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1.0 Introduction and designer's notes.

"Time of Wars" is a historical, strategic board wargame. It depicts history of the Polish-Lithuanian Commonwealth and neighbouring empires – the Kingdom of Sweden, the Tsardom of Russia, the Ottoman Empire, the Holy Roman Empire – between 1590 – 1660. The game was designed in December 2010 and January 2011. First tests took place in April 2011 and they lasted until January 2012. Group of playtesters contained about 40 members.

"Time of Wars" simulates international situation in Eastern Europe, Scandinavia and Balkans in the turn of XVI and XVII centuries. Players can see rise and fall of Vasa dynasty, power of the Kingdom of Sweden, crisis of the Tsardom of Russia, internal problems of the Ottoman Empire and growth of Habsburg absolute regime.

The main scenario is designed for 5 players. Seven game turns can be finished in 6 or 7 hours. Shorter, learning scenarios for 2 or 3 players are included as well. They can be completed in 2 or 4 hours. These scenarios are based on events like Dymitriads, Long Turkish War, Khmelnytsky Uprising and Swedish Deluge.

The game "Time of Wars" depicts struggle for supremacy in Eastern Europe in first half of XVII century. Players are put in shoes of empire leaders – the Kingdom of Sweden, the Tsardom of Russia,

the Ottoman Empire, the Holy Roman Empire and the Polish-Lithuanian Commonwealth. As a head of the state, the player must care not only about war glory. Important factors are also economy, internal policy and full treasure house. Heart of the game are decks of cards – separate for each Superpower. Players can use them as Operational Points or can play them as Events. It is always difficult decision – growth of your own state or weakening opponent's position.

During designing "Time of Wars" I was inspired by point-to-point mechanics and card driven games. Similarities to "Here I Stand" designed by Ed Beach are visible at first look at the rule book. There is similar diplomacy, armies movement, taking control of spaces and game phases. I borrowed commander's impact on battle result from "Successors". From "Sword of Rome" (designer Wray Ferrell) are separate decks of cards and from "Wellington: The Peninsular War 1812 - 1814" designed by Mark McLaughlin is idea of cards with "+" sign enabling the play of two cards.

"Time of Wars" is not a copy of mentioned games. I hope players will find its uniqueness in types of combat units and management of internal affairs. It is a multiplayer game, so there is a lot of interaction between participants.

I wish you great time and unforgettable memories playing "Time of Wars".

Content of the box:

- one mounted board (68 x 48 cm),
- five decks of cards – every deck contains 50 cards,
- one deck of Rulers' cards – 23 cards,
- five Superpowers' Sheets,
- 242 die-cut counters in size of 15x15 mm,
- 104 die-cut counters in size of 30x15 mm,
- 308 die-cut counters in size of 12,5x12,5 mm,
- 23 wooden holders,
- one rule book (20 pages),
- one scenario book (12 pages),
- one "Space – Religion" chart,
- two 6-sided dice.

2.0 Game components.

2.1 Rule book and scenario book.

All game mechanics are described in this rule book. All scenario information (initial setups, special rules, etc.) is in scenario book.

For easier recognition of specified definitions, some text code is used:

- names of **tracks, boxes, tables** and **Commanders' names** are in **bold**,
- names of auxiliary markers and capitals are in CAPITAL LETTERS,
- titles of cards are in *italics* and in quotation marks,
- game phase names are underlined.

2.2 Board.

The map shows Northern, Central and Eastern Europe and Balkans. On the map there are spaces, which represent Fortified Cities, Fortresses, Cities, Danzig and terrain points. Cities, lying by the sea, can be ports. Lines connecting spaces represent roads or trails. All used symbols are explained in **Map key**, printed on the board.

Zones are drawn as well. They represent areas with similar culture, language or religion. Every space is in one of the below zones:

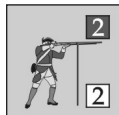
- the Reich – yellow zone,
- the Polish-Lithuanian Commonwealth – red zone,
- the Russian cultural zone – green zone,
- Balkans – sand colored zone,
- Baltic Sea region – a rose colored zone.

National space – space in colour of particular Superpower or Minor State.

Independent space – space in grey colour.

Capital – Fortified City with emblem of particular Superpower or Minor State.

Special boxes – **Norway, Istanbul, the Holy Roman Empire of the German Nation**. Combat units can move through these boxes only in accordance with specified arrows directions.



In the **Norway** box there can be only one shown Danish unit.

In the **Istanbul** box there can be only Ottoman units, recruited or transferred to Capital in 6.10 phase.

In the **Holy Roman Empire of the German Nation** box there can be unlimited number of units belonging to all Superpowers. In this box mercenary units are placed before recruitment.

On the map are drawn two sea areas – the Baltic Sea and the Black Sea.

On the map there are auxiliary tracks. Their functions and use will be described in following chapters.

2.3 Superpower's Sheet.

This sheet is an aid for the player. There are all information about his/her Superpower.

2.3.1 On each of five Superpower's Sheets are:

- name of the Superpower and place for Ruler's Card,
- table with costs (in Operational Points) of performing specified action,
- table with costs (in Operational Points) of recruiting specified combat unit,
- track **Military - Economy - Religion - Domestic Policy**, where the number of Development Points is marked,
- boxes **Military** and **Domestic Policy** shows mili-

tary growth and internal stability,

- track of additional cards and Victory Points,
- four **Army** boxes, where players can put combat units and Commanders to avoid stacking on the map,
- two boxes, where players can put FUND markers and counters gained for extra Victory Points.

Superpower's ratings. Each Superpower has 3 ratings:

• **Economy.** Levels of this rating are represented by **Economy** track.

• **Military.** This rating always has one of five possible levels (from the highest to the lowest):

- 2 columns right,
- 1 column right,
- no shifts,
- 1 column left,
- 2 columns left.

• **Domestic Policy.** This rating always has one of five possible levels (from the highest to the lowest):


- 2 cards more,
- 1 card more,
- no additional cards,
- 1 card less,
- 2 cards less.

Current level of Military and Domestic Policy is marked by appropriate marker. If there are no markers, current level of Military is "no shifts" and current level of Domestic Policy is "no additional cards", respectively.

Each level of Economy or Domestic Policy or Military consists of 5 Development Points. Loss of Development Points may cause change of these ratings.

Example 1. Let's assume that ECONOMY marker is in +2 FUND markers box on Economy track of the Ottoman Empire. ECONOMY DP marker is in Start 0 DP box on Military - Economy - Religion - Domestic Policy box. Player controlling the Tsardom of Russia plays as Event "Peasant revolt in the Ottoman Empire" card.

3



Peasant revolt in the Ottoman Empire *

Select and remove from armies of the Ottoman Empire, if possible, 2 infantry and 2 cavalry combat units.

Moreover, ECONOMY DP marker of the Ottoman Empire is moved 2 boxes to the left.

Remove from the game after playing as Event.

Because the Ottoman Empire has no Economy Development Points to lose, Economy is affected. ECONOMY marker is moved one box to the left. Now it is in **+1 FUND marker** box. Moreover, on **Military - Economy - Religion - Domestic Policy** track ECONOMY DP marker is placed in **3 DP total: 3** box.

*Example 2. Let's assume that the Kingdom of Sweden has Domestic Policy on "1 card more" level, but DOMESTIC POLICY DP marker is in **Start 0 DP** box. On Uppsala space is REVOLT marker. In Removal of auxiliary markers phase the Kingdom must lose 1 Domestic Policy Development Point - see 6.11. "1 card more" marker is removed from the Superpower's Sheet - current level is "no additional cards". DOMESTIC POLICY DP marker is placed in **4 DP, total: 4** box on **Military - Economy - Religion - Domestic Policy** track.*

In 6.9.1.1 and 6.9.2 are described ways to gather Development Points and improve Superpower's ratings.

Paragraph 6.6.2.1 describes use of Religion Development Points.

2.3.2 On each Superpower's Sheet is special track.



The Kingdom of Sweden has **Iron ore** track.

To move marker IRON ORE by one to the right, the player must play as Operational Points card with value of 3. It is forbidden to combine two cards with lower values – see 6.9.2.

In the Removement of auxiliary markers phase, the IRON ORE marker can be moved to the left. If on National spaces of the Kingdom of Sweden is one REVOLT marker or one FAMINE marker, move IRON ORE marker by one box to the left. If there are 2 or more REVOLT and/or FAMINE markers, move IRON ORE marker by two boxes to the left.

In the Funds gaining phase, player receive indicated number of FUND markers.



The Tsardom of Russia has **Cossacks Control** track. When marker is in **3** box, player may play as Event "*Cossacks under control*" card.

To move marker by one box to the right, player must play as Operational Points card with value of 3. It is forbidden to combine two cards with lower values – see 6.9.2.

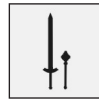
To move marker by one box to the left, player controlling the Polish – Lithuanian Commonwealth can play during his/her own impulse a card with value of 3. He/She cannot combine two cards with lower values – see 6.9.2.

When marker reaches **3** box and card "*Cossacks under control*" is played as Event, the track remains unchanged to the end of the gameplay, and the Tsardom of Russia controls all Cossack units.



The Ottoman Empire has **Tatar invasions** track. At the beginning of the game, in **Start** box, player must put JASYR FOR KHAN marker.

After playing as Event "*Defeat of Budiak Horde*" card, the marker must be flipped to TATAR INVASION side. From this moment, after each successful Tatar invasion, marker can be moved one box down the track, and player controlling the Ottoman Empire gains 1 Victory Point.



The Holy Roman Empire has **Domination in the Reich** track. To make move of the marker possible, the player controlling the Holy Roman Empire must play as Event "*Let-ter of Majesty*" card and next, as Event, "*Thirty Years War*" card.

To move marker one box to the right, in following impulses, he/she can play as Operational Points a card with value of 3. It is forbidden to combine two cards with lower values – see 6.9.2.

Marker can be moved to the left. When the Kingdom of Sweden takes part in Thirty Years War and the Holy Roman Empire loses a Land Battle against it, then marker is moved by one to the left.

After completion of the 5th Game Turn, the marker cannot change its position on the track.



The Polish-Lithuanian Commonwealth has **Union of Brest** track. At the beginning of the game, the marker should be placed in **Start 0**

VP box.

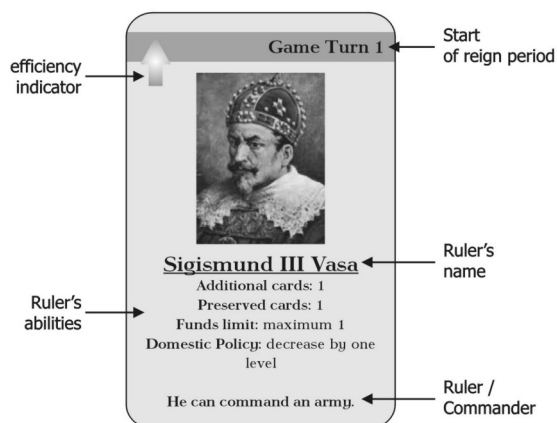
After playing as Event "*Union of Brest*" card, the second marker must be placed on **Victory Points** track, printed on the board. This track and marker are used to indicate number of converted spaces.

In next impulses, for every successful conversion into Catholicism of a space controlled by the Polish – Lithuanian Commonwealth in the Russian cultural zone, the marker can be moved into box with value higher by one.

If religion of the space changes into heresy, the marker must be moved into box with value lower by one. For every two converted spaces in the Russian cultural zone, the player controlling the Polish – Lithuanian Commonwealth gains 1 Victory Point – the marker on **Union of Brest** track can be moved by one to the right and player takes one WAR FATE marker.

The marker must be moved one box to the left, when two converted spaces change their religion into heresy. The WAR FATE marker must be flipped or put aside to indicate loss of Victory Points.

2.4 Rulers' cards.



Cards in this deck depict rulers, who governed their own Superpowers. Most of Rulers have two efficiency levels. Side of the card with arrow pointing up shows Ruler at full efficiency, at the beginning of its reign period. When „Ruler's disease“ card is played as Event, the Ruler's card must be flipped to side with arrow pointing down. If weakened Ruler has a successor (see 6.3.6) and is weakened once again, the card is immediately removed and replaced by card representing the successor.

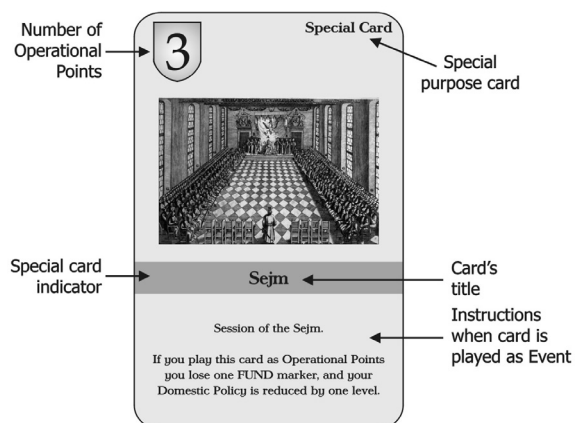
If weakened Ruler is weakened one more time, but there is no successor, nothing happens – the Ruler card stays for the rest of reign period, showing weakened side (arrow pointing down).

Every Ruler has impact on four factors and some of Rulers can also command an army.

Ruler's abilities:

- Additional cards – number of additional cards, which player can draw in Cards drawing phase.
- Preserved cards – number of cards, which player can save for next Game Turn.
- Funds limit – number of FUND markers, which player can save for next Game Turn.
- Domestic Policy – impact on internal affairs.

2.5 Superpower's card deck.



Each involved Superpower has its own deck of cards, marked with emblem on the back side.

In every deck there are Special Cards, marked on both sides.

On front side of every card there are:

- a number from 1 to 3 and sometimes „+“ sign,
- a card's title,
- instruction which must be implemented when the card is played as Event.

Moreover, some cards have coloured stripe with „Reaction“ or „Battle“ or „Reaction/Battle“ inscription. These cards can be played during Land Battle resolution procedure or at the moment given by card's instruction.

When a card with „Reshuffle“ inscription is played, unused cards must be reshuffled after completion of the Game Turn.

At the beginning of gameplay, deck of cards must be shuffled and placed back-side up, near the Superpower's Sheet. This is the deck of unused cards. Played cards must be placed on separate deck and can be viewed by all players all the time.

When the deck of unused cards is finished, played cards must be reshuffled and placed back-side up. From that moment it is the deck of unused cards.

2.6 Counters.

During the gameplay, player use counters for different purposes. Number of counters is strictly limited to represent capabilities of particular Superpower or Minor State.

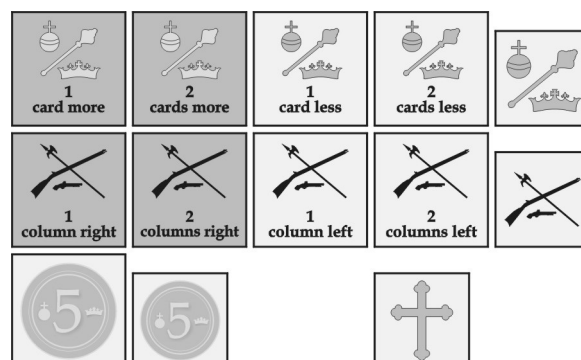


Superpowers have CONTROL markers in two dimensions. Markers of size 15x15 mm must be used to indicate the control of

Fortified Cities. Markers of size 12,5x12,5 mm must be used to indicate the control on Cities or Fortresses. Minor States have only CONTROL markers in size 12,5x12,5 mm.

There are also other auxiliary markers. Detailed rules describe moment and the way of using them.

Below markers players use to indicate on Superpower's Sheet current condition of their Superpowers.



2.7 Dice.

When the rules state, that die roll is required, players must use a d6 die. Similarly, when game procedure requires roll of two dices, players must use two 6-sided dice.

3.0 Superpowers.

There are five Superpowers: the Kingdom of Sweden, the Tsardom of Russia, the Ottoman Empire, the Holy Roman Empire and the Polish-Lithuanian Commonwealth. One player controls one of them.

Diplomacy table printed on board is used to show diplomatic relationship between Superpowers and Minor States. Number on row and column crossing shows how many Operational Points player must spend to declare a War.

There are four possible relationships – Peace, War, Alliance and Vassal Subjection (the last only for the Ottoman Empire).

The Peace is not marked in the table. Player cannot enter spaces belonging to other Superpower.



The War means conflict between Superpowers. It is allowed to move onto enemy spaces and/or plunder them. Moreover, players can resolve Land or Naval Battles. The WAR marker should be placed on crossing of appropriate row and column.



The Alliance enables movement onto allied spaces. Player can control combat units of Minor State, which is at War against other Superpower.

3.1 Sequence. Some procedures must be carried out in strictly determined sequence. It is given in **Diplomacy** table (from top to bottom) and must be followed in all scenarios:

The Kingdom of Sweden
The Tsardom of Russia
The Ottoman Empire
The Holy Roman Empire
The Polish-Lithuanian Commonwealth

Reversed Sequence:

The Polish-Lithuanian Commonwealth
The Holy Roman Empire
The Ottoman Empire
The Tsardom of Russia
The Kingdom of Sweden

4.0 Minor States.

Minor States are also represented in the game:

- Denmark,
- Brandenburg,
- Transylvania,
- Wallachia,
- Moldova.

Below paragraphs describe general and detailed rules.

4.1 General rules.

The capital of each Minor State (Fortified City marked with emblem) must be occupied by one infantry unit for the whole gameplay. This unit (garrison) cannot move.

If Minor State is at War against Superpower, all available combat units are placed immediately on capital city space (exception - see detailed rules regarding Denmark).

If Minor State is at War against Superpower, different Superpower can join the conflict. To use this opportunity, player controlling the joining Superpower must play as Event "*Diplomacy*" card. From that moment to the end of the current Game Turn, the player uses Minor State's combat units as his/her own.

During each Commanders changing phase players must:

- place full-strength infantry unit as garrison on capital space if that capital is not controlled by any Superpower;
- place on the Baltic Sea all Danish naval units (maximum 3);
- place three Tatar units on Or Qapý space;
- place all available Commanders on corresponding capitals or with their armies.

4.2 Detailed rules.

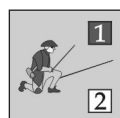
4.2.1 Denmark.

If Denmark is at War against Superpower, all combat units are placed, if it is possible, on one of given spaces, strictly in this order:

- a) Karlskrona or
- b) Malmö or
- c) KØBENHAVN.

Moreover, Danish naval units must be defeated in Naval Battle (see 6.9.3.5) when player controlling hostile Superpower is trying to move across the sea to KØBENHAVN.

Denmark loses War, if KØBENHAVN is captured and Cities Karlskrona and Malmö are under control of hostile Superpower. Player controlling this Superpower gains 1 Victory Point and Karlskrona or Malmö – player's choice. Small (12,5 x 12,5 mm) CONTROL marker must be placed on chosen City and one WAR FATE 1 VP marker can be taken.



Next, KØBENHAVN is returned to Denmark - immediately put shown infantry unit as garrison.

If, as a result of earlier Wars, Denmark does not possess Karlskrona and Malmö and Superpower wins War (KØBENHAVN is controlled by that Superpower), the player receives 2 Victory Points. Use WAR FATE markers to indicate this fact.

4.2.2 Brandenburg.

Protection by the Holy Roman Empire.

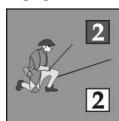
Player, controlling the Holy Roman Empire, may declare a War against any other Superpower (without paying cost in Operational Points – see 6.5.5), which combat unit entered any space in the Reich. Current relationship does not matter.

Next, player controlling the Holy Roman Empire takes from the **Holy Roman Empire of the German Nation** box all available mercenary units. Other players, also the one at War against the Holy Roman Empire, give one mercenary unit – players choice. All units recruited in that way can be added to one army of the Holy Roman Empire in the Reich. Moreover, one Commander can be transferred to that army as well. Events from cards: *"Mercenaries switch sides"*, *"Mercenaries desertion"* and *"Mercenaries demand the payment"* do not work on mercenary units in the Reich.

In situation described above, also Brandenburg is in Alliance with the Holy Roman Empire (exception: played as Event *„Thirty Years War“* card). Player controlling the Holy Roman Empire can use combat units of this Minor State as his/her own.

If BERLIN is controlled by other Superpower, but the Holy Roman Empire re-captures this Fortified City, Brandenburg returns to the gameplay in the next Game Turn possessing all combat units.

If player controlling the Holy Roman Empire is at War against Brandenburg and captures other Cities and/or Fortified City Stettin, he/she cannot move DOMINATION IN THE REICH marker on his/her Superpower's Sheet. This counter must remain in **Start** box for the rest of the gameplay. Moreover, rule about protection is ignored in the case of Superpower's invasion of the Reich.



As long as Stettin is not controlled by any Superpower, shown mercenary infantry unit is on that space as garrison.

4.2.3 Transylvania, Wallachia, Moldova.



Vassal Subjection is a special relationship between the Ottoman Empire and three Minor States – Transylvania, Wallachia, Moldova.

At the beginning of gameplay, player controlling the Ottoman Empire puts (front side up) big (15x15 mm) CONTROL markers on BUCUREȘTI, NAGYSZEBEN, IAȘI. Vassal Subjection must be marked in **Diplomacy** table.

The Ottoman Empire can establish Vassal Subjection in two ways:

- Playing as Event *"Diplomacy"* card.
- Conquering all National spaces of particular State. Player controlling the Ottoman Empire can choose Vassal Subjection or conquest.

If Minor State is in Vassal Subjection, player controlling the Ottoman Empire can play as Event *"Calling the vassal"* card. Immediately he/she can add all combat units to his/her armies and control these units as his/her own. If Vassal Subjection is broken by any reason, all combat units of the Minor State are immediately removed from the Ottoman army.

If other Superpower moves combat unit onto any vassal's space, then the Ottoman Empire can declare War without paying cost in Operational Points – it is an exception to 6.5.5. Current relationship does not matter. All vassal's combat units are under control of the Ottoman Empire.

The Vassal Subjection can be broken by:

- playing as Event *"Ambitions of Michael the Brave"* card or
- playing as Event *"Diplomacy"* card. The player controlling the Ottoman Empire, can play *"Loyal vassal"* or *"Spy"* card as reaction.

If Vassal Subjection is broken, Minor State (Transylvania, Wallachia or Moldova) cannot be supported by the Ottoman Empire in the case of any invasion.

4.2.4 Tatars.

A combat unit, belonging to any Superpower or Minor State, can move onto Tatars National spaces (Or Qapý and Bağçasaray).

Player controlling the Ottoman Empire, can also control Tatars combat units if he/she plays as Event *„Crimean Tatars“* card. If this card is played as Operational Points, the player cannot move Tatars combat units.

If specified conditions are met, player controlling the Tsardom of Russia can take control over Tatars combat units – see *„Khmelnysky Uprising“* card in the deck of the Tsardom of Russia.



If one of two Tatars National spaces (Or Qapý and Bağçasaray) is entered by combat unit belonging to any Superpower, player controlling the Ottoman Empire immediately adds three more Tatars combat units and takes control on all six combat units. Moreover, the player can declare War without paying cost in Operational Points (it is exception from rule 6.5.5). Current relationship does not matter.

If Tatars National spaces are captured, but the Ottoman Empire recaptures them, then the player can re-establish Tatars state. In the next Game Turn general rules are applied.

Player controlling the Ottoman Empire can initiate Tatar Invasions. Target of the invasion can be any space not controlled by the Ottoman Empire or its vassals and without FAMINE marker.

Procedure of Tatar Invasion:

- The Ottoman player plays as Operational Points a card with value of 2.
- The Ottoman player points out a space containing max three Tatars combat units.
- The Ottoman player can move Tatars combat unit, each in different direction, as if it had 4 Operational Points. Naval units of the Ottoman Empire cannot be used.
- When units movements are completed, the Ottoman player rolls a d6 for each unit. Result 5 or 6 means successful Tatar Invasion. A FAMINE marker must be put onto the invaded space.

The player controlling the Ottoman Empire gains 1 Victory Point for each successful Tatar Invasion, if Event „Defeat of Budjak Horde” is in effect.

During Tatar Invasion Tatars combat units are not allowed to initiate a Land Battle, but they must take part in the Land Battle, if they were intercepted by Superpower's army - see 6.9.3.2.

At the beginning of each Game Turn, three Tatars combat units are placed back on their National spaces (Or Qapý and Bagçasaray), free from enemy units.

4.2.5 Cossacks.



Shown Cossack infantry units are available only after playing as Event "Khmelnysky Uprising" card.



When combat unit belonging to any Superpower or Minor State moves on Sich space, all available Cossack units must be deployed on Sich and Land Battle must be resolved immediately. If Cossacks were defeated in this battle, shown infantry unit must be placed in Sich as garrison. The rest of Cossack units is eliminated.

If Superpower or Minor State conquers Sich, CONTROL marker is placed in accordance with general rules.

In each Game Turn, the Polish-Lithuanian Commonwealth have to pay for Cossacks service.

Player controlling the Polish-Lithuanian Commonwealth must play during every Game Turn as Operational Points a card with value of 3. It is forbidden to combine two cards with lower values – see 6.9.2. The player is no longer obliged to play mentioned card, if Event „Registered Cossacks” is in effect.



If Event "Registered Cossacks" is in effect, player controlling the Polish - Lithuanian Commonwealth can plunder port spaces on the Black Sea. At the beginning of his/her own impulse, without any cost in Operational Points, he/she conducts plunder procedure.

Plunder procedure.

If Cossack naval units win a Naval Battle (see 6.9.3.5) against Ottoman naval units, player controlling the Polish-Lithuanian Commonwealth points out naval unit and port space. Then he/she rolls a die. Result 5 or 6 means successful plunder – FAMINE marker is put on the space. Cossack naval units eliminated in Naval Battles are permanently removed from game-play.

Cossacks revolt against the Polish-Lithuanian Commonwealth, if they are not paid. In case of revolt, on Sich space replace Commonwealth CONTROL marker with Cossack CONTROL marker. Cossacks will be again under control of the Polish-Lithuanian Commonwealth, if the Polish-Lithuanian Commonwealth conquers Sich space.

The Tsardom of Russia takes control over Cossacks, when player controlling the Tsardom plays as Event „Cossacks under control” card.

The Polish-Lithuanian Commonwealth can regain control of Cossacks in two ways:

- Military action – conquest of Sich or
- Playing as Event „Registered Cossacks” card.

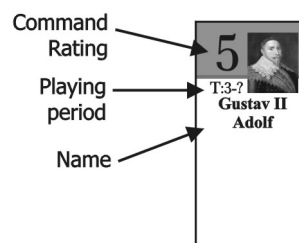
If Event "Cossacks under control" is in effect, player controlling the Polish-Lithuanian Commonwealth cannot play as Event „Registered Cossacks” card. The Tsardom of Russia can recruit Cossack combat units and controls Sich space – put small (12,5 x 12,5 mm) CONTROL marker. Moreover, player controlling the Tsardom can use Cossack CONTROL markers to indicate control of a space in the Russian cultural zone (green zone).

5.0 Commanders and armies.

5.1 Commanders.

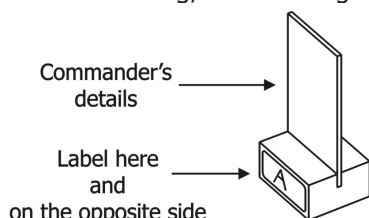
Counters represent historical persons, who had great impact on military operations at that time.

On each Commander counter there is a Command Rating. If the Rating is higher, the Commander is better, as the probability of successful military action is also higher.



In the box, there are wooden holders and set of labels. Before the game begins players should stick two identical letters, ("A" - "A" or "B" - "B", etc.) from the sheet of sticky labels provided, to the front and back of 20 wooden holder. Three wooden holders stay unlabeled and can be used for armies of Minor States.

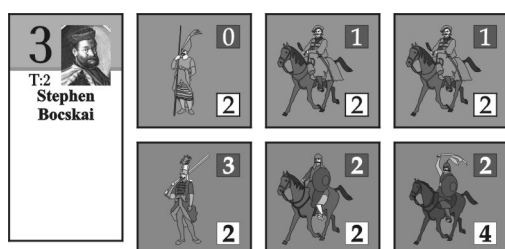
Army is represented by Commander counter mounted in the holder. Combat units should be placed on Superpower's Sheet into adequate box. When an army moves, only wooden holder with Commander counter should be physically moved on the map. Thanks to that players avoid stacking, but stacking is allowed.



Some Commanders are Rulers as well. If a Ruler is changed, corresponding Commander must be removed.

Commanders of Minor States can command an army composed of combat units of allied Superpower. The number of Superpower's units is limited by number of Minor State's combat units in that army.

Example: below picture shows correct army commanded by Stephen Bocskai - there are 3 combat units of the Ottoman Empire and 3 combat units of Transylvania.

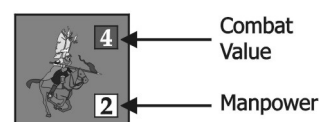


Gustav II Adolf. Gustav II Adolf was the most outstanding Commander of that time. Frequently, he was personally engaged in combats. When Gustav II Adolf takes part in a Land Battle and player, controlling the Kingdom of Sweden, rolls double for battle resolving, it means that this Commander suffers a wound. Counter must be moved onto STOKHOLM space and Rulers Card must be flipped on weakened side. If the card is already on weakened side and it is 5th Game Turn, it must be replaced with card representing Christina Vasa.

5.2 Armies.

Each army is composed of minimum one infantry or cavalry unit. They are called combat units. If there are many units, see above Commanders rules to avoid stacking. However, stacking is allowed.

Every combat unit has two factors: Manpower and Combat Value. It has also two sides: full-strength and weakened.



As a result of a battle or other procedures, a combat unit can suffer losses. If the unit is on full-strength side, the counter must be flipped.

If unit is already on weakened side, the counter must be removed. Eliminated combat units can return to play, for example after recruitment procedure.

Naval units are combat units as well. On representing counter is only Combat Value.

Naval units cannot move. They operate only on one sea and can be removed as a result of Naval Battle. If Superpower does not control any port space by the sea, all naval units must be immediately removed from that sea.



5.2.1 Combat units recruitment.

Each Superpower can recruit combat units. On Superpower's Sheet is an **Army recruitment** table. According to this table, player pays given cost in Operational Points. Counter set is strictly limited and represents historical capabilities of each Superpower.

Minor States have combat units as well. Number, type and placement is described in detailed rules or scenario rules in the scenario book.

Recruitment procedure:

- During his/her own impulse, player plays as Operational Points a card with appropriate value. Then he/she picks combat unit from his/her available units.
- The unit can be put on any National space without enemy army.
- The naval unit can be recruited and put on sea, where Superpower possesses minimum one National space with port. Exception is the Tsardom of Russia. After playing as Event "*Baltic trade*" card and controlling any port space, this Superpower can recruit naval units on the Baltic Sea.

5.2.2 Army rebellion.



An army can be rebellious as a result of playing some cards as Event. In the case of the Polish-Lithuanian Commonwealth, an army can be rebellious also because of playing as Operational Points "*War taxes*" Special Card. A rebellious army is marked with REBELLION marker.

The rebellion can be suppressed in two ways.

Commanders authority. Paying 1 Operational Point, the Commander is moved onto the space occupied by rebellious army. Paying additional 1 Opera-

tional Point, player rolls a die. If the result is lower or equal to Command Rating, the rebellion is over. All combat units can be controlled as any other Superpower's army.

Military force. Paying appropriate number of Operational Points, player moves his/her army onto the space occupied by rebellious army. Then a Land Battle must be resolved (see 6.9.3.4). If player wins the battle, rebellion is over and all surviving units join winning army. If player loses the battle, the rebellion continues. Moreover, the Superpower must lose number of Military Development Points equal to the difference in suffered losses.

All combat units with REBELLION marker are removed from the board in Armies' return to Capital Cities phase.

Rebellious army cannot move or intercept.

Military Level of the army is "no shifts".

Rebellious army, attacked by other Superpower or Minor State, can withdraw. In this case the army is controlled by the player, to whom rebellious army belonged to. During withdrawal rebellious army can enter National space of "its" Superpower.

Garrison. One infantry unit on controlled Fortified City or Fortress space.

6.0 Turns and phases of the game.

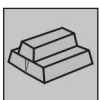
Each Game Turn is composed of phases:

1. Funds gaining.
2. Cards drawing.
3. Rulers changing.
4. Commanders changing.
5. Negotiations.
6. Religious unrest.
7. Mercenaries hiring.
8. Strategic deployment of one army.
9. Players' impulses.
10. Armies' return to Capital Cities.
11. Removal of auxiliary markers.
12. Rulers' Domestic Policy.

Follow paragraphs describe procedures, which player must or may conduct in certain phases.

It is forbidden to take an action during other phase as it is described in the rule book.

6.1 Funds gaining.



Every player can receive FUND markers. Markers quantity is indicated by position of ECONOMY marker on **Economy** track on Superpower's Sheet. If the marker is in box

+1 FUND marker or **+2 FUND markers**, player receives one or two FUND markers, respectively.

Moreover, player controlling the Kingdom of Sweden can receive additional FUND markers in accordance with position of IRON ORE marker on his/her **Iron**

ore track – see 2.3.2.

6.2 Cards drawing.

6.2.1. Special Cards.

Each Superpower Deck includes certain number of Special Cards. Their title is on coloured background and on back side is appropriate information. These cards can be used in every Game Turn and they are always added to drawn cards.

Tip: After playing Special Card player can put it aside, not on used cards deck. Thanks to that he/she will be able to quickly find it and reuse in the next Game Turn.

6.2.2 Additional cards and Victory Points for Fortified Cities track.

On every Superpower Sheet is **Additional cards and Victory Points for Fortified Cities** track. Before gameplay begins all big (15x15 mm) CONTROL markers must be placed on this track. According to scenario rules, some markers must be taken from the track and put on controlled Fortified Cities on the map. As first, player must take most left lying marker, then next to right of it and so on. The more Fortified Cities Superpower controls, the fewer markers stay on the track.

Every box of the track contains instruction about number of additional cards and Victory Points. Those numbers are not cumulative. Only instruction from the box that is nearest to unused CONTROL marker are applied.

*Example: Let's assume that the Kingdom of Sweden controls two Fortified Cities. Two markers are taken from the track and put on the map. Now visible is instruction: **7 additional cards 4 VP**. Player draws 7 cards and on Victory Points track marks gained Victory Points.*

During gameplay player can take control over Fortified City. On that space next big CONTROL marker must be placed. If instruction **You win!!!** is revealed, the gameplay ends with automatic win.

If player loses control on Fortified City, the CONTROL marker must be removed from the space and put on **Additional cards and Victory Points for Fortified Cities** track, on first free box from the right.

Player controlling the Polish-Lithuanian Commonwealth cannot place big CONTROL markers on Danzig and Königsberg. Moreover, on Danzig infantry unit belonging to the Polish-Lithuanian Commonwealth cannot be placed as garrison. It is allowed to establish the Polish-Lithuanian Commonwealth garrison in Königsberg.

6.2.3 Domestic Policy impact.

Number of cards is modified by marker in **Domestic Policy** box on Superpower's Sheet.

If instruction is „1 card more” or „2 cards more”, player receives one or two additional cards, respectively.

If instruction is "1 card less" or "2 cards less", the number of cards is lowered by one or two cards, respectively.

6.2.4 Modification by GOOD HARVEST markers.

For each GOOD HARVEST marker removed from his/her National spaces in previous Game Turn player receives one additional card.

6.2.5 Modification by POOR HARVEST markers.

For each POOR HARVEST marker removed from his/her National spaces in previous Game Turn player receives one card less.

6.2.6 Rulers influence.

If on Ruler's Card is 1 or 2 in "Additional cards" row, player can draw one or two cards more, respectively.

Using all modification described from 6.2.1 to 6.2.6 player calculates the number of cards which he/she can draw.

If on Ruler's Card is 1 or 2 in "Preserved cards" row, these preserved cards, if any, are added to the drawn cards.

6.2.7 Selection of one card.

Player can discard one FUND marker. Then he/she can see all unused cards and choose one marked with red asterisk symbol. In this way only one card can be selected. Rest of cards must be reshuffled and placed on unused cards deck.

6.2.8 Drawing the rest of cards.

Player draws cards from unused cards deck, starting from top to bottom. The number of cards is lowered by 1 if player decided to select one card in accordance to rule 6.2.7.

Now player can see all cards in his/her hand.

6.2.9 Cards rejection.

Player can discard one FUND marker. Then he/she can put on used cards deck maximum 4 cards and draw the same number from unused card deck.

After calculating cards number and drawing them (some by random, other by choice), player has cards in his/her hand. These cards will be used by the player during current Game Turn.

6.3 Rulers changing.

6.3.1 A Ruler can be changed during Ruler changing phase according to Rulers Reign List. A Ruler can be changed also during Players impulses phase when special procedure is conducted.

6.3.2 During Ruler changing phase player can decide, if current Ruler stays one Game Turn more. In this way Ruler's reign period can be prolonged only by one Game Turn.

6.3.3 When rule 6.3.2 is used it is possible that next Ruler do not appear in gameplay, because its reign Game Turn passed. If reign period of this Ruler is

longer than one Game Turn, he appears when his predecessor must step down.

Example 1: Let's assume that there is 5th Game Turn. During Rulers changing phase player controlling the Ottoman Empire decides that reign period of current Ruler Murad IV will be prolonged one more Game Turn in accordance with rule 6.3.2. It means that Ruler Card of Ibrahim I will not be used in gameplay, because his reign period passed - see Rulers Reign List. In 6th Game Turn card of Murad IV will have to be replaced by card of Mehmed IV.

Example 2: Let's assume that there is 5th Game Turn. During Rulers changing phase player controlling the Kingdom of Sweden decides that reign period of Gustav II Adolf will be prolonged one more Game Turn. In 6th Game Turn his card will have to be replaced by card of Christina Vasa.

6.3.4 Ruler, who does not have any successor, cannot be removed. He can only be weakened (his card is flipped on the back side with arrow pointing down) as a result of playing as Event *Ruler's disease* card.

Example: In the case of the Holy Roman Empire in 3rd Game Turn Matthias I Habsburg has a successor - it is Ferdinand II.

6.3.5 Ruler change can happen during Players' impulses phase. There are two possibilities:

- Playing as Event *Ruler's disease* card. In this way every Ruler (also reigning in other Superpower) can be weakened or eliminated, if already had been weakened.

- **Palace coup.** It is conducted by playing as Operational Points a card with "+" sign. Before any action, Ruler Card is flipped on the back side or replaced by successor's card, if it had been already on the back side. In this way only Ruler of player's own Superpower can be weakened or replaced.

6.3.6 Rulers Reign List.

6.3.6.1 The Kingdom of Sweden.

Before gameplay begins Ruler Card of Sigismund III Vasa (Regency Council) is placed on the Superpower's Sheet.

Game Turn 1. If *Regency of the Duke of Södermanland* card is played as Event all instructions are implemented, then Ruler Card is flipped on Charles IX of Sweden. This Ruler is also a Commander, so the counter is immediately placed on STOCKHOLM space or with any Swedish army. Other ways to change Ruler of the Kingdom of Sweden during first Game Turn are forbidden.

Game Turn 2. Card of Charles IX of Sweden can be used, if it was not in play during the first Game Turn as a result of Event "Regency of the Duke of Södermanland".

Game Turns 3. Card of Gustav II Adolf.

Game Turns 5. Card of Christina Vasa.

Game Turn 7. Card of Charles X Gustav.

6.3.6.2 The Tsardom of Russia.

Before the gameplay begins, put on Superpower's Sheet a Ruler Card of Feodor I.

Game Turn 1. If Feodor I is eliminated, Ruler Card of Boris Godunov can be used.

Game Turn 2. If Boris Godunov was not in play in first Game Turn, his Ruler Card cannot be used. Player must use Vasili IV of Russia - weakened side of Boris Godunov card.

Game Turn 3. Card of Michael I Romanov.

Game Turn 6. Card of Alexis I

6.3.6.3 The Ottoman Empire.

Before gameplay begins, put on Superpower's Sheet a Ruler Card of Murad III.

Game Turn 1. If Murad III is eliminated, Ruler Card of Mehmed III can be used.

Game Turn 2. Card of Ahmed I.

Game Turn 3. Card of Osman II. Mustafa the Mad is Ruler, if Osman II is weakened.

Game Turn 4. Card of Murad IV.

Game Turn 5. Card of Ibrahim I.

Game Turn 6. Card of Mehmed IV.

6.3.6.4 The Holy Roman Empire.

Before gameplay begins, put on Superpower's Sheet a Ruler Card of Rudolf II Habsburg.

Game Turn 1. Card of Rudolf II Habsburg.

Game Turn 3. First Ruler Card of Matthias I Habsburg and then Ruler Card of Ferdinand II.

Game Turn 5. Card of Ferdinand III.

Game Turn 7. Card of Leopold I.

6.3.6.5 The Polish–Lithuanian Commonwealth.

Before gameplay begins, put on Superpower's Sheet a Ruler Card of Sigismund III Vasa.

Game Turn 1. Card of Sigismund III Vasa.

Game Turn 5. Card of Władysław IV Vasa.

Game Turn 6. Card of John II Casimir Vasa.

6.4 Commanders changing.

6.4.1 On Commanders' counters there are numbers which inform about Game Turns, when the Commander is in play.

Example: On Boris Godunov counter is T:1-2. It means that this Commander can be used during 1st and 2nd Game Turns.

6.4.2 Counters representing Commanders which are not in play in current Game Turn must be removed in Commanders changing phase.

6.4.3 In this phase players place new Commanders on spaces with its own armies.

6.4.4 Ruler – Commander, whose reign is prolonged by one Game Turn is not represented as Commander. His counter must be removed.

6.5 Negotiations.**6.5.1 Forced peace.**

If Superpower is at War and loses minimum one Na-

tional space, player controlling it can consider himself defeated. He/she lost the War and in this way can force the Peace.

It is forbidden for two Superpowers to be at War against each other in the next Game Turn. There is only one possibility to declare War in the next Game Turn. One of these two players plays in his/her next two impulses as Events cards:

- "Provocation" and then
- "Declaration of War" or "Diplomacy".



Superpower which forces Peace can retake lost National spaces.

For each controlled Fortified City, which is given back to previous

owner, the War winning Superpower gains:

- 1 Victory Point (appropriate WAR FATE marker is placed in **Bonus VP** box) or
- 3 FUND markers from defeated Superpower (they are placed in **FUND markers** box).

For each given back City or Fortified City the War winning Superpower receives 1 FUND marker from losing Superpower.

**6.5.2 Alliances and combat units borrowing.**

Players controlling Superpowers can decide to make an Alliance in current Game Turn.

ALLIANCE marker must be placed in **Diplomacy** table.

Allies cannot be at War against each other. Only Events with red asterisk (e.g. "*Swedish Deluge*") can break the Alliance.

Players can move their armies onto spaces belonging to Allies. Also it is allowed to intercept enemy army or withdrawn. Combined allied armies defend as one army, even when Superpower attacking army is not at War against all defenders. When combined army takes part in a Land Battle, Commanders Command Rating of the most numerous army must be used (simply count units counters). If both armies are equal, dices are rolled. The highest result points out the Commander.

Allied naval units can support each other if they are on the same sea.

The ally can borrow combat units from allied Superpower. These combat units should be covered with ALLIANCE markers. The maximum number of these units is given in **Diplomacy** table on crossing of corresponding row and column. For example the Holy Roman Empire can borrow from the Polish – Lithuanian Commonwealth maximum 5 combat units and the Kingdom of Sweden can borrow from the Tsardom of Russia maximum 4 combat units.

Exception of above rule is the Ottoman Empire, which cannot receive and borrow any units.

It is forbidden to borrow naval units. Players can use allied naval units during movement across the sea - see 6.9.3.1.

Announcements.

According with the Sequence (see 3.1), one player announces an Alliance. If announced Superpower confirms that Alliance, players can borrow each other combat units. Borrowed units must be placed on National spaces of the ally, closest to units owner.

6.5.3 Free arrangements.

Players can make secret arrangements to coordinate their strategies. Controlled spaces and/or FUND markers are considered as a payment.

Player controlling Superpower can remit captured space only if that space is connected to his/her own National spaces. For this rule, treat port spaces by the same sea as connected.

Terrain Points cannot be remit.

If player controlling Superpower does not have enough FUND markers to pay for obligations, he/she must discard certain number of cards. For each randomly selected card from his/her hand he/she receives one FUND marker, which must be immediately transferred to obligations holder.

6.5.4 After secret negotiations, all arrangements are announced in public. According with the Sequence (see 3.1) players start announcements. If announcement is about Superpower, player controlling it confirms or rejects the announcement. Players are obliged to fulfill only confirmed arrangements. Only these arrangements are implemented during gameplay.

When secret negotiations are over, players cannot make any arrangements.

6.5.5 Declaring a War.



According with the Sequence (see 3.1), players can declare War. To declare the War player controlling Superpower must put on used cards deck one or more cards. The sum of Operational Points of these cards must be equal or higher than number in **Diplomacy** table given on crossing of appropriate row and column. For example, if the Kingdom of Sweden declares War against Denmark, player controlling the Kingdom must discard one card with Operational Points value of 3 or two cards – first with value of 1 and second with value of 2 or three cards – all with value of 1. Using this procedure a "+" sign does not have its special meaning.

Combat units of Superpower which is at War against other Superpower or Minor State can move onto enemy spaces. Moreover, it is allowed to conduct Sieges and Land and/or Naval Battles.

The War is indicated in **Diplomacy** table by plac-

ing WAR marker on crossing of appropriate row and column.

6.6. Religious unrest.

6.6.1 Religion.

Dominant Religion of each space at the beginning of gameplay is given on **Space – Religion Chart**. In the case of religion change, a new religion is marked on that chart. Every change must be updated.

Each Superpower has Dominant Religion:



the Kingdom of Sweden – Protestantism



the Tsardom of Russia – Orthodoxy



the Ottoman Empire – Islam



the Holy Roman Empire and the Polish-Lithuanian Commonwealth – Catholicism

6.6.2 Heresy.

A space is heretic when as Event is played a "*Heresy*" card. On that space must be placed a HERESY marker – it is back side of CONTROL marker. After playing the "*Heresy*" card, player marks new religion on **Space – Religion Chart**.

Heresy can occur on any space.

6.6.2.1 Conversion of heresy spaces into spaces with Superpower's Dominant Religion.

It is possible to change heresy back into Superpower's Dominant Religion.

Conversion procedure:

- During his/her own impulse player plays as Operational Points a card with "+" sign.
 - After spending Operational Points on other actions, a "+" sign is used to move RELIGION DP marker one box to the right on **Military - Economy - Religion - Domestic Policy** track – see 6.9.1.1.
 - Player points out a heretic space which has connection with space of Superpower's Dominant Religion.
 - Player rolls a die:
 - If the result is lower or equal to current number of Religion Development Points, the conversion is successful. CONTROL marker can be flipped on the front side. Marker RELIGION DP is put on **Start 0 DP** box on **Military - Economy - Religion - Domestic Policy** track on Superpower's Sheet.
 - If result is higher, conversion is unsuccessful. Marker RELIGION DP must be moved one box to the left on **Military - Economy - Religion - Domestic Policy** track.
- During one impulse player can take only one conversion attempt.

6.6.2.2 Effect of heresy – revolts on spaces.



A Revolt can occur on:

- City space,
- Fortified City space or

- Fortress space.

Revolt break out procedure.

Number of heretic spaces controlled by Superpower in certain zone (see 2.2) is used as column in **Combat Results** table. Then player rolls two dices. The number of revolted spaces in that zone is given on crossing of die roll result row and set column.

Placing REVOLT markers on the map.

Player controlling the Kingdom of Sweden puts markers in Russian cultural zone – green zone.

Player controlling the Tsardom of Russia puts markers in Balkans – sand coloured zone.

Player controlling the Ottoman Empire puts markers in the Reich – yellow zone.

Player controlling the Holy Roman Empire puts markers in the Polish – Lithuanian Commonwealth – red zone.

Player controlling the Polish – Lithuanian Commonwealth puts markers in the Kingdom of Sweden.

6.6.3 Revolt can occur as a result of playing as Event "Heresy" card as well.

6.6.4 End of Revolt. If combat unit enters the space, the Revolt is automatically ended.

6.6.5 Effect of Revolts. In Removement of auxiliary markers phase REVOLT markers are removed from the map. For each removed marker, DOMESTIC POLICY DP marker must be moved one box to the left on **Military - Economy - Religion - Domestic Policy** track on Superpower's Sheet.

6.7 Mercenaries hiring.

At the beginning of Mercenaries hiring phase all mercenary combat units must be placed in **the Holy Roman Empire of the German Nation** box.

All Superpowers, except the Ottoman Empire, can hire mercenary combat units.

Each player selects one mercenary combat unit. There are two rounds of hiring, so each player can hire maximum two combat units.

Below procedure is used to determine hiring sequence.

1. Each player chooses one card from hand and its value is not revealed to other players. Special Card cannot be chosen.
2. All players simultaneously show chosen cards.
3. Player which chooses card with the highest value selects mercenary combat unit as first.
4. In the case when two or more players have chosen card with equal value, the general Sequence determines hiring order – see 3.1.
5. All players put chosen cards on their used cards decks.

Example: Player controlling the Kingdom of Sweden chooses a card with value of 2, the Tsardom of Russia – card with value of 3, the Holy Roman Empire – card

with value of 3 and the Polish – Lithuanian Commonwealth – card with value of 1. The hiring order is: the Tsardom of Russia, next the Holy Roman Empire, the Kingdom of Sweden and then the Polish-Lithuanian Commonwealth. The same order is applied in second hiring round.

When hiring of mercenaries is over, players add combat units to their armies. It is forbidden to have army composed solely of mercenary combat units. If this requirement cannot be fulfilled, the mercenary combat units return into **The Holy Roman Empire of the German Nation** box.

Mercenary combat units cannot be placed in Fortified Cities and Fortresses as garrisons. Exception from this rule is Stettin, where garrison stays until this Fortified City is captured by Superpower.

Eliminated mercenary combat units are placed off board.

In Armies' return to Capital Cities phase all mercenary combat units leave armies and counters are placed off board.

6.8 Strategic deployment of one army.

According to the Sequence (see 3.1) each player can move one army stationing in Capital City.

Land deployment.

The army can be moved by unlimited number of Superpower controlled spaces, but cannot enter spaces controlled by allies. All terrain types can be traversed during this movement.

Naval deployment.

Armies can be deployed across the sea, but number of moved combat units depends on Combat Value of naval units. Each Combat Value point enables sea transport of one combat unit. *Example: On the Baltic Sea the Kingdom of Sweden possess naval units with total Combat Value of 4. It is possible to move four combat units from STOCKHOLM to Narva.*

It is forbidden to combine Land and Naval deployment. Player can use only one of these two possibilities.

6.9 Players impulses.

According to the Sequence (see 3.1) players play their cards. Active Player is the player who conducts action during his/her own impulse. All other players are now Inactive Players. Players impulse phase is over when all players decline doing an action.

Player's impulse can be:

- playing one card or
- playing two cards, if one of them has "+" sign.

Before playing any card player can spend FUND markers. For every spend marker he can draw a card which can be played during current impulse.

It can occur that during battle's resolve Active Player (attacker) and Inactive Players play unlimited number of "Battle" and/or "Battle/Reaction" cards. Effect of two identical cards is not cumulative. *Example: Player controlling the Holy Roman Empire is defender during Land Battle. Let's assume that he/she has two "Optimism" cards. He/she can play both cards, but effect of only one of them impacts the battle result.*

Player can decline to play any card only when one of two situations occurs:

- He/She has no more cards in his/her hand or
- After playing Special Cards, the number of possessed cards is equal or lower than number of "Preserved cards" on Ruler's Card. Cards spared in this way can be used in next Game Turn. In this case player can return to current Game Turn to conduct his/her own impulse. He/She can also play "Reaction", "Battle" or "Battle/Reaction" during other players impulses.

6.9.1 Playing one card.

A card can be played as:

- Operational Points – number 1 or 2 or 3 or
- Event – card instructions are implemented.

In special cases cards can be played as:

- Event during battle resolving (cards marked with "Battle" or "Battle/Reaction") or
- Event during other player's impulse (cards marked with "Reaction").

6.9.1.1 Playing cards as Operational Points.

If player plays card with value of 3 (it is forbidden to combine two cards with lower values – see 6.9.2), he/she can take one FUND marker, but cannot conduct any action.

Player can freely use Operational Points and take an action. The Operational Points cost of the action is given in **Available actions** table on Superpower's Sheet. Combat unit recruitment is action as well and its cost depends on unit type and it is given in **Army recruitment** table on Superpower's Sheet.

Example: Player controlling the Kingdom of Sweden plays a card with value of 3. He/She can recruit one infantry unit for 2 points and move any army using 1 remaining point.

In the case of playing one card with "+" sign, after using Operational Points, player can move one of MILITARY DP, ECONOMY DP, RELIGION DP, DOMESTIC POLICY DP markers. The marker can be moved by one box to the right on appropriate track on Superpower's Sheet. If marker is in box **5 DP do an action and go back to start**, certain attribute must be changed.

*Example: ECONOMY DP marker is in box 4 DP. Player plays a card with "+" sign, and decides to move the marker into box 5 DP do an action and go back to start. The marker must be placed in box **Start 0 DP** and ECONOMY marker can be moved one box to the*

*right on **Economy** track.*

Crisis and collapse.

If ECONOMY marker is in the most left box of **Economy** track and some game procedure forces player to move the marker on left side direction, the marker's position remains unchanged, but Domestic Policy must be weakened.

Example: Let's assume that Domestic Policy of the Tsardom of Russia is "two cards more" and ECONOMY marker is in -3 VP box. Moreover, ECONOMY DP marker is in 2 DP, total:2. In Removal of auxiliary markers phase player must remove from National spaces three FAMINE markers – see 6.11. Economy and Domestic Policy change as following:

- ECONOMY DP marker in **Start, 0 DP** box,
- This marker should be moved one more box to the left, but it is impossible, so
- Domestic Policy must be lowered by one level – now it is "1 card more".

If Domestic Policy is "2 cards less" and player is forced to lower it further, it remains unchanged, but ECONOMY marker is moved to the left as many boxes as Domestic Policy should be lowered.

*Example: Let's assume that Domestic Policy of the Tsardom of Russia is on "2 cards less" and ECONOMY marker is in **Start** box. If Domestic Policy was lowered, ECONOMY marker would be in -1 VP box.*

If Economy and Domestic Policy are both on the lowest possible levels, combat units are permanently removed from gameplay.

- Superpower loses one combat unit immediately when some game procedure forces to lower Economy or Domestic Policy.
- During Rulers Domestic Policy phase two combat units are removed when Economy and Domestic Policy are still on the lowest levels.

Removed combat units are selected by next player according to the Sequence (see 3.1). Player controlling the Polish – Lithuanian Commonwealth selects Combat Units belonging to the Kingdom of Sweden.

Overinvestment.

If Military level is "2 columns right", it is forbidden to move MILITARY DP marker to the right.

If Domestic Policy level is "2 cards more", it is forbidden to move DOMESTIC POLICY DP marker to the right.

If ECONOMY marker is on the most right box on the **Economy** track, it is forbidden to move ECONOMY DP marker to the right on **Military - Economy - Religion - Domestic Policy** track.

6.9.1.2 Playing cards as Events.

If player decides to play a card as Event, he implements instruction given on the card. Text on the card overrides general rules.

When a card with red asterisk symbol is played as Event it is permanently removed from further gameplay. Some of these cards can be played in strictly indicated Game Turn – see Event description.

Cards with red asterisk symbol cannot be played as Events during 7th Game Turn, unless Event description states different.



Some Events have impact on next impulses or Game Turns. If player plays as Event specified card, he/she must place appropriate marker in **Events in play** box printed on the board. If marker is in that box, it means that the corresponding Event is in effect. Below picture shows all possible Events, which must be marked in Events in play box.

The Thirty Years War	Boskai Uprising	Exploration and colonisation of Asia	Dimitriads	Joining the Thirty Years War
Ambitions of Michael the Brave	Defeat of Budjak Horde	Cossacks under control	Registered Cossacks	Zebrzydowski Rebellion
The Letter of Majesty	Crimean Tatars	Khmelnitsky Uprising	Union of Brest	Regency of the Duke of Södermanland

6.9.1.3 Playing Special Cards.

There are two instructions on each Special Card. First is implemented when card is played as Event. When the card is played as Operational Points, second instruction must be implemented after conducting all actions.

Special Cards must be played during every Game Turn. They cannot be preserved for next Game Turn – see 6.9.

6.9.2 Playing two cards.

Player can play two cards if one of them has “+” sign.

Two cards can be played only as Operational Points. It is forbidden to play two cards as Events or combination Event – Operational Points.

Player has in his/her disposal as many Operational Points as sum of cards’ values.

Playing two cards, player can spend sum of Operational Points to move one of four markers (MILITARY DP, ECONOMY DP, RELIGION DP or DOMESTIC POLICY DP) on **Military - Economy - Religion - Domestic Policy** track. The marker can be moved as many boxes as the sum of Operational Points.

6.9.3 Actions.

On each Superpower’s Sheet is **Available actions** table. It contains all allowed actions and their costs in Operational Points. Following rules describe conducting each action.

6.9.3.1 Movement.

Before movement begins player can combine two weakened combat units of the same type and formation into one full-strength combat unit. One counter is flipped to the front side and the other is placed aside, ready to be used in further gameplay. This procedure is free in terms of Operational Points expenditure.

Movement onto a space using Road costs 1 Operational Point. For example, moving by 3 spaces, all connected by Roads, will cost 3 Operational Points.

Moving onto a space using Trail costs 2 Operational Points.

Army moving onto enemy controlled Fortified City or Fortress must end its movement. It is forbidden to start a Siege during the current impulse.

March attrition. If sum of Manpower ratings of moving combat units is 12 or more, one loss must be suffered when movement is finished. In this way any combat unit can be weakened or eliminated, it is player’s choice.

Movement across the sea.

Movement across the sea is possible only when Superpower possess naval units on a given sea.

Procedure of “Movement across the sea”:

- Army begins player’s impulse on controlled port space.
- Player pays 1 Operational Point and army is transferred to any port space by a given sea. If destination space is controlled by enemy, a Land Battle can occur – see 6.9.3.3 and 6.9.3.4.
- Limit of transferred combat units depends on Combat Value of naval units. Each Combat Value point enables movement across the sea of one combat unit.
Example: On the Baltic Sea the Kingdom of Sweden possess naval units with total Combat Value of 4. It is possible to move four combat units from STOCKHOLM to Narva.

During movement across the sea enemy Superpower can start a Naval Battle – see 6.9.3.5.

6.9.3.2 Interception.

Inactive Player can try to intercept an army when all below requirements are fulfilled:

- Superpower of Active Player is at War against Inactive Player’s Superpower; and
- Inactive Player’s army is on space connected by Road with space just entered by Active Player’s army; and
- Inactive Player’s army is accompanied by Commander.

Interception procedure.

Inactive Player rolls a d6. If result is equal to or lower than Commander’s Command Rating it means that Interception is successful. Inactive Player’s army is

moved onto space occupied by intercepted army. Now, Active Player can choose one of two options:

- Army returns, paying movement cost in Operational Points according to **Map key**, onto space occupied before entering space when interception happened; or
- a Land Battle begins. Active Player is an attacker.

During one impulse one army can try many attempts of Interception.

6.9.3.3 Withdrawal before Land Battle.

If hostile army moves onto space occupied by Inactive Player's army, that army can withdraw before battle resolution. It can enter only Terrain Point or space controlled by Superpower or its ally.

It is allowed to withdraw onto controlled port space, if an army occupies port space by the same sea. The number of combat units is limited by number of possessed Naval Units on that sea.

Losses after withdrawal.

- One combat unit suffers a loss when enemy army has minimum one cavalry combat unit more; or
- Each combat unit suffers a loss when enemy army has two times more cavalry combat units; or
- Each combat unit suffers a loss when there is no cavalry combat unit and enemy army has minimum one.

If Inactive Player's army is on controlled Fortified City or Fortress space, player can select one infantry combat unit as garrison. This unit does not take part in Land Battle resolution.

6.9.3.4 Land Battle.

A Land Battle is resolved when two opposing armies are on the same space.

Procedure of Land Battle resolution.

- Each player sums up Combat Values of all combat units in his/her army. Total number indicates basic column in **Combat Results** table.
- Each player shifts column by appropriate number of columns to the right or to the left according to Superpower's Military level.
- Active Player plays cards (only these which are "Battle" marked).
- Engaged Inactive Player plays cards (only these which are "Battle" marked).
- Other Inactive Players can play cards ("Battle" or "Reaction" marked) to support engaged Inactive Player. After cards are played, columns can be further shifted. If column shifts exceed **1** or **+18** column, players will use these columns.
- Each player rolls 2d6 and totals results.

Commander influence - Modified Sum. Results lower than Command Rating are equal to Command Rating.

Example: Let's assume that results of 2d6 is 2 and 5

and Command Rating is 4. Result 5 is unchanged, but 2 is changed into 4. The Modified Sum is 9.

- In **Combat Result** table on crossing of previously set column with row of Modified Sum is number of losses suffered by the opponent.
- Battle is won by the army which inflicts more losses to the enemy. If both numbers of losses are equal, the Inactive Player is the winner.

In a given army, if total of units' Combat Values is 0, the army automatically loses the Land Battle and suffers losses in accordance with general procedure. The winning army does not suffer any losses.

After the Land Battle – losses.

Each engaged army suffers losses. Player must distribute losses evenly. One combat unit cannot suffer two losses when other combat unit is in full-strength.



When army of the Tsardom of Russia or the Ottoman Empire is defeated in Land Battle, shown units are eliminated first and then

battle losses must be distributed among remaining units.

If all combat units are eliminated, accompanying Commander counter is removed from the board. The Commander can be used in Commanders changing phase of the next Game Turn if he is still in play - see 6.4.

After the Land Battle – retreat.

If Active Player loses the Land Battle, his/her army must move back onto space occupied before battle resolution.

If Inactive Player loses the Land Battle, his/her army must move onto space controlled by Superpower or onto Terrain Point. If the battle is resolved on Fortified City or Fortress space, one infantry combat unit can stay as garrison.

If army retreats using Trail, one combat unit suffers one additional loss.

If it is impossible to conduct a retreat, all combat units suffer one additional loss and they are immediately transferred to Superpower's Capital City.

After the Land Battle – war experience.

If sum of Combat Values of each engaged army is 12 or more, the winner can move his/her MILITARY DP marker one box to the right. The loser moves his/her MILITARY DP marker one box to the left.

After battle resolution, during current impulse, it is forbidden to move further that Active Player's army.

6.9.3.5 Naval Battle.

A Naval Battle can be initiated only by Inactive Player. He/She is allowed to declare it when all conditions are fulfilled:

- Superpower of Active Player is at War; and
- Inactive Player possess naval units on a given sea;

and

- Active Player moves combat units using "Movement across the sea" (see 6.9.3.1).

Naval Battle is resolved in similar way as Land Battle, but Combat Values sum cannot be shifted according to Superpower's Military level. Moreover, Commander's Command Ratings are ignored.

Numbers of losses from **Combat Results** table mean numbers of naval units which must be eliminated.

If numbers of losses are equal, Active Player is the winner and he/she can continue "Movement across the sea" procedure.

If Active Player is the loser, he/she loses 1 Operational Point and all combat units return onto port spaces where they began "Movement across the sea".

After unsuccessful "Movement across the sea" on a given sea, it is forbidden to conduct next try during current impulse.

6.9.3.6 Sieges.

A Siege of Fortress or Fortified City can be conducted only by army which begins impulse on that space. It is forbidden to move onto the space and start a Siege during the same impulse.

The army must be composed minimum of two combat units and one of them must be infantry. Moreover, it must exist a connection with controlled Fortified City.

Siege attempt costs 1 Operational Point. During one impulse only one Siege attempt of a given space can be conducted.

Example: Two armies of the Kingdom of Sweden occupy Riga and Königsberg. Player plays two cards ($2 + 2 = 4$ Operational Points). 1 Operational Point is spent on Siege of Riga and 1 Operational Point is spent on Siege of Königsberg. It is forbidden to use remaining 2 Operational Points to besiege these two spaces during current impulse.

In Fortress or Fortified City may be one infantry combat unit as garrison.

Siege procedure.

- Player rolls 2d6.
 - Results are compared to Commander's Command Rating:
 - if two results are equal to or lower than Command Rating, the garrison suffers one loss and besieging army do not suffer any losses;
 - if only one result is equal to or lower than Command Rating, both garrison and besieging army suffer one loss;
 - if two results are higher than Command Rating, garrison does not suffer any losses and besieging army suffers one loss.
- If besieging army is without any Commander, Command Rating is 1 during resolution of this procedure.

Garrison losses.

Full-strength unit is flipped on back side.

Already weakened unit is removed from the board.

When Fortress or Fortified City is without any garrison and a loss must be applied, then the space is conquered.

Note. To conquer a Fortress or Fortified City occupied by full-strength garrison, Superpower needs three successful siege attempts.

Small (12,5x12,5 mm) CONTROL marker is placed on Fortress. Big (15x15 mm) CONTROL marker, taken from Superpower's Sheet, is placed on Fortified City. If religion of the space is the same as religion of Superpower, CONTROL marker is placed front side up. If religion is different, the CONTROL marker is placed back side up – the space is controlled, but in heresy.

After Siege attempt, disregarding the result, the army cannot move during current impulse.

Danzig.



Danzig was unique city on the Baltic Sea coast. The city only formally was subjected to the Polish – Lithuanian Commonwealth. Wealth and trade position of Danzig gave the city a broad independence. The city remained unconquered in XVII century, but many tries were conducted. Sieges of Danzig had great impact on grain prices in Western Europe. That was the reason of interventions of Dutch fleet.

The procedure of Danzig siege is the same as in the case of Fortress or Fortified City. To conquer this space, player must achieve 6 successful Siege attempts (big CONTROL marker is used to mark that fact). On the board is **Siege of Danzig** track to mark siege levels. Immediately after the 3rd successful Siege attempt, besieging player must conduct Naval Battle against Dutch fleet with Combat Value of 8 (it is not represented by separate counter).

If player has no naval units or he loses or draws the Naval Battle, the siege level drops to 0 on **Siege of Danzig** track.

If player wins the Naval Battle, he/she is able to conduct the Siege further.

If Danzig is controlled by any Superpower, the space should be treated as Fortified City. Future Siege attempts are resolved according to general rules – see 6.9.3.6.

6.9.3.7 Assault.

Assault is alternative way to conquer Fortified City.

This option can be used only by an army composed of minimum 6 full-strength infantry combat units.

The army must begin its impulse onto the space. It is forbidden to enter the space and then assault in the current impulse.

Only one assault attempt can be conducted in one impulse.

Assault costs 1 Operational Point.

Assault procedure.

- Player rolls d6:
 - results from 1 to 4 mean one loss suffered by the garrison,
 - results 5 or 6 mean two losses for garrison.
- Player rolls 2d6 and totals results. The sum is number of losses which must be suffered by assaulting infantry.

It is forbidden to assault Fortresses.

6.9.3.8 Control of the City.

The control of the City is changed when all of below conditions are met:

- Superpowers are at War against each other;
- Army of Superpower or allied Minor State moves onto the City;
- 1 Operational Point is spent.

Religion of the City must be observed to place small CONTROL marker properly – see 6.9.3.6.

6.9.3.9 Plunder.



Plunder action can be conducted only on space controlled by other Superpower. Moreover, that Superpower must be at War against Active Player's Superpower.

Plunder procedure.

- Active Player's army must occupy space controlled by enemy. It is allowed to enter it and then plunder.
- Active Player spends additional 1 Operational Point.

Plunder effect. All auxiliary markers are removed and FAMINE marker is placed on the space. Moreover, Superpower controlling the space loses 1 Economy Development Point.

Plundering army can move further in accordance with general rules – see 6.9.3.1

6.10 Armies' return to Capital Cities.

In accordance to Sequence (see 3.1), players transfer all their armies to their own Capital Cities. If Capital City is not controlled by the Superpower, all combat units are removed from the board. The counters can be used for future recruitment.

The Polish – Lithuanian Commonwealth has two Capital Cities – WARSZAWA and VILNIUS. Player controlling that Superpower can freely divide his/her armies, some combat units can be transferred to WARSZAWA and some to VILNIUS.

Army must be transferred to Capital City disregarding distance and seas.

Transferred army should avoid spaces controlled by other Superpowers or spaces with REVOLT marker. If this is impossible, each combat unit suffers one loss

for every entered space.

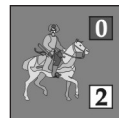
Garrisons of Fortified Cities do not have to return to Capital City.

Also one army, chosen by the player, can stay on controlled space.



Infantry combat units of the Tsardom of Russia and the Ottoman Empire, but not garrisons, are discarded. Counters can be

used for future recruitment.



Shown combat unit of the Polish – Lithuanian Commonwealth is discarded if it is in army without Commander. Only one combat unit per army can stay on board. Counters can be used for future recruitment.

6.11 Removal of auxiliary markers.

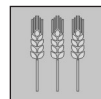
Each player removes REVOLT, FAMINE, GOOD HARVEST, POOR HARVEST markers from his/her controlled spaces.



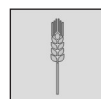
For each REVOLT marker, Superpower loses one Domestic Policy Development Point.



For each FAMINE marker, Superpower loses one Economy Development Point.



For each GOOD HARVEST marker, player can draw one card more in the next Game Turn.



For each POOR HARVEST marker, player must draw one card less in the next Game Turn.

Tip. Players can put markers next to their Superpower's Sheets as a reminder in next Game Turn.

6.12 Rulers Domestic Policy.

According to the Sequence (see 3.1) and instructions on Ruler's Card, players implement changes in Domestic Policy.

Without any modifications – Domestic Policy remains unchanged.

Increase by one level – Domestic Policy must be increased by one level.

Example. The Holy Roman Empire has "2 cards less". Matthias I Habsburg increases Domestic Policy by one level. Counter should be changed into "1 card less".

7.0 Winning the game.

7.1 Gaining Victory Points.



During gameplay players can gain Victory Points. Current sum should be marked on **Victory Points** track.

Each player gains Victory Points for:

- Winning a War – see 6.5.1.
- Conquering Fortified City – see 6.2.2.
- Specified Events from cards marked with red asterisk.
- Position of ECONOMY marker on **Economy** track.

Player controlling the Ottoman Empire can gain Victory Points for successful Tatar invasion – see 4.2.4.



Player controlling the Tsardom of Russia can colonize Asia. To start the process, player must play as Event Special Card „*Exploration and colonisation of Asia*“. In next impulses player can conduct actions „Exploration of Asia“ and „Building a colony“. Action „Exploration of Asia“ enables movement of marker, according to pointing arrows, into next box on **Asia map**. When player conducts action „Building a colony“ he/she flips counter on the back side. In that moment player is awarded with number of Victory Points given in the box.

If player fails to reach the last box of the track during one Game Turn, he/she can continue the process in future Game Turn, but must play as Event „*Exploration and colonisation of Asia*“ Special Card. The player may continue from current box.



In the last Game Turn, player controlling the Tsardom of Russia is awarded 1 VP for every 3 Independent spaces controlled in Russian cultural zone (green zone).

In the last Game Turn, player controlling the Polish – Lithuanian Commonwealth is awarded 1 VP for every 2 Catholic spaces in Russian cultural zone (green zone), but „Union of Brest“ Event must be in effect. Moreover, the player gains in the last Game Turn:

- 2 VP for controlling Danzig,
- 1 VP for controlling Riga,
- 1 VP for controlling Kyjiv.

In the last Game Turn, player controlling the Kingdom of Sweden is awarded 1 VP for controlling Karlskrona and 1 VP for controlling Malmö. He/she can gain maximum 2 VP in this way.

Player controlling the Holy Roman Empire gains Victory Points according to **Domination in the Reich** track.

7.2 Automatic win.

Winning before the last Game Turn can be achieved in two ways.

1. Player wins immediately when he/she places on

conquered Fortified City the last big (15 x 15 mm) CONTROL marker from his/her Superpower's Sheet and in this way reveals box **You win!!!**

2. If player reaches 29 VP, he/she is the winner after completion of the current Game Turn.

7.4 Victory based on points.

If none of players achieve automatic win, the player with the highest number of Victory Points after completion of the last Game Turn is the winner. If two or more players have the same number of Victory Points, the winner is determined in accordance to Reversed Sequence – see 3.1

Credits.

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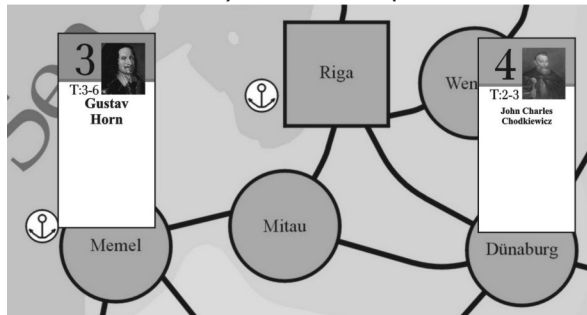
Special thanks to Dagmara Dziechciarz and Ryszard Tokarczuk for their contribution in English version of the game.

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8.0 Example of play - Interception and Land Battle.

8.1 Initial situation.

Let's assume that below picture shows hypothetical situation. In **Diplomacy** table War is marked between the Kingdom of Sweden and the Polish - Lithuanian Commonwealth. It is impulse of player controlling the Kingdom of Sweden. The player plays "*Poor harvest*" card as Operational Points. 1 Operational Points is enough to move Gustav Horn's army onto Mitau space.



Gustav Horn's army:

2	2
2	2
3	3
2	2
3	
2	

Military level: no shifts

Chodkiewicz's army:

2	2
2	2
0	2
2	2
4	
2	

Military level: 1 column right

Defeatism
Play if you are Active Player in Land Battle. The opponent can not play any battle cards and receives one column shift to the left in the Combat Results table. Other Inactive Players can still play "Advantageous terrain" card.

Thunderous charge *
Play during Land Battle resolution if in your army is at least one Hussars unit with Manoeuvre rating of 2 or more. The opponent receives two shifts to the left and your army receives two shifts to the right in the Combat Results table. After die rolls, suffered losses of your opponent are doubled.
Remove from the game after playing as Event.

8.2 Reaction of player controlling the Polish - Lithuanian Commonwealth.

When Gustav Horn is on Mitau space, John Charles Chodkiewicz takes interception attempt - see 6.9.3.2. The player rolls 2. The result is lower than Commander's Command Rating (4), so Interception is successful. John Charles Chodkiewicz moves onto Mitau space. Player controlling the Kingdom could choose to return onto Memel space, if he had even 1 Operational Point left. Now he must stay on Mitau space and a Land Battle is resolved. The player controlling the Kingdom is an attacker.

8.3 Land Battle resolution.

Both players totals Combat Values of their combat units.

For Horn's army it is 13, so basic column in **Combat Results** table is **13 - 14**.

For Chodkiewicz's army it is 10, so basic column in **Combat Results** table is **9 - 10**.

Military level of the Polish - Lithuanian Commonwealth is "1 column right". Current column is **11 - 12**.

Military level of the Kingdom of Sweden is "no shifts".

Now, players can play cards marked "Battle".

Player controlling the Kingdom plays his cards as first, because he is Active Player. He uses "*Defeatism*" card. Player controlling the Polish - Lithuanian Commonwealth has powerful "*Thunderous charge*" card, but he is not allowed to play it, because of instruction on "*Defeatism*" card. Moreover, his current column is **9 - 10**.

Let's assume that other players do not play any cards to help the Commonwealth.

Now, both players roll 2d6.

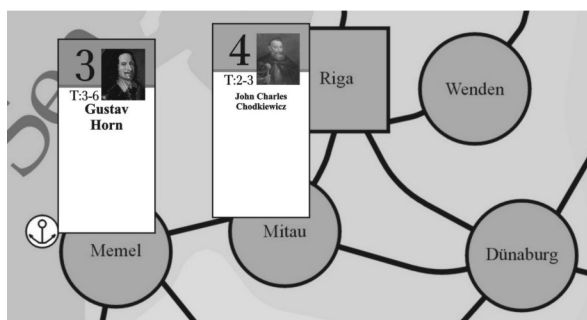
Let's assume that player controlling the Kingdom rolls 1 and 4. Due to Commander's Command Rating, Modified Sum is 7 (1 is changed into 3). Horn's army inflicted 2 losses - crossing of row **7** with **13 - 14** column.

Let's assume that player controlling the Commonwealth rolls 2 and 5. Due to Commander's Command Rating, Modified Sum is 9 (2 is changed into 4). Chodkiewicz's army inflicted 2 losses - crossing of row **9** with **9 - 10** column.

Both armies suffer 2 losses - see picture below. War experience is not considered, because Chodkiewicz's army sum of Combat Values is below 12.

Player controlling the Commonwealth is the winner - number of inflicted losses is the same, but he is Inactive Player. Gustav Horn's army must retreat onto Memel space. Chodkiewicz and his brave troops stay on Mitau space.

8.4 Final situation.



Gustav Horn's army:

1	2
1	2
2	3
1	2
3	
2	

Military level: no shifts

Chodkiewicz's army:

2	2
1	2
0	2
1	2
4	
2	

Military level: 1 column right

Thunderous charge *
Play during Land Battle resolution if in your army is at least one Hussars unit with Manoeuvre rating of 2 or more. The opponent receives two shifts to the left and your army receives two shifts to the right in the Combat Results table. After die rolls, suffered losses of your opponent are doubled.
Remove from the game after playing as Event.