



Raison d'Etat

PLAYER AID

SEQUENCE OF PLAY

1) Diplomacy Phase (*skip on round 1*) – Decide the Diplomatic Status for your Power for the next round: Coalition, Neutral or Expansionist.

2) Actions Phase – Every Power takes **7** (1618) / **6** (1702) action turns, each comprising a different type of action. Once the Protestants / British dial returns to the Muster action, a new round begins.

3) Imperial Election Phase – Occurs prior to the French Muster action. Election of the Holy Roman Emperor takes place.

WINNING THE GAME

The first Power to reach **30** (1618) / **25** (1702) Influence wins immediately.

BEING IN A COALITION

Powers in a Coalition get the following benefits/restrictions:

- * May move into a Territory controlled by a Coalition Ally, if the Coalition Ally agrees.
- * Coalition Allies may not attack each other, nor may a Power leave a Garrison in a Home Territory of a Coalition Ally.
- * Coalition Allies may provide support to each other during battles.

ACTIONS

The actions types are as follows:

1) MUSTER



Draw 1 Battle card, then discard 1 card from your hand (can be the card just taken).

2) TAXATION



Taxation: Take Money equal to the Territory value of:

- * All your Home Territories that you control; **and**
- * All Undisputed Territories you control; **and**
- * Disputed Territories you control where these Territories do not have your Power's striped colour.

Neutral Powers double the amount of Money they earn through Taxation.

3) SUBSIDISE & MERCENARIES (1618 scenario only – combined with Leadership in 1702 scenario)



Subsidise: You may give **up to 3 Money** from your supply to one or more Coalition Allies.

OR



Mercenaries: You may give **up to 3 Battle cards** from your hand to one or more Coalition Allies.

4) LEADERSHIP



Leadership: You may either:

- 1) Place any number of off-map Generals into your controlled Territories, **or** move any number of on-map Generals off-map (not both); **or**
- 2) Take 1 Battle card; **or**
- 3) Gain 1 Morale.

Then Subsidise & Mercenaries as above (1702 scenario only).

5) MOBILISATION



Purchase any combination of Units, Fortresses, Battle cards, and Morale points. Fortresses cost 5 Money each. Everything else costs 1 Money each.

In addition, take 1 Battle card for each General of your Power which is off-map.

Corruption: After Mobilisation return any unspent Money back to the general supply.

6) GAIN INFLUENCE



Gain Influence based on:

- * The Disputed Territories that you control that have your Power's colour in the stripes of that Territory.
- * The Home Territories of other Powers that you control.
- * If you are the HRE (2 Influence).

The amount gained per Territory is equal to the number in that Territory.

7) MOVEMENT



Before the first round of movement, you must select an Envoy Power (cannot be in the same Coalition).

Each of your Generals may take one of 3 different types of movement:

- 1) **A land advance** – Move to an adjacent Territory.
- 2) **A sea advance** – Move across an uncontrolled Sea Lane or a Sea Lane you control, or a Coalition Ally controls if it agrees.
- 3) **A strategic land movement** – Move up to 3 adjacent land Territories if those Territories are controlled by you or Coalition Allies (if they agree).



If at the end of a round of movement a General is in a Territory with a rival General or Garrison, resolve a battle.

Hand Limit: The maximum number of Battle cards you can hold *at the end* of any action is 6.

BATTLES

A battle follows this sequence:

1. Total up attacker & defender strengths.
2. Adjacent Allies declare support for the attacker, then defender.
3. Commit Battle cards (one by one). Create separate piles for each General.
4. Determine battle outcome and victor.

Battle outcome

Always:

- * Every General that participated in the battle, including to provide support, loses 1 Unit.
- * Every Power that played at least 1 Battle card draws a Battle card.

Draw:

- * The defender remains in the Territory. The attacking General retreats to the nearest eligible Territory, or off-map.

Winner:

- * Attacker may convert 1 Unit to a Garrison to take control of the Territory.
- * Every Power that participated in the battle gains 1 Influence if an opposing General was defeated.
- * Gain an additional 1 Influence if in a Coalition and the defeated General was in the opposing Coalition (not if only providing support).

Loser:

- * General(s) in the contested Territory loses all Units and may either be placed off-map or in their Capital Territory.
- * Losing Garrisons are lost and removed.

Battle Cards Special Abilities



- (2) Play this card face-up to **reveal** one card played by an opponent.



- (3) Play this card face-up to **discard** one card played by an opponent.



- (4) Each pair of  cards in the same pile = +1 strength.



- (5) If you lose the battle, for every undiscarded '5' card that you played, you lose 1 additional Morale.

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PLAYER AID 3-6 player game

BIDDING FOR CONTROL

At Minor Power's Muster action, before any actions are taken, simultaneously bid zero or more Morale of the Major Power. Highest bidder takes control of the Minor Power.

CONTROLLING A MINOR POWER

The controlling Major Power takes all the actions of that Minor Power, starting with Muster, until that Minor Power is next due to Muster, at which point all players bid again to gain control of it.

GAINING INFLUENCE

Minor Powers do not gain Influence and cannot win the game.

DIPLOMATIC STATUS

A Minor Power's Diplomatic Status will always mirror that of the Major Power that controls it.

ACTIONS

Minor Powers take the same actions as Major Powers except they do not take the Gain Influence action.

BATTLES

Minor Powers conduct battles in the same way as Major Powers. If a Minor Power General would gain Influence from winning a battle (including through providing support) the controlling Major Power gets that Influence.

A Minor Power in a Coalition does not generate additional Influence for their controlling Major Power if they defeat a General from the opposing Coalition.

BENEFITS/RESTRICTIONS

Powers controlled by the same player (a Major Power and one or more Minor Powers) get the following benefits/restrictions:

- * May freely move through each others' controlled Territories.
- * May not attack each other, nor may they leave a Garrison in a Home Territory of each other.
- * May provide support to each other during battles.
- * May not select each other as an Envoy for movement.