

Power & Prestige

Strategy in the Century of Enlightenment

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1. Introduction

Power & Prestige is a strategy game for 3-6 players about competing powers in central Europe in the time period 1700-1815. Each player as the leader of such a power has to strike a balance between military expenditures, investments into the economy and accumulating prestige. When war breaks out players split up into two alliances (which may change again later). The player with the most prestige will be able to choose his or her allies. Being in the more powerful alliance is usually the key to victory.

2. Overview

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 players 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

- 133 white chips (“troop underlays” in the amounts: 61x “0”, 40x “1”, 20x “2”, 8x “5”, 4x “10”)
- 18 army box counters in 6 colors (3 each)
- 18 medal markers (15x “10 VP”, 3x “20 VP”)
- 18 great artists cards
- 2 external ally tiles
- 2 external ally reinforcement tiles (one for 5-player game, one for 3-player game)
- 24 residence extension tiles (4 sets of 6)
- 3 dice
- 3 “90+” markers

- 30 cubes each in 6 colors (control markers)
- 35 orange octagonal pieces (fortresses)
- 4 building guides
- 4 tables handouts (with VP table on back)
- 5 orange discs (markers for time & weather track)
- 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
- battle board
- battlefield marker
- bi-cornered hat marker (starting player marker)
- building markers
- calculation sheets (economic & VP)
- figurines in 6 colored sets (infantry, cavalry, artillery)
- gold coins, green gems & “20 livre” counters
- map
- rules
- unrest markers
- time & weather track
- game end marker and diplomatic convention marker (for games shorter than 7 game years)

3.1. No Component Limitations

In the unlikely event of a component running out in a game then use something else as replacement instead (such as a piece from another game).

4. Setup

Place the map in the middle of the table.

Place the time & weather track next to the map.

4.1. Game Duration

Players must now agree on the maximum number of game years to play. This number must be at least three



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. If the capital city has only one building site though, then place it in the other city of the province instead. After all markers have been placed then turn them face up. All placed buildings use up a building site as normal.

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

Fixed Neutral Buildings:

With 4 players: Place 1 barracks in each of the cities Cassel and Frankfurt.

With 3, 5 or 6 players: Place 1 barracks and 1 bank the city of Frankfurt.

Note that when a player annexes a province with a building already in he will immediately be able to use that building. So if a player were to take Frankfurt in the first year, he could place any troops there he buys in that year, too.

4.4.4. Starting Gold

Every player gets **10 gold** worth of coins at start (the green gems are worth 5 each). This is his treasury.

Some starting provinces in some player counts give additional starting gold. The extra amount the player gets for their starting province is shown in the table below.

4.4.5. Starting Provinces

Starting with the starting player and then going clockwise each player selects one of the first starting provinces from the table below according to the number of players, that has not already been taken by another player:

#players	first starting provinces
3	Magdeburg (+1), Wien (+3), Paris
4	Amsterdam, Berlin, Wien, Paris
5	Amsterdam, Stettin, Linz (+4), Milano (+2), Paris (+3)
6	Antwerpen, Hamburg (+8), Berlin, Wien (+2), Milano (+2), Paris (+1)

The numbers above behind the province names in the

above table are the extra starting gold you get with that province.

The player places a cube (marker) of his color into the first starting province he chooses (on the square in the center). He also places his house piece (residence marker) into one of the cities there (it does not use up a building site there).

Note: You can place some marker in each of the possible first starting provinces so that players have a better overview of what they can choose from.

After the last player has selected his first province each player selects a second province except that this time the previously last player starts and then go around counter-clockwise.

The second (and possibly third, see below) province selected may be anywhere on the map as long as it's not already taken by another player.

4.4.6. Starting Troops

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

4.4.7. Accelerated Start

If playing with 3 or 4 years then every player gets the following additionally at setup:

- a third province (choose together with the second one)
- a fortress (orange octagonal piece) which players place at the city of their residence. It does not use up a building site
- the following 3 buildings:
 - art manufactory
 - bank
 - university

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

Players also start at combat advantage level 1 both for attacking and defending (instead of 0).

4.5. New Seating Order

Once all players have chosen all their provinces the seating order is changed so that every player sits as

close as possible to their residence province. The first player to move will be the one who now sits left of the player who got the starting player marker at setup.

5. Game Concepts

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 the player can still do that and his prestige 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: 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 break the tie using the number of provinces (i.e. select the player with more provinces, including ones with unrest marker). If that is also a tie, then select the player first in clockwise seating order starting with the player who has the starting player marker.

5.2. 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.

5.3. Friendly

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

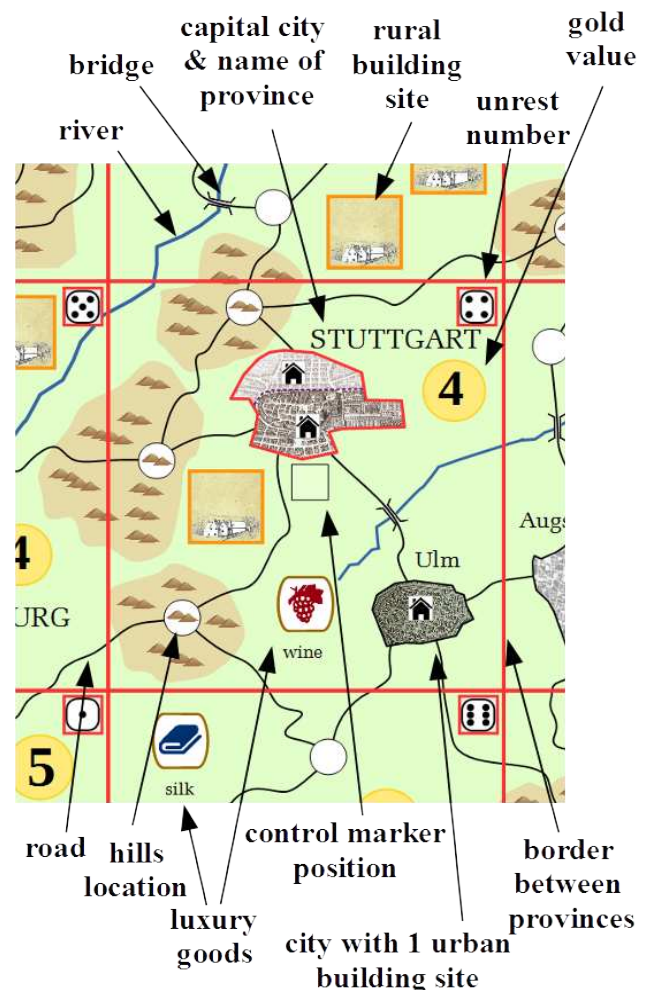
Friendly troops or provinces are troops or provinces that either belong to the player himself or to another player of his alliance.

5.4. Map

5.4.1. Provinces

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

Example map section:



Ownership:

When a player gets a province he places a control

marker (cube) of his color in the small black square in the center 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 nor luxury goods.

5.4.2. Locations

“Locations” are the white dots (see map section above) and irregular shaped areas that are connected by black lines (roads). Troops may only be placed at and move between locations. A city is considered a single location for troops (i.e. the building sites are not separate locations).

5.4.3. Cities

A “city” is a location that is depicted as an irregularly shaped area. It has one or more urban building sites (see example map section above), 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.

5.4.4. Building Sites

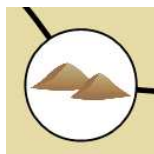
There are two types of building sites: urban and rural. “Buildings” may only be placed onto the site of their type.

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 white farmhouse pictured in it. These do not belong to any specific location (only the province).

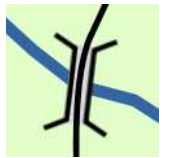
5.4.5. Terrain

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



“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, see image), then that road section is considered to be a “river crossing”.

5.4.6. 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 (see image). If a player owns a province then he gets the luxury good indicated there (unless it has an unrest marker).

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

5.4.7. Other Symbols

All the other landscape depictions are just for decoration.

5.5. 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.

5.5.1. 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 exchanges different types of chips and figurines at any time (for equal troops amounts).

Players may inspect stacks of other players at any time.

5.5.2. Army Boxes

Players may use the “army boxes” on their player pad (i.e. the two rectangles with the Roman numerals I, II, and III) 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 were on the map in the location of that counter.

5.6. Combat Advantages


A player may acquire up to 8 combat advantage **levels** in each of the two types (attacking and defending) in a game (a player who has the “external ally” can even get a 9th one). Once acquired he keeps a level until the end of the game. Players keep track of their combat advantage levels using a control marker of their color in the appropriate tracks on their player pad. Players start the game with markers for both combat advantages at the leftmost position of the tracks (i.e. at bonus ‘0’).










The combat advantage **bonus** may be different than the **level** and is indicated on each track position. Combat advantage bonuses modify combat value totals when in battle (see chapter 6.3.1 for details).

5.7. 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. Ownership of a building is determined by the ownership of the province it is in. See table in chapter 10.1 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
	foundry
	horse farm
	manufactory
	trading house
	university
	windmill

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

5.7.1. 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.

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

6. Play

The game is played a certain number of “years” after which the game ends (see chapter 7). Keep track of the years with an orange disc on the year track.

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. Keep track of the seasons/ economic round with an orange disc on the seasons track.

6.1. Player Rounds (Spring – Winter)

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

If alliancing has not occurred yet, then first 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. The starting player marker is not used for turn order 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 (if no alliancing yet)
5. Alliancing*

The player whose turn it is does all his four phases before the next turn of another player (or alliance) starts. The player must complete a phase before he may start the next one.

1.) Movement:

See chapter (6.2) for more details on movement.

2.) Combat

See chapter (6.3) for more details on combat.

3.) Annexing:

To annex a province a player must have three of his troops units in the capital city of that province and subtract 5 prestige points. 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 a friendly 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.

Plundering:

See chapter 6.4 for more details on plundering.

Razing a Fortress:

A player may raze a fortress of a non-friendly player 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.

4.) Declaration of War:

This phase is only done if alliancing has not occurred yet (see chapter 6.5.2).

5.) Alliancing:

Alliancing is done as the last thing in a turn if it has been triggered (see chapter 6.5.1 and 6.5.2).

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 it may move no further this phase. Troops may only move along the connecting lines (roads) between locations.

Suggestion: 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 non-friendly troops 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 into combat in their movement phase may move farther than normal, called “extended move”. In such a case artillery may move a total distance of 3, cavalry 6, and infantry 4. Extended moves are also not possible in Winter and in a Spring or Fall season with a “6” weather die roll.



Note: Troops can use extended moves and then still annex or plunder.

6.3. Combat



If after all movement is done a player has troops in the same location as troops of a non-friendly player then a battle occurs there. 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 a battle 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 to the other side. Secondly, each side conducts retreats.

Combat Phase 1: Determine Losses

At the start of every combat round each side adds up the combat values for all their troops “in battle” (see below) and adds all the applicable bonuses (see also 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. 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 there are troops from multiple players to choose from and these players 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.

In Battle & Losses:

All involved troops units are considered “in battle” to start with. When a troops unit has been taken as loss it is not “in battle” anymore but is kept separately until the final result of the battle has been determined. This is because it may still survive the battle. When using the battle board put it in the “loss row”. Units are not in battle anymore once the battle they were in is over.

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 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:

Combat advantage **bonuses** are determined by the current **level** a player has (see player pad).

The attacking side adds every attacking combat advantage bonus of every attacking player to its combat value total and also subtracts every defending combat advantage bonus of every defending player from its combat value total. A player may not use a

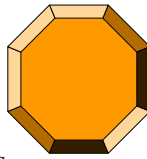
combat advantage bonus of his whose absolute number is higher than the number troops units he currently has in battle (i.e. any troops designated as “losses” do not count). In this case use a combat advantage bonus with an absolute value equal to the number of his troops units currently in battle instead (even if that number is not printed on the player pad for one of the levels).

Example: A player has a defending combat advantage bonus of -12 (at level 8) but only 10 troops in battle, so his combat advantage bonus is -10 instead for that combat round.

Note that the combat advantage bonus may change after any combat round due to losses or

Fortress:

All defending players use a fortress (orange octagon) in their location even if they do not own the province. Each defending artillery unit always gets its effective arms bonus of +3 to its combat value (i.e. regardless of the number of attacking infantry). Attacking cavalry units never get their effective arms bonus. The attacking side in a fortress location gets six subtracted from its total combat value.



Note: This can happen due to switching alliances.

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 with their last location before entering there then three is subtracted from their total combat value (unless it's a fortress or hills location).

Note: The above combat value modifiers for fortress, river and hills are not added together, only the highest valued one applicable is used.

Combat Phase 2: Retreat:

After applying all losses players who still have units “in battle” 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) entered this battle. Defending troops may only retreat to a location from where no attacking troops entered this battle or a location where friendly troops are standing. Troops may also never retreat across a river 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 that 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.

Continuing the Battle:

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

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 very end (see “Final Losses”) on the battlefield location immediately gets 2 prestige points. All the opposing players are the losers of that battle and immediately each lose 1 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.

A side that lost the battle but managed to retreat a troops unit out of battle may also have some survivors from their losses. First, for each opposing cavalry unit still in battle the losing side chooses one from their 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.

Note: If the losing side does not retreat while it has at least one "in battle" unit, then it loses all its units.

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 bonus 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: 5×1 (infantry) + 1×4 (cavalry with bonus) + 1×6 (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: 2×1 (infantry) + 1×2 (infantry with bonus) + 1×6 (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: 4×1 (infantry) + 1×4 (cavalry with bonus) + 1×6 (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: 1×2 (infantry with bonus) + 1×6 (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 2 prestige and blue loses 1 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 places 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 losses are put on the "loss" row and should remain there until the end of the

The round battlefield marker (see image) 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 single 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.

6.4.1. Plundering Buildings

A player may plunder a building of a non-friendly player or with no owner (i.e. neutral) in his turn if he has troops in the same location. The player uses one troops unit in the same city for each urban building he wishes to plunder. To plunder a rural building he can use troops in any location of that province.



The player receives 1 gold and loses 1 prestige point per building he plunders.

A 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. A plundered building produces no income and has no effects 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 on the plundered player).

6.4.2. Plundering Provinces

A player may also plunder the province itself of a non-friendly player or with no owner (i.e. neutral). He needs to use three of his troops units anywhere in that

province for this. These troops need not be together in the same location in that province.

The player gains one die roll of gold and loses 3 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 commits an “act of war” against another players this turn, then alliancing automatically happens at the end of that player's turn. That player must also pay 5 prestige points. He pays this immediately when the act happens, but only once per player.

Acts of War:

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

Note: Just entering the province of another player is not considered an act of war.

6.5.2. Declaration of War

If no alliancing has occurred so far in the game, then a player may also trigger alliancing by issuing a declaration of war on one player (only) during the “Declaration of War” phase. This costs 2 prestige.

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”. Players must decide whether to do this or not in clockwise seating order starting with the starting player marker. This causes alliancing to happen immediately, even if it is has



already occurred previously during the game. There can only be one diplomatic convention per year.

In the last year of the game skip the Diplomatic Convention phase (it has no effect then anyway).

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 image). If there is no such marker on the track then this is the third year. No player pays the cost for calling this 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” (which he becomes part of). He may choose any (but not all) of the players to join him. All players who are not part of the “Alliance” automatically belong to the “Counter-Alliance”.

Note: The player can also choose to play alone.

Acts/Declaration of War Restriction:

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. The player forming the “Alliance” must choose a combination of allies so that these players are not together in an alliance.

Note: This may mean that the player forming the “Alliance” cannot choose to play alone.

Province Advantage Restriction:

If there are multiple players in the “Alliance” then the “Alliance” may at most have two provinces in total more than the total for the “Counter-Alliance”. If there is no such combination then the player choosing the alliances must select a combination with the smallest difference possible.

Note: Acts/Declaration of War also restrict the possible combinations here.

3- & 5-player games: When calculating the provinces difference, double the number of provinces of the player with the fewest provinces in the alliance that would get the “external ally” (see below).

Province Advantage Penalty:

If there are multiple players in the “Alliance” then the player forming the “Alliance” must pay 5 prestige points for every province that the “Alliance” has above a difference of two (as explained above in Province Advantage Restriction).

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 which alliance they belong to. 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.

Starting Player Marker:

Once the first alliancing has occurred the starting player marker stays with the player who had it then for the rest of the game. This is used for breaking ties in prestige and for the order of deciding whether to call in a diplomatic convention.

6.5.5. External Ally (3- and 5-player games only)

In a game with three or five players the “minority alliance” (i.e. the alliance with the fewer number of players) is supported by the “external ally” (see image). Every player in such an alliance takes an external ally tile and gets the following advantages.



They have a one higher combat advantage level both as and attacker and defender. This increase is added only once and subtracted again once the player loses his

external ally tile. The combat advantage level maximum is also one higher for such players.

Every player who is not in the minority alliance anymore immediately loses his external ally tile.

Luxury Goods:

The external ally also offers two luxury goods (“sugar” and “tea”) for trading with any players who have an external ally tile (this is also marked on the reinforcement tile as reminder, see below).

External Ally Troops:

The external ally also has some troops of its own. Use an unused player color to represent these. These troops are considered to be part of the minority alliance.

Adding Reinforcements:

At the start of every year (before Spring) players with an external ally tile get a number of troops as indicated on the external ally reinforcement tile in play for the current year. The indicated troops are placed in the residence location of **each** of these players.

Players likewise get these troops immediately when alliancing happens for the first time in a game if that happens during Spring-Winter (i.e. not during a Diplomatic Convention). Players have the option to refuse receiving the troops for their residence.

Note: Refusing troops may be necessary, for example, if they would appear during Winter and likely switch alliance thereafter.

1 5-7		1 3-4		 		 sugar		 tea			
-	3	4	5	5	1	5	1	7	2	1	1
Atk & Def ± 1				Atk & Def ± 2				Atk & Def ± 3			

External Ally reinforcement tile for 5-player game

Combat Advantage:

External ally troops also have their own combat advantage bonuses, which are initially +1 as attacker and -1 as defender. In later years these bonuses increase to +2/-2 and even +3/-3 as indicated on the reinforcement tile.

Note: This combat advantage is something different than the one player's get for having the external ally. The one that player's get always stays at +1/-1.

Control:

Every player with an external ally tile determines the movement of all the external ally troops that start their move in a province of theirs. Any external ally troops that start their move in a neutral province or one owned by the opposing alliance are controlled by the alliance leader of the minority alliance.

The decision to retreat (and where to retreat to) external ally troops from battle is made by the owner of the province where the battlefield is located in the same manner as above.

Plundering, Razing & Annexing:

External ally troops may plunder and raze fortresses (minority alliance leader decides this) like other troops of the minority alliance, but no gold is received nor is any prestige lost. External ally troops may not annex.

Suggestion: An amicable alliance leader can also just let his alliance partner control all the external ally troops which are near to his partner's provinces. The above rules are mainly to quickly settle disagreements.

Loss:

The loss of external ally troops does not cause any prestige losses like normal troops do.

Upkeep, Supply:

No upkeep needs to be paid for external ally troops. They still need to trace a line of supply like other troops of the minority alliance though.

Voluntary Supply:

A player of the majority alliance may choose to allow supply of external ally troops (even using his supply source) during the “Out of Supply Losses” phase of the economic round to prevent them being lost. Treat this player like a minority alliance member for this specific purpose then.

6.5.6. Effects of Alliances

Combat:

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

Note: The two opposing alliances are automatically at war with each other.

Alliance Leader:

The leader of an alliance is the player with the most prestige within that alliance. This can be marked by moving the marker of his color on the alliance pad onto the square with the crown icon.

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 alliance-related (such as taking great artists). In situations where actions could be done simultaneously but one of the players in the alliance

wants to do 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 5.4.1, 5.7.1 and 6.6.1 for details). Players may not secretly communicate with players of the opposing alliance (i.e. all communication between players of different alliances must be heard by all). Players may not make explicit agreements with players of the opposing alliance.

Scoring:

Being in the “dominant alliance” during a year gives some extra VP (see chapter 6.6.5).

6.5.7. Alliance Change Battles Turn

After the alliances have changed then before the following Spring turn there is an extraordinary turn only for fighting a battle in every location with troops that do not belong to the same alliance anymore. Do this after start of year placement of any external ally troops.

This is considered to be a turn by the “Alliance” (i.e. they are the attackers). Fortresses have no effect in these battles. There are no locations from which attackers are considered to have entered these battles. Attacking troops therefore choose a location to retreat to as if they were defenders.

6.6. Economic Round

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

1. Out of Supply Losses
2. Revolts
3. Income
4. Placements
5. Alliance Scoring
6. Diplomatic Convention

At the end of the economic round (if playing another year) 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 a supply source. A supply source is either a friendly residence or an active, friendly barracks. All of

these locations (including the supply source) may not have troops of the opposing alliance in them and may not be a city belonging to the opposing alliance unless it has friendly troops in it. Troops that cannot trace a line of supply are considered “out of supply”.

Note: You can trace supply through cities of “neutral” provinces (if those are without enemy troops). Also note that as long as alliancing has not occurred yet, no troops can be out of supply.

All troops that are out of supply at the start of the economic round are removed from the map. Players lose 1 prestige point per troops unit removed hereby.

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” as his die roll gets an unrest marker. The unrest number of a province is the die symbol with a red frame in the top right corner of the province. Provinces that either already have such a marker or have a total of three or more friendly troops there do not get a marker though.

6.6.3. Income

1.) Mark Prestige:

At the start of the income phase place an appropriately colored marker for every player 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 (necessary for prestige effects and priority of Great Artist card purchases). This marker is removed at the end of the income phase.

2.) Give up Provinces:

Also at the start of the income phase players may voluntarily give up control of any provinces they have. Remove the control markers of any such provinces from the map (they become neutral). If necessary, do this in seating order starting with the player with the starting player marker and going clockwise. Players do not get income or any other benefits from a province they gave up in this income phase. This is the only time players may give up control of provinces.

3.) Determine 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.

Gold Income:

Each player calculates his gold 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.
- For every luxury good he can trade he gets 3 gold (see 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.

Bank (5+):

If a player has 5 or more prestige points, then he gets 3 additional gold for every active bank he has.

University (10+):

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 three options:

- an additional attacking combat advantage **level**
- an additional defending combat advantage **level**
- the 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)

To take a combat advantage level move your marker of the appropriate track on your player pad one position to the right. At levels 6 and higher this increases your **value** by more than one (see chapters 5.6 and 6.3.1).

Art Manufactory (20+):

If a player has 20 or more prestige points, then he gets 4 additional gold for every active art manufactory he has.

Province Bonus (40+):

If a player that 40 or more prestige then the gold value of each of his provinces is increased by 2.

Note: Provinces with an unrest marker still provide no gold, even with this bonus.

Windmills:

The income from windmills depends on the harvest weather (see time & weather track).

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). Art manufactories also produce a luxury good each named “artwork”.

Luxury goods are not represented as actual pieces but just used in calculations. A luxury good must be traded with another player in the same economic round it is received or it has no effect that round. Players decide what to do with their luxury goods each year anew.

A player may only trade luxury goods with players who do not belong to the opposing alliance. Every luxury good can only be traded one-for-one. Both players must agree on each trade. For every one-for-one trade the two players **get 3 gold each**.

Troops Generating Buildings:

There are three types of buildings that directly give troops: “barracks”, “horse farm” and “foundry”. You get 1 infantry for every 2 barracks, 1 cavalry for every 2 horse farms, and 1 artillery for every 2 foundries. If you have an odd number of buildings of a type you can get an additional troops unit of the appropriate type by paying some gold (1 gold for the odd barracks, 3 gold for the odd horse farm, and 4 gold for the odd foundry). You may pay with newly received gold.

Giving:

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

Troops Upkeep:

Every player must pay one gold upkeep for each troops unit he has. He may pay with newly received gold. For every “barrel” he has (see image) he saves one gold on upkeep. 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.



Note: Barrels cannot be saved or given to other players.

Reminder: Horse farms, manufactories and windmills produce barrels.

Prestige Income:

Players also get their prestige income now. Art academies and art manufactories give 1 prestige each. Universities 2 prestige each. Great artists give prestige as indicated on their card.

Purchasing residence extensions also give some immediate prestige. It is thus also possible to get prestige later on during the purchase phase.

Removing Unrest Markers:

Remove all “unrest” markers after the income phase.

Purchases:

After determining his income a player may spend his gold to buy new troops, buildings, fortresses and the following things below (see costs in chapter 10.2).

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.

Suggestion: Players may use a screen to hide their purchases or note them on a piece of paper.

6.6.4. Placements

Before placement every player must announce their new purchases.

If alliancing 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 alliancing has occurred, then players of an alliance all do their placements 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 for placing a new urban building also 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 supply of game components. It is suggested that player's place their upgrade buildings first (i.e. before placing their other buildings), so that they do not accidentally upgrade a building they just purchased.

New Troops:

A player may only place his new troops on locations which contain either his residence (unless there are troops of the opposing alliance 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 troops of the opposing alliance. If placed in a city it does not use up a building site. There may only be one fortress per location.

6.6.5. Alliance Scoring

At the end of the economic round but before the Diplomatic Convention phase players score victory points (VP).

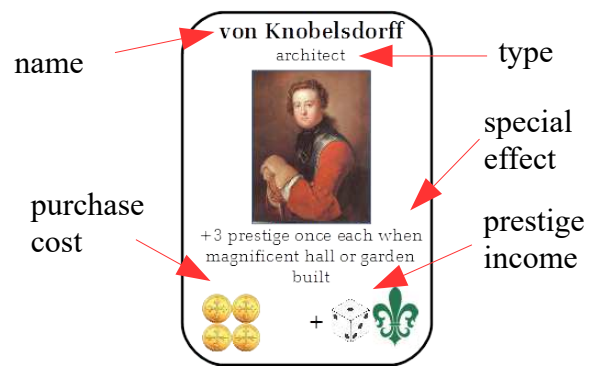
The alliance with the most provinces is considered to be the “dominant alliance”. Every player in such an alliance gets 10 VP (20 VP instead in the last year). Take medal markers accordingly. If both alliances have the same number of provinces then nobody gets this.

3- & 5-player games: Use the same method of counting provinces as when alliancing for the players that **already have** the external ally marker (see chapter 6.5.4).

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.

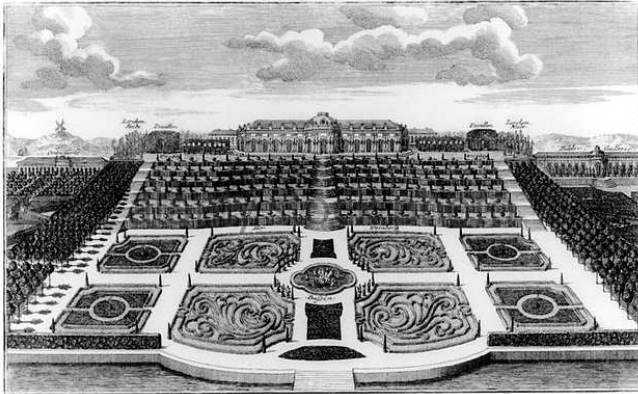
6.7.2. Effects

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 10.3. Make new income die rolls every year for every great artist.

If the city containing a player's residence is occupied then the great artists there do not provide any income or special effects. They still count for fulfilling VP conditions though.

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: Great artists do not provide prestige or special effects in the economic round they are purchased by a player (exception: Bach gives prestige at game end even if bought in the last year).



Prospect der Königlichen Schlosses und Gärten Sanssouci, bei Potsdam.

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 only have one of each type of extension.

He may extend a “basic residence” to a “palace” for 10 gold. This is the first extension he may build.

After that, 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” in the same manner for 10 gold.

In the last year of the game a player may build any extensions without restrictions for the appropriate cost (i.e. he can build everything at once from nothing).

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 (all extension tiles fit together to form a large rectangle). 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. Thus a player can buy great artists and extensions providing enough room for them at the same time.

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

Example: Catherine builds a palace and pays 10 gold for that, immediately increasing her prestige by 10. She also buys the great artist Mozart at the same time for 6 gold, whom she can take because the palace provides room for 1 great artist.

6.8.2. Loss

A player may “abandon” his residence if there are troops of the opposing alliance in the same province as the residence or that province 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 2 gold in the next income phase and place it in a building site of a non-occupied city of his. The new residence does not use up the building site. 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 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.

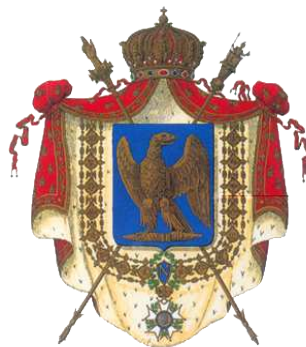
6.9. Weather

At the start 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



Napoleonic Imperial Coat of Arms

7. Game End

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

7.1. Determining the Winner

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

- 15 VP per province with an active building on every 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

Resolve any ties using the tie-breaking rule for prestige (see chapter 5.1.1). Any players beyond the third place do not get any VPs for their prestige.

Medal Markers:

Every player gets the VP indicated per such marker they have (10 or 20 VP each).

Luxury Goods:

The player who **produced** the most **types** of luxury goods in the last economic round gets 30 VP. In case of a tie this goes to the player who produced the higher **amount** of luxury goods among the tied. Resolve any further ties with prestige.

Note: Luxury goods from an “external ally” do not count.

Note: It does not matter for scoring what the player actually did with the luxury goods (i.e. whether traded or not).

Example: Fredric produced the following luxury goods in the last economic round: 3x artwork, 1x tobacco, 1x furs, and 1x porcelain. He has 4 types of luxury goods and his closest competitor William only has 3 types, so he gets another 20 VP for that.

The player with the most VP wins the game.

If players are tied in VP then use prestige to break

the tie (i.e. most prestige wins). If that is tied too, then use the tie-breaking rule for prestige (see chapter 5.1.1).

Example: Fredric has 106 Prestige which is the most prestige. (Louis has 95, William 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 Frederic gets a medal marker with 20 VP. Frederic also produced 6 luxury goods in the last year, so he gets another 6 VP for that. He also has the most types of luxury goods which gives him 20 VP.

Fredric's total is thus $60 + 105 + 30 + 20 + 20 + 20 = 255$ VP.

8. Optional Rules

The following rules are optional. Wherever different these rules replace the previous rules.

8.1. Partial Fog of War

Players hide their troops in their army boxes behind a screen. They must reveal these troops though whenever they are involved in combat. Likewise whenever the player annexes, plunders, or razes the player must reveal the troops being used for that.

Every box for an army counter being used on the map must contain at least one troops unit (i.e. no “ghost armies”).

Players may place newly built troop into army boxes so that other players do not know where they are.

Note: Using Fog of War rules can speed up play with experienced players as this prevents spending time calculating the odds of possible battles.

8.2. Full Fog of War

In addition to using screens as above players use the following rules:

8.2.1. Hidden Troops

Troops underlay chips are now always placed with their number facing down. Players may not inspect the troops stacks of other players (even allies). Troops stacks are only revealed to another player when they are in a battle or to prove that you have enough troops for annexing, plundering or razing.

Dummy Chips:

Every player gets 9 dummy chips (white chips with the number “0”) at the start of the game. A player may place his dummy chips only underneath his own troops. A dummy chip may only and must move together with the troops unit that it is stacked with. Once another player has uncovered it (due to scouting or combat), it is removed from map and put back in front of the player. A player may only put his dummy chips back on the map in the placement phase of the economic round. This is when he may also relocate any other dummy chips of his already on the map.

Note: The dummy chips are not placed on the map until the first economic round of the game.

Combat:

All troops underlay chips of all troops involved in a battle must be revealed when the battle starts.

Annexing, Plundering, Razing:

If a player is using troops in the form of troop underlay chips to annex, plunder or raze, then he must show everyone the chips he is using.

Placement Phase:

During the placement phase of the economic round a player must show all the new troops underlay chips he purchased (keeping them separately for every troops type) but need not show where he is placing them on the map.

8.2.2. Exchanging Chips

Changing Denominations:

A player may only change the denominations of his troop underlay chips already on the map outside of combat if he is splitting up his troops for movement (see below). If there is a shortage of certain denominations of chips then players may also exchange with chips already on the map as needed to solve the shortage. The player must show everyone the chips he is exchanging.

Exchanging with Figurines:

A player may exchange troop underlay chips with figurines freely as long as he shows all players the chips he is putting in or taking out.

Movement:

If a player wishes to split up his troops to move to different locations, then he may split up his troops underlay chips and take new figurines for new stacks. He must show the new troops underlay chips he is taking and what he is replacing them with to all players. If he moves his troops stacks together then he may consolidate his underlay chips and figurines, likewise showing the counters he is exchanging.

8.3. Variable Starting Provinces

Players are not limited to the list of provinces (see 4.4.5) for their choice of their first starting province. Instead, players may choose any province on the edge of the map as their first starting province (not already taken by another player).

Players do not get any **additional** starting gold for the first starting province they choose.

Note: This is not recommended for a 6-player game.

9. Strategy Hints

9.1. Future Allies

The player who is your opponent now may become your ally in the future. You may end up weakening your future alliance 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.

9.2. 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.

Of course you want do not want to miss out on getting the “dominant alliance” markers too often either. So there is a certain balance to maintain.

9.3. Economy vs. Military

You will need to balance out your economy and your military at least in the early game.

If you focus too much on economy early on you will not have enough troops to cover all the avenues of attack on your provinces and lose them.

If you build lots of troops early and do little for your economy you may be able to take a lot of provinces. What will usually happen then though is that you will be allied with a weak player against an alliance with a

stronger economy that can outproduce you in troops.

9.4. Cooperation with Allies

Here are some ways that allies can help each other:

- Use each others residences and barracks for supply.
- Combine your troops to fight battles together. You can gain more prestige in total then. You will also profit from allies who have combat advantages. There should be at least as many units of your allies in every battle as their combat advantage bonus.
- Trade luxury goods with allied players.
- Coordinate the number of art manufactories you and each of your allies has. This will allow you to trade even more luxury goods.
- Give gold to allied players when they have insufficient funds.

9.5. Zero Prestige

Pursuing a zero prestige strategy is possible but difficult. This is not something for novice players.

To handle having no prestige do the following. Make sure there are three troops units per province near the front lines at the end of the year to avoid at least some revolts. In these provinces they are useful there anyway. Avoid building the upgraded buildings. Use your advantage by spending a lot prestige (e.g. plundering). Having the great artist “Sieyès” in this case can also be useful.

You will probably need to switch your strategy to accumulating prestige again in the last few years of the game.

10. Tables

10.1. 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")	+4 gold if 20+ prestige
bank	urban	2 gold	+3 gold if 5+ prestige
foundry	urban	-	get ½ of an artillery unit (round up for 4 gold*)
barracks	urban	-	get ½ of an infantry unit (round up for 1 gold*) is location for placement of new troops; can be used to trace supply to
horse farm	rural	1 barrel	get ½ of a cavalry unit (round up for 3 gold*)
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"> • get an additional attacking combat advantage level • get an additional defending combat advantage level • get the room for additional great artist in residence (only once per residence)
windmill	rural	1 gold	+1 gold when good harvest 3 barrels when good harvest 2 barrels when average harvest

*) you may do this only for 1 building of this type

10.2. 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

10.3. Table of Great Artists

<i>Name</i>	<i>Type</i>	<i>Purchase Cost</i>	<i>Prestige Income</i>	<i>Other Effects</i>
Austen	writer	1	die roll	
Bach	musician	4	die roll +1	+10 prestige at game end*
Canova	sculptor	4	die roll	build a magnificent hall for free if you produce a luxury good of the types: artwork, glass or marble (you can still trade the luxury good)
Capability Brown	gardener	3	die roll	+5 prestige income if the owning player has a garden and half the players do not have a garden (thus 2 with 3 players and 3 with 5 players)
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**
Goethe	writer	4	die roll +1	
Goya	painter	5	die roll	when the owning player loses a battle then the winning players of that battle get -2 prestige each (thus a net effect of 0 prestige)
Gros	painter	5	die roll	+1 prestige per battle won
Haydn	musician	3	die roll +1	
Kent	gardener	2	die roll	+2 prestige once when the player builds a garden
Mozart	musician	6	2 die rolls	
Schiller	writer	2	die roll	+5 prestige income if the player owns this together with Goethe***
Sieyès	writer	2	die roll	+1 prestige income per province of the owning player with an unrest marker
Stubbs	painter	3	die roll	+1 prestige income for every two provinces the player owns with a horse farm each
Swift	writer	1	die roll +1	if the owning player has no revolts, then he has to roll for revolts after all, but the possible effect is limited to the residence province only (see chapter 15); the effect can be prevented with 3 troops as normal
Vivaldi	musician	2	die roll	
von Knobelsdorff	architect	4	die roll	+4 prestige once each when the player builds a magnificent hall or garden

*) 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

10.4. 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	-5 per player against
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
Per province “Alliance” has more than “Counter-Alliance” above difference of 2 when forming alliances	-5
Plundering a building or residence (gives 1 gold)	-1
Plundering a province (gives 1 die roll of gold)	-3
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 active bank
10+	for every university choose one of the following in the income phase: <ul style="list-style-type: none"> • an attacking combat advantage level • a defending combat advantage level • room for additional great artist in residence (only once per residence)
20+	+4 gold income for every active art manufactory
40+	+2 gold income value per province that is giving income

10.5. Residence Tables

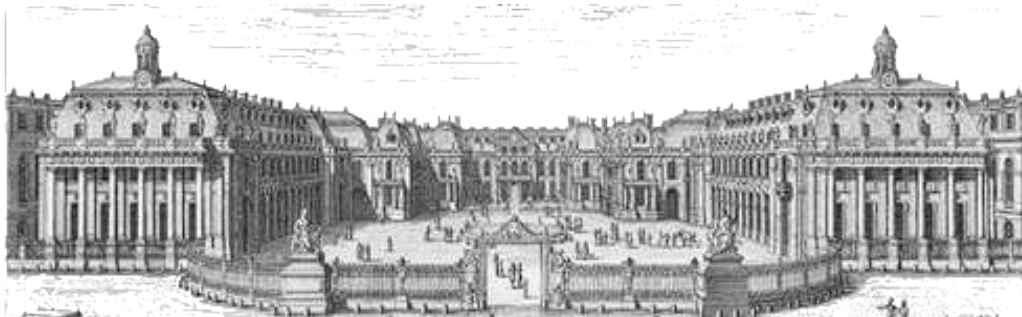
Residence Types:

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

Costs and Gains of Extending:

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

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



palace of Versailles

10.6. 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	always gets effective arms bonus (+3 CV) in 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 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)

External Ally Reinforcements:

<i>Year</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>
3 players 5-7 years game	-	6 Inf.	8 Inf.	10 Inf.	10 Inf. 2 Cav.	10 Inf., 2 Cav., 2 Art.	14 Inf., 4 Cav., 2 Art.
5 players 5-7 years game	-	3 Inf.	4 Inf.	5 Inf.	5 Inf. 1 Cav.	5 Inf., 1 Cav., 1 Art.	7 Inf., 2 Cav., 1 Art.
3 players 3/4 years game	-	8 Inf.	10 Inf.	10 Inf., 2 Cav.	-	-	-
5 players 3/4 years game	-	4 Inf.	5 Inf.	5 Inf., 1 Cav	-	-	-

External Ally Combat Advantages:

<i>Year</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>
5-7 years game	-	Att. +1 Def. -1	Att. +1 Def. -1	Att. +2 Def. -2	Att. +2 Def. -2	Att. +3 Def. -3	Att. +3 Def. -3
3/4 years game	Att. +1 Def. -1	Att. +1 Def. -1	Att. +2 Def. -2	Att. +2 Def. -2	-	-	-