

Here I Stand

How to Play

How to use this presentation

Here I Stand is a complex game that has a long rule book and potentially long “teach”

This is meant to be a high level overview of what the game is and how some of its mechanics work

This is not meant to be a replacement for the rulebook or the “teach” but may prove useful for new players to look over before showing up for the game session

Overview

- 2-6 players “war game” of the Protestant Reformation
 - Each player controls a power* (faction):
 - Ottoman
 - Hapsburg
 - England
 - France
 - Papacy
 - Protestant
- This is player order
Called “Impulse Order”
- Each player will have a Power Card that has some rules and tokens/spaces on it
 - Point-to-Point map of Europe

*In this document, the terms “power”, “player” and “Major Power” will be used interchangeably. There are also Minor Powers, which are different than a Major Power, and will be explained later

Example of a Power Card

England

Cost	Action	Cost	Action
1	Move formation in clear	1	Assault/Fight foreign war
2	Move formation over pass	1	Control unfortified space
1	Naval move	2	Explore
1	Buy mercenary	3	Colonize
2	Raise regular troop	4	Conquer
2	Build naval squadron	3	Publish treatise (English zone)

Marital Status

Catherine of Aragon	Ask for divorce	Anne Boleyn	Jane Seymour	Anne of Cleves	Kathryn Howard	Katherine Parr
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Cards and VP Per Key

1 Card 3 VP	1 Card 5 VP	2 Cards 7 VP	2 Cards 9 VP	

SPECIAL VP:

Add 1 VP for every 2 English home spaces under Protestant religious influence

Add 5 VP if Edward VI is born (or add just 2 VP if Elizabeth born but not Edward)

5

3 English Home Card

Six Wives of Henry VIII

Declare war on France, Hapsburgs, or Scotland during the Action Phase and then conduct 5 CP. If declaration is against Scotland, France may intervene without playing a card. In this case, England and France are at war and Scotland is activated as a French ally.

- OR -

If Turn 2 or later and Henry is alive, not captured, and not under siege, advance Marital Status marker one space to right and resolve using procedure in 21.3 (rolling on Pregnancy Table if Henry remarries).

Bonus VP

War Winner
2 VP

War Winner
1 VP

St. Lawrence River
1 VP

Great Lakes
1 VP

Game Terms

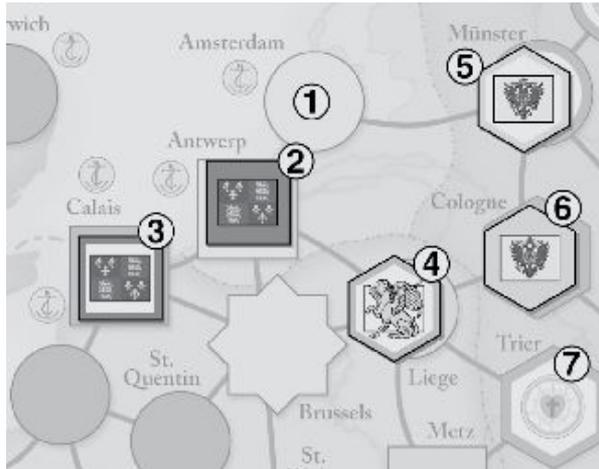
Impulse - A single player playing & executing a card

Turn - When all 6 powers finish all their impulses, this is a (complete) turn

- There are up to 9 turns in a game

Political Control and Religious Influence

- Each space (city, town, fortress, etc) will have two aspects to it that players will change during the game
 - Politically controlled by a power (player)
 - Religion Influence: Either Catholic or Protestant
 - Note: The Protestant power is different than if the area is Protestant in religion



e.g.:

- #2 is controlled by Hapsburgs (the flag) and religion is Catholic (dark background)
- #3 is also controlled by Hapsburgs (same flag) but religion is Protestant (white background)

The Map

Spaces (Shape - Name):

- Square - Key; Fortified, walled cities. **Worth VP's**
- Hexagon - Electorate; Fortified seats of the Holy Roman Emperor
- Star - Fortress; Fortified towns
- Circle - Cities or town; Unfortified
- Grey-filled - Independent powers (NPC's)

Background Color of Map - Different Language Regions

Dashed Lines Connecting Spaces - Called a "Pass"

Ports - Spaces that provide access to the adjacent sea zones

Minor Powers

These are NPC's of the game

These start Inactive, which means they won't move / intervene and will withdraw / fight in a certain way (see 22.1 in rulebook)

Players can Activate certain Minor Powers

- Usually cards do this
- Can occur during Declaration of War

Major Power (player) then “controls” the Active Minor Power

Later the Minor Power can be deactivated with certain cards

Minor Power Activation Table

Minor Power	Can be activated by...				Deactivate?
	England	France	Hapsburg	Papacy	
Genoa	-	yes	yes	yes	yes
Hungary-Bohemia	-	-	yes [^]	-	-
Scotland	yes	yes*	-	-	yes
Venice	-	yes	yes	yes +	yes

**France and Scotland are natural allies. France may intervene in Step 4 of the DOW Procedure (Section 9.6) if another power declares war on Scotland.*

+Papacy and Venice are natural allies. Papacy may intervene in Step 5 of the DOW Procedure (Section 9.6) if another power declares war on Venice.

[^]Hapsburg and Hungary-Bohemia are natural allies. Hapsburg must intervene if Hungary-Bohemia is defeated by the Ottomans (22.5).

Military Units

Leaders (Army and Naval)

- Top #: Battle Rating; Used for attacking, defending, evading
- Bottom #: Command Rating; Used to determine stack limit



Land Units

- #: # of units in that space. You can stack or “make change”
- Colored bottom half: Regulars; White bottom half: Mercs



Naval Units

- #: Strength of squadron
- White Sail: Squadron
- Black Sail: Corsairs (Ottoman's specific ships)



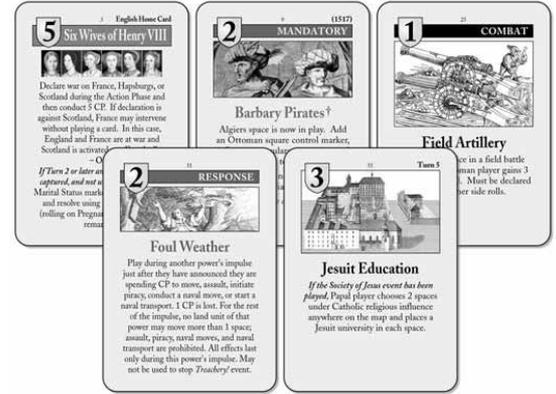
Cards

Two Parts: Command Points(#) and Event (Text)

When played, play for Command Point (CP) or Event

5 Card Types

1. Home - Start every turn with it. Must be played every turn
2. Mandatory Events - Must be played every turn for Event; will also get 2 CP's
3. Response - Can be played during another player's Impulse
4. Combat - Can only use Event text during combat
5. Event - Everything else



Dice

- Typically you will roll a number of d6's to determine success or not
- Most of the time, these are not summed together
- 5 or 6 is considered a single success / hit
- See Reference sheet or Religious Struggle sheet for details on how many dice to roll on a check and what to do based on those results
- It is important to know that there are cards that come out (and stay out for the game's duration) that will influence these rolls.

Sequence of Play of a Single Turn

1. Luther's 95 Theses Turn #1 only
2. Card Draw
3. Diplomacy
4. Diet of Worms Turn #1 only
5. Spring Deployment
6. Action Phase
7. Winter
8. New World
9. Victory Determination

*Phase 6 is where most of the “traditional” gameplay occurs

*Phase 3 should have a time limit. Suggested 10 minutes

Let's go thru the Phases of a Turn

Card Draw

In this phase, you will add debates, reformers and leaders to the map as outlined by cards already played

New cards might be added to the deck in later turns

Deal cards to each player from the common deck (see each faction's board for #)

Diplomacy Phase (in order)

1. Negotiation
2. Peace (Sue for Peace)
3. Ransom
4. Excommunication
5. War

Diplomacy - Negotiation

Private discussions are allowed ONLY during this phase. Binding options:

- 2 powers agree to end a war
- 2 non-warring power form alliance x 1 turn
- Allied powers loan naval squadrons and leaders
- Return captured army leader
- Yield political control of a space
- Give 2 random non-Home cards to another player
- Give 4 mercs to another player
- Henry can ask Papacy for divorce
- Papacy can rescind excommunication of a rule

Everything else discussed / agreed upon is non-binding

Diplomacy - Peace (aka **Suing for Piece**)

- This is when only one player in a war wants it to end and the other didn't agree to it
- In Impulse Order - Announce you are doing this
- The other player is declared War Winner - **This grants VP's**
- Loser gives up winner's home spaces, removes 2 units, and "starts over"

Diplomacy - Ransom of Leaders

- This is when only a player wants their leader back and the other player didn't agree to it
- Take leader back
- Player that previously had captured leader draws 1 random, non-Home card from the other player

Diplomacy - Remove Excommunication

Remove the “-1 Card” marker

Diplomacy - Declaration of War (DOW)

1. Declare war on Major (PC) or Minor (NPC) power(s); done in Impulse Order
 - a. DOW on Major - Cost is in Diplomacy Chart
 - b. DOW on Minor - 1 CP
2. DOW on Scotland - French can intervene for 2 CP
3. DOW on Venice - Papacy can intervene for 2 CP

Once all powers have done the above, then all players play the cost by discarding Action Cards equal to or greater than CP cost.

*Cannot declare on power you just made peace or formed alliance with that turn

Spring Deployment

May move a single formation of Land Units & Army Leaders from Capital to Friendly-controlled space

- Must be able to trace a path that is:
 - Friendly
 - Not in unrest
 - Not thru a Pass
- May cross ONE sea zone if both ports are friendly

Action Phase

This is where the majority of the game play occurs

Taking turns in Impulse order, powers will do one of the following:

- Play a card for CP
- Play a card as an event
- Pass

Keep doing this, cycling thru Impulse order, until all players have passed

Remember, you may not pass if:

- The Home card has not been played
- There is a Mandatory card in hand
- There are more cards in hand than their ruler's Administrator Rating

Action Phase Victory

Military and Religious Victory are checked during this phase

- Military: Non-Protestant Powers controls enough keys (not in Unrest) that the Auto-Win space on their power card is revealed
- Religious: Protestant Power has 50 spaces (not in Unrest) with religious influence

Action Phase - High Level Overview

While there are a LOT of different Actions you can spend CP's on...

You can think of them in 5 different Categories:

1. **Movement** of units
2. **Building** more units
3. **Controlling** or **Attacking** a space (without moving)
4. **New World** actions
5. **Religious** actions

Playing as a CP

Powers will spend CPs to take one or more of the MANY actions available.

You can keep taking actions with that card as long as you have CPs to spend.

In the next set of slides, we will cover the all the actions.

Note that not every Power can take every Action. Because of this, each slide will have a code in the *upper right* of the slide to outline which Powers can take that action. Newer players may want to start by looking at the slides with only their Power's code on it to not get overwhelmed

Legend of Codes:

- O: Ottoman
- H: Hapsburg
- E: England
- F: France
- Pa: Papacy
- Pr: Protestant
- ALL: Every Power can do this

Moving and Battling

The next set of slides talk about one type of action: Movement

When you move into an enemy's space, a Field Battle or Naval Battle may occur if the enemy does not intentionally Avoid it

The defending enemy may send extra units into battle from adjacent spaces to Intercept the active Power's forces

Move Formation

ALL

- Spend 1 CP to move one formation in clear
- Spent 2 CP to move one formation over a Pass

Must be at War or Allied to move into another Power's space

Leaders cannot move if:

- Lost field batter earlier in Impulse
- Occupies enemy fortified space that put in siege earlier in Impulse
- They are alone and they move into an enemy space

Move Formation - Intercept & Avoid Battle details ALL

At War enemy power that is adjacent to destination space may intercept.

Cannot do this across a Pass

Roll 2d6 (+ Battle Rating of 1 leader) and add these together. If 9+, Intercept is successful → Fight Field Battle

Similar procedure for formation in destination space to move away

If destination space has fortification & 4 or less units, enemy may withdraw into fort. Could result in a Siege

Field Battle

1. Both players can play response cards
2. Collect dice: 1d6 for each unit + 1d6 for each Battle Rating of 1 leader; Def gets extra 1d6
3. Play Combat Cards (Att then Df)
4. Roll dice. 5+ is success
5. Winner = Most hits. Ties to Def
6. Lose 1 unit per enemy success. If both side eliminated, side that rolled more dice keeps 1 unit
7. Capture leaders of eliminated player
8. Loser retreats
9. Check for Siege

Siege

- Besieging power may spend 1 CP to gain control on later Impulse once per Impulse
- Similar process to Field Battle
- Only need 1 hit and 1 surviving unit, then gain political control of the space
- Army leaders are captured
- Naval units and leaders come back to the owning player next TURN
- Powers may attempt to break a siege without outside forces thru a field battle
- Power under siege may retreat into adjacent space

Naval Battle

Similar to Field Battle

- 1d6 for each Corsair; 2d6 for each squadron; 1d6 for each Battle Rating; 1d6 for Def

After movement, rotate ship Vertically if arrives in sea zone and either:

- There are no other friendly units in the zone
- There are friendly Vertical units there; create a stack in the Vertical orientation

Only certain Naval units in sea zones attempt to avoid battle:

- Horizontally oriented ships
- Active players Vertically oriented ships

After movement but before battle, rotate all Vertical ships back to Horizontal

Raise Regular

ALL

- Spend 2 CP to add 1 Regular to any friendly home space

Buy Mercenary

H,E,F,Pa,Pr

- Spend 1 CP to add 1 Merc to any friendly home space

Raise Cavalry

O

- Spend 1 CP to add 1 Cavalry to any friendly home space

Build Naval Squadron

H,E,F,Pa,Pr

- Spend 2 CP to add 1 Squadron to any friendly home port space

Build Corsair

O

- Spend 1 CP to add 1 Corsair to any friendly home port space
 - This action can only be taken when the event occurs that lets them do this

Piracy

O

1. Spend 2 CP's to target enemy port space next to sea zone with corsairs
2. Targeted player roll dice
 - 2d6 for each naval squadron of targeted enemy in sea zone
 - 1d6 for each naval squadron of targeted ANY enemy power that is At War in sea zone or port
 - 1d6 for each fort controlled by targeted player or another enemy power At War
3. 5+ is a hit - Eliminate one corsair / hit
4. Anything left attacks: 1d6 if only 1 corsair or only 1 port of targeted power in this sea zone; otherwise 2d6
5. 5+ is a hit. For each hit, choose one:
 - a. Eliminate a squadron in or adjacent to sea zone
 - b. Steal one random non-Home card
 - c. Ottoman gets 1 VP for Piracy

Religious Actions - An Overview

Throughout this game, Powers are going to try and make each space either Catholic or Protestant

Doing an Action to attempt this is referred to as the following:

- Reformation Attempt: The Power tries to shift the space to Protestant influence
- Counter-Reformation Attempt: The Power tries to shift the space to Catholic influence

On the next few slides, we will:

1. Cover how an attempt work
2. Go thru the Actions that utilize these attempts

Reformation Attempt

E, Pr

1. Pick a Catholic space that has one of the following:
 - a. Has a reformer
 - b. Adjacent to a Protestant space
 - c. Be a port connected to a sea zone that has other Protestant ports
2. Protestant rolls dice (see Religious Struggle card for how many dice to roll)
3. If at least one die is a modified 6+ → Success! The space becomes Protestant. End this Attempt
4. If no die is modified 6+, Papacy rolls dice (see Religious Struggle card for how many dice to roll)
 - a. If Protestant has at least result higher than the Papacy's highest roll → Success! The space becomes Protestant. Ties go to Papacy UNLESS it is target language zone
 - b. Add 1 Protestant Regular if this is the first conversion

Counter-Reformation Attempt

Pa

1. Pick a Protestant space that has one of the following:
 - a. Has a Jesuit University
 - b. Adjacent to a Catholic space
 - c. Be a port connected to a sea zone that has other Catholic ports
2. Papacy rolls dice (see Religious Struggle card for how many dice to roll)
3. If all the following are met:
 - a. At least one die is a modified 6+
 - b. The space is within the target language zone
 - c. Paul III or Julius III is pope → Success! The space becomes Catholic. End this Attempt
4. If no die is modified 6+, Protestant rolls dice (see Religious Struggle card for how many dice to roll)
 - a. If Papacy has at least result higher than the Protestant's highest roll → Success! The space becomes Catholic. Protestant wins ties unless Paul III or Julius III is pope

Theological Debate

Pa, Pr

Another way to flip Religious influence

Less predictable, but:

- Can gain VPs for defeating debaters
- Can convert even if you don't have a lot of modifiers

Theological Debate

Pa, Pr

1. Pick a language zone
2. Attacker picks their debater. Protestant debater must be one that matches language
3. Attacker picks the enemy's debater. Protestant debater must be one that matches language
 - a. Random debater from pool of Committed debater
 - b. Random debater from pool of uncommitted debater
4. Attacker rolls #d6 = Debater value + 3; Success on 5+
5. Defender rolls #d6; Success on 5+
 - a. Committed debater: Debater value +1
 - b. Uncommitted debater: Debater value +2
6. Flip both to committed side
7. See Religious Struggle card for winning conditions
 - a. Winner flips # spaces in that language zone to their religion
8. Check to see if losing debater is burned or disgraced

Publish a Treatise

Pr

- Spend 2 CPs
- Target 1 Language zone, and make 2 Reformation attempts

The New World Actions

H,E,F

Hapsburg, English and French can invest in New World expeditions to gain some benefits

The next 3 slides will cover these

Colonize

H,E,F

- Spend 2 CPs (Hapsburg) or 3 CPs (English or French)
- Add 1 colony marker to the Crossing Atlantic box
 - Max: E/F get 2; H get 3

Voyages of Exploration

H/E/F

- Spend 2 CP's
- Place "Exploration Underway" in Crossing Atlantic box

Voyages of Conquest

H/E/F

- Spend 4 CP's
- Place Power's "Conquest" token in Crossing Atlantic box

This completes the Action section

Winter Phase

1. Return loaned naval squadrons to owner
2. Remove any Renegade leaders
3. Naval units return to ports; army units return to fortified spaces
4. Remove Allied markers from Major Powers
5. Add 1 regular to each Power's capital not in unrest and in control
6. Remove Piracy markers
7. Flip debaters to uncommitted (white) side
8. Do any Mandatory events that happen in Winter

New World Phase

Move any Colonies from Crossing Atlantic to Power's New World Riches Table

- Roll 2d6 and consult Riches table

Check if Voyages of Exploration are successful.

- Replace Exploration Underway with random explorer
- Roll 2d6 + explorer value and sum together
- See Results on Exploration table of Reference Sheet

Check if Voyages of Conquest are successful

- Replace Conquest Underway with random conquistadors in order: H → E → F
- Roll 2d6 + conquistador and sum together
- See Results on Conquest table of Reference Sheet

Victory Determination Phase

Check for Victory. If no victory, go to next turn.

- Recall that Military and Religious victories happen immediately during the Action phase

3 other ways to win happen during this phase:

1. Standard - Any Power reaches 25 VPs. Ties go to Power that was highest in previous turn; subsequent ties check previous turn(s)
2. Domination - Any Power has at least 5 VPs greater than all other powers
3. Time Limit - End of Turn 9, highest VP

That's it!

This summary is for 6 player games at full length. See the scenario book for <6 players or shorter versions