Virgin Queen

Wars of Religion ~ 1559-1598



by Ed Beach

RULE BOOK

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Virgin Queen

1. INTRODUCTION

Virgin Queen is a game for two to six players based on the military, political and religious conflicts within Europe during the reigns of Elizabeth I of England and Philip II of Spain. Each player controls one or more major powers that dominated Europe at the time. The major powers represented are the Ottoman Empire (shortened in these rules to "Ottoman"), Spain, England, France, the Holy Roman Empire (shortened to "Holy Roman") and the Protestant (representing both Huguenot and Dutch factions).

2. GAME MAP

The game is played on a 22" x 34" map that depicts the areas of the world critical to European rulers in the late 16th Century. The main playing area represents Europe and is referred to as the "Europe Map" in these rules. Cities and towns that played an important role in the history of Europe during this period are represented on the Europe map as square, circular, and eight-pointed symbols called "spaces." A network of lines called "connections" link these spaces. A space connected to another by one of these lines is an "adjacent" space. Some of the spaces are also ports (a circular symbol with an anchor inside). Ports allow access to a series of areas called "sea zones" (blue regions with dotted blue boundaries).

On the left and bottom of the map is the peripheral play area called the "World Map." Significant colonial port towns are depicted on the World Map with triangular symbols called "settlements." Although no land connections exist between settlements, each settlement is considered to be connected to the "ocean zone" that it borders. Units may never move directly from the World Map to the Europe Map (or vice versa.)

The political and religious status of each space is updated throughout play using control markers. Detailed information about control markers and Europe and World map elements is provided in this section of the rulebook.

2.1 Space

All spaces on the Europe Map are either fortified or unfortified.

Fortified Space: A fortified space represents a walled city (or town). A power must successfully besiege a fortified space to gain political control of that city. Up to four friendly land units may remain within a fortified space to defend that city against an enemy siege. Fortified spaces also serve as winter quarters. There are two different types of fortified spaces:

- **Key:** A key is a fortified space represented by a square. Keys are the most influential and wealthy spaces; control of a key gives a power victory points and cards. Keys with a double-square border are capitals. The Spanish power has two capitals (Madrid and Milan). The Holy Roman starts with their capital at Vienna but it switches to Prague mid-game. The Protestant power has no fixed capital (but may create a capital in France and one in the Netherlands when undertaking a Rebellion action in one of those areas). The other three powers each have a single capital (Istanbul, London, Paris).
- **Fortress:** A fortress is a fortified space represented by a circle with eight points. Fortresses are walled towns with little economic value. They never grant a power additional victory points or cards. However, a fortress's strong defenses force a power to besiege the space to gain political control. Players may construct a fortress on an unfortified space during the game (and Spain may construct them in World Map settlements).

Unfortified Space: A circle represents an unfortified space. These spaces represent cities (or towns) that could be controlled without a siege. Forces from two powers that are at war must fight a field battle if they ever simultaneously occupy the same unfortified space.

Home Space: Spaces with a gray fill color are independent and are not aligned with any of the powers represented in the game. All other spaces are a home space for a specific power, as indicated in the table below. This power is referred to as the "home power" for that space.

Major Power	Swatch	Description
Ottoman		dark green
Spain		yellow
England		red
France		dark blue
Holy Roman		black
Protestant		white (in France) & orange (in the Netherlands)

Minor Power	Home Space Color
Ireland	light green
Papacy	purple
Portugal	maroon
Scotland	light blue
Venice	pink



England *France* *Spain* *Ottoman* *Holy Roman Empire* *Huguenot* *Dutch/ Protestant* *Independent*

2.2 Political Control

The political control of each space is tracked throughout the game. By default, each space is under the political control of its home power. As political control changes, control markers are placed on top of the space to indicate that the political control has changed to a non-home power. These control markers are color-coded by power and also include a flag used by that power during the 16th century.

Controlled Space

A space that is controlled by a major or minor power is a controlled space. Controlled spaces for a power include:

- Home spaces that have not fallen to another power.
- Independent (gray) spaces seized by the power.
- Home spaces of other powers seized by the power.
- Home spaces of allied minor powers.

Control Terminology

Friendly: The term "friendly" refers to any game element (space, unit, stack, formation) that is controlled by the active power or an ally of that power.

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Enemy: The term "enemy" refers to any game element that is controlled by a power that is currently in a state of war with the active power.

Independent: The term "independent" refers to any game element that is not controlled by a major or minor power. Independent game elements are never considered to be either friendly or enemy for the purposes of any rules of play.

EXAMPLES: *Independent units cannot intercept moving forces since only enemy formations may attempt intercepts. Adjacent independent units do not prohibit unoccupied, unfortified spaces from being controlled, an action that is restricted by the presence of adjacent enemy units.*

2.3 Religious Influence

The dominant Christian denomination (Catholic or Protestant) of many spaces on the Europe Map may change during play.

Religious Struggle Areas: The background of the game map is color-coded to depict the four regions where religious influence may change during play. Spaces surrounded by this color-coding are considered to be inside these regions. The four religious struggle areas are:

Religious Struggle Area	Area Color
Netherlands	orange
France	dark blue
England	red
Scotland	light blue

Use these areas to delineate eligible spaces for any rules or cards that specify an event takes place "in the Netherlands," "in France," "in England" or "in Scotland."

Catholic Space: Catholic spaces are shown by either the absence of a control marker over a solid-colored space or by a control marker on its solid-colored side. Solid-colored spaces outside the four religious struggle areas are Catholic for the purposes of conversion attempts in adjacent spaces (18.5).

Protestant Space: Protestant spaces represent cities where the new reformed beliefs are dominant. Protestant spaces are shown by either the absence of a control marker over a space with a colored border and white center or by a control marker with a colored border and white center. Spaces with a colored border and white center outside the four religious struggle areas are Protestant for the purposes of conversion attempts in adjacent spaces (18.5).

2.4 Control Markers

Control markers are used to denote a space's political control and religious influence. The flag and border color of the marker indicates the political control of the space. The interior color of the marker indicates the religious influence. One side of the control marker is a solid color that represents Catholic religious influence while the flip side of the control marker has a colored border with a white interior that represents Protestant religious influence. There are two shapes for control markers: a square marker for keys and a hexagonal marker for all other spaces. (Note that Huguenot control markers are light gray, a slight difference from their white home spaces; this color change is necessary so you can tell the two sides of their control markers apart).

Square Markers



Square control markers are used to show the status of keys. These markers are transferred between the power cards (Section 4) and the map when a key is captured or lost. Note these two rules:

1. Every key on the map must contain a square control marker. *Exceptions:* independent keys not currently under major power control and keys of minor powers when they are neither allied to a major power nor captured.

2. Every square control marker must be either on the map or on the appropriate power card.

Following these two rules ensures that the power cards are always kept up to date with the proper information about card draws and victory points.

Hexagonal Markers



Hexagonal markers are used to show the status of fortresses and unfortified spaces. These markers are kept out of play until needed to update the political or religious status of a space. They are never placed on power cards. There is no limit to the number of spaces a power can control with hexagonal control markers; if a power uses all its markers, improvise with unused markers from other powers.

2.5 Europe Map Elements

Split Home Spaces

19 spaces are color-coded with two home space colors: one on the top and one on the bottom. These spaces serve as home spaces for two different powers. The space is initially under control of the power shown on the bottom of the space (and that power controls the space if no control marker is present). Thus the 7 split home spaces that are orange on top and yellow on the bottom are initially controlled by Spain, but can serve as a Dutch home space if the Protestant player later gains political control of that location. The 12 split home spaces that are white on top and blue on the bottom are initially controlled by France but can serve as a Huguenot home space as well.

Pass

A connection shown with a dashed line is a pass. There are 4 passes across the Pyrenees between Spain and France, 6 passes in the Alps near northern Italy, and 7 passes in the Balkans. Formations of land units moving over a pass expend 2 command points (CP) instead of the usual cost of 1 CP for moving over a normal connection.

Passes also:

- block spring deployment of land units,
- prevent interception by an enemy formation that is adjacent across a pass, and
- inhibit land units' ability to control adjacent spaces and remove unrest in adjacent spaces.

Units may retreat or avoid battle over a pass.

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Inland Waterways



Two connections on the Europe Map are neither normal connections nor passes. These are the "inland waterway" connections between Brielle and Rotterdam and between Flushing and Antwerp, each shown with a squiggly blue line. Only a power that controls the normal port in these connections (Flushing or Brielle) may use this path for movement, intercept, avoiding battle, line of communication or computing the nearest space. However these spaces are always assumed to be connected for the purposes of Conversion attempts (18.0). See 16.7 for more details on the special status of Antwerp and Rotterdam.

Sea Zones

The Europe map contains 13 sea zones, divided into two groups. 8 sea zones are Mediterranean sea zones and are labeled with blue text:

Barbary Coast	Gulf of Lyon
Tyrrhenian Sea	Ionian Sea
Adriatic Sea	Aegean Sea
North African Coast	Eastern Mediterranean

Galleons are less effective at intercepting or avoiding battle in Mediterranean sea zones.

The other 5 sea zones (labeled with black text) are Atlantic sea zones:

Irish Sea	North Sea
English Channel	Bay of Biscay
Atlantic Ocean	

Galleys and corsairs are less effective when fighting in Atlantic sea zones; galleons must be constructed in a port bordering an Atlantic sea zone.

Boundaries between sea zones are shown by a line of blue dots. Only naval leaders and naval units may occupy sea zones; land units must always end every action in a space.

Port

Most (but not all) of the spaces near the coast act as ports, which provide access to one or more sea zones. One-zone ports possess a single anchor symbol. Two-zone ports have two anchors next to them, one anchor within each of the two sea zones that may be accessed from that space.

The following sea zones are *not* connected:

- Ionian Sea/Tyrrhenian Sea (two-zone port: Messina)
- Barbary Coast/Atlantic Ocean (two-zone port: Gibraltar)

However, if the two-zone port between these zones (Messina or Gibraltar) is controlled by your power, naval units may move into this port from one zone during one Naval Move action and then back out to either zone during a later Naval Move action.

2.6 World Map Elements

Ocean Zones: The 10 darkest blue zones on the map are the principal feature of the World Map and are called "Ocean Zones." The water around the Americas is divided into eight of the Ocean Zones; the other two are across the map and represent the Indian Ocean and South Pacific. Expeditions led by sea captains (available to the Ottoman, English, French, Holy Roman and Protestant powers) and Spanish patrols are the only units that may ever occupy ocean zones.



Trade Winds: Boundaries between ocean zones are shown by a line of white dots. Five of these boundaries are overlaid with a light blue arrow that shows the direction of the trade winds in that portion of the oceans. Expeditions traveling in the opposite direction from the arrow must survive a roll on the Navigation Table to complete that move.



Hazardous Passages: Some pairs of ocean zones are connected by travel over particularly dangerous areas of the world for 16th Century navigators (and a number of these connections are between areas that are not physically adjacent on the *Virgin Queen* map). Expeditions may move across one of these hazardous passages, but they must survive a Navigation roll regardless of the direction of travel.

3. POWERS AND RULERS

This section defines players, powers, and rulers and gives high-level information about these game concepts.

3.1 Player

A player is a human participant in the *Virgin Queen* game. *Virgin Queen* can be played with any number of players from two to six. Regardless of the number of players, all six major powers play roles in the game. In games with less than 6 players the Ottoman and Holy Roman powers move between an inactive state and an active state (where they are controlled by a specific player for a limited amount of time).

3.2 Power

A power is a nation or city-state present in the game. The Huguenot and Dutch rebels in France and the Netherlands respectively are merged into a single Protestant power. There are 11 powers: 6 major and 5 minor. If the text of a rule or card says "power" without specifying "major" or "minor," the rule pertains to a major power.

Major Power

The major powers are England, France, the Holy Roman, the Ottoman, the Protestants, and Spain. Each major power has a "power card" (Section 4) that tracks its status with respect to allowable actions, card draws, victory points, and current ruler. Many game functions are conducted one power at a time in the following order (known as "**Impulse Order**"):

1. Ottoman
2. Spain
3. England
4. France
5. Holy Roman
6. Protestant

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Activated Major Power

In games with less than six players, the diplomatic status of the Ottoman and Holy Roman power is evaluated during play. The player whose power wins this evaluation gains control over that power until the time that their diplomatic status is once again assessed. There are a few special restrictions (and benefits) on players controlling such an "Activated Major Power," making them slightly different to play than a standard major power. See the section "Games with 2 to 5 Players" in the Scenario Book for details.

Minor Power

The minor powers are Ireland, the Papacy, Portugal, Scotland and Venice. The allegiance of these states can change during play.

3.3 Ruler

The ruler of each major power plays an important role during the game, whether monarch (Spain, England, France, Holy Roman), sultan (Ottoman), or pool of army commanders (Protestant). The initial ruler for each power is printed on the right side of their power card. The rulers of three major powers (Ottoman, France, Holy Roman) change during play as the result of Mandatory Event cards (Section 6.1). Subsequent rulers enter play when one of these Mandatory Events is resolved. These cards are placed over the ruler printed on the power card so that the new ruler's attributes are visible to all players. Philip II (Spain), Elizabeth I (England), Henry III (France), and Rudolf II (Holy Roman) are the last leader for these powers and are never replaced through a Mandatory Event. However, these four rulers may be killed through a Marriage result (21.1) or Assassination (19.3; Elizabeth and Henry only). In such a case, that power's ruler attributes are specified by the rules in Section 23 covering the death of that ruler.

Attributes

All rulers possess two attributes: administrative rating and card bonus, as described below.

Administrative Rating: The administrative (or "admin") rating of a ruler evaluates that ruler's ability to conserve national resources so they can be applied in times of need. An administrative rating is always given in terms of the number of cards that ruler can save from one turn to the next.

Card Bonus: The card bonus of a ruler evaluates whether or not a ruler was exceptionally resourceful in mobilizing support for his endeavors. A card bonus is usually given in terms of the number of extra cards a power is dealt when led by this ruler. The one exception is Suleiman's card bonus that:

a) allows the Ottoman player to retain both his Home cards in his hand for that turn, and

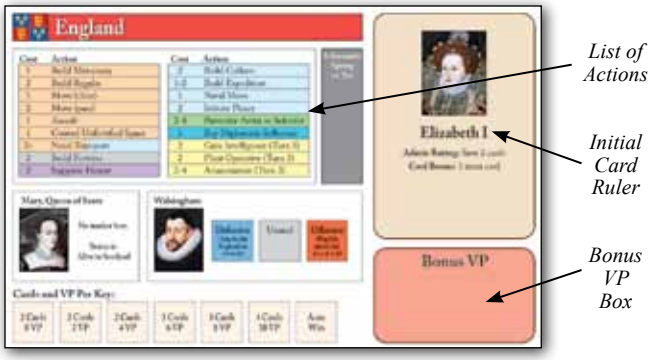
b) gives the Ottoman the Selim II card at the start of Turn 2 if the card is still in the deck.

Additional Ruler Functions

Henry III of France and each member of the pool of Protestant army leaders also affect the game as army leaders. See Section 5.1. This additional army leader function is entirely separate from these personages' role as ruler of a major power.

4. POWER CARDS

The status of each major power is tracked on a power card. Each of the 6 power cards contains the following sections:



- **List of Actions** (upper-left)**:** A list of each possible action that this power can undertake during the Action Phase (Section 11), including the actions' CP cost. The list of possible actions differs by power. The background color of each item in the list denotes the type of that action.
- **Initial Ruler Card** (upper-right)**:** Attributes of the initial ruler for this power, as described in Section 3.3.
- **Bonus VP Box** (lower-right)**:** This is a holding area for markers that show the player has been awarded Victory Points for one of more of the results included in the Bonus VP list in Section 25.

The power card also contains customized information in the lower left. Although the format of this section differs for each power, this section always shows how to determine the number of card draws for that power (before card bonuses are added) and the number of base VP (before special and bonus VP are added). For some powers this area also includes one or more special power-specific tracks or boxes, described in more detail in Sections 10, 20.6, 21.1 and 23.

5. MILITARY UNITS

There are four types of military units: leaders, sea captains, land units, and naval units. This section shows an example of each military unit and explains the importance of any numeric values on the counter. The pieces provided are an absolute limit. No more may be created for any purpose; the number provided is indicative of the overall manpower and financial resources of each power during this period. Military units use the same color as the home spaces for each power (*Exceptions:* Huguenot military units are light gray to match their control markers; Independent military units are brown, unlike their gray spaces on the map).

5.1 Leaders

Leaders are placed in plastic stands so players can quickly determine their current location on the map. (Flat leader counters are also provided for those who prefer this alternative.) The numeric information contained on the leader counter differs slightly for army and naval leaders. Naval leaders have a blue background for their counters that distinguishes them from army leaders.

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Army Leader



Battle Rating: The top number on army leaders is their battle rating. Higher battle ratings increase the chance of successfully intercepting or avoiding battle, and add extra dice during assault and field battle.

Command Rating: The bottom number (always appearing in a yellow box) is the leader's command rating. This number indicates the number of land units the leader can control at one time.



Default Leaders: Army Leaders may be removed from play by the Untimely Death event, assassination (19.3), or by the "Husband murdered" marriage result (21.1). If one of these results causes the last leader of a power to be removed from play, place the square counter for this leader on its back (Default Leader) side and place it on the Turn Track. This unnamed leader will enter play in a future turn if that power has no newly arriving leader. For the purpose of this rule, captured leaders are "in play," while leaders that do not enter until a future turn are "out of play." Huguenot leaders are considered to be from a separate power than the Dutch leaders.

Formations

A formation is a group of land units in a single space that functions as a combined entity for the purposes of movement, field battle, intercept, and assault. One or more army leaders may also be included in the formation. The maximum number of land units in a formation is dependent on the Command Rating of any leaders present:

Leaders Present	*Maximum Formation Size*
none	4
1	Command Rating of leader
2 or more	Sum of highest two command ratings

Army leaders are never counted when determining the size of a formation. Formations may not include units from two different major powers. They may include units of a major power and a minor power which is actively allied to that major power.

FORMATION EXAMPLE: *The Holy Roman leaders Schwendi (command rating 8) and Zrinyi (command rating 6) are stacked in Vienna with 6 regulars and 8 mercenaries. The Holy Roman spends 1 CP to move a formation to Pressburg. If the Holy Roman includes neither leader with the formation, just 4 land units may move. If the Holy Roman includes only 1 leader, the number of regulars and mercenaries must be equal to or less than the command rating of that leader. The Holy Roman player would have to move both leaders from the space in order to move all 14 land units from Vienna.*

Naval Leader



Battle Rating: The top number on naval leaders is their battle rating. Higher battle ratings increase the chance of successfully intercepting or avoiding battle, and add extra dice during naval combat.

Piracy Rating: The Ottoman naval leaders Dragut and Uluch Ali possess a second numeric value. This number (after the "P") is their piracy rating, indicating the number of extra dice the leader provides when present in a sea zone where the Ottoman is initiating piracy.

5.2 Sea Captains



Sea captains are historical explorers and pirates that sail across the World Map to attempt piracy, establish colonies, and attempt to circumnavigate the globe. They are added to the New World map with the Build Expedition action (17.4). Sea captains from England (only) are also allowed to instead serve as naval leaders on the Europe map. Sea captains are always depicted with a two-sided flat counter. The front of the counter (the "Full Strength" side) is much the same as a naval leader with the sea captain's battle rating as the large number in the top left and a piracy rating in the middle of the left side of the counter. The sea captains de Sores and le Clerc are available to either the French or Protestant player: whoever first builds an expedition with one of these counters has exclusive use of that captain until he returns to Europe (when he once again becomes available to the first player that recruits him).

Navigation Rating: Sea captains possess a third numeric value listed after their piracy rating. This number (after the "N") is their navigation rating, a die roll modifier used to help them survive treacherous voyages on the World Map.

Damaged: The back of a sea captain counter is the "Damaged" side. Sea captains are flipped to this side if they take losses while undergoing a Navigation roll or while initiating piracy. The text on the damaged side briefly describes that captain's special bonus. (See the Scenario Book for a complete explanation). This bonus is available to that captain at all times, whether or not he is damaged or at full strength.

5.3 Land Units

There are three types of land units, all represented with circular pieces. Land unit pieces come in different "denominations" (1, 2, 4, and 6) to facilitate stacking. Not all denominations are available for every power. Players may free up small denomination units *at any time* by replacing several pieces (all of the same type and all in the same space) with a stronger piece of equal total strength. If, after freeing up small denomination units wherever possible across the board, a power still has an insufficient number of small denomination units to properly "make change" to satisfy a Combat or Event card result, that power loses additional units *from the space where the combat or event is occurring* until a number is reached that can be represented with the available counters.



The four denominations of Spanish regulars

Regulars: Regulars have a multi-colored unit symbol and a solid stripe across the bottom of the counter in their power's color. The numeric value on the counter shows the number of regulars represented by this game piece. All powers, both major and minor, have regulars.



Mercenaries: Mercenaries have a solid black unit symbol. The background is a pale version of their power's color. The numeric value on the counter shows the number of mercenaries represented by this game piece. All major powers except the Otto-

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man receive mercenaries. Mercenary units can be found on the reverse side of regulars for these powers. Mercenaries are cheaper to construct than regulars, but may desert a player at a key moment.



Cavalry: Only the Ottoman player possesses cavalry units. The numeric value on the counter shows the number of cavalry units represented. Cavalry units can be found on the reverse side of Ottoman regulars. Cavalry aid in intercept and avoid battle attempts, but are ineffective during siege operations.

5.4 Naval Units

Rectangular pieces are used to represent naval units. Each naval unit always represents a single group of naval vessels. There are no denominations of naval units. The numeric value on the counter shows the number of dice it rolls in naval combat and the number of enemy hits required to eliminate it. The color around the number shows which power owns the unit. As shown in the table below, seven powers receive naval units. Four of these powers support two different types of naval units; the type of a unit in play is depicted by which side of the counter is face up. Powers with two-sided units should carefully consider the unique properties of each of the four types of naval units when deciding which units to construct. Restrictions on naval unit construction are found in 17.3.

Power	*Num Units*	*Front Side*	*Back Side*
Ottoman	9	Galley	Corsair
Spain	7	Galley	Galleon
England	6	Galleon	Race-built Galleon
France	4	Galley	Galleon
Holy Roman	1	Galley	
Dutch	2	Galleon	
Huguenot	2	Galleon	
Papacy	1	Galley	
Portugal	2	Galleon	
Venice	4	Galley	



Galley: Galleys are less effective when fighting in Atlantic sea zones. They are shown as a low-sided vessel with white sails.



Corsair: Corsairs are the only naval unit that may initiate piracy in Europe without being at war with the target power. They are less effective when fighting in Atlantic sea zones. They are shown as a low-sided vessel with black sails.



Galleon: Galleons fight equally well across the map but are penalized trying to intercept or avoid battle in Mediterranean sea zones. They are shown as a high-sided vessel with white sails.



Race-built Galleon: Race-built galleons are equivalent to galleons except that they take less damage when fighting in Atlantic sea zones. They are shown as a lower profile galleon.



Patrol: Patrols can be constructed by Spain in an ocean zone. They help protect World Map settlements from piracy.



Spanish Armada: One special naval unit, the "Spanish Armada" is available only to Spain. See Section 23.2.

6. CARDS AND TREASURES

The game play in *Virgin Queen* is driven by a single deck of 112 cards supplemented by a pool of 30 treasure counters. This section explains each of the different types of cards, and how to manage adding and removing cards from the deck. It also describes management of the treasures, which are treated as a specialized form of card with limited uses.

6.1 Card Types

There are five types of cards in the game, as described below. With the exception of Mandatory Event cards, every card may be played as either an event, or as command points (CP). CP may be used to take actions (Section 11), or to declare war (Section 9.4). (When playing a Mandatory Event, the event takes effect first, then the active power receives 2 CP to spend on actions.) If a player uses a card as an event, he or she follows the instructions printed on the card. Some cards have alternate sets of instructions separated by the word "OR" in capital letters. These cards give the player an option of playing them different ways. When playing a card with multiple sets of instructions, only the conditions and effects in the portion of the card chosen by the player apply.

Home Cards

Each power has one or two Home cards available for play each turn. The exact number varies based on power and game turn as per the rules for adding new cards to play (6.2). With the exception of the Ottoman player while Suleiman is the Ottoman ruler, all powers must secretly discard down to just one Home Card during the Spring Deployment Phase at the start of each turn. Once used, Home Cards are placed on the appropriate power card (not in the discard pile) to show that they are not available until cards are dealt at the start of the next turn. Home Cards can never be taken from a power's hand when a random draw is required (either by Event card play, diplomatic agreement, espionage or piracy) or when a specific card is chosen (Event card play or espionage). If a power is forced to reveal his hand he must also show any Home Cards that he is holding.

Mandatory Event Cards

Cards with the name of the card in red and the word "Mandatory" printed on them are Mandatory Event cards. Mandatory Events must be played during the Action Phase of the turn in which they are drawn. When played, the event is always resolved first, then the playing power receives 2 command points to spend on actions. Mandatory Events may never be held from one turn to the next. A player may not pass during his impulse in the Action Phase if a Mandatory Event card is still in his hand. Mandatory Events may either be removed from play after they occur or remain in the deck from turn to turn; check the text on each card carefully after play.

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Response Cards

Cards with the name of the card in blue and the word "Response" printed on them are Response cards. Response cards are playable as an event in the Action Phase during any player's impulse (including your own). Play of a Response card interrupts a player's impulse, a battle, or an Event card play. Players should allow a reasonable amount of time for play of a Response card by another player after each action, event, naval combat, or assault. Response cards can also be played for CP during a player's impulse if a player does not wish to use the card's special ability to interrupt another player.

Combat Cards

Cards with the name of the card in black and the word "Combat" printed on them are Combat cards. Combat cards are playable as an event only during a field battle, assault, or naval combat in which the card owner's units are participating. The Combat card is played just before that battle is resolved. Combat cards can also be played for CP during a player's impulse if a player does not wish to use the card's special ability to be played during combat.

Event Cards

All other cards in the deck are Event cards. The name of these cards appears in black, like Combat cards. These cards are played as events during the owning player's impulse in the Action Phase. They may also be played for CP during a player's impulse if a player does not wish to use the card's event. Two events (Gouvernante de France, Union of Arras) have game effects that last until the end of the current game turn. A marker is provided in the counter mix for each of these events. When one of these two cards is played as an event, place the appropriate marker on the current turn of the Turn Track to remind players that this event is in effect. One Event card has a special use as an event that can only be played during the Negotiation Segment of the Diplomacy Phase (Louise of Lorraine). Refer to that card for specifics on its use.

Home Card *Mandatory Card* *Combat Card*



Response Card *Event Card*

6.2 The Deck

The cards available to each power each turn consist of their Home card(s) and a variable number of cards dealt to that power from a single deck of shared cards. The deck is reshuffled each turn, after any new cards for that turn have been added, and before cards are dealt to each power.

Adding Cards

The upper-right hand corner of 39 cards contains a turn number or the phrase "When Catholic League Forms." None of these cards are used on Turn 1. Instead, add them to play at the start of the Card Draw Phase of the turn specified on the card (or the turn after the Catholic League has formed). Home cards added on a specific turn are given directly to the appropriate power; all other cards entering play are added to the deck (before new hands are dealt).

Dealing Cards

Each power is dealt the number of cards indicated in the lower left section of their power card. The number of cards is determined by the number of square control markers on the board. The last uncovered square in the "Cards and VP Per Key" section shows the number of cards dealt to that power. Squares on a power card can also be covered by Unrest markers (Section 12.4), further reducing the power's card deal. If all spaces are covered, that power still receives 1 base card.

After computing the cards from square control markers, add one extra card if this power receives a card bonus from their ruler. Then add and subtract cards from this power's total as indicated by any +1 or –1 Card markers accumulated by this power. Once the card total has been updated, remove all +1/–1 Card markers except those from foreign wars still in progress or from the construction of the Suez Canal.

These newly dealt cards are combined with the power's Home card(s) and any unused cards from the previous turn to form the power's "hand" for the upcoming turn.

Discard Pile & Cards Out of Play

After a card is played, it is either removed from the game or placed in a single discard pile shared by all players:

Out of Play: Cards are removed from the game if they are played as an event and the text "Remove from deck if played as event" appears on the card or if the text "Remove from deck after [some condition]" appears and that condition has been satisfied.

Discard Pile: Cards are always placed in the discard pile if they lack the text "Remove from deck..." Event cards with this text are also placed in the discard pile if they are played for CP, rather than as an event, or if the condition listed after "Remove from deck…" is not met. One of the cards in the game (The Virgin Queen) can be exchanged for a card selected from those currently in the discard pile. There are a few restrictions on these retrievals from the discard pile:

- Mandatory Events may never be retrieved from the discard pile, and
- A power may never retrieve a card from the discard pile that this same power played as an Event, Response or Combat card earlier in the turn. (This second restriction also applies to retrieval of Grand Tour and Holy League from the discard pile by the Gouvernante de France and Papal Bull events).

All cards in the discard pile are reincorporated back into the deck during the Card Draw Phase at the start of each turn. These cards are combined with (a) the cards that were not dealt during the previous turn, and (b) the new cards entering play to form the deck for the upcoming turn.

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6.3 Treasures



Treasure counters represent riches entering Europe from World Map possessions. At the start of the game place all treasures in a pool with the word "Treasure" face up so the value of each treasure is hidden from view. Treasures are drawn from this pile as needed by rolls for colonies and by the rules below for placing Spanish and Portuguese treasures at the start of the turn. As treasures are spent during play, set them aside with their values revealed to form a discard pile of treasures expended that turn. These counters are mixed back into the treasure pool as part of the final step of the Card Draw Phase.

Spanish and Portuguese Treasures

After returning discards to the pool of treasures, Spain draws random treasures from this pool to fill in the Spanish and Portuguese treasure rows (located over North Africa near the bottom of the map). Always fill 4 of the boxes with treasures for Spain; fill the 5th box if Spain controls the Philippines settlement. These Spanish treasures may be viewed by the Spanish player at any time. They will return to the Spanish hand during the Winter Phase if the Spanish can fend off World Map piracy attempts (16.5). Then deal treasures as needed to fill the 3 boxes on the row for Portugal. Portuguese treasures *cannot* be viewed by any player until they are captured by piracy or returned to the power controlling Lisbon (20.7).

Receiving Treasures

Treasures enter the Spain player's hand when returned to Europe by the Treasure Fleet Mandatory Event or during the Winter Phase. Treasures enter the hands of the other five powers by successful colony rolls and when expeditions return home with captured loot. Once in a hand, treasures may only be viewed by the controlling player. They are expended during an impulse in much the same manner that cards are played as command points. See Section 11 for a complete description of how to "play" treasures. They may also be used to pay for declarations of war (9.4).

Mixed Hand of Cards and Treasures

Events, ransom, Europe Map piracy hits, and espionage results force a player to have a "card" drawn out of his hand at random. If a player has a hand that consists of both cards and treasures, the random draw could be either a card or treasure, even though the text always refers to drawing a "card." Whether the random choice is a card or treasure depends on the number of each of these two types of items in the target power's hand:

- If the target has more cards than treasures, draw randomly from the cards (ignoring the treasures)
- If the target has more treasures than cards, or an equal number, draw randomly from the treasures (ignoring the cards).

7. SEQUENCE OF PLAY

The game is played in seven or less turns. Each turn covers a period of five or six years. Each turn consists of eight phases. The fourth phase, the Action Phase, is the most time-consuming phase, for it includes a variable number of rounds where each major power plays one card. Each such card play is called an "impulse." Players use the final phase, the Victory Determination Phase, to decide if a winner can be declared (or if another turn is required).

A summary of the sequence of play can be found below:

# *Phase*	*Section*
1 Card Draw Phase	
Add new personages	8.1
Add fortresses and Jesuits	8.2
Add new cards to deck	6.2
Shuffle deck and deal cards	6.2
Return discarded treasures to pool; deal new treasures; check for New World riches	6.3
2 Diplomacy Phase	
Negotiation Segment	9.1
Hold negotiations and announce deals	
Ransom Segment	9.3
Pay ransom (1 card draw) to regain captured army leader	
War Segment	9.4
Pay to declare new wars	
3 Spring Deployment Phase	**10**
Each power places arriving leaders, chooses a Home card, and moves one formation of land units from one capital to a friendly space	
Additional spring moves for specific powers:	
- Spain places treasure fleet escorts	
- England allocates sea captains to Europe	
- Holy Roman religious preference (Turn 1)	
4 Action Phase	**11**
Powers take impulses in this order until all powers pass consecutively: Ottoman, Spain, England, France, Holy Roman, Protestant.	
A Military or Religious victory may end the game.	
5 Winter Phase	
Spread Morisco unrest	20.1
Discard unused treasures	20.2
Remove loaned naval unit markers	20.3
Leaders and units return to fortified spaces, possibly suffering attrition	
End Major Power alliance	20.5
Add 1 regular to each controlled capital (Holy Roman has additional options)	20.6
Remove piracy markers; return Spanish/Portuguese treasures	20.7
Espionage reset	20.8
Diplomacy reset	20.9
Check for Catholic League formation	20.10
6 Marriage Resolution Phase	
Resolve marriages	21.1
Award Virgin Queen VP	21.2
Age royals	21.3
7 Patronage Phase	
Evaluate artists	22.1
Evaluate scientists	22.2
8 Victory Determination Phase	**25.3**
Grant VP awards for control of Paris and Central Europe	
Check for winner. If none, advance turn marker and start a new turn.	

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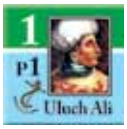
8. CARD DRAW PHASE

The first phase is the Card Draw Phase. On each turn, players use this phase to add new personages (leaders, sea captains, royals, artists, and scientists); add fortresses and Jesuits (Spain only); add new cards to the deck; deal cards and award treasures from colonies.

8.1 Add New Personages

If this is Turn 2 or later, new historical personages enter play. These new units are army or naval leaders, sea captains, royals, artists, and scientists. Refer to the Turn Track to find the total number of personages of each type that should be entering play that turn.

Leaders



Refer to the Scenario Book to find which leaders enter play during that turn's Card Draw Phase. Uluch Ali enters at this time as a replacement for Dragut if he was killed by the Dragut Falls! event on the previous turn. Default leaders replacing army leaders eliminated during the previous turn also enter play at this time, though only if that power does not have a newly arriving army leader. Naval leaders eliminated from play are also brought back at this time. Place the counter for an arriving leader on the appropriate power card; it will be added to the map during the Spring Deployment Phase this turn (*Exception:* Protestant army leaders have the option to remain on the power card until a rebellion occurs). A power can never have a default leader in play at the same time as a standard army leader. If a default leader for a power is either in play or on the Turn Track when a standard army leader arrives, remove that default leader from the game.

EXCEPTION: The Duke of Guise enters during the Winter Phase if the Catholic League is formed (20.10). He is the only leader that does not arrive in the Card Draw Phase.



Other Personages

Other historical personages arriving during the Card Draw Phase are placed on the proper area for their type of unit:

Sea Captains	Force pool of available builds for their power
Royals	Royal Weddings Chart
Artists	Patronage Chart (Artists Currently Available)
Scientists	Patronage Chart (Scientists Currently Available)

The turn of entry for royals, artists, and scientists is shown on the backside of their counter. The turn of entry for sea captains is listed in the Scenario Book.

Naval Units



Naval units eliminated in a previous turn are also returned to each power's pool of units available to be constructed.

8.2 Add Fortresses and Jesuits



During the Card Draw Phase, Spain places Fortress and Jesuit markers on his power card to limit the number of such items he may add to play in the upcoming turn. Add markers to the power card until Spain reaches the following totals:

Fortresses:	1 (unless Spain has the Coastal Fortification science bonus, then 2).
Jesuits:	1 (unless the English College, Douai event has been played, then 2).

Note that Spain will place fewer markers on his power card if unused markers remain from the previous turn.

8.3 Add New Cards to Deck/Deal Cards

If this is Turn 2 or later, new cards may be added to the deck. The deck is then shuffled and cards are dealt to each power as described in Section 6.2.

8.4 Refresh Treasures/Check for New World Riches

Refresh the pool of treasures and draw treasures for Spain and Portugal as described in Section 6.3 Next, powers with colonies on the World Map may receive treasures. The power owning a colony rolls two dice for each and consults the appropriate column of the Colony Table. Add 1 to the roll if this power possesses the Plantation science bonus. The results on that table are explained below:

Eliminated: Colony eliminated (though it may reenter the game with another Build Expedition action). If one or more sea captains are wintered here, immediately move their expedition(s) to the adjacent ocean zone.

NE: No effect. Keep this colony for another turn.

Treasure: Draw a treasure from the pool immediately and keep this colony for another turn.

Treasure plus Virginia Dare VP: Draw a treasure from the pool immediately, keep this colony for another turn, and award 1 Virginia Dare bonus VP to this power.

9. DIPLOMACY

The second phase of each turn is the Diplomacy Phase.

9.1 Negotiations

The first segment of the Diplomacy Phase allows players to conduct secret negotiations away from the game board with one or more opponents. Several such discussions can occur during the Negotiation Segment of a single turn. This portion of the turn is the only time players may make deals in private; all other discussions must take place in the presence of all players. Players are free to discuss general strategic considerations during negotiations. Cards or treasures in your hand may be revealed to other players if desired. They may also make a limited set of agreements that alter the position of units, leaders, cards or markers in play. Such a change is considered to be a "change in the current game state." The only agreements allowed that change the game state are:

- Two powers may agree to end a war they are fighting. End the war by removing the "At War" marker from the appropriate box

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on the Diplomatic Status Display. *Exception:* Once they have gone to war, Spain and England may never agree to peace.

- Two powers may form an alliance for exactly one turn (Section 9.2), but not if they are currently at war and are not agreeing to end that war (see above).
- A power entering an alliance may loan naval units and naval leaders to the other power in that same alliance for one turn (Section 9.2).
- A captured army leader may be returned. Place that army leader in his capital if possible. If not, place him in a friendly home key.
- A power may yield political control of spaces it controls to another major power. Any units occupying these spaces are displaced (12.5). However this granting of a space can only occur if one of the following conditions is true:

  (a) the space is being given back to its Home power,

  (b) the space is in France and is being exchanged between France and the Protestant (either direction), or (c) the space is in the Netherlands and is being exchanged between Spain and the Protestant (either direction).

- A power may agree to give another power up to two random card draws from their hand. Such a card must always be chosen at random; players cannot exchange specific cards. Two players may not give each other card draws in the same turn; such an exchange can only occur in one direction on a given turn. (Remember that Home cards are ignored when drawing randomly from a player's hand.)
- A power may agree to give another power up to two randomly drawn treasures from their hand (using the same rules as for drawing cards in the previous bullet).
- All powers except the Ottoman may agree to give another power up to four mercenaries. All powers except the Ottoman and Holy Roman may receive mercenaries in such a deal. Two players may not give each other mercenaries in the same turn; such an exchange can only occur in one direction on a given turn. The power granting mercenaries removes the specified number of mercenaries from any single space or combination of spaces. If the Holy Roman player is granting mercenaries, he may also remove mercenaries from the Mercenaries for Hire Track on his power card. The power receiving the mercenaries then takes the equivalent number of mercenaries from his force pool and adds them to his capital (or distributes them as desired between his capitals). Each capital receiving mercenaries must be currently on the map, free of unrest, and controlled by the receiving power. Mercenaries for Hire not granted during negotiations are lost; the Holy Roman player should drop the marker to the "0" space on the track on his Power Card at the end of the Negotiation Segment.
- Two powers may agree to marry a male Royal and a female Royal (Section 21). Stack the royal cards for these two royals near the Royal Wedding table. They are considered "betrothed" until their marriage is evaluated during the Marriage Resolution Phase near the end of the turn. (*Exception:* If Mary Queen of Scots is the female Royal, resolve the wedding immediately). A power may also announce that a male and female royal both under control of his power are going to marry, though this is less advantageous than a marriage to a royal from another power.

Restrictions:

- o Royals from two different powers may not agree to marry if those two powers are currently at war and are not agreeing to end that war (the powers may go to war later in the turn; if so, the marriage is not cancelled).
- o Two Royals from the same family (indicated by the "V" for Valois on some French Royals or the "H" for Hapsburg on all Spanish Royals) may never agree to marry.
- o Mary Queen of Scots may not be part of a marriage agreement if captured in England.
- o No army leader may be part of an agreement if currently captured (though they may be captured during the turn without affecting the marriage).

Players should agree to a time limit for the Negotiation Segment before discussions begin. Suggested limits are:

- 10 minutes in face-to-face play
- 48 hours in email play

When this time limit is reached (or discussions have ended), each power (in Impulse Order) declares any agreements it has made that will result in a change in the game state. Announcements can be made as individual items, or as a group of agreements that need to be ratified together. All powers involved in an agreement that follow later in Impulse Order must confirm *all* the contents of this declaration when it is their turn in the Impulse Order. If they do not confirm the full deal, ***none*** of the items in the agreement take effect. If the agreement is confirmed by all parties, the players immediately change the game state by updating diplomatic status, marking and moving loaned naval units, returning army leaders, changing political control of spaces, drawing random cards or treasures, exchanging mercenaries, or stacking the cards for a royal couple near the Royal Wedding table.

Restrictions:

- o Each agreement included in an announcement must be possible at the time it is declared. You may make more announcements than can possibly be accepted (as long as each individual one is valid.) *[**EXAMPLE:** England has 2 mercenaries on the map. It is valid for England to announce both a deal where France receives those mercenaries and another deal where the Protestant receives them; in this case the first power to confirm the deal will make it impossible for a later power to confirm the other deal that involves those same mercenaries.]*
- o Conditional announcements (i.e., ones where you place a caveat on whether or not an agreement goes through based on the diplomatic actions of powers coming after you in Impulse Order) are not permitted in any form. *[**EXAMPLE:** England may not announce a deal where they grant 2 mercenaries to France if France agrees to go to peace with the Ottoman.]*

Non-Binding Agreements

The only portion of an agreement that is binding between powers is the portion that changes the current game state. Since items such as a diplomatic action on a future turn, a promised card play, or a coordinated movement of troops can't be executed at this time, they do not change the current game state and are examples of a non-binding portion of an agreement. Non-binding agreements can be made at any time between players but they are never announced and there is never any repercussion within the game mechanics for breaking them (though there might be some repercussions at your gaming table!).

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9.2 Alliances

Alliances are agreements between two major powers to cooperate for one turn. Alliances must be announced to all players at the end of the Negotiation Segment. A single power may be part of more than one alliance in the same turn. Two or more powers each in alliance with the same power need not be allied with each other. The restrictions on creating an alliance and the effects of forming one are detailed below.

Restrictions

- An alliance may not be created if the two powers are currently at war.
- Spain and the Protestant may never become allies.
- France may ally with Spain or the Protestant but not with both these powers on the same turn.

Effects

An alliance provides these benefits:

- Spaces controlled by either power become friendly to both powers. This means that land units may enter spaces controlled by their ally during movement and retreat.
- 

Naval units (other than corsairs, patrols and the Spanish Armada) may be loaned to an ally for 1 turn. Such a loan must be announced at the same time as the alliance; naval units may not be loaned later in the turn. Two players may not loan each other naval units in the same turn; such an exchange can only occur in one direction on a given turn. Place one of the receiving power's "Loaned" markers on each unit received. Then move the loaned unit to the nearest port controlled by the receiving power, counting each sea zone traversed as 1 space along such a path. A loaned unit is treated just like any other naval unit of the receiving power (it moves, fights, retreats, and intercepts as if it was one of that power's naval units). The naval units stacked in a single port do not need to be loaned as a complete group. A naval leader stacked with the on-loan units may also be loaned to the allied power. Naval units may not be loaned unless there is a path of sea zones connecting their current port with a port of the receiving power. This path may not include a port space (such as Gibraltar).
- If a stack of land units from two major powers is attacked, they combine their units and army leaders into one defensive force. Either power may retreat their units and/or leaders from the space (with each power making a separate Avoid Battle roll). If units from two major powers defend together, battle and assault losses are split evenly between the powers until a power is eliminated; roll randomly to see who suffers any odd loss.



Add an "Allied" marker to the space that serves as a cross-reference between these powers on the Diplomatic Status Display. The alliance is always terminated at the end of the turn. Alliances do not allow land units from the two powers to move, conduct sieges, assault, intercept, or avoid battle together. Furthermore, Alliances do not create a new state of war with any third party power (i.e., a power does not add an "At War" marker with its new ally's enemies). However, as described above, all allied units will add to the defense of a space even if only one of the defending powers is at war with the attacker.

9.3 Ransom of Leaders

The second segment of the Diplomacy Phase allows a power to regain a captured army leader whose return was not negotiated in the Negotiation Segment. The power that captured the army leader randomly draws one card (the ransom) from the hand of the power requesting the leader back. Place that army leader in his capital if possible; if not place him in a friendly home key. Any number of army leaders may be ransomed in this segment. However, there is never any requirement to ransom an army leader; a power may choose to let him remain a captive indefinitely.

9.4 Declarations of War

The third segment of the Diplomacy Phase allows a power to declare war on one or more other powers, major or minor. Follow the DOW procedure below, completing in full for each power before starting the procedure again for the next power in Impulse Order.

Declaration of War (DOW) Procedure



1. DOW on Major Powers: This power announces whether or not they wish to declare war on one or more major powers. For each such declaration, add an "At War" marker to the appropriate box in the Diplomatic Status Display. These powers are now at war until a peace is agreed to in a future Diplomacy Phase.



2. DOW on Minor Powers: This player then announces whether or not he wishes his power to declare war on one or more minor powers. For each such declaration, add an "At War" marker to the appropriate box in the Diplomatic Status Display. The declaration of war on a minor power also triggers the resolution of that minor power's diplomatic status (possibly allowing a major power to intervene on behalf of this minor, see Step 4). Finally, remove the declaring power's Influence marker from this minor power's column on the Diplomatic Influence table; this major power may not influence this minor for the rest of the game.

3. Pay DOW Costs: The player now computes the total CP cost of the declarations he made in Steps 1 and 2. The cost of each declaration is found by cross-referencing these two powers on the Diplomatic Status Display and looking at the number found in the appropriate box. [This cost is variable when Spain declares war on England, see 9.5]. This power must play one or more cards or treasures from his hand with a CP value that is equal to or greater than the total CP expenditure. Those cards and treasures are placed in the proper discard pile as if they had been played for CP in the Action Phase (Section 11.0). Home cards and Mandatory Event cards may not be used to declare war.

4. Intervention on Behalf of a Minor Power: If one or more war declarations were directed at a minor power, resolve the Diplomatic Status of each minor power as specified in 24.6 (if more than one minor was the target of a DOW, the order of resolution is chosen by the active player). Remove the power declaring war and any power listed as a "Deactivate" power from those considered during this Diplomatic Status check. The power that wins the status check earns the right to intervene on behalf of the Minor Power. That player must then choose one of these options:

- **Intervention:** The minor becomes an ally of the power that won the Diplomatic Status check. That winning power is now at war with the major power that declared war on the minor (even if those two powers had earlier declared an alliance for

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the turn). If units from those powers share a space, displace all units that are not in a space their power controls (12.5).

- **Isolation:** The right to add that minor power as an ally is forfeited. However the power that won the Diplomatic Status check does avoid going to war with the power that declared war. The option to intervene now passes to the power that finished second in the Diplomatic Status check. If this second power also chooses isolation, than the minor remains inactive without a major power ally.

No matter which option is chosen, all powers lose their diplomatic influence with this minor (since it was reset during the Diplomatic Status procedure).

DOW during the Action Phase

The following occurrences can place two major powers into a state of war during the Action Phase:

- The Ottoman Tribute or Holy Roman Intercession events,
- Rebellion (18.4),
- Spanish troops entering Scotland or Ireland,
- English troops entering the Netherlands,
- Activation of a minor power

In any of these cases, add an At War marker to the Diplomatic Status Display. If naval units of the two powers now at war occupy the same sea zone, fight an immediate naval battle between the two powers with the power earlier in Impulse order as the attacker.

Restrictions on Declarations of War

There are several restrictions which apply to declarations of war. Some of those restrictions apply at all times; others only apply to declarations made during the War Segment of the Diplomacy Phase, as detailed below.

Restrictions at All Times:

You can not declare war on:

- a power whose box on the Diplomatic Status Display lists "N/A", "Possible Ally", or "Ally Only" as the cost of a war declaration.
- a minor power that is allied to a major power (you have to declare war on the major power instead).
- a power (major or minor) that is currently your ally.
- Portugal if the Death of King Sebastian Mandatory Event has not yet been played.
- an independent fortified space (Metz or Florence) since those independent spaces may be besieged by any power without a DOW.

Restrictions During Diplomacy Phase:

You can not declare war on:

- a power that you have made peace with during the current Diplomacy Phase,
- a power that you have formed an alliance with during the current Diplomacy Phase.

9.5 War between England and Spain

The one exception to the declaration of war rules listed above is for declarations of war between England and Spain. These two powers started the period represented in *Virgin Queen* as close allies (Elizabeth and Philip were sister-in-law and brother-in-law) but ended as the bitterest of enemies. The rise in tensions between these powers means the cost of a declaration of war between these powers varies during the game. The cost starts at 5 CP. The following events reduce this cost:

- Papal Bull event causes Elizabeth to be excommunicated (subtract 2 CP),
- Scottish Lords Rebel event causes Mary Queen of Scots to be captured (subtract 2 CP),
- England chooses to execute Mary Queen of Scots after an assassination attempt on Elizabeth or after an English Catholic Rebellion action (subtract 3 CP).



Markers are provided to track the status of Mary Queen of Scots and to show that Elizabeth has been excommunicated. Place these markers when any of the above events occur so the current DOW cost between these powers can be easily computed. The cost can never drop below 1 CP.

Immediate War Triggers

In the bottom right corner of the Diplomatic Status Display is a list of occurrences that immediately trigger a state of war between England and Spain. If any of these triggers occur, England and Spain immediately enter a state of war.

Spanish Units Entering Ireland or Scotland

As an exception to the normal rules for land and naval movement, Spanish units may not enter a home space for the minor powers Ireland and Scotland at the start of the game for *any* reason. However, once the cost of a DOW between England and Spain drops to 3 CP or less, Spain may move land and naval units into home spaces for these two powers. All normal conditions for entering a space still apply (e.g., spaces must be controlled by a power that is either allied to Spain or at war with Spain). A Spanish unit entering one of these spaces is an immediate war trigger (see above).

No Peace

Once at war, England and Spain may never agree to peace.

10. SPRING DEPLOYMENT

The third phase of each turn is Spring Deployment. At this time, each major power undertakes a series of activities to prepare for the upcoming Action Phase. Some steps in the procedure apply to only one power; skip those that do not apply to you. The first player in Impulse Order completes all the below steps before the next player in Impulse Order begins this process.

Spring Deployment Procedure

1. Treasure Fleet Escorts: Spain may move galleons from home ports to the Treasure Fleet Escorts box on the Spanish power card or vice versa (but not in both directions in the same turn). No more than 2 galleons may be present in the Treasure Fleet Escort box at any time.

2. English Sea Captain Placement: The English have several Sea Captains with a 1 Battle Rating. These units can serve as either World Map sea captains or as Naval Leaders on the Europe Map. At this time, the English player takes any sea captain he wishes to use as a Naval Leader and places him on an English

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naval unit in an English home port. Any captain placed on the Europe Map functions as a naval leader for all purposes for the remainder of the turn. Sea captains that wintered in an English colony may not be moved at this time.

3. Holy Roman Religious Preference: If this is the first turn of a 6-player game, the Holy Roman player must record their secret Religious Preference. See 23.5.

4. Place Arriving Leaders: Now add army and naval leaders that arrived this turn to play. Army leaders are placed in any fortified home space under friendly control. Naval leaders are placed in any home port under friendly control. If no such space exists, the leader remains on the Turn Track until next turn. The Protestant player has the option of not immediately adding his leaders to the map and instead waiting to add them during a rebellion action. If so, place them on the Protestant power card to show that they are eligible to enter via rebellion. Don John is placed as either an army leader or a naval leader. He may switch leader type at any time during a Spanish impulse if he occupies a port space under friendly control.

5. Choose Home Card: All major powers have two different Home cards, though the second Home card for many players does not enter play until after Turn 1. If this is a turn where your power has more than one Home card, one of those two cards must be secretly discarded from play at this time. (*Exception:* The Ottoman does not have to discard a Home card when Suleiman is ruler). Place the Home card that you do not want face down on your power card. The card that you do want to use during this turn's Action Phase remains in your hand. Activated major powers never receive any Home cards; discard all home cards for these powers at this time.

6. Move Formation from Capital: All powers with a capital (including activated major powers) may move a single formation from one of their capitals to a friendly-controlled space. This special move costs no CP. The following restrictions apply:

Restrictions:

- Only land units and army leaders that start this phase in their capital may use spring deployment. Spain and the Protestant may use spring deployment from either one of their capitals (but not both).
- The power must be able to trace a path of any length from their capital to the destination space. All land spaces on the path must be friendly-controlled and no land space on the path may be in unrest. The path may also cross one sea zone (only) following a path from one friendly-controlled port on that sea zone to another.
- The number of land units in the formation is limited by the command rating of any army leaders present.
- The path may not cross a Pass.
- If any other major power has naval units in ports that border a sea zone, even naval units of an allied power, the path may not cross that sea zone (unless those naval units have been loaned to the deploying power for the turn).
- No more than 5 land units (plus army leaders) may cross a sea zone during spring deployment.

11. THE ACTION PHASE

During the Action Phase, the powers take impulses in the order described in Section 3.2. The power initiating an activity is referred to as the "active power" throughout these rules. Each impulse starts by completing one of the following three activities:

- Playing a card for Command Points (CP)
- Playing a card as an event
- Passing

Unless the power passed, he may then extend his impulse by playing a treasure.

Playing a card for Command Points (CP): All cards except Mandatory Event cards can be played for CP during an impulse. When played for CP, a card provides a number of CP equal to the number in the shield in the upper-left corner of the card. These CP are then expended to perform one or more of the actions listed in Section 11.1 below. The card played is placed in the discard pile and will be used again in future turns. Remember that a concise list of the actions that a power may employ is given in the upper left of their power card (Section 4) and that the background color behind the name of the action within this list denotes the type of each action. When playing a card for Command Points, players should note the types of the actions they are selecting (because the same action types may not be repeated if the impulse is extended by play of a treasure).

Playing a card as an event: Mandatory Event cards, Home cards, Event cards, and some Response cards (but never Combat cards) may be played as events during a power's impulse. ***Important Note:*** *some events may only be played by powers specified on the card, or if certain conditions have been met.* Read the printed effects on the card and execute them immediately. Note that some Event cards (and all Mandatory Event cards) grant CP that can be used with that event; these CP are expended to perform any of the actions listed in Section 11.1 below. After being played as an event, the card is placed on the discard pile, unless the card text states "Remove from deck if played as an event"; such cards are permanently removed from the game. The cards Virgin Queen, Gouvernante de France and Papal Bull allow a player to retrieve cards from the discard pile; however, each card may only be played as an event once in a given turn. You may play an event that directs another power to take an action (for instance any power may play Sea Beggars to allow the Protestant power to gain control of a space, add units, and make a piracy attempt); in this case, the player listed on the card resolves the action, not the active player.

Passing: Late in the Action Phase, powers may pass for their impulse. Powers may never pass if:

- Their Home card has not been played,
- A Mandatory Event is in their hand that has not been played, or
- They have more cards in their hand than their ruler's Administrative Rating.

A power must pass if it has no cards left in its hand. A power holding one or more cards that passes during an impulse does not have to continue to pass. This power may play one of these held cards when their turn for an impulse arises later in the Action Phase. The Action Phase is over when all 6 powers have passed in consecutive impulses.

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Extending the impulse with a treasure: As long as a player played a card for either CP or as an event, he may extend the impulse by also playing a treasure. Three types of treasures are resolved automatically when played:

- **Draw Card:** Discard the treasure and then draw a card from the deck. The card must be held for a future impulse.
- **Science Bonus:** Immediately choose an unclaimed science bonus for your power as if you earned it through Patronage (22.2).
- **1 VP:** Place this treasure in your Bonus VP box. It does not go to the treasure discard and reenter play.

All other treasures have a value in CP (from 1 to 5). When they are played these CP are expended to perform actions just as if you were playing a card for CP. However, the actions chosen must all be of a different type than those chosen if a card was played for CP earlier in the impulse (no such restriction exists if a card was played as an event). If the impulse is extended after play of a Mandatory Event, the actions while extending the impulse must be a different type than the action(s) from the 2 CP received from the Mandatory Event card.

EXAMPLE: *Spain plays Morisco Revolt for 3 CP to start their impulse. They build a galleon in Corunna at a cost of 2 CP and then spend the final CP on 1 point of diplomatic influence on the Papacy. Spain then extends their impulse with a 4 CP treasure. Because they choose a blue (naval) action building the galleon earlier in the turn, they may not choose any of these actions: Build Galley, Galleon; Upgrade Armada, Naval Move, Initiate Piracy. Likewise, Spain may not Buy Diplomatic Influence since they have already performed that action. They will need to spend these 4 CP on land (brown), piracy defense (gray), religious (purple), patronage (green), or espionage (yellow) actions.*

11.1 Actions

Each action in the game costs from 1 to 5 CP. Exact rules for the execution of each action are found throughout Sections 12 through 19 and in Section 22. Some actions cost a variable number of CP (including Build Expedition, Assassination, English Catholic Rebellion, and Patronize Artist or Scientist actions). Spending a higher number of CP on these actions increases their chance of success (or allows colonists to be included with an expedition). CP are spent on one action at a time. That action is then executed to completion before any remaining CP are spent (i.e., actions are not predesignated). CP may not be accumulated from one impulse to another; they must be spent (or discarded) in the impulse in which the card that provided the CP was played. A power may choose to execute the same action back-to-back within an impulse. This is very common with movement actions so units can move multiple spaces. It is also common when constructing units (especially mercenaries) and when playing CP to Buy Diplomatic Influence.

EXCEPTION: The actions Patronize Artist and Patronize Scientist may each only be taken once per turn by a power.

12. CONTROL AND UNREST

Political control of spaces can change based on actions (i.e., Control unfortified space, or a successful assault), negotiation, or Event card play. A line of communication (LOC) from a fortified home space is required to initiate actions that change space control; rules for LOC are therefore included in this section. Spaces can also enter unrest through Event card play. If unrest is present in a space, most of the benefits of controlling that space are lost. Unrest is removed through the same action that is used to gain control of an unfortified space.

12.1 Line of Communication

A power has an LOC to a space if it can trace a path of spaces and sea zones to that space from a friendly-controlled, fortified space that is a home space for that power or one of its allies (this even includes home spaces of minor powers allied to your major power allies). All spaces on the path (except the space where the path ends) must be:

- friendly-controlled,
- free of enemy units (including naval units and leaders), and
- free of unrest.

One or more adjacent sea zones may be part of the LOC if they each contain a friendly naval unit. The path must connect to these sea zones through a friendly-controlled port (except the space where the path ends, which can be a non-friendly port). An LOC is required for the Assault and Control Unfortified Space actions.

12.2 Unfortified Space

A power may spend 1 CP on the Control Unfortified Space action to gain political control of a space if the following requirements are all met:

Requirements:

- The space is independent or controlled by an enemy power.
- The space is unfortified.
- The active power has an LOC to the space.
- Either (a) land units controlled by the active power occupy the space, or (b) land units controlled by the active power are adjacent to the space and enemy land units are not adjacent. *[For the purposes of this requirement, two spaces connected by a pass are not considered adjacent.]*
- The space is not occupied by land units from another power (unless those units are allies of the active power).

NOTE: In case (b) above, the land units controlled by the active power adjacent to the space do not have to have an LOC themselves; the LOC requirement is only to the space being converted. Units conducting a siege and under siege must all still be considered when evaluating case (b).

Place a new control marker on the space to indicate the new owner (unless it is reverting to its original owner and no marker is required). Make sure to place the new marker on the proper side so the religious influence is unchanged. If this space is a port that contains naval units, those naval units must immediately retreat to a sea zone adjacent to that port following the instructions found in Step 9 of the Naval Combat Procedure.

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12.3 Fortified Space

Political control of fortified spaces only changes based on Negotiation (Section 9.1), Siege (Section 15), Rebellion (Section 18.4), and Event card play. See the appropriate section for further details.

12.4 Unrest



Unrest markers are placed on spaces due to Protestant and Catholic Conversion attempts (Section 18) and numerous events. Four events (Homeland Uprising, Morisco Revolt, Puritans, and Rising of the North) specify that markers must be placed in unoccupied spaces; these are spaces that do not contain land or naval units (or leaders) of any power. All other causes of unrest can affect occupied spaces. Unrest has the following effects:

Effects:

- Units may not use spring deployment, retreat, or avoid battle into or through a space in unrest.
- No LOC can be traced through a space in unrest.
- No units may be constructed in a space in unrest.
- A Protestant Conversion attempt may not be initiated against an adjacent space if a space in unrest is the only space under Protestant religious influence adjacent to that target space.
- A Catholic Conversion attempt may not be initiated against an adjacent space if a space in unrest is the only space under Catholic religious influence adjacent to that target space.
- The space is not considered to be Protestant when computing victory points (VP).
- A key in unrest is not credited when tracking the number of VP earned and cards to draw. Place an additional Unrest marker on one key box of the affected power's card for each key under unrest. Remove these markers when the unrest is removed from that key.
- A fortress in unrest does not roll a die against a piracy attempt in an adjacent sea zone.

Spaces under unrest may be the target of Protestant and Catholic Conversion attempts or Rebellions.

Removing Unrest

A power may spend 1 CP on the Control Unfortified Space action to remove unrest from a space if at least one of these conditions is met:

a. land units controlled by the active power occupy the space,

b. land units controlled by the active power are adjacent to the space and land units of an enemy power are not adjacent. *[For the purposes of this condition, two spaces connected by a pass should not be considered adjacent.]*

Removing unrest does not require an LOC to a space in order to remove unrest (unlike gaining political of an unfortified space where an LOC is required).

12.5 Displacement

If control of a space changes due to negotiation, intervention after DOW on a minor power, rebellion, or an event card play, units friendly to the previous owner of the space may be displaced as described on specific cards and rule sections. When displacement occurs, any land units and army leaders occupying these spaces are placed in the nearest fortified space controlled by their power or in their capital (if under friendly control). Naval units and leaders are placed in the nearest port controlled by their power. Count sea zones as a space when determining the shortest path. If two spaces are equidistant, the space is chosen by the owning player.

13. MOVEMENT

A power may move land units with either the Move Formation In Clear action (1 CP) or the Move Formation Over Pass action (2 CP). All land movement is restricted by the formation rules (Section 5.1). Land movement may trigger interception attempts by enemy formations. Enemy stacks are also allowed to try to avoid battle and withdraw into fortifications in response to Move actions.

13.1 Land Movement Procedure

The following restrictions limit the use of a Move action.

Restrictions:

- All land units and army leaders being moved must start the action in the same space and it must be permissible to move them in a single formation.
- Formations may always move into a space controlled by their power or into an independent space. A formation may only move into a space controlled by another power if either:
  - ◊ the active power is at war with the power controlling the destination space, or
  - ◊ the active power is allied with the power controlling the destination space.
- Formations may not move into a space containing land units from another power unless the space satisfies one of these conditions:
  - ◊ all units in the space are allies of the active power (and this is not a fortified space where one ally has another ally under siege);
  - ◊ all units in the space are enemies of the active power (and this is not a fortified space where one enemy has another enemy under siege);
  - ◊ this is a space controlled by an enemy power and all units in the space are either from that enemy power or allied to them. When resolving this movement, treat the units already in the space as "enemy units" for all purposes. Adjacent units from a power with units in the space are also considered as enemy units and may intercept into the space if desired;
  - ◊ this is a fortified space under siege where either: (a) all units inside the fortification are allied to the active power and all besieging units are enemies of the active power, or (b) all units inside the fortification are enemies of the active power and all besieging units are allied to the active power.

Independent regulars in an independent key (Section 22.6) never prevent the entry of a formation, though that formation might have to fight off troops from an enemy power before being able to siege the independent key.

- No army leader or unit may participate in a Move action if it was part of a formation that lost a field battle earlier in the impulse.
- No army leader or unit may participate in a Move action if it occupies an enemy fortified space that their power placed under siege (Section 15) earlier in the impulse.

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- One or more army leaders may move without accompanying land units as long as they don't enter a space controlled by an enemy power or containing enemy units. If an army leader is ever alone in an unfortified space when enemy land units enter due to enemy movement, retreat, or interception, that leader is captured. Place the captured leader on the enemy power card. He may be regained in the Diplomacy Phase of an upcoming turn (see Section 9).

The two Move actions follow the same procedure:

Land Movement Procedure

1. Declare Formation: The active power declares which formation of land units and army leaders will be moved.

2. Declare Destination Space: The active power declares the destination space for the move. The destination must be adjacent to the formation's current space.

3. Expend CP: Two CP are expended if the move is over a pass; otherwise the cost is just one CP.

4. Play Response Cards: Other powers may play the Response card Storms to disrupt this Move action.

5. Conduct any Interceptions: Interceptions (Section 13.2) may occur if an enemy stack is adjacent to the destination space. Interceptions may add enemy units to the space being entered. Once all interceptions have been resolved, the land units and army leaders being moved are placed in the destination space. If any interceptions succeeded, skip to Step 8 and resolve a field battle.

6. Conduct Avoid Battle: If the destination space contains enemy land units, all or some of them may try to avoid battle (Section 13.3).

7. Withdraw into Fortification: If after unsuccessful interception and avoid battle attempts (if any) the enemy stack in a fortified destination space has 4 or fewer units present, those enemy units have the option of withdrawing into fortifications (Section 13.4).

8. Fight Field Battle: If enemy land units are still present in the space, and those land units are not inside fortifications, then a field battle occurs in this space (Section 14).

13.2 Interception

An enemy power with land units adjacent to a Move action's destination space may attempt to intercept the moving formation. If multiple enemy stacks are adjacent to the destination space, each may attempt to intercept. Each such attempt is announced and resolved before announcing and resolving any other attempts. If multiple stacks from different enemy powers all want to intercept, resolve the interception attempts in Impulse Order. Once one power succeeds, no other power may attempt an interception (even if that other power is an ally of the intercepting power). Formations belonging to the successful intercepting power may however continue to attempt to intercept from any number of adjacent spaces.

Restrictions:

- Formations moving due to avoid battle, interception, and retreats may not be intercepted.
- Formations may never intercept across a pass.
- Only units of a power that is At War with the active power may intercept.
- Units and army leaders that have already tried to intercept a movement in this same impulse (whether or not they were successful) may not try to intercept again.
- Units and army leaders currently under siege may not try to intercept. If a besieging force moves out of a space under siege, the stack formerly under siege may not intercept the move out of that fortified space.
- All land units and army leaders allocated in Step 1 of the Interception Procedure (see below) must start the Move action in the same space and it must be permissible to move them in a single formation.
- Leaders may not intercept by themselves unless the destination space contains units friendly to that leader.
- Formations moving into a friendly fortified space that is not under siege may not be intercepted.
- Formations moving into a space that already contains land units may only be intercepted if the intercepting units belong to the same power as the units in the destination space, or to a power allied to the units in the destination space. Such an interception is not allowed if there are units under siege (from any power) in that space at the start of the active formation's move.
- Units may not intercept into a space controlled by another power unless the power controlling the space is either an enemy or an ally of the intercepting units.

Interception Procedure

1. Declare Formation: An intercepting power with land units and/or army leaders in a space adjacent to the movement destination declares which formation will attempt an interception. This formation does not need to include all of the units present.

2. Roll Dice: The intercepting power rolls two dice and adds the best single Battle Rating of an army leader (if any) in the intercepting formation to the dice sum. The Ottoman power adds 1 to its result if at least 1 cavalry unit is in the intercepting formation. A non-Ottoman power subtracts 1 from the result if it is trying to intercept a stack containing Ottoman cavalry. A power with the Telescope science bonus adds 1. If the modified dice roll is 9 or more, the Interception Attempt is successful.

3. Place in Destination Space: If successful, the intercepting formation is placed in the destination space. This formation is treated as if it were present in the space before the moving formation arrived. Once one power succeeds, no other power may attempt an intercept (even if that other power is an ally of the intercepting power).

4. Repeat for other Formations: Return to Steps 1-3 and resolve interception attempts from any other adjacent space. Additional attempts from a space already chosen in Step 1 are not permitted.

5. Fight Field Battle: If any of the interceptions were successful, fight a field battle (Section 14) in the destination space. All units from the intercepting power must participate in this battle; they may not avoid battle or withdraw into a fortification.

13.3 Avoid Battle

When a power enters a space containing a stack of enemy land units, some or all of those enemy units may try to move to an adjacent space to avoid battle. If the destination space contains land units from more than one major power (who are allies), each major power may, in impulse order, announce and resolve an avoid battle attempt. Each such attempt is announced and resolved before announcing and

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resolving any other attempts. Minor power allies in that space avoid battle as a single group with units of their affiliated major power. A power is never required to try to avoid battle; it is always optional.

Restrictions:

- Units may not avoid battle into an independent space or a space controlled by another power unless that power is an ally of the power avoiding battle.
- Units may not avoid battle into a space in unrest or a space containing enemy units.
- Land units may not avoid battle into a sea zone.
- Units may not avoid battle into the space just vacated by the enemy formation the units are trying to avoid.
- Units and army leaders currently under siege may not avoid battle.
- Units of a power may not avoid battle if any units of that power intercepted into the battle space during this Move action.
- A leader alone in a space may not avoid battle. (If the space is unfortified, he is captured (13.1); if the space is fortified he must withdraw inside).

Avoid Battle Procedure

1. Declare Attempts: Each major power with land units in the destination space of the Move action declares and resolves (in impulse order) an avoid battle attempt. Follow steps 2-5 for each such power before going on to the next.

2. Designate Destination Space: This power designates an adjacent space into which the units avoiding battle will try to move. The space must satisfy the restrictions listed above.

3. Choose Units: The power chooses which land units and army leaders will attempt to avoid battle. The total number of units chosen may exceed the number that can be moved as a single formation. Any number of units may be left out of the avoid battle attempt (you can even leave out all land units to have an army leader avoid battle by himself).

4. Roll Dice: The power avoiding battle rolls two dice and adds the best single Battle Rating of an army leader (if any) present in the stack of units leaving the space to the dice sum. The Ottoman power adds 1 to its result if at least 1 cavalry unit is in the stack avoiding battle. A non-Ottoman power subtracts 1 from the result if it is trying to avoid a formation containing Ottoman cavalry. A power with the Telescope science bonus adds 1. If the modified dice roll is 9 or more, the Avoid Battle Attempt is successful. *Exception:* If every unit in the formation attempting to Avoid Battle has already lost a field battle during this impulse, it may Avoid Battle automatically—no dice roll is necessary.

5. Place in Destination Space: If successful, the units selected to avoid battle are placed in the chosen adjacent space.

6. Repeat for other Formations: Return to Steps 2-5 for each remaining power with units in the destination space of the Move action.

13.4 Withdrawing into Fortifications

Enemy units in the destination space may withdraw inside fortifications in Step 7 of the movement procedure if the following conditions are all met:

- the destination space is fortified,
- the enemy power (or an ally of the enemy power) controls the destination space,
- there were 4 or fewer units (plus any number of army leaders) present in the space after interception and avoid battle attempts were resolved.

A power is never required to withdraw into its fortifications; it is always optional. If they do withdraw, all units present must withdraw together. If units from more than one power are defending the space when the active formation enters, the power controlling the space decides whether or not to withdraw into the fortifications. If the units decide to withdraw inside fortifications, a field battle is avoided during this impulse. If the active formation has more units than the number of units inside the fortification, this fortification is now under siege (Section 15). If the active formation does not have more units, it has two choices:

1. If there are CP remaining to be played in this impulse, the active formation may spend 1 CP (or 2 CP if the move is over a pass) to continue movement into an adjacent space. [However, if they are later forced to retreat from this new space back into the fortified space, they are eliminated.]

2. Otherwise the active formation must retreat back into the space from which it entered the fortified space. This retreat does not cost any CP, but the retreat must abide by all retreat restrictions listed in Section 14.1.

14. FIELD BATTLE

A field battle occurs due to a Move action into a space occupied by an enemy formation or because of a successful interception. Each power involved adds up how many battle dice they will roll. This number of dice is then rolled to see how many "hits" are scored. Each hit inflicts a casualty on the opponent. The side which scores the most hits on its opponent is the victor and retains the space. The defeated force must then retreat to an adjacent space.

Field Battle Procedure

1. Play Response Cards: Both sides (starting with the attacker) have one final chance to play the Response card Reiters to change the number of units in the space.

2. Attacker Adds Up Battle Dice: The active player is always considered the attacker in a field battle. The attacker adds up the number of dice he will roll as follows:

- 1 die for each land unit in the moving formation.
- 1 die for each Battle Rating point from the highest-rated leader in the attacking force.

3. Defender Adds Up Battle Dice: The intercepting player or the player with the stack of units in the destination space is always considered the defender in a field battle. The defender adds up the number of dice he will roll as follows:

- 1 die for each defending land unit in the space.
- 1 die for each Battle Rating point from the highest-rated leader in the defending force.
- 1 die for being the defender.

4. Attacker Declares Combat Cards: The attacker declares any Combat cards he wants to play as events to affect the battle.

5. Defender Declares Combat Cards: The defender declares any Combat cards he wants to play as events to affect the battle. If more than one major power is controlling defending units in this space, each of these powers may play Combat cards.

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6. Roll Dice: Both sides roll their dice. Each roll of a "5" or a "6" is considered to be a hit.

7. Declare Winner: The side scoring the most hits is declared the winner of the battle. In the case of a tie, the defender is declared the winner.

8. Take Casualties: Each side eliminates 1 land unit for each hit scored by the opposing side. If both sides are eliminated, the side that rolled more dice retains 1 unit. If both sides are eliminated and the two sides rolled the same number of dice, the defender retains 1 unit.

9. Capture Leaders: If one or more leaders are present on a side that is completely eliminated, they are captured by the enemy. Place a captured leader on the power card of the adversary which defeated him. He may be regained in the Diplomacy Phase of an upcoming turn (see Section 9).

10. Conduct Retreats: The units of the losing power retreat as described in 14.1 (unless they were all eliminated).

11. Check for Siege: If the battle occurred in a fortified space and the active player won, check to see if the active formation has more units than the losing player has inside the fortifications. If so, this space is now under siege (Section 15). If not, the active player must retreat his force as specified in Section 15.3, Breaking a Siege.

14.1 Retreat

All remaining units and army leaders from the losing power must retreat. If the battle occurred in a fortified space, and the power controlling that space lost the battle, then any number of land units up to four (at the owner's discretion), and any number of army leaders, may withdraw into the fortifications. The stack of units remaining outside the fortifications after such a withdrawal (or all losing power units if the battle did not occur in a fortified space) must then retreat to a single adjacent space chosen by the owner of those units. That space must meet all the restrictions listed below. If no legal space exists, *all units in that stack are eliminated; any army leaders present are captured.*

Restrictions:

- Units may not retreat into a space in unrest or a space containing enemy units.
- Land units may not retreat into a sea zone.
- Units may not retreat into an independent space or a space controlled by another power unless that power is an ally of the retreating power.
- If the defender lost the battle, his units may not retreat into the space from which the enemy entered.
- If the active power lost the battle, the space chosen must be the space from which this formation entered the battle.

15. SIEGE

Land units in a fortified space are placed under siege if they withdraw into fortifications during enemy movement (Section 13.4) or after a field battle (Section 14.1) and enemy land units in that space outnumber them. The land units under siege may not move, attack, intercept, or avoid battle until the siege is broken (Section 15.3). (Naval units in a port under siege may move). Note that it is possible for a fortified space to be under siege by two powers at once if those powers are allies, both are at war with the power that controls this fortified space, and each power possesses more units in the space than the power inside the fortifications.

15.1 Assault

A besieging power may spend 1 CP on the Assault/Foreign War action in an attempt to gain control of the space, but not in the same impulse in which the space was first put under siege by that power. A space may only be subjected to one assault in a single impulse (though a power may initiate multiple assaults in different spaces in the same impulse). Assaults are conducted by a single formation of units and army leaders in the same space as the fortification. Requirements for an Assault action are as follows:

Requirements:

- Units controlled by the active power must have placed the space under siege during a previous impulse. Fortified spaces that are empty also have to be put under siege in one impulse before they can be assaulted in a later impulse.
- The assaulting power has an LOC to the space.
- The power that controls the fortified space does not have a naval unit in an adjacent sea zone.
- If the power that controls the fortified space has naval unit(s) in that space, there is a greater number of naval units from the assaulting power in adjacent sea zone(s).

Corsairs are ignored for the purpose of these last two requirements (naval blockade).

Assault Procedure

1. Declare Formation: The active player declares which formation of land units and army leaders will be making the assault. All requirements listed above must be met at this time.

2. Play Response Cards: Other powers may play the Response card Storms to disrupt this Assault action. The active player has one final chance to play the Response card Reiters to change the number of units in the space.

3. Add Up Attacker's Dice: The active player is always considered the attacker in an assault. The attacker adds up the number of dice he will roll as follows:

If against a fortified space with no defending land units:

- 1 die for each land unit in the assaulting formation (cavalry units are ignored).
- 1 die for each Battle Rating point from the highest-rated leader in the assaulting force.

If against a fortified space with 1 or more defending land units (even if all units are cavalry):

- 1 die for every 2 land units in the assaulting formation (cavalry units are ignored), round fractions up.

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- 1 die for each Battle Rating point from the highest-rated leader in the assaulting force.

4. Add Up Defender's Dice: The player controlling the space is always considered the defender in an assault. The defender adds up the number of dice he will roll as follows:

- 1 die for each defending land unit in the space (cavalry units are ignored).
- 1 die for each Battle Rating point from the highest-rated leader in the defending force.
- 1 die for being the defender (2 if this power has the Ravelin science bonus).

5. Attacker Declares Combat Cards: The attacker declares any Combat cards he wants to play as events to affect the assault.

6. Defender Declares Combat Cards: The defender declares any Combat cards he wants to play as events to affect the assault. If more than one major power is controlling defending units in this space, each of these powers may play Combat cards.

7. Roll Dice: Both players roll their dice and add up the number of hits they have scored. Each roll of a "5" or a "6" is considered to be a hit.

8. Take Casualties: Each side eliminates one land unit from their stack of units in the space for each hit scored by the opposing side. (Cavalry units may be taken as losses.)

9. Successful Assault: If the attacker scored at least 1 hit, no defending land units remain in the space, and at least 1 attacking unit survived the battle, the assault is successful. The attacker gains political control of the space. All besieged army leaders are captured. Place a captured leader on the power card of the adversary who defeated him. He may be regained in the Diplomacy Phase of an upcoming turn (see Section 9). If the defender has naval units or a naval leader in the space, place them on the next turn of the Turn Track. In a future turn, the leader will reenter play and the naval units may be rebuilt. The Response card Sack! (or Spanish Fury if this assault was at a key) may be played.

10. Unsuccessful Assault: If no attacking land units remain, the attacker did not score at least one hit, or any besieged land units remain, the assault is unsuccessful. If the number of besieging land units still exceeds the number of defending land units, the space remains under siege. If not, the attacking force must retreat as described in 15.3. If all attacking land units are eliminated, surviving attacking army leaders are displaced (12.5).

If, earlier in the impulse, units and leaders joined a stack of that power's units already besieging a fortified space, those newly arrived units and leaders may participate in the assault and can be included in the calculation in Step 3 (provided that the full complement of attacking forces used can fit within a single formation).

15.2 Relief Forces

A formation friendly to the units in the fortification may enter a fortified space under siege and initiate a field battle in an attempt to break the siege. In this "relief force" situation, units and army leaders inside the fortification that are controlled by the same major power as the relief force may participate in the field battle. These forces inside the fortification may participate *even if the total number of units now exceeds the allowable formation size* (based on the leaders present in that space). The player may choose to withhold units that started the impulse within the fortification from the field battle if he does not want to risk losing them. There are three possible results in this relief force situation:

- If the active player wins the resulting battle, the besieging forces retreat and the siege is broken.
- If the active player loses the battle but the number of hits scored by both sides is *equal*, the active player may choose to retreat any units or army leaders that participated in the battle into the fortifications (including units that were part of the relief force that entered the space). The total number of units inside the fortification may never exceed 4 after such a retreat. All other attacking units retreat as per Section 14.1.
- If the active player loses the battle and the number of hits he scored was *less than* his opponent, only units that started the impulse inside the fortification may retreat back inside. All other attacking units retreat as per Section 14.1. If all attacking units in the relief force were eliminated, any attacking army leaders in the relief force are captured and there is no retreat.

15.3 Breaking a Siege

A siege is broken immediately if the besieging stack no longer contains more land units than are in the fortification (cavalry units are included in these counts). This may occur if part of the besieging force leaves the space as part of a Move action, a successful interception, or a successful avoid battle attempt. It may also occur if the besieging stack takes severe losses during an assault or battle against a relief force, or due to an Event card play. When the siege is broken, the stack must retreat to any adjacent space that meets the following restrictions. This retreat does not cost any CP. If no such legal space exists, *all units in that stack are eliminated; any army leaders present are captured*.

Restrictions:

- Units may not retreat into a space in unrest or a space containing units that are not from (or allied to) the retreating power.
- Units may not retreat into a sea zone.
- Units may not retreat into an independent space or a space controlled by another power unless that power is an ally of the retreating power.

16. NAVAL AFFAIRS

Naval units move, fight, intercept, and avoid battle in the sea zones and ports of the map, much as land units do in the spaces of the map. Naval units also provide a transport capability that allows land units to traverse sea zones (as long as that movement takes place in a single impulse). Naval units can also initiate piracy in sea zones against enemy ports (or against any port in the case of Ottoman corsairs). Sea captains use naval movement to traverse the ocean zones of the map attempting to found colonies, initiate World Map piracy, and circumnavigate the globe.

16.1 Naval Movement

A power may move naval units with the Naval Move action (1 CP). Unlike land movement (where a Move action allows just one formation to move), the Naval Move action allows ALL naval units and sea captains of that power (and their activated Minor Power allies and any lent fleets) to perform a move, wherever they are on the map. Naval units on the Europe Map and sea captains and patrols on the World Map may each move based on the expenditure of the same CP. Naval movement into sea zones (but not ocean zones)

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may trigger interception attempts by enemy naval units. Enemy naval units in sea zones are also allowed to try to avoid battle in response to Naval Move actions.

All naval moves are to an "adjacent" location. Ports are adjacent to one or two sea zones, as marked with the anchor symbol. Sea zones are adjacent to all ports with symbols in their zone and all sea zones that share a common sea zone boundary. Ocean zones are adjacent to all ocean zones that share a common ocean zone boundary and to ocean zones they are linked to by hazardous passage. Unlike ports, World Map settlement spaces may not be entered by sea captains or patrols. In addition, ocean zones and sea zones are never adjacent.

Naval units of two different powers that are not at war may occupy the same sea zone after a move. (Sea captains and patrols may occupy the same ocean zone even if their two powers are at war). Interception attempts, avoid battle attempts, and naval combat are only triggered against enemy naval units. Naval movements must comply with the following restrictions:

Restrictions:

- Naval units must always move to an adjacent location. Movement from the Ionian Sea to the Tyrrhenian Sea, the Barbary Coast to the Atlantic Ocean (or vice versa for any of these combinations) is not permitted since these sea zones are not adjacent (see Port in Section 2.5).
- Naval units may only move to ports controlled by another player if enemy naval units are present in that port. (This restriction prohibits naval moves into a port controlled by a major power ally.)
- Naval leaders must be in the same stack as a naval unit controlled by the same power whenever possible. Naval leaders may accompany any naval unit that is moving from the naval leader's port or sea zone. If naval movement is going to empty the naval leader's port or sea zone, then that naval leader must accompany one of the naval units that is leaving.
- No naval unit may participate in a Naval Move if it was part of a stack of naval units that lost a naval combat earlier in the impulse.

Naval Movement Procedure

1. Declare Naval Moves: The active power declares which naval units and leaders will be moving and designates the destination for each of these units. Each unit's destination must be adjacent to its current location.

2. Execute Naval Move: The active power executes all naval moves. The order of execution is not important as all moves are considered simultaneous. Stack the newly arriving unit(s) in the destination port, sea zone, or ocean zone as follows:

- **If arriving in a port:** the arriving naval unit(s) are placed below any land units and army leaders and are oriented normally (horizontally).
- **If arriving in a sea zone containing friendly units:** the arriving naval unit(s) are placed on top of the other friendly units and oriented the same way as those units.
- **If arriving in a sea zone with no friendly units:** the arriving naval unit(s) are placed in the zone rotated 90 degrees (so they are oriented vertically).
- **If arriving in an ocean zone:** If the expedition crossed a Hazardous Passage to reach this zone, or it moved in the opposite direction as a Trade Wind arrow, it must survive a Navigation Check. Roll two dice and add the Sea Captain's Navigation rating. Add 1 more if this power has the Map Projection science bonus. The modified die roll is then located on the Navigation Table. Results are:

  Eliminated: The sea captain is removed from the game. Any colony aboard is lost (though it may be added to an expedition built later in the game); any loot (treasures from piracy) is immediately discarded.

  Damaged: An undamaged expedition is flipped to the Damaged side. If the expedition had 2 treasures of loot from piracy, 1 treasure is lost (owning player's choice). If the expedition was already damaged, this voyage is ended; place the sea captain on the Turn Track to enter next turn. Any colony aboard is lost (though it may be added to an expedition built later in the game); any loot is immediately discarded.

If the expedition survived any required Navigation roll, is carrying a colony, and there is an unoccupied gray settlement space (other than the Philippines) connected to this ocean zone, the active power may place the colony from this expedition on the settlement. Once placed, colonies may not be moved.

3. Play Response Cards: Other powers may play the Response card Storms to disrupt this Naval Move action.

4. Conduct Interceptions: Stacks of naval units that are oriented vertically may be intercepted by enemy naval units in an adjacent location. If multiple enemy stacks are adjacent to the destination space, one or more naval units (owning player's choice) from each stack may attempt to intercept as a single stack. Each such attempt is resolved separately and the owning player chooses the order of those attempts. If multiple stacks from different enemy powers all want to intercept, resolve the intercept attempts in Impulse Order.

Restrictions:

- Once one power succeeds, no other power may attempt an interception (even if that other power is an ally of the intercepting power).
- Interception may not be attempted by naval unit(s) in a location that now contains naval units from the active power.
- Interception may not be attempted into a destination space that contains one or more enemy naval units hostile to the intercepting power that are still oriented normally.

The intercepting power rolls two dice and adds the Battle Rating of any naval leader present to the dice sum. Subtract 1 from the sum if a galleon, race-built galleon, or the Armada is present in the intercepting units and this is a Mediterranean sea zone. A power with the Telescope science bonus adds 1. A result of 9 or greater indicates success. If successful, the intercepting naval units are placed in the destination space and are oriented vertically. All stacks that successfully intercept are combined into a single stack (and will fight as a combined force in the naval combat in Step 7 below).

5. Conduct Avoid Battle: Enemy naval units in sea zones (not ports) may try to avoid battle if both of these conditions are met (these conditions represent a sea zone entered by the active power in Step 2 in which no intercept occurred in Step 4):

- All enemy naval units are oriented normally.
- The naval units of the active power are oriented vertically.

Resolve avoid battle attempts in Impulse Order. The enemy power attempting to avoid battle designates an adjacent location into which

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the naval units will try to move. Adjacent ports must be controlled by the power avoiding battle; adjacent sea zones may not contain units from a power at war with the power avoiding battle. All of this power's naval units in the sea zone must avoid battle together. The power avoiding battle rolls two dice and adds the Battle Rating of any naval leader present to the dice sum. Subtract 1 from the sum if a galleon, race-built galleon, or the Armada is present in the units avoiding battle and this is a Mediterranean sea zone. A power with the Telescope science bonus adds 1. If the modified dice roll is 9 or more, the Avoid Battle Attempt is successful. If successful, the units are placed in the chosen adjacent location.

6. Rotate Units: After all avoid battle attempts are complete, rotate all units that are oriented vertically to a normal orientation.

7. Conduct Naval Combat: If naval units of the active power and an enemy power occupy the same sea zone or port, naval combat occurs in that location. The active power resolves the naval combats that result from a Naval Move in any order it desires. If more than one enemy power is present in that sea zone, the active power chooses which one to fight first (allied enemy stacks are not combined); he must continue fighting enemy naval forces until he either loses a combat (and retreats) or has fought each enemy once.

16.2 Naval Combat

Naval combat occurs due to a Naval Move action into a sea zone or port occupied by enemy naval units or because of a successful interception. Each power involved adds up their combat dice and rolls to see how many hits they score. Hits may cause casualties on the opponent. The side with the most hits is the victor. After the combat, one side's units must retreat to an adjacent location.

Naval Combat Procedure

1. Attacker Adds Up Dice: The active player is always considered the attacker in a naval combat. The attacker adds up the number of dice he will roll per the table below.

2. Defender Adds Up Dice: The intercepting player or the player with the stack of units that began the Naval Move action in the destination location is always considered the defender in a naval combat. The defender adds up the number of dice he will roll per the table below.

Naval Combat Dice Rolled
1 die for each corsair or galley (if this galley is participating in a combat in an Atlantic sea zone).
2 dice for each galleon, race-built galleon, or galley (if this galley is participating in a combat in a port or Mediterranean sea zone).
2, 4, 6 or 8 dice for the Spanish Armada (23.2).
1 die for each Battle Rating point from their highest-rated naval leader in the sea zone or port.
1 die for being the defender, but only if this combat is taking place in a port.

3. Attacker Declares Combat Cards: The attacker declares any Combat cards he wants to play as events to affect the combat.

4. Defender Declares Combat Cards: The defender declares any Combat cards he wants to play as events to affect the combat.

5. Roll Dice: Both players roll their dice. Each side adds up the number of hits they have scored. Each roll of a "5" or a "6" is considered to be a hit.

6. Play Response Cards: If this combat occurred in a Mediterranean sea zone, any power may play the Response card Galleasses to give one side an attempt to score additional hits.

7. Declare Winner: The side scoring the most hits is declared the winner of the battle. In the case of a tie, the defender is declared the winner.

8. Take Casualties: Each side eliminates 1 galley, galleon, or race-built galleon for every 2 hits scored by the opposing side. The player losing the unit(s) gets to choose which units are eliminated from play if more than one is present. If England was participating in the combat with race-built galleons in a sea zone (not a port), they may ignore one hit with a "5" for each race-built galleon involved in the fight. These hits are only ignored during this "Take Casualties" step; they still count when determining the winner of the combat in Step 7. If hits against the Ottoman power remain after applying hits to galleys, each remaining hit eliminates 1 corsair. Odd hits remaining against the losing side eliminate 1 extra galley, galleon or race-built galleon; odd hits remaining against the winner are ignored. If both sides are eliminated, the side that rolled more dice retains 1 unit. If both sides are eliminated and the two sides rolled the same number of dice, the defender retains 1 unit.

9. One Power Retreats: If the combat occurred in a port, the attacker retreats to a sea zone connected to that port that is free of enemy naval units. (*NOTE: The attacker retreats regardless of whether or not he won the battle.*) If the combat occurred in a sea zone, the loser retreats to an adjacent port under its control (free of enemy naval units) or an adjacent sea zone (also free of enemy naval units). If no such location exists, the naval units are eliminated.

10. Place Units on Turn Track: If one or more naval leaders are present on a side that is completely eliminated, they are placed on the next turn of the Turn Track. All naval units lost in the combat are also placed there. In a future turn, the leader will reenter play and the naval units may be rebuilt (8.1). (*Exception:* A power with the Dry Dock science bonus returns naval units to their force pool immediately).

16.3 Naval Transport

If a power has naval units in one or more adjacent sea zones, it may make a special move of lands units across those sea zones. This special move is called "naval transport" and is considered to be a special case of the Move Formation In Clear action.

Naval Transport Procedure

1. Spend CP and Move: The active power must have at least 2 CP remaining to spend in the current Action Phase. If so, a formation of 5 or fewer land units (plus army leaders) in a port may move to an adjacent sea zone containing naval units controlled by the active power. This move costs 1 CP and is considered to be a Move Formation in Clear action. Units moving by naval transport may not be intercepted at sea. Other powers may play the Response card Storms to disrupt naval transport. A formation under siege may not be moved by naval transport.

2. Multi-zone Transport: The active power then continues to move the formation to an adjacent sea zone or port at the cost of 1 CP for each such move. Moves from one sea zone to another are permitted as long as the power has a naval unit in each sea zone and enough CP to get the formation back to a port before the impulse is over. Formations may never end an impulse at sea. You must end a naval transport with one formation before starting another one later in the impulse.

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3. End at Port: Formations end their naval transport by moving to a port adjacent to the last sea zone they entered. That port must conform to the following restrictions:

- The port may not contain any enemy naval units.
- It must be a space into which the power could move using land movement (i.e., it can not be a port of a power that the active power is neither allied with nor at war with).

Treat this movement into the final space as if it were a Move action. Enemy units may intercept, avoid battle, withdraw into fortifications or stay and force a field battle.

4. Naval Transport and Field Battles: If the active power loses a field battle in the port space at the end of a naval transport, all transported units are eliminated and any army leaders present are captured.

16.4 Piracy on the Europe Map



If a power has naval units in a sea zone, he may spend 2 CP on the Initiate Piracy action and target any enemy power that controls a port space adjacent to that sea zone. In addition, if the Ottoman power has corsairs in a sea zone, he may initiate piracy against an active major power even if the two powers are not At War.

Europe Map Piracy Procedure

1. Declare Piracy: An active power declares that his naval units in a sea zone are initiating piracy. A major power that controls one or more port spaces connected to that sea zone must be specified as the target for the piracy. Unless the Ottoman is initiating piracy with corsairs, the active and target powers must be at war. Each power may only initiate piracy in a given sea zone once per turn; place one of this power's "Piracy" markers in this zone as a reminder. Each sea zone can be targeted for piracy by no more than two powers per turn and each power is limited to three piracy actions per turn (spread across all sea and ocean zones).

2. Targeted Player Adds Up Dice: The targeted power adds up the number of dice they will roll in defense. They receive:

- 2 dice for each naval unit (other than the armada) of the targeted power in the sea zone where piracy is occurring (only possible if the Ottoman is initiating piracy with corsairs).
- 1 die for each naval unit (other than a corsair or the armada) of the targeted power (or another power at war with the active power) in a port or sea zone adjacent to the sea zone where piracy is occurring.
- 1 die for each fortress controlled by the targeted power (or another power at war with the active power) adjacent to the sea zone where piracy is occurring. This fortress must be adjacent to the zone where piracy is occurring and may not be in unrest or under siege. *(NOTE: This die is for fortresses, not fortified spaces, so keys do not give you these dice.)*
- 1 die if this is piracy by the Ottoman and the Knights of St. John unit is in a port adjacent to the zone where piracy is occurring.

3. Roll Dice Against Pirates: The targeted power rolls the number of dice computed above. Each roll of a "5" or a "6" is considered to be a hit. Hits are applied as follows:

a) If the Ottoman initiated piracy with corsairs, start by eliminating 1 corsair for each hit.

b) If hits remain after Step (a), eliminate 1 naval unit from the active power's stack for every 2 hits scored (units eliminated are chosen by active player).

c) If exactly 1 hit remains after Step (b), eliminate 1 extra naval unit (again chosen by active player).

4. Add Up Piracy Dice: If one or more naval units from the active power remain in the sea zone after Step 3 (and at least one Ottoman corsair remains if targeting a non-enemy power), the active power will roll for piracy. That power receives base dice as follows:

- **1 die:** if there is only 1 naval unit of the active power in the sea zone or only 1 port of the targeted power connected to the zone
- **2 dice:** otherwise

The active power then adds the Piracy rating of any naval leader present in the zone to get the final number of dice.

5. Roll Piracy Dice: The active player rolls this number of dice. Each roll of a "5" or a "6" is considered to be a hit. For each hit scored, the targeted power must choose to do one of the following:

a. Eliminate a naval unit in or adjacent to the targeted sea zone,

b. Allow the active power to draw at random and keep 1 card from his hand (it cannot be played until a future impulse),

c. Award the active player 1 VP for Piracy, and

d. Downgrade the Spanish Armada by one level if Spain was the piracy target and the Armada was in or adjacent to the sea zone where piracy occurred.

The active player may not be awarded a card draw if no cards are left to be drawn from the target power's hand. The target power must always try and award one of these four awards for each hit. Picking an award of no benefit to the active player is not permitted if another selection is available. If more than one hit is scored on the same piracy action, the target power must divide the hits as equally as possible between valid awards (i.e., an award cannot be chosen for a second time until all possible awards are granted at least once).

16.5 Piracy on the World Map



If a power has a sea captain in an ocean zone, he may spend 2 CP on the Initiate Piracy action and target either Spain or Portugal.

World Map Piracy Procedure

1. Declare Piracy: An active power declares that his sea captain in an ocean zone is initiating piracy against Spain or Portugal. The targeted power must control a settlement adjacent to that sea zone. *(Note: The settlement Nombre de Dios/Panama is connected to both the Mexican Coast and the Spanish Main.)* The sea captain's power need not be at war with Spain or Portugal to initiate this piracy, and Portugal may be targeted at any time, even before the event Death of King Sebastian has made them a full participant in the game (or even if Portugal has entered the game and become a Spanish ally). The only restriction is that England or France may not pirate Portugal if currently allied with Portugal. Each power may only initiate piracy in a given ocean zone once per turn; place one of this power's "Piracy" markers in this zone as a reminder. Each ocean zone can be targeted for piracy by no more than two powers per turn and each power is limited to three piracy actions per turn (spread across all sea and ocean zones).

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2. Targeted Player Adds Up Dice: The targeted power computes the number of dice they will roll in defense:

- **Portugal:** If Portugal is the target, roll 1 die for each Portuguese settlement adjacent to this ocean zone.
- **Spain:** If Spain is the target, roll 1 die for each patrol in the ocean zone plus 1 die for each Spanish fortress in a settlement directly connected to this ocean zone. If no such patrols or fortresses are present, no dice are rolled.

3. Roll Dice Against Pirates: If the targeted power receives 1 or more dice, he makes these rolls. Each roll of a "5" or a "6" is considered to be a hit. Two hits eliminate a sea captain from the game. One hit also eliminates a sea captain if he was damaged when piracy was initiated. If one hit is scored against an undamaged captain, flip his counter to the Damaged side.

4. Sea Captain Adds Up Piracy Dice: If the sea captain remains in the ocean zone after Step 3, the active power will roll for piracy. That power receives base dice as follows:

- **1 die:** if the sea captain is damaged or only 1 settlement of the targeted power is connected to the zone
- **2 dice:** otherwise

The active power then adds the Piracy rating of the sea captain to these base dice to get the final number of dice.

5. Roll Piracy Dice: The active player rolls this number of dice. Each roll of a "5" or a "6" is considered to be a hit. For each hit scored, the Spanish player (even if Portugal is the target) must choose to do one of the following:

a. Eliminate a patrol in the ocean zone

b. If Spain is the target, allow the active power to draw at random one of the Spanish treasures. If Spain rolled at least one die for the presence of a fortress connected to this ocean zone, the Spanish player chooses one treasure to withhold from the pool available to this random draw.

c. If Portugal is the target, allow the active power to draw at random one of the Portuguese treasures.

d. Award the active player 1 VP for Piracy.

The active player may not be awarded a treasure if the appropriate row (Spanish or Portuguese) is empty (or if the piracy is against Spain, a Spanish fortress is connected to the ocean zone, and there is only 1 Spanish treasure left). The target power must always try and award one of these options for each hit. Picking an award of no benefit to the active player is not permitted if another selection is available. If more than one hit is scored on the same piracy action, Spain must divide the hits as equally as possible between valid awards (i.e., an award cannot be chosen for a second time until all possible awards are granted at least once).

6. Store Loot: Treasures earned in Step 5 are placed underneath the sea captain's counter. Undamaged expeditions can carry two treasures; damaged expeditions only carry one. If after receiving treasures in Step 5 (and combining them with any treasures received by the expedition during earlier piracy attempts) the total number exceeds the storage capacity of the expedition, the owning player chooses which excess treasures are discarded.

7. Possible Return Home: If a path of connected ocean zones can be traced from the sea captain's location to an ocean zone of entry for their power, and that path does not cross a Hazardous Passage, they may opt to return home immediately. If this option is chosen, add any loot treasures to the power's hand; place the sea captain on the next turn of the Turn Track to signify that he may reenter play at the start of the next turn. If the sea captain instead chooses to remain at sea, he must wait until a future piracy attempt or the Winter Phase to have another opportunity to return home.

16.6 Circumnavigation

Sea captains can circumnavigate the globe by moving around the map in either direction. 2 VP are awarded to the first sea captain to circumnavigate during the game; 1 VP is awarded the second time it occurs. Immediately award the VP, add loot treasures to the player's hand, and remove the sea captain from the map if any of these conditions are met (this is not optional):

- **Ottoman:** if a sea captain returns to the Indian Ocean zone for the first time *from the Guinea Coast* after having initially moved out of the Indian Ocean to the South Pacific.
- **Ottoman:** if a sea captain returns to the Indian Ocean zone for the first time *from the South Pacific* after having initially moved out of the Indian Ocean to the Guinea Coast.
- **English, French, Protestant:** if a sea captain moves into the South Atlantic for the first time *from the Chilean Coast* and this same captain has already sailed to the Indian Ocean from the Guinea Coast.
- **English, French, Protestant:** if a sea captain moves into the Guinea Coast for the first time *from the Indian Ocean* and this same captain has already sailed to the Chilean Coast from the South Atlantic.

16.7 Antwerp and Rotterdam

Antwerp and Rotterdam are special inland ports marked with a unique dark blue port symbol. As inland ports, these cities possess a subset of the properties of a full port space. These special properties are:

- **Naval units prohibited:** No naval unit may ever enter Antwerp or Rotterdam.
- **Naval transport:** A power conducting a naval transport through the North Sea may move units directly from Antwerp or Rotterdam to the North Sea (or vice versa) for 1 CP if the port connected to Antwerp or Rotterdam by inland waterway (Flushing or Brielle) is also under control of the active power.
- **Assault:** An assault may not be conducted against Antwerp or Rotterdam if the power besieged in the space also controls the port connected to this space by inland waterway (*Exception:* An assault may still be conducted if the assaulting power has naval units in the North Sea zone or if the Treachery Event card or Siege Engineering combat card is played).
- **Piracy:** Antwerp or Rotterdam may be the target of a piracy attempt if the power initiating piracy also controls the port connected to this space by inland waterway.
- **Sea Beggars:** Antwerp or Rotterdam may be the target of the Sea Beggars event if the Protestant controls the port connected to this space by inland waterway.
- **Religion:** Antwerp and Rotterdam are always connected to the North Sea for the purpose of allowing religious conversion across a sea zone (18.5) regardless of which power controls the port connected by inland waterway.

See 2.5 for information on movement, interception, avoid battle, and religious activity across an inland waterway connection leading to Antwerp or Rotterdam.

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17. CONSTRUCTION

There are a number of actions which allow powers to construct new land units, naval units, expeditions, or fortresses. New units must be constructed in one of your power's home space that is currently under your control (*Exceptions:* The cards Foreign Volunteers and Reiters allow units to be built in a non-home friendly space). Units may never be constructed in a space in unrest.

17.1 Force Pools

The counters provided with the game for each power are purposely limited to reflect the total manpower of these powers during the period. Units may never be constructed in excess of the counters available. Players may exchange different demoninations of counters at any time to facilitate new builds *[**EXAMPLE:** If the player has run out of "1" counters, he could still build in a space containing 3 units by replacing the units with a "4" counter.]* Since naval units for most powers are two-sided, players should consider carefully which type of naval unit they want to construct (e.g., a power with galleys and galleons could diminish their chance of building a galleon fleet if they construct too many galleys).



Knights of St. John: This counter is considered to be a Spanish regular counter for all game purposes except:

- it can never be built with a Build Regular action and
- it may never be moved from its current space.

Depending on the scenario, it starts the game as either 1 or 2 units. If all units are eliminated, the counter may only return to the map through play of the Knights of St. John event.

17.2 Land Units

Land units may be constructed in any friendly home space that is not occupied by enemy units. The only exceptions are:

(a) as marked by the red circles with a diagonal slash, the Ottoman player may not build land units in Algiers or Djerba/Tripoli,

(b) the Spanish player not build land units in Oran or Malta (marked with the same symbol), and

(c) the only unit which the Spanish player may build in the Netherlands Religious Struggle area are Walloons. The three Walloon regular counters represent a special subset of the Spanish force pool. They are treated as Spanish regulars for all purposes. The only exception is in unit construction: they can only be constructed in spaces in the Netherlands, and they are the only Spanish units that can be constructed in the Netherlands.

The Ottoman and Holy Roman players may also construct units on a Foreign War card if one is in progress (23.7).

Regulars: All powers may spend 2 CP on the Raise Regular Troop action. Add 1 regular unit to the map for each such action taken.

Mercenaries: All powers except the Ottoman may spend 1 CP on the Buy Mercenary action. Add 1 mercenary unit to the map for each such action taken.

Cavalry: The Ottoman power (only) may spend 1 CP on the Raise Cavalry action. Add 1 cavalry unit to the map for each such action taken.

17.3 Naval Units

Naval units may be constructed in any friendly home port that is not occupied by enemy units. Naval units lost in combat or assault cannot be rebuilt on the turn in which they were eliminated. When a naval unit is lost place it on the next turn of the Turn Track. During the Card Draw Phase (8.1) these eliminated naval units are returned to the pool of units available to be constructed by that power. (*Exception:* If a power has earned the Dry Dock science bonus, he may immediately rebuild lost naval units of his major power. Those units immediately return to the power's force pool when eliminated).



Galley: The Ottoman, Spain, France, and Holy Roman may spend 2 CP on the Build Galley action. Add 1 galley to the map in any home port for each such action taken. Galleys are the only type of unit Spain can build at Oran. The Ottoman may not construct galleys in Algiers or Djerba/Tripoli. Spain may not build galleys in spaces in the Netherlands religious struggle area.



Corsair: The Ottoman power (only) may spend 1 CP on the Build Corsair action. Add 1 corsair to the map for each such action taken. Corsairs may be constructed in any Ottoman home port including Algiers or Djerba/Tripoli.



Galleon: Spain, England, France and the Protestant may spend 2 CP on the Build Galleon action. Add 1 galleon to a home port that connects to an Atlantic sea zone for each such action taken. If England is building a galleon in London on Turn 3 or later and the sea captain Hawkins is in that space, place the galleon counter on the race-built side. (Alternatively, existing English galleons may be upgraded to their race-built side through the John Hawkins event). Spain may not build galleons in spaces in the Netherlands religious struggle area.



Patrol: Spain may spend 2 CP on the Build Patrol action. Add 1 patrol to any ocean zone connected to a settlement under Spanish control for each such action taken.

17.4 Expeditions

The Ottoman, England, France, and the Protestant may spend 1 CP on the Build Expedition action. Take a sea captain of your power and add it to the map. There are three cases:

Ottoman sea captain, Suez Canal not built: Place the sea captain in the Indian Ocean zone on its Damaged (back) side.

Ottoman sea captain, Suez Canal built: Place the sea captain in the Indian Ocean zone on its Undamaged (front) side.

English, French, Holy Roman or Protestant sea captain: Place the sea captain in the North Atlantic or Guinea Coast ocean zone on its Undamaged (front) side. Sea captains with a split orange and blue background can be built by either the French or Protestant (whoever sponsors their voyage first). Le Testu may not be used if he has already been sponsored as a scientist this turn.



If one of these powers has a colony marker that is not currently in play, they may spend an additional CP (for a total cost of 2 CP) to add a colony to the expedition. (*Exception:* The Ottoman can only add a col-

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ony if the Suez Canal has been built). Place the colony on top of the sea captain counter. The additional CP is waived if the power has earned the Plantation science bonus. The rules for moving expeditions on the World Map can be found in 16.1.

17.5 Fortresses



Any power may spend 2 CP on the Build Fortress action. Fortresses may be constructed in any unfortified friendly home space on the Europe Map that is not occupied by enemy units or an existing fortress marker (and is not in unrest). When adding a fortress to the Europe Map, take it from the general supply of markers.

Spain is also allowed to build fortresses on the World Map with the Build Fortress action if a fortress marker is available on the Spanish Power Card. Remove that marker from the Spanish Power Card and place it on any World Map settlement controlled by Spain that does not already contain a fortress.

18. RELIGIOUS STRUGGLES

The struggle for the religious hearts and minds of Europe started by Martin Luther in 1517 continues throughout *Virgin Queen*, though it is confined to four areas (2.5): Scotland, England, the Netherlands, and France. The Spanish, English, Holy Roman and Protestant players all earn (or lose) VP based on the outcome of this struggle. The Spanish, French, and Protestant players can win Automatic Victories if the religious struggle swings too far in one direction.

This section presents all the rules governing the religious conflict. After one section on basic principles, the rules below cover the three actions that arise from the religious fight (18.2 to 18.4). These are followed by detailed procedures for resolving Protestant Conversion attempts, Catholic Conversion attempts, and Rebellions.

18.1 Basic Principles

Terminology

Remember that the "religious influence" (Catholic or Protestant, see 2.3) of each space in the four religious struggle areas is tracked throughout the game and is not tied in any way to the political control of the space. With that in mind, here is some other terminology important to the religious struggles.

Protestant Conversion Attempt: A Protestant Conversion attempt is a step within a religious action or event in which a power tries to turn the religious influence of a space from Catholic to Protestant. Although only England and the Protestant may initiate Protestant Conversions with actions, any power may initiate conversions if they play an Event card that provides such attempts.

Catholic Conversion Attempt: A Catholic Conversion attempt is a step within a religious action or event in which a power tries to turn the religious influence of a space from Protestant to Catholic. Although only Spain and France may initiate Catholic Conversions with actions, any power may initiate conversions if they play an Event card that provides such attempts.

Core Presence

During the course of the game, the religious influence of spaces in each of the four religious struggle areas will swing back and forth between Catholic and Protestant. However, under no circumstances can any action or event ever remove the final Catholic space or the final Protestant space from one of these areas. If resolution of an event or action would normally cause this final space to change influence, this flip is dropped. Events and actions may not be initiated that generate conversion attempts if no spaces may be flipped by those attempts due to this core presence rule. A space in unrest can be counted as the final space of a particular religion in an area.

18.2 Preaching Sermons

Spain or the Protestant may spend 2 CP on the Preach Sermon action. If Spain undertakes the action, it results in 5 Catholic Conversion attempts in England. If the Protestant undertakes the action, he can choose to take 5 Protestant Conversion attempts in France, the Netherlands or Scotland (but he may not make attempts in more than one area). Protestant and Catholic Conversion attempts are resolved as per 18.5.

18.3 Suppress Heresy

Spain, England, or France may spend 2 CP on the Suppress Heresy action. If Spain undertakes the action, it results in 5 Catholic Conversion attempts in the Netherlands. If England undertakes the action, it results in 5 Protestant Conversion attempts in England. Finally if France undertakes the action, it results in 5 Catholic Conversion attempts in either France or Scotland (but France may not make attempts in more than one area). Protestant and Catholic Conversion attempts are resolved as per 18.5.

Summary of Preach Sermon/Suppress Heresy Actions

Area	Preach Sermon	Suppress Heresy
England	Spain (for Catholic Conversion attempts)	England (for Protestant conversion attempts)
France	Protestant (for Protestant conversion attempts)	France (for Catholic conversion attempts)
Netherlands	Protestant (for Protestant conversion attempts)	Spain (for Catholic conversion attempts)
Scotland	Protestant (for Protestant conversion attempts)	France (for Catholic Conversion attempts)

18.4 Rebellions

The Protestant may spend from 2 to 5 CP on the Rebellion action to switch spaces in France or the Netherlands with Protestant religious influence to Protestant political control. The action may add Huguenot or Dutch units to some of those spaces and place the Protestant at war with France or Spain. Spain may start rebellions in England through the English Catholic Rebellion espionage action (19.4) or the Rising of the North event but does not have a Rebellion action available like the Protestant. The detailed procedure for rebellions can be found in 18.5.

Restrictions:

- If two Rebellions are initiated in the same impulse they must target different religious struggle areas.
- Rebellions are not possible in Scotland.
- Rebellions may not be started in France if the Protestant is currently allied with France.
- A rebellion may not be started if there is no valid target space (see Rebellion Procedure, Step 1 in 18.5).

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18.5 Religious Procedures

Units and Religion

The presence of land and naval units may affect whether or not Reformation and Counter Reformation attempts can possibly succeed or are automatically successful. These effects are applied based on the religious affiliation of the units, as shown below:

Protestant units are:

- English regulars and naval units
- Dutch regulars and naval units
- Huguenot regulars and naval units
- Scottish regulars

Catholic units are:

- Spanish regulars and naval units
- French regulars and naval units
- Irish regulars
- Papal regulars and naval units
- Portuguese regulars and naval units
- Venetian regulars and naval units
- Walloon regulars

Unaligned units are:

- Ottoman regulars, cavalry, and naval units
- Holy Roman regulars
- Mercenaries of any power

Protestant Conversion Attempt Procedure

All Protestant Conversion attempts resulting from a single action or event are resolved together, using the following procedure.

1. Roll Dice: Roll one die for each conversion attempt generated by this action or event. (Note that the first die is not rolled randomly for conversions from the events Calvinist Zeal, Belgic Confession and Huguenot Lent; instead that die is automatically placed down as a "6".)

2. Adjust Dice: If these conversion attempts are generated by Belgic Confession, change all rolls from Step 1 of "3" to "4". If these conversion attempts are generated by Iconoclastic Fury, change all rolls of "5" to "6".

3. Drop Misses: Rolls of "2" and "3" are misses. These dice may be ignored for the rest of this procedure.

4. Take Unrest Markers: If a "1" was rolled on any of the dice in Step 1, one space of unrest will be generated by these conversion attempts. Take one Unrest marker at this time; the unrest will be placed in Step 7. (If these attempts generated by Iconoclastic Fury, take one Unrest marker for *each* roll of "1"). You may nullify one Unrest marker if you are willing to reduce a roll of "6" to a "5".

5. Allocate Major Conversions: Any die that is currently showing a "6" is a major conversion. For each major conversion you may either:

- Save the die for Step 6 so it can convert a space under a Catholic unit or Jesuit, or
- Flip a space to Protestant religious influence to enlarge your "base area" before additional conversions occur in Step 6. Spaces flipped must meet all three Protestant conversion conditions shown in the following box.

Protestant Conversion Conditions

a) The space is in the religious struggle area(s) being targeted by this action or event.

b) The space is adjacent to a space under Protestant religious influence (even if across a pass) or is a port connected to a sea zone that contains other ports under Protestant religious influence. The adjacent space or port may not be in unrest and must have been Protestant *at the start of this step of the procedure*.

c) The target space does not contain a Catholic unit or a Jesuit.

6. Allocate Remaining Conversions: Any die that is currently showing a "4" or a "5" is a minor conversion. For each minor conversion flip a space to Protestant religious influence that meets all three Protestant conversion conditions. Each roll of "6" saved in Step 5 is a major conversion. For each major conversion flip a space to Protestant religious influence that meets the first two conversion conditions. You may ignore the third condition with major conversions, allowing you to flip spaces with Catholic units or Jesuits present.

7. Add Unrest: Add each Unrest marker taken in Step 4 to the map. The space is chosen by the power taking the conversion attempts. It must be a space converted during this action or event. Skip placing excess markers if you have more Unrest markers than spaces converted.

EXAMPLE: *It is the first Protestant impulse of the Tournament Scenario. No units or control markers have changed position from the opening setup. The Protestant player plays the card Huguenot Lent for the event: "Take 8 Protestant conversion attempts that can affect spaces in France. The first die is automatically a "6"; the rest are rolled randomly."*

STEP 1: *The Protestant player starts by placing one die down on the table on its "6" side and then takes seven more dice into his hand and rolls them. (He does not need to make any decision about where in France he would like to make conversions until after the dice have been rolled.) The rolls are 1, 1, 2, 3, 4, 5, 6, plus the 6 that was placed down.*

STEP 2: *Skipped (this is not one of the two events mentioned in this step).*

STEP 3: *The two dice with a "2" or "3" are removed from the table since these misses are ignored.*

STEP 4: *Just one Unrest marker is picked up by the Protestant for placement in Step 7 (even though more than one roll of "1" occurred).*

STEP 5: *The Protestant has 2 major conversions to allocate, one for each of the dice showing a "6". He decides he wants to convert Paris, so he decides to save one die for Step 6 (that will be used on Paris) and use the other to enlarge his "base area" toward Paris. Orleans is flipped to Protestant religious influence.*

STEP 6: *The "6" that was saved in Step 5 is used to flip Paris to Protestant religious influence. The Protestant has two minor conversions that can flip spaces without a Catholic unit: he chooses to convert Bourges and Dijon.*

STEP 7: *The Unrest marker must now be placed in Orleans, Paris, Bourges or Dijon since those are the spaces that have been converted. Paris is selected for the unrest, forcing the French player to also put an Unrest marker on his Power Card to indicate that one of his keys is in unrest.*

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The map now looks like this:



Catholic Conversion Attempt Procedure

All Catholic Conversion attempts resulting from a single action or event are resolved together, using the following procedure:

1. Roll Dice: Roll one die for each conversion attempt generated by this action or event. (Note that the first die is not rolled randomly for the events Council of Troubles, Index of Prohibited Books, Tridentine Catechism, and English Recusants; instead that die is automatically placed down as a "6".)

2. Drop Misses: Rolls of "2" and "3" are misses. These dice may be ignored for the rest of this procedure.

3. Take Unrest Markers: If a "1" was rolled on any of the dice in Step 1, one space of unrest will be generated by these conversion attempts. Take one Unrest marker at this time; the unrest will be placed in Step 6. You may nullify one Unrest marker if you are willing to reduce a roll of "6" to a "5".

4. Allocate Major Conversions: Any die that is currently showing a "6" is a major conversion. For each major conversion you may either:

- Save the die for Step 6 so it can convert a space under a Protestant unit, or
- Flip a space to Catholic religious influence to enlarge your "base area" before additional conversions occur in Step 5. Spaces flipped must meet all three Catholic conversion conditions shown in the box below.

Catholic Conversion Conditions

a) The space is in the religious struggle area(s) being targeted by this action or event.

b) The space is adjacent to a space under Catholic religious influence (even if across a pass) or is a port connected to a sea zone that contains other ports under Catholic religious influence. The adjacent space or port may not be in unrest and must have been Catholic *at the start of this step of the procedure*.

c) The target space does not contain a Protestant unit.

5. Allocate Remaining Conversions: Any die that is currently showing a "4" or a "5" is a minor conversion. For each minor conversion flip a space to Catholic religious influence that meets all three Catholic conversion conditions. Each roll of "6" saved in Step 5 is a major conversion. For each major conversion flip a space to Catholic religious influence that meets the first two conversion conditions. You may ignore the third condition with major conversions, allowing you to flip spaces with Protestant units present.

6. Add Unrest: Add each Unrest marker taken in Step 3 to the map. The space is chosen by the power taking the conversion attempts. It must be a space converted during this action or event. Skip placing excess markers if you have more Unrest markers than spaces converted.

Rebellion Procedure

1. Specify Target Space and CP Spent: Choose the target space and the number of CP to spend on this rebellion action (for rebellion actions this is from 2 to 5 CP). Spending additional CP provides more dice in the rebellion, allows more spaces to come under Protestant control, and places more regulars into the target space if the rebellion succeeds. The target space must meet these requirements:

- It must be in France or the Netherlands.
- It must be under French political control (if the space is in France) or Spanish political control (if the space is in the Netherlands.
- It must be under Protestant religious influence.
- The space may not be currently under siege (but it may be in unrest).

2. Resolve Rebellion: If there were no Catholic units in the target space the rebellion is automatically successful; skip to Step 3. Otherwise roll dice to see if the rebellion can eliminate all the Catholic units in the target space. Roll one die for each CP spent plus one additional die if the target is a Protestant home space. Each roll of a "5" or a "6" is considered to be a hit. The power controlling the space eliminates one Catholic unit under his control from the space for each hit scored (remember that Catholic units are either regulars or naval units but not mercenaries). If after these losses are applied one or more Catholic units under that power's control remain, the rebellion fails. Skip the rest of this procedure.

3. Displace Units: Any leaders and non-Catholic units in the target space are displaced (12.5). Catholic units in the target space that are controlled by a power other than the space's owner are also displaced.

4. Control Spaces: Switch the political control of the target space to Protestant political control. Additional spaces adjacent to the target space and in the same religious struggle area may also be switched to Protestant political control if they are both under Protestant religious influence and free of Catholic units. However the total number of spaces flipped in this step may never exceed the number of CP spent on this action. Any units that are in these spaces and are not controlled by the Protestant are displaced.

5. Receive Regulars: If the rebellion is in France, add 1 Huguenot regular to the target space for every 2 full CP spent. If the rebellion is in the Netherlands, add 1 Dutch regular to the target space for every 2 full CP spent. The number of regulars received is limited by the Protestant counter mix.

6. Update War State: If this rebellion is in France and the Protestant is not currently at war with France, add an At War marker to the box for these powers on the Diplomatic Status Display. If this rebellion is in the Netherlands and the Protestant is not currently at with Spain, add an At War marker to the box for these powers on the Diplomatic Status Display.

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7. Add Protestant Capital: If the Protestant does not have a capital designated for this religious struggle area (and his capital is not on the Turn Track due to capture earlier this turn), he may add one to the map at this time (23.6). The space chosen must be under Protestant political control and must be a fortified space (but it does not have to be a key). It does not have to be the target space chosen in Step 1. Add a capital marker to the space.

8. Add Military Leader: If there is a Protestant military leader for this religious struggle area available to enter play, the Protestant may add that leader to the target space chosen in Step 1.

EXAMPLE: *It is the Protestant impulse and eastern France looks like this:*



The Protestant player plays a card for 3 CP.

STEP 1: *The Protestant chooses Lyon as the target space and allocates all 3 CP to this rebellion.*

STEP 2: *Lyon is not a Huguenot home space, so only three dice are rolled. The Protestant rolls 1, 2, 5, good enough for one hit. The only Catholic unit present is the French regular, so it is eliminated. The rebellion succeeds since all Catholic units have been eliminated.*

STEP 3: *The two French mercenaries are displaced (to the closest French-controlled fortified space or Paris, the French capital). Orleans is chosen.*

STEP 4: *The Huguenot gains control of Lyon and up to 3 more adjacent spaces under Protestant religious influence in France. Huguenot control markers on their Protestant religious influence side are placed on Dijon and Clermont.*

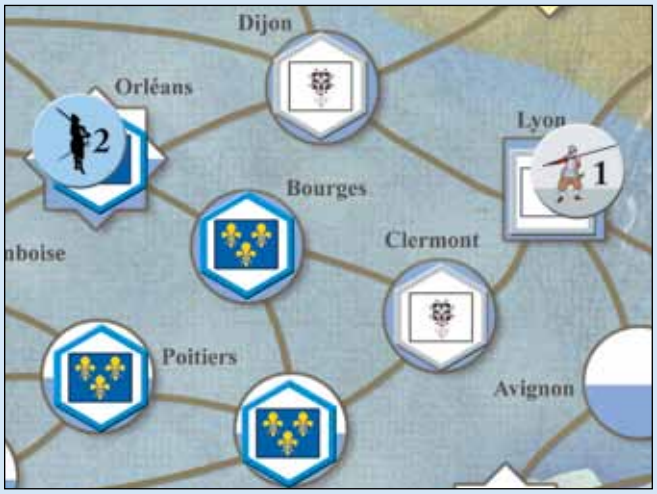
STEP 5: *One Huguenot regular is placed in Lyon.*

STEP 6: *France and the Protestant are now At War (if not already).*

STEP 7: *If the Huguenot capital was off-map, it could be placed in Lyon. However the capital is already in La Rochelle, so this step is ignored.*

STEP 8: *If the Huguenot had a military leader available to enter it could be placed in Lyon. However both Coligny and Navarre are already on the map, so this step is ignored.*

At the end of the Rebellion the map now looks like this:



19. ESPIONAGE

Starting on Turn 3, the Wars of Religion take on a nastier character, allowing all of the powers to initiate Espionage-related actions. (None of the actions mentioned in this rules section can be utilized on Turn 1 or 2.) Each power receives 4 new markers into his force pool at the start of Turn 3:

- Two "Informant" markers
- One "Assassination Used" marker
- One "Cipher Key" marker (use is described on the Event card Cipher Key)

These markers are used to show the allocation of intelligence assets by that power, as described in the sections below.

19.1 Gain Intelligence

Any power may spend 2 CP on the Gain Intelligence action. The active player rolls the number of attack dice indicated on the Gain Intelligence column of the Espionage table (base of two dice plus bonus dice if indicated). Hits are scored on rolls of "5" and "6". Consult the bottom of the Gain Intelligence column to determine the result of the intelligence operation. If an Informant is neutralized, flip his counter to the reverse side. This Informant is returned to its owning power during the Winter Phase. If a Jesuit is neutralized, remove the Jesuit marker from the map; he may reenter play during a future Card Draw Phase if Spain has a Jesuit box available on his power card.

19.2 Plant Operative





Any power may spend 2 CP to add an operative to play. When an Informant is added, its counter is placed in the "Informants Spying on You" box on the power card of the intended target. You may add an Informant with this action if you have a non-neutralized Informant in your force pool or one that you are willing to move off one power card and onto another. You may not add an Informant if you already have one on the target's power card (whether that existing Informant is neutralized or not). When an Informant is spying, espionage activities initiated against the target power receive additional dice.

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Spain may also use this action to add a Jesuit to the map if any remain on the Spanish Power Card. Remove the Jesuit marker from the power card and add it to any space in England (no more than one per space). A Jesuit helps promote the Catholic cause (18.5 and 19.4). Jesuits may not be placed in any other Religious Struggle area besides England and they may only move when the God's Secret Agents card is played as an event.

19.3 Assassination



Each power may, once per turn, spend from 2 to 4 CP on the Assassination action to try to remove a named army leader (or Elizabeth I) from play. Leaders must be serving as an army leader and on the map to be chosen as a target for assassination (i.e., Protestant army leaders held off-map, captured army leaders, default army leaders, and Don John while serving as a naval leader are not eligible). Spending more CP allows the active player to roll more dice (increasing his chance of success). The active player rolls the number of attack dice indicated on the Assassination column of the Espionage table. Then compute the dice rolled by the defending player in the same fashion. Each side rolls their dice; hits are scored on rolls of "5" and "6". Consult the bottom of the Assassination column to determine the result. If the target is killed, the assassinating power earns 1 VP. After resolving the action, place the active power's "Assassination Used" marker on the Turn Track to serve as a reminder that this power cannot make another assassination attempt until the next turn.

19.4 English Catholic Rebellion

Once per turn, Spain may spend from 3 to 5 CP on the English Catholic Rebellion action (assuming it has not already initiated an assassination this turn; place Spain's "Assassination Used" marker on the Turn Track when taking this action). Spending more CP allows the active player to roll more dice (increasing his chance of success). The Spanish player rolls the number of attack dice indicated on the English Catholic Rebellion column of the Espionage table. Then compute the dice rolled by England in the same fashion. Each side rolls their dice; hits are scored on rolls of "5" and "6". Consult the bottom of the English Catholic Rebellion column to determine the result. A result of "6 Catholic Conversions followed by 4 CP Rebellion in England" is resolved as follows:

1. Take Catholic Conversions: The Spanish player takes 6 Catholic Conversions that can affect spaces in England (18.5).

2. Specify Target Space: Choose the target space which must meet these requirements:

- It must be in England
- It must be under English political control
- It must under Catholic religious influence
- The space may not be currently under siege or in unrest

3. Resolve Rebellion: If there are no Protestant units in the target space the rebellion is automatically successful; skip to Step 4. Otherwise roll dice to see if the rebellion can eliminate all the Protestant units in the target space. Roll 5 dice. Each roll of a "5" or a "6" is considered to be a hit. England eliminates one Protestant unit under his control from the space for each hit scored (remember that Protestant units are either regulars or naval units but not mercenaries). If after these losses are applied one or more Protestant units under English control remain, the rebellion fails. Skip the rest of this procedure.

4. Displace Units: Any non-Protestant units in the target space are displaced (12.5). Protestant units in the target space that are controlled by a power other than England are also displaced.

5. Control Spaces: Switch the political control of the target space to Spanish political control. Additional spaces adjacent to the target space may also be switched to Spanish political control if they are both under Catholic religious influence and free of Protestant units. However the total number of spaces flipped in this step may never exceed 4. Any units that are in these spaces that are not controlled by Spain are displaced.

6. Receive Regulars: Add 2 Spanish regulars to the target space if permitted by the Spanish counter mix.

7. Update War State: Add an At War marker to the box for Spain and England on the Diplomatic Status Display (if not there already).

20. WINTER

The fifth phase of each turn is the Winter Phase, which starts immediately after the last impulse of the Action Rounds. During this phase, all players complete the following actions in this order:

- Spread unrest near Morisco unit
- Discard unused treasures
- Remove loaned naval unit markers
- Return naval units to the nearest port
- Return leaders and units to fortified spaces (suffering attrition if there is no clear path to such a space)
- Remove major power alliance markers
- Add 1 regular to each friendly-controlled capital (or mercenaries if desired by the Holy Roman player)
- Remove all piracy markers
- Return Treasures from the New World
- Reset espionage markers
- Reset diplomatic status
- Check for formation of the Catholic League

Each of these Winter Phase actions may be undertaken simultaneously by all players to speed play.

20.1 Spread Morisco Unrest



If the Morisco unit is in play, the Ottoman player places Unrest markers on 2 unoccupied spaces within 2 spaces of this unit.

20.2 Discard Unused Treasures

Discard any treasures still remaining in a player's hand (that he was not able to spend during the Action Phase).

20.3 Loaned Naval Unit Markers

Remove all Loaned markers from naval units. These fleets will return to a port controlled by their owning power in the following step, not to a port controlled by the power to which they have been on loan.

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20.4 Returning Home

Naval units are now returned to ports as described below. Immediately after naval units have been moved to ports, all land units are moved to fortified spaces.

Naval Units Returning Home

Naval units must be placed in the nearest port controlled by their major power. If more than one port is the same distance away, the owning player selects any of these equidistant ports (splitting a stack between several ports if desired). Naval units returning home at this time cannot be intercepted, do not fight naval combat if moving through enemy units, never suffer any attrition, and may return to a port that was under siege at the start of the phase. Naval leaders in a sea zone must return to a port with one of the units that started this phase in the same sea zone. The one exception is Don John who also has the option to switch into an Army Leader and return to either Spanish capital.

Land Units Returning Home

Land units in either unfortified spaces or fortified spaces not controlled by their major power must return to a fortified space that is controlled by their power (with a limit of 4 per space except capitals). Land units already in fortified spaces controlled by their power have the option of returning to their home capital. Land units already in their home capital are the only ones that are prohibited from moving during this phase (all other land units at least have the option to be moved at this time). Land units move according to the procedure listed below. All land units moving between the same two spaces are moved as a stack. Check for an open path of any length of adjacent land spaces or sea zones from the stack's current location to its destination. To avoid losing units to attrition, all spaces on the path (except the space where the path begins) must be:

- Friendly-controlled
- Free of unrest.

Note that unlike the determination of LOC (Section 12.1), enemy units are ignored at this time. In addition, paths may be traced over any number of sea zones without a friendly naval unit being present in the sea zone. Because alliances are in effect until the end of the next step of the Winter Phase, land units may trace a path through spaces controlled by allied powers. If no such path exists, the stack takes attrition, losing half of its units (round up). The owning power chooses which units are lost to attrition.

Land Unit Return Home Procedure

Each power performs the following steps to check the status of all of its land units. This procedure may be performed simultaneously for all powers.

1. Check Stacking Violations: Review all land units that are stacked in fortified spaces controlled by their power (other than their home capital). For each such fortified space that contains more than 4 units, the power must return the excess units to their capital (minor power units could also optionally return to a minor power home key). Other land units in these spaces also have the option of returning to their home capital (or minor key for minor power units) if desired, even if not overstacked. The stack takes attrition (see above) if its path must cross or end on a space in unrest or not under friendly control.

2. Return Units: Now review all land units in unfortified spaces and in fortified spaces not controlled by their major power. These units must either:

- Return to their home capital (or minor power key for minor power units), or
- Return to the nearest fortified space controlled by their power (but not if that would put more than 4 land units in that space). The nearest space is always computed using a direct path to the destination without regard to which power controls any of the intervening spaces.

The player may split a stack at this time, choosing to move some units to the nearest fortified space and returning the rest to the home capital (or minor power key). If more than 1 fortified space is "nearest" (i.e., they are equidistant from the stack's current location), the player may move units to each of these spaces, as long as the limit of 4 land units is observed. Any stack moving during this phase takes attrition (see above) if its path must cross or end on a space in unrest or not under friendly control.

3. Return Army Leaders: If a space containing an army leader is vacated during this procedure, that army leader must either accompany one of the land units leaving the space throughout the entire winter move or return to the power's capital.

There are three exceptions to the rules in this procedure:

1. ENEMY-CONTROLLED CAPITAL: If a power's capital is currently controlled by an enemy power, none of its land units may be returned to the capital. All units that would normally have been required to return to the capital are eliminated instead.

2. SPANISH UNITS: Since the Spanish player has two home capitals, his units may return to either during the Land Unit Return Home Procedure.

3. HUGUENOT/DUTCH UNITS: Although the Protestant player may have two capitals, his units must return to either the Huguenot capital or the Dutch capital, depending on their type (Huguenot or Dutch). See 23.6 for details.

Sea Captains Returning Home

Sea captains on the Europe Map are placed back in a power's force pool; they may reenter play during Spring Deployment or a Build Expedition action on a future turn.

Sea captains on the World Map are returned to either one of their power's colonies or their ocean zone of entry onto the map (Indian Ocean for Ottoman sea captains; either the North Atlantic or Guinea Coast for sea captains from other powers). You may only return a captain to a colony or entry zone if he can trace a path of ocean zones from his current location to this destination that does not cross any Hazardous Passages. If a captain returns to an entry zone, take him off of the map and add any treasures accumulated by the expedition to the owning player's hand; he may reenter play on a future turn. Any colony marker he may have been carrying is also available starting next turn. If a captain cannot reach a colony or entry zone without crossing a Hazardous Passage, he remains in his current ocean zone but must immediately roll another Navigation Check (16.1).

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20.5 Major Power Alliance Markers



Remove all Allied markers between Major Powers from the Diplomatic Status Display. All alliances declared for this turn during the Diplomacy Phase are over; all alliances with minor powers created through play of Event cards remain in effect.

20.6 Replacements



Each power now adds 1 regular to its capital if it is under friendly control and not in unrest. Spain and the Protestant check both of their capitals and can receive a regular at each capital if that space is both controlled and not in unrest. The one exception is the Holy Roman who can choose two alternatives to receiving the regular in his capital. The other options are to either (a) add 2 Holy Roman mercenaries to his capital, or (b) move the Mercenaries for Hire marker on his power card from the "0" space to the "4" space. This final option may be chosen even if the Holy Roman capital is controlled by another power; this choice provides the Holy Roman player the maximum diplomatic collateral for making deals in the upcoming turn.

20.7 Piracy Markers/Treasures



Remove all piracy markers from the map at this time. Then, all treasures still on the Spanish row of treasures are added to the Spanish hand. If Portugal has entered play, one random treasure from those remaining on the Portuguese row is awarded to the major power that controls Lisbon (if any).

20.8 Espionage Reset

Neutralized Informants: Return all neutralized Informants to their owner's force pool and flip them over to their front (non-neutralized side).

Assassination Attempts: Return all "Assassination Used" markers on the Turn Track to their owners.

Walsingham: If the Walsingham marker is in the "Offensive" or "Defensive" box, reset it to the "Unused" box.

20.9 Diplomacy Reset



All influence markers in a "Resolved this turn" box on the Diplomatic Influence Table are reset to their default values. Default values are shown by the muted colored boxes that match the colors of each power's control markers. If no colored box exists for a power, this power's marker is placed in the "0" box.

20.10 Catholic League Formation

At the end of the Winter Phase of Turns 3 through 6, players must check and see if the Huguenot position in France is strong enough to warrant formation of the Catholic League (a reactionary group led by Henry of Guise and backed by Spain whose goal was to drive the Huguenots from France). Once the Catholic League has formed, skip this step in all subsequent Winter Phases.

Checking for Formation

Formation is automatic if the Protestant player controls 3 keys in France. If the Protestant has less than 3 keys and 5 or fewer French home spaces (including any keys) under political control, the Catholic League is not formed; check again next turn. In all other cases, roll 1 die and add the number rolled to the number of French home spaces under Protestant political control. If the sum is 12 or higher, the Catholic League is formed.

Catholic League Formation Procedure

Follow these steps after the league is formed:

1. Choose Catholic League Spaces: The Spanish player chooses Reims and 2 other unfortified French home spaces that are not Huguenot home spaces (i.e., solid blue spaces). These spaces are immediately placed under Spanish political control and are set to Catholic religious influence (if not already). If a fortress has been built in Reims, any units there are displaced (12.5).

2. Reduce French Forces: Count the number of French regulars on the board and divide by 3 (rounding up). The French player must remove that many regulars from the map. Repeat this procedure for French mercenaries.

3. Add Spanish Units: The Spanish player now adds the same number of Spanish regulars and mercenaries as the French player eliminated to the Reims space. Place a fortress and the Duke of Guise army leader in this space as well. If the Spanish player did not receive at least 4 regulars in this step, boost the number of regulars received so there are exactly 4 in Reims.

4. War Status: Spain is now placed At War with both France and the Protestant. Although Spain may talk to both these players during the upcoming Diplomacy Segment of the following turn, no deals may be announced between these two players and Spain (effectively ensuring a state of war for at least one turn). This restriction on announcements is lifted after this one Diplomacy Segment.



The Duke of Guise may not move, intercept, retreat, or avoid battle if it would cause him to leave the French religious struggle area. If the rules for the return of army leaders in winter would force the Duke of Guise to leave the French religious struggle area, he is eliminated from the game instead. For the purpose of this rule the French religious struggle area also includes Metz.

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21. MARRIAGE





All powers except the Ottoman have a pool of male and female royal princes and princesses for whom weddings can be arranged. Each Royal is represented by both a square counter and a two-sided card. Use the counter on the Available to Wed chart to track that royal's current Eligibility Rating. The card provides information on that royals' Marriage Bonus and should be used as an aide when arranging a marriage for that royal during the Negotiation Segment.

During the Marriage Resolution Phase, the royal couples that agreed to marry during this turn's Diplomacy Phase see how well their union has worked out. This same procedure is also used to resolve a marriage with Mary Queen of Scots during the Diplomacy Phase (since her marriages are resolved immediately upon betrothal).

21.1 Resolving Marriages

To resolve a marriage, each power rolls one die and adds the *current* eligibility rating of their royal that was wed. If both royals are from the same power, only the higher of the two eligibility ratings is used. Add 2 more to the French royal's roll if the Wedding Festivities marker has been added to the wedding. The bride's sum is then added to the groom's sum to arrive at a final total for the marriage; use this total to look up the result of the wedding on the Royal Wedding Table. Remove both royals from play (*Exception:* Royals are not removed if their result is "Last Minute Cancellation;" similarly William of Orange is only removed if he achieves a result that earns VP for the Protestant). Instead of removing a Valois royal from play, place him/her on the French power card to mark the 1 Bonus VP earned.

Explanation of Royal Wedding Table Results

Results on the Royal Wedding table can include VP awards and changes to the cards received on the next turn (+1 or –1). These results apply to all powers involved in the wedding, even the Holy Roman in a 4 or 5-player game. There are three results with additional implications:

- **Back in pool; no bonuses:** The marriage is cancelled as if it was never agreed upon in the first place. Both royals may marry in a future turn (though they must undergo Aging later in this phase).
- **Wife dies (in childbirth):** This result does not affect award of any bonuses. If the female royal was Mary Queen of Scots, she is removed from the game as if executed (but with no VP impact). If the female royal was Elizabeth I, apply the effects listed in 23.3.
- **Husband murdered:** This result does not affect award of any bonuses. If the husband was Philip II, Charles IX, Henry III, or Rudolf II, apply the effects listed in Section 23. If the husband was an army leader, remove him from the game (and add a default leader to the Turn Track if he was the only army leader for this power).

Marriage Bonuses

All royals in the game have a special attribute that affects the game when they marry (assuming that their marriage result was not "Last Minute Cancellation.")

The following bonuses affect the resolution of the marriage:

- Reroll highest die (Don Carlos)
- Reroll lowest die if desired (Anna of Austria)

These bonuses result in actions that are taken by a power immediately after that royal's marriage is resolved:

- Add influence (Lord Darnley; Mary Queen of Scots)
- Suppress Heresy (Elisabeth of Austria)
- Preach Sermon (Earl of Arran)

These bonuses specify that a marker is added to play that affects the upcoming turns:

- +1/–1 card maker (Anna of Saxony; Charles II; Louise de Coligny; Henry of Navarre; Philip II if he does not marry Elisabeth de Valois on Turn 1, applies to the Campaign scenario only)
- +1 patronage rolls (Isabella Eugenia)
- Loss of patronage Home Card bonus (Rudolf II)

These bonuses award VP:

- +1 VP per turn for not marrying (Elizabeth I)
- +1 VP for each marriage (all Valois royals)

Finally, there is a set of special bonuses:

- Leicester's bonus affects the Aging process (21.3),
- William of Orange's bonus may allow him to return to play next turn as a 2 eligibility royal if his current marriage did not score VP for the Protestant.

21.2 Virgin Queen VP



If Elizabeth I of England is still unmarried and on the Available to Wed display, award 1 Virgin Queen Bonus VP to the English player. Up to 5 such VP can be earned during the game.

21.3 Aging

Each turn the unmarried royals age (and become less desirable for marriage in future turns). After resolving marriages, move all unmarried female royals down one eligibility rating on the Available to Wed display. Time is not quite as unkind to male royals; they each get a chance to preserve their good looks by rolling a single die. On a result of 5 or 6 their eligibility rating is unchanged (otherwise it drops by 1).

21.4 Death of Betrothed Royal

Six royals may die between the time they agree to marry during the Diplomacy Phase and the time to check the success of that endeavor during the Marriage Resolution Phase (Charles IX and Leicester may die due to Mandatory Events; Elizabeth I, Henry III, Henry Navarre and William of Orange may die from assassination). In this situation the marriage is ended just as if the "Back in pool; no bonuses" result occurred, though the royal that died is of course removed from play.

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22. PATRONAGE

Each player may sponsor one artist and one scientist per turn. During the Patronage Phase, players check to see if they have earned VP or science bonuses from their work.

22.1 Artists



Each power may, once per turn, spend from 2 to 4 CP on the Patronize Artist action. After choosing the number of CP to spend, select an artist at random from those available to you this turn, even if that includes artists of different types (writer, painter or architect). Place the artist chosen in the appropriate box on the Arts side of the Patronage table based on the number of CP spent on this action. This artist's work will be evaluated at the end of the turn. A power may not undertake this action if it has no artists currently available. An artist sponsored by the events Papal Bull, Patron of the Arts or Commissioned from Italy does count as the one artist allowed per power per turn. Artists from Italy may only be sponsored if one of these three events is played, never from just spending CP on the Patronize Artist action.

Evaluation

During the Patronage phase, players evaluate the work of each artist sponsored during the turn. To evaluate an artist, roll 2 dice and add the artist's rating and any modifiers from CP spent, the Holy Roman's "Prague Cultural Center" marker, or from being married to Isabella Clara Eugenia. Proceed through the artists sponsored this turn from highest rating printed on his counter to lowest rating (if tied the artist from the power earliest in Impulse Order goes first). If the result is:

6 or less: No victory points are earned and this artist is finished for the game. Remove his counter from play.

7 or 8: This artist did not achieve anything of note this turn. Remove the artist from play if he has a 1 rating; otherwise return him to the pool of available artists (so he may be used for a Patronize Artist action in a future turn).

9: This artist did not achieve anything of note this turn; return him to the pool of available artists.

10 or higher: If available, VP are earned by this artist (who is finished for the game). The VP prizes earned by artists are limited by the VP markers still in play and the artist's type (writer, painter, or architect). An artist may only claim a 2 or 3 VP award if they both achieved a result high enough for that award and there is a marker available that matches the artist's type. If there are no available markers equal to the VP award achieved by the artist, he must settle for the best available VP marker that does not exceed the VP award specified by the patronage table. Note that the 1 VP Artist markers may be claimed by artists of any of the three types. If no VP marker can be claimed by this roll, return the artist to the pool of available artists.

22.2 Scientists



Each power may, once per turn, spend from 2 to 4 CP on the Patronize Scientist action. After choosing the number of CP to spend, select a scientist at random from those available to you this turn. Place the scientist chosen in the appropriate box on the Science side of the Patronage table based on the number of CP spent on this action. This scientist's work will be evaluated at the end of the turn. A power may not undertake this action if it has no scientists currently available. A scientist sponsored by the event Papal Bull, Patron of the Arts or Commissioned from Italy does count as the one scientist allowed per power per turn. Scientists from Italy may only be sponsored if one of these three events is played, never from just spending CP on the Patronize Scientist action. If no VP marker or bonus can be claimed by this roll, return the scientist to the pool of available scientists.

Evaluation

During the Patronage phase, players evaluate the work of each scientist sponsored during the turn. To evaluate a scientist, roll 2 dice and add the artist's rating and any modifiers from CP spent, the Holy Roman's "Prague Cultural Center" marker, from the Observatory science bonus, or from being married to Isabella Clara Eugenia. Proceed through the scientists sponsored this turn from highest rating printed on his counter to lowest rating (if tied the scientist from the power earliest in Impulse Order goes first). If the result is:

6 or less: No victory points are earned and this scientist is finished for the game. Remove his counter from play.

7 or 8: This scientist did not achieve anything of note this turn. Remove the scientist from play if he has a 1 rating; otherwise return him to the pool of available scientists (so he may be used for a Patronize Scientist action in a future turn).

9: This scientist did not achieve anything of note this turn; return him to the pool of available scientists.

10 or higher: If available, VP and/or a science Bonus are earned by this scientist (who is finished for the game). Results from modified rolls of 10-12 or 13-14 allow the player to choose how to divide the award between VP and Bonuses. A VP award earned by scientists is limited by the Science VP markers still in play. If there are no available markers equal to the VP award earned, the player must settle for the best available VP marker that does not exceed the specified VP award. If no VP marker can be claimed by this roll, a bonus must be chosen. Bonuses are likewise limited: once one power earns a science bonus, all other powers are locked out from obtaining that same technology. Players must claim a bonus that can be of use to their power; players are not allowed to choose a science bonus solely for the purpose of denying it to other powers. (See the Scenario Book for full explanations of Science bonuses).

Le Testu



The French scientist LeTestu doubles as a sea captain. If any result other than a 9 is received when evaluating his work as a scientist, remove the sea captain marker from play as well. Likewise if he is eliminated while on the World Map as a sea captain, be sure to also remove the scientist counter.

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23. MAJOR POWERS

This section identifies the rules that apply to specific major powers.

23.1 Ottoman

Suez Canal



Grand Vizier Sokollu Mehmed Pasha had excavation work started at the current sites of the Suez and Volga-Don canals. In *Virgin Queen*, Ottoman players have the ability to push through with Mehmed's plan and complete the Suez canal.

Construction: One of the options with the Grand Vizier Home card is to play it for an attempt to complete the Suez Canal. Roll one die: a result of 6 or higher means the canal is constructed. Keep track of failed attempts by moving the marker to the right on the Ottoman power card. The chance of completion increases by one pip with each attempt. The chances can also be enhanced (by 2 pips) if the Ottoman player earns the Excavation science bonus.



Benefits: If the canal is constructed, move the Suez Canal marker to the "Constructed" box. The Ottoman player receives these benefits:

- 2 Bonus VP are earned.
- The Ottoman receives a +1 card marker for the rest of the game (place it in the "Constructed" Suez canal box on the Ottoman power card).
- Ottoman expeditions are placed in the Indian Ocean on their full strength side when constructed (17.4) and they may now include colonies.

Morisco Revolt



The event Morisco Revolt causes unrest in Spanish home spaces and adds a specific Ottoman unit counter labeled "Morisco" to the map. The following restrictions apply to this unit:

- It may only be added by this event; it may not be built by spending CP.
- It may never be moved more than 2 spaces from Granada.
- It never moves during the Winter Phase.
- This unit is eliminated if it is besieging an enemy fortified space at the start of a Winter Phase.

23.2 Spain

Treasures and the Treasure Fleet

As described in Section 6, four or five treasures are placed on the Spanish row of treasures at the start of each turn. These treasures are threatened each turn by World Map pirates who may be awarded a treasure from this row for a piracy hit (16.5). To more effectively safeguard these treasures, the Spanish may assign 1 or 2 galleons to escort the Treasure Fleet during Spring Deployment (10).

Treasure Fleet Attack Procedure

Follow this procedure when resolving the Treasure Fleet Mandatory Event:

1. Add Riches: Draw an additional treasure from the pool and add it to the row of Spanish treasures.

2. Choose Treasures: During this step, the Spanish player reviews the row of Spanish treasures and chooses a number of them to try to return to Europe. He must choose 3 treasures if two galleons are assigned as Treasure Fleet escorts, otherwise he chooses 2. If too few treasures are present, then the entire row of treasures is chosen.

3. Determine Attack Zone: The Spanish treasure fleet appears in a random location. Roll a die to determine that ocean zone:

die roll	*Location*
1-2	North Atlantic
3-4	Antilles
5	Spanish Main
6	Mexican Coast (if Philippines are Spanish, otherwise Spanish Main).

The English player may choose to reroll this die once if an English expedition is in one of these zones and an English Informant is spying on Spain. If there is no expedition in the attack zone, step 4 is skipped.

4. Resolve Attack(s): Each expedition in the attack zone may initiate piracy at no CP cost on the chosen treasures. If more than one power has an expedition here, resolve the attacks in Impulse Order. Multiple expeditions from the same power attack in the order chosen by the owning player. An expedition rolls 1 base die if damaged, 2 if at full strength. Add the piracy rating of the sea captain to get the final number of dice. The treasure fleet fires back with 1 base die plus 1 additional die for each escorting galleon. Each roll of a "5" or a "6" is considered to be a hit. Subtract the number of hits scored by the treasure fleet from the number of hits scored by the expedition. If the result is positive, the expedition is victorious. The resulting number is the number of times the expedition may either:

- draw at random one of the treasures chosen in Step 2,
- award themselves 1 VP for Piracy, or
- eliminate a galleon escorting the treasure fleet

Awards are chosen by the player controlling the expedition who must divide the hits as equally as possible between the possible awards. Captured treasures are stored as loot as described in the World Map piracy procedure. If the number is negative, apply this number of hits to the expedition. If it is just 1 hit and the sea captain was not previously damaged, he is damaged now. In all other cases eliminate the expedition (and discard all its loot).

5. Spain Gains Treasures: Treasures chosen in Step 3 that were not drawn by the expedition in Step 4 are now added to Spain's hand.

6. Possible Return Home: If the expedition was not eliminated, it may optionally return home (using Step 7 of the World Map Piracy Procedure (16.5).

Spanish Armada



Initial Placement: Spain may construct a special naval unit during the game—the Spanish Armada—through play of their Home card of the same name. The Armada may only be constructed in Seville, Corunna or Lisbon (the space must be under Spanish control and free of unrest). There are two counters for the Armada: one that shows its strength at 2 or 4 (depending on which side is up), and another that shows its strength at 6 or 8. The strength number tells how many dice the Armada rolls in combat, how many total hits it can absorb, and how many land units it may carry.

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Upgrading the Armada: Spain receives CP to upgrade the Armada from the cards Spanish Armada and Armada Indulgence (but may also spend CP from other cards or treasures and invest them into the armada). Every 3 CP spent can upgrade the Armada one level. Replace the current Armada counter with one that has a strength number 2 higher. The Armada can be upgraded to a maximum strength of 8. The Armada must be in port in Seville, Corunna, or Lisbon to receive an upgrade. It may be upgraded even if it took losses earlier in the turn or if it moved into port earlier in the impulse.

Land Units and the Armada: CP from the Spanish Armada home card (or other cards) can be used to construct Spanish regulars or mercenaries directly onto the Armada if it is in a Spanish home port (or Lisbon). When the Armada is in a port space, land units and army leaders may be freely moved between that space on the Europe Map and the Armada, as long as the current carrying capacity of the Armada is not exceeded. Land units in the same space as the Armada that lost a field battle earlier in the impulse may be placed onto the Armada and move with it during that same impulse; they are just restricted from taking a Move action (the same restriction from 13.1 that applies to any land units that have lost a field battle). Land units and army leaders already on the Armada may remain there during the Winter Phase (but units may not move onto the Armada at this time).

Movement: The Armada moves like any other naval unit (i.e when a Naval move is purchased for 1 CP). The Armada may move, intercept, or avoid battle in conjunction with a stack of other Spanish naval units just as if it was another unit in that stack.

Combat: In combat, the Armada rolls the number of dice indicated by its strength. If a Spanish naval stack takes losses, the Armada can be downgraded to satisfy those hits. Every 2 hits applied to the Armada drops it one upgrade level (round the losses up if Spain must absorb an odd number of hits with the Armada). If after suffering losses the Armada can no longer hold the land units aboard, excess land units are eliminated. If the Armada is eliminated (by being downgraded when it is at a strength of 2), place this 2 strength Armada counter on the Turn Track. It may be rebuilt by Spain in a future turn.

Naval Transport: If the Armada is in a sea zone, a formation of land units and army leaders can spend 1 CP to move between the Armada and an adjacent port space. That port must abide by all rules for the end space of a naval transport (16.3). If such a move involves a formation led by a Spanish army leader, it can violate the usual limit of 5 units per naval transport move as long as the number of units on the Armada never exceeds the current strength of the Armada. Land units moving onto the Armada may stop their naval transport move on the Armada. (This is an exception to the usual Naval Transport rule that requires land units to end a transport move back on a land space). This special Armada naval transport capability is distinct from usual naval transport moves through Spanish naval units; any such standard naval transport moves would have to be paid for with additional CP and supported by additional Spanish naval units.

Naval Blockade: Take the *strength* of the Armada and divide by 2. The Armada counts as this many naval units for the purpose of the naval blockade requirements for initiating an assault.

Loan Prohibited: The Armada may *not* be lent to another power by diplomatic agreement.

Dual Capital Cities

Spain has two capitals in the game: the official capital (Madrid) and the center of their military operations (Milan). This benefits them by allowing them to:

- Return home to either capital in the Winter Phase, and
- Add 1 regular in each capital in the Winter Phase.

Despite the dual capitals, Spain is still allowed to make only 1 move during the Spring Deployment Phase.

Death of Philip II

If Philip II is murdered, the effects are as follows:

- Spain drops to no card bonus and 1 Admin rating.

23.3 England

Virgin Queen Home Card

England's Home Card Virgin Queen has two possible uses. First it can be used as described in Sections 6.2 and 11 to retrieve a card from the discard pile. The second use applies if Elizabeth agreed to marry during this turn's Diplomacy Phase. In this situation, England may play the Virgin Queen Home card to break off the marriage at the last minute (preserving England's ability to earn 1 Virgin Queen VP at the end of the turn). If Elizabeth "jilts" her suitor this way, the groom's power does receive some compensation. That power rolls on the Jilted by Elizabeth Table and applies the result immediately. Mercenaries received must be placed in a space where this power is eligible to construct units. The power may divide CP between mercenaries and diplomatic influence as they see fit if the "Spend X CP on Diplomatic Influence and/or Mercenaries" result is indicated.

Mary Queen of Scots

As former queen of France, queen of Scotland, potential heir to the throne of England, and a rallying point for European Catholics, Mary Queen of Scots has a key impact on the struggles of this era. Mary's status is in one of these three states during the game:

- **Alive in Scotland:** Mary enters play on Turn 2 when her royal counter is added to the game. At this time she is queen of Scotland and available to the French player to use in marriage negotiations. This state is shown by the absence of a marker for Mary on the English power card. Play of the Mandatory Event Scottish Lords Rebel triggers a change in Mary's status out of this state.
- 

Captured in England: If resolution of Scottish Lords Rebel causes Scotland to become an English or Protestant ally, then her status moves to captured in England. Reflect this change by adding the captured marker for Mary to the English power card. When Mary is captured, England may choose to execute her after a failed assassination attempt on Elizabeth I or failed English Catholic Rebellion. Executing her costs England 1 VP but avoids Mary's positive modifiers to such actions.
- **Dead:** If Mary is executed by England, flip the marker for Mary to the "Executed –1 VP" side and place it in the English Bonus VP box. If Mary is dead the Mary Queen of Scots card is playable only for CP and no extra dice are awarded for the presence of Mary during assassination attempts against Elizabeth or English Catholic Rebellions.

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Death of Elizabeth I

If Elizabeth dies through childbirth or assassination, the effects are as follows:

- Elizabeth is removed from the marriage pool if still present there.
- The Virgin Queen Home Card is unavailable for the rest of the game.
- England drops to no card bonus and 1 Admin rating
- Mary Queen of Scots must be immediately executed by England if she is currently captured in England (–1 VP to England).
- All attempts at English Catholic Rebellion later in this same turn can add the modifier for Mary Queen of Scots being captured in England.

23.4 France

Control of Paris

The French power has the ability to earn special VP just by maintaining political control and religious influence over the Paris space. Award bonus VP to France (or Spain or the Protestant) as specified in 25.3.

Death of Charles IX

If Charles IX is murdered, the effects are as follows:

- France drops to no card bonus and 0 Admin Rating. This effect lasts until the Henry III Mandatory Event is triggered, making Henry III the new ruler of France.

Death of Henry III

If Henry III dies through murder or assassination, the effects are as follows:

- Henry III is removed from the marriage pool if still present there.
- Henry III army leader is removed from play.
- France drops to no card bonus and 1 Admin rating.

23.5 Holy Roman

Master of Central Europe

The Holy Roman has the ability to earn special VP by maintaining political control over three keys in Central Europe. During the Victory Phase check to see if Prague, Vienna and Buda are all under Holy Roman control and free of unrest. If this condition is true, take a Master of Central Europe Bonus VP marker and add 1 VP to the current Holy Roman score.

Secret Religious Preference

The Holy Roman Emperors of the period (Maximilian II and Rudolf II) were much more sympathetic to the Protestant faith than most other 16th Century Hapsburg rulers. Many believed these rulers were closet Protestants who preferred the reform faith to Catholicism. In *Virgin Queen*, Holy Roman players choose a religious preference in secret that may enable them to score additional victory points.

Procedure: During the spring deployment of the first turn of the scenario (after negotiations have occurred), the Holy Roman secretly records (on paper) their religious preference: Protestant, Catholic or Balanced. This choice remains secret until the Holy Roman player needs to announce his choice to either (a) earn enough VP to win the game, or (b) add VP to his score to prevent a Domination victory by another power. Such a declaration is made during the Victory Determination Phase. The amount of special VP earned is shown in the appropriate Holy Roman column of the "Special VP by Power" section of the VP display.

Change of Capital



When the Rudolf II Mandatory Event is played and Rudolf becomes ruler, the Holy Roman player must move his capital from Vienna to Prague. Transfer the Holy Roman Capital marker to the Prague space to show the change. Prague will be the Holy Roman capital for the rest of the game.

Death of Rudolf II

If Rudolf II is murdered, the effects are as follows:

- The Holy Roman drops to no card bonus and 1 Admin rating.

23.6 Protestant

Huguenot vs. Dutch

The Protestant game pieces (control markers, army leaders, and military units) are divided into Huguenot (light gray) components that are primarily used in France and Dutch components (orange) that are predominantly used in the Netherlands.

Hexagonal Control Markers: Although it is recommended that Dutch control markers be used to mark spaces in the Netherlands and Huguenot control markers be used to mark spaces in France, these markers are actually completely interchangeable and can be used as desired to show control of non-key spaces anywhere on the board.

Square Control Markers: On the other hand, use of square control markers by the Protestant must follow these exact rules:

- **Amsterdam, Antwerp, and Brussels:** Use only the Dutch square control markers from the top row of the Protestant power card to mark control of these three spaces. Control of each of these keys is worth 3 VP. Control of these keys does not help the Protestant win a military victory.
- **All other keys:** Use the Huguenot square control markers from the bottom row of the Protestant power card to mark control of any other key besides the three listed above. Control of each of these keys is worth 2 VP. Control of 5 keys outside the Netherlands wins a Protestant military victory.

The Protestant player receives more cards at the start of the turn if he has a balance of keys inside and outside of the Netherlands, as shown by the two rows of control markers on his power card:

- **0 keys in either row:** 4 cards
- **At least 1 key in each row:** 5 cards
- **At least 2 keys in each row:** 6 cards
- **At least 3 keys in each row:** 7 cards

Army Leaders: Huguenot leaders enter play at a Protestant-controlled fortified home space in France during either Spring Deployment or a rebellion action in France. Dutch leaders enter play at a Protestant-controlled fortified home space in the Netherlands during either Spring Deployment or a rebellion action in the Netherlands. Once placed, Protestant army leaders may lead Huguenot and Dutch units interchangeably (even a mixed stack of units from both areas). During the Land Unit Return Home procedure each turn, the Protestant player may elect to remove Army Leaders from the map and place them on the Protestant power card. These army leaders become eligible to reenter play during spring deployment or a future rebellion.

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Split Force Pool: The Protestant power's force pool is split into Huguenot and Dutch units. These force pools are distinct: Huguenot land and naval units must be constructed in Huguenot (white) home spaces; Dutch land and naval units must be constructed in Dutch (orange) home spaces. Dutch and Huguenot units may be grouped together as a single formation for purposes of movement and combat and may winter in any Protestant-controlled fortified space. However there are distinctions between the two types of units when making winter moves to a capital (see below).

Capitals





The Protestant player may have two capitals in play: one for Huguenot units in France and one for Dutch units in the Netherlands. However there are no fixed locations for these capitals. Instead, the Protestant player may designate a capital for each of these areas during a rebellion in that area (18.5, Rebellion Procedure, Step 5). This space now serves as a capital for army leaders and units of that area during the Spring Deployment and Winter Phases and if units are displaced (12.5). It may not be used as a capital for units from the opposite area (i.e., Huguenot units may not use the Dutch capital or vice versa) nor for units of any minor power allies of the Protestant (such as units from Scotland). The capital remains in that space unless the space falls to another major power. Place the capital marker on the Turn Track at that time; it may reenter play during a rebellion on a future turn. (*Exception:* The Huguenot capital may also move due to play of the Paris is Worth a Mass event).

23.7 Foreign War Cards



The Event cards War in Persia and War with Poland force the Ottoman or Holy Roman player to divert land units and/or army leaders off-map to resolve a foreign conflict. When these events are played, place the Event card on the map near the affected power's home spaces. This power then selects between 3 and 8 land units from any location on the map (except a space under siege) and moves those units onto the card. Units may be chosen from multiple stacks in different spaces. One army leader may be selected from any location and also moved onto the card. The power playing the event then specifies the strength of the foreign army; use any available independent land units to represent these foreign units (adding available minor power units if there are not enough independent ones available). If the foreign army starts with 5 units, the Ottoman or Holy Roman player will receive 1 War Winner VP when the foreign units is over; place a War Winner marker on the Foreign War card to remind players of this fact. To resolve the conflict, the Ottoman or Holy Roman player must spend 1 CP on the Fight Foreign War action for each resolution attempt. A field battle then ensues between the major power units and the independent units on the card. The battle is resolved just like a field battle on the map, except that there is no defender to receive one extra die and there is no retreat. If all independent units are eliminated, the foreign war is over. All remaining major power units on the card are placed back in their capital (or any other friendly home key if their capital is occupied by enemy units). If the independent units were not all eliminated, the major power will have to pay for another Fight Foreign War action in a future impulse. The Ottoman or Holy Roman player receives one less card if they are fighting a foreign war during the Card Draw Phase (use a –1 Card marker as a reminder). Major powers may construct new land units directly onto a foreign war card that they are fighting. However a major power may never have more than 8 units on a foreign war card at one time. Major power units on a foreign war card cannot return home (even in the Winter Phase) until they have eliminated all of the independent units in the foreign war. The event Polish Royal Election ends any foreign war between Poland and the Holy Roman. If such an event is in progress, end the war as if all independent units were eliminated by a Fight Foreign War action.



24. MINOR POWERS/ INDEPENDENTS

The five minor powers of Ireland, the Papacy, Portugal, Scotland and Venice can be important partners to many of the powers. All minor powers have two states: active and inactive. Minors may start in either of these states as specified by the scenario setup.

24.1 Inactive Minor Powers

In the inactive state, minor power forces behave as follows:

- They do not move from their current space.
- They do not intercept or avoid battle.
- If there are 4 or fewer land units in a space, they will always withdraw into the fortifications and try to withstand a siege if their space is entered.
- If there are 5 or more land units, they will hold their ground and fight a field battle. If they lose that field battle, do not retreat their units from the space as usual. Instead, they retain up to 4 units which withdraw into the fortifications; all other land units in excess of 4 are eliminated.
- Inactive naval units remain in their port and defend if that port is attacked.

24.2 Activation

Changing a power from inactive to active is called "activation". Each minor power can only be activated by three different major powers, as shown by the entries in the Activate lines at the bottom of the Diplomatic Influence Table.

Minor powers can be activated in the following ways:

- An event has caused the diplomatic status of the minor power to be evaluated (which is resolved by the procedure in 24.6). The winning power gets to activate this minor as their new ally if they are listed as an "Activate" power at the bottom of the Diplomatic Influence Table.
- A major power declared war on this minor power and a different major power intervened according to Step 4 of the War Declaration Procedure (9.4).

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Activation Procedure

1. Place "Allied" Marker: Add an "Allied" marker to the box that cross-references these powers on the Diplomatic Status Display.

2. Declarations of War: A power currently at war with this minor power has the choice to immediately declare war (at no cost in CP) on the major power that is activating the minor power. That power may only declare war if none of the "restrictions at all times" listed in Section 9.4 apply. If the power chooses to declare war, add an "At War" marker to the appropriate box on the Diplomatic Status Display. If the power declines to declare war, any units of that power occupying spaces controlled by this minor power are displaced (12.5).

3. Place Square Control Markers: Remove control markers from any keys of this minor where the control marker is from a major power that was eligible to activate this minor during this status check. Keys of this minor power that now have no control marker on them are then marked with square control markers from the activating power.

4. Place Hexagonal Control Markers: Remove control markers from any non-key spaces of this minor where the control marker is from a major power that was eligible to activate this minor during this status check. Non-key spaces of this minor power that now have no control marker on them are then marked with hexagonal control markers from the activating power.

5. Remove "At War" Markers: Remove all "At War" markers from this minor power's column on the Diplomatic Status Display (this minor power's diplomacy is now controlled by their major power ally).

6. Add Irish Rebels: If resolving the status of Ireland, eliminate all land units present in the Ulster space, add a fortress to that space (if not already present), and add 3 Irish land units there. Ireland becomes a minor power ally of the power who won the Diplomatic Status Procedure. If Dublin is under control of a different major power, this new ally of Ireland may immediately declare war on that major power at no CP cost. (*Exception:* If this would be Spain declaring war on England, the current CP cost to declare war between England and Spain must be 3 or less for this free declaration of war to be permissible). Finally, the power now allied with Ireland may execute a free Move Formation in Clear action that is limited to moving a formation from Ulster to Dublin (such a move much be permissible based on the current diplomatic status with the power controlling Dublin).

24.3 Active Minor Powers

Activating a minor power has the following benefits:

- Military units and naval leaders of this minor power are treated just like units and naval leaders of the major power. They now move, fight, retreat, avoid battle, and affect nearby Protestant/Catholic Conversion attempts just like the other units of that major power. (The only difference is that minor power units have no impulse or cards of their own.)
- Military units of the minor power have one additional characteristic during the Winter Phase. These units may also return to a home key of that minor power just as if it were an additional capital. The units of their major power ally do not enjoy this option.
- The controlling major power may use the Raise Regular Troop action to build a regular of this minor power in one of this minor power's home spaces (assuming an unbuilt regular exists in the counter mix).
- If the minor power is the Papacy, Venice, or Portugal, the controlling major power may use the Build Galley or Build Galleon action to build a naval unit of this minor power in one of this minor power's home ports (assuming an unbuilt unit exists in the counter mix).

24.4 Deactivation

Changing a power from active to inactive is called "deactivation".

Minor powers are only deactivated in one way:

- An event has caused the diplomatic status of the minor power to be evaluated and the power listed as the "Deactivate" power at the bottom of the Diplomatic Influence Table won that evaluation.

Deactivate a minor power using the following procedure:

- Remove the "Allied" marker from the box that cross-references these powers on the Diplomatic Status Display.
- All control markers from this minor's former ally are removed from the minor power's home spaces.
- Units from other powers are displaced if they occupy one of these minor power home spaces that just had a control marker removed. Move land units to the nearest friendly-controlled fortified space and naval units to the nearest friendly-controlled port.
- Next, all land units of the minor power return to the nearest friendly-controlled, fortified home space of that minor power. If no such fortified space is available, return them to the nearest unfortified space. If no such space exists, the land units are eliminated.
- All naval leaders and units of the minor power return to the nearest friendly-controlled home port of that minor power. If no such port exists, the naval units are eliminated and naval leaders are put on the Turn Track.

24.5 Diplomatic Influence



Any power may spend 1 CP on the Buy Diplomatic Influence action. The influence may be allocated to any power that lists the active power in either an Activate or Deactivate line at the bottom of the Diplomatic Influence Table. Advance the active power's Influence marker by 1 space. No influence may be purchased if a power's Influence marker is already on the "9" space. Influence may also not be purchased if the influence markers for that power are in the "Resolved this turn" box.

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24.6 Resolving Diplomatic Status

A power's diplomatic status is evaluated based on either an Event card play or a declaration of war (9.4). Evaluate the power's status using the procedure below. Diplomatic status can only be evaluated once per turn for each power; ignore a second such event if it occurs while all of the influence markers for this power are in the "Resolved this turn" box.

Diplomatic Status Procedure

1. Determine Competing Powers: Each major power listed as either an Activate or Deactivate power competes for control of the power whose diplomatic status is being evaluated.

2. Roll Dice: Each competing major power rolls a single die and computes a final total by adding their influence points (if any) with the target power to the roll of the die. France adds 2 to their roll if evaluating Scotland when 3 Scottish home spaces are under Catholic religious influence; the Protestant adds 2 to their roll if evaluating Scotland when 3 Scottish home spaces are under Protestant religious influence.

3. Determine Winner: The power with the highest total in Step 2 is the winner. In the case of a tie, the winner is the power listed highest in the list of Activate powers at the bottom of the Diplomatic Influence Table.

4. Activate: If the winner is listed as an Activate power and does not currently have this power as an ally, then deactivate the power from its current ally (if any) and then activate it as an ally or the winning power. If the Activated power is the Ottoman or Holy Roman (in a 4 or 5-player game), refer to the Scenario Book for instructions on Activated Major Powers.

5. Deactivate: If the winner is listed as a Deactivate power, then deactivate the power from its current ally (if any).

6. Reset Influence: All influence markers in this power's column of the Diplomatic Influence Table are placed in the "Resolved this turn" box. They will be reset to their default positions during the Winter Phase at the end of the turn.

24.7 Independent Keys and Fortresses

Two keys (Metz and Tunis) and one fortress (Florence) are found in independent spaces. Florence and Tunis start in an independent political state in the Campaign scenario; only Florence starts independent in the Armada scenario. Like other independent spaces, these fortified spaces can be entered by units of any power at any time. Independent regulars in these spaces may not move; they simply defend against any power that may be attacking them (just like an inactive minor power, Section 24.1). These regulars may not be rebuilt during play (though they may reenter with the City State Rebels Event card). As soon as these fortified spaces are captured by a major power, these city states will no longer be independent. Such a space will be controlled by one major power or another for the rest of the game, unless they again revert to independent status due to the play of the City State Rebels Event card.

25. VICTORY

There are six ways to win the game, as explained below. The first three, Military, Religious, and Catholic Rebellion victories, occur immediately in the Action Phase when the appropriate condition is triggered. Victory is usually achieved in the final phase of the turn, the Victory Determination Phase, typically by the accumulation of victory points (VP) by each power. The three types of victory that may be achieved in this phase are the Standard, Domination, and Time Limit wins.

25.1 Automatic Victories

Military, Religious and Catholic Rebellion Victories are immediate wins that end the game instantly during the Action Phase. The game is over, even though the turn has not reached the Victory Determination Phase.

Military Victory

If a power ever gains control of enough keys that the Auto Win space is open on their power card during the Action Phase, they win a Military Victory immediately. None of these spaces may contain an Unrest marker. Note that a Military Victory is not achieved if a player reveals his Auto Win space during the Diplomacy Phase (as deals and peace agreements conclude) unless that space is still revealed when the Action Phase starts.

Religious Victory

If the Protestant power ever achieves religious influence over 50 spaces, it wins a Protestant Religious Victory immediately. None of these spaces may contain an Unrest marker. If the Protestant space count ever drops to 9, a Catholic Religious Victory has occurred. If there are 3 or fewer Protestant spaces in France and Scotland combined, then the French player wins; otherwise it is a Catholic Religious Victory for Spain.

Catholic Rebellion Victory

If the Spanish player ever achieves 4 more hits than the English player in an English Catholic Rebellion, Spain wins an Catholic Rebellion Victory immediately. A Gunpowder Plot has succeeded in putting a Catholic monarch on the throne of England.

25.2 Victory Points

Since Military and Religious Victories are uncommon, the game is usually decided by accumulation of VP. Each power earns victory points as shown in the lower-left section of their power card. A power's current VP total is the sum of their base, special, and bonus VP.

Base

All powers' base VP are determined by the number of keys they control. Award the VP shown in the last open box on their power card. Make sure to mark a box with an Unrest marker for each key currently in unrest. Boxes with Unrest markers are not considered "open" when computing base VP. If all spaces are covered, that power has 0 base VP. The Protestant player adds up base VP as follows: take the VP from the lower "Keys in France" line and add 3 VP for each key they control in the Netherlands.

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Protestant Spaces

Four powers gain special VP based on the number of spaces under Protestant religious influence in the four religious struggle areas. Adjust the Protestant Spaces marker on the Protestant Spaces Track on the Religious Struggle Card whenever an action or event causes the number of spaces under Protestant influence to go up or down. Spaces in unrest are never included in the count of Protestant spaces. Based on the row in which the marker resides, players can read over to the right along that row to determine the current VP count for Spain, England and Protestants from the current religious situation. The Holy Roman total is also determined by looking to the right of the Protestant Spaces marker. However, since only the Holy Roman player knows which secret religious preference (23.5) was selected, he keeps this total a secret. Only when he has enough VP to win the game (or needs to add VP to prevent a Domination Victory by another power) does he reveal the religious preference and add these VP to his score.

Special

The special VP received by each power are as follows:

Ottoman

None: No special VP are possible for the Ottoman.

Spain

Protestant spaces: Look right along the current row occupied by the Protestant Spaces marker until you arrive at the column labeled "Spain." Award the number of VP listed here as special VP for Spain.

England

Protestant spaces: Look right along the current row occupied by the Protestant Spaces marker until you arrive at the column labeled "England." Award the number of VP listed here as special VP for England.

France

Valois Wedding: 1 VP after each of the five Valois Royals marries.

Holy Roman Emperor

Protestant spaces: Look right along the current row occupied by the Protestant Spaces marker until you arrive at the column labeled "Holy Roman." Award the number of VP listed here as special VP for the Holy Roman player but only after the secret religious preference has been revealed.

Protestant

Protestant spaces: Look right along the current row occupied by the Protestant Spaces marker until you arrive at the column labeled "Protestant." Award the number of VP listed here as special VP for the Protestant.

Bonus

Bonus VP are awarded to players when the following results occur in the game:

- Piracy VP awarded
- Patronage VP received by scientist or artist
- Assassination VP (1 VP for each kill)
- Circumnavigation (2 VP first; 1 VP second)
- Virgin Queen (1 VP per turn unmarried)
- Marriage VP for positive result on table
- Virginia Dare VP from a colony
- Cyprus VP for Ottoman control of Cyprus
- Suez Canal VP (2 VP if constructed)
- War Winner VP for successful Foreign Wars
- Paris control VP
- Master of Central Europe VP
- Lord of the Netherlands, Polish Royal Election, Dutch Revolt, and Enterprise of England VP from events

There are two possible bonus VP awards that actually subtract from your score:

- Slave Trader (–1 VP)
- Mary Queen of Scots Executed (–1 VP)

25.3 Victory Determination Phase





During the Victory Determination Phase, first award bonus VP for control of Paris and Central Europe. Update each power's VP total on the VP track. Then all powers check to see if any of the following three types of victories has been achieved. If after checking for standard and domination victories, there is still no winner, and this is not yet Turn 7, advance the turn marker on the Turn Track to the next box and start another turn.

Paris VP

If Paris is controlled by France, Spain or the Protestant and not under unrest, the controlling power may earn 1 or 2 bonus VP, as listed below:

France: Gain 2 VP if Paris is under French political control, it is Turn 5, 6 or 7, and Charles IX or Henry III is the French ruler. If Paris is under French control but these other conditions are not met, then 1 VP is earned instead.

Spain: Gain 2 VP if Paris is under Spanish political control, it is Turn 5, 6 or 7, and the Duke of Guise is in Paris. If Paris is under Spanish control but these other conditions are not met, then 1 VP is earned instead.

Protestant: Gain 2 VP if Paris is under Protestant political control, it is Turn 5, 6 or 7, and Henry Navarre is in Paris. If Paris is under Protestant control but these other conditions are not met, then 1 VP is earned instead.

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Central Europe VP

Award 1 Master of Central Europe VP to the Holy Roman for each turn in which he controls Prague, Vienna, and Buda (and none of these spaces are in unrest).

Standard Victory

If any of the powers have reached 25 VP or more, the game ends with a Standard Victory. The power with the highest VP total is declared the winner. If two or more powers tie for highest total, the power with the highest total in the previous turn is declared the winner. If the powers were tied on that earlier turn, proceed backward one turn at a time until the tie is broken. Players should record the VP total of each power at the end of each turn on the Victory Record Sheet (found at the back of the rulebook).

Domination Victory

If during the Victory Determination Phase a power's VP total is less than 25, but is at least 5 VP greater than each of the other powers, it wins a Domination Victory. This victory can only occur in the Victory Determination phase of Turn 4 or later; thus do not check for a Domination Victory during Turns 1, 2, and 3.

Time Limit Victory

If no player has won by the end of Turn 7, award the win to the power with the highest VP total at that time. If two or more powers tie for highest total, the power with the highest total in the previous turn is declared the winner. If the powers were tied on that earlier turn, proceed backward one turn at a time until the tie is broken. A Time Limit Victory can only occur in the Victory Determination Phase at the end of Turn 7.

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Components

A complete game of *Virgin Queen* includes:

- 1 rule book
- 1 scenario book
- 5 sheets of counters
- 6 power cards
- 1 map
- 112 playing cards (main deck)
- 22 Royal cards
- 2 Reference cards (identical)
- 1 Patronage Charts card
- 1 Diplomatic Influence Table card
- 1 Protestant Spaces card
- 1 Royal Wedding card
- 10 dice

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Virgin Queen – Victory Record Sheet

TURN	Ottoman	Spain	England	France	HRE	Protestant
1						
2						
3						
4						
5						
6						
7						

Record the victory points at the end of each turn for each power in the spaces provided above.

Virgin Queen – Victory Record Sheet

TURN	Ottoman	Spain	England	France	HRE	Protestant
1						
2						
3						
4						
5						
6						
7						

Record the victory points at the end of each turn for each power in the spaces provided above.

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