

Aardwolf Games Rules

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Objective

Win by:

- Capturing all opponents' capitals, OR
- Capturing 8 towns (2/4 players), OR
- Capturing 10 towns (3 players).
- A player loses if:
- Their Capital is captured, or
- They have only a General but no troops.

Board & Setup

- Map of Europe & western Russia divided into 6 areas: France, Prussia, Russia, Austria, Italy, Spain.
- Each has 4 towns (+ capital in most).
- Playing pieces per player: 1 General, 9 infantry, 9 cavalry.
- Cards: 6 sets of Town Cards (red/yellow circles), 4 Alliance Cards.
- Italy never used as a base; France & Prussia can't both be bases.

Players & Alliances

- 4 players - France, Russia, Austria, Spain.
- 3 players - any except Italy (but not France + Prussia together).
- 2 players - each controls 2 armies.
- Alliances possible (cards exchanged).
- Must declare breaking an alliance one turn before attacking ally.

Dice & Movement

- Always throw 2 dice per turn.
- Dice total = total movement points.
- Movement can be split across pieces.
- Cannot cross sea, forest, mountain squares.
- Movement by piece:
 - General - 1 square horizontally. Only unit that can capture towns.
 - Infantry - 1 square diagonally.
 - Cavalry - 2 squares at a time (straight or right-angle turns, no diagonals).
- Only one piece per square; no jumping.

Capturing Towns & Capitals

- General captures towns by moving onto square, stays until next turn.
- On capture - claim corresponding Town Card.
- Capitals only captured if all 4 provincial towns of that country are held.

Combat

- Infantry & Cavalry strength = 1 (attack & defence).
- General = 1 attack, 2 defence.
- Attacks = by adjacent positioning:
 - Infantry: diagonals
 - Cavalry: side
 - General: either
- Generals require 3 pieces to defeat.
- Only one piece attacked per turn.
- Defeated pieces removed at end of turn.
- Captured Generals - reset to Capital, troops reset, player skips a turn.

Standard Game Additions

- Extra Troops (Red Towns)
- Capturing a red-circle town = gain an extra piece.
- Losing player removes a piece (nearest to that town).
- These units are “tied” to red towns.
- Supporting Pieces
- Adjacent pieces “support” target - must be neutralised before capture.
- Makes grouped formations harder to attack.
- General Capture & Re-entry
- Defeated General + troops go to Enlistment Area.
- Player can recruit new units depending on town cards.
- Must “mobilise” back to Capital before fighting again.
- Opponents can block mobilisation, but can’t attack during it.