**Main Rules Changelog from 1st to 2nd printing**

Page 2 – 2.Game overview   
  
Changed word used → “Solo rules are covered in a separate booklet” instead of “treated”.

2.2 General Notes

Clarified term → “Tokens that may not be re(moved)” instead of “moved”.

Added → “Deployed and Exhausted Military Units”.

Removed “Religion token used for State Religion” and “Ill health tokens on Characters” (both added to Unlimited tokens section).

Shortened list of used for cubes and added bullet points on where not to take cubes from where reaching the 30 limit (but the same information is explained).

Removed → “NPRs always defend and invade at their normal strength, even if there are not enough

NPR Units to represent them.”

Page 4 – Important Terms

Own → Changed wording “When the rules refer to Ownership of Provinces, they mean Provinces where you have a Town, and where there is no v, R, Enemy t, or Occupied token on the same Province. Ownership of Provinces with no t is indicated by their printed flag.”

Friendly, Neutral and Hostile, 3rd Paragraph → Last sentence changed slightly “or if it faces any Hostile NPR Ports whose Naval Capacity is not blocked”.

The Map Board

Removed mention to Galleys limitation to inner Sea Zones.

Page 7 – 3. Game Setup

Added mention of where the Changed Nat. Focus is in the player mat.

Page 8 – 4.2 Phase 2: Actions, Passing

Added clarification → “A player may take Minor Actions in the same Turn in which they

Pass (any D earned by Passing can be spent)”.

Triggering End of Action Phase

Clearer Wording → “each remaining player gets one more Turn with an Action of their choice” (instead of saying that they get 1 more Action).

Page 9 – Phase 3: Peace & Rebels, E. Prestige Penalties

Added Vassals to exclusions to the Prestige hit → “...if they are the only PR to have an A or v on the Capital of the Realm with the...”

Page 10 – Phase 5: Cleanup, B. Board and Status Mat Cleanup

Changed term → 1. now states “Base Tax” instead of “Tax Income”.

Reorganized 4. and 5. → 4. Now groups all effects related to the HRE, and clarifies that it doesn’t require the Emperor just to be at Peace, but to be at Peace with all External Aggressors. 5. Only talks about removing the chit tag from Committed to Crusade.

Page 11 – 4.7 Final Scoring

Second bullet point of Prestige scoring factors changed → “0 equal to current Base Tax + Vassal Tax” instead of “Tax Income”.

Changed the example to use this wording too.

Page 12 – 5.1 Generic Actions, Event (mandatory) → Added “Event” to the name of the example.

Player-to-Player Diplomacy

Clarified term → “A PR can only sell Provinces that they Own.”, instead of “Vassal Provinces cannot be bought or sold.” (It now also excludes Occupied Towns).

Explore

Added clarification on the result with no j → “Distant Area with an NPR Province (incl. æ)”

Added “vacant” to the results with j to match intent → “Pay 1 b to Discover a vacant Territory (no t, v or æ)”.

Page 13 – Example → Added “Explore” to the name of the example.

Change State Religion

Reworded for better clarity→ “Catholic Players may pay 3a to adopt Counter-Reformed Catholicism as their State Religion and place a Counter-Reform token in their Capital Area, ignoring all the effects listed above”.

Page 14 – Colonize

Clarified → The needs that the Ships that form the chain are only Light Ships.

Topmost example → Added “Colonize” to the name of the example.

Bottom Example → Added “Influence” to the name of the example.

Page 15 – Forge Alliance

Using new terminology → “pay b equal to half the target NPR's Base Tax (but max. 3b)”.

Trade, reworded several steps and added a seventh step:

1. now reads → “Reveal 3 Trade Cards (reshuffle the discard pile if the Trade Deck is empty).”

2. last sentence now reads →“...discard them all, collect 2 D, and skip the remaining steps.”

3. reworded, no longer requires increasing Trade as a condition to move 1 Ship → “Optionally move 1 of your Light Ships (using Naval Movement Rules) to a Sea Zone adjacent to the node where you intend to Trade, or to establish a connection to that node.” instead of “Optionally move 1 of your Light Ships (using Naval Movement Rules) to establish a connection to or to increase your Trade Power (=) where you intend to Trade”.

4. reworded → Removed “Discard the other cards”

7. added final step → “Discard all Traded Cards”

Example → Added “Trade” to the name of the example.

Page 16 – Declare War

Amended DoW restriction → “(f) Distant Realms you have no CB on” instead of “no G on”.

Added “Land Movement” to the name of the example.

Page 17 – Examples

Added “Naval Movement” to the name of the topmost example. Rephrased the end of the first paragraph → “they want to send some forces to help defend ›Naples”

Added “Recruitment” to the name of the bottom example. Reordered the first sentence for clarity (no actual change). Specified “IRELAND” instead of “this Area” in the second one, while clarifying “the MC from the adjacent Port of Wessex is blocked since it faces the same Sea Zone as the Hostile Port of Mhumhain”

Page 19 – Examples

Added “Covert” to the topmost Example and “Display Card” to the bottommost Example names. Reworded the first sentence a bit without changing the meaning.

Added “Display Card” to the bottom left Example, and “Appoint Advisor” to the bottom right one.

Page 20 – 7.3 Stability, reworded +1 and -1 bonuses → removed mentioning “Tax Income” in both entries.

Page 21 – 7.4 Economy, Bankruptcy, A Player Realm going Bankrupt (reworded title)

Added a first bullet point → “pays as many D as they can, then”

Fourth bullet point now says → “discards 3, from their Treasury”

7.5 Towns

First paragraph reworded → “The t are used to signify Control of Provinces on the map board. They provide Manpower and are the source of your Base Tax Income, as shown on the Town Track”

Added “new” in second paragraph → “As your Realm grows, you will take t from the Town Track on your Player Mat and place them on new Provinces on the map”

Page 22 – 9.1 Declarations of War, Restrictions on DoW

Reworded → “f. on Distant Realms that you have no CB on”

Page 23 – 9.2 War Capacities, Naval Capacity

Reworded second paragraph → “A Realm's NC for any given Sea Zone is equal to the Tax Value of the Ports that they Own that face that particular Sea Zone. NPRs also count their Vassals' Ports for NC.”

Blocking NC

Added an entire new sentence → “NPR Ports that are blocked at the start of a Turn do not contribute to the NPR's NC”

9.3 Manpower

Reworded 6th line → “(½m per Province Tax Value)” instead of “Tax Income on each track”

Complex DoW Example

Third line, added “…discarding 2I from Lombardy to gain 1c and add 2 Allied Units…” (removed NPR from the sentence). The following sentence is written a bit clearer, without changing the meaning.

Page 26 – 9.5 Movement, Ships in Port

Reworded last paragraph → “Ships in Ports that cease to be Friendly by any other means than Sieges must immediately move to any non-Hostile adjacent Sea Zone if possible, or else be disbanded.”

Naval Transport of Land Units

Reworded first paragraph → “Ships at sea form a Naval Bridge across the Sea Zones they occupy. A Naval Bridge may extend across any number of Sea Zones as long as the chain of Ships is unbroken.”

During Land Movement

Reworded first paragraph → “When Naval Transport is performed while moving Land Units (as part of a Land Activation, a Retreat, or an Action Card's effect)…”

9.6 Battle Sequence

First paragraph reworded and expanded → “For each Round of Battle (Land or Naval), perform the steps below in order.

The attacker is always the Active Player's side or, in the case of DoWs out of Turn, the side of the Realm that Declares War.”

Example

Added “Battle” to the name in the Example

Page 27, 9.7 Land Battles, 6. Retreat

Third and fourth paragraphs rewritten → “Any Units that moved into the Area this Turn must Retreat to the Area(s) from which they attacked. Units attacking via Naval Transport must Retreat back across the Sea to the Area from which they embarked.

Units that were located in the Area prior to Battle may Retreat to any adjacent Area where no Battle would be triggered (Military Access and Naval Transport rules apply). All Units from the same PR must Retreat to a single Area. If no eligible Area exists, they may not Retreat.”

Example   
  
Added “Battle Example 2” to the name in the Examples

Page 29, 10 Peace Resolution, reworded for clarity → “However, a PR with Active Allies normally resolves Peace on behalf of their Active Allies as well. Vassals are treated as part of their Overlord's Realm for Peace Resolution purposes.” instead of “negotiates” and “for all purposes”.

4. Aftermath, restructured the paragraph in 2 bullet points, with some clarification → “Relocate their Units in Neutral Areas..” instead of “Relocate any Units that they have in Neutral Areas..”.

Second bullet point simply reads “Flip their K back to their A side” instead of a bit longer explanation.

10.2 Victory or Defeat

Clarification on first paragraph → “If you meet the requirements for Partial or Total Victory (as per the table below), including if your Enemy Surrenders, you are considered to be the Victor of that War.”

Victory/Peace Conditions table, Partial Victory Conditions, added “Units of their Enemy 2:1,\* or the Enemy Surrenders.”

10.3 Peace and Allies, changed word → PRs must resolve Peace on behalf of their Active NPR Allies…” instead of “negotiate”.

Peace Rules for Active Allies, Total Victory, reworded →”...the PR Allied to that NPR must discard Allied Units equal to 1/2 of that NPR's pre-War Strength.”

Peace Terms Chart

Keep Current Board State, added clarification to the second paragraph → “By default both sides keep all other Provinces that they currently Occupy, and the Lawful Owners’ t there are returned to the Town Track on their Player Mat.”

Humiliation, added bullet point → “Loser must be a PR”

Added Advance Rules mention, including Secure Desired Succession, Vassalization, Force Conversion and Negotiated Peace, as Advanced Rules.

Page 32, 11.2 Marriages

Reworded first paragraph → “Royal Marriages in the game represent close dynastic ties between Realms and can be gained by using the Royal Marriage Action Card”

Key Features of Royal Marriages

Third bullet point, reworded →”...to Subjugate an NPR that has Base Tax higher than ½ of your own Base Tax Income, or an NPR that has Vassals of its own.”

Eligible Marriage Partners, Rewording → “You may Marry your own Vassals, but not those of other Realms. If an NPR to whom you are Married becomes another Realm's Vassal, you must remove your M from it”

11.3, Refusing a CtA

Reworded 2. → “...or Armies equal to ½ of the NPR's pre-War NPR Strength.”

Reworded 5. → “If your former Ally is an NPR, or a PR that has no CB token on your Capital, you must place a Truce token on their Capital” instead of “that chose not to place a CB token”

Page 33, Active Ally

Rewording → “and immediately add a number of Allied Units equal to ½ of your Ally's NPR Strength to your Available m area (but max. 5 Units).”

Ending an Alliance

Cut Ties bulletpoint → “By taking the Cut Ties Minor Action, discarding 5 I from the Areas belonging to your former Ally, and then placing a Truce token on their Capital”

New section → Ending an Alliance with an Ally at War  
  
“In addition to relevant effects listed above, lose 2 “stability” and all I from Areas of your former Ally. If this was an Active Ally, you lose a number of Allied Units from your Manpower Reserve or Armies equal to ½ of the NPR’s pre-War NPR Strength. Your Enemy must place a War token on your former Active Ally. This is now a separate War.

11.4 Vassals, Subjugate – Vassalize and Annex

Reworded → “You can directly Annex a 1-Tax Ally (Base Tax of 1) without Vassalizing it first.” instead of using Tax Income.

Swapped the order of paragraphs and reworded parts → “If you have a Marriage (M) with the target, your Base Tax must simply exceed that of the target Realm.” (removed the mention to Opponent’s Influence)   
Changed all mentions of “Tax Income” to “Base Tax”

Vassals in Wars

Clarified the part related to PRs Vassals → “Vassals of PRs do not defend themselves and simply provide Manpower for their Overlord, as shown on the Vassal Track. A PR's Vassal Provinces contribute to their Overlord's MC, but not to NC.”

Page 35, 12.5 Trade Power & Trade Income

Clarified that only PRs that are eligible have Trade Power → “To determine a PR's = in an eligible Trade Node”

13. Non-Player Realms (NPRs)

Second paragraph reworded → “Each NPR has its own flag and Owns all Provinces bearing its flag (except those with t or æ on them). An NPR's Base Tax equals the total Tax Value of its Provinces.”

New section → Released Vassals become NPRs (before part of 13.2)

13.2 NPRs with Vassals

Second paragraph reworded for extra clarity → “An NPR's Vassal Provinces count as part of their Overlord's Realm for all purposes during War and Peace Resolution – when calculating MC, NC and NPR Strength.”

Page 36, 13.4 Warfare vs NPRs

NPRs defending Areas, deleted first sentence

NPRs with Extra Manpower

Reworded → “Each +1m token also counts as 1 extra Tax Value for the Province for the purpose of calculating Base Tax and NPR Strength.”

New section → NPR Strength

“NPR Strength is a measure of an NPR's power and is equal to the combined Tax Value of all Provinces Owned by the NPR and its Vassals.”

13.5 NPR Invasions

Second bulletpoint rewritten → “The NPR or any of its Vassals currently Owns Provinces in 1+ Areas that contain no Units Hostile to that NPR” (No longer a Unit on any Area prevents Invasion).

First arrowpoint clarification → “...(any of NPR's de jure Provinces that are Occupied by an Enemy qualify)”

Second arrowpoint clarification → “Areas are ineligible if they are adjacent by Sea (and not by Land) only through Sea Zones that are Hostile to the NPR.”

Invasion sequence third bulletpoint rewrite → “Place NPR Units there equal to ½ of the current NPR Strength, ignoring Provinces in Areas with Units Hostile to the NPR.” (reduces amount of Invading Units)

Page 37, 14.2 Rebel Dice, Rebellions

Rewording → “If you have any Military Units in the Area you rolled for, remove 1 of your Units there as a Casualty for each r result rolled.

If you have no Units to remove, you must assign each r result to 1 of your t/v with u, of your choice, in that Area”

Page 38, 15.2 State Religion

Full rewrite → “All Realms have a State Religion, which, at the start of the game, is defined by the scenario setup (PRs) or Realm Player Aid (NPRs and Vassal Realms). A PR's State Religion sets limits on certain Actions, such as Royal Marriages (see p. 32) and gaining control of the Papal Curia (see p. 45).

Added Vassals to last paragraph → “NPRs and Vassal Realms adopt...”

Page 40, 16.3 Event Guidelines

Third bulletpoint, reworded → “When required to make a choice between an A) and a B) option in an Event, if one of the options requires you to pay a cost that you are unable to pay and you are able to pay the cost of the other option, then you must pick the other option.”

Terminate/Remove Alliance

Reworded → “If this was an Active Ally, you lose a number of Allied Units from your Manpower Reserve or Armies equal to ½ of its pre-War NPR Strength.”

Wars triggered by Event

Reworded→ “For a DoW that is part of an Event's effects (which is not marked as a Declare War Action) place War tokens as appropriate and then follow steps 3–7 of the Declare…”, “Realms

must adhere to all DoW restrictions...”

Page 41, 16.5 Secondary Effects, DNPR Expansion,

Small clarification → “From Age II onwards, for DNPRs with a Port facing a Main Map Sea Zone with no \* or †, you may instead place a æ on any vacant coastal Territory”

Auto-resolution, Reworded → “They will target the eligible NPR with the lowest NPR Strength.”

Spread of Religion Ideas, 2. first bullet point → added “if possible” at the end of the bullet point.

Page 44, 18.3 HRE Lands, Elector Areas

Removed extra sentence that didn’t add much.

18.4 Defending the HRE

Added clarification, first paragraph → “When a non-HRE Realm (external Aggressor) Declares War on an Imperial Subject if E is at +1 or higher, a PR Emperor will automatically receive a Defensive CtA from their Subject unless this Subject is at War with the Emperor.”

Rewritten second paragraph, second half → “Once the Emperor is at Peace with all external Aggressors, or if a new Emperor is elected mid-War, untag this slot.”

Reworded last paragraph → “...they may also activate the Defending the HRE ability when an external Aggressor Declares War on them directly.”

Imperial Manpower

Rewritten last paragraph → If the Emperor is not at War with any external Aggressors, in Phase 5, Step B, empty the Imperial m pool, and return any remaining NPR Units to the General Supply.”

Peace Resolution

Rewritten section → “While the Defending the HRE slot is tagged, external Aggressors may never resolve Peace separately with any NPR Imperial Subjects unless they have achieved Total or Partial Victory over the Emperor (per Victory Conditions on p. 29). Instead, they must resolve Peace with the Emperor, treating any NPR Imperial Subjects at War with Enemies of the Emperor as Active Allies of the Emperor.”

Page 45, 18.6 Leaving & Rejoining the HRE

Rewritten section → “If all the HRE Provinces in an HRE Area are Owned by external Realms (has its Capital located outside the HRE and is not Emperor)…”

Reincorporating Areas, first paragraph rewritten → “An Area that has left the HRE will imme-

diately be reincorporated into the HRE (remove the /) if all of the Provinces in this Area that are located on the inside of the printed HRE border are once again Owned or Vassalized by HRE Members or by the Emperor.”

18.7 HRE Religion, last paragraph, reworded → “The Emperor is not allowed to Change State

Religion to any other Religion than that which is currently the HRE's official Religion, if the HRE has one.”

18.8 NPR Emperor, reworded for clarity→ “The number of Units that defend an HRE Member in an HRE Area under attack is...”

18.9 Imperial Elections

Last paragraph rewritten → “If a new PR is elected Emperor while the departed Emperor was Defending the HRE, remove the Tag chit from the Defending the HRE slot and empty the Imperial m pool. The newly elected Emperor may place a CB token on any non-HRE Realm at War with NPR HRE Members.”

19.1 Cardinals

Rewritten last paragraph → “When you gain a C, it is placed in Cardinal slot number 1 on the Papal Curia track. All C currently on the track (except any C in the Roma lot) are then slid 1 space to the right.”

Page 47, Index

Added “NPR Strength page 36”, removed “Occupied Province page 28”

**Solo Rules Changelog from 1st to 2nd printing**

Page 1, Bot Setup, reworded last paragraph → “Finally, compose a Bot Deck for each Bot Realm in use, removing the Bot Cards listed underneath its Targeting Charts. Place each Bot Deck next to its corresponding Bot Mat.” instead of referring to a Bot Deck Table.

Page 4, Token Limitations, Cubes, reworded → “...from Areas of the Ally with the Lowest Base Tax” instead of “Tax Income”

Bot Trade, last sentence clarification added → “Bots have no Trade Power (=) and their Ships do not occupy Trade Protection Slots.” Clarified that Bots never have Trade Power, and can’t affect Human Trade if they had any Key Provinces.

Bot Warfare, DoW on a Bot, 3.Call to Arms, added extra bulletpoint → “Bots do not have access to Allied Units.”

Page 5, Army Movement, Movement Range

Change on first paragraph→ “...must end movement when entering a Hostile Area (but not a Neutral Area).”

Page 6, Targetting Charts, Invalid Diplomatic Targets, third bulletpoint reworded → “Target is a DNPR with 10+ Base Tax” instead of “Tax Income”

Bot Emperor, previous to last sentence clarification added → “Imperial m is not in use when the Emperor is a Bot (E is still added to their regular m).”

Page 7, Main Turn Structure

First box after start, reworded → “B left = 0, or cannot take more Turns this Round?”

Correction → “Go to: Siege” box no longer incorrectly displays a cost.

Page 8, Defend Action

Bottom leftmost Box, reworded → “Place Army in such Area without Hostile Units.” instead of “own”

Footnote 3 reworded to allow Bots to resiege their Blue Ports currently Occupied without needing Ships → “Bot can only Siege an Island Province if has a Ship in an adjacent Sea Zone, except that they ignore this requirement for their own de jure Provinces.”

Page 9, Event Action

Reworded Gaining/Losing M/A bulletpoint→ “… the highest (gain) or lowest (lose) Base Tax possible” instead of “Tax Income”

Page 10, Military Action

Right-top box reworded → “...(Prefer Opponent, then highest NPR Strength)” instead of “Tax Income”

Page 11, Diplomacy Action

Reworded multiple boxes → All instances of “Tax Income” now say “Base Tax” instead.

4th box on the left, starting from the top changed → “2+ I and no A in any NPR adjacent to Bot?”

Bulletpoint 2 (Military Action) reworded → “Strength: NPR, see main rules, page 36; PR= number of Deployed Units + Available m”

Page 12, Papal Curia Action

2nd green box starting left bottom reworded → “Place C in the #1 slot of the Papal Curia.”

Page 13, Explore Action

New Footnote, used for the boxes that ask about adjacency to Vacant Territories with a “1”→ “¹ Ignore Territories where Bot already has a G”

Box coming from a “No” answer from “Can place a Ship in a Sea Zone where it can Explore?” reworded to limit loops making Bots that are too far from Distant Continents place endless lines of Ships → “Could placing a Ship bring Bot within 3 spaces of a new Explorable Sea Zone?”

Centermost green box reworded → “…then Distant Realm with highest Base Tax” instead of “Tax Income”

Page 15, Bot Peace Resolution

Right side, 2nd green box starting from the top reworded → “...worth up to 5 Tax Value to Enemy.” instead of Tax Income”

Right bottommost green box reworded → “Score 0 = Tax Value of…” instead of “Tax Income”

Footnote number 1 reworded → “...of Tax Value ≥ ½ of NPR Strength” instead of “Tax Income”

Page 16 Land Battle Resolution

Name of headers changed to “Bot Land Battle Resolution”

New Box created, coming from “Bot has Units remaining” when replying YES → “Remove all ?/NPR Units.” which leads to “Resolving Bot receives 1 B if it is their first Battle victory this Turn.\*”

New Box that all Boxes that previously led to “End Battle” first go into this new Box → “Remove defeated Armies from the Board”.

Name of header changed to “Bot Naval Resolution”

**Player Aid Changelog from 1st to 2nd printing**

Reworded bulletpoints 4 and 5 of the Cleanup Phase:

4. Remove Def. the HRE tag and Imperial m

5. Remove Committed to Crusade tags

Added Bulletpoint to the Influence Action -> “Add max. 2 new I in each Area Area.”

Added clarification to Spread of Religious Ideas to match change on rules → “Repeat step”

Corrected first bulletpoint of the “Exceptions to the above restrictions” on Declaration of War→ “...lets you ignore a and g” instead of wrongly mentioning “f”

**Scenarios I Changelog from 1st to 2nd printing**

S1-00: Introductory Scenario (3 players), added clarification on Player Realms order to play → “›France (blue, First Player in Round 1), ›Castile (yellow), ›England (red)”

S1-02: Imperial Waltz (3 players + 1 Bot)

Player Realm Setup added footnote and crossed ARAGON in the ›Papal States Setup → ›Papal States places no I in Aragon (ref. Setup Card 012­1), since that Area is not in play in this scenario.

Variant with 2 Bots, changed additional Event to Age II, second half, when playing with 2 Bots → Add 262B, not 256B (it was already in use in the normal Scenario.

S1-06: The Ambitious Margrave (Solo), Using Scandinavian Events, reworded to imply the need of using the Eastern Map to use KalmarBot → “With the Deluxe Ed. or Fate of Empires Expansion, this scenario maybe played using ›Danish Events, replacing Events as follows:…” “If you also want to play with the Eastern Europe map board, use KalmarBot instead of DenmarkBot (using the same setup).”

>FranceBot Military Chart now refers to “Owner of Siena” instead of simply “Siena”

>AragonBot Diplomatic Chart, “Realm in Aegean Archip.\*” correctly has Dice rolling values for the 2 possible outcomes

>DenmarkBot Diplomatic Chart, “Realm in Lower Saxony” corrected the wrong use of number 5 twice, a 3 was missing.

**Scenarios II Changelog from 1st to 2nd printing**

S2-02: The Enemy at the Gates (4 players), 5-Player Variants, added NORTH SAHARA, to the Areas added in play with >Mamluks as a PR

S2-03: Team Variant (6 players), Setup Changes, 4th bulletpoint, added clarification that the >Venetian fleet is placed in the ADRIATIC SEA.

Realms on the Eastern Europe Map, corrected Serbian State Religion on 1444, now is Orthodox, instead of wrongly saying it was Catholic.

**Card Changes**

Counterespionage (Diplomatic Action Card), added “your Action” to the list of effects that can be cancelled with the card → “Cancel the effect of a Covert Action that targets your Action or Realm, or affects any of your tokens, or…”

Setup Cards

Denmark 1618, Army 1 is now placed on SJAELLAND & FYN (it was written DENMARK before)

Setup Card Ottomans I (Rumelia) 1618, now correctly lists Sofya and Silistre

Setup Card Ottomans II (Egypt) 1618, now correctly lists CYPRUS

Inquisition (Administrative Ideas), Instant effect, clarification → “If your State Religion is Catholic, gain 1 C.”

Build a Trade Fleet (Administrative Milestone Age I), → “Build 4+ Light Ships during a single Turn”

Dominate the Empire (Military Milestone Age II), → “Successfully Siege Opponent t in the HRE worth 2+ Tax Value on the same Turn”

Control the Volga (Muscovy 2C Mission), → “Own or Vassalize Provinces with a total Tax Value of 6+ D among Kazan, Volga, or any Provinces in SARATOV or ASTRAKHAN.”

Expand Angevin Empire (England 1C Mission), → “Own or Vassalize Provinces worth 7+ D of Tax Value in any of SEINE, AQUITAINE, BRITTANY & NORMANDY, LOIRE, or BURGUNDY”

Secure Inheritance (Generic 3H Mission), → “Own or Vassalize all Provinces of an NPR with 3+ Base Tax Income that you had a M and/or A with at the start of a Round.”

Disloyal Allies (Event 14A-3) ,→ “All players with at least one A must remove 3 I from the Realm of the strongest NPR Ally (highest NPR Strength...”