

# Power & Prestige

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## BASIC GAME



Version: 1.14

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# 1. Introduction

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Power & Prestige is a game for 2-6 players about competing powers in central Europe in the 18th century. Each player as the leader of such a power has to strike a balance between military expenditures, investments into the economy and accumulating prestige. Most importantly, the player with the most prestige will be able to choose his allies. Being in the more powerful alliance is usually the key to victory.

# 2. Overview

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The objective of the game is to score as many points as possible. There are two main ways to do this. One is to have a lot of prestige. The other is to have a lot of provinces and buildings.

Player's belong to one of two large alliances which are at war with each other. So a large military force is usually needed, either to attack or to defend.

The game is played a number of "years". In each year there are four rounds ("seasons") during which the alliances take turns moving their troops and fighting battles. At the end of the year player's do their economic activity. This includes collecting taxes, trading goods, constructing buildings and raising new troops. At the very end of the year the alliances may change.

To learn or teach the rules it is suggested to play a test game of one "year".

# 3. Components

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- 12 army box counters in 6 colors (2 each)
- 2 battle boards (basic & advanced game)
- 2 dice
- 21 great artists cards
- 24 "Bank Loan" tiles (advanced game)
- 24 residence extension tiles (4 sets of 6)
- 246 white chips ("troop underlays" in the amounts: 61x "0", 40x "1", 20x "2", 8x "5", 4x "10")
- 35 orange octagonal pieces (fortresses)
- 3 "90+" markers
- 4 orange discs (markers for time & weather track)
- 4 building guides
- 4 tables handouts (with VP table on back)
- 40 cubes each in 6 colors (control markers)
- 6 wooden person figures in 6 colors (generals,

advanced game)

- 6 player pads
- 6 discs in 6 colors (prestige markers)
- 6 houses (residences) in 6 colors
- 6 "room for additional great artist" markers
- alliance pad
- battlefield marker
- bi-cornered hat marker (starting player marker)
- building markers
- calculation sheets (economic & VP)
- external ally tiles (1 triangular, 2 pentagonal)
- figurines in 6 colored sets (infantry, cavalry, artillery)
- gold coins & green gems
- map
- rules
- unrest markers
- time & weather track
- game end marker and diplomatic convention marker (for games shorter than seven game years)

## 3.1. No Component Limitations

If the supply of a component runs out in a game then use something else as replacement instead (such as a piece from another game).

# 4. Setup

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Place the map in the middle of the table.

Place the time & weather track next to the map.

## 4.1. Game Duration

The players must first agree beforehand on the maximum number of game years to play. This number must be at least three and is at most seven. For every game year expect about one hour and 15 minutes playing time.

If the number of years chosen is less than seven then mark that year by placing the game end counter (showing a framed picture of Napoleon waving a flag) just right of that number on the year track.

If the number of years to play is three or four then put the diplomatic convention marker (showing a black

table and chairs) just below the number one on the year track. If it is five or six put it below the number two on the year track.

If seven years have been chosen then just use the year track as it is without the two above markers.

## 4.2. Map Restriction for 2 and 4 Player Games

In a game with two or four players the southernmost row of the map is not used (i.e. the provinces: Lyon, Torino, Milano, Venezia and Trieste). Mark these provinces with something as reminder.

## 4.3. Map Restriction for 3 Player Games

In a game with three players use the same map restriction as above (i.e. for 2 and 4 players) and additionally the northernmost row of the map is also not used (i.e. the provinces: Amsterdam, Bremen, Hamburg, Schwerin, Stettin). Mark these provinces with something as reminder.

## 4.4. Placement

Place the alliance pad next to the map.

On the time & weather track, put an orange disc on the spring season rectangle and an orange disc on the year “1” square.

Every player gets a player pad.

Every player then takes 10 gold worth of coins (the green gems are worth 5 each). This is his treasury.

Every player selects a color and takes all the pieces of that color. This includes a house piece (residence), a disc (prestige marker), two army counters (“I” and “II”) and all troops figurines and cubes of that color. Any remaining colors are removed from the game.

Every player then places the disc of his color on the large track along the edge the map on the number 15. This is his prestige.

Not all great artists are included in the game. If playing the basic game then first remove the great artists David, Kant, and Voltaire (they each have a sun king symbol in the top left and right corners). Then shuffle the remaining cards and draw a number of them to be used:

Number of players	Number of great artists to use
3	7
4	10
5	13

6	16
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Place all the great artists used in the game face up in an area next to the map. Put the ones not used away from the game.

The player who has most recently visited a palace takes the round counter with the hat symbol (starting player marker).

### 4.4.1. Neutral Buildings

Take a number of building markers depending on the number of players as follows:

#players	art academies	manu-factories	trading houses
3	3	3	3
2 or 4	4	4	4
5 or 6	5	5	5

Turn these markers face down and shuffle them. Then place one in each of the provinces that is **not** on the edge of the playing area of the map (see map restrictions). Place it in the capital city of such a province (it uses up a building site there). After all markers have been placed then turn them face up.

*Example: In a three-player game you would place one building each on the provinces: Münster, Hannover, Magdeburg, Cöln, Cassel, Leipzig, Trier, Frankfurt, Nürnberg, Basel, Zürich, and Salzburg.*

*Note: that when a player annexes a province with a building already in he will immediately be able to use that building.*

### 4.4.2. Starting Provinces

Starting with the starting player and then going clockwise each player selects an empty province on the edge of the playing area of the map and places a cube (marker) of his color into it. He also places his house piece (residence marker) next to one of the cities there (it does not use up a building site).

*Note: You place the cube anywhere in the province. It's best in the middle on a spot that does not block the view of any important information.*

After the last player has selected his first province each player selects more provinces except that this time the last player starts and then it goes around counter-clockwise. If playing seven years then everybody selects a second province in this way. If playing less than seven years then everybody selects a second and a third province (at once) in this way.

The second and possibly third province selected may be anywhere on the map as long as it's not already

taken by another player.

*Note that the following are good starting provinces: Amsterdam, Berlin, Brussels, Hamburg, Milano, Paris, Prag, Wien.*

### 4.4.3. Starting Troops

Each player places three infantry, an artillery and a cavalry figurine of his color where his residence marker is.

### 4.4.4. Starting Buildings

If playing less than seven years then every player gets one each of the following buildings at start:

art academy, manufactory, trading house.

If only playing three or four years then everyone additionally gets the following buildings (for a total of six):

art manufactory, bank, university.

All players simultaneously place their building markers face down on appropriate building sites in their provinces. After all players have placed all their markers they are turned face up.

If a player does not have enough building sites in his provinces for all of his starting buildings, then he must place as many buildings (of his choice) as he can. He then gets 2 gold per building he could not place (the building counter goes back to the supply).

### 4.4.5. Starting Fortress

If playing less than seven years then every player also gets a fortress which they place at the city of their residence (it does not use up a building site).

## 4.5. 2-Player Game

In a game with two players each player takes two colors and plays them as if they were separate players. There are also different victory conditions in a two player game (see chapter 7.1.1 for details).

## 5. Game Concepts

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### 5.1. Prestige

Every player keeps track of his “prestige points” using the disc of his color on the track along the edge of the map. There are several actions and events that change the prestige (see table below). A player's prestige never sinks below zero though. If a player's current prestige is less than what the cost of an action or event



calls for, then it only sinks to zero and no further. Thus a player can spend prestige indefinitely even if he has none left. Prestige points cannot be transferred.

When a player goes above 90 prestige then he gets a “90+” marker and moves his disc to the beginning of the prestige track.

*Note that there is no specific game component called power. Power is implicit in the things other than prestige (such as troops and provinces), that a player may have in the game.*

### 5.1.1. Prestige Ties

Whenever the amount of prestige is compared between players in order to select one and there is a tie, then (unless stated otherwise) break the tie with one or more die rolls.

## 5.2. Allied

“Allied” refers to all the players in the same alliance as the player. If “alliancing” has not occurred yet, it is only the player himself. See chapter 6.5.4 for alliancing.

Allied troops or provinces are troops or provinces that either belong to the player himself or to another player of his alliance.

## 5.3. Map

### 5.3.1. Provinces

The map is divided into 35 provinces (see example map section below). Every province has a name in large letters, a gold income value, some “locations” and some other symbols and words. The straight red lines are the borders between the provinces.

Ownership:

When a player gets a province he places a marker of his color somewhere in the middle of the province. This indicates who the owner of the province is. There may only be one owner of a province. The owner of a province automatically owns all the buildings and fortresses in that province.

Occupied:

A province is considered “occupied” if there are troops of the opposing alliance in all of its cities. An occupied province does not give any income.

### 5.3.2. Locations

“Locations” are the white dots and irregular shaped areas that are connected by black lines (roads). The dots are locations without a “city”. Troops may only

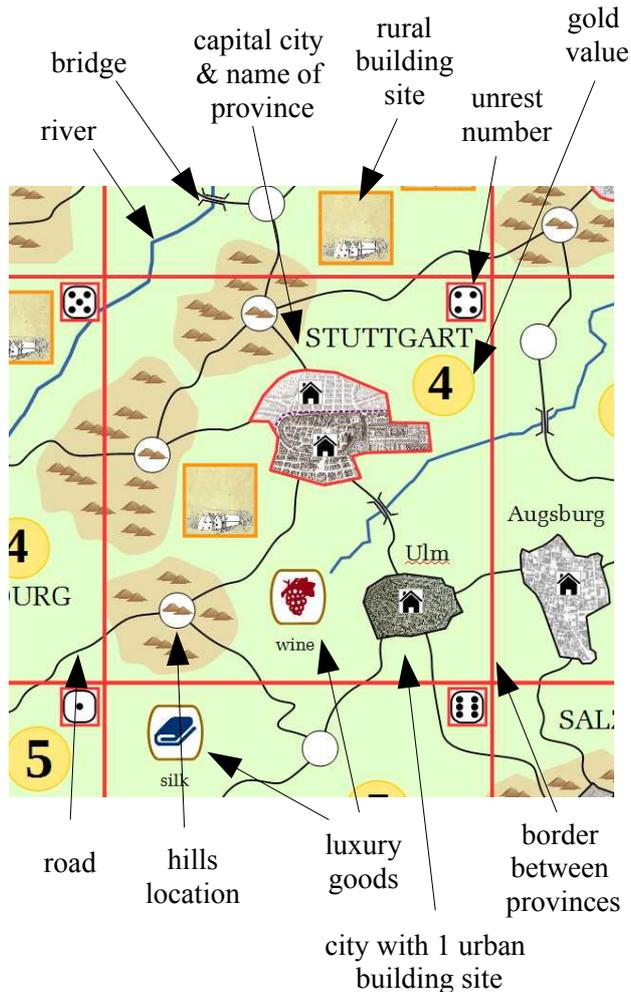
be placed at and move between locations.

### 5.3.3. Cities

A “city” is a location that is depicted as an irregular shaped area. It has one or more urban building sites (see below), each marked with a black house icon. Every city has a name next to it.

There is one city in every province that has a red outline. This is the capital city of that province. The name of that city is in large, capital letters and is also used to refer to the province.

*Example map section:*



### 5.3.4. Building Sites

There are two types of building sites: urban and rural. “Buildings” may only be placed onto the site of their type. See chapter 5.6 for buildings.

An urban building site is a section of the irregular shaped area of a city depiction with a black house icon in it. Urban building sites always belong to the location of the city.

Rural building sites are the orange squares with a farmhouse pictured in it. These do not belong to any specific location (only the province as a whole).

### 5.3.5. Terrain

Some locations have “hills”. Such locations have a hills symbol (2 brown humps) in the dot and more nearby. The only cities on hills are: Bern, Innsbruck and Salzburg.

“Roads” are the black lines that the connect the locations with each other. Troops may only move from location to location along roads.

If a road intersects with a river (with a bridge symbol), then that road section is considered to be a “river crossing”.

There is one “mountain pass” road section between the provinces of Milano and Zürich.

### 5.3.6. Luxury Goods

Some of the map symbols represent sources of “luxury goods”. These are indicated by a little image each surrounded by a barrel-shaped outline. If a player owns a province he gets the luxury good indicated there.

There are 13 luxury goods on the map as follows (with provinces): coffee (Amsterdam), furs (Leipzig), glass (Venezia), marble (Milano), porcelain (Dresden), silk (Cöln, Lyon, Zürich), sugar (Bremen), tobacco (Hamburg), wine (Metz, Strasbourg, Stuttgart).

### 5.3.7. Other Symbols

All the other landscape depictions are just for decoration

## 5.4. Troops



There are three different types of troops units in the game: infantry, cavalry and artillery (see picture above). Each player only uses the troop figurines of his color.

### 5.4.1. Troop Stacks

The round white chips (troop underlays) with numbers on them are used can be used to indicate additional amounts. Such a chip may only be placed underneath a figurine. It then indicates that there is this additional number of troops there of the same type and color as the figurine.

Place the number on the chip face up. The owning player may exchange different types of chips and figurines at any time. Players may inspect stacks of other players at any time.

### 5.4.2. Army Boxes

Players may use the “army boxes” on their player pad (i.e. the two rectangles with the Roman numerals I and II) to hold troops that would normally be on the map. Any troops units in an army box of a player are represented on the map by the army counter in that player's color with the same Roman numeral. Treat these troop figurines and their underlay chips as if they are on the map in the location of that counter.

### 5.5. Treasury

Each player has a “treasury” which is his collection of gold (a coin is 1 gold and a green gem is 5 gold). A player keeps his treasury even if he loses his residence or his last province on the map. Players may give gold to other players during the income phase of the economic round (only), but not to players of the opposing alliance.



Players can alternatively note their treasury on paper using the economic calculation sheets.

### 5.6. Buildings

See below for a list of all the buildings with their picture as used on the counters. Fortresses and residences are not considered to be “buildings”. Residences are treated like buildings for purposes of “plundering” only (see chapter 6.1.5). Ownership of a building is determined by the ownership of the province it is in (see chapter 5.3.1). See table in chapter 9.1 for details on each building type.

Each building counter also shows the income or effect it generates each year below its picture.

	art academy
	art manufactory

	bank
	barracks
	horse farm
	manufactory
	trading house
	university
	windmill

*Note that residences and fortresses do not use up building sites.*

#### 5.6.1. Active

A building of a player is considered “active” if it is not plundered (i.e. its marker is face up) and is not occupied. An urban building is occupied if there are troops of the opposing alliance in its location. A rural building is considered occupied only if the province is occupied (see chapter 5.3.1).

A building that is not active does not give any income or any other special effects.

## 6. Play

The game is played a certain number of “years” after

which the game ends (see chapter 7).

A year consists of four rounds of player turns and then an economic round.

The player rounds are also called “seasons” and are played in this order: spring, summer, summer, fall, winter.

After winter is done the economic round for the year is played.

## **6.1. Player Rounds (Spring – Winter)**

In the four seasons (Spring – Winter) the following happens:

If “alliancing” has not occurred yet (see chapter 6.1.8), then the starting player marker is moved one player to the left. Each player then takes an individual turn starting with the starting player and then going around clockwise.

If alliancing has occurred then all the players of one alliance take their turn simultaneously. The “Alliance” takes their turns first and the “Counter-Alliance” goes second (see chapter 6.5.4). The starting player marker is not needed anymore then.

If alliancing occurs in the middle of a season before all players have done their turn then all players who have not done their turn yet in that season do their turns together as alliances in the same way as above (i.e. Alliance players first, then Counter-Alliance players second).

At the end of a season move the orange disc on the season track to the next spot.

### **6.1.1. Player Turn**

A player turn consists of five phases which must be done in this order:

1. Movement
2. Combat
3. Annexing, Plundering & Razing
4. Declaration of War\*
5. Alliancing\*

\*) only if alliancing has not occurred yet

Each player whose turn it is does all his four phases before the next turn of another player (or alliance) starts. Each phase must be completed before the next one may be started.

### **6.1.2. Movement**

See chapter (6.1.2) for more details on movement.

### **6.1.3. Combat**

See chapter (6.3) for more details on combat.

### **6.1.4. Annexing**

To annex a province a player must have three of his troops units in the capital city of that province and subtract five prestige points. These troops may not be used for plundering or razing anything that phase (see below). The player and his allies may not plunder anything in the province in that phase (annexing has priority). Players may annex provinces that do not belong to any player yet. Players may not annex a province of an allied player.

If a player who already has zero prestige beforehand annexes a province then an unrest marker is placed in that province (unless there already is one there).

Place a marker of the player's color in the annexed province (replacing any one already there).

If it makes a difference in what order a player does his annexing and/or plundering, then he must choose an order to do them in. He may mix his annexing and plundering in any way.

### **6.1.5. Plundering**

See chapter 6.1.5 for more details on plundering.

### **6.1.6. Razing a Fortress**

A player may raze any fortress of another player with whom he is not allied using a troops unit in the same location as the fortress. That troops unit may not be used for plundering or annexing in this phase. The marker for that fortress is then removed from the map.

### **6.1.7. Declaration of War**

If alliancing has not occurred yet, then the player may issue one “declaration of war” against any other player now (only). The player declaring war must subtract two prestige points. This triggers “alliancing” (see chapter 6.5.4)

### **6.1.8. Alliancing**

Alliancing is done as the last thing in a turn if it has been triggered this turn as per chapter 6.5.

## **6.2. Movement**

The player whose turn it is may move any or all of his troops. Each troops unit has a distance up to which it can move each turn (artillery 1, cavalry 3, infantry 2). Each location it enters counts one towards this distance. If a troops unit has moved its full distance then may move no further this phase. Troops may only move along the connecting lines (roads) between locations.

*Note that to make it easier to remember you can mark moved troops by laying them down to the side. Put them upright again when you have finished.*

#### Entering Combat:

When troops enter a location that contains troops of another player who does not belong to his alliance (or any player before alliancing) they must stop movement. These troops may move no further in this movement phase even if they still have movement points left. Troops that start their movement in such a location may leave it though.

### 6.2.1. Extended Move

Troops units that do not enter combat in their movement phase may move farther than normal.



Artillery may then move a distance of 3, cavalry 6, and infantry 4. In winter and also in a spring or fall season with a “6” weather die roll this is not available.

#### Mountain Pass:

The mountain pass (between Milano and Zürich) is impassable (i.e. not even normal moves allowed) in a season with no “extended moves”.

## 6.3. Combat

If after movement a player has troops in the same location as troops of another player then a battle occurs there (unless they all belong to the same alliance). If there are multiple battle locations then the players whose turn it is decide the order in which to resolve the battles. Each battle must be completely resolved before the next one is started. The players with troops in that location whose turn it is are considered to be the attackers. The other players with troops there are the defenders. A “side” is either all the attackers or all the defenders.

### 6.3.1. Resolving a Battle

A battle is resolved in a number of combat rounds. A combat round consists of two phases. First, each side determines the losses they inflict on the other side. After completing that then secondly each side must decide if they want to retreat or not and carry out the retreat.



#### Determine Losses:

At the start of every combat round each side adds up the combat values for all their troops in battle and adds all

the applicable bonuses (see below). The combat value for an artillery unit is three, for a cavalry unit two and for an infantry unit one. The total is then divided by six resulting in a number and a possible remainder. This number is the total number of troops unit losses the opposing side must take (i.e. remove from battle). If there is a remainder then a die is rolled. If that die result is equal to or less than the remainder then there is one additional troop loss. The players of the side suffering the losses may choose which of their troops to remove. If they cannot agree then their alliance leader decides instead. The attacking side must choose their losses first. Even though the choosing of losses is done in order, the calculations are made using the troops as they were at the beginning of the combat round (i.e. the losses are only applied afterward). If the attacking side has a total combat value of zero (or less) then they cause no losses.

A troops unit that has been taken as loss is out of the battle but should be kept somewhere separately until the final result of the battle has been determined.

#### Effective Arms Bonuses:

For each pair of an own infantry vs. an opposing cavalry one is added to the combat value total of a side. Likewise for each pair of an own cavalry (that is not attacking a fortress) vs. an opposing artillery two is added. Likewise for each pair of an own artillery (that is not defending in a fortress) vs. an opposing infantry three is added. Each troops unit may be counted only once per side for an effective arms bonus determination.

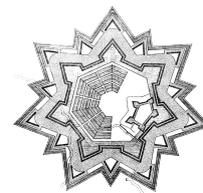
#### Combat Advantages:

The attacking side adds every attacking combat advantage value of every attacking player to its combat value total and also subtracts every defending combat advantage of every defending player from its combat value total (see chapter 6.6.3 on how they are acquired). A player may not use a combat advantage of his whose absolute value is higher than the number troops units he currently has in battle. In this case use the combat advantage whose absolute value is equal to the number of his troops units currently in battle instead.

*Note that that the combat advantage bonuses may change from combat round to combat round due to losses or retreats.*

#### Fortress:

Fortresses may be used in combat even by players who do not own the province. Players add three to the combat value of each artillery unit of theirs if defending in a location with a fortress (this replaces the effective arms bonus for them). The attacking side in a fortress location gets six subtracted



from its total combat value. Use the orange octagons to mark fortresses.

#### *Hills:*

The attacking side in a hills location gets three subtracted from its total combat value (unless there is a fortress there).

#### *River Crossing:*

If any of the troops of the attacking side entered the battle location by crossing a river then three is subtracted from their total combat value (unless there is a fortress there or it's a hills location).

#### *Retreat:*

After applying all losses players may choose to retreat. The attacking players must decide upon and carry out any retreats first. If a player chooses to retreat then he must move all his troops remaining in battle to one adjacent location. Attacking troops may only retreat to a location from where any of them (including allies) came from this turn. If none of the attacking troops moved this turn, then any location that fulfills the other conditions below is allowed. Defending troops may only retreat to a location from where no attacking troops came from this turn. Troops may also never retreat across a river, mountain pass or onto a location where there are opposing troops (exception: unresolved battles, see below). If there are no locations where troops may retreat to then they may not retreat. Defending troops may not retreat if all the attackers already retreated.

#### *Retreat into Unresolved Battle:*

If a player retreats his troops into a location where there is an unresolved battle then the retreating troops are put aside separately until the battle is resolved. These retreating troops may not participate in the battle nor provide any effect on the combat value. If after resolving the battle there are opposing troops in that location then all these retreating troops are lost with no survivors (see "Final Losses") and the owning players lose prestige accordingly (see "Winning a Battle"). If there are no opposing troops in the location after the battle was resolved then put these retreating troops into that location.

#### *Zero Combat Value Total:*

If the attacking side has combat value total of zero or less at the end of a combat round, then the attackers must retreat if they can (see above). If they have no location to retreat to then all their troops are lost.

If at the end of a combat round there are still troops from both sides remaining in battle then conduct another combat round and so on until only one side or nobody remains on the battlefield.

### **6.3.2. Winning a Battle**

The side with troops remaining in battle at the end is

considered the winning side. Every player from the winning side who had at least one troops unit that survived at the end (see "Final Losses") gets two prestige points. All the opposing players are the losers of that battle and each lose one prestige point per "final loss" (see below) of theirs in that battle. If there are no troops at all left in battle at the end then nobody gains or loses any prestige.

### **6.3.3. Final Losses**

Players determine the actual, "final" losses at the end of a battle in the following way.

The winning side takes half (fractions rounded down) of their losses as final losses. The remaining troops units survive and are put in the battlefield location (or the retreat location instead if the player retreated).

A side that lost the battle but managed to retreat a troops unit out of battle may also have some survivors. First, for each opposing cavalry unit still in battle the side takes one from the losses as final loss. Then they take half (fractions rounded down) from the then remaining losses as final losses. The remaining troops units survive and are placed together with the retreating troops units (troops of a player may only go to one location).

In all other cases all losses are final losses. All final losses are removed from the map.

#### *Example:*

*Red is the attacker and has 5 infantry, 1 cavalry and 1 artillery. Blue is the defender and has 3 infantry and 1 artillery. Blue has a defending combat advantage level 3 (i.e. -3 for attacker). One of the red's troops units crossed a river into the battlefield location.*

#### *First combat round:*

*Red's total combat value is: 5 x 1 (infantry) + 1 x 4 (cavalry with bonus) + 1 x 6 (artillery with bonus) – 3 (for crossing river) – 3 (blue's defense advantage) = 9. On a die roll of 1-3 red would cause two losses and otherwise only one. Red rolls a '3' and thus blue chooses to lose two infantry. Blue's total combat value is: 2 x 1 (infantry) + 1 x 2 (infantry with bonus) + 1 x 6 (artillery with bonus) = 10. Blue causes two losses on a die roll of 1-4 otherwise only one. Blue rolls a '6' and thus red chooses to lose one infantry. Neither side chooses to retreat at the end of the first combat round.*

#### *Second combat round:*

*Red's total combat value is: 4 x 1 (infantry) + 1 x 4 (cavalry with bonus) + 1 x 6 (artillery with bonus) – 3 (for crossing river) – 2 (blue's reduced defense advantage) = 9. Red rolls a '4' and thus blue chooses to lose another infantry. Blue's total combat value is:*

$1 \times 2$  (infantry with bonus) +  $1 \times 6$  (artillery with bonus) = 8. Blue rolls a '5' and thus red chooses to lose one infantry. Blue decides to retreat. He has the artillery unit left and 3 infantry units as losses. One loss is finally lost because of the opposing cavalry unit. Thus he finally loses half of the remaining two, which is one. Blue retreats with one artillery unit and one infantry unit out of the battle. Red gains two prestige and blue loses one prestige.

#### 6.3.4. Battle Board

The Battle Board makes it easier to resolve battles. To use the Battle Board each side places all their troops on the appropriate sections according to their types. Troops units that get an effective arms bonus should be moved to the "bonus" row. Attackers should use markers to the left of their combat value track to indicate the bonuses they get.

Then each side adds up the combat value of all their troops including any bonuses and place a marker on their combat value track on that number. The number in the same row at the far right indicates the number of losses the opposing takes. If there is a die symbol at the top of the column then this is the number or lower that needs to be rolled with a die to cause one additional loss. All troops lost are moved to the "loss" row and should remain there until the end of the battle.

The round battlefield marker can be used as reminder to mark the battlefield location when the troops are placed on the battle board.

*Note: An army with a combat value total of at least six will automatically win without losses against a single opposing infantry or cavalry unit. This is because the troops unit can at most cause one loss which is rounded down to zero anyway. In this case you do not need to use the battle board or even roll dice.*

### 6.4. Plundering

Plundering occurs after the combat phase. Each troops unit can only be used to plunder or raze one thing per phase. These troops also cannot be used for annexing in the same phase.

#### 6.4.1. Plundering Buildings

A player may plunder the buildings of another player (unless he belongs to the same alliance) in his turn if he has troops in the same location. The player uses one troops unit in the same location for each urban building he wishes to plunder. To plunder rural buildings he can use troops



in any location of that province.

The player receives one gold and loses one prestige point per building he plunders.

Each plundered building's marker is turned upside down. An already plundered building (i.e. with a face down marker) may not be plundered again until it is rebuilt. The residence of another player may also be plundered as if it were a building (see chapter 6.8.2 for the effects). A plundered building produces no income and has no effects until it is rebuilt.

#### 6.4.2. Plundering Provinces

A player may also plunder the province itself of a non-allied player or with no owner. He needs to use three of his troops units anywhere in that province for this.

The player gains one die roll of gold and loses three prestige points per province plundered.

A plundered province is marked with an unrest marker (see picture). A province with such a marker may not be plundered again until it is removed.

### 6.5. Alliances

At the start of the game no player is allied with anybody else. This changes during the course of the game and two alliances are formed. When this happens it is called "alliancing".

There are three types of events which can cause alliancing: "acts of war", a "declaration of war" or a "diplomatic convention" (see below for details).

#### 6.5.1. Acts of War

If no alliancing has occurred so far in the game and a player has committed an "act of war" against another player this turn, then alliancing automatically happens at the end of that player's turn. That player must also subtract five prestige points per player he committed an act of war against. He pays this at the end of his turn before alliancing (during the "Declaration of War" phase).

Acts of War:

The following are all acts of war if they are done against another player: attacking troops, razing a fortress, plundering a building or province, annexing a province.

#### 6.5.2. Declaration of War

If no alliancing has occurred so far in the game, then alliancing is also triggered if a player declares war on another player (see chapter 6.1.7).

### 6.5.3. Diplomatic Convention

At the end of the economic round any player may spend 10 prestige points and call for a “diplomatic convention”. This causes alliancing to happen immediately, even if it has already occurred previously during the game. There can only be one diplomatic convention at the end of an economic round.



There may be no diplomatic convention though in the last year of the game.

**Automatic Convention:**

An automatic diplomatic convention happens if no alliancing has occurred by the end of the year as marked by the counter on the years track with the picture of a table and chairs (see picture). If there is no such marker on the track then by the third year. No player pays the cost for calling this diplomatic convention.

### 6.5.4. Alliancing

Two alliances are formed in the following manner when “alliancing” happens.

For a better overview the number of provinces every player has should be marked on the number track at the bottom of the alliance pad with a marker of their color.

**Alliance Formation:**

The player with the most prestige forms the “Alliance”.

He has two options:

1.) He plays alone.

In this case he is the only member of the “Alliance”. All the other players automatically belong to the “Counter-Alliance”. There are no other effects then.

2.) He chooses some allies.

He may choose any number (but not all) of the players to be part of the “Alliance”. All the other players automatically belong to the “Counter-Alliance”.

**Acts/Declaration of War Restriction:**

The following restriction also applies to both options above. If the alliancing was triggered by acts of war or declaration of war then the player who did that may not be in an alliance together with any of the other players he committed acts of war against or declared war on in that turn.

**Province Advantage Restriction:**

The following restriction applies to the second option (only). The “Alliance” may at most have two provinces in total more than the “Counter-Alliance”. If no such combination is possible then the player choosing the alliances must select a combination with the smallest

difference possible. In addition to that he must then pay five prestige points per province that the “Alliance” has above the difference of two.

When calculating the difference in number of provinces above, double the number of provinces of the player with the fewest provinces in the alliance that would get the “external ally” (see below).

**External Ally Tiles for Inferior Alliance:**

In a game with three or five players the alliance with the fewer number of players is supported by the “external ally”. Every player in such an alliance gets take the appropriately cornered external ally tile (three-cornered in three-player game, five-cornered in five-player game). This provides an additional amount of gold each income phase (see income phase, chapter 6.6.3) and also some additional victory points at game end (see chapter 7.1).



**Handling:**

For a better overview you can also make a stack of markers (one marker of his color for each player) for each alliance combination being considered and put that stack on the track of the alliance pad on the total number of provinces it has.

Place a colored marker for each player on the alliances pad accordingly to mark to which alliance they belong. The blue area is for the “Alliance”. The purple area is for the “Counter-Alliance”.

**Example:**

*Red has 8 provinces and 20 prestige, blue has 7 provinces and 10 prestige, green has 6 provinces and 12 prestige, yellow has 5 provinces and 0 prestige. Yellow declared war on blue and thus triggered alliancing. Red can choose whom to ally with since he has the most prestige. His choices are either a red-yellow or red-blue alliance. He cannot choose red-green because that would leave both blue and yellow in the same alliance, which is not possible because of the declaration of war. A red-blue alliance would have 15 provinces versus green-yellow with 11 provinces for a difference of 4 provinces (which is above the limit of 2). A red-yellow alliance would have 13 provinces versus blue-green also with 13 provinces for a difference of 0 provinces. So his only choice is to form a red-yellow alliance.*

### 6.5.5. Effects of Alliances

**Combat:**

Players may not commit acts of war against other players that belong to the same alliance. Troops of the same alliance always fight together in combat. They also do their turns together in various phases of the

game.

*Note that the two opposing alliances are automatically at war against each other.*

Alliance Leader:

Alliance leadership is only determined or changed anytime a player of the alliance requests it. To determine the alliance leader select the player with the most prestige in the alliance. To change the leader of the alliance select the player with the most prestige if there are any who have more than the current leader (if not, then a change of leadership is not possible). Mark the leader of an alliance on the alliance pad by moving their marker to the dark-colored square with a crown within their alliance section on the alliance pad.

Disagreements:

If the players of an alliance cannot agree on a decision that needs to be made together then the alliance leader decides instead (unless stated otherwise). This includes multiple players of an alliance wanting to plunder or annex the same thing. This does not include matters that are not necessarily alliance-related (such as taking great artists). In situations where actions could be done simultaneously but one of the players in the alliance insists on doing things in order, then the alliance leader determines an order to do them in.

Opposing Alliance:

Players may not give gold or luxury goods to players of the opposing alliance. Troops of the opposing alliance can interrupt supply lines and can prevent the economic use of cities and provinces (see chapters 5.3.1, 5.6.1 and 6.6.1 for details).

Effect on VP:

Players in an alliance with more provinces than the other at game end get 20 VP each (see chapter 7.1).

## **6.6. Economic Round**

After winter there is the economic round for the year. There are five phases which are done in this order:

1. Out of Supply Losses
2. Revolts
3. Income
4. Placements
5. Diplomatic Convention (see chapter 6.5.3)

At the end of the economic (and if it's not the end of the game) advance the orange disc on the year track by one and move the orange disc on the season back to spring.

### **6.6.1. Out of Supply Losses**

Line of Supply:

A line of supply is a series of locations that are continuously connected along roads from the troops unit

to the residence or a barracks of the owning player or one of an ally. Each such location (including the residence or barracks) must either have an allied troops unit or both have no troops of the opposing alliance and be in a province not owned by the opposing alliance. The mountain pass road section (between Milano and Zürich) may not be used for tracing supply. Troops that cannot trace a line of supply are considered “out of supply”.

*Note that you can trace supply through “neutral” provinces (if those locations are without enemy troops).*

All troops that are out of supply at the start of the economic round are removed from the map. Players lose one prestige point per troops unit of theirs lost in this way.

*Note that you can position troops to trace a line of supply through enemy territory. Also note that an occupied barracks cannot supply any player.*

### **6.6.2. Revolts**

Every player who has zero prestige now has “revolts”. Every such player must roll one die for himself. Every province he owns that is marked with the same “unrest number” (see die symbol with a red frame in top right corner of province) as his die roll gets an unrest marker. Provinces that either already have such a marker or have a total of three or more allied troops do not get a marker though.

### **6.6.3. Income**

Mark Prestige:

At the start of the income phase and for every player place a marker of the player's color next to his disc on the prestige track. This is used as a reminder of how much prestige the player had at the start of the income phase. This marker is removed at the end of the income phase.

Calculate Income:

All players now simultaneously calculate their income, purchase new things and rebuild plundered buildings. Players may keep their purchases and other decisions secret (suggestion: note them on a piece of paper) to reveal them only once everybody has finished.

Income:

Each player calculates his income as follows:

- For each province he owns that is not occupied and does not have an unrest marker he gets the number indicated on the map in gold (i.e. “gold value”).
- For each active building he gets the gold,

prestige and other effects (see also table 9.1).

- For luxury goods he gets gold as described below.

All the gold gained now is immediately added to the player's treasury and is available for purchases and upkeep.

#### *Prestige Effects:*

Depending on the number of prestige points a player had at the start of the income phase he gets the following effects.

If a player has five or more prestige points, then he gets three additional gold for every active bank he has.

If a player has 10 or more prestige points, then for every active university he has he may choose to get one of the following:

- one additional attacking combat advantage
- one additional defending combat advantage
- room for an additional great artist (player takes the “room for additional great artist marker”; he may have no more than one of these per residence)

A player may accumulate up to nine combat advantages in each of the two types in a game. Once acquired he keeps them until the end of the game. For the first combat advantage a player gets of a type the player places a marker of his color in the first box of the appropriate row on his player pad. For every additional combat advantage a player gets of a type after his first one he moves his marker there one box to the right in the appropriate row.

If a player has 20 or more prestige points, then he gets three additional gold for every active art manufactory he has.

A player that even has 40 or more prestige gets two additional gold per province he has that is giving income (i.e. is not occupied and without unrest marker).

#### *Windmills:*

The income from windmills depends on the weather. See chapter 6.9.

#### *Luxury Goods:*

Luxury goods can come from provinces as indicated on the map. In that case the current owner of such a province gets one luxury good for that province that economic round (if it has no unrest marker and is not occupied). Luxury goods are not represented as actual pieces but just used in calculations. Players cannot save luxury goods. They must be used up in the same economic round they are received. Players decide what to do with their luxury goods each year anew. Art manufactories also produce a luxury good (“artwork”) each.

A player has the following two options for his luxury goods:

- He may sell a luxury good for one gold.
- He may alternatively try to trade any or all of his luxury goods with those of other players. The other players may not belong to the opposing alliance. He may trade any number of luxury goods one-for-one with another player if both agree on each trade. It does not matter how the traded luxury goods are named. For every one-for-one trade the two players get two gold each.

#### *External Ally Income:*

Every player with an “External Ally” tile gets some additional gold each income phase as marked on his tile. The 3-player tile gives 20 gold. The 5-player tile gives 10 gold.

#### *Troops Upkeep:*

Every player must pay one gold upkeep for each troops unit he has. He may use the gold he receives in this income phase for this. For every “barrel” he has (see image) he saves one gold on upkeep. Every manufactory produces one barrel. Windmills produce a variable number of barrels according to the weather (see chapter 6.9). If a player produces more barrels than he can use then the excess goes to waste. If a player cannot pay upkeep for all his troops then he must remove a number of his troops accordingly so that he can pay all. He may not remove more troops than necessary.



#### *Purchases:*

After calculating his income a player may spend his gold to buy new troops, buildings, fortresses and the following things below. See table in chapter 9.2 for the purchase costs.

#### *Cost Savings Buildings:*

There are three types of buildings that give rebates on troops purchases: “barracks”, “horse farm” and “foundry”. The same conditions apply for these buildings to generate their effect as other buildings (see chapter 5.6.1). A barracks saves one gold each on the purchase of up to two infantry units. A horse farm saves two gold on the purchase of up to one cavalry unit. A foundry saves three gold on the purchase of one artillery unit. A player may only use one savings for every troops unit purchased (i.e. he may not combine multiple savings for one unit).

A player who chooses not to use the cost savings effects for these buildings, gets one barrel per gold of cost savings not used in this year. A player may choose this for each building individually (suggestion: rotate these temporarily by 90° as

reminder). A player may even use a building only partially for costs savings and get barrels for the rest.

*Rebuilding:*

A player may rebuild his plundered (i.e. with their marker face down) buildings by paying one gold each. The markers of such buildings are turned back up. Buildings that are rebuilt this phase cannot generate income or any special effects, just like a new building. Buildings in an occupied city or a province cannot be rebuilt.

*Extending the Residence:*

See chapter 6.8.1.

*New Great Artists:*

See chapter 6.7.

*Giving Gold:*

Players may give gold or luxury goods to other players that do not belong to the opposing alliance. The receiving player must agree to accept them.

**6.6.4. Placements**

Before placement every player must announce their new purchases.

If aliancing has not occurred yet, then all players may simultaneously place all their newly purchased troops and buildings. If a player wants to do this in order then start with the starting player and go around clockwise instead.

If aliancing has occurred, then players of one alliance do all this simultaneously. The Alliance goes first and the Counter-Alliance goes second.

*New Buildings:*

A player may only place buildings into provinces he owns. New buildings do not generate income or allow any special effects in the year they are placed.

*New Rural Buildings:*

Rural buildings may not be placed into provinces that are occupied. Rural buildings may only be placed on rural building sites.

*New Urban Buildings:*

New urban buildings may not be placed in an occupied city. Urban buildings may only be placed on urban building sites (if it is an upgrade building, then additional conditions apply, see below).

*Upgrade Buildings:*

Some buildings may only be placed as a replacement for other buildings a player already has. For these the requirement is a building site with a certain type of building that the player already had at the start of the economic round. The building to be replaced must also be currently active. All the other above conditions still apply. An art manufactory replaces a manufactory. A

bank replaces a trading house. A university replaces an art academy. The marker of the replaced building is removed from the map and goes back into the pool of game components. It is suggested that player's place their upgrade buildings first, so that they don't accidentally upgrade a building they just purchased.

*Replacing Buildings:*

A player may place on a building on a site where there already is a building. The old building marker is then removed and goes back into the pool.

*New Troops:*

A player may only place his new troops on locations which contain either his residence (unless there are non-allied troops there) or an active barracks of his. If a player has no such location then he may not place any new troops. A player may place his new troops either as figurines or troop underlay chips.

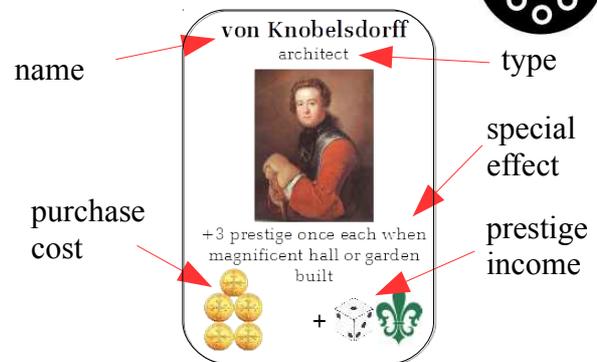
*New Fortresses:*

A player may place new fortresses (orange octagons) into any locations of provinces he owns where there are no non-allied troops. If placed in a city it does not use up a building site. There may only be one fortress per location.

*Removing Unrest Markers:*

Remove all "unrest" markers after the placement phase.

**6.7. Great Artists**



**6.7.1. Purchasing**

A player may purchase a great artist that is available during the income phase of the economic round.

If more than one player want to get the same great artist in the same income phase, then the player with the higher prestige (as determined at the start of the income phase) gets him or her. If after revealing all purchases a player does not get the great artist he wanted he may subsequently choose a different one to get instead. This may also be one some other player already selected for purchase this round. He

may cancel some other purchases in order to have enough gold.

A player must have enough room for his great artists. A palace provides room for one great artist. A grand palace provides room for another great artist. A player gets one additional room if he uses a university while having 10 or more prestige. This can only be done once per residence.

### 6.7.2. Effects

A player only gains the prestige and special effects of great artists he already had at the start of the economic round. The amount he gains in the income phase is indicated in the table in chapter 9.3. Make a new income die roll every year for every great artist.

If the city where the residence of a player is occupied then the great artists do not provide any income or special effects.

Some artists provide extra prestige points when the garden or magnificent hall extensions are built, and only if they have been purchased in a previous year. These additional prestige points are only given once, namely when the extension is purchased. These prestige points are not lost if the residence is lost.

*Note that great artists do not provide prestige or special effects in the economic round they are purchased by a player.*

## 6.8. Residence

Each player has a “residence” represented by his residence marker (the little house) on the map. It is used for placing troops, tracing supply lines and gaining additional prestige. A player may only have one residence. A residence is only considered to be an urban building for purposes of plundering. The term “residence” refers to all types of residences a player may have. The term “basic residence” refers to a residence without any extensions.

### 6.8.1. Extensions

A player may extend his existing residence in the income phase of the economic round as part of his purchases. A player may have each type of extension only once.

He may extend a “basic residence” to a “palace” for 10 gold. He may add a “grand palace” to an already existing (i.e. which he has had since last year at least) “palace” for 20 gold.

He may add a “garden” or “magnificent hall” to an already existing palace or grand palace if he pays 10 gold.

In the last year of the game a player may build any extensions (for the appropriate cost) without restrictions.

After purchasing a residence extension the player then takes a tile of the appropriate type and places it in front of himself next to any extension tiles he already has. The player then immediately gets a one-time prestige gain for the newly built extension (10 prestige each for a palace, garden or magnificent hall; 20 prestige for a grand palace). The additional rooms of newly built extensions are also immediately available for purchasing great artists in the same economic round.

*Note that residences and their extensions are the only things that have an effect in the same economic round they are purchased in.*

### 6.8.2. Loss

A player may “abandon” his residence if there are non-allied troops in the same province as the residence or it has been annexed by another player.

If a player's residence is plundered or abandoned then it is removed from the map. All extensions of that residence are lost (including the “room for additional great artist”). All the prestige points he gained from them (not counting gains of great artists) must be subtracted from the player's current prestige points. All great artists that he had are lost and become immediately available for purchasing again.

He must purchase a new basic residence for two gold in the next income phase (see economic round, chapter 6.6.3) and place it in any non-occupied city he has then. This has priority over paying upkeep for troops. If he has no such location or not enough gold then he must do so as soon as possible in a following income phase instead. The new residence does not use up a building site. The newly placed residence may immediately be used as a location for placing new troops. It may also be immediately extended it to a palace.

He gets the prestige again for any extensions he builds again. Bonuses from great artists for garden or magnificent hall extensions can also be applied again.

## 6.9. Weather

At the start the of the spring season and the fall season each roll a die. Place an orange disc on the number rolled for each of these two seasons on the weather track. If a “6” is rolled then no extended moves are allowed in that season (just like in winter).



The sum of the spring and fall die roll numbers is the “harvest weather” number for that year and has the following effect on income from windmills in the economic round of the same year:

<i>Harvest Weather</i>	<i>Result</i>	<i>Income Effect</i>
2,3,4,5	good harvest	3 barrels & 2 gold per windmill
6,7,8	average harvest	2 barrels & 1 gold per windmill
9,10,11,12	bad harvest	1 gold per windmill

## 7. Game End

The game ends at the end of the year in which a player loses his last province (even if he subsequently gets one back) or at the end of the last year as marked on the years track by the latest.

*Note that a diplomatic convention may not happen in the last year.*

### 7.1. Determining the Winner

Every player individually determines his victory points (VP) by adding up the following of his:

- 15 VP per province with an active building on each building site (called “full province”)
- 10 VP per province otherwise
- 20 VP if the player has 3 great artists of different types

#### Prestige:

Players also get VP according to their rank in prestige points:

- 1st place: 60 VP
- 2nd place: 30 VP
- 3rd place: 10 VP

If multiple players are in the same place, then they each get the VPs for that place. Any players beyond the third place do not get any VPs for their prestige.

#### External Ally:

Players with an “external ally” tile get additional VP as follows:

- 3-player game tile: 40 VP
- 5-player game tile: 30 VP

#### Dominant Alliance Bonus:

Every player who is in the alliance with the most provinces gets another 20 VP. If both alliances have the same number of provinces then nobody gets this bonus.

3/5-Player Game: When calculating the number of provinces for the above bonus, double the number of

provinces of the player with the fewest provinces in the alliance that has the “external ally” (same as when alliancing).

**The player with the most victory points wins the game.** If players are tied then the player with the highest prestige among the tied wins (if that is also tied then it's a draw).

#### Example:

*Fredric has 106 Prestige which is the most prestige. (Louis has 95, Arthur 63, and Catherine 55) so he gets 60 VP for that. He has seven full provinces and three non-full provinces so he gets 105 VP and 30 VP respectively for that. He has three great artists: Mozart (musician), Austen (writer) and Constable (painter), which are of different types, so he gets 20 VP for that. He is in the Counter-Alliance together with Catherine which is the dominant alliance because it has a total of 16 provinces (6 from Catherine) versus 14 provinces that the Alliance has. Thus Fredric gets another 20 VP. Fredric's total is thus  $60 + 105 + 30 + 20 + 20 = 235$  VP.*

### 7.1.1. 2-Player Game

In a two-player game each player adds the VP of the each of the two colors they played to their total.

### 7.1.2. Team Victory Variant

If all player's agreed to use this variant before the game started, then all the players in an alliance add up their VP together. The alliance with the greater total of VP wins. There is no individual winner.

3/5-Player Game: Double the VP of the player with the fewest VP in the alliance that has the “external ally”.

## 8. Strategy Hints

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### 8.1. Zero Prestige

Having no prestige is difficult. It is suggested that beginning players avoid having no prestige. Place three troops unit in provinces that are not too far back before the economic round to avoid some revolts. Avoid building the upgraded buildings. Use your advantage by spending a lot prestige (e.g. plundering). Possibly switch strategy to accumulating prestige again in the last few years of the game.

### 8.2. Future Allies

The player who is your opponent now may become your ally in the future. You may end up weakening your own position if you attack another player too much. This is especially true if you have little prestige and cannot choose your allies.

It is usually better to pick somebody as ally who is your neighbor.

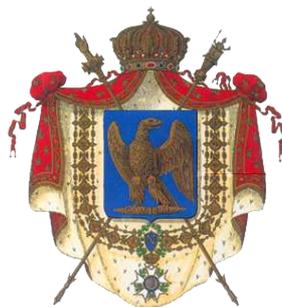
### 8.3. Value of Provinces

Having lots of provinces is not so important as long as it is not near the end of the game. Because of how alliancing works, if you have fewer provinces you will more likely to be allied with somebody who has lots of them. If you have lots of provinces you will more likely be allied with those who have few provinces.

### 8.4. Cooperation with Allies

There are lots of ways that allies can help each other. Here are some of them:

- Trade luxury goods with allied players.
- Give gold to allied players when they have insufficient funds.
- Combine troops to fight battles together. You can gain more prestige in total then. You will also profit from allies who have combat advantages.
- Use allied player's residences and barracks for supply.



*Napoleonic Imperial Coat of Arms*

## 9. Tables

### 9.1. Table of Buildings

<i>Name</i>	<i>Type</i>	<i>Basic Income</i>	<i>Other Effects</i>
art academy	urban	1 prestige	upgrades to university
art manufactory	urban	1 prestige 1 luxury good (“artwork”)	+3 gold if 20+ prestige
bank	urban	2 gold	+3 gold if 5+ prestige
foundry	urban	3 barrels	if basic income not used, then save 3 gold on the purchase cost of 1 artillery unit
barracks	urban	2 barrels	if basic income not used, save 1 gold each on the purchase cost of 2 infantry units; is location for placement of new troops; can be used to trace supply to
horse farm	rural	2 barrels	if basic income not used, save 2 gold on the purchase cost of 1 cavalry unit
manufactory	urban	1 gold 1 barrel	upgrades to art manufactory
trading house	urban	1 gold	upgrades to bank
university	urban	2 prestige	if 10+ prestige choose one: <ul style="list-style-type: none"> <li>• one additional attacking combat advantage (+1)</li> <li>• one additional defending combat advantage (-1)</li> <li>• room for additional great artist in residence (only once per residence)</li> </ul>
windmill	rural	1 gold	+1 gold when good harvest 3 barrels when good harvest 2 barrels when average harvest

### 9.2. Table of Purchase Costs

<i>Purchase</i>	<i>Cost (gold)</i>
infantry unit	3
cavalry unit	6
artillery unit	9
building / building upgrade	2
repairing plundered building	1
fortress	4
grand palace residence extension	20
all other residence extensions	10

### 9.3. Table of Great Artists

<i>Name</i>	<i>Type</i>	<i>Purchase Cost</i>	<i>Prestige Income</i>	<i>Other Effects</i>
von Knobelsdorff	architect	5	die roll	+3 prestige once each when magnificent hall or garden built
Capability Brown	gardener	4	die roll	+3 prestige once when garden built
Kent	gardener	2	die roll	+1 prestige once when garden built
Bach	musician	4	die roll +1	+5 prestige at game end*
Haydn	musician	3	die roll +1	
Mozart	musician	6	2 die rolls	
Vivaldi	musician	2	die roll	
Constable	painter	4	die roll	+1 prestige income for every four provinces owned
Friedrich	painter	4	die roll	+1 prestige income for every three provinces owned each with a hills location or river**
Goya	painter	5	die roll	when battle lost winning players get -2 prestige each (only players who get prestige affected)
Gros	painter	3	die roll	+1 prestige per battle won
Canova	sculptor	5	die roll	+5 prestige once when magnificent hall built
Austen	writer	1	die roll	
Goethe	writer	4	die roll +1	
Schiller	writer	2	die roll	+5 prestige income when together with Goethe***
Sieyès	writer	2	die roll	+1 prestige income per province with an unrest marker
Stubbs	painter	3	die roll	+1 prestige income for every three provinces you own with a horse farm each
Swift	writer	1	die roll +1	if player has no revolts, then he has revolts but limited to the residence province only (see chapter 12)

\*) Is also applied if Bach was purchased in the last game year.

\*\*) This applies to **all** provinces except the following: Stettin, Berlin, Prag, Paris, Dijon, Venezia.

\*\*\*) only if both Goethe and Schiller have been held by the same player since last year at least

## 9.4. Tables of Prestige Point Effects

<i>Action or Event</i>	<i>Effect on Prestige Points</i>
Annexing a province	-5
Committing acts of war before alliancing (per player against)	-5
Building a residence extension	+20 for grand palace +10 for all other
Calling for a diplomatic convention	-10
Declaration of war (maximum of one per game)	-2
Having a great artist (each income phase)	+ artist income value
Losing a battle	-1 per troops unit lost
Losing a residence	- all extension values
Plundering a building	-1
Plundering a province	-3
Suggesting a new alliance configuration after the first	-5
Winning a battle (per player)	+2

<i>Prestige Point Level (at start of income phase)</i>	<i>Effects</i>
0	provinces revolt (each province with unrest number = die roll) place unrest marker in newly annexed province (unless one already there)
5+	+3 gold income for every bank
10+	for every university choose one of the following in the income phase: <ul style="list-style-type: none"> <li>• one attacking combat advantage (+1)</li> <li>• one defending combat advantage (-1)</li> <li>• room for additional great artist in residence (only once per residence)</li> </ul>
20+	+3 gold income for every art manufactory
40+	+2 gold income per province that is giving income

## 9.5. Residence Tables

Residence Types:

<i>Type</i>	<i>Garden Extension Possible?</i>	<i>Magnificent Hall Extension Possible?</i>	<i>Rooms for Great Artists Total</i>	<i>Remark</i>
basic residence	no	no	0	residence at start; costs 2 gold to rebuild if lost
palace	yes	yes	1	
grand palace	yes	yes	2	

Costs and Gains of Extending:

<i>Extension</i>	<i>Purchase Cost</i>	<i>Prestige Gained (once)</i>	<i>Rooms for Great Artists Gained</i>
palace	10 gold	+10	+1
grand palace*	20 gold	+20	+1
garden*	10 gold	+10	-
magnificent hall*	10 gold	+10	-
room for additional great artist	(see effects of university)	-	+1

\*) can only be built if player already has “palace” since last year at least (exception: last year of game)



*palace of Versailles*

## 9.6. Troops Tables

<i>Type</i>	<i>Purchase Cost (gold)</i>	<i>Normal Move Distance</i>	<i>Extended Move Distance</i>	<i>Combat Value (CV)</i>	<i>Specials</i>
artillery	9	1	3	3	+3 CV if defending in a fortress
cavalry	6	3	6	2	makes 1 opposing loss final
infantry	3	2	4	1	

### Effective Arms Bonuses:

<i>Pair</i>	<i>Combat Value</i>
own artillery (if not defending in a fortress) vs. opposing infantry	+3
own cavalry (if not attacking a fortress) vs. opposing artillery	+2
own infantry vs. opposing cavalry	+1

### Terrain Effects:

<i>Terrain</i>	<i>Effect</i>
hills	-3 combat value for attacker (unless fortress)
fortress	-6 combat value for attacker defending artillery always get +3 CV (but no effective arms bonus) attacking cavalry get no effective arms bonus
river crossing	may not retreat over -3 combat value for attacker if a troops unit entered battle location via this (does not count in addition to fortress or hills)
mountain pass	may not retreat over impassable in winter and spring/fall with a weather die roll of '6' cannot trace supply through