

Virgin Queen

Wars of Religion ~ 1559-1598

by Ed Beach

SCENARIO BOOK

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*This is the "Living Scenario Book" document for the game.
It includes errata and clarifications to the original rules.
To aid readability, errata is indicated in blue text.*

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ABOUT THIS BOOK

The front sections of this scenario book provide all the setup information necessary to play *Virgin Queen* in any of the possible configurations. The middle sections supply designer's notes and historical background materials to further the player's appreciation of the Reformation period. The final pages provide additional explanatory information about some of the cards and counters included with *Virgin Queen*.

Getting Started

Players not familiar with Europe during the Elizabethan period are encouraged to read the section "The Game As History" before beginning play to gain an overview of the events covered in the game.

Virgin Queen is a sequel to *Here I Stand* (released by GMT Games in 2006). Players familiar with *Here I Stand* may begin play without reading the rule sections listed in the table below since they are almost entirely unchanged from that earlier title:

Rule Sections Unchanged from <i>Here I Stand</i>	
12	Control and Unrest
13	Movement
14	Field Battle
15	Siege

However players familiar with *Here I Stand* should note these very important changes to the diplomacy for *Virgin Queen*:

- Suing for peace is no longer possible
- Severe restrictions have been placed on ceding of spaces to other powers (see Rulebook Section 9.1)

Players unfamiliar with *Here I Stand* are encouraged to start with the two-player Tutorial Scenario (found in the "Scenarios" section below) that allows play to begin without the need to utilize many of the rules in Sections 16 through 23. Once the Tutorial Scenario has been completed, players should have a understanding of most of the key rules that have been carried over from *Here I Stand* into *Virgin Queen*.

All players should then read the full rulebook to prepare to play the Campaign or Tournament scenarios that accommodate up to 6 players. After reading the rules, players may want to set up the Tutorial Scenario and work their way through the Extended Example of Play (found on Page 15). The Campaign scenario is recommended for your first game with the full ruleset. The religious rebellions in France and the Netherlands are just getting underway in this scenario, making it an easy way to learn the procedures for conversion attempts and rebellions (found in Rule Book Section 18).

The following approximate time estimates are provided for 6-player games (if all players are already familiar with the rules):

Campaign Scenario: 8 hours

Tournament Scenario: 5 hours

The Victory Point (VP) system employed by *Virgin Queen* also allows players to play for a set number of turns or hours instead of following through with a scenario to completion. See the section "Setting Your Own Time Limit" just after the scenarios for details.

Finally, the game plays quite well (and a bit faster) with less than 6 players. The adjustments necessary to play with fewer participants are presented in the section "Games with 2 to 5 players".

SCENARIOS

The first section below provides general guidelines that are useful when setting up any of the scenarios. Then, the three scenarios included with *Virgin Queen* are presented in the recommended order of play.

Setup Guidelines

Map, Off-Map Charts and Power Card Layout

Place the map on a table between all of the players. The power cards should be placed around the map in Impulse Order so players can easily remember the order in which players take their moves. A decorative banner appears for each of the powers on the edge of the map to mark the position at the table recommended for that power. The following configuration of power cards and off-map charts is especially recommended:



At Start Unit/Power Card Setup

Set up the game one power at a time, using the setup tables for each power provided in the Tutorial, Campaign or Tournament Scenario section below. The setup table for each power lists the units that appear on the map and specifies the placement of all markers that start the game on that nation's power card. The setup information also lists the placement of markers and counters on the various off-map charts used in *Virgin Queen*.

Force Pool Setup

Land and naval units for each power that do not appear on the map at start should be placed next to each power card to create a pool of available forces that may be constructed during play. Unused minor power and neutral units should be placed in a separate pile.

Marker Setup

Turn Marker: The Turn Track can be found in the upper-right corner of the map. Place the black "Turn" marker in the Turn 1 box of the Turn Track if this is the Tutorial or Campaign scenario. For the Tournament scenario, place it in the Turn 3 box.

Royal Weddings Card

The royal counters that start on the Royal Wedding Card are listed in the setup information for each scenario.

VP Markers: Place each power's color-coded "VP" marker in the proper box of the Victory Track (located at the bottom of the Royal Weddings Card) according to the initial VP count specified for the scenario.

Patronage Charts

The artists, scientists and Patronage VP markers that start on the Patronage Charts are listed in the setup information for each scenario. Artists and Scientists that enter on later turns of the scenario should be placed on the bottom of the Patronage Charts over their matching picture.

Protestant Spaces Card

Place the Protestant Spaces marker on the Protestant Space Track in the numbered box specified for the scenario.

Diplomatic Status Display: In each scenario, several wars are underway; place a marker on the "At War" side in the appropriate box of the Diplomatic Status Display (located at the bottom of the Protestant Spaces Card) to mark each of these conflicts. There are also several minor powers that start each scenario allied to a major power. Place a marker on the "Allied" side in the appropriate box to mark each of these alliances.

Diplomatic Influence Table

The influence markers that start on the Diplomatic Influence Table are listed in the setup information for each scenario.

Setup Abbreviations

The following abbreviations are used in the setup tables for the scenarios:

Abbreviation	Meaning	Sample
HCM	hexagonal control marker (on Catholic side)	
hcm	hexagonal control marker (on Protestant side)	
SCM	square control marker (on Catholic side)	
scm	square control marker (on Protestant side)	
merc	Mercenary	



The Battle of Lepanto

Tutorial Scenario

Description

The Tutorial Scenario is specifically designed for two players (Ottoman vs. Spain) who wish to learn the basic mechanics of *Virgin Queen* without having to learn the full set of rules or gather enough players for one of the lengthier scenarios.

Game Length

3 Turns: Turn 1 (1559) to Turn 3 (1575)

Setup

The following components are not needed in this simplified scenario:

- Patronage Charts
- Power Cards for England, France, Holy Roman and Protestant
- Any units or markers for England, France, or the Protestant

The Victory Point Track is used only to track Ottoman VP. The Protestant Spaces Card is used only for the Diplomatic Status Display at the bottom of the card. Be sure to place the Ottoman Power Card and Spanish Power Card on their reverse side (labeled “For Tutorial Scenario”).

Ottoman

Istanbul..... Mehmed, Piyale Pasha, 8 regulars, 2 cavalry, 3 galleys, SCM
 Salonika..... 1 regular, SCM
 Athens 1 regular, SCM
 Scutari 1 cavalry
 Belgrade 1 regular, SCM
 Buda 2 regulars, SCM
 Algiers..... Dragut, 2 regulars, 3 corsairs, SCM

SCM on Power Card: 4

Bonus VP Box: 2 Fortresses (see Victory Points below)

Spain

Madrid..... Duke of Alva, 3 regulars, SCM
 Barcelona..... 1 regular, SCM
 Seville/Cádiz SCM
 Oran..... 1 regular
 Milan 2 regulars, SCM
 Genoa 1 regular, SCM
 Ravenna..... HCM
 Ancona HCM
 Rome SCM
 Naples..... 1 regular, SCM
 Messina 2 galleys
 Malta 2 regulars (Knights of St. John), SCM
SCM on Power Card: 6

Holy Roman Empire

Vienna Schwendi, 2 regulars, 2 mercs, SCM, Holy Roman Capital
 Prague..... 1 regular, SCM
 Augsburg 1 regular, scm
 Frankfurt..... 1 regular, scm
 Szigetvar..... Zrinyi, 1 regular

Papacy

Ravenna..... 1 regular
 Rome 2 regulars
 Messina 1 galley

Venice

Venice..... 2 regulars, 3 galleys
 Candia 1 regular
 Cyprus 1 regular

Independents

Florence..... 1 regular
 Tunis..... 1 regular

Royal Weddings Card

VP Track: Ottoman 13

Protestant Spaces Card

Diplomatic Status Display:

- Ottoman and Spain are at war.
- Spain and Papacy are allied.

Diplomatic Influence Table

Papacy: Ottoman Influence 0, Spanish Influence 1

Venice: Spanish Influence 0, Ottoman Influence 2

Holy Roman: Spanish Influence 1, Ottoman Influence 3

Note: The countermix does not include a third Ottoman Diplomatic Influence marker for the Tutorial Scenario. Use the green “VP Baseline” marker as a substitute.

Cards in Play

Only cards numbered from 1 through 31 are used in this scenario. Cards 1 and 2 are the Ottoman Home cards, Card 3 is the Spanish Home card, and Cards 4 through 31 form the deck.

Victory Points

Only Ottoman VP are tracked during this scenario. The Ottomans win with either a military victory or if they end any turn with 20 or more VP. If they have not managed to achieve either of these conditions by the end of Turn 3, then Spain is the winner. The Ottomans receive 1 VP for each fortress space they currently control that is not in unrest (in addition to receiving VP from keys and piracy as normal). Since they control Scutari and Djerba/Tripoli at the start of the game, they start with 13 VP (11 from keys and 2 from fortresses). Fortress markers can be added to their Bonus VP box as a reminder of these extra VP; this allows players to view their VP total directly on their Power Card. Neither player may construct new fortresses in this scenario. If Spain initiates piracy against the Ottoman and scores one or more hits, the Ottoman player is not permitted to give Spain 1 Piracy VP. Instead that choice is changed to reducing his Ottoman Piracy VP total by 1.

Special Rules

1. No spaces in Scotland, England, the Netherlands, France or Portugal may be entered during this scenario. The independent key Metz is also out of play. Spain does NOT get credit for 3 keys in the Netherlands when placing their control markers on the map at the start of the game.

2. The ocean zones and spaces on the World Map are not used in this scenario. Do not deal treasures; no power receives any treasures from the New World.

3. The Ottoman and Spain are At War at the start of the scenario. Skip the Negotiation and War Segments of the Diplomacy Phase during each turn of this scenario. The only declarations of war that may be made are those made during the Action Phase through play of the Ottoman Home Card OTTOMAN TRIBUTE.

4. The Holy Roman Empire is considered a minor power in this scenario. (Do not use the rules for activating the Holy Roman Empire in games with 2 to 5 players; thus they do not receive a hand of cards in this tutorial scenario.) They conform to all rules for minor powers found in Section 24 of the rulebook with these three exceptions:

(a) do not place Spanish control markers on Holy Roman home spaces if they are activated as an ally of Spain.

(b) Spain may ransom Holy Roman leaders if they become captured during play. In this case the Ottoman receives a card draw from the Spanish hand but the leader still returns to the Holy Roman capital (or home key) as per 9.3.

(c) Spain may build both regulars *and* mercenaries of the Holy Roman Empire according to the rules in 24.3.

5. For this scenario (only), the Ottoman can add diplomatic influence to the Papacy to attempt to deactivate that minor power. If Spain gains control of the Papacy by play of the Mandatory Event PAPAL BULL, Spain must receive either the fourth benefit listed (retrieve Holy League) or no benefit at all (the first three are not available in this scenario).

6. The following rule sections are *not* used in this scenario:

- 16.5 Piracy on the World Map
- 16.6 Circumnavigation
- 16.7 Antwerp and Rotterdam
- 17.4 Expeditions
- 17.5 Fortresses
- 18. Religious Struggles
- 19. Espionage
- 20.2 Discard Unused Treasures
- 20.3 Loaned Naval Unit Markers
- 20.5 Major Power Alliance Markers
- 20.8 Espionage Reset
- 20.10 Catholic League Formation
- 21. Marriage
- 22. Patronage
- 23.3 England
- 23.4 France
- 23.5 Holy Roman Empire
- 23.6 Protestant
- 23.7 Foreign War Cards

This special rule means that the following Ottoman actions cannot be used:

- Build Fortress
- Build Expedition
- Gain Intelligence
- Plant Operative
- Assassination
- Patronize Artist or Scientist

The following Spanish actions cannot be used:

- Build Patrol
- Build Fortress
- Upgrade Armada
- Preach Sermon
- Suppress Heresy
- Gain Intelligence
- Plant Operative
- Assassination
- English Catholic Rebellion
- Patronize Artist or Scientist

Besides the Diplomacy Phase, the Marriage Resolution and Patronage Phases are also skipped in this scenario.



The Siege of La Rochelle

Campaign Scenario

Description

The Campaign Scenario is the lengthiest version of the game, covering all 40 years when both Elizabeth reigned in England and Philip II was King of Spain.

Game Length

7 Turns: Turn 1 (1559) to Turn 7 (1598)

Setup

Ottoman

Istanbul..... Mehmed, Piyale Pasha, 8 regulars, 2 cavalry, 3 galleys, SCM
 Salonika..... 1 regular, SCM
 Athens 1 regular, SCM
 Scutari 1 cavalry
 Belgrade 1 regular, SCM
 Buda 2 regulars, SCM
 Algiers Dragut, 2 regulars, 3 corsairs, SCM

SCM on Power Card: 4

Suez Cannel: 0 Attempts

Sea Captains Available: Murat Reis

Spain

Madrid..... Duke of Alva, 3 regulars, SCM
 Barcelona..... 1 regular, SCM
 Seville/ Cádiz 1 galleon, SCM
 Oran..... 1 regular
 Milan 2 regulars, SCM
 Genoa 1 regular, SCM
 Ravenna..... HCM
 Ancona HCM
 Rome SCM
 Naples..... 1 regular, SCM
 Messina 2 galleys
 Malta 2 regulars (Knights of St. John), SCM
 Alkmaar..... HCM

Haarlem..... HCM
 Amsterdam SCM
 Rotterdam..... HCM
 Utrecht..... HCM
 Arnhem..... HCM
 Brielle..... HCM
 Antwerp..... 1 regular (Walloon), SCM
 's-Hertogenbosch..... HCM
 Flushing..... HCM
 Ghent..... hcm
 Brussels 1 regular, SCM
 Maastricht..... HCM

SCM on Power Card: 3

World Map Fortresses: 1 fortress marker

Treasures in Hand: 1 (draw at random before start of game).

England

London 2 regulars, scm
 Portsmouth 1 galleon
 Bristol..... 1 regular, scm
 York..... scm
 Berwick 2 regulars, 1 galleon, HCM
 Dublin..... 1 regular, SCM

SCM on Power Card: 3

Sea Captains Available: Hawkins

France

Paris..... Montmorency, 3 regulars, SCM
 Orleans 1 regular
 Calais..... galleon, SCM
 Rouen scm
 Metz..... 1 regular, SCM
 Lyon..... 1 regular, SCM
 Marseille..... 1 regular, SCM
 Bordeaux 1 regular
 La Rochelle scm
 Nantes..... hcm
 Amboise hcm
 Brest 1 galley
 Edinburgh..... 1 regular, SCM
 Glasgow..... HCM
 Stirling..... HCM
 Perth hcm

SCM on Power Card: 2

Sea Captains Available: le Testu, Villegaignon. Shared with Protestant: de Sores, le Clerc.

Holy Roman Empire

Vienna Schwendi, 2 regulars, 2 mercs, SCM,
 Holy Roman Capital
 Prague..... 1 regular, SCM
 Augsburg 1 regular, scm
 Frankfurt..... 1 regular, scm
 Szigetvar..... Zrinyi, 1 regular
SCM on Power Card: 4
Mercenaries for Hire: 4 Mercs
Sea Captains Available: Henszlein

Protestant – Dutch

SCM on Power Card: 3
Sea Captains Available: Laudonniere. Shared with France: de Sores, le Clerc.

Protestant – Huguenot

SCM on Power Card: 5
Leaders Held Off-Map: Coligny

Ireland

No forces at start (enter when Ireland activates)

Papacy

Ravenna..... 1 regular
 Rome 2 regulars
 Messina 1 galley

Portugal

Lisbon..... 1 regular, 1 galleon

Scotland

No forces at start (enter with SCOTTISH LORDS REBEL event)

Venice

Venice..... 2 regulars, 3 galleys
 Candia 1 regular
 Cyprus 1 regular

Independents

Florence..... 1 regular
 Tunis..... 1 regular

Royal Weddings Card

Available to Wed, 5 Eligibility: Elizabeth I
Available to Wed, 3 Eligibility: Phillip II
Available to Wed, 2 Eligibility: Don Carlos, Elisabeth de Valois,
 Charles II, William of Orange
Available to Wed, 1 Eligibility: Leicester, Anna of Saxony,
 Earl of Arran

Prior to the period covered in the game, Catherine de Medici agreed to marry her daughter Elizabeth de Valois to Philip II of Spain. Neither player is bound to follow through with this agreement. However as noted in Philip II's marriage bonus, if the agreement is broken off by either side, Spain draws one card less on Turn 2.

VP Track: Protestants 1, English 6, Holy Roman Empire 8, French 9, Ottoman 11, Spanish 17

Patronage Charts

Artists Currently Available:

Ottoman: Sinan
Spain: Titian, Bautista
France: Clouet, de L'Orme
Protestant: Brueghel
From Italy: Palladio

Scientists Currently Available:

Ottoman: Seydi ali Reis
Spain: Herrera
England: Dee
France: Le Testu
Holy Roman: Mercator
Protestant: Le Moynes
From Italy: Bellaso

VP Markers: all 19 (13 for artists, 6 for scientists)

Science Bonuses: all 9

Protestant Spaces Card

Protestant Spaces: 18

Diplomatic Status Display:

- Spain and the Papacy are allied.
- France and Scotland are allied.
- Ottoman and Spain are at war.
- England and France are at war.

Neither of these 2 wars may be ended during Turn 1 negotiations.

Diplomatic Influence Table

Papacy: French Influence 0, Holy Roman Influence 0, Spanish Influence 1
Venice: Spanish Influence 0, French Influence 0, Holy Roman Influence 0, Ottoman Influence 2
Scotland: English Influence 0, French Influence 0, Protestant Influence 1
Ireland: French Influence 0, Holy Roman Influence 0, Spanish Influence 1, English Influence 2

Cards in Play

If playing with all 6 players, all cards *except* these are in play:

#4 GERMAN INTERVENTION
 #37 THE SUBLIME PORTE

For games with less than 6 players see the section below "Games with 2 to 5 players". Please note that many cards are added to play later than Turn 1, as specified in the upper right corner of each card.



The Dutch Revolt Starts

Tournament Scenario

Description

The Tournament Scenario is an abbreviated version of the game that skips the first two turns and puts all six powers in a position to threaten victory within just a few turns of play.

Game Length

4 Turns: Turn 3 (1570) to Turn 6 (1593)

Setup

Ottoman

Istanbul..... Mehmed, Piyale Pasha, 6 regulars, 1 cavalry, 5 galleys, SCM

Salonika..... 1 regular, SCM

Athens 1 regular, SCM

Belgrade 1 regular, SCM

Buda 2 regulars, SCM

Djerba/Tripoli..... Uluch Ali, 3 corsairs

Tunis..... 2 regulars, SCM

Algiers..... 2 regulars, SCM

Granada 2 regulars (Morisco)

SCM on Power Card: 3

Suez Cannel: 0 Attempts

Bonus VP Box: +1 VP Artist (*Elegy for Suleiman*, by Baki)

Current Ruler: Selim II (place card #6 over the picture of Suleiman I)

Sea Captains Available: Murat Reis

Spain

Madrid..... Don John, 2 regulars, 2 mercs, SCM

Barcelona..... 1 regular, 1 galley, SCM

Seville/ Cádiz SCM

Gibraltar Unrest marker

Granada Unrest marker

Cartagena..... Unrest marker, 1 galley

Oran..... 1 regular

Milan 1 regular, 1 merc, SCM

Genoa 1 regular, 1 galley, SCM

Venice..... SCM

Zara HCM

Ravenna..... HCM

Acona HCM

Rome SCM

Naples..... 1 regular, SCM

Messina 1 galley

Malta 1 regular (Knights of St. John), SCM

Corfu HCM

Candia HCM

Cyprus +1 VP Cyprus marker, HCM

Florida HCM

Alkmaar..... hcm

Haarlem HCM

Amsterdam scm

Rotterdam..... HCM

Utrecht..... 1 regular, HCM

Arnhem..... HCM

Brielle..... hcm

Antwerp..... 2 regulars (Walloon), SCM

's-Hertogenbosch HCM

Flushing..... hcm

Ghent..... HCM

Brussels Duke of Alva, 1 regular, SCM

Maastricht..... HCM

SCM on Power Card: 2

World Map Fortresses: 1 fortress marker

Jesuits: 1 available

Treasure Fleets Escort: 1 Galleon

Treasures in Hand: 2 (draw at random before start of game).

England

London Leicester, 3 regulars, 1 galleon, scm

York 1 regular, scm

Bristol..... 1 regular, scm

Portsmouth 1 galleon

Plymouth 1 galleon

Dublin..... 1 regular, SCM

Berwick HCM

SCM on Power Card: 3

Mary Queen of Scots: Mary Queen of Scots Captured

Walsingham: Unused

Bonus VP Box: Two +1 VP Virgin Queen, +1VP Piracy

Sea Captains Available: Hawkins, Drake

Treasures in Hand: 1 (draw at random before start of game).

France

Paris..... Henry III, 1 regular, 2 mercs, SCM

Calais..... 1 regular, SCM

Rouen 1 galleon, SCM

Metz..... 1 regular, SCM

Lyon..... SCM

Marseille..... 1 regular, SCM

Bordeaux 1 regular
 Rennes hcm
 Nantes hcm
 Amboise hcm
 Poitiers hcm
 Limoges hcm
 Montpellier hcm
 Avignon hcm

SCM on Power Card: 4**Valois Marriage to arrange:** Elisabeth de Valois**Bonus VP Box:** Paris VP Turn 1, Paris VP Turn 2**Sea Captains Available:** le Testu. Shared with Protestant: de Sores.**Out of Game:** Montmorency, Villegaignon, le Clerc**Holy Roman Empire**

Vienna Schwendi, 2 regulars, 2 mercs, SCM,
 Holy Roman Capital
 Prague 1 regular, SCM
 Augsburg 1 regular, scm
 Frankfurt 1 regular, scm

SCM on Power Card: 4**Mercenaries for Hire:** 4 Mercs**Sea Captains Available:** Henszlein**Out of Game:** Zrinyi**Protestant – Dutch****SCM on Power Card: 3****Leaders Held Off-Map:** William of Orange**Bonus VP Box:** +2 VP Painter VP (*Fight between Carnival and Lent*, by Brueghel)**Sea Captains Available:** Laudonniere. Shared with France: de Sores.**Protestant – Huguenot**

La Rochelle Coligny, 1 regular, 2 mercs, scm, Hugue-
 not Capital
 Cognac hcm
 Toulouse 1 regular, Fortress, hcm
 Bayonne 1 regular, hcm
 Edinburgh scm
 Perth hcm
 Stirling hcm
 Glasgow HCM

SCM on Power Card: 3**Treasures in Hand:** 1 (draw at random before start of game).**Ireland**

No forces at start (enter when Ireland activates)

Papacy

Ravenna 1 regular
 Rome 2 regulars
 Messina 1 galley

Portugal

Lisbon 1 regular, 1 galleon

Scotland

Edinburgh 2 regulars

Venice

Venice 2 regulars, 3 galleys
 Candia 1 regular
 Cyprus 1 regular

Independents

Florence 1 regular

On Board Cards

MORISCO REVOLT (Card #28)

Royal Weddings Card**Available to Wed, 3 Eligibility:** Elizabeth I, Marguerite de Valois, Henry III (Anjou), Henry IV (Navarre)**Available to Wed, 2 Eligibility:** Philip II, Charles IX, Anna of Austria, Elisabeth of Austria, William of Orange**Available to Wed, 1 Eligibility:** Leicester*Note: Elizabeth I, Philip II, and Charles IX all start the scenario below their printed eligibility ratings (having dropped in eligibility on Turns 1 and/or 2).***VP Track:** Holy Roman Empire 8, French 10, Protestants 10, English 11, Ottoman 14, Spanish 15**Patronage Charts****Artists Currently Available:**

Ottoman: Sinan
Spain: Titian, Bautista
England: Hilliard
France: Clouet, Ronsard, de L'Orme
Holy Roman: Arcimboldo
Protestant: Marnix
From Italy: Palladio, Tintoretto

Scientists Currently Available:

Ottoman: Taqi al-Din, Seydi ali Reis
Spain: Herrera
England: Dee
France: Le Testu
Holy Roman: Brahe, Mercator
Protestant: Le Moyne
From Italy: Bellaso

VP Markers: 17 (11 for artists, 6 for scientists): all but +2 VP Painter (*Fight between Carnival and Lent*) and +1 VP Artist (*Elegy for Suleiman*)**Science Bonuses:** all 9**Protestant Spaces Card**

Protestant Spaces: 30

Diplomatic Status Display:

- Spain and the Papacy are allied.

- Spain and Venice are allied.
- Protestant and Scotland are allied.
- Ottoman and Spain are at war.
- France and Protestant are at war.

The war between the Ottomans and Spain cannot be ended during Turn 3 negotiations (the first turn of this scenario). The war between France and the Protestant may be ended.

Diplomatic Influence Table

Papacy: French Influence 0, Holy Roman Influence 0, Spanish Influence 1

Venice: Spanish Influence 0, French Influence 0, Holy Roman Influence 0, Ottoman Influence 2

Scotland: English Influence 0, French Influence 0, Protestant Influence 1

Ireland: French Influence 0, Holy Roman Influence 0, Spanish Influence 1, English Influence 2

Cards in Play

Remove these cards from play while setting up this scenario (they are events that are considered to have occurred on Turn 1 or 2):

#11 DRAGUT FALLS

#58 JEANNE OF NAVARRE

If playing with all 6 players, all other cards are in play except these two (which are only used in games with less than 6 players):

#4 GERMAN INTERVENTION

#37 THE SUBLIME PORTE

For games with less than 6 players see the section below “Games with 2 to 5 players”. Please note that many cards are added to play later than Turn 3, as specified in the upper right corner of each card.

Special Rules

1. The event MORISCO REVOLT has been played by the Ottoman against Spain prior to the start of the scenario. If this event causes unrest to spread during the Winter Phase, the Ottoman player (or England if the Ottoman is inactive in a 4-player game) should choose the additional spaces that enter unrest.

SETTING YOUR OWN TIME LIMIT

The VP system used in *Virgin Queen* allows players to declare a winner at the end of a turn, even if none of the victory types listed in Section 25 of the rulebook have been triggered. The one rule-of-thumb to keep in mind is that the VP totals are not in balance until the end of Turn 4 (to give the Protestant time to catch up to the other powers). So, in the Victory Determination Phase of Turns 4 through 6, players are free to end the game and award victory to the player with the highest VP total. Ties for the highest total are resolved as described in Section 25.3 (Standard Victory). Because of the possibility of ties, players should be sure to record the VP totals at the end of each turn of play (even at the end of turns prior to Turn 4).

Thus, players can use *Virgin Queen*’s VP system to tailor their gaming session according to the time available for their gaming group. Here are some examples of perfectly legitimate, balanced ways to play the game:

- Start with the Campaign Scenario setup and play for 6 hours, then declare a winner at the end of the first turn that ends after the 6-hour mark (as long as this is at least the end of Turn 4).
- Start with the Campaign Scenario setup and play until the end of Turn 5 (about 7 hours of play).
- Start with the Tournament Scenario setup and play for 4 hours, then declare a winner at the end of the first turn that ends after the 4-hour mark.

Groups are encouraged to have a firm agreement on the limits for their game session before beginning play.

GAMES WITH 2 TO 5 PLAYERS

The *Virgin Queen* rulebook assumes a game with the full complement of 6 players, one for each power. However, the game was designed and tested to play with fewer players (2, 3, 4, or 5), using the rule modifications from this section. In addition, there is a Tutorial scenario that is an additional way to play with just two participants. The special rules for that method of playing with two players are listed with the Tutorial scenario information, rather than in this section.

Configurations

The assignments of powers to players in games with less than 6 players are given below. Powers that are not directly controlled by players but can be activated for a while through diplomatic influence are listed as “Activated Majors” below. In 2 or 3-player games (where a player may control two different powers), victory goes to the player who first has a single power meet the usual conditions for victory (evaluating victory as if the players are in a 4-player game between Spain, England, France, and the Protestant).

2-player

Player 1: Spain and France

Player 2: England and Protestant

Activated Majors: Ottoman, Holy Roman Empire. Ottoman starts as Ally of England. Holy Roman Empire starts inactive.

Cards Added to Play: GERMAN INTERVENTION, THE SUBLIME PORTE

Cards Removed from Play: GRAND VIZIER, OTTOMAN TRIBUTE, HOLY ROMAN INTERCESSION, PATRON OF ARTS & SCIENCES, WAR WITH POLAND, WAR IN PERSIA

Patronage Awards Removed From Play: *Suleimaniye Mosque* (+3 VP Architect), *Elegy for Suleiman* (+1 VP Artist), *Ver-tumnus* (+1 VP Artist), *Laws of Planetary Motion* (+2 VP Scientist), *Mirror of Countries* (+1 VP Scientist), *Excavation* (Science Bonus)

Royals Removed From Play: Rudolf II

Sea Captains Removed From Play: Murat Reis, Henszlein

Artists/Scientists Removed From Play: Sinan, Seydi ali Reis, Taqi al-Din, Baki, Mercator, Arcimboldo, Brahe, Spranger, Kepler.

At Start Diplomatic Influence Change: England, France and the Protestant start with 1 influence with the Holy Roman Empire (allowing them to strike a marriage deal). Remove the French Influence marker from the Ottoman column on the Diplomatic Influence table; France may not influence the Ottoman in a 2-player game. Set aside the HRE Influence markers that usually are placed on the Papacy, Venice, and Ireland. The HRE cannot influence these minor powers until it is activated.

3-player

Player 1: Spain

Player 2: England and Protestant

Player 3: France

Activated Majors: Ottoman, Holy Roman Empire. Ottoman starts as Ally of England. Holy Roman Empire starts inactive.

Cards Added to Play: GERMAN INTERVENTION, THE SUBLIME PORTE

Cards Removed from Play: GRAND VIZIER, OTTOMAN TRIBUTE, HOLY ROMAN INTERCESSION, PATRON OF ARTS & SCIENCES, WAR WITH POLAND, WAR IN PERSIA

Patronage Awards Removed From Play: *Suleimaniye Mosque* (+3 VP Architect), *Elegy for Suleiman* (+1 VP Artist), *Ver-tumnus* (+1 VP Artist), *Laws of Planetary Motion* (+2 VP Scientist), *Mirror of Countries* (+1 VP Scientist), *Excavation* (Science Bonus)

Royals Removed From Play: Rudolf II

Sea Captains Removed From Play: Murat Reis, Henszlein

Artists/Scientists Removed From Play: Sinan, Seydi ali Reis, Taqi al-Din, Baki, Mercator, Arcimboldo, Brahe, Spranger, Kepler.

At Start Diplomatic Influence Change: England, France and the Protestant start with 1 influence with the Holy Roman Empire (allowing them to strike a marriage deal). Set aside the HRE Influence markers that usually are placed on the Papacy, Venice, and Ireland. The HRE cannot influence these minor powers until it is activated.

4-player

Player 1: Spain

Player 2: England

Player 3: France

Player 4: Protestant

Activated Majors: Ottoman, Holy Roman Empire. Ottoman starts as Ally of England. Holy Roman Empire starts inactive.

Cards Added to Play: GERMAN INTERVENTION, THE SUBLIME PORTE

Cards Removed from Play: GRAND VIZIER, OTTOMAN TRIBUTE, HOLY ROMAN INTERCESSION, PATRON OF ARTS & SCIENCES, WAR WITH POLAND, WAR IN PERSIA

Patronage Awards Removed From Play: *Suleimaniye Mosque* (+3 VP Architect), *Elegy for Suleiman* (+1 VP Artist), *Ver-tumnus* (+1 VP Artist), *Laws of Planetary Motion* (+2 VP Scientist), *Mirror of Countries* (+1 VP Scientist), *Excavation* (Science Bonus)

Royals Removed From Play: Rudolf II

Sea Captains Removed From Play: Murat Reis, Henszlein

Artists/Scientists Removed From Play: Sinan, Seydi ali Reis, Taqi al-Din, Baki, Mercator, Arcimboldo, Brahe, Spranger, Kepler.

At Start Diplomatic Influence Change: England, France and the Protestant start with 1 influence with the Holy Roman Empire (allowing them to strike a marriage deal). Set aside the HRE Influence markers that usually are placed on the Papacy, Venice, and Ireland. The HRE cannot influence these minor powers until it is activated.

5-player

Player 1: Ottoman

Player 2: Spain

Player 3: England

Player 4: France

Player 5: Protestant

Activated Majors: Holy Roman Empire (who starts inactive)

Cards Added to Play: GERMAN INTERVENTION

Cards Removed from Play: HOLY ROMAN INTERCESSION, PATRON OF ARTS & SCIENCES, WAR WITH POLAND, THE SUBLIME PORTE

Patronage Awards Removed From Play: *Vertumnus* (+1 VP Artist), *Laws of Planetary Motion* (+2 VP Scientist)

Royals Removed From Play: Rudolf II

Sea Captains Removed From Play: Henszlein

Artists/Scientists Removed From Play: Mercator, Arcimboldo, Brahe, Spranger, Kepler.

At Start Diplomatic Influence Change: England, France and the Protestant start with 1 influence with the Holy Roman Empire (allowing them to strike a marriage deal). Set aside the HRE Influence markers that usually are placed on the Papacy, Venice, and Ireland. The HRE cannot influence these minor powers until it is activated.

Controlling 2 Powers

Additional restrictions are placed on any player that controls two powers:

- A player may never use one power to conduct piracy on the other power controlled by the same player.
- A player may never have one of his powers declare war on the other. [When the Catholic League is formed in a 2-player game, skip the portion of Step 4 (War Status) that calls for Spain to go to war with France.]
- A player may never award a card draw or mercenaries from one of his powers to the other.

The two powers controlled by a single player may ally and loan naval squadrons however.

Activated Major Powers

As shown above, the Ottoman and/or Holy Roman Empire powers will be major powers that have to be activated in games with less than 6 players. This activation is handled in a similar fashion as the five minor powers (whose activation and deactivation is described in Section 24 of the *Virgin Queen* rulebook). The major powers that are being actively controlled by players spend CP on the Buy Diplomatic Influence action to advance influence markers on the tracks of the Ottoman and Holy Roman Empire. Then, when the proper event is played, their diplomatic status is resolved, just as in 24.6. Their diplomatic status is also resolved if a power declares war on an inactive major power (so it can be determined which player will control the power targeted by the DOW during the conflict). Remove the power declaring war and any power listed as a “Deactivate” power from those considered during this Diplomatic Status check.

Diplomatic Influence Setup

Set up markers for these powers on the Diplomatic Influence Table if they are activated powers, as follows:

Ottoman: English Influence 0, French Influence 0, Protestant Influence 0, Spanish Influence 1

Holy Roman: English Influence 0, French Influence 0, Protestant Influence 0, Spanish Influence 1, Ottoman Influence 3

Activation

Follow these steps when activating a major power (instead of the usual steps for activation of a minor):

1. Record Victory Point Baseline: Place the “VP Baseline” marker on the Victory Point track on the same space as the primary VP marker for the major power being activated. This marker will remain in place until this power is deactivated or the marker is adjusted in an upcoming Victory Segment.



2. Place “Ally of Major Power” Marker: Add an “Ally of Major Power” marker to the box that cross-references these powers on the Diplomatic Status Display.

3. Coordinated Defense: If this major power is being activated in response to a DOW, the player gaining control may elect to have their major power join the conflict on the side of the target of the DOW. Add an At War marker between the winning power and the power declaring war (even if those powers were previously allied).

4. Declare New Wars: The player gaining control may elect to have this newly activated major power declare war on any one major power that is not their ally. Add an “At War” marker between these two powers.

5. Set Diplomatic Influence: All Influence markers in the column of **this power that is being activated** are placed in the Resolved This Turn box. All influence markers that this activating major power has for minor powers are reset to their default values.

6. Deal Cards: Deal a hand of cards to the newly activated power. The number of cards dealt is whichever one of these items listed below represents the smallest number:

- The number of cards this power would receive from keys plus their ruler’s card bonus at the start of the turn.
- The number of cards currently in the hand of a power they just declared war on in Step 4 (ignore this bullet if they did not make such a DOW).
- The number of cards currently in the hand of the power with the most cards in their hand.

Restrictions

While allied, activated major powers operate under the following restrictions:

- They may not take Patronage actions.
- They may not take the Build Expedition action.
- They may not conduct Espionage actions. Their leaders cannot be targets of the Assassination action.
- Activated major powers conduct diplomacy normally making announcements and declaring war. However the restrictions for “Controlling 2 Powers” listed above apply between an activated major power and any other power(s) controlled by the same player.

Activated major powers may add diplomatic influence to minor powers and win diplomatic checks to gain allies or to cause minor powers to deactivate (or remain inactive).

Weddings

If the Holy Roman Empire is active, the player activating the Holy Roman Empire makes all deals involving Holy Roman royals who are eligible for marriage.

If the Holy Roman Empire is inactive, these royals can still be worked into a marriage deal. A power with 1 or more points of diplomatic influence with the Holy Roman Empire may spend 1 point of influence as diplomatic announcements are made to announce a deal to marry one of these Holy Roman royals. Since announcements are made in Impulse Order, Spain typically gets the first chance for such a marriage, though if royals (and influence) are available, there is no limit to the number of powers that can strike such a deal.

Winter

Replacements: Only an active major power receives a regular in their capital during winter. Inactive minor powers never receive a unit at this time.

Major Power Alliance Markers: Do not remove “Ally of Major Power” markers during winter. Do remove “Ally” markers placed during the Diplomacy Phase if these activated major powers announced or confirmed a deal that included an alliance.

Victory Points

During each Victory Segment, review the VP total of each activated major power.

Higher than Baseline: If the VP total is 2 or more spaces above the VP Baseline marker for this power, VP are awarded to this activated power’s major power ally. For every 2 full spaces the VP marker is above the baseline, award one “Activated Major 1 VP” bonus VP marker to the ally. After awarding each VP, move the VP Baseline marker up 2 spaces.

Lower than Baseline: If the VP total is 2 or more spaces below the VP Baseline marker for this power, negative VP are awarded to this activated power’s major power ally. For every 2 full spaces the VP marker is below the baseline, award one “Activated Major -1 VP” bonus VP marker to the ally. After awarding each VP, move the VP Baseline marker down 2 spaces.

Additional Considerations:

1) Players should skip having the Holy Roman player choose a secret religious preference (and gain VP from such a choice) in the 2 to 5-player games.

2) The Ottoman or Holy Roman may not win victories when they are serving as activated major powers. If a situation develops where the last square control marker should be placed on the map, place a hexagonal control marker instead. If a square control marker is later returned to the power card while this hexagonal marker is still on a key, shuffle the markers to maximize the number of square control markers on the map (but continue to leave the final square control marker on the Auto Win space of the power card).

Deactivation

Follow these steps when deactivating a major power (instead of the usual steps for deactivation of a minor). **The player who previously controlled this major power makes all decisions about the movement of this major power’s units while executing the bullets below:**

- Award bonus VP markers according to the procedure above for awarding VP for activated major powers during the Victory Segment (see above). Then remove this power’s Baseline VP marker from the Victory Point track.
- Remove the “Ally of Major Power” marker from the box that cross-references these powers on the Diplomatic Status Display.
- Remove all “At War” markers between this deactivating major power and other powers.
- Units from other powers are displaced if they occupy one of the spaces controlled by the deactivating power. Follow the procedure described in (12.5). **Note that control of these spaces remains with the deactivating power.**
- All land units of the power being deactivated are returned to friendly-controlled, fortified spaces as per the Winter Phase rules (20.4).
- All naval leaders and units of the power being deactivated are returned to friendly-controlled ports as per the Winter Phase rules (20.4).
- All cards and treasures currently in the deactivating power’s hand are immediately discarded (even if this major power is going to be immediately activated as an ally of a different major power).
- All Influence markers in the column of this activating major power are placed in the Resolved This Turn box. All influence markers that this activating major power has for minor powers are set aside.
- If the Holy Roman Empire is being deactivated, and the Papacy, Venice or Ireland is a HRE minor power ally, then deactivate that ally (or allies).
- Remove all “Allied” markers between this deactivating major power and other powers.
- Remove all +1 Card and -1 Card markers from this deactivating power’s Power Card.
- **Any leaders captured by the deactivating power remain on their Power Card. These leaders may still be ransomed at the cost of one random card draw. In this case that card is immediately discarded (even if it is a Mandatory Event).**

PLAY-BY-EMAIL TIPS

The majority of playtesting for *Virgin Queen* was completed through play-by-email games. Most email games were completed using **Cyberboard**, a Windows application that serves as a PBEM boardgame assistant (<http://cyberboard.brainiac.com>). Here are some tips on how to best keep PBEM games moving efficiently, whether you are using Cyberboard or another PBEM utility.

Interruptions to Play

PBEM games flow smoothly if each player takes their move in impulse order and completes that impulse with a single email message. However, Combat cards and Response cards may be played by other powers during an impulse, interrupting play. In addition, as land and naval units move, other players must make decisions about intercept, avoid battle, and withdrawing into fortifications. The best way to handle these situations is to first remember that the only game operations that can be interrupted are:

- Move Formation action
- Naval Move action
- Field battle, naval combat, and assault

There are other operations that involve direct conflict between powers (piracy, conversion attempts, rebellion, assassination), but none of them can be interrupted.

For the Move Formation and Naval Move actions, the active player should continue move actions until a move is made that requires an enemy decision on whether or not to intercept, avoid battle, or withdraw into fortifications. The game should then be interrupted to wait for the enemy response. In field battles and assaults, the active player should initiate the combat and declare any combat cards that he intends to play. The play of defensive cards and the resolution of the combat is then handled by the defender.

Response Card Play

The trickiest interruptions to account for come from play of Response cards (since any of the players in the game may play a Response during another player's impulse). Recommended PBEM handling of some of these is described below. Note that several of these recommendations cause game actions to be "rewound" back to the point in time when the Response occurred. This rewinding is recommended so PBEM play is not halted over-and-over because of possible Response card play.

STORMS: Play just after the email that notifies you of the move, assault, piracy, or naval transport that they are stopping.

GREGORIAN CALENDAR, SULTAN'S HAREM: Play at any break between impulses.

REITERS: Handle as a Combat card (allowing it to be played after combat is declared but before it is resolved).

GALLEASSES, HAND GUNS: Play just after the email that notifies them of the naval combat or assassination that they will be modifying.

JEANNE OF NAVARRE, SIR EDWARD STAFFORD, CATHERINE'S FLYING SQUADRON: Cancel an event named on this Response card just after the email that notifies you of its play. You are not permitted to wait until you have seen the full event execution and then play this response.



Elizabeth Receiving Dutch Ambassadors

DESIGNER'S NOTES

Here I Stand's popularity with the strategic boardgame community world-wide was honestly not something I anticipated. I was asking the wargame community to accept a game that was at least as much about religious conflict as about military endeavors. And I was proposing to the Eurogamers that they might like to try a historical boardgame with a ruleset as long as many "heavy" wargames. However a few years after publication it was clear that the mix of negotiation, strategic planning, and historical narrative embodied in *Here I Stand (HIS)* had struck a chord with these audiences. And they wanted to see more.

Goals

Work on *Virgin Queen* began by taking stock of *HIS's* strengths and weaknesses. I found these items I wanted to improve upon in the sequel:

- **All players' turns should be quick to resolve.** (*HIS* suffered from too much down time for the military powers due to the back-to-back resolution of the Papal and Protestant impulses).
- **We needed a mechanic that eases new players into negotiation in early turns.** (Diplomatic negotiations are difficult to engage in when you are just learning a deep strategy game).
- **More groups would enjoy a game that had a better system for scaling between four and six players.** (*HIS* games with four or five players tended to be unbalanced in favor of the players leading two powers).
- **The World Map should be more interactive.** (Many players commented that they wanted to be able to maneuver their overseas expeditions and truly engage with that additional map area).

New Mechanics

With these goals in mind, I quickly decided that religion conversions needed to be resolved with a single throw of the dice, not one set of throws *per space* as in *HIS*. Yes, we'd lose some detail, but now, 42 years after Luther published his theses, his reform ideas had already taken root in England, France, and the Netherlands. The religious mechanic no longer had to capture the spread of reformed beliefs. Now it was more about the work put in by the Protestants (or Catholics in England) to demand tolerance of their style of wor-

ship within each of these lands, arguably a simpler phenomenon.

The largest addition to diplomacy was the ability to arrange marriages. Royals are the diplomatic collateral which enable these deals to take place: the aging mechanism that forces royals to lose eligibility each turn gives players great incentive to arrange marriages as soon as possible. Now we have a system that meets our goal of encouraging early game deals. Plus marriages tied in the stories of Catherine de Medici (with her quest to favorably marry off her children) and Elizabeth (with her numerous suitors). And it was even one of the few new systems that worked right out of the box (most others—especially religious conversions—would see 3 or 4 iterations before settling into their final forms).

The diplomatic influence mechanic sprang into being when I first decided to demote the Papacy to a minor power. Spanish influence dominated the Papal elections during this period. With that in mind, I decided that the role of Pope would be best represented as bonus powers springing from a minor power alliance (not as an independent player). The original influence idea was that each CP spent was buying the influence of a cardinal that would sit at the next Papal conclave. Early tests showed great promise for the mechanic; the timing and coordination of influence plays and the PAPAL BULL event became a frequent topic for negotiations. I soon realized that expanding the role of influence could make minor power recruitment more interesting and give us a way to successfully scale the game down to 4 or 5 players.

The last new mechanic to tackle was World Map piracy and circumnavigation. Two problems existed here. The first was one of map representation. We needed most of Europe at the scale of HIS, the Netherlands in great detail, and somehow needed to plug that into a map of all the oceans of the world. Early playtest maps divided the world into four separate maps using inset boxes where necessary. Enter Mark Mahaffey, who quickly proposed the idea of a “cartogram,” distorting the geography to proportionally scale each map area according to its importance in the game. It’s a wonderful solution: I like to call the map “The World from Inside the Brain of Philip II.”

The second issue was how to model the financial losses to Spain from New World piracy. I soon realized I should not try to model the historical revenue loss (which was probably 5% or less). If treasure losses were that low in the game then the Spanish player wouldn’t care, and no power would attempt piracy with such a chance of success. However looking at the history of the period, these sea captains obviously had a telling effect. Hawkins and Drake drew the attention and wrath of Spain (as evidenced by the Armada campaign and the legend of El Draque that arose in Spain during this time). So despite the minor economic effect, there was certainly a major psychological impact caused by Drake and his fellow sea dogs. Also, from the English or Huguenot point-of-view, the riches brought in from piracy were vast sums. So I decided that piracy awards as significant as a full card/treasure are appropriate in this game system where a card represents more of an “opportunity for historical change” than an exact amount of coinage. As long as: the pirating powers can draw the ire of the Spanish player, the treasure gained by pirates is worth their investment in CP, and the Spanish player has defensive tools to curb piracy over time, then the system is a success.

Thanks

Once again *Virgin Queen* has been a huge team effort and I’ll never be able to sufficiently credit all those folks who have helped me along the way. There are now over 110 players in our Internet playtest group: a team that has been plugging away at five different iterations of the game rules over more than two years. Dozens of other players have tried the game in our face-to-face tests that have sprung up at many a local convention in the Mid Atlantic.

However I’d be remiss without acknowledging the special contributions of some of our most dedicated testers. Justin Rice and Rob Davidson have followed the game as closely as anyone throughout the process. Justin became champion of the Holy Roman cause and helped me mold that power into something intriguing to play; Rob was invaluable at identifying loopholes, exceptions, and needed clarifications in each rule system soon after they came online. And Joel Tamburo rejoined us toward the end of the process and proposed the Treasure system, a key mechanic in helping us speed play and smooth over some of the awkwardness from the potentially large Spanish hand sizes.

The other group of playtesters I’d like to thank are those who joined us from Europe. As an English speaker, it’s easy to let the English view of this period gain dominance. I wanted as much help as I could get from locals of Spain, France, and the Low Countries to double-check my work and make sure I was sticking to a balanced portrayal of the period that would hold up to scrutiny from the point-of-view of those other nations. Luckily such aid arrived, especially from Ivan Mostinckx (Belgium), Jose Luis Villarig and Javier Morilla (Spain).

Finally, I would like to dedicate *Virgin Queen* to my father, Rod Beach, who passed away this week. Dad was the original history buff in the family, earning a Master’s degree in History at Columbia University. The seed Dad planted has sprouted: the family has since spawned an undergraduate history major, several family members who are minoring in history and a game designer with a special interest in 16th Century Europe. We’ve caught the history bug in a serious way, heavily enough that my daughter Natalie was the only student in her high school to take two Advanced Placement History exams in the same day last spring. Thanks in part to a bit of good fortune, she came through the six hours of essay writing with flying colors. The main essay on the European History AP was something she’d become quite familiar with over the past few years: “Discuss the challenges facing Elizabeth I as a female monarch in Renaissance Europe.” She’s pretty sure that *Virgin Queen*-ish question was the key to her strong score!

EXTENDED EXAMPLE OF PLAY

This section presents an example of the action at the beginning of a five-player Tournament Scenario game. As a Tournament Scenario, this game starts on Turn 3 with the setup listed earlier in this book for that particular scenario. A five-player game is used as the example to showcase the rules for Activated Major Powers; Turn 3 is used so Espionage actions can be included. New players are encouraged to set up this scenario and play along to become acquainted with *Virgin Queen* play.

TURN 3

Card Draw Phase:

Add new personages: The army leaders, naval leaders, sea captains, royals, artists, and scientists added on Turn 3 were already listed in the setup for this scenario. No additional action is required during this portion of the turn.

Add fortresses and Jesuits: One fortress and one Jesuit should already be on the Spanish Power Card from the setup.

Add new cards to deck: As per the scenario, the following cards are removed from the game:

- #11 DRAGUT FALLS
- #58 JEANNE OF NAVARRE

Since this is a 5-player game, these cards are also out of play:

- #34 HOLY ROMAN INTERCESSION
- #35 PATRON OF ARTS & SCIENCES
- #37 THE SUBLIME PORTE
- #72 WAR WITH POLAND

However, this card is included because it is a 5-player game:

- #4 GERMAN INTERVENTION

All cards that enter Turn 4, 5 or 6 are also out of play.

Shuffle deck and deal cards: The cards are dealt to the five players as follows:

Ottoman – 7 cards (2 home, 4 from keys, 1 for Selim card bonus)

- #1 GRAND VIZIER (Home, 5 CP)
- #2 OTTOMAN TRIBUTE (Home, 5 CP)
- #9 FIRE SHIPS (Combat, 1 CP)
- #21 FOREIGN VOLUNTEERS (5 CP)
- #30 RULER FALLS ILL (3 CP)
- #79 SYNOD OF EMDEN (3 CP)
- #83 DUTCH REVOLT (Mandatory, 2 CP)

Spain – 8 cards (1 home, 6 from keys, 1 for Philip II card bonus)

- #3 SPANISH ROAD (Home, 5 CP)
- #13 REITERS (Response, 1 CP)
- #40 TILBURY SPEECH (Combat, 1 CP)
- #43 EXPERIENCED PILOT (Response, 1 CP)
- #46 SPANISH FURY (Response, 4 CP)
- #52 FOXE'S BOOK OF MARTYRS (2 CP)
- #53 GRAND TOUR (4 CP)
- #94 GOD'S SECRET AGENTS (3 CP)

England – 6 cards (2 home, 3 from keys, 1 for Elizabeth I card bonus)

- #4 GERMAN INTERVENTION (Mandatory, 2 CP)
- #19 DIPLOMATIC MISCUE (3 CP)
- #31 TREACHERY! (5 CP)
- #36 VIRGIN QUEEN (Home, 5 CP)
- #81 WALSINGHAM (Home, 4 CP)
- #96 RICHARD TOPCLIFFE (3 CP)

France – 6 cards (2 home, 4 from keys)

- #7 DESPERATE ASSAULT (Combat, 1 CP)
- #33 GOUVERNANTE DE FRANCE (Home, 5 CP)
- #76 UNTIMELY DEATH (Mandatory, 2 CP)
- #80 BLACK QUEEN (Home, 5 CP)
- #85 MURAD III (Mandatory, 2 CP)
- #98 SULTANA SAFIYE (3 CP)

Protestant – 5 cards (1 home, 4 from keys)

- #16 SULTAN'S HAREM (Response 5 CP)
- #32 CALVINIST ZEAL (Home, 5 CP)
- #42 CATHERINE'S FLYING SQUADRON (Response, 2 CP)
- #84 HENRY III (DUKE OF ANJOU) (Mandatory, 2 CP)
- #91 CIPHER KEY (2 CP)

No hand is dealt for the Holy Roman since they are an inactive major power.

Return discarded treasures to pool; deal new treasures; check for New World riches:

4 Treasures are dealt to the Spanish treasure boxes:

- 2CP, 1CP, 3CP, and 4 CP

3 Treasures are dealt to the Portuguese treasure boxes:

- 3 CP, 2 CP, and Science Bonus

As per the setup, 2 Treasures are dealt to Spain:

- 4 CP and 3 CP

As per the setup, 1 Treasure is dealt to England:

- 2CP

As per the setup, 1 Treasure is dealt to the Protestant:

- 2CP

Diplomacy Phase:

Negotiation Segment – Hold Negotiations

The players get up from the table and discuss deals they would like to announce. The presence of the DUTCH REVOLT Mandatory Event in the Ottoman hand is the first order of business. If played at the start of the turn, the Spanish would gain 3 VP. So the Ottoman approaches the Protestant and volunteers to play SYNOD OF EMDEN as an event early in the turn and encourages the Protestant to follow that play quickly with a rebellion. In return the Protestant will give the Ottoman a card draw; this deal will give the Ottoman either 2 more CP or the extremely valuable SULTAN'S HAREM card.

Spain wants to lock up a faithful Catholic ally, so he shows France that he is holding the GRAND TOUR card. He offers to play it whenever France desires on Turn 3 or 4 if France will ally with him on both of those turns. A firm French alliance will allow Spain to use spring deployment or the SPANISH ROAD Home card to re-

inforce the Netherlands. Spain also inquires about Marguerite de Valois' availability for a marriage to Philip. France defers, saying she'll "get back to Spain on that one."

The Protestant is also interested in a marriage to Marguerite, since he would receive an extra card next turn if she marries Henry of Navarre. Knowing he needs to start his religious campaign in the Netherlands, the Protestant offers to play "no more than 2 cards and treasures in France" this turn, if France marries Marguerite to Henry. As a show of good faith he shows France the HENRY III (ANJOU) event to make it clear to France that he should not try to marry off Charles IX (since he will not survive the turn). France agrees to the deal (and informs Spain that Philip will have to look elsewhere for a match).

Finally, France is concerned about trying to secure a marriage for Henry III. She assumes that Philip will use a point of diplomatic influence to marry one of the two Holy Roman princesses. If Leicester marries the other, France will have no match for Henry. So the French player approaches the English player with a deal. If England does not marry Leicester to a Holy Roman princess, France will: play UNTIMELY DEATH against a target of England's choosing, give England 2 mercs this turn and a card draw next turn (France does not want to give up a card this turn because they might lose the chance to activate Venice with the SULTANA SAFIYE event). Knowing that the low eligibility rating of Leicester makes it unlikely he will earn VP or cards from his marriage, England agrees.

Negotiation Segment – Announce Deals

The Ottoman announces they will receive a card draw from the Protestant.

Spain announces an alliance with France. Spain will spend 1 influence with the Holy Roman Empire to set up a marriage between Philip II and Elisabeth of Austria.

England announces receipt of 2 mercs from France.

France confirms the deals with Spain and England. The alliance is formed and the 2 mercs arrive in London from Paris. France sets up a marriage between Henry III and Anna of Austria by paying one influence with the HRE. France also announces a marriage between Marguerite and Navarre.

The Protestant confirms the Ottoman deal. CIPHER KEY is drawn from his hand by the Ottoman. He also confirms the marriage between Marguerite and Navarre. All three marriages are marked by taking the cards for these Royals and stacking each couple near the Royal Wedding table.

Ransom Segment

Skipped. No leaders are captured.

War Segment

All five powers are offered the option of declaring war and all decline.

Spring Deployment Phase:

Ottoman: Discard OTTOMAN TRIBUTE. Sokollu Mehmed and 5 regulars to Finica.

Spain: Don John, 2 regulars, 2 mercs to Cordoba.

England: Hawkins placed in London (to facilitate building race-built galleons). WALSINGHAM Home card discarded. 2 regulars deployed to Dublin (3 there now total).

France: 1 regular from Paris to Orleans. BLACK QUEEN discarded (so GOUVERNANTE DE FRANCE can be used to bless an upcoming wedding).

Protestant: None. The Protestant only has 1 Home card and his units are bottled up in France.

Action Phase – Round 1

Ottoman: #79 SYNOD OF EMDEN (3 CP). Played as event to complete the negotiated deal with the Protestant. Flip Arnhem, Utrecht, and s'Hertogenbosch to Protestant religious influence. Space count to 33 (no change in VP). Card removed from play.

Spain: #52 FOXE'S BOOK OF MARTYRS for 2 CP. Suppress Heresy action in the Netherlands. 5 dice rolled: 4, 6, 6, 5, and 1. Flip Arnhem, Utrecht, s'Hertogenbosch, and Amsterdam to Catholic religious influence; add Unrest in Arnhem. Space count to 29 (VP change: +1 Spain, -1 England, -1 Protestant).

Impulse is then extended with a 3 CP treasure.

CP1: Don John to Granada with 2 regulars and 2 mercenaries. Field battle with 2 Moriscos there. Spanish roll (5 dice = 4 dice for units and 1 for Don John's Battle Rating): 1, 3, 1, 5, 2 = 1 hit. Morisco roll (3 dice = 2 dice for units, 1 die as defender): 6, 4, 2 = 1 hit. Spain loses 1 mercenary and must retreat back to Cordoba. 1 Morisco remains.

CP2: Naval move. Galleys in Barcelona, Genoa and Cartagena to Gulf of Lyon; Galleys in Messina (1 Spanish, 1 Papal) to Tyrrhenian Sea; Venetian galleys to Adriatic.

CP3: All 5 Spanish and Papal galleys to Barbary Coast; Venetian galleys to Ionian Sea.

England: #31 TREACHERY! for 5 CP.

CP1: Add 1 diplomatic influence with Holy Roman Empire (to 2).

CP2: Build expedition with Drake in Guinea Coast.

CP3: Naval move. Drake to Antilles. Galleon in London to North Sea; Galleons in Portsmouth and Plymouth to English Channel.

CP4-5: Piracy vs. Spain in Antilles. No defense dice. Drake's roll (4 dice = 2 for number of target settlements with full strength expedition; 2 for Piracy Rating): 1, 4, 5, 1 = 1 hit. Spain chooses to award 1 VP to England (instead of a treasure). England now to 2 Piracy VP (11 VP total).

France: #33 GOUVERNANTE DE FRANCE for event (top half). Add +2 Wedding Festivities to marriage of Henry III (Anjou) and Anna of Austria. Card drawn from deck: #89 MARY QUEEN OF SCOTS (Response, 3 CP).

Holy Roman Empire: Currently inactive; impulse is skipped.

Protestant: #16 SULTAN'S HAREM for 5 CP.

CP1-2: Preach Sermon in Netherlands. 5 dice rolled: 4, 1, 6, 4, 2. Major hit of 6 used to neutralize the unrest from the 1. Zutphen, Amsterdam, and Haarlem flip. Space count to 32 (VP change: -1 Spain, +1 England, +1 Protestant).

CP3-4: Rebellion targeting Amsterdam. No Catholic units so automatically successful. Protestants gain political control of Amsterdam and Haarlem (-1 VP to Spain; +3 VP to Protestant). 1 regular and William of Orange placed in Amsterdam.

CP5: Build 1 mercenary in Amsterdam.



After the Protestant impulse

Action Phase – Round 2

Ottoman: #21 FOREIGN VOLUNTEERS for 5 CP.

CP1-2: Build galley in Istanbul (now 6 galleys there).

CP3: Naval move. All galleys in Istanbul to Aegean Sea along with Piyale Pasha. Venetian galleys in Ionian Sea may intercept, but they decline.

CP4: Naval move. Now all galleys in Ionian Sea move to Eastern Mediterranean along with Piyale Pasha. Once again Venetian galleys in Ionian may intercept, but they decline.

CP5: Naval move. All galleys in Eastern Mediterranean, all corsairs in Djerba/Tripoli, Piyale Pasha and Uluch Ali all assemble in North African Coast. Spain declines to intercept from either the Ionian Sea or the Barbary Coast.



After the Ottoman impulse

Spain: #46 SPANISH FURY for 4 CP.

CP1-2: Build fortress in Nombre de Dios/Panama (using Fortress marker on power card)

CP3: Naval move. Venetian galleys join the rest of the Spanish fleet in the Barbary Coast.

CP4: Don John to Granada with 2 regulars and 1 mercenary. Field battle with 1 Morisco there. Spanish roll (4 dice = 3 dice for units and 1 for Don John's Battle Rating): 1, 2, 1, 5 = 1 hit. Morisco roll (2 dice = 1 die for units, 1 die as defender): 1, 2, 2 = no hits. Moriscos eliminated; Morisco Revolt event removed from game. Don John's army remains in Granada (which is still in unrest).

England: #4 GERMAN INTERVENTION for the Mandatory Event. Diplomatic status of HRE is now resolved. Influence plus die rolls are as follows:

Ottoman: 3 influence + roll of 2 = 5

Spain: 0 influence + roll of 6 = 6

England: 2 influence + roll of 4 = 6

France: 0 influence + roll of 5 = 5

Protestant: 1 influence + roll of 2 = 3

Spain and England tied but Spain is listed first in the list of Activate powers at the bottom of the Diplomatic Influence Table so HRE becomes a Spanish ally (not what England intended!). All five HRE influence markers are placed in the Resolved This Turn box under the Holy Roman Empire on the Diplomatic Influence Table.



Baseline VP marker for Holy Roman is placed on the 8 space on the VP track. "Ally of Major Power" marker added on Diplomatic Status Display on Spain/Holy Roman space.

Spain decides not to have the Holy Roman Empire declare war (though he was tempted to have him declare against the Ottoman, but feared losing VP to the Ottoman in future turns). Four cards are dealt as a Holy Roman hand:

- #45 SCURVY (Response, 1 CP)
- #48 COMMISSIONED FROM ITALY (3 CP)
- #49 CONQUEST OF THE PHILIPPINES (4 CP)
- #60 JOHN KNOX (2 CP)

The Mandatory Event resolved, England has 2 CP to spend:

CP1: Naval move. Drake to Spanish Main; Galleon in North Sea joins 2 others in English Channel.

CP2: Add 1 influence to Scotland.

France: #76 UNTIMELY DEATH for the Mandatory Event. As promised during negotiations, France allows England to help choose the target. Don John is chosen and removed from the game.

The Mandatory Event resolved, France has 2 CP to spend. Takes a Plant Operative action to add a French Informant to the Protestant power card.

Holy Roman Empire: Now active, so Spain chooses to play CONQUEST OF THE PHILIPPINES for the event. A new treasure (3 CP) is drawn and placed into the fifth Spanish treasure slot. A Spanish control marker is placed on the Philippines settlement. The card is removed from play.

Protestant: #32 CALVINIST ZEAL as the event to get seven conversion attempts in both France and the Netherlands.

In France: 6 (automatic) and rolls of 4, 1, 6, 5, 6, 2. Use one 6 to neutralize unrest; use another to expand base to Lyon; use the third one to flip under the Catholic unit at Marseilles. In total the spaces flipped are: Lyon, Marseille, Grenoble, Clermont and Dijon. Protestant space count to 37.

In Netherlands: 6 (automatic) and rolls of 1, 6, 5, 1, 4, 3. Take minor conversions in Groningen and Rotterdam. Take major conversions under Catholic units at Utrecht and Antwerp. Add the unrest to Antwerp (Spain loses 1 VP until cleared). Protestant space count to 41. (VP change: -1 Spain, +1 England, +1 Protestant). VP are now:

- **Ottoman:** 14 (unchanged from start)
- **Spain:** 11 (-4 from start)
- **England:** 13 (+2 from start)
- **France:** 10 (unchanged)
- **Protestant:** 15 (+5 from start)

Impulse is then extended with a 2 CP treasure. Gain Intelligence action against France to try and neutralize their Informant. Two dice rolled: 5, 6. Two hits! Protestant neutralizes the French informant with first hit and forces a random card to be discarded with the second (since it was a roll of 6 and France has 3 or more cards in their hand). MURAD III event is selected at random and discarded (in such a case the Mandatory Event does *not* occur).

Action Phase – Round 3

Ottoman: #1 GRAND VIZIER for 5 CP.



After the Ottoman impulse

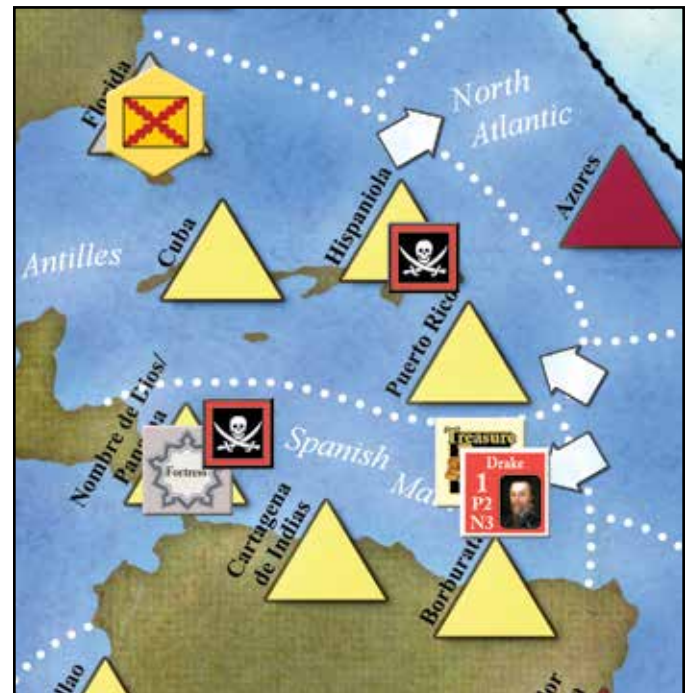
Spain: #43 EXPERIENCED PILOT for 1 CP. With situations relatively stable on all fronts, Spain decides to save resources for later in the turn and just spends his weakest card.

CP1: Naval move. The Spanish fleet moves east into the Ionian.

The Spanish are willing to concede the Cyprus VP to the Ottoman, but don't want to see the Ottomans moving on Malta or pirating further without opposition.

England: #36 THE VIRGIN QUEEN for 5 CP. England thought about using this as an event to pick up a 5 CP card (and thus defer its move until later in the turn). But she wants Drake to strike before the Spanish can build any more World Map defenses.

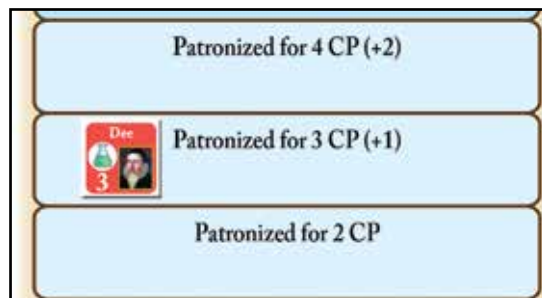
CP1-2: World Map piracy in Spanish Main ocean zone. One die is rolled against the pirates (for the fortress at Nombre de Dios/Panama): 3 = not a hit. Drake rolls 4 dice (since there are 2 settlements of the targeted power bordering the zone, plus 2 dice for Drake's Piracy rating): 2, 5, 2, 2 = 1 hit. Drake's bonus is "**Chooses piracy reward; can repair.** England chooses the reward for any piracy hit when Drake is present, instead of the target power as usual." England elects to deprive Spain of a treasure. Spain's fortress can protect one treasure from piracy, so Spain removes the 4 CP treasure and England draws a marker at random from the four treasures that remain. Sadly it is just a 1 CP treasure. Drake decides not to return home with this meager loot (plus England would rather have the treasure to spend next turn). The treasure is placed under Drake's sea captain counter.



After Drake's World Map piracy

England has 3 CP left to spend from the Home card. She also considers extending the impulse by spending her 2 CP treasure. Any treasure still in England's possession at the end of the Action Phase is lost. After this impulse England will only have two cards (and can thus pass). So spending the treasure now seems like the best course of action.

CP3-5: Sponsor the scientist Dee for 3 CP. He is placed on the Patronage card as shown below:



England now extends their impulse by spending their 2 CP treasure. A race-built Galleon is built in London (since Hawkins is present there).

France: #89 MARY QUEEN OF SCOTS for 3 CP (this is a great card for France before Mary's captured; after that point it is mostly a card for Spain—so France now uses it for CP). There are a lot of Protestant spaces in southern France now. France needs to flip some back before a rebellion strikes. The Protestant promised to only play one more card on behalf of the Huguenots, but if that card comes now it could be bad news.

CP1-2: Suppress Heresy. Five dice are rolled: 3, 4, 4, 4, 2. Minor hits used to flip Dijon, Clermont, and Grenoble (this makes it a lot less useful for the Protestant to rebel at Lyon). Space count to 38 (VP change: +1 Spain, -1 England, -1 Protestant). VP are now:

- Ottoman: 15 (unchanged from start)
- Spain: 12 (-3 from start)
- England: 12 (+1 from start)
- France: 10 (unchanged)
- Protestant: 14 (+4 from start)

CP3: Add 1 Diplomatic Influence to Venice (now at 1). France is still planning to play SULTANA SAFIYE before the turn is over, so this influence will help when that diplomatic status check is made.



After France's impulse

Holy Roman Empire: #60 JOHN KNOX for 2 CP. Build 2 mercenaries in Pressburg. Spain believes they may be able to use Holy Roman mercenaries as a bargaining chip next turn.

Protestant: #84 HENRY III (DUKE OF ANJOU) for the Mandatory Event. Charles IX's counter is removed from the Available to Wed chart. The card played is put on the French power card over top of the picture of Charles IX. The Protestant now has 2 CP to spend (and wants to use up their treasure at the same time). However they cannot use all 4 CP on religious activities since actions selected when playing a treasure must be a different type from the actions generated from a card played for CP earlier in that impulse (11.0).

CP1-2: Rebellion at Utrecht. Knowing that the Dutch Revolt Mandatory Event is still in the Ottoman hand, this move seems more pressing than one in France. 3 dice are rolled (2 for the CP spent and 1 more since Utrecht is a Protestant home space): 5, 5, 4 = 2 hits. The Spanish regular in Utrecht is eliminated. Utrecht and Rotterdam come under Protestant control (Arnhem and s'Hertogenbosch cannot be chosen since they are still Catholic in religious influence). 1 Protestant regular is added to the map in Utrecht.



After the Protestant impulse

Moving Forward

The Ottoman is now up in the fourth round of the Action Phase [They will now play the Dutch Revolt Mandatory Event since the Protestant is down to just one card and it looks like they've hit their high tide mark for the turn. Spain will gain 2 Dutch Revolt Bonus VP, but at least it is not the 3 VP it would have been if that event occurred at the start of the turn.] The players will continue playing cards in this fashion until all six powers have passed in consecutive impulses. Then they proceed to Phases 5, 6, 7 and 8 (Winter Phase, Marriage Resolution Phase, Patronage Phase, and Victory Determination Phase) to complete a turn of play.

THE GAME AS HISTORY

This section outlines the history of the Wars of Religion, organized into the seven turns represented in the game. People, events and artwork listed in bold are represented directly in the game with a counter or event.



The Treaty of Cateau-Cambrésis

Background

The 1555 Peace of Augsburg, negotiated between Charles V and the leaders of the Schmalkaldic League, allowed each German prince to choose the religious affiliation of his realm. The Latin phrase “*Cuius region, eius religio*” (“Whose realm, his religion”) was the operating principle that allowed each prince to choose either Catholic or Lutheran worship for his people. The Augsburg Settlement effectively ended the first round of conflict between Catholics and Protestants. The Protestant side had gained a foothold; religious harmony would reign in Germany for the next 50 years.

However across the Rhine were larger dominions that could not be segmented into small principalities each with their own choice of worship. The largest nation bordering Germany was France. Henry II had acceded to the French throne in 1547 upon the death of his father, Francis I. Despite military threats from a Hapsburg/English alliance, Henry’s forces held their own. Charles V was unable to drive French forces from Metz in 1552, and six years later French forces under Francis, Duke of Guise captured Calais (England’s only continental outpost) in a surprise mid-winter attack. By 1559, all three parties were in desperate need of peace. The peace negotiations revolved around the dispositions of Savoy (represented in *Virgin Queen* by the Grenoble and Turin spaces) and Calais.

The 1559 Peace of Cateau-Cambrésis featured two separate treaties: one between France and England and another between France and Spain. **Philip II**, now ruler of Spain and the Netherlands with the abdication of his father Charles V, played a pivotal role in both negotiations. As king of England (through his wife Mary I), he also needed to look after English interests. However Mary died during the lengthy negotiations, lessening Philip’s interest in getting a good deal for the English. He therefore went ahead and let France hold on to Calais; in exchange France would relinquish

their long-standing claims in Italy. A marriage was part of the deal too: Philip II, now widowed, was slated to marry the eldest daughter of Henry II, **Elisabeth de Valois**.

The treaty was unpopular in France as most hated to abandon France’s decades-long fight for Italian holdings. However peace would give Henry II time to confront the encroachment of Calvinist thought infiltrating in to France from Geneva. Five days of feasting and tournaments were set to celebrate the peace and the marriage of Elisabeth and Philip. On the third day of the tournament Henry suffered a grievous blow from a splintered lance just above his right eye. Although the famed physician Vesalius was summoned from Brussels, Henry died ten days later. Effective rule of France now fell to the regent, Henry’s Florentine wife **Catherine de Medici**. She would have the challenge of leading a land caught in a religious storm between Catholics and Huguenots. Simultaneously she would need to find favorable marital matches for her five young children.

The new ruler of England, Mary I’s half-sister **Elizabeth I**, also would be playing the diplomatic marriage game. A marriage to Philip II was quickly rejected; Elizabeth had witnessed the damage his reign with Mary had caused to England. However she enjoyed no shortage of other suitors. And like Catherine de Medici, this daughter of Henry VIII and Anne Boleyn was inheriting a realm divided along religious lines: over the previous thirty years England had gone from Catholic to Protestant and back again. Which religion would Elizabeth sanction now?

The Wars of Religion are about to begin!



Mary Queen of Scots & John Knox

Turn 1 (1559-1563)

Elizabeth enjoys no early honeymoon period as ruler of England. Immediately she must reshape religious practices throughout the land. Under Mary, England had returned to Catholic worship overseen by the Pope in Rome. Elizabeth’s pro-Protestant religious settlement passes parliament by just three votes. The 1559 Act of Supremacy establishes her as head of the Church of England, once again an institution fully independent from Rome. Thomas Cranmer’s Book of Common Prayer is also reinstated through the 1559 Act of Uniformity. And all but one of the English bishops is replaced by a new clergyman.

Diplomatic affairs for Elizabeth are also complex. In Scotland, a group of Protestant lords rebel against the French rule of the regent Mary of Guise. These Lords of the Congregation turn to Elizabeth for aid. But is she willing to risk war with France when

the ink has barely dried on the Treaty of Cataeu-Cambr sis? After initial delays, Elizabeth sends a small army of 6000 men. Together with an English fleet they besiege the town of Leith, port for the Scottish capital of Edinburgh. The French hold out until the death of Mary of Guise in the summer of 1560. The war concludes with the Treaty of Edinburgh, a deal which ends the Auld Alliance between France and Scotland and maintains the English and French agreements from Cataeu-Cambr sis.

One final stipulation of the Treaty of Edinburgh is that it officially declared Elizabeth to be the recognized queen of England. Her chief rival to that claim is the recently widowed **MARY, QUEEN OF SCOTS**, who steadfastly refuses to ratify the treaty. Mary's husband Francis II, the sixteen-year-old King of France, had died from a horrible ear infection after little more than a year on the throne. She arrives to take the Scottish throne in 1561 amid a tumultuous political climate. As a devout Catholic, she immediately comes under attack from the Calvinist orator **JOHN KNOX**. However Mary is able to place enough Protestant lords in offices of power to stabilize her hold on Scotland for the immediate future. She faces an upcoming decision on remarrying that could hold important implications for both her rule in Scotland and the strength of her claim to the English throne.

Back on the continent, new showdowns between Catholic and Protestants are looming. The Council of Trent reconvenes, and in its eighteenth session outlines the **TRIDENTINE CATECHISM**, "a formulary and method for teaching the rudiments of the faith, to be used by all legitimate pastors and teachers." This document will serve as the basis for Catholic instruction for the next 400 years. In the Netherlands, Guido de Bres creates the **BELGIC CONFESSION**, a set of 37 articles that express the beliefs of Protestants throughout the Low Countries. A copy is sent to Philip II along with a letter stating that the authors would "offer their backs to stripes, their tongues to knives, their mouths to gags, and their whole bodies to the fire" before contradicting the word of this confession.

But it is in France that religious war ignites. The entourage of Francis, Duke of Guise (an ultraconservative Catholic and the hero of Calais) encounters a group of Protestants worshipping secretly in a barn near the town of Vassy. Somehow things turn violent: soon dozens of unarmed Huguenot lie dead. It is just the catalyst needed to incite the Catholics and Huguenots into open warfare: the first of nine French Wars of Religion has begun. This first war runs but one year and includes the Huguenot seizure of towns along the Loire Valley and major sieges at Rouen and Orleans. **Anne de Montmorency**, Constable of France, is captured; Guise is assassinated as the royalist forces lay siege to Orleans. With no end to the siege in sight, Catherine de Medici mediates a peace with the Edict of Amboise, an agreement that permits Protestant worship (albeit in a limited number of locations).

On the World Map:

On the seas, **JOHN HAWKINS** sails to Sierra Leone where he has the fortune to capture a Portuguese ship full with over 300 slaves. He sails to the Spanish Main (on the north coast of South America) and profits by selling those Africans off to the Spanish colonists. For better or for worse, England has entered the slave trade. French raiding of Caribbean ports, started in the 1540s, is still underway, now led by **Jacques De Sores** and **Francois le Clerc**. The French also establish colonies in both Florida (the expedition was led by **Rene Laudonniere**) and Brazil (**Nicolas Durand de Villegaignon**).

Weddings:

The diplomatic marriage between Philip II and Elisabeth de Valois is a success. Both are quickly enamored with each other. However over nine years of marriage they produce only daughters; Elisabeth will die in 1568 after she miscarries with her first son. **William of Orange's** second marriage to the wealthy **Anna of Saxony** is much less amicable. The couple feuds over access to Anna's considerable funds and both are unfaithful. When Anna gives birth to a daughter from a liaison with her lawyer, William has her placed under house arrest and annuls their union. Meanwhile the most eligible royal in Europe, Elizabeth I, receives offers from across the continent. **Charles II** of Austria, younger brother of the new Holy Roman Emperor **Maximilian II**, is the most prestigious suitor. But he refuses to consider a conversion to Protestantism. The Protestant options, Elizabeth's childhood friend Robert Dudley (soon to be **Earl of Leicester**) and the Scottish **Earl of Arran**, are both considered to be below her station. So Elizabeth keeps her options open.

Patronage:

During these years great works are created across Europe. In Istanbul, **Sinan's** masterpiece the **Suleimaniye Mosque** opens while the Ottoman scientist **Seydi ali Reis** publishes his travelogue **Mirror of Countries**. **Titian** completes his famous painting **Diana and Actaeon** on commission for Philip II (this work was recently purchased by the British National Gallery for £50 million). In the Netherlands, **Pieter Brueghel the Elder** is the master, finishing his satire on the conflicts of the Reformation, **The Fight between Carnival and Lent**. French artistic works are led by the poet **Pierre de Ronsard**, who will enjoy royal favor for decades to come, despite frequent changes in who is king.



The Siege of Malta

Turn 2 (1564-1569)

For 25 years, ever since the Battle of Preveza in 1538, Ottoman domination of the Mediterranean Sea had been a fact of life. With **Piyale Pasha's** sack of the Balaeric Islands (1558) and victory over the Christian fleet at Djerba (1560), only the outpost of the **KNIGHTS OF ST. JOHN** on Malta remains to slow Piyale and his corsair ally **Dragut**. On May 18, 1565 an Ottoman armada of 131 galleys, seven galliots and four galleasses arrive on Malta and disembark nearly 30,000 men. The Knights and their allies are outnumbered by a factor of 5 to 1. But the Knights had faced similar odds on Rhodes in 1522 and they are determined to prevail

again. A desperate stand at Fort St. Elmo costs the Ottomans 6000 Janissaries and Dragut, who is mortally wounded by cannon fire during the assault. Bolstered first by a small relief force, “**IL PICCOLO SOCCORSO**,” and later by the Spanish Grand Soccorso, the Ottoman are finally forced to withdraw. After suffering through this bloody siege, the Ottomans will not attempt to capture Malta again.

A year later in 1566 Suleiman once again leads his army up the Danube toward Vienna. Their progress is halted for over a month by the Hungarian garrison at the fortress town of Szigetvar. Just as the city is about to fall, the aged Suleiman dies (due to natural causes). His army does succeed in capturing Szigetvar, though the defending commander, **Nikola Zrinyi**, becomes a Hungarian folk hero when he leads a final sortie from the inner fortress into the Ottoman hordes. Grand Vizier **Sokollu Mehmed Pasha** calls off the advance so he can return to Istanbul and oversee the transition of power to Suleiman’s son, **SELIM II**.

The fragile religious settlement in France is held in place by a two-year long royal progress, the **GRAND TOUR**. Masterminded by Catherine de Medici, this 400-kilometer circuit of the kingdom helps reestablish royal power in the wake of the first War of Religion. Catherine even arranges separate meetings with both Spanish diplomats and her soothsayer **NOSTRADAMUS** along the way. However Calvinist sentiments are not kept in check as successfully to the north. In August 1566, the tension of years of religious repression is released by the tearing down of idols from churches and public squares. This **ICONOCLASTIC FURY** spreads throughout the coastal towns of the Netherlands and forces the current regent, Margaret of Parma, to allow some forms of Protestant worship. Unhappy with Margaret’s conciliatory approach, Philip II dispatches the **Duke of Alva** with 12,000 men to the Netherlands. Alva is forced to take the **SPANISH ROAD** around the eastern edge of France since Catherine de Medici doesn’t want the presence of his Catholic army to incite renewed Huguenot hostilities. Arriving in the Netherlands with a charter to rid the land of heretics, Alva’s strong-armed approach is to tax the Dutch heavily with the **TENTH PENNY** and to launch a tribunal to try and execute heretics, the **COUNCIL OF TROUBLES**. As predicted by Margaret, such approaches only escalate the conflict. Even England is drawn into the fray when Spanish ships are intercepted near Plymouth. These **SPANISH PAY SHIPS** are carrying bullion to pay Alva’s men. Elizabeth’s refusal to return the money to Spain will remain a point of contention between the two nations for years to come.

On the World Map:

John Hawkins sails twice more to the Caribbean, taking a path down the Guinea Coast to capture slaves each time. However the effects of such raids are finally troublesome enough to spur a Spanish reaction. Raiding the east coast of Mexico at San Juan de Ulua, Hawkins is ambushed by a Spanish patrol and narrowly escapes back to England. French New World colonies also suffer a series of setbacks. The colony in Florida is sacked by the Spanish admiral **MENENDEZ DE AVILES**; France Antarctique (in Brazil) is abandoned after being damaged in a series of **PORTUGUESE ATTACKS**.

Weddings:

The wedding with critical political ramifications is the 1565 union of Mary, Queen of Scots and **Henry, Lord Darnley**, both claimants to the English succession. Their son, the future James VI of Scotland, is born just a year after their marriage and is a leading candidate to someday succeed Elizabeth. However on all other fronts, the marriage of Mary and Henry is an unmitigated

disaster. They feud over her refusal to grant him the Crown Matrimonial (which would give him ruling powers in Scotland), his drinking, and her alleged affairs with her secretary, David Rizzio. In the end both Rizzio and Darnley end up murdered with Mary entering a third marriage with the unpopular Earl of Bothwell. The **SCOTTISH LORDS** have seen enough and rebel. James is placed under their protection and Mary is forced to abdicate and flee to England. Once across the border, she becomes a political liability for Elizabeth, who is well aware of Mary’s popularity with Catholics across Europe. For now she remains imprisoned in northern England, though even that is enough to foment a Catholic **RISE OF THE NORTH** in short order.

Patronage:

The passing of the great Ottoman leader, Suleiman, leads to the creation of one of the most famed poems in Turkish literature, *Elegy for Suleiman* by **Baki**.



St. Bartholomew's Day Massacre

Turn 3 (1570-1575)

Pope Pius V is not pleased to see Mary imprisoned in England. In an attempt to support the Rising of the North, he issues the bull *Regnans in Excelsis* excommunicating Elizabeth and declaring that she is “the pretended Queen of England and the servant of crime.” He releases all her subjects from any allegiance to her. The pontiff also has a plan to deal with the Ottoman menace. In response to the Ottoman conquest of Cyprus, Pius V announces the formation of a **HOLY LEAGUE** uniting the naval forces of Spain, Venice and the Papacy against the Turk. Philip II’s half-brother, **Don John of Austria** is placed in command of the united fleet. The two fleets, numbering over 200 galleys each, meet near Lepanto on the west coast of Greece. After five hours of fighting the Christians win a decisive victory. Their superior firepower, especially that provided by Venetian **GALLEASSES**, proves to be the decisive edge. Although the **GRAND VIZIER** Sokollu Mehmed will see that the fleet is rebuilt quickly, the Ottoman aura of invincibility is gone. Don John becomes one of the greatest military heroes of 16th Century Europe.

Back in the Netherlands, the repressive tactics of the Iron Duke (of Alva) are taking their toll on the Protestants. Over 1000 people are executed during the seven-year reign of Alva’s “Council of Blood.” The Catholics are even able to train for a reintroduction of Catholicism to England through the founding of an **ENGLISH COLLEGE IN DOUAI**. This school instructs up to 150 students, each preparing to become a Jesuit missionary who will slip into England in the years ahead.

However the Protestant sympathizers in the Netherlands are preparing for a lengthy struggle as well. At the **SYNOD OF EMDEN**, 29 exiled Calvinist leaders get together and officially form the Dutch Reform Church. Meanwhile a partisan naval force, the **SEA BEGGARS**, is expelled from England as Elizabeth tries to appease the Spanish. Without a port available to them, the Sea Beggars decide it is time to capture the seaside towns of Brielle and Flushing. The **DUTCH REVOLT** is back underway. Encouraged by the success at Brielle, other Dutch towns rebel. **William of Orange** is chosen to lead the newly-formed Dutch government.

On the World Map:

With armies now committed against the Ottomans and Dutch, Philip II's expenses are monumental. Luckily his revenues from the New World are also on the rise. A Spanish colony is established at Manila in the Philippines. Soon a second Pacific **TREASURE FLEET** will make a yearly journey across the Pacific to Acapulco with treasures from the Orient. Seeking riches themselves, **Francis Drake** of England and **Guillaume le Testu** combine forces for an attack on Panama. They initially capture a mule train carrying South American silver, but a Spanish fleet off-shore captures (and executes) le Testu in the subsequent fight. Drake is forced to build a raft to reach his off-shore fleet and make good his escape. One pirate who is not so lucky is **Klein Henszlein**: the only notable German pirate of the period is captured and executed, bringing his 13-year career of North Sea piracy to an abrupt end.

Weddings:

Despite Catherine de Medici's efforts with the Grand Tour, hostilities continued between Huguenot and royalist forces in France. A brief second War of Religion was followed by a bloodier third war. In this later conflict the Huguenots were defeated at Poitiers but were able to regroup in southern France. Soon they had captured Toulouse and marched north up the Rhone River Valley. Tired of the bloodshed and in significant debt, the 20 year-old king **Charles IX** negotiates the 1570 Peace of Saint Germain-en-Laye. The Protestants are allowed to retain four fortified towns including Cognac and their new capital of La Rochelle.

The weddings during these years are all related to these religious conflicts as well. Charles IX is in need of an heir and so must be married at once. He cannot marry **Anna of Austria**, as she is to become the fourth (and most successful) wife of Philip II. So he instead marries Anna's devout Catholic sister **Elisabeth of Austria**, a match designed to send a signal of solidarity to the Catholics of Europe. Finally, what better way to cement this new peace in France than a wedding between Huguenot and French royals? So Catherine de Medici arranges for a marriage between her daughter **Marguerite de Valois** and the new Protestant leader, **Henry of Navarre**, son of **JEANNE OF NAVARRE**. This high profile wedding at last brings the wealthy and influential Huguenots back to the Catholic city of Paris. Just six days after the wedding, on **SAINT BARTHOLOMEW'S DAY**, the Huguenot military leader **Admiral Coligny** is assassinated. Days of violence (and the fourth War of Religion) ensue, with Huguenots being slaughtered in both the capital and towns across France. Luckily for Henry Navarre, his new wife ensures his safety during the massacre.

Being witness to and partially responsible for such carnage shakes the constitution of the fragile Charles IX. He falls into decline and is dead within 18 months. His younger brother **Henry III** is next in line to the throne. The healthiest of the Valois men, Henry is off in Poland at the time of Charles' death, having won

the recent **POLISH ROYAL ELECTION**. On his travels to Poland he became enchanted with the alluring **LOUISE OF LORRAINE**. Though not a noble, she becomes Henry's bride soon after his return to claim the throne of France.

Patronage:

The talents of the French royal family's portrait artist, **Francois Clouet**, are put to the test during this time of engagements and weddings. His best work comes from this period, a *Portrait of Elisabeth of Austria*, the new queen of France. Architectural work is also in vogue, though it briefly comes to a halt in France with the death of Catherine of Medici's chief architect, **Philippe de L'Orme**. The largest contribution to architecture is made by the Venetian **Palladio**. His *Four Books of Architecture*, published at this time, become the standard texts on architecture until the 19th Century.



Drake Returns

Turn 4 (1576-1581)

Henry III's younger brother, **Francis, Duke of Alencon** becomes a thorn in the side of the royal family. Disgruntled that neither of his older brothers would place him in a position of authority, Alencon flees the French court and joins a group that is happy to have someone in line for the throne—the Huguenots. Henry of Navarre also leaves court and formally takes command of the Huguenot armed forces. German **REITERS** from the Palatinate invade eastern France in support of Alencon. With this growing collection of Protestant forces arrayed against him, Henry III is forced to accept Alencon's terms. The Peace of Monsieur thus ends the fifth War of Religion on terms very favorable to the Huguenots, who are granted the right of public worship in all cities of France except the capital.

Reaction against the peace is immediate from the Catholic factions in France, led by **Henry, Duke of Guise**. Enlisting financial support from Spain, Henry founds the Catholic League, an ultra-Catholic faction based in northeastern France. The French Estates-General, dominated by Guise, vote to cancel the terms of the Peace of Monsieur. A brief sixth war of religion follows, with the royalist forces fighting as one with the Catholic League. Soon the Huguenots are forced to accept a new peace that limits their worship to just one town in each judicial district.

Under a new Sultan, **MURAD III**, the Ottoman threat wanes. (Murad is known more for his attention to his **HAREM** and his favorite wife, the Venetian **SULTANA SAFIYE**, than for his military

exploits.) This respite allows Philip to appoint Don John to head the Spanish forces in the Netherlands opposing William of Orange's growing rebellion. Before Don John can arrive, bands of leaderless, unpaid Spanish troops go on a campaign of looting known as the **SPANISH FURY**. Don John is forced to accept the Pacification of Ghent which calls for most Spanish troops to be sent out of the Netherlands. Disgruntled and ineffective, Don John succumbs to typhus and dies. Before he death he nominates his successor, the able commander **Alexander Farnese, Duke of Parma**. Parma quickly requisitions a new army from Spain and convinces the southern (French-speaking) provinces to pledge loyalty to Spain and form the **UNION OF ARRAS**. William of Orange reacts immediately, uniting the northern provinces in the Union of Utrecht. The battle lines for the next phase of the Dutch Revolt have been drawn. To gain legitimacy for the newly united north, William looks for a foreign monarch willing to accept sovereignty over the Netherlands. Elizabeth is the first choice, but she declines to avoid antagonizing Spain. So William offers the post to the Duke of Alencon and issues the **ACT OF ABJURATION**, formally renouncing Philip as the rightful king over the Netherlands.

On the World Map:

The world-wide political situation changes dramatically with the presumed **DEATH OF KING SEBASTIAN** of Portugal at the Battle of Alcácer-Quibir in Morocco. The Portuguese succession is muddy enough that **DOM ANTONIO**, illegitimate grandson of King Manuel I, proclaims himself the new king. However Philip II also has a claim to the throne through his mother. He sends the Duke of Alba's army to crush Antonio's forces and assure Spanish control of their Iberian neighbor (and its overseas empire). Despite losing this first struggle, Antonio soon resurfaces in both France and England, two countries loathe to see Spanish power on the increase world-wide.

English activity is also on the rise. Although John Hawkins remains in England to serve as Secretary of the Navy overseeing Elizabeth's naval building program, a new English explorer takes to the seas. **Martin Frobisher's** three expeditions sail to Northern Canada in search of a **NORTHWEST PASSAGE** to China. Frobisher reaches Baffin Island and the Hudson Strait and brings back a mysterious black stone with flecks of gold. Unfortunately tests on it conclude it is just pyrite. A much greater success is achieved by Francis Drake, who begins an intended voyage of circumnavigation in 1577. Although down to a single ship after crossing the Straits of Magellan, Drake is able to pull in loot from the Pacific coast of South America, an area of the Spanish empire still undefended. By the time he and 59 men return to Plymouth in 1580, Drake is carrying a fortune that nearly equals the crown's revenues for a single year.

Weddings:

Elizabeth exchanges gifts with Drake and knights him for his deeds. Conveniently, a French delegation is in London negotiating the possible betrothal of Elizabeth with the Duke of Alencon. Elizabeth gets the French ambassador to perform the knighting of Drake to show tacit French approval for his raids against the Spanish. Alencon is one of the few suitors for Elizabeth's hand that makes the effort to travel to London and meet her in person. Although enchanted by her young "frog," Elizabeth knows a marriage to him would prove unpopular. She bids him farewell, writing the famous poem "On Monsieur's Departure" to document her sadness at that moment.

Patronage:

A happier moment occurs in Madrid near this time. A veteran of Lepanto, **Miguel Cervantes**, had been captured by Barbary corsairs in 1575. After 5 years as a slave in Algiers, he is at last ransomed by his parents and returns to Madrid. He will begin his literary career part-time, mixing it in with work as a purchasing agent for the **SPANISH ARMADA**. The one notable scientific achievement of the period is the publication of **one of the world's first atlases** by **Gerardus Mercator**, also inventor of the Mercator map projection.



Spanish Fury

Turn 5 (1582-1587)

Back in 1576, **Maximilian II** had died and his eccentric son **RUDOLF II** had become Holy Roman Emperor. An introvert by nature, Rudolf prefers the quiet of Prague to the bustle of Vienna. He begins work on a new wing of Prague Castle to house his varied collections of natural objects and works of art. Some of the greatest artists and scientists in Europe are invited to work at his court (which he officially moves to Prague in 1583).

William of Orange's plan to have the Duke of Alencon rule over the Netherlands looks better on paper than it works in practice. Alencon insists on attending Catholic services, making him a foreigner who has neither a common country nor a shared religion with the Dutch he is supposed to be ruling. Alencon's frustrations culminate in 1583 when he decides to try a military coup to seize Antwerp. A trap is sprung on his army instead and he barely escapes with his life. Disgraced, Alencon flees to France, only to contract malaria and die.

William's personal safety is in peril as well; a 1580 proclamation offered 25,000 crowns and a pardon from Philip II to anyone who would kill the Prince of Orange. Miraculously he survives a 1582 attempt on his life as a bullet passes through his cheek and misses his brain. However he is not so lucky the second time: two years later he becomes the first head of state to be killed by a concealed **HANDGUN**. Leadership of the Dutch cause passes to his son, **Maurice of Nassau**.

Maurice faces a difficult task for the Duke of Parma's army has been reinforced to over 60,000 men. Brussels and the southern provinces fall quickly and even mighty Antwerp is put under siege. The key to capturing Antwerp is the river Scheldt. In an impressive feat of **SIEGE ENGINEERING**, Parma's army constructs a huge pontoon bridge to block that river and cut off the city. The Protestant defenders send flaming barges against the pontoon but it holds. After a one-year siege, the town's mayor **Philips of Marnix** (who is also a writer, cryptographer and William's chief advisor) surrenders the city. Fortunately Parma grants the citizens lenient terms, even giving Protestant citizens the option to migrate north

into Dutch-controlled cities.

The assassination of William of Orange sends shock waves over to London. Elizabeth is also the head of a Protestant state; might not she be targeted for assassination in the same fashion? In fact her efficient spymaster, **SIR FRANCIS WALSHINGHAM** does uncover two such plots, one led by Francis Throckmorton (1583) and the other by Anthony Babington (1586). Both times Mary Queen of Scots is also implicated for the plan is to free her from captivity and place her on the throne of England once Elizabeth is dead. Keeping Mary alive any longer is becoming too dangerous. Despite Elizabeth's qualms about killing another female head of state, she has Mary beheaded. Also executed during this period are Jesuit priests trained at Douai, most notably **EDMUND CAMPION**. Despite the support of **ENGLISH RECUSANTS** that hide the Jesuits in **PRIEST HOLES** built into their country estates, most of these Douai priests are arrested and interrogated by either Walsingham or the notorious **RICHARD TOPCLIFFE**.

Elizabeth's other concern is Spain's growing strength that is threatening to overwhelm the Dutch. Her current policies of New World piracy and under-the-table support for the Dutch are not proving sufficient. She therefore signs the Treaty of Nonsuch to send English troops and the Earl of Leicester to the Netherlands. She also authorizes Drake to begin raids on the coast of Spain. His Cadiz raid of 1587 catches Philip just as he is preparing a **SPANISH ARMADA** to invade England. Plans for the invasion of England, known as the "**ENTERPRISE OF ENGLAND**," had been drawn up by Philip's best admiral, the **Marquis of Santa Cruz** and financed by an **ARMADA INDULGENCE** sponsored by Pope Sixtus V.

On the World Map:

Elizabeth's other measure against Spain is to begin English efforts to found a New World empire. She takes the recommendation of **Sir Walter Raleigh** and has Richard Grenville establish a colony at Roanoke Island off the coast of present-day North Carolina. The first English citizen born in the New World, **Virginia Dare**, is born at that site in 1587.

Weddings:

The trying times in the Netherlands described above are hardest on William of Orange and his various wives. His third wife, Charlotte of Bourbon, spends months after the 1582 attempt on his life nursing him back to health. In the end it is her strength that fails and she herself perishes. William takes a wife for the fourth time soon thereafter, marrying **Louise de Coligny**, the daughter of the French admiral murdered at the start of the Saint Bartholomew's Day Massacre. And tragedy continues to follow Louise as within 15 months William too lies dead.

Patronage:

El Escorial, started by **Juan Bautista de Toledo** 21 years before, is finished by **Juan de Herrera**. Herrera then becomes the founder and first director of the **Academy of Military Architecture**, a precursor to the modern Academy of Sciences.



Race-built Galleon vs. Spanish Galleon

Turn 6 (1588-1593)

Fighting breaks out for the first time since the reign of Suleiman between the Ottomans and Holy Roman Empire in 1591. Thus starts the so-called Long War, a conflict that will last until 1606. Most of the fighting and sieges are along the Danube in the region of modern-day Slovakia and western Hungary. The Ottomans hope for a decisive win to allow for a siege of Vienna; the Holy Romans are hoping for the same result so they can retake Buda. Neither side is successful.

The Long War is just a side show to the main events of this period in England and France. For on July 21, 1588, the Spanish Armada is finally ready to set sail from Corunna for the English Channel. Santa Cruz had died of typhus over the previous winter; command of the great fleet passed to the Duke of Medina Sidonia. His plan is to take the Armada to the Netherlands and use it to support an amphibious landing near Dover by the Duke of Parma's Army of Flanders. Once in the Channel, the Armada encounters the English fleet led by Charles Lord Howard. A series of running engagements follow. The superior range of the English gunnery and the maneuverability of their race-built galleons allow them to harass the Armada without risking a close range action. Still, they cannot prevent the Spanish from reaching Calais. Once anchored off that French port, Medina Sidonia learns with disappointment that it will be six days before Parma's army is ready to embark for England. (Communication between the two Spanish forces had been spotty and Parma was never given a good estimate for the arrival of the Armada). The English see their opportunity and send **FIRE SHIPS** in to attack the anchored Spanish fleet. The Spanish cut their anchors and engage the English off the coast near Gravelines. The combat is deadly to both sides, but eventually the Spanish fleet is driven north by a steady "Protestant wind". While waiting for a potential Spanish landing on the east coast of England, Elizabeth delivers her famous **TILBURY SPEECH**:

I know I have the body of a weak and feeble woman; but I have the heart and stomach of a king – and of a King of England too, and think foul scorn that Parma or Spain, or any prince of Europe, should dare to invade the borders of my realm.

But no invasion is to come. The demoralized Spanish decides to return to Spain around the coasts of Scotland and Ireland and preserve what strength they can. However the Armada's numbers are decimated by gales that blow the ships into the rocky shores.

Only half of the original ships are able to return to Spain. It is the greatest defeat in Spanish history; Philip II's reputation is shattered.

The following year the English attempt to capitalize on their ascendancy with a "counter armada" attack on Spain. Led by Drake and **Sir John Norreys**, this English Armada hopes to receive popular support for placing Dom Antonio on the Portuguese throne. After raiding Corunna, the English disembark north of Lisbon and march on the city. However the popular uprising never materializes. Without proper siege equipment, the English force is compelled to withdraw. The expedition limps back to England having failed to accomplish any of its objectives and having lost 30 ships.

If the situation in England is tense, in France it is just plain chaotic. Five of the six powers represented in the game send armies into France during this six-year span. Furthermore, a three-sided war breaks out between the Huguenots, French Royalists, and the Spanish-backed Catholic League—and all three powers are led by a commander named Henry! Starting in 1587, this "War of Three Henries" starts with King Henry III taking his royalist troops into the field to support the Catholic League led by Henry, Duke of Guise. They confront the Huguenot army of Henry of Navarre who is trying to connect with a large German army. These reiters have been sent to aid the Huguenots from the Holy Roman Empire after funds for their pay are contributed by Elizabeth I. The first round of the fighting goes to Navarre, who leads the Royalist army south into Huguenot lands and defeats them decisively at the Battle of Coutras.

However, the strategic advantage swings toward the Catholic League. On May 12, 1588, in an event known as the **DAY OF THE BARRICADES**, a spontaneous uprising against Henry III throws control of Paris to the Duke of Guise. Catholic League power continues to grow as they force Henry III to sign an edict prohibiting Huguenots from holding public office or claiming the French throne. Henry III has no choice but to strike back: he lures the Duke of Guise into a trap and has him and his brother (a cardinal) assassinated. He then merges forces with the Huguenots for a joint move to retake Paris.

However Henry III's popularity now hits rock bottom. His vacillation between Catholic and Protestant camps and his assassination of a Catholic cardinal lead preachers in Paris to call for his removal as an "agent of Satan." In August 1589, he too is assassinated. His death should yield the French crown to Henry of Navarre. But Navarre's claim is discredited due to his Protestant beliefs. A number of other candidates are put forth, including the Duke of Mayenne, brother of the murdered Duke of Guise. Mayenne takes to the field to drive Navarre's forces into the sea but is soundly defeated at the Battle of Arques in Normandy. The tables are soon reversed and Navarre puts Paris under siege. By late summer 1590, the situation for Parisians is desperate and thousands die to starvation. Only a Spanish relief force led by the Duke of Parma prevents the city's capture.

The wars in France continue for three more years. More Spanish troops are sent in, thwarting Protestant efforts to seize the ports on the Channel coast. Despite numerous successes on the battlefield, Henry of Navarre is no closer to gaining control of the staunchly Catholic town of Paris. Realizing that he would only gain the throne by converting back to Catholicism, he states that "**PARIS IS WORTH A MASS.**" With his conversion the people of France at last have a king that they can fully support. Support for the Catholic League melts away and Henry IV is crowned as the new French king.

On the World Map:

The English navigator **Thomas Cavendish** returns late in 1588 from a circumnavigation planned to emulate Drake's earlier success. Cavendish uses a similar strategy of raiding along the Pacific Coast and finishes his voyage in nine fewer months than it took Drake.

John White, governor of the Roanoke Island colony, finally returns there in 1590. His resupply voyage has been delayed for two years because of the attack of the Spanish Armada. Arriving at Roanoke, he discovers that the settlement is abandoned. The fate of the **LOST COLONY** is unknown to this day.

Weddings:

None of note.

Patronage:

Several great paintings are created at this time, though the most notable were expressionist works that did not gain renown until later centuries. **El Greco** finishes his masterpiece the *Burial of the Count of Orgaz* depicting a popular local legend. Meanwhile, Rudolf II's stable of artists in Prague is similarly busy. **Giuseppe Arcimboldo** completes a painting of the emperor as *Vertumnus*, god of the changing seasons, depicting Rudolf as a collage of fruits and vegetables!



Navarre Enters Paris

Turn 7 (1594-1598)

The undeclared war between England and Spain continues on several fronts. Unexpected aid to the Spanish cause comes from the **IRISH REBELLION** of Hugh O'Neill. Fighting against the English presence in Ulster, O'Neill widens the conflict by appealing for Spanish aid. It will take nine years for England to bring Ireland back under control. Meanwhile Spain is preparing to strike again at England proper. A raiding force crosses the English Channel and loots Cornwall in 1595. Over the next two years, two new Spanish Armadas sail for England. However in each case **STORMS** scatter the fleet before it can cross the Bay of Biscay. England is even subject to attacks on their east coast from the **DUNKIRKERS**, pro-Catholic pirates operating from ports in the southern Netherlands. Elizabeth's response is to team up with the Dutch for a joint naval attack on the Spanish port of Cadiz. The raid is surprisingly successful: the town is set fire and Spain is forced to sink the newly-arrived silver ships to keep them from falling into English hands.

By 1598, France is ready to put the wars of religion behind them. Henry IV issues the Edict of Nantes, providing a number of civil rights to Huguenots. At last peace can come to France. Closure is also coming to this era in Spain. By the summer of 1598, Philip II's health is failing. He is racked by severe attacks of gout, fever and dropsy. In September he dies with rule of Spain passing to his son, Philip III.

Even in England, it is acknowledged that the Elizabethan Age will end soon. Robert Cecil and the Privy Council open secret negotiations with James VI of Scotland to prepare for a smooth succession. Elizabeth does live five more years until 1603. Upon her death James I of England is raised to the throne. The English and Scottish crowns are united, and the era of the **VIRGIN QUEEN** is over.

On the World Map:

John Hawkins and Francis Drake decide to team up one last time for a major attack on the Spanish Caribbean. The size of this **DRAKE/HAWKINS EXPEDITION** is immense for a transatlantic voyage: 27 ships and 2500 men. Their target is a damaged treasure ship in harbor in San Juan, Puerto Rico. However the greatly strengthened Spanish naval defenses thwart the English. Even a subsequent attack on Panama is turned away by the experienced Spanish garrison now posted at that critical isthmus. Both Hawkins and Drake fall ill and perish.

Now it is the Dutch that get a voyage of circumnavigation (by **Olivier van Noort**) underway in 1598. Van Noort does not return until 1601 (after the time period of the game); his voyage does serve as inspiration for the founding of the Dutch East India Company.

Weddings:

None of note.

Patronage:

The English Renaissance hits its peak with playwrights such as **Christopher Marlowe** and **William Shakespeare** leading the way. Shakespeare's *Romeo and Juliet*, is published in 1597 (just before the end of the period represented in *Virgin Queen*). However several key works are still a few years off. The first part of **Miguel de Cervantes'** great novel *Don Quixote* will not be ready for publication until 1605. Likewise **William Gilbert** is 2 years from publishing his work on magnetism, *On the Magnet*. And **Johannes Kepler** is about a decade away from completing his *Laws of Planetary Motion* (though all the data for Kepler's studies are complete, having been compiled decades earlier by **Tycho Brahe**). Soon the Renaissance will be coming to an end; the Age of Reason approaches.



Outdoor Sermon

Card FAQ

- 1 **GRAND VIZIER:** If played to cancel an event, play it after the event is declared but before it is resolved. Can not be used to cancel Mandatory Events, Combat cards, Response cards (even when played as an event during a player's impulse), or Home cards. *Cannot add regulars to Algiers, Djerba/Tripoli, or spaces under siege.*
- 2 **OTTOMAN TRIBUTE:** Spain or Holy Roman may not offer tribute if they have neither a card nor a treasure in their hand. If tribute is accepted the 2 CP of actions are also cancelled. *Not playable as event to declare war on Venice or Holy Roman Empire if their diplomatic status was already resolved this turn.*
- 3 **SPANISH ROAD:** Playable only if Milan is under Spanish control and is not under siege or in unrest. Leader moved to Milan may not start this impulse under siege. This move may not be intercepted.
- 5 **PAPAL BULL:** Elizabeth may only be excommunicated once per game. Ignore this event entirely if the Papacy's Diplomatic status has already been resolved this turn; place the card in the discard pile and then the power playing the card spends 2 CP. *All bonus actions may be declined even if valid actions exist.*
- 6 **SELIM II:** Selim must always be the Ottoman ruler at the start of Turn 3. To ensure this, assume this card can *never* be chosen when a player is forced to discard. In games with less than 5 players, this card may also fail to be played if the Ottoman is deactivated during Turn 1 and this card was not dealt that turn. In this case retrieve the SELIM II card from the deck during the Turn 2 Winter Phase and trigger its event at this time.
- 10 **SIEGE ENGINEERING:** The FLOODING card does not appear in the Two-Player Tutorial, so only the first use is applicable in the Two-Player Tutorial.
- 11 **DRAGUT FALLS:** If Dragut is eliminated, Uluch Ali naval leader enters the game at the start of the next turn. In the Tutorial Scenario, VP cannot be awarded to Spain. Instead the Ottoman loses 1 VP (use a Slave Trader -1 VP token to remember this loss). *First option triggers after piracy results are applied (so this card can itself be lost to a piracy attempt).* The second option on this card may be played as an event during your impulse.
- 13 **REITERS:** Space chosen may not be under siege or in unrest, nor may it contain land units controlled by another major power. This card may be played as an event during your impulse. *Can not be played in the middle of the execution of another event to make an unoccupied space occupied (e.g in the middle of the SEA BEGGARS event).*
- 15 **STORMS:** Effects only last for this one impulse; may not be used to stop TREACHERY! event. *May be used to disrupt naval movement and piracy during the SULTAN'S HAREM event.* The second option on this card may be played as an event during your impulse.
- 16 **SULTAN'S HAREM:** May not be played before the first impulse of the Action Phase.
- 17 **ARMY MUTINY:** Target power gets to choose which regulars are retained and which ones lost. A power may use his Home Card (but not a Mandatory event) to retain regulars. *Place unrest last (after breaking any sieges that may be affected).*
- 18 **CITY STATE REBELS:** Target space cannot be under control of its major power ally either. *It may be an independent fortified space controlled by a major power.*
- 21 **FOREIGN VOLUNTEERS:** This card does allow Spain to add regulars to spaces in the Netherlands to Oran or to Malta and the Ottoman to add regulars to Algiers or to Djerba/Tripoli (where they normally can not construct units).
- 22 **GENOESE BANKERS:** If played by the Ottoman before they have constructed the Suez Canal they launch a damaged expedition without a colony.
- 26 **IL PICCOLO SOCCORSO:** Can be used to add regulars in spaces where they normally cannot be constructed (for Spain in the Netherlands, Oran, and Malta; for the Ottoman in Algiers and Djerba/Tripoli).
- 28 **MORISCO REVOLT:** Players may wish to leave this card out near Spain until the Morisco unit has been removed from the game to remind players of the Winter Phase effect. If the Ottoman is inactive in a game with less than 5 players, England should spread unrest from this event. *A leader present in Granada when the event is played is captured by the Ottoman.*
- 30 **RULER FALLS ILL:** Option 2 of this card may not be used to target the Duke of Guise. *It can be used to target a leader under siege. If a Spanish leader is targeted, the Spanish player can choose to return him to either Madrid or Milan.*
- 31 **TREACHERY:** "Where a besieging power does not meet the requirements for assault" refers to situations where normal assault is not possible because of a lack of a LOC or because of the presence of enemy naval units. *Naval units and leaders are not counted when determining whether or not the space falls.*
- 33 **GOVERNANTE DE FRANCE:** *A French royal must be betrothed to enable the card draw or the retrieval of GRAND TOUR from the discards.* GRAND TOUR may be played immediately if desired. Displace units if necessary because of ending the war between France and the Protestant. For the rest of the turn, place the Turn Marker on its flip side to remind players of this card's effect. *For the second option, if there is only one space remaining that is under both Protestant political control and Protestant religious influence, the religious flip is dropped (since it is illegal to flip the final space) but the political flip is retained.*
- 34 **HOLY ROMAN INTERCESSION:** Holy Roman may not be At War with either power when event played. Unrest may be placed in occupied spaces. *Leader may be moved even if under siege.*

Card FAQ

- 35 PATRON OF ARTS & SCIENCES:** If Rudolf dies or marries, immediately remove the +2 Prague Cultural Center marker from the artist/scientist sponsored by this event.
- 36 THE VIRGIN QUEEN:** If still in hand when Elizabeth is assassinated, can only be played for CP that turn, then cannot be selected in later turns. Can be used to retrieve a previously canceled card from the discard pile.
- 41 BORDER REIVERS:** May be played even if Mary Queen of Scots has already been played in response to the same Diplomatic Status check for Scotland. This card may be played as an event during your impulse.
- 42 CATHERINE'S FLYING SQUADRON:** Play after event and target space is declared but before the event is resolved. If canceling GERMAN RECRUITMENT CURTAILED played by the HRE, all mercenaries are saved as long as at least one of the target spaces is in France. If used to cancel JEANNE OF NAVARRE, that card remains in play and is placed in the discard pile.
- 43 EXPERIENCED PILOT:** Marker is lost if sea captain winters in a colony. A sea captain can never have more than one marker. This card may be played as an event during your impulse.
- 44 SACK!** Adjacent enemy-controlled fortified spaces under siege by another power may still surrender -- if so besieging units are also displaced.
- 45 SCURVY:** The second option on this card may be played as an event during your impulse.
- 51 EL DORADO:** If played against DRAKE/HAWKINS EXPEDITION (card 106), remove both sea captains from the map.
- 52 FOXE'S BOOK OF MARTYRS:** The conversion attempts are rolled even if there were not enough Catholic spaces in England to take both switches to Protestant influence.
- 53 GRAND TOUR:** Card is removed from play if played after the Catholic League is formed—even if just played for CP. Card or treasure awarded from French hand is specifically chosen, not drawn at random.
- 56 INDEX OF PROHIBITED BOOKS:** Placing the artist or scientist on the Turn Track serves as a reminder that this power may not sponsor another artist (or another scientist) until next turn. The artist or scientist reenters play next turn.
- 57 IRISH REBELLION:** Count the total number of regulars in Dublin plus Kinsale and then halve that number (rounding down). The English removes this number of regulars from these two spaces in any combination they desire. Then repeat for mercenaries.
- 58 JEANNE OF NAVARRE:** If used to start a rebellion, power playing the card chooses the target. Not playable as an event if France is allied with the Protestants. Cannot cancel French home card when it is played for CP.
- 59 JOHN HAWKINS:** If piracy is attempted twice with the 5 CP of actions and both fail to generate a 4 or higher, England takes two -1 VP Slave Trader markers.
- 61 MENENDEZ DE AVILES:** The fortress placed need not come off those available to build this turn on the Spanish Power Card.
- 66 SEA BEGGARS:** The piracy roll is lost if the Protestant (or two other powers) have already initiated piracy in the North Sea this turn. Piracy allowed even if the Protestant and Spain are not at war.
- 68 TAXIS FAMILY COURIERS:** Draw a card from the deck even if you don't have a second card in hand to give to another player.
- 78 RISING OF THE NORTH:** For the Rebellion action, follow the procedure in 19.4 starting with Step 2. Does not count against Spanish limit of one English Catholic Rebellion attempt per turn.
- 80 THE BLACK QUEEN:** If the Assassination targets the same power as the newly placed Informant, add 2 extra attack dice for the Informant even though he was not in place at the start of the Impulse. First option cannot be chosen if France has used their Assassination attempt this turn. With the second option, France can use this to take a Gain Intelligence or Plant Operative action (even though those only cost 2 CP).
- 81 WALSINGHAM:** If played as a response in face-to-face play, must be played before any dice are rolled.
- 84 HENRY III (ANJOU):** If Charles IX has been murdered due to a marriage result (dropping France to an Admin Rating of 0 with no card bonus) and Henry III has also been assassinated before this card is played, the card bonus remains 0 and the Admin Rating is now 1.
- 86 POLISH ROYAL ELECTION:** Mandatory Events may not be played for the election; home cards may be. In the case of a tie, France scores the 2 VP if they are one of the tied powers. If not the Holy Roman scores the VP. A power can only make a roll if it contributes a card or treasure.
- 89 MARY QUEEN OF SCOTS:** May be played even if Border Reivers has already been played in response to the same Diplomatic Status check for Scotland.
- 91 CIPHER KEY:** It is legal to move your Cipher Key marker off one power's Power Card and directly onto a different power.
- 92 DOUBLE AGENT:** An enemy informant is an informant from any other power. There is no requirement that you be At War with that power. This informant must start the impulse on the power card of the player triggering the event.
- 95 LOUISE OF LORRAINE:** Can be played to a player with a male Royal to marry that male royal to Louise. Only the highest of the two Eligibility Ratings will be used since this is considered a marriage between 2 royals of the same power. Louise doesn't age until she enters play and is present on the Available to Wed chart.
- 97 ST. BARTHOLOMEW'S DAY MASSACRE:** No Assassination attempt occurs against Coligny if France has used their Assassination attempt this turn.

Card FAQ

- 98 SULTANA SAFIYE:** First option on card is not playable in a game with less than 5 players if the Ottoman is inactive.
- 99 SPANISH ARMADA:** Armada must be in Spanish home port for land units to be built on it. Armada must be in Seville, Corunna or Lisbon to be upgraded.
- 100 ENTERPRISE OF ENGLAND:** Count spaces under Spanish control even if they are Catholic (i.e., some spaces may count for more than one of these items). Ignore Unrest entirely when making these counts.
- 103 ACT OF ABJURATION:** Forces must be moved to a space in the Netherlands under Protestant political control. An offer may be accepted from a power at war with the Protestant; in this case immediately flip their status from At War to Allied. *France may not make an offer if currently a Spanish ally.* The bonus VP marker awarded from this event is “Master of Netherlands”. The space chosen may be in unrest. It must be Protestant-controlled and free of units controlled by other major powers. The space should be designated in the offer (but there is nothing preventing the Protestant from suggesting his preferred destination while everyone is trying to figure out what they’d like to offer).
- 106 DRAKE/HAWKINS EXPEDITION:** This expedition carries 2 treasures if both captains are undamaged; 1 treasure otherwise. The expedition can still destroy a fortress, even if just 1 captain remains (and even if he is damaged). If Northwest Passage is played against a Drake/Hawkins expedition, resolve it as follows: first roll against Drake’s (higher) Navigation rating. If that fails the expedition is cancelled and you should have each captain roll individually to see if he survives.
- 109 UNION OF ARRAS:** Even after this event, Walloons remain the only units that Spain may build in the Netherlands. Spaces chosen for change of political control or religious influence may not *be in unrest, under siege,* or contain units that are enemies of Spain. *The Spanish player must flip 5 spaces if there are enough eligible targets.* If there are not enough Spanish regulars in the Netherlands to displace them on a one-for-one basis as Walloons are added, just displace all Spanish regulars that are in the Netherlands (and you can still add up to 4 Walloons). If the Dutch capital is in a split orange/yellow space it is removed. Place the capital marker on the Turn Track; it may reenter play during a rebellion on a future turn.
- 110 DUNKIRKERS:** No piracy marker is placed. The state of war between these powers is not changed. The piracy roll occurs even if no Spanish naval units are present.
- 111 PARIS IS WORTH A MASS:** *May be played regardless of who currently controls Paris.* Displace units if necessary because of switching political control of spaces near Paris. Paris is treated as a split French/Huguenot home space for the rest of the game. *Place the Huguenot capital marker even if it’s on the Turn Track from removal earlier in the turn.*
- 112 DAY OF THE BARRICADES:** Do not count Walloons when counting Spanish regulars near Paris. *May be played regardless of who controls Paris.*



Marriage Bonuses

The table below consolidates all the marriage ratings and bonus descriptions for all Royals in the game into a single table. Use it as a reference tool to arrange the most favorable matches for your royals

Royal	Country	Turn	Rating	Bonus
Philip II	Spain	1	3	-1 card on Turn 2 if he breaks prearranged marriage to Elisabeth de Valois. (This includes if France announces that Elisabeth is marrying someone else or if the result is Last Minute Cancellation)
Earl of Leicester	England	1	1	If unmarried, stays in the pool as a 1 every turn Elizabeth I is in
Elizabeth I	England	1	5	+1 Virgin Queen VP at end of each turn she remains unmarried (thru Turn 5)
William of Orange	Protestant	1	2	If marriage result does not score VP (specifically the results of 7, 8, 10/11, or 12), William returns to the pool to start the next turn at Eligibility Rating of 2. He is removed from the game (along with the Army Leader counter) if a Husband Murdered result is obtained.
Earl of Arran	Protestant	1	1	After marriage, Protestant immediately resolves a Preach Sermon action in Scotland
Charles II of Austria	HRE	1	2	-1 card on next turn to England or Protestant if their royal marries him
Elisabeth de Valois	France	1	2	Has prearranged marriage to Philip II on Turn 1; +1 Valois Marriage VP when she marries
Anna of Saxony	HRE	1	1	Husband's power +1 card next turn
Don Carlos	Spain	1	2	Must reroll highest marriage result die. Take this reroll before Anna of Austria's if the two marry.
Mary Queen of Scots	France	2	3	Husband's power adds 2 influence in Scotland; resolve her wedding immediately (in Diplomacy Phase)
Henry, Lord Darnley	England	2	1	Add 2 French influence in Scotland if he marries Mary Queen of Scots
Charles IX	France	2	3	+1 Valois Marriage VP when he marries (may not marry a French royal other than Mary Queen of Scots)
Anna of Austria	HRE	3	2	May reroll lowest marriage result die if desired (Reroll choice is made by HRE unless they are inactive, in which case husband's power decides).
Henry III (Anjou)	France	3	3	+1 Valois Marriage VP when he marries (may not marry a French royal other than Mary Queen of Scots)
Marguerite de Valois	France	3	3	+1 Valois Marriage VP when she marries (may not marry a French royal)
Henry IV (Navarre)	Protestant	3	3	Protestant +1 card next turn if he marries a French royal (Louise of Lorraine played by France is not a French royal).
Louise of Lorraine	Any	3	2	Added by event card, not associated with any specific power
Elisabeth of Austria	HRE	3	2	If she marries a French or Spanish royal, that power immediately resolves a Suppress Heresy action
Rudolf II	HRE	4	2	Loses patronage Home Card bonus if marries (place marker on Holy Roman power card)
Louise de Coligny	Protestant	4	2	If she marries an English or Protestant royal, that power +1 card next turn
Duke of Alencon	France	4	1	+1 Valois Marriage VP when he marries (may not marry a French royal other than Mary Queen of Scots)
Isabella Clara Eugenia	Spain	5	2	Husband's power is +1 on all patronage rolls if her husband is a ruler (place marker on husband's power card)

Leader Entry Table

Leader	Turn	Type	Power	Leader	Turn	Type	Power
Don John	2	Both	Spain	Santa Cruz	4	Naval	Spain
Leicester	2	Army	England	Parma	4	Army	Spain
Henry III	2	Army	France	Norreys	4	Army	England
William of Orange	2	Army	Protestant	Henry of Navarre	4	Army	Protestant
				Maurice of Nassau	5	Army	Protestant

Sea Captain Table

Sea Captain	Turn	Power	Bonus (and additional explanation)
Murat Reis	1	Ottoman	Never dies from navigation rolls. If a navigational result normally would eliminate him, place him on the Turn Track to reenter play next turn.
Hawkins	1	England	Creates race-built Galleons (London, T3). Starting with Turn 3, galleons built in the London space are placed on their race-built side if Hawkins is present in that space.
le Testu	1	France	May instead be used as scientist. See 22.2 for details.
Villegaignon	1	France	Free colonist. If a colony marker is available, add it to his expedition without paying the usual 1 extra CP.
de Sores	1	France/Protestant	Fortresses do not roll against him. Skip those rolls when resolving piracy by de Sores. Fortresses do still protect 1 treasure from a random draw. Available on first come, first serve basis to either France or the Protestant.
le Clerc	1	France/Protestant	P2 in Antilles. Available on first come, first serve basis to either France or the Protestant.
Henszlein	1	Holy Roman	Costs 2 CP to Build Expedition. The Holy Roman Empire has no colonies so these may not be added to his expeditions.
Laudonniere	1	Protestant	Free colonist. If a colony marker is available, add it to his expedition without paying the usual 1 extra CP.
Drake	3	England	Chooses piracy reward; can repair. England chooses the reward for any piracy hit when Drake is present, instead of the target power as usual. Drake may choose to use up a piracy hit in order to repair his expedition (flip his damaged counter over to the front side).
Frobisher	4	England	Special NW Passage effects. If his expedition is targeted with the event Northwest Passage, his expedition is automatically cancelled, but he is never killed.
Raleigh	5	England	Free colonist. If a colony marker is available, add it to his expedition without paying the usual 1 extra CP.
Cavendish	5	England	P2 in Mexican & Chilean Coasts.
van Noort	5	Protestant	P2 in Mexican & Chilean Coasts.

Science Bonuses

Bonus	Description	Eligible Power (and additional explanation)
Coastal Fortification	Spain may build 2 World Map Fortresses per turn	Spain only. 2 fortresses placed on Power Card in Card Draw Phase
Cryptography	Roll 1 extra die Espionage attack or defense	Any power.
Dry Dock	Naval losses immediately return to force pool.	Any power. Does not apply to minor power allies.
Excavation	+2 to Suez Canal rolls	Ottoman only.
Map Projection	+1 to Navigation rolls	Any power except Spain.
Observatory	+2 to Science rolls; return this scientist to pool	Any power. May patronize scientist in a future turn.
Plantation	Free colony each expedition; +1 to colony rolls	Ottoman, England, France or Protestant.
Ravelin	Roll 1 extra die when defender in Assault	Any power. Applies for defense of any fortified space you control, regardless of which units are defending.
Telescope	+1 to Intercept/Avoid Battle rolls (land and naval)	Any power. Does not apply if all units are minor allies and/or lent naval units.

Cover Art:

Courtesy of Beverley R. Robinson Collection, U.S. Naval Academy Museum
 The Decisive Action with the Armada Off Gravelines, July 30th 1588
 Etching by David Law after a painting by Oswald W. Brierly (1882)



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