

A MIGHTY FORTRESS

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[8.5] COMBAT RESULTS TABLE

RATIO OF ATTACKER'S STRENGTH TO DEFENDER'S STRENGTH

DIE	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1+
1	A2	A2	D2	De	De	De	De	De	De
2	Ae	A2	Ex	Ex	Ex	D1	Ex	D2	D2
3	A2	A1	A2	D2	D1	D2	De	De	De
4	A3	A2	A3	A2	D2	D3	D2	D2	De
5	Ae	A3	Ae	Ex	A2	Ex	D3	De	De
6	Ae	Ae	Ae	Ae	Ae	De	De	De	De

KEY TO ABBREVIATIONS USED :

A = ATTACKER

D = DEFENDER

Ex = EXCHANGE (THE SIDE WITH FEWER COMBAT FACTORS/UNITS IS ELIMINATED,
AN EQUAL NUMBER OF THE OPPOSING SIDE'S UNITS ARE ELIMINATED,
ONLY UNITS PARTICIPATING IN THE ATTACK MAY BE ELIMINATED)

e = THE AFFECTED FORCE IS ELIMINATED

= THE AFFECTED FORCE MUST RETREAT THE INDICATED NUMBER OF HEXES

[9.2] SIEGE COMBAT RESULTS TABLE

RATIO OF ATTACKER'S STRENGTH TO DEFENDER'S STRENGTH

DIE	1-1	2-1	3-1	4-1	5-1	6-1+
1	D2h	D2h	D2	D1/2e	De	De
2	Ex	D2h	D2h	D2	D1/2e	De
3	A2	Ex	D2h	D2h	D2h	D1/2e
4	A2	A2	Ex	D2h	D2h	D2
5	A1/2e	A1/2e	A2	Ex	Ex	D2h
6	Ae	A1/2e	A1/2e	A1/2e	A2	Ex

KEY TO ABBREVIATIONS USED :

A = ATTACKER

D = DEFENDER

Ex = EXCHANGE (THE SIDE WITH FEWER COMBAT FACTORS/UNITS IS ELIMINATED,
AN EQUAL NUMBER OF THE OPPOSING SIDE'S UNITS ARE ELIMINATED,
ONLY UNITS PARTICIPATING IN THE ATTACK MAY BE ELIMINATED)

e = THE AFFECTED FORCE IS ELIMINATED

1/2e = AT LEAST HALF OF THE AFFECTED FORCE IS ELIMINATED, THE REMAINDER OF THE
FORCE IS RETREATED 2 HEXES (HONOURS OF WAR ARE POSSIBLE)

h = HONOURS OF WAR POSSIBLE (SEE CASE 9.3)

A2 (or D2) = THE ATTACKER (OR DEFENDER) RETREATS TWO HEXES

NOTE : SIEGE ATTACKS OF LESS THAN 1-1 ARE NOT ALLOWED

[10.4] THEOLOGICAL DEBATE RESULTS TABLE

RATIO OF CHALLENGER'S STRENGTH TO DEFENDER'S STRENGTH

DIE 1-4 1-3 1-2 1-1 2-1 3-1 4-1 5-1 6-1+

1	Cp1	Cp2	Cp1	Db	Db	Db	Db	Db	Db
2	Cb	Cp1	S	S	S	Dp1	S	Dp1	Dp2
3	Cp1	Cx	Cp1	Cp1	Dx	Dp2	Db	Db	Db
4	Cp2	Cp1	Cx	Dp1	Dp1	Dx	Dp1	Dp2	Db
5	Cb	Cp2	Cb	S	Cx	S	Dp2	Db	Db
6	Cb	Cb	Cb	Cb	Cb	Db	Db	Db	Db

KEY TO ABBREVIATIONS USED :

C = CHALLENGER

D = DEFENDER

B = BURNED AT THE STAKE (THE AFFECTED UNIT IS ELIMINATED; SEE CASE 11.17)

X = EXILED TO HOME COUNTRY; THE MISSIONARY MUST BE MOVED TO SOME CITY IN HIS HOME COUNTRY

OTHER THAN THE ONE HE MAY BE IN. SUCH A CITY MAY NOT BE OCCUPIED BY ENEMY COMBAT UNITS.

IF SUCH A CITY DOES NOT EXIST THEN THE MISSIONARY IS CONSIDERED IMPRISONED FOR 2 YEARS.

p1 (p2) = IMPRISONED FOR 1 (2) YEARS . THE UNIT IS TO BE REMOVED FROM THE MAP TO BE RETURNED 1 OR 2 FULL TURNS AFTER REMOVAL. THUS A MISSIONARY IMPRISONED FOR 1 YEAR IN THE 1540 GAME TURN IS RETURNED IN 1542.

S = STALEMATE (THE DEFENDER MUST, IN THE NEXT MOVEMENT PHASE, EITHER LEAVE THE HEX OR CHALLENGE THE OTHER PLAYER TO A NEW DEBATE)

ATTACKS AT LESS THAN 1-4 ARE TREATED AS 1-4.

[16.2] CITY INCOME SCHEDULE

City	Income	City	Income	City	Income
Antwerp*	6	Corunna*	5	Palermo*	2
Athens*	3	Dijon*	2	Paris*	2
Augsburg	4	Dublin*	1	Plymouth*	1
Barcelona*	4	Edinburgh*	1	Prague*	4
Belgrade*	2	Florence	1	Ravenna*	1
Bologna*	1	Geneva	1	Rome*	4
Bordeaux*	4	Genoa	1	Rouen*	3
Bremen*	3	Lisbon*	1	Sienna	1
Brest*	4	London*	6	Stockholm*	3
Bucharest*	3	Madrid*	3	Trier*	1
Buda*	3	Magdeburg*	3	Turin	1
Cagliari*	1	Mainz*	1	Venice	2
Calais	3	Marseilles*	4	Vienna*	7
Cologne*	1	Milan	2	Wittenburg	3
Constantinople*	6	Naples*	4	York*	3
Copenhagen	1	Nuremburg	1	Zurich	1

NOTE : CITIES WITH AN ASTERISK (*) START THE GAME IN THE CONTROL OF ONE OF THE PLAYERS. THEY CAN SUPPLY FULL INCOME **ONLY** TO THE ORIGINAL CONTROLLING PLAYER. IF HELD BY ANY OTHER PLAYER, THEY PROVIDE ONLY ONE-HALF THE INDICATED INCOME (ROUNDING FRACTIONS UP).

A MIGHTY FORTRESS

Player Card

ENGLAND

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Historically, France was the bitter enemy of England; and the English under Henry 8 had been valiantly trying to regain their former French possessions. Towards this end, it would appear that the Hapsburgs make excellent bedfellows; however, the sticky problem of the "Divorce" question (if you're playing the advanced version) can through quite a wrench into that alignment. It might even cause the English player to negotiate arrangements with the Lutherans. In any case, England's problem is that because of her location, her moves are often telegraphed. Likewise, she is easily defensible, although other countries often take a swipe at Dublin. The English player who can take Scotland and retain Calais will be well on the road to a successful game. England's main objectives, however, are still French territories and the Netherlands.

Initial Deployment of Forces

Hex Location

Units

1107 Dublin

1 Army

1312 Plymouth

2 Armies, 2 Navies

1708 York

1 Army, 2 Navies

1711 London

2 Armies, 2 Navies

1912 Calais

2 Armies



A MIGHTY FORTRESS

English

Victory Conditions

Note : The four sets of objectives listed below are mutually exclusive; i.e. **points are gained** using only one set of objectives for a particular game, and that set is used in its entirety. The objectives listed under **points lost**, however, are always the same **regardless of which variable Victory Conditions are in use** (See Section 19.0 for procedure).

Set 1 : Historical Objectives (use in the Basic Game)

Gain Points for Controlling

Antwerp	10
Bordeaux	8
Brest	6
Edinburgh	8
Paris	10
Rouen	8

Set 2 : Variable

Gain Points for Controlling

Bordeaux	8
Brest	8
Corunna	4
Edinburgh	6
Lisbon	4
Madrid	2
Paris	10
Rouen	8

Set 3 : Variable

Gain Points for Controlling

Antwerp	8
Brest	8
Copenhagen	4
Edinburgh	8
Norway	4
Paris	8
Rouen	10

Set 4 : Variable

Gain Points for Controlling

Antwerp	8
Bordeaux	4
Brest	4
Copenhagen	6
Edinburgh	8
Lisbon	4
Paris	10
Rouen	6

Points Are Lost For Failure To Control

Calais	7
Dublin	4
London	15
Plymouth	7
York	7

Points Are Lost If Hapsburgs Control

Hesse	4
Saxony	4

Points Are Lost If Lutheran Missionary In England : 2

A MIGHTY FORTRESS

Player Card

France

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Until Charles 5 combined the Hapsburg possessions with Spain into one giant empire, France was the most powerful country in Europe. Thus, the major objective of France is to break the Hapsburg ring. As the game begins, Francis 1 is planning a third war against Charles after losing the first two. Francis claims: Naples, Navarre and the Netherlands; but is also interested in Italy, especially Milan and Genoa. France should take as many of the petty Italian duchies as the other players allow; however, France will have troubles, for aside from the Hapsburgs he has England to contend with. England still holds French soil (Calais), and the French want it back. True, France's relationship with Scotland is quite close (thus Scotland is considered "French" for game purposes), and this might even things out. To neutralize England would allow France to concentrate on the Hapsburgs, or perhaps expansion even into Germany (e.g. Metz). In these endeavours, France will often find herself allied with a strange bag of players, but the Ottoman s usually provide excellent assistance. In some cases deals can be made with the Lutheran player.

Initial Deployment of Forces

Hex Location	Units
1504 Edinburgh	2 Armies
1520 Bordeaux	2 Armies, 2 Navies
1714 Rouen	2 Armies, 2 Navies
1815 Paris	2 Armies
2117 Dijon	2 Armies
2223 Marseilles	4 Armies, 2 Navies



A MIGHTY FORTRESS

French Victory Conditions

Note : The four sets of objectives listed below are mutually exclusive; i.e. **points are gained** using only one set of objectives for a particular game, and that set is used in its entirety. The objectives listed under **points lost**, however, are always the same **regardless of which variable Victory Conditions are in use** (See Section 19.0 for procedure).

Set 1 : Historical Objectives (use in the Basic Game)

Gain Points for Controlling

Antwerp	5
Calais	4
Edinburgh	4
Florence	2
Genoa	4
London	2 *
Metz	3
Milan	6
Naples	5

Navarre	6
Plymouth	2 *
Sienna	2
Turin	3
York	2 *

* Control of : London, Plymouth, and/or York yields the French Player 4 Victory Points each if England has been excommunicated; (see Section 18.0)

Set 2 : Variable Gain Points for Controlling

Antwerp	5
Barcelona	3
Calais	4
Corunna	3
Florence	3
Genoa	5
Madrid	3
Metz	3
Milan	7
Navarre	5
Plymouth	4 *
Sienna	2
Turin	3

* Control of Plymouth yields the French Player 8 Victory Points, if England has been excommunicated; (see Section 18.0)

Set 3 : Variable Gain Points for Controlling

Calais	4
Corsica	1
Dublin	3
Edinburgh	5
Franche Comte	3
Genoa	2

London	3 *
Metz	2
Milan	5
Naples	5
Navarre	5
Plymouth	2 *
Sardinia	3
Turin	2

* Control of London yields the French Player 6 Victory Points, and control of Plymouth yields the French Player 4 Victory Points, if England has been excommunicated; (see Section 18.0)

Set 4 : Variable Gain Points for Controlling

Antwerp	5
Barcelona	3
Basel	2
Calais	4
Corsica	3
Dublin	3
Edinburgh	3
Franche Comte	3
Genoa	4
Metz	3
Milan	5
Naples	4
Navarre	5
Turin	3

Points Are Lost For Failure To Control

Bordeaux	7
Brest	6
Dijon	6
Marseilles	6
Paris	20
Rouen	6

A MIGHTY FORTRESS

Player Card

Ottomans

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In 1531 the Ottoman Empire, under the rule of Suleiman the Magnificent, was at the height of its power. Impressive victories in the early 16th century had led it to the very gates of Vienna, where, in 1529, they were finally turned back. Thus, as the game begins, the Ottoman's first objective is to regain Hungary and then prepare for a second thrust at Vienna and Prague. Venice is a possible alternative, a goal which may be combined with Ottoman objectives in the Mediterranean, – control of Sicily and even Sardinia. If the Ottomans can achieve these successes they may even try to seize some Spanish ports or head into Germany. Defensively, Ottoman cities are hard to take, and the Ottoman has a relatively secure area. The Ottoman player will often find that France is a willing ally, as their enemies are similar while their objectives are not.

Initial Deployment of Forces

Hex Location	Units
3917 Buda	4 Armies
4021 Belgrade	2 Armies
4620 Bucharest	2 Armies
4829 Athens	2 Armies, 4 Navies
5323 Constantinople	2 Armies, 4 Navies



A MIGHTY FORTRESS

Ottoman

Victory Conditions

Note : The four sets of objectives listed below are mutually exclusive; i.e. **points are gained** using only one set of objectives for a particular game, and that set is used in its entirety. The objectives listed under **points lost**, however, are always the same **regardless of which variable Victory Conditions are in use** (See Section 19.0 for procedure).

Set 1 : Historical Objectives (use in the Basic Game)

Gain Points for Controlling

Augsburg	3
Barcelona	4
Hungary	6
Nuremburg	3
Prague	8
Sardinia	4
Sicily	6
Venice	6
Vienna	10

Set 2 : Variable

Gain Points for Controlling

Crete	2
Dalmatia	2
Hungary	8

Milan	4
Naples	6
Prague	6
Sicily	6
Venice	6
Vienna	10

Set 3 : Variable

Gain Points for Controlling

Augsburg	2
Bologna	2
Hungary	8
Milan	4
Naples	4
Nuremburg	2
Prague	6
Sicily	4
Venice	8
Vienna	10

Set 4 : Variable

Gain Points for Controlling

Barcelona	4
Hungary	8
Naples	6
Prague	2
Rome	6
Sardinia	4
Sicily	6
Venice	2
Vienna	12

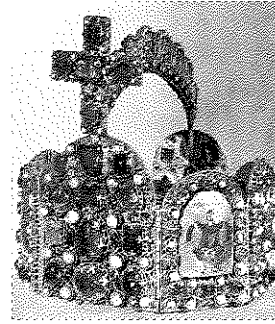
Points Are Lost For Failure To Control

Athens	10
Belgrade	5
Bucharest	10
Buda	5
Constantinople	20

A MIGHTY FORTRESS

Player Card

Hapsburgs



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Theoretically, the most powerful force in Europe as a result of his inheritance, Charles 5's Hapsburg domain is, in reality, fragmented and troubled. He has great strength, but much of that strength is occupied. The Hapsburg player has many enemies and many objectives. The Turks must be repelled, and for this he will need help, possibly even from the Lutheran player. The Pope can be a staunch ally, but few Papal players will trust the Hapsburg player; he is just too close for comfort. And then there is France, who is seeking to gobble up all the smaller Hapsburg possessions. The Spanish forces of the Hapsburgs can be quite useful in diffusing this threat and even making incursions into France itself (if France can be kept busy with England). England is often a likely ally of the Hapsburgs, although the Divorce question can be a thorn in this relationship. Thus, the Hapsburg player has great strength, but he also has many enemies and a diversified victory list with areas all over the map. The Hapsburg player should do his utmost to keep the other players off balance and to keep from extending himself in too many directions at once. Finally, the Hapsburg position is the most difficult to play in the game.

Initial Deployment of Forces

Hex Location	Units
2608 Bremen	2 Armies, 6 Navies
2712 Hesse	2 Armies
2807 Brunswick	2 Armies
2811 Hesse	2 Armies, 3 Navies
2812 Hesse	3 Armies
2909 Magdeburg	1 Army
2911 Anhalt	1 Army
2912 Mansfield	1 Army
3012 Saxony	1 Army, 1 Navy
3112 Saxony	2 Armies
3211 Saxony	2 Armies, 1 Navy
3401 Stockholm	6 Armies



A MIGHTY FORTRESS Hapsburgs' Victory Conditions

Note : The four sets of objectives listed below are mutually exclusive; i.e. **points are gained** using only one set of objectives for a particular game, and that set is used in its entirety. The objectives listed under **points lost**, however, are always the same **regardless of which variable Victory Conditions are in use** (See Section 19.0 for procedure).

Set 1 : Historical Objectives (use in the Basic Game)

Gain Points for Controlling

Belgrade	4
Brandenburg	4
Bucharest	4
Buda	7
Dijon	5
Dublin	3
Hesse	5
London	4*
Marseilles	4
Milan	6

Saxony	5
Wurttemberg	3

* Control of London yields the Hapsburg Player 8 Victory Points if England has been excommunicated; (see Section 18.0)

Set 2 : Variable

Gain Points for Controlling

Basel	2
Belgrade	2
Brandenburg	5
Buda	8
Dijon	4
Hesse	5
Marseilles	4
Milan	6
Saxony	5
Venice	6
Wurttemberg	5
Zurich	2

Set 3 : Variable

Gain Points for Controlling

Athens	3
Augsburg	3
Belgrade	3
Bordeaux	5
Brandenburg	3
Buda	7
Corsica	3
Crete	3
Dublin	3
Genoa	4
Hesse	5
Saxony	5
Venice	4
Wurttemberg	3

Set 4 : Variable

Gain Points for Controlling

Antwerp	3
Basel	4
Bavaria	4
Bordeaux	3
Brandenburg	4
Buda	8
Dublin	3
Hesse	5
Lisbon	2
Milan	6
Saxony	5
Turin	4
Wurttemberg	3

Points Are Lost For Failure To Control

Antwerp	4
Barcelona	4
Corunna	4
Franche Compte	3
Hungary	4
Madrid	8
Naples	3
Navarre	4
Palermo	2
Prague	4
Sardinia	2
Vienna	6

Points Are Lost If Lutheran Controls

Cologne	2
Mainz	2
Trier	2

A MIGHTY FORTRESS

Player Card

Lutherans

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The Lutheran objectives are quite obvious, if not so simple: convert as much of Europe as possible. Theoretically, the German states were ruled by the Holy Roman Emperor (Charles 5); however, by the time of the beginning of the game the split between the German princes and Charles was great. Thus the Lutheran player will find the Hapsburg player an implacable enemy, one whom he can keep off balance only by making excellent alliances against. Initially, the Lutheran should not have too much trouble taking the areas he needs such as Mecklenburg, Augsburg, etc. Remember that to lose certain areas is to lose replacement capability, so watch out for this. As Lutheranism spreads the player will find it increasingly difficult to hold on. Alliances with England (with its naval capability), France or even the Turks can prove useful. The Lutheran player has some interesting diplomatic possibilities; however, watch out for those Jesuits and prepare for them.

Initial Deployment of Forces

Hex Location	Units
2608 Bremen	1 Army, 1 Missionary
2712 Hesse	2 Armies
2807 Brunswick	1 Army, 1 Missionary
2811 Hesse	2 Missionaries
2812 Hesse	2 Missionaries
2909 Magdeburg	1 Army, 1 Missionary
2911 Anhalt	1 Army, 1 Missionary
2912 Mansfield	1 Army, 1 Missionary
3012 Saxony	2 Armies
3112 Saxony	2 Missionaries
3211 Saxony	2 Missionaries
3401 Stockholm	3 Missionaries



A MIGHTY FORTRESS

Lutheran Reinforcements/ Victory Conditions

REINFORCEMENTS

Turn/Year	Hex/Location	Units
1540	Rome (3226)	1 Jesuit
1533	Mecklenburg (any hex)	1 Army
1533	Mecklenburg (any hex)	1 Missionary
1534	Wurttemberg (any hex)	2 Armies
1534	Wurttemberg (any hex)	4 Missionaries
1537	Augsburg (2814)	1 Army
1537	Augsburg (2814)	2 Missionaries
1538	Brandenburg (any hex)	3 Armies
1539	Brandenburg (any hex)	4 Missionaries

Note : The Lutherans receive these reinforcements **only if** they have converted the areas listed for the reinforcements.

VICTORY CONDITIONS

Gain Points for Conversion of

Ansbach	3
Augsburg	1
Basel	1
Bavaria	3
Bohemia	1

Cleve	2
Cologne	3
Copenhagen	1
Cracow	1
Danzig	1
England	3
France	2
Konigsburg	1
Mainz	3
Mark	2
Munster	2
Nassau	3
Netherlands	1
Norway	1
Nuremburg	3
Palatinate	3
Posen	1
Riga	1
Trier	3
Tyrol	2
Warsaw	1
Zurich	1

Lose Points for Catholic Conversion of

Anhalt	4
Basel	1
Bremen	3
Brunswick	4
Hesse	7
Magdeburg	5
Mansfield	4
Norway	1
Saxony	9
Sweden	2
Zurich	1

Points Are Lost For Ottoman Control of

Prague	5
Vienna	6

A MIGHTY FORTRESS

Player Card

Papacy

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The Pope's objectives are simple: stop the rise of Lutheranism and make sure that the other Catholic countries do the same. In combating the Lutherans, the Jesuits can be remarkably potent and, used wisely, they can regain areas with startling rapidity. The Pope must keep an eye on the countries who might feel that the Papal States present a juicy target, ill defended as they are; however, the Pope must also watch the Ottomans closely; they can move quite swiftly and they have the only real navy in the Mediterranean that isn't busy. The French and Habsburgs will also be trying to take over: Milan, Florence, etc. Thus, until 1540, the Pope must not be too aggressive; his power arrives late in the game. He must hold on to all he can, a feat which he must accomplish more by diplomatic pressure than by military might. The Pope's objectives are somewhat more diffuse than the other players, and it is not hard for him to gain points. What he must do is make sure he doesn't lose too many.

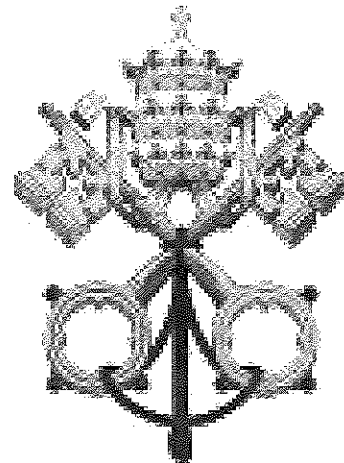
Initial Deployment of Forces

Hex Location

2411 Cologne
2413 Trier
2612 Mainz
3021 Bologna
3122 Ravenna
3226 Rome

Units

1 Army
1 Army
1 Army
1 Army
1 Army
2 Armies



A MIGHTY FORTRESS

Papal Reinforcements /Victory Conditions

REINFORCEMENTS

Turn/Year	Hex/Location	Units
1540	Rome (3226)	1 Jesuit
1541	Rome (3226)	2 Jesuits
1542	Rome (3226)	2 Jesuits
1543	Bavaria (any hex)	2 Jesuits
1544	Cologne (2411)	2 Jesuits
1545	Vienna (3614)	2 Jesuits
1546	Rome (3226)	2 Jesuits
1547	Bavaria (any hex)	2 Jesuits
1548	Cologne (2411)	1 Jesuit
1548	Trier (2413)	1 Jesuit
1548	Mainz (2612)	1 Jesuit
1549	Vienna (3614)	3 Jesuits
1550	Rome (3226)	3 Jesuits
1551	Bavaria (any hex)	3 Jesuits
1552	Rome (3226)	3 Jesuits

VICTORY CONDITIONS

Gain Points for Conversion of

Bavaria	2
Brandenburg	4
Hesse	4
Palatinate	2
Saxony	5
Wurttemberg	2
Any other German area	1

Gain Points for Having Jesuit in

Basel	4
Norway	2
Stockholm	2
Zurich	3

Gain Points for

Any Non-German City or Area won back from the Lutherans and held at the end of the game (1 each)

Combat Unit or Missionary in England 4

Each Italian State (excluding the Papal States) controlled 3

Points Are Lost For Foreign Control of

Bologna	3
Ravenna	3
Rome	10

Points Are Lost For Ottoman Control of

Prague	3
Venice	5
Vienna	4

Points Are Lost For Hapsburg Control of

Marseille	3
Milan	6

Points Are Lost If Lutheran Controls

Cologne	3
Mainz	3
Trier	3

Points Are Lost For French Control of

Any 4 Italian States	4 total
Any 3 Italian States	3 total
Any 2 Italian States	2 total

Note: The Papal Player receives points simply for converting a German area, whether or not the Lutherans had ever converted it.

The Papal Player receives points for non-German areas **only if**, the Lutherans first converted it and then the Jesuits reconvert the same area and hold it at the end of the game.

A Mighty Fortress

September 25, 2011

Player Card Errata

Habsburg Correct Initial Deployment :

0422 Corunna	2 Armies, 6 Navies	2318 Franche Comte	1 Army
0927 Madrid	2 Armies	2417 Franche Comte	1 Army
1424 Navarre	2 Armies	3331 Palermo	1 Army, 1 Navy
1926 Barcelona	2 Armies, 3 Navies	3417 Prague	2 Armies
2211 Antwerp	3 Armies	3427 Naples	2 Armies, 1 Navy
2317 Franche Comte	1 Army	3614 Vienna	6 Armies

Habsburg Variable Victory Conditions

- Set 2 Receive 2 Points for control of Geneva instead of Basel
- Set 4 Receive 2 Points for control of Geneva instead of Basel

Lutheran Reinforcements

- There is no Jesuit reinforcement in Rome in 1540
- In 1533 in Mecklenburg receive 2 Missionaries instead of 1

Lutheran Victory Conditions

- Receive 1 point for control of Geneva instead of Basel
- Lose 1 point for Catholic Conversion of Geneva instead of Basel

French Victory Conditions

- Set 3 Receive 6 Points for control of Calais instead of 4
- Set 3 Receive 4 Points for control of Corsica instead of 1
- Set 4 Receive 2 points for control of Geneva instead of Basel
- Lose 6 Points for Failure to control Bordeaux instead of 7

Ottoman Initial Deployment

- Receive at 4829 Athens only 1 Fleet, not 4 Fleets

Papal Victory Conditions

- Gain 3 Points for having a Jesuit in Geneva instead of in Basel