

Triumph & Tragedy

Collection of difficult to remember rules.

The playing time is 4-6 hours.

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VICTORY CONDITIONS

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

- Current Production Level (including Blockade effects, but NO Blockade effect if it is 1946),
- +1 VP per Atomic Research level Achieved,
- +2 VPs per Enemy MainCapital or SubCapital controlled,
- + Peace Dividend values
- -1 VP per DoW issued (Max -2).

TYPE OF VICTORY

- Economic victory: 25VP
- Military victory: controls two Rival MainCapitals and or SubCapitals

- Atomic Victory: A-Bomb Technology (4th level) and the ability to deliver it to a Rival MainCapital
- Economic Hegemony (1946): max VP (no BLOCKADE EFFECTS!)

SEQUENCE OF PLAY

- Production,
 - 1) players receive their annual Production
 - 2) players allocate it between military, diplomatic, technological and economic efforts.
- Government,
 - 1) players play cards to execute Diplomatic, Industrial and Technological initiatives.
- Seasons
 - 1) Play command cards
 - 2) Move units
 - 3) Resolve Battles
 - 4) Check Supply lines

NOTE: 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. **REMARK:** Supply is ignored during **peacetime**.

TERRITORY CONTROL

- When a **Faction** gains control of a Country Capital (neutral or armed minor), control markers of other factions are **REMOVED** from the undisputed territories (dispute territory means, there are armies) of that country.
- If a Major Power's Capital is Captured, permanently remove all Major Power units from play, ad exclusion of the colony, which it becomes an independent Armed Minor.
- When a Minor Nation becomes controlled Satellite (8.2) via Diplomacy, **REPLACE** the UNITS (color) of that Faction with the unit of the conqueror faction.
- Both MainCapitals and SubCapitals can serve as unit Supply Sources (14.11).
- STREITS are considered as COASTAL LAND territory (not sea territory), therefore they are treated as land for ground and air units and COASTAL LAND for Naval units. Naval or Air units can move through Neutral or Rival Straits, but they cannot stop. UNITS entering an ENEMY-controlled Straits must stop.

BUILDING UNITS

- Except for Fortresses (3.241) all new units (Cadres) must be built within **Home Territory**.
- Fortress can be built or upgraded anywhere in undisputed Friendly Territory, even Unsupplied.

- Units **cannot be upgraded** if they are: at Sea, Engaged in a Battle, or Unsupplied (except Fortress).

INFLUENCE - USA -

- The Axis and USSR can gain USA Influence, but they **CANNOT** gain the USA as an Associate, Protectorate or Satellite.
- At Year Start/New Year Resolution of 1941, 1942, 1943 and 1944 (see flags on Year track), the West **automatically** gains one Influence on the USA.
- if USA becomes WEST satellite:
 - West Factory Cost drops **1** 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 at **NO COST**. **each** year arrives 1AF, 1F, 1T, 1I with 1CV (in 1942), 2CV (in 1943), 3CV (in 1944).
 - USA units can henceforth be built with West Production.
- IMPORTANT: USA units CANNOT leave the USA unless the West is at War.
- If enemy troops enter in USA or CANADA, USA immediately become WEST satellite, triggering USA 1942 forces.

MOVEMENT RULES

- Emergency command allows to move max 2 units (WEST & URSS) or max 4 units (AXIS) without combat or aggression.
- 1) VERY IMPORTANT RULE VALID FOR ALL TYPE OF UNITS!!!: Units can move by Land Movement, Sea Movement, or Air Movement, but these CANNOT be combined in a single move.
- Terrain borders have no effect on Land Movement, except for Ground units that are **Engaging** or **Disengaging**.
- There are 3 concepts: LAND MOVEMENT, SEA MOVEMENT, AIR MOVEMENT
 - **LAND MOVEMENT:** start and ends on LAND, and CANNOT enter in Neutral, Rival or ENEMY Territory without VoN or DoW.
 - **SEA MOVEMENT:** start and ends on sea, ocean or coastal Land. REMARK a SEA MOVEMENT ends (STOPS) if a COASTAL LAND is reached/crossed (**EXCEPT FOR STEITS!!**). Sea movement is not stopped by rival (territory), but it STOP by presence of ENEMY. Except for SUBMARINE can CROSS (and STAY) ENEMY territory (only sea and ocean. NOT for COASTAL AREA).
 - **AIR MOVEMENT (including rebase):** start from LAND and end on LAND (including Coastal Land) without Crossing Ocean or Sea. It can start from SEA or OCEAN but MUST ends on LAND

(undisputed Friendly Land, NOT neutral, rival or enemy). Except Air forces can cross (but NOT stop) Enemy controlled areas (STILL CANNOT cross NEUTRAL or RIVAL without VoN or DoW).

- STRATEGIC MOVEMENTS: Units can move double their normal Movement Speed when they move strictly within Friendly Territory.

- Naval (and CONVOY!) units CAN MOVE on land (LAND MOVEMENT). This land is called Coastal Land. Naval units can move from 1 land area to another land area if they are both "Coastal Land". However, in this case their movement is reduced to 1. Because a Naval unit MUST STOP when entering a COASTAL LAND.

- Battle between naval units on Coastal Land and Straits are **LAND Battle**

- Convoys moving into LAND or STRAITS Enemy Territory are Invading. Only one Ground unit per Turn (two with LST Tech) can Invade per Turn/Season. Invading Ground units can take no Combat Action (i.e., Fire or Retreat, see 12.3) in the Combat Phase of that Player Turn. Still, they can be target of defender fire.

COMBAT SYSTEM

- Each Player combat turn. The player MUST declare the battle we want to Fight. It might happen that NO battles are fought, but the battle started this turn MUST be fought.

- Active Land Battles are only resolved ONE Combat Round per Turn. Sea Battles are always resolved to a conclusion: Combat Rounds are repeated until the Sea Battle ends.

- Each unit firing must declare the target class. In case of a hit, the strongest unit suffers damage. REMARK exceeding hits are lost.

- STRATEGIC BOMBING can be done ONLY Enemy MainCapital. Air Force Firepower versus IND (industrial capacity) is "1" (hits on '1'). Each Hit permanently reduces Enemy IND by 1.

- For SEA battle, it is possible to attach FROM ONLY 1 territory per round, this is because one (and only one) Battlegroup can join a Sea Battle per Combat Round.

- **Flipped Subs:**

- 1) Prevent strategic movement of Rivals in that territory.
- 2) Block Trade routes but NOT supply lines.
- 3) Can be engaged as normal if ENEMY WANT
- 4) can combat even during Friendly combat Turn as supporting unit

- Rebasing is a **free FULL move** to undisputed Friendly-controlled Land Area (NAVAL CANNOT REBASE IN THE OPEN SEA or OCEAN!!!!)

- **Disengaging and Retreating** are 2 different concepts, but they have several things in common.

- 1) **Disengage** ACTION allows units to use the FULL movements: Units Disengaging MUST first move into adjacent Friendly areas (including Open Seas, ground units become convoy but must be friendly occupied sea) that are not Battles. They cannot Disengage into Enemy, Disputed, and/or Neutral areas. Then you can move freely. EXCEPTION Subs and Air can disengage in Disputed or Enemy-controlled territory (but NOT NEUTRAL OR RIVALS).
- 2) **Retreat** allows you to move into 1 adjacent Friendly (undisputed) area, instead of Firing! Except for Naval (incl. sub), and Air can use FULL movement (rebase). EXCEPTION: Subs can retreat or disengage just flipping the unit and not moving.

- **FORCED RETREATS:**

- 1) Naval & Subs must retreat from a coastal land battle if there are no friendly ground units.
- 2) Naval units are forced to retreat when all friendly Ground units are removed from a Disputed Area by Supply losses.
- 3) Air forces can participate in **ONLY ONE** round of combat, then MUST retreat/rebase.

- Enter with units (support) in an **already violated Neutral country** (enter per second) it triggers 1 of these 3 options:

- 1) **Military support the violated country:** DoW to the violator faction and make the Neutral country a Satellite (changing also the color of the units).
- 2) **Scavenge** and taking advantage of the violated country and conquering (there is NO VoN) UNDEFENDED territory.
- 3) **Joining the Attack**, entering in defended Neutral territory (trying to conquer them) it implies lose Peace Dividend next year.

- DoW (NOT VoN) grant first fire to attacker ...

- VoN (NOT DoW) grant 1 to 3 extra action cards to the other players according to the Muster Value of that Neutral's Capital

- Upon a VoN of a country, remove ALL FACTIONS Influence markers (Diplomacy no longer affects that Nation).

- If a Faction attack a PROTECTORATE country (2 influence markers) triggers DoW+VoN.

- Passing through a strait (but not staying) is not a violation or an aggression.

- If an ARMED MINOR CAPITAL is taken remove **ALL** the armed minor units.

- NO PEACE dividends to faction that Violated a Neutral (15.4) or was involved in a Battle during the previous Year!!!!!!

SUPPLY & TRADE

SUPPLY

- In **wartime**, EACH Season ends with a Supply Phase, during which Ground units (Tanks and Infantry) without a Supply Line suffer penalties (-1 CV). REMARK: Supply phase is ignored during peacetime.
- in **Summer** ONLY; Blockades are declared, which can affect Enemy trade routes (Resources and Population).
- In the **Winter Season**, the USSR (only) can play one Command card (for any Season) to move units and fight Battles **within** the USSR only.
- In the Winter Season, Supply Phase applies to units **within** the USSR only.

SUPPLY LINE: A Supply Line is a continuous chain of FRIENDLY (Land/Sea) and open-sea territory between a Ground unit and a Supply Source: Main-Capital or SubCapital. They cannot pass through Enemy-controlled areas or Rival/Neutral Territory (except Straits, 1.3).

TRADE ROUTE/BLOCKADE

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

- 1) Trade Routes can pass through Friendly and Neutral areas, including Open Seas.
- 2) 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.
- 3) A Trade Route cannot have more than 1 Sea Segment **AND** 1 Land Segment. The Sea Segment can only cross Coastal Straits, Sea and Ocean borders. The Land Segment can only cross Land and Straits borders.