



EUROPE DIVIDED

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*A competitive game
of post-Cold War influence
over Europe.*

In *Europe Divided*, you will take control of one of the two powers: Western Europe (controlling both NATO and the European Union) or Russia. You will wage wars of political and military influence, vying for control over Central and Eastern Europe as well as the Caucasus. Western Europe is powerful and rich, but bureaucratic and slow to react. Russia lacks Europe's resources, but can respond rapidly.

Europe Divided is rich with history, but features a quick-playing card-driven core mechanic. Players use cards associated with countries they control to establish political and military influence, gain money, and build and deploy their military strength. An elegant deck-manipulation mechanism weakens players' decks as they grow their influence, creating a tension point between seeking to expand and over-reaching. Players also compete over key

political events throughout the game. Will the Velvet Divorce result in the split of the Czech Republic and Slovakia? How will the Bosnian War end? The players will decide the fate of history throughout this period of *Europe Divided*.

The goal of **Europe Divided** is to earn more Prestige than your opponent by winning key historical events and gaining dominance over contested regions.

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COMPONENTS

Game Board



22 Period 1 New World Order (1992-2008) Headlines



18 Period 2 New Cold War (2009-2019) Headlines



2 double-sided Sea cards



Turn Track marker



Russia Prestige marker



Europe Prestige marker



EU fracture marker



50 Money tokens



15 blue NATO army markers



15 red Russia army markers



4 double-sided Sea control markers



12 yellow EU Influence Dice



12 blue NATO Influence Dice



12 red Russia Influence Dice



13 Europe Action cards



7 Europe Advantage cards



12 Contested Region Action cards (Europe)



7 Russia Action cards



7 Russia Advantage cards



12 Contested Region Action cards (Russia)





SETUP

Game Board

Place the game board in the center of the table.

Headlines

-  Separate the two Headline decks into Period 1 and Period 2 (represented by the number 1 or 2 in the bottom right of the card).
-  Sort the Europe (green) and Russia (red) cards in each deck.
-  For Period 1, shuffle each of the two sorted groups of cards. Place one card from each group face up on the Forthcoming Headline spaces **1**.
-  Remove 4 cards from each group from the game without looking at them.
-  Shuffle the remaining cards together into one deck. Deal 3 cards to each player to form their Headline **2** hand and place the remaining 6 cards face down by the Turn and Headline Track.

-  For Period 2, shuffle each of the two sorted groups of cards separately. Remove 3 cards from each group from the game without looking at them.
-  Shuffle the remaining 12 cards together.
-  Place the remaining cards from Period 1 on top of the remaining cards from Period 2 **3**.

Starting Action Cards

-  Shuffle the 13 Europe Action Cards and deal 4 to the Europe player. This is their starting Action Card hand **4**. Place the remaining 9 cards face down in front of the Europe player. This is their Action Card deck **5**.
-  Shuffle the 7 Russia Action Cards and deal 4 to the Russia player **6**. This is their starting Action Card hand. Place the remaining 3 cards face down in front of the Russia player. This is their Action Card deck **7**.

Money

-  Give the Europe player 8 (eight) money **8**.
-  Give the Russia player 2 (two) money **9**.

Advantage Cards

Each player shuffles their 7 Advantage Cards, draws 3 and chooses 2 of them for their hand **10**, placing the remaining 4 face down near the board **11**. The card not chosen is removed from the game.

Contested Region Action Cards

Place the Contested Region Action Cards face up near the appropriate player **12**. Their order is irrelevant.

Dice, Sea Cards, Turn Track, Prestige and Army markers

Place the dice and army markers near the appropriate player **13**. Place the Sea Cards and the Turn Track marker next to the game board **14**. Place the Prestige markers on the '0' space of the Prestige Track **15**.

Armies

-  Place 5 Russia armies on the game board, one in each Russia (red) space with a red Place Russia Army symbol. Place the remaining 10 Russia armies in front of the Russia player.
-  Place 9 NATO armies on the game board, one in each Europe (green) space with a blue Place NATO Army symbol. Place the remaining 6 NATO armies in front of the Europe player.



Place NATO army symbol Place Russia army symbol

Component Limits

Each player is limited to 15 armies. You cannot place an additional army on the board if all 15 of your armies have already been placed. There is no limit to the amount of money in the game. If you run out of money tokens, use a placeholder token to represent money.

PLAYING THE GAME

Game Overview

Europe Divided consists of two periods:

-  **Period 1** includes events from 1992 - 2008. This period is focused on the expansion of the European Union (EU) and the North Atlantic Treaty Organization (NATO).
-  **Period 2** includes events from 2009 - 2019. This period is focused on Russia's resurgence and its increased influence throughout central and eastern Europe and the Caucasus.

Each period is divided into 10 turns. At the end of the 20th turn, the game ends.

Game Turn

Each turn consists of the following sequence of play:

- 1) Advance Turn Marker

Actions Segment

- 2) Initiative
- 3) Actions
- 4) Draw New Action Cards

Headlines Segment

- 5) Resolve Headlines (some turns)
- 6) Shift Headlines (some turns)
- 7) Place New Headlines (some turns)
- 8) Discard Headlines (some turns)
- 9) Draw New Headlines (some turns)

1 Advance Turn Marker

For the first turn, place the turn marker on the upper left space of the Turn Track (Period 1). At the beginning of each subsequent turn, advance the turn marker one space on the track. When it reaches the last space, it marks the final turn of the game.

2 Initiative

Players choose two Action Cards from their hand to use for actions and place the cards face down in front of them. Each player announces the sum total of their cards' initiative without revealing their cards. The player with the highest initiative plays their cards first. In the case of a tie, the Europe player goes first.

PLAY EXAMPLE: The Europe player chooses the **Greece** and **Poland** cards for Initiative, while the Russia player chooses **Eastern Balkans** and **The President**. Once both players have chosen their cards, they announce their initiatives: the Russia player has a 9, which is higher than the Europe player's 7, so the Russia player must take their actions first.



3 Actions

The player who has the highest initiative chooses one action to take for each of their two Action Cards revealing the cards as they are played. Once they have completed their turn, the other player takes an action for each of the Action Cards they chose. Both players then discard their cards. (See Cards: Actions, p. 7.)

4 Draw New Action Cards

Each player draws two new Action Cards from their Action Card deck and adds the cards to their hand. As soon as an Action Card deck becomes empty, its owner shuffles their discard pile to make a new deck.

5 Resolve Headlines*

*Skip this step unless the current turn space on the Turn Track has the **Resolve Headlines** text.* Check the conditions on the two Headlines on the Current Headlines spaces. If they have been met, award the Headline to the appropriate player. If not, remove the card from the game. (See Headlines, p. 14.)

6 Shift Headlines*

*Skip this step unless the current turn space on the Turn Track has the **Shift Headlines** text.* Shift the two cards in the Forthcoming Headlines spaces up into the Current Headlines spaces.

7 Place New Headlines*

*Skip this step unless the current turn space on the Turn Track has the **Place Headlines** text.* Each player chooses one Headline from their

hand and places it face down on the Forthcoming Headlines spaces. Once both cards have been placed, they are flipped face up.

8 Discard Headlines*

*Skip this step unless the current turn space on the Turn Track has the **Discard ... Headlines** text.* Each player discards the given number of Headlines from their hand and permanently removes them from the game (face down).

9 Draw New Headlines*

*Skip this step unless the current turn space on the Turn Track has the **New Headlines** text.* Each player draws a new Headline and adds it to their hand.

REGIONS: The word “regions” is used broadly in this game and includes countries, combinations of countries, territories, and districts.

COLOR-CODING: The following color-coding is used throughout the game: Green (Europe player), Red (Russia player and actions), Blue (NATO specific actions and components for the Europe player), and Yellow (EU specific actions and components for the Europe player).

Grey is used to represent contested regions.

ACTION CARDS

Each Action Card has a colored banner, an initiative value, a list of action symbols, and some have special text. Europe's Action Cards are linked to the European countries in the EU and NATO, while Russia's action cards are linked to personalities, organizations, and military elements.

Banner

Each banner is color-coded. The Europe player's starting Action Cards are green, the Russia player's starting Action Cards are red, and gray is used for Contested Region Action Cards.

Initiative

The initiative value is used to determine which player goes first in a round. (See Initiative, p. 4.).

Actions

Action symbols are color-coded. All Russian actions (those used by the Russia player) are red. The Europe player has two different types of actions: EU actions (yellow) and NATO actions (blue). Some actions cost money (indicated in a black circle).

Russia Player

When the Russia player uses a Russia Action Card or a Contested Region Action Card, the Russia player can use any action on the card.

Europe Player

When the Europe player uses a Europe Action Card, the Europe player can use any action on the card. However, when the Europe player uses a Contested Region Action Card, the Europe player must have an influence dice in the region with value 5 or 6 and the same type (EU or NATO) as the action on the Contested Region Action card. *For example, the Europe player must have a NATO influence die with a 5 or 6 to use a NATO (blue) action or an EU influence die with a 5 or 6 to use an EU (yellow) action with the Armenia Contested Region Action Card below.*

Special Actions, Effects and Reactions

Some Russia Action Cards and all Contested Region Action Cards have special text. Sometimes the text enables special actions and sometimes it enables special effects. (See Action Cards: Effects and Reactions, p. 10.).

Actions

(EU)

(NATO)

Special Text

Armenia

Initiative

Banner

CARD TEXT AND GAME RULES: If text on cards is ever in conflict with general rules in Europe Divided, the text on the cards takes precedence over the general rules.

ACTION CARDS: ACTIONS

PLACE INFLUENCE (Cost: 2 Money)

Spend 2 money to place an influence die in any contested region that you do not already have influence. Place the die so that the 1 is face up.



EXAMPLE: The Europe player uses their **Germany** Action Card to place an EU influence die in Poland.



INCREASE INFLUENCE (Cost: 0 Money)

Add the amount shown on the increase influence symbol to an influence die (to a maximum of 6) in any contested region.

Special Considerations:

 When a player increases an influence die to a value of 5 or 6 in a contested region, they take their corresponding Contested Region Action Card and place it in their Action Card discard pile.

 A player cannot increase an influence die to 6 in a contested region where their opponent already has an army or an influence die with a value of 6.



EXAMPLE: The Europe player uses their **Poland** Contested Region Action Card, which has an increase EU influence value of 3, to increase its EU influence in Hungary from 3 to 6. Note that to use this action, the Europe player needs a EU influence die in Poland with a 5 or 6. Because the Europe player increased the EU influence value in Hungary to 6, the Europe player takes the **Hungary** Contested Region Action Card and adds it to their Action Card discard pile.



The Europe player could not have increased their EU influence to 6 in Hungary if Russia already had 6 influence or an army in Hungary. However, the Europe player could have increased their EU influence to 5 and still taken their **Hungary Contested Region Action Card**. The redundant influence point is wasted and can't be used elsewhere.



GAIN MONEY

Gain money equal to the amount listed on the gain money symbol.



Gain Money (Russia)



Gain Money (EU)

PLAY EXAMPLE: The Europe player uses their **Hungary Contested Region Action Card**, which has a gain money value of 1, to take 1 money. Note that to use this action, the Europe player needs an EU influence die in Hungary with a 5 or 6.



BUILD ARMY (Cost: 2 Money)

Spend 2 money to place an army. For Europe and Contested Region Action Cards, the army must be placed in the region of the card itself. For Russia Action cards, the special text tells where the army must be placed.



Place Russia army



Place NATO army

EXAMPLE: The Russia player uses their **The President Action Card** to place a new army in Moscow.



SPECIAL ACTIONS

Special actions allow players to take an action with a card **instead** of using one of the normal actions on the card. Special action text begins with **[Action]** mark.



Russia Special Action



Europe Special Action

EXAMPLE: The Russia player uses the **News Media** card to add one influence in Czechia and Slovakia and two in Hungary. The Russia player cannot also use the card for another action.



ACTION CARDS: EFFECTS AND REACTIONS

There are additional conditions on the card that can occur when a player uses the card. Sometimes the player that played the card must decide whether to use the Effect; sometimes the opponent of the player that used the card decides whether to use the Reaction. Effect text begins with **[Effect]** mark. Reaction text begins with **[Reaction]** mark.

The following rules apply to Effects and Reactions:

- If an Effect/Reaction gives a player the option of increasing influence in a region where there

is not already an influence die, a player can instead pay 2 money to place a new influence die (with value 1) in the region.

- If an Effect/Reaction gives a player the option to place a new army, the player must still spend 2 money to place the army.
- If an Effect/Reaction gives a player the option to move an army, the player must still pay to move the army for every space after the first.

EXAMPLE: The Russia player uses the **Belarus Contested Region** Action Card for the build army action and spends two money to place an army in Belarus. There is no Russia influence die in the Baltics. The Russia player chooses to use the card's Effect and places an influence die in the Baltics spending two money.



The Europe player decides to make a Reaction and moves an army from Germany to The Baltics, which is 2 spaces and costs 1 money.



THE BALTICS



MILITARY PRESENCE

Only one player can have military presence in a region. Competition over military presence occurs in two ways:

- Two opposing armies come into contact
- An army comes into contact with an opposing influence die with a value of 6.

ARMY VS. ARMY

Whenever both players have one or more armies in a region, each player discards one army back into the supply.

An army cannot pass through a contested region or sea space occupied by an opposing army.

EXAMPLE: The Russia player uses their Southern Federal District card to move a Russian army from the Central Federal District, through Belarus, and into Poland. The Europe player has two NATO armies in Poland. The Russia player and Europe player each discard an army in Poland.

The Russia player could not have moved their Russian army through Belarus if a NATO army had been in Belarus.

EXAMPLE: The Europe player uses their Poland Contested Region Action Card to place a NATO army in Poland. The Russia player already has a Russian army in Poland. The Europe player and Russia player each discard an army in Poland.



ARMY VS. INFLUENCE DICE

Armies always encounter other armies before encountering influence dice.

Any time an army would ever occupy a contested region where an opponent has an influence die of 6, the army is discarded back into the supply and the

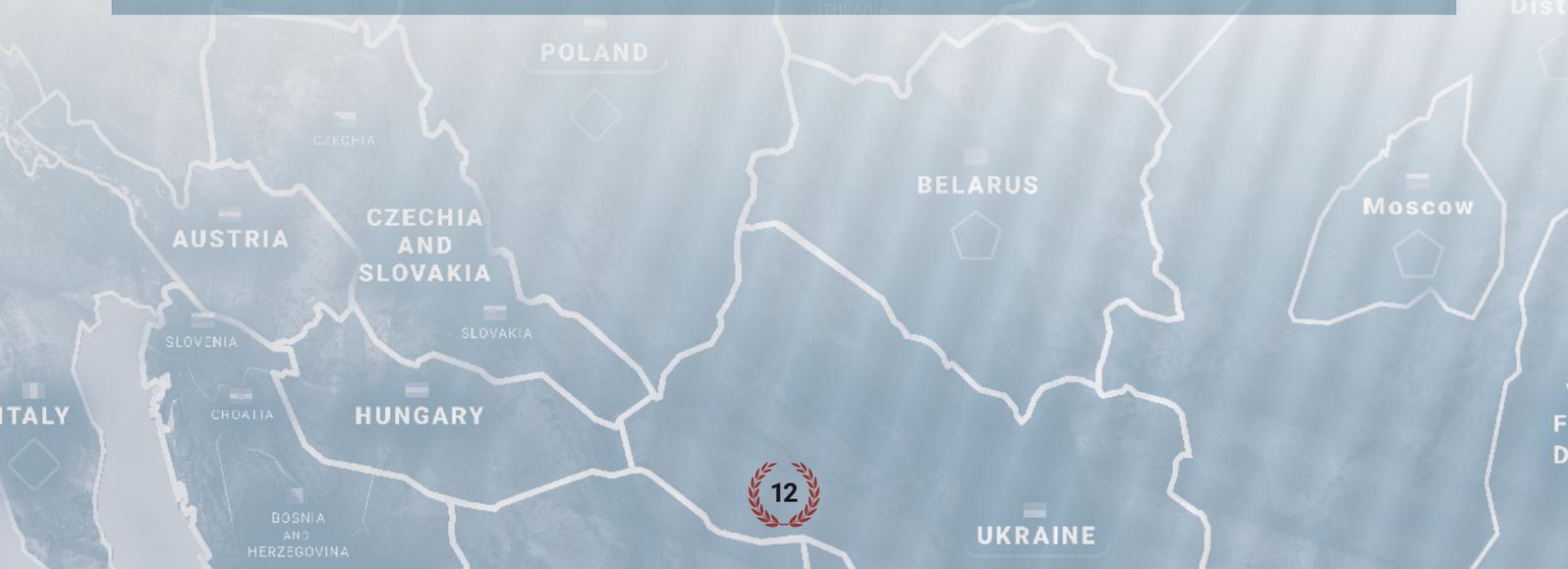
influence die is lowered to 5. An army cannot pass through a contested region where an opponent has an influence die with a 6. Influence dice with values less than 6 are unaffected.

If a Russian army enters a contested region that has EU and NATO influence die with 6's, the army is removed and both influence dice are lowered to 5.

EXAMPLE: The Russia player uses their **Armenia** Contested Region Action Card to move a Russian army from Moscow, through the Central Federal District, and into Ukraine. The Europe player does not have an army in Ukraine; however, the Europe player does have an EU influence die with a 6 and a NATO influence die with a 6 in Ukraine. The Russian army is discarded and the EU and NATO influence dice are lowered to 5.



The Europe player uses their **Ukraine** Contested Region Action Card to place a NATO army in Ukraine. The Russia player already has a Russian influence die with a 6 in Ukraine. The Europe player discards their army and the Russia player reduces their Russia influence die to 5.



UNITED KINGDOM
AND
IRELAND

SEA CARDS

FINLAND

There are two sea spaces with special double-sided cards: the Baltic Sea and the Black Sea. One side shows Russia's benefit when controlling a Sea, and the other side shows NATO's benefit and EU's benefit.

BALTIC SEA

The power with the most combined influence in the Baltics and Poland (minimum of 4) takes the appropriate Baltic Sea card. The Europe player does not combine EU and NATO influence but uses the higher sum (EU or NATO). If there is a tie for influence for the Baltic Sea, the ties are resolved in this order: NATO, EU, then Russia.

BLACK SEA

The Black Sea cards work just like the Baltic Sea cards except they apply to the Eastern Balkans, Georgia, and Ukraine, and a power must have a minimum of 5 combined influence to take the appropriate card initially. If there is a tie for influence for the Black Sea, the ties are resolved in this order: Russia, EU, then NATO.

EXAMPLE: Russia increases its influence in Poland to 2 and the Baltics to 2, for a total of 4, the minimum required amount to take the Russia Baltic Sea Card. NATO has a combined total of 3 influence in the two regions, and the EU has no influence in the regions. The Russia player takes the **Baltic Sea Card**. Russia can now move one army per turn to the Baltics, Kaliningrad, or Poland from the Western Military District without spending money or taking an action.



The Europe player wants to take the **Baltic Sea** card from the Russia player. They increase NATO influence in Poland to 3, making a total of 4 NATO influence on the Baltic Sea, tying with Russia. NATO wins ties here, so the Europe player takes the **Baltic Sea Card** for NATO's use. NATO can now move 1 army in Germany, Denmark, Norway, Sweden, or Poland 1 space without taking an action.

The Europe player later increases the EU influence in Poland to 2 and the Baltics to 3, for a total of 5. Because this is higher than the NATO influence, EU and not NATO now controls the card. The Europe player now gains 2 extra money each time they use the **Baltics** or **Poland** action card for an EU action.



ADVANTAGE CARDS

Advantage Cards can be used in one of three ways: to use a special action, to gain money, or to gain Prestige. Advantage cards can be played in addition of the standard 2 Action cards per turn.

SPECIAL ACTION

Each Advantage Card has a special action detailing how to use it.

MONEY

A player can discard an Advantage Card on their turn to gain money.

PRESTIGE

Each Advantage Card a player has at the end of the game counts as 1 Prestige.

EXAMPLE: Europe uses **US Sanctions** for its special action, preventing Russia from spending money for the rest of the turn. The Europe player can only play this card during their turn. The Europe player could have taken 3 money instead. If the card was kept until the end of the game, it would be worth 1 Prestige.



EXAMPLE: Russia uses **Fracture in the EU** to place the EU fracture counter in United Kingdom and Ireland. The Europe player can no longer use EU actions of the **UK and Ireland** Action Card (NATO actions are still playable). The Russia player could have taken 2 money instead. If the card was kept until the end of the game, it would be worth 1 Prestige.



HEADLINES

Headlines provide one of the key ways in which players score Prestige. Each Headline has a period identifier, a colored banner, an award, the regions affected, conditions, and background information.

PERIOD

The period identifier shows whether a card is from Period 1 or Period 2.

BANNER

Each banner's color shows which player can gain prestige by the headline (green for Europe, red for Russia).

AFFECTED REGIONS

The regions for which the Headline conditions must be met in order for the card to be awarded to a player.

CONDITIONS

The conditions that must be met in order for a Headline to be awarded to a player.

AWARD VALUE

If all the Headline conditions are met when the Headline is resolved, award the Headline to the appropriate player based on the banner color. If the award includes money, place a money token on the

appropriate regions (and the Energy Sector space). Any time that region's Action Card is used for a gain money action by either player for the rest of the game, the acting player gets extra money equal to the number of money tokens on the region. There is no limit to the number of money tokens that can be placed on a region.

BACKGROUND

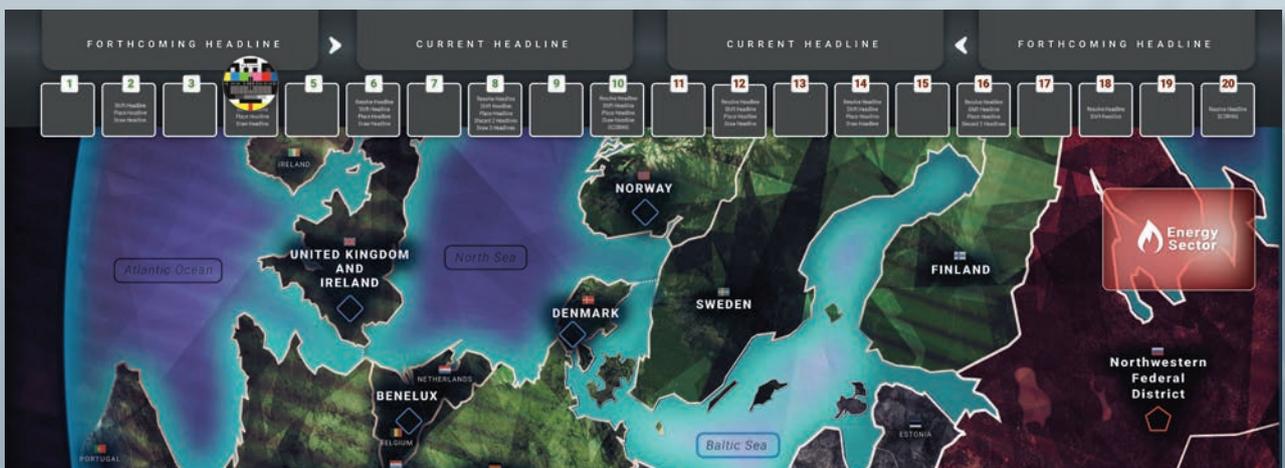
Background information about the Headline.



EXAMPLE: During the Resolve Headlines phase, one of the headlines being checked is **Nord Stream**. Russia has more influence than the EU in both Poland and the Baltics, so Russia gains the card, which gives 3 Prestige, and advances their Prestige marker in the Prestige Track by the appropriate number of spaces. Also, Energy Sector and Germany each get 1 money token. For the rest of the game, when either player uses an Energy Sector or Germany Action card to gain money, that player gains 1 additional money.



EXAMPLE: 1 The turn marker advances 1 space to begin turn 4. Each player chooses 2 Action Cards for their initiative and then takes actions with those cards. Then each player draws 2 Action Cards from their Action Card deck. Because the turn space has **Resolve Headline** and **Place Headlines** text, those phases must be completed. 2 Resolve Headlines: Players check to see if the conditions for the Headlines on the Current Headlines spaces have been met (See Headlines, p. 14-15.) If the conditions on a card have been met, it is awarded to a player. If not, it is discarded. 3 The cards in the Forthcoming Headlines spaces are shifted up. 4 Place Headlines: Each player chooses one Headline from their hand and places them face down on the Forthcoming Headlines spaces. Once both cards have been placed, they are flipped over. Each player draws one Headline from the Headline deck.





SPECIAL TURNS

Turn 8

On Turn 8, players resolve Headlines and place Headlines as outlined above. Then they discard the 2 remaining Period 1 Headlines from their hand and draw 3 cards from the Period 2 Headlines deck.

Turn 10 (End of Period 1)

-  **Score Dominance:** At the end of Turn 10, players score Dominance. For each contested region where a player has an influence die with a 6, the player gains 1 Prestige. Each player totals their Prestige from Dominance and advances their Prestige marker in the Prestige Track by the appropriate number of spaces. The Europe player can only score 1 Prestige in a contested region, even if the Europe player has EU and NATO influence dice with 6's in the same region.
-  **Advantage Cards:** Players remove from the game any remaining Advantage Cards and score 1 Prestige for each, and then they shuf-

file their Advantage Cards deck and draw 3 new Advantage Cards and choose 2 of them for use during Period 2. The card not chosen is removed from the game.

Turn 16

At the end of Turn 16, players discard the 2 Headlines remaining in their hands. They will not place any new Headlines for the rest of the game.

Turn 20 (End of Game)

-  **Score Dominance:** Players score Dominance at the end of the game just as they did during the end of Period 1. Players can score Prestige from Dominance in a contested region at the end of the game even if they also had Dominance in the contested region at the end of Period 1.
-  **Advantage Cards:** Players remove from the game any remaining Advantage Cards and score 1 Prestige for each.

DETERMINING VICTORY

Players total the Prestige they received from Headlines, Dominance, and their Advantage Cards to determine the winner. In the event of a tie, the player who took the most Contested Region Action Cards during the game wins. If there is still a tie, total each player's armies on the board and remaining money to determine the winner. If there is still a tie, the Europe player wins.

HEADLINE CARDS: CONDITIONS

FRANCE	Russia has 1 army in each of the affected regions.	
	Russia has 2 armies in each of the affected regions.	
	Russia has more influence than the EU in each of the affected regions.	
	Russia has more influence than the EU and NATO in each of the affected regions.	
	Russia has more influence than NATO in each of the affected regions and also has an army in each of the affected regions.	
	Russia has dominance in each of the affected regions.	
	NATO has more influence than Russia in each of the affected regions and also has an army in each of the affected regions.	
	NATO has more influence than Russia in each of the affected regions.	
	The EU has more influence than Russia in each of the affected regions.	
	NATO has dominance in each of the affected regions.	
	The EU has dominance in each of the affected regions.	

HEADLINE CARDS

PERIOD 1 • NEW WORLD ORDER (1992-2008)

102nd Military Base	Armenia 	1	Nagorno-Karabakh War	Armenia 	2
Baltic Air Policing	The Baltics 	2	NATO-Ukraine Commission	Ukraine 	1
Bosnian War	Western Balkans 	2	Orange Revolution	Ukraine 	1
Baku-Tbilisi-Ceyhan Pipeline	Azerbaijan Georgia 	Azerbaijan Georgia +1 3	Rose Revolution	Georgia 6	2
Caspian Agreement	Azerbaijan 	Azerbaijan +1 1	Russia-Ukraine Gas Disputes	Ukraine 	Energy Sector +1 1
Cyberwarfare Waged on Estonia	The Baltics 	1	Russo-Georgian War	Georgia 	2
Dynastic Succession	Azerbaijan 6	2	South-East European Cooperation Process	Western Balkans Eastern Balkans 	3
Georgian Civil War	Georgia 	2	Transnistria War	Moldova 	2
Jeans Revolution	Belarus 6	2	Union State of Russia and Belarus	Belarus 6	2
Kosovo War	Western Balkans 	2	Velvet Divorce	Czechia and Slovakia 6	2
Kosovo's Independence	Western Balkans 	1	Visegrád Group	Czechia and Slovakia Poland • Hungary 	4

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HEADLINE CARDS

PERIOD 2 • NEW COLD WAR (2009-2019)

Accession of Crimea into Russia	Ukraine 	1
Dodon's Election	Moldova 	1
Eurasian Economic Union	Armenia Belarus 	Armenia Belarus +1 3
Grape Revolution	Moldova 6	2
Montenegrin Coup Attempt	Western Balkans 	1
Nabucco Pipeline	Eastern Balkans Hungary 	Austria • Hungary East. Balkans +1 3
NATO Force Integration Unit	Czechia and Slovakia 6	2
NATO Missile Defense Shield	Eastern Balkans Poland 	4
New NATO Command Posts	Eastern Balkans Poland • The Baltics 	4

Nord Stream	Poland The Baltics 	Energy Sector Germany +1 3
Pápa Air Base	Hungary 	2
Regional Forces Group of Belarus and Russia	Belarus 	2
Reinforce the Baltic States	Czechia and Slovakia The Baltics 	3
Rosatom Nuclear Reactors	Hungary 	Hungary +1 1
South Stream	Eastern Balkans Hungary Western Balkans 	Eastern Balkans Energy Sector Hungary Western Balkans +1 4
Ukrainian Revolution	Ukraine 	1
War in the Donbass	Ukraine 	2
European Migrant Crisis	Czechia and Slovakia Poland • Hungary 	4



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