



Realpolitik

PLAYER AID

SEQUENCE OF PLAY

Play Action cards face-down simultaneously. Then reveal and resolve in the following player order:

- 1) **Taxation, Gain Influence, Mobilisation** (*Simultaneously*)
- 2) **Diplomacy**
- 3) **Movement**

(in Prestige order if multiple Movement cards played)

WINNING THE GAME

When one or more Power reaches **25** or more on the Influence Track, the game ends that turn. The Power with the most Influence wins.

Tie breaker: If one or more Power is level on Influence at the end of the game, the Power higher in Prestige order wins.

BEING IN AN ALLIANCE

Powers in an Alliance get the following benefits/restrictions:

- May move through a Territory controlled by an Allied Power, if that Power agrees.
- Allied Powers may not attack each other, nor may a Power leave a Garrison in a Home Territory of an Allied Power.
- Allied Powers may provide support to each other during battles.

ACTIONS

The 5 Action card types are as follows:

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.

MOBILISATION



- 1) Take and place up to 2 Trains.
- 2) Take 1 Battle card for each off-map General.
- 3) Place any number of off-map Generals into your controlled Territories, **or** move any number of on-map Generals off-map (not both).
- 4) Purchase any combination of Unit markers, Trains, Battle cards, Fortresses, and Morale points.

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

Hand Limit: The maximum number of Battle cards you can hold *at the end of Mobilisation* is **7**.

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.

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

DISPATCH



Move the Diplomacy marker 1 box up on the Diplomacy track. Then take all of your played Action cards into your hand (including Dispatch).

Resolve the Diplomacy Phase if the marker is on the top box on the track.

MOVEMENT



Select Envoy then take a **Train pre-move**:

Move any number of Generals (with Units), or Units without Generals, along a chain of Territories you control – **and/or** that an Allied Power controls and it agrees – that are connected by Trains.

Then, 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 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 an Allied Power (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.

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.
5. Update Prestige track.

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.
- The battle winner(s) is moved one space left on the Prestige track, swapping with the Power to its left (if possible).

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



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



(2) Strength of 3 if the battle is occurring in a Territory that you control.



(3) Play face-up to **reveal** 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 '5' card that you played, you lose 1 additional Morale.



Realpolitik

PLAYER AID

3 player game

GAINING CONTROL

During the Diplomacy Phase, if only one Major Power places an Alliance marker with Italy, it gains control of it. If more than 1 Alliance marker is placed, the relevant Powers simultaneously bid zero or more Morale. The highest bidder takes control of Italy, with ties decided in Prestige order.

CONTROLLING ITALY

The controlling Major Power takes all the actions of Italy until the next Diplomacy Phase, at which point control may change.

GAINING INFLUENCE

Italy does not gain Influence and cannot win the game.

ACTIONS

Italy takes the same actions as the Major Powers except it does not have the Gain Influence Action card.

BATTLES

Italy conducts battles in the same way as the Major Powers.

If Italy would gain Influence from winning a battle (including through providing support) the controlling Major Power gets that Influence.

BENEFITS/RESTRICTIONS

Powers controlled by the same player (a Major Power and Italy) get the following benefits/restrictions:

- May freely move through each others' controlled Territories.
- May not attack each other, nor may they place 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.