

# Wallenstein (Queen Games 2002)

A game for 3-5 players by Dirk Henn. Condensed rules by Eric Postpischil, <https://edp.org>.

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## Terminology

The board has 5 *regions*, each with shades of one color:

- red Brandenburg, yellow Kurpfalz, blue Sachsen, green Österreich, and purple Bayern.

Each region has 9 bordered *lands*, such as Baden or Passau.

Each land contains 1-3 *cities*.

Cubes represent *armies* (except 1 per player for counting grain), in player colors or green for farmers.

You *own* a land when you have at least 1 army in it. You will have the card for each land you own.

An unowned land is *free*. Its card will be in the supply deck.

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## Setup

Put the main board on the table and assemble the cube tower.

**With three players, do not use the white-bordered lands:**

- Bremen, Holstein, Lüttich, Burgundy, Fm. Konstanz, Fm. Bavaria, Steiermark, and Tirol.
- Remove the corresponding land cards from the deck.

For 3/4/5 players, give each player 18/15/13 gold. (Each wood chest is 1 gold, each orange chest is 5 gold.)

- Gold is displayed openly.

Give each player 5 blank land cards, 1 planning board, and the 62 wooden cubes of the matching color.

- Each player puts 1 cube at 0 in their column of the grain scale (top left of board).
- The other 61 cubes form a player's army *supply*.

Set the 20 green cubes aside as the farmer army *supply*.

Take the leader cards of the player colors. Remove the rest from the game.

Set turn order for setup:

- Shuffle the leader cards. Deal them face-up to the Startspieler and Spieler... spaces at the top right of the board.

Shuffle the 25 event cards.

Prime the tower by throwing 7 armies from each player and 10 farmer armies into the tower all together.

Return the armies that emerge to their supplies.

Use either the prepared setup of lands:

- Populate lands with armies as listed on the back page of the rules. Give players the corresponding land cards.

Or player choices:

- Each player prepares in front of them, as shown on player boards:
  - with 5 players, 7 groups of 5, 4, 4, 3, 3, 2, and 2 armies,
  - with 4 players, 8 groups of 5, 4, 4, 3, 3, 2, 2, and 2 armies, or
  - with 3 players, 9 groups of 5, 4, 4, 3, 3, 2, 2, 2, and 2 armies.
- Shuffle the land cards and deal 2 face-up.
- Each player takes a land card from the 2 face-up or the deck and then puts any one of their groups on that land.
  - When a face-up card is taken, draw and reveal another.
- Continue around the table until all groups are assigned.
  - If the turn returns to a player with no change in face-up cards from their last turn, they may put the face-up cards under the deck and deal 2 new ones.

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## Play

Play 2 years. In each year, play actions for spring, summer, autumn. For winter, do a scoring phase.

### Start of Year

Deal 4 event cards face-up into the Ereignis (event) spaces along the top of the board.

- (In each of spring, summer, and autumn, 1 of these cards will be chosen randomly, and its event will apply. In winter, the harvest adjustment of the last card will apply.)

Set each player's grain counter to 0.

### Spring, Summer, and Autumn Action Phases

Set the action order for the current phase:

- Shuffle the action cards. Deal 5 face-up in Aktion spaces 1-5 along the board bottom and 5 facedown in 6-10.

Players plan their actions simultaneously:

- Each player puts 1 land card (may be blank) facedown on each action space on their board.
  - A space may be left unfilled only if the player does not have enough cards. In such case, players declare in the previously established turn order which spaces they will leave unfilled.

Set turn order for this season:

- Shuffle the leader cards. Deal them face-up to the Startspieler and Spieler... spaces at the top right of the board.

Shuffle the displayed event cards and deal 1 onto the aktuelles Ereignis (current event) space. Redisplay the others.

Resolve action 1 for all players, then action 2 for all players, and so on through action 10.

- In player order, each player reveals their card for the current action and executes it in the indicated land.
  - For a blank card, the player performs no action.
  - The player must execute the action completely if possible. If not, the action may not be performed at all.
    - (Example: If the player has insufficient armies to complete an action, the entire action is forfeited.)
    - An action that allows choices may be completed with any allowed choices the player makes.
  - Players may play simultaneously when their actions will not conflict.
- After resolving each of actions 1-5, turn the next facedown action card face-up, so 5 coming actions are visible.

### Actions

Palace / Church / Trading Firm: Pay 3 / 2 / 1 gold to put a Palace / Church / Firm on an empty city in the land.

- Each city may have only 1 building. Each land may have only 1 building of each type.

Grain or Gold: Gain grain (move marker) or gold (get chests) in the amount the land card (and player board) shows.

- If the land has at least 1 unrest marker, farmers *revolt* as described below (adding no armies for grain shortage).
- If there was no revolt or it failed, add 1 unrest marker to the land.

3 Gold to Recruit 5 Armies: Pay 3 gold. Add 5 armies from your supply to this land.

2 Gold to Recruit 3 Armies: Pay 2 gold. Add 3 armies from your supply to this land.

1 Gold to Recruit 1 Army and/or Move: Pay 1 gold. Do either or both of:

- Add 1 army from your supply to this land.
- Move armies from this land to a neighboring land you own. Leave at least 1 army in the origin land.

Move and Battle (A and B):

- Move at least 1 army from the land to 1 neighboring land. Leave at least 1 army in the origin land.
- If you do not own the destination, *battle* as described below.

### Winter Scoring Phase

(No materials for recording scores are provided; use pencil and paper.)

Each player loses as much grain as shown by the remaining event card.

If player does not have at least 1 grain for each of their lands, revolts occur:

- If the player is short 1-2 / 3-6 / 7+ grain, randomly draw 1 / 2 / 3 cards from their non-blank land cards.
- In each drawn land, the farmers *revolt* as described below.

Each player scores 1 VP for each land and each building they possess.

In each region, the player with the most palaces scores 3 VP, most churches 2 VP, and most trading firms 1 VP.

- For a tie, each tied player gets 1 VP less than the sole-majority award.

Remove all unrest markers from the board.

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## Game End

The player with the most VP wins.

Ties are broken in favor of the player with the most palaces, then the most churches, then the most trading firms.

Further ties are shared.

## Battles and Revolts

### Battle

Throw into the tower:

- All armies in the tray (left over from previous throws).
- All attacking armies.
- For an owned land, as many armies from the land as the defender wishes to use.
- For a free land, 1 farmer army from the supply.

From the emerging armies:

- Remove and count attacking player armies.
- If the attacked land is owned, remove and count defending player armies.
- If the land (free or owned) has fewer than 2 unrest markers, remove and count defending farmer armies.
- Leave in the tray other armies, including farmer armies that do not participate per the above.

If attackers exceed defenders, the attacker gains ownership:

- The attacker gains the land card from the defender (of an owned land) or the supply (for a free land).
  - If the defender loses the land card from an action not yet executed this round, their action for that land is lost.
- If the defender left any armies in the land, return them to their supply.
- If a free land was conquered, add 1 unrest marker to the land.

If attackers equal defenders, the land is devastated:

- Return everything in the land (building tiles, unrest markers, and armies) and the land card to their supplies.

If defenders exceed attackers, ownership does not change:

- Leave the land card where it is (with the defending player or in the supply).

Dispose of the combatant armies:

- Return all losing armies to their supplies.
- Return an equal number of winning armies to their supplies, taking farmer armies before player armies.
- Return remaining farmer armies that participated to their supply. (Leave neutral farmer armies in the tray.)
- Put remaining winning armies into the contested land.

### Revolt

Throw into the tower:

- All armies in the tray (left over from previous throws).
- 1 farmer army for each unrest marker in the land.
- In winter, for a player short 1 / 2-4 / 5+ grain, 1 / 2 / 3 farmer armies from the supply.
- As many armies from the land as the defender wishes to use.

From the emerging armies:

- Remove and count attacking farmer armies and defending player armies.
- Leave in the tray other armies.

If attackers equal or exceed defenders, the revolt succeeds:

- Return everything in the land (building tiles, unrest markers, and armies) and the land card to their supplies.
- Return all combatant armies to their supplies.

If defenders exceed attackers:

- Return attackers and an equal number of defenders to their supplies.
- Put the remaining defenders into the land.

## Event Cards

Each event card is labeled with a tiny number at bottom right.

| #     | Title                           | Effect   |
|-------|---------------------------------|--|
| 1-5   | Crop Failure in <i>Region</i>   | Each grain action in this region produces 2 fewer grain.                               |
| 6-10  | Good Harvest in <i>Region</i>   | Each grain action in this region produces 2 more grain.                                |
| 11-13 | Church Peace                    | A land with a church may not be attacked. (It may have revolts.)                       |
| 14-18 | Troop Shortage in <i>Region</i> | Gold for army actions in this region provide only 3 (for 3) and 2 (for 2).             |
| 19    | Palace Guards                   | When attacking a land with a palace, add 1 farmer army (regardless of unrest markers). |
| 20-21 | Combat Weary Farmers            | When attacking a free land, do not add the usual farmer army to the tower.             |
| 22-23 | Angry Farmers                   | When attacking a free land, add 2 farmer armies, instead of the usual 1.               |
| 24-25 | Trade Bonus                     | Building a trading firm produces a gold instead of costing a gold.                     |

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### **Irregularities**

If a cube drops accidentally from the tower (as when it is jostled), leave it in the tray until the next combat.

The rules are silent about a player who loses all their lands.

The rules are silent about a defender who wins with no armies to hold the land because farmer armies successfully defended while no armies of the player emerged from the tower or were left in the land.