

| PERIOD | DTI | FTI | Counter limits | | | Max. ND | Force sizes | | | |
|---------------|-----|-----|----------------|----------------|----------------|------------|-------------|-----|------|-------|
| | | | MNU | COL | TP | | 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⊖ 3ID | 4ND/4LD | 1× [†] /1± |
| 1520-1559 II | 3 | 1 | 0 | 0 | 2 | F⊕ 3ID | 6ND/5LD | 1× [†] /2± |
| 1560-1614 III | 3 | 1 | 0 | 1 [†] | 1 [†] | F⊕ 3ID | 6ND/4LD | 1×/1±/1± (or ⊕ [†]) |
| 1615-1664 IV | 2 | 1 | 0 | 1 [†] | 1 [†] | F⊕ 2ID | 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 | ⊖ | LD | ⊖ | ⊕ | LD | ⊖ | ⊕ |
| 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; ⊕ are created with 2 ⊖ or ⊖ +2LD.

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

• **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.

• 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, SICILIAE, 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].

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 ⊖ 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 ⊖ for STZ **Adriatique** or 1 free (basic) TFI in **MEDITERRANEAN SEA**.

Named Doges

- When technology reached, up to 2 VGID can be bought, one per turn.

- Before **Battery**: 1 VGID = use full fire damage against Galleys; 2 VGID =+1 to Fire roll.

- **Battery** or after: presence of 1 VGID =+1 to Fire roll.

- One VGID must be lost when losing in a Rout.

- Each turn, roll 1d10→number of HOL TF to be placed by **Dutch Trade VEN** [TBD?].

- 1-2 none ; 3-5 one ; 6-8 two; 9-10 three (1 in Mediterranean Sea).

Galleasses

Orient Income

Orient Income

| pl | T1: | T2: | T3: | T4: | T5: | T6: |
|------|------|------|------|------|------------|------|
| plI | T7: | T8: | T9: | T10: | Total pl: | |
| | T11: | T12: | T13: | T14: | Total plI: | |
| plII | 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.

Reign

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

Survival roll

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

Age penalty

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

Succession roll

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

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

Successor's Values

| ↓1d10 | 3 | 4 | 5 | 6 | 7 | Base col for each MAJ |
|-------|---|---|---|---|---|---|
| 1 | 3 | 3 | 3 | 3 | 3 | TUR 4 |
| 2 | 3 | 3 | 3 | 3 | 4 | POL 5 |
| 3 | 3 | 3 | 3 | 4 | 5 | RUS 5 (before reign of <i>Peter the Great</i>) |
| 4 | 3 | 4 | 4 | 5 | 6 | FRA 5 (before III-11) |
| 5 | 4 | 4 | 5 | 5 | 6 | HIS 6+endogamy mod. |
| 6 | 4 | 5 | 5 | 6 | 7 | Others 6 |
| 7 | 4 | 5 | 6 | 6 | 7 | |
| 8 | 5 | 6 | 7 | 7 | 8 | |
| 9 | 6 | 7 | 8 | 8 | 8 | +1 col. if former>base |
| 10 | 7 | 8 | 9 | 9 | 9 | -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 | Roll 1d10+? |
|----------|----|-----|-----|-----|----|-----------------------------|
| Modifier | -2 | -1 | | +1 | +2 | Final value is min 0, max 6 |

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

Periods

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

Results (1d10+mod-2d10)

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

Overseas CB not coming from events

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

Permanent overseas CB

Reactions immediately after a declaration of war

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

Reactions at any turn

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

Diplomacy modifiers

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

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

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

Modifiers to the diplomacy die-roll

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

Diplomacy on ROTW nations

Foreign Trade Income

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

Domestic Trade Income

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

?=+20 ⌘ × sides of *Cereals* MNU

Bankruptcy Roll

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

for one level of MNU (player's choice)

* No Domestic Action: no Exceptional taxes nor DTI, FTI, MNU.

Test: 1d10+ADM Monarch±Stability

+1 has a Stock Exchange
-3 if larger than 100 ⌘ Small Bankruptcy
-1 per MNU counter above limit
± per event (HIS: +1 if Expulsions)

Types of Bankruptcy

Small (up to 200 ⌘ National Loan): test (-5VPs?)

Major (all National Loans or up to 200 ⌘ International Loan): lose 15 VP, apply the worst result

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

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

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

AUS 50 ⌘, or 100 ⌘ if owns 2 of: BURGUNDIA, BOHEMIA, HUNGARIA

RUS 50 ⌘ if owns 3 Khanates (or Cossacks) countries

TUR 100 ⌘, or 200 ⌘ if owns 2 of: HUNGARIA, SYRIA, AEGYPTUS

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

Extra blocked trade: Vassals, Trade refusals, wars, events.

Wine and *Cloth* MNU: reduces extra blocked trade by 50 ⌘ × sides

If UNITED STATES exists and is at peace, up one line in the table

Reinforcements of Minor countries Fully at War

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

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

MC=1 multiple campaign. **Note:** 1 free active each round.

Leader: reroll 1d10, if result ≤ Leader? column, 1 random leader

During pV-VII, add f to basic forces if Income ≥ 16.

+1 FRATRES MILITIAE CHRISTI and D.S.M. THEUTONICORUM before I-H

+1 *Barbaresque* countries in periods I-III

+1/+3 BRANDENBURGUM after IV-11/V-13

+2 PERSIA in periods I-III

+1 DANIA and SAXONIA in periods I-IV

+1 BAVARIA after IV-1 (1) or VII-2

+1 SUECIA always

+1 SABAUDIA in periods IV-VI

+1 HANOVERE in periods VI-VII

+2 POLONIA if *Absolutism* established

+3 PORTUGALLIA before III-6

+1 VENETIA in periods IV-V

-1 0 ≤ Income ≤ 5

+1 16 ≤ Income ≤ 30

+2 31 ≤ Income

Maintenance of Minors

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

Recruitment of Minors

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

Administrative actions of minors

- Actions are at medium investment.
- 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 | 5 | 4 | 3 | | | | 2/4 |
| | 4/12 | 6/15 | 6/18 | 6/18 | 3 | 3 | 5/25 | 5/8 |
| HOL | 4 | 4 | 5 | 4 | | | | |
| | | | 8/28 | 7/32 | 7/36 | 5/30 | 5/25 | 5/8 |
| AUS | | | 3 | 3 | 4 | 4 | 4 | |
| | | | | | 0+1/1+3 | 0+1/1+3 | 0+1/2+6 | (1/3) |
| POR | 2 | 3 | | | | | | 1/8 |
| | 4/12 | 4/15 | 6/18 | 4 | 3 | 3 | 3 | 2/6 |
| SUE | | | 2/12 | 4/15 | 4/18 | 3/18 | 3/15 | |
| | | | | | | | | |
| HIS | 5 | 5 | 5 | 5 | 4 | 3 | 3 | |
| | 4/12 | 6/15 | 7/30 | 7/26 | 5/24 | 4/24 | 4/24 | 4/10 |
| FRA | 4 | 4 | 4 | 4 | 4 | 4 | 4 | |
| | 2/8 | 3/12 | 4/14+2 | 5/18+2 | 6/26+6 | 7/30+6 | 7/38 | 6/8 |
| ANG | 3 | 4 | 3 | 3 | 3 | 3 | 3 | |
| | 3/8 | 4/12 | 4/18 | 6/24 | 6/24 | 7/36 | 7/42 | 6/10 |
| TUR* | 4 | 4 | 5 | 5 | 4 | 4 | 4 | |
| | 5/12 | 7/15 | 9/30 | 9/26 | 8/24 | 6/22 | 5/18 | 6/6 |
| RUS* | 4 | 4 | 4 | 4 | 4 | 4 | 4 | |
| | 0/0 | 1/2 | 2/4 | 1+2/5 | 1+2/10 | 2+2/18 | 3+2/22 | 3/8 |
| POL | 4 | 4 | 4 | 4 | 3 | 3 | 3 | |
| | 0/1 | 0/2 | 1/4 | 1/4 | 1/6 | 1/7 | 1/7 | 1/3 |
| PRU | | | | | | 1/1 | 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. Fort | NA/one missionary | | NA/1 |
| 1 | NA/LD +2 rounds (25)/25 ⌘ or COL level 6 | | NA/1 |
| 2 | 25/50 | Medieval | 2/4 |
| 3 | *50/(100+) | Renaissance | *3/6 |
| 4 | **75/(150+) | Baroque | **4/8 |
| 5 | 100/NA | Turn 40&Man. | 5/NA |

* = x2 before *Arquebuse* ** = x2 before Turn 40

† = in ROTW, only arsenal may be at level 3 or more.

• PΘ/⊕: 10/20 ⌘

• -1 ND in construction limit per side

Recruiting Privateers

• Explorer, Conquistador: 1d10, 1-6→0, 7-10→1. Blind bid ≥ 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

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

½: If $1d10 \leq FTI \rightarrow$ "S", else "F" (special FTI may apply)

Native attacks: if unmodified die on COL attempt is 1 or 2 and $1d10 \leq Tolerance \rightarrow$ Attack of Natives on target province

Exchequer test

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

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

Exchequer test: Test on Administration Table, Stability as Column, modifiers:

- +2 If completely at Peace
- 1 per 100 ₤ of National Loan, or per International Loan
- 1 per bankruptcy (or broken loan treaty) in the last 5 turns
- +1 if has a Stock Exchange (For International Loans only)
- If not at Peace: Add 10% to the capacity of National Loan**
- HIS: Add 10% to the capacity of National Loan if Expulsions

Summary of administrative operations

| Column computation | INvestment | Die modifiers | |
|--|---|---|--|
| All actions: INV added <i>after</i> thresholding to [-4;+4] | | +E Events-specific modifiers that may apply | |
| Trade Fleet Implantation (TFI) | 10/30/50 +1/+3 | -1 Pirates in the STZ/CTZ -1 Sea battle in the STZ/CTZ during the previous turn +1 TF already ⊕ <i>(X_p: player's value of X, X_o: opponent's value of X)</i> | |
| Trade Fleet Concurrency (Concurrency) | 10/30/50 +1/+3 | -1 Sea battle in the STZ/CTZ during the previous turn -1 if at least one third-party TF +1 if power has territory on the STZ/CTZ; -1 if enemy has territory on it | |
| Concurrency for resource or TP | 10/30/50 +1/+3 | -1 If there is at least one third-party TP/COL in the <i>area</i> -1 Battle in the <i>area</i> during the previous turn | |
| Trading-Post placement (TP placement) | 10/30/50 +1/+3 | Cumulative -1 Per foreign TP in the <i>area</i> -1 Province occupied by enemy +2 If province pacified (no more natives) | Not cumulative +M <i>Manoeuvre</i> of ☉/☼ +B Bonus of Mis if TP/COL is side ⊖ +1 If ☼ or <i>Mission</i> in <i>area</i> |
| Colonisation (COL placement) | 30/50/100 +1/+3 | -1 Battle in the <i>area</i> during the previous turn +2 If the COL already exists | -3 First attempt of the game -2 Second attempt of the game -1 Third attempt of the game |
| Exceptional levies: | Stability -1 (unless enemy forces on National Territory), get $(1d10+3 \times \text{Stability} + \text{ADM}) \times 10$ ₤ | | |
| Enhance FTI or DTI or Develop a MNU | 30/50/100 +1/+3 | +S Stability | -1 TUR and POL -1 RUS before St. Petersburg -2 HIS after <i>Gold flow</i> +2 ANG after 1700 (turn 43) |
| Enhance technology (land or naval) | 30/50/100 +1/+3 | Relevant MNU: <i>Metal</i> for Land, <i>Instruments</i> for Naval +? Technological lateness (#boxes needed to reach the minor marker-5) -1 TUR for some Technology levels, depending on Reforms done Results S, S* = +2 Tech. boxes, Result ½ = +1 Tech. box (no test under FTI) Result S* = +2 Tech. boxes, S = +1 Tech. boxes (includes ½ if test under FTI successful) | |

Random Piracy and Economy

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

Exotic resources variations

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

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

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

Wintering segment**Causes for attrition**

- *Timarlar* (special)
- Cold Area (not controlled/national)

Supply segment

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

Movement segment

- Massed force ($\geq 6LD$, no logistics: $\geq 3LD$)
- Movement $\geq 3MP$ if *bad weather*
- Movement $\geq 6MP$
- 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 NGID)
- 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 | $\geq 6LD$ |
| ≤ 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 | 1 | 1+P | 2+P |
| 12 | F [×] | F [†] | 70% | P | 1 | 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 |

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
- +1/+2 per unfriendly *Revolt* ⊖/⊕ /besieged)
- +? 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 *Siege work* ⊖/⊕
- 2 for besieger

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

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 | † 4 only for native troops ‡ 2/3 only if embarking and disembarking in friendly ports/arsenals |
|------------------------------|--------------------|--------------------|---|
| Friendly/Enemy Clear Terrain | 1/2 | 2/4 | |
| Enemy Mountain | 3 | 6 | |
| Other Rough Terrain | 2 | 6(4 [†]) | |
| Strait, river, pass | +1 | +2 | |
| In or out of swamps | +1 | +2 | |
| Naval move | 3(2 [†]) | 6(3 [†]) | |

ROTW: Moving along a river = clear terrain for LD movement

Out of national territory:

Wasteland 2×MP for movement and LoS unless waste-native.

Through Desert 2×MP for LoS, always weak supply.

Campaigns costs

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

Small stack (Land) $\leq 5LD$

Small stack (Sea) at most 1F

Naval Supply

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

NGD, NTID: counts as ND

F ⊖ $\geq 2ND$, F ⊕ $\geq 3ND$

Convoys: no supply

Sea Transport for Armies

| period | I-III | IV-V | VI | VII |
|------------|-------|------|----|-----|
| I, IM | 10 | 10 | 10 | 10 |
| II, IIM, A | 8 | 8 | 8 | 8 |
| III | 6 | 6 | 8 | 8 |
| IIIM | 6 | 8 | 8 | 8 |
| IV | 6 | 8 | 12 | 12 |
| IVM | 6 | 6 | 10 | 12 |

⊕ ⊕ see Table

⊕ ⊖ = ½ ⊕ ⊕

LD 2 and LDE 0.5

Gold 1 per 5 ⌘

Ships capacity

1 for NWD, NGID

3 for NTID

0.5 for NDE

Remaining troops after attrition (naval and ROTW)

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

D=1 ND or 1 LD, d=LDE or NDE * = 50% chance to lose 1 more d

More than 10D: do x×10D plus a remainder

Treat 3d as 1D, and excess d with the 1d/2d lines

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

Countenance of Fleets

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

Interception: success on ≥ 8 or natural 10±? *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)

Interception and evasion**Conquistadors Effects**

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

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

Apply the "Remaining Troops after Attrition" table with the percentage to natives:

R: resisting troops (those that will fight) (— = all resist, †=none resist)

D: Deserting troops (those that join the ☹)

Wind Advantage Determination

| ↓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 Shockcolumns, 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: loser had European A), and loss difference at least 3LD or 5NWD or 8NGD.

Army Classes — Repartition and Size

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

Size Comparison

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

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

Combat results (Loss/Morale)

| 1d10 | A | B | C | D | E |
|------|-------|-----|-------|-----|-------|
| ≤3 | — | — | — | — | — |
| 4 | 1/3 | — | — | — | — |
| 5 | 2/3 | — | 1/3 | — | — |
| 6 | 1 | — | 2/3 | — | 1/3 |
| 7 | 1 1/3 | * | 1 | * | 2/3 |
| 8 | 1 2/3 | * | 1 1/3 | * | 1 |
| 9 | 2 | ** | 1 2/3 | * | 1 1/3 |
| 10 | 2 1/3 | ** | 2 | ** | 1 2/3 |
| 11 | 2 2/3 | ** | 2 1/3 | ** | 2 |
| 12 | 3 | ** | 2 2/3 | ** | 2 1/3 |
| 13 | 3 1/3 | *** | 3 | *** | 2 2/3 |
| ≥14 | 4 | *** | 3 1/3 | *** | 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,
≥ 2ND
+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)

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 3LID and (in the ROTW) losers had European A

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, pl to pIV)
+1 if ≥ 6 Artillery in the stack

Land Cavalry Shock modifiers

+1 if at least 3LID 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 | |
|-------------------|-----|--------|----|--------|--------|----|------|
| #LID | LID | 2LID | 1 | 1+LID | 2 | 3 | 4/5 |
| Mod. | -3 | -2 1/3 | -2 | -1 2/3 | -1 1/3 | -1 | -2/3 |

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 | 10 | #+4 |

Modify both the 1/3 or 2/3 and the full ID.

<L3> Retreat

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

M=Manoeuvre of leader unless routed

Sea battle summary

• Discretionary **Retreat**: after *Fire* if *Wind advantage*; after Boarding of 1st day: Defender then Attacker may opt to retreat.
• **Winner**: only other fleet routed or retreat; or higher morale at end of 2nd day.
• Winning force rolls for *Pursuit* (may be none).
• **Modify losses**: see <S1> if stack size less than 6ND; see <L2/S2> if more: line +1 if 7 to 12ND; +2 if 13 to 18ND; +3 if 19+ND (ignore fractions).
• Winner: 1st ND lost *Damaged*, 2nd *Destroyed* and 3rd refitted (then loop over).
• Loser (or equality.): 1st ND lost *Damaged*, 2nd *Destroyed* and 3rd *Damaged*.
• Fractions vs. NGD or NTD: round up (vs. ND: fractions in next loss category).
• **Pursuit** losses, each *: capture (from *Damaged* if any, or NTD) 1NWD, 2NGD or 2NTD (with corresponding transports points sunk if troops, or 10 captured and 5 sunk per NTD if Gold.)
• Routed or Loser: goes to next port. Winner may follow and blockade. Fleets going to port: normal attrition roll. If Rout: one loss on VGD.
• **Major defeat**: rout and loss difference at least 5NWD or 8NGD

Assault Results

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

Modifiers for the besieger

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

Modifiers for all sides

+? *Fire* differential during *Fire* if ≥0
 +? *Shock* differential during *Shock* if ≥0

- One *Fire*, one *Shock*
 - Any side routed during *Fire* does not roll for *Shock*
 - A fortress is *Veteran*; use a replacement leader if needed
 - Fortress falls if the besieged has no more resistance or morale.
- Losses are first taken on the troops inside the fortress.

Fire stage (besieger)

Medieval no *Fire*

Renaissance only if Δ present or against ROTW, no losses
Arquebus Divide losses by two (round to lesser 1/3)

Losses modifiers

Besieger size ≤6LD: -1/3 or ≤4LD: -2/3; no Δ : -2/3 (cumulative);
One Δ of I or POL (pl-II), RUS (pl-III), TUR *Yeniçeriler* (before M-1a, pl-III): +2/3

Besieged: cap by 2×resistance+#LD inside, then add 2/3 if besieger is routed

Fortresses Resistance

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

Artillery per Δ

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

Δ : divide by two, round down.

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

Artillery bonus against Fortresses

| 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 \ominus | F \oplus |

1NGD=1ND; F \ominus ≥2ND; F \oplus ≥3ND

Undermining

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

Siege modifiers

-N Fortress level
 -2 If port (plain, no blockade) or non-plain terrain
 -3 Any other terrain with port (no blockade)
 Exc.: ROTW = terrain does not count if port
 Exc.: fort= terrain or port: -1 only
 +2 *Breach* during this turn
 +1/+3 Per *Siegeworks* \ominus/\oplus
 -S Siege value of one besieged leader
 +S Siege value of one besieger/blockading leader
 +1/+3 If at least one LD/ Δ 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 \ominus = 1 \oplus , 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*)

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 | | | | | | | | | | | |
| & Φ | 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 | | | | |

A Attrition or *Pillage* \ominus (Revolt).

R if fought, -1 side/LD/ND

p 1 perm. (largest TF) *Pillage* \ominus

t 1 temp. (largest TF) *Pillage* \ominus

* 1 temp. (all TF) *Pillage* \oplus

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 \oplus , a F \oplus (same country) may act as a P \ominus (no bonus for friendly ND/F).

Descents: a naval stack (+1 optional LD) may raid a province (even in Europe) as a P \ominus . May be intercepted both at sea and land (even if no LD). Must redeploy at port at end of round.

All

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

Revolts

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

Natives

-? #LD of natives
 -1 per COL/TP of another country in the area.

+6/+3 routed/defeated this round.

Natives and Raids

+N level of fortress (×2 in Europe).

Pirates and Privateers

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

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 **chooses** to give minor territory.

1-Event phase

- Monarchs Survival
- Economical events
- Economical situation+Pirates
- Political events

2-Diplomatic phase

- Declarations of Wars due to events, and Reactions
- Announcements: Agreements, Trade Refusal,...
- Declarations of War, and Reactions
- Diplomacy on Minor Countries

3-Income phase

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

4-Administrative phase

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

5-Military phase (each military round)

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

6-Redeployment phase

- 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.

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 Wjen or Roma controlled by TUR
- 2 Per catholic MAJ at war vs Christian country
- 3 If I-8 (1) (Reformation) has already happened

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 losing peace of level 4 or 5, it must be accepted.

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

Peace accepted by a minor country

Colonial Record Sheet

[illegible][illegible][illegible]