

TRIUMPH & TRAGEDY

1936 ▲ 1945



By Rodger B. MacGowan ©2015

RULES OF PLAY

TABLE OF CONTENTS

Introduction.....	2	10.0 Seasons.....	11
1.0 The Map.....	2	11.0 Movement.....	12
2.0 The Nations.....	3	12.0 Combat.....	14
3.0 The Units.....	4	13.0 ReBasing.....	16
4.0 Cards & Markers.....	6	14.0 Supply.....	17
5.0 Setup.....	6	15.0 War & Peace.....	18
6.0 Sequence of Play.....	7	16.0 Victory.....	19
7.0 New Year.....	7	17.0 Short Game.....	19
8.0 Diplomacy.....	8	18.0 Two-Player Rules.....	19
9.0 Technology.....	10	Index.....	20



RULEBOOK ORGANIZATION

In these rules, words used in a defined, game-specific sense are Capitalized (see Glossary on the Playbook back cover).

Game Components

1 22"x34" Map (cardstock)
 208 16mm Wooden Blocks
 2 Label Sheets (sticky labels)
 1 Counter Sheet (diecut 1/2" counters)
 55 Action cards
 55 Investment cards
 20 pp Rulebook
 24 pp Playbook
 3 Player Aid cards (2-sided cardstock)
 1 Game Record sheet (*permission to photocopy*)

SEQUENCE OF PLAY

New Year

Year Start (advance Year)

- Victory Check/Reshuffle decks
- Peace Dividends/Turn Order

Production Phase

1st Player Production

- Production Blockade check
- Determine Production Level
- Spend Production

2nd Player Production (same)

3rd Player Production (same)

Government Phase (card play)

- Players play 1 Diplo, 1 Intel, or 2 matching Tech cards; or Factory cards \geq Factory Cost; *or*
- Pass [3 in a row ends cardplay] Resolve Diplo. (adjust POP/RES)
 HandSize Compliance (discard)

Seasons (Spring/Summer/Fall)

Command Phase (card play)

1st Player Turn

- Movement Phase
- Combat Phase

2nd Player Turn (same)

3rd Player Turn (same)

Supply Phase (Summer: Blockade)

Winter Season (USSR only)

Command Phase

USSR Player Turn

Supply Phase

INTRODUCTION

Triumph & Tragedy is a strategy game for two or three players about the contest for European supremacy between the communist, fascist, and capitalist politico-economic systems during the period 1936-45.

The West (capitalist) player sits to the north, the USSR (communist) to the east, and the Axis (fascist) player sits to the south. For two-sided play, the Allied player (playing both the USSR and West) sits to the north.

These three opposing Factions are termed Rivals. Rivals that are at war with each other are termed Enemies.

All Factions begin the game at peace and can win through peaceful competition, but military attacks can occur at any time, so self-defense cannot be neglected.

The game can be won by:

- 1) securing economic primacy,
- 2) military conquest of Rival capitals,
- 3) or developing the atomic bomb.

Playing time is 4-6 hours.

SEQUENCE OF PLAY

A full game lasts for 10 Game-Years. A Game-Year consists of New Year followed by four Seasons of play.

NEW YEAR (7.0)

New Year consists of a Year Start procedure, followed by Production and Government Phases.

During Production, players receive their annual Production and allocate it between military, diplomatic, technological and economic efforts.

During Government, players play cards to execute Diplomatic, Industrial and Technological initiatives.

SEASONS (10.0)

Each Season (Spring, Summer, Fall, or Winter) begins with a Command Phase (10.1) when players can commit to military movement by playing a Command Card (or not).

Players with valid Command Cards in effect then take Player Turns in an order dependent on the Command Card played. Player Turns consist of Movement (11.0) and Combat (12.0)

Phases. Battles occur when Enemy units occupy the same area.

In wartime, each Season ends with a Supply Phase (14.0), during which Ground units (Tanks and Infantry) without a Supply Line (14.11) suffer penalties and (in Summer only) Blockades (14.22) are declared, which can impair Enemy Production. Supply is ignored during peacetime.

1.0 THE MAP

1.1 LAND AREAS

Land Areas are color-coded according to national ownership. National Territory consists of all Land Areas within a Nation. Coastal Land Areas border Seas or Oceans.

Canada, the USA, Latin America and all named islands are playable. Violet areas are out of play for all purposes.

1.11 LAND BORDERS

Land borders limit movement of units into and out of Battles (11.52) or making Sea Invasions (11.221).

1.12 CITY TYPES

Cities (circled dots and stars) provide Population (POP), one component of Production. Each circle indicates 1 POP value. Towns (dots) have *no* Population value. Neutral Cities and Towns generate defensive forces if attacked (see 15.42 and Map Key).

1.121 CAPITALS

The largest City/Town in a Nation or Colony is its Capital (see 2.11/2.21/2.31/2.41).

1.13 RESOURCES

Resources (RES), shown as black and red triangles, are another component of Production. Only TransAfrica Resources (red) are transportable around Africa (see 14.24).

1.14 LAND AREA CONTROL



Area control is evaluated at the start of a phase (see 6.0) and does not change during that phase. Passing through an area does not alter its control.

Land Areas are always controlled by a Faction (Neutral Nations are considered separate independent Factions).

The sum of all friendly-controlled Land Areas is termed Friendly Territory. Likewise for Rival/Enemy/Neutral Territory, etc.

Occupied Land Areas are controlled as follows:

- **[Occupation]** Land Areas occupied by a single Faction are controlled by that Faction.
- **[Ownership]** Land Areas occupied by more than one Faction are Disputed and are controlled by the Faction which has been there longest, termed the Owner (11.54).

Unoccupied Land Areas are controlled as follows:

- A Faction *always* controls the unoccupied Territory of its Great Powers (USSR, Germany, Britain).
- All other unoccupied Land Areas are controlled by the Faction controlling the *Capital* of that Nation or Colony.

Capitals are controlled as follows:

- Factions have default control of their own Powers' National/Colonial Capitals unless marked with a Control marker.
- Control markers are placed on Capitals when they become controlled by Occupation, Ownership or Diplomacy (8.2), unless default control applies.
- Control markers exert control until removed when a different Faction gains control of the Capital.

1.2 SEA AREAS

Sea Areas are pale blue and divided by thin blue lines (Sea Borders).

Oceans (darker-blue Sea Areas with thicker Ocean Borders) are very large Sea Areas: it takes two area-moves to enter an Ocean.

1.21 SEA AREA CONTROL

Sea Area control is also evaluated at the start of a Phase and lasts unchanged throughout that Phase.

Seas occupied by *Enemy* units are termed Enemy Seas. All other Seas (including *Rival*-occupied Seas) are Open Seas and are considered friendly.

1.3 STRAITS

Shaded dashed-blue circles containing both Land and Sea are Straits. Straits are treated as Coastal Land Areas except that:

- Units can move *through* a Neutral or Rival Straits by Sea (11.2) or Air Movement (11.3) without effect. Stopping there, however, would constitute Aggression (11.54). Sea Movement entering an *Enemy*-controlled Straits must *stop*.
- Supply Lines (14.11) and Trade Routes (14.21) can be traced through Rival and Neutral Straits (but *not* through *Enemy*-controlled Straits).

1.4 PRODUCTION TRACKS

Each Faction has a Production track, where it records its current levels of Population (POP), Industry (IND) and Resources (RES).

Base Levels of POP, IND and RES for each Faction are shown, along with other Faction-specific information.

2.0 THE NATIONS

2.1 GREAT POWERS

Germany (Axis), Britain (West) and the USSR are the Great Powers. They have their own National units (see 3.0).

2.11 GREAT POWER CAPITALS

The Great Power National Capitals (Berlin, London and Moscow) are their Faction's MainCapitals (triple-circled stars). MainCapitals serve as their Factions' sole Production center (*no* Production is possible if it is lost) and have POP value of *three*.

Great Power SubCapitals (double-circled stars) have POP value of two.

Both MainCapitals and SubCapitals can serve as unit Supply Sources (14.11).

2.2 MAJOR POWERS

Italy (Axis), France (West) and the USA are Major Powers. The USA begins as a Neutral but can become a West Major Power (only) via Diplomacy (see 8.4). Major Powers also have National units.

2.21 MAJOR POWER CAPITALS

Major Powers Capitals (Rome, Paris, Washington) are SubCapitals (double-circled stars), with a POP value of

Capital Control Example

The Axis automatically controls Berlin, Rome, and Tripoli. No Axis Control markers need be placed there.

If a different Faction gains control of Rome, place a Control marker there which then exerts control over unoccupied Italian National Territory until removed.


Ownership

Ownership of Disputed Areas is shown by Owner units being placed upright, with opposing units lying flat, face-up.


Sea Area Control

Sea Areas are never Disputed (units of two *Enemy* Factions present) except during the Combat Phase, as Sea Battles are always fought to a conclusion.

MainCapitals (POP 3)


GERMANY	Berlin	
BRITAIN	London	
USSR	Moscow	

SubCapitals (POP 2)

GERMANY	Ruhr	
BRITAIN	Delhi	
USSR	Leningrad /Baku	
ITALY	Rome*	
FRANCE	Paris*	
USA	Washington*	

* Major Power Capitals

Capital Cities (POP 1 / Muster 3)

POLAND	Warsaw	
SPAIN	Madrid	
TURKEY	Ankara	

Cities (POP 1 / Muster 2)



Towns (POP 0 / Muster 1)



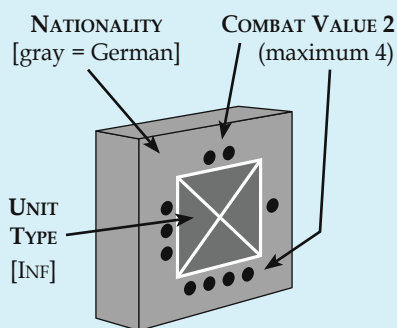
Main/SubCapitals & Victory

Controlling an Enemy Main/SubCapital is worth 2 VPs. Controlling two of them wins immediately (see 16.0).

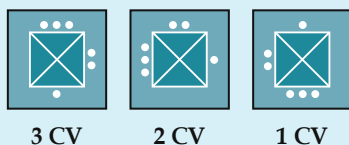
COLONIES

	Colony	Capital
Britain	Canada	Ottawa
	Gibraltar	[Gibraltar]
	Malta	[Malta]
	Middle East	Suez
	India	Delhi
France	French N. Africa	Algiers
	Syria	Damascus
Italy	Libya	Tripoli

UNIT LABELS



STEP REDUCTION



UNIT TABLE

Unit	Move	Firepower
Fortress [G]	0	A2/N3/G4/S3
Air Force [A]	2R	A3/N1/G1/S1
Carrier [N†]	(3R)	A2/N2*/G1/S2
Sub [S]	(2R)	A0/N1/G0/S1
Fleet [N]	(3R)	A1/N3/G1/S2
Tank [G]	3	A0/N0/G2/S0
Infantry [G]	2	A1/N1/G3/S0
Convoy [N†]	(2)	none

- () Must stop on entering Land Areas.
- R Can ReBase (at times must, see 13.0).
- † Take Double-Hits: -2CV per Hit taken.
- * Carriers can Fire N1 and immediately Retreat (12.5) or ReBase (13.0).

two and also able to serve as Supply Sources (14.11) for friendly units.

Defeat: If a Major Power's Capital is Enemy-controlled at the end of a Combat Phase, it is Defeated: place a Control marker of the conquering Faction in its Capital and *permanently* remove all national units from play.

A Defeated Major Power no longer belongs to a Faction.

See 2.31 for treatment of its Colonies.

2.3 HOME TERRITORY

Land Areas within the national boundaries of a Great or Major Power (color coded) are termed its Home Territory. Except for Fortresses (3.241) all *new* units (Cadres) must be built within Home Territory.

2.31 COLONIES

Britain, France and Italy have Colonies (sidebar), shown in a lighter shade of their national color. They have default control of Colonial Capitals (and through that of unoccupied Colonial Territory). Colonies are *not* Home Territory (i.e., new Cadres cannot be built there).

Unless its Capital is controlled by *another* Power, a Colony becomes an Armed Neutral (15.42) when its owning Major Power is Defeated.

2.4 MINOR NATIONS

Minor Nations ("Minors") are color-coded yellow, orange, tan or brown. They begin uncontrolled, as Unaligned Neutrals (8.11), but can become influenced or controlled by a Faction via Diplomacy or conquest. While uncontrolled, each Minor is treated as an independent Faction.

If Violated, a Neutral Minor becomes an Armed Neutral, deploying defensive units (see 15.4, Violation of Neutrality).

When a Minor becomes controlled by a Faction, a Control marker of that Faction is placed on its Capital.

If it becomes a controlled Satellite (8.2) via Diplomacy, it also deploys units of that Faction's Great Power.

2.41 MINOR NATION CAPITALS

Most Minors contain just one City or Town, which acts as its Capital. Large Minors (buff-colored) have two Cities,

one of which (starred) is its Capital (Population value of one).

3.0 THE UNITS

Wooden blocks represent military units. A label is attached to each unit block, according to the table below. See also 4.6 Marker Blocks.

Units normally stand upright, their identities hidden from opponents (tip them backwards, face-down if necessary for secrecy, e.g., India).

When Engaged (11.5) with Enemy forces, units are turned flat, face-up, revealing their type and strength.

	NATION	BLOCKS	LABELS
Axis	Germany	Med Gray	Gray
	Italy	Tan	Olive
West	Britain	Dk Blue	Dk Blue
	France	Lt Blue	Lt Blue
	USA	Green	Green
	USSR	Red	Red
	Neutral	Orange	Tan

3.1 UNIT ATTRIBUTES

3.11 NATIONALITY

The color of a block and label shows a unit's Nationality (see 3.0).

3.12 COMBAT VALUE (CV)

A unit's strength or Combat Value (CV) is indicated by the number of pips on its top edge. This is the number of dice it rolls in Combat.

It is also the number of steps of damage the unit can take. As a unit is damaged, it is rotated to a new edge to show its reduced current CV. A 1 CV unit is termed a Cadre.

Note that USSR, French, Italian and Neutral units have a maximum CV of 3, while German, USA, and British units have maximum CV of 4.

3.13 MOVEMENT SPEED

A unit's range of movement per turn, or Movement Speed, is automatically determined by its unit type (see UNIT TABLE, sidebar), and hence is not shown on the unit label. A unit can have a different Movement Speed on Land and at Sea.

3.14 COMBAT PRIORITY

In Combat, units act in order as per the UNIT TABLE (sidebar), from the top down: i.e., Fortresses first, Convoys last. Among units of the same type, defending units normally Fire before units of the Active Player (exception: see FirstFire 9.0).

3.15 FIREPOWER

The relative ability of a unit to damage Enemy units in Combat is its Firepower. Units have a specific Firepower for each Target Class, described by a letter and number ("A1"). The letter is the Target Class (A/N/S/G, see below); the number is the Firepower versus that Class:

"1" means a die roll of 1 scores a Hit; "2" scores a Hit on die rolls of 1-2; "3" scores a Hit on die rolls of 1-3, etc. See 12.42 for Firepower details.

3.2 UNIT TYPES

Unit-type automatically determines Movement Speed and Firepower.

Air, Naval and Submarine units are collectively termed 'ANS' units.

3.21 AIR UNITS (CLASS A)

Air units use Air Movement (11.3). They can ReBase (13.0) and *must* do so at times. They cannot capture Land Territory (see 12.52).

3.211 AIR FORCES

Movement: Air (over Land or Sea) 2.
Firepower: A3/N1/G1/S1.

3.22 NAVAL UNITS (CLASS N)

Naval units use Sea Movement (11.2). They can ReBase (13.0) and *must* do so at times. They cannot capture Land Territory (see 12.52).

3.221 CARRIERS

Movement: Land 1 [stop]; Sea 3.
Firepower: A2/N2/G1/S2.
Special: Lose 2 CV per Hit taken. (Carrier Strikes) Can Fire N1 and immediately Retreat/ReBase.

3.222 FLEETS

Movement: Land 1 [stop]; Sea 3.
Firepower: A1/N3/G1/S2.

3.23 SUBMARINE UNITS (CLASS S)

Submarine units use Sea Movement (11.2). They can ReBase (13.0), and *must* do so at times. They cannot capture Land Territory (see 12.52).

3.231 SUBS

Movement: Land 1 [stop]; Sea 2.
Firepower: A0/N1/G0/S1.
Special: Can move freely through Sea Areas containing Enemy units. Can *Escape* Sea Battles (12.73).

3.24 GROUND UNITS (CLASS G)

Ground units can use Land (11.1) or Sea Movement (11.2). A Ground unit using Sea Movement immediately becomes a Convoy (3.244). Ground units at War require Supply (14.1), except Fortresses which are exempt.

3.241 FORTRESSES

Movement: Immobile once placed.
Firepower: A2/N3/G4/S3.
Special: Can be built in friendly Land Areas outside Home Territory (not in Battles). Limited to one per area. Ignore Supply rules (14.0).

3.242 TANKS (CORPS)

Movement: Land 3; Sea 2 (see 11.22).
Firepower: A0/N0/G2/S0.
Special: are Convoys (3.244) at Sea.

3.243 INFANTRY (ARMY)

Movement: Land 2; Sea 2 (see 11.22).
Firepower: A1/N2/G3/S0.
Special: are Convoys (3.244) at Sea.

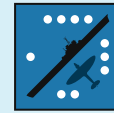
3.244 CONVOYS

Ground units at Sea are Convoys.
Movement: Land [n.a.]; Sea 2.
Firepower: none.
Special: cannot Engage at sea but *can* Sea Invade onto Land (11.221). In Sea Combat: no Combat Action; targeted as "N"; lose 2 CV per Hit.

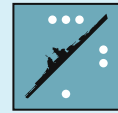
3.3 UNIT DISBANDING

Units can be removed from play by the owning player at any time (but can be rebuilt).

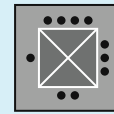
UNIT TYPES



BRITISH CARRIER



FRENCH FLEET



GERMAN INFANTRY



ITALIAN SUB



USSR TANK



USA AIR FORCE



NEUTRAL FORT

UNIT TABLE

Unit	Move	Firepower
Fortress [G]	0	A2/N3/G4/S3
Air Force [A]	2R	A3/N1/G1/S1
Carrier [N†]	(3R)	A2/N2*/G1/S2
Sub [S]	(2R)	A0/N1/G0/S1
Fleet [N]	(3R)	A1/N3/G1/S2
Tank [G]	3	A0/N0/G2/S0
Infantry [G]	2	A1/N1/G3/S0
Convoy [N†]	(2)	none

() Must stop on entering Land Areas.

R Can ReBase (at times must, see 13.0).

† Take *Double-Hits*: -2CV per Hit taken.

* Carriers can Fire N1 and immediately *Retreat* (12.5) or *ReBase* (13.0).

The Factions:

West: Focused on economic progress and largely disarmed, Britain and France seek a balance of power and access to resources.

Axis: Chafing under the ignomy of defeat and seeking to regain former status, Germany and Italy have begun rearming, triggering an arms race.

USSR: After defeat, revolution, and ruthless industrialization, the USSR seeks Great Power status.

ACTION CARD



INVESTMENT CARD



INFLUENCE MARKERS



CONTROL MARKERS



RES MARKER BLOCKS



AT PEACE SIDE



AT WAR SIDE

Put *both* types of RES labels on *opposite sides of a single block*. Have the colored-triangle side upward while at Peace (when RES are ignored) and the solid black triangle side up when at War (when RES *do* count towards Production).

1936 STARTING FORCES

Germany's renunciation of the Versailles Treaty initiated a rearmament race in Europe, so most units start as 1 CV Cadres.

Britain, USSR and France also start with one full-strength unit, representing their standing fleet, army and *Maginot Line*, respectively.

4.0 CARDS & MARKERS

The game uses two 55-card decks: an Action deck and an Investment deck.

4.1 ACTION CARDS

Action cards have a Neutral Nation at each end of the card, usable to gain Influence over either of those Neutrals (see 8.0 Diplomacy).

In the center, shown sideways, is a Command Value, consisting of a Season and a letter-number combination, usable for moving units during that Season.

An Action card can be expended for any one of its possible uses.


4.2 INVESTMENT CARDS

Investment cards have a Technology at each end of the card. Technologies enhance the ability of a specific type of friendly unit.


In the center, shown sideways, is a Factory Value usable to advance one's Industry level when cards with a total Factory Value *at least* equal to one's Factory Cost (7.32) are played.

An Investment card can be expended for any one of its possible uses.

4.3 HANDSIZE LIMITS

 Each Faction has a fixed Hand-Size Limit, which is the maximum number of cards it can retain in its hand at the end of the Government Phase. HandSize Limits are noted on each Faction's Production track. The number of cards in a player's hand is public information (a marker is provided to clarify this).

4.4 PEACE DIVIDEND CHITS

 Each Year Start, peaceful Factions receive a Peace Dividend chit (7.13).

These have a Victory Point (16.1) value of 0-2 which is kept secret by the owner. Chit values are:

- (4) x Peace Dividend 2
- (12) x Peace Dividend 1
- (16) x Peace Dividend 0

4.5 MARKER COUNTERS

Influence markers are placed on Neutral *Capitals* to indicate a Faction has gained Influence over them through Diplomacy (see 8.0).

Control markers (the back side of Influence markers) are placed on the *Capitals* of Nations and Colonies that have become controlled via Diplomacy or conquest. Control markers register control of a Capital while it is unoccupied.

Blockade markers are placed on POP/RES areas without valid Trade Routes (see 14.2).

4.6 MARKER BLOCKS

For greater ease of play POP, RES, and IND markers are labeled *blocks* (instead of cardboard counters). Note that RES blocks have a label on *both* faces.



The Current Turn marker *block* (orange) is passed around to the Active Player (7.14) currently taking his turn. It also has a label on each face.

5.0 SETUP

Each Faction deploys 1 CV units (Cadres) of any desired type in its National/Colonial Cities, one Cadre per POP value (the number of circles; e.g., three in London). The Axis deploys *double* this amount (e.g., six in Berlin).

Add one British, French and USSR full strength unit as specified below (see icons on map). Keep unused blocks hidden off-map.

Place the POP, RES, and IND marker *blocks* at their initial levels on the Production tracks and "at Peace with" markers in the DoW boxes.

Players then each draw a HandSize of Action cards, the Axis taking a double HandSize (14 cards).

Then begin play with 1936 New Year (7.0), including Peace Dividends, etc.

5.1 AXIS SETUP

GERMANY: Place 6 Cadres in Berlin, 4 in the Ruhr, and 2 each in Munich and Konigsberg (14 units).

ITALY: Place 4 Cadres in Rome, 2 in Milan and 2 in Tripoli (8 units).

Total: 22 units / 22 CV

Draw 14 Action cards

- INDustry: 12 [Factory Cost: 5]
- POPulation: 11
- RESources: 6

5.2 WEST SETUP

BRITAIN: Place 3 Cadres in London, 2 in Delhi and 1 each in Glasgow, Bombay & Suez. Add a 4 CV fleet in London (see icon on map).

FRANCE: Place 2 Cadres in Paris, 1 in Marseilles and 1 in Algiers. Add a 3 CV fortress in Lorraine (icon).

Total: 14 units / 19 CV

Draw 8 Action cards

- INDUstry: 7 [Factory Cost: 6]
- POPulation: 12
- RESources: 11

5.3 USSR SETUP

USSR: Place 3 Cadres in Moscow, 2 each in Leningrad & Baku, and 1 in other USSR Cities. Add a 3 CV infantry in Moscow (see icon).

Total: 13 units / 15 CV

Draw 6 Action cards

- INDUstry: 9 [Factory Cost: 7]
- POPulation: 12
- RESources: 11

6.0 SEQUENCE OF PLAY

Each Game Year starts with a New Year procedure, see below (7.0).

Seasons of play (Spring/Summer/Fall/Winter) follow, during which players can move units and Attack (have Combat, see 12.1) if they have played a valid Command card (10.1).

7.0 NEW YEAR

7.1 YEAR START

7.11 ADVANCE YEAR



Advance the Year marker on the Time track.

7.12 VICTORY CHECK / RESHUFFLE

Check for Economic Victory (16.2). Reshuffle the Action and Investment decks, incorporating all discards.

7.13 PEACE DIVIDENDS



Deal one Peace Dividend chit (4.4) face-down to each Faction that is at Peace (15.1), unless it was involved in a Battle during the previous Year (e.g., a Violation of Neutrality, see 15.4).

7.14 TURN ORDER



Roll a die to determine that Year's Turn Order. Numbers in triangles at the ends of the Production tracks show the first player and direction of rotation (i.e., a die roll of "2" yields the Turn Order: AXIS-WEST-USSR).

The player taking his turn is termed the Active Player. The Current Turn marker block is passed around to the Active Player with its upward face showing the direction of rotation.

7.2 PRODUCTION PHASE

In Turn Order, players do their Production until all have done so.

7.21 PRODUCTION LEVEL

Consulting his Production track, the Active Player determines his Production Level for that Year. This equals the *least* of his IND, POP and RES, except that:

- Factions at Peace ignore RES.
- Factions at War must count RES and can be Blockaded (see 14.2).

7.211 BLOCKADE RESOLUTION

For Factions at War, POP/RES are unusable if they were Blockaded (14.2) during the previous year's Summer Supply Phase and continue to be Blockaded during this Year's Production Phase.

During Production, remove Blockade markers from friendly POP/RES that *can* currently trace a Trade Route: POP/RES that remain Blockaded are not counted for friendly Production.

After Production, remove all Blockade markers.

7.22 SPENDING PRODUCTION

The Active Player spends his Production to build units or buy cards. Each card or unit step costs one Production point. Players can use the Production Available markers to record Production being spent (see sidebar). Do not reveal the nature of units built or cards drawn.

7.23 BUYING UNIT STEPS

Existing Units. Add 1 CV to an existing unit by rotating the block to its next stronger edge (no more than one CV per unit each Production)

SEQUENCE OF PLAY

New Year

Year Start (advance Year)

- Victory Check/Reshuffle decks
- Peace Dividends/Turn Order

Production Phase

1st Player Production

- Production Blockade check
- Determine Production Level
- Spend Production

2nd Player Production (same)

3rd Player Production (same)

Government Phase (card play)

- Players play 1 Diplo, 1 Intel, or 2 matching Tech cards; or Factory cards \geq Factory Cost; *or*
 - Pass [3 in a row ends cardplay]
- Resolve Diplo. (adjust POP/RES)
HandSize Compliance (discard)

Seasons (Spring/Summer/Fall)

Command Phase (card play)

1st Player Turn

- Movement Phase
- Combat Phase

2nd Player Turn (same)

3rd Player Turn (same)

Supply Phase (Summer: Blockade)

Winter Season (USSR only)

Command Phase

USSR Player Turn

Supply Phase



Tracking Production Expenditure

The Production Available marker can be used to track Production expenditure by starting it on the current Production Level and moving it down the track as each Production 'point' is spent.



Government Cardplay

Players should realize that the onus to play cards is on the player with the most cards over HandSize (largest "Overhand"). Players with smaller Overhands can "Pass," forcing the largest Overhand either to play first or lose all his Overhand cards when cardplay is ended by 3 consecutive Passes, forcing all players to discard to their HandSize Limit.



Factory Cost

Factory Cost is the number of Factories needed to raise Industry Level by 1. Initial Factory Costs (as per Production tracks) are:

- AXIS 5 Factories
- WEST 6 Factories
- USSR 7 Factories

Factory Cost drops by 1 level when Declared War upon.

West Factory Cost also drops by 1 level when the USA becomes a Satellite (8.43).

Tracking Production Levels

It is *strongly* recommended that players immediately adjust POP and RES levels when Territory change occurs during Diplomacy Resolution (7.4) or Seasonal military maneuvers.

These levels can be confirmed by adding all controlled/Influenced areas (as per Influence/Control markers) to that Faction's base levels (shown on the Production tracks).

Repudiation Example

The Axis threatens to Violate (15.4) Czechoslovakia, which is a Protectorate of the West (2 Influence).

The West opts to remove 1 Influence from Czechoslovakia, so the Violation would not trigger a Declaration of War.

New Cadres. Place a new 1 CV unit of any type in its *Home Territory* (2.3). New Cadres cannot build up any further in that same Production.

Units cannot be built if they are:

- at Sea,
- Engaged in a Battle, or
- Unsupplied (14.1), but see below.

7.231 BUILDING FORTRESSES



Fortress Cadres/steps can be built *anywhere* in undisputed Friendly Territory, *even where Unsupplied*. Major Power

Fortresses must be built in Major Power National/Colonial Territory. Great Power Fortresses must be built in all other areas. Only one Fortress is allowed per Land Area.

7.24 BUYING CARDS

Draw an Action or Investment card from the top of that deck and place it face-down in front of you. Do *not* inspect purchased cards until your Production is completely finished.

7.3 GOVERNMENT PHASE

In Turn Order, players take turns playing cards to improve their positions in various ways.

Some cardplay options involve a single card, some involve card pairs, and some involve multiple cards.

Cards have multiple possible uses, so cards must be played with the intended purpose shown upright from that player's point of view.

7.31 DIPLOMACY (1 CARD)

The Active Player can play *one* Action card with the target Neutral shown upright from his point of view to gain Influence over that Neutral.

If a Rival has a Diplomacy card in play for that same Neutral, discard both. See Diplomacy 8.0 for details.

7.32 INDUSTRY (SEVERAL CARDS)

The Active Player can play Investment cards with Factory values totalling at least his current Factory Cost (sidebar) to raise his IND level by *one* (immediately adjust marker on Production track).

Important: IND cannot be raised more than two levels per Year.

7.33 TECHNOLOGY (2 CARDS)

The Active Player can play *two* Investment cards with the same desired Technology to Achieve that Technology (played with the desired Tech upright from his point of view).

He can play them face-up to Achieve that Tech immediately, discarding one card of the pair (his choice) and keeping the other in front of him.

Alternately, the Tech card-pair can be played *face down* in one's Secret Vault (see 9.3). Secret Techs can be revealed at *any time*, with immediate effect.

Generally, Achieved Technologies upgrade one type of friendly units.

See Technology 9.0 for details.

7.34 INTELLIGENCE (1 CARD)

Some Investment cards have an Intelligence function. When one of these is played, immediately execute its instructions (see 9.5).

7.35 PASS (NO CARDS)

Players can also *Pass* rather than play any cards, but when 3 players *Pass* in succession, Government cardplay ends: resolve Diplomacy (7.4).

7.4 DIPLOMACY RESOLUTION

Resolve Diplomacy in Turn Order. For each Diplomacy card remaining in play, place or remove an Influence marker as per 8.0 (opposing cards and markers cancel each other).

Immediately adjust POPulation and RESource levels accordingly.

7.5 HANDSIZE COMPLIANCE



All players must now comply with their handsize Limit (as per Production tracks), discarding if necessary.

Axis 7 / West 8 / USSR 6

Remember that each Tech pair in a player's Secret Vault counts as one against his allowed HandSize Limit (9.3).

8.0 DIPLOMACY

Factions can gain Influence over Neutrals or reduce Rival Influence through Diplomacy.

During Government cardplay, players can play single Diplomacy cards, with the target Neutral seen upright from their own point of view.

If a Rival has a Diplomacy card for that Neutral in play, they cancel: discard both to the Action Discards pile.

Diplomacy WildCards (8.3) can Influence any one of several Neutrals depending on who plays it. These immediately add or remove Influence markers and are then discarded.

Diplomacy Resolution. After Government cardplay ends, for each Diplomacy card remaining in play, add one friendly Influence marker to the relevant Neutral (place in the *Capital*), and then discard the card. If a Rival Influence marker is present, remove it instead of adding a friendly marker.

As Influence changes, immediately adjust POP/RES markers accordingly.

Repudiation. Owners can voluntarily remove Influence markers *at any time*.

Influence markers remaining in play after Diplomacy Resolution (7.4) determine the status of a Neutral as follows.

8.1 NEUTRALS



Neutrals are Nations that are not part of any Faction and are treated as independent Factions. Entry of military units into Neutral Territory requires a prior declaration of Violation of Neutrality (see 15.4).

8.11 UNALIGNED (NO INFLUENCE)

A Neutral with *no* Influence markers is an Unaligned Neutral: no Faction has use of its POPulation or RESources.

8.12 ASSOCIATES (1 INFLUENCE)

One Influence marker defines a Neutral as an Associate of that Faction:

- That Faction has exclusive use of its POPulation and RESources.
- An Associate remains Neutral: the Influencing Faction has no control over its Territory and its units cannot enter or be built there.
- A military incursion by any Faction into Associate Territory requires a Violation of Neutrality (15.4).

8.13 PROTECTORATES (2 INFLUENCE)

Two Influence markers defines a Neutral as a Protectorate of that Faction:

- That Faction retains exclusive use of its POPulation and RESources.

- A Protectorate remains Neutral: the Influencing Faction has no control over its Territory and its units cannot enter or be built there.

- Military incursion by *any* Faction (including the Protector) into Protectorate Territory requires a Violation of Neutrality (15.4).

- In addition, a *Rival* attack on a Protectorate requires a Declaration of War (15.2) on the Protector, and the Protectorate immediately converts into a Satellite of the Protector (place a Control marker and Satellite forces as per 8.2).

8.14 ARMED NEUTRALS

When Violated (15.4), all Influence is canceled and the Neutral becomes an Armed Neutral (15.42).

8.2 SATELLITES (3+ INFLUENCE)

3+ Influence converts a Neutral into a controlled military Satellite of that Faction, with these effects:

- The Satellite is controlled by that Faction (place a Control marker in its Capital). Diplomacy can no longer affect this Nation.
- Place units of that Faction's Great Power (*any* type) in the Minor's Cities and Towns according to their Muster Values as follows:
 - a 3 CV unit in a CapitalCity
 - a 2 CV unit in other Cities
 - a 1 CV unit in Towns
- That Faction has exclusive use of a Satellite's POP/RES.
- Satellite Territory is now Friendly for that Faction (e.g., it can build fortresses and/or move there).
- Rival attack on a Satellite naturally constitutes a Declaration of War (15.2) on that Faction.

8.3 DIPLOMACY WILD CARDS

Diplomacy Wildcards allow one to add Influence to (orange textbox) or remove Rival Influence from (green textbox) one Neutral chosen out of several options (usually different options for each Faction).

When playing a Diplomatic WildCard, *immediately* place a friendly Influence marker in the selected Neu-

Associates

Associates represent Minors with an exclusive trade agreement with a Faction but that remain neutral militarily.

Protectorates

In addition to economic ties, Protectorates have a public defensive pact with that Faction, such that attacks on the Minor are considered a Declaration of War upon the Protector.

Satellites

Satellites are Minors that have become militarily allied with a Faction, effectively becoming part of its military forces.



Diplomacy Wild Cards

Immediately placing or removing an *Influence* marker when playing a Diplomacy WildCard and discarding the card makes it clear which Neutral has been targeted.

A few clarifications:

Guarantee: Influence any *Minor* Neutral (not USA) adjacent to Rival *controlled* (not Influenced) Territory.

Intimidation: Influence any *Minor* Neutral (not USA) adjacent to Friendly *controlled* Territory.

Foreign Aid: Influence *any* Neutral, but reduce your IND by one.

Table Talk

Players are allowed to openly negotiate with other players at all times, but agreements are not enforceable. [Secret negotiations are allowable if all players agree but greatly lengthen the game.]

Note that both units (3.3) and Influence markers (8.0) can be voluntarily removed at any time.

USA Production

The 3 POP/4 RES shown for the USA are those *in excess* of its own military needs, and hence potentially available to the West.

USA Status

	# of Influence		
	1-Assoc	2-Prot	3-Sat
West	3 Pop / 4 Res	3 Pop / 4 Res	1942+ Units
Axis	•	•	•
USSR	•	•	•

• = No effect (no POP/RES use)

Technologies

<i>AirDefense Radar</i>	AFs 2A3 in Fr. Terr.
<i>Heavy Bombers</i>	AFs Move 3
<i>Prec. Bombsight</i>	AFs can bomb IND
<i>Jets</i>	AFs FirstFire
<i>Naval Radar</i>	Fleets FirstFire
<i>Sonar</i>	Fleets S3
<i>Heavy Tanks</i>	Tanks FirstFire
<i>Rocket Artillery</i>	Infantry FirstFire
<i>Motorized Inf.</i>	Infantry Moves 3
<i>LSTs</i>	2 Invaders/Border
<i>Ind. Espionage</i>	W/C: revealed Tech
<i>Science [Year+]</i>	W/C: listed Tech
<i>Atomic Research</i>	Atomic Pile (1) Breeder Reactor (2) Plutonium (3) Implosion Trigger (4)

Industrial Espionage

Already-revealed Techs are more easily duplicated by other Factions because the Industrial Espionage Technology can be used as a Wild-Card for any revealed Tech.

Atomic Research Progress

Atomic Research Techs must be Achieved in order, whether secret or Revealed. For this reason, all Technologies in the Secret Vault should be arranged in order of Achievement, left to right. If a player fails to observe this provision, *all* his Atomic Research is lost (discard).

tral (or remove a Rival one) and then discard it.

8.4 USA DIPLOMACY

The USA is a Neutral *Major Power* that can be Influenced by Diplomacy. It begins as a Neutral (no Influence).

8.41 AXIS/USSR INFLUENCE

The Axis and USSR can gain USA Influence but it cannot gain the USA as an Associate, Protectorate or Satellite. Axis/USSR Influence (maximum 3) merely makes it more difficult for the West to do so (Axis/USSR Influence must first be negated).

8.42 WEST INFLUENCE

One or two West Influence on the USA has the usual effects (use of POP/RES).

8.43 WEST SATELLITE



With three or more West Influence, the USA becomes a West Satellite, with the following effects:

- West Factory Cost drops one level.
- A 4 CV USA Fortress unit is placed in Washington, and a 2 CV USA Fortress in New York.
- If 1942 or later, USA Forces are now eligible to arrive (see 8.45).

8.44 USA PUBLIC OPINION

At Year Start/Advance Year of 1942, 1943 and 1944 (see Year track), the West automatically gains one Influence on the USA (unless already a Satellite) which may *immediately* become a West Satellite as a result.

8.45 USA FORCES

USA unit arrival is independent of West Production (most USA POP/RES is not available to other Powers).

Provided the USA is currently a West Satellite, in the West's Production of 1942, 1943 and 1944 a USA unit of each primary type [AF/Fleet/Infantry/Tank] arrives in the USA *at no cost* and *may* be built up further during that Production.

- 1942 USA units arrive at 1 CV.
- 1943 USA units arrive at 2 CV.
- 1944 USA units arrive at 3 CV.

If the USA is *not* a Satellite of the West at that point, that year's USA units are forgone.

Important: USA units cannot leave the USA unless the West is at War.

8.46 VIOLATION OF NEUTRALITY

If USA Neutrality is Violated by the AXIS or USSR (the WEST cannot do so), it immediately becomes a WEST Satellite as per 8.45, except that:

- *Immediately* place 1942 USA Forces.
- 1943 USA Forces arrive in the next West Production and 1944 units arrive one Production later.

9.0 TECHNOLOGY

Technology increases the ability of friendly units of a specified type.

Most Investment cards have two Technologies (one at each end) in gray text boxes. Effects are described there, but a few clarifications follow.

- **AirDefense Radar:** Air Forces in Friendly Territory (1.14) Fire double dice (*two* dice/CV) at Enemy Air (notated as "2A3").

Example: A 3 CV AF Fires 6 dice.

- **FirstFire:** Units with these Technologies Fire before Enemy units of the same type that do not have it, *even when attacking*.

Tech WildCards have one blue-green textbox, and are of two types:

- **Industrial Espionage:** Pair this card with a Tech card in your hand that matches a *Revealed* Tech (9.2) to Achieve that Tech.
- **Science:** *Beginning in the cited year*, pair this card with a Tech card for the desired Technology to Achieve any listed Tech.

9.1 ACHIEVING TECHS

A Tech-pair is 2 cards with the same Technology, or one such card along with an applicable Tech WildCard or a Mole Intel card (see 9.5).

During Government cardplay, a player can play a Tech-pair to Achieve that Technology, either:

- Revealed (9.2) to immediately gain the benefits of that Technology, or
- placed in that Faction's Secret Vault (9.3) to be Revealed later at a crucial moment.

9.2 REVEALED TECHS

To Reveal a Tech and immediately gain its benefit, a player places one card of the Tech-pair face-up in front of him; the other (owner's choice) is sent to the Investment Discard Pile (Tech WildCards must always be the card chosen to be discarded).

9.3 SECRET VAULTS

When Achieving a Technology during Government cardplay, a player can delay Revealing that Tech and instead assign it to his Secret Vault by placing the Tech-pair *face-down* in front of him, oriented so that the desired Technology is furthest from him. Secret Techs must be arranged from left to right in the order in which they were Achieved.

Each Tech-pair in your Secret Vault reduces your HandSize Limit by one.

A Secret Technology can be Revealed *at any time*, taking immediate effect.

9.4 THE ATOMIC BOMB

Securing the Atomic Bomb Technology is one way to win the game (19.4). This Tech is accomplished in 4 stages, each of which must be Achieved in sequence (1st stage before the 2nd stage, etc.), and *only one stage can be Achieved per Year*. Players receive one VP for each stage of Atomic Technology Achieved.

9.5 INTELLIGENCE CARDS

Some Investment cards (blue text box) have an Intelligence ("Intel"), rather than Technology function. This is executed immediately upon it's being played during Government cardplay. Some clarifications follow.

Agent: inspect Rival units in one area.

Code Break: inspect a Rival's hand.

Spy Ring: blindly choose one card from a Rival's hand and keep it.

Coup: remove *all* Rival Influence markers from a Neutral Minor (not USA).

Sabotage: reduce a Rival's IND by one.

Mole: inspect a Rival's Secret Vault. The Mole card can be paired with any real Tech (not WildCard) in your hand that matches a Tech found in the Vault to Achieve that Tech (show the pair to

the victimized Rival if you put them in *your* Secret Vault).

Double Agent: play immediately to *reverse* the effect of an Intelligence card just played against you back onto the player who played it.

10.0 SEASONS



Following New Year are four Seasons during which units can move and Attack provided a valid Command card is played.

10.1 COMMAND PHASE

Rotating in Turn Order, players either commit a Command card face-down or Pass. Players *must* Pass if they have already committed a card.

If all three players Pass in succession, all committed cards are revealed to determine which players will take Player Turns, and in what order. If no cards are committed, advance to the next Season.

Action cards are played *sideways* for Command purposes. Each is valid for a specified Season (Spring/Summer/Fall), containing a Command Priority (letter) and a Command Value (number).

The player with the earliest Command Priority (letter) takes the first Player Turn of that Season, followed by the next letter, etc., in what is termed "Command Order" (as opposed to Turn Order).

Action cards for the wrong Season still have Emergency Command value (10.11). A Player not playing *any* Action card will have no Player-Turn that Season—it cannot move units or Attack (see 12.1). Investment cards have *no* Command Value (except to bluff Command ability)—discard them when revealed.

10.11 EMERGENCY COMMAND

An Action card for the wrong Season has Emergency Command value of two unit-moves (four for the Axis), but neither Aggression (11.54) nor Attacking (12.1) is allowed.

The Command Priority [letter] cited on the card still applies (if tied, the opponent chooses Command Order).



Tracking Command Expenditure

The Active Player can use his Commands Available marker on his Production track, moving it down the track as each unit is moved.

Emergency Command

Players without a valid (current Season) Command card can commit *any* one Action card for Emergency Command. This allows minimal unit movement (including into Disputed areas) but no new Battles can be started and there is no Combat Phase that Player Turn.

SEQUENCE OF PLAY

New Year

Year Start (advance Year)

- Victory Check/Reshuffle decks
- Peace Dividends/Turn Order

Production Phase

1st Player Production

- Production Blockade check
- Determine Production Level
- Spend Production

2nd Player Production (same)

3rd Player Production (same)

Government Phase (card play)

- Players play 1 Diplo, 1 Intel, or 2 matching Tech cards; or Factory cards \geq Factory Cost; *or*
 - Pass [3 in a row ends cardplay]
- Resolve Diplo. (adjust POP/RES)
HandSize Compliance (discard)

Seasons (Spring/Summer/Fall)

Command Phase (card play)

1st Player Turn

- Movement Phase
- Combat Phase

2nd Player Turn (same)

3rd Player Turn (same)

Supply Phase (Summer: Blockade)

Winter Season (USSR only)

Command Phase

USSR Player Turn

Supply Phase

Movement Self-Regulation

Players are responsible for moving their units correctly: the unit's type is not revealed in any way. If you have questions about an opponent's honesty, you are playing the wrong game with the wrong person.

Convoys

Convoys (Ground forces at Sea) are considered to include transports and escorts. No naval units are needed.

Sea Invasions

Sea Invasions occur when Convoys move from the Sea onto Enemy-controlled Land Areas (crossing a Coastal border).

Only *one* Ground unit per phase can Invade across a Coastal border, *whether the invaded area is occupied or not*.

[Note: LST Technology allows *two* Ground units per Coastal border to Invade in a single Movement Phase.]

This limit applies to Ground units only. ANS units ignore Invasion Limits (as for Border Limits), see 11.221.

Strategic Movement Example

A Fleet (movement speed 3) can move up to double range (6 areas) if it remains completely within friendly areas (including Open Seas) during movement, and neither Disengages nor Engages.

A Fleet in the USA, for example, could move through the North Atlantic, Mid Atlantic and into the South Atlantic Ocean, provided that none of them are Enemy occupied.

**Area Control**

Moving units into an area during a Movement Phase does not alter its control during that Phase.

However, it will alter area control for the following Combat Phase which can affect Retreat and ReBasing options.

10.2 PLAYER TURNS

In Command Order, the players take Player Turns consisting of Movement (11.0) and Combat (12.0) Phases, in that order. The player taking his Turn is the Active Player.

10.3 SUPPLY PHASE

Following the completion of Player Turns, *Factions at War* (only) must:

- check all Ground units for Supply.
- [Summer Season only] mark as Blocked POP/RES that currently have no valid Trade Route (14.22).

See 14.0 for details.

10.4 WINTER SEASON (USSR)

In Winter Season, the USSR (only) can play one Command card (for *any* Season) in order to move units and fight Battles within the USSR only.

A Winter Supply Phase follows, which applies to units within the USSR only.

11.0 MOVEMENT

The Active Player can move a number of units equal to the Command Value of the Command card he played that Season.

Units can move freely through friendly units, but all units except Air Forces and Submarines *must stop* upon entering an Enemy-occupied area (AFs and Subs can move *through* Enemy-occupied areas).

Units can move by Land Movement, Sea Movement, or Air Movement, but these cannot be combined in a single move.

- Units cannot enter Neutral Territory (1.14) prior to declaring a Violation of Neutrality (15.4), allowing Neutral forces to be deployed first.
- Units cannot enter Rival Territory without having previously Declared War (15.2). Declarations of War must be made before moving any units that Turn.

11.1 LAND MOVEMENT

Units utilizing Land Movement must start the Movement Phase in a Land Area (which includes Straits, see 1.3) and move through a number of contiguous Land Areas up to the unit's Movement Speed. The unit must stop

upon entering an area containing Enemy units.

Terrain borders have no effect on Land Movement, except for Ground units that are Engaging or Disengaging (see 11.5).

Naval and Submarine units can use Land Movement to enter an adjacent Coastal Land Area *along the same coastline* and then *must stop*.

11.2 SEA MOVEMENT

Units using Sea Movement must begin the Movement Phase in a Sea, Ocean, Coastal Land, or Straits area.

They may move through a number of contiguous Sea, Ocean, Straits or Coastal areas not exceeding their Movement Speed, but *must stop* upon entering a Coastal Land Area.

They may move into or through Sea Areas occupied by Rival units without conflict (or affecting Supply Lines or Trade Routes, see 14.0), but (except Subs) *must stop* on entering an area containing Enemy units.

11.21 OCEAN MOVEMENT

Oceans are large Sea Areas: it costs *two* movement 'points' to enter them.

11.22 CONVOYS

A Ground unit using Sea Movement immediately becomes a Convoy.

Convoys move two Sea Areas (four Strategically) but can neither Engage (11.5) nor Disengage (11.51) Enemy forces at Sea. They can Sea Invade (11.221) into Enemy Land Areas.

Convoys Engaged by an Enemy at Sea are basically helpless in Sea Battles, see 12.72.

11.221 SEA INVASIONS

Convoys moving into Enemy Territory are Invading. Only one Ground unit per Turn can Invade across a Coastal or Straits border even if it is undefended (LST Tech raises this to two units). ANS units are exempt from Invasion Limits.

Invasion Disruption. Invading Ground units *can take no Combat Action* (ie, Fire or Retreat, see 12.3) in the Combat Phase of that Player Turn. *Place them face-down* to indicate this. Accompanying Air/Naval/Submarine units can Fire normally.

11.3 AIR MOVEMENT



Air Movement can move through both Land and Sea Areas. Air Movement *need not stop* when entering Enemy-occupied areas.

AFs beginning the Movement Phase in a Sea/Ocean Area may *only* move into Friendly Land Territory.

11.4 STRATEGIC MOVEMENT

Units can move *double* their normal movement range when they move *strictly* within Friendly Territory (1.14), including Open Seas (1.21), and do not Engage or Disengage (11.5).

Strategic Movement cannot combine Land and Sea Movement. Strategic Sea Movement must still STOP upon entering a Land Area (except Straits).

Strategic Air Movement must start *and* end in Friendly Territory and may *not* pass through Neutral or Rival/Enemy Territory (i.e., AFs at Sea or in non-Friendly Territory cannot use Strategic Movement).

11.5 ENGAGING

Entering an area containing Enemy or Armed Neutral units is Engaging.

11.51 DISENGAGING

Removing a unit from a Battle by movement or Retreat is Disengaging.

Units can only Disengage into adjacent *friendly* areas (including Open Seas) that are not Battles. They cannot Disengage into Enemy, Disputed, and/or Neutral areas.

Unless Retreating (12.5) they can continue to move normally, except they *cannot re-Engage* that Turn.

Exception: Subs and Air Forces can Disengage into adjacent areas that are Disputed or Enemy controlled, provided they *move through* the area and do not remain there (which would constitute re-Engaging).

Units unable to Disengage must remain in the Battle.

11.52 BORDER LIMITS (LAND)

Terrain Border Limits restrict the number of *Ground* units that can Engage and/or Disengage across that Land border in a single phase. They do not apply at Sea, or to Air/Naval/Submarine (ANS) units on Land.

- *Three* Ground units can Engage/Disengage across a Plains border.
- *Two* Ground units can Engage/Disengage over a River or Forest border.
- *Only one* Ground unit can Engage/Disengage across a Mountain, Coastal or Straits border.

Border Limits apply for Movement Phase, and then re-apply for Retreats during the Combat Phase.

11.53 BATTLEGROUPS (SEA)

A BattleGroup consists of ANS units that begin movement in the same location and move into the same Sea Battle. When several BattleGroups Engage simultaneously, only one BattleGroup can join that Sea Battle per Combat Round (see 12.21). For this reason different BattleGroups should be separated from each other when placed in the Sea Battle area.

11.54 AGGRESSION

Engaging into an area containing solely Enemy or Armed Neutral units is termed Aggression, and that player is the Aggressor in that Battle for as long as it lasts. The original occupant is termed the Owner.

Note the difference between Aggressing and Attacking (12.1).

11.55 RAIDS

Aggression by ANS units without Ground Support (below) is termed a "Raid" and such ANS units are termed "Raiders." Raids cannot conquer Territory or block Retreat from Battles.

ANS units are *prohibited* from Raiding *unoccupied* Enemy Territory, except to do Strategic Bombing (see 12.62).

ANS units *may* enter *occupied* Enemy Territory without restriction (to start a new Battle or reinforce an existing one).

11.551 GROUND SUPPORT

The presence of friendly Ground units in a Battle is termed Ground Support.

Border Limit Example

Only 2 Ground units per Turn can Engage across the River from Munich to Lorraine. However, if the Axis controls the Low Countries, two more Ground units could Engage across its Forest border with Lorraine.

Disputed Land Areas

The Owner of a Disputed Land Area controls the area until only Aggressor units remain, upon which that Faction becomes the Owner (adjust POP/RES).

Area Control Table

	Area Control	Trade Route	Supply Line
Land	Friendly	OK	OK
	Neutral	OK	No*
	Rival	No*	No*
	Enemy	No	No
Sea	Open	OK†	OK
	Enemy	No	No

* OK though Straits.

† Not if Escaped Enemy Subs present.

Attackers vs Aggressors

The Attacker is the Faction provoking Combat in *that Player Turn* (the Active player). This is *not* the same as the Aggressor (the Faction trying to wrest control of a Land Area from the Owner).

If the original Owner of a Land Area counterattacks the Aggressor, he is the Attacker for that Combat Phase.



Fortress Counterattacks

Fortress units *can* Fire when Attacking (e.g., to counter-attack an Aggressor).

UNIT TABLE

Unit	Move	Firepower
Fortress [G]	0	A2/N3/G4/S3
Air Force [A]	2R	A3/N1/G1/S1
Carrier [N†]	(3R)	A2/N2*/G1/S2
Sub [S]	(2R)	A0/N1/G0/S1
Fleet [N]	(3R)	A1/N3/G1/S2
Tank [G]	3	A0/N0/G2/S0
Infantry [G]	2	A1/N1/G3/S0
Convoy [N†]	(2)	none

() Must stop on entering Land Areas.

R Can ReBase (at times must, see 13.0).

† Take *Double-Hits*: -2CV per Hit taken.

* Carriers can Fire N1 and immediately Retreat (12.5) or ReBase (13.0).

Order of Fire Example

Both sides in a Battle have Tanks and Infantry. The order of Fire is:

- Defending Tanks
- Attacking Tanks
- Defending Infantry
- Attacking Infantry*

Note: Attacking units with FirstFire Technology Fire before Defending units of the same type (unless the defender also has that Technology).

Targeting in 3-Way Battles

When all three Factions have units in the same area, firing units must specify both the Enemy and Target Class.



Tanks vs. Infantry

While Tanks Fire only G2 as against Infantry's G3, it must be remembered that Tanks Fire first, so some Infantry CV will usually be eliminated before it even gets a chance to shoot!

Since all units in the game cost the same, and Tanks are expensive, Tank units in the game should be seen as smaller units than Infantry (Tank Corps versus Infantry Armies).

12.0 COMBAT

When Enemy units occupy the same area, it is termed a Battle.

12.1 ACTIVE BATTLES

To begin Combat, the Active Player must first designate the Battles where he will Attack (initiate the Combat procedure) that Combat Phase, which he indicates by turning all units there face-up. These are the Active Battles for this Combat Phase. (Battle A-D markers may also be placed.)

He may Attack in any or all current Battles at his option, but *must* Attack where he has Aggressed (11.54) that Player Turn.

The Active Player is the Attacker in all Active Battles; his opponent is the Defender. (Attackers and Defenders are *not* the same as Aggressors and Owners in a Land Battle, see 11.54).

12.2 RESOLVING BATTLES

Active Battles are then resolved in an order chosen by the Active Player.

Active Land Battles are only resolved *one* Combat Round per Turn, so they are not necessarily settled immediately, often continuing from one Player Turn to another.

Sea Battles are always resolved to a conclusion: Combat Rounds are repeated until the Sea Battle ends.

Once an Active Battle has been resolved, continue with the next Active Battle (as chosen by the Active Player) until all Active Battles have been resolved.

When all Active Battles have been resolved, the Combat Phase ends.

12.21 COMBAT ROUNDS

Active Battles are resolved in Combat Rounds in which each unit in order takes one Combat Action.

12.22 RESOLVING LAND BATTLES

When all units in a Land Battle have taken a Combat Action (12.3), the Combat Round ends: that Battle is fully resolved for that Turn.

At the end of a Land Combat Round:

- All ANS units without Ground Support (11.551) *must* Retreat (12.52).
- Active ANS units may always ReBase (13.12) if desired.
- Units of the Owner are returned upright (tip back to preserve CV) to show they control the area; Aggressor units remain face up (except face-down Escaped Subs).

12.23 RESOLVING SEA BATTLES

At the end of a Sea Combat Round:

- All Air units must ReBase (13.2).
- Submarine units may Escape (12.73).
- Unless the Battle has ended (below) start another Combat Round.

12.24 ENDING BATTLES

Battles end *immediately* when units of only one side remain (ignoring Escaped Subs, see 12.73).

All victorious units are immediately returned upright and forego any untaaken Combat Actions.

12.3 COMBAT ACTIONS

In a Combat Round, each unit takes a Combat Action in order by unit type, proceeding from the top down on the UNIT TABLE (sidebar). Fortresses go first, then AFs, etc., with Infantry coming last (Convoys get no Combat Action, see 12.72).

Within a given unit type, Defenders go before Attackers, unless Attacking units have FirstFire (9.0) capability and Defenders do not (see sidebar).

For its Combat Action, an individual unit can Fire (12.4) or Retreat (12.5).

When all units in that Battle have had a Combat Action, that Combat Round ends.

If it is a Land Battle, that concludes Battle resolution for that Turn.

If it is a Sea Battle, Combat Rounds continue until all units of one side Retreat (12.5), Escape (12.73) or are eliminated. That resolves a Sea Battle.

12.4 UNIT FIRE

A Firing unit rolls Combat dice attempting to damage Enemy units.

12.41 TARGETING

Before Firing, the Firing unit must specifically Target one Target Class:

- Air (A) Air Forces
- Naval (N) Carriers/Fleets/Convoys
- Ground (G) Fortress/Tanks/Inf
- Submarine (S) Subs

Units have a different Firepower (below) versus each Target Class.

Firing units can target any Class of Enemy unit in the Battle but are more effective Firing at some than others.

12.42 FIREPOWER

Unit Firepower versus a given Target Class is shown by the number following the Class abbreviation (see Unit Table, sidebar).

Example: "A1" means Firepower of "1" when firing at Air units; "G3" means Firepower of "3" versus Ground units.

A unit scores a Hit, damaging the target, when it rolls a number equal to or less than its Firepower.

12.43 FIRING A UNIT

To Fire a unit, announce the Target Class and roll a number of dice equal to the Firing unit's CV.

Example: A 4 CV unit Firing G3 rolls 4 dice and scores one Hit on Enemy Ground targets for each roll of 1-3.

12.44 APPLYING HITS

For each Hit scored, reduce the currently strongest (largest CV) Enemy unit of the Targeted Class by 1 CV (exception: Carriers and Convoys lose two CV per Hit).

The owner can choose which of equal-CV units takes a Hit. Units reduced to 0 CV are eliminated and removed from play (but may be rebuilt as Cadres).

If a unit's Fire eliminates all Enemy units of the Target Class, any excess Hits are lost (no changing targets).

12.5 RETREATS

Instead of Firing for its Combat Action, units can Retreat into an adjacent friendly area (including Open Seas) and return upright (tip back to preserve CV). Retreats must observe

all Disengaging rules (11.51), including Border Limits.

Units *cannot* Retreat into:

- (a) Enemy, Rival, or Neutral areas (as of the beginning of that phase),
- (b) Areas that contained Battles (other than Raids) that Player Turn [Raids do not block Retreats],
- (c) [Defenders only] Areas from which the Enemy Engaged them that Player Turn,
- (d) [Attackers only] Any area other than the one from which they Engaged into the Battle, if they Engaged that Turn,
- (e) [Ground units only] Sea Areas, unless they are friendly-occupied.

12.51 RETREAT BY REBASING

ANS units can optionally Retreat by ReBasing (13.0) to an *undisputed* friendly Land Area within movement range.

Air units *must* Retreat by ReBasing, and are eliminated if unable to do so.

12.52 ANS FORCED RETREATS

ANS units sometimes *must* Retreat.

- At the end of a Land Combat Round, ANS units *must* Retreat from Battles if without Ground Support (11.551). Aggressor ANS units must comply first, then the Owner if Aggressor units remain.
- At the end of a Sea Combat Round, all Air units (of both sides) *must* Retreat (by ReBasing *only*).
- ANS units on Land must immediately Retreat if their Ground Support is eliminated in a Supply Phase.

12.6 SPECIAL LAND COMBAT

12.61 INVASION BATTLES

Ground units that Sea Invaded (11.221) that Turn have been placed *face-down* to indicate they have no Combat Action that Turn. When units are revealed, they are momentarily revealed and then placed upright.

Although they cannot Fire (or Retreat), they absorb hits normally in that Combat Round (reveal the unit, reduce its CV and return it upright). At the end of the Combat Round the unit is turned face-up (as normal for Aggressors) and treated normally in future Turns.

Land Combat Example

An Axis Tank3 and Infantry4 attack a USSR Infantry3 and Infantry2 on Land. All units are Ground units.

- The Axis Tank Fires three dice at G2 ("3G2") for - - = 1 Hit. The larger USSR Infantry loses a step to 2CV.
- One defending USSR Infantry2 Fires 2G3 for - = 1 Hit. The larger Axis Ground unit (Infantry4) loses a step to 3 CV. The other defending USSR Infantry2 Fires 2G3: - = 1 Hit. The Axis applies the Hit to the Tank3 (his choice between equal-CV units).
- The attacking Axis Infantry3 Fires 3G3: - - = 2 Hits. Both USSR Infantry lose a step to 1 CV.

That ends the Combat Round, fully resolving this Land Battles for this Combat Phase.

The USSR units (owners of that area) are turned upright, with the Aggressor Axis units remaining face up.

Disputed Land Areas

The Owner of a Disputed Land Area controls the area until only Aggressor units remain, upon which that Faction becomes the Owner (adjust POP/RES).

Area Control Table

	Area Control	Trade Route	Supply Line
Land	Friendly	OK	OK
	Neutral	OK	No*
	Rival	No*	No*
	Enemy	No	No
Sea	Open	OK†	OK
	Enemy	No	No

* OK though Straits.

† Not if Escaped Enemy Subs present.

BattleGroups

All BattleGroups in the Sea Area are committed to the fight, but they do not all show up at the same time!

Carrier & Convoy Damage

Unarmored and gasoline-laden, Carriers are easily damaged. Convoys, juicy targets with little inherent self-defense, suffer equally heavily.



Escaped Subs & Future Combat

During friendly Turns, Escaped Subs co-occupying a Sea Area with Enemy units can optionally re-Engage (turn them face-up). No Command expenditure is required.

Likewise, Enemy forces in the Sea Area can optionally re-Engage Escaped Subs during their friendly Turn (one BattleGroup can join each Combat Round, *including the first*).



Carrier Strikes ("Shoot & Scoot")

Carriers can optionally target Naval units at N1 and then Retreat as a *single* Combat Action.

ReBasing: Double Movement Range

ANS units can effectively double their movement range in 2 ways:

- Strategic Movement. They can double their normal movement range within friendly areas (provided they do not Engage or Disengage).
- By ReBasing. They can move normally into a Battle and then move out of it again to ReBase (effectively doubling their movement range).

Note that both these cannot occur on the same move: ReBasing is movement *out* of a Battle, but Strategic Movement is not allowed *into* a Battle.

ANS units in Invasion Battles are not affected and Fire normally.

12.62 STRATEGIC BOMBING

Factions with Precision Bombsight Technology can directly attack Enemy IND with Air Forces located in (over) the Enemy MainCapital (only).

Air Force Firepower versus IND is I1 (hits on '1'). Each Hit *permanently* reduces Enemy IND by 1.

12.63 RAID BATTLES

When ANS units Aggress into Enemy Territory with no Ground Support, it is termed a Raid Battle.

Raids are treated as normal Battles except that they do not block Enemy Retreats. (Raiders must Retreat at the end of the Combat Round, see 12.52).

12.7 SPECIAL SEA COMBAT

12.71 BATTLEGROUPS

Individual BattleGroups (11.53) engaging into a Sea Area should be arranged separately in the area.

This is because one (and only one) BattleGroup can join a Sea Battle per Combat Round (at the beginning of which the Owner reveals the next BattleGroup to join).

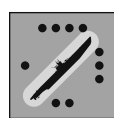
As well, one newly-Engaged BattleGroup *must* join the Sea Battle at the beginning of each Combat Round, *even if all previously committed BattleGroups have been eliminated from the Battle*.

If no *Enemy* units remain, the Active Player need not reveal uncommitted BattleGroups in the Sea Area.

12.72 CONVOYS

Ground units at Sea become Convoys (11.22). Convoys get *no* Combat Action (i.e., they cannot Fire or Retreat) but are targeted as Naval ('N') units, losing 2 CV per Hit.

12.73 SUBMARINE ESCAPE



At the end of any Sea Combat Round, Subs can Escape from a Sea Battle by Disengaging *downwards* from the Battle: the owning player simply turns the Sub *face-down* in that Sea Area (tip back to preserve CV).

Escaped Subs have no effect on control of the Sea Area but remain in the Sea

Area harassing Enemy shipping and *blocking Enemy Trade Routes through it!*

In future Movement Phases, Escaped Subs are not considered Engaged, and move accordingly.

In future Combat Phases, they may Engage (or be Engaged by) Enemy units in the area at the option of the Active player. If so, turn them face-up and proceed normally for a Sea Battle.

12.74 CARRIER STRIKES



For its Combat Action, a Carrier unit can optionally Fire N1 at Enemy Naval units *and* immediately Retreat/ReBase, instead of just Firing normally at a selected target.

12.75 AIR UNITS



At the end of a Sea Combat Round *all* Air units *must* ReBase (13.2).

13.0 REBASING

ANS units can ReBase.

ReBasing is making a free move (no Command needed) during the Combat Phase *out* of a Disputed area into an *undisputed* friendly-controlled Land Area.

A ReBasing move follows normal movement rules (e.g., AFs and Subs can pass through Enemy units, etc.).

13.1 OPTIONAL REBASING

13.11 ANS RETREAT BY REBASING

ANS units can always ReBase instead of Retreating (12.5). AF units *must* ReBase instead of Retreating (12.51).

13.12 ACTIVE ANS REBASING

Upon Battle resolution (i.e., after a Land Combat Round or a fully resolved Sea Battle), *Active* ANS units in that area may ReBase (exception: Escaped Subs may not ReBase).

13.2 MANDATORY AF REBASING

At the end of a Sea Combat Round, all Air units (of both sides) *must* ReBase (eliminated if unable to do so).

14.0 SUPPLY

At the end of each Season is a Supply Phase, when Factions *at War* must check Ground units for Supply.

During *Summer* Supply Phase, Factions at War also declare and mark Blockades (14.22) of Enemy POP/RES sources.

Neither applies to Factions at Peace.

14.1 SUPPLY CHECKS

During the Supply Phase, Factions at War must check all Ground units for a valid Supply Line (below). Ground units without a Supply Line are Unsupplied and immediately lose 1 CV each (except Fortresses, which ignore all Supply rules).

ANS units are unaffected (except that mandatory Retreat applies to ANS units when all friendly Ground units are removed from a Disputed Area by Supply losses, see 12.52).

14.11 SUPPLY LINES

A Supply Line is a continuous chain of friendly (Land/Sea) areas between a Ground unit and a Supply Source for that Faction (i.e., a controlled friendly MainCapital or SubCapital).

Supply Lines can only pass through Friendly Territory (including Disputed Areas that are friendly controlled) and Open Seas. They cannot pass through Enemy-controlled areas or Rival/Neutral Territory (except Straits, 1.3).

14.12 PRODUCTION SUPPLY CHECK

During Production, Unsupplied Ground units cannot build steps nor can Ground unit Cadres be built in Unsupplied locations (except for Fortresses, which are exempt from Supply considerations).

14.2 BLOCKADE

Blocking Trade Routes (below), can deny an Enemy use of some of his controlled POP/RES for Production.

14.21 TRADE ROUTES

A Trade Route is a continuous chain of Land and/or Sea Areas traced from a Faction's controlled POPulation and RESources to its *MainCapital* (only!).

Trade Routes can pass through Friendly *and* Neutral areas, including Open Seas. They *cannot* pass through

Rival areas except for Straits. They cannot pass through *any* Enemy-controlled area or a Sea Area that contains Escaped Enemy Subs.

A Trade Route cannot have more than one Sea Segment and one Land Segment. The Sea Segment can only cross Coastal, Straits, Sea and Ocean borders. The Land Segment can only cross Land and Straits borders.

14.22 BLOCKADES

During Summer Supply Phase, Factions *at War* can identify Enemy POP/RES sources currently unable to trace a valid Trade Route, and mark them (or if applicable their controlling Capitals) with Blockade markers (if control of a Blockaded area changes, remove relevant Blockade markers).

14.23 CONFIRMING BLOCKADES

During Production, recheck all POP/RES with Blockade markers for a valid Trade Route. *Remove* the marker if a Trade Route can currently be traced.

POP/RES still marked as Blockaded do not count towards Production. Leaving controlled POP/RES marker *blocks* where they are, mark the currently effective POP/RES (taking into account Blockade effects) with the *cardboard* "Unblocked POP/RES" markers.

Remove *all* Blockade markers after Production.

14.24 MED BLOCKADE

A Blockade of Trade Routes through the Med greatly reduces the value of RES that must ship around Africa (POP is not affected by Med Blockade).

TransAfrica RES shown as red triangles *can* trace Trade Routes around Africa without problem.

However, other RES shown as black triangles *cannot* be counted for Production if their Trade Route must pass around Africa (note crossed-out RES icons in South Atlantic and West Indian Oceans).

When Declaring Blockades, mark with a Med Blockade marker (reverse of Blockade marker) any regular (black) RES whose Trade Routes must pass around Africa. If Med Blockade still applies during Production, those RES cannot be counted (mark the unblocked RES



Blockades

The Blockade rules allow Factions at War to negate Enemy POP/RES by blocking Trade Routes at *both* the end of Summer (Blockade Check) and the end of Fall (for Production).



Trade Route Segments

If Gibraltar is blocked, a Trade Route from Delhi *cannot* trace one Sea Segment through the Med to France, a Land Segment across France, and a *second* Sea Segment across the English Channel to London.



Med Blockade

Trade Routes around Africa are 3500 miles longer than those via the Mediterranean. The additional fuel, shipping and escorts needed greatly reduce the value of RES that must ship around Africa in wartime.

Combination Blockades

If an area is subject to Med Blockade in Summer and a full Blockade at Production (or vice versa), only the lesser Med Blockade applies (as it was in effect during both Supply checks but full Blockade was not).

DoW Effects

The Declarer has Surprise for that Player-Turn, but loses 1 VP towards Economic Victory at the game's end.

The Victim gets reduced Factory Costs and is now at War with the Declarer with no penalty.

Neither receives any further Peace Dividends. Both must begin counting RES and checking for Supply and Blockades.

Units at Sea Upon a DoW

Upon a DoW, the declaring Faction must vacate all Seas co-occupied with [now] Enemy units (DisEngagement rules apply), or initiate a Battle, with the declarer as the Aggressor.

**USSR "Peace With" Marker Errata**

The USSR "Peace With West" and "Peace with Axis" markers have reversed Axis and West icons. The text is correct.

Clarifying the Violator

To clarify a Violation of Neutrality, a Control marker of the Violating Faction may be placed *under* the Fortress defending the Armed Neutral's Capital.

Partition

Either *Rival* of the Violator can attack a still-undefeated Armed Neutral (under the pretext of "maintaining order") to gain some of its Territory for itself before the original Violator does, and without incurring any VoN penalties!

Intervention

When an *Enemy* of the Violator sends military support (Ground units) into its Territory, a still-undefeated Armed Neutral understandably joins that Faction as a military ally ['Satellite'].

total with the *cardboard* "Unblocked RES" marker).

15.0 WAR AND PEACE**15.1 STATE OF AT PEACE**

All Factions begin at Peace.

Factions at Peace:

- Draw a Peace Dividend chit (4.4) each New Year (unless they were in a Battle during the previous Year).
- Can ignore RES for Production.
- Use their initial Factory Cost.
- Do *not* need to trace Supply Lines (14.11) or Trade Routes (14.21).
- Can occupy and pass through Sea Areas containing Rival units without conflict of any kind. This does not provoke a Battle (or War) or affect Trade Routes or Supply Lines (14.0).
- Must declare a Violation of Neutrality (15.4) before entering Neutral Territory.
- Must Declare War (15.2) before entering Rival Territory or the Territory of Rival Protectorates.

Passing through a Rival or Neutral Straits without remaining there is neither a Violation of Neutrality nor a Declaration of War.

15.2 DECLARATIONS OF WAR**15.21 DECLARING WAR**

A Declaration of War (DoW) must be made *before* moving units that Turn.

Except for passing through a Straits, Players may not enter the Territory of a Rival or its Protectorates (8.13) or attack Rival units without previously Declaring War.

15.22 DoW EFFECTS:

- The Declarer flips his relevant "Peace with" marker to its "DoW on" side. These Factions are now Enemies as well as Rivals (not reversible) and "at War."
- The victim *removes* the relevant "Peace with" marker from his track, revealing "-1 Factory Cost," as this drops one level for the victim.
- *Surprise*: all Declarer units have temporary FirstFire (9.0) for that Turn only (but Enemy FirstFire Techs can negate this effect).

15.3 STATE OF AT WAR

Factions at War:

- Get no further Peace Dividends.
- May enter Enemy Territory and attack Enemy units without further penalty.
- Must check friendly *Ground* units for valid Supply Lines (14.11) during *every* Supply Phase.
- Must check for Blockades (14.2) during *Summer* Supply Phase.
- During Production, must count RES and check for Blockades.

15.4 VIOLATION OF NEUTRALITY

Except for *passing through* a Straits, players cannot enter Neutral Territory (including Associates and Protectorates), without previously declaring a Violation of Neutrality (VoN), which converts the Neutral into an Armed Neutral (15.42).

15.41 WORLD REACTION

When a VoN occurs, both Rivals of the Violator immediately draw 1-3 Action cards according to the Muster Value of that Neutral's Capital. For example, each Rival gets 1 Reaction card for a VoN on Norway; 2 for Austria; or 3 for Poland.

These cards are added to the hand and can be used immediately.

15.42 ARMED NEUTRALS

An Armed Neutral is considered a separate independent Faction and an Enemy of its Violator. Upon a VoN, remove all Influence markers (Diplomacy no longer affects that Nation) and deploy Neutral Fortresses in its Cities/Towns according to their Muster Values [see Map Key]. (Note: A Colony that became an Armed Neutral when its Major Power was Defeated may still be Violated and will follow the same VoN process, except that its Fortresses are already in place).

Example: For Poland, place a 3 CV Fortress in Warsaw, a 2 CV in Lvov and a 1 CV in Vilna.

Either Rival of the Violator can roll dice for an Armed Neutral in Combat, but Neutral Fortresses must always target Ground units first.

15.421 ARMED NEUTRAL DEFEAT

When an Armed Neutral's Capital is captured, it is Defeated. At the end of that Combat Phase, remove its units, place the

conqueror's Control marker on its Capital and adjust POP/RES accordingly.

If a different Faction later conquers the Capital, change the Control marker.

15.422 PARTITION

While an Armed Neutral remains undefeated, Rivals of the Violator can enter its Territory and attack its units *without VoN penalty*. (Entry into *Rival-occupied* Land Areas, however, will still require a DoW.)

15.423 INTERVENTION

An *Enemy* of the Violator can convert an Armed Neutral into a Satellite (8.2) by moving a *Ground* unit into its Territory. If this is done, at the end of the Movement Phase exchange all surviving Armed Neutral Fortresses for equal-CV Intervenor units of any type.

16.0 VICTORY

16.1 VICTORY POINTS

A Faction's total Victory Points (VPs) equals:

- its current Production Level (including Blockade effects),
- +1 VP per Atomic Research level Achieved [reveal],
- +2 VPs per Enemy MainCapital or SubCapital controlled,
- + Peace Dividend values [reveal],
- *minus* 1 VP per DoW issued.

16.2 ECONOMIC VICTORY

A Faction that can demonstrate a total of 25 VPs at the *start* of a NewYear (Victory Check) wins immediately.

16.3 MILITARY VICTORY

A Faction that controls *two* Enemy MainCapitals/SubCapitals *at any time* wins the game immediately.

16.4 ATOMIC VICTORY

A Faction that reveals Achievement of the A-Bomb Technology (4th level) *and* the ability to deliver it to a Rival MainCapital (i.e., an AF within movement range) wins immediately.

16.5 ECONOMIC HEGEMONY

If no other form of victory is scored, at the end of 1945 the player with the most VPs wins the game. Calculate Production Level as for 1946 (including Blockade effects).

17.0 SHORT GAME (1939)

- Place Starting Forces (Units/CV) and POP/RES as for 1936 setup (5.0).
- Place IND as per the Short Game Setup table (sidebar).
- Each Faction adds additional (+) Cadres and/or CV steps as per the Short Game Setup table.
- Each Faction draws Action and Investment cards as per the Short Game Setup table.
- The Axis controls Austria: place a Control marker and a 2 CV Infantry there (mark +1 POP).
- The Axis plays 7 Diplomacy cards unopposed, marks the Influence/Control gained and adjusts POP/RES on its track, then discards the cards.
- Each Faction secretly draws three Peace Dividend chits.
- Begin 1939 with New Year.

18.0 TWO-PLAYER RULES

One player plays both the USSR and the West, together termed the Allies. The other plays the Axis.

- One Allied (West/USSR) unit starting in Baku, Delhi *and* Bombay must be a Fortress.
- Initial Setup cards are dealt face down. The *Passive* Ally (18.2) cannot inspect or play these cards in 1936.
- USSR and West Diplomacy cards *do* cancel each other (not additive).
- If either Ally commits a Violation of Neutrality, the other Ally gets *no* World Reaction cards (15.41).
- If the Axis commits a Violation of Neutrality, each Ally receives *one-half* of World Reaction cards (odd cards going to the West).
- Declarations of War by (or upon) one Ally do not affect the Peace/War status of the other Ally.
- USSR and West units can *never* occupy the same area nor Declare War upon each other.

18.1 THE ACTIVE ALLY

In the Two-Player game, each Year one Ally is Active and one is Passive. Immediately after the New Year Turn Order die roll, the Allied player must



Peace Dividends

Peace Dividends are not only an incentive to peaceful development but also add doubt as to each player's current Victory Point total.

Short Game Setup (1939)

	West	Axis	USSR
+Cadres / CV	+8	+20	+14
Action Cards	12	18	10
Investment Cds	4	4	4
1939 IND	10	15	12
Peace Dividends	3	3	3

Two-Player Rules Summary

The Allies:

- Get *no* Reaction Cards for a VoN by the other Ally.
- Must split Reaction Cards for Axis VoNs between them (the West getting the odd card if any).
- Must play an *additional* valid Command card when issuing a DoW.

The Passive Ally:

- Is declared immediately after Turn Order is decided.
- Must divide Production as evenly as possible between unit builds (steps plus Cadres), Action cards and Investment cards.
- Must place its purchased (and initial) cards into a face-down Passive Stack, which cannot be inspected or used until the *next* Game-Year (but doesn't count against HandSize).
- Can play one *valid* Command card to move units without being able to Aggress, Attack or Declare War.
- Can play *two* valid Command cards (the earlier of which is operative) to Aggress, Attack or Declare War as well as move units.
- Must play an *additional* valid Command card when Declaring War.
- Can play *any* one Action card for Emergency Command (2 unit-moves, no Aggression, no Attacks, no DoWs).

INDEX

Allies (2-way game).....	18.0
Associates (1 Influence).....	8.12
Atomic Bomb (Tech).....	9.4
BattleGroups.....	11.53, 12.71
Battles (Land/Sea).....	12.1/12.2
Blockade.....	14.2
Borders (Land).....	1.11
Border Limits.....	11.52
Cities (& Towns).....	1.12
Capitals.....	1.121, 2.11, 2.21, 2.41
Colonies.....	2.31
Combat.....	12.0
Command [cards].....	10.1
Control (Land/Sea Areas).....	1.14/1.21
Convoys.....	3.244, 11.22, 12.72
Declarations of War.....	15.2
Disbanding (unit).....	3.3
Emergency Command.....	10.11
Engaging.....	11.5
Escape (Sub).....	12.73
Factory Cost.....	7.32
Firepower.....	12.42
Government Phase (cardplay).....	7.3
HandSize Limit.....	4.3, 7.5
Hits.....	12.44
Home Territory.....	2.3
Influence [markers].....	4.5
Intelligence cards.....	9.5
Intervention.....	15.423
Movement.....	11.0
Nationality (of units).....	3.11
NewYear.....	7.0
Oceans.....	1.2
Open Seas.....	1.21
Peace (state of).....	15.1
Peace Dividends.....	4.4
Protectorates (2 Influence).....	8.13
Turn Order (NewYear).....	7.14
Player Turn.....	10.2
Production Phase.....	7.2
ReBasing.....	13.0
Retreats.....	12.5
Satellites (3+ Influence).....	8.2
Sea Invasions.....	11.221, 12.61
Sea Movement.....	11.2
Secret Vault.....	9.3
Setup (1936).....	5.0
Strategic Bombing.....	12.62
Strategic Movement.....	11.4
USSR Winter Turn.....	10.4
Supply Phase.....	14.0
Trade Routes.....	14.21
USA Diplomacy.....	8.4
Violations of Neutrality.....	15.4
War (state of).....	15.3
Wild Cards (Diplomacy/Tech)....	8.3/9.0
Year Start.....	7.1

declare which Ally will be Active for that Game-Year (mark).

The Active Ally plays normally except it cannot Declare War at will (see 18.3).

18.2 THE PASSIVE ALLY

The Passive Ally has constrained Production choices, and limited Government / Command cardplay ability for that Game Year, as below.

18.21 PASSIVE PRODUCTION

Passive Production must be allocated as evenly as possible between:

- Unit builds (steps and Cadres),
- Action cards, and
- Investment cards.

Example: The West is Passive with Production of 8. It must buy two unit CVs, two Action cards and two Investment cards. The last two Production points must be spent on two different options of the three.

All cards purchased must be placed face-down in the Passive Stack. These cards cannot be inspected or played until the *next* NewYear, but do *not* count against HandSize.

In the next NewYear the Passive Stack joins that Ally's hand, whether it is Active or Passive that Year.

18.22 PASSIVE CARDPLAY

The Passive Ally can only play cards from its hand for Government or Command purposes, not from the Passive Stack.

Note: World Reaction cards (15.41) go directly into the Passive Ally's hand and can be played thereafter.

18.23 PASSIVE TURNS

18.231 DEFENSIVE TURN

The Passive Ally can commit *one* valid Command card for a Defensive Turn. It can move units normally according to that card's Command Value, but cannot Attack, Aggress (start new Battles) or Declare War. It *can* reinforce existing Battles already containing friendly units.

18.232 OFFENSIVE TURN

The Passive Ally can commit *two* valid Command cards for an Offensive Turn, which gives it a normal Player Turn, including a Combat Phase and the ability to Aggress and Declare War (but see 18.3).

Stack the two cards in alphabetical Order (A, B, C, etc.). The Top card is the operative card for that Turn (the bottom card is ignored).

18.233 EMERGENCY TURN

The Passive Ally can also play *any* single Action card for Emergency Command (two unit-moves). As usual, units can move into existing Battles that already contain friendly units but cannot Aggress, Attack or Declare War.

18.3 DECLARATIONS OF WAR

To Declare War, either Ally must play and discard one *additional* Command card valid for the current Season, *before* moving any units that Turn.

A Passive Ally can only Declare War during an Offensive Turn (i.e., it must play *three* valid Command cards for that Season).

18.4 ECONOMIC HEGEMONY

To assess Economic Hegemony (16.5) in two-way games, compare AXIS VPs to the *greater* of the Allied VP totals.

CREDITS

Game Design: Craig Besinque

Developer: Brian Evans

Art Director: Rodger MacGowan

Box Art and Package Design:
Rodger MacGowan

Production Coordination:

Tony Curtis

Game Graphics: Charles Kibler

Producers: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch

Assistance: Ron Hodwitz, Quinn de Courcy, Rayn Butt-Grau, Pete Menconi, Jethro Hendrickx, Tim Taylor, Jordan Kehrler, Joel Toppen, Gary Wright, Paul Merrifield, Andrew Simms, Rory Duggan, Matt Schmidt, Justin Miller, Mark McCandless, Tom Oleson, Walt Garman

Proofreading: Tim Taylor



GMT Games, LLC

P.O. Box 1308
Hanford, CA 93232-1308
www.GMTGames.com