



Raison d'État

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Raison d'État

Europe is in turmoil! The fire of the Protestant Reformation engulfs Central Europe, while the nascent Swedish Empire battles with vast, populous and battle-ready Poland over the supremacy in the East and the Baltic Sea.

Will the Holy Roman Emperor remain on his throne? Which side of this enormous conflict will the nations of Europe choose to support? And will Poland survive the Swedish deluge?

In Raison d'État you take control of one of up to seven playable powers – Poland, Sweden, France, Spain, Austria, the Ottoman Empire, Britain and Russia – in two unique scenarios, engaging in an exciting area control game of shifting alliances and coalitions, of intense back-stabbing, diplomacy and bold military actions.

Coalitions: Raison d'État (hereafter “RdE”) is a standalone expansion to Coalitions. It comes with 2 scenarios, each using a different side of the board. It is not necessary to own Coalitions to play RdE. A summary of the new rules for RdE compared to Coalitions is provided in **Section 1: Changes from Coalition rules.**

RdE can be played by **3 to 7 players**. Sections 3 to 11 explain the rules for a full player game (6 or 7 players, depending on the scenario). Additional rules applicable to games played below the full player count are set out in **Section 12: Using Minor Powers.**

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1. CHANGES FROM COALITIONS RULES



This section provides a short description of the differences between RdE and Coalitions. If you are very familiar with Coalitions, you can refer to the rules in the relevant section, highlighted below, to see the differences and begin to play the game.

Section 6: *Sequence of play*

There is an Imperial Election Phase that occurs just prior to the Austrian Muster action (in both scenarios).

Section 8: *Imperial Election Phase*

The Imperial Election Phase sees an open vote among Powers that control 1 or more of the 7 Holy Roman Empire Electoral Territories.

A Power needs to gain 4+ votes to be elected as the Holy Roman Emperor. If they are elected, they gain +2 Influence when taking the Gain Influence action.

Section 9: *The Actions Phase*

All Powers now have the Subsidise action.

A new action is also introduced alongside it called *Mercenaries*. This allows you to give Battle cards to Coalition Allies.

In the 1618 scenario, Subsidise & Mercenaries is a stand alone action. In the 1702 scenario it is combined with Leadership. All Powers are subject to Corruption following Mobilisation. Multiple Powers now have access to Sea

Lanes, including through neutral Sea Lanes. Sea Lanes work the same way as for Britain in Coalitions, except that you may not provide support to battles across a Sea Lane.

Section 12: *Using Minor Powers*

Minor Powers can vote during the Imperial Election, as directed by the Major Power.

2. GAME COMPONENTS

A Game Board (2-sided – 1618 and 1702)

B 2 Wheels of War (1618 and 1702)

C 31 General pawns:
3 each for the **a.** Protestants, **b.** Poland,
c. Sweden, **d.** the Ottomans, and for
e. Britain
4 each for **f.** Spain, **g.** Austria, **h.** France
and **i.** Russia

D 217 Unit / Garrison markers:

j. 21 Protestant
k. 28 Spanish
l. 21 Swedish
m. 28 French
n. 28 Austrian
o. 21 Polish
p. 21 Ottoman
q. 21 British
r. 28 Russian

E 6 Fortresses

F Holy Roman Emperor Crown marker

G Money (38 Coins):
s. 8x Guldens (= 5 Money)
t. 10x Talars (= 2 Money)
u. 20x Shillings (= 1 Money)

H 24 Diplomatic Choice markers
(4 Swedish, 4 French, 4 Polish, 4 Russian,
4 British, 4 Ottoman)

I 40 other board markers:
8 Diplomatic Status markers (discs)*
8 Morale markers (hearts)*
8 Influence (stars)*

8 Strength markers (cubes)*

8 Envoy markers (cylinders)*

**Poland and Britain share the red markers*

J 52 Battle cards

+ 7 player aids and this rulebook





j.



k.



l.



m.



n.



o.



p.



q.



r.



s.



t.



u.

a.



b.



c.



d.



e.



f.



g.



h.



i.



3. SET UP



There are 2 scenarios in the game. Each scenario uses a different side of the board and a different Wheel of War. Where the same Power is featured in both scenarios, it uses the same components for both.

✱ *1618: The Thirty Years War* (4-7 players)

✱ *1702: War of the Spanish Succession and the Great Northern War* (3-6 players)

1618: The Thirty Years War

SPECIAL RULES

In this scenario Austria and Spain are permanent members of the Austrian Coalition (the Habsburgs). In all other respects they act as independent Powers. During the Diplomacy Phase, if the Austrian Coalition is required to decide on accepting or expelling a Power from the Coalition, the Austrian player has the final say.

In 4-6 player games, 1 or more Powers are Minor Powers and begin the game uncontrolled.

6 Players **Minor Power:** the Ottomans

5 Players **Minor Power:** Poland, the Ottomans

4 Players **Minor Powers:** Poland, the Ottomans, Spain*
(*permanently controlled by the Austrian player)

BOARD SET UP

Use the **1618** side of the board and Wheel of War. Position the Protestants symbol under the Muster action on the wheel.

PLAYER POWERS

There are 7 Powers in the scenario: Protestants, Spain, France, Austria, Sweden, Poland and the Ottomans.

In a **7 player** game each player takes one of these Powers.

① Diplomatic Status marker: Place the Poland, Sweden, France and Ottomans Diplomatic Status markers in the following Status Zones:

Austrian Coalition (White Lion): Poland (red)

Protestant Coalition (Purple Rooster):
Sweden (navy blue)

Neutral (Brown Chaise Longue): France (blue)

Expansionist (Grey Cannon): Ottomans (orange)

Note: Austria and Spain are considered permanently in the Austrian Coalition. The Protestants are considered permanently in the Protestant Coalition.

The Austrian (white), Spanish (yellow) and Protestants (purple) Diplomatic Status markers are not used in a full player game. In lower player count games they are used to show control of Minor Powers. (In a 4 player game place the Austrian marker on top of the Spanish marker for the duration of the game).

2 Morale markers: Place each Power's Morale marker on the Morale track as follows:

The Ottomans (orange): 4

France (blue): 5

Poland (red): 6

Austria (white): 7

Spain (yellow): 8

Protestants (purple): 9

Sweden (navy blue): 10

5 Influence markers: Place the Influence markers of all Powers on the **o** space on the Influence track.

4 Strength markers: Place the Strength markers of all Powers on the **o** space of the Strength track.

5 Envoy markers: Place the Envoy markers of all Powers on the Envoy space.

Set up for individual Powers:

6 Place the General pawns, Unit markers, Garrison markers and Fortresses for each Power on the map as set out below. The

number of Unit markers placed under each General is indicated in brackets.

7 Create a small player area by the side of the board to place off-board Generals, Battle cards, unused Unit markers, Diplomatic Choice markers, and any starting Money.

8 Deal out face-down the starting Battle cards from the shuffled Battle card deck for each Power as set out below.



PROTESTANTS

On-map:

- ✱ Generals: Bohemia (2), Pfalz (1), Holland (3)
- ✱ Garrisons: Bohemia, Holland (with a Fortress)

Off-map:

- ✱ Battle cards x3



SPAIN

On-map:

- ✱ Generals: Brabant (3), Catalonia (2), Napoli (1)
- ✱ Garrisons: Brabant (Fortress), Navarra (Fortress)

Off-map:

- ✱ General x1
- ✱ Battle cards x3



SWEDEN

On-map:

- ✱ Generals: Ingria (3), Stockholm (2), Skania (1)

Off-map:

- ✱ Battle cards x3



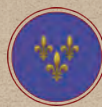
AUSTRIA

On-map:

※ Generals: Wien (3), Tyrol (1), Karinthia (1), Bavaria (1)

Off-map:

※ Battle cards x3
※ Money x5



FRANCE

On-map:

※ Generals: Picardie (1), Champagne (1), Paris (1)

Off-map:

※ General x1
※ Battle cards x3
※ Money x6





❖ Money x5



✳ Battle cards x3

10 Place the remaining Battle cards face down on the Battle card draw deck space. Beneath this space is the Battle card discard pile. (If, at any time during play, all cards from the deck have been drawn, shuffle the cards that have been used and discarded and turn them face down to make a new draw deck).



1702: War of the Spanish Succession and the Great Northern War

BOARD SET UP

Use the **1702** side of the board and Wheel of War. Position the British symbol under the Muster action on the wheel.

PLAYER POWERS

There are 6 Powers in the scenario: Britain, France, Austria, Sweden, Russia and the Ottomans.

In a **6 player** game each player takes one of these Powers.

In **3-5 player games**, 1 or more Powers are Minor Powers and begin the game uncontrolled.

5 Players **Minor Power:** the Ottomans

4 Players **Minor Power:** Russia,
the Ottomans

3 Players **Minor Powers:** Sweden, Russia,
the Ottomans

① Diplomatic Status marker: Place the Britain, Russia, Sweden and Ottomans Diplomatic Status markers in the following Status Zones:

Austrian Coalition (White Lion): Britain (red), Russia (green)

French Coalition (Blue Shield): Sweden (navy blue)

Neutral (Brown Chaise Longue): Ottomans (orange)

Expansionist (Grey Cannon): none

Note: Austria and France are considered permanently in the Austrian and French Coalitions, respectively.

The Austrian (white), and French (blue) Diplomatic Status markers are not used in a full player game. In lower player count games they are used to show control of Minor Powers.

② Morale markers: Place each Power's Morale marker on the Morale track as follows:

The Ottomans (orange): **2**

Russia (green): **3**

Britain (red): **5**

Austria (white): **9**

France (blue): **11**

Sweden (navy blue): **12**

③ Influence markers: Place the Influence markers of all Powers on the **0** space on the Influence track.

④ Strength markers: Place the Strength markers of all Powers on the **0** space of the Strength track.

⑤ Envoy markers: Place the Envoy markers of all Powers on the Envoy space.

Set up for individual Powers:

6 Place the General pawns, Unit markers, Garrison markers and Fortresses for each Power on the map as set out below. The number of Unit markers placed under each General is indicated in brackets.

7 Create a small player area by the side of the board to place off-board Generals, Battle cards, unused Unit markers, Diplomatic Choice markers, and any starting Money.

8 Deal out face-down the starting Battle cards from the shuffled Battle card deck for each Power as set out below.



BRITAIN

On-map:

- ✱ Generals: London (2), Holland (3)
- ✱ Garrison: Holland (Fortress)

Off-map:

- ✱ General x1
- ✱ Battle cards x2



FRANCE

On-map:

- ✱ Generals: Brabant (3), Lorraine (1), Languedoc (2), Piedmont (2)
- ✱ Garrisons: Bavaria, Wurttemberg

Off-map:

- ✱ Battle cards x4



AUSTRIA

On-map:

- ✱ Generals: Lombardia (3), Tyrol (2), Bohemia (2), Hungari (1)
- ✱ Garrisons: Lombardia, Hungari

Off-map:

- ✱ Battle cards x4



SWEDEN

On-map:

- ✱ Generals: Livonia (3), Skania (3), Stockholm (3)
- ✱ Garrisons: Ingria (Fortress), Livonia

Off-map:

- ✱ Battle cards x3
- ✱ Money x6



RUSSIA

On-map:

- ✱ Generals: Novgorod (1), Smolensk (2), Kiev (1), Saxonia (3)
- ✱ Garrison: Saxonia

Off-map:

- ✱ Battle cards x4
- ✱ Money x5



OTTOMANS

On-map:

- ✱ Generals: Wallachia (1), Istanbul (1)
- ✱ Garrison: Istanbul (Fortress)

Off-map:

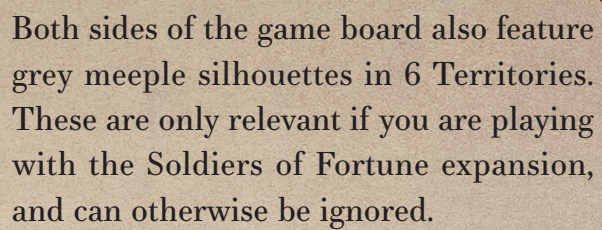
- ✱ General x1
- ✱ Battle cards x2

9 Place the remaining Money and Fortresses near the board to form a general supply.

10 Place the remaining Battle cards face down on the Battle card draw deck space. Beneath this space is the Battle card discard pile.

(If, at any time during play, all cards from the deck have been drawn, shuffle the cards that have been used and discarded and turn them face down to make a new draw deck).





4. WINNING THE GAME



The first Power to reach **30** in the *1618* scenario / **25** in the *1702* scenario on the Influence track wins immediately.

5. CORE CONCEPTS



WHEEL OF WAR

The action selection mechanic at the heart of the game.

The Wheel of War is used to determine which Power takes which action. There are 2 Wheels of War, for the 2 scenarios in the game.

The *1618* Wheel has symbols of the 7 Powers: Protestants, Spain, Sweden, Austria, France, Poland and the Ottomans AND the 7 possible actions in the scenario: Muster, Taxation, Subsidise & Mercenaries, Leadership, Mobilisation, Gain Influence, and Movement.

The *1702* Wheel has symbols of the 6 Powers: Britain, France, Sweden, Austria, Russia and the Ottoman AND the 6 possible actions in the scenario. These are the same as the *1618* scenario, but Subsidise & Mercenaries and Leadership are combined.

When a Power's symbol is over a specific action on the Wheel, they take that action. After each action is completed, the Wheel turns one space clockwise, meaning each Power now takes a different action.

Once the Wheel has gone full circle (e.g. the Protestant symbol is back over the Muster action in the *1618* scenario) a new round begins.

TERRITORIES & SEA LANES

A Territory represents a region of significant economic or political interest. A Sea Lane connects Territories by sea.

Control of Territories is necessary in order to gain Taxation (from Undisputed Territories) and Influence (from Disputed and rival Home Territories), and so win the game.

Each Territory has a colour, a name, and most contain a number, representing the Taxation or Influence they generate.

There are 4 different types of Territory in the game:



Home Territory: *Home Territories represent areas controlled by the Powers at the start of the game.*

A Power's Home Territories are the same colour as the Power's game markers (e.g. Champagne



has a blue background and is a Home Territory of France).

Capital Territory: There is a special type of Home Territory called a Capital Territory. This is identified by the underlined font of the name and the presence of the Power's symbol (e.g. Paris is the Capital Territory of France).

B Disputed Territory: *Disputed Territories represent strategically important areas that the Powers battled over during the period covered by the game.*

Disputed Territories are striped and have a number in a circle with a laurel.

The colour of the stripes indicates which Powers can gain Influence for controlling the Territory (e.g. Piedmont is a Disputed Territory that France or Spain can gain Influence from).

C Undisputed Territory: *Undisputed Territories represent areas that did not have major strategic importance, but in some cases had some economic importance.*

Undisputed Territories are grey (e.g. Wurttemberg is an Undisputed Territory).

D Impassable Territories: Brown-shaded Territories are Impassable Territories marked on the map, representing mountain ranges. These Territories cannot be entered by any General under any circumstances (e.g. the Alps).

Sea Lanes: Sea Lanes connect non-adjacent coastal Territories. They can be traversed as part of the Movement action. They are controlled by the Power of the same colour, or are uncontrolled if grey (e.g. on the 1618 board a yellow Sea Lane is Spanish controlled).



INFLUENCE

Influence represents a Power's prestige and power amongst its peers. It is how you win the game.

Influence is gained from:

- 1) Controlling Disputed Territories with your Power's colour in them
- 2) Controlling the Home Territories of other Powers
- 3) Winning battles
- 4) Being the Holy Roman Emperor

It is tracked on the Influence track.

MORALE

Morale represents a Power's domestic level of support for its international actions.

Morale is spent to play Battle cards and to control Minor Powers. A Power's Morale is recorded on the Morale track. It can never fall below 0, or go higher than 15.

Morale is gained by being selected as an Envoy by another Power that wishes to move its Generals, or through the Leadership and Mobilisation actions.

HOLY ROMAN EMPIRE



The Holy Roman Empire (HRE) is a non-Power political entity, control of which awards additional Influence to the controlling Power.

You control the HRE if you are elected Holy Roman Emperor. Once per Round there will

be an Imperial Election Phase to determine which Power is elected as the Holy Roman Emperor. The number of votes you have in the election is determined by the number of Electoral Territories you control.

There are 7 Electoral Territories in the game (in both scenarios). They are identified by the crown symbol in their space.

ORDER OF PLAY

The Order of Play represents the general policy initiative and bureaucratic power of the Powers.

The Order of Play is used to determine turn order where it is relevant, and provides a tie-breaker for the bid to control Minor Powers. It varies by scenario.

	1618	1702
1.	Protestants	Britain
2.	Spain	France
3.	Sweden	Sweden
4.	Austria	Austria
5.	France	Russia
6.	Poland	Ottoman
7.	Ottoman	—

ENVOYS

An Envoy represents the diplomatic and domestic benefits accruing to one Power from the movement of another Power.

A Power undertaking movement **must** select an Envoy. An Envoy cannot be in the same Coalition as the moving Power.

The selected Envoy cannot decline, but can refuse to allow the moving Power from making a second or third round of movement.

The Envoy Power receives Morale for each round of movement taken.

GARRISONS AND CONTROL

Garrisons represent static forces used to control a Territory.

A Territory is controlled by whichever Power has a Garrison marker on it. A Power always controls its Home Territories unless there is another Power's Garrison marker present. The presence of opposing Generals without a Garrison does not change control.

Each Territory may only contain 1 Garrison marker. Garrisons are on the flip-side of Unit markers.

GENERALS & UNITS

Generals represent the military leaders of the Powers. Units are troops from each Power.

Generals are used to move Units on the board. Units are used in battle, and can be flipped to become Garrisons to take control of a Territory.

If Generals from 2 different Powers not in the same Coalition are in the same Territory, there will be a battle.

Unit markers are always placed under a General. They move with that same General unless converted into a Garrison.

BATTLE CARDS

Battle cards represent bold tactics and decisive maneuvers in battle.

Battle cards add strength to a Power in a battle. The maximum number of Battle cards that you can play is equal to the number of Unit markers you have in, or providing support to, the battle.

It costs you 1 Morale for each Battle card that you play. For each card value (between 2 and 5) there is also an associated special power that may be applied.

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



Negotiations in RdE

RdE is a game of high negotiation and deal making. However, no negotiations are binding at any point. The only binding mechanics relate to what you can do as part of a Coalition or with Minor Powers you control. *Caveat Emptor.*

6. SEQUENCE OF PLAY



A game of RdE takes place over a series of rounds, until a Power has won the game.

A round comprises 3 phases: Diplomacy, Actions and Imperial Election, with the Actions Phase consisting of 7 or 6 action turns.

1. Diplomacy Phase *(skip on round 1)*

This occurs at the start of each new Round (just before the Protestants (1618) / Britain (1702) Muster action). During the Diplomacy Phase you simultaneously decide the Diplomatic Status of your Power for the next round.

2. Actions Phase

This occurs after the Diplomacy Phase. During this phase, every Power gets the opportunity

to take 7 (1618) / 6 (1702) action turns, each comprising a different type of action. Once all Powers have completed their action for the turn, the Wheel of War rotates clockwise. Once the Protestants / Britain dial returns to the Muster action, the Actions Phase is over and a new round begins.

3. Imperial Election Phase

This occurs during the Actions Phase, when Austria's action dial moves to the Muster action. At this point – before any actions are taken by any player for the turn – the election of the Holy Roman Emperor takes place.

7. THE DIPLOMACY PHASE



The sequence of the Diplomacy Phase is as follows:

- 1) Diplomatic negotiations
- 2) Diplomatic Status declaration
- 3) Board state adjustments

DIPLOMATIC NEGOTIATION

A Power's starting Status is set out in the scenario set up rules. During the Diplomacy

Phase, all Powers other than the principal Coalition Powers* may freely change their Status, or may remain with the same Status.

**The principal Coalition Powers are Austria, Spain and Protestants in the 1618 scenario, and Austria and France in the 1702 scenario.*

The Diplomacy phase is the only point during the round when a Power's Diplomatic Status can change.

A short period of time is set aside for open discussion and negotiations between the players on whether Powers should join, remain in, switch or leave a Coalition (it is recommended that this is no more than 3 minutes)

After the negotiation period, each Power other than the principal Coalition Powers secretly chooses one of their Diplomatic Choice markers and places it face-down. Players then simultaneously reveal them and place their Diplomatic Status marker on the relevant space in the Diplomatic Status Zone:

White lion = In the Austrian Coalition

Purple Rooster (1618) / Blue Shield (1702) = In the Protestant / French Coalition

Brown chaise longue = Neutrality

Grey cannon = Expansionist

Example (1702): Britain and Sweden have joined, or chosen to remain, in the Austrian Coalition; Russia is Neutral; the Ottomans are Expansionist. Austria and France are the principal Coalition Powers and are in the Austrian and French Coalitions, respectively, for the whole game. No markers are required to track this.



IMPLICATIONS OF DIPLOMATIC STATUS

At Peace / At War

Depending on their Diplomatic Status, Powers will either be At Peace or At War with each other. If a Power is At Peace with another Power, it may not attack it*.

Diplomatic Status	At Peace with	At War with
<i>Coalition</i>	※ Other Powers in your Coalition ※ Neutral Powers*	※ Powers in the opposing Coalition ※ Expansionist Powers
<i>Neutrality</i>	All other Powers	No one
<i>Expansionist</i>	※ Neutral Powers*	※ All non-Neutral Powers

* Though may attack a General/Garrison of a Neutral Power outside of the Neutral Power's Home Territories.

Coalition

Powers in the same Coalition are "Coalition Allies". They get the following benefits/restrictions:

- ✱ May move into a Territory controlled by a Coalition Ally, if the Coalition Ally agrees.
- ✱ May provide support to Coalition Allies in battle.
- ✱ May not attack a Coalition Ally, nor may they leave a Garrison in a Home Territory of a Coalition Ally.
- ✱ Subsidies & Mercenaries – may offer up to 3 Money or 3 Battle cards to one or more Coalition Allies during this action.

A principal Coalition Power may choose to expel a Power from their Coalition. This must happen at the start of the Diplomacy Phase, before diplomatic negotiations. The expelled Power must choose another Diplomatic Status.

A principal Coalition Power may also reject a Power from joining their Coalition following the Diplomatic Status declaration. In this case, the Power that was rejected **must** remain with the same Diplomatic Status that it had at the start of Diplomacy Phase, or become Neutral.

Neutrality

Powers other than the principal Coalition Powers may declare themselves Neutral.

Being Neutral protects you from attack in your Home Territories, but not from other Territories where you have presence. It also limits where you can have Garrisons and Generals.

See **Section 11: Powers that become Neutral** for full details.

Being Neutral also means the Taxation action generates double the amount of Money.

Expansionist

Powers other than the principal Coalition Powers may declare themselves Expansionist.

Being Expansionist removes any restrictions on which other Powers can be attacked (except for the Home Territories of Neutral Powers), allowing for a variety of moves and strategies.

In certain situations, following a change of Diplomatic Status it may be necessary to adjust the board state. This is when:

A. A Power has a Garrison and/or General in a Home Territory of a Power with which it was At War, but is now At Peace.

B. A General occupies a Territory that contains a General and/or a Garrison of a Power with which it was At Peace, but is now At War (including Neutral Generals/Garrisons outside of their Home Territory).

C. A General of a Neutral Power occupies a Territory that the Neutral Power does not control.

Please refer to **Section 11: Board state adjustments** for how to resolve these situations.

8. IMPERIAL ELECTION PHASE



The Imperial Election Phase determines which Power, if any, will be elected as the Holy Roman Emperor (HRE). It occurs once per round, just prior to the Austrian Muster action.

The Power elected as HRE receives the HRE Crown marker and gains an additional 2 Influence from the Gain Influence action.

To be elected, a Power must control an Electoral Territory and must receive at least 4 votes in the election. Each Electoral Territory grants the controlling Power 1 vote to contribute to the election.

Electoral Territories on the board are marked with the crown symbol:



There are 7 of them: *Pfalz, Nassau, Lorraine, Bohemia, Bavaria (1618 only) / Hannover (1702 only), Saxonia and Brandenburg.*

If you do not control an Electoral Territory, you do not participate directly in the election (however you may engage in the discussion and negotiation leading up to the vote).

RESOLVING THE ELECTION

Following a period of negotiation (no more than 3 minutes), participating Powers publicly declare which Power they are voting for to become HRE. You may vote for any participating Power that you are not At War with, including yourself. You may not split votes

between Powers if you have more than 1 vote to contribute.

Voting occurs in turn, following the Order of Play (see **Section 5: Order of Play**).

After all participating Powers have voted, if a Power has received 4 or more votes (i.e. a majority of Electoral Territories), it is elected as the Holy Roman Emperor. (**Design note:** *Obviously if a Power controls 4 or more Electoral Territories it is automatically elected, and no formal vote is necessary, unless it does not wish to become HRE for some reason*).

In the case that no eligible Power receives 4+ votes, the election fails, and no Power is the HRE for this round.

Example (1702 scenario): It's the Austrian Muster action so the game is paused to resolve the Imperial Election Phase. Austria and France both control 2 Electoral Territories. Britain (Expansionist), Sweden (Neutral) and Russia (Austrian Coalition) each control 1 Electoral Territory.

There is a period of negotiation and then votes are cast. As Britain is Expansionist, it is At War with every Power except Sweden (Sweden is Neutral so At Peace with all the other Powers), so can only vote for itself or Sweden. It casts its 1 vote for itself. During the negotiation, France declared it would cast its 2 votes for Sweden in return for Sweden joining its Coalition in the next Diplomacy Phase and providing it with future Subsidies.

Sweden agreed, and France casts its 2 votes for Sweden. Sweden casts its 1 vote for itself. It's now on 3 votes. Austria casts its 2 votes for itself. Russia had agreed to vote for Austria, but seeing that Austria can't win, it makes a last-minute deal to give Sweden the 4th vote it needs to become HRE: Sweden must agree to disband its Garrison in Ingria as part of its

next Movement action. Sweden agrees and receives a 4th vote from Russia.

The election concluded; Sweden becomes HRE. It takes the HRE Crown marker, and on its next Gain Influence action will gain 2 additional Influence. Austria then takes its Muster action.



9. THE ACTIONS PHASE

On your action turn, the action you can take is determined by the position of your Power(s)'s dial on the Wheel of War (see [Section 5: Core Concepts](#)).

All actions may be taken simultaneously except for Movement, which should only be taken once all other actions have been completed. Alternatively, if players prefer, actions can be taken in turn, in which case execute the actions from lowest to highest on the list be-

low (e.g. the Power who's dial is in the Muster space acts first).

Example (1618): In the image below the French dial is currently over the Leadership action ④, so the French player undertakes that action. In the next turn the French dial would move one space clockwise to the Mobilisation action ⑤, and the French player would take that action.



The action types (and order) 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 (this can be the card just taken).

② – 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.

Remember: 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 Territories you control that don't already have one of your Generals, or move any number of on-map Generals off-map (you may not do both in the same action);
- or
- 2) Take 1 Battle card; **or**
- 3) Gain 1 Morale.

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

5 — MOBILISATION



Use Money in your supply to purchase any combination of Unit markers, 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.

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

Purchased Unit markers are placed with any of your on-map Generals. **No General can ever have more than 3 Unit markers placed with it.**

Fortresses: Fortresses are placed in any Territory that already contains one of your Garrisons. Only one Fortress is allowed in any Territory. Once all 6 Fortresses have been placed from the general supply no more can be obtained. A Fortress may never be removed. If control of the Territory where it is located changes, the new Garrison receives the benefit (i.e. its strength increases to 4).

Corruption: The Power taking the Mobilisation action must return any unspent Money back into the general supply at the end of the action; it is lost to corruption.

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; **and/or**
- ✱ The Home Territories of other Powers that you control; **and/or**
- ✱ If you are the HRE (2 Influence).

The amount gained per Territory is equal to the number in that Territory (the number is in a laurel in Disputed Territories).

7 — MOVEMENT



Move any number of your Generals and associated Units following this sequence:

- 1) Select the Envoy Power
- 2) Disband any of your Garrisons from any Territory (*optional*)
- 3) 1st round of movement
- 4) Resolution of any battle(s)
- 5) 2nd round of movement, if requested, and if permitted by the Envoy
- 6) Resolution of any battle(s)
- 7) 3rd round of movement, if requested and if permitted by the Envoy
- 8) Resolution of any battle(s)

1) Select the Envoy

Before moving a General, you must select another Power as an Envoy. An Envoy must be selected even if no movement is undertaken.

A Power cannot decline if it is chosen as an Envoy.

Envoy restrictions. You cannot choose another Power to be the Envoy if:

- ✧ You are in the same Coalition as that Power
- ✧ The Morale of that Power is at 15
- ✧ You have already selected an Envoy for this movement (i.e. you can't choose a different Envoy to allow a second or third round of movement if the original Envoy refuses after the first round).

No eligible Envoy: If the above restrictions means there is no Power that can be chosen as an Envoy, you are allowed only 1 round of movement.

Number of rounds of movement: The selected Envoy immediately receives 1 Morale. You may then optionally undertake a 1st round of movement. The Envoy may not refuse the 1st round of movement.

Following the resolution of any battle(s) that results from this movement, you may then request that the Envoy permits a second, and then third, round of movement. The Envoy may refuse either the second or third round of movement. The Envoy receives 1 Morale for the first round, 2 Morale for the second, and 3 Morale for the third (i.e. a maximum of 6 Morale).

Movement may not occur if the Morale received would push the Envoy's total Morale to above 15 (e.g. if before the first round of movement the Envoy had 12 Morale, the moving Power could only move for a maximum of 2 rounds, as after that the Envoy would be at 15 Morale and no more movement would be permitted).

2) Disbanding Garrisons

You may remove any of your Garrisons from any Territory. The Garrison marker is placed off-map and, if it was in another Power's Home Territory, control of the Territory reverts back, or it becomes uncontrolled in other cases.

Note: You may not voluntarily convert Garrison markers back to on-board Units once placed.

3) Movement types

During each round of movement, each of your Generals may separately take one of 3 different types of movement:

1) A land advance – The General moves to an adjacent Territory (except Impassable Territories).

2) A sea advance – The General moves across a Sea Lane the moving Power controls or that is uncontrolled. A Power controls a Sea Lane if it's in its colour (a dashed line matching that Power's colour). A General of a Coalition Ally may use the Sea Lane with the controlling Power's permission. **Any General may use a neutral grey Sea Lane** if the moving Power controls the departure Territory, or it is uncontrolled. The General must begin in the Territory with the Sea Lane. A sea advance may be used to attack an opposing Power in the connected Territory. Note that a sea advance is the only way for any General to travel to or from Britain, Stockholm and Skania.

3) 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).

UNITS WITH A GENERAL

Units always move with the General they are under, unless they are converted into a Garrison. They cannot be left behind for other Generals to collect, and cannot be transferred between Generals.

MOVEMENT RESTRICTIONS

Multiple Generals in a Territory: You may move a General into a Territory that has been vacated by another of your Generals in the same round of movement, **but you may not finish a movement with 2 or more of your Generals in the same Territory.**

Your Generals may finish their move in the same Territory as Generals belonging to Coalition Allies.

PLACING A GARRISON

When your General enters or leaves a Territory, or wins a battle in the Territory, you may flip one of the General's Unit markers to its Garrison side, to mark that your Power has taken control of the Territory. You may also flip a Unit marker to place a Garrison in one of your Home Territories as part of a movement action. This will provide an additional strength point in any future battle there, and allow the placement of a Fortress.

A General may not leave a Garrison in a Home Territory of a Coalition Ally.

The Garrison stays in place when the General moves away. If a General has no Unit markers with it, it cannot place a Garrison.

Each Territory may only contain a maximum of 1 Garrison marker.

Multiple Garrisoning: You may place a Garrison in each Territory your General enters or leaves as part of its movement, provided the General has enough Units to do so. This can include Garrisoning a Territory it leaves and one it enters in the same movement action.

Example (1702): Britain is in the Austrian Coalition, along with Russia. It's Britain's first Movement action of the game. It selects the Ottomans (Neutral) as its Envoy. It cannot select Austria or Russia as they are in its Coalition, and, since it is soon likely to come into conflict with France and Sweden, it does not want to give either of them Morale by selecting them.

The Ottomans gain 1 Morale and Britain takes its first round of movement. It moves: a General with 3 Units by sea advance from London to Hannover ① (where it flips 1 Unit to place a Garrison); and a General with 3 Units from Cornwall to Oporto ①. It then asks Ottoman permission to take a second round of movement. The Ottomans want the extra Morale this will bring, and so agree.

The Ottomans gain 2 more Morale and for its second round of movement, Britain makes a land advance with its General and 3 Units in Oporto to Madrid ②, where it flips one of them to place a Garrison. It does not request any more movement from the Ottomans. That ends its movement. The Ottomans have gained 3 Morale, and Britain now controls Hannover and Madrid.



10. BATTLES



Once all Generals have finished a round of movement, it may be necessary to resolve one or more battles.

A battle occurs when a General is moved into a Territory that contains a Garrison or a General of a Power that it is At War with.

If there are multiple battles as a result of the same round of movement, the moving player decides the order in which they are resolved.

Sequence of a battle:

1. Total up battle strengths
2. Declare support for the attacker then defender
3. Commit Battle cards (one by one)
4. Determine battle outcome and victor

1) Total up battle strengths

Sum the total strength of the attacker and defender(s) in the contested Territory. Generals

and Garrisons of Coalition Allies in the same Territory defend together.

Generals in battles: A General adds 1 strength.

Units and Garrisons in battle: Units and Garrisons add 1 strength each. A Garrison adds 4 strength if there is also a Fortress in the Territory.

Use the Strength markers on the Strength track to mark the current strength of the attacking and defending side (use 1 marker for the defender even if multiple Powers are defending).

2) Declare support

Generals with Units in Territories adjacent to the contested Territory may provide support to the attacker or defender. Support for the attacker is declared first. Multiple Generals from the same Power may provide support.

To provide support, the adjacent General:

- ✱ Must be from the same Power as the attacker or defender, or a Coalition Ally.
- ✱ May not be participating in, or supporting, any other battle this movement round.

Each Unit with the General allows the play of a Battle card in support of the attacker or defender (the General itself does not allow the play of a Battle card, so a General without Units cannot provide support).

3) Commitment of Battle cards

Battle cards may then be committed to boost the attacker's and/or defender's strength.

The number of Battle cards that you can play in a single battle is limited to 1 card per Unit taking part in, or providing support to, the battle (e.g. a General with 2 Units can play

up to 2 Battle cards; a General without a Unit cannot play a Battle card). Once this limit is reached, you must pass.

A Garrison does not allow the play of a Battle card.

Sequence of card placement: If you control a General involved in the battle, directly or by providing support, you play a single Battle card per General face down on the board, or declare you will pass, in the following order:

- 1) The Power whose General entered the Territory (the attacker).
- 2) Powers with Generals or a Garrison already in the Territory (the defender(s)).
- 3) Powers with Generals supporting the attacking General (this may be the same Power as in step (1)).
- 4) Powers with Generals supporting the defender(s) (this may be the same Power(s) as in step (2)).

For each Battle card that you play, reduce your Morale by 1 on the Morale track (it costs 1 Morale to play 1 Battle card). If your Morale was on 0 at the start of the battle, you may still play a single Battle card in the battle if you are attacking or defending, but not if you are only providing support.

Cards are placed facedown. Separate out the cards played by each General, this will help keep track of the effect of the special abilities on the cards.

This sequence is repeated until all involved Powers declare that they will pass.

Passing: If at any point you voluntarily pass the opportunity to play a Battle card, your

Power may not play any more Battle cards in that Battle.

No conferring: There must be no discussion between players about which Battle cards to play.

Note that the '2' and '3' value cards can optionally be played face-up if you wish to play their effect.

Battle cards Special Abilities




(2) Play this card face-up to **reveal** 1 card played by an opponent.



(3) Play this card face-up to **discard** 1 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.

4) Determine battle outcome and victor

Once every player has played all the Battle cards they wish to play, all the cards are turned over and revealed simultaneously. The total value on Battle cards, including any Battle card special effects, is the value added to the final strength total for each side.

The Power, or where relevant the Coalition, with the highest strength total is the victor. Apply the results below, plus any Battle card special effects. All played Battle cards are placed face-up in the discard space on the board.

In all cases:

- ✱ 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.

If there is a draw:

In the case that both attacking and defending Powers have the same strength after all Battle cards are revealed, there is a draw:

- ✱ The defender's Garrison and/or General (or Generals from a Coalition) remain in the Territory. The attacking General and any accompanying Units retreats to the nearest eligible Territory that Power controls (attacker's choice), or off-map (if off-map, any Units with that General are lost).

If you won the battle:

- ✱ If you were the attacker you may convert 1 Unit to a Garrison to take control of the Territory.
- ✱ Every Power that participated in the Battle (even if only providing support) gains 1 Influence if an opposing General was defeated. In the case that there is more than 1 defending General, 1 Influence is gained for each defeated defending General.
- ✱ The victorious Powers gain an additional 1 Influence if they are in a Coalition and the defeated General was in the opposing Coalition. This is only awarded to Powers directly involved, not those providing support.
- ✱ Victorious Powers do not gain any Influence for defeating a lone Garrison, even if it had support.

If you lost the battle:

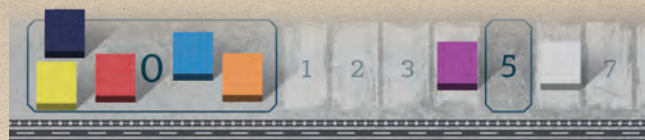
- ✱ The losing General(s) in the contested Territory loses all its units.
- ✱ It is then removed and may either be placed off-map or in your Capital Territory (your choice). If there is already a General in the Capital, the General must be placed off-map.
- ✱ Losing Garrisons are lost and removed from the board.

Captured Fortresses: A Fortress in a Territory that changes control is not removed. It is captured and provides its strength bonus to any new Garrison left by the victorious General. Alternatively it may be captured by a Garrison left by a General in a later movement round.

Example (1618): Sweden is in the Austrian Coalition. It is the Protestants player's movement turn and they move a General with 3 Units into Oldenburg from Nassau, and another Protestants General with 3 Units into Nassau. Since a Swedish General with 2 Units and an Austrian General with 2 Units are already present in Oldenburg, it is necessary to resolve a battle. Oldenburg is currently uncontrolled.



For the first step, both sides total their strengths in Oldenburg and mark that on the Strength track. The Austrian Coalition has 6 (2 Generals, 4 Units), the Protestants have 4 (1 General, 3 Units).



The next step is the declaration of support from Generals in adjacent areas. The Protestants and Austrian players declare that their Generals in Nassau and Hannover, respectively, will provide support.

The players now commit Battle cards. The Protestants player plays a card face-down from a Unit with the General in Oldenburg, and reduces Protestants Morale by 1. The Austrian Coalition now plays 2 Battle cards in separate piles from Units with the Swedish and Austrian Generals in Oldenburg. Sweden and Austria both reduce Morale by 1. The Protestants player then plays a second Battle card face-down in a separate pile from a Unit with the supporting General in Nassau, again reducing Morale by 1. The Austrian player does the same with a Unit with the supporting General in Hannover.

The process is then repeated, but the Austrian General in Hannover is unable to provide further support as he only has 1 Unit, limiting the Battle cards he can play to 1. The card played by the Austrian General in Oldenburg is a '3' played face-up. This card allows the Austrian player to remove a played Protestants Battle card, which is what happens.

Neither Sweden or Austria can play any more Battle cards as they do not have sufficient Units

with their Generals to allow it. The Protestants player is able to play 2 more, and, going for broke, plays both, reducing Protestants Morale by 2. It's now time to apply the results. The players flip the cards in the piles. ①

The players add-up the total strengths of each side. The combined Protestants total is 19 (4 in Battle plus 15 from the Battle cards). The combined Austrian Coalition total is 22 (6 in Battle plus 16 from the Battle cards). The Austrian Coalition wins!

All the Generals from the victorious side must lose a Unit ②, including the supporting General in Hannover. The Protestants General in Oldenburg loses all his Units ⑤ and is moved to Pfalz ④. The Protestants General



in Nassau loses 1 Unit as a consequence of supporting the battle.

Each participating Power draws 1 Battle card from the supply. Finally both Sweden and Austria move their Influence markers up by 2; Powers in a Coalition that defeat a General from the rival Coalition in battle receive an additional 1 Influence for doing so.



11. BOARD STATE ADJUSTMENTS



Following changes in the Diplomatic Status of the Powers it may be necessary to immediately adjust the board state to avoid a contradictory diplomatic situation.

1) At War to At Peace

In the situation where Power has a Garrison and/or General in a Home Territory of a Power with which it was At War, but is now At Peace:

- ✧ The Garrison(s) must be removed and allocated as a Unit to a General of that Power (if not possible, it is converted to 1 Money).

- ✧ If in the same Coalition, Generals may remain in that Territory at the Home Power's discretion. If the Home Power does not allow it, or always if a Power has become Neutral, the General(s) must be moved to the nearest nearest eligible Territory controlled by its Power, or off-map (if off-map any Units with that General are lost).

2) At Peace to At War

In the situation where a General occupies a Territory that contains a General or a Garrison of a Power (or Powers, if multiple Coalition Generals are present) with which it was At Peace, but is now At War (including Neutral Generals/Garrisons outside of their Home Territory):

- ✧ As soon as the new Diplomatic Status takes effect, determine which Power(s) has the most strength in the Territory.

- ✧ If the At War Powers have the same strength in the Territory, the side with a Garrison present is considered to have the most strength. If no Garrison is present, the 2 sides play a round of rock-paper-scissors. The losing side is considered the weaker Power.

- ✧ The weaker Power(s) must remove a Garrison if present and allocate it as a Unit to a General (if not possible it is converted to 1 Money) and retreat their General(s) and any accompanying Units to the nearest eligible Territory they control, or off-map (if off-map, any Units with that General are lost).

3) Powers that become Neutral

When a Power becomes Neutral, adjust the board state in its Home Territories as per 1) At War to At Peace.

If the Neutral Power has a Garrison or General in the Home Territory of another Power, or a General in an uncontrolled Territory: the General must be moved to the nearest eligible Territory controlled by the Neutral Power, or off-map (if off-map any Units with that General are lost); the Garrison is removed and allocated as a Unit to a General of the Neutral Power (if not possible it is converted to 1 Money).

Any Garrison the Neutral Power has in a non-Home Territory remains there. A General of the Neutral Power may remain in, and move into, this Territory (i.e. a non-Home Territory it controls). However, other Powers may attack that Territory. This is an exception to the rule

that you cannot attack a Power that you are At
Peace with.

A General of a Neutral Power may not move into a Territory that Power does not control.

No General of another Power may move into the Home Territory of a Neutral Power.

Example (1618): At the end of the Diplomacy Phase, Sweden switched from the Austrian Coalition to the Protestant Coalition. Poland

decided to remain with the Austrian Coalition. Consequently, Sweden and Poland went from being Coalition Allies At Peace to rivals At War. This requires immediate adjustment to the board state in Brandenburg. The strength value of the Swedish General and Polish Garrison is 1, so the Polish Garrison is considered to have the most strength. The Swedish General has to move back to the nearest Swedish-controlled Territory, or off-map.



12. USING MINOR POWERS



OVERVIEW

In games where you do not have the full player count, you still use all the Powers in the game. However, depending on the player count, certain Powers are considered Minor Powers (this is set out in the Scenario Set up rules in **Section 3: *Set up***). These begin the game uncontrolled by any player. The non-Minor Powers are called Major Powers and are assigned to players as normal.

Until their first Muster action, the Minor Powers will be uncontrolled* (*see below*). After the first round of the game Minor Powers will always be controlled by a Major Power. With some exceptions they can perform the same actions as a Major Power, and will allow the Major Power that controls them more scope for defeating rivals and moving through Territories. Minor Powers themselves do not track Influence and they may not win the game.

**Note that in the 1618 scenario Spain can be a Minor Power but it is always controlled by Austria. Consequently the 'gaining control' rules for Minor Powers do not apply to Spain as a Minor Power.*

SET UP

Minor Powers are set up like Major Powers, except:

- ✱ They do not use Influence markers.
- ✱ They do not begin the game with Money (though can generate it through Taxation).

Gaining Control of Minor Powers

You determine control of a Minor Power each time that Minor Power's action dial moves to the Muster action. At this point – before any actions are taken by any player for the turn – all players simultaneously secretly bid zero or more Morale of the Major Power they control to attempt to win the bid.

To do so, take your off-map Unit tokens and and/or Money from the supply and place the number you wish to bid in closed fist: the number should correspond to the amount of Morale you wish to bid. This may not be higher than your current level of Morale.

Once all players have made their selections, everyone simultaneously reveals their bid by opening their hands.

In case of a tie (including where every player bids zero), the player higher in the Order of Play wins (see [Section 5: Order of Play](#)).

***Exception:** If a Minor Power does not control its Capital at the start of its Muster action*

there is no bidding to gain control of it, it automatically becomes controlled by the Major Power that controls its Capital (or the Major Power that controls the Minor Power that controls the Capital).

The winning player takes control of the Minor Power and loses Morale points equal to their bid. Powers that did not win do not lose any Morale.

Place the Minor Power's Diplomatic Status marker under the controlling Major Power's marker in the Diplomatic Status Zone (if they were At War they are now At Peace). Change the board state if required (see [Section 11: At War to At Peace](#)).

Example (1702): In a 3-player game it's the Russian Muster action. Russia is a Minor Power, and the Austrian player bids the most Morale and takes control of it. This requires immediate adjustment of the board in Silesia as both Powers are controlled by the same player, and so are now At Peace. The Russian Garrison in Silesia must be removed – it is allocated as a Unit to the General there. Because the same player controls Russia and Austria, the Russian General remains in Silesia.



If a Power in a Coalition gains control of a Minor Power, that Minor Power will automatically join that Coalition; the principal Coalition Power cannot refuse this. Similarly, they may not expel a Minor Power their Coalition at the start of the Diplomacy Phase. To expel it, they would need to expel the Major Power that controls it.

The Minor Power's off-map Generals, Unit markers, deck of Battle cards and any Money are passed to the new controlling player. This is kept in a separate space near the player (as it may later be passed to another player).

That controlling player then 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.

Using Minor Powers

※ **Key rule:** When you control a Minor Power, it is treated as if it were in a Coalition with your Major Power. This is even if the Major Power is Neutral or Expansionist – i.e. not in a Coalition. The same rules as apply to Coalition Allies apply for movement (including selection as an Envoy), placing and removing Garrisons, and providing support in battles. If you control 2 or more Minor Powers, they all act as if they were in the same Coalition.

※ Minor Powers do not take the Gain Influence action.

Exception: In the unlikely event that a Minor Power is elected as HRE – the major Power gains the +2 Influence when it is the Minor Power's Gain Influence action.

※ The Diplomatic Status of the Minor Power will change to match the Status of the Major

Power if it changes during the Diplomacy Phase (e.g. if the Major Power switches Coalition, any Minor Powers it controls will also immediately switch Coalition).

※ Minor Powers may gain Influence through winning battles. This Influence is immediately awarded to the Major Power that controls it (e.g. if Austria controls the Russians, and the Russians support a successful Battle against an Ottoman General, Austria would receive the 1 Influence that the Russians were awarded).

Exception: Minor Powers do not gain 1 additional Influence for participating in the defeat of a General from the opposing Coalition.

※ Major and Minor Powers controlled by the same player may Subsidise & Mercenaries each other, to the maximum of 3 Money/Battle cards.

Exception: there is no limit to the amount of Money and Battle cards that Spain and Austria may exchange with each other in the 1618 scenario.

Uncontrolled Minor Powers

Until the first Muster action of a Minor Power in round 1, it will be uncontrolled. In this situation the following rules apply:

※ The Minor Power does not take any actions while it is uncontrolled (e.g. it will not collect Money during its Taxation action).

※ The Minor Power cannot be selected as an Envoy.

※ If the Minor Power is attacked and the attacker is not in the Austrian Coalition (1618 and 1702 scenarios), the Austrian

player will take temporary control of the Minor Power. If the attacker is in the Austrian Coalition, the Protestants (1618) / French (1702) player will take temporary control.

※ The player taking temporary control will play the Minor Power's Battle cards (as they see fit). Other Powers may provide support to the attacker as normal. (Note that if an uncontrolled Minor Power wins a battle, no Power gets awarded Influence for this).

Example (1702): It's a 5 player game and the Wheel of War turns to the Ottoman Muster action ①. Play is interrupted to allow the players to bid for control of the Ottomans (which are a Minor Power in a 5-player game). Whoever wins the bid will take control of the Ottomans until the Wheel turns full circle back to the Ottoman's next Muster action, when bidding will occur again.

Each player secretly places Unit markers from their supply up to the amount of Morale they wish to bid. All players then simultaneously reveal their bid. Britain has bid 2, Austria and Russia 3. France and Sweden bid 0. In a draw you refer to the Order of Play to see who wins. Austria is higher than Russia in the order and so wins. Austria pays 3 Morale ②. The Morale of Russia and Britain remains unchanged as only the winner pays Morale.

The Ottomans were previously controlled by the Russians so the Russian player passes over the Ottoman off-board pieces and Battle cards to the Austrian player ③, who places them in their play area. The Ottoman Diplomatic Status marker is moved from under the

Russian marker (French Coalition) to under the Austrian marker ④. Because the Ottomans are now controlled by the Austrians they immediately switch their Diplomatic Status from the French Coalition to the Austrian Coalition, matching Austria. The switch requires an immediate change to the board state in the Podolia. This is because Generals of 2 Powers that are At War (Russia and Ottomans) may not remain in the same Territory. It is necessary to determine which Power has the greatest Strength there. The Ottomans have a Strength of 4 (1 General, 1 Garrison, 2 Units). The Russians have a Strength of 2 (1 General, 1 Unit). Consequently, the Russian General and Unit must leave. It could move off-map or to the closest Russian controlled Territory ⑤.

Control of the Ottomans is now established, and players can take their actions. The Austrian player takes the Muster action for the Ottomans.

MINOR POWERS – FAQ

If I take control of a Minor Power, what happens to the board state?

If you were At Peace with that Minor Power before you took control of it – i.e. you were in the same Coalition or you or that Minor Power were Neutral – nothing changes. However, if you were At War you must check the board state and adjust if required as set out in Section 11: *At War to At Peace*.

Note that it is not possible to go from a position of being At Peace to At War when you take control of a Minor Power, since you are always At Peace with Minor Power that you control.

Can I place a Garrison in the Home Territory of a Minor Power?

Yes, except if you Control it or it is in the same Coalition as you. As set out in **Section 7: Implications of Diplomatic Status**, you may not place a Garrison in the Home Territory of an Ally, including a Minor Power you control.

Can a Minor Power be selected as an Envoy?

Yes. The same rules apply – it cannot be a Minor Power that you control, and it cannot

be in the same Coalition as you (if you are in one). You cannot select an uncontrolled Minor Power (round 1 only) as an Envoy.

If I control more than one Minor Power, can all these Minor Powers move through each other's Territories like Allies?

Yes, they count as being Allies with each other (and if the Major Power is in a Coalition they will all be in that Coalition).



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