



Realpolitik

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Realpolitik

a sequel to Coalitions

The tectonic plates of central Europe are shifting. Under the guileful statesmanship of Prussian leader Otto von Bismarck, the German states are uniting. Austria, and latterly France, caught up in the upheaval, are both dragged into losing wars against Prussia and its allies, including Italy. This is the setting of Realpolitik.

Realpolitik features many of the same core mechanics as Coalitions, but has some key differences. Most notably, the Wheel of War is replaced by a card-based action selection mechanic. Players play and resolve one of five action cards simultaneously. This introduces more uncertainty into the actions opponents will take, and more decision-making about which action to take and when. Diplomacy also works a bit differently, being driven by a track rather than always occurring at the same point in the sequence of play. There are no more multi-power coalitions or neutrality. Two powers can form an alliance, but otherwise all powers will be at war.

And, this game being set at the start of the Industrial Revolution, there are now trains! These allow Generals and Units a pre-move prior to their main movement action, meaning movement across the map is a lot quicker.

Realpolitik is a standalone expansion to Coalitions. It is not necessary to own Coalitions to play it. A summary of the new rules for Realpolitik compared to Coalitions is provided in [Section 1: Changes from Coalition rules](#).

Realpolitik is a **3 to 4 player** game. There is only one scenario in the game. The additional rules required to play the game at 3 players are set out in [Section 11](#).

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1. CHANGES FROM COALITIONS RULES

This section provides a short description of the differences between Realpolitik and Coalitions. If you are 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 4: *Winning the game*

When a Power reaches **25** or more on the Influence, the game ends that turn. As it is possible for more than one player to reach 25 in the same turn, there is a tie-break rule.

Section 6: *Sequence of play*

There is no Wheel of War. As a turn, players play 1 of 5 action cards face-down simultaneously. The cards are then revealed and resolved according to a fixed order.

Section 7: *Diplomacy Phase*

The Diplomacy Phase is resolved when the Diplomacy marker has reached the top box on the Diplomacy track. You can form an Alliance with only one other Power. Any Power that is not in an Alliance with another Power is At War with it. There are no Coalitions (though an Alliance works the same, but just for 2 Powers), or Expansionist or Neutral Powers.

Section 8: *Action Phase*

Each Power has the same 5 Action cards, each allowing you to take a different action: Taxation, Mobilisation, Gain Influence, Movement, and

Dispatch. Taxation and Gain Influence work the same as in Coalitions. Mobilisation is the same, but you are also able to place up to 2 Trains for free, and purchase additional Trains. Dispatch advances the Diplomacy marker on the track and allows you to pick up all your played Action cards. Movement allows you to use Trains to pre-move Generals and Units across Territories before your first round of movement. If multiple Powers are moving on the same turn, the order of resolution is determined by Prestige order. Prestige is a new concept in the game that is explained in [Section 5: Core concepts](#).

The French and Italians have access to Sea Lanes. Sea Lanes work the same as in Coalitions, except that you may not provide support to battles across a Sea Lane.

Section 9: *Battles*

Each Power has its own Battle card deck. The maximum number of Battle cards you can hold is raised to 7.

Section 11: *3-Player Games*

Italy becomes a Minor Power in a 3-player game. You can gain control of it during the Diplomacy phase. If you are the only power to propose an Alliance with Italy, you gain control of it. If more than one Power proposes an Alliance, there is a blind bid with Morale, the same as with Minor Powers in Coalitions. Otherwise Italy works the same as Minor Powers in Coalitions (it does not use the Gain Influence Action card).

2. GAME COMPONENTS

A Game Board

B 16 General pawns
4 each for **a.** Austria, **b.** France
c. Prussia and **d.** Italy

C 112 Unit / Garrison tokens:
e. 28 Austrian
f. 28 French
g. 28 Prussian
h. 28 Italian

D 18 Diplomatic Status markers:
General: 6 At War / Alliance
Per Power: 2 At War, 1 Alliance

E 1 Diplomacy marker

F 6 Fortresses

G 28 Trains

H Coins:
i. 8x Francs (= 5 Money)
j. 10x Marks (= 2 Money)
k. 20x Lire (= 1 Money)

I 20 markers:
4 Morale markers (hearts)
4 Influence markers (stars)
4 Strength markers (cubes)
4 Envoy markers (cylinders)
4 Prestige markers (discs)

J 20 Action cards - 5x per Power

K 52 Battle cards - 13x per Power

+ 4 player aids and this rulebook





e.

f.

g.

h.



3. SET UP

PLAYER POWERS

Choose or randomly determine which Power you will play.

There are 4 Powers in the game:
Austria, France, Prussia and Italy.

In a full **4 player** game each player takes control of one of these Powers.

In the **3 player** game, Italy is a Minor Power (see [Section 11](#)).

1 **Diplomatic Status track:** Place the 6 At War markers in the 6 boxes on the track. All the Powers begin At War. Place the 2 Alliance markers by the side of the board near this track.

2 **Diplomacy Phase track:** Place the Diplomacy marker in the bottom box of the Diplomacy Phase track.

3 **Prestige track:** Place the Austrian (white) marker in the left-most space on the track, then rightwards from that the French (blue), Italian (red) and Prussian (black) markers.

4 **Morale markers:** Place each Power's Morale marker at their starting value on the Morale track as follows:

Italy (red): 5

Prussia (black): 6

France (blue): 7

Austria (white): 8





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

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

7 **Envoy markers:** Place the Envoy markers of all Powers on the Envoy space.

8 **Trains:** Place a Train marker across the borders of the following Territories:

- ※ Paris — Champagne
- ※ Paris — Bourgogne
- ※ Liguria — Toscania
- ※ Toscania — Lazio
- ※ Wien — Tyrol
- ※ Wien — Karinthia
- ※ Wien — Hungari
- ※ Berlin — Hannover
- ※ Berlin — Magdeburg
- ※ Magdeburg — Hesse
- ※ Berlin — Schlesien

The on-map Generals are located as set out below. **Each General begins with 3 Units.** These are placed below the General.



AUSTRIA

Generals in Wien & Tyrol



FRANCE:

Generals in Paris & Champagne



PRUSSIA

Generals in Berlin & Magdeburg



ITALY

Generals in Liguria & Sardinia



12 Money: Each power starts with 5 Money.

13 Place off-map Generals, unused Unit markers, the 3 Diplomatic Status markers, and your starting Money nearby.

Set up for individual Powers:

9 Action cards: Each Power has 5 Action cards of their colour. Place them face-down in your player area.

10 Battle cards: Each Power has its own dedicated Battle card deck. **Each Power starts with 3 Battle cards**, dealt from their shuffled Battle card deck. Place them face-down in your player area. Place the remaining Battle card deck face-down nearby.

11 Generals: Each Power starts with **2 Generals on-map**, and **2 Generals off-map**.

4. WINNING THE GAME



When one or more Powers 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 Powers is level on Influence at the end of the game, the Power higher in Prestige order wins.

5. CORE CONCEPTS



ACTION CARDS, TURNS & ROUNDS

The action selection mechanic at the heart of the game.

A hand of Action cards is used to determine which action a Power will take this turn. Each Power has the same 5 Action cards, each allowing it to take a different action: Taxation, Mobilisation, Gain Influence, Dispatch and Movement.



At the start of each turn, players play their chosen Action card face-down. They then

simultaneously reveal their cards. Taxation, Mobilisation and Gain Influence are resolved first, all at the same time. Then Dispatch. Movement occurs after the other actions.

Once a card has been played, you cannot play it again until you play the Dispatch action card. This allows you to return all played cards to your hand, including the played Dispatch card.

Consequently there are no shared rounds in a game of Realpolitik. You effectively play your own round, which ends when you take the Dispatch action, and begins when you have a full hand of Action cards.

When the Diplomacy marker has reached the top space on the Diplomacy track, players jointly resolve the Diplomacy Phase. This occurs before Movement but after all the other actions have been resolved that turn.



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:

(A) 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. Savoy is a Disputed Territory that France or Italy 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. Luxembourg 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 Low Countries).

Sea Lanes: Sea Lanes connect non-adjacent coastal Territories. They can be traversed as part of the Movement action, but only by the Powers with a corresponding colour (i.e. France and Italy) and their Allies.



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

It is tracked on the Influence track.

MORALE

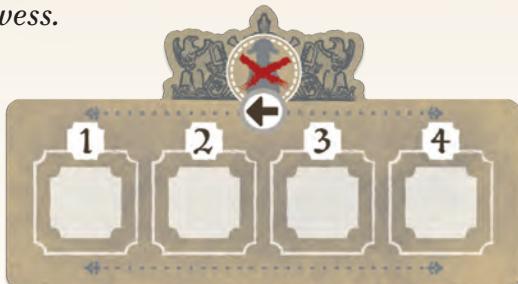
Morale represents a Power's domestic level of support for its international actions.

Morale is spent to play Battle cards and to control Italy in a 3 player game. 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 Mobilisation action.

PRESTIGE ORDER

Prestige is an abstract measure of martial prowess.



Prestige order is used to determine who moves first if multiple Powers have played the movement Action card. It is also the end of game tie-breaker if Powers have equal Influence.

Prestige order is determined by the position of the Powers on the Prestige track. The left most space on the track represents the greatest prestige. A Power moves leftwards on the track everytime it wins a battle (if directly involved, not only if providing support), swapping places with the Power to its left on the track.

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 an Allied Power of 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 (but excluding the Train pre-move).

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 an Alliance 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. Each Power has its own separate deck of Battle cards.

It costs you 1 Morale for each Battle card that you play. For each card value (between 1 and 5)

there is also an associated special power that may be applied.

TRAIN

Train networks were extensive across northern Europe by the 1870s. They facilitate swift movement of armies between Territories.

Trains allow for a pre-move prior to a first round of movement. They are placed between the borders of Territories controlled by the same Power, or between Allied Powers. Some are placed at set up, more can be added through Mobilisation.

Once a Train is placed it remains in place for the rest of the game, regardless of if control of one or both of the adjacent Territories changes.

Negotiations in Realpolitik

Realpolitik 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 an Alliance or with a Minor Power you control. *Caveat Emptor.*

6. SEQUENCE OF PLAY

A game of Realpolitik does not have shared rounds. As a turn, players play their Action cards face-down simultaneously. The cards are revealed, and then resolved in the following order:

- 1. Taxation, Gain Influence, Mobilisation**
(*Simultaneously*)
- 2. Dispatch**
- 3. Movement**
(*in Prestige order if multiple Movement cards are played on the same turn*)

7. THE DIPLOMACY PHASE

In Realpolitik, Powers are either in an Alliance (“Allied Powers”) or At War. This status is determined during the Diplomacy Phase.

The Diplomacy Phase is resolved when the Diplomacy marker has reached the top box on the Diplomacy track. This follows the play of one or more Dispatch Action cards.

In this Phase you can attempt to form an Alliance with another Power. Any Power that is not in an Alliance with another Power is At War with it.

The Diplomatic Status track shows the current Diplomatic Status of the Powers relative to each other. Where two Powers are connected by an Alliance marker , they are in an Alliance. Otherwise they are At War .

The game begins with all the Powers At War. The sequence of the Diplomacy Phase is as follows:

- 1) Diplomatic negotiations
- 2) Diplomatic entreaties
- 3) Board state adjustments

DIPLOMATIC NEGOTIATION

A short period of time is set aside for open discussion and negotiations between the players on whether their Powers should be in an Alliance (it is recommended that this is no more than 3 minutes).

DIPLOMATIC ENTREATIES

Each Power has 2 'War' and 1 'Alliance' Diplomatic Status markers. Following any negotiations, players simultaneously choose and hand a Diplomatic Status marker facedown to each other (regardless of the current Diplomatic Status).

Each Power then reveals the 3 markers they have received. If any Power receives an Alliance marker from a Power that they gave their Alliance marker to, those Powers are now in Alliance. In any other outcome, the Powers are At War. The Alliance markers are then returned to the relevant Powers.

If the exchange of Diplomatic Status markers results in a change to the Diplomatic Status of the Powers, then the Diplomatic Status track is updated.

Note that:

- a)** no commitment made during the negotiation step is binding when making Diplomatic entreaties; **and**
- b)** that it is possible that all Powers will be At War with each other; **and**
- c)** that it is possible to accidentally form an Alliance if two Powers mis-play who they give their Alliance marker to.

Example: France plays its Dispatch Action card, moving the Diplomacy marker to the top box on the Diplomacy track. The Diplomacy Phase is triggered. Italy and France are currently in an Alliance. All other Powers are At War with each other.



Following a short negotiation, Italy agrees to end its Alliance with France and join an Alliance with Austria. Prussia and France cannot agree on the terms of a rival Alliance. Play moves to Diplomatic entreaties, and all the Powers exchange Diplomatic Status markers. They then reveal what they have received:

- ※ Italy reveals Alliance markers from Austria and France, and a War marker from Prussia.
- ※ France reveals an Alliance marker from Prussia, and War markers from Italy and Austria.
- ※ Austria reveals an Alliance marker from Italy, and War markers from France and Prussia.
- ※ Prussia reveals War markers from France, Italy and Austria.

Italy and Austria have both received Alliance markers from each other. As a result, the Alliance between France and Italy ends, and a new Alliance between Italy and Austria is formed.

The Diplomatic Status track is updated to reflect the new Diplomatic situation.



IMPLICATIONS OF DIPLOMATIC STATUS

Alliance / At War

Depending on their Diplomatic Status, Powers may either be in an Alliance or At War with each other.

Being in an Alliance

Powers in an Alliance get the following benefits/restrictions:

- ※ May move into a Territory controlled by an Allied Power, if it agrees. This includes by Train pre-move.
- ※ May not attack each other, nor may a Power leave a Garrison in a Home Territory of an Allied Power.
- ※ May provide support to each other during battles.

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 in an Alliance.

B. A General occupies a Territory that contains a General and/or a Garrison of a Power with which it was in an Alliance, but is now At War.

Please refer to [Section 10: Board state adjustments](#) of this rulebook for how to resolve these situations.

8. THE ACTIONS PHASE



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



Resolve this action in the following order:

- 1) Take and place up to 2 Trains.
- 2) Take 1 Battle card for each General pawn of your Power which is held off-map.
- 3) Place any number of off-map Generals into your controlled Territories, or move any number of on-map Generals off-map (you may not do both in the same action).
- 4) Use Money in your supply to purchase any combination of Unit markers, Trains, Battle cards, Fortresses, 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.

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.

Trains: Trains can be placed on the borders of adjacent Territories that you control that do not already have a Train, and/or across a Territory you control and Territory controlled by an Allied Power, if they agree. Once placed, a Train remains in place for the rest of the game, regardless of if control of adjacent Territories changes.

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.

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; **and/or**

- ❖ The Home Territories of other Powers that you control.

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

☞ DISPATCH



Dispatch is resolved after Taxation, Mobilisation and Gain Influence. To resolve it, move the Diplomacy marker 1 box up on the Diplomacy track. Then take all of your played Action cards into your hand (including Dispatch).

If, after this, the Diplomacy marker is on the top box, it does not move any further (even if multiple Dispatch actions are taken that would otherwise move it further), and the Diplomacy phase is resolved. After the Diplomacy phase is resolved, the Diplomacy marker is then moved to the bottom box on the track.

☞ 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) Undertake a Train pre-move (*optional*)
- 4) 1st round of movement
- 5) Resolution of any battle(s)
- 6) 2nd round of movement, if requested, and if permitted by the Envoy
- 7) Resolution of any battle(s)
- 8) 3rd round of movement, if requested and if permitted by the Envoy
- 9) Resolution of any battle(s)

If multiple Powers play a movement Action card on the same turn, the Power(s) higher in Prestige order moves first.

1) Select the Envoy

Before moving, 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:

- ❖ It is an Allied 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, after disbanding any Garrisons and/or undertaking a Train pre-move, 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) Train pre-move

After selecting the Envoy Power but before taking a 1st round of movement, you may 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. There is no limit to the number of Territories that may be entered during this pre-move provided you meet the above criteria.

A General may not end the pre-move in a Territory containing another General of the same power.

A Unit moving without a General must end its move under a General of the same Power, respecting the limit of 3 Units per General. Units moving without a General cannot move from or to Generals that have moved or will move this turn via a Train pre-move.

Design note: this can be considered the Power using the train network to ferry reinforcements from one army to another.

There is no requirement for a General that moved via a Train pre-move to move in the subsequent round of standard movement. The Envoy does not receive any additional Morale for the pre-move, and cannot refuse it.

4) 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. A Power controls a Sea Lane if it's in its colour (a dashed blue (French) or red (Italian) line). A General of an Allied Power may use the Sea Lane with the controlling Power's permission. 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 Sea Movement is the only way for any General to travel to or from Sardinia. A Power At War with Italy or France may not use their Sea Lanes, regardless of if they control the Territory the lane leads into/out of the Sea Lane.

3) A strategic land movement – The General moves up to 3 adjacent land Territories if those Territories are controlled by you or an Allied Power (if it agrees).

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 (except by a Train pre-move).

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 an Allied Power.

Example: Austria is taking its Movement action. It selects France as its Envoy. It cannot select Prussia as it is in an Alliance with it, and since it intends to open up a front in Lombardia it does not want to select Italy: it does not want to give Italy additional Morale, and Italy is unlikely to agree to a second round of movement.

France gains 1 Morale, and Austria takes its Train pre-move, moving a Unit from its General in Dalmatia to its General in Venezia. For its first round of movement, it moves its General in Venezia to Lombardia by a land advance, flipping a Unit to place a Garrison there, and its General in Dalmatia to Venezia. It also moves its General in Wien to Bohemia, again flipping a Unit to place a Garrison and take control of that Territory.



It requests French permission to take a second round of movement. The French player considers it, but refuses. Although this sacrifices the opportunity of France gaining 2 additional Morale, the French player concludes that Austria is at risk of gaining too much territory if it's allowed to continue. Austria's movement ends.



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 an Allied Power.

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.

9. 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 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
5. Update Prestige track

1) Total up battle strengths

Sum the total strength of the attacker and defender(s) in the contested Territory. Generals and Garrisons of Allied Powers 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 2 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 an Allied Power.
- ※ 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 '1' and '3' value cards may optionally be played face-up if you wish to play their effect.

Battle cards Special Abilities



(1) Play this card 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 this card 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.

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 Alliance, 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 an Alliance) 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.
- ※ 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.

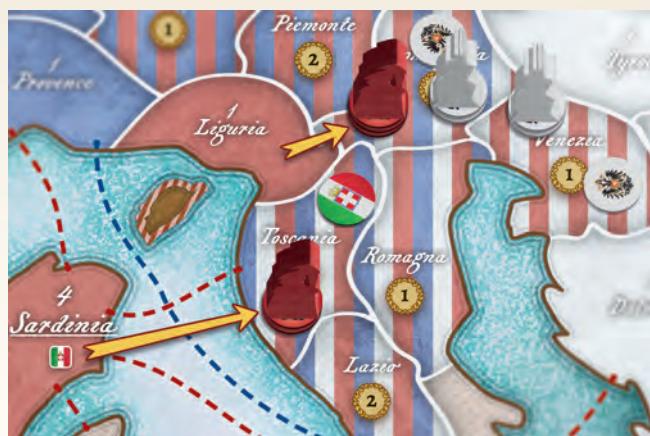
- ※ Losing Garrisons are lost and removed from the board.

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.

5) Update Prestige track

The winner(s) of a battle (if directly involved, not only if providing support) is moved one space left on the Prestige track, swapping with the Power to its left (if possible).

Example: It's the Italian player's movement turn, and they move a General with 3 Units into Lombardia, and another General with 3 Units into Toscana. The General in Toscana flips one Unit to place a Garrison there. Since an Austrian General with 2 Units, and an Austrian Garrison, are already present in Lombardia, it is necessary to resolve a battle.



For the first step, both sides total their strengths in Lombardia and mark that on the Strength track. They both have 4 (1 strength for the Gen-

eral, 1 strength for each Unit, 1 strength for the Garrison).



The next step is the declaration of support from Generals in adjacent areas. The Italian player declares their General in Toscania will provide support, as does the Austrian player with their General in Venezia.

The players now commit Battle cards. The Italian player plays a card face-down from a Unit with the General in Lombardia, and reduces Italian Morale by 1. The Austrian player now plays a Battle card from a Unit with the General in Lombardia, and reduces Austrian Morale by 1. The Italian player then plays a second Battle card face-down in a separate pile from a Unit with the supporting General in Toscania, again reducing Morale by 1. The Austrian player does the same with a Unit with the supporting General in Venezia.

The process is repeated. After this, Austria is unable to play any more Battle cards as the Units of all participating Austrian Generals have already been used. The attacking Italian General in Lombardia, has 1 unused Unit left. The Italian player pays 1 more Morale to play 1 more Battle card. This is a '3', played face-up. This allows the Italian player to reveal one of

the face-down played Austrian cards, which is what happens. It's now time to apply the results. The players flip the face-down cards in the piles.

The players add-up the total strengths of each side. The Italians get +1 strength by playing a pair of '4' strength cards in the same pile (1). The Italian total is 23 (4 in battle plus 19 from Battle cards). The Austrian total is 20 (4 in battle plus 16 from Battle cards). The Italians win.



Both Italian Generals must lose a Unit (2). The General in Lombardia places a Garrison. Lombardia is now Italian controlled. The Austrian General in Lombardia loses both his Units, and the Garrison is removed (3). The Austrian General is moved back to Wien (4). The Austrian player loses 2 additional Morale for losing a battle where it played two '5' value Battle cards.

The Italian and Austrian players both draw 1 Battle card from the supply. Finally, the Italian player moves the Italian Influence marker up by 1, and moves their Prestige marker one space left on the Prestige track, for winning the battle.



10. 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 in Alliance

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 in Alliance:

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

2) In Alliance to At War

In the situation where a General occupies a Territory that contains a General or a Garrison of a Power with which it was in an Alliance, but is now At War:

- ※ 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).

Example: Prior to the Diplomacy Phase, Prussia took control of the Austrian Capital of Wien. During the Diplomacy Phase, Austria and Prussia formed an Alliance. This requires an immediate board state adjustment in Wien. The Prussian Garrison there is allocated as a Unit to the Prussian General in that Territory, and the Prussian General and Units move to Bohemia, the nearest Prussian-controlled Territory. The Austrian General and Garrison remain in Saxonia since it is not a Home Territory of its new Ally Prussia.



11. 3-PLAYER GAME



OVERVIEW

In games of 3 players you still use all 4 Powers in the game. However, Italy is considered a Minor Power. The other 3 Powers are called Major Powers, and are assigned to players as normal.

Major Powers can gain control of Italy during the Diplomacy phase by offering it an Alliance. If more than 1 Major Power offers an Alliance, there is a blind bid of Morale points to determine who gains control.

SET UP

Italy is set up the same as in the 4-player game except it:

- ⌘ Does not use an Influence marker
- ⌘ Does not use Power-specific Diplomatic Status markers
- ⌘ Does not have the Gain Influence Action card

The rest of the board is set up as normal except all the General Diplomacy markers are placed by the side of the board near the Diplomacy track (Powers do not begin At War).

DIPLOMACY PHASE

In a 3-player game, the game begins with the Diplomacy phase, which works a bit differently to the 4-player game.

The 3 players resolve the Diplomacy Phase as in a 4-player game. During the Diplomatic entreaties step, you exchange Diplomatic Status markers with other players, and with Italy (placing your marker face-down in the Italian area). These are then revealed.

If only one Power has placed an Alliance marker with Italy, that Power gains control of Italy until the next Diplomacy phase. Place the Alliance marker between Italy and that Power on the Diplomatic Status Track. The 2 Powers are in an Alliance, and apply the principles set out in [Section 7](#).

If no Power has placed an Alliance marker with Italy, the Power that is highest on the Prestige track gains control of Italy until the next Diplomacy phase. If that Power has formed an Alliance with another Power as part of the same Diplomacy Phase, then the Power not in an Alliance gains control of Italy.

If more than one Power has placed an Alliance marker with Italy, those Powers bid Morale to determine which gains control. To do so, take your off-map Unit markers 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, the player higher in Prestige order wins the bid. The winning player takes control of Italy and loses Morale points equal to their bid. Powers that did not win do not lose any Morale.

If as a result of Minor Power Diplomacy, control of Italy switches:

- 1) Change the board state if required (see [Section 10](#)).
- 1) Italy's off-map Generals, Units, deck of Battle cards and any Money are now controlled by the new controlling player.

Using Italy as a Minor Power

Key rule: When you control Italy, it is treated as if it were in an Alliance with your Major Power. The same rules as apply to Allied Powers apply for movement (including selection as an Envoy), placing and removing Garrisons, and providing support in battles.

Italy as a Minor Power is able to do all the same actions as a Major Power, with the following rules:

- ※ It does not track Influence and may not win the game.
- ※ Italy gains Influence through winning battles. This Influence is awarded to the Major Power that controls it (e.g. if Prussia

controls Italy, and the Italians take part in a successful battle against an Austrian General, Prussia would receive the 1 Influence that the Italians gained).

※ Italy as a Minor Power cannot take the Gain Influence action (that card is removed for Italy at set up).

Italy will always permit its controlling Major Power to use its Train network and Sea Lanes.

FAQ

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

You must check the board state and adjust if required as set out in [Section 10](#).

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

Yes, except if you are in an Alliance with it (i.e. you control it). You may not place a Garrison in the Home Territory of an Allied Power, including Italy if you control it.

Can Italy as a Minor Power be selected as an Envoy?

Yes. The same rules apply – it cannot be selected by the Major Power that controls it, but other Powers can select it.

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