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1 2 3 4 5 6 7 8 9 10

“Unite, my countrymen! Together we shall throw off the tyrannical chains of the bloodsucking parasites that have for so long enslaved us! No longer will we . . .”

The Maximum Leader gestured impatiently. An aide turned off the radio.

“This is the third time this month they’ve occupied the radio station, Your Excellency,” declared a beribboned colonel. “How long must we tolerate this?”

Suddenly a man burst through the door. Short and plump, with eyes hidden behind heavy glasses, he looked nothing like a spy – which was one of the reasons he was such a good one.

“My leader.” He sketched a quick bow. “You must move immediately against the rebels. This time it is real.” A babble of questions filled the room. The Leader silenced them with a wordless bellow.

The little spy recovered himself and continued. “They are not just inciting the mobs. The guerrillas are massing outside the city at the airport, and at two other places. I could not find out where. And the police . . . Did you order them to barricade the radio station?”

“NO! TRAITORS! THEY HAVE BETRAYED ME!!!” Abruptly he was calm, even smiling. “Now we will crush these rebels like insects. Send for a helicopter for me. Colonel, take your tanks to the radio station and recapture it. Here is what we will do . . .”

Introduction

Coup is a game about a revolution. The map represents the area around the capitol of a small country . . . European, South American, African . . . take your pick. One player represents the Maximum Leader, who controls the government forces. The other takes the roles of the three rebel leaders and their followers. Or, in a solo game, the player handles all the forces on the map.

Coup is intended as an entertaining tactical exercise flavored with limited strategy, not as a precise simulation. Therefore, time and distance scales are not too important. One turn may be taken as a half-hour of real time, and one hex as about a mile, and you won’t be too far off . . . but don’t worry about it.

Lake hexes. These hexes are blue. No unit except a helicopter may enter them.

Forest hexes. These are the green hexes with the woods pattern (a hex is considered forest if it is more than half full of this pattern). A unit's strength is doubled in a forest hex *for defense only*. However, it takes all of a unit's movement allowance to enter a forest hex. A ground unit may only enter a forest hex on its first hex of movement during a turn, and may only move one hex per turn through the forest. There is no penalty for leaving a forest hex.

Strategic points. These are the nine hexes in purple. The object of the game is to control these hexes – see *Victory Conditions*, p. 7. The name of each strategic point is shown in or beside it. Strategic hexes contain illustrations showing the specific points they contain, but these have no effect on the game. All the strategic points are considered city hexes except for the Capitol.

Fortified hexes. Four of the strategic points are heavily black-bordered. These hexes are “fortified.” The strength

of any units within them (including the value added by leaders) is doubled for defense only.

Example: The Guards unit has a combat strength of 3. The Maximum Leader adds 2 to that strength, for a total of 5. But if these two units are attacked while in a fortified hex, such as the Capitol, they defend with a strength of 10.

Roads. These black lines indicate improved roadways. Any ground unit which moves from one road hex to another, along the road, pays only half the normal movement cost – so, for instance, a Mob, with movement of 1, can move 2 hexes along a road. A unit moving along the road also incurs no movement penalties due to any forests or rivers the road may cross.

Rivers. The wavy blue lines along hex-sides indicate rivers. To cross a river, a ground unit must spend its entire movement allowance (whatever that may be). That is, it must stop when it reaches a river, and move one hex to cross on its next turn. The following turn, it may move normally.

Setup

In the basic scenario, the government player sets up first. He places his units on the map as follows:

One 2-4 police unit at the Power Plant.

Four 2-4 police units at the Police Station.

Four 3-2 army units and two 4-3 tank units at the Army Base.

The Maximum Leader, the 3-4 Guard unit, and one 2-4 police unit at the Capitol.

Two 2-4 police units at the University.

Two 3-2 army units and three 4-3 tank units at the Armory.

One 2-4 police unit and two helicopters at the Airport.

The rebel player then sets up his forces. He starts with the following:

Six 2-2 irregular units, three leaders, and nine 1-1 mobs. These units may be placed on any city hexes that are not occupied by government troops.

Six 2-2 irregular units placed *anywhere*.

Rebel units must conform to stacking limits as per p. 5.

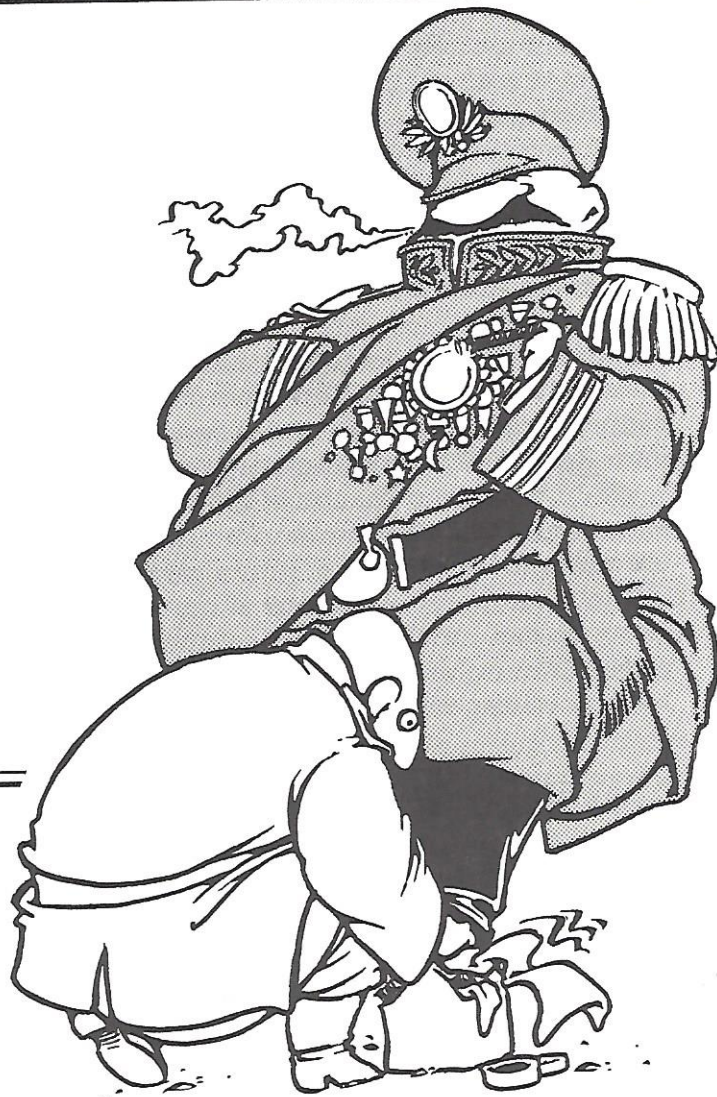
Turn Phasing

Each turn of *Coup* is divided into phases, as follows:

(1) **Government reinforcements.** The government player places his reinforcements, if any, on the map.

(2) **Government move.** The government player moves any or all of his units, including reinforcements, up to their full movement allowance.

(3) **Government attack.** Any government units next to rebel units may now attack. Each unit may only attack once



Obstacles to Movement. Rivers (blue lines) and forests (green hexes) are obstacles to movement. It costs all of a ground unit's movement points to cross a river or to enter a *Aids to Movement.* Any ground unit which moves from one road hex to another, along the road, pays only half the normal movement cost. A unit moving along the road also

Loyalist mobs. If the government player holds the Radio Station at the beginning of his turn, he may raise his own mobs. He rolls one die. He subtracts 2 from the result if the Maximum Leader is in the radio station; otherwise he subtracts 4. This determines how many mobs he gets. (If the result is negative, he neither gains nor loses any units.) Loyalist mobs must appear in city hexes, either in a hex with or adjacent to government units. If the government does not hold the Radio Station at the beginning of its turn, it has no chance to raise mobs.



(6) *Rebel attack,* as above.
 (7) *Count Victory Points* (see p. 7). If neither player has won after victory points have been counted and recorded, the next turn starts.

Reinforcements

There are two kinds of reinforcements: regular units and mobs. Regular units arrive in a predetermined fashion. The arrival of mobs is determined by the ownership of the radio station and the roll of the die. Reinforcements may never appear on top of enemy units. They may appear on top of friendly units, but only if this does not violate stacking restrictions. They may not appear on a hex totally surrounded by enemy units. Certain reinforcements will have further restrictions on their appearance. If there are not enough counters to create reinforcements, those units do not appear, either then or on a later turn. *Police reinforcements.* In the basic scenario, off-duty police units rally in the first few hours. Some take one side, some the other. *Government.* The government player gets one 2-4 police unit on each of the first 3 turns; these must appear in city hexes. After that, he gets no more police reinforcements. *Rebel.* The rebel player gets two 2-4 police units on each of the first three turns; these must appear in city hexes. After that, he gets no more police reinforcements. *Raising Mobs.* Both players have the chance to raise mobs, as follows:

Rebel mobs. If the rebel player holds the Radio Station at the beginning of his turn, he rolls one die. The result is the number of mobs he gets that turn. If there is a rebel leader in the Radio Station, the rebel player gets one extra mob. If the rebel player does not hold the Radio Station, he may still raise mobs. Roll one die. On a 1, 2, 3, or 4, he gets one mob unit. On a 5 or a 6, he gets two mobs. Rebel mobs may only appear in city hexes. A single mob each turn may be placed in any city hex the rebel wishes. Other mobs must appear either on or next to a rebel leader or existing unit – that is, in its hex or in an adjacent

Sequencing. On his turn, each player may move each of his units once. A unit may move up to its full movement allowance. A unit never has to move. *Movement Allowance.* The second number on each counter is its movement allowance – that is, the number of hexes it may move under normal circumstances. Movement allowance may never be passed from one unit to another, or saved up from one turn to the next.

Movement

incurs no movement penalties due to any forests or rivers the road may cross.

Enemy Units. A unit may move freely around or beside enemy units. However, it may not move through enemy units. *Exceptions:* A ground unit may move through a hex occupied by an enemy helicopter, or vice versa – but it may not end its turn in that hex. Also, any unit may move

through a hex, or end its turn there, IF the only enemy unit in that hex is a leader, because an unaccompanied leader has no combat strength.

Leaving the Map. A unit which leaves the map is considered to have fled. It may not return; it is out of the game. If a leader flees the map, he is considered dead for purposes of counting victory points.

Stacking

Stacking Limit. The stacking limit in *Coup* is three units. Any *type* of units which may stack together, as long as not more than three units occupy a hex. It would be perfectly all right, for instance, to stack the Guards, a loyalist mob, and a tank unit together. Your opponent may examine the contents of any stack at any time.

Exceptions. Leader units and helicopters do *not* count toward the stacking limit. It would be possible to put all your leaders and/or helicopters in a hex that already contained three units. However, all other units count toward stacking limits.

Temporary Violations. At the beginning of the game, the government units in certain hexes violate stacking limits (they are drilling or sleeping, not trying to fight!). At the end of the government move, though, they must be within stacking limits. Some units must move out. Similarly, a retreat may force a violation of stacking limits. The owning player must correct this on the next move. If he is surrounded and cannot move units away, he must lose units until only three are left.

Combat

Combat strength. The combat strength of each unit is shown by the first number on the counter.

Who may attack. During the combat portion of this turn, any of a player's units may attack any enemy units adjacent to them. Units which attack the same enemy *must* combine their strengths into one attack. *Exception:* An unaccompanied leader has no combat strength; it cannot attack. Each unit may only attack once per turn.

Units in a stack do not have to combine their attacks; they may attack separate targets. A leader in such a stack adds its combat bonus to only *one* of the attacking units.

Who may be attacked. A unit, or stack of units, may only attack enemies adjacent to it. Attack is *never* mandatory. However, you may not attack just one unit out of a stack – you must attack that whole hex, with everything in it defending together.

Attack procedure. The attacking player indicates what stack(s) he is attacking, and which units are attacking them. The combat strengths of all attacking units are then added up and compared with the total combat strength of the defenders. If the defenders are in a forest hex or fortified area, their strengths are doubled.

The ratio of attacking to defending strengths is then rounded down to one of the odds shown on the Combat Results Table (CRT) on the map sheet. For instance, 19 attacking points to 12 defending rounds down to a 1-to-1 attack. Always round in favor of the defender. A 24 to 8 is a "3-to-1." but a 23 to 8 is a "2-to-1." 16 to 20 would be a "1-to-2." An attack at greater than 3 to 1 odds is considered a 3-to-1. Attacks at worse than 1-to-4 are not allowed.

When the odds ratio is determined, the attacker rolls one die. The resulting number is read on the appropriate line of the CRT to get the combat results. For instance, a roll of "3" at a 2-to-1 odds is a "-1" result. The result of each combat is applied immediately.

Meaning of combat results. Seven different results are possible. Most results are applied to the defender. Results in brackets are applied to the attacker.

On a [-2] result, the attacker loses 2 units of his choice.

On a [-1] result, the attacker loses a single unit of his choice.

On a "NE" result, there is no effect. The attack fails.

On a "-1" result, the defender loses one combat unit of his choice from the group that was attacked. Leaders in the stack are not affected unless there was only one combat unit defending. In that case, the leader or leaders are lost.

On a "-2" result, the defender loses two units of his choice from the group that was attacked. Again, leaders are not affected unless there were only two combat units defending. In that case, leaders are killed.

On a "-1/R" or a "-2/R" result, the appropriate number of units are lost by the defender, and any remaining units must retreat – see below.

On an "R" result, the defenders must retreat one hex in any direction. If they can retreat to a hex not *adjacent* to any enemy units, they must do so. Otherwise, they may move to any adjacent hex not *occupied* by enemy units. A lone leader cannot block retreat. If all adjacent hexes are enemy-occupied, the defenders are immediately eliminated.

Ground units may retreat into any terrain except a lake hex. Ground units may not retreat across the river. Helicopters ignore terrain when retreating. No unit may retreat off the map.

A unit may violate stacking limits by retreating to a friendly-occupied hex, even if that brings the number there to more than 3. It may not do this unless there are no other hexes available. If that hex is then attacked on the same turn, the new units *do* count for the defense . . . they have no alternative! Desperate men fight harder.

When a stack of units retreats, they must all retreat to the same hex unless that would violate stacking limits. If splitting the stack would keep from violating stacking limits, the stack must split.

On an "X" result, all defenders are lost.

Advance after combat. When all defending units in a hex are eliminated or forced to retreat, any or all of the

attacking units (up to the stacking limit) may immediately move into the vacated hex. Only those units which participated in that attack may move into the vacated hex.

Split attacks. If several attacking units are stacked together, they do not all have to attack together. If the player wishes, each one may make a separate attack.

Multiple attacks. A unit (or stack of units) may attack several enemy units in different hexes if they are all adjacent to it. It could also choose to attack some adjacent hexes and ignore others – but if any units in a hex are attacked, all units in that hex must be attacked. It is therefore best to think in terms of what hexes are being attacked.

Multiple defenses. Only one attack may be rolled against any unit in one turn. *Exception:* If a unit retreats on top of a stack which has not yet been attacked, it may be attacked again with that stack.

Leaders

Each leader counter represents one person.

Leader Movement. Each leader normally has a movement factor of 3. However, a leader may ride with a friendly helicopter, police, or Guards unit if he begins his movement stacked with it, and moves with it for the entire turn. If a leader rides in a helicopter, he is assumed to stay with it until the owning player announces that he has left it. A leader may only leave a helicopter at the beginning of his own movement turn.

Leader Combat. A leader's combat strength is shown in parentheses, to indicate that it is only effective when the leader is stacked with regular units. A lone leader has no combat strength.

When a player is attacked and loses units, he cannot choose to lose a leader instead of a regular unit. Leaders in a stack always survive until the entire stack is destroyed; then they are killed. *Exception:* Leaders riding in helicopters. See below.

Leader Combat from Helicopters. A leader in a helicopter adds to its combat strength, like any other unit. However, if the helicopter is destroyed, the leader is killed, regardless of what may happen to units on the ground in the same hex. A leader in a helicopter may not "bug out."

Unaccompanied Leaders. If a rebel leader is alone in a hex, and an enemy unit passes through that hex, the rebel leader is unaffected. If an enemy unit ends its move in his hex, he must immediately "flee" by moving one hex in any direction. If all adjacent hexes are occupied by government units, the leader cannot flee, and is killed.

If the Maximum Leader is alone in a hex, any rebel unit which enters that hex will immediately string him up from a lamp post. There are disadvantages to having your picture on every wall in the country!

A leader by himself in a hex cannot block a retreat.

Victory Points. If the Maximum Leader is killed, the rebels get 5 victory points. The government gets 2 victory points each time a rebel leader is killed.

Leader "Bug Out." Whenever rebel units are attacked, any leader in the stack(s) may choose whether to stay and lead the defense, or "bug out." If they choose to stay, they add 1 to the defense of each stack containing a leader – but a leader will be killed if his stack is wiped out. If they choose to "bug out," they must immediately move to an adjacent hex not occupied by government units. If there is no free hex to escape to, a leader cannot bug out.

Leaders who escape in this way do not count in the defense, since they're no longer there – but they cannot be harmed by the combat. *Note:* A leader may bug out more than once in the same turn, if he escapes into a hex which is then attacked itself.

The Maximum Leader cannot bug out. Not only is he too proud to consider such a thing . . . everyone knows him on sight anyway!



Victory Conditions

At the end of each turn, after all rebel attacks are concluded, each player counts the number of strategic points (purple hexes) he controls. One victory point is scored for each strategic hex controlled. A player controls a hex if it is occupied by one of his combat units. Leaders and helicopters *cannot* control a hex, though a helicopter can prevent enemy control.

Victory points are also scored for the death of enemy leaders. If the Maximum Leader is killed, the rebels immediately

get 5 victory points. Each time a rebel leader is killed, the government player immediately gets 2 points.

Keep a running total of victory points. At any time that one player leads the other by 15 victory points or more, that player is the winner – regardless of the military situation. Usually the winner will also be in a commanding military position – but the *appearance* of strength gained by control of key areas is more important than a few units.

Optional Rules

These rules may be added for extra detail once the basic rules are mastered.

Salvage. When certain units are destroyed, there is a chance that their vehicles can be captured intact. If this happens, the unit is not removed from the board; instead, it is replaced by an equivalent unit of the other color. It may not participate in any attacks on the turn it is captured, but is treated normally on following turns.

If all the appropriate counters are already in use, units cannot be salvaged (it may be assumed that no trained personnel are available).

To see if “destroyed” units are salvaged instead, roll one die for each unit, separately:

Tanks: salvaged on a roll of 1, 2 or 3

Police: cars are salvaged on a roll of 1 or 2

Helicopter: salvaged on a roll of 1

Other units cannot be salvaged.

Surrender. Whenever a unit is about to be attacked at 3-1 odds, or *any* odds if it is surrounded, the attacking player may call for its surrender. The attacker does not have to call for surrender if he does not want to.

When the attacker calls for surrender, the defender rolls one die for the whole stack, with results as follows:

1 or less: Defenders surrender. If they are rebel troops, all tanks, helicopters and police cars are salvaged and change sides (see *Salvage*, above, but no die roll is required). If they are government troops, the *whole stack* changes sides and joins the rebellion! A stack that changes sides may not attack on that same turn.

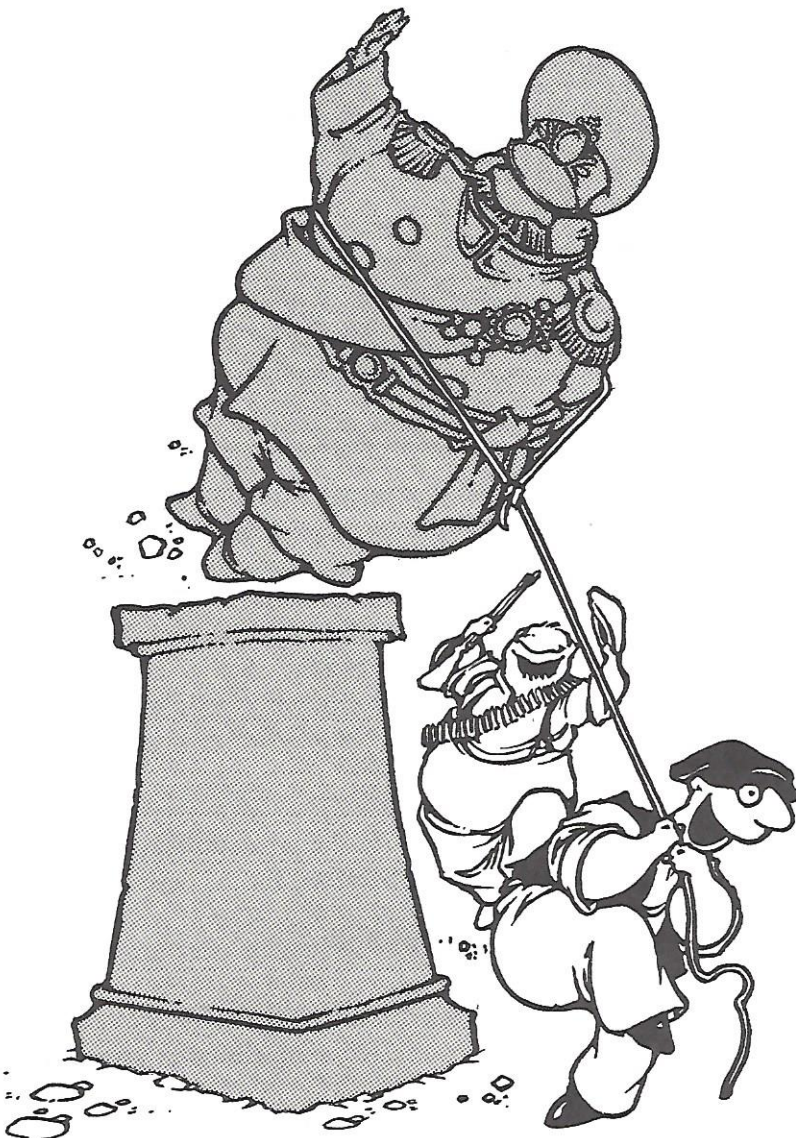
2: Defenders surrender but attempt to destroy their vehicles. Roll for salvage.

3, 4, 5: No result. Attack proceeds normally.

6 or more: Defenders are infuriated and defend at double strength.

Modify the result of the die-roll as follows (these are cumulative): +1 if the defenders are the Guards; +1 if in a fortified position; +1 if a leader is with them; -1 if a leader is among the attacking forces.

Extra Reinforcements. This rule increases the level of reinforcements to both players, making the game less predictable and less of a war of attrition. Each player rolls 2 dice during the reinforcement phase of his turn and consults the table below. These reinforcements are *in addition* to those earned otherwise. Add 1 to the die roll for control of the radio station.



Maximum Leader:

1. 1 mob in any city hex.
2. 1 mob in any city hex on or adjacent to a government unit.
3. 2 mobs (together) in any city hex on or adjacent to a government unit.
4. 1 police unit in any fortified strategic hex held by the government.
5. 1 police unit in any city hex on or adjacent to a government unit.
6. 1 army unit in any hex on or adjacent to an army or tank unit.
7. Roll twice more, without the +1 bonus.

Rebel:

1. 1 mob in any city hex.
2. 2 mobs (together) in any city hex on or next to a leader.
3. 2 mobs (together) in any city hex.
4. 1 irregular unit in any city hex.
5. 1 irregular unit anywhere.
6. 1 police unit in any city hex.
7. 1 rebel army unit in any hex on or next to a leader.

Advanced Scenario

The advanced scenario plays like the basic one, but with more units. It is recommended that the optional rules be used, except for Extra Reinforcements, which is entirely up to the players' preference.

Setup. The government player sets up first. He places his units on the map as follows:

One 2-4 police unit at the Power Plant.

Four 2-4 police units at the Police Station.

Four 3-2 army units and two 4-3 tank units at the Army Base.

The Maximum Leader, the 3-4 Guards unit, and one 2-4 police unit at the Capitol.

Two 2-4 police units at the University.

Two 3-2 army units and three 4-3 tank units at the Armory.

One 2-4 police unit and two helicopters at the Airport.

Six 4-2 police units and one 4-3 tank, added to any of the above stacks.

The rebel player then sets up his forces. He starts with the following:

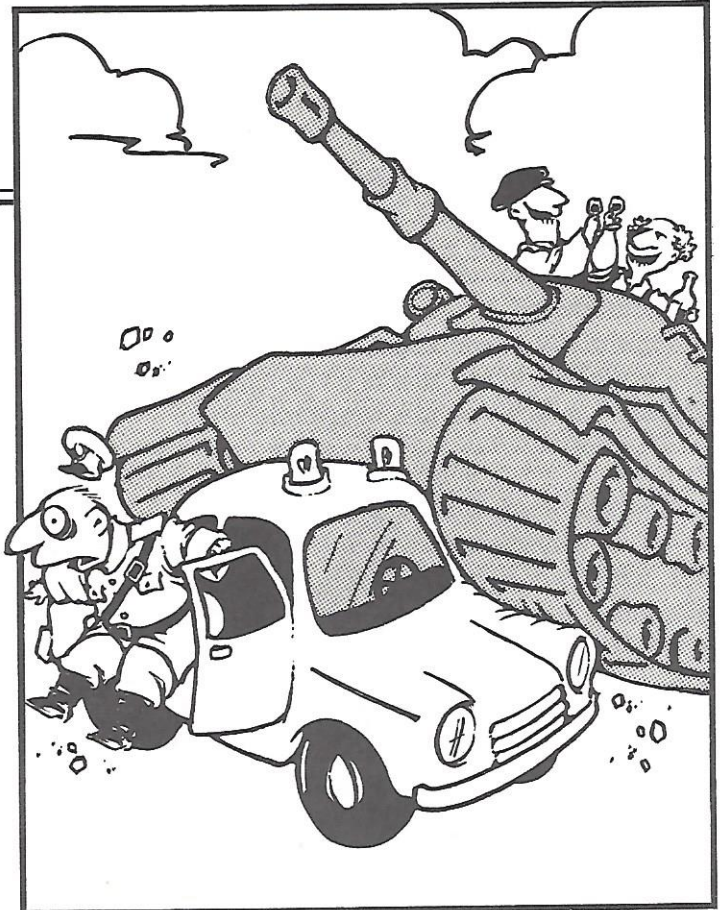
Six 2-2 irregular units, three leaders, and 18 1-1 mob units. These units may be placed on any city hexes that are not occupied by government troops.

Two 2-4 police units on any hexes that are not occupied by any other forces, either government or rebel.

Nine 2-2 irregular units placed *anywhere*.

Rebel units must conform to stacking limits per p. 5.

Subversion. After the government player's first turn, the rebel player can "subvert" any one government unit, or any two units stacked together, of combat strength 6 or less. Replace with an equivalent rebel counter (or counters). Subverted units now move and fight normally, even if they moved and/or fought on the government turn. *Exception:* The Guards, and units stacked with the Maximum Leader, cannot be subverted.



Government reinforcements. In the advanced scenario, the government player gets mobs as described in the basic scenario. He also gets the following:

Turn 1: No reinforcements.

Turns 2, 3 and 4: One 3-2 army unit (anywhere) and one 2-4 police unit (on a city hex).

Turns 5 and 6: One 2-4 police unit (on a city hex).

Turns 7 and afterward: No reinforcements except for mobs, as described above.

Rebel reinforcements. In the advanced scenario, the rebel player gets mobs as described for the basic scenario. He also gets the following:

Turns 1, 2, 3 and 4: Two 2-4 police units (on any city hexes)

Turns 5 and 6: One 3-2 army unit (on any city hex).

Turns 7 and afterward: No reinforcements except for mobs, as described above.