

Here I Stand: Wars of the Reformation, 1517-1555

Two-Player Variant

1. Introduction

These variant rules for *Here I Stand* allow the game to be played with just two players. One person takes the role of the Protestant, trying to spread the Reformation as far and as wide as possible. He is opposed in these efforts by the Papal player. The actions of the other four major powers are handled indirectly through a new deck of diplomatic cards. There is only one scenario for two players (and it starts in 1517, Turn 1). Expected playing time for players familiar with the standard game (i.e. games with more than 2 players) is 3 hours. These rules identify all changes from the existing rules for this variant. If a section is not included in these rules, assume that the rules are the same as in standard *Here I Stand* play.

2.2 Political Control

Only Metz, Liege, and all spaces in the German and Italian languages zone may change political control in this variant. All other spaces on the map remain under the political control of a single power throughout the game.

3. Powers and Rulers

Only the Papacy and Protestant major powers participate fully in the game. The Power Cards for the other major powers are not used during play and these other major powers are not dealt cards and do not participate in the following phases: Card Draw, Diplomacy, Spring Deployment, and Victory Determination. These powers may only participate in the Action Phase and Winter Phase if they are currently at war with the Papacy or the Protestant player (i.e., have been activated through an Invasion card from the Diplomatic deck without a subsequent peace, or are at war due to the formation of the Schmalkaldic League).

6.2 The Deck

For this variant, players must remove a number of cards from the standard *Here I Stand* deck (hereafter referred to as the “Main Deck”). See the Setup at the end of the rules for a list of which cards are removed. However, each player will now have a separate hand of Diplomatic cards formed from the Diplomatic Deck supplied with this magazine. Each player’s hand of one or two Diplomatic cards should always be kept separate from their hand of cards from the Main Deck. If an event specifies that a card is drawn from another player, always choose from a player’s hand of Main Deck cards.

Adding Cards

The rules for adding cards to the two decks are listed here.

Diplomatic Deck

Twelve cards form the initial Diplomatic Deck at the start of the game. Nine additional cards (marked in the upper right corner with the text “First turn after Schmalkaldic League event”) are added to the Diplomatic Deck during the game. This addition occurs at the start of the first turn after the Schmalkaldic League has been formed. Reshuffle the discard pile for the Diplomatic Deck and these new cards into the Diplomatic Deck at this time. (The Diplomatic Deck is not shuffled at the start of each turn, just when these new cards enter play or immediately after the *Machiavelli* Diplomatic event is played.)

Main Deck

Cards are added to the Main Deck at the start of Turns 3 through 7. The Mary I or Elizabeth I cards might be added to the deck on Turns 8 or 9 if the ruler of England changed on the previous turn. Just like in the standard game, add the discard pile and any new cards entering play to the Main Deck each turn. Then reshuffle this deck before dealing any cards for the turn.

Dealing Cards

The rules for dealing cards from the two decks are listed here.

Diplomatic Deck

Each player is dealt one card from the Diplomatic Deck during the Diplomacy Phase of each turn.

Main Deck

Cards are dealt from the Main Deck to the Papacy and Protestant just as in the standard game. The other four major powers are never dealt cards.

7. Sequence of Play

The standard sequence of play is modified as follows:

- The New World Phase is deleted, as are the rolls for New World Riches.
- The Diplomacy Phase is replaced by the use of this variant’s own Diplomatic Deck. The chance for the Papacy to end a war occurs in this phase prior to the play of these new Diplomatic event cards. Other activities that normally occur during the Diplomacy Phase (such as declaring war) are now handled entirely through play of these diplomatic cards.

#	Phase	Section
1	Luther's 95 Theses Phase (Turn 1 only) The Protestant player plays the <i>Luther's 95 Theses</i> Mandatory Event card.	18.1
2	Card Draw Phase Add debaters, reformers, leaders If Turn 3 or later, add new cards to the main deck (if applicable). Add the discard pile to the Main Deck and shuffle. Deal cards.	8.2 6.2
3	Diplomacy Phase The Papacy may end a war they are fighting by playing <i>Papal Bull</i> or by suing for peace. If the Schmalkaldic League formed last turn, add in new Diplomatic cards and shuffle the Diplomatic Deck. Each power draws 1 card from the Diplomatic Deck If this is Turn 2 or later, Papacy plays one Diplomatic card. If this is Turn 2 or later, Protestant plays one Diplomatic card.	9
4	Diet of Worms Phase (Turn 1 only) Hapsburg, Papacy, and Protestant play 1 card each and resolve Diet of Worms (Hapsburg card is drawn from the deck)	18.1
5	Spring Deployment Phase Papacy moves one formation of land units from capital to a controlled space	10
6	Action Phase Powers take impulses in this order until all powers pass consecutively: Papacy, then Protestant. A Military or Religious victory may end the game.	11
7	Winter Phase Leaders and units return to fortified spaces, possibly suffering attrition Add 1 regular to Rome if under Papal control Resolve specific Mandatory Events if they have not been played	19
9	Victory Determination Phase Check for winner. If none, advance turn marker and start a new turn.	23

9. Diplomacy

The standard game rules for the Diplomacy Phase are not used. Instead deal and play Diplomatic cards as specified in the sequence of play above. The Turn 1 Diplomacy Phase is different in that the players each draw a Diplomatic card that turn, but they do not play one (they must wait until Turn 2).

Playing Diplomatic Cards

As specified in the Sequence of Play, the Papacy and then the Protestant each play one of the two Diplomatic cards in their hand during the Diplomacy Phase of Turns 2 through 9. You must always play a card at this time, even if both of your Diplomatic events benefit your opponent. In such a case the card is resolved by your opponent exactly as specified by the text on the card. *Wartburg* may not be used to cancel a Diplomatic event.

Gaining At War Status

After the play of Schmalkaldic League, the Papacy and Protestant are always at war, as are the Hapsburg and Protestant. Add an "At War" marker to the appropriate boxes of the Diplomatic Status Display. Other powers only become At War if dictated by an Invasion Diplomatic event that has been played (either this turn, or in a previous turn if the powers have not yet gone to peace). When one of these Invasion events occurs, add an "At War" marker to the appropriate box of the Diplomatic Status display.

Gaining Allied Status

After the play of Schmalkaldic League, the Papacy and Hapsburg are allied for the rest of the game. Add an "Ally" marker to the appropriate box of the Diplomatic Status Display (removing an "At War" marker if present). This one case is the only time two major powers may ever be allied in this variant. This alliance allows the Papacy to spring deploy through Hapsburg-controlled spaces.

Removing At War Status

Once At War with a major power, there are two ways for the Papacy to remove this "At War" status and return to peace. (Just like in the standard game, the Hapsburgs and Papacy can never return to peace with the Protestants after the play of Schmalkaldic League). These two ways are:

- If the war is between the Papacy and either France or the Hapsburgs, and the ruler of this power has not yet been excommunicated, the Papacy may play the card *Papal Bull* at the start of the Diplomacy Phase to excommunicate that ruler and end that war. Place an Excommunication marker over that ruler's name on the Papal Power Card. Remove the "At War" marker between these powers. The *Papal Bull* card is used for the turn (place it on the Papal Power Card). The Papacy then can choose to either regain control of one Papal home space (even a key) controlled by this enemy power or draw one extra card from the Main Deck.
- At the start of the Diplomacy Phase, the Papacy may elect to sue for peace to end a war (there is no requirement for the Papacy to have had a home space captured like in the standard game). Remove the "At War" marker between these powers. Add a "War Winner 1 VP" marker to the bonus VP box on the **Protestant** power card. The Papacy must remove 2 of his power's units (land or naval) of his choice from the map. The Papacy may then choose to award additional VP to the Protestant to regain control of Papal home spaces controlled by this enemy power. Add 1 War Winner VP for each such space that the Papacy

reclaims (The Papacy may **not** give up card draws at this time; VP must be awarded).

In these methods for ending a war, the Papacy may regain control of home spaces. Step 3 of the Peace Segment procedure (9.3) is always used to change control of a space.

10. Spring Deployment

Only the Papacy may ever spring deploy. This Papal spring deployment may never enter a space outside the German or Italian language zones.

11. The Action Phase

Normally the Papal and Protestant players are limited to the actions allowed by their power in the standard game. However, when their opponent is in a state of war, these powers may play cards to take actions on behalf of a major power that is at war with their opponent. The actions that may be undertaken in this way are strictly limited to this list (note that unit construction actions are not included):

- Move formation in clear
- Move formation over pass
- Naval move (if taken by the Papacy, their naval units may also move)
- Assault
- Control unfortified space
- Play of combat and response cards to assist a major power at war with their opponent (**Exception:** *Landsknechts*, and *Swiss Mercenaries*, see 14 below).

12. Control & Unrest

Protestant may remove unrest from any space on the map that is currently under Protestant religious influence. Similarly, the Papacy may always remove unrest from any space on the map under Catholic religious influence. The normal requirement to have a unit in or adjacent to these spaces is dropped in these special cases.

13. Movement

Papal and Protestant units may never move, intercept, retreat or avoid battle to spaces outside the German and Italian language zones. French, Hapsburg and Ottoman units may move, intercept, retreat or avoid battle to spaces throughout these two language zones and to spaces elsewhere on the board that are either independent or under their own control. Minor power units follow the same restriction as their major power ally.

14. Unit Construction

The Papacy may only construct units of the Papacy and their minor power allies, even in turns where they are controlling other major power units due to an Invasion event. The Protestant may only construct Protestant land units, even in turns where they are controlling other major

power units due to an Invasion event. These restrictions include construction of units through cards such as *Foreign Recruits*, *Landsknechts*, and *Swiss Mercenaries*.

19. Winter

French, Hapsburg, and Ottoman units are moved to fortified spaces as normal. If winter rules would force units from these powers to return to the capital, they are removed from play instead. All French, Hapsburg, and Ottoman army leaders are removed from play (to reenter if an invasion event reoccurs), even if they are currently captured.

The following Mandatory Events are added to the normal list of events triggered in the Winter Phase.

Event	Required by Winter Phase of:
Edward VI	Turn 7
Mary I	Turn 8

Since the *Barbary Pirates* event is not in the deck, it is no longer automatically triggered at the end of Turn 3.

21.3 England

Henry's Wives & Heirs

Assume that Henry and Anne Boleyn are married on Turn 4. Cranmer, Latimer and Coverdale enter the game at the start of Turn 5.

The English Succession

Assume that Edward and Elizabeth have both been born prior to Turn 6. Thus Edward is placed in the deck during the Card Draw Phase of Turn 6. Mary (and then Elizabeth) is added to the deck at the usual time if a new English ruler went into play on the previous turn. Play of Edward VI and Mary I is now required in the Winter Phase of Turns 7 and 8 if they have not previously entered play. Be sure to add their successor to the deck at the start of the following turn.

Mary I as Ruler of England

The following procedure is used after each Protestant impulse when Mary rules England. Ignore this procedure entirely if all English home spaces are Catholic at the start of the impulse.

English Impulses under Mary I

- 1: After each Protestant impulse, the Papal player rolls a die. On a roll of 1-4, proceed to the Papal impulse and skip the rest of this procedure. On a roll of 5-6, continue to the next step.
- 2: The Papal power draws a card from the deck and gets to execute one or more actions based on the card's CP value:
 - 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.

18. The Reformation

Diet of Worms Procedure

The Hapsburg card for the Diet of Worms is drawn from the top of the deck (ignore the event if a Mandatory Event is drawn; it becomes just a 2 CP event card).

23. Victory

Domination Victory

If during the Victory Determination Segment, a power's VP total is less than 25 but is at least 8 VP greater than the other power, they win 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.

Modified Cards

The resolution of these cards is modified in the variant:

Papal Bull	May only be used to excommunicate a ruler during the Diplomacy Phase (see Section 9 above).
Schmalkaldic League	When this event is triggered, the Hapsburgs and Papacy are now allied (even if previously At War). The Papacy may now take actions with Hapsburg units for the rest of the game. If Rome or Ravenna are Hapsburg-controlled, they remain that way for the rest of the game.
Dissolution of the Monasteries	Protestant draws a card at random from the Papal player's hand and discards it. Protestant then makes 3 Reformation attempts targeting the English language zone. Remove from deck if played as event.
Charles Bourbon	The Renegade leader and mercenaries must be placed in a space in the German or Italian language zones.
City State Rebels	If the Schmalkaldic League event has occurred, this event may now be played against an electorate under Hapsburg political control.
Sack of Rome	No changes except if the mercenaries are French or Hapsburg; those powers can not receive a card from the Papal hand. Just discard this card too.

Setup

The setup is the same as the 1517 Scenario, but with the following exceptions:

- All stacks of land units outside the German and Italian language zones should contain just 1 regular and no other land units.

- The only naval units placed on the map are those in Marseilles, Genoa, Naples, Venice, and Rome.
- Prague, Brunn, and Breslau are under Hapsburg political control (place a Hapsburg SCM in Prague; Hapsburg HCMs in Brunn and Breslau). Hungary starts the game as a Hapsburg ally. All other spaces in Hungary are under Ottoman political control. The initial setups for Buda and Belgrade are 1 Ottoman regular in each space.
- The only leader placed on the map at the start of the game is Andrea Doria (in Genoa).

The following cards are removed from the deck for this two-player variant:

- 1 Janissaries
- 2 Holy Roman Emperor
- 3 Six Wives of Henry VIII
- 4 Patron of the Arts
- 9 Barbary Pirates
- 18 Dragut
- 30 Tercios
- 34 Professional Rowers
- 40 Machiavelli's "The Prince"
- 42 Roxelana
- 48 Galleons
- 49 Huguenot Raiders
- 50 Mercator's Map
- 53 Plantations
- 54 Potosi Silver Mines
- 58 Spanish Inquisition
- 59 Lady Jane Grey
- 66 Akinji Raiders
- 68 Andrea Doria
- 69 Auld Alliance
- 72 Cloth Prices Fluctuate
- 73 Diplomatic Marriage
- 74 Diplomatic Overture
- 77 Fountain of Youth
- 80 Gabelle Revolt
- 82 Janissaries Rebel
- 83 John Zapolya
- 84 Julia Gonzaga
- 86 Knights of St. John
- 87 Mercenaries Demand Pay
- 89 Pirate Haven
- 92 Revolt in Egypt
- 93 Revolt in Ireland
- 94 Revolt of the Communeros
- 96 Sale of Moluccas
- 97 Scots Raid
- 98 Search for Cibola
- 99 Sebastian Cabot
- 100 Shipbuilding
- 101 Smallpox
- 103 Threat To Power
- 108 Venetian Alliance
- 110 War with Persia

All other cards are added to the deck normally.

Two-Player Variant Credits

GAME DESIGN & DEVELOPMENT: Ed Beach

PLAYTESTING: Ben Acker, Joe Acker, Scott Bauer, Ed Beach, Matthew Beach, Steve Caler, Bryan Collars, David Cross, Ben Elzingacheng, Mark Greenwood, Allen Hill, Nathan Hill, Steve Lampon, Justin Rice, Ken Richards, JJ Tee.

Designer's Notes

Central to the design of *Here I Stand* was the idea that 16th Century conflicts for control of Europe were going on at two levels: a military one and a religious one. This fact is captured in the game in a number of ways: the use of a single set of markers to indicate both religious and political control of a space, the division of the game's personalities into army/navy leaders and religious ones, and even in the game's subtitle, "Wars of the Reformation", which to my mind stands for these two overarching conflicts. I wanted to show how these two struggles intersected and intertwined, while still realizing that I needed two very different sets of game mechanics to capture the essence of each.

One question I repeatedly asked myself was how complex to make each of these two halves of the game. Just the fact that there were going to be two sides to the design meant the rules were going to have to be lengthy. So keeping each struggle simple was imperative. However, I also felt that the two religious powers (Papacy and Protestant) were going to be spending the majority of their time locked in this religious struggle. That side of the game needed to stand on its own as an engaging and thought-provoking contest between these two protagonists.

Therefore, I set myself a design goal. The religious conflict should be deep enough that it would make a good two-player game in its own right. I did spend a little bit of time validating that before publication with a couple of quick tests with my son Matthew. All we did was to remove the cards that never apply to religious powers (such as all the New World cards, Foreign Wars, most of the outbreaks of Unrest) and played as if the other major powers didn't exist. Sure a few weird situations cropped up, but overall it was fun and extremely quick-playing. In the crunch to get the game out, full-fledged work on a Two-Player variant had to wait. However, I knew that the idea had merit and was worth pursuing at a later date.

And fortunately that later time is now. With publication of this article in C3i, seven months of testing and tuning on the variant are now complete. The variant retains much of the simplicity of those early two-player tests. The additional rules are still just a few pages long. However with the addition of a Diplomatic Deck, each player faces external threats that mirror their power's role in a 6-player game. Better still, you can argue that the card play decisions are even tougher for these powers this time, at least when controlling an invading army. In those situations, a player has to weigh the benefits of various card plays to improve his own position against those plays that damage his opponent with an invasion force.

I'm also hoping that the Two-Player Variant makes *Here I Stand* accessible to new players who haven't had the time or local players necessary for the six-player version. As always, check out the game's web site for the latest news (<http://home.comcast.net/~ebeach/>). We will be continuing to provide updated errata/FAQ, answering rule questions, and provide match-making for PBEM gamers. Only now that support will expand to include those looking to have fun holding theological debates and burning heretics in a two-player setting!