

EUROPA UNIVERSALIS®

THE PRICE OF POWER



SCENARIOS III

8 SCENARIOS FOR
EUROPA UNIVERSALIS: THE PRICE OF POWER™



INTRODUCTION

In this booklet you will find a collection of highly original scenarios, of which several have been written in large part by members of the online community of *EU:PoP* gamers on Discord and BoardGameGeek. So, we want to give a big and hearty thank you to all of you who have contributed and who keep the community and the game alive and thriving!

Some of these scenarios were submitted for a competition that we held back in the fall of 2020, when the game was still in development. There were a lot of great competition entries that we were unable to fit into any of the two initial scenario booklets. We have now taken the time to brush up some of the ones we liked the most, to be up to date with the current rule set and final components. Some of the scenarios included here are based on newer submissions too. We have added some of our own touches and, in some cases, combined two concepts into one.

Additionally, there are a few new creations by the Aegir team in here too, based on ideas that have come to us as our relationship with the game has matured and we have seen a need for certain types of scenarios that were missing from the original mix. In particular, we wanted to include: scenarios featuring Realms that did not get much attention yet, scenarios with varying levels of interaction, some shorter scenarios, and a scenario specifically designed for two players.

Since this is not a standard, mass-produced expansion, we have allowed ourselves to be a bit experimental, including some rather colorful scenario-specific rules and a few new optional rules that you can choose to include in any of your *EU:PoP* games if you like. This should hopefully provide you with new ways of enjoying the game, and adding to the game's replayability.

We hope you'll have fun with it all!

CONTRIBUTORS

Scenario design & development: Eivind Vetlesen, Victor Païam, Roberto Méndez, and contributors credited on the individual scenarios

Graphic design: Eivind Vetlesen

Cover illustration: Joeri Lefèvre

Playtesting & feedback: Rijnyr van Putten, Kent "Feraal" Heinesen, Preston "grandmasterP" Buscay, John Hävardstun, Mark Wileman, David Noall, Mike "LazyBlueHorse" Martland, Robin "Deshuga" Hijnen, "Napoleonic corgi"

NEW OPTIONAL RULES

Optional Rule 8: Activating a New Bot

In a solo game, at the end of a Round, if you have a higher Base Tax Income than that of any of the active Bots, those Bots are **Eclipsed**. If there are any available candidates (as defined by the scenario description or chosen by you) with a higher Base Tax than the Eclipsed Bots, any Eclipsed Bots are replaced with new Bots, using the following procedure:

- You score $(P) = (5 - \text{current Age \#}) \times 2$.
- Keep the  of the Eclipsed Bot on the board (unless Annexed), but treat it as if all its  belong to an NPR from this point onwards.
- The new Bot starts with 10 (P) more than the Bot it replaces and inherits all Ideas Researched by the replaced Bot.
- Remove any existing  between the new Bot Realm and PRs.
- The new Bot is then set up according to its 1444 Setup Card if activated in Age I or II. If activated in Age III or IV, the Bot is set up according to its 1618 Setup Card if the scenario uses the 1618 side of the boards, and the 1444 Setup Card if not. Use an available set of player tokens/pieces.
- Also, place one of Bot's Ships in each Sea Zone adjacent to 1+ of Bot's Ports.
- If the new Bot's Realm was previously a DNPR, replace all of its  with the new Bot's  (match Province size).
- If the new Bot's Realm is already at War with a PR, the War continues. On Provinces Occupied by a PR, place the Bot's  below the Occupier's .
- Do not put the Bot's  on Provinces Owned by (or Vassals of) other PRs.
- Available  should match  income for the chosen Difficulty Level (see Solo & Bot Rules, p. 2) + current Age #.
- Place ½ (rounded up) of the new Bot's  in its Army and the other ½ in its Available , and place a Ship in each non-Hostile Sea Zone adjacent to 1+ of the Bot's Ports.
- Replace all upcoming Events associated with the Eclipsed Bot with the corresponding Events for the new Bot. E.g. 101-2 → 105-2, 201-1 → 205-1, etc., if AustriaBot is replaced by MuscovyBot.

Optional Rule 9: Aggressive DNPRs

When resolving the **DNPR Expansion**  secondary effect on an Event, the resolving player may select a qualifying Province Owned by a PR (even a Core Province of the Owner) or PR's Vassal as the target of the DNPR Expansion.

Place the  as normal (below the /) and remove any  in that Area.

Then, provided that there are no DoW Restrictions preventing it (see main rules, section 9.1, p. 22), the expanding DNPR will Declare War on the PR that Owns the / on the chosen Province: immediately place that PR's War token on the DNPR's Capital, follow **Declare War** steps 3–7 (main rules, p. 16), and then put an Invasion force of 3 NPR Units in the Area of the selected Province.

Treat this Invasion using the NPR Invasion rules (see main rules p. 36), immediately performing Invasion Steps 2–5. The War will subsequently proceed as normal for any War versus an NPR.

Optional Rule 10: Tenacious DNPRs

DNPRs will under no circumstances accept Alliances with PRs that have / on any of their Core Provinces.

Optional Rule 11: Crowded Curia

When resolving the **Cardinal Dies**  secondary effect on an Event, instead of using the standard rules, the resolving player must choose one of these options:

- If 1+ of Curia slots #1–6 are open, gain a  on the leftmost of these open slots.
- If there is currently 1+  on slots #1–6 of the Curia, remove one of those .

Optional Rule 12: Linear Idea Progression

Add a new End of Age Routine Step:

3B Draw Idea cards to complete an incomplete row (if any) in the Ideas display or, if the number of rows in the grid is $< [3 + \# \text{ of completed Ages}]$, create a new row in the Ideas display.

During setup, swap Event 354B, *The Scientific Rev.*, if included, with another B-Event.

Optional Rules 13–15: see pp. 12, 14, and 15.

S3-01: OLD AND NEW PRETENDERS (4 PLAYERS)

KEY INFORMATION

Time Period:	1444–1720 (Age I, II, III, and IV)
Number of Players:	4
Player Realms: (in clockwise order)	Netherlands (yellow), Sweden (blue), Venice (red), Portugal (green)
1st Player Round 1:	Netherlands
Number of Rounds:	16
Edition:	Deluxe Edition / Fate of Empires

INTRODUCTION

This scenario pitches four small to medium sized powers against each other in a scenario that will let players build up slowly and in relative peace. All the PRs are rather far apart, which makes the scenario suited for those who prefer a game of less direct player-vs-player conflict.

>Netherlands starts the game without a Ruler, but is protected by their HRE membership and Alliance with >Burgundy. With carefully picked Advisors and a well utilised trade fleet they can grow their economy fast. As they claim their independence in Age II and get proper Rulers, they can also think about expanding militarily.

The >Portuguese are on the verge of opening the floodgates to new riches and opportunities, but are framed in on the mainland by their larger neighbor to the east. If they can capitalise on their head start in the colonial race, they can get the upper hand.

>Venice's strong position in the Mediterranean should bring in a lucrative stream of trade income, but new sea routes to distant continents will likely diminish that revenue stream. Still, Italy is both rich and fractured, and >Venice is there to take advantage.

The >Swedes are tied to >Denmark at the beginning, but that can soon change if they decide to confront their Scandinavian brethren. >Sweden has the potential to grow into a dominant force in the north, and can expand by military or diplomatic means to the west and south, as well as in the Baltic region.

HISTORICAL BACKGROUND

The majority of the fiefs in the Low Countries were in a personal union under Burgundy, with no separate foreign policy of their own. The region saw rapid economic growth however, and when the Burgundian line of succession continued with the staunchly Catholic Spanish monarchs, the decision makers were suddenly very far removed from the Dutch lands, where new ideas of religious reform and self-governance now found fertile ground.

The Portuguese had already began their voyages of discovery along the coast of West Africa. They would soon establish a new sea route to the spice markets of India and the Far East. Their strong naval traditions meant they were also quick to establish a colonial foothold on the American continent.

The Venetians had for centuries controlled much of the Mediterranean trade. However, the discovery of new maritime trade routes created new markets, disintegrated old monopolies, and permanently changed the flow of trade in the world, to Venice's detriment. Still, the Venetians were able to increase their influence in the Terraferma, rivaling Austria, France and the pope for power in northern Italy for a long time yet.

The Swedes had for some time resented the dominant Danish position in the Kalmar Union, and the Hanseatic League nurtured this divide by supporting Swedish independence. The Swedish nobility was for a long time fractured in their loyalties, but eventually united to cast off the Danish yoke.

SETUP INSTRUCTIONS

Set up the game as described on page 6 of the main rules, with the following additions.

Boards and Areas in play

Use the 1444 setup side of the Western Europe, Eastern Europe, and Distant Continents map boards.

Trade deck

Take out all cards that are marked with a †, and set them aside. These are only added later (see main rules, section 12.6, p. 35).

Missions

All players may pick two Missions from their green starting Missions.

>**Netherlands:** *Native:* 1D, 2A, 3B, 2H,

Generic: 1C, 1F, 2B, 2C, 3C, 3H, 3K, 4B

>**Sweden:** 1A, 1B, 1C, 2A, 2B, 2C, 3A, 3B, 3C, 3D, 4A, 4B

>**Venice:** *Native:* 1F, 2B, 3L, 3M,

Generic: 1A, 1D, 2A, 2C, 2D, 2H, 3A, 4O

>**Portugal:** *Native:* 1F, 2B, 2D, 3B

Generic: 1B, 1C, 2F, 2G, 2H, 3A, 3G, 3J

Emperor and HRE

NPR >Austria is the Emperor of the HRE (starting at +3 ). Use the NPR Emperor rules in on page 45 of the main rules.

Papal Curia

>Venice controls  #1, >Portugal  #2, >Sweden  #3, and >Netherlands  #4.

5-PLAYER VARIANTS

This scenario can be played with five players, by adding >Brandenburg or the >Papal States, and using the appropriate Setup Card.

To add >Brandenburg ( #5), add the following Events:

Age I: 113-1, 154B / 113-2, 159B;

Age II: 213-1, 253B / 213-2, 258B.

Age III: 313-1, 354B / 313-2, 358B.

Age IV: 413-1, 453B / 413-2, 454B.

To add >Papal States (Roma ), add the following Events:

Age I: 112-1, 154B / 112-2, 159B;

Age II: 212-1, 253B / 212-2, 258B.

Age III: 312-1, 354B / 312-2, 358B.

Age IV: 412-1, 453B / 412-2, 454B.

RULES FOR SPECIAL RULERS

Note on Privy Councils and Estates-Generals

>Sweden and >Netherlands start the game without named Rulers, but instead have a Privy Council and the Estates-General. They are the junior partners in personal unions with >Denmark (>Sweden) and >Burgundy (>Netherlands) respectively, as represented by their Alliances, Royal Marriages, and their special "Rulers".

These Rulers have no Mortality symbol and thus never get  (Ill Health) and can only be replaced by the historical Rulers on relevant Realm-specific Events. A Realm governed by such a Ruler, much like

PLAYER REALM SETUPS

Realm	Provinces (🗺️/🗺️)	Influence (🗺️)	✠/🏰/🏰/🏰/🏰	Merchants	Military
>Netherlands (Setup card 011-1)	🗺️: Choose between: Amsterdam and Zeeland, or Vlaanderen and Gent, or Antwerpen and Breda	NETHERLANDS (2), FLANDERS & WALLONIA (2), WESTPHALIA (1), LOWER SAXONY (1), SEINE (1), RHINELAND (1)	State Religion: Catholic 🏰 & 🏰: >Burgundy	English Channel 🏰, North Sea 🏰	ENGLISH CH. (L. Ship), NORTH SEA (L. Ship)
>Sweden (Setup card 009-1)	🗺️: Stockholm, Bergslagen, Östergötland, Hälsingland, Österbotten, Åbo, Nyland	ØSTLANDET (1), TRØNDELAG (2), JUTLAND (1), POMERANIA (1)	State Religion: Catholic 🏰 + 🏰: >Denmark 🏰: >Norway	Baltic Sea 🏰, Lübeck 🏰	SVEALAND (Army 1: 2 Infantry), BALTIC SEA (L. Ship)
>Venice (Setup card 014-1)	🗺️: Venezia (L), Verona, Treviso, Brescia, Zara, Creta; 🗺️: Naxos	LOMBARDY (1), CENTRAL ITALY (1), DALMATIA (1), GREECE (1), AEGEAN ARCHIPELAGO (1), EGYPT (1)	State Religion: Catholic 🏰: >Albania, >Knights	Adriatic Sea 🏰, Alexandria 🏰	VENETIA (Army 1: 2 Infantry), ADRIATIC SEA (L. Ship), Fleet: 2 Galleys), EASTERN MED. (L. Ship), AEGEAN SEA (L. Ship)
>Portugal (Setup card 010-1)	🗺️: Lisboa (L), Porto, Beira, Ceuta, Madeira	ARAGON (2), CENTRAL ITALY (1)	State Religion: Catholic 🏰 & 🏰: >England 🏰: Gold Coast	Sevilla 🏰, Bordeaux 🏰	PORTUGAL (Army 1: 2 Infantry), CENTRAL ATLANTIC (2 L. Ships)

Realm setups are also described on the Setup Cards, which should be handed to their respective players.

EVENT DECKS

	1st half	2nd half
Age I	11A-1, 12A-1, 13A-1, 14A-1; 151B, 158B; 109-1, 110-1, 111-1, 114-1	11A-4, 12A-2, 13A-2, 14A-4; 155B, 156B; 109-2, 110-2, 111-2, 114-2
Age II	21A-1, 22A-1, 23A-1, 24A-3; 255B, 259B; 209-1, 210-1, 211-1, 214-1	21A-2, 22A-2, 23A-2, 24A-4; 254B, 257B; 209-2, 210-2, 211-2, 214-2
Age III	31A-1, 32A-1, 33A-1, 34A-3; 355B, 359B; 309-1, 310-1, 311-1, 314-1	31A-3, 32A-2, 33A-2, 34A-2; 351B, 357B; 309-2, 310-2, 311-2, 314-2
Age IV	41A-1, 42A-1, 43A-1, 44-1; 451B, 452B; 409-1, 410-1, 411-1, 414-1	41A-2, 42A-2, 43A-2, 44-2; 457B, 458B; 409-2, 410-2, 411-2, 414-2

a Realm with an Interregnum (see main rules p. 20), cannot enter into Royal Marriages with or Declare War on any other Realms (but they may still accept CtAs from their Allies).

SCENARIO-SPECIFIC DNPR RULES

Place the 🗺️ with the "C" of the associated color on the Capital of each of these Realms: >England (pink); >France (light blue); >Spain (orange). Each DNPR is considered to Own all the Core Provinces that belong to that Realm, in addition to any Provinces with 🗺️ that match their color. The DNPRs will never Ally with any of the PRs.

When resolving **DNPR Expansion** 🗺️🗺️, place 🗺️ as normal (see main rules p. 41), but also roll a standard die and place another 🗺️ of the same color on the Territory matching the die roll:

- >Spain (orange): Antilles (1) New Granada (2), La Plata (3), California (4), Florida (5), Philippines (6).
- >France (light blue): Canada (1), Mississippi (2), Florida (3), Guyana (4), Gold Coast (5), Madagascar (6).
- >England (pink): New England (1) Virginia (2), Hudson Bay (3), Cape of Good Hope (4), Coromandel (5), Eastern Australia (6).

If at any time, any of the three DNPRs (>Spain, >France, or >England) roll for a Territory where either a 🗺️ or a player's 🗺️/🗺️ is already present, increase the die value to the next vacant Territory choice (wrap around if necessary).

If none of the listed Territories are vacant, place the 🗺️ of the expanding DNPR on the Territory rolled (below the 🗺️/🗺️ there), remove any 🗺️ in that Area, and follow the procedure of Optional Rule 9, 'Aggressive DNPRs' (see p. 1 of this booklet).

If there already are 🗺️ (of any color) on all six of the Territories associated with their Realm, they will instead place a 🗺️ on a Territory adjacent to one of their existing 🗺️ on any of the Distant Continents (Active Player's choice). If none available, they do nothing.

VICTORY CONDITIONS

The winner is the player with the most 🗺️ at the end of Age IV. Normal endgame triggers apply (see main rules, p. 11).

S3-02: THE ITALIAN JOB (2 PLAYERS + 2 BOTS)

KEY INFORMATION

Time Period: 1494-1559 (Age I and II)
Number of Players: 2 human players + 2 Bots
Player Realms: >France (blue), >Papal States (white),
 (in clockwise order) >Venice (red), >Spain (yellow)
1st Player Round 1: >France
Number of Rounds: 3
Edition needed: Deluxe Edition / Fate of Empires

INTRODUCTION

This is a short, intense and crowded scenario where the two human players must balance their rivalry in Italy with the threat of invasion by larger foreign powers.

HISTORICAL BACKGROUND

In 1494, Charles VIII of France marched his army into Italy to contest the Throne of Naples, thus beginning the Italian Wars. These wars were not so much a single conflict as a series of shifting alliances and dynastic claims. Major powers tried to expand their influence in Italy while smaller Italian states tried to manipulate the larger powers for their own gain. Historically, after six and a half decades of conflict, Spain would grow to become the dominant power in Italy. Can you maintain Italian independence and dominate the peninsula instead? Or will Italy once again be subject to foreign powers for centuries to come?

SETUP INSTRUCTIONS

Set up the game as described on page 6 of the main rules, with the following additions:

Boards and Areas in play

Use the 1444 side of the Western board. Many Areas are off limits, as shown by the shaded parts of the map image below.

Trade Deck

Only include the Trade Cards that list a least one of the Genoa 🏰, Adriatic Sea 🌊, or Wien 🏰, as a primary or secondary Trade Node (T02-1, T02-2, T02-3, T02-4, T05-1, T08-2, T08-3, T10-1, T12-1, T12-2, T13-1, T15-1, T17-1, T18-1, T21-1, T25-1, T25-2, T26-2). The remaining Trade Cards will not be used in this scenario.

Missions

Players may pick two Missions from their green starting Missions.

>**Papal States:** Native: 1E, Gen.: 1B, 1C, 2A, 2C, 2D, 3A†, 3C, 3D

>**Venice:** Native: 1E, 2B, 3M, Gen.: 1A, 1D*, 2A, 2D, 2F, 3A†

* Mission 1D requires Ships adjacent to only 2 Trade Nodes, not 3.

† Mission 3A requires Provinces worth 4 Tax Value, not 4 Provinces.

Milestones

Remove the following Milestones from the game before setup:

Age I: High Income (Economic), Discover New Continents (Expansion), Crusader King (Warfare)

Age II: Global Trade (Economic), Circumnavigation (Expansion), Expand Overseas (Expansion), Colonial Tension (Politics)

Emperor and HRE

NPR >Austria is the Emperor of the HRE (starting at +2 🏰). Place 🏰 in CENTRAL ITALY and LOMBARDY.

Papal Curia setup

>Papal States controls the Roma 🏰. >France controls 🏰 #1, >Spain 🏰 #2, and >Venice 🏰 #3 (>Austria 🏰 #4, if included as a Bot).

Extra Manpower

Both >FranceBot and >SpainBot start with a +10 🏰 / +1 🏰 token in their Manpower Reserve, to indicate that they have 10 additional 🏰.

Ideas on display (Researched by) – 3x3 grid

Administrative: "Inquisition", "Church Attendance Duty", "Tolerance"

Diplomatic: "Benign Diplomats", "Shrewd Commerce Practice", "Efficient Spies"

Military: "Tercios/Jannissaries" (>Spain), "Defensive Mentality", "Cannons" (>France)

SCENARIO-SPECIFIC RULES

- **Ripe for Conquest:** Having a 🏰 in a Neutral Area does not prevent a PR from getting Military Access there. Land Units do not need to stop their movement when entering a Neutral Area.
- **Wealth of Italy:** During Phase 4, Step B, PRs receive twice as much Base Tax and Vassal Tax Income as normal.
- **Just One Merchant:** Each PR has just one single Merchant.
- **No starting Vassals:** >Naples and >Croatia are independent NPRs in this scenario, since their natural Overlords, >Aragon and >Hungary, are not in play.
- **Fickle Curia:** Only 3 🏰 slots are in play in this scenario (4 slots if >Austria is included as a Bot), in addition to the Roma 🏰.
- **Reformation:** Add only 1 Protestant token for Event 23A-1.
- **Final Battle:** All Truces are removed at the start of Round 3.
- **Multiple Priorities:** If a Bot draws a Bot Card that would have



PLAYER REALM SETUPS

Realm	Provinces (C/P)	Influence (C/P)	†/✠/✠/✠	Merchants	Military
FranceBot	C: Lyon (L), Provence (L), Toulouse, Montpellier	LOMBARDY (2), BURGUNDY (1)	State Religion: Catholic ✠: >Milan ✠: >Naples ✠: NAPLES	Genoa	(Army 1: 7 Infantry), GULF OF LYON (L. Ship)
>Papal States (Xystus IV, The Pazzi Conspiracy, 112-1)	C: Roma (L), Ancona, Ferrara, Avignon	CENTRAL ITALY (3), LOMBARDY (1), SWITZERLAND (1)	State Religion: Catholic ✠: >Milan	Genoa	CENTRAL ITALY: (Army 1: 2 Mercenary Infantry), C. MEDITERRANEAN (L. Ship)
>Venice (Leonardo, Aegean Tension, 114-2)	C: Venezia (L), Verona, Treviso, Brescia, Zara	CENTRAL ITALY (1), LOMBARDY (1), DALMATIA (1)	State Religion: Catholic	Adriatic Sea	VENETIA: (Army 1: 2 Mercenary Infantry), C. MEDITERRANEAN (L. Ship), ADRIATIC SEA (L. Ship, Fleet: 3 Galleys)
SpainBot	C: Palermo, Messina, Malta, Sardenya	NAPLES (3)	State Religion: Catholic ✠: >Naples ✠: SICILY	Genoa	(Army 1: 3 Infantry), C. MEDITERRANEAN (L. Ship)

EVENT DECKS

Age I One Round, all cards shuffled together	12A-2; 14A-2; 155B; 159B; 112-2
Age II Two Rounds, all cards shuffled together	21A-1; 22A-1; 23A-1; 24A-3; 255B; 259B; 202-1; 204-1; 212-1; 214-1

no effect on the game state, the Bot will simply pay the cost of the Bot Card and end its Turn.

- **Invalid Bot Targets:** Realms outside the play area are considered "Invalid Targets" (in addition to those listed in the definition on page 6 of the Solo & Bot Rules). If the Bot reaches the end of its Targeting Chart without encountering a valid target, the Bot will pay the cost of the Bot Card and end its Turn.
- **Bot Allies:** As an Action that costs 3, a human player is allowed to Ally with a Bot. PRs (both human and Bots) can only be Allied to one other PR. If a human player wishes to Ally with a Bot that is already Allied to a human player, they must pay 6. Bots will always accept Defensive CtAs, as long as they are at Peace. In order for a Bot Ally to accept an Offensive CtA, the Bot must be at Peace and the human player must pay 2. Alliances with Bots will be dissolved as normal in Phase 5, Step B1.

POWER STRUGGLES

If playing with Power Struggles, use *Italian Wars*. It will count as an Upcoming Power Struggle from Round 2, and is scored in Round 3.

DYNAMIC NPRS (O)

If you want to start with DNPRs on the map board, we suggest using >Austria (pink), placing O on all >Austrian Core Provinces in the Areas in play. Also, see the "No Bots Variant" below.

AUSTRIABOT VARIANT

If you have the *Extra Bot Decks* add-on, you may include AustriaBot as well, for an even sterner challenge. Place AustriaBot's (purple)

O on all >Austrian Core Provinces in the Areas in play. AustriaBot's Army starts with 4 Units and they go last in the Turn Order. Use 5 Events per Round (with no +1 Event), but replace Events as follows:

Age I: 14A-2 → 101-2;

Age II: 255B → 201-2.

NO BOTS VARIANT

For a very different experience, you can replace the the Bots with DNPRs. From the standard scenario setup, replace all of FranceBot's O with blue O, and all of SpainBot's O with orange O.

With no >France and >Spain as Bots, replace Events as follows:

Age I: No changes;

Age II: 202-1 → 254B / 204-1 → 257B.

Scenario Variant Rules

- Use the 2-player rules in section 20.2 of the main rules (p. 46).
- Use Optional Rules 9 and 10, 'Aggressive DNPRs' and 'Tenacious DNPRs' (see p. 1 of this booklet).
- In Phase 3, Step B, DNPRs always Invade with 8 Units, as long as there is 1+ eligible Invasion target Areas (see main rules p. 36).

VICTORY CONDITIONS

The winner is the player with the most P at the end of Round 3. Bots only score P for their O on the board, and not for their +10★/+1 tokens.

S3-03: SAME SEJM, BUT DIFFERENT (3 PLAYERS + 1 BOT)

KEY INFORMATION

Time Period: 1618–1821 (Age III and IV)
Number of Players: 3 human players +1 Bot
Player Realms: >Austria (white), >Prussia (blue), >Russia (in clockwise order) (yellow), >P.-L. Commonwealth (purple)
1st Player Round 1: >Austria
Number of Rounds: 8
Edition: Deluxe Edition / Fate of Empires

INTRODUCTION

This is a scenario where the players will fight aggressively over the lands of another great power, namely the >Polish-Lithuanian Commonwealth, controlled by PolandBot. Players will have to prepare their military might and face the Commonwealth to get access to their lands. However, by influencing the Polish Sejm, they can divert the attention of the Bot in the direction of the other PRs.

The way that players score (P) is very different in this scenario, see 'Victory Conditions', p. 7. >Prussia is the smallest PR in this scenario, hence the other two PRs lose (P) for doing badly.

HISTORICAL BACKGROUND

For centuries, the Polish-Lithuanian Commonwealth was one of the largest countries in all Europe. At its greatest extent, it reached all the way from the Baltic to the Black Sea, with many ethnicities living within it.

Powerful nobles always sought to limit the power of the crown. They repeatedly favored weak puppet kings rather than strong and resolute ones, which eventually lead the country into decline. In 1618, even though the geographical extent of the country is still large when compared to other Realms in Europe, the Commonwealth is on the brink of collapse.

The great powers surrounding the Polish-Lithuanian Commonwealth were like sharks circling their prey, trying to position themselves to get a piece of the pie. None of them wanted to let their rivals get the upper hand, so they did everything they could not to be late for the party.

SETUP INSTRUCTIONS

Set up the game as described on page 6 of the main rules, with the following additions:

Boards and Areas in play

Use the 1618 side of the Western and the Eastern Europe boards. Some Areas are off limits, as shown by the shaded parts of the map image below.

Trade deck

Take out all cards that are marked with a †, as well as T08-2 and T22-1, and return them to the box. They will not be used in this scenario.

Missions and Milestones

This scenario is played without Missions and Milestones.

Emperor and HRE

Emperor and HRE mechanics are not in play in this scenario.

Papal Curia (see The Polish Sejm)

>Prussia controls (P) #1, >Austria (P) #2, and >Russia (P) #3

Extra Resources for PRs

>Prussia starts with two +1 (S) tokens and 10 (d) extra in their Treasury. All Players have 3 extra (S) to distribute among their Monarch Power Pools (no more than 2 (S) extra per pool).

Ideas on display (Researched by) – 4x3 grid

Administrative: "Tolerance" (>Polish-Lith. Commonwealth), "Deus Vult" (>Austria) and 2 random Ideas

Diplomatic: "Cabinet" (>Austria) and 3 random Ideas

Military: "Cannons" (all PRs), "Line Infantry" (>Prussia), "Noble Knights" (>Polish-Lith. C.wealth and >Russia), and 1 random Idea

SCENARIO-SPECIFIC RULES

Extreme Bot

PolandBot gains 10 (S) during Phase 4 each Round. Do not track (P) for the Bot.

The Polish Sejm

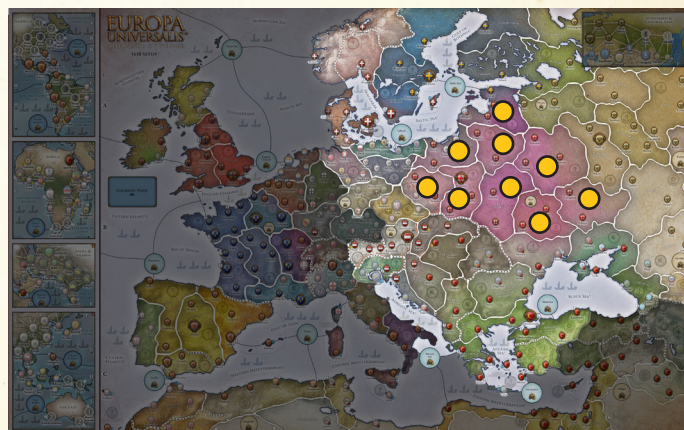
Use the Papal Curia mat to track the players' influence over the Sejm ("the Polish parliament"). The Sejm Controller is determined just like the Papal Controller would in the normal rules (see main rules, p. 45). The (S) represent szlachta ("middle nobility": influential members of the Sejm) and for all purposes function in the same way as (S) in the normal rules. Any cards or effects that affect (S) in the normal game also affect (S) in this scenario. However, the Roma (S) slot is not in play. PRs of any State Religion can have (S).

Sejm Controller: The Sejm Controller has the same bonuses the Papal Controller would have. However, during Phase 4, Step E, an Uncontested Sejm Controller simply scores (P) equal to the number of human players in the scenario. Additionally, the Sejm Controller may, whenever PolandBot takes an Event, decide whether PolandBot will trigger option A or B on that Event.

Instead of Papal Actions, the Sejm Controller has access to the **Manipulate Polish Military** (1 (S)) Action, which lets them either move PolandBot's Army as with a normal **Land Movement** (see main rules, p. 25), except they may never use Naval Transport or Military Access), or place it in any Area Friendly to the >Polish-Lith. Commonwealth if it is not currently on the board.

4-5 PLAYERS + BOT VARIANT

This scenario can also be played with four or five human players, by adding >Ottomans I and/or >Sweden as PRs.



PLAYER REALM SETUPS

Realm	Provinces (🗺️/🗺️)	Influence (🏰)	✝️/⚔️/🏰/🛡️	Merchants	Military
>Austria (Setup Card: 001-2)	🗺️: All Provinces in AUSTRIA, TIROL, BOHEMIA, ROYAL HUNGARY, plus: Silesia, Krain, Rijeka, Zagreb,	<u>SAXONY (2)</u>	State Religion: Counter-Reformed 🛡️: <u>MAZOVIA & MALOPOLSKA</u>	Wien 🏰, Adriatic Sea 🏰	AUSTRIA (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery), ADRIATIC SEA (L. Ship)
>Prussia (Setup Card 013-2)	🗺️: <u>Berlin (L)</u> , Potsdam (L), Altmark (L), Neumark, Kleve, Königsberg, Osterode	LOWER SAXONY (2), POMERANIA (1), SAXONY (1)	State Religion: Protestant 🛡️: POMERANIA, <u>PRUSSIA</u>	Saxony 🏰, Lübeck 🏰	BRANDENBURG (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery), BALTIC SEA (L. Ship)
>Russia (Setup card 005-2)	🗺️: All Provinces in MOSCOW & RYAZAN, C. RUSSIA, NOVGOROD, POMORYE, VOLOGDA, PERM, KAZAN, and SARATOV, plus: Sarai, Astrakhan, Ladoga, Olonets; 🗺️: Majar	CRIMEA (1), CIRCASSIA (1)	State Religion: Orthodox Truce: Sweden 🛡️: WHITE RUTHENIA, EASTERN UKRAINE	Kazan 🏰, Novgorod 🏰	MOSCOV & RYAZAN (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery)
PolandBot (Setup card 007-2)	🗺️: All Provinces in MAZOVIA & MALOPOLSKA, RED RUTHENIA, LITHUANIA, WHITE RUTHENIA, W. UKRAINE, E. UKRAINE, KAZAN, plus: Danzig, Kulm, Poznan, Kalisz, Sieradz, Livland, Riga, Goldingen, Edisanas, Zaporoze	ESTONIA & LIVONIA (1), MOLDAVIA (1), CRIMEA (1)	State Religion: Counter-Reformed	Kiev 🏰	(Army 1: 4 Units), BALTIC SEA (Ship)

Realm setups are also described on the 1618 Setup Cards, which should be handed out, with players noting that any starting pieces listed on the Setup Cards for Areas that are not in play are ignored and not placed on the map board.

Items that differ from Setup Cards have been underlined in red in the table above. PolandBot is set up according to the setup rules for Bots.

EVENT DECKS

	1st half	2nd half
Age III	31A-1, 32A-1, 33A-1, <u>34A-1</u> , 351B, 363B; <u>301-1, 305-1, 307-1, 313-1</u>	31A-2, 32A-2, 33A-2, 34A-3, 355B, 358B; <u>301-2, 305-2, 307-2, 313-2</u>
Age IV	<u>41A-1</u> , 42A-1, <u>43A-1</u> , 44A-1, 452B, 454B; <u>401-1, 405-1, 407-1, 413-1</u>	41A-2, <u>42A-2</u> , <u>43A-2</u> , <u>44A-2</u> , 453B, <u>458B</u> ; <u>401-2, 405-2, 407-2, 413-2</u>

These variants are played without the "+1 Event", meaning that the number of Events put on display during Phase 1 each Round is equal to the number of PRs (5 or 6, including PolandBot).

To add >Sweden (green, Turn order: after >Prussia) as a player, use their 1618 Setup Card (009-2), include POMERANIA as a 🗺️, and add the following Events:

Age III: 309-1 / 309-2 (4 human players: remove 351B and 355B)

Age IV: 409-1 / 409-2 (4 human players: remove 452B and 458B)

To add >Ottomans I (red, Turn order: last) as a player, use their 1618 Setup Card (006-2), and add the following Events:

Age III: 306-1 / 306-2 (4 human players: remove 351B and 355B)

Age IV: 406-1 / 406-2 (4 human players: remove 452B and 458B)

POWER STRUGGLES

None of the Power Struggle cards are in play, but the Areas listed on the right here are treated as **Battleground Areas** (see main rules, p. 43) throughout the scenario – place a 🗺️ token in each of them.

They are scored just like Battleground Areas for a normal Power Struggle during phase 4E of Rounds 4 and 8 (in other words, at the end of Age III and Age IV).

For the duration of the game, when taking the *Fabricate Claims* Action (see main rules, p. 15), players only need to pay 1 🗺️ for each 🗺️ placed in any of these Battleground Areas (🗺️ on the map).

🗺️ PRUSSIA, WIELKOPOLSKA, MAZOVIA & MALOPOLSKA, LITHUANIA, ESTONIA & LIVONIA, RED RUTHENIA, WHITE RUTHENIA, WESTERN UKRAINE, and EASTERN UKRAINE.

Austria and Russia: For each Battleground Area that >Austria and >Russia have no 🗺️ adjacent to during scoring, they lose 🗺️.

VICTORY CONDITIONS

Players score 🗺️ for nothing other than being Sejm Controller and for Battleground Areas as described above. There is **no Final Scoring**.

The players are ranked by their 🗺️ score at the end of Age IV. Ties are resolved as described on page 11 of the main rules.

S3-04: TURNING THE TABLE (6 PLAYERS)

KEY INFORMATION

Time Period: 1490-1720 (Age I, II, and III)
Number of Players: 6
Player Realms: >England (red), >Denmark (white),
(in clockwise order) >Poland (purple), >Ottomans (green),
>France (blue), >Portugal (yellow),
1st Player Round 1: >England
Number of Rounds: 10
Edition: Deluxe Edition / Fate of Empires

INTRODUCTION

This scenario places the players in a "what if?"-scenario starting with the second half of Age I, as we imagine that some of the pivotal moments in history leading up to the scenario's start date had very different outcomes than their historical counterparts.

All Realms are more or less balanced in power at the start. Only >Portugal is a bit smaller in size, however it enjoys of a favorable position, away from immediate threats.

AHISTORICAL BACKGROUND

The Crusaders won the Battle at Varna, but at a great cost. Most of their army was decimated, with Wladyslaw III dying shortly after. The Bulgarian and Wallachian lords pledged their allegiance to the new king of Poland-Hungary.

The Ottoman Sultan had to plea for a peace agreement with the Crusaders, losing part of his Balkan possessions and giving up his ambitions of capturing Constantinople. Instead he strove to consolidate his position in Anatolia. He also managed to install a puppet regime in Tunis.

Denmark strengthened its ties to the noble families of Norway and Sweden, thus centralizing the institutions of government in the Kalmar Union. They now dominate Scandinavia completely.

The War of Castilian Succession ended with a victory for the supporters of a union with Portugal over the nobles siding with Aragon. Subsequently, Alfonso V of Portugal crowned as the King of Castile.

France and England signed a peace treaty after the English-Burgundian alliance managed to capture northern France, while the Duchy of Gascony was secured by the French. The death of the heir-less Burgundian Duke reignited the conflict once more, with each Realm claiming parts of the Duchy.

In the heart of Europe, the Grand Duke of Austria has greatly expanded his power into Bohemia, Lombardy, and the former Burgundian lands.

SETUP INSTRUCTIONS

Set up the game as described on p. 6 of the main rules, with the following additions:

Boards and Areas in play

Use the 1444 setup side of the Western Europe, Eastern Europe, and Distant Continents map boards. The Areas in play are exactly the same as listed and shown on the map in scenario S2-01.

Trade deck

Take out all cards that are marked with a †, except those marked with a 2, and set them aside. These cards are only added to the Trade deck later (see main rules, p. 35, section 12.6).

Missions

No missions are used for this scenario.

Emperor and HRE

>Austria (green DNPR) is the Emperor of the HRE, with +4 upon setup. Follow the NPR Emperor rules (p. 45, section 18.8). Place in CENTRAL ITALY and JUTLAND.

Papal Curia

>Portugal controls #1, >Poland #2, >France #3, >England #4, and >Denmark #5.

Ideas on display (Researched by) – 3x3 grid

Admin.: "Tolerance" (>Poland, >Ottomans) and 2 random Ideas

Diplomatic: "Quest for the New World" (>Portugal), "Benign Diplomats" (>Denmark), and 1 random Idea

Military: "Tercios/Jannissaries" (>Ottomans), "Cannons" (>England, >France), and 1 random Idea

DYNAMIC NPRS (O)

>Austria (green), placing on Wien, Franche-Comté, Luxembourg, Namur, Milano, Cremona, Parma, Praha, Rudohori, Budejovice, Olomouc, Silesia. >Lithuania (pink), placing a on Vilnius.

Count all Provinces Owned by >Austria and >Lithuania as part of the respective DNPRs. Place as normal when they expand.

POWER STRUGGLES

Randomize the order of *Thirty Years' War*, *War of Spanish Succession*, and *Seven Years' War*, and activate them only on the fully white P.

SCENARIO-SPECIFIC RULES

Imperial Favors

Imperial Favors are represented by grey and are a resource that can be used to sway the HRE to come to your aid.

Gaining Imperial Favors

- If you have the most in total (tied qualifies, but not 0) among all HRE Elector Areas while taking the **Change National Focus** Action, you may pay 1 to gain 1 Imperial Favor: place a gray in your Treasury. If all 6 are already in PR Treasuries, take a from the PR with the most favors (your choice if tied).
- Gain 1 Imperial Favor if you Accept a CtA from >Austria or an HRE member (who is not at War with >Austria).
- When you gain an Imperial Favor, place a green according to normal DNPR Expansion rules (main rules, p. 41).

Using Imperial Favors

- During Step 1 of a Land Battle, if your Enemy is at War with >Austria or an HRE member (who is not at War with >Austria), spend an Imperial Favor to add a number of Allied Units to your side equal to the current x2. Any remaining of these Units are removed once the Battle is over.
- You may spend an Imperial Favor during Phase 5, Step B1, to retain your Alliance with >Austria for one more Round.
- When rolling to see if increases or decreases (see main rules, section 18.8, p. 45), you may spend 1 Imperial Favor to add/subtract 1 to/from the die roll, after seeing the result.

PLAYER REALM SETUPS

Realm	Provinces (🏰/🏰)	Influence (🏰)	✠/🏰/🏰/🏰	Merchants	Military
>England (Edward IV, Wars of the Roses, 103-1)	🏰: London (L), Paris (L), Champagne (L), Artois, Picardie, Caux, Normandie, Maine, Essex, Oxford, Wessex, Wales, Shrewsbury, Lancashire, York, Northumberland, Pale	SCOTLAND (1), IRELAND (1), BRITANNY & NORMANDY (1), FLANDERS & WALLONIA (1), NETHERLANDS (1)	State Religion: Catholic Truce: >France 🏰:>Scotland 🏰: BURGUNDY	Champagne 🏰, English Channel 🏰	EAST ANGLIA: (Army 1: 2 Infantry, 1 Cavalry), ENGLISH CHANNEL (2 L. Ships), E. ATLANTIC (L. Ship)
>Denmark (Christian I, Death of Adolf VIII, 108-1)	🏰: København (L), Lund (L), Østjylland, Vestjylland, Slesvig, Holstein, Gotland, Borgarsysla, Akershus, Bergenhus, Trondheim, Lübeck 🏰: Östergötland, Berslagen, Stockholm, Hälsingland, Österbotten, Åbo, Nyland	GÖTALAND & SKÅNE (1), NETHERLANDS (1), LOWER SAXONY (1), POMERANIA (1), PRUSSIA (1)	State Religion: Catholic 🏰:>Sweden 🏰: POMERANIA	Lübeck 🏰, North Sea 🏰	JUTLAND: (Army 1: 2 Infantry, 1 Cavalry), NORTH SEA (L. Ship), SKAGERRAK (2 L. Ships)
>Poland (Kazimierz IV, Successor to Wladyslaw III, 107-1)	🏰: Kraków (L), Poznań, Kalisz, Sieradz, Sandomierz, Lublin, Lwów, Podole, Szepes, Poszony, Sopron, Pest, Szabolcs 🏰: Beograd, Torda, Hunyad, Zagreb, Rijeka, Warszawa, Tirgoviste, Buzau, Sofya, Silistre	TRANSYLVANIA (1), CROATIA & BOSNIA (1), WALLACHIA & BULGARIA (1), MAZOVIA & MALOPOLSKA (1)	State Religion: Catholic 🏰: ROYAL HUNGARY 🏰: PUSSIA	Kiev 🏰, Kraków 🏰	MAZOVIA & MALOPOLSKA (Army 1: 2 Infantry, 1 Cavalry)
>Ottomans (Mehmed I, Setup Card, 006-1, w/ ❤️)	🏰: Edirne (L), Hüdavendigar (L), Selanik, Yanya, Kastamonu, Ankara, Izmir, Kütahya, Teke, Mentese, Amasya, Sivas, Trebizond 🏰: Karaman, Konya, Adana, Tunis, Bizerte, Sousse, Tripoli, Mitidja, Kabylia	KURDISTAN (1), SERBIA & ALBANIA (1), CRIMEA (1), KARAMAN (1), TUNISIA (1)	State Religion: Muslim 🏰: MACE. & THRACE, WALLACHIA & BUL.	Black Sea 🏰, Alexandria 🏰	MACED. & THRACE (Army 1: 2 Infantry, 1 Cavalry), AEGEAN SEA (L. Ship, Fleet: 3 Galleys), E. MEDITERRANEAN (L. Ship), C. MEDITERRANEAN (L. Ship)
>France (Louis XI, End of the Hundred Years War, 104-1)	🏰: Orléans (L), Lyon (L), Bourgogne (L), Provence (L), Bordeaux (L), Limousin, Berry, Bourbon, Toulouse, Montpellier, Poitou, Anjou, Saintonge, Armagnac	LOMBARDY (2), C. ITALY (2), ARAGON (1)	State Religion: Catholic Truce: >England 🏰:>Florence 🏰: AQUITAINE 🏰: BRITANNY & NORMANDY, SEINE	Genoa 🏰, Bordeaux 🏰	LOIRE (Army 1: 2 Infantry, 1 Cavalry), GULF OF LYON (L. Ship), BAY OF BISCAY (L. Ship)
>Portugal (Afonso IV, The Duke of Coimbra, 112-1)	🏰: Lisbon (L), Beira, Porto, Galicia, Ceuta, Madeira, Canarias Distant 🏰: Angola 🏰: Salamanca (L), Madrid (L), Sevilla (L), Badajoz, Burgos, Murcia, Cordoba	CASTILE (2), LEON (1), ANDALUCIA (1), C. ITALY (1)	State Religion: Catholic 🏰:>Castile 🏰: >Natal	Sevilla 🏰, Ivory Coast 🏰	PORTUGAL (Army 1: 2 Infantry, 1 Cavalry), C. ATLANTIC (2 L. Ships), E. AFRICAN COAST (L. Ship), S.E. ATLANTIC (L. Ship)

EVENT DECKS

	1st half	2nd half
Age I	No 1st half in this scenario	11A-3, 12A-1, 13A-2, 14A-1; 155B, 159B; 103-2, 104-2, 106-2, 107-2, 108-2, 110-2
Age II	21A-1, 22A-1, 23A-1, 24A-1; 251B, 254B; 203-1, 204-1, 206-1, 207-1, 208-1, 210-1	21A-2, 22A-2, 23A-2, 24A-2; 255B, 259B; 203-2, 204-2, 206-2, 207-2, 208-2, 210-2
Age III	31A-1, 32A-1, 33A-1, 34A-3; 351B, 362B; 303-1, 304-1, 306-1, 307-1, 308-1, 310-1	31A-2, 32A-2, 33A-2, 34A-2; 355B, 364B; 303-2, 304-2, 306-2, 307-2, 308-2, 310-2

This Scenario is played without the "+1 Event", meaning that only 6 Events are put on display during Phase 1 of each Round.

Capitals

>France's Capital is Orléans for all purposes in this scenario. Event 204-2 affects Orléans instead of Paris.

VICTORY CONDITIONS

The winner is the player with the most 🏰 the end of Age III. Normal endgame triggers apply (see main rules, page 11).

S3-05: THE SUN GOD AWAKENS (4 PLAYERS / SOLO)

KEY INFORMATION

Time Period: 1444–1715 (Age I, II and III)
Number of Players: 4
Player Realms: >France, >Castile, >England, >Cusco/Inca
 (in clockwise order)
1st Player Round 1: >France
Number of Rounds: 12
Edition: Standard Edition

INTRODUCTION

In this highly unique scenario, one of the players will be playing as the native South American Realm of >Cusco/Inca, while the other PRs are European states with colonial ambitions.

While the European powers will play a game very similar to what they do in traditional scenarios, like S1-01, the >Cusco/Inca player will have a very different experience. They start off small, but will have a chance to expand before the Europeans get to the Americas. Maybe this time they will be able to repel the European colonizers?

The scenario is well suited for solo play, playing as >Cusco/Inca against 3 Bots if you have the Extra Bot Decks add-on.

HISTORICAL BACKGROUND

Although ruling over little more than Cuzco in 1444, and being surrounded by unfriendly tribes, Pachacutec (the upcoming Sapa Inca) was on the verge of uniting the region and forming the Inca empire.

Far across the jungles and the oceans beyond them, European explorers had started to venture ever further across the open seas. Ideas of conquests and riches quickly spread when a new continent was found.

SETUP INSTRUCTIONS

Set up the game as described on page 6 of the main rules, with the following additions:

Boards and Areas in play

Use the 1444 setup side of the Western Europe and Distant Continents map boards. ADRIATIC SEA, VENETIA, DALMATIA and all Areas touching the right-hand edge of the Main Map are off-limits.

Trade deck

Take out all cards that are marked with with a + or * and set them aside. These are only added later, as per page 35 of the main rules, but ignoring >Cusco/Inca and the DNPRs that start in AMERICA.

Remove the following cards from the game: T12-2, T18-1, T26-2.

Missions

>France, >Castile, and >England may pick two Missions from their green starting Missions. The rest of each PR's Mission deck is set aside for later Rounds. For >Cusco/Inca, see Scenario Specific Rules.

Papal Curia setup

>Castile controls 🏰 #1, >France 🏰 #2, >England 🏰 #3.

DYNAMIC NPRS

>Quillacos (pink) in Quito, >Charcas (orange) in Charcas, >Mapuche (blue) in Chile. >Portugal (green) with 🏰 on all their Provinces.

SCENARIO-SPECIFIC RULES

American natives

- **Native Uprising:** >Cusco/Inca may fully ignore the 🏰 effect.
- **Reminder:** The *Development* card can be used in Distant Areas.
- **Distant Realm:** >Cusco/Inca is a PR, but also a Distant Realm. This can come into play when resolving some Events or Bot decisions. Additionally, this means that >Cusco/Inca has double MC (but not Tax Income nor 🏰) in its provinces in AMERICA.
- **Smallpox:** When resolving the Event *Smallpox Epidemic* (252B), the initial 🏰 must be placed in an Area adjacent to a 🏰 or 🏰 that does not belong to >Cusco/Inca, or adjacent to a 🏰 belonging to >Portugal. In affected Areas, >Cusco/Inca loses ½ of its Units as Casualties, and ½ of its Tax Income during Phase 4.
- **Weak Neighbors:** The starting **Native American DNPRs**, >Quillacos, >Charcas and >Mapuche do not benefit from double MC when defending a Distant Province against >Cusco/Inca.
- **Inti Religion:** Use Diverse Faiths tokens to represent Inti Religion. Inti allows Royal Marriages with NPRs in AMERICA. Inti Realms gain 1 additional 🏰 during Phase 4, and can use 🏰 as 🏰 when playing *Royal Marriage* and *Subjugate* cards.

European colonizers

Follow these **DNPR Expansion** 🏰 rules for European DNPRs:

- **Auto-resolution** (check in order, resolve ties alphabetically):
 1. If possible, place a 🏰 on an NPR Province in a main map Area where the DNPR already has a 🏰;
 2. Also, if possible, place a 🏰 on a Province of a Distant NPR adjacent by land to the DNPR;
 3. If 2 is not possible, place a 🏰 on a coastal Territory in AMERICA or AFRICA (age I/II) or the FAR EAST (age II/III), preferring Territories bearing the number 1.
- **Bot resolving:** Same as auto-resolution, but ignore Areas adjacent to the resolving Bot's 🏰 and Areas with their 🏰.
- **Human player resolving:** Pick 2 of the auto-resolution options listed above, ignoring order of preference.

Invalid Targets and the HRE

All HRE member Realms and all Realms with Muslim State Religion are invalid as targets for the *Declare War* Action, the *Subjugate* card, for the **DNPR Expansion** 🏰 effect, and for all Bot Actions.

At the start of Age II, place 🏰 in BURGUNDY, LOMBARDY and CENTRAL ITALY.

Cusco/Inca Starting Limitations

- **Followers of Ancient Ways:** They may only *Research* Ideas if adjacent to a Realm with its Capital on the main map, and then only at a cost of 3 🏰 higher than normal.
- **Limited Administration:** They may not *Appoint* Advisors with a +2 or +3 Skill. Upon drawing a card with a +2 or +3 Advisor, they may immediately discard it and draw a new card (this must be kept). They also get 1 🏰 extra in Phase 4 of the Monarch Power type they have the fewest of (player's choice if tied).
- **Limited Diplomacy:** They may not perform the *Trade* Action, and cannot *Declare War* on Realms whose Capital is not in AMERICA. They can only have 🏰, 🏰, and 🏰 in Realms adjacent to theirs.
- **Limited Military:** They may not have Ships or Mercenaries.

PLAYER REALM SETUPS

Realm	Provinces (☉/☞)	Influence (◆)	✠/✠/✠/✠/✠	Merchants	Military
>France (Setup Card 004-1) – same setup as in S1-01					
>Castile (Setup Card 002-1) – same setup as in S1-01					
>England (Setup Card 003-1) – same setup as in S1-01					
>Cusco/Inca (Ruler: MIL-01-1)	☉: Cusco (L)	◆: 1	State Religion: Inti	–	Cusco (Army 1: 1 Infantry)

EVENT DECKS

	1st half	2nd half
Age I	11A-1, 12A-1, 13A-1, 14A-1; 151B, 153B, 154B; 102-1, 103-1, 104-1	11A-3, 12A-2, 13A-2, 14A-2; 152B, 156B, 159B; 102-2, 103-2, 104-2
Age II	21A-1, 22A-1, 23A-1, 24A-1; 252B, 260B, 262B; 202-1, 203-1, 204-1	21A-2, 22A-2, 23A-2, 24A-2; 255B, 258B, 261B; 202-2, 203-2, 204-2
Age III	31A-2, 32A-1, 33A-1, 34A-3; 352B, 359B, 360B; 302-1, 303-1, 304-1	31A-1, 32A-2, 33A-2, 34A-2; 354B, 357B, 361B; 302-2, 303-2, 304-2

Cusco/Inca Missions

>Cusco/Inca may at any time complete any of the Missions from the list below, as long as they satisfy the stated requirements and have completed at least one Mission from the previous tier.

☐ 1A “Form Inca Empire” – (3)

Requirements: >Quillacos, >Charcas and >Mapuche no longer exist.

Effects: Remove all ☉ from Provinces you now Own. For each Province that becomes an >Inca Core Province this way, gain +1 🌟.

☐ 2A “March into the jungle” – (2)

R: Own Amazonas or Minais Gerais.

E: Gain a 🏰 in Amazonas or Minais Gerais.

☐ 2B “March beyond the jungle” – (2)

R: Own Mexico.

E: Gain a 🏰 in a vacant Territory adjacent to Mexico.

☐ 2C “Adopt Western religion” – Lose (1)

R: Your PR is adjacent to 1+ Realms with its Capital on the main map.

E: Adopt the State Religion of one of those Realms. Add ✠ to all your ☉/☞ that are not adjacent to a Realm of that Religion. Lose 1 🏰 and all 🏰. The *Followers of Ancient Ways* rule is now lifted.

☐ 3A “Improve administration” – (1)

R: Have Researched 1+ Administrative Ideas.

E: The *Limited Administration* rule no longer applies. You may **Ap-point** an Advisor for free from any of the discard piles.

☐ 3B “Improve diplomacy” – (1)

R: Have Researched 1+ Diplomatic Ideas.

E: The *Limited Diplomacy* rule no longer applies. Place Merchants in South and North America 🏰, and then take a free **Trade** Action.

☐ 3C “Improve military” – (1)

R: Have Researched 1+ Military Ideas.

E: The *Limited Military* rule no longer applies. You may pay 1 ✠ to gain 1 Light Ship in each non-Hostile Sea Zone adjacent to your Realm, and/or pay 1 ✠ to gain 3 Mercenary Infantry in an existing Army.

☐ 4A “Reform government” – (1)

R: Have Researched 1+ Ideas of each type.

E: Gain 1 🏰, 1 🏰, and 1 ✠.

☐ 5A “Sail across the Pacific” – (3)

R: Own a Province on the Far East Distant Continent.

E: Gain 2 🏰 and 5 🏰.

☐ 5B “Sail across the Atlantic” – (3)

R: Own or Vassalize 1+ Provinces on the main map.

E: Gain a 🏰 in an Area adjacent to one of these Provinces.

☐ 6A “Control spice trade routes” – (4)

R: Perform a Trade Action with 4+ 🏰 in the Indian Ocean 🏰.

E: Expand a Trade Node on the AMERICA Distant Continent.

☐ 6B “Establish European protectorates” – (4)

R: Own or Vassalize the Capital of a DNPR on the main map.

E: Draw 2 Action Cards of different types.

☐ 7A “The Sun never sets on the Inca Empire” – (6)

R: Have a continuous line of Ships across all the Distant Continents.

E: Expand a Trade Node adjacent to this line of Ships. Perform a **Naval Activation** or **Trade** Action for free.

☐ 7B “The Sun shines upon its children” – (6)

R: No other PRs or NPRs Own Provinces in AMERICA.

E: Research “Absolute Monarchy” or “Constitutional Monarchy” with a discount of 3 🏰. If you already have one of these, gain +1 🏰 instead.

☐ 8C “The Sun God awakens” – (8)

R: Own 1+ starting Provinces of each of the other PRs.

E: Change the Religion of any 3 Areas with your ☉ to match your State Religion. Gain 🏰 extra if your State Religion is still Inti.

VICTORY CONDITIONS

The winner is the player with the most 🏰 the end of Age III.

Normal endgame triggers apply (see main rules, page 11).

S3-06: BALTIC HEGEMONY (3 PLAYERS / SOLO)

KEY INFORMATION

Time Period: 1444–1718 (Age I, II, and III)
Number of Players: 3
Player Realms: >Sweden (blue), >Muscovy (yellow),
 (in clockwise order) >Poland (purple)
1st Player Round 1: >Sweden
Number of Rounds: 12
Edition: Deluxe Edition / Fate of Empires

INTRODUCTION

In this scenario the players will compete to dominate the region around the Baltic Sea. Although >Sweden is the weakest PR to begin with, they have the easiest access to the Baltic region, while the two stronger PRs, >Poland and >Muscovy, are further away.

HISTORICAL BACKGROUND

Sweden was still a junior partner in the Kalmar Union, Poland was in disarray after the catastrophic defeat to the Ottomans at Varna, and Muscovy was just one of several principalities vying for power over the eastern steppes after the demise of the Golden Horde. For all of them, access to and control over the lucrative trade in the Baltic region held the key to their ambitions to become great powers.

SETUP INSTRUCTIONS

Set up the game as described on p. 6 of the main rules, with the following additions:

Boards and Areas in play

Use the 1444 setup side of the Western and Eastern Europe map boards. Certain Areas are off-limits, as shown by the shaded region of the map image below..

Trade deck

For this scenario, remove all cards marked with a †, as well as T19-1, T19-2, T21-1, and T22-1 from the game.

Missions, Milestones, and Ideas

All players may pick two Missions from their green starting Missions. The rest of each PR's Mission deck is set aside for later Rounds.

>Sweden, instead of their native Mission 3D, has the generic Mission 3J (using the ID links of Mission 3D) in their Mission deck.



Remove all Ideas and Milestones tied to the Distant Continents, as well as *Italian Friends* (Pol., Age I) and *Mare Nostrum* (Exp., Age II).

Emperor and HRE

>Austria is the Emperor of the HRE (starting at +3 🏰). Use the NPR Emperor rules on page 45 of the main rules.

Papal Curia setup

>Poland controls 🏰 #1, >Sweden 🏰 #2, 🏰 #3 is empty.

DYNAMIC NPRS (🏰)

>Austria (Blue), >Ottomans (Green), and >Denmark (Pink) start as DNPRs, place 🏰 on Denmark's Vassals too.

SCENARIO-SPECIFIC RULES

Optional Rule 13: Join us or die

Once per Turn, the Active Player may take a *Forge Alliance* Action as a Minor Action, at no 🏰 cost, to Ally with any NPR that Owns Provinces in an Area where the PR has more Units than the Base Tax Income of the target NPR. You may ignore all other requirements for this *Forge Alliance* Action, but the NPR may not be an Active Ally.

Baltic focus

In a non-solo game with Bots, for the Bot Military Action, consider any Area with 1+ Ports facing the SKAGERRAK, BALTIC SEA, or GULF OF BOTHNIA Sea Zones as if they have a 🏰 token.

SOLO VARIANT WITH TWO BOTS

This scenario is well-suited for solo play, and works best with >Sweden as the human player and >Poland and >Muscovy as Bots.

Additional Victory Conditions

- **Easy difficulty level:** In order to win the game >Sweden must be the Realm with the highest Prestige at the end of Age III.
- **Medium and Hard difficulty level:** >Sweden will be penalised if they do not manage to achieve the following goals in time:
 - 🏰 **By the end of Age I:** >Sweden must Own Gotland and Lund.
 - 🏰 **By the end of Age II:** >Sweden must have a higher Base Tax Income than one (or both) of >Poland or >Muscovy, as well as Owning Neva and all Provinces in ESTONIA & LIVONIA.
 - 🏰 **By the end of Age III:** >Sweden must have Enforced Victory Terms on >Austria during a Peace Resolution, at least once.
- At **Medium difficulty**, if >Sweden fails to meet the goals above, they lose 10 🏰. At **Hard difficulty**, if >Sweden fails to meet the goals above, the scenario will immediately end in defeat.

Scandinavian rivalry

>Denmark (1) cannot be *Subjugated*, and (2) will refuse any Alliance with >Sweden if >Sweden Owns any >Danish Core Provinces.

Activating AustriaBot

If >Sweden Eclipses one (or both) of the Bots, replace that Bot with AustriaBot, according to the rules on page 11, with these amendments:

- If both Bots are Eclipsed in the same Round, replace PolandBot.
- AustriaBot gets 12 🏰, and starts with all their 🏰 in their Army.

PLAYER REALM SETUPS

Realm	Provinces (🏰/🏰)	Influence (🏰)	🏰/🏰/🏰/🏰	Merchants	Military
>Sweden (Setup Card 009-1) – same setup as in S3-01					
>Muscovy (Setup Card 005-1) – same setup as in S2-02					
>Poland (Setup Card 007-1) – same setup as in S2-01					

Realm setups are also described on the Setup Cards, which should be handed to their respective players.

EVENT DECKS

	1st half	2nd half
Age I	11A-1, 12A-1, 13A-1, 14A-1, 161B; 105-1, 107-1, 109-1	11A-3, 12A-2, 13A-2, 14A-3, 160B; 105-2, 107-2, 109-2
Age II	21A-1, 22A-1, 23A-1, 24A-3, 263B; 205-1, 207-1, 209-1	21A-2, 22A-2, 23A-2, 24A-4, 255B; 205-2, 207-2, 209-2
Age III	31A-1, 32A-1, 33A-1, 34A-3, 355B; 305-1, 307-1, 309-1	31A-2, 32A-2, 33A-2, 34A-2, 363B; 305-2, 307-2, 309-2

Replace Events as follows if AustriaBot replaces MuscovyBot:

Age I: 105-1 → 101-1 / 105-2 → 101-2

Age II: 205-1 → 201-1 / 205-2 → 201-2

Age III: 305-1 → 301-1 / 305-2 → 301-2

Replace Events as follows if AustriaBot replaces PolandBot:

Age I: 107-1 → 101-1 / 107-2 → 101-2

Age II: 207-1 → 201-1 / 207-2 → 201-2

Age III: 307-1 → 301-1 / 307-2 → 301-2

SOLO VARIANT WITH THREE BOTS

With the Extra Bot Decks add-on, the scenario can, for a sterner challenge, be played with 3 Bots by replacing the DNPR >Austria with AustriaBot upon setup (4th in Turn order, white color, 🏰 #1, sliding all other 🏰 one slot to the right). All additional rules for Solo Variant with Two Bots apply, apart from Activating AustriaBot.

Use Setup Card 001-1, and add the following Events:

Age I: 101-1, 154B / 101-2, 159B

Age II: 201-1, 256B / 201-2, 255B

Age III: 301-1, 353B / 301-2, 358B

1618-START VARIANT

For an asymmetric, condensed and more intense experience, set up this scenario using the 1618 side of the map boards, and using the 1618 side of each of the Setup Cards (009-2, 005-2, and 007-2).

All PRs start with 🏰 (of each type) matching their Starting Ruler's Skills, plus 3 🏰 of their choice. >Sweden gets 15 🏰 extra in their Treasury, and two +1 🏰 tokens. >Russia starts at War with >Polish-Lithuanian Commonwealth (>Russian War token on Warszawa). >Austria, as the NPR Emperor, starts at +1 🏰.

No Missions are used in this variant, the **Papal Curia** is not in play, and also NORTHERN & CENTRAL ASIA is off-limits. Remove all Expansion **Milestones**, as well as *Gold Fever* (Eco.), *Religious Diversity* (Dip.), *Seize Colonies* (Mil.), and *Formidable Armed Forces* (Mil.), and then draw 1 random Milestone of each type except Expansion.

Dynamic NPR (🏰)

The only DNPR in this variant is >Ottomans (Green) – place a 🏰 on Constantinople to indicate this, and 🏰 on any Provinces they expand to when resolving **DNPR Expansion** 🏰🏰. Use Optional Rule 9, 'Aggressive DNPRs', described on page 1 of this booklet, for this scenario variant. The initial NPR Strength (main rules v1.2, p. 36) of >Ottomans in this scenario is 36.

Scenario Variant Rules and Victory Conditions

For the **Event Tatar Raids III** (363B), option B must be selected.

No (P) is scored for *Research Idea* Actions. At the end of Age III, score (P) according to the Additional Prestige scoring at the end of each Age described under Victory Conditions below.

No Final Scoring will be performed in this variant.

VICTORY CONDITIONS

The winner is the player with the most (P) at the end of Age III. Normal endgame triggers apply (see main rules, p. 11).

Additional Prestige scoring at the end of each Age (do not use with the solo variants)

All PRs score:

② per 🏰/🏰 on a non-starting Baltic Port* (🏰 on the map)

④ for having the most Ships in the Baltic*

② for having the second-most Ships in the Baltic*

All PRs lose:

④ if they have no 🏰/🏰 on any non-starting Baltic Ports*

② if they have no Ships in the Baltic*

* For the purpose of this scoring, count all Ports facing the SKAGERRAK, BALTIC SEA, or GULF OF BOTHNIA Sea Zones as Baltic Ports (remember, do not count your own starting Provinces), and all Ships in any of these Sea Zones as Ships in the Baltic. If tied for most Ships, split the (P) reward for that tier among tied players (round up).

S3-07: TURMOIL IN WESTERN EUROPE

KEY INFORMATION

Time Period: 1444–1618 (Age I and II)
Number of Players: 6
Player Realms: >Portugal, >France, >Castile, >England,
 (in clockwise order) >Burgundy, >Aragon
1st Player Round 1: >Portugal
Number of Rounds: 8
Edition: Deluxe Edition / Fate of Empires

INTRODUCTION

This scenario is recommended only for experienced players that are comfortable with how to play the game. Many scenarios allow for expansion against NPRs to solidify a power base before running into conflict with opposing PRs. In this scenario, almost every PR's path to growth is blocked by another PR.

England has some breathing room in Scotland and Ireland, but will be hard pressed to keep its continental holdings. The Iberian powers have some access to North Africa, but such expansion will be fraught with religious unrest. Finally, France and Burgundy border the Holy Roman Empire to the east, with the support of the Emperor (see main rules, p. 45) providing a strong deterrent to expansion. This scenario will drive player diplomacy and interaction from the moment the game starts.

HISTORICAL BACKGROUND

See previous scenario S1-01 regarding France, Castile, and England.

By 1444 Prince Henry the Navigator had pushed Portugal's exploration efforts to the westernmost point of Africa. As subsequent expeditions went further yet, Portugal found itself at the forefront of the Age of Discovery, forming a vast overseas empire.

As England and France remained engaged in the Hundred Years' War, Burgundy took the opportunity to solidify its own power. Although technically a vassal under the French king, the inheritance of the Netherlands has made Phillip the Fair among the most powerful rulers in Western Europe. Indeed, many felt the Duke of Burgundy sought to make his own realm into a kingdom independent from the French crown.

After striving for decades, Aragon's King Alfonso the Magnanimous was able to secure the Kingdom of Naples in 1442, adding it to his throne. This made him the most potent Mediterranean ruler in Christendom.

SETUP INSTRUCTIONS

Set up the game as described on page 6 of the main rules, with the following additions:

Boards and Areas in play

Use the 1444 setup side of the Western Europe and Distant Continents map boards.

Trade deck

Take out all cards that are marked with a + or * and set them aside. These are only added later (see main rules, page 35).

Missions

All players may pick two Missions from their green starting Missions. The rest of each PR's Mission deck is set aside for later Rounds.

>France, >Castile, and >England have their normal Mission decks, while the other three PRs compose their Mission decks as follows:

>**Portugal:** *Native:* 1F, 2B, 2D, 3B, *Gen:* 1B, 1C, 2F, 2G, 3A, 3G, 4B
 >**Burgundy:** *Gen:* 1A, 1C, 1F, 2A, 2C, 2H, 3A, 3H, 4A, 4N, 5A
 >**Aragon:** *Gen:* 1A, 1D, 1F, 2A, 2D, 2F, 2H, 3D, 3J, 3M, 4O

Emperor and HRE

>Austria is the Emperor of the HRE, with +3  upon setup. Follow the NPR Emperor rules (page 45, section 18.8)

Papal Curia

>Castile controls  #1, >Aragon  #2, >France  #3, >Portugal  #4, >England  #5, and >Burgundy  #6.

DYNAMIC NPRS

>Austria (Blue) starts as a DNPRs, with  on all of their Provinces.

SCENARIO-SPECIFIC RULES

No “+1 Event”

This scenario is played without the “+1 Event”, meaning that only 6 Events are put on display during Phase 1 of each Round, and that all 6 Events will get played each Round.

Extra Action Cards

>Aragon and >Burgundy draw 4 cards each Round to offset lack of Realm-specific Events. They still have to pay 2  per card to keep.

Peace Resolution and Capitals

Capitals do not need to be returned with the Keep Current Board State Peace Term. If you no longer Lawfully Own your Capital, place a  on another of your Lawfully Owned Provinces (pick a Core Province if possible) to denote that it is your new Capital. Should you ever Lawfully Own your original Capital again, remove that cube, and your Capital reverts to being your original Capital. NPRs are given new Capitals as per the rules in section 13, 'Liberated NPR Provinces', in the main rules (p. 35).

Unless playing with the Player Elimination Allowed rule below, a PR may only keep the Capital of another PR as a consequence of a Peace Resolution if the PR who loses their Capital still Owns at least one other Province following this Peace Resolution.

Optional Rule 14: Player Elimination Allowed

The Full Annexation Peace Term is allowed against human players. If this Peace Term is enforced (this still requires a Total Victory!), the Loser is permanently eliminated from the game and all of their tokens are removed from the board.

If one or more PRs have been eliminated, you still put 6 Events on display in Phase 1 each Round. There will be a number of unpicked Events each Round equal to the number of eliminated PRs. Events associated with eliminated PRs will all be ineligible for selection – they will thus automatically be among the unselected Events for that Round (discard them right away or mark them as ineligible for selection, whichever way you prefer).

For every revealed Realm-specific Event associated with an eliminated Realm, turn over one more face-down Event, if any remain.

PLAYER REALM SETUPS

Realm	Provinces (🏰/🏰)	Influence (🏰)	✠/🏰/🏰/🏰	Merchants	Military
>Portugal (Setup card 010-1)	🏰: Lisboa (L), Porto, Beira, Ceuta, Madeira	ARAGON (2), CENTRAL ITALY (1)	State Religion: Catholic 🏰 & 🏰: >England 🏰: Gold Coast	Sevilla 🏰, Bordeaux 🏰	PORTUGAL (Army 1: 2 Infantry), CENTRAL ATLANTIC (2 L. Ships)
>France (Setup Card 004-1)	🏰: Paris (L), Champagne (L), Orléans (L), Lyon (L), Saintonge, Poitou, Armagnac, Limousin, Berry, Bourbon, Toulouse, Montpellier	LANGUEDOC (2), SCOTLAND (2), BURGUNDY (1), LOMBARDY (1)	State Religion: Catholic 🏰: >Scotland, >Provence 🏰: AQUITAINE, BRIT-TANY & NORMANDY	Champag. 🏰, Bordeaux 🏰	SEINE (Army 1: 2 Infantry, 1 Cavalry), AQUITAINE (Army 2: 1 Infantry), BAY OF BISCAY (L. Ship), GULF OF LION (L. Ship)
>Castile (Setup Card 002-1)	🏰: Madrid (L), Salamanca (L), Sevilla (L), Galicia, Badajoz, Córdoba, Burgos, Murcia, Canarias	ARAGON (2), PORTUGAL (1), BURGUNDY (1), CENTRAL ITALY (1)	State Religion: Catholic 🏰: ANDALUCIA	Sevilla 🏰, Genoa 🏰	CASTILE (Army 1: 2 Infantry), CENTRAL ATL. (L. ship), WESTERN MED. (L. Ship)
>England (Setup Card 003-1)	🏰: London (L), Bordeaux (L), Northumberland, York, Lancashire, Pale, Shrewsbury, Wales, Wessex, Oxford, Essex, Caux, Normandie, Maine	SCOTLAND (2), SEINE (1), FLANDERS & WALLONIA (1), PORTUGAL (2), BRIT-TANY & NORMANDY (1)	State Religion: Catholic 🏰 + 🏰: >Portugal	English Ch. 🏰, Bordeaux 🏰	EAST ANGLIA (Army 1: 2 Infantry), ENGLISH CHANNEL (2 L. Ships), EASTERN ATLANTIC (L. Ship)
>Burgundy (ADM-01-1)	🏰: Bourgogne (L), Franche-Comte, Artois, Picardie, Namur, Luxembourg 🏰: Gent, Brugge, Antwerpen, Breda, Amsterdam, Zeeland	BURGUNDY (1), LANGUEDOC (1), FLANDERS & WALLONIA (1), NETHERLANDS (1), RHINELAND (1), WESTPHALIA (1)	State Religion: Catholic	Champag. 🏰, English Ch. 🏰	BURGUNDY (Army 1: 2 Infantry), ENGLISH CHANNEL (L. Ships), NORTH SEA (L. Ships),
>Aragon (MIL-06-1)	🏰: Valencia (L), Barcelona, Zaragoza, Baleares, Sardenya, Palermo, Mesina, Malta 🏰: Napoli (L), Salerno, Bari	ARAGON (1), LOMBARDY (1), C. ITALY (1), CORSICA & SARDINIA (1), NAPLES (1)	State Religion: Catholic 🏰: >Navarra	Genoa 🏰, Adriatic Sea 🏰	ARAGON (Army 1: 2 Infantry), GULF OF LION (L. Ship), C. MEDITERRANEAN (Fleet: 2 Galleys)

Apart from >Burgundy and >Aragon, Realm setups are also described on the Setup Cards, which should be handed to their respective players.

EVENT DECKS

	1st half	2nd half
Age I	11A-1, 12A-1, 13A-1, 14A-1; 152B, 153B, 158B , 156B; 102-1, 103-1, 104-1, 110-1	11A-3, 12A-2, 13A-2, 14A-3; 151B, 154B, 155B, 159B; 102-2, 103-2, 104-2, 110-2
Age II	21A-1, 22A-1, 23A-1, 24A-1; 252B, 253B, 259B, 262B; 202-1, 203-1, 204-1, 210-1	21A-2, 22A-2, 23A-2, 24A-2; 254B, 255B, 258B, 261B; 202-2, 203-2, 204-2, 210-2

Iberian Wedding and Portuguese Crown Events

For Iberian Wedding (102-1) and The Portuguese Crown (202-2), option A, >Aragon and >Portugal respectively, may choose to accept or decline the 🏰 with >Castile (option A on 202-2 does not require any 🏰). If they choose to decline, option B happens instead.

Optional Rule 15: Shared Dynasties and Team Play

PRs that share both a Royal Marriage and an Alliance (notably >Portugal and >England upon setup) are considered to have a permanent, unbreakable Alliance for as long as the 🏰 is on the board. They will play as a Team according to the Team Play Rules on page 11 of the Scenarios II booklet.

A PR may only have one other PR with whom they have both a Royal Marriage and an Alliance.

A Royal Marriage between two Allied PRs can be broken as

the result of removing 🏰 at the end of Age I, during the End of Age Routine (but not during the End of Age Routine following Age II). If this happens, the Alliance is no longer considered permanent, and they no longer play as a Team.

Whenever a 🏰 on a PR's Capital is flipped to its 🏰 side, the PR who Owns that Capital may immediately choose to enter into an Alliance with the PR whose 🏰 got flipped (provided that none of them are already Allied to another PR). The PR whose 🏰 got flipped cannot refuse this Alliance.

VICTORY CONDITIONS

The winner is the player with the most 🏰 at the end of Age II. Normal endgame triggers apply (see main rules, p. 11).

S3-08: THE 30 YEARS' WAR (6 PLAYERS)

KEY INFORMATION

Time Period: 1618–1721 (Age III)
Number of Players: 6
Player Realms: >Netherlands, >Denmark, >Sweden, >Austria,
 (in clockwise order) >Spain II (Aragon), >France
1st Player Round 1: >Netherlands
Number of Rounds: 4
Edition: Deluxe Edition / Fate of Empires

INTRODUCTION

This scenario is designed for players who want an action-packed and intense scenario with plenty of interaction and conflict. It features asymmetric powers. Spain starts out as the biggest power, but is spread out and suffers from weak Rulers. France benefits from a more cohesive realm that is easier to defend, but needs to go on the offensive. Austria seeks to maintain its hold over the Holy Roman Empire, while Denmark and Sweden will lay claim to the Empire's northern shores to defend the Protestant cause. The Netherlands seeks to consolidate and strengthen its position through its wealth.

HISTORICAL BACKGROUND

Religious conflicts had been simmering in the Holy Roman Empire for a century, and in 1618 full out war erupted. The Kingdom of Bohemia, hereditary to the Emperor, abandoned Austria over religious disputes. This prompted the historical 30 Years' War in which Austria attempted to reestablish Catholic hegemony in the Empire. Catholic France would subsidize the war efforts of Protestant Denmark and later Sweden, seeking to weaken the Austro-Spanish Habsburg coalition, before eventually entering the war directly. Spain would fight to support their fellow Habsburgs in Austria, while also attempting to reconquer the Netherlands.

SETUP INSTRUCTIONS

Set up the game as described on page 6 of the main rules, with the following additions:

Boards and Areas in play

Use the 1618 setup side of the Western Europe map board. Some Areas are off limits, as shown by the shaded parts of the map image below.

Trade deck

Remove all cards that are marked with a † or *, as well as T07-1, T12-1, T15-1, T20-1, T21-1, T22-1, T26-2, from the game.

Action Card discard piles

Take out the following cards from their decks to form 3 discard piles:

Admin.: ADM-01-1, ADM-02-3, ADM-05-1, ADM-06-1, ADM-07-5

Diplomatic: DIP-01-1, DIP-03-4, DIP-04-3, DIP-05-1, DIP-05-3

Military: MIL-04-1, MIL-05-2, MIL-06-2, MIL-08-3, MIL-09-2

Missions and Milestones

No Missions are used for this scenario.

Remove all Expansion **Milestones**, as well as Gold Fever (Eco.), Religious Diversity (Pol.), and Seize Colonies (War.), then draw 1 random Milestone of each type except Expansion.

Emperor and HRE

>Austria is the Emperor of the HRE (starting at +2 ) and thus has +2  and +2 Tax Income.

Place  in SWITZERLAND and LOMBARDY.

Papal Curia setup

>Spain II controls  #1, >Austria  #2, and >France  #3.

Monarch Power and extra resources

All PRs start with  (of each type) matching their Starting Ruler's Skills, plus 3  of their choice (maximum 2  extra of each type).

>Netherlands starts with two +1  tokens and 10  extra in their Treasury, while >Sweden starts with three +1  and 5  extra, >Denmark with 5  extra, and >France with two +1  tokens.

Events starting on display

The Events, 353B, 301-1, and 309-1, start face-up in the Event display. The rest of the first half deck is shuffled as normal, and then random face-down cards are drawn to complete the display.

Ideas on display (Researched by) – 4 x 3 grid

Admin.: “Tolerance” (none), “Inquisition” (>Spain II), “National Bank” (>Netherlands), “Bureaucracy” (>Denmark, >Sweden)

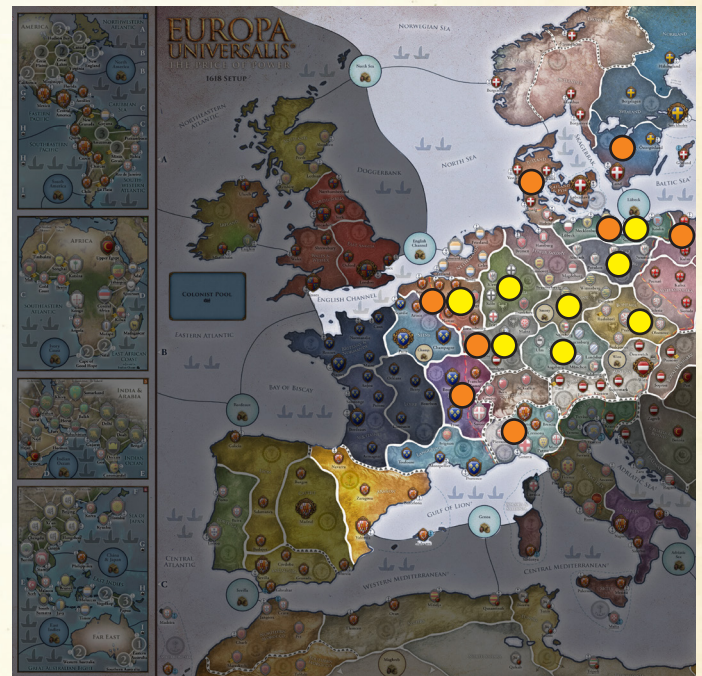
Diplomatic: “Cabinet” (>Austria), “Mercantilism” (>Denmark, >France), “Free Trade” (>Netherlands), “Efficient Spies” (>France)

Military: “Cannons” (all PRs), “Tercios/Janissaries” (>Spain II), “Line Infantry” (>Netherlands, >Sweden), “Military Drill” (none)

POWER STRUGGLES

Thirty Years' War ( are marked with  on the map below) will be scored in Round 2, Phase 4E, and Great Northern War and Italian Wars (both  marked with ) will both be scored in Round 4.

Thirty Years' War is considered as an Upcoming Power Struggle from the start of the scenario, and the other two as Upcoming Power Struggles from Round 2. Ignore the  symbol on Events.



PLAYER REALM SETUPS

Realm	Provinces (🏰/🏰)	Influence (🏰)	✠/🏰/🏰/🏰	Merchants	Military
>Netherlands (Setup Card 011-2)	🏰: All in NETHERLANDS	JUTLAND (1), WEST-PHALIA(1), LOWER SAXONY (1), RHINE-LAND (1)	State Religion: Protestant 🏰: FLANDERS & WALL.	Eng. Ch. 🏰, North Sea 🏰, Champ. 🏰	NETHERLANDS (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery), NORTH SEA (L. Ship), ENGLISH CH. (2 L. Ships)
>Denmark (Setup card 008-2)	🏰: København (L), Lund (L), Gotland, Slesvig, Vestjylland, Østjylland, Akershus, Borgarsysla, Bergenhus, Trondheim; 🏰: Holstein	LOWER SAXONY (2), JUTLAND (1), SAXONY (1), POMERANIA (1)	State Religion: Protestant 🏰: >Bremen, >Brunswick	Lübeck 🏰, North Sea 🏰	SJÆLL. & FYN (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery), SKAGERRAK (2 L. Ships), NORTH SEA (L. Ship), NORWEGIAN SEA (L. Ship)
>Sweden (Setup card 009-2)	🏰: Stockholm (L), Bergslagen, Hälsingland, Östergötland	LOWER SAXONY (1), SAXONY (1), POMERANIA (1)	State Religion: Protestant 🏰: POMERANIA	Lübeck 🏰, Saxony 🏰	SVEALAND (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery), BALTIC SEA (2 L. Ships), SKAGERRAK (L. Ship)
>Austria (Setup Card 001-2)	🏰: All in AUSTRIA, TIROL, BOHEMIA, ROYAL HUNGARY, plus Sundgau, Silesia	WESTPH. (1), BAV. & SWAB. (1), LOMBARDY (1), Imperial 🏰: BAV. & SWAB. (1), RHINELAND (1)	State Religion: Counter-Reformed Emperor of HRE, +2 🏰 🏰: >Bavaria 🏰: >Spain II	Wien 🏰, Saxony 🏰	AUSTRIA (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery)
>Spain II (Aragon) (Setup Card 018-2)	🏰: All in ARAGON, plus Milano (L), Cremona, Franche-Comte, Artois, Namur, Luxembourg, Brugge (🏰), Gent (🏰), Antwerpen (🏰)	LOMBARDY (1), BURGUNDY (1), RHINE-LAND (1)	State Religion: Counter-Reformed 🏰: >Austria, >France	Genoa 🏰, Champ. 🏰	ARAGON (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery), GULF OF LION (2 L. Ships)
>France (Setup Card 004-2)	🏰: Paris (L), Champagne (L), Provence (L), Lyon (L), Bourgogne (L), Toulouse, Montpellier, Picardie	LOMBARDY (1), RHINELAND (1)	State Religion: Counter-Reformed 🏰: >Spain II 🏰: BURGUNDY, SEINE	Champ. 🏰, Genoa 🏰	SEINE (Army 1: 2 Infantry, 1 Cavalry, 1 Artillery), GULF OF LION (L. Ship), ENGLISH CH. (L. Ship)

Realm setups differ significantly from the Setup Cards, so these cards should merely be used for the starting Rulers of each Realm.

EVENT DECKS

	1st half	2nd half
Age III	31A-1, 32A-1, 33A-1, 34A-1; 353B*, 355B, 359B, 360B, 361B; 301-1*, 304-1, 308-1, 309-1*, 311-1	31A-2, 32A-2, 33A-2, 34A-2; 351B, 356B, 358B, 362B; 301-2, 302-2, 304-2, 308-2, 309-2, 311-2

* These Events are placed face-up in the Event display upon setup, while the rest are shuffled as normal, and face-down cards are drawn at random.
Note: Event 302-2 counts as Realm-specific Event for Spain II.

SCENARIO SPECIFIC RULES

Optional Rule 13, 'Join us or die' (p. 12) suits this scenario well. Also, see 'Power Struggles' above, and the following rules below.

Extra Tax Income

To represent income from areas that are off-limits in this scenario, during Phase 4, Step B, some PRs will get extra Base Tax Income (on top of the income from their 🏰/🏰 on the board) as listed below:

>Netherlands: +10 🏰 >Spain II: +15 🏰*
 >Sweden: +7 🏰 >France: +10 🏰

* Spain II gains 1 🏰 if this exceeds their income from their 🏰/🏰.

Military Access and Neutral Areas in the HRE

All PRs have free Military Access in all HRE Areas that have at least one Province Owned by an NPR who is not Allied to another PR.

PRs do not need to end their Movement when entering a Neutral Area within the HRE, only when entering a Hostile Area.

Final Battle

All Truces are removed at the start of Round 4.

VICTORY CONDITIONS

The winner is the player with the most 🏰 at the end of Age III. At the end of Round 2 and Round 4, PRs score 🏰 according to the active Power Struggle terms.

No Final Scoring will be take place in this scenario.