

Optional rules for Revolution (Version 1.2a):

These rules apply to turns 1 – 5, although this means the resources rule must be checked the first time at the end of turn 0!

- **Resources** - At the end of each turn resource capacity (number of resource pieces available to the faction) is determined (for the next turn). To determine the resource capacity the following formula applies:

Resource capacity = the sum of:

- The support value of all the provinces controlled
- + 1 for each province, city and town controlled
- + 1 for each unit in a support box
- + Base Support Value of the faction.

- Base Support Value of factions is as followed:
Catholic 4 / Habsburg 2 / Nobility 3 / Burghers 0 / Reformers 6
- Maximum number of resource pieces of a faction = 56 resource pieces
- Minimum number of resource pieces of a faction = 28 resource pieces

Additional resource pieces are added to the reserves of the faction concerned. If resource capacity is reduced, the required number of resource pieces is removed from the reserves of the faction.

Example, if the Catholic faction would have only units in Flanders at the end of turn 1 and control the entire province, the number of resource pieces available for turn 2 would be:

- Flanders = Support value = 9
- Cities controlled = 3 (Antwerpen, Gent, Brugge)
- Town controlled = 2 (Tournai, Duinkerken)
- Provinces controlled = 1
- Base support value = 4

Resource capacity = 19, since this is less than 28 the Catholic faction has 28 resource pieces for turn 2. If they would have had 30 at the end of turn 0, now 2 resource pieces have to be removed from the Catholic player's reserve.

Comment:

It is illogical that increasing your territory doesn't increase your economical and military strength. Using this rule it does, though you still have to watch your economy. Base values are needed for game balance.

- **Citizen Allegiance** - At the start of influence round. Support markers in the citizen allegiance box move one space towards the allegiance of the occupying player if the city and province are controlled by the same player. Burgers are a reformed faction, but marker moves towards the box at the right side next to the middle. Habsburgers are a catholic faction, but marker moves towards the second box on the left side. This also applies when these factions spent money to influence the track.

Allegiance of Citizens				
Catholic	Habsburgers	Nobility	Burghers	Reformers

Comment:

This reflects reality to a certain extend. In the beginning of the war, when the people of Flanders were called for support they answered, later on they sided with the Spanish.

- **Expansion** - Directly after military influence, units may be moved into adjacent provinces. The number of units moved into a province is limited by:
 - There may never be moved out of a province more than half the number of units that were present from any one player. (i.e. If a player has 7 units in a province, he may only move 3 units out of the province for expansion);
 - The total number of units that may be moved into a province during expansion by one player may never be more than the support level of that province (i.e. Habsburg and

Burgher player can move a maximum of 3 units into Zeeland during Expansion, since the support value of Zeeland is 3).

Comment:

This rule makes the game a bit more dynamic, and allows movement into adjacent provinces, which seems logical from a geographical point of view. Though be warned, mobility is a two-way street and makes things much more complex!!

- **Independent regions** – When checking control of cities and provinces add one neutral unit in each province that is controlled by the neutral player and add two neutral units in a province for each city that is controlled by the neutral player. Neutral units may be added this way, until the number of neutral units equals the province support limit. (In the rare case a city remains empty after Influence of Citizen Allegiance, the city is considered to be controlled by the neutral faction and 2 neutral pieces must be added to the city!)

Comment:

I disliked the “I am Catholic and posses Liege situation”, since the Bisdom of Liege was sort or less independent. To some account this also applies to Koln and Trier which were not included in the war, since they did not belong to the Spanish Netherlands to begin with. I did however notice that they're needed for game balance. Using this rule, makes conquering a bit harder!

- **Early Dominance of Spain** – During the new unit phase, the Catholic player may, in addition to normal placement, add units to neutral or uncontrolled provinces. The maximum number of units that may be added to these kind of provinces in this way by the Catholic player is half the province support limit, rounded up.

Example, if in Gelderland there are 2 Burgher units, 1 Reformed Unit and 2 Habsburg units, then no one controls the province. The Catholic faction is allowed to add, $5/2 = 3$ (rounded up!) units to Gelderland.

Comment:

I heard a lot of complaining about the static play of Habsburg and Catholic faction. Although this reflects reality for the later part of the war. It wasn't true for the beginning, Spain ruled and was superior on land. Alva marched straight to Groningen and back. This rule, gives the Catholic player some mobility during early play, when positions haven't yet been taken.

I hope you enjoy the game with these additional rules.

Best Regards,

Pieter v.d. Knaap

Ps. 1, Control of a province is determined by the number of units in towns and in “the country side”, units in cities do NOT count.

Ps 2, Units in cities under siege are invisible, but are counted when determining the number of units that may be played in a province. i.e. 2 units in Antwerp under siege, allows for placement of 2 units in the province during the new unit phase.