



# Coalitions

QUICK START GUIDE





*La diplomatie est la  
police en grand costume*

— Napoléon Bonaparte

## QUICK START GUIDE



This Quick Start Guide is intended to provide you with everything you need to begin playing a game of Coalitions, without having to read the main rulebook.

It is recommended that at least one person playing the game has read the main rulebook, and you have it close to hand in order to reference situations or explanations not covered in this guide.

### SET UP

Choose your scenario. There are 7 scenarios in Coalitions. The recommended starting scenario is the **1805** scenario. Set up the board and player areas as instructed in **Section 2** of the rulebook for the **1805** scenario, or as set out for the other scenarios in **Section 13**. Decide which Power you will play, or randomly determine it.



## THE POWERS

In Coalitions you control 1 of 6 Powers: Britain, France, Austria, Prussia, Russia or the Ottomans. These Powers begin the game with control of various **Territories** on the map.

Each Power separately tracks its **Influence**, which is the game's victory condition, and **Morale**, which is used in battles and to take control of other Powers in games of less than 6 players.

Powers generate Money each round from Territories they control. Money can be spent to buy **Units**, which represent armies, increase Morale, and buy **Battle cards**, that give additional strength in battles.

Each Power has a set number of **Generals**, that begin the game on or off the map, and Units, which move with those Generals.

For more information on the terms highlighted in **bold** see **Core Concepts** in **Section 4** of the main rulebook.

## WINNING THE GAME

The aim of the game is for your Power to be the first to get **25** Influence. You get Influence by controlling relevant Disputed Territories and enemy Home Territories, and by winning battles.

## TERRITORIES

There are 4 different types of areas, called Territories, in the game. Some of these have values relating to Money or Influence they can generate for the Power that controls them. Territories which are the same colour as the Power are its Home Territories (e.g. Wien and Tyrol are Home Territories of Austria).

Territories with stripes are Disputed Territories. If the stripe is the colour of your Power, you earn Influence from controlling it (e.g. if either France or Austria controlled Bavaria, they would get 2 Influence per round). Grey Territories are Undisputed (e.g. Wurttemberg), and brown Territories are out of play (e.g. the Alps).





# SEQUENCE OF PLAY



Each round of Coalitions has just 2 phases: the Diplomacy Phase, and the Actions Phase.

The Diplomacy Phase occurs when it is the turn of the British to do the Muster Action.

Once the Diplomacy Phase is resolved, the Actions Phase begins and each player takes turns to do 1 of 6 actions. Once all 6 actions have been completed by all 6 Powers, the round ends and a new Diplomacy Phase begins.

## THE DIPLOMACY PHASE

Coalitions is a game of diplomacy and deal-making. During the Diplomacy Phase you must decide the Diplomatic Status your Power will have. This decision has consequences for the rest of the round. There are 4 different statuses: British Coalition, French Coalition, Neutral and Expansionist.

The British and French Powers will always be in their Coalition, but all other Powers have the option of switching between the different statuses.

The benefit of being in a Coalition is that you can move through the Territory of your Coalition allies, and they can fight with you in battles. There are several additional benefits to being in the British Coalition.

However, if you are in a Coalition, you cannot attack Coalition allies, or take control of their Territories. For a Power that wants to quickly expand it may be preferable to be

Expansionist. There are no restrictions on what you can do if you are Expansionist.

Alternatively you may just wish to consolidate for a round and ensure your Home Territories can't be attacked, in which case you can become Neutral. Being Neutral also has the benefit of doubling the amount of Money you earn in a round through Taxation.

You make your choice simultaneously with the other players. Once you have made your choice, move your Diplomatic Status marker to the appropriate area of the Status Zone. You are now ready to start taking actions.



*Example: Austria (white) and Russia (green) are in the British Coalition, Prussia (black) is Neutral, and the Ottomans (orange) are Expansionist.*



## THE ACTIONS PHASE

Coalitions has a unique action-selection mechanic called the Wheel of War. The Wheel of War is used to determine which Power takes which action. The wheel has the 6 possible actions in the game: Muster, Taxation, Leadership, Mobilisation, Gain Influence and Movement. A dial on the wheel has symbols of the 6 Powers in the game.

When a Power's symbol is over a specific action on the Wheel, they do that action. For example, in the image below the Russian (green) symbol is over the Leadership action,

so Russia takes that action. After each Power has completed its action, the Wheel turns one space clockwise, meaning each Power now takes a different action. The next action for the Russians after Leadership is Mobilisation.

Once the Wheel has gone full circle (i.e. the British symbol is back over the Muster action) a new round begins.

After you play a few rounds to familiarise yourself with the actions, you can start doing the actions simultaneously, if all the players agree. If you choose this approach, the Movement action should always be left until the end.





# ACTIONS TYPES



The 6 actions types (and order, if not doing simultaneously) are as follows:

## 1 – MUSTER



Take 1 Battle card from the common Battle card deck into your hand, then discard 1 card from your hand.

## 2 – TAXATION & TRADE



**Taxation:** Take Money equal to the Territory value of all your Home Territories (that you control), Undisputed Territories you control, and the Territory value of Disputed Territories you control where these Territories do not have your Power's striped colour.



**Trade:** This action is only available to the British player. It is in addition to Taxation. Take Money equal to the number of Territories with ports that are not controlled by a Power that is at war with Britain.

## 3 – LEADERSHIP, SUBSIDISE & NAPOLEON MOVEMENT



**Leadership:** You may either:

- ※ Place any number of off-map Generals into your controlled Territories, **or** move any number of on-map Generals off-map; **or**
- ※ Take 1 Battle card; **or**
- ※ Gain 1 Morale.



**Subsidise:** This action is only available to the British player. It is in addition to Leadership. You may offer any amount of Money from your supply to one or more Powers in the British Coalition. If the Power(s) being offered the Money accepts, Britain gains 1 Influence for every 3 Money given, per Power, but no more than 1 Influence per Power.



**Napoleon Movement:** This action is only available to the French player. It is in addition to Leadership. Perform a single round of movement with Napoleon.



## 4 – MOBILISATION



Use Money in your supply to purchase any combination of Units, Fortresses, Battle cards, and Morale points. Fortresses cost 5 Money each. Everything else costs 1 Money each. There is no limit to the amount of each of the above that can be purchased in a single action.

Except for Britain, the Power taking the Mobilisation action must return any unspent Money back into the general supply at the end of the action.

## 5 – GAIN INFLUENCE



Gain Influence based on the Disputed Territories that you control that have your Power's colour in the stripes of that Territory, and the Home Territories of other Powers that you control. The amount gained is equal to the number in that Territory.

## 6 – MOVEMENT



Only Generals may move. They can move up to 3 Units with them. Before making a move you must select an **Envoy**. This cannot be a Power that is in the same (French or British) Coalition as you. The Envoy receives 1 Morale, and all of your Generals can then make 1 round of movement. You can make up to 3 rounds of movement, but the Envoy must give permission for the second or third. If they do, they receive additional Morale.

There are 3 types of movement:

- ✦ **A land advance** – The General moves to an adjacent Territory.
- ✦ **A sea advance** – A British General or General in a Power in the British Coalition can move up to 3 Sea Lanes (if the British player agrees).
- ✦ **A strategic land movement** – The General moves up to 3 adjacent land Territories if those Territories are controlled by you or Coalition allies (if they agree).

There are restrictions on movement related to your Diplomatic Status (for example, Neutral Generals may not move into any Territory they do not already control).

**Controlling a new Territory:** If your General moves into an uncontrolled area, you may flip a Unit that is with the General to become a **Garrison**. This marks your control of the Territory. That Garrison is now permanently in that Territory unless defeated in battle.

If you move into an area containing a General or Garrison you are at war with there will be a battle at the end of the round of movement.



# BATTLES



When a battle occurs, you first total up the strength of the participating Generals, Units and Garrisons. They each contribute a strength of 1. If a Fortress is present in the Territory the Garrison has a strength of 4.

Generals in adjacent Territories can be requested to provide support to the battle. They can only provide support if they are from your Power, or other Powers in the same Coalition as you. If they do, they may contribute **Battle cards** to the battle, up to the number of Units they have with them.

These Battle cards are added to any Battle cards that Units actively participating in the fight also play. Again, each Unit allows the play of 1 Battle card.

For each Battle card that a Power plays, it costs them 1 Morale.

Once all the Powers can no longer, or choose not to, play any more Battle cards, the cards are revealed, and the amounts for the attacker and defender added on to the strength of the participating Generals and Units.

If you have the most overall strength, you win. You receive 1 Influence if you defeat an opposing General. All participating Generals on both sides must lose 1 Unit, and the losing Generals that directly participated must lose all their Units and retreat. All participating Powers that played at least one Battle card draw a Battle card, and the battle ends.

---

## Congratulations!

You now know everything you need to know to begin a game of Coalitions.

*God deliver me from my  
friends! I will take care of  
my enemies myself*

— Duke of Wellington



**PHALANX LTD**  
Ealing Cross, 1st Floor, London  
W5 5TH | United Kingdom  
[www.phalanx.co.uk](http://www.phalanx.co.uk)