

Combat Table

	Attacker Dice	Defender Dice	Result (hits are always rolls of 5 or 6)
Field Battle	<ul style="list-style-type: none"> • 1 per unit (including cavalry) • 1 per Battle Rating of best leader 	<ul style="list-style-type: none"> • 1 per unit (including cavalry) • 1 per Battle Rating of best leader • 1 extra die as defender 	<ul style="list-style-type: none"> • Winner based on number of hits scored • Defender wins ties • 1 unit eliminated for each hit • If both sides eliminated, side rolling more dice retains 1 unit (or defender if tied) • Leader captured if his side eliminated
Assault	<ul style="list-style-type: none"> • If no defending land units: 1 per unit (not including cavalry) • If 1 or more defending land units (even cavalry): 1 per 2 units (not including cavalry); Round up (<i>Example: 3 units = 2 dice; 5 units = 3 dice</i>) • 1 per Battle Rating of best leader 	<ul style="list-style-type: none"> • 1 per unit (not including cavalry) • 1 per Battle Rating of best leader • 1 extra die as defender 	<ul style="list-style-type: none"> • Successful if attacker scored at least 1 hit, no defending units remain, and an attacker survives • Successful: Attacker gains control; besieged army leaders captured; besieged naval units to Turn Track • Unsuccessful: If the number of besieging land units still exceeds defenders, siege continues; otherwise siege is broken and attacking units retreat
Naval	<ul style="list-style-type: none"> • 1 per corsair or galley in Atlantic sea zone • 2 per galley in Mediterranean sea zone • 2 per galley or race-built galleon • 2, 4, or 8 dice for Spanish Armada • 1 per Battle Rating of best leader 	<ul style="list-style-type: none"> • 1 per corsair or galley in Atlantic sea zone • 2 per galley in Mediterranean sea zone • 2 per galley or race-built galleon • 2, 4, or 8 dice for Spanish Armada • 1 per Battle Rating of best leader • 1 extra die if defending in port 	<ul style="list-style-type: none"> • Side scoring most hits wins (unless eliminated) • Defender wins ties • 1 galley, galleon, race-built galleon or Spanish Armada level lost per 2 hits (apply first) • 1 corsair lost per hit thereafter • Odd hit remaining on loser, eliminate extra unit • If both eliminated, same as in Field Battle • Leader to Turn Track if his side eliminated
Europe Map Piracy	<ul style="list-style-type: none"> • Base: 1 die if only 1 naval unit in zone or only 1 target player port in zone; 2 otherwise. Calculate after defender's roll. • Bonus: 1 per piracy value of leader 	<ul style="list-style-type: none"> • 2 per naval squadron in zone (if corsairs targeting power with whom Ottoman is not at war) • 1 per naval squadron in adjacent port or sea zone • 1 per fortress adjacent to zone • 1 if Knights of St. John adjacent to Ottoman piracy 	<ul style="list-style-type: none"> • Defender rolls first. Each hit eliminates a corsair. Remaining hits eliminate 1 attacking naval unit per 2 hits (round losses up). • Each attacker hit forces target power to: <ol style="list-style-type: none"> (a) eliminate a naval unit in or adjacent to zone, (b) random card draw from hand, (c) yield a piracy VP, (d) reduce adjacent Spanish Armada by one level. Must divide hits evenly between valid awards.
World Map Piracy	<ul style="list-style-type: none"> • Base: 1 die if sea captain damaged or only 1 target player settlement in zone; 2 otherwise. Calculate after defender's roll. • Bonus: 1 per piracy value of sea captain or leader 	<ul style="list-style-type: none"> • Portugal: 1 die for each Portuguese settlement in zone • Spain: 1 per Patrol or Fortress in zone 	<ul style="list-style-type: none"> • Defender rolls first. First hit damages sea captain; second hit eliminates him from game. • Each attacker hit forces target power to: <ol style="list-style-type: none"> (a) eliminate a Patrol in zone, (b) award treasure, (c) yield a piracy VP. Must divide hits evenly between valid awards. Spain may withhold treasure from random draw if they have a fortress in the zone.

Sequence of Play

# Phase	Section
1 Card Draw Phase	
Add new personages.....	8.1
Add fortresses and Jesuits.....	8.2
Add new cards to deck.....	6.2
Shuffle deck and deal cards.....	6.2
Return discarded treasures to pool; deal new treasures; check for New World riches.....	6.3/8.4
2 Diplomacy Phase	
Negotiation Segment	9.1
Hold negotiations and announce deals	
Ransom Segment	9.3
Pay ransom (1 card draw) to regain captured army leader	
War Segment	9.4
Pay to declare new wars	
3 Spring Deployment Phase	10
Each power places arriving leaders, chooses a Home card, and moves one formation of land units from capital to a controlled space	
Additional spring moves for specific powers:	
• Spain places treasure fleet escorts	
• England allocates sea captains to Europe	
• Holy Roman religious preference (first turn)	
4 Action Phase	11
Powers take impulses in this order until all powers pass consecutively:	
• Ottoman, Spain, England, France, Holy Roman, Protestant.	
A Military or Religious victory may end the game.	
5 Winter Phase	
Spread Morisco unrest.....	20.1
Discard unused treasures.....	20.2
Remove loaned naval unit markers.....	20.3
Leaders & units return to fortified spaces, possibly suffering attrition.....	20.4
End Major Power alliance.....	20.5
Add 1 regular to each controlled capital (Holy Roman has additional options).....	20.6
Remove piracy markers; return Spanish/Portuguese treasures.....	20.7
Espionage reset.....	20.8
Diplomacy reset.....	20.9
Check for Catholic League formation.....	20.10
6 Marriage Resolution Phase	
Resolve marriages.....	21.1
Award Virgin Queen VP.....	21.2
Age royals.....	21.3
7 Patronage Phase	
Evaluate artists.....	22.1
Evaluate scientists.....	22.2
8 Victory Determination Phase	25.3
Grant VP awards for control of Paris and Central Europe	
Check for winner. If none, advance turn marker and start a new turn.	