

Rule Summary of Origins of World War I

Hans-Wolfgang Loidl

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Contents

This is a turn-based game of placing “political influence” in nations to achieve “national objectives”.

Order of players (with *influence* per turn): Britain (14), France (12), Germany (16), Russia (10), Austria-Hungary (10)

Sequence of play per turn:

- Take amount of *influence* markers as shown above
- Place influence markers in embassies of any nation
 - Restriction: at most **5 influence** per embassy (no restriction at home)
- Perform **one** diplomatic attack
 - Identify the nation in which the diplomatic attack is performed
 - Identify the nation which is attacked (to reduce the amount of influence)
 - Calculate the ratio of attacker and defender influence
 - Round the fraction down in favour of the defender
 - Roll one die against the "*Diplomatic Attack table*" (p75)
 - Reduce the influence as indicated by the result in the table

Victory conditions:

- Winner is the nation with the most points at the end of the game (usually *10 turns*)
- Points are allocated based on "*National Objectives*" (p77)
- Definitions:
 - A nation has obtained "*treaty rights*" if it has more than **10 influence** in that nation
 - A nation has "*exclusive*" treaty rights if no other nation has treaty rights

Alliances:

- Players can negotiate strategies to perform attacks (this should be time limited)
- 2 players can form an alliance for the rest of the game (which is binding)
- The rules are unchanged for alliances (no trading or sharing of influence)
- When scoring, the points of the alliance are added together
- The alliance wins, when it has more points than the other 3 players together

Four player game: one player plays the game as an alliance of 2 nations

Three player game: two players plays the game as an alliance of 2 nations