4
3	*50/(100†)	Renaissance	*3/6
4	**75/(150†)	Baroque	**4/8
5	100/NA	Turn 40&Man.	5/NA

*= x2 before *Arquebuse* **=x2 before Turn 40
†=in ROTW, only arsenal may be at level 3 or more.
• ℙ⊖/⊕: 10/20 ⑂
• -1 N𝔻 in construction limit per side

Recruiting Privateers

• Explorer, Conquistador: 1d10, 1-6→0, 7-10→1. Blind bid≥10 ⑂
• Generals: 1d10, 1-4→0, 5-6→1, 7-8→2, 9-10→3. Blind bid≥10 ⑂ for each in turn

Condottieri

Administrative Actions, Exchequer test, Piracy and Economy

T3

Administrative Actions

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

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

Exchequer test

Result obtained	Regular Income	Prestige Income	National Loan	International Loan
F★	30%	0%	40%	20%
F	20%	20%	40%	30%
½	30%	20%	30%	40%
½★	40%	30%	30%	50%
S	50%	40%	20%	70%
S★	60%	40%	20%	100%

Exchequer test: Test on Administration Table, Stability as Column, modifiers:
+2 If completely at Peace
-1 per 100 ₫ of National Loan, or per International Loan
-1 per bankruptcy (or broken loan treaty) in the last 5 turns
+1 if has a Stock Exchange (For International Loans only)
If not at Peace: Add 10% to the capacity of National Loan
HIS: Add 10% to the capacity of National Loan if Expulsions

International Money available: 50 ₫ + 50 ₫ for each Money Place (HRE, GENUA, Amsterdam Stock Exchange, London Stock Exchange) x2 if place controlled.

Summary of administrative operations

Column computation	INVestment	Die modifiers	
All actions: INV added *after* thresholding to [-4;+4]		**+E**	Events-specific modifiers that may apply
Trade Fleet Implantation (TFI)	10/30/50 +1/+3	**-1**	Pirates in the STZ/CTZ
In STZ: FTI $_p$+INV$_p$-1 per other TF		**-1**	Sea battle in the STZ/CTZ during the previous turn
In CTZ $_p$: FTI $_p$+DTI $_p$+INV$_p$-1 per other TF		**+1**	TF already ⊕
In CTZ $_o$: FTI $_p$-DTI $_o$+INV$_p$-1 per other TF			(X$_p$: player's value of X, X$_o$: opponent's value of X)
Trade Fleet Concurrency (Concurrency)	10/30/50 +1/+3	**-1**	Sea battle in the STZ/CTZ during the previous turn
In STZ: FTI $_p$+INV$_p$-FTI $_o$-INV$_o$		**-1**	if at least one third-party TF
In CTZ $_x$: x adds its DTI to its score		**+1**	if power has territory on the STZ/CTZ; **-1** if enemy has territory on it
Concurrency for resource or TP	10/30/50 +1/+3	**-1**	If there is at least one third-party TP/COL in the *area*
FTI $_p$+INV$_p$-FTI $_o$-INV$_o$		**-1**	Battle in the *area* during the previous turn

Trading-Post placement (TP placement)	10/30/50 +1/+3	Cumulative		Not cumulative	
FTI +INV-TOLerance of the *area*		**-1**	Per foreign TP in the *area*		
If TOLerance= —, use DIFficulty instead		**-1**	Province occupied by enemy		
		+2	If province pacified (no more natives)	**+M**	*Manoeuvre* of ⚓/☼
				+B	Bonus of Mis if TP/COL is side⊖
Colonisation (COL placement)	30/50/100 +1/+3	**-1**	Battle in the *area* during the previous turn	**+1**	If ☼ or *Mission* in area
FTI +INV-DIFficulty of the *area*		**+2**	If the COL already exists	**-3**	First attempt of the game
				-2	Second attempt of the game
				-1	Third attempt of the game

Exceptional levies:	Stability -1 (unless enemy forces on National Territory), get (1d10+3×Stability +ADM)×10 ₫		
Enhance FTI or DTI or Develop a MNU	30/50/100 +1/+3	**+S** Stability	**-1** TUR and POL
Enhance FTI or DTI: ADM-9+INV			**-1** RUS before St-Petersburg
Develop a MNU: ADM-9+DTI +INV			**-2** HIS after *Gold flow*
			+2 ANG after 1700 (turn 43)

Enhance technology (land or naval)	30/50/100 +1/+3	Relevant MNU: *Metal* for Land, *Instruments* for Naval	
MIL-9 +INV + level of 1 Relevant MNU		**+?** Technological lateness (#boxes needed to reach the minor marker–5)	
(threshold MIL-9 at -4)		**-1** TUR for some Technology levels, depending on Reforms done	
If next Tech. available or known (previous turn)	Results S, S★ = +2 Tech. boxes, Result ½= +1 Tech. box (no test under FTI)		
If leading in Tech. (next one is not available/known)	Result S★ = +2 Tech. boxes, S = +1 Tech. boxes (includes ½ if test under FTI successful)		

Random Piracy and Economy

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

Exotic resources variations

condition	rare	low	medium	large	high	excess
Crisis	0	0	-1	-1	-1	-2
Normal	+2	+1	+1	+1	0	0
Boom	+2	+2	+2	+1	+1	+1

• Accumulate *Piracy* from Random piracy and Economical events *before* rolling
• **Piracy ground attacks:** If 1d10+number of pirates sides+Shock of Leader≥10, a pirate counter (⊕ if any) targets a random COL/TP in the STZ.
• Use same die roll for economy and piracy
• For each resource, roll 1d10+price. If result≤low threshold, add +1 to variation; if result≥high threshold, add -1 to variation.
• Inflation increase: 1 box if 1d10≥7 (≥3 after *Gold flow*), plus some other cases.

• STZ **Cap des Aiguilles**: America, STZ **Côte du Pérou**: Asia, STZ **Mer des Canaries**: Asia & America.

Movement, Attrition

Causes for attrition

Wintering segment
- *Tımarlar* (special)
- Cold Area (not controlled/national)

Supply segment
- Besieged (**siege** attrition)
- No supply
- LoS through Desert
- SoS not owned, nor allied
- 6MP≤LoS≤12MP   (*except Lⅅ in ROTW*)
- By a fleet not adjacent to its SoS   (*idem*)

Movement segment
- Massed force (≥6Lⅅ, no logistics: >3Lⅅ)
- Movement ≥3MP if *bad weather*
- Movement≥6MP
- Embarking/Landing without port/arsenal
- 𝔽 at sea (moving or staying at sea)

Siege segment
- If siege impossible or Attrition result

End of turn
- Redeployment, Return to port
- Peace evacuation

All Attritions
- +2 Per extra cause
- -M MAN of Leader (except for sieges)
- +? LoS crossing *Strait fortifications*

At sea (Exploration or Attrition)
- +X For sea zones with malus
- +1 *Carrack* (not NGⅅ)
- -1/-2/-3 *Battery* / *Vessel*, *TD* / *74s*
- +2 *Bad weather*

Discoveries and Attrition

1d10 +?	Discovery		ROTW or Sea	Land, Europe (fct. of #Lⅅ)			
	Sea	Land		1Lⅅ	2Lⅅ	3–5Lⅅ	≥6Lⅅ
≤5	S	S	0%	—	—	—	—
6	S	S	10%	—	P	P	1+P
7	S†	S	20%	—	P	P	1+P
8	S†	S×	30%	—	P	P	1+P
9	½	½	40%	P	P	1+P	2+P
10	½	½	50%	P	P	1+P	2+P
11	F×	F†	60%	P	P	1+P	2+P
12	F×	F†	70%	P	P	1+P	2+P
13	F†	F†	80%	P	1	1+P	2+P
14	F†	F†	90%	P	1	1+P	2+P
≥15	F†	F†	100%	1+P	1+P	2+P	3+P

Results
- S Success
- F Failure
- ½ | 1–3 : F†
-     | 4–5 : F×
-     | 6–8 : S†
-     | 9–10 : S×
- †(×) 1d10>MAN →death
- ?% See lost troops below
- P | Med–Arq 1Lⅅ and *Pillage*⊖
-     | Mus–Man 1Lⅅ or *Pillage*⊖ and *foraging*
-     | Lace 1Lⅅ or *Pillage*⊖
- 1/2/3 Lⅅ lost

Land Attrition (supply/mvt/siege/redeployment)
- +2 if entering or in at least one enemy province
- +2 if no LoS
- +1/+2 per *Pillage*⊖/⊕ | (unless besieged)
- +1/+2 per unfriendly *Revolt*⊖/⊕ |
- +? ROTW Cold malus (not controlled)
- -2 Voluntarily redeployment, Peace evacuation

Siege Attrition
- -S Siege of one allied leader
- +S Siege of one enemy leader
- -3 if besieged in port and no blockade
- +1/+3 if besieged, per *Siegework*⊖/⊕
- -2 for besieger

Sea Movement Attrition   (Always at -6)
- +? Greatest sea difficulty (or difficulty-2 if port)
- +1 per 4 zones entered (1𝔽 or less) [BLP]
- +2/4 per 2 zones (2/3𝔽) [BLP]
- -1 if 2 or 3𝔽, arsenal to arsenal [BLP]
- +3/+6/+9 if 𝔽 begins at 1/2/5+ zones from SoS
- +1/+2 Per unfriendly ℙ⊖/⊕ [TBD]
- +2 retreating after rout
- -S Siege of blockading ⚓/⛵ [BLP]
- +? half level of blockaded 𝔽 (round up) [BLP]
- +2 to stay at sea at the end of turn

Exploration   (Always at +4)
- -2 if sea zone already known (by anyone) in pIV+
- -M MAN of ⚑/🧭/⚜

Movement points costs

Condition	Europe	ROTW
Friendly/Enemy Clear Terrain	1/2	2/4
Enemy Mountain	3	6
Other Rough Terrain	2	6(4†)
Strait, river, pass	+1	+2
In or out of swamps	+1	+2
Naval move	3(2‡)	6(3‡)

† 4 only for native troops
‡ 2/3 only if embarking and disembarking in friendly ports/arsenals

ROTW: Moving along a river = clear terrain for Lⅅ movement
Out of national territory:
| *Wasteland* 2×MP for movement and LoS unless waste-native.
| Through Desert 2×MP for LoS, always weak supply.

Campaigns costs

Type	Cost
Passive	10 🜬
Simple: 1 small stack	20 🜬
Simple (no logistics)	10 🜬
Major: many small ones or 1 stack sea+1 stack land	50 🜬
Multiple: many stacks	100 🜬

Small stack (Land)≤5Lⅅ
Small stack (Sea) at most 1𝔽

Naval Supply

Port size	Naval size	Land supplied
Fort	1NⅅE	1Lⅅ
Fort	Nⅅ	3Lⅅ, 𝕏
Port	𝔽⊖	5Lⅅ, 𝔸
Port	𝔽⊕	All
Ars.	2𝔽	All

NGⅅ, NTⅅ: counts as Nⅅ
𝔽⊖≥2Nⅅ, 𝔽⊕≥3Nⅅ
Convoys: no supply

Remaining troops after attrition (naval and ROTW)

% lost	10	20	30	40	50	60	70	80	90
d	*d*	*d*	*d★*	*d★*	*d★*	*d★*			
2*d*	2*d*	2*d★*	*d*	*d*	*d*	*d★*	*d★*		
1 D	1★	2*d*	2*d*	2*d*	*d*	*d*	*d*	*d★*	
2 D	2★	1+2*d*	1+*d*	1+*d*	1	1	2*d*	*d*	*d★*
3 D	2+2*d*	2+*d*	2	2	1+*d*	1+*d*	1	2*d*	*d*
4 D	3+*d*	3	3	2+*d*	2	1+*d*	1+*d*	2*d*	*d*
5 D	4+*d*	4	3+*d*	3	2+*d*	2	1+*d*	1	*d*
6 D	5+*d*	5	4	3+*d*	3	2+*d*	2	1	2*d★*
7 D	6	5+*d*	5	4	3+*d*	3	2	1	2*d*
8 D	7	6	5+*d*	5	4	3	2	1+*d*	2*d*
9 D	8	7	6+*d*	6	5	4	3	2	1★
10D	9	8	7	6	5	4	3	2	1

D=1 Nⅅ or 1 Lⅅ, *d*=LⅅE or NⅅE   ★= 50% chance to lose 1 more *d*
More than 10D: do x×10D plus a remainder
Treat 3*d* as 1D, and excess *d* with the 1*d*/2*d* lines
For the NGⅅ and NTⅅ: 2*d* leaves it intact, 1*d* means lost.

Countenance of Fleets

Country	Period NWⅅ/NTⅅ (𝔽 -):NWⅅ/NTⅅ (𝔽 +)						
↓	I	II	III	IV	V	VI	VII
ANG	2/1:4/1	2/1:4/1	2/1:5/1	2/1:5/2	3/1:6/2	3/1:7/2	3/1:7/2
AUS	2/1:4/1	2/1:4/1	2/1:4/1	2/1:4/1	2/1:4/1	2/1:4/1	2/1:5/2
HIS	2/1:4/1	2/1:4/2	2/1:5/2	3/1:6/1	3/1:6/2	3/1:6/2	3/1:6/2
HOL		2/1:4/1	3/1:5/1	3/1:6/1	3/1:6/2	3/1:6/2	3/1:6/2
FRA	2/1:4/1	2/1:4/1	2/1:5/1	3/1:5/2	3/1:6/2	3/1:7/2	3/1:7/2
POL	1/1:2/1	1/1:3/1	1/1:3/1	2/1:4/1	2/1:4/1	2/1:5/2	2/1:5/2
RUS		1/1:2/1	1/1:3/1	2/1:5/2	2/1:5/2	3/1:6/2	3/1:7/2
TUR	2/1:4/1	2/1:5/1	2/1:5/1	3/1:5/2	3/1:5/2	3/1:6/2	3/1:6/2
VEN	2/1:4/1	2/1:5/1	2/1:5/1	3/1:5/2	3/1:5/2	3/1:6/2	3/1:6/2
SUE	2/1:4/1	2/1:4/1	2/1:4/1	2/1:5/2	3/1:5/2	3/1:5/2	3/1:6/2
II, A	2/1:4/1	2/1:4/1	2/1:4/1	2/1:4/1	2/1:5/1	2/1:5/1	2/1:5/1
III,POR	2/1:4/1	2/1:4/1	2/1:4/1	3/1:5/2	3/1:5/2	3/1:6/2	3/1:6/2

- 𝔸⊕ see Table
- 𝔸⊖ = ½𝔸⊕
- Lⅅ 2 and LⅅE 0.5
- Gold 1 per 5 🜬

Ships capacity
- 1 for NWⅅ, NGⅅ
- 3 for NTⅅ
- 0.5 for NⅅE

Sea Transport for Armies

period	I-III	IV-V	VI	VII
I, Iм	10	10	10	10
II, IIм, A	8	8	8	8
III	6	6	8	8
IIIм	6	8	8	8
IV	6	8	12	12
IVм	6	6	10	12

Interception, Evasion, Battle Preparation

Interception and evasion

Interception: success on ≥8 or natural 10

±? *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**: ≥9 End of move, ≥11 Loss of 1N𝔻, ≥13 Loss of 2N𝔻

Retreat before battle, escape blockade: success on ≥8

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

Conquistadors Effects

1d10 +mod.	Sum of the Conquistador's stats		
	≤12	13–15	≥16
≤1	R80/D80	†/D70	†/D70
2	R70/D70	R80/D80	†
3	R50/D70	R80/D90	R90
4	R30/D80	R70/D70	R80/D80
5	R20/D80	R50/D80	R80/D90
6	R10/D90	R30/D80	R70/D70
7	—	R20/D80	R50/D70
8	—	R10/D90	R30/D80
9	—	—	R20/D80
10	—	—	R10/D90
≥11	—	—	—

+1 per previous use of a ✺ in the *area*
-1 If there is a Mɪs stacked with the ✺
+1 If there are more than 4L𝔻 in the stack
-1 If there are only L𝔻 in the stack
+1 If sum of stats is ≤6

Apply the "Remaining Troops after Attrition" table with the percentage to natives:
R: resisting troops (those that will fight) (— = all resist, †=none resist)
D: Deserting troops (those that join the ✺)

Wind Advantage Determination

↓tech.	Opponent's technology							
	NG𝔻	*CAR*	*Nau*	*GAL*	*BAT*	*VE*	*TD*	*74s*
NT𝔻	×	×	×	×	×	×	×	×
NG𝔻	na	-	-	-	-	-	-	-
CAR	-3	0	-	-	-	-	-	-
Nau	-1	+2	0	-	-	-	-	-
GAL	+2	+3	+2	0	-	-	-	-
BAT	+2	+3	+3	0	0	-	-	-
VE	+3	+4	+3	+2	+1	0	-	-
TD	+4	+6	+4	+3	+2	+1	0	-
74s	+4	+6	+4	+3	+2	+1	+1	0

Each side rolls 1d10+*Manoeuvre* of ⚓+the tech. factor above. Highest score takes the advantage. No test in *Galley* vs. *Galley*. No advantage in case of equality. *Wind advantage* allows to break after Fire.

Replacement leaders

1d10	1	2	3	4	5	6	7	8	9	10
Minor	224	133	313	423	232	111	222	211	331	342
ANG	222	221	332	322	422	232	132	121	212	142
HIS	232	223	332	311	122	111	121	221	211	333
FRA	333	322	312	412	322	111	132	223	211	124
AUS*	111	213	222	321	122	412	231	322	211	323
HOL	323	222	223	313	222	211	232	321	112	333
POL†	412	511	322	213	512	311	221	323	321	314
PRU‡	111	232	122	241	221	222	212	133	321	242
POR	222	111	212	333	323	211	232	221	113	332
RUS	212	411	322	313	422	222	223	311	231	314
SUE	222	232	231	132	432	113	211	113	223	333
TUR	323	422	512	421	312	111	212	223	113	314
Vizier×	212	444	224	233	322	533	415	122	232	434
VEN	312	221	122	213	313	111	331	422	222	413
Natives	104	405	322	412	114	513	214	313	404	433

†POL ⚓: -1 *Manoeuvre*   ‡PRU ⚓: -1 Fire   ×Vizier: odd die=1 siege

Naval Technology Table (Fire/Boarding)

↓you / opp. →	GA	CAR	Nau	GAL	BAT	VE	TD	74s	Morale
NT𝔻	–/–	–/–	–/–	–/–	–/–	–/–	–/–	–/–	0
Galley ★	**E/A**	E/A	E/B	E/B	E/B	E/C	E/D	E/E	2†
Carrack	E/E	**D/C**	D/C	E/C	E/D	E/E	E/E	E/E	1
Nau-Galeon	C/C	C/C	**D/B**	C/C	C/C	D/C	E/D	E/D	2
Galleon-Fluyt	B/B	B/B	B/C	**C/C**	C/C	D/D	E/D	E/D	2
Battery ★	B/B	A/A	A/B	B/B	**B/C**	C/C	D/D	D/D	3
Vessel	B/B	A/A	A/A	B/B	B/B	**B/B**	C/C	C/C	3
Three-decker	B/B	A/A	A/A	A/A	A/B	B/B	**B/B**	C/C	3†
74's guns	A/B	A/A	A/A	A/A	A/A	B/B	B/B	**B/B**	3†

★ *Battery*: all NG𝔻 contains VG𝔻;   †: Morale +1 if *Veteran*

Land Technology Table (Fire/Shock)

↓you / opp. →	MED	REN	ARQ	MUS	BAR	MAN	L	Morale
Medieval	–/**A**	–/B	–/B	–/C	–/C	–/D	–/E	1
Renaissance	C/A	**C/A**	C/B	D/C	E/D	E/E	E/E	1★/2†
Arquebus	B/A	C/A	**C/B**	C/B	D/D	E/E	E/E	2†
Muskets	A/A	B/A	B/B	**C/B**	D/C	D/D	E/E	3
Baroque	A/A	B/A	B/A	B/B	**B/B**	D/B	D/C	3
Manoeuvre	A/A	A/A	A/A	B/A	B/B	**C/C**	C/C	3
Lace	A/A	A/A	A/A	A/A	A/A	B/B	**B/B**	3

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

Battle sequence summary

1. **Evasion test**
(unless intercepted) at the discretion of the defender
→Success: retreat without attrition (1 province or nearest port)

2. **Battle parameters**: note morale, Fire and Shock columns, leaders, first line ships (at sea), *wind advantage* (at sea)

3. **1st Day of Battle**: Fire, morale summary, (At sea only: possible retreat if *wind advantage*), Shock, morale summary.
 Land Possible retreat or complete crushing, else second day (same troops)
 Sea Possible withdrawal or complete crushing, else second day

4. **2nd Day of Battle**: same mechanism.

5. **End of fight**: one side routs (morale loss), or discretionary retreat, or end of 2nd day. Pursuit; Compute losses (adjust by size, then add retreat for loser).
 – See Land or Sea Battle summaries on next page –
 Major Defeat: routed, (ROTW: looser had European 𝔸), and loss difference at least 3L𝔻 or 5NW𝔻 or 8NG𝔻.

Battle

Army Classes — Repartition and Size

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

Size Comparison

	0	1	2	3	4	5	6	7
7	+2	+2	+2	+1	+1	+1	0	0
6	+2	+2	+1	+1	+1	0	0	0
5	+2	+1	+1	+1	0	0	0	-1
4	+1	+1	+1	0	0	0	-1	-1
3	+1	+1	0	0	0	-1	-1	-1
2	+1	0	0	0	-1	-1	-1	-2
1	0	0	-1	-1	-1	-2	-2	-2
0	0	0	-1	-1	-1	-2	-2	-2

Compute the average size of each L𝔻 (number between 0 and 7). Compute the difference X between one army and the other, divide it by 3 and round it to the nearest integer.

Combat results (Loss/Morale)

1d10	A		B		C		D		E	
≤3	—		—		—		—		—	
4	$1/3$		—		—		—		—	
5	$2/3$		$1/3$		$1/3$		$1/3$		—	
6	1		$2/3$		$1/3$		$1/3$		$1/3$	
7	$1^1/3$	★	1	★	$2/3$	★	$2/3$		$2/3$	
8	$1^2/3$	★	$1^1/3$	★	1	★	1	★	1	—
9	2	★★	$1^2/3$	★	$1^1/3$	★	$1^1/3$	★	1	★
10	$2^1/3$	★★	2	★★	$1^2/3$	★★	$1^2/3$	★	$1^1/3$	★
11	$2^2/3$	★★	$2^1/3$	★★	2	★★	2	★★	$1^2/3$	★
12	3	★★	$2^2/3$	★★	$2^1/3$	★★	2	★★	2	★★
13	$3^1/3$	★★★	3	★★★	$2^2/3$	★★★	$2^1/3$	★★★	2	★★
≥14	4	★★★	$3^2/3$	★★★	3	★★★	$2^2/3$	★★★	$2^1/3$	★★★

Fire effects
Renaissance If 𝔸 present or in ROTW, apply only the ★
  Arquebus Divide losses by two (round to lesser $1/3$)
  Galley Divide losses by two (round to larger $1/3$)
  Galleasses (VG𝔻 or *Battery*) Do full losses.

Other technology modifiers
+1 During *Fire*, if 1 VG𝔻 vs. NG𝔻 (need 2 before *Battery*)
+1 In *Mediterranean sea*, NG𝔻 against NW𝔻/NT𝔻 if turn≤25
-1 NG𝔻 against NW𝔻 if turn≥35
-1 During *Shock*, against *Tercios* 𝔸 unless in classes I, IM, II, IIM

General modifiers
+? Differential of leaders *Fire* or *Shock* if ≥0, max +3 [TBD]
-1 For the second day
-1 For the first day if *foraging*

Sea modifiers (cumulative)
+1 For the *Wind advantage*
-1 to *Fire*/*Shock* if morale loss>opponent
+1/+2 to *Shock* if differential≥1N𝔻, ≥7N𝔻
+1 to *Fire* if differential≥3N𝔻
+1 to *Pursuit* if differential≥5N𝔻

Pursuit (roll on E; C vs. NT𝔻 or NG𝔻)
+? *Shock* leader differential on land
+? Manoeuvre differential at sea
-1 Mountain, Forest, Swamp, Desert
+1 For the *Wind advantage*
+1 for *Sipahi* cav. (before reform M-2) in plains and deserts
+2 If after first day
+1 If after *Fire* segment

Retreat during battle (end of day)
• roll 1d10≤*Manoeuvre* +Morale
  Success Battle lost (pursuit, retreat)
  Failure 2nd day (enemy has bonus +1)

Terrain modifiers (Fire/Shock // Fire/Shock 2nd day)
Forest, Swamp, Desert	-1/-1 // -1/-1
Mountain: non-phasing or intercepted	0/0 // 0/0
phasing and not intercepted	-1/-1 // -1/-1
River or pass (phasing)	-1/-1 // 0/0
Through strait or disembarking	-2/-3 // 0/0

Land Artillery *Fire* modifiers
-1 if no 𝔸 (Exc: ♘ in ROTW, pI to pIV)
+1 if ≥6 Artillery in the stack

Land Cavalry *Shock* modifiers
+1 if at least 3L𝔻 more than enemy
+1 *At least one* 𝔸 and (max. 1):
  IIM p. I–IV in plains and sparse forests
  IIIM p. IV–V in plains and dense forests
  IV p. III–V in plains
  SUE p. III–VI in northern forests
  TUR before M-2 in plains and deserts

<L1/S1> Loss modification for small stacks

#N𝔻 (N𝔻E ignored)	0		1	2	3	4	5	
#L𝔻	L𝔻E	2L𝔻E	1	1+L𝔻E	2	3	4/5	6	7: 1d10
Mod.	-3	$-2^1/3$	-2	$-1^2/3$	$-1^1/3$	-1	$2/3$	$1/3$	$1/3$ if odd

Cap losses after mod.:
Land: to size
Sea: to 2×size (1N𝔻 if only N𝔻E). If routed, min. losses 1N𝔻.

<L2/S2> Loss Modification by Size

-2	$1/3$	$1/3$	$2/3$	$1^1/3$	$2^1/3$	3	4	$4^2/3$	#-2+$2/3$
-1/0	$1/3$	$2/3$	**1**	**2**	**3**	**4**	**5**	**6**	**>6**
+1	$1/3$	$2/3$	$1^1/3$	$2^1/3$	$3^2/3$	$4^2/3$	6	7	#+1
+2	$2/3$	1	$1^2/3$	$2^2/3$	$4^1/3$	$5^2/3$	7	8	#+2
+3	$2/3$	$1^1/3$	2	$3^1/3$	5	7	9	11	#+5

Modify **both** the $1/3$ or $2/3$ and the full 𝔻.

<L3> Retreat

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

M=*Manoeuvre* of leader unless routed

Land battle summary
• Discretionary **Retreat**: after 1st day (test)
• **Winner**: enemy force is eliminated or retreats after 1st day; or force with higher morale wins at end of 2nd day
• Winner (may be none) rolls for *Pursuit*
• **Modify losses** by stack size (and cap) on <L1> , then apply size comparison <L2/S2>
• Any non-winning army then adds retreat losses <L3> [TBD ?]
• In Europe, round to nearest integer loss
• **Major defeat**: rout, loss difference at least 3L𝔻 and (in the ROTW) losers had European 𝔸

Sea battle summary
• Discretionary **Retreat**: after Fire if *Wind advantage*; after Boarding of 1st day: Defender then Attacker may opt to retreat.
• **Winner**: only other fleet routed or retreat; or higher morale at end of 2nd day.
• Winning force rolls for *Pursuit* (may be none).
• **Modify losses**: see <S1> if stack size less than 6N𝔻; see <L2/S2> if more: line +1 if 7 to 12N𝔻; +2 if 13 to 18N𝔻; +3 if 19+N𝔻 (ignore fractions).
• Winner: 1st N𝔻 lost *Damaged*, 2nd *Destroyed* and 3rd refitted (then loop over).
• Loser (or equality.): 1st N𝔻 lost *Damaged*, 2nd *Destroyed* and 3rd *Damaged*.
• Fractions vs. NG𝔻 or NT𝔻: round up (vs. N𝔻: fractions in next loss category).
• **Pursuit** losses, each ★: capture (from *Damaged* if any, or NT𝔻) 1NW𝔻, 2NG𝔻 or 2NT𝔻 (with corresponding transports points sunk if troops, or 10 💰 captured and 5 💰 sunk per NT𝔻 if Gold.)
• Routed or Loser: goes to next port. Winner may follow and blockade. Fleets going to port: normal attrition roll. If Rout: one loss on VG𝔻.

• **Major defeat**: rout and loss difference at least 5NW𝔻 or 8NG𝔻

Sieges, Revolts – End of round

Assault Results

1d10	BESIEGED						BESIEGER			
	Fire		*Breach*		Shock		*Breach*		Fire	Shock
≤3	—		—		—		—		—	—
4	$^1/3$		—		$^1/3$		—		$^1/3$	$^1/3$
5	$^2/3$	★	—		$^2/3$	★	—		$^2/3$	$^2/3$
6	$^2/3$	★			1	★			$^2/3$	1
7	1	★	—		$1^1/3$	★	$^1/3$		1 ★	$1^1/3$ ★
8	$1^1/3$	★★	$^1/3$		$1^2/3$	★★	$^2/3$		$1^1/3$ ★	$1^2/3$ ★
9	$1^2/3$	★★	$^2/3$		2	★★	1		$1^1/3$ ★	2 ★
10	2	★★★	1		2	★★★	1		2 ★★	2 ★★
11	2	★★	1		$2^1/3$	★★	$1^1/3$		2 ★★	$2^1/3$ ★★
≥12	$2^1/3$	★★★	$1^1/3$		$2^2/3$	★★★	$1^2/3$		$2^1/3$ ★★	$2^2/3$ ★★

Losses modifiers

Besieged: cap by 2×res.+#L𝔻; next $+^2/3$ if besieger routed
Besieger size (cumulative). ≤6L𝔻: $-^1/3$; ≤4L𝔻: $-^1/3$; **no** 𝔸: $-^2/3$;
𝔸⊕ **of** I or POL (pl–II), RUS (pl–III), *Yeniçeriler* (no M-1a , pl-III): $+^2/3$

- A fortress is always *Veteran*.
- One *Fire*, one *Shock* (not for routed side).
- Fortress falls if the besieged has no more resistance or morale.
- Losses are first taken on the troops inside the fortress.

Fire (besieger) (besieged always use full Fire)

Medieval no *Fire*
Renaissance only if 𝔸 present or against ROTW, only ★
Arquebus Divide losses by two (round to lesser $^1/3$)

Modifiers for the besieger

+1 if besieged is *Medieval*
-1 if besieged is *Arquebus* or better
-N level of the fortress, unless *Breach*
+? *Artillery bonus* against fortress

Modifiers for both

+F/0 *Fire* diff. if ≥0
0/+S *Shock* diff. if ≥0

Fortresses Resistance

Level	Fort	1	2	3	4	5
Resistance	$^2/3$	1	2	3	3	3
If *Breach*	$^1/3$	$^2/3$	$^2/3$	1	$1^1/3$	$1^2/3$

Artillery per 𝔸⊕

Nation	I	II	III	IV	V	VI	VII
VEN	2	3	3	3	4	5	5
HOL			4	4	5	5	5
AUS*	2	2	3	4	4	5	6
POR	2	3	3	3	4	5	5
SUE	2	2	3	4	4	5	5
HIS	2	3	4	4	4	5	5
FRA	2	3	3	3	5	6	6
ANG	2	2	3	4	4	6	6
TUR	1	2	3	4	4	4	4
Yeniçeriler	2	3	4	4	4	4	4
RUS	1	1	1	2	3	4	4
Reformed	1	1	1	3	4	6	6
POL	1	2	3	3	4	4	4
PRU	2	2	3	3	4	6	6
UNITED STATES						6	6
Other countries I/II	1	2	3	3	3	3	3
Other countries IIM/IIIM	2	2	3	3	4	5	5
Other countries III/IV	2	2	3	3	4	5	5
Other countries Asia A	1	1	1	1	1	2	2

𝔸⊖: divide by two, round down.
Artillery value = value of one 𝔸 counter, +2 if other 𝔸 with art.≥2 else +1 if other 𝔸 with art. 1

Artillery bonus against Fortresses

𝔽 level	0	1	2	3	4	5	bonus
Artillery value ≥	1	1	2	4	5	6	+1
	3	3	4	5	6	7	+2
	5	6	7	7	7	8	+3

Undermining

1d10+?	Result
≤3	—
4–6	S⊖
7–9	S⊕
10–11	B
12	B or WH
≥13	R

Siege modifiers

-N Fortress level
-2 If port (plain, no blockade) or non-plain terrain
-3 Any other terrain with port (no blockade)
Exc.: ROTW = terrain does not count if port
Exc.: fort= terrain or port: -1 only
+2 *Breach* during this turn
+1/+3 Per *Siegeworks*⊖/⊕
-S Siege value of one besieged leader
+S Siege value of one besieger/blockading leader
+1/+3 If at least one L𝔻/𝔸 in the fortress
+? Artillery bonus against fortress

Siege impossible

- If #L𝔻 <Fortress level, before roll →Siege attrition

Siege results

S Put a *Siegeworks* counter (2⊖ =1⊕, max. 2 counters)
B *Breach*: the besieger may attempt an immediate assault
WH War Honour: fortress falls and besieged gains 1L𝔻
R Rendition: the fortress falls, no survivors
- A falling fortress loses 2 levels (1 if 1L𝔻 is given by the besieger)
- In Europe, minimum level is 1 (even if lower than the map)

Siege attrition

- Add to the unmodified siege roll:
  +4 First siege round
  -2 If second turn of siege
  -S Siege value of the besieged
  -? #L𝔻 in the fortress
- If result<#MP from supply source →Siege attrition (double cause if *massed force* or *bad weather*)

Naval Size for Blockade

Level	Fort	1	2/3	4/5
Size	1N𝔻E	N𝔻	𝔽⊖	𝔽⊕

1NG𝔻=1N𝔻;𝔽⊖≥2N𝔻;𝔽⊕≥3N𝔻

Success on a modified roll of 1d10≥8.
An unmodified 10 is always a success.

Revolt or pillaging pirate/privateer

+1 per L𝔻 or *Pasha* present
+2/+4 per 𝔸⊖/⊕ present
±? *Manoeuvre* differential
-N Level of the fortress (if enemy)
-? #L𝔻 inside the fortress
-3 If not in plain
-2 If counter is⊕
+E Event specific modifier that may apply

Reduce Revolt or Piracy

Pirates or Privateers at sea

+1 if Naval Technology is *74s*
+1 if no 𝔽 but at least 1N𝔻E/NW𝔻/NG𝔻
+2/+4 per 𝔽⊖/⊕ present
±? *Manoeuvre* differential
-2 If counter is⊕
-2 ℙ port on the sea/Pirate haven in the STZ.
-1 If there was a battle this turn in the sea zone
-1 if enemy naval force (but no 𝔽) at sea
-2/-4 if at least enemy 𝔽⊖/⊕ at sea

Attacks of Pirates/Privateers on Convoy

(or on naval stack with Gold). May only be done with⊕ Privateers.
1. Roll for naval interception (see p. 5). Pirates with no leader use 2 as Manoeuvre.
2. If successful, reduce the Privateer/Pirate to⊖. One attempt to Reduce Pirate/Privateer by accompanying naval forces.
3. If Pirate/Privateer not destroyed, roll for attack on Convoy.

Peace, redeployment, interphase – End of turn

Pirates, Privateers and Natives raids

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

Modifiers against Pirates and Privateers

+2 if Pirate/Privateer not exactly in the sea zone of the STZ (NA vs. Convoy).

+3 if only one Pirate/Privateer⊖

+1 per side of target TF or 𝔽 (NA against a Convoy)

+1 If one or more N𝔻 in defence and no 𝔽

+2/+4 per 𝔽⊖/⊕ defending (𝔸 against land raids)

+1 Per L𝔻 (including militia) against land raids

+M *Manoeuvre* of a defending ‡ (or ✕/◌/✾ against land raids)

-1 per Year at sea/in province (max. -3) (NA on Convoy attacks)

-M *Manoeuvre* of a ℙ (½ for land raids in Europe)

+1 if a naval battle occurred in the sea (not for land raids)

-2 ORDO HOSPITALIS with port on **Mer Égée** or **Bassin Levantin**

+N Twice the level of the fortress for land raids, +1 for fort

Modifiers against Natives

+1 per L𝔻 defending

+M *Manoeuvre* of a defending leader

+N Level of the fortress

-1 per attacking L𝔻

-1 per third party COL/TP in the *area*

-M *Manoeuvre* of an attacking leader

+6/+3 if Natives beaten this turn (routed/not routed)

Pirates/Privateers effects

• Income of the STZ per fleet level destroyed

• Permanent losses: 1 TF level per ★ (to be chosen in the targeted TFs)

• Centre of Commerce: -10 𝔇 per ★ caused by the Alliance having the CC (Exception: ℙ of ORDO HOSPITALIS)

• Land raids: ‡ is a *Pillage*⊕, † is⊖; gives incomes pillaged (and Resources).

Enhance Stability

1d10+mod	Stability adjust.
≤5	-1
6–10	0
11–14	+1
15–17	+2
18+	+3

+ADM Monarch

+0/+2/+4 Investment (30/50/100 𝔇)

-5 Enemy 𝔸 controls *national* territory

-3 Exc. HIS: *owned* (≤IV2(1) or V7)

-3 At war with another MAJ

-2 At war with a MIN

+2 if declared war upon this turn

+1 if has a level 2 Art MNU

+3 for a Prosperous Power

-3 for an Anti-Prosperous Power

Military Index of a Major Country

Peace differential: the difference between the average Stability of each side.

Count the differential of the number of occupied provinces:

⌐+3 if at least ≥6
⌐+2 if at least ≥4
⌐+1 if at least ≥2

• A capital counts for 2 provinces, COL and TP count for ½, unless during *Overseas War*.

• During *Overseas War*, remember the *Privateer effect* (VII.2.3.B3).

Call for Crusade

Before 1615 only, max. mod. +5
Success: natural 10/1d10+mod.>9

⌐+N Christian prov. annexed by TUR in the last 5 turns
⌐+5 If Wien or Roma controlled by TUR
⌐-2 Per catholic MAJ at war vs Christian country
⌐-3 If I-8 (1) (Reformation) has already happened

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• Political events

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• Announcements: Agreements, Trade Refusal,...
• Declarations of War, and Reactions
• Diplomacy on Minor Countries

3-Income phase
• Income (including loans and exceptional taxes)
• Bankruptcy declaration, Refund loans

4-Administrative phase
• Maintenance of fortresses and troops
• Purchase of forces
• Trading fleets recovery
• Administrative operations
• Logistics of Minor Powers

5-Military phase (each military round)
• Phase end test
• Hierarchy adjustment, then for each side:
• Choice of campaign
• Attrition caused by supply
• Movement & Discovery (attrition for mvt)
• Battles, then the next side, etc., then:
• Sieges
• Fights against Revolts, ℙ, Natives
• End of round

6-Redeployment phase
• Attacks by Natives, Pirates & Privateers
• Military Looting
• Extension of Revolts
• Mandatory Retreat in Sieges, *Præsidio*
• Return to port or Attrition of Fleets at sea
• Collection of all Gold Repatriated

7-Peace phase and Exchequer test
• Exceptional Taxes
• Exchequer test
• International Loans
• Stability Improvement action
• Peace offers and discussions, call for Crusade

8-Interphase
• Prosperity and Stability adjustment
• Placement & Death of Military Leaders
• Inflation
• Moving the Trade Centres

Peace accepted by a minor country

Peace is accepted if the modified roll≥6.

Modifiers that apply only one turn

+2 if the capital province of the MIN was conquered this turn

-2 if the MIN has captured a capital province of a MAJ this turn

-2 Per major battle won by the MIN on the other party

+2 Per major battle lost by the MIN on the other party

-1 Per battle or siege won by the MIN on the other party

+1 Per battle or siege won by the other party to the MIN

-1 Per chief killed or captured by the MIN on the other party

+1 Per chief killed or captured by the other party on the MIN

+2 Ransoming a captured king.

±? Peace differential between the other party and the controller of the MIN

Lasting Modifiers

±? Thrice the peace level offered

-4 for PERSIA, SYRIA, ÆGYPTUS, IAPONIA, CHINA

-3 for UNITED STATES, MOGOLIS IMP., SUECIA, VENETIA, POLONIA, BRANDENBURGUM after IV-11, HABSBURGUM, HOLLANDIA

-2 for PORTUGALLIA, DANIA

-2 Between Protestant and Catholic before IV-B

-2 If this is a *separate peace*

+2 per province/TP⊕/COL lost by the MIN (+4 if Capital)

-2 per province/TP⊕/COL conquered by the MIN (-4 if Capital)

±1.5 per TP⊖ lost/conquered by the MIN

±2 if the enemy Capital was captured then lost since

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

Assault Results

1d10	BESIEGED						BESIEGER			
	Fire			Shock				Fire		Shock
			Breach			*Breach*				
≤3	—		—	—		—		—		—
4	$^1/3$		—	$^1/3$		—		$^1/3$		$^1/3$
5	$^2/3$	★	—	$^2/3$	★	—		$^2/3$		$^2/3$
6	$^2/3$	★		1	★			$^2/3$		1
7	1	★	—	$1^1/3$	★	$^1/3$		1	★	$1^1/3$ ★
8	$1^1/3$	★★	$^1/3$	$1^2/3$	★★	$^2/3$		$1^1/3$	★	$1^2/3$ ★
9	$1^2/3$	★★	$^2/3$	2	★★	1		$1^1/3$	★	2 ★
10	2	★★★	1	2	★★★	1		2	★★	2 ★★
11	2	★★	1	$2^1/3$	★★	$1^1/3$		2	★★	$2^1/3$ ★★
≥12	$2^1/3$	★★★	$1^1/3$	$2^2/3$	★★★	$1^2/3$		$2^1/3$	★★	$2^2/3$ ★★

- A fortress is always *Veteran*.
- One *Fire*, one *Shock* (not for routed side).
- Fortress falls if the besieged has no more resistance or morale.
- Losses are first taken on the troops inside the fortress.

Fire (besieger) (besieged always use full Fire)
Medieval no *Fire*
Renaissance only if 𝔸 present or against ROTW, only ★
Arquebus Divide losses by two (round to lesser $^1/3$)

Modifiers for the besieger
+1 if besieged is *Medieval*
-1 if besieged is *Arquebus* or better
-N level of the fortress, unless *Breach*
+? *Artillery bonus* against fortress

Modifiers for both
+F/0 *Fire* diff. if ≥0
0/+S *Shock* diff. if ≥0

Losses modifiers
Besieged: cap by 2×res.+#L𝔻; next +$^2/3$ if besieger routed
Besieger size (cumulative). ≤6L𝔻: -$^1/3$; ≤4L𝔻: -$^1/3$; **no** 𝔸: -$^2/3$;
𝔸⊕ **of** I or POL (pl–II), RUS (pl–III), *Yeniçeriler* (no M-1a , pl-III): +$^2/3$

Fortresses Resistance

Level	Fort	1	2	3	4	5
Resistance	$^2/3$	1	2	3	3	3
If *Breach*	$^1/3$	$^2/3$	$^2/3$	1	$1^1/3$	$1^2/3$

Artillery per 𝔸⊕

Nation	I	II	III	IV	V	VI	VII
VEN	2	3	3	3	4	5	5
HOL			4	4	5	5	5
AUS*	2	2	3	4	4	5	6
POR	2	3	3	3	4	5	5
SUE	2	2	3	4	4	5	5
HIS	2	3	4	4	4	5	5
FRA	2	3	3	3	5	6	6
ANG	2	2	3	4	4	6	6
TUR	1	2	3	4	4	4	4
Yeniçeriler	2	3	4	4	4	4	4
RUS	1	1	1	2	3	4	4
Reformed	1	1	1	3	4	6	6
POL	1	2	3	4	4	4	4
PRU	2	2	3	4	6	6	6
UNITED STATES						6	6
Other countries I/II	1	2	3	3	3	3	3
Other countries IIM/IIIM	2	2	3	3	4	5	5
Other countries III/IV	2	2	3	3	4	5	5
Other countries Asia A	1	1	1	1	1	2	2

𝔸⊖: divide by two, round down.
Artillery value = value of one 𝔸 counter, +2 if other
𝔸 with art.≥2 else +1 if other 𝔸 with art. 1

Artillery bonus against Fortresses

𝔽 level	0	1	2	3	4	5	bonus
Artillery value ≥≀	1	1	2	4	5	6	+1
	3	3	4	5	6	7	+2
	5	6	7	7	7	8	+3

Naval Size for Blockade

Level	Fort	1	2/3	4/5
Size	1N𝔻E	N𝔻	𝔽⊖	𝔽⊕

1NG𝔻=1N𝔻;𝔽⊖≥2N𝔻;𝔽⊕≥3N𝔻

Undermining

1d10+?	Result
≤3	—
4–6	S⊖
7–9	S⊕
10–11	B
12	B or WH
≥13	R

Siege impossible
- If #L𝔻 <Fortress level, before roll →Siege attrition

Siege results
- **S** Put a *Siegeworks* counter (2⊖ =1⊕, max. 2 counters)
- **B** *Breach*: the besieger may attempt an immediate assault
- **WH** War Honour: fortress falls and besieged gains 1L𝔻
- **R** Rendition: the fortress falls, no survivors
- A falling fortress loses 2 levels (1 if 1L𝔻 is given by the besieger)
- In Europe, minimum level is 1 (even if lower than the map)

Siege modifiers
-N Fortress level
-2 If port (plain, no blockade) or non-plain terrain
-3 Any other terrain with port (no blockade)
Exc.: ROTW = terrain does not count if port
Exc.: fort= terrain or port: -1 only
+2 *Breach* during this turn
+1/+3 Per *Siegeworks*⊖/⊕
-S Siege value of one besieged leader
+S Siege value of one besieger/blockading leader
+1/+3 If at least one L𝔻/𝔸 in the fortress
+? Artillery bonus against fortress

Siege attrition
- Add to the unmodified siege roll:
 +4 First siege round
 -2 If second turn of siege
 -S Siege value of the besieged
 -? #L𝔻 in the fortress
- If result<#MP from supply source
→Siege attrition (double cause if *massed force* or *bad weather*)

Revolts, Pirates, Privateers and Natives

1d10	≤-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12–19	20	21	≥22
all	A	AR			A			A	AR	A	AR			A				R	A	R	A	AR	R		AR	R
ℙ	*	p	*	*	p	*	*	p	t	*	p	p	t	*	t											
☾& 𝕞	2/3	1/2	2/3	2/3	2/2	1/2	2/3	1/2	1/2	1/1	1/2	1/1	1/1	1/2	1/1	1/2	1/1	0/1	1/2	1/1	0/1	0/1				

All
±? *Manoeuvre* differential
-3 if no defender
-2 per side of ℙ/Revolt.
+1/2/4 per L𝔻/𝔸⊖/𝔸⊕ in defence

Revolts
-N level of the fortress (if revolted)
-? #L𝔻 inside friendly fortress
-3 if not in plain

Natives
-? #L𝔻 of natives
-1 per COL/TP of another country in the area.
+6/+3 routed/defeated this round.

Natives and Raids
+N level of fortress (×2 in Europe).

A Attrition or *Pillage*⊖ (Revolt).
R if fought, -1 side/L𝔻/N𝔻
p 1 perm. (largest TF)/*Pillage*⊖
t 1 temp. (largest TF)/*Pillage*⊖
* 1 temp. (all TF)/*Pillage*⊕
n/m n lev. COL/TP **and** m L𝔻/fort.
Or n+m N𝔻 of convoy.

Pirates: Die - # ℙ + # TF sides in STZ- *Shock* ≤ 0 ⇒ raid
Monopoly Enforcement: In ROTW, with a TF⊕, a 𝔽⊕ (same country) may act as a ℙ⊖ (no bonus for friendly N𝔻/𝔽).
Descents: a naval stack (+1 optional L𝔻) may raid a province (even in Europe) as a ℙ⊖. May be intercepted both at sea and land (even if no L𝔻). Must redeploy at port at end of round.

Pirates and Privateers
-2 port on sea (any christian for Knights)
-2 Pirate haven in the STZ (PIRATÆ ℙ)
-1/2/4 per friendly N𝔻/𝔽⊖/𝔽⊕ in the sea
-1/2 per friendly 𝔽⊖/𝔽⊕ adjacent to sea (not cumulative)
-1/2 per friendly 𝔽⊖/𝔽⊕ blockading the province
+1/2/4 per N𝔻/𝔽⊖/𝔽⊕ fighting the ℙ
+? # sides of TF targeted
+3 ℙ intercepted or failed evasion ("forced battle")
+1 against *74s guns*

Peace, redeployment, interphase – End of turn

Enhance Stability

1d10+mod	Stability adjust.
≤5	-1
6–10	0
11–14	+1
15–17	+2
18+	+3

+ADM Monarch
+0/+2/+4 Investment (30/50/100 ⏸)
-5 Enemy 𝔸 controls *national* territory
-3 Exc. HIS: *owned* (≤IV2(1) or V7)
-3 At war with another MAJ
-2 At war with a MIN
+2 if declared war upon this turn
+1 if has a level 2 Art MNU
+3 for a Prosperous Power
-3 for an Anti-Prosperous Power

Specific conditions for peace with Minors

• Minor monarch ransom is 50 ⏸ **or** bonus to peace proposal **or** allowing separate peace.
• 1 proposal per alliance, plus separate peace to minors either at war by event or with at least 1 province occupied (by or on the minor).
• No separate peace against VA or AN unless either Capital occupied or monarch captured (instead of ransom).
• Minors always accept global white peace in *Overseas wars*.
• Maximum indemnity is 4 times total provinces income.
• Forced diplomacy: 1 cond. for RM, 2 for MA and 3 for VA.
• Minor always accept unconditional victory if either attacking by event or global peace.
• If all provinces are occupied, mandatory unconditional surrender against **all** opponents simultaneously.
• Goes to Neutral after unconditional surrender or if allies **choses** to give minor territory.

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• Attrition caused by supply
• Movement & Discovery (attrition for mvt)
• Battles, then the next side, etc., then:
• Sieges
• Fights against Revolts, ℙ, Natives
• End of round

6-Redeployment phase
• Military Looting
• Extension of Revolts
• Mandatory Retreat in Sieges, *Præsidio*
• Return to port or Attrition of Fleets at sea
• Collection of all Gold Repatriated

7-Peace phase and Exchequer test
• Exceptional Taxes
• Exchequer test
• International Loans
• Stability Improvement action
• Peace offers and discussions, call for Crusade

8-Interphase
• Prosperity and Stability adjustment
• Placement & Death of Military Leaders
• Inflation
• Moving the Trade Centres

Peace conditions at each level

Peace level	1	2	3	4	5
# conditions	1	1	2	3	3
Terr. choice	L	W	WL	WLW	WWW
⏸ per cond.	50	75	75	100	150
Diplomacy	not on VA or AN			May go to RM	

W/L: province chosen by Winner/Loser.
Major monarch ransom: 200 ⏸ **and** -2Stability.

| Stability +1 | Full peace after war against MAJ or attacking MIN. |

Possible peace levels between majors

• Always: *Peace level = Peace differential*
• If *differential* ≤ 2: *Peace level* −1, 0 or 1 is allowed.
• If capital and half national provinces are conquered: Unconditional peace is allowed (also as separate peace).
• *Mandatory peace* if two consecutive turns at −3 Stability (**after** Stability improvement); **must propose** a peace based on differential (another peace may be signed, if allowed). If this is a separate peace, no CB to former allies. If this is a loosing peace of level 4 or 5, it must be accepted.

Military Index of a Major Country

Peace differential: the difference between the average Stability of each side.
Count the differential of the number of occupied provinces:
+3 if at least ≥6
+2 if at least ≥4
+1 if at least ≥2
• A capital counts for 2 provinces, COL and TP count for ½, unless during *Overseas War*.
• *Privateer effect:* During *Overseas War*, each TF⊕ reduced to 0 or 1 level counts as an occupied province (2 in CTZ).

Before 1615 only, **Call for Crusade**
max. mod. +5
Success: natural 10/1d10+mod.>9
+N Christian prov. annexed by TUR in the last 5 turns
+5 If W̲i̲e̲n̲ or R̲o̲m̲a̲ controlled by TUR
-2 Per catholic MAJ at war vs Christian country
-3 If I-8 (1) (Reformation) has already happened

Peace is accepted if the modified roll≥6.

Modifiers that apply only one turn
+2 if the capital province of the MIN was conquered this turn
-2 if the MIN has captured a capital province of a MAJ this turn
-2 Per major battle won by the MIN on the other party
+2 Per major battle lost by the MIN on the other party
-1 Per battle or siege won by the MIN on the other party
+1 Per battle or siege won by the other party to the MIN
-1 Per chief killed or captured by the MIN on the other party
+1 Per chief killed or captured by the other party on the MIN
+2 Ransoming a captured king.
±? Peace differential between the other party and the controller of the MIN

Peace accepted by a minor country

Lasting Modifiers
±? Thrice the peace level offered
-4 for PERSIA, SYRIA, ÆGYPTUS, IAPONIA, CHINA
-3 for UNITED STATES, MOGOLIS IMP., SUECIA, VENETIA, POLONIA, BRANDENBURGUM after IV-11, HABSBURGUM, HOLLANDIA
-2 for PORTUGALLIA, DANIA
-2 Between Protestant and Catholic before IV-B
-2 If this is a *separate peace*
+2 per province/TP⊕/COL lost by the MIN (+4 if Capital)
-2 per province/TP⊕/COL conquered by the MIN (-4 if Capital)
±1.5 per TP⊖ lost/conquered by the MIN
±2 if the enemy Capital was captured then lost since

Portugal

POR

PERIOD	DTI	FTI	Counter limits			Max.	Force sizes			
			MNU	COL	TP	ND	F -	F +	Art.	class
1492-1519 I	3	2/5†	3	8	12	12	2/1	4/1	2	III
1520-1559 II	5	3/5†	4	8	12	15	2/1	4/1	3	III
1560-1614 III	5	3	4	12	12	15	2/1	4/1	3	III

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

PERIOD	ACTIONS					BASIC FORCE	TROOPS PURCHASE	MINIMAL LEADERS
	DIPL.	TFI	COL	TP	Conc.			
1492–1519 I	2	1	1	2	2	F⊖ 3D	4ND/ 2LD	1✗/1⚓/1⟳/1⮞
1520–1559 II	1	1	2	2	2	F⊕ 2D	4ND/ 3LD	1✗/1⚓/1⟳/1⮞
1560-1614 III	1	1	2	1	2	F⊕ 2D	4ND/ 3LD	1✗/1⚓/1⟳/1⮞

LAND TECHNOLOGY	Land Purchase		War Maintenance (Vt/Cs)			Peace Maintenance (Vt)		
	LD	A⊖	LD	A⊖	A⊕	LD	A⊖	A⊕
Medieval	10	20	6/4	8/4	20/10	9	12	30
Renaissance	12	24	8/5	15/10	30/20	12	22	40
Arquebus	15	30	10/6	25/15	40/30	14	30	55
Muskets	19	38	11/7	28/18	45/30	16	36	60

NAVAL TECHNOLOGY	Navy Purchase		Purchase (other)			Maintenance		
	NWD	F⊖	NGD	F⊖ (Ga)	NTD	ND	F⊖	F⊕
Carrack	35	80	—	—	40	15	25	55
Nau-Galeon	35	90	—	—	40	15	30	70
Galleon-Fluyt	40	105	—	—	40	20	35	80
Battery	50	120	—	—	40	25	40	90

1 LDE or 1 NDE costs ½ (rounded up) of the price of 1 LD or ND; A⊕ are created with 2 A⊖ or A⊖ +2LD.

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

Recruitment in ROTW

Land recruitment
- COL/TP: 1LDE at normal cost, 1LD at double cost (⏚)
- COL level 6: 2LD at normal cost, A⊖ at double cost (⏚)
- Forts/Missions: none

Sea recruitment
- ROTW building at double cost (⏚,limit)
- COL level 6: normal cost (⏚,limit)
- Fisheries: +1NDE per 2 Fish (normal ⏚, out of limits)

Fish monopoly
Partial +1 ND limit
Total +1 to die for TFI

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

ROTW effects

Colonial militias
- 1LDE/level (plus one LDE if there is a mission), always veteran.

Exclusivity
- POR cannot give TP, COL, discoveries or authorisation of trade in STZ.

Gold in Elmina
- 40 ⏚ exploitable as European gold and only by POR.

Missions
- Missionaries appear at fixed turns
- -10 VP at end of each period per COL without mission out of **BRAZIL** or **CABO VERDE**.
- +2/+1 to TP placement in the same area in/out **ASIA**.
- +2/+1 to COL placement in the same area in/out **BRAZIL**.
- +1 to tests of reaction of minors and natives in the same area.

Viceroys
- *Da Gama*, *Almeida*, *Albuquerque*, *Albergaria*, *de Castro*
- Give free overseas CB against ROTW countries.
- +2 to Concurrency in the same region.
- Allow to raise Exceptional Taxes in Oversea war.
- Allow to do Exceptional Levies in Overseas war or War in ROTW:
  - at -1 Stability cost if land/naval defeat or no cost if Major defeat;
  - troops raised only in ROTW but reinforcement limit is not divided.
- Possible occupation of ADEN and AYMAN.
- Facilitate the transformation of TP to COL.
- 1st time: increase diplomacy with ORMUS.

Double-sided Leaders
- Can switch side at any time.
- Are counted as their * side (for limits).

Sweden

SUE

Period	DTI	FTI	MNU	COL	TP	#A	Max. ND	F-	F+	Art.	class
1520-1559 II	2	2	2†	1	1	2	10	2/1	4/1	2	IIIm
1560-1614 III	3	3	2†	2	2	2(3‡#)	12	2/1	4/1	3	IIIm
1615-1664 IV	4	4	3†	2×	2×	2(3‡#)	15	2/1	5/2	4	IIIm
1665-1699 V	4	4	4	2×	2×	2(3‡#)	18	2/1	5/2	4	IIIm
1700-1749 VI	4	4	4	2×	2×	2(3ø#)	18	3/1	5/2	5	IIIm
1750-1799 VII	5	5	5	2×	2×	2(3ø#)	15	3/1	6/2	5	IIIm

(Counter limits = MNU, COL, TP; Force sizes = F-, F+, Art., class)

† +1 If strongly protestant ‡ in Europe if "Dominus Marii Baltici" selected
× +2 if "Overseas expansion" is selected. # in ROTW if "Overseas expansion" selected
ø control of 5 provinces not in Sweden, Finland or Denmark

Religion
Catholic†, Tolerant‡, Strictly protestant‡

Global policy
Overseas expansion/Dominus Marii Baltici

Period	Dipl.	TFI	(1) COL/TP (2)	Conc.	Basic Force	Troops Purchase	Minimal Leaders
1520-1559 II	1	0†	0	0	1	A⊖‡ F⊖ TrF⊕	3ND/4LD	2×/1‡
1560-1614 III	2	1†	0	½	1	A⊖‡ F⊖ TrF⊕	3ND/4LD	2×/1‡/(1⇨×)
1615-1664 IV	3	1†	½	1	1	A⊕‡ F⊖ TrF⊕	4ND/4LD	2×/1‡/1⇨/(1⟲×)
1665-1699 V	3	2	1	1	1	A⊕‡ F⊖ TrF⊕	4ND/3LD	2×/1‡/1✾×
1700-1749 VI	3	1×	½#	1	1	A⊖‡ F⊖ TrF⊕	3ND/3LD	2×/1‡/1✾×
1750-1799 VII	3	1×	½#	½#	1	A⊖‡ F⊖ TrF⊕	3ND/3LD	1×/1‡/1✾×

(1)/(2) Choose freely between COL and TP (2) if "Overseas expansion" is selected # Only for existing counters
† Add 1 if kings strongly protestant × +1 action in STZ **Baltique** if at least 3 ports on that sea
‡ Add A⊖ (or A⊕ if MIL≥7) if at war ½ One action every two turns (not consecutive turns)

Land Technology	Land Purchase		War Maintenance (Vt/Cs)			Peace Maintenance (Vt)		
	LD	A⊖	LD	A⊖	A⊕	LD	A⊖	A⊕
Medieval	8	16	8/4	10/5	25/15	12	15	35
Renaissance	9	18	9/5	15/10	30/20	14	22	45
Arquebus	11	22	10/6	20/12	35/25	15	30	50
Muskets	13	26	11/7	25/15	40/30	16	35	50
Baroque	20	40	12/7	30/20	50/35	18	45	70
Manoeuvre	30	60	15/8	40/25	70/40	22	60	100
Lace	47	94	20/9	50/30	80/50	30	75	120

Naval Technology	Navy Purchase		Purchase (other)			Maintenance		
	NWD	F⊖	NGD	F⊖ (Ga)	NTD	ND	F⊖	F⊕
Carrack	35	70	10	50	50	15	25	55
Nau-Galeon	40	80	10	60	50	17	35	80
Galleon-Fluyt	50	120	15	70	50	20	40	90
Battery	55	150	15	90	50	25	45	100
Vessel	60	190	20	100	50	30	50	110
Three-decker	70	230	20	120	50	35	60	130

1 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.

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

Recruitment in ROTW
Land recruitment
• COL/TP: 1LDE at normal cost, 1LD at double cost (◍)
• COL level 6: 2LD at normal cost, A⊖ at double cost (◍)
• Forts/Missions: none

Sea recruitment
• ROTW building at double cost (◍,limit)
• COL level 6: normal cost (◍,limit)
• Fisheries: +1NDE per 2 Fish (normal ◍, out of limits)

Fish monopoly
Partial +1 ND limit
Total +1 to die for TFI

Named Kings
• **Gustav I**: during II-4 (End of the union of Kalmar).
• **Erik XIV**: at start (otherwise).
• **Karl IX**: during III-13 (Union between Polonia and Suecia).
• **Gustav Adolf**: due to IV-A (Thirty Years' War).
• **Karl XII**: after the death of the heir of **Gustav Adolf**,
  • if MIL≥8;
  • if at war and 1d10 ≤3.
  • After first death in battle, hides for one turn.

Øresund
• When taxes raised, VPs/income of STZ **Baltique** monopoly only for tax-raiser (or patron of a tax-raiser MIN). CB (normal and overseas) for monopolist if not the same.
• Taxes available only if rights of levies and control of one province in Øresund area (**Skåne**, **Västergotland** or **Sjælland**).
• Taxes 5 ◍ plus 1 ◍ per level of commercial fleet in STZ **Baltique**.
• When Suecia and Dania are at war, countries not implied in the war have 75 ◍ of *Extra Blocked Trade*

Swedish Conscription
• Troops recruited below limit are veterans.
• Exceptional recruitment after major defeat is without losing 1 Stability.
• 1 free major campaign each turn (2 major or 1 multiple if MIL≥7).
• If at war, add A⊖ to basic forces (A⊕ if MIL≥7).
• +1 to the die roll for Fire and Shock of the king.

Swedish Policy
Global policy (mark off the not-chosen policy)
Dominus Marii Baltici Can annex any province bordering **Baltique**
Overseas Expansion Modified limits (see above)

Trading Fleets
• **Can only use 6 TF** unless Strictly Protestant (→10TF are available).

Russia

RUS

PERIOD	DTI	FTI	Counter limits			Max.	Force sizes			
			MNU	COL	TP	Nⅅ	𝔽-	𝔽+	Art.	class
1492-1519 I	1	1†/3‡	1	0	0	1	—	—	1	Iᴍ
1520-1559 II	1	1†/3‡	2	2	0	2	1/1	2/1	1	Iᴍ
1560-1614 III	1	1†/4‡	3	4	1	4	2/1	3/1	1	Iᴍ
1615-1664 IV	1	1†/4‡	3	6	2	7	2/1	5/2	2(3#)	Iᴍ
1665-1699 V	1×	1†/5‡	4	8	3	10	2/1	5/2	3(4#)	Iᴍ
1700-1749 VI	1×	2/5‡	5	10	4	16	3/1	6/2	4(6#)	Iᴍ
1750-1799 VII	2×	2×/5‡	6	11	5	22	3/1	7/2	4(6#)	Iᴍ

× +1 after fundation of Sᵗ-Petersburg   # after the military reform
† +1 if tolerant or Archangelsk with TF⊕ inside   ‡ Special FTI applies to TP/COL actions

St Petersbourg

Building			Income
100 ⅅ (F0)	100 ⅅ (F1)	100 ⅅ (F2)	

Starting with period V, city controlled in either **Karelen**, **Ingermanland**, **Estland**, **Livonija** and **Kurland**.

Religion

Champion‡, Tolerant‡

Reform

PERIOD	ACTIONS					BASIC FORCE	TROOPS PURCHASE	MINIMAL LEADERS
	DIPL.	TFI	COL	TP	Conc.			
1492-1519 I	1‡	0	0	0	0	2𝔸⊕	1Nⅅ/4Lⅅ	2×
1520-1559 II	2‡	0	0	0	0	2𝔸⊕	1Nⅅ/4Lⅅ	2×
1560-1614 III	2‡	1×	1	1	0	𝔸⊕ 𝔸⊖ 2ⅅ	1Nⅅ/4Lⅅ	3×/1⟳
1615-1664 IV	2‡	1	2	1	0	2𝔸⊕ 1ⅅ	1Nⅅ†/4Lⅅ#	3×/2⟳
1665-1699 V	3	1	2	1	0†	2𝔸⊕ 2ⅅ	1Nⅅ†/4Lⅅ#	3×/1⟳
1700-1779 VI	3	1	2	1	0†	2𝔸⊕ 𝔽⊖ 2ⅅ	2Nⅅ†/4Lⅅ#	3×/1⚓/1⟳
1750-1799 VII	3	1	2	1	0†	3𝔸⊕ 𝔽⊕ 3ⅅ	3Nⅅ†/4Lⅅ#	3×/1⚓/1⟳

‡ +1 if tolerant   # -1 Lⅅ after the military reform
× only if Archangelsk created   † Add 1 concurrence/+2Nⅅ after the fundation of Sᵗ-Petersburg

Wood

For each Wood (max. 3):
+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, 𝔸⊖ at double cost (ⅅ)
• Forts/Missions: none

Sea recruitment
• ROTW building at double cost (ⅅ,limit)
• COL level 6: normal cost (ⅅ,limit)
• Fisheries: +1Nⅅ per 2 Fish (normal ⅅ, out of limits)

Fish monopoly
Partial +1 Nⅅ limit
Total +1 to die for TFI

LAND TECHNOLOGY	Land Purchase		War Maintenance (Vt/Cs)			Peace Maintenance (Vt)		
	Lⅅ	𝔸⊖	Lⅅ	𝔸⊖	𝔸⊕	Lⅅ	𝔸⊖	𝔸⊕
Medieval	4	8	2/1	8/4	20/10	3	12	30
Renaissance	6	20	3/1	15/5	30/15	5	20	40
Arquebus	9	30	4/2	20/12	40/25	6	25	50
Muskets	12	35	5/2	25/15	45/30	8	30	60
Baroque	18	45	7/3	35/20	60/40	10	40	80
Manoeuvre	30	60	10/4	45/25	70/40	15	60	100
Lace	45	90	15/5	70/40	90/60	25	90	120

NAVAL TECHNOLOGY	Navy Purchase		Purchase (other)			Maintenance		
	NWⅅ	𝔽⊖	NGⅅ	𝔽⊖ (Ga)	NTⅅ	Nⅅ	𝔽⊖	𝔽⊕
Carrack	50	80	10	40	40	20	30	75
Nau-Galeon	55	90	10	50	40	25	45	110
Galleon-Fluyt	60	150	10	60	40	25	50	115
Battery	65	170	10	70	40	30	60	130
Vessel	70	225	15	90	40	35	65	140
Three-decker	80	270	20	110	40	40	70	160

1 LⅅE or 1 NⅅE costs ½ (rounded up) of the price of 1 Lⅅ or Nⅅ; 𝔸⊕ are created with 2 𝔸⊖ or 𝔸⊖ +2Lⅅ.

Named Tsars

• *Ivan III (Ивана III Васильевич)*: at start.
• *Ivan IV (Иоанн IV Васильевич Грозный)*: first tsar of period II.
• *Boris Godunov/Romanov/Dmitry*: during IV-17 (1) (Time of Troubles).
• *Peter the Great (Пётр I Алексеевич Великий)*:
  • in period V+, if ADM≥8 and sum of values ≥18.
  • or by event V-11 (Peter the Great).
• *Peter II (Пётр II)*: first monarch of period VII. Lasts one turn.
• *Catherine II (Екатерина II Великая)*: replaces *Peter II*.

Cossacks

• Only available if owns 1 province of UKRAINA or conquered all of either CAZAN or ASTRACAN.
• Adds 2Lⅅ (conscript) to basic forces and one Lⅅ to purchase limit for Cossacks Lⅅ (raised in these provinces only).
• In periods III and IV, gain one free simple campaign per turn in SIBÉRIE.

• Starting with *Peter the Great*, 1 𝔽 can be built and stored: **Fluvial fleet**
  • on the Donets river (in **Donets**) or the Don river (in **Don**) acting as a port on **Mer Noire occidentale** only;
  • on the Dniepr river (in **Zaporozhye**) acting as a port on **Mer Noire orientale** only;
  • or on the Volga river (in **Samara**) acting as a port on **Mer Caspienne** only.
• This 𝔽 can only go in the target sea zone for naval interceptions and battles or put blockade on Azov, Haçibey or Astragan until it gains a regular port.

Boyars Army

Wastelands
• Wastelands-native →not hampered for movement and LOS.
• Recruiting out of **Moskva** or Sᵗ-Petersburg costs double.

Before the reform
• Only 5𝔸 and 1𝔽.
• Surrenders if 3 turn at -3 Stability.
• Tech. marker no further than Orthodox marker.

The reform (diplomatic phase)
• If *Peter the Great* tsar, roll for 1 revolt.
• Else, 3 revolts and -1 Stability.

After the reform
• 6𝔸, 3𝔽, increased artillery, decreased recruitment.
• Surrenders if 2 turns at -3 Stability.
• Regular tech marker (no Orthodox limit).

England

ANG

PERIOD	DTI	FTI	Counter limits			Max.	Force sizes			
			MNU	COL	TP	ND	F-	F +	Art.	class
1492-1519 I	2	2	3	2	1	8	2/1	4/1	2	IVM
1520-1559 II	3	3	4	3	2	12	2/1	4/1	2	IVM
1560-1614 III	3	3†	5	5	3†	18	2/1	5/1	3	IVM
1615-1664 IV	4	3†	6	6×	5†×	24	2/1	5/2	4	IVM
1665-1699 V	4	4†	7	12×	10×	30	3/1	6/2	4	IVM
1700-1749 VI	5	5	8	15	10	36	3/1	7/2	6	IVM
1750-1799 VII	5	5	10	17	10	42	3/1	7/2	6	IVM

× -2 if Counter-Reform   † +1 after the creation of the *East Indian Company*

PERIOD	ACTIONS					BASIC	TROOPS	MINIMAL
	DIPL.	TFI	COL	TP	Conc.	FORCE	PURCHASE	LEADERS
1492-1519 I	1	1	1†	1†	1	A⊖#F⊕	3ND/3LD	1×/2⚓
1520-1559 II	2	1	1†	1†	1	A⊖#F⊕	4ND/4LD	1×/2⚓/(1⚓†)
1560-1614 III	3	2	1×	1†ø	1	A⊖#F⊕	4ND/3LD	1×/1⚓/1⚓
1615-1664 IV	2	2	2×	2†	2	A⊖ F⊕	6ND/3LD	1×/2⚓/1↻
1665-1699 V	4	3	2×	2×	2	A⊖ F⊕ F⊖	6ND/3LD	1×/3⚓/1↻
1700-1749 VI	5	4	2	2	3	A⊖ 2F⊕	7ND/3LD	1×/4⚓/1✿
1750-1799 VII	6	5	2	2	3	A⊕ 2F⊕	7ND/3LD	1×⁺/5⚓/1↻@

× -1 if Counter-Reform   † -1 if Catholic   ø +1 after the creation of the *East Indian Company*
‡ only if Protestant/Anglican   # A⊕ if Counter-Reform   ⁺At least 1× in Europe

LAND	Land Purchase		War Maintenance (Vt/Cs)			Peace Maintenance (Vt)		
TECHNOLOGY	LD	A⊖	LD	A⊖	A⊕	LD	A⊖	A⊕
Medieval	9	18	8/4	10/5	25/15	10	15	30
Renaissance	11	22	9/5	15/10	30/20	12	20	40
Arquebus	13	26	10/6	20/12	35/25	14	26	50
Muskets	16	32	11/7	25/15	40/30	16	30	55
Baroque	18	36	12/8	30/20	50/35	18	35	65
Manoeuvre	30	60	15/10	40/25	70/40	25	55	100
Lace	45	90	20/10	50/30	80/50	30	75	120

NAVAL	Navy Purchase		Purchase (other)			Maintenance		
TECHNOLOGY	NWD	F⊖	NGD	F⊖ (Ga)	NTD	ND	F⊖	F⊕
Carrack	30	60	—	—	40	12	20	45
Nau-Galeon	35	70	—	—	40	15	30	70
Galleon-Fluyt	40	100	—	—	40	18	35	80
Battery	50	130	—	—	40	20	40	90
Vessel	55	160	—	—	40	25	45	100
Three-decker	60	200	—	—	40	30	55	120

1 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.

Religion

Conciliant†, Counter-Reform†, Protestant‡, Anglican‡

Acts

EIC,Navigation,LSE,Union,Bill of test...

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

Recruitment in ROTW

Land recruitment
• COL/TP: 1LDE at normal cost, 1LD at double cost (⟐)
• COL level 6: 2LD at normal cost, A⊖ at double cost (⟐)
• Forts/Missions: none

Sea recruitment
• ROTW building at double cost (⟐,limit)
• COL level 6: normal cost (⟐,limit)
• Fisheries: +1NDE per 2 Fish (normal ⟐, out of limits)

Fish monopoly
Partial +1 ND limit
Total +1 to die for TFI

Named Kings
• *Henry VII*: at start.
• *Henry VIII*: follows *Henry VII*; At death: II-1 (1) (Act of Supremacy).
• *Elisabeth I*: comes through II-1 (1) (Act of Supremacy)
• *Parliament*/*Cromwell*: during IV-7 (1) (English Civil War).
• *Willem III*: due to V-3 (The Glorious Revolution).

Perfidious Albion
• May sign limited offensive alliances.
• May use P in limited intervention.
• May uses forces of VA in limited intervention.
• May send forces of VA in the ROTW, this costs 1 Stability per VA per period.

Loan treaties
• May loan up to 150 ⟐ per turn.
• Add 100 ⟐ after IV-8 (1) (Creation of the London Stock Exchange).
• Starting with period IV, no penalty to lend money to MAJ having a different Religion.

Sea hounds
• *Drake*, *Hawkins*, *Cavendish* and *Frobisher*
• May attack Convoys, COL, TP of one player per turn without declaring war. Must remain with P is doing so.
• May all be used as explorers.

Missions
• Appear at even-numbered turns from period III onward.
• Only 1 available if not Anglican.
• -5VP s each time a mission is destroyed.
• Bonuses can be used on⊕ settlements.
+1 to COL/TP placement in the same area.
+1 to tests of reaction of minors and natives in the same area.
-2 to COL/TP placement of other countries in the same area if Protestant or Anglican.

Army of India

Sepoys
• After VI-17 (The last of the Great Mughals), *Sepoys* can be raised in *ASIA*.
• 1 LD can be raised in each TP⊕ and COL⊕ each turn.
• 1LD of *Sepoys* cost 5 ⟐ to raise and 3/1 ⟐ to maintain as Veteran/Conscript.
• *Sepoys* never cause activation of natives.

Conquistadors
• *Clive* may use the table of conquistadors in *INDIA* and never cause activation of natives in *INDIA*.
• If not in play, the minimum ↻ @ of period VII may use the table of conquistadors in *INDIA*.

France

FRA

Period	DTI	FTI	Counter limits			Max. ND	Force sizes			
			MNU	COL	TP		F-	F +	Art.	class
1492-1519 I	2	1	2	1	1	8	2/1	4/1	2	IV
1520-1559 II	2†	2†	3†	3†	2†	12	2/1	4/1	3	IV
1560-1614 III	2†	3†	4†	4†	3†	14+2	2/1	5/1	3	IV
1615-1664 IV	2†	3†	5†	5†	4†	18+6‡	2/1	5/1	4	IV
1665-1699 V	2†	4†	7†	8†×	5†×	26+6‡	3/1	6/2	5	IV
1700-1749 VI	3†	4†	7†	10†×	6†×	30+6‡	3/1	7/2	6	IV
1750-1799 VII	4†	4†	8†	12†×	7†×	38	3/1	7/2	6	IV

† +1 if protestant or *Colbertian Mercantilism*   × +1 if *Colbertian Mercantilism* (cumulative)
‡ Add right value to the ND limit if *Colbertian Mercantilism* or protestant

Religion

Conciliant†, Counter-Reform†, Protestant†

Doctrine

Colbertian Mercantilism

Period	Actions					Basic force	Troops purchase	Minimal leaders
	Dipl.	TFI	COL	TP	Conc.			
1492-1519 I	2	1	0†	0	1	A⊕ 1D	2ND/4LD	2×/1⚓
1520-1559 II	3	1	0†	0	1	A⊕ A⊖ Dø	3ND/4LD	3×/1⚓/(1⚓†)
1560-1614 III	2	1	0†ø	0	1	A⊕ A⊖ Dø	4ND/4LD	2×/1⚓/(1⚓†)
1615-1664 IV	3	2	1†	1†	1×	A⊕ A⊖ F⊖#	5ND/4LD	3×/1⚓/1⚓/(1⚓†)
1665-1699 V	5	2×	1†×	1†×	2×	2A⊕ A⊖ F⊕#	6ND/4LD	3×/2⚓/1⚓/1⚓
1700-1749 VI	6	3×	1	1†×	2×	2A⊕ F⊕ F⊖	7ND/4LD	3×/3⚓
1750-1799 VII	6	3×	1	1†	2×	2A⊕ F⊕ F⊖	7ND/4LD	3×/4⚓/1⚓@

If *Colbertian Mercantilism*: × +1 and # add F⊖   ø During III-D: A⊖ LD in period II, A⊖ in period III
ø +1 if Conciliant   ‡ only if protestant   † +1 if protestant (not cumulative with Colbert)

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

Recruitment in ROTW
Land recruitment
• COL/TP: 1LDE at normal cost, 1LD at double cost (⚒)
• COL level 6: 2LD at normal cost, A⊖ at double cost (⚒)
• Forts/Missions: none
Sea recruitment
• ROTW building at double cost (⚒,limit)
• COL level 6: normal cost (⚒,limit)
• Fisheries: +1NDE per 2 Fish (normal ⚒, out of limits)
Fish monopoly
Partial +1 ND limit
Total +1 to die for TFI

Land technology	Land Purchase		War Maintenance (Vt/Cs)			Peace Maintenance (Vt)		
	LD	A⊖	LD	A⊖	A⊕	LD	A⊖	A⊕
Medieval	8	16	6/3	8/5	15/10	8	12	25
Renaissance	13	26	7/4	12/8	20/12	10	18	30
Arquebus	18	36	8/4	15/10	25/15	12	25	40
Muskets	23	46	9/5	20/12	30/18	15	30	45
Baroque	35	70	10/6	25/15	40/20	16	40	60
Manoeuvre	40	80	12/7	30/20	50/25	18	45	75
Lace	45	90	15/8	40/25	60/35	25	60	90

Naval technology	Navy Purchase		Purchase (other)			Maintenance		
	NWD	F⊖	NGD	F⊖ (Ga)	NTD	ND	F⊖	F⊕
Carrack	35	70	10	50	40	15	25	55
Nau-Galeon	40	85	15	60	40	17	35	80
Galleon-Fluyt	45	110	20	80	40	20	40	90
Battery	55	140	20	90	40	25	45	100
Vessel	60	180	25	120	40	30	50	110
Three-decker	65	220	25	140	40	35	60	130

1 LDE or 1 NDE costs ½ (rounded up) of the price of 1 LD or ND; A⊕ are created with 2 A⊖ or A⊖ +2LD.

Named Kings
• *Charles VIII*: at start.
• *François Ier*: first king after I-3 (1) (Wars in Italy (Napoli)).
• *Henri IV* or *Henri de Guise*: at end of III-11 (Wars of religion in France).
• *Louis XIV*: after event *Richelieu* or IV-16 (La Fronde).

Missions
• Appear at even-numbered turns from period III/IV onward.
• 4/2 available if Catholic/Protestant.
+1 to COL/TP placement (if⊖) in the same area.
+1 to tests of reaction of minors and natives in the same area.
+2 to diplomacy on ROTW countries.

Guerre de Course
Only one P can be used except:
Bucaneers
• One P⊖ (⊕) can be raised in STZ **Caraïbes** if no COL⊕ starting with period II (III).
Corsaires du Roi
• Up to 3 licenses, after *Colbert* or *Louis XIV*.
• Each license gives one free P counter and one P admiral.
• Each license lowers recruitment by 2 ND and basic forces by F⊖.

Militia
• Militias (1LDE/2 levels, +1LDE for mission) are Veterans.

Budget
Loan treaties
• If Conciliatory, no penalty to lend money to MAJ of different Religion.
Versailles
• During *Louis XIV*, receives 150% of VPs from prestige.
Colbertian mercantilism
• FRA has overseas/normal CB vs MAJ with TF⊖/⊕ in CTZ FRANCIA.
• +5 for all FRA competition in CTZ FRANCIA.
• 10 ⚒ to be paid for each level in CTZ FRANCIA.

Armée des Indes
Cipayes
• After VI-17 (The last of the Great Mughals), *Cipayes* can be raised in *Asia*.
• 1 LD can be raised in each TP⊕ and COL⊕ each turn.
• 1LD of *Cipayes* cost 5 ⚒ to raise and 3/1 ⚒ to maintain as Veteran/Conscript.
• *Cipayes* never cause activation of natives.
Conquistadors
• *Dupleix/Bussy* may use the table of conquistadors in *India* and never cause activation of natives in *India*.
• If not in play and up to turn 58, the minimum ✪ @ of period VII may use the table of conquistadors in *India*.
• *Cipayes* raised or maintained with *Dupleix* are always Veterans.

Indian Allies
• Never cause reactions of natives.
• One LD can be raised each turn in **QuÉbec** and **Grands Lacs**.
• Raised if 1d10+MAN(+2 if Mission)-#(TP⊕ or COL other)≥7.
• Always have at least 5 in *Manoeuvre*.
• Not affected by terrain if alone in attack.

Spain

HIS

PERIOD	DTI	FTI	Counter limits			Max.	Force sizes			
			MNU	COL	TP	ND	F-	F+	Art.	class
1492-1519 I	1	2/4†	2	8	1	12	2/1	4/1	2	III
1520-1559 II	2	3ø/5†	2	21	3	15	2/1	4/2	3	III
1560-1614 III	3ø	3ø/5†	3	28	3	30	2/1	5/2	4	III
1615-1664 IV	3ø×	3ø×	4	29	4	26	3/1	6/1	4	III
1665-1699 V	3ø×	3ø×	4	30	4	24	3/1	6/2	4	III
1700-1749 VI	3×	4	5	30	5	24	3/1	6/2	5	III
1750-1799 VII	4×	4	6	32	7	24	3/1	6/2	5	III

ø Maximum FTI and DTI is 2 if *Expulsion* took place, until IV-2 (1) (Olivares) takes place
× +1 if conciliant   † Special FTI applies to COL actions

Habsburg endogamy

#DynA	1–2	3	4	5	6	7	8	9
p. I	.	.	.	.	.	-1	-2	-3
p. II–IV	.	.	.	-1	-1	-2	-3	-3
p. V	.	.	-1	-1	-2	-3	-3	-3
p. VI–VII	.	-1	-2	-2	-3	-3	-3	-3

7 HabW		7 Burl		8 Napl
8 BohW			9 MilW	
12 HunW	10 SpaM		11 PorW	9 BavW

PERIOD	ACTIONS					BASIC FORCE	TROOPS PURCHASE	MINIMAL LEADERS
	DIPL.	TFI	COL	TP	Conc.			
1492-1519 I	3	1	2	0	1	A⊕ 3D	4ND/5LD	1×/1‡/1☾/1⊱
1520-1559 II	3	1	2	#	1	2A⊕ 3Dø	6ND/5LD	2×/1‡×/1☾/1⊱
1560-1614 III	4	1[+1]†	2[+2]	#	1	2A⊕ F⊕ø	7ND/5LD	2×/2‡×/1☾
1615-1664 IV	4	1[+1]†	1[+2]	#	1	2A⊕ F⊕ø	7ND/5LD	2×/2‡×
1665-1699 V	4	1‡†	1[+1]	#	1	2A⊕ F⊕	5ND/4LD	2×/2‡×
1700-1749 VI	3	1‡	1 [+1]	1	1	A⊕ A⊖ F⊕	4ND/3LD	1×/2‡×/×$
1750-1799 VII	2	1	1 [+1]	1	1	A⊕ F⊕ 1D	4ND/3LD	1×/3‡/1×$

Use **[X]** only for PORTUGALLIA, while in annexion; add basic force **[3D]** and purchase **[1LD/1ND]**
† +1 if conciliant   ø Add F⊖ if **Campania** is controlled.   ‡ +1 as long as the *Asiento* remains Spanish
# 1 COL may serve as 1 TP per turn (either for HIS or PORTUGALLIA)   × +‡ for Flota de oro

LAND TECHNOLOGY	Land Purchase		War Maintenance (Vt/Cs)			Peace Maintenance (Vt)		
	LD	A⊖	LD	A⊖	A⊕	LD	A⊖	A⊕
Medieval	8	16	6/3	8/5	15/10	8	12	30
Renaissance	12	24	7/4	12/8	20/12	12	25	45
Arquebus	15	30	8/4	15/10	25/15	15	30	60
Muskets	20	40	9/5	20/12	30/18	16	35	65
Baroque	25	50	10/6	25/15	40/20	18	45	75
Manoeuvre	35	70	15/8	40/25	70/40	25	60	100
Lace	45	90	20/9	50/30	80/50	30	75	120

NAVAL TECHNOLOGY	Navy Purchase		Purchase (other)			Maintenance		
	NWD	F⊖	NGD	F⊖ (Ga)	NTD	ND	F⊖	F⊕
Carrack	35	70	10	50	40	14	25	55
Nau-Galeon	40	80	10	60	40	17	35	80
Galleon-Fluyt	50	120	15	80	40	20	40	100
Battery	55	150	20	90	40	25	50	110
Vessel	60	190	20	100	40	30	55	120
Three-decker	65	220	20	120	40	35	60	140

1 LDE or 1 NDE costs ½ (rounded up) of the price of 1 LD or ND; A⊕ are created with 2 A⊖ or A⊖ +2LD.

Recruitment in ROTW

Land recruitment
• COL/TP: 1LDE at normal cost, 1LD at double cost (𝕄)
• COL level 6: 2LD at normal cost, A⊖ at double cost (𝕄)
• Forts/Missions: none

Sea recruitment
• ROTW building at double cost (𝕄,limit)
• COL level 6: normal cost (𝕄,limit)
• Fisheries: +1NDE per 2 Fish (normal 𝕄 or out of limit) (max. 3):

Wood
+1 ND to basic force
+1 ND to purchase

Spanish Tax
Mark off turns where HOLLANDIA is taxed.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

Fish monopoly
Partial +1 ND limit
Total +1 to die for TFI

Religion
Counter-Reform†, Conciliant†

Named Kings
• *Isabel and Fernando*: at start.
• *Carlos V*: first king after I-A (Dynastic Alliance of the Habsburgs).
• *Felipe II*: successor of *Carlos V*.

Recruitment
• **La Valette**: period III+ or out of **Rhodos**, 1d10≥4.

Area of recruitment
• **Castilla La Nueva**, **Andalucía**, **Campania** and **Lombardia**.
• Plus HOLLANDIA and TERRÆ DEPRESSÆ with *Spanish road*.

Privateers
• First ℙ can only be raised in **Calais**, **Flandre**, **Vlaanderen** or **Zeeland**; it cannot leave Europe.
• Second ℙ can only be raised after *Olivares* or *Alberoni*
• Neither can go in STZ of the CC Mediterranean.

Missions
• Each turn in periods I-III, then each even numbered turn.
• Makes Colonial Militia (1LDE/2 levels + 1LDE if mission) Veteran.
+1 to COL/TP placement (if⊖) in the same area.
+1 to tests of reaction of minors and natives in the same area.
-5VP per destroyed mission.
-5VP per area with COL and no mission at the end of each period.

Autonomous States
• HABSBURGENSIS LOMBARDIA: A⊕ [*ITALY*+HIS+AUS]/F
• HASBURGENSIS SICILIÆ: A⊖ [*ITALY*]/F⊖ [Med.]/F[**Campania**]
• HABSBURGENSIS HUNGARIA: 1/2A⊕ [AUS to TUR]/F[in HUNGARIA]
• HABSBURGENSIS BOHEMIA: A⊕ [HRE to POLONIA to HUNGARIA]/F[**Bohème**]

Asiento
• **Exclusive**
• Cannot give authorisation of trade in STZ.
• Cannot use slaves from other countries.
• Free concurrence action against STZ bordering one COL.
• **Weakened** (periods IV-VII)
• First time, lose 20VP and 1 Stability.
• Can use slaves from contraband or other countries.
• Can give authorisation of trade (cost 10VP).
• Switching back to exclusive gives overseas CB.
• **Conceded** to one country: Same as weakened plus
• Can be taken as a peace condition.
• (Overseas) CB against owner of Asiento.
• Must use slaves from owner, may require 0 to 4 each turn.
• Owner gains 20VP +1VP/turn unless slaves are not provided.

Colonial Policy
• Conquistadors can be named Viceroys.
• Viceroys cannot leave the area but provide a free extra COL placement each turn.
• COL must be placed near gold mines before period IV.
• *Gold flow* if exploits ≥40 𝕄 per turn.
• Can use *Flota de Oro* and *Flota de Pacifico* each worth 5NTD.

Economy
• Expulsions: +10% national loan, +1 bankruptcy
• **Vlaanderen** MNU destroyed when HOL,FRA and ANG have one

Turkey

Period	DTI	FTI	Counter limits			Max.	Force sizes			
			MNU	COL	TP	Nⅅ	𝔽-	𝔽+	Art.	class
1492-1519 I	3	2	2	1	2	12	2/1	4/1	1†	I
1520-1559 II	3	3	3	3	6	15	2/1	5/1	2†	I
1560-1614 III	3	3	4	4	4	30	2/1	5/1	3†	I
1615-1664 IV	3	3	5	6	6	26	3/1	5/2	4	I
1665-1699 V	3	3	5	6	6	24	3/1	5/2	4	I
1700-1749 VI	4	4	6	6	6	22	3/1	6/2	4	I
1750-1799 VII	5	4	6	6	6	18	3/1	6/2	4	I

† +1 for *Yeniçeriler* army before reform M-1a

Reforms

	ADM			MIL				†-1 if current tech. this or better
	1a	1b	2	1a	1b	2	3	
Reform	1492		M-1a	M-1b		M-2	M-3	
Timar	Arq.		Arq.	Musk.		N/A		
Land cap Malus≥	Musk. Arq.†		Bar. Musk.†	Musk. Musk.†		Man. Bar.†	Lace —	
Naval cap Malus≥	Bat. Car.†		Bat. Car.†	Vessel Car.†		TD Bat.†	74s —	

Period	Actions					Basic Force			Troops Purchase	Minimal leaders
	Dipl.	TFI	COL	TP	Conc.	*Tim*	*Jan*	𝔽		
1492-1519 I	3	1	0	0	1	3𝔸⊕‡	𝔸⊖‡	𝔽⊖	5Nⅅ/4Lⅅ×	1✕#/1‡
1520-1559 II	4	1	1	1	1	3𝔸⊕‡	𝔸⊖‡	𝔽⊕	7Nⅅ/4Lⅅ×	1✕#/2‡/1➠
1560-1614 III	3	1	1	1	1	3𝔸⊕‡	𝔸⊖‡	2𝔽⊕	9Nⅅ/5Lⅅ×	2✕#/3‡
1615-1664 IV	3	1	1	1	1	3𝔸⊕‡	𝔸⊖‡	𝔽⊕ 𝔽⊖	9Nⅅ/5Lⅅ×	1✕#/2‡
1665-1699 V	3	1	1†	1	1	3𝔸⊕‡	𝔸⊖‡	𝔽⊕	8Nⅅ/4Lⅅ×	1✕#/2‡
1700-1749 VI	3	1	0	1†	2	3𝔸⊕‡	𝔸⊖‡	𝔽⊕	6Nⅅ/4Lⅅ×	1✕#/1‡
1750-1799 VII	2	1	0	0	2	3𝔸⊕‡	𝔸⊖‡	𝔽⊕	5Nⅅ/4Lⅅ×	1✕#/1‡

†Only for existing counters 𝔸 *Jan/Tim* available: 1492: 2/4; M-1a: 4/2; M-2: 6/0 × reform M-1a: -1Lⅅ
‡ reform M-1a = *Tim*: -𝔸⊕ and *Jan*: +𝔸⊖; reform M-1b = *Tim*: -𝔸⊕; reform M-2 = no *Tim*; #M-2: +2✕

Land Technology	Land Purchase		War Maintenance (Vt/Cs)			Peace Maintenance		
	Lⅅ	𝔸⊖	Lⅅ	𝔸⊖	𝔸⊕	Lⅅ	𝔸⊖	𝔸⊕
Medieval	9	18	4/2	12/6	30/10	6	15	30
Renaissance	20	40	5/2	20/10	40/20	8	20	40
Arquebus	23	46	8/3	30/15	50/30	12	40	70
Muskets	25	50	9/3	35/20	55/35	13	50	85
Baroque	30	60	10/4	40/25	60/35	15	60	90
Manoeuvre	35	70	12/5	50/30	70/45	18	65	105
Lace	45	90	15/6	70/40	90/60	20	90	135

Naval Technology	Navy Purchase		Purchase (other)			Maintenance		
	NWⅅ	𝔽⊖	NGⅅ	𝔽⊖ (Ga)	NTⅅ	Nⅅ	𝔽⊖	𝔽⊕
Carrack	50	80	15	50	50	10	40	80
Nau-Galeon	55	110	15	50	50	20	45	100
Galleon-Fluyt	60	155	15	60	50	25	50	110
Battery	65	175	15	70	50	30	55	115
Vessel	70	200	15	90	50	35	60	125
Three-decker	80	220	15	90	50	40	65	180

1 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.

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

Recruitment in ROTW

Land recruitment
• COL/TP: 1Lⅅᴱ at normal cost, 1Lⅅ at double cost (𝕄)
• COL level 6: 2Lⅅ at normal cost, 𝔸⊖ at double cost (𝕄)
• Forts/Missions: none

Sea recruitment
• ROTW building at double cost (𝕄 ,limit)
• COL level 6: normal cost (𝕄 ,limit)
• Fisheries: +1Nⅅᴱ per 2 Fish (normal 𝕄 , out of limits)

Mark here **Facing the Ottomans** countries having already faced the Ottomans (otherwise, **-2** on shock until one 𝔸 or 𝔽 engaged): Ven, Hungaria, Syria, Ægyptus, Genua, Ordo Hospitalis, Persia

Named Sultans
• *Bāyezīd-i sānī* (بايزيد ثاني): at start.
• *I. Süleyman* (سليمان): first Sultan of period II.
• *I. Selim* (سليم اّ ول): successor of *Bāyezīd-i sānī* in period I.
• *Sadrazam (Grand Vizier)*: either a named one or the generic counter.

European Diplomacy
• No diplomacy on Ordo Hospitalis and Persia.
• pI–pV: CB against Christians and Persia, no offensive alliance.
• Lose 1 Stability when ℙ of Ordo Hospitalis inflict losses on TF.
• May annex capitals & cause crusade by annexing Christian provinces.
• **La Valette**: period III+ or out of **Rhodos**, 1d10≥4.

Ragusa
• Owner/controller of **Montenegro** receives ℙ⊖ for STZ **Adriatique** or 1 free (basic) TFI in *Mediterranean Sea* up to period III.

Barbaresques Pirates
• Test to hold them: 1d10<#period+dipl. bonus.
• Algeria→**Bassin Levantin** (both CTZ Hispania and STZ **Golfe du Lion**) or STZ **Golfe du Lion**;
• Tripolis and Cyrenaica→STZ **Mer Ionienne** or CTZ Venetia
• Tunesia→STZ **Golfe du Lion** or STZ **Mer Ionienne**
• Mauretania→CTZ Hispania.
• Algeria a ℙ⊖ each turn; pI-pIII: Nⅅ or 2NGⅅ; pIV+ NGⅅ or Nⅅᴱ.
• Other countries: a ℙ⊖ 2 turns after destruction.
• Exc.: if *Dragut* used, raise ℙ⊖ of Tunesia

Great Orient CC
• 100 𝕄 +10 𝕄 per 3 non-european COL/TP (1) -10 𝕄 per 5 Christian COL/TP (2) -10 𝕄 per 5 Christian TF in STZ **Mer d'Arabie** or STZ **Océan Indien** +10 𝕄 for each of **Ormus**, **Soqotra**, **S. Malacca/Central Sumatra** (3).
• (1): not in AT with other than TUR or VEN; (2): in *Asia* not in *Siberia*;
• (3): TUR TP/COL or no Christian TP/COL and owner in AT of TUR.
• If CC Grand Orient in Ægyptus, half of it for TUR if owns **Syrie** or diplomatic control of Syria not at war.
• Syria or Ægyptus annexed if 𝔸 destroyed and capital conquered. Ægyptus annexed→CC Grand Orient moved, Convoy available.

Oriental Policy

Levant Convoy
• Contains 3NTⅅ×15 𝕄 ; +20 𝕄 when given, -20 𝕄 +1Stability else.
• Given to controller of CC Mediterranee (CB else) or any MAJ with port on *Mediterranean Sea* not in Trade Refusal.

Development
• May only place COL by land contact (or straits).
• one ‡ can go in *Indian Ocean* (if any TP; not **m** of lowest rank).

Military
• Recruitment area limited to **Trakya** and **Angora**.

Yearly Campaigning of *Tımarlar*
• After each winter, attrition with # of *Tımarlar* Lⅅ on Attrition table
• Roll 1d10+2x the distance in provinces to the National Territory of TUR
• Consider only Lⅅ loss (P ignored) as *Tımarlar* Lⅅ losses.
• Each loss is temporary (refit out of limits, half-cost on next round, free on next turn)

Venice

VEN

Italia e San Marco

Period	DTI	FTI	Counter limits			Max.	Force sizes			
			MNU	COL	TP	Nⅅ	𝔽-	𝔽 +	Art.	class
1492-1519 I	4	4	3	0	0	12	2/1	4/1	2	III
1520-1559 II	5	4	4	0	0	15	2/1	5/1	3	III
1560-1614 III	5	4	4	0	2†	18	2/1	5/1	3	III
1560-1614 IV	5	4	4	1†	4†	18	2/1	5/2	3	III

† Only if VENETIA is still a MAJ

Period	ACTIONS					BASIC FORCE	TROOPS PURCHASE	MINIMAL LEADERS
	DIPL.	TFI	COL	TP	Conc.			
1492-1519 I	1	1	0	0	2	𝔽⊖3ⅅ	4Nⅅ/4Lⅅ	1⚔‡/1⚑
1520-1559 II	3	1	0	0	2	𝔽⊕3ⅅ	6Nⅅ/5Lⅅ	1⚔‡/2⚑
1560-1614 III	3	1	0	1†	1†	𝔽⊕3ⅅ	6Nⅅ/4Lⅅ	1⚔/1⚑/1 ⚑ (or ⚓†)
1615-1664 IV	2	1	0	1†	1†	𝔽⊕2ⅅ	6Nⅅ/3Lⅅ	1⚔/1⚑/1 ⚑ (or ⚓†)

† Only if VENETIA is still a MAJ ‡+1 ⚔ if Policy of Italian Dominance is active

LAND TECHNOLOGY	Land Purchase		War Maintenance (Vt/Cs)			Peace Maintenance (Vt)		
	Lⅅ	𝔸⊖	Lⅅ	𝔸⊖	𝔸⊕	Lⅅ	𝔸⊖	𝔸⊕
Medieval	8	16	6/4	8/4	20/10	9	12	25
Renaissance	12	24	8/5	15/10	30/20	12	22	45
Arquebus	15	30	10/6	25/15	40/30	14	30	55
Muskets	20	40	12/7	35/25	50/35	16	40	65

NAVAL TECHNOLOGY	Navy Purchase		Purchase (other)			Maintenance		
	NWⅅ	𝔽⊖	NGⅅ	𝔽⊖ (Ga)	NTⅅ	Nⅅ	𝔽⊖	𝔽⊕
Carrack	45	75	10	30	40	16	30	60
Nau-Galeon	50	90	10	30	40	20	35	90
Galleon-Fluyt	55	120	15	45	40	30	40	100
Battery	60	150	15	60	40	30	50	110

1 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.
One VGⅅ costs twice the cost of 1 NGⅅ and counts as 2 Nⅅ for the construction limits.

Named Doges

- *Barbarigo*: at start.

Specific rules for the Doges
- Reign length: -2 to die-roll; no Dynastic Crisis.
- Used as an admiral.
- Characteristics rolled with +1 to die-roll, and minimal value of 4.

European Diplomacy

- No diplomacy allowed on GENUA
- The Pope in Venice: if Roma conquered, +1 to diplomacy on catholics.

Itali e San Marco
- Must be declared during a diplomacy phase; -30VP.
- Can be used on GENUA, LOMBARDIA, MUTINA, MONTE FERRATO, SICILIÆ, SANCTA SEDES, PARMA, LUCA, SABAUDIA, TOSCANA.
- These minors can be in AN diplomatically (level 10).
- This gives one CB against each of these minors [TBD].

Trade Policy

Great Orient CC
- 100 💷 +10 💷 per 3 non-european COL/TP [(1)] -10 💷 per 5 Christian COL/TP [(2)] -10 💷 per 5 Christian TF in STZ **Mer d'Arabie** or STZ **Océan Indien** +10 💷 for each of **Ormus**, **Soqotra**, **S. Malacca**/**Central Sumatra** [(3)].
- [(1)]: not in AT with other than TUR or VEN; [(2)]: in *ASIA* not in *SIBERIA*;
- [(3)]: TUR TP/COL or no Christian TP/COL and owner in AT of TUR.
- If CC Grand Orient in ÆGYPTUS, half of it for VEN if diplomatic control of ÆGYPTUS not at war.
- SYRIA or ÆGYPTUS annexed if 𝔸 destroyed and capital conquered. ÆGYPTUS annexed→CC Grand Orient moved, Convoy available.

Salt trade
- Can exploit all Mediterranean salt with a MNU level 2 in **Veneto**.

Ragusa
- Owner/controller of **Montenegro** receives ℙ⊖ for STZ **Adriatique** or 1 free (basic) TFI in *MEDITERRANEAN SEA*.

Galleasses

- When technology reached, up to 2 VGⅅ can be bought, one per turn.
- Before *Battery*: 1 VGⅅ = use full fire damage against Galleys; 2 VGⅅ =+1 to Fire roll.
- *Battery* or after: presence of 1 VGⅅ =+1 to Fire roll.
- One VGⅅ must be lost when losing in a Rout.

Dutch Trade

- Each turn, roll 1d10→number of HOL TF to be placed by VEN [TBD?].
- 1-2 none ; 3-5 one ; 6-8 two; 9-10 three (1 in Mediterranean Sea).

Orient Income

pI	T1:	T2:	T3:	T4:	T5:	T6:
pII	T7:	T8:	T9:	T10:	Total pI:	
	T11:	T12:	T13:	T14:	Total pII:	
pIII	T15:	T16:	T17:	T18:	T19:	T20:
	T21:	T22:	T23:	T24:	T25:	Tot:

CC Grand Orient, CC Tempete, convoys of İzmir or *East Indies*, resources exploited with AT, COL/TP producing *PO*, *Spice* or *Silk*, TF in CC Tempete.

Holland

HOL

PERIOD	DTI	FTI	Counter limits			Max.	Force sizes			
			MNU	COL	TP	Nⅅ	𝔽-	𝔽+	Art.	class
1560-1614 III	4	3/5†	4	3	6	28	2/1	4/1	4	III
1615-1664 IV	5	4/5†	5	10	12	34	3/1	5/1	4	III
1665-1699 V	5	5	6	10	12	36	3/1	6/1	5	III
1700-1749 VI	5	5	7	10	12	30	3/1	6/2	5	III
1750-1799 VII	5	5	7	10	12	25	3/1	6/2	5	III

† Special FTI applies to all actions in the ROTW after the *creation of the VOC*.

PERIOD	ACTIONS					BASIC FORCE		TROOPS	MINIMAL
	DIPL.	TFI	COL	TP	Conc.	*Stadhouder*	*Parliament*	PURCHASE	LEADERS
1560-1614 III	4	2×	1	1/2†	2×	𝔸⊕ 𝔽⊖ 1ⅅ ℙ	𝔽⊕ 1ⅅ	8Nⅅ/5Lⅅ	1×º/2‡/1➤/(1♘†)
1615-1664 IV	4	2×	2	2	2×	𝔸⊕ 𝔽⊖ 1ⅅ ℙ	𝔽⊕ 1ⅅ	7Nⅅ/4Lⅅ	1×º/2‡/1➤/1♘
1665-1699 V	5	2×	1	2	2×	𝔸⊕ 𝔽⊕ 1ⅅ ℙ	𝔽⊕ 2ⅅ	7Nⅅ/3Lⅅ	1×º/2‡º/1➤/1♘
1700-1749 VI	3	2×	1#	1#	2×	𝔸⊕ 𝔽⊕ 1ⅅ	𝔽⊕ 2ⅅ	5Nⅅ/3Lⅅ	1×º/3‡º/1✹
1750-1799 VII	2	2×	1#	1#	2×	𝔸⊕ 𝔽⊕ 1ⅅ	𝔽⊕ 2ⅅ	5Nⅅ/3Lⅅ	1×/2‡/1✹

× +1 if *Parliament* government (in CC Indian if VOC created)   † If VOC created   # Only if HOLLANDIA is still a MAJ

º +1× if *Stadhouder* government; +1‡ if *Parliament* government   ℙ = 1 ℙ⊕ maintained or bought for free

Fish monopoly

Partial +1 Nⅅ limit
Total +1 to die for TFI

Wood

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

LAND TECHNOLOGY	**Land Purchase**		**War Maintenance (Vt/Cs)**			**Peace Maintenance (Vt)**		
	Lⅅ	𝔸⊖	Lⅅ	𝔸⊖	𝔸⊕	Lⅅ	𝔸⊖	𝔸⊕
Renaissance	10	20	8/5	15/10	30/20	10	20	35
Arquebus	12	24	10/6	20/12	35/25	13	25	45
Muskets	15	30	11/7	25/15	40/30	15	30	50
Baroque	20	40	12/7	35/25	50/35	16	40	65
Manoeuvre	35	70	15/8	40/25	70/40	20	55	90
Lace	50	100	20/9	50/30	80/50	30	70	110

NAVAL TECHNOLOGY	**Navy Purchase**		**Purchase (other)**			**Maintenance**		
	NWⅅ	𝔽⊖	NGⅅ	𝔽⊖ (Ga)	NTⅅ	Nⅅ	𝔽⊖	𝔽⊕
Nau-Galeon	35	70	—	—	40	15	30	60
Galleon-Fluyt	40	105	—	—	40	20	35	75
Battery	50	135	—	—	40	25	40	90
Vessel	55	170	—	—	40	30	50	110
Three-decker	60	210	—	—	40	35	60	130

1 LⅅE or 1 NⅅE costs ½ (rounded up) of the price of 1 Lⅅ or Nⅅ; 𝔸⊕ are created with 2 𝔸⊖ or 𝔸⊖ +2Lⅅ.

Recruitment in ROTW

Land recruitment
• COL/TP: 1LⅅE at normal cost, 1Lⅅ at double cost (𝄐)
• COL level 6: 2Lⅅ at normal cost, 𝔸⊖ at double cost (𝄐)
• Forts/Missions: none

Sea recruitment
• ROTW building at double cost (𝄐,limit)
• COL level 6: normal cost (𝄐,limit)
• Fisheries: +1NⅅE per 2 Fish (normal 𝄐, out of limits)

• **Willem I**: at start of the rebellion, 7 turns, 7/9/9, **Named Stadhouders** Stadhouder. Also *Willem I* (♛ A 3.3.2 -1 [Event III-1]).
• **Oldenbarnevelt**: T19–26, 9/7/7, Parliament.
• **Maurits**: T20–27, 7/7/9, Stadhouder. Also *M. Nassau* (♛ A 4.5.5 -1 [T20–T27]).
• **Frederik Hendrik**: T27–32, Stadhouder, 8/7/9. Also *Frederik Hendrik* (♛ A 4.4.3 -1 [T27–T32]).
• **de Witt**: by V-10, random duration, 9/7/9, Parliament or minister of a Stadhouder. Adds 𝔽⊖ and 𝔸⊕ to *Basic forces* when at war.
• **Willem III**: T37-43, 7/9/7, Stadhouder, see V-3. Adds 𝔸⊕ to *Basic forces*, also *Willem III* (♛ A 3.3.3 [T37–T43]).

Changing government
• After the death of a sovereign.
• Immediately after being victim of a declaration of war→*Stadhouder*
• Following the acknowledgement of sovereignty by HIS.
• When a named character is available.

Stadhouder
• MIL is at least 5; limits are changed; at most one 𝔸 in the ROTW.
• At the beginning of full involvement in war, gain 𝔸⊕ and one fortress of maximum level in Europe.

Parliament
• ADM is at least 5; limits are changed; at most two 𝔸 in Europe.
• CC Atlantic is worth 150 𝄐 if IV-5 (Act of Navigation) is not enforced.

Naval Construction
• If the monarch has at least 7 in both ADM and MIL, two TFI actions can be traded for a free 𝔽⊖ (in addition of Construction limits) if Naval Technology is not *Three-Decker* of higher.

Dutch Flood

• Any national province can be flooded during movement of enemy troops.
• Enemy must retreat and suffer attrition at +2.
• Only dutch troops can move in flooded provinces at the cost of 6 MP.
• Flooding a province cost 5VP and 1 Stability.
• Place a *Pillage*⊕ marker in flooded provinces (not adjusted this turn). Flood last as long as the province is looted.

Indiërs

Army of the VOC

• After VI-17 (The last of the Great Mughals), *Indiërs* can be raised in *ASIA*.
• 1 Lⅅ can be raised in each TP⊕ and COL⊕ each turn.
• 1Lⅅ of *Indiërs* cost 5 𝄐 to raise and 3/1 𝄐 to maintain as Veteran/Conscript.
• *Indiërs* never cause activation of natives.

Conquistadors
• *Coen/van Diemen/Maetsuycker* may use the table of conquistadors in Indonesia.

Exclusivity
• HOL cannot sell, give or trade discoveries as well as COL/TP before period VII.

Loan treaties

• May loan up to 150 𝄐 per turn.
• Add 100 𝄐 after III-2 (Amsterdam Stock Exchange).
• If Recognised by HIS, no penalty to lend money to MAJ having a different Religion.

Habsburg Empire/Austria   HAB

Period	DTI	FTI	MNU	COL	TP	Max. ND	F-	F+	Art.	class
			Counter limits				Force sizes			
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

Habsburg endogamy

#DynA	1–2	3	4	5	6	7	8	9
p. I	.	.	.	.	.	-1	-2	-3
p. II–IV	.	.	.	-1	-1	-2	-3	-3
p. V	.	.	-1	-1	-2	-3	-3	-3
p. VI–VII	.	-1	-2	-2	-3	-3	-3	-3

7 HabW		7 Burl		8 Napl
8	BohW		9	MilW
12 HunW	10 SpaM	11 PorW	9 BavW	

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

Period	Dipl.	TFI	COL	TP	Conc.	Basic Force	Troops Purchase	Minimal Leaders
	Actions							
1492-1519 I	2	0	0	0	0	A⊕ LD×	0ND†/3LD	2✕
1520-1559 II	2	0	0	0	0	A⊕ A⊖×	0ND†/3LD	2✕
1560-1614 III	2	0	0	0	0	A⊕ A⊖×	0ND†/3LD	2✕
1615-1664 IV	3	0†	0	0	0	2A⊕×	0ND†/3LD	2✕
1665-1699 V	3	0†	0	0	0	2A⊕×	0ND†/4LD	3✕
1700-1749 VI	4	0†	0	0	0	2A⊕ A⊖×	0ND†/4LD	3✕
1750-1799 VII	4	0†	0	0	0	2A⊕ A⊖ D×	0ND†/4LD	4✕

† +1 or 1ND if AUS* controls at least one port of the HANSA.   × If HABSBURGENSIS HUNGARIA not autonomous, add A⊕ if I-D (Habsburgs Inheritance of Hungary) was activated or has 10+ provinces of HUNGARIA, else A⊖ (after I-E (Downfall of Hungary) or none of these events).

Land Technology	LD	A⊖	LD	A⊖	A⊕	LD	A⊖	A⊕
	Land Purchase		War Maintenance (Vt/Cs)			Peace Maintenance (Vt)		
Medieval	8	16	6/3	8/5	15/10	8	12	25
Renaissance	12	24	7/4	12/8	20/12	10	18	30
Arquebus	20	40	8/4	15/10	25/15	12	25	40
Muskets	25	50	9/5	20/12	30/18	15	30	45
Baroque	35	70	10/6	25/15	40/20	16	40	60
Manoeuvre	40	80	12/7	30/20	50/25	18	45	75
Lace	45	90	15/8	40/25	60/35	25	60	90

Naval Technology	NWD	F⊖	NGD	F⊖ (Ga)	NTD	ND	F⊖	F⊕
	Navy Purchase		Purchase (other)			Maintenance		
Carrack	50	80	15	50	50	15	25	55
Nau-Galeon	55	110	15	50	50	17	35	80
Galleon-Fluyt	60	155	20	60	50	20	40	90
Battery	65	175	20	70	50	25	45	100
Vessel	70	200	25	90	50	30	50	110
Three-decker	80	220	25	90	50	40	60	130

1 LDE or 1 NDE costs ½ (rounded up) of the price of 1 LD or ND; A⊕ are created with 2 A⊖ or A⊖ +2LD.

Named Archidukes
• At start: roll for a random Monarch.
• *Maria Theresia*: due to VI-13 (War of Austrian Succession).

Autonomous States
• HASBURGENSIS SICILIÆ: A⊖ [ITALY], F⊖ [Med.], F[**Campania**]; autonomy is mandatory.
• HABSBURGENSIS LOMBARDIA: A⊕ [ITALY, HIS, AUS], F
• HABSBURGENSIS HUNGARIA: 1 or 2A⊕ [AUS, POLONIA, BOHEMIA, HUNGARIA, *BALKANS*, TUR], F[any number in HUNGARIA]
• HABSBURGENSIS BOHEMIA: A⊕ [HRE, AUS, POLONIA, HUNGARIA], F[**Bohème**]
• HABSBURGENSIS HUNGARIA, HABSBURGENSIS BOHEMIA and possibly HABSBURGENSIS LOMBARDIA are for AUS.
• If HABSBURGENSIS HUNGARIA has 4 provinces or less, only 1A⊕.
• HASBURGENSIS SICILIÆ for AUS comprises **Sicilia**, **Palermo**, **Saldígna**.

Hungaria
• May use all units of HUNGARIA if it owns 7+ of its provinces.
• May use half the units of HUNGARIA if it owns 4 to 6 of its provinces.
• May not use any units if HABSBURGENSIS HUNGARIA exists.

Baltic Fleet
If AUS annexes a province part of the territory of HANSA:
• F counter available (anywhere).
• TF available starting in period VI.
• Limits are changed.

Poland

POL

Period	DTI	FTI	Counter limits			#𝔽	Max.	Force sizes				
			MNU	COL	TP		N𝔻	𝔽-	𝔽 +	Art.	class
1492-1519 I	2	1†	2	0	0	0(1)	1(2)	1/1	2/1	1	IIм
1520-1559 II	2	2†	3	0[1]	0[1]	0(1)	2(4)	1/1	3/1	2	IIм
1560-1614 III	2†	2†	3†	1[3]	1[3]	1	4(6)	1/1	3/1	3	IIм
1615-1664 IV	2†	2†	3†	1[4]	1[4]	1	4(6)	2/1	4/1	3	IIм
1665-1699 V	3†	2†	4†	2[4]	2[4]	1	6	2/1	4/1	4	IIм
1700-1749 VI	4	3	5	2[4]	2[4]	1	7	2/1	5/2	4	IIм
1750-1799 VII	5	3	5	2[4]	2[4]	1	7	2/1	5/2	4	IIм

†Add 1 if *Lublin Union* is in effect or protestant
(X) apply this for protestant   [X] apply this if orthodox or protestant

Period	ACTIONS				BASIC FORCE			TROOPS PURCHASE	MINIMAL LEADERS
	DIPL.	TFI	(1) COL/TP (2)	Conc.	POLONIA	LITUANIA	UKRAINA		
1492-1519 I	2†	0‡	0‡	0	1✕; 𝔸⊕	1✕; 𝔸⊕	𝔸⊖	0N𝔻/4L𝔻	
1520-1559 II	2†	0‡	0‡	½	1✕; 𝔸⊕ (𝔻)	1✕; 𝔸⊕	𝔸⊖ (L𝔻)	0N𝔻‡/4L𝔻	
1560-1614 III	2†	0‡	0‡✕	1	1✕; 𝔸⊕ (𝔻)	2✕; 𝔸⊕	𝔸⊖ (—)	1N𝔻/4L𝔻	[1♛](1♞)
1615-1664 IV	3†	1	0‡✕	1	1✕; 𝔸⊕ (𝔽⊖)	1✕; 𝔸⊕	𝔸⊖ (—)	1N𝔻/4L𝔻	[1♛](1♞)
1665-1699 V	3	1	0‡✕	1	1✕; 𝔸⊕ (𝔽⊖)	1✕; 𝔸⊕	𝔸⊖ (—)	1N𝔻/3L𝔻	[(1♛)]
1700-1749 VI	2	1	1✕	0	1✕; 𝔸⊕ (𝔽⊖)	1✕; 𝔸⊕	L𝔻 (—)	1N𝔻/3L𝔻	
1750-1799 VII	2	1	1✕	0	1✕; 𝔸⊕ (𝔽⊖)	1✕; 𝔸⊕	L𝔻 (—)	1N𝔻/3L𝔻	

(1)/(2) Choose freely between COL and TP
(1) Apply this for Orthodox   (2) Apply this for Protestant
† -1 if protestant, +1 if conciliant   ‡ +1 if protestant

[X]: apply this for orthodox   (X): apply this for protestant
✕ +1 action in STZ **Baltique** if at least 3 ports on that sea
½ One action every two turns (not consecutive turns)

Wood

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

LAND TECHNOLOGY	Land Purchase		War Maintenance (Vt/Cs)			Peace Maintenance (Vt)		
	L𝔻	𝔸⊖	L𝔻	𝔸⊖	𝔸⊕	L𝔻	𝔸⊖	𝔸⊕
Medieval	8	16	2/1	8/4	20/10	3	12	30
Renaissance	10	20	3/1	15/5	30/15	5	20	40
Arquebus	13	26	4/2	20/12	40/25	6	25	50
Muskets	18	36	5/2	30/15	50/30	8	35	70
Baroque	23	46	7/3	40/20	60/40	12	45	80
Manoeuvre	28	56	10/4	50/25	70/40	15	55	100
Lace	35	70	15/5	60/40	90/60	25	70	120

NAVAL TECHNOLOGY	Navy Purchase		Purchase (other)			Maintenance		
	NW𝔻	𝔽⊖	NG𝔻	𝔽⊖ (Ga)	NT𝔻	N𝔻	𝔽⊖	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

1 L𝔻E or 1 N𝔻E costs ½ (rounded up) of the price of 1 L𝔻 or N𝔻; 𝔸⊕ are created with 2 𝔸⊖ or 𝔸⊖ +2L𝔻.

Recruitment in ROTW

Land recruitment
• COL/TP: 1L𝔻E at normal cost, 1L𝔻 at double cost (𝔻)
• COL level 6: 2L𝔻 at normal cost, 𝔸⊖ at double cost (𝔻)
• Forts/Missions: none

Sea recruitment
• ROTW building at double cost (𝔻, limit)
• COL level 6: normal cost (𝔻, limit)
• Fisheries: +1N𝔻E per 2 Fish (normal 𝔻, out of limits)

Named Kings

• *John and Alexander*: at start.
• *Zygmunt I*: successor of *John and Alexander*.
• *Báthory*: values 8/7/9, Also a general *Báthory* (✕ B 5.2.4 [T17–T22]).
• *Sobiesky*: values 8/7/9, Also a general *Sobieski* (✕ A 4.2.5 ↔ ♛ A 4.2.5 [T37–T42]).
• *Zygmunt III*: after III-13 (Union between POLONIA and SUECIA).
• *August II*: after V-12 (*August II*).
• *Patkul*: values 5/9/4, Also a general *Patkul* (✕ A 4.2.2 ↔ ♛ A 4.2.2 [T42–T46]). May also be a minister. During his service, no alliance with SUE, POL may sign limited offensive alliances against SUE.
• *Stanislas*: by VI-1 (The Great Northern War).

Elective monarchy

• Generals above can be chosen as kings instead of rolling for a new one.
• If retired by event, remains available as a normal leader.
• +1 to the die for *Manoeuvre* and Shock of kings.

• POL may only use 3 TF if not Protestant.

Trade

Internal Policy

Before Union of Lublin
• -2 to the die for DC/reign length.
• Separate forces for POLONIA and LITUANIA.

After *Liberum Veto*
• -2 to the die for DC/reign length.
• -5 to raise Stability if at war with a MAJ.
• -2/3 Stability to declare war with/without CB.
• War for *Absolutism* may be started.
• Cannot maintain fortress of level >3 at peace.

Warsaw
• **Mazowia** can be annexed starting from *Zygmunt I*.
• Warszawa can be made a second capital →immediate +2 Stability.

Cossacks

• 𝔸 and 4L𝔻 can be used by POL and raised in UKRAINA if at least one province owned.
• If 𝔸 present and not at war against TUR or CRIMEA, agitations possible (remove army for the turn).
• Choose RUS or TUR, roll a revolt if die+M≥10.
+2 if target is TUR.
+2 if 𝔸⊕.
• Revolt does not happen if south (included) of **Alep**, **Kordistān** and **Azarbāyadjān**.

Prussia

PERIOD	DTI	FTI	Counter limits			Max.	Force sizes			
			MNU	COL	TP	ND	𝔽 -	𝔽 +	Art.	class
1700-1749 VI	5	5	3	1	1	1	—	—	6	IV
1750-1799 VII	5	5	4	2	2	2	—	—	6	IV

PERIOD	ACTIONS					BASIC	TROOPS	MINIMAL
	DIPL.	TFI	COL	TP	Conc.	FORCE	PURCHASE	LEADERS
1700-1749 VI	3	0×	0	0	0×	2𝔸⊕	1ND/3LD	3⚔
1750-1799 VII	3	0×	0	0	0×	2𝔸⊕	1ND/3LD	3⚔

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

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

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

NAVAL TECHNOLOGY	Navy Purchase		Purchase (other)			Maintenance		
	NWD	𝔽⊖	NGD	𝔽⊖ (Ga)	NTD	ND	𝔽⊖	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

1 LDE or 1 NDE costs ½ (rounded up) of the price of 1 LD or ND; 𝔸⊕ are created with 2 𝔸⊖ or 𝔸⊖ +2LD.

Named Kings
• **Friedrich-Wilhelm**: at start (8/5/9, dies turn 51).
• **Friedrich II**: Beginning of VII-1 (Seven years war) or after **Friedrich-Wilhelm** (9/9/9), also *Friedrich II* (♛ <♥> A 6.6.6 -1 [T51–T59]), no survival for 6 turns.
  • No -1 at survival tests after battle.
  • Escape the first death in battle (by hiding in hay).
  • During his Reign, PRU may break any Alliance for the cost of 1 Stability (instead of 2).
  • Military revolution with **Friedrich II** during certain wars. [TBD]

Military means
• Troops recruited below purchase limit are veterans.
• Can make exceptional recruitment after a major defeat **without** losing 1 Stability.
• One free multiple campaign each turn (two if **Friedrich II** reigns).
Silesia
• Gains 1 lv. of MNU (Metal/Silesia) as soon as both **Silésie** and **Lausitz** are owned.