

Holy Roman Empire Charts & Tables

Siege Resolution Table	
Die Roll	Result
1 or less	2 Besieger units eliminated, Siege continues
2	1 Besieger unit eliminated, Siege continues
3-4	1 unit of each side eliminated, Siege continues
5-6	1 unit of each side eliminated, Fortress surrenders
7 or more	Fortress surrenders
Modifiers	
Per Defender Light Artillery unit	-1
Per Defender Heavy Artillery unit	-4
Per Attacker Light Artillery unit	+1
Per Attacker Heavy Artillery unit	+4
Attacker Outnumbers Defender 3:1	+2
Attacker Outnumbers Defender 2:1	+1
<i>Defender and Attacker may each use one Leader's Combat Bonus</i>	

Unit Costs Table	
Unit Type	Crowns
Light Artillery	1
Light Cavalry	2
Infantry	2
Reiter	2
Naval Unit	2
Leader	3
Elite Infantry	3
Elite Cavalry	3
Heavy Artillery	3
Gendarme	5

Combat Value Table	
Unit	Value
Light Artillery	-
Heavy Artillery	(2)
Light Cavalry	1
Reiter Cavalry	2
Infantry	2
Elite Cavalry	3
Elite Infantry	3
Gendarmes	4

Forced March Table	
Die Roll	Result
1-4	Successful
5	Unsuccessful-Halt
6	Eliminated
Modifiers (cumulative)	
Heavy Artillery	+1
Elite Cavalry/Reiter	-1
Light Cavalry	-2
2MP Force March	+1
Led by +1 Leader	-1
Led by +2 Leader	-2

Cumulative Modifier Table	
Unit stacked with artillery	+ 1
Unit stacked with +1 leader	+ 1
Unit stacked with +2 leader	+2
Cavalry in mountain/forest	-1



RANDOM EVENTS TABLE	
Foreign Wars	
11	ENGLISH PIRATES: Spain loses 2 crowns and one Fleet strength point. Ignore on or after turn 11.
12	ENGLISH AID TO HUGENOTS: France loses 1 Fleet strength point and two other Combat units of French player's choice (must be located in France proper). Ignore on or after turn 11.
13	OTTOMAN RAIDS: Roll one die. On roll of 1-3 Spain loses 2 crowns, or a roll of 4-6 Austria loses 2 crowns.
14	RUSSIAN WAR: Sweden loses one Fleet strength point, one other Combat unit and 2 crowns.
15	ITALIAN UPRISING: One Spanish and/or Austrian Combat unit in each of Milan, Venice, and Savoy is eliminated. If the province becomes vacant due to this loss, the state becomes independent. If both Spanish and Austrian units are present in the same province, remove one Combat unit from each power.
16	BALTIC WAR: Sweden and Hanseatic League each lose 1 Fleet strength point. Sweden loses 2 additional Combat units from any province(s) adjacent to the Baltic Sea. Kingdom of Denmark State Card and all Danish Leader/Combat units are permanently removed from play. No Event if Sweden holds Denmark card. Can occur once per game; otherwise treat as No Event.
Attrition	
21-26	FAMINE: Each province on the map (not OBZ or sea zone) containing 3 or more Combat units loses one Combat unit <u>from each stack</u> , as modified below: <ul style="list-style-type: none"> - Lose one additional if currently besieged, or in any looted, conquered, or Polish province. - Lose one fewer if in the same province as a controlled/allied Swedish Leader Gustavus or Mercenary Leader von Wallenstein, or in any province that borders a river, or in a coastal province with a controlled/allied Fleet strength point present and unblockaded in the same province. - ALL of the above cases are cumulative (e.g., lose 4 Combat units in a looted, conquered, Polish province).
31-36	PLAGUE: Each province on the map (not OBZ or sea zone) containing 3 or more Combat units loses one Combat unit <u>from each stack</u> , as modified below: <ul style="list-style-type: none"> - Lose one additional if currently besieged, or in any looted, conquered, or Polish province. - Lose one fewer if in the same province as a controlled/allied Swedish Leader Gustavus or Mercenary Leader von Wallenstein, or in any province that borders a river, or in a coastal province with a controlled/allied Fleet strength point present and unblockaded in the same province. - ALL of the above cases are cumulative (e.g., lose 4 Combat units in a looted, conquered, Polish province). - Treat as No Event prior to Turn 5, except in any looted or besieged province.
Internal Affairs <i>(Randomly determine which power will be affected.)</i>	
41	TROOP RIOT: All non-national units controlled by the selected power demand an additional crown of maintenance. Unpaid units become marauders.
42	REVOLT: All State cards in the selected power's Conquered pile revolt. Remove one Combat unit controlled by the selected power in each such province. If all provinces in a state become vacant, that state becomes independent.
43	HERESY: Each State card in the Conquered pile of the selected power that is of a different religion than the selected power revolts as per 42
44	LEADER DIES: Randomly select one of the Leader units (national and mercenary) controlled by the selected power who suddenly dies. See Rules 10.8 and 12.7 for the effects of the death of a Leader.
45	RELIGIOUS CONVERSION: All State cards in the selected power's Controlled pile may be converted to the power's religion at a cost of 1 crown per State card. Separate the converted State card(s) from the Controlled pile and place them beneath the power's Converted Marker.
46	ECONOMIC BOOM: Selected power rolls 2 dice, adds the sum of the roll in crowns to the Player's Treasury.
No Event	
51-66	No Random Event this Turn
NOTE: National Combat units and Fleet strength points removed from play due to Random Events are placed the power's Force Pool. Non-national units removed from play are returned to the non-national units pool. Remember that Gendarmes, Elite Cavalry and Elite Infantry are two-step units and are flipped to their weaker sides rather than eliminated.	