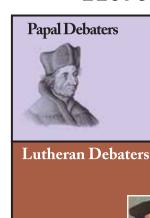
# Here I Stand Religious Struggle Card





Calvinist Debaters



**Anglican Debaters** 





Current Papal Debater Current Protestant Debater

Protestant Spaces Track (Papal VP / Protestant VP)

0	1	2	3	4	5	6	7	8	9	10	11	12
<b>15 0</b>	15 <b>0</b>	<b>15 0</b>	15 <b>0</b>	14 1	14 1	14 1	13 <b>2</b>	13 2	13 2	12 3	12 3	12 3
13 12 3	14 11 4	15 11 4	<b>16</b>	17 10 5	18	<b>19</b> 10 5	<b>20</b>	21 9 6	22 9 6	23	24 8 7	25 8 7
14 3	11   4	11 4	11 4	110 2	110 2	1 10 2	190	170	9 0	9 0		
26	27	20	20						25	0.6		
26	27	28	29	30	31	32	33	34	35	36	37	38
26 8 7	27 7 8	28 7 8	29 7 8				33				37	
	27 7 8 40			30	31	32	33	34			37	38

#### **Attacker Dice**

# Theological Debate

- 1 per debate value of debater
- 3 extra dice as attacker

#### Exceptions

- (1) Debate value of Papal debater in English language zone is doubled when Mary I rules England.
- (2) Roll 1 less die if Augsburg Confession
- (3) Add any dice from event (Papal Inquisition, Thomas More) or debater bonus (Eck, Gardner).

#### **Defender Dice**

- 1 per debate value of debater
- Either:

1 extra die if defender was committed prior to the debate OR 2 extra dice if defender was uncommitted prior to the debate

• 1 per adjacent Catholic space

• 1 per adjacent Jesuit university

• 1 per adjacent Catholic stack

• 2 if Jesuit university in space

• 2 if Catholic stack in space

Note: always roll at least 1 die

• Hits are rolls of 5 or 6

Result

- Player scoring more hits wins; flip religious influence of that many spaces to winner's side
- If tied, pick new debaters at random and resolve a 2nd round. End if tied in 2nd round
- If hit differential > loser's debate value: Protestant debater is burned at stake; Papal debater disgraced (remove and award VP)

# **Reformation** Base Dice (always at least 1 base die):

- 1 per adjacent Protestant space
- 1 per adjacent Protestant reformer
- 1 per adjacent Protestant stack
- 2 if Protestant reformer in space
- 2 if Protestant stack in space

## Bonus dice:

- 1 if Printing Press/95 Theses
- 1 if debater bonus applicable
- 1 per adjacent Protestant space
- 1 per adjacent Protestant reformer
- 1 per adjacent Protestant stack
- 2 if Protestant reformer in space
- 2 if Protestant stack in space
- Note: always roll at least 1 die

- Highest single value on a die wins; sometimes add
   +1 to each die (Bible, Calvin's Institutes)
- If Protestant wins, flip religious influence
- Protestant wins ties in target language zone.
- · Papacy wins ties elsewhere

### Counter-Reformation

# Base Dice (always at least 1 base die):

- 1 per adjacent Catholic space
- 1 per adjacent Jesuit university
- 1 per adjacent Catholic stack
- 2 if Jesuit university in space
- 2 if Catholic stack in space

#### Bonus dice:

• 1 or 2 if debater bonus applicable

#### Highest single value on a die wins; -1 on each Papal die if Augsburg Confession

- If Papacy wins, flip religious influence
- Papacy wins ties in target language zone if Paul III or Julius III is currently Pope
- Protestant wins ties otherwise