










Here I Stand

SEQUENCE OF PLAY

Rules Section

- 1. Luther's 95 Theses Phase (Turn 1 only)** 18.1
 - The Protestant player plays the *Luther's 95 Theses* Mandatory Event card
- 2. Card Draw Phase** 8.2
 - Add debaters, reformers, leaders 8.2
 - Add new cards to the deck and shuffle
 - Roll for riches 20.4
 - Deal cards 6.2
- 3. Diplomacy Phase (Limited on Turn 1)**
 - **Negotiation Segment** 9.1
 - Hold negotiations and announce deals
 - **Peace Segment (Not on final turn)** 9.3
 - Sue for peace if at war
 - **Ransom Segment** 9.4
 - Pay ransom (1 card draw) to regain captured army leader
 - **Excommunication Segment** 9.5
 - Give up a card draw to remove Excommunication on ruler
 - **War Segment** 9.6
 - Pay to declare new wars
- 4. Diet of Worms Phase (Turn 1 only)**
 - Hapsburg, Papacy, and Protestant play 1 card each and resolve Diet of Worms 18.1
- 5. Spring Deployment Phase** 10
 - Powers move one formation of land units from capital to a controlled space
- 6. Action Phase** 11
 - Powers take impulses in this order until all powers pass consecutively: Ottoman, Hapsburgs, England, France, Papacy, and Protestant.
 - A Military or Religious victory may end the game
- 7. Winter Phase** 19
 - Remove loaned naval squadron markers & Renegade Leader
 - Return naval units to closest port
 - Leaders & land units return to fortified spaces (attrition possible)
 - Remove major power alliance markers
 - Add 1 regular to each friendly-controlled capital
 - Remove piracy markers
 - Flip debaters to their uncommitted side
 - Resolve specific Mandatory Events (see table at right)
- 8. New World Phase** 20
 - Resolve Voyages of Exploration
 - Resolve Voyages of Conquest
- 9. Victory Determination Phase** 23
 - Check for winner. If none, advance turn marker and start a new turn.

Turn	Debaters Added	Cards Added	Mandatory Events										
Turn 1	None	None	None										
Turn 2	<table border="1"> <tr> <td>Reformer  Zwingli</td> <td>Zwingli 3 T:2</td> <td>Oekolmpdius 2 T:2</td> <td>Tyndale 2 T:2</td> <td>Contarini 2 T:2</td> </tr> </table>	Reformer  Zwingli	Zwingli 3 T:2	Oekolmpdius 2 T:2	Tyndale 2 T:2	Contarini 2 T:2	None	Clement VII					
Reformer  Zwingli	Zwingli 3 T:2	Oekolmpdius 2 T:2	Tyndale 2 T:2	Contarini 2 T:2									
Turn 3	<table border="1"> <tr> <td>Bullinger 2 T:3</td> <td colspan="4"> <p>Imperial Coronation La Forêt's Embassy in Istanbul Paul III Scots Raid Halley's Comet</p> </td> </tr> </table>	Bullinger 2 T:3	<p>Imperial Coronation La Forêt's Embassy in Istanbul Paul III Scots Raid Halley's Comet</p>				<p>Augsburg Confession Machiavelli's <i>The Prince</i> Marburg Colloquy Roxelana Zwingli Dons Armor</p>	Barbary Pirates					
Bullinger 2 T:3	<p>Imperial Coronation La Forêt's Embassy in Istanbul Paul III Scots Raid Halley's Comet</p>												
Turn 4	<table border="1"> <tr> <td>Reformer  Calvin</td> <td>Calvin 4 T:4</td> <td>Farel 2 T:4</td> <td>Cop 2 T:4</td> <td>Olivetani 1 T:4</td> </tr> <tr> <td>Reformer  Cranmer</td> <td>Cranmer 3 T:4?</td> <td>Latimer 1 T:4?</td> <td>Coverdale 2 T:4?</td> <td> <p>◀ After Henry VIII marries Anne Boleyn</p> </td> </tr> </table>	Reformer  Calvin	Calvin 4 T:4	Farel 2 T:4	Cop 2 T:4	Olivetani 1 T:4	Reformer  Cranmer	Cranmer 3 T:4?	Latimer 1 T:4?	Coverdale 2 T:4?	<p>◀ After Henry VIII marries Anne Boleyn</p>	<p>Affair of the Placards Calvin Expelled Calvin's Institutes Galleons Huguenot Raiders Mercator's Map Michael Servetus Michelangelo Plantations Potosi Silver Mines Thomas Cromwell</p>	<p>Schmalkaldic League Paul III</p> <p><i>After Henry VIII marries Anne Boleyn:</i> Book of Common Prayer Dissolution of the Monasteries Pilgrimage of Grace</p>
Reformer  Calvin	Calvin 4 T:4	Farel 2 T:4	Cop 2 T:4	Olivetani 1 T:4									
Reformer  Cranmer	Cranmer 3 T:4?	Latimer 1 T:4?	Coverdale 2 T:4?	<p>◀ After Henry VIII marries Anne Boleyn</p>									
Turn 5	<table border="1"> <tr> <td>Pole 3 T:5</td> <td>Caraffa 2 T:5</td> <td colspan="3"> <p>Society of Jesus Copernicus Jesuit Education Papal Inquisition</p> </td> </tr> </table>	Pole 3 T:5	Caraffa 2 T:5	<p>Society of Jesus Copernicus Jesuit Education Papal Inquisition</p>			<p>Philip of Hesse's Bigamy Rough Wooing Spanish Inquisition</p>	None					
Pole 3 T:5	Caraffa 2 T:5	<p>Society of Jesus Copernicus Jesuit Education Papal Inquisition</p>											
Turn 6	<table border="1"> <tr> <td>Loyola 4 T:6</td> <td>Faber 3 T:6</td> <td>Canisius 3 T:6</td> <td>Knox 3 T:6</td> <td>Wishart 1 T:6</td> </tr> </table>	Loyola 4 T:6	Faber 3 T:6	Canisius 3 T:6	Knox 3 T:6	Wishart 1 T:6	<p>Calvin Council of Trent Dragut Edward VI¹ Henry II Mary I² Lady Jane Grey Maurice of Saxony³</p>	Society of Jesus					
Loyola 4 T:6	Faber 3 T:6	Canisius 3 T:6	Knox 3 T:6	Wishart 1 T:6									
Turn 7	<table border="1"> <tr> <td>Gardiner 3 T:7</td> <td colspan="4"> <p>Elizabeth I⁴ Julius III Mary Defies Council</p> </td> </tr> </table>	Gardiner 3 T:7	<p>Elizabeth I⁴ Julius III Mary Defies Council</p>				None	None					
Gardiner 3 T:7	<p>Elizabeth I⁴ Julius III Mary Defies Council</p>												
Turn 8	None	None	None										
Turn 9	None	None	None										

NOTES: 1) if born 2) if sickly Edward rules or Edward never born 3) add army leader too 4) if born and Mary rules England

Here I Stand

SEQUENCE OF PLAY

FOR TWO PLAYER GAME

Rules Section

1. Luther's 95 Theses Phase (Turn 1 only)..... 18.1

- The Protestant player plays the *Luther's 95 Theses* Mandatory Event card

2. Card Draw Phase

- Add debaters, reformers, leaders 8.2
- If Turn 3 or later, add new cards to the Main Deck (if applicable)
- Add the discard pile to the Main Deck and shuffle
- Deal cards. 6.2

3. Diplomacy Phase 9

- The Papacy may end a war they are fighting by playing *Papal Bull* or by suing for peace.
- If the Schmalkaldic League formed last turn, add in new Diplomatic cards and shuffle the Diplomatic Deck.
- Each power draws 1 card from the Diplomatic Deck.
- If this is Turn 2 or later, Papacy plays 1 Diplomatic card.
- If this is Turn 2 or later, Protestant plays 1 Diplomatic card.

4. Diet of Worms Phase (Turn 1 only) 18.1

- Hapsburg, Papacy, and Protestant play 1 card each and resolve Diet of Worms (Hapsburg card is drawn from the deck).

5. Spring Deployment Phase 10

- Papacy moves one formation of land units from capital to a controlled space.

6. Action Phase 11



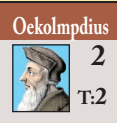

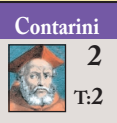






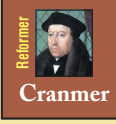

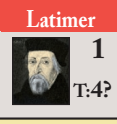
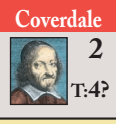




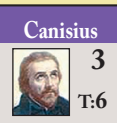



- Powers take impulses in this order until all powers pass consecutively: Papacy, then Protestant.
- A Military or Religious victory may end the game

7. Winter Phase 19

- Remove French, Hapsburg, Ottoman and Renegade Leaders
- Return naval units to closest port
- Leaders and land units return to fortified spaces (attrition possible); Ottoman, Hapsburg, and French units are eliminated if forced to return to their capital.
- Add 1 regular to Rome if under Papal control
- Flip debaters to their uncommitted side
- Resolve specific Mandatory Events (see table to the right)

8. Victory Determination Phase..... 23

- Check for winner. If none, advance turn marker and start a new turn.

Turn	Debaters Added	Cards Added	Mandatory Events
Turn 1	None	None	None
Turn 2	    	None	Clement VII
Turn 3		Paul III Halley's Comet Augsburg Confession Marburg Colloquy Zwingli Dons Armor	None
Turn 4	    	Affair of the Placards Calvin Expelled Calvin's Institutes Michael Servetus Michelangelo	Schmalkaldic League Paul III
Turn 5	     	Society of Jesus Book of Common Prayer Copernicus Dissolution of the Monasteries Jesuit Education Papal Inquisition Philip of Hesse's Bigamy Pilgrimage of Grace	None
Turn 6	    	Calvin Council of Trent Edward VI Henry II Maurice of Saxony ¹	Society of Jesus
Turn 7		Julius III Mary Defies Council Mary I ²	Edward VI
Turn 8	None	Elizabeth I ³	Mary I
Turn 9	None	None	None

NOTES: 1) add army leader too 2) Add first turn in which Edward VI rules England 3) add first turn in which Mary I rules England