Here I Stand

Wars of the Reformation 1517–1555



by Ed Beach

RULE BOOK

2nd Printing

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1. INTRODUCTION

Here I Stand is a game for two to six players based on the military, political and religious conflicts within Europe at the outbreak of the Protestant Reformation, from 1517-1555. Each player controls one or more major powers that dominated Europe at the time. The major powers represented are the Ottoman Empire, the Hapsburgs, England, France, the Papacy and the Protestant states.

2. GAME MAP

The game is played on a 22" x 34" map of Europe in the 16th century. Cities and towns that played an important role in the history of the period are represented on the map as square, circular, hexagonal, or 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" (light yellow regions with dash blue boundaries).

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

[This mapsheet also contains the following charts referenced within these rules: New World Riches Table, New World display, Victory Track, Electorate Display, Diplomatic Status Display, Henry's Wives Pregnancy Chart and the Turn Track.]

2.1 Space

All spaces in the game 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 three 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. Six of the keys have a double-square border (London, Paris, Valladolid, Vienna, Rome, and Istanbul); these keys are capitals. The Hapsburg power has two capitals (Valladolid and Vienna) while the Protestant power has none. The other four powers each have a single capital.
- **Electorate:** An electorate is a fortified space represented by a hexagon. There are six electorates on the map, all in Germany. Each electorate represents the home city of one of the electoral princes who had the power to elect the Holy Roman Emperor. These spaces are the focal point of the political and religious struggle in Germany during the game. Electorates are not keys, but they are important spaces for the powers interested in German affairs: the Hapsburgs, the Papacy, and the Protestants.
- **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. Several event cards allow a player to construct a fortress on an unfortified space during the game.

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	***Home Space Color***
Ottoman	dark green
Hapsburgs	yellow
England	red
France	dark blue
Papacy	purple
Protestant	Brown edge with white center

Minor Power	***Home Space Color***
Genoa	pink
Hungary/Bohemia	light green
Scotland	light blue
Venice	orange



Protes-tant | France | England | Hapsburg | Papacy | Ottoman | Inde pend-

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.

Note on the 2nd printing rules: A vertical line in the margin indicates an addition or modification to the 1st printing.

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Control Terminology

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

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. In addition, Papal and Protestant debaters are always considered to be enemies of each other.

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 items for the purposes of any rules of play.

EXAMPLES: Independent units can not 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) in many spaces changes during the game as the Reformation sweeps across Europe. Only Ottoman home spaces (which are considered to be either Muslim or Eastern Orthodox) are immune to such a change of religious influence.

Catholic Space: All spaces on the map (other than Ottoman home spaces) start the game under Catholic religious influence. Catholic spaces are shown by either the absence of a control marker over a solid-covered space or by a control marker on its solid side.

Protestant Space: Protestant spaces represent cities where the new reformed beliefs are dominant. Spaces under Protestant influence are shown by the absence of a control marker on a Protestant home space or by a control marker with a colored border and white center (the reverse of its solid colored side).

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.

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:



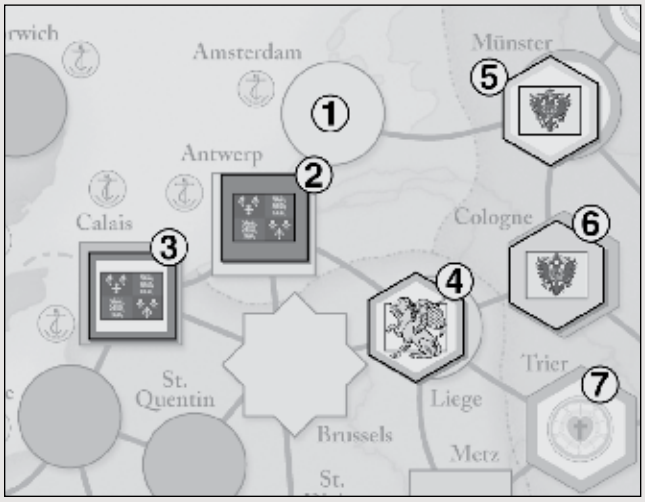
1. Every key on the map must contain a square control marker. ***Exceptions:*** independent keys not currently under major power control, keys of minor powers when they are neither allied to a major power or captured, and keys captured by the Protestant power (which has no square markers).
2. Every square 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 status of electorates, fortresses, unfortified spaces, and keys captured by the Protestant power. 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.





Control Marker Example

1: *Hapsburg unfortified home space. Still Catholic and under Hapsburg political control.*

2: *Hapsburg home key. Still Catholic but now under English political control.*

3: *English home key. Now Protestant but still under English political control.*

4: *Independent space. Now Protestant, but still independent politically.*

5: *Protestant unfortified home space. Now Protestant in religion, but under Hapsburg political control.*

6: *Protestant home electorate. Still Catholic and under Hapsburg political control.*

7: *Protestant home electorate. Now Protestant in both religion and politics.*

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2.5 Other Map Elements

Four other elements of the map are important to play.

Language Zone

The background of the game map is color-coded to depict five language zones. Each space falls entirely within a single language zone, as determined by looking at the background color of the map around that space. *Exception: the spaces within a tan background; these spaces lie outside all five language zones.* Spaces within a language zone are sometimes referred to as "speaking" that language, e.g. a space in the English language zone is an "English-speaking space."

Language	***Language Zone Color***
English	pale red
French	pale blue
German	gray
Italian	pale purple
Spanish	pale yellow

Pass

A connection shown with a dashed line is a pass. There are 3 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 (CPs) instead of the usual cost of 1 CP for moving over a normal connection. Passes also:

- slow the spread of religious ideas
- 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.

Sea Zone

The map contains 14 sea zones, each labeled in a blue italic font. Boundaries between sea zones are shown by a broken blue line.

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)
- Black Sea/Aegean Sea (two-zone port: Istanbul)

However, if the two-zone port between these zones (Messina, Gibraltar, or Istanbul) is under friendly control, 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.

The following sea zones are CONNECTED (as shown by the double-ended arrows at the top of the map):

North Sea/Irish Sea
North Sea/Baltic Sea

3.0 POWERS AND RULERS

Here I Stand is best played with either three or six players. The rules in this booklet are for a game with six players. The small number of rule changes needed to support play with 3 to 5 players are listed in the section "Games with 3 to 5 Players" in the Scenario Book. Play with 2 players is also possible using the Two-Player Variant presented at the end of the Scenario Book. Unless you are using the Two-Player Variant, all six major powers are assigned to a player and take an active part in the conflict. This section defines players, powers, and rulers and gives high-level information about each of these game concepts.

3.1 Player

In the six-player game, each player controls a single major power. In games with three to five players, some players control two major powers so that all major powers are in play.

3.2 Power

A power is a nation or city-state present in the game. The Protestant reformers and the German princes who defended their religious changes represent an additional power. There are 10 powers: 6 major and 4 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 Hapsburgs, the Ottoman Empire, Papacy, and the Protestants. 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:

1. Ottoman
2. Hapsburgs
3. England
4. France
5. Papacy
6. Protestant

This order is known as "Impulse Order."

Minor Power

The minor powers are Genoa, Hungary/Bohemia, 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, sultan, or pontiff. The rulers of two major powers remain constant throughout the game:

- Hapsburgs - always ruled by Charles V
- Ottoman Empire - always ruled by Suleiman I

The rulers of the other four major powers change during play as the result of Mandatory Event cards (Section 6.1). The initial ruler for each of these powers is printed on the right side of their power card. Subsequent rulers enter play through Mandatory Event cards. These cards are placed over the ruler printed on the power card so that the new ruler's attributes are visible to all players.

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Attributes
All rulers possess two attributes: administrative rating and card bonus, as described below. English and Papal rulers also affect the resolution of religious conflicts (Section 18). Explanatory text is included on the power card or Mandatory Event card for each English/Papal ruler to show how that ruler alters the resolution of religious conflicts.

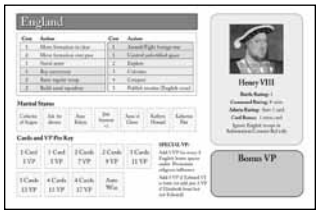
Administrative Rating: The administrative (or "admin") rating of a ruler evaluates that ruler's ability to conserve national resources so they can be applied in times of need. An administrative rating is always given in terms of the number of cards that ruler can save from one turn to the next.

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 given in terms of the number of extra cards a power is dealt when led by this ruler.

Additional Ruler Functions
The Protestant rulers Luther and Calvin may also affect the game as reformers and as debaters (Section 18). Some rulers may affect the game as army leaders: Suleiman I (Ottoman); Charles V (Hapsburgs); Francis I, Henry II (France); and Henry VIII (England). See Section 5.1. These additional functions are entirely separate from their role as ruler of a major power. While serving in these additional capacities, these rulers function like any other reformer, debater, or army leader and are governed by the appropriate section of the rules for that type of unit.

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:



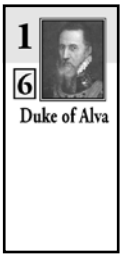
- **List of Actions** (upper-left): A list of each possible action that this power can undertake during the Action Phase (Section 11), including the actions' CP cost. The list of possible actions differs by power.
- **Initial Ruler Card** (upper-right): Attributes of the initial ruler for this power, as described in Section 3.3.
- **Bonus VP Box** (lower-right): This is a holding area for markers that show the player has gained bonus Victory Points (VP) for Voyages of Exploration, Voyages of Conquest, disgracing or burning enemy debaters, winning wars, controlling keys in Italy, completing Bible translations, and other special events.

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, described in more detail in Sections 18 and 21.

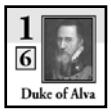
5. MILITARY UNITS

There are three types of military units: leaders, 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.

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.



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.

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 Ottoman leaders Suleiman (command rating 12) and Ibrahim Pasha (command rating 6) are stacked in Buda with 12 regulars and 2 cavalry. The Ottoman spends 1 CP to move a formation to Pressburg. If the Ottoman includes neither leader with the formation, just 4 land units may move. If the Ottoman includes only 1 leader, the number of regulars and cavalry must be equal to or less than the command rating of that leader. The Ottoman player would have to move both leaders from the space in order to move all 14 land units from Buda.

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Naval Leader

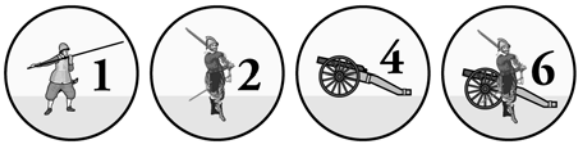


Battle Rating: The top number on naval leaders is their battle rating. Higher battle ratings increase the chance of successfully intercepting or avoiding battle, and add extra dice during naval combat.

Piracy Rating: The Ottoman naval leaders Barbarossa and Dragut 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 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 Hapsburg regulars

Regulars: Regulars have a multi-colored unit symbol and a dark 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 Ottoman 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.

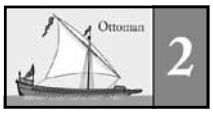


Cavalry: Only the Ottoman player possesses cavalry units. The numeric value on the counter shows the number of cavalry units represented. Cavalry units can be found on the reverse side of Ottoman regulars. Cavalry aid in intercept and avoid battle attempts, but are ineffective during siege operations.

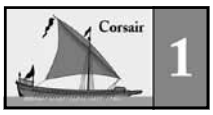


5.3 Naval Units

Rectangular pieces are used to represent naval units. Each naval unit always represents a single squadron or corsair. There are no denominations of naval units.



Squadron: Naval squadron counters depict a vessel with white sails. 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 squadron. All powers have naval squadrons, except the Protestants and Hungary/Bohemia.



Corsair: Corsair counters depict a vessel with black sails. 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. Corsairs can be found on the reverse side of Ottoman naval squadrons. Only the Ottoman power receives Corsairs.

6. CARDS

The game play in *Here I Stand* is driven by a single deck of 110 cards. This section explains each of the different types of cards, and how to manage adding and removing cards from the deck.

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 (CPs). CPs may be used to take actions (Section 11), or to declare war (Section 9.6). (When playing a Mandatory Event, the event takes effect first, then the active power receives 2 CPs 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 two alternate sets of instructions separated by the word "OR" in capital letters. These cards give the player an option of playing them two different ways. When playing a card with two sets of instructions, only the conditions and effects in the portion of the card chosen by the player apply.

Home Cards

Each power has a specific Home card (the Papacy has two) which starts every turn in their hand. 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. A player may not pass during his impulse in the Action Phase if a Home Card is still in his hand. Home Cards can never be drawn from a power's hand when a random draw is required (either by Event card play, diplomatic agreement, or piracy), **even if it is the last card in your hand.**

Mandatory Event Cards

Cards with the name of the card in red and the word "Mandatory" printed on them are Mandatory Event cards. Mandatory Event must be played during the Action Phase of the turn in which they are drawn. When played, the event is always resolved first, then

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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. All Mandatory Events are removed from play after they occur, except *Council of Trent* and *Master of Italy.* These two Mandatory Events remain in the deck from turn to turn and may each occur numerous times. Mandatory Events can be drawn from a power's hand when a random draw is required; in this case the event is not triggered.

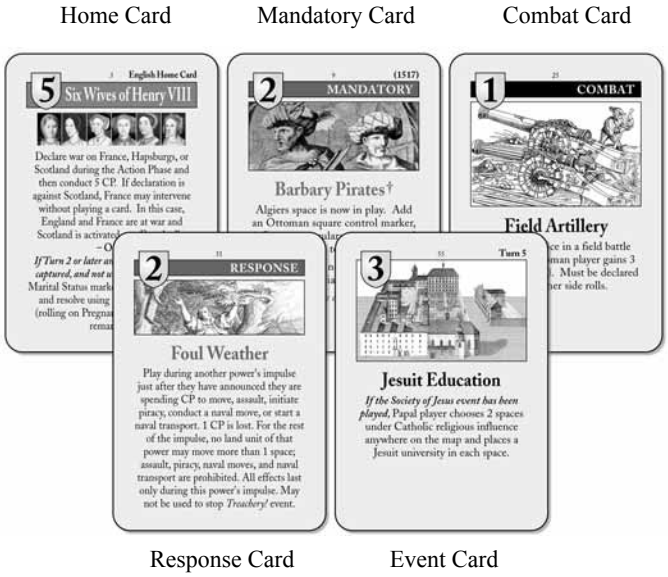
Response Cards
Cards with the name of the card in blue and the word "Response" printed on them are Response cards. Response cards are playable as an event in the Action Phase during any player's impulse (including your own). Play of a Response card interrupts a player's impulse, a battle, or an Event 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 CPs 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 CPs 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 CPs during a player's impulse if a player does not wish to use the card's event. Three events (*Augsburg Confession, Printing Press,* and *Wartburg*) 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. Place the appropriate marker on the Turn Track when one of these three cards is played as an event, to remind players that this event is in effect. Five Event cards have special uses elsewhere as events in another phase. These special uses are as follows:

Card Name	*Other Phase Used*	*Action Phase too?*
Diplomatic Marriage	Diplomacy	Yes
Spring Preparations	Spring Deployment	No
Venetian Informant	Spring Deployment	No
Copernicus	Victory Determination	Yes
Michael Servetus	Victory Determination	Yes

Events with an entry of "Yes" in the "Action Phase too?" column may be played as events either in the Action Phase or this other phase. *Spring Preparations* and *Venetian Informant* are only playable as an event in the Spring Deployment phase (though they may be used for CP in the Diplomacy or Action Phases).



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 37 cards contains a turn number or the word "Variable." None of these cards are used on Turn 1.

Instead, at the start of the Card Draw Phase of Turn 3 and later turns, players review each of these cards to see if they should be added to the deck before new hands are dealt. These cards fall into three types:

- 31 of these cards show a turn number, with no further condition. These cards are always added to the deck in the indicated turn.
- 2 of these cards (#19 'Edward VI' and #21 'Mary I') show a turn number with a condition for play. These cards are added to the deck in the indicated turn only if the condition listed is true. If it is false, the card is set aside until the following turn. The card is added to the deck during the Card Draw Phase of the next turn in which the condition is satisfied. These cards may never be added to the deck before the indicated turn, even if the condition is satisfied.
- 4 of these cards read "Variable." These cards are each added to the deck during the Card Draw Phase of the first turn in which the condition is satisfied.

Cards without a turn number or the world "Variable" start in the deck at the beginning of the game (***Exception:*** In a scenario with the 1532 setup, cards marked with "(1517)" are **not** included.).

Dealing Cards
Each power is dealt the number of cards indicated in the lower left section of their power card plus one extra card if they receive a card bonus from their ruler. 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.

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The base number of cards dealt falls into two cases:

1. **All powers except Protestant:** 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.
2. **Protestant:** Number of cards is based on the number of electorates under Protestant political control (5 cards if 4 or more electorates are under Protestant political control; 4 cards if 3 or fewer are controlled).

Powers then receive an extra card (above the base cards) if their current ruler has a Card Bonus. They also receive one less card for each "–1 Card" marker on their power card.

CARD DEAL EXAMPLES

1: Luther is the Protestant ruler; the Protestant power has political control of 3 electorates. Receive: 4 cards

2: Francis I is the French ruler; the French power has control of 8 keys. Receive: 4 (keys) + 1 (bonus) = 5 cards.

3: Suleiman rules the Ottomans. The Ottomans control 7 keys, 2 of which are in unrest. Receive: 4 cards.

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" or "Remove from deck after play" appears on the card. Cards that may be removed from the deck are marked with a red dagger after the title.

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. Two of the cards in the game (*Here I Stand* and *Papal Inquisition*) 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. (Likewise, the Protestant may not use the card *Frederick the Wise* to retrieve *Wartburg* from the discard pile if he already played it as a Response this turn.)

The contents of the discard pile (and any card retrieved from it) are public knowledge at all times.

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.

7. SEQUENCE OF PLAY

The game is played in nine turns or fewer. The first turn represents the period from 1517 to 1523. Each subsequent turn covers a four-year period. Each turn consists of nine phases. The sixth 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).

The first and fourth phases only occur on Turn 1. The third (Diplomacy) phase is greatly abbreviated on that first turn as well. On that turn:

- The English player holds a negotiation with the French or Hapsburg player (his choice).
- The English player holds a negotiation with the other player (not chosen in the step above).
- The English player announces any deal(s) he has accepted from the Hapsburgs. If the Hapsburg player confirms a deal (see 9.1), it takes effect immediately.
- The English player announces any deal(s) he has accepted from France. If the French player confirms a deal (see 9.1), it takes effect immediately.

The rest of the Diplomacy Phase is skipped on Turn 1. A summary of the sequence of play can be found below (and a detailed sequence of play appears on the Sequence of Play reference card):

#	*Phase*	*Section*
1	**Luther's 95 Theses Phase (Turn 1 only)**	
	The Protestant player plays the *Luther's 95 Theses* Mandatory Event card	18.1
2	**Card Draw Phase**	
	Add debaters, reformers, leaders	8.2
	Add new cards to the deck and shuffle	6.2
	Roll for New World riches	20.4
	Deal cards	6.2
3	**Diplomacy Phase (Limited on Turn 1)**	
	Negotiation Segment	9.1
	Hold negotiations and announce deals	
	Peace Segment (Not on final turn)	9.3
	Sue for peace if at war	
	Ransom Segment	9.4
	Pay ransom (1 card draw) to regain captured army leader	
	Excommunication Segment	9.5
	Give up a card draw to remove Excommunication on ruler	
	War Segment	9.6
	Pay to declare new wars	
4	**Diet of Worms Phase (Turn 1 only)**	18.1
	Hapsburg, Papacy, and Protestant play 1 card each and resolve Diet of Worms	
5	**Spring Deployment Phase**	10
	Powers move one formation of land units from capital to a controlled space	

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6 Action Phase 11
Powers take impulses in this order until all powers pass consecutively: Ottoman, Hapsburgs, England, France, Papacy, and Protestant.
A Military or Religious victory may end the game.

7 Winter Phase 19
Leaders and units return to fortified spaces, possibly suffering attrition
Add 1 regular to each controlled capital
Resolve specific Mandatory Events if they have not been played

8 New World Phase 20
Resolve Voyages of Exploration
Resolve Voyages of Conquest

9 Victory Determination Phase 23
Check for winner. If none, advance turn marker and start a new turn.

8. STARTING A TURN

Starting with this section (and continuing to Section 20), the rules are presented in Sequence of Play order. This section describes the start of a turn.

8.1 Turn 1

On the first turn of the game, play begins with the Luther's 95 Theses Phase. The Protestant player plays the *Luther's 95 Theses* card as described in Section 18.1 to initiate the reforms of the Catholic Church. This phase is skipped on all subsequent turns.

8.2 Card Draw Phase

The second phase is the Card Draw Phase. On each turn, players add leaders, debaters and reformers; add new cards to the deck; and deal cards during this phase.

Add Leaders



The Protestant army leader Maurice of Saxony is placed on the map at the start of Turn 6. Maurice is the only army leader that doesn't either start the game on the map or enter via a Mandatory Event. Place Maurice in any electorate under Protestant political control.

Naval leaders eliminated from play are also brought back during the Card Draw Phase. Place them in a friendly port if possible. If no friendly port exists, they remain on the Turn Track for another turn. Naval units eliminated in a previous turn are also returned to each power's pool of units available to be constructed at this time.

Add Reformers



The reformers Zwingli, Calvin, and Cranmer are placed on the map. Reformers provide bonuses to the Protestant player during religious actions attempted in or adjacent to their space. The turn that Cranmer enters varies based on the timing of Henry VIII's divorce proceedings. Place Cranmer on the map on the first turn after Henry has married Anne Boleyn. The complete information on the entry of reformers is shown in this table:

Figure	*Space*	*Turn of Entry (Phase)*
Luther	Wittenberg	1 (Luther's 95 Theses Phase)
Zwingli	Zürich	2 (Card Draw Phase)
Calvin	Geneva	4 (Card Draw Phase)
Cranmer	London	Turn after Henry VIII marries Anne Boleyn (Card Draw Phase)

Convert the religious influence of the space where a reformer enters to Protestant religious influence. Reformers may not move from their starting space at any time during the game. They are completely immobile. They may temporarily be removed from the map due to play of the card *Calvin Expelled* or through Excommunication (Section 21.5). Reformers temporarily removed from the map reenter play in the same space during the Card Draw Phase at the start of the next turn. The religious influence of a space does NOT change when a reformer reenters play. Reformers are never affected by the presence of land units or by changes in the political control and religious influence of spaces.

NOTE: Zwingli is permanently removed from play by the event Zwingli Dons Armor. *He never reenters play.*

Add Debaters



Debaters represent the Protestant and Papal (Catholic) points of view during Theological Debates. The Protestant player starts the game with four German-speaking debaters. During the course of the game, additional Protestant debaters enter play during the Card Draw Phase, both for the German language zone and the English and French language zones. The Papacy starts with five debaters and adds more during play. Papal debaters may participate in debates in any language zone; they are not partitioned by language like their Protestant adversaries.

The number in the middle of the debater counter (on both sides) is their debate value. Text describing the debater's special bonus appears on the front side of the counter against a white background. Each debater also has a reverse side with a gray background that includes their picture. A debater is flipped to this reverse side when "committed" to a particular activity for that turn. Commitment makes that debater more vulnerable to Theological Debates called by the opposing religious power. The turn of entry is also printed on the back of the debater's counter. Debaters are placed on the Religious Struggle Card in the appropriate box of available debaters, with their front side up, when they enter the game. Note that the English debaters Cranmer, Coverdale and Latimer may not be added if the reformer Cranmer is not in play. In such a case, these three English debaters are delayed until the turn in which Cranmer does appear.

Add New Cards to Deck/Deal Cards

If this is Turn 3 or later, new cards may be added to the deck. Cards are then dealt to each power as described in Section 6.2.

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9. DIPLOMACY

The third phase of each turn is the Diplomacy Phase. On the first turn, the Diplomacy Phase is abbreviated, with the English player holding negotiations with two other players (Section 7). Players may wish to skip this section when first learning the game since most of these rules do not apply until Turn 2.

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. 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 as described in Step 8 of the Peace Segment Procedure (Section 9.3). ***Exception:*** The Protestant may never end wars with the Hapsburgs and Papacy that were triggered by the *Schmalkaldic League* Mandatory Event. War Winner VP are not awarded when a war is ended in this fashion (i.e. by mutual agreement; this way of ending a war is commonly known as a "white 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 squadrons 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 (even keys and electorates) to another major power. Any units occupying these spaces are returned to the nearest fortified space or their capital as described in Step 3 of the Peace Segment Procedure (Section 9.3). The only spaces that can not be granted are a major power's own capital, and a key that is the home space of an allied minor power. You can yield control of **another** power's capital (for instance if you have conquered it and want to trade it back to that power).
- 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 can not 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 (other than the Ottoman) up to four mercenaries. The power removes the specified number of mercenaries from any single space or combination of spaces. The power receiving the mercenaries then places the equivalent number of mercenaries from his force pool on the map. If the receiving power is the Hapsburgs, England, France or the Papacy, these mercenaries are placed in his capital (which must be controlled for this exchange to take place); if the receiving power is the Protestant, they are placed in any single controlled electorate (Protestant's choice). 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.
- If the "Henry's Marital Status" marker is on the "Ask for Divorce" space, the Papacy may agree to grant the divorce to the English power. If such an agreement occurs, the English player moves the marker to the "Anne Boleyn" space and rolls immediately on the Pregnancy Chart as described in 21.3. The English player may roll again during the Action Phase of this turn if they want to play the *Six Wives of Henry VIII* Home card as an event to advance this marker to Jane Seymour. The Papacy is not allowed to ally with the Hapsburgs this turn.
- The Papacy may agree to rescind excommunication on a ruler (Section 21.5). Remove the "–1 Card" marker from that power card.

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 squadrons, returning army leaders, changing political control of spaces, drawing random cards, and exchanging mercenaries.

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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Negotiation Example

1: It is Turn 4 of the game. At this time, the Ottoman player has no interest in negotiating. The Hapsburg player, on the other hand, is trying to convince the French and Papal players to each ally with him to drive the Ottoman navy from the Mediterranean. He requests a simultaneous negotiation with both of those powers. Of the remaining players, only the English want to initiate another negotiation (with the Protestant).

2: Since the two negotiations involve different sets of players, they are held simultaneously. France, the Hapsburgs, and the Papacy confer; both the French and Papacy agree to ally with the Hapsburgs for the turn. All French and Papal naval squadrons are loaned to the Hapsburg. In return, the Hapsburg player gives the space of Besancon to France and a random card draw to the Papacy. In the other negotiation, the English player offers to play Book of Common Prayer *and* Calvin's Institutes *(both in his hand) as events to spur on the Reformation. All he asks in return is that the Protestant push forward with the Reformation in England with all possible haste.*

3: The Hapsburg player announces his two alliances, the loan of naval squadrons, and the transfer of Besancon. The French and Papal players each in turn confirm this deal as announced by the Hapsburg. The English and Protestant do nothing during this step; they did come to a consensus on the strategic considerations they discussed, but they never made an agreement that changes the current game state.

4: Ally markers are placed in the two relevant boxes of the Diplomatic Status Display. Markers are placed on the loaned French and Papal squadrons. Each loaned squadron is transferred to the nearest Hapsburg port. Besancon becomes French; Hapsburg troops there are moved to Antwerp. The Papacy draws a card at random from the Hapsburg hand (excluding the Hapsburg home card).

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.
- The Papacy and Ottomans may never become allies.
- The Papacy may not ally with the Hapsburgs if they granted a divorce to Henry VIII this 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 squadrons (but not corsairs) may be loaned to an ally for 1 turn. Such a loan must be announced at the same time as the alliance; naval squadrons may not be loaned later in the turn. Two players may not loan each other squadrons in the same turn; such an exchange can only occur in one direction on a given turn. Place one of the receiving powers' "Loaned" markers on each squadron received. Then move the loaned squadron to the nearest port controlled by the receiving power, counting each sea zone traversed as 1 space along such a path. A loaned naval squadron 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 squadrons stacked in a single port do not need to be loaned as a complete group. A naval leader stacked with the on-loan squadrons may also be loaned to the allied power. Naval units may never be loaned to the Protestant 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 Suing for Peace

The second segment of the Diplomacy Phase allows powers to sue for peace if they find themselves in an unfavourable position in a war and were not able to convince the other power to make peace during the Negotiation Segment. This phase is skipped in the final turn of the game (usually Turn 9, but Turn 6 in the tournament scenario). The procedure for this Peace Segment is as follows:

Peace Segment Procedure

1. Announce Peace Request: Each power, in Impulse Order (Section 3.2), announces whether or not it would like to sue for peace to end one of the wars it is currently fighting. A power may not sue for peace unless it has had an army leader or home space (fortified or unfortified) captured by the other power in the conflict. The Hapsburgs and the Papacy may not sue for peace with the Protestant (and vice versa). When suing for peace, execute Steps 2-8 below to arrive at peace terms for this war. Then return to this step to consider suing for peace in other conflicts.

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2. Award VPs: The other power in this conflict is declared the winner. Add a "War Winner 1VP" marker to the bonus VP box on their power card. If the Ottoman was one of the powers involved in the war, the winner receives an extra "War Winner 1 VP" marker in this step (for a total of two such markers).



3. Give Up Control: The losing power gives up control of all of the winning power's home spaces that the loser currently controls. 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.

4. Remove Units: The losing power removes 2 units (land or naval) of his choice from the map. Units removed must be from his own power (allied units are not eligible).

5. Regain Home Keys: The losing power then decides if it wants to regain political control of any home keys currently controlled by the winning power. If so, the losing power must give the winner one of the following items for each key recovered:

- another "War Winner 1VP" marker, or
- a random card draw from the loser's current hand.

Any units occupying these spaces are displaced to the nearest fortified space controlled by their power, or its capital, using the process described in Step 3 above.

6. Regain Captured Leaders: The losing power then decides if it wants to regain an army leader captured by the winning power. If so, the losing power gives the winning power a VP marker or random card draw for each army leader regained. Place the army leader in his capital if possible; if not, place him in a friendly home key (losing player's choice).

7. Regain Non-Key Spaces: The losing power then decides if it wants to regain political control of any number of sets of **two** non-key home spaces currently controlled by the winning power. If so, the losing power gives the winning power a VP marker or random card draw for each set of two spaces recovered.

8. Adjust Diplomatic Status Display: End the war by removing the "At War" marker from the appropriate box on the Diplomatic Status Display. If the Papacy makes peace with a power whose ruler is currently under Excommunication (Section 21.5), the Excommunication is lifted. Remove the "–1 card" marker from the appropriate power card.

NOTES:

(1) Playing the card *Diplomatic Marriage* allows a player suing for peace to regain ALL lost items in Steps 5 to 7 without yielding any additional VP or card draws.

(2) All "War Winner" markers awarded during this procedure come from the counter mix; once earned a power never has to give up any of its own "War Winner" markers.

9.4 Ransom of Leaders

The third 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 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.

9.5 Removing Excommunication

The fourth segment of the Diplomacy Phase allows a power to remove a "–1 Card" marker that was placed on it by an Excommunication (Section 21.5) of their ruler during a previous turn. The Papal player draws one card (the donation to the church) from the hand of the power that was excommunicated. The CP value of that card is added to the Papal fund for St. Peter's construction. The card is then placed in the discard pile. Any number of excommunications may be lifted in this segment. However, there is never any requirement to remove an excommunication; a power may choose to retain the "–1 Card" marker indefinitely.

9.6 Declarations of War

The fifth segment of the Diplomacy Phase allows a power to declare war on one or more powers, major or minor. Follow the DOW procedure below, totaling the CP costs of all declarations/interventions made by each power. When all powers have completed the procedure, each declaring or intervening power then plays one or more cards from his hand with a CP value that is equal to or greater than their total CP expenditure. Those cards are placed in the discard pile as if they had been played for CP in the Action Phase (Section 11.0). Mandatory Event cards may not be used to declare war or intervene on behalf of a minor power.

Declaration of War (DOW) Procedure

1. Declare War: Each power, in Impulse Order (Section 3.2), announces whether or not it would like to declare war on one or more powers.

2. DOW on Major Powers: If a player declares war on a major power, the CP cost of the 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 discounted by 2 CP for the first DOW by the Hapsburgs against the English after Henry VIII marries Anne Boleyn (Section 21.3).] Add an "At War" marker to this box in the Diplomatic Status Display. These powers are now at war until a peace is agreed to in a future Diplomacy Phase, either through negotiations (9.1) or by suing for peace (9.3).

3. DOW on Minor Powers: If a player declares war on a minor power, the CP cost of the declaration is always 1 CP. Add an "At War" marker to this row for the declaring power in the relevant minor power's column of the Diplomatic Status Display. Since you may not make peace with a minor power, these powers will probably be at war for the rest of the game. The only exceptions are wars between France/Scotland and the Papacy/Venice. These wars may be ended if another major power declares war on one of these minor powers and the natural ally decides to intervene (see Steps 4 and 5 below).



4. DOW on Scotland: If a declaration of war is made against Scotland, the French player may immediately spend 2 CPs to inter-

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vene. If the French intervene, Scotland is activated as a French ally (Section 22) and France is now at war with the declaring power.

5. DOW on Venice: If a declaration of war is made against Venice, the Papal player may immediately spend 2 CPs to intervene. If the Papacy intervenes, Venice is activated as a Papal ally (Section 22) and the Papacy is now at war with the declaring power.

DOW during the Action Phase

Three Event cards (*Schmalkaldic League, Machiavelli: "The Prince",* and *Six Wives of Henry VIII*) create a state of war during the Action Phase. The Ottoman defeat of Hungary may trigger a state of war with the Hapsburg during the Action Phase (Section 22.5). Finally, the activation of a minor power can create a state of war between major powers (Section 22.2). Add an appropriate marker to the Diplomatic Status Display when any of these five events occurs. If naval units of the two powers now at war occupy the same sea zone, fight an immediate naval battle between the two powers. If the number of hits is equal, both sides must retreat (an exception to the usual naval combat rules).

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 fifth segment of the Diplomacy Phase, as detailed below.

Restrictions At All Times:

You can not declare war on:

- Hungary-Bohemia (the Ottomans start the game at war with Hungary-Bohemia and are the only power that may be at war with this minor power).
- Scotland if you are currently allied to France or if you are the Ottoman, Papacy, or Protestant.
- Venice if you are England.
- 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.
- the Protestant power until the Schmalkaldic League Mandatory Event has been played.
- any other power if you are the Protestant and the Schmalkaldic League Mandatory Event has not yet been played.
- an independent key (Metz, Milan, Florence or Tunis) since those independent keys may be besieged by any power without a DOW.

Restrictions During Diplomacy Phase:

You can not declare war on:

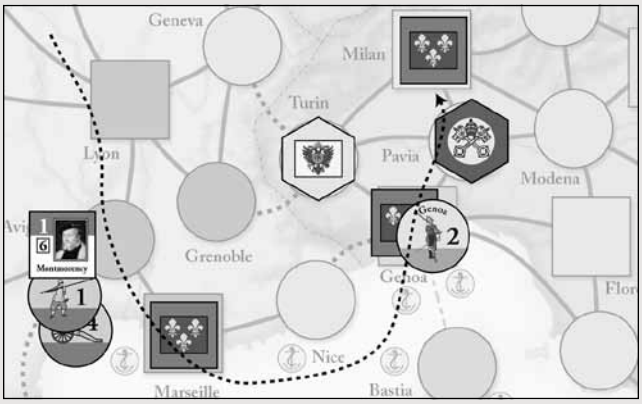
- a power that you have made peace with during the current Diplomacy Phase (even if that other power forced the end of the war by suing for peace),
- a power that you have formed an alliance with during the current Diplomacy Phase.
- Scotland, if you are either currently allied with France, or have made peace with France during the current Diplomacy Phase.
- Venice, if you are either currently allied with the Papacy, or have made peace with the Papacy during the current Diplomacy Phase.

10. SPRING DEPLOYMENT

The fifth phase of each turn is Spring Deployment. At this time, each power has the opportunity to move a single formation of land units and army leaders from their capital to a friendly-controlled space. This special move costs no CP and is executed in Impulse Order. The following restrictions apply:

Restrictions:

- Only land units and army leaders that start this phase in their capital may use spring deployment. The Hapsburgs may use spring deployment from either one of their capitals (but not both). The Protestant power (which has no capital) can never use spring deployment.
- 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). (*)



SPRING DEPLOYMENT EXAMPLE: It is France's turn for spring deployment. The Hapsburgs and French fought over Milan on the previous turn. The French were able to hold on to the key, but their defending forces were eliminated. They wish to reinforce Milan before the Action Phase begins. Fortunately, the French control Genoa and no power has a naval unit based in a port on the Gulf of Lyon. They may thus spring deploy as many as 5 units from Paris to Marseille and then over that sea zone into Genoa. The French were worried about reinforcing Milan during this turn's Diplomacy Phase and arranged an alliance with the Papacy. Pavia is thus a friendly space and the formation of Montmorency and 5 regulars can deploy all the way to Milan.

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- The path may not enter a space containing units from another power unless all the units in that space are friendly to the deploying power.
- No more than 5 land units (plus army leaders) may cross a sea zone during spring deployment. (*)

NOTE: The restrictions marked with an asterisk (*) are ignored by a power playing the Spring Preparations event during this phase. All other restrictions still apply.

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 consists of **one** of the following three activities:

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

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 CPs equal to the number in the shield in the upper-left corner of the card. These CPs 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.

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 CPs that can be used with that event; these CPs 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 *Here I Stand* and *Papal Inquisition* allow a player to retrieve any card they desire back out of the current 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 *Katherina Bora* to allow the Protestant power to get Reformation attempts); 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.

11.1 Actions

Each action in the game costs from 1 to 4 CP. Exact rules for the execution of each action are found throughout Sections 12 through 18, and in Section 20. A table follows that lists all possible actions, the CP cost for each power that can employ the action, and the applicable rulebook section. CPs are spent on one action at a time. That action is then executed to completion before any remaining CPs are spent (i.e. actions are not predesignated). CPs 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 CPs was played. A concise list of the actions that a power may employ is given in the upper left of their power card (Section 4). 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 Translate Scripture or Build St. Peter's.

Exception: The actions Explore, Colonize and Conquer may only be taken once per turn by a power. Note that the Colonize and Publish Treatise actions are the only ones whose cost differs by power.

ACTION SUMMARY	Ottoman	Hapsburg	England	France	Papacy	Protestant	Section
Move formation in clear	1	1	1	1	1	1	13
Move formation over pass	2	2	2	2	2	2	13
Naval move	1	1	1	1	1	-	16
Buy mercenary	-	1	1	1	1	1	17
Raise regular troop	2	2	2	2	2	2	17
Raise cavalry (Sipahi)	1	-	-	-	-	-	17
Build naval squadron	2	2	2	2	2	-	17
Build corsair	1	-	-	-	-	-	17
Assault /foreign war	1	1	1	1	1	1	17
Control unfortified space	1	1	1	1	1	1	12
Initiate piracy in sea zone	2	-	-	-	-	-	16
Explore	-	2	2	2	-	-	20
Colonize	-	2	3	3	-	-	20
Conquer	-	4	4	4	-	-	20
Translate scripture	-	-	-	-	-	1	18
Publish treatise	-	-	3	-	-	2	18
Call theological debate	-	-	-	-	3	3	18
Build Saint Peter's	-	-	-	-	1	-	18
Burn books	-	-	-	-	2	-	18
Found Jesuit university	-	-	-	-	3	-	18

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Impulse Example

It is Turn 1 of the game. The Protestant player was dealt four cards in addition to his Home card, Here I Stand. *Earlier in this turn, he played a card at the* Diet of Worms *and has taken two impulses (using his Home card and one other). He currently has the cards* Katherina Bora *and* Threat to Power *in his hand. Luther is the only German debater that is uncommitted. The following examples show some of the many possible activities he may undertake in this impulse (however it is not an exhaustive list):*

1: He may play either card for 3 CPs (since both cards contain a 3 in the upper-left corner). He can use these 3 CPs to call a Theological Debate (in Germany, since that is the only language zone that contains Protestant debaters). The card is placed in the discard pile.

2: Play either card for 3 CPs and use it to Publish a Treatise (2 CPs) and advance the marker for translating the New Testament in German one space (1 CP). The card is placed in the discard pile.

3: Play either card for 3 CPs and use all of these CP to advance the marker for translating the New Testament in German by three spaces. The card is placed in the discard pile.

4: Play either card for 3 CPs and use them to advance the markers for translating the New Testament by one space in all three language zones: German, French and English. The card is placed in the discard pile.

5: Play Katherina Bora *as an event to take 4 Reformation attempts in any combination of language zones. The card is then removed from the game.*

6: Play Threat to Power *as an event to remove an army leader. The card is placed in the discard pile.*

7: Pass. The Protestant player is eligible to pass because he does not have a Mandatory Event or Home card in his hand and the number of cards in his hand is equal to his Administrative Rating.

NOTE: With options 2, 3, and 4 above, the Protestant player may choose to commit Luther and utilize his debate bonus, in order to advance the New Testament translation in German by 1

12. CONTROL & UNREST

Political control of spaces can change based on actions (i.e. Control unfortified space, or a successful assault), negotiation, suing for peace, 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 units (including naval units and leaders), and
- free of unrest.

An LOC may not be traced through an electorate until the Schmalkaldic League Mandatory Event has been played. 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.

12.3 Fortified Space

Political control of fortified spaces only changes based on Negotiation (Section 9.1), Suing for Peace (Section 9.3), Siege (Section 15), and Event card play. See the appropriate section for further details.

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12.4 Unrest

Unrest markers are placed on spaces due to the events *Book of Common Prayer, Cloth Prices Fluctuate, Gabelle Revolt, Janissaries Rebel, Peasants' War, Pilgrimage of Grace,* and *Revolt of the Communeros*. Unrest markers can also be placed by excommunication of a ruler (Section 21.5) or a failed Reformation attempt using Carlstadt's debater bonus (Section 18.3). Markers must be placed in spaces that do not contain land or naval units (or leaders) of any power (***Exception:*** *Book of Common Prayer* and Carlstadt add unrest to spaces under Catholic influence regardless of occupation status). 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.
- The contents of this space are ignored entirely when conducting Reformation and Counter Reformation attempts in an adjacent space.
- The Protestant may not target an adjacent space for a Reformation attempt if a space in unrest is the only space under Protestant religious influence adjacent to that target space.
- The Papacy may not target an adjacent space for a Counter Reformation attempt 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).
- Electorates in unrest never yield VP to either the Hapsburgs or Protestants.
- 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 an Ottoman piracy attempt in an adjacent sea zone.

Spaces under unrest may be the target of Reformation and Counter Reformation attempts.

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. the unrest is in a Protestant home space, and this is the Protestant power removing unrest before the Schmalkaldic League Mandatory Event has occurred, or

c. 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 control of an unfortified space where an LOC is required).

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 CPs). 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 CPs: Two CPs 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 cards *Foul Weather* and *Gout* 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.
- 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) 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. 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 resolving any other attempts. Minor power

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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.
- 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. 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 CPs 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 cards *Landsknechts* or *Swiss Mercenaries* to change the number of units in the space.

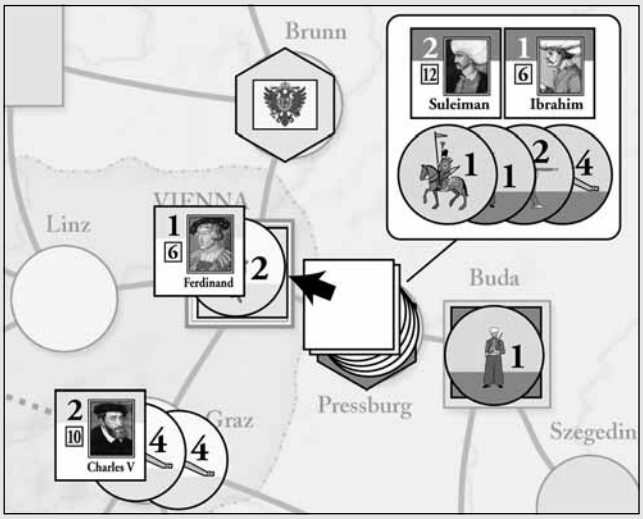
2. Attacker Adds Up Battle Dice: The active player is always considered the attacker in a field battle. The attacker adds up the number of dice he will roll as follows:

- 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.

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INTERCEPTION AND BATTLE EXAMPLE: It is the Ottoman impulse. Suleiman, Ibrahim, 7 regulars and 1 cavalry are stacked in Pressburg, the space between Vienna and Buda. The Ottoman spends 1 CP to move the entire formation to Vienna. Charles V and 8 Hapsburg regulars are stacked in Graz, adjacent to Vienna. They attempt to intercept, adding 2 to their dice roll due to Charles' Battle Rating and subtracting 1 for the presence of Ottoman cavalry. Charles' formation rolls an 8, just enough to complete the interception. [If they had failed the interception attempt, Ferdinand and the 2 regulars in Vienna would have had the option to either fight a land battle outside Vienna (not a smart option!), avoid battle to Brunn, Linz or Graz, or withdraw into the fortifications of Vienna.] In the resulting field battle, the Ottomans roll 8 dice for their units plus 2 dice for Suleiman (their best leader), for a total of 10 dice. The Hapsburgs will roll 10 dice for their units plus 2 dice for Charles plus 1 die as defender, for a total of 13 dice. The Ottomans score 3 hits on their 10 dice; the Hapsburgs score 5 on their 13 dice. 3 Hapsburg regulars are eliminated; the Ottoman chooses to eliminate the cavalry unit and 4 regulars. Suleiman, Ibrahim, and the remaining 3 regulars retreat to the space from which they entered the field battle (Pressburg). Charles, Ferdinand and 7 Hapsburg regulars remain in Vienna.

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.

6. Roll Dice: Both sides roll their dice (taking into account that play of the Combat cards *Mercenaries Bribed* or *Surprise Attack* in Step 4 or 5 may force a player to roll a different number of dice than the number arrived at in Step 2 or 3). Each roll of a "5" or a "6" is considered to be a hit.

7. Play Janissaries: If the Ottomans were one of the powers involved in this battle and they have not yet played *Janissaries* this turn, they may play this Home card to roll extra dice in an attempt to score additional hits.

8. 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.

9. 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.

10. 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).

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

12. 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.
- 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.

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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:

- 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. (***Exception:*** The card *Roxelana* allows the Ottoman player to assault a fortified space in the same impulse that the siege is initiated).
- The assaulting power has an LOC to the space.
- The power that controls the fortified space does not have a naval squadron in an adjacent sea zone.
- If the power that controls the fortified space has naval squadron(s) in that space, there is a greater number of squadrons from the assaulting power in adjacent sea zone(s).

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

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 cards *Foul Weather* and *Gout* to disrupt this Assault action. The active player has one final chance to play the Response cards *Landsknechts* or *Swiss Mercenaries* 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
- 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

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. Play Response Cards: Any power may play the Response card *Siege Artillery* to give the attacker an attempt to score additional hits.

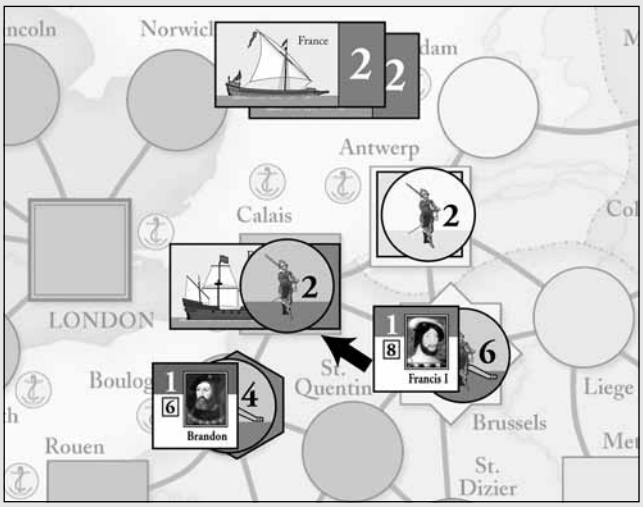
9. Take Casualties: Each side eliminates one land unit from their stack of units in the space for each hit scored by the opposing side. (Cavalry units may be taken as losses.)

10. 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 (8.2).

11. Unsuccessful Assault: If 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 placed in the nearest fortified space or their capital as described in Step 6 of the Peace Segment Procedure (Section 9.3).

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).

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Siege, Relief Force, Assault Example

French Impulse: *Francis and 6 regulars occupy Brussels, which is now under French political control. Francis uses a Move Formation in Clear action to move all his units to Calais in an attempt to besiege that key. Brandon's formation of 4 regulars in adjacent Boulogne fails to intercept this move. The 2 English regulars in Calais withdraw into the fortications, hoping for relief from Brandon during the upcoming English impulse. Since Francis' formation outnumbers the English defenders in Calais, that key is now under siege. An assault must wait until the next French impulse.*

English Impulse: *Brandon now comes to the aid of Calais. The French do not avoid battle. A relief force field battle ensues. The English choose to have the units inside the garrison participate in the battle, giving them 6 dice for units and 1 for the leader Brandon. The French roll 6 dice for units, 1 for the leader Francis, and 1 as defender. The English fail to get any hits on 7 dice; the French score 2 hits. The English take the losses on Brandon's formation; he retreats with 2 regulars back to Boulogne.*

French Impulse: *Francis is now ready to assault Calais. The 2 French fleets in the North Sea (compared to the 1 English fleet in Calais) provide just enough of a naval presence to satisfy the requirements for an assault. The French roll 1 die for every 2 land units (rounding up fractions), giving 3 dice, plus 1 for Francis. The English roll 2 dice for units plus 1 die as defender. If the French can score 2 hits, Calais will fall and the English fleet will be eliminated.*

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 enemy units.
- 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). Ottoman corsairs can also initiate piracy.

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 of that power (and their activated Minor Power allies and any lent fleets) to perform a move, wherever they are on the map. Naval movement may trigger interception attempts by enemy naval units. Enemy naval units are also allowed to try to avoid battle in response to Naval Move actions.

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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. Naval units of two different powers that are not at war may occupy the same sea zone after a move. 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, the Black Sea to the Aegean Sea (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 units of the minor powers of Genoa and Venice (as well as the naval leader Andrea Doria) may never move into the Atlantic Ocean sea zone.

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 or sea 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).

3. Play Response Cards: Other powers may play the Response card *Foul Weather* 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. 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 already contains naval units from the active power. The intercepting power rolls two dice and adds the Battle Rating of any naval leader present to the dice sum. 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 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. 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 as follows:

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- 1 die for each corsair
- 2 dice for each naval squadron
- 1 die for each Battle Rating point from their highest-rated naval leader in the sea zone or port

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 as follows:

- 1 die for each corsair
- 2 dice for each naval squadron
- 1 die for each Battle Rating point of 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 and add up the number of hits they have scored. Each roll of a "5" or a "6" is considered to be a hit.

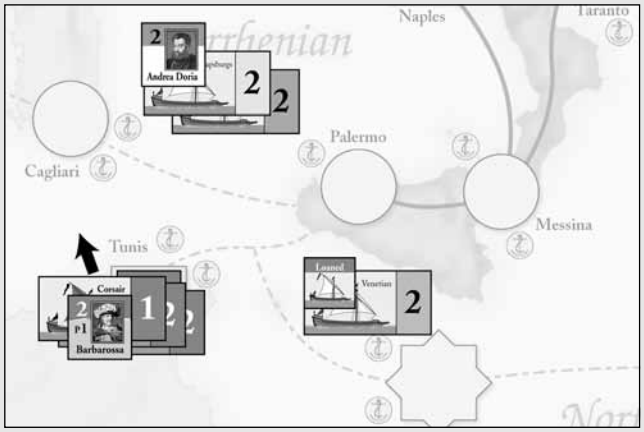
6. Play Response Cards: If the Ottoman was one of the powers involved in this battle and they have not yet played J*anissaries* this turn, they may play this Home card to roll extra dice in an attempt to score additional hits. Any power may play the Response card *Professional Rowers* to give one side 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 naval squadron for every 2 hits scored by the opposing side. If hits against the Ottoman power remain after applying hits to naval squadrons, each remaining hit eliminates 1 corsair. Odd hits remaining against the losing side eliminate 1 extra naval squadron; 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 on the Turn Track. In a future turn, the leader will reenter play and the naval units may be rebuilt (8.2).



Naval Movement and Combat Example
It is the Ottoman impulse. Genoa is a Hapsburg ally. Venice is a Papal ally, but they loaned 1 Venetian fleet to the Hapsburgs during the Diplomacy Phase of this turn. The Ottoman undertakes a Naval Move action. After moving several other naval squadrons into the Aegean Sea, the Ottoman also moves Barbarossa and the 3 naval units in Tunis (2 squadrons and 1 corsair) to the Barbary Coast, as shown above. A Hapsburg naval force consisting of Andrea Doria, a Genoese squadron, and a Hapsburg squadron is in an adjacent sea zone, the Tyrrhenian Sea. The loaned Venetian fleet is also in an adjacent sea zone, the Ionian Sea. Both stacks of Hapsburg naval units attempt to intercept. Each rolls a 7 on two dice. Because of the +2 added to the roll for Doria's Battle Rating, his stack succeeds. The stack without Andrea Doria's modifier does not. Naval combat ensues in the Barbary Coast. The Ottoman rolls 7 dice (4 for the two squadrons, 1 for the corsair, 2 for Barbarossa). The Hapsburgs roll 6 dice (4 for squadrons, 2 for Doria). Each side rolls 3 hits. Since the Hapsburgs are the defender, they win the battle. An Ottoman squadron and corsair are eliminated. Barbarossa and the remaining squadron must retreat to an adjacent sea zone or controlled port (though it doesn't have to be Tunis). The Hapsburgs eliminate one of their squadrons; the other remains with Doria in the Barbary Coast.

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 CPs and Move: The active power must have at least 2 CPs 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 *Foul Weather* to disrupt naval transport. A formation under siege may not be moved by naval transport.

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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.

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



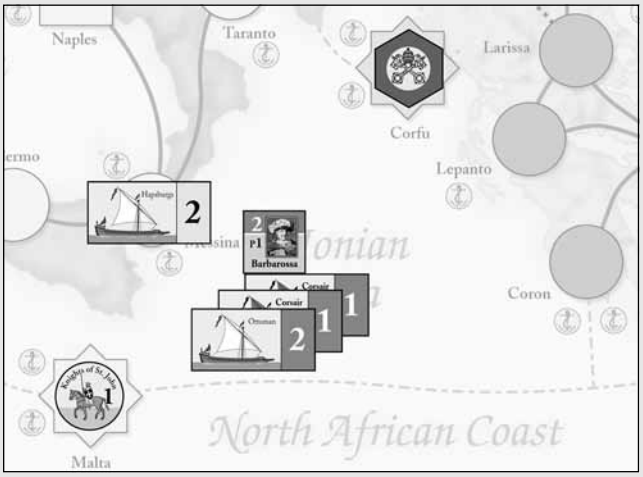
If the Ottoman power has corsairs in a sea zone, he may spend 2 CPs on the Initiate Piracy in Sea Zone action and target any power that controls a port space adjacent to that sea zone. The target and any powers at war with the Ottoman roll to see if they can eliminate some of the corsairs. If corsairs remain, they roll for piracy hits, which may result in Ottoman VP, card draws from the targeted power, or removal of naval units. VP earned through Piracy are marked on the Ottoman power card. When earned, these VP increase the Ottoman VP total, but they do not affect the VP total of the targeted power.

Piracy Procedure

1. Declare Piracy: An active Ottoman power declares that the corsairs in a sea zone are going to initiate 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. The Ottoman does not need to be At War with that power. The Ottoman may only initiate piracy in a given sea zone once per turn; place a "Piracy" marker in this sea zone as a reminder.

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

- 2 dice for each naval squadron of the targeted power in the sea zone where piracy is occurring
- 1 die for each naval squadron of the targeted power or another power (major or minor) that is at war with the Ottoman in a port or sea zone adjacent to the sea zone where piracy is occurring
- 1 die for each fortress controlled by either the targeted power, another power (major or minor) at war with the Ottoman, or the Knights of St. John. 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 extra dice.)*



Piracy Example

It is the Ottoman impulse. Barbarossa, 2 corsairs, and 1 naval squadron have moved out into the Ionian Sea during an earlier action. The Hapsburgs are at war with the Ottomans; the Papacy is not. The Ottoman player spends 2 CP for an Initiate Piracy action in this sea zone, targeting the Hapsburg power. The Hapsburg player gets to roll 2 dice against the pirates: 1 for the Knights of St. John in Malta and 1 for the squadron in Messina. The Papal fort at Corfu does not assist since the Papacy is not at war with the Ottoman. The Hapsburgs score 1 hit, eliminating 1 of the corsairs. Having only 1 corsair left, the Ottoman receives 1 base die (plus 1 die for Barbarossa's Piracy rating). Both Ottoman rolls are hits. The Hapsburg player elects to eliminate its naval squadron at Messina and give the Ottoman player 1 piracy VP. The Hapsburg wants to avoid giving the Ottoman a card draw (which might lead to additional piracy attempts!).

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. The Ottoman eliminates one corsair for each hit.

4.Ottoman Adds Up Piracy Dice: If one or more corsairs remain in the sea zone after Step 3, the Ottoman will roll for piracy. The Ottoman has the following base number of dice:

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

The Ottoman then adds the Piracy rating of any naval leader present in the zone (1 bonus die for Barbarossa; 2 bonus dice for Dragut).

5. Roll Piracy Dice: The Ottoman 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 squadron in or adjacent to the targeted sea zone

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b. allow the Ottoman player to draw at random and keep 1 card from his hand (it can not be played until a future impulse)

c. award the Ottoman player 1 VP for Piracy.

The Ottoman player may not be awarded a card draw if no cards are left to be drawn from the target power's hand. Similarly, the Ottoman player may never earn more than 10 VP through piracy in a game. The target power must always try and award one of these three items to the Ottoman for each hit. Picking a choice of no benefit to the Ottoman player is not permitted if another selection is available. The targeted power is free to choose different items on a hit-by-hit basis.

17. UNIT CONSTRUCTION

There are five actions which allow powers to construct new units. New units must be constructed in friendly home spaces (***Exceptions:*** The card *Foreign Recruits* allows units to be built in a non-home friendly space; the cards *Landsknechts* and *Swiss Mercenaries* allow units to be built in a space already containing a stack of the active power's units). Units may never be constructed in a space in unrest. 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 denominations of counters at this 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.)*

17.1 Land Units

Land units may be constructed in any friendly home space that is not occupied by enemy units.

Regulars: All powers may spend 2 CPs 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.

17.2 Naval Units

Naval units may be constructed in any friendly home port that is not occupied by enemy units. Naval units lost by any method cannot reenter play on the turn in which they were eliminated. When a naval unit is lost, place it on the Turn Track in the box provided for the next game turn. At the start of that turn, return these eliminated naval units to the pool of units available to be constructed by that power. If an event calls for naval units to be added to the map, and the only units available are on the Turn Track, these units are forfeited.

Squadrons: All powers except the Protestant may spend 2 CPs on the Build Naval Squadron action. Add 1 naval squadron to the map for each such action taken.

Corsairs: If the *Barbary Pirates* Mandatory Event has occurred, the Ottoman power (only) may spend 1 CP on the Build Corsair action. Add 1 corsair to the map for each such action taken. Note that Corsairs may be built in either an Ottoman home port, Algiers, or a port that has been targeted by the event *Pirate Haven.* Corsairs are the only type of unit the Ottoman power can build at Algiers or at a port targeted by *Pirate Haven.*

18. THE REFORMATION

The religious struggle started by Luther's 95 Theses in 1517 takes place during the game at the same time as the military campaigning covered in the earlier rule sections. This section presents all the rules governing the religious conflict. Although the Papacy and the Protestant power are the key figures in the religious arena, the English and Hapsburg powers both have a vested interest in the outcome. The religious actions that trigger a change in religious status are presented first below. These are followed by detailed instructions on resolving the Reformation attempts, Counter Reformation attempts, and Theological Debates that result from these actions.

18.1 Religious Actions

The following eight sections describe the actions that affect the religious status of Europe. The first two items (Luther's 95 Theses and the Diet of Worms) occur automatically at the start of Turn 1 to represent Luther's initial attack on the institutions of Catholicism. The remaining six religious actions are initiated through the expenditure of CP during the action cycle.

Luther's 95 Theses

The first phase of Turn 1 is always the play of the Mandatory Event card *Luther's 95 Theses* by the Protestant player. This card always starts the game in the possession of the Protestant player (and note that cards are not dealt until **after** the Luther's 95 Theses Phase). This event has the following effects:

- Luther is added to the Wittenberg space (Section 8.2)
- Wittenberg comes under Protestant religious influence (and the 2 Protestant regulars on Wittenberg in the Electorate display are added to the space, see 21.6)
- The Protestant power makes 5 Reformation attempts targeting the German language zone. These attempts are resolved as described in Section 18.3. The Protestant rolls one extra die in each attempt.

This Mandatory Event card is then removed from the deck. *Luther's 95 Theses* is the only Mandatory Event that does not grant the player 2 CPs after the event is resolved.

Diet of Worms

The fourth phase of Turn 1 is always the Diet of Worms phase. In 1521, the newly-appointed Holy Roman Emperor Charles V reviewed Luther's teachings in front of this German legislature. In the game, the Diet is played out using the following procedure.

Diet of Worms Procedure

1. Select Commitment Card: The Protestant, Hapsburgs, and Papacy all secretly select one card from their hand to represent their level of commitment to these proceedings. Each of these powers must play a card. The card may not be a Mandatory Event.

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A power may choose its Home card. Cards with higher CP values represent higher levels of commitment.

2. Reveal Cards: All chosen cards are simultaneously revealed.

3. Roll Protestant Dice: The Protestant player adds 4 to the CP value of his card. This total represents the number of dice he now rolls. Each roll of a "5" or a "6" is considered to be a hit.

4. Roll Papal and Hapsburg Dice: The Papal player rolls a number of dice equal to the CP value of his card. The Hapsburg player does the same. Each roll of a "5" or a "6" is considered to be a hit. **These two powers combine their hits into a Catholic total.**

5. Protestant Victory: If the number of Protestant hits exceeds the number of Catholic hits, the Protestant power flips a number of spaces equal to the number of extra hits he rolled to Protestant influence. All spaces flipped must be in the German language zone. Spaces flipped must be adjacent to another Protestant space; spaces that were just flipped in this step can be used as the required adjacent Protestant space.

6. Catholic Victory: If the number of Catholic hits exceeds the number of Protestant hits, the Papacy flips a number of spaces equal to the number of extra hits he rolled to Catholic influence. All spaces flipped must be in the German language zone. Spaces flipped must be adjacent to another Catholic space; spaces that were just flipped in this step can be used as the required adjacent Catholic space.

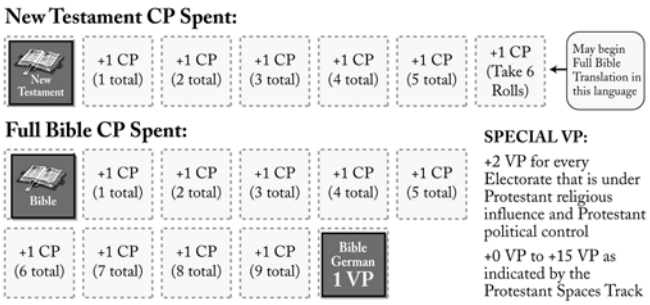
7. Draw: If the number of Protestant and Catholic hits is equal, the Diet is inconclusive. No action is taken.

Publishing a Treatise

The Protestant power may spend 2 CPs on the Publish Treatise action. The Protestant power makes 2 Reformation attempts targeting a single language zone. This target language zone must be specified before attempting the first Reformation attempt (Section 18.3). If Cranmer is on the map, the English power may also undertake the Publish Treatise action, although the cost for the action is 3 CP. Treatises published by the English always target the English language zone.

Biblical Translations

The Protestant power (only) may spend 1 or more CP on the Translate Scripture action. In the game, completion of a translation represents the huge boost the Protestant faiths received for offering biblical texts in worshippers' native languages. For each CP spent, advance one marker one space on either the New Testament translation track or the Full Bible translation track on the Protestant power card. Several debaters (Luther, Melanchthon, Tyndale, Coverdale, Olivetan) have bonuses that allow the marker to be advanced one additional space without spending a CP if that debater is committed during this impulse (see 18.2 below). Only one bonus space can ever be awarded in a single impulse. The appropriate portion of the Protestant power card is shown below for ease of reference. There are three markers on each of these two tracks, one for each of these three language zones: German, English and French. The Protestant may not advance the Full Bible marker in a language zone until the New Testament is complete for that language. When a marker reaches the final space on the track, the translation is complete. The Protestant must advance a marker 6 spaces to complete translation of the New Testament in each language, and 10 spaces to translate the Full Bible in a language. Immediately upon completion of a New Testament translation, the Protestant power may make 6 Reformation attempts, targeting the language zone that matches the language of translation. Immediately upon completion of a Full Bible translation, the Protestant power may make 6 Reformation attempts, targeting the language zone that matches the language of translation and all dice rolled by the Protestant receive a +1 die roll modifier (i.e. possible results range from 2-7). In addition, the Protestant player earns 1 bonus VP when each Full Bible translation is completed. Once these markers reach a final box, there is no reason to continue to pay CP to advance them; each translation may only occur once in a given game.



Biblical translation section of the Protestant power card

Calling Theological Debates

Both the Protestant and Papal powers may spend 3 CPs to Call a Theological Debate in one of these three language zones: German, English and French. If all Protestant debaters in a language zone are committed, the Protestant player may not initiate debates in that language zone. Similarly, if all Papal debaters are committed, the Papal player may not initiate debates in any language zone. If none of the Protestant debaters for a language zone have entered the game (or all of them have been burnt at the stake, excommunicated, or removed from play), neither player may call a debate in that zone. Complete rules on how to resolve a theological debate are found in Section 18.5. This action can be triggered by a card play by the English power if Mary I is ruler of England (Section 21.3). Certain Event cards also result in the calling of a debate.

Building Saint Peter's

The Papal power (only) may spend 1 or more CP on the Build Saint Peter's action. This action represents spending money on the Papacy's main building project of the time: the refurbishment of St. Peter's Basilica. For each CP spent, advance the "St. Peter's CP" marker one space to the right on the Papacy's power card. If the marker reaches the rightmost space, labeled "+1 CP (Add 1 VP, Set to 0)", reset this marker to the "At Start: 0 CP" space and move the "St. Peter's VP" marker on the line below one space to the right. The Papacy may never earn more than 5 VP from St. Peter's construction in a single game.

Burning Books

The Papal power may spend 2 CPs on the Burn Books action. The Papal power makes 2 Counter Reformation attempts targeting any single language zone. This action can also be triggered by a card play by the English power if Mary I is ruler of England (Section 21.3).

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Founding a Jesuit University
After the *Society of Jesus* Mandatory Event has been played, the Papal power may spend 3 CPs on the Found Jesuit University action. The Papal power adds a Jesuit university marker to a Catholic space (that does not yet have such a university). The cost of adding a Jesuit university is reduced to 2 CPs if the debater Loyola is committed during this action (see 18.2 below).

18.2 Religious Modifiers

The chance of success of a Reformation or Counter Reformation attempt on a space is based on the board position in and adjacent to the target space. The religious affiliation of adjacent spaces is the most important variable, but the presence of reformers, Jesuit universities, and some land units also affects those religious conflicts. Each debater present in the game has a unique special bonus; many of these bonuses also serve as modifiers to religious activities.

Reformers
The four Protestant reformers are placed on the map as described in Section 8.2. Each of these reformers provides a strong positive modifier for the Protestant in Reformation and Counter Reformation attempts nearby (2 extra dice in the same space as the reformer, 1 extra die in all adjacent spaces).

Jesuit University
Two Jesuit Universities are placed on the map when the *Society of Jesus* Mandatory Event is played. After that event has been played, the Papacy may then start adding additional Jesuit universities. Each of these universities provides a strong positive modifier for the Papacy in Reformation and Counter Reformation attempts nearby (2 extra dice in the same space as the university, 1 extra die in all adjacent spaces).

Land Units
Land units that have Protestant and Catholic leanings have the same effect as reformers/Jesuit universities on nearby Reformation and Counter Reformation attempts. The sections below describe which armies fall into each religious camp (note that a few units are unaligned and have no effect on the religious struggle). Each stack of land units only modifies a religious attempt once; there is no cumulative effect for having additional land units (or army leaders) in a space.

Protestant land units are:
- Protestant regulars and mercenaries.
- English regulars and mercenaries if either Edward VI or Elizabeth I rules England.

Catholic land units are:
- Papal regulars and mercenaries.
- Hapsburg regulars and mercenaries.
- French regulars and mercenaries.
- English regulars and mercenaries if Mary I rules England.
- Regulars of all four minor powers (Genoa, Hungary-Bohemia, Scotland and Venice). ***Exception:*** While Scotland is allied with England, Scottish units are treated the same as English ones.
- Independent regulars including the Knights of St. John.

Unaligned land units are:
- Ottoman regulars and cavalry.
- English regulars and mercenaries if Henry VIII rules England.

Unaligned land units are ignored in religious conflicts.

Debater Bonuses
The front (uncommitted) side of each debater contains text describing the unique special bonus that this debater provides. If uncommitted, a debater may use his bonus to increase the chance of success of Reformation attempts, Counter Reformation attempts, Theological Debates, and the Council of Trent. These bonuses also can be used to make actions more cost effective. When a debater bonus is used, that debater counter is flipped to the gray, committed side. Debaters also become committed when events requiring their presence are played and when they are involved in theological debates. Debaters are flipped back to the uncommitted side during the Winter Phase. The following restrictions apply to these debater bonuses:

Restrictions:
- Debaters that were committed earlier in the turn may never use their bonus.
- Debater bonuses last for that one Event card play or action only. A bonus may not be applied repeatedly to multiple actions in the same impulse. *(Example: With Loyola's bonus, only one Found Jesuit University action can be discounted to 2 CP. Building two universities in a single impulse would thus cost 5 CP: one at 2 CP and one at the full price of 3 CP).*
- Each power (Protestant and Papacy) may only use one debater's bonus in a given impulse that applies during Reformation or Counter Reformation attempts or biblical translations. Debaters whose bonuses apply during theological debates always apply their bonus if they enter a debate uncommitted (i.e., it it not optional). Flipping a debater to his committed side to fulfill the requirement for playing an Event card does *not* count as using a debater bonus in an impulse. *(Example: The Protestant plays the event* Katherina Bora *which flips Luther to the committed side. The Protestant may commit another debater to get bonus dice on the Reformation attempts generated by this event.)*
- Debater bonuses may be used during other power's impulses. Thus, a power might play an event on behalf of the Protestant or Papal player, or the English power may publish a treatise in the English language zone. The Protestant and Papacy may use debater bonuses to improve the effectiveness of such an activity. The decision to allocate debater bonuses in these situations is always decided by the Protestant or Papal players (even in the case of a Publish Treatise action undertaken by the English power).
- A debater who provides "Bonus CP" for translation in a language zone may only use their bonus if the Protestant spent one or more CP on translating in that zone this impulse.
- Debaters who provide extra Reformation or Counter Reformation attempts during a publish treatise or burn books action (e.g. Carlstadt, Cajetan, Caraffa, and Calvin) must be committed before any of the attempts for that action are made. (However debaters who provide **a bonus die roll** for such an action may be committed in the middle of the string

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of attempts, as long as it is before any dice are rolled for the first attempt in which their bonus die is being applied).

18.3 Reformation Attempts

The following actions award a player one or more Reformation attempts (notes in parentheses give the target language zone(s) and the number of attempts):

- *Luther's 95 Theses* (German zone, 5 attempts with one extra die in each)
- Publishing a treatise (zone is chosen by power taking action. 2 attempts normally). If Carlstadt's debater bonus is used, make 3 attempts which all must be in German zone. If Calvin's debater bonus is used, make 3 attempts which all must be in French zone.
- Finishing a New Testament translation (Zone determined by language of translation; 6 attempts)
- Finishing a Bible translation (Zone determined by language of translation; 6 attempts with +1 die roll modifier added to each Protestant die).

A number of Event cards also award Reformation attempts (target language zone as listed; number in parentheses is the number of attempts):

- **German language zone:** *A Mighty Fortress* (6).
- **French language zone:** *Affair of the Placards* (3), *Calvin's Institutes* (5 with +1 die roll modifier added to each Protestant die)
- **English language zone:** *Book of Common Prayer* (4), *Dissolution of the Monasteries* (3).
- **All language zones:** *Marburg Colloquy* (sum of 2 German debaters), *Erasmus* (4), *Katherina Bora* (5), and *Printing Press* (3 with one extra die in each Reformation Attempt for the rest of the turn).

Many of these events are only playable if a specific debater is still uncommitted. Upon play of an Event card with such a requirement, regardless of which power played it, the appropriate debater is automatically flipped to the committed side.

Each Reformation attempt gives the Protestant player (or English player if this is one of the two attempts from an English Publish Treatise action) a chance to flip a single space to Protestant religious influence. Resolve each Reformation attempt according to the following procedure. Each space on the map can only be the target for a Reformation attempt once per impulse. If the Protestant (or English) power fails to convert a space, they must wait until a future impulse before trying again.

Reformation Attempt Procedure

1. Pick Target Space: For each attempt, the attempting power picks a target space. This space must be Catholic and either:

- Contain a reformer,
- Be adjacent to a space under Protestant religious influence (even if across a pass), or
- Be a port connected to a sea zone that contains other ports under Protestant religious influence.

The chosen space may be in any language zone, but the attempting power will only win ties and receive +1 die roll modifiers (if applicable) if the space is in the target language zone(s). The event *Book of Common Prayer* is further restricted to allowing only English home spaces (which includes Calais) as targets.

2. Add Up Reformer Dice: The attempting power adds up the base number of dice to roll:

- 1 die for each adjacent space under Protestant religious influence
- 1 die for each adjacent reformer
- 1 die for each adjacent stack of Protestant land units
- 2 dice if reformer in target space
- 2 dice if there is a stack of Protestant land units in the target space.

The attempting power always rolls at least 1 base die, even if none of the items above applies to the target space (such as a space that is across a pass from all adjacent Protestant spaces). Adjacent spaces, adjacent reformers, or adjacent stacks of units that are either (a) across a pass or (b) in a space that is in unrest do not provide extra dice. *Note: A single unit is considered to be a "stack" for the purpose of this procedure.*

3. Add Bonus Dice: The attempting power then adds bonus dice to the base dice if any of the following conditions are met:

- 1 die if the *Printing Press* event has been played this turn
- 1 die if this is an attempt from the *Luther's 95 Theses* event
- 1 die if an applicable debater bonus applies to this Reformation attempt.

The total is the number of dice used in Step 4.

4. Roll Dice: The attempting power rolls this many dice. He adds a +1 die roll modifier to each roll if this attempt was generated by *Calvin's Institutes* or a Full Bible translation and if this attempt is in the target language zone(s). The attempting power remembers the highest single modified roll achieved; unlike other combats, he does not count the number of hits.

5. Automatic Success: If the highest modified roll achieved is a 6 or higher and this is a space within the target language zone, this Reformation attempt has succeeded without a Papal challenge. Flip the target space to Protestant religious influence and skip the rest of the steps in this procedure.

Otherwise, the Papacy may attempt to stop this attempt.

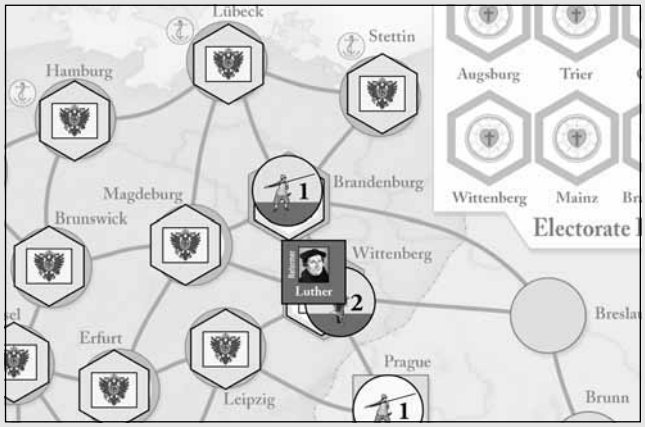
6. Add Up Papal Dice: The Papal power adds up how many dice to roll:

- 1 die for each adjacent Catholic space
- 1 die for each adjacent Jesuit university
- 1 die for each adjacent stack of Catholic land units
- 2 dice if Jesuit university in space
- 2 dice if stack of Catholic land units in space

The Papacy always rolls at least 1 die, even if none of the items above applies to the target space. Adjacent spaces, adjacent universities, or adjacent stacks of units that are either (a) across a pass or (b) in a space that is in unrest do not provide extra dice.

7. Roll Papal Dice: The Papal power rolls this many dice and remembers the highest single roll achieved.

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Reformation Attempt Example

It is the Luther's 95 Theses Phase at the beginning of Turn 1. The Protestant player has already taken his first Reformation attempt and successfully flipped Brandenburg to Protestant influence. As specified in Section 21.6, this conversion of an electorate allows the Protestant player to take the 1 regular listed for Brandenburg on the Electorate display and place it on the map in this space. The situation is shown below:

The Protestant player is unsure which space to target with the next Reformation attempt. He therefore decides to compute the odds against all spaces eligible for a Reformation attempt (remember that the Luther's 95 Theses card grants one extra die on each attempt):

***Lubeck:** 3 Protestant dice (1 die for adjacent space under Protestant religious influence, 1 die for adjacent stack of Protestant land units, 1 die for 95 Theses) vs. 3 Papal dice (all for adjacent Catholic spaces). In German language zone, so Protestant will win a tie.*

***Stettin:** 3 Protestant dice (1 adjacent space, 1 adjacent stack, 95 Theses) vs. 1 Papal die (1 adjacent space). In German language zone, so Protestant will win a tie.*

***Breslau:** 6 Protestant dice (2 adjacent spaces, 2 adjacent stacks, 1 adjacent Reformer, 95 Theses) vs. 1 Papal die (1 adjacent space). Outside German language zone, Papacy wins a tie.*

***Prague:** 4 Protestant dice (1 adjacent space, 1 adjacent stack, 1 adjacent Reformer, 95 Theses) vs. 5 Papal dice (3 adjacent spaces, 1 stack of Catholic land units in space). Outside German language zone, Papacy wins a tie.*

***Leipzig:** 4 Protestant dice (1 adjacent space, 1 adjacent stack, 1 adjacent Reformer, 95 Theses) vs. 4 Papal dice (3 adjacent spaces, 1 adjacent Catholic stack). Protestant wins a tie.*

***Magdeburg:** 6 Protestant dice (2 adjacent spaces, 2 adjacent stacks, 1 adjacent Reformer, 95 Theses) vs. 3 Papal dice (3 adjacent spaces). Protestant wins a tie.*

Based on the odds, Breslau and Magdeburg look like the best targets. The Protestant chooses Magdeburg since he win a tie there and doesn't have to fear that he will lose automatically as soon as the Papacy rolls a 6.

8. Determine Result: If the highest single modified Protestant die roll exceeds the highest single Papal die roll, the space is flipped to the Protestant side. If this is an electorate being converted to the Protestant religion for the first time, place a Protestant regular in as specified in Section 21.6. If the highest Protestant roll is lower, the attempt fails. Add an unrest marker to the target space if this was an attempt in the German language zone and the Carlstadt debater bonus was used. The Protestant (or English) power wins ties within the target language zone(s); the Papacy wins ties everywhere else.

NOTE: When switching spaces to Protestant religious influence, note that there are no control makers for minor powers. Minor power home spaces that become Protestant are marked by placing independent (gray) control markers on their white fill side.

18.4 Counter Reformation Attempts

The following actions award the Papal player one or more Counter Reformation attempts (number in parentheses is the number of attempts):

- Burning books (2 normally; 3 in a single language zone if Cajetan's debater bonus is used; 3 in any language zone if Caraffa's debater bonus is used).
- These events cards: *Defender of the Faith* (3), *Mary Defies Council* (3), and *Erasmus* (4).

Each Counter Reformation attempt gives the Papal player a chance to flip a single space back to Catholic religious influence. Resolve each attempt according to the following procedure. Each space on the map can only be the target for a Counter Reformation attempt once per impulse. If the Papal player fails to convert a space, he must wait until a future impulse before trying again.

Counter Reformation Procedure

1. Pick Target Space: For each Counter Reformation attempt, the Papal power picks a target space. This space must currently be Protestant and must either:

- Contain a Jesuit university,
- Be adjacent to a space under Catholic influence (even if across a pass), or
- Be a port connected to a sea zone that contains other ports under Catholic religious influence.

The chosen space may be in any language zone, but the Papacy will only win ties if Paul III or Julius III is the Papal ruler and the space is in the target language zone(s).

2. Add Up Catholic Dice: The Catholic player adds up the number of dice to roll:

- 1 die for each adjacent Catholic space
- 1 die for each adjacent Jesuit university
- 1 die for each adjacent stack of Catholic land units
- 2 dice if Jesuit university in target space
- 2 dice if stack of Catholic units in target space

The Papacy always rolls at least 1 die, even if none of the items above applies to the target space. Adjacent spaces, adjacent universities, or adjacent stacks of units that are either (a) across a pass or (b) in a space that is in unrest do not provide extra dice.

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NOTE: A single unit is considered to be a "stack" for the purpose of this procedure.

3. Determine Bonus Dice: The Papal player then adds 1 or 2 bonus dice to the base dice if an applicable debater bonus applies to this Counter Reformation attempt.

4. Roll Papal Dice: The Papal power rolls this many dice. He subtracts 1 from each die roll if the event *Augsburg Confession* was played this turn. The Papal player remembers the highest single roll achieved; unlike other combats, he does not count the number of hits.

5. Automatic Success: If the highest modified roll achieved is a 6, this is a space within the target language zone, and Paul III or Julius III is the current ruler of the Papacy, this Counter Reformation attempt has succeeded without a Protestant challenge. Flip the target space to Catholic religious influence and skip the rest of the steps in this procedure. Otherwise, the Protestant may attempt to stop this attempt.

6. Adds Up Protestant Dice: The Protestant power adds up how many dice to roll:

- 1 die for each adjacent space under Protestant religious influence
- 1 die for each adjacent reformer
- 1 die for each adjacent stack of Protestant land units
- 2 dice if reformer in space
- 2 dice if stack of Protestant land units in space

The Protestant always rolls at least 1 die, even if none of the items above applies to the target space. Adjacent spaces, adjacent reformers, or adjacent stacks of units that are either (a) across a pass or (b) in a space that is in unrest do not provide extra dice.

7. Roll Protestant Dice: The Protestant power rolls this many dice and remembers the highest single roll achieved.

8. Determine Result: If the highest single Papal modified die roll exceeds the highest single Protestant die roll, the space is flipped to the Catholic side. If the highest Papal roll is lower, the attempt fails. The Papacy wins all ties if this is a space within the target language zone and Paul III or Julius III is the Papal ruler; otherwise the Protestant wins all ties.

9. Award CP: Award 1 CP toward St. Peter's construction if Tetzel's debater bonus was used in this attempt.

18.5 Theological Debates

Calling a Theological Debate is less predictable than using Reformation (or Counter Reformation) attempts, but it does offer the following potential benefits:

- Victory Points (VP) can be earned for burning or disgracing enemy debaters, and
- Spaces may be converted to your denomination even if you don't have many positive religious modifiers nearby.

Theological Debate Procedure

1. Specify Language Zone: The attacker specifies the language zone for the debate: German, French or English.

2. Choosing the Attacker: The power initiating the debate randomly picks an uncommitted debater to serve as the attacker in this debate. The Protestant must select from the pool of uncommitted debaters for that language zone. The Papacy always selects from its full pool of uncommitted debaters, regardless of the language zone where the debate is being held. This debater is placed on the "Current Debater" box for this power on the Religious Struggle Card.

3. Choosing the Defender: The power initiating the debate has two options when choosing who to target with a theological attack. They may either:

- choose a random enemy debater from the pool of *committed* enemy debaters (of the proper language zone if the target is the Protestant), OR
- choose a random enemy debater from the pool of *uncommitted* enemy debaters (again of the proper language zone if the target is the Protestant).

The defender chosen is placed on the "Current Debater" box for this power.

Exception to Steps 2 and 3: If this debate was called with the *Leipzig Debate* Home card, the Papal player can either select his own attacker or specify that one Protestant debater is not available to defend during any round of this debate. Likewise, the Protestant player may play *Here I Stand* at this time to substitute Luther for another debater (attacking or defending), as long as this debate is occurring in Germany. *Here I Stand* may be used to substitute Luther even if the Papacy already specified that Luther was not available with *Leipzig Debate* and even if Luther is committed.

4. Debate Initiator Rolls Dice: The power initiating the debate rolls a number of dice equal to the value of the debater plus 3. Each roll of a "5" or a "6" is considered to be a hit.

Exceptions:

- The number of dice rolled by a Papal debater initiating a debate is reduced by 1 if the event *Augsburg Confession* was played this turn.
- The debate value of a Papal debater in the English language zone is doubled in this step if Mary I rules England.
- If the debater Eck or Gardiner was chosen in Step 2, their debater bonuses allows one additional attack die in a debate.
- A Papal debater rolls two additional attack dice if they have chosen to initiate a debate from the event *Papal Inquisition.*

5. Debate Defender Rolls Dice: The number of dice rolled by the defending power varies based on whether or not the defender was already committed prior to the debate:

- If committed: Debate value of debater plus 1 die
- If uncommitted: Debate value of debater plus 2 dice.

Each roll of a "5" or a "6" is considered to be a hit.

6. Flip Debaters: Flip these two debaters to their committed side. Also flip a debater that Luther replaced to his committed side.

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7. Compare Dice Rolls: Compare the number of hits for each side. The possible outcomes are:

- **Equal hits on both sides; this is the first round of the debate:** The debate enters a second round using new debaters. Both players select a second debater at random from among those debaters still uncommitted in this language zone. If no uncommitted debaters remain, the debater is chosen at random from the pool of committed debaters in this zone. The Protestant player may instead commit Bullinger to use his debater bonus at this point; if so, Bullinger is inserted as the second round debater (before the random determination is made). The Protestant player also may play *Here I Stand* at this time to substitute Luther for another debater as long as this debate is occurring in Germany. After both second round debaters are selected, return to Step 4.
- **Equal hits on both sides; this is the second round of the debate:** The debate is inconclusive. The action is over.
- **One side has more hits:** The difference in the hit total is the number of spaces that the winning side may flip to their religious influence. All spaces flipped must be in the language zone in which the debate was held if possible. Once all spaces in the chosen language zone are flipped to the winning denomination, additional hits are then used to flip spaces in any other language zone. Spaces flipped to Protestant influence must be eligible for a Reformation attempt as specified in Step 1 of the Reformation Procedure. Spaces flipped to Catholic influence must be eligible for a Counter Reformation attempt as specified in Step 1 of the Counter Reformation Procedure. The result of the debate may be modified if Aleander or Campeggio was the final Papal debater, as specified by their debater bonus text, assuming they were not committed prior to this round of the debate.

8. Burn Protestant Debater: If the Papal player won the debate and the difference in the hit total was *greater* than the debate value of the Protestant debater, that debater is burnt at the stake! Place him in the Bonus VP box of the Papacy's power card. The Papacy earns VP equal to his debate value. In the unlikely event that the burnt Protestant debater was Luther, Zwingli, Calvin or Cranmer, remove the matching reformer from the map at this time. Note that a burnt debater never affects the status of the Protestant ruler. Thus if Luther or Calvin is burnt while the current ruler of the Protestant power, retain their ruler attributes anyway. It is assumed that an equivalent replacement is found within the ranks of the Protestant movement.

9. Disgrace Papal Debater: If the Protestant player won the debate and the difference in the hit total was *greater* than the debate value of the Papal debater, that debater is disgraced! Place him in the Bonus VP box of the Protestant's power card. The Protestant earns VP equal to his debate value.

THEOLOGICAL DEBATE EXAMPLE: It is the Papal impulse on Turn 1. The only committed debater is Carlstadt, whose debater bonus was used in an earlier Protestant impulse to give the Protestant three Reformation attempts for publishing a treatise. The Papal player plays the Leipzig Debate *Home card, using that event's special ability to choose his debater (Eck). Eck will roll 7 dice (3 for his debate value, plus 3 as attacker, plus 1 more for his debater bonus). Since Carlstadt was committed, he will defend with only 2 dice (1 for his debate value, plus 1 as a committed defender). The odds look grim, so the Protestant player uses* Here I Stand *to substitute Luther for Carlstadt (drawing a new card from the deck as specified on that Home card). Luther (previously uncommitted), defends with 6 dice (4 for his debate value, plus 2 as an uncommitted defender). Both sides roll and each scores 2 hits.*

The debate is inconclusive; another round of debate is necessary. Both Eck and Luther are now committed. The attacker is now randomly determined from uncommitted Papal debaters; Aleander is chosen. The defender is also selected at random from the uncommitted Protestant debaters; Melanchthon is chosen. The Papacy rolls 5 dice (2 for Aleander's debate value, plus 3 as attacker); the Protestant rolls 5 dice (3 for Melanchthon's debate value, plus 2 as an uncommitted defender). The Papacy rolls 1 hit; the Protestant rolls 2. The difference in hits is only 1; Aleander is not disgraced. However, because of Aleander's debate bonus, the Protestant player flips 2 spaces to Protestant influence (instead of just 1). Aleander and Melanchthon are now committed.

19. WINTER

The seventh 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:

- Remove loaned naval squadron markers
- Remove the Renegade Leader if in play
- 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
- Remove all piracy markers
- Flip all debaters to their uncommitted (white) side, and
- Resolve specific Mandatory Events if they have not occurred by their "due date".

All actions in the Winter Phase are undertaken by all players simultaneously.

19.1 Loaned Squadron Markers

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

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19.2 Renegade Leader

Remove the Renegade Leader if brought into play this turn with the event *Charles Bourbon.* Land and naval units stacked with this extra army leader are not affected.

19.3 Returning Home

In the first part of the Winter Phase, naval units are returned to ports. 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 can not 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.

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 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.

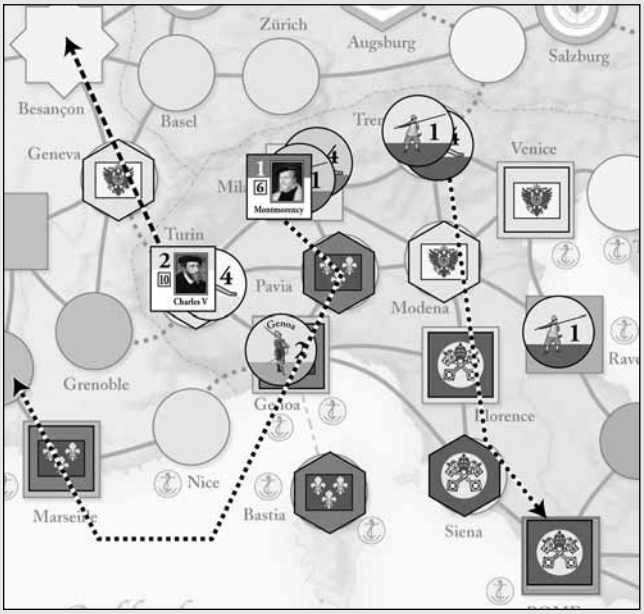
There are three exceptions to the rules in this procedure:

1. PROTESTANT UNITS: Since the Protestant player has no capital, Protestant land units are always moved to the nearest fortified space under Protestant control that can accommodate the units while remaining within the limit of 4 or fewer units per fortified space. Land units that start the phase in a stack may of necessity be split up and moved to separate spaces (Once the nearest fortified space fills to 4, compute the new nearest space.)
2. 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.
3. HAPSBURG UNITS: Since the Hapsburg player has two home capitals, his units may return to either capital in Steps 2 and 3 of the Land Unit Return Home Procedure. The Hapsburg player may not move units into or through an electorate if the *Schmalkaldic League* Mandatory Event has not been played.

19.4 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.

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Winter Returning Home Example
It has been a very active campaign in Italy this turn, with the Papacy, France, and Hapsburgs all at war with each other and fighting over control of Milan. The situation at the end of the turn is shown. Genoa is a French ally; Venice is a Hapsburg ally.

Hapsburgs: *Charles and the 4 Hapsburg regulars in Turin occupy an unfortified space and must move to the nearest fortified space (or to a capital). They have a path available over the Alps to Besancon. Unfortunately there is no path of Hapsburg controlled spaces all the way to one of their capitals. They choose to return Besancon at full strength, rather than return to a capital; a return to a capital would force them to undergo attrition and lose 2 regulars.*

France: *Montmorency and the 5 French regulars in Milan occupy a (very important) fortified space. Montmorency and 4 regulars may spend the winter in Milan. The fifth regular must return to the capital. The French have a path of controlled spaces all the way back to Paris (tracing over the Gulf of Lyon from Genoa to Marseille); this fifth unit is needed back in Paris and returns over the path shown above. The 2 Genoese regulars in Genoa remain there, though either or both of them could have returned to Paris if desired.*

Papacy: *The 5 Papal regulars in Trent occupy an unfortified space and must move to Rome or the nearest fortified space. In either case, they will move through an enemy space and lose three units to attrition. Ravenna and Florence are both 2 spaces away; the Papacy may choose to return the 2 surviving units to any combination of those 3 spaces. The Papacy chooses to return 2 of those regulars to Rome and to leave its regular in Ravenna (instead of having it also return to Rome).*

19.5 Replacements
Each power now adds 1 regular to its capital if it is under friendly control and not in unrest. The Hapsburgs check both capitals and can receive a regular at each capital at this time if that space is both controlled and not in unrest. The Protestant never receives units at this time.

19.6 Piracy Markers
Remove all piracy markers from the map at this time.

19.7 Debaters
Flip all debaters to their white, uncommitted side.

19.8 Mandatory Events
The following events must occur by a specified "due date". If it is the Winter Phase of the indicated turn and that event has not yet been triggered, resolve the event at this time. The card is extracted from the deck and removed from play as if it had been played by one of the powers. The 2 CP normally granted to the power playing such a card during the Action Phase are ignored.

Event	***Required by Winter Phase of:***
Clement VII	Turn 2
Barbary Pirates	Turn 3
Schmalkaldic League	Turn 4
Paul III	Turn 4
Society of Jesus	Turn 6

20. THE NEW WORLD
There are three actions which allow the English, French and Hapsburg powers to explore the recently discovered lands of America. These powers may build a colony as an investment to receive future economic benefits (i.e. extra cards). They may launch a voyage of exploration in hope of making a discovery that awards them victory points. Finally, they can send an expedition to conquer a native civilization, which yields both of the benefits listed above. New World voyages are initiated by CP spent during the Action Phase and resolved at the end of each turn. Economic benefits are gained at the start of each turn during the Card Draw Phase.



20.1 Colonies
These three powers may spend CP on the Colonize action. The cost of the action is 2 CPs for the Hapsburgs, or 3 CPs for either England or France. Add one of this power's colony markers to the Crossing Atlantic box of the New World display. (Colonies markers can be identified by the colored border that matches the color of the power.) The presence of the colony in this box is to remind the players that this action may only be taken once per turn by each power; play of the event *Potosi Silver Mines* as an event does not count against this limit. The English and French are limited to two colonies at a time; the Hapsburgs may have three. Colonies are moved from the Crossing Atlantic box to one of that power's colored boxes to the left of the New World Riches Table during the New World Phase at the end of the turn. Colonies remain in place there until the Card Draw phase of each turn when their status is checked with a roll of the New World Riches Table.

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20.2 Voyages of Exploration



The English, French and Hapsburgs may spend 2 CPs on the Explore action. Place the "Exploration Underway" marker for this power in the Crossing Atlantic Box to show that there is a voyage of exploration to be resolved at the end of the turn. This action may only be taken once per turn by each power: play of the Event card *Sebastian Cabot* as an event does NOT count against this limit, play of the event *Mercator's Map* or explorers that start a scenario in the Crossing Atlantic box *do* count against this limit. A power may not undertake this action if it has no remaining explorers.

Resolution

The eighth phase of each turn is the New World Phase. Voyages of exploration are always resolved before voyages of conquest. To resolve these voyages, replace each "Exploration Underway" marker with a random selection from the pool of explorers currently available for this power. Resolve their voyages in order from best explorer (the one with the highest numeric value) to worst explorer. In the case of a tie, resolve any English voyages, then French, then Hapsburg. For each voyage, roll two dice and add the explorer's numeric value (adding 2 more if the card *Mercator's Map* was played to initiate this voyage). The modified die roll is then located in the Exploration Table to give the result for the voyage:

4 or less: The explorer is lost at sea; remove him from the game.

5 or 6: No discovery is made; the explorer is returned to the pool for that country.

7, 8, or 9: A discovery has been made. If the discovery corresponding to the number rolled has already been claimed earlier in the game, this voyage claims the next available discovery below the number rolled. The discovery marker is removed from the game and placed in the Bonus VP box for this power to mark the VP earned. The explorer used to initiate this voyage is placed over the appropriate discovery on the map of the New World. The explorer counter remains there for the rest of the game as a record of his accomplishments in the New World.

10 or higher: The explorer has penetrated deep into South America, and has a choice how to proceed. The options are:

1. The explorer has the option to sail through the Pacific Strait and try to circumnavigate. If the Pacific Strait discovery has not been claimed, place it in the Bonus VP box for this power. Then roll two dice adding the same modifiers as before. Locate the modified roll in the Circumnavigation Table to give the result for the circumnavigation attempt. All results of 9 or less are failure; the explorer is removed from the game. Leave his counter on the Pacific Strait discovery if he claimed those VP. A result of 10 or more is success (if the result is 12 or more, a card draw is rewarded as well). Place the Circumnavigation VP marker in the Bonus VP box for this power; place the explorer counter on the Circumnavigation discovery box on the map of the New World. No other explorer may circumnavigate the world during this game once one succeeds.
2. The explorer has the option to claim the Amazon River discovery (2 VP), placing the VP marker in the power's Bonus VP box and leaving the explorer counter on the Amazon River box.
3. The explorer has the option to claim any unclaimed discovery normally worth 1 VP (St. Lawrence River, Great Lakes, or Mississippi River), just as if he rolled a 7, 8, or 9.

Exploration Example

It is the New World Phase of Turn 1. The Hapsburgs have the explorer that started the scenario in the Crossing Atlantic box and Sebastian Cabot heading off on voyages of exploration. The English and French have sent explorers too. The explorers are chosen at random and revealed. The following order is established to resolve these voyages:

3 - Orellana (Hapsburgs)
2 - Verranzano (France)
1 - Rut (England)
1 - Cabot (Hapsburgs)

Orellana rolls two dice (dice sum is a 6) and adds 3, getting a 9 result; he has discovered the Mississippi River. The Mississippi River VP marker is placed in the Hapsburg Bonus VP box and Orellana is placed on the Mississippi River discovery. Verranzano rolls two dice (dice sum is an 8) and adds 2, getting a 10 result. He can try to circumnavigate the world. The French players elects to attempt this, but rolls a 5 + 2 = 7. Verranzano is roasted by cannibals! The Pacific Strait VP marker is placed in the French Bonus VP box and Verranzano is placed on the Pacific Strait discovery. Rut rolls just a 3, yielding a result of 4. He is lost at sea and removed from the game. Finally the Hapsburg player rolls a 9 + 1 = 10 for Cabot. Another explorer can try to circumnavigate! He rolls an 8 + 1 = 9, missing the circumnavigation by just 1. He is removed from the game and the Sebastian Cabot *card is removed from the deck. No VP are earned for Cabot's efforts since the Pacific Strait VP had already been claimed.*

20.3 Voyages of Conquest



The English, French and Hapsburgs may spend 4 CPs on the Conquer action. If the power is England or France, place an "English Conquest" or "French Conquest" marker in the Crossing Atlantic box to mark that there is a voyage of conquest to be resolved at the end of the turn. If the power is the Hapsburgs, place the Hapsburg "Conquest Underway" marker in the Cross Atlantic Box. This action may only be taken once per turn by each power: play of the Event card *Smallpox* as an event does count against this limit; the Hapsburg conquistador that starts the game in the Crossing Atlantic box also counts against this limit. A power may not undertake this action if it has no remaining conquistadors/conquest markers.

Resolution

To resolve these voyages of conquest, first replace a Hapsburg "Conquest Underway" marker with a random selection from the pool of conquistadors currently available. Resolve any Hapsburg voyage first, then English, then French. For each voyage, roll two dice and add the conquistador's numeric value. Add 2 if the card *Smallpox* was played to initiate this voyage. If the result is a 6 or less, the expedition is killed by natives; remove the conquistador or

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English/French Conquest marker used from the game. If the result is a 7 or 8, no conquest is completed; the conquistador/conquest marker is returned to the pool for that country. If the result if a 9 or better, a conquest has been made, as shown on the New World display. If the conquest corresponding to the number rolled has already been claimed earlier in the game, this voyage claims the next available conquest below the number rolled. The VP marker associated with the conquest is placed in one of that power's colored conquest boxes to the left of the New World Riches Table. The VP listed on the VP marker are immediately added to the power's current total for the power (even though the VP marker does not move to the Bonus VP box until the riches from that conquest are depleted). The conquistador/conquest marker used to initiate this voyage is placed over the box on the map of the New World that held the VP marker. The conquistador/conquest marker remains there for the rest of the game as a record of his accomplishments in the New World.

20.4 New World Riches

During the Card Draw Phase, powers with colonies or conquests on the New World display may receive extra cards. The power owning a colony or conquest rolls two dice for each and consults the appropriate column of the New World Riches Table. Add +1 if rolling for a colony (even the Potosi colony) if your power has a Plantations marker next to your colonies. The results on that table are explained below:

Deplete 1: Receive a card but this conquest is depleted. Move its marker to the Bonus VP box on this power's card.

Card: Receive a card and keep this conquest or colony in the New World display for another turn.

Galleon: Receive a card only if your power has a Galleon marker next to your colonies. Keep this conquest or colony in the New World display for another turn.

NE: No effect. Keep this conquest or colony in the New World display for another turn.

Elim: Conquest or colony eliminated. Conquest markers are moved to the Bonus VP box on this power's card. Colonies are removed from the New World display (though they may reenter the game with another Colonize action).



If the Hapsburgs received a card from either a colony or a conquest, and one or more major powers have a Raider counter in play, the extra card may be stolen by the Raider's power. The owning power of each Raider rolls a die (starting with French raiders, then English, then Protestant). The possible results are as follows:

1: Raider eliminated (card still goes to Hapsburgs).

2: Raider eliminated if the Hapsburgs have Galleons in play. Otherwise no effect (and card still goes to Hapsburgs).

3 or 4: No effect (card still goes to Hapsburgs).

5: Card is stolen; award it to the Raiders' power. Raider is eliminated (having retired with their loot!).

6: Card is stolen; award it to the Raiders' power. Raider remains in play.

If the result is a 3, 4 or 6 (or 2 if Galleons are not in play), a Raider remains in play and can try to steal a future card drawn by the Hapsburgs (even later in the same Card Draw Phase). Eliminated Raiders may be rebuilt later if that power again draws the *Huguenot Raider* Event card.

21. MAJOR POWERS

This section identifies the rules that apply specifically to one of the major powers. All unique characteristics of a power are mentioned here, even if they just refer to a more detailed rule section elsewhere.

21.1 Ottoman

The Ottoman is the only power that may build cavalry (a cheap land unit that helps in interceptions and avoid battle attempts). The rules for cavalry are contained in Sections 5, 13 and 17. They also are the only power that builds corsairs and initiates piracy. The rules for establishing pirate havens at Algiers, Oran, and Tripoli are given below; the rules for conducting piracy are located in Section 16.4. Finally, the Ottoman, like the English, may have to divert troops off the map to handle foreign wars. Foreign wars are presented in Section 21.7.

Barbary Pirates and Pirate Havens

Three spaces along the North African coast (Algiers, Oran and Tripoli) are marked with green on the bottom half of their space to show that they start the game with one status, but can be converted into pirate havens through events. The Ottoman power may begin building corsairs and initiating piracy once the *Barbary Pirates* Mandatory Event has been played. Prior to this event, the Algiers space is out of play and can not be entered by a unit of any power. That space does not count as an Ottoman key at the beginning of the game either. When the *Barbary Pirates* event is played, add a square control marker from the Ottoman power card to the Algiers space and add 2 corsairs, 2 regulars, and Barbarossa to that space (as specified on that card). This space is now the focal point for Ottoman piracy in the Mediterranean. After the *Barbary Pirates* event has been played, the Hapsburg home spaces of Oran and Tripoli may become additional pirate bases with the *Pirate Haven* Event card. When *Pirate Haven* is played, the Ottoman player adds 1 regular and 2 corsairs to the appropriate space. It also converts Oran or Tripoli into a fortified space; mark this new status by putting a Pirate Haven marker there. Once converted into Ottoman pirate havens, these three spaces are considered to be Ottoman home spaces (with a fortress present) for all purposes. The only exception is that the Ottoman may only construct one type of unit (corsairs) in these spaces. Prior to conversion into pirate havens, Oran and Tripoli are considered to be Hapsburg home spaces in all respects.

21.2 Hapsburg

Charles V received a lengthy series of dynastic inheritances that left him as the most powerful man in Europe at the start of his reign (1519). However, during this period, Charles' greatest challenge is the geography of this empire; he faces threats from all sides and has to meet them using a set of geographically dispersed assets. To deal with these issues, the Hapsburg power has two unique properties, detailed in the sections below.

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Holy Roman Emperor
At the start of his reign, Charles is named Holy Roman Emperor, adding most of the German-speaking lands in Europe to his demesne. His role as protector of Germany is reflected by the Hapsburg control markers that start the game over most Protestant home spaces. Charles toured his vast empire throughout his reign, traveling almost every year, and never spending more than a few years in a row in any area. This ability to quickly jump to another part of his realm is reflected by the Hapsburg Home card, *Holy Roman Emperor.* This card allows Charles to immediately jump to any other Hapsburg home space before spending the 5 CPs that the card provides. Note that the Response card *Gout* can be used to stop this special move (and in fact, Charles did suffer greatly from gout for the last two decades of his life). Only the Duke of Alva may accompany Charles on this special move; land and naval units that start in the same space as Charles may not use this special ability.

Dual Capital Cities
The Hapsburg power is the only one in the game with 2 capitals (Valladolid and Vienna). 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, the Hapsburg is still allowed to make only 1 move during the Spring Deployment Phase.

21.3 England
The special abilities granted to the English player all revolve around use of their Home card, *Six Wives of Henry VIII.* Henry's marital status and heirs are tracked throughout the game, as detailed in the section below. This Home card also gives the English the ability to declare war against Scotland, France, or the Hapsburgs during the Action Phase. The only other card allowing DOW during the Action Phase is *Machiavelli: "The Prince",* which enters the game on Turn 3 (and can be played as an event by any power).

Henry's Wives & Heirs
At the start of the game, Henry VIII is married to Catherine of Aragon, who has produced only a female heir, the future Mary I. By Turn 2 of the game (1526), Henry is convinced that Catherine will not produce a male heir, and his interest is captivated by the young Anne Boleyn. Thus starts Henry's famous progression through five new wives in an attempt to produce a male heir to continue the Tudor dynasty.

Marital Status Changes



The marker "Henry's Marital Status" starts the game on the Catherine of Aragon space on the English power card. Starting on Turn 2 (and each turn thereafter), the English power may play the *Six Wives of Henry VIII* card to advance the marker one space to the right along this track. [The marker may also be moved a space if the Papacy agrees to grant a divorce between Henry and Catherine (Section 9.1) or if the "3" result is obtained on the Henry's Wives' Pregnancy Chart.] When the marker reaches a space with the name of one of Henry's subsequent wives, Henry has married again. Roll a die and consult the Henry's Wives' Pregnancy Chart printed on the game map. Add +1 to the roll if the new wife is Jane Seymour. After each result is achieved, place the marker for the new wife on the chart over the number rolled. If a result is ever rolled again, move up from that modified die roll one line at a time until you come to a result that has not yet occurred. This new result is then applied. Each result is explained in detail on the chart. The "3" result ("Henry's flirtatious young wife ...") allows the Marital Status marker to be advanced an additional space when England first decides to pass (rather than play a card) during one of their impulses later this turn. Note that neither this bonus movement of the Marital Status marker nor playing of the *Six Wives of Henry VIII* event to advance the marker may ever be undertaken if Henry no longer rules England, if Henry is in a space under siege, or if Henry is currently captured. The Marital Status marker may also never be advanced if both Edward and Elizabeth have already been born.

Marriage Benefits
Each of Henry's wives had personal characteristics, religious beliefs and dynastic ties that provided benefits to the English ruler. Each marriage therefore may provide a benefit to the English player, as specified below:

Wife	***Benefit***
Anne Boleyn	Reformation starts in England on the turn after the marriage to Anne (3 Event cards added to deck; Cranmer, Coverdale and Latimer enter play).
Jane Seymour	+1 to her roll on the Pregnancy Chart.
Anne of Cleves	If English and Protestant powers are allied when marriage occurs, each of these powers draws a card from the deck after the Pregnancy Chart roll.
Kathryn Howard	England draws a card from the deck after the Pregnancy Chart roll (representing Henry's infatuation with the young, vivacious Kathryn).
Katherine Parr	No additional bonus (though a marriage to Katherine Parr ensures that both Edward and Elizabeth are born).

Catherine of Aragon



In 1533, Archbishop Thomas Cranmer declared Henry VIII's marriage to Catherine of Aragon to be void, paving the way for Henry's marriage to Anne Boleyn. Since Catherine was Charles V's aunt, this act had diplomatic repercussions felt across Europe. Thus, whenever Henry marries Anne Boleyn (either if the Papacy has granted a divorce or if the English player played the *Six Wives of Henry VIII* event to advance to Anne Boleyn), give the Catherine of Aragon marker to the Hapsburg player. The Hapsburg uses this marker to gain a 2 CP discount on their next DOW against England.

The English Succession
The following table summarizes the possible English successions to Henry's rule, based on the results achieved on the Pregnancy Chart.

All results are 3 or less: Mary I is added to the deck on Turn 6 and rules for the rest of the game once she enters play.

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Highest result is a 4 (Elizabeth): Mary I is added to the deck on Turn 6. Elizabeth I is added to the deck at the start of the first turn after Mary takes the throne. She rules for the rest of the game once she enters play.

Highest result is a 5 (sickly Edward): Edward VI is added to the deck on Turn 6. Mary I is added to the deck at the start of the first turn after Edward takes the throne. If Mary takes the throne, check to see if Elizabeth was born. If so, add Elizabeth to the deck at the start of the first turn after Mary takes the throne. If not, Mary rules for the rest of the game.

Highest result is a 6 (healthy Edward): Edward VI is added to the deck on Turn 6 and rules for the rest of the game once he enters play.

If a result of 5 or 6 occurs on Turn 6 or later, Edward VI may be born while Mary I's card is in a power's hand or in the deck. In this one particular case, the play of the *Mary I* card by any power is equivalent to playing the *Edward VI* card. Edward becomes ruler of England immediately. If Edward is sickly, Mary's card is put in the discard pile and is included in the deck for the next turn; if Edward is healthy, the Mary card is removed from play.

Mary I as Ruler of England
Henry's heirs all have Administrative Ratings and Card Bonuses as shown on the appropriate Mandatory Event card. These rulers also determine the religious modifiers of English land units, as described in Section 18.2. However, there is one ruler, Mary I, who significantly affects the play of the English power during her reign. A devout Catholic, Mary initiated a vehement return to Catholicism during her reign. Therefore, the following procedure is in effect when Mary rules England.

English Impulses Under Mary I
1. Show Card: When the English impulse begins, the English power specifies the card to be played but does not yet indicate whether it will be played as an event or for CP.

2. Mandatory Events: If the card is a Mandatory Event, it is resolved normally. If the card is not a Mandatory Event, proceed to Step 3.

3. Roll Die: The English power rolls a die. On a roll of 1-3, proceed to step 4. On a roll of 4-6, the card is played as normal. The English player goes on to declare whether or not it is using the card as an event or CP and resolves the impulse normally. Skip the rest of this procedure.

4. Papal Actions: The Papal power gets to execute one or more actions based on the CP value of the card. The English impulse is over as soon as this Papal action is resolved.

- **1 or 2 CP card:** Papal power initiates a Burn Books action targeting the English language zone.
- **3 CP card:** Papal power initiates a Theological Debate targeting the English language zone.
- **4 or higher CP card:** Papal power initiates a Burn Books action targeting the English language zone followed directly by a Theological Debate in England.

Ignore this procedure entirely if all English home spaces are Catholic at the start of the impulse; play proceeds normally in such a case. While Mary rules, the English player is also under the following additional restriction: Response and Combat cards may only be played for their CP value in the Action Phase.

21.4 France
The French power has one special attribute: the ability to earn VP directly through the play of its Home card. Francis I moved the French nobility away from building castles for defensive purposes toward the concept of a "chateau" as a grand estate and showplace for the arts. Each time the French player plays *Patron of the Arts* as an event, the French power rolls a die. On a roll of 3-6, 1 VP is gained and the chateaux marker is moved one space to the right on the French power card. No roll is necessary if the French control Milan (and thus have a direct tie to the artistic centers of the Renaissance in Northern Italy); the VP is earned automatically in such a case. The French player may never earn more than 6 VP from building chateaux in a game.

21.5 Papacy
There are four unique considerations for the Papacy: the establishment of the Jesuit order through the play of the *Society of Jesus* Mandatory Event, excommunication of reformers and rulers through the play of the *Papal Bull* Home card, the *Sack of Rome* Event card, and the building program to create the new St. Peter's Basilica in Rome to gain VP (as described in Section 18.1).

Society of Jesus
The Papacy may utilize the Found Jesuit University action once the *Society of Jesus* Mandatory Event has been played. Prior to this event, there are no Jesuit Universities on the map and this action may not be taken.

Excommunication
The Papal Home card *Papal Bull* may be played as an event to excommunicate a reformer or ruler. The Papacy always has grounds for excommunication against a reformer. However, the Pope must have justification before excommunicating a ruler. The possible grounds are:

- That ruler's power is currently at war with the Papacy.
- That ruler's power is currently an ally of the Ottoman.
- The ruler is Henry VIII and at least one English home space is under Protestant religious influence.



Being allied with a power that is at war with the Papacy is not by itself grounds for excommunication. The Pope may not excommunicate any of Henry VIII's heirs. When the *Papal Bull* card is played against a valid target, place an "Excommunicated" marker on the appropriate box at the top of the Papacy power card; this figure or ruler may not be excommunicated again on a later turn (and the French can only have Francis I or Henry II excommunicated, not both of them).

Against a Reformer
When a reformer is excommunicated, remove his debater and reformer counters from the map for the rest of the turn. Flip the debater to the committed side; Event cards that require this debater to be uncommitted may not be played this turn. He reenters play at the start of the next turn as described in Section 8.2. Note that even if Luther is excommunicated, he can still insert himself into a theological debate through play of the Home card *Here I Stand* (after the debate he is once again placed off the map). Excom-

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munication of a reformer has no effect beyond the turn in which it is declared. After the reformer is removed from the board, the Papacy may initiate a theological debate in the same language zone as the excommunication (i.e. English for Cranmer; French for Calvin; German for Luther or Zwingli).

Against a Ruler
When a ruler is excommunicated, place a "–1 Card" marker on their power card. This marker remains on the power card until this power either concludes a war with the Papacy or donates a card draw to the Papacy as described in Section 9.5 (it is not removed if this ruler dies). This power receives 1 less card per turn during the Card Draw Phase while this marker is present on their power card. The Papacy now chooses 2 of that power's unoccupied home spaces that are under Catholic religious influence; add Unrest markers to those spaces.

Sack of Rome

In order for the *Sack of Rome* event to be played, there must be a single stack of non-Papal troops in an Italian-speaking space that contains more mercenaries than the number of Papal regulars in Rome. That stack does not need to be from the same power that plays the event, and neither these units nor the power playing the event needs to be at war with the Papacy. Rome does not even need to be under Papal control. The play of this card does not add a new state of war between powers and it is not grounds for excommunication. Once the event is played, undertake the following steps:

Sack of Rome Procedure
1. Place Troops in Rome: The stack of troops (including all regulars, mercenaries, and army leaders) is removed from its current space and placed on Rome. Make a note of the space; any surviving troops will return there.

2. Resolve Field Battle: Although Rome is a fortified space, fight a field battle between this stack and the Papal regulars in Rome. Ignore formation limits; roll 1 die for each unit in the attacking stack. Papal mercenaries and allied units in Rome are ignored. The Papacy is the defender in this battle (so it receives 1 extra die and they win ties; roll just 1 die if there are no Papal regulars in Rome). Both sides may play Combat cards (and any power may play a Response card).

3. Apply Hits: Apply all hits as losses (as usual). Hits caused against the Papal forces must be absorbed by Papal regulars first. Any hits in excess of the number of regulars may be applied to Papal mercenaries. Hits caused by the Papal forces must be applied as evenly as possible between mercenaries and regulars of the attacking force.

4. Return Troops: The stack of troops moved to Rome is returned to its starting space (though probably reduced by several units!).

5. Papal Victory: If the Papacy won the battle, the procedure is over. The *Sack of Rome* card returns to the discard pile and may reenter play on a future turn.

6. Papal Defeat: If the Papacy lost the battle, the effects are drastic. Reduce the accumulated CP on the St. Peter's track of the Papal power card by 5 (but not below 0). The owner of the sacking stack then draws 2 cards from the Papal hand (remember, Home cards are never taken in random card draws). After reviewing those cards, he discards one and retains the other in his hand. If the Papacy only has 1 card available to draw, he retains that card. The *Sack of Rome* card is removed from the deck and may not reenter play.

21.6 Protestant

The Protestant is the one power in the game which spends several turns focused entirely on the religious conflict, with no military concerns whatsoever. During this time, Germany is still under the protectorate of the Holy Roman Empire (and thus is covered in Hapsburg control markers). However, once the Reformation has spread (12 spaces converted to Protestant religious influence; spaces in unrest are counted) and is attracting notice across Europe, the Protestants begin to fear that their new religion will come under attack from Charles V. At this time, the Schmalkaldic defense league is formed through the play of a Mandatory Event. From this point on, the Protestant also has military matters to handle.

Prior to the Schmalkaldic League
Prior to the Mandatory Event *Schmalkaldic League,* the Protestant player is under the following restrictions:

- He can not build any military units.
- He can not move any military units.
- He may never gain mercenaries.
- He may never gain political control of a space.

Other powers are also under these restrictions:

- They may not declare war on the Protestant.
- Their units may not move or retreat into an electorate.

During this time, conversion of any electorate to Protestant religious influence allows the Protestant player to add Protestant regulars to that space. Remove the regulars from the Electorate display and place them on the appropriate space on the map.

Schmalkaldic League
The Mandatory Event *Schmalkaldic League* can be played as early as Turn 2. It is automatically triggered during the Winter Phase of Turn 4: it must occur at that time, if it hasn't already. As described on the card, the following effects take place when *Schmalkaldic League* is played:

- The army leader John Frederick is added to play. Place him with the stack of Protestant regulars closest to Wittenberg (usually Wittenberg itself).
- The army leader Philip of Hesse is added to play. Place him with the stack of Protestant regulars that is closest to the Kassel space (usually Mainz).
- Convert all Protestant home spaces that are currently under Protestant religious influence to Protestant political control. Spaces are not converted if they contain a Fortress marker.
- All of the restrictions listed above in the section "Prior to the Schmalkaldic League" are now lifted.
- The Hapsburgs and Protestant are now At War. The Papacy and Protestant are also At War. These powers may not lift these states of war for the rest of the game.
- Any Protestant regulars and army leaders residing in an electorate that is under Catholic religious influence are displaced to the nearest electorate under Protestant religious control.

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From this point forward, conversion of an electorate to Protestant religious influence only allows the Protestant player to immediately place Protestant regulars from the Electorate display on to that space if that electorate is also under Protestant political control. If that electorate is not under Protestant political control, those regulars are withheld from the map until the instant that space is under both Protestant religious influence and political control. To gain political control, the Protestant player now has to besiege those electorates which were not automatically converted by the play of the *Schmalkaldic League* event.

21.7 Foreign War Cards

The Event cards *Revolt in Egypt, Revolt in Ireland* and *War in Persia* force the Ottoman or English 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 the specified number of 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 Event card also 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). To resolve the conflict, the Ottoman or English 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. Note that foreign war cards ensure that the major power maintains the specified number of units on the card by requiring that all new land unit builds be placed on the foreign war card. (The only exception is the 1 regular received during the Winter Phase; this regular is always placed in the capital even if a foreign war is in progress). The major power may never place extra units on a foreign war above the required number. Major power units on a foreign war card can not return home (even in the Winter Phase) until they have eliminated all of the independent units in the foreign war.

22. MINOR POWERS

The four minor powers of Genoa, Hungary/Bohemia, Scotland and Venice can be important partners to many of the powers. Their role in the game is explained in this section. The section concludes with a brief description of the independent keys that are also present within the game.

22.1 Inactive Minor Powers

All minor powers have two states: active and inactive. All minor powers start the game in the inactive state. As described in Section 9.6, a major power may decide to declare war on a minor power. This declaration of war does not change the minor power from inactive to active **unless** another major power intervenes. 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.

Minor Power Activation Table

Minor Power	*Can be activated by...* England	France	Hapsburg	Papacy	Deactivate?
Genoa	-	yes	yes	yes	yes
Hungary-Bohemia	-	-	yes^	-	-
Scotland	yes	yes*	-	-	yes
Venice	-	yes	yes	yes +	yes

**France and Scotland are natural allies. France may intervene in Step 4 of the DOW Procedure (Section 9.6) if another power declares war on Scotland.*

+Papacy and Venice are natural allies. Papacy may intervene in Step 5 of the DOW Procedure (Section 9.6) if another power declares war on Venice.

^Hapsburg and Hungary-Bohemia are natural allies. Hapsburg must intervene if Hungary-Bohemia is defeated by the Ottomans (22.5).

22.2 Activation

Changing a minor power from inactive to active is called "activation". Each minor power may only be activated by a small group of major powers (those powers with which the minor power was closely aligned historically). *(See Minor Power Activation Table, above)*. All active minor powers may subsequently be deactivated, except for Hungary-Bohemia.

Minor Powers can be activated in the following ways:

- If France or the Papacy intervenes after a declaration of war (Section 9.6) or if France intervenes after an English DOW on Scotland with the Home card *Six Wives of Henry VIII.*
- The Hapsburg intervenes in Hungary-Bohemia if the Hungarians are defeated by the Ottoman as described in Section 22.5.
- If France activates Scotland with the card *Auld Alliance.*
- If the Papacy activates Venice with the card *Venetian Alliance.*
- A major power may play the card *Diplomatic Marriage* to activate any minor power it is permitted to activate according to the table above.
- The French, Hapsburgs, and Papacy may play the card *Andrea Doria* to activate Genoa. Note this is the only card that may be played to activate a minor power that is already active (since it deactivates Genoa from that other major power and then reactivates it with Genoa's new ally).

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Activate a minor power using the following 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 9.6 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 returned to the nearest fortified space (that is not under siege), as described in Step 3 of the Peace Segment Procedure (9.3).

3. Place Square Control Markers: All keys currently controlled by the minor power are now marked with square control markers from the major power.

4. Place Hexagonal Control Markers: All other spaces controlled by the minor power are marked with hexagonal control markers from the major 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).

22.3 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 Reformation/Counter Reformation 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 Genoa, Venice, or Scotland, the controlling major power may use the Build Naval Squadron action to build a naval squadron of this minor power in one of this minor power's home ports (assuming an unbuilt squadron exists in the counter mix).

22.4 Deactivation

Changing a minor power from active to inactive is called "deactivation". All minor powers except Hungary-Bohemia may be deactivated.

Minor Powers can be deactivated in the following ways:

- If England or France deactivates Scotland with the card *Auld Alliance.*
- If the Ottoman or Papacy deactivates Venice with the card *Venetian Alliance.*
- England, France, Hapsburgs or Papacy may play the card *Diplomatic Marriage* to deactivate Genoa, Scotland, or Venice.
- The French, Hapsburgs, and Papacy may play the card *Andrea Doria* to deactivate Genoa from its current ally (they then reactivate it as their own ally).

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.

22.5 Defeat of Hungary-Bohemia

The Ottoman power is given credit for winning a war against Hungary-Bohemia at the end of the assault or field battle in which one of these two sets of conditions apply:

- Hungary-Bohemia has been activated as a Hapsburg ally through *Diplomatic Marriage* and the Ottomans control two home keys of Hungary-Bohemia, OR
- Hungary-Bohemia is not a Hapsburg ally, but the Ottomans control one home key of Hungary-Bohemia and there are 4 or fewer regulars from Hungary-Bohemia remaining on the map.

When either of these conditions applies, undertake the following actions:

- The Hapsburg player must intervene *at no CP cost;* the Ottoman and Hapsburgs are now at war (even if they were allied just prior to this assault or battle).
- Hungary/Bohemia is activated as a Hapsburg ally (if not already allied via *Diplomatic Marriage*). Hungary/Bohemia can never be deactivated and remains allied for the rest of the game.
- All Hungarian home spaces with Ottoman land units in them come under Ottoman control (including keys currently under siege).
- Hungarian units under siege are eliminated.
- The Ottoman is awarded 2 VP as a War Winner for defeating Hungary.

22.6 Independent Keys

Four keys (Metz, Milan, Florence, and Tunis) are found in independent spaces. All four start in an independent political state in the 1532 scenario; only two start independent in the 1517 scenario

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(since Milan is under French control and Tunis under Hapsburg control at that time). Like other independent spaces, these keys can be entered by units of any power at any time. Independent regulars in these keys may not move; they simply defend against any power that may be attacking them (just like an inactive minor power, Section 22.1). These regulars may not be rebuilt during play (though they may reenter with the *City State Rebels* Event card). As soon as these keys are captured by a major power, these city states will no longer be independent. Such a key 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.

23. Victory

There are five ways to win the game, as explained below. The first two, Military and Religious victories, occur immediately in the Action Phase when the appropriate condition is triggered. Victory is usually achieved in the ninth 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.

23.1 Automatic Victories

Military and Religious 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 (other than the Protestant) 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 Religious Victory immediately. None of these spaces may contain an Unrest marker.

23.2 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

The English, French, Hapsburg, Ottoman and Papal base VP are all 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: 2 VP for each electorate that is under Protestant religious influence and political control.

Protestant Spaces

Three powers gain special VP based on the number of spaces under Protestant religious influence among English home spaces (for England) or anywhere on the map (for Papacy and Protestants). 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. The marker should always be placed over the box with the large number that corresponds to the current number of Protestant spaces. The box also contains two smaller numbers: the current special VP award to both the Papacy (listed first in purple) and the Protestant (listed second in brown). Similarly, adjust the English Home Spaces marker whenever an action or event changes the number of English home spaces under Protestant influence. The back of the English Home Spaces counter reminds players that the English earn 1 VP for every 2 English home spaces under Protestant religious influence (round fractions down).

Special

The special VP received by each power are as follows:

Ottoman

Piracy: 1 VP for each VP space marked on the piracy track of the Ottoman player card.

Hapsburgs

Electorates: 1 VP for each electorate under Hapsburg political control (that is not in unrest). These points are not awarded until the *Schmalkaldic League* Mandatory event has been played.

England

Male heir: 5 VP if Edward VI is born during a roll on the Six Wives of Henry VIII table. The English receive 2 VP if Edward has not been born but Elizabeth I has.

Protestant spaces: 1 VP for every 2 English home spaces that have been converted to the Protestant faith. Round fractions down.

France

Chateaux: 1 VP for each chateau that has been built using the *Patron of the Arts* Home card.

Papacy

Protestant spaces: Look at the box under the Protestant Spaces marker on the Protestant Spaces Track. Award the number of VP listed in purple as special VP for the Papacy.

Saint Peter's: 1 VP for each space marked on the lower St. Peter's track.

Protestant

Protestant spaces: Look at the box under the Protestant Spaces marker on the Protestant Spaces Track. Award the number of VP listed in brown as special VP for the Protestant.

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Bonus

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

- Protestant debater burned (1 per debate rating)
- Papal debater disgraced (1 per debate rating)
- Successful voyage of exploration
- Successful voyage of conquest
- *Copernicus* (2 VP) or *Michael Servetus* (1 VP) event
- *Julia Gonzaga* (1 VP) followed by successful Ottoman piracy in Tyrrhenian Sea
- War Winner marker received during Peace Segment
- Master of Italy VP marker received during Action Phase
- Bible translation completed (1 VP for each language)

Note that as described on those cards, the *Copernicus* and *Michael Servetus* cards may be played in the middle of the Victory Determination phase, **but only if the play of that card boosts one power's score by enough to stop another power from winning by a Domination Victory.**

23.3 Victory Determination Phase

During the Victory Determination Phase, 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 9, advance the turn marker on the Turn Track to the next box and start another turn.

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). There is also a VP track printed on the map that can be used to mark each power's total during the previous Victory Determination Phase.

Domination Victory

If during the Victory Determination Phase, if 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. 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 9, 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. A Time Limit victory can only occur in the Victory Determination Phase at the end of Turn 9.

Game Credits

GAME DESIGN & DEVELOPMENT: Ed Beach

SPECIAL DEVELOPMENT ASSISTANCE: Matthew Beach, Ananda Gupta, Dave Cross

ART DIRECTOR: Rodger MacGowan

BOX ART AND PACKAGE DESIGN: Rodger MacGowan

MAP: Mark Simonitch

COUNTERS: Rodger MacGowan, Mark Simonitch and Mike Lemick

RULES LAYOUT: Mark Simonitch

PLAYTESTING: Ed Beach, Matthew Beach, Dave Cross, Ananda Gupta, Mark Greenwood, Bryan Collars, Ken Richards, Paul Nied, Tom Kassel, Jim Adams, Steve Caler, Brian Conlon, Jim Pyle, Bob Taylor, Barry Setser, Edgar Gallego, Dave Gray, Allen Hill, Dave Schmid, Robin Griller, Johnny Wilson, Steve Likevich, Steve Cole, Scott Bauer, David Wilson, Mick Uhl, Ben Hamdorf, Brian Wade, Joel Tamburo, Mike Willour, Nathan Hill, Robert Waters, Mike Rea, Ben Knight, Tito Autrey, Jarek Andruszkiewicz, Knut Grünitz, Brett Dedrick, Steve Nixon, Paul Elliott

PROOFREADING: Bryan Collars, Brian Conlon, Dave Cross, Robin Griller, Ken Richards, Tom Wilde

PRODUCTION COORDINATION: Tony Curtis

PRODUCERS: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch

Components

A complete game of *Here I Stand* includes:

- 1 rule book
- 1 scenario book
- 4 sheets of counters
- 6 power cards
- 1 map
- 110 playing cards (main deck)
- 19 playing cards (diplomatic deck)
- 1 Religious Struggle card
- 2 Reference cards (identical)
- 1 Sequence of Play card
- 10 dice

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Here I Stand - Victory Record Sheet

TURN	Ottoman	Hapsburgs	England	France	Papacy	Protestant
1						
2						
3						
4						
5						
6						
7						
8						
9						

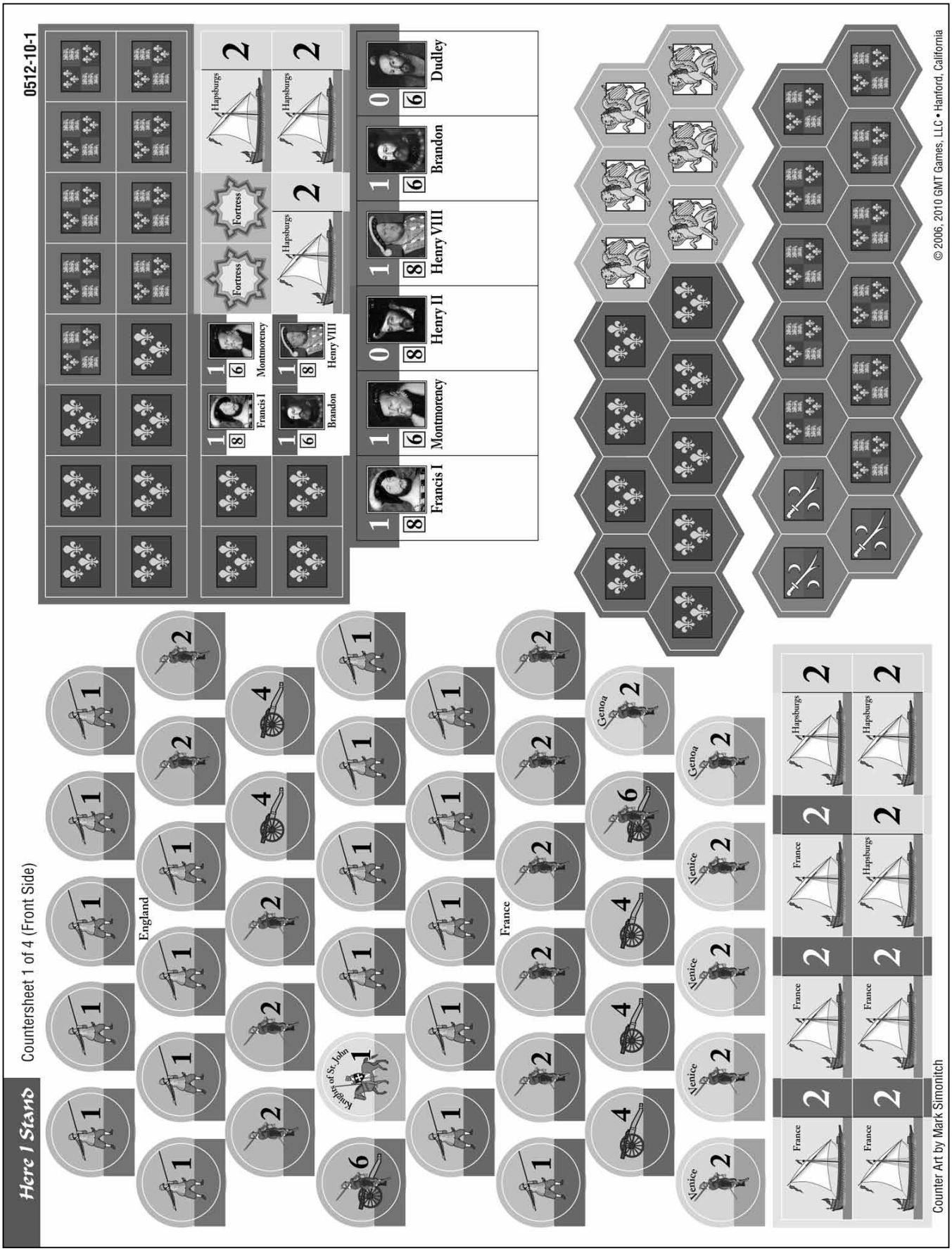
Record the victory points at the end of each turn for each power in the spaces provided above.

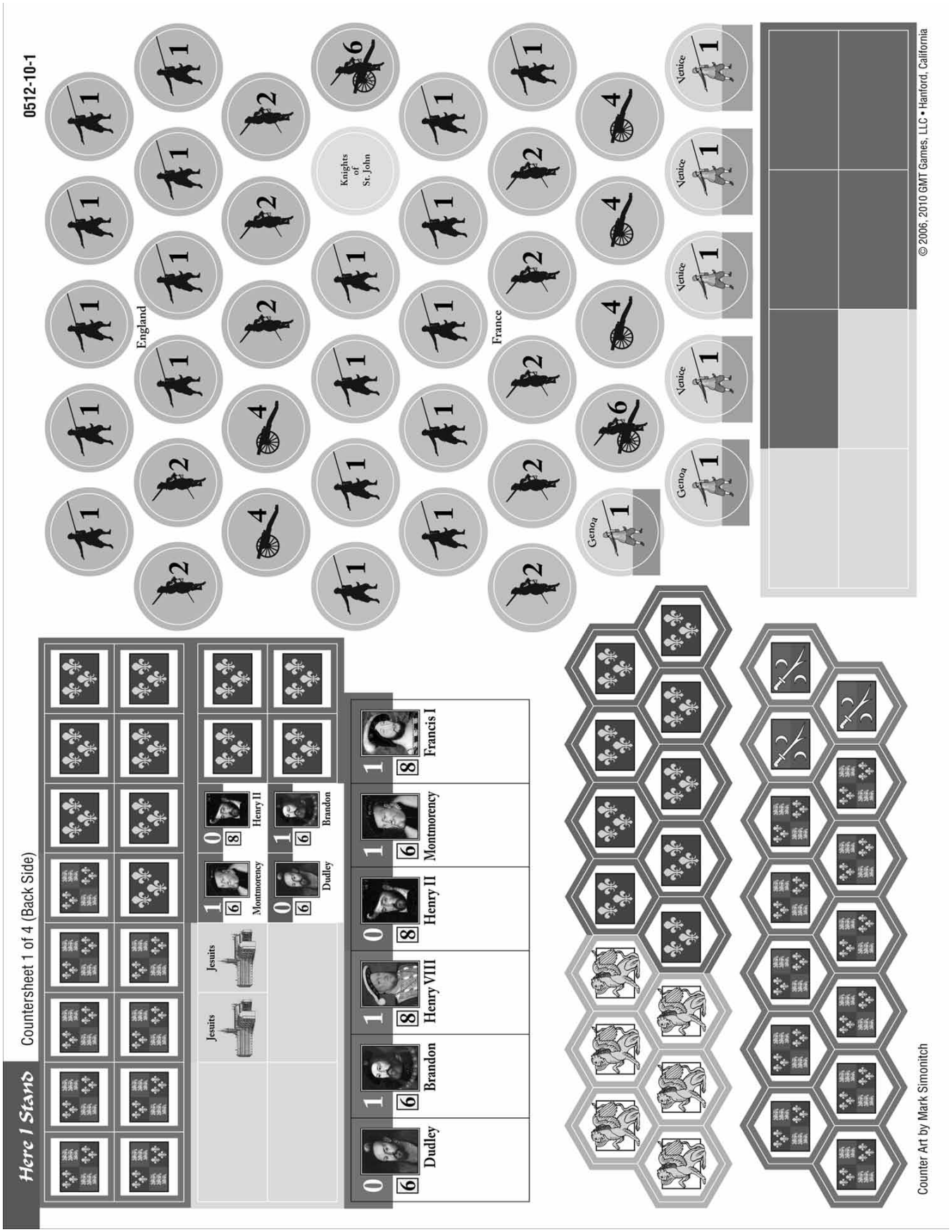
Here I Stand - Victory Record Sheet

TURN	Ottoman	Hapsburgs	England	France	Papacy	Protestant
1						
2						
3						
4						
5						
6						
7						
8						
9						

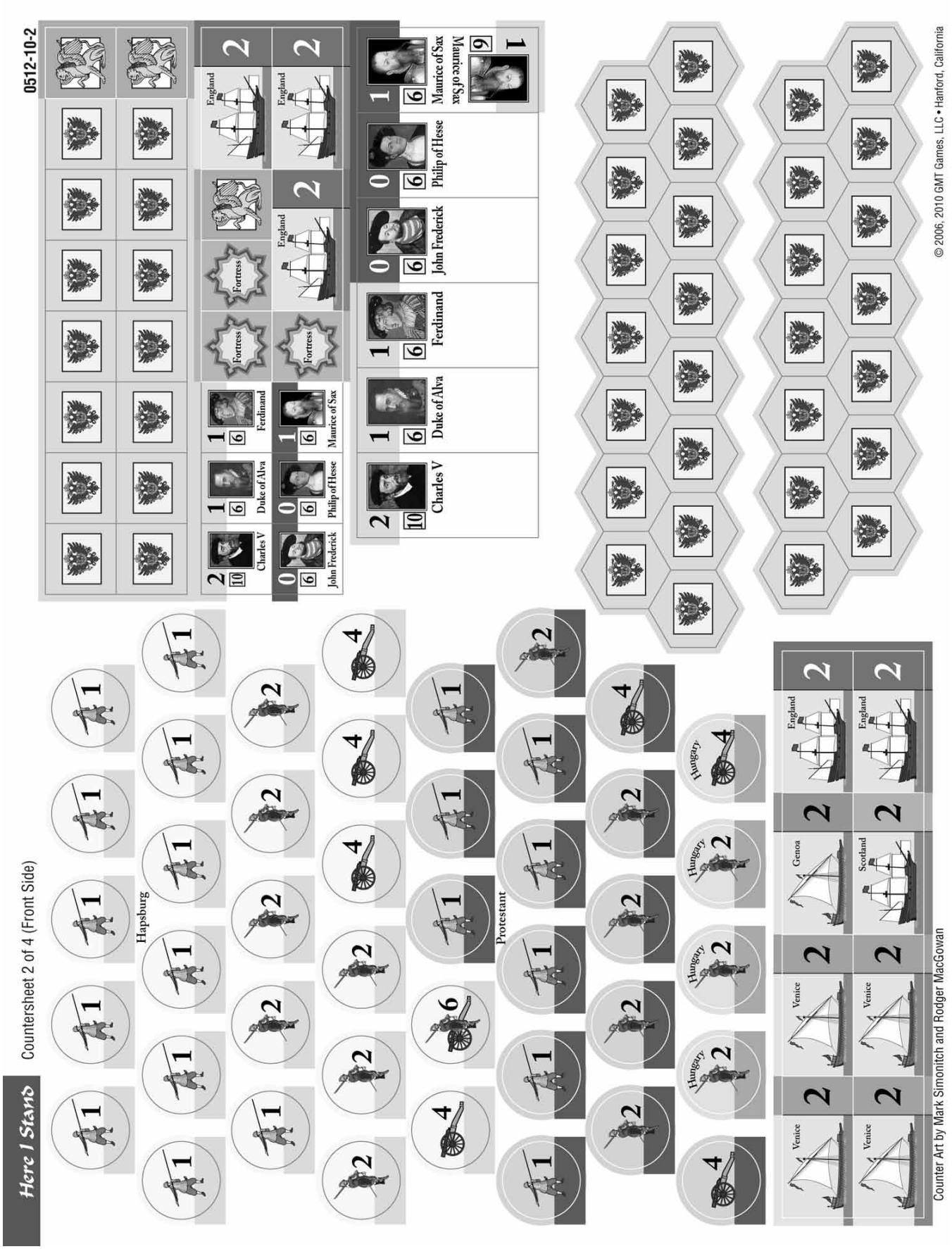
Record the victory points at the end of each turn for each power in the spaces provided above.

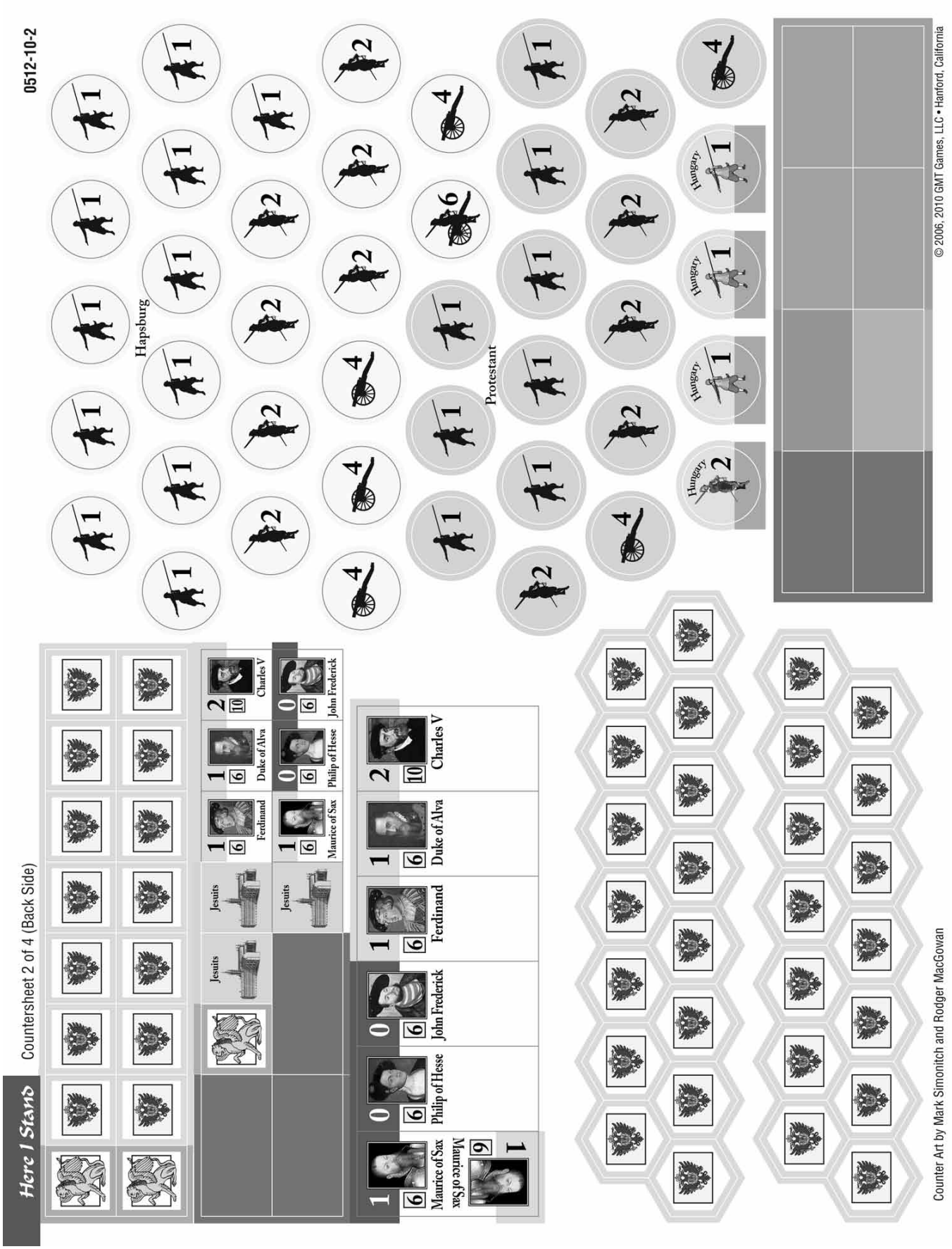
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P.O. Box 1308, Hanford, CA 93232-1308


Here I Stand
Countersheet 1 of 4 (Front Side)
0512-10-1
England
France
Knights of St. John
Venice
Genoa
Francis I
Montmorency
Henry II
Henry VIII
Brandon
Dudley
Fortress
Hapsburgs
France
Counter Art by Mark Simonitch
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Here I Stand
Countersheet 2 of 4 (Front Side)
0512-10-2
Hapsburg
Protestant
Charles V
Duke of Alva
Ferdinand
John Frederick
Philip of Hesse
Maurice of Sax
Venice
Genoa
Scotland
England
Hungary
Counter Art by Mark Simonitch and Rodger MacGowan
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Here I Stand
Countersheet 2 of 4 (Back Side)
0512-10-2
Hapsburg
Protestant
Hungary
Maurice of Sax
Philip of Hesse
John Frederick
Ferdinand
Duke of Alva
Charles V
Jesuits
Counter Art by Mark Simonitch and Rodger MacGowan
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