

ACTION SUMMARY	Ottoman	Hapsburg	England	France	Papacy	Protestant	Section	Description
Move formation in clear	1	1	1	1	1	1	13	Cost is per space entered. 4 units allowed in formation (Exception: with leaders, limit is sum of command values of 1 or 2 leaders). If enemy space is entered, field battle initiated at no additional cost. If enter enemy fortified space with 4 or fewer defending troops, defenders can withdraw into fortifications and be placed under siege.
Move formation over pass	2	2	2	2	2	2	13	Cost is to enter the space across the pass. Stacking limit, combat, and siege work the same as in “Move formation in clear”.
Naval move	1	1	1	1	1	-	16	Cost is to move ALL friendly naval units to an adjacent port or sea zone. If enter a sea zone or port with enemy naval units, naval combat is initiated.
Buy mercenary	-	1	1	1	1	1	17	Raise 1 mercenary in any home space (friendly-controlled and not enemy occupied).
Raise regular troop	2	2	2	2	2	2	17	Raise 1 regular in any home space (friendly-controlled and not enemy occupied).
Raise cavalry (Sipahi)	1	-	-	-	-	-	17	Raise 1 cavalry in any home space (friendly-controlled and not enemy occupied).
Build naval squadron	2	2	2	2	2	-	17	Raise 1 naval squadron in any home port (friendly-controlled and not enemy occupied).
Build corsair	1	-	-	-	-	-	17	Raise 1 corsair at Algiers or in any home port (friendly-controlled and not enemy occupied).
Assault /foreign war	1	1	1	1	1	1	17	Assault a fortress that had been placed under siege in a previous impulse. (Or Ottoman or English player resolves a Foreign War).
Control unfortified space	1	1	1	1	1	1	12	Flip control on unfortified space if either (a) friendly land units are in the space, or (b) friendly land units are adjacent and no enemy units are adjacent to the space. Action also used to remove unrest.
Initiate piracy in sea zone	2	-	-	-	-	-	16	Resolve a pirate raid in a sea zone containing one or more Ottoman corsairs. Target is a power that controls one or more ports in that zone (target need not be at war with Ottomans). Maximum 4 times per turn.
Explore	-	2	2	2	-	-	20	Place the “Exploration Underway” marker for this power in the Crossing Atlantic Box. Resolve Voyage of Exploration at the end of turn.
Colonize	-	2	3	3	-	-	20	Add a colony in the New World (limit 3 for Hapsburgs, 2 for England, 2 for France). Cost is 2 CP for Hapsburgs, 3 for others.
Conquer	-	4	4	4	-	-	20	If Hapsburgs, place their “Conquest Underway” marker in the Crossing Atlantic Box. If England or France, place an available conquest marker there. Resolve Voyage of Conquest at the end of turn.
Translate scripture	-	-	-	-	-	1	18	Protestant player moves New Testament or Bible marker for one language one space further on track. If translation is complete, Protestant makes 6 Reformation attempts in that language zone.
Publish treatise	-	-	3	-	-	2	18	Protestant: 2 Reformation attempts targeting one language zone (2 CP) England: 2 Reformation attempts in English language zone (3 CP)
Call theological debate	-	-	-	-	3	3	18	Initiate theological debate in one language zone.
Build Saint Peter’s	-	-	-	-	1	-	18	Papal player moves St Peter’s construction marker one space on track. If reaches rightmost space, add 1 VP and reset marker to 0 CP.
Burn books	-	-	-	-	2	-	18	Papal player makes 2 Counter Reformation attempts targeting 1 language zone.
Found Jesuit university	-	-	-	-	3	-	18	Add a Jesuit university to any Catholic space on the map.

**Deals:** During negotiations, can agree to end a war, to ally, to return a captured leader, to give control of spaces, to grant up to two random card draws from a hand, to loan fleets to an ally, or to give up to 4 mercenaries. Papacy may also rescind excommunication or grant divorce. Players can not exchange specific cards. Agreement to ally always expires at the end of current turn.

**Alliances:** If allied, players may loan fleets to the other alliance partner. May move into spaces controlled by the partner and remain stacked together. Land movement and offensive land combat/sieges are still performed individually.

COMBAT	Attacker Dice	Defender Dice	Result (hits are always rolls of 5 or 6)
<b>Field Battle</b>	<ul style="list-style-type: none"> <li>• 1 per unit (including cavalry)</li> <li>• 1 per Battle Rating of best leader</li> </ul>	<ul style="list-style-type: none"> <li>• 1 per unit (including cavalry)</li> <li>• 1 per Battle Rating of best leader</li> <li>• 1 extra die as defender</li> </ul>	<ul style="list-style-type: none"> <li>• Winner based on number of hits scored</li> <li>• Defender wins ties</li> <li>• 1 unit eliminated for each hit</li> <li>• If both sides eliminated, side rolling more dice retains 1 unit (or defender if tied)</li> <li>• Leader captured if his side eliminated</li> </ul>
<b>Assault</b>	<ul style="list-style-type: none"> <li>• If no defending land units: 1 per unit (not incl. cavalry)</li> <li>• If 1 or more defending land units (even cavalry): 1 per 2 units (not including cavalry). Round up (<i>Example: 3 units = 2 dice, 5 units = 3 dice</i>)</li> <li>• 1 per Battle Rating of best leader</li> </ul>	<ul style="list-style-type: none"> <li>• 1 per unit (not including cavalry)</li> <li>• 1 per Battle Rating of best leader</li> <li>• 1 extra die as defender</li> </ul>	<ul style="list-style-type: none"> <li>• Successful if attacker scored at least 1 hit, no defending units remain, and at least 1 attacker remained.</li> <li>• <b>Successful:</b> Attacker gains control, besieged army leaders captured, besieged naval units to Turn Track.</li> <li>• <b>Unsuccessful:</b> If the number of besieging land units still exceeds defenders, siege continues. Otherwise siege is broken; attacking units retreat.</li> </ul>
<b>Naval</b>	<ul style="list-style-type: none"> <li>• 2 per naval squadron</li> <li>• 1 per corsair</li> <li>• 1 per Battle Rating of best leader</li> </ul>	<ul style="list-style-type: none"> <li>• 2 per naval squadron</li> <li>• 1 per corsair</li> <li>• 1 per Battle Rating of best leader</li> <li>• 1 extra die if defending in port</li> </ul>	<ul style="list-style-type: none"> <li>• Side scoring most hits wins (unless eliminated)</li> <li>• Defender wins ties</li> <li>• 1 naval squadron lost per 2 hits (apply 1st)</li> <li>• 1 corsair lost per hit thereafter</li> <li>• Odd hit remaining on loser, eliminates extra fleet.</li> <li>• If both eliminated, same as in Field Battle</li> <li>• Leader displaced to Turn Track if his side eliminated.</li> </ul>
<b>Piracy</b>	<ul style="list-style-type: none"> <li>• <b>Base:</b> 1 die if only 1 corsair in zone or only 1 target player port in zone; 2 dice otherwise.</li> <li>• <b>Bonus:</b> 1 per piracy value of leader</li> </ul>	<ul style="list-style-type: none"> <li>• 2 per naval squadron in zone</li> <li>• 1 per naval squadron in adjacent port or sea zone</li> <li>• 1 per fortress adjacent to zone</li> </ul> <p><i>Note: Must be from target, power at war with Ottomans, or Knights of St. John</i></p>	<ul style="list-style-type: none"> <li>• Defender rolls first. Each defender hit eliminates a corsair (calculate attack dice after defender rolls).</li> <li>• Each attacker hit costs the defender causes either: (a) loss of a fleet in or adjacent to zone, (b) a random card draw from hand, (c) yield a piracy VP to Ottoman. Defender chooses dividing equally between valid awards.</li> </ul>

<b>Intercept</b>	Roll 2 dice, need modified 9. +/-1 if Ottoman has cavalry. Add 1 per Battle Rating of intercepting leader.
<b>Avoid Battle</b>	Roll 2 dice, need modified 9. +/-1 if Ottoman has cavalry. Add 1 per Battle Rating of retreating leader.
<b>Spring Deployment</b>	Move 1 formation from capital to a friendly space (4 units; more if leaders are present). All spaces in path must be friendly and may not cross a pass. May cross 1 sea zone if no other power has naval units adjacent.
<b>Winter Return Home</b>	Move naval units to nearest port. Then all land units move to capital or nearest friendly fortress. Limit of 4 per fortress (except capital). If move through non-friendly space, lose 1/2 units to attrition (round up).
<b>Naval Transport</b>	Move up to 5 land units (plus leaders) through a sea zone with friendly naval unit. Move as if zone is a clear land space. Must end this card play back on land. May land at enemy port.

### Exploration Table

10 or More	Choose from options below
9	Mississippi River
8	Great Lakes
7	St. Lawrence River
5 or 6	No new discovery
4 or Less	Explorer is lost at sea

**Options:** (1) Pacific Strait and attempt circumnavigation  
 (2) Amazon River  
 (3) Any 1 VP discovery

### Circumnavigation Table

12	Circumnavigates, bringing home huge cargo of spice! (draw 1 card immediately)
10 or 11	Circumnavigates!
9	Speared by islanders
8	Captured by Portuguese
7	Roasted by cannibals
6	Succumbs to scurvy
5	Sunk in storm
4	Killed by mutineers
3 or Less	Shipwrecked in strait

### Conquests Table

11 or More	Inca
10	Aztec
9	Maya
7 or 8	No conquest
6 or Less	Conquistador killed by native tribe

### Modifiers

**Exploration:** Explorer rating, -1 if Uncharted, +2 Mercator

**Circumnav:** Explorer rating, +2 Mercator

**Conquest:** Conquistador rating, +2 Smallpox