

TRIUMPH & TRAGEDY™

INTRODUCTION

TRIUMPH & TRAGEDY is a strategy game for 3-players covering the competition for European supremacy during the period 1935-45 between Capitalism (the WEST), Communism (the SOVIET UNION) and Fascism (the AXIS).

The WEST player sits to the northwest, the SOVIETS to the northeast, and the AXIS to the south. For 2-sided play, the **United Nations** player [both the SOVIETS and WEST] sits to the north.

Opponents in the game are termed **Rivals**. Players begin at peace and can win through peaceful competition, but, military attacks can occur at any time, so self-defense cannot be neglected. Rivals with whom you are at war are **Enemies**.

The game can be won in 3 ways:

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

Playing time is 3-5 hours.

SEQUENCE OF PLAY

A full game lasts for 11 *Game-Years*.

A Game Year consists of a *New Year* procedure, followed by 3 *Seasons* of play.

NEW YEAR (7.0)

New Year consists of *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 execute Diplomatic, Industrial and Technological initiatives.

SEASONS (10.0)

Each of the three Seasons (Spring, Summer, Fall) begins with a *Command* phase (10.1) when players can commit to military maneuvers by playing a valid Command card (or not).

Players with valid commands 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. Combat only occurs when Rival units occupy the same area.

Each Season ends with a *Supply Check* (14.2). Military units without *Supply Lines* (14.1) at that time suffer penalties.

1.0 THE MAP

The map depicts Europe, the MidEast and adjacent land and sea areas.

1.1 LAND AREAS

Land areas are color-coded according to national ownership. *National Territory* consists of all land areas within a nation.

The British Empire, Canada, USA, Latin America, and all islands are playable. Tibet, Saudi Arabia and Switzerland are not.

1.11 LAND BORDERS

National borders are black dashed lines. Internal borders are gray dashed lines.

Terrain borders (colored) limit movement of *Ground* units (armor and infantry) into battles (see [Engagements](#) 11.41).

1.12 CITIES & TOWNS

Cities (circled dots) provide Population, one component of Production.

Towns (small circles) have no Population value but generate defensive forces if that nation is attacked.

1.13 CAPITALS

The largest City or Town in each nation is its *Capital*. Control of that *Capital* gives default control of all unoccupied national territory.

MainCapitals, SubCapitals, and National Capitals (large circled or double-circled stars -- see 2.0 for details) have **double** Population value. They also serve as Supply sources (14.1) for friendly units.

1.14 RESOURCES

Resources (small triangles) are another important component of Production. *Some Resources* (hollow triangles) are unusable if they must be transported long distances (see 14.31).

1.15 LAND AREA CONTROL

Land areas are controlled by ("friendly to") a sole occupant. Unoccupied land areas are controlled by the owner of that Nation's Capital (neutral Nations are neutral controlled).

Battle areas on land (containing Rival units) are controlled by the *Original Defender* (see 12.52).

1.2 SEA AREAS

Sea areas are colored pale blue. They are divided by thin blue lines.

1.21 OCEANS

Oceans (large darker-blue sea areas with thick borders) are twice the size of Seas: it takes 2 movement 'points' to enter one.

RULEBOOK ORGANIZATION

This sidebar contains clarifications, examples, and commentary.

In these rules, specific game terms are shown in ***Bold Italics*** and later Capitalized to clarify that this specific defined meaning is intended.

The Rivals

In the 1930s, three Great Powers, each with a unique political- economic approach to society, contended for European and world supremacy.

THE WEST: Britain and France (later the USA), victorious in the Great War, dismantled the empires of its defeated rivals (Germany, Austria and Turkey), surrounding them with small national buffer states. Concentrating on economic advancement and mostly disarmed, the West seeks a capitalist economic hegemony, combined with a military balance of power in Europe.

THE AXIS: Germany, proud and chafing under the humiliations of defeat, has chosen a ruthless fascist dictator to restore its proper place in Europe. Defying the Versailles peace agreement, it has begun rearmament, triggering a new arms race.

THE SOVIETS: Following defeat, revolution, and ruthless industrialization, the Soviet Union stands ready to assert itself as a new world power. It seeks to consolidate a hated and feared collectivist system through iron control and military strength.

SEQUENCE OF PLAY

NEW YEAR

- **YEAR START**
- **PRODUCTION PHASE**
 - **1ST PLAYER PRODUCTION**
 - Determine *Production* level
 - *Peace Dividend* (if at *Peace*)
 - Spend *Production* (cards/units)
 - **2ND PLAYER PRODUCTION** (*same*)
 - **3RD PLAYER PRODUCTION** (*same*)
- **GOVERNMENT PHASE** (*card play*)
 - 1 **Diplo** card; OR
 - 1 **Intel** card; OR
 - 2 matching **Tech** cards; OR
 - **Factory** cards totalling > *IndFact*
 - or **PASS**
 - [3 successive **PASSES** ends phase]
- **ADJUST HANDSIZE** (*discard*)

SEASONS (SPRING / SUMMER / FALL)

- **COMMAND PHASE**
- **1ST PLAYER TURN**
 - **MOVEMENT PHASE**
 - **COMBAT PHASE**
- **2ND PLAYER TURN** (*same*)
- **3RD PLAYER TURN** (*same*)
- **SUPPLY CHECK**

SOVIET WINTER SEASON

Rival/Enemy Control

Areas controlled by a Rival are *Rival* areas. Those controlled an *Enemy* are *Enemy* areas. An area can be "Rival" to one Power and "Enemy" to another.

TRIUMPH & TRAGEDY™

1.22 SEA AREA CONTROL

A sole occupant controls a sea area.

Unoccupied sea areas (termed *Open Seas*) and are **friendly to all sides**.

1.3 STRAITS

Teal circles containing both land and sea are **Straits**. Straits are treated as land areas except that (unlike other Land areas) *Naval* units (Fleets/Carriers) and *Subs* can move through them without stopping unless *Enemy* units are present.

1.4 PRODUCTION TRACKS

Each *Power* has its own **Production Track**, where it records its current levels of **Population**, **Industry** and **Resources**.

The **Base Levels** for each *Power* are shown, along with its allowed *HandSize* (4.3) and initial *Industry Factor* (7.32).

2.0 POWERS & NATIONS

2.1 GREAT POWERS

The **Great Powers** ("Powers") are Germany, Britain and the Soviets. Each Great Power has its own units (see 3.0).

Germany is the **AXIS** Great Power.

Britain is the **WEST** Great Power.

Russia is the **SOVIET** Great Power.

2.11 HOME TERRITORY

Home Territory is that within a *Power's* national boundaries (color coded). **Note:** this does **NOT** include *Colonies* (see 2.3).

New units can **only** be built in a *Power's* Home Territory (but see *Fortresses*, 3.21).

2.12 GREAT POWER CAPITALS

Great Power **MainCapitals** (large double-circled stars) are their Capitals and economic centers. Great Powers also have **SubCapitals** (smaller double-circled stars) that can serve as emergency Capitals if the **MainCapital** is lost.

MainCapitals and **SubCapitals** have double Population value and serve as supply sources (14.1) for Great Power units.

2.2 MAJOR POWERS

Italy, France and USA are **Major Powers**. Major Powers also have their own units.

Italy is an **AXIS** Major Power.

France is a **WEST** Major Power.

The **USA** begins as a neutral but can become another **WEST** Major Power (only) via Diplomacy.

2.21 MAJOR POWER CAPITALS

Major Powers have a **National Capital** (circled star). These also have **double**

Population value and act as supply sources for national units (see 14.1). If it is captured, **all** of that *Power's* units are **immediately** removed from play.

2.3 COLONIES

Britain, France and Italy have **Colonies** (see sidebar), which are color coded in a lighter shade of the owning *Power's* color. They are part of that *Power's* territory but are **NOT** *Home territory* (i.e., new cadres cannot be built there).

2.4 MINOR NATIONS

Minor Nations ("**Minors**") are color-coded *yellow, orange, tan* or *brown*.

Most Minor Nations begin as neutrals, but can become influenced or controlled by a Great Power through diplomacy or military conquest.

Neutral Minors use generic **neutral fortress markers** for units. **Controlled Minors** use **controlling Power blocks**.

If attacked, neutral Minors deploy national defensive forces (see 15.31). All national forces are immediately removed from play if their Capital is captured.

2.41 MINOR NATION CAPITALS

Large Minors (*yellow*) contain 2 Cities, one of which is its **MinorCapital** (starred -- Population value is NOT doubled).

Small Minors (*tan/brown/orange*) contain 1 **City** or **Town**, which acts as its Capital.

3.0 UNITS

Wooden **blocks** represent military units. **Axis** forces are black or gray blocks; **West** forces are blue or green locks, and **Soviet** forces are red blocks. [**Neutral forces are cardboard markers.**]

Labels are attached to blocks as follows:

NATION	BLOCKS	LABELS
AXIS		
Germany	Black	Dk Gray
Italy	Gray	Lt Gray
WEST		
Britain	Dk Blue	Dk Blue
France	Lt Blue	Lt Blue
USA	Green	Olive
SOVIETS	Red	Red

Blocks normally stand upright, with their identities hidden from opponents.

This hides the nature of military forces from Rivals until engaged. Turn blocks face down (tip backwards) for secrecy in distant areas of the map (e.g., India).

Sea Control

Sea areas control is never Disputed because all Sea battles are fought to an immediate conclusion.

Base Levels

A Power's Base Levels of Population and Resources include its Colonies but NOT Influenced Minors.

COLONIES (no new unit building)

BRITAIN Canada
Gibraltar
Malta
MidEast
India
Br. Empire [Australia]

FRANCE French N. Africa

Syria

ITALY Libya

GREAT POWER CAPITALS

	MAINCAPITAL	SUBCAPITAL
GERMANY	Berlin	Ruhr
BRITAIN	London	Br. Empire
RUSSIA	Moscow	Urals

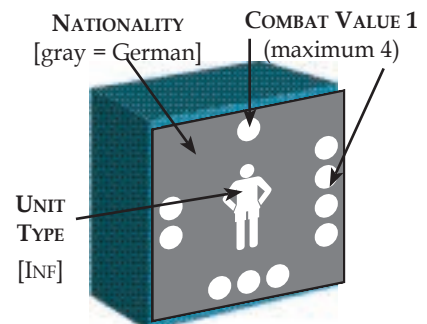
MAJOR POWER CAPITALS

Italy	Rome
France	Paris
USA	Washington

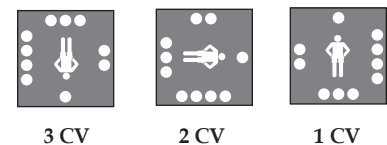
MINOR CAPITALS (2-CITY MINORS)

Poland	Warsaw
Spain	Madrid
Turkey	Ankara

UNIT DATA



STEP REDUCTION



TRIUMPH & TRAGEDY™

When engaged (11.4) with enemy forces, the blocks are turned flat, face-up, revealing their type and strength.

3.1 UNITS

Unit nationality, strength and unit-type are shown on the unit label. Unit-type automatically determines a unit's *Movement Speed* and *Firepower*.

3.11 NATIONALITY

The color of a label shows a unit's Nationality, as described above.

3.12 COMBAT VALUE (CV)

A unit's strength or *Combat Value* (or "cv") is indicated by a the number of dots along its top edge. This is the number of dice rolled when that unit attacks.

It is also the number of steps of damage the unit can take. As units are damaged in combat, they are rotated to a new edge to show their current cv.

A 1 cv unit is termed a "*Cadre*".

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), and hence is not shown on the unit label. Unit Movement Speed is usually different on land and at sea.

3.14 ORDER OF FIRE

In combat, units fire by unit type, in the order shown in the UNIT TABLE (i.e., Fortresses first). Among like units, defending (non-phasing) units fire first.

3.15 FIREPOWER

A unit's ability to damage enemy units in combat is called *Firepower*. Units have a different Firepower for each *Class* of target, described by a letter and number ("A1"). The target Classes are:

Air (A)	AirForces
Naval (N)	Carriers/Fleets
Submarine (S)	Subs
Ground (G)	Fortress/Infantry/Tanks

The number for each target Class is the Firepower versus that Class.

"1" scores a Hit on die rolls of 1;

"2" scores a Hit on die rolls of 1-2;

"3" scores a Hit on die rolls of 1-3, etc.

See 12.32 for Firepower details.

3.2 UNIT TYPES

Note: unit attributes starred and bolded below can be enhanced by Technology (9.0).*

3.21 FORTRESSES

Class: *Ground* units.

Movement: immobile once placed.

Firepower: A2/N3/G4/S3.

Special: Can be built in any *controlled territory* and ignore all *Supply* (14.0) rules. Only 1 Fortress per area is allowed.

3.22 AIR FORCES

Class: *Air* units.

Movement: Land/Sea 2*.

Firepower: A3*/N1/G1/S1.

Special: Can move freely through (over) land and sea areas despite the presence of enemy units. Can ReBase (13.0) and **must** do so at times. Can attack enemy INDUSTRY directly (I1*, see 12.7),

3.23 CARRIERS

Class: *Naval* (NOT *Air*) units.

Movement: Land 1 [must stop]; Sea 3.

Firepower: A2/N2/G0/S2.

Special: Can ReBase (13.0) and **must** do so at times. "*Shoot and Scoot?*"

3.24 SUBMARINES

Class: *Submarine* units.

Movement: Land 1 [must stop]; Sea 2*.

Firepower: A0/N1/G0/S1.

Special: Can move freely through (under) Sea areas despite the presence of enemy units. Can ReBase (13.0), ignoring enemy units while doing so, and **must** do so at times.

3.25 FLEETS

Class: *Naval* units.

Movement: Land 1 [must stop]; Sea 3.

Firepower: A1/N3*/G1/S2*.

Special: Can ReBase (13.0) and **must** do so at times.

3.26 TANKS

Class: *Ground* units.

Movement: Land 3; Sea 2 [see *Convoy*, 11.21].

Firepower: A0/N0/G2*/S0*.

Special: cannot *Sea Invade*, 11.221).

3.27 INFANTRY

Class: *Ground* units.

Movement: Land 2*; Sea 2 [see *Convoy*, 11.2].

Firepower: A1/N2/G3/S0*.

Special: CAN *Sea Invade** (11.221).

3.3 UNIT DISBANDING

Units can be disbanded (removed from play and returned to the Build Pool) by the owner AT ANY TIME.

UNIT TABLE

Unit	Move	Combat
Fortress (G)	0	A2/N3/G4/S3
AirForce (A)	2+	A3/N1/G1/S1
Carrier (N)	3*+	A2/N2/G0/S2
Sub (S)	2*+	A0/N1/G0/S1
Fleet (N)	3*+	A1/N3/G1/S2
Tank (G)	3†	A0/N0/G2/S0
Infantry (G)	2†	A1/N1/G3/S0

* Must stop upon entering land areas.

+ Can *ReBase* (move after combat 13.0).

† *Ground* units at Sea (*Convoy*) move 2 but cannot fire (exc: *Esc Carriers* S2).

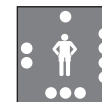
UNITS



British Carrier



French Fleet



German Infantry



Italian Sub



Soviet Tank



USA AirForce



Neutral Fortress marker

TRIUMPH & TRAGEDY™

4.0 CARDS & MARKERS

The game uses two card decks of 55 cards each: an **Action** deck and an **Investment** deck.

4.1 ACTION CARDS

Action cards have a Minor Nation at each end of the card, usable to gain Influence over either of those Minors (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, each usable to enhance the ability of a specific type of friendly combat units.

In the center, shown sideways, is a **Factory Value** usable to advance one's INDUSTRY level, usually in combination with other Investment cards (a total Factory Value greater than that Power's Industry Factor [see 7.32] is required).

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

4.3 HANDSIZE LIMITS

Each Power has a fixed **HandSize** limit, which is the maximum number of cards it can retain in its hand after the Government phase. HandSizes are noted on each Power's Production Track.

4.4 PEACE DIVIDEND CHITS

Each Year Start, peaceful Powers receive one of these small **chits** (see 7.13). They have a *Peace Dividend* value of 0-2 which is kept hidden by the owner.

At the end of the game, accumulated *Peace Dividends* are added to Production to determine Economic Victory (see 16.2).

4.5 MARKERS

Influence markers (see sidebar) are placed on a Minor Nation's Capital to indicate that a Power has gained *Influence* over it through Diplomacy (8.0).

Control markers (see sidebar) are placed on the Capitals of Minor Nations that become controlled through Diplomacy (*Satellites*) or are conquered militarily.

5.0 1935 GAME SETUP

First, **Powers** deploy initial forces as directed in 5.1- 5.3 below. Unused blocks are held in the **Build Pool** (kept secret).

Then each Player then draws a full **HandSize** of **Action** cards and places 1 **Influence** marker in the specified Minors.

Players then mark initial **Population**, **Resources**, and **Industry** levels (given below) on their Production Tracks using the markers provided.

Note: Initial Population/Resource levels equal the Base Levels of that Power (including Colonies) PLUS initially Influenced Minors.

Then begin with 1935 New Year (7.0).

5.1 FASCIST (AXIS) SETUP

Place 4 **German cadres** (1 cv units) of any type in both Berlin and the Ruhr, plus 2 cadres each in Königsberg and Frankfurt.

Place 4 **Italian** cadres in Rome, plus 2 cadres each in Milan and Tripoli (Total: 12 + 8 = 20 cadres).

Handsize: 6 cards.

Influence: Austria, Hungary, Bulgaria.

- INDUSTRY: 11 [Industry Factor: 6.]
- POPULATION: 12 (10 Base + 2 Influence)
- RESOURCES: 9 (6 Base + 3 Influence)

5.2 CAPITALIST (WEST) SETUP

Place 2 **British** cadres (any type) in London and Delhi plus 1 British cadre in Canada, Suez, Karachi, Delhi, Bombay and Br. Empire. Add a 4cv **fleet** in London.

(Total: 10 cadres + 4cv fleet = 11 units).

Place 2 **French** cadres in Paris, plus 1 each in Nancy, Marseilles, and Algiers.

Add a 4cv **French Fortress** in Lorraine. (Total: 5 cadres + 4cv fortress = 6 units).

Handsize: 7 cards.

Influence: Czechoslovakia, Persia.

- INDUSTRY: 6 [Industry Factor: 8].
- POPULATION: 18 (16 Base + 2 Influence)
- RESOURCES: 19 (14 Base + 5 Influence)

5.3 COMMUNIST (SOVIET) SETUP

Place 2 cadres in both Moscow and the Urals plus 1 cadre in each other Russian City. Add a 4cv Infantry unit in Moscow. (Total: 12 cadres + 4cv Infantry).

Handsize: 5 cards.

Influence: Spain.

- INDUSTRY: 7 [Industry Factor: 7].
- POPULATION: 14 (12 Base + 2 Influence)
- RESOURCES: 14



ACTION CARD



INVESTMENT CARD



INFLUENCE MARKERS



CONTROL MARKERS

1935 Starting Forces

Hitler's renunciation of the Versailles Treaty initiated a rearmament race in Europe.

Britain, France and Russia each start with one full-strength unit, representing their standing fleet, army and the Maginot Line, respectively.

The West and Soviets also begin with a 1cv (*cadre*) unit of **any desired type** in each Home and Colonial City, and twice this (2 cadres) in Main/Sub/National Capitals.

The Axis starts DOUBLE these amounts of cadres (2 per City/ 4 per Capital).

Production Base Levels

The "Base Levels" of POPulation, RESources and INDUstry for each Power are shown on the Production Tracks.

These are derived from the Home territories PLUS Colonies of the Powers (i.e., both dark and light colored areas of that Power), but EXCLUDE Influenced nations (Austria, Czechoslovakia, etc.).

These reference points aid in calculation and confirmation of POP and RES values later in the game: simply start from the base and add controlled and influenced areas.

6.0 SEQUENCE OF PLAY

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

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

7.0 NEW YEAR.

7.1 YEAR START

7.11 ADVANCE YEAR

Advance the Year marker on the Time Track (not when starting game).

7.12 RESHUFFLE DECKS

Separately reshuffle the **Investment** and **Action** decks, incorporating all discards.

7.13 PEACE DIVIDENDS

Deal 1 *Peace Dividend* (4.4) chit face-down to each player who is at *Peace* (15.1), unless it *Violated a Neutral* (15.3) during the previous Year.

7.14 PLAYER ORDER

Roll one die to determine *Player Order* (both the first player and the direction of rotation) for the current *New Year*:

PLAYER ORDER	AXIS	WEST	SOVIETS
Left/CW	1	3	5
Right/CCW	2	4	6

Example: on a dieroll of "3", the West goes first and play passes to the Left (ClockWise) around the map, that is: West 1st / Soviets 2nd / Axis last.

7.2 PRODUCTION PHASE

Each player in *Player Order* executes his Production. The player taking his turn is termed the *Active Player*. Play then passes to the next player in turn until all players have done Production.

7.21 DETERMINE PRODUCTION

Consulting his Production Track, the Active Player determines his Production Level. This equals the **LEAST** of current *INDUSTRY*, *POPULATION* and *RESOURCES*.

Note: Players at Peace can ignore Resources when calculating Production. Players at War MUST count Resources.

7.211 TRADE ROUTE CHECK

Cities and Resources must have a Trade Route (14.3) to the friendly MainCapital or they **cannot be counted** towards friendly Production. See 14.3 for details.

7.22 SPENDING PRODUCTION

The active player expends his Production to build units or buy cards. Each card or unit cv costs one Production Point. Players should count aloud as they expend their Production points but should not reveal the nature of units being built or cards drawn.

7.23 BUILDING UNITS

Units at sea cannot build. Units in battles cannot build. Except for Fortresses, unsupplied units (14.2) cannot build.

- **New Cadres.** Place a new 1cv cadre unit of any type in any home territory (which does NOT include Colonies).
- **Existing Units.** Add 1 step (cv) to an existing unit (rotate block to its next stronger edge).
- **Fortresses.** Place a new Fortress cadre in **any** friendly-controlled land area, or build any Fortress one step stronger, regardless of Supply.

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 *Player Order*, players take turns playing cards to improve their positions in various ways.

There are several cardplay options, some involving a single card, some involving card pairs, some involving several 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 Acting player plays **one Action** card with the target Minor Nation shown **upright from his point of view**.

If a *Rival* has a Diplomacy card in play for the same Minor Nation, discard both. See **DIPLOMACY 8.0** for details.

7.32 INDUSTRY (SEVERAL CARDS)

Industry Factor is the number of Factories needed to raise Industry by 1.

The Acting player plays **Investment** cards with Factory Values (see 4.2) totalling at least his current *Industry Factor* (sidebar). He then immediately raises his *INDUSTRY* level by one on his Production Track.

SEQUENCE OF PLAY

NEW YEAR

- **YEAR START**
- **PRODUCTION PHASE**
 - **1ST PLAYER PRODUCTION**
 - Determine *Production* level
 - *Peace Dividend* (if at *Peace*)
 - Spend *Production* (cards/units)
 - **2ND PLAYER PRODUCTION** (*same*)
 - **3RD PLAYER PRODUCTION** (*same*)
- **GOVERNMENT PHASE** (*card play*)
 - 1 **Diplo** card; OR
 - 1 **Intel** card; OR
 - 2 matching **Tech** cards; OR
 - **Factory** cards totalling > *IndFact*
 - or **PASS**
 - [3 successive **PASSES** ends phase]
- **ADJUST HANDSIZE** (*discard*)

SEASONS (SPRING / SUMMER / FALL)

- **COMMAND PHASE**
- **1ST PLAYER TURN**
 - **MOVEMENT PHASE**
 - **COMBAT PHASE**
- **2ND PLAYER TURN** (*same*)
- **3RD PLAYER TURN** (*same*)
- [*Fall*] **SOVIET WINTER TURN**
- **SUPPLY CHECK**

SOVIET WINTER SEASON

7.14 Alternate Player Order

Fixed order of West/Soviets/Axis.

Player Order Example

A dieroll of "1" results in the *Player Order*:

Axis goes first, and play proceeds clockwise (CW) to the *left*: Axis/West/Soviets.

Resource Access while at Peace

Players at *Peace* are considered to have access to world resources without restriction. Players at *War* must trace a *Trade Route* to all Resources needed to support their economy.

Production Audits

To recheck Production levels, it is easiest to start from your initial Population and Resources (as per the Production Track) and add Population and Resources gained by Diplomacy and conquest (i.e, areas with Influence/Control markers or friendly units).

Industry Factors

Initial *Industry Factors* (as noted on the individual Production Tracks) are:

- **AXIS** 6 *Factories*
- **WEST** 8 *Factories*
- **SOVIETS** 7 *Factories*

A Power's Industry Factor drops to 4 if another Power Declares War upon it. It drops to 2 if a 2nd Power Declares War on it.

TRIUMPH & TRAGEDY™

7.33 TECHNOLOGY (2 CARDS)

The Acting player plays **two Investment** cards with the same Technology **face-down** in front of himself (this is his *Secret Vault*). The intended Technology should be farthest from him while face-down.

These cards can be revealed at any later time, immediately upgrading friendly units of the specified type. Meanwhile, each card-pair in the Secret Vault counts as one against HandSize (see 7.5).

See TECHNOLOGY 9.0 for effects.

7.34 INTELLIGENCE (1 CARD)

The Acting player plays **one Investment** card with an Intelligence function (pink) and immediately executes its instructions (which usually involve damaging a *Rival* or inspecting his secrets).

7.35 PASS (NO CARDS)

Players can also PASS rather than play any cards, but if 3 players PASS in succession Government cardplay ends.

7.4 DIPLOMACY RESOLUTION

For each Diplomacy card remaining in play after Government cardplay ends, place a friendly *Influence* marker on the Capital of that *Minor Nation*, or remove 1 *Rival Influence* marker and **immediately** adjust POPulation and RESource levels accordingly. See 8.0.

7.5 HANDSIZE COMPLIANCE

After cardplay ends, all players must discard as necessary to comply with their *Handsize Limit* (as per Production Tracks).

- Axis 6 / West 7 / Soviets 5

Important: Each Technology card-pair in a player's *Secret Vault* counts as ONE against his allowed HandSize.

8.0 DIPLOMACY

Diplomacy cards give a Power Influence over a Minor Nation, or reduce Rival Influence.

During Government cardplay, players can exert Influence over a Minor Nation by playing ONE Diplomacy card, with the target nation shown **upright** from that player's point of view.

If any Rival has an upright Diplomacy card for that Minor Nation in play, the two cards cancel each other and both are sent to the Action Discards pile.

At the end of Government cardplay, for each Diplomacy card remaining in play, remove a Rival **Influence** marker from the relevant Minor Nation, OR, if none,

add 1 friendly **Influence** marker to it (place in its Capital).

Discard the relevant Diplomacy card as **Influence** markers are placed or removed and **immediately** adjust POPULATION and RESOURCES markers accordingly.

Influence markers remaining in play **after Government cardplay ends** determine the status of a *Minor Nation* as follows.

8.1 NEUTRALS (NO INFLUENCE)

No **Influence** markers on a Minor Nation defines it as a Neutral: no Power has use of its Population/Resources.

Entry of military units into a Neutral's territory constitutes a Violation of Neutrality (see 15.3).

8.2 ASSOCIATES (1 INFLUENCE)

1 *Influence* marker defines a Minor Nation as an economic *Associate* of that Power, with the following effects:

- That Power has **exclusive** use of that Minor's Population and Resources (**provided** there is a *Trade Route*, 14.3).
- An Associate remains militarily Neutral: that Power has NO control over its territory **for any purpose** and **cannot enter it or build units there**.
- Military incursions by **any** Power into Associate territory is a Violation of Neutrality (see 15.3), but **not** a Declaration of War (see 15.2).

8.3 PROTECTORATES (2 INFLUENCE)

2 *Influence* markers defines a Minor Nation as a *Protectorate* of that Power, with the following effects:

- That Power has exclusive use of the Protectorate's Population/Resources (if there is a *Trade Route*, see 14.3).
- The Power has exclusive use of the Protectorate's territory for *Trade Route* and *Supply Line* purposes (14.3/14.1), but cannot build or move units there.
- Rival attack on a Protectorate equals a Declaration of War (15.2) on the protecting Power (**but NOT** a Violation of Neutrality, 15.3). The Protectorate immediately converts to a Satellite (place a Control marker and Satellite forces as per 8.4).

8.4 SATELLITES (3 INFLUENCE)

3 *Influence* markers defines a Minor Nation as a military *Satellite* of that Power, with the following effects:

- The Minor becomes a permanent ally of that Power. Replace **Influence**

Tracking Production Levels

It is **STRONGLY** recommended that players adjust POPulation and RESource levels **immediately** when territory change occurs, whether during Diplomacy Resolution (7.4) or when military conquest occurs during Seasonal maneuvers.

When in doubt, these levels can be confirmed by adding all Controlled/Influenced areas (as as per Influence/Control markers) to Base levels (as shown on the Production Tracks).

Associates

1 *Influence* establishes an exclusive trade agreement between a Power and that minor nation, making it an economic partner.

Protectorates

2 *Influence* establishes a defensive pact between a Power and the minor nation, giving it military protection.

Satellites

3 *Influence* establishes a military alliance between a Power and that minor, making it a full military ally.

Table Talk

Players are allowed to openly negotiate with other players at all times. Note that military units can be disbanded at any time.

Secret negotiations may be offered by passing a note, but must be publicly answered YES or NO within one minute.

Agreements are not enforceable in the game.

MINOR NATION DIPLOMATIC STATUS

DIPLOMATIC INFLUENCE

# INFLUENCE	1	2	3
STATUS	ASSOC	PROT	SAT
NEUTRAL?	YES	YES	No
POP/RES	YES	YES	YES
TRADE THRU	YES	YES	FrO
SUPPLY THRU	No	No	FrO
PLACE UNITS	No	No	YES
ENTER OWN	VoN	VoN	YES
ENTER RIVAL	VoN	DoW	DoW

TRADE = *Trade Route*

SUPPLY = *Supply Line*

FrO = *Only if Friendly controlled*

VoN = *Violation of Neutrality*

DoW = *Declaration of War*

TRIUMPH & TRAGEDY™

markers with a **Control** marker (in its Capital). Diplomatic cardplay can no longer affect this Minor Nation.

- The controlling Power has exclusive use of Satellite Population/Resources (if there is a Trade Route, see 14.3).
- Rival attack on a Satellite constitutes a Declaration of War (15.2) on the controlling Power.
- Place controlling Power units in the Minor's Cities and Towns as follows (any desired types, **except there must be a 1+cv Fortress in the Capital**):
 - 3 cv of units in Minor Capitals
 - 2 cv of units in Cities
 - 1 cv units in Towns
- Satellite territory becomes friendly to the controlling Power for ALL purposes: it can enter and build units.

8.5 DIPLOMACY WILD CARDS

Some Action cards have a Diplomacy 'wild card' value instead of listing two *Minor Nations*. They can be used as a Diplomacy card for ANY Minor Nation that qualifies for the listed conditions.

Intimidation: add 1 Influence to any Minor Nation adjacent to **friendly controlled** (not Influenced) territory.

Guarantee: add 1 Influence to any Minor Nation adjacent to Rival **controlled** (not Rival Influenced) territory.

Foreign Aid: add 1 Influence ANY Minor Nation, at a cost of reducing one's INDUSTRY by 1 when playing.

8.6 USA DIPLOMACY

The USA (a neutral **Major** Power) is treated differently regarding Diplomacy.

As for other Neutrals, initially NO ONE has use of USA **Population** or **Resources**. USA Diplomacy cards may be played by any Power, but the USA only become aligned or allied with the WEST.

The AXIS and SOVIETS never have use of USA **Population** or **Resources** (except see 17.0 regarding the 2-sided game).

8.61 WESTERN INFLUENCE

With ONE Influence over the USA, the WEST gains use of TWO USA **Resources** & 2 **Population** (Trade Route required).

With TWO Influence over the USA, the WEST gains use of 4 USA **Population** and 4 **Resources** (Trade Route required).

8.62 WESTERN ALLIANCE

THREE Influence over the USA gains it as a Major Power ally for the West:

- Use of all 6 Resources and Population.

• The WEST player places 1 USA cadre of his choice in each City, and 2 cadres plus a 4cv *fleet* in Washington. Henceforth the WEST may build USA units as desired.

• **USA Industry:** When the West has the USA as an ally and is at War, **automatically increase West INDUSTRY by 1 each Production from now on** (this is in addition to gains from Factory cards).

Violation. If attacked by AXIS or SOVIETS, the USA immediately joins the WEST as above (the WEST cannot attack the USA), except TWO cadres per City are placed (four in Washington).

8.63 AXIS/SOVIET INFLUENCE

AXIS or SOVIET Influence over the USA has no effect other than making it more difficult for the WEST to gain Influence over the USA (the WEST must cancel all AXIS/SOVIET Influence before the it can gain Influence over the USA itself).

8.64 USA SYMPATHY

In addition to Diplomatic *Influence* gained through cardplay:

- The victim of a *Declaration of War* (15.2) immediately gains 1 USA *Influence* (place marker or remove *Rival* marker).

9.0 TECHNOLOGY

Technology cards increase the ability of *friendly* units of the specified unit-type.

Each **Investment** card has two *Technologies*, one at each end.

9.1 SECRET VAULTS

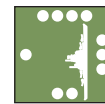
During Government cardplay, a player can play TWO matching Technology cards **FACE DOWN** in front of himself, with the desired Technology furthest away from himself. This Technology is said to be the that player's **Secret Vault** [Note: each card-pair in the Secret Vault count ONE against HandSize.]

Secret Technologies can be revealed at any later time, at which point they take effect and **no longer count against HandSize**. Effects are described on the cards, but a few explanatory clarifications are:

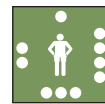
- **Surface-Air Radar** -- Home AFs A4: AirForces in Home Territory (2.11) fire A4.
- **Rocket Artillery** -- Attacker **FirstFire** for friendly **Infantry** (fires BEFORE enemy Infantry even when attacking).
- **Jets** -- Attacker **FirstFire** for friendly **AirForces** (fire BEFORE enemy AirForces even when attacking).

USA STATUS			
# INFL	1	2	3-ALLY
WEST	2 POP/ RES	4 POP/ RES	6 POP/ RES
AXIS	•	•	•
SOVIETS	•	•	•
• = No effect (no Pop/Res use)			

USA Forces



4cv Fleet



[any type cadres]

x6

Diplomatic Wild Cards



TRIUMPH & TRAGEDY™

- **Industrial Espionage** -- WildCard for Revealed Techs: This card can be used along with any card for a Revealed Tech (9.2) card to make a Tech pair.
- **Escort Carriers** -- Convoys S2: *Ground* units at sea fire S2 against *Subs*.

9.2 REVEALED TECHS

When two matching Technologies in a player's *Secret Vault* are revealed, that player gains the advantages of that Technology, usually an enhancement of one type of friendly unit.

When revealed, one card of the Tech pair is kept upright in front of the owning player to show he has gained that Technology, and the other is sent to the **Investment** discard pile.

*Note: Revealed Techs are more easily duplicated by other Powers because the **Industrial Espionage** Tech card can be used as a wildcard for any revealed Tech (but not for secret Techs, of course).*

9.3 THE ATOMIC BOMB

Securing the *Atomic Bomb* technology is one way to win the game. This is accomplished in 4 stages, each of which must be accomplished in sequence (the 1st stage must be accomplished before the 2nd stage, etc.).

If any stage is revealed during play, all prior stages must immediately be revealed also.

9.4 INTELLIGENCE CARDS

Some **Investment** cards have an *Intelligence* function rather than offering two Technologies.

The instructions on *Intelligence* cards are executed **immediately** upon being played during Government cardplay.

Agent: inspect all Rival units in 1 area.

Sabotage: reduce a Rival's **INDUSTRY** level by 1.

CodeBreaking: inspect a Rival's cards.

Spy Ring: blindly choose 1 card from a Rival's hand and keep it.

Mole: inspect a Rival's *Top Secret* vault.

Double Agent: play **immediately** after an *Intelligence* card played against you to reverse its effects back upon the Rival who played it.

Coup: remove ALL Rival **Influence** (not **Control**) markers from a Minor Nation.

10.0 SEASONS

Following New Year are 3 campaigning **Seasons** in which military units can be moved and combat fought, IF a valid Command card has been played.

10.1 COMMAND PHASE

To begin each Season each player **MUST** commit a card face-down, which are then revealed simultaneously. These cards determine whether, how many, and in what order units can move that Season.

Each **Action** card has a **Command Value** (shown sideways in the center) specifying a specific Season (Spring/Summer/Fall), a **Command Priority** (letter) and a **Command Value** (number).

A Command card is **only valid during the specified Season**. Invalid cards (ie: wrong-Season Action cards or Investment cards) are returned to the owner's hand. Valid Command cards **MUST** be executed that Season.

The Command card with **earliest** letter of the alphabet has the first Player Turn, (10.2) followed by the next letter, etc. Ties are impossible as each seasonal Command card has a unique letter.

Without a valid Command card, players get no Player-Turn that Season and cannot move units or provoke Combat.

10.2 PLAYER TURNS

A **Player Turn** consists of Movement (11.0) and Combat (12.0) phases, in that order.

10.3 SOVIET WINTER SEASON

After Fall Season ends, the **SOVIETS** (ONLY) can play 1 Command card for ANY Season to move units that are **within Russia ONLY**.

Battles inside Russia can be fought as Winter Combats, PLUS battles outside of Russia that have been entered by Soviet units moving that Winter.

This is followed by Winter Supply Check for enemy units **within Russia 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 *AirForces* and *Submarines* must **STOP** upon entering an Enemy-occupied area.

Except for *AirForces*, Land and Sea movement **cannot be combined**.

TECHNOLOGY Cards

S/A Radar	Home AFs A4
S/S Radar	Fleets N4
Sonar	Fleets S3
Snorkel	Subs M3
Heavy Bombers	AFs M4
Heavy Tanks	Tanks G3
Rocket Artillery	Inf <i>FirstFire*</i> (G3)
LST	Sea <i>Invade 2</i> Inf/Bdr
Jets	AF <i>FirstFire*</i> (A3)
Prec. Bombsight	Strat. Bombing I2
Industr. Espionage	WildCd: revealed Techs
Escort Carriers	Convoys S2
Motorized Infantry	Infantry Moves 3
Atomic Research	Chain Reactn (1)
	Atomic Pile (2)
	Plutonium (3)
	Atomic Bomb (4)

* **FirstFire:** unit fires **before** enemy unit of same type even when attacking.

INTEL CARDS

Mole (1)	Inspect Rival <i>Top Secrets</i>
Agent (2)	See Rival units (1 area)
Sabotage (1)	Reduce Rival IND by 1
CodeBreaking (2)	Inspect Rival hand
Spy Ring(2)	Take 1 card from Rival
Double Agent (1)	Reverse Rival <i>Intel</i> card
Coup (1)	Remove Rival <i>Influence</i>

Playing Invalid Command Cards

Playing an invalid Command card disguises a player's unwillingness to act that season until after other players have committed their Command cards.

Declining Command

Since it costs something (an *Action* card) to move units, players often decline to make a command commitment.

Not committing a valid Command card means that a player will not be moving ANY units that Season. Players must commit a card each season (if they have any).

Tracking Command Expenditure

The active player places a Command marker on the Production track showing the number of Commands he has that Turn, and moves it down the track as each Command is executed.

Before entering Neutral territory, Powers must declare a Violation of Neutrality (see 15.2).

Before entering Rival territory or land areas containing Rival units, a Power must *Declare War* (see 15.3).

11.1 LAND MOVEMENT

Ground forces (Tanks and Infantry) can travel freely over land areas, but **must stop** upon entering an area containing *Enemy/Rival* units (the latter constitutes a *Declaration of War 15.3*).

Terrain borders have **no effect** on land movement speeds, but do affect Engagement Limits for *Ground* units (see 11.41).

Naval and *Submarine* units can enter coastal land areas **ONLY**, and **must stop** upon doing so (they can move directly from one coastal land area into an adjacent one without going to sea).

Exception: *Units moving by sea* can pass through a *Straits* (1.3) without stopping unless it contains *Enemy* units.

AirForces can move freely through land (and sea) areas and **can pass through areas containing Enemy units**. They are exempt from *Engagement Limits* (11.41).

Entry of **ANY** unit into a Neutral land area is a *Violation of Neutrality* (14.2).

11.2 SEA MOVEMENT

Units moving at sea use Sea Movement. Units in a coastal land area may enter any adjacent sea to begin Sea Movement.

Units moving at sea must **STOP** upon reaching a land area (except *Straits*).

Units moving at sea **must stop** upon entering any sea area containing *Enemy* (but not *Rival*) units.

Exceptions: *AirForces* and *Submarines* need not stop when passing through *Enemy-occupied* sea areas.

Units at sea can **pass through** sea areas containing *Rival* units, **but cannot end movement in them** (unless a *Declaration of War* is made).

AirForces can move freely through sea (and land) areas and **can pass through (over) areas containing Enemy units**.

11.21 CONVOY

Ground units (*Tanks/Infantry*) can travel by sea **in Convoy** (speed: 2 areas) but cannot combine land and *Convoy* movement in the same move.

If *Ground* units in *Convoy* are attacked, they are targeted as *Naval* units, but

have no Firepower (*exception:* they gain S2 Firepower with *Escort Carrier* technology).

11.22 SEA INVASION MOVEMENT

Infantry units in *Convoy* can engage an enemy-occupied **coastal** land area (must stop), moving a maximum of 2 areas (one sea, one land) to do so.

The coastal border *Engagement Limit* of 1 unit per Player Turn applies (LST technology raises this to 2 units). As usual, engagement limits do not apply to accompanying *Air/Naval/Sub* units.

11.221 Sea Assaults

If a *Sea Invasion* initiates a *Land Battle* (no friendly ground units were present beforehand), it termed a **Sea Assault**. *Tanks CANNOT* Sea Assault.

Important: Turn Assaulting *Infantry* units **FACE DOWN** after *Sea Invasion* Movement. These units **DO NOT FIRE** in the *Combat Round* immediately following the *Invasion* (*Air/Naval/Sub* units accompanying the invaders **CAN** fire immediately, see 12.51).

11.23 OCEAN MOVEMENT

Oceans are 'double-size' *Seas*: units must have enough remaining movement to move 2 more sea areas to enter an Ocean.

11.3 STRATEGIC MOVEMENT

Units moving **completely** within friendly areas (see Area Control 1.15 & 1.22) can use **Strategic Movement**, provided they do not Engage or Disengage (see 11.4).

Units moving by Strategic Movement can move **DOUBLE** their normal Movement Range. Units moving by *SEA* Strategic Movement must still **STOP** upon entering a Land area (except *Straits* 1.3).

11.4 ENGAGING

Units that enter an area containing **any** enemy units are *Engaging*. Units that enter an area containing **solely** enemy units are *Attacking*.

11.41 ENGAGEMENT LIMITS (LAND)

Ground units (*Tanks* or *Infantry*) engaging on land are subject to **Engagement Limits**, which vary with terrain of the border being crossed (see sidebar):

- TWO units per Turn can engage across a plain border (thin black line).
- ONE unit per Turn can engage over any terrain border (thick colored line).

Air/Sub/Naval units engaging onto land are **exempt** from Engagement Limits.

UNIT ABILITIES

Unit	Move	Combat
Fortress (G)	0	A2/N3/G4/S3
AirForce (A)	2+	A3/N1/G1/S1
Carrier (N)	3*+	A2/N2/G0/S2
Sub (S)	2*+	A0/N1/G0/S1
Fleet (N)	3*+	A1/N3/G1/S2
Tank (G)	3†	A0/N0/G2/S0
Infantry (G)	2†	A1/N1/G3/S0

* Must stop upon entering land areas.

+ Can *ReBase* (move after combat 13.0).

† Ground units at Sea (*Convoy*) move 2 but cannot fire (exc: *Esc Carriers* S2).

Sea Invasions

Sea Invasions are attacks across Coastal borders onto Land. The *engagement limit* (which applies to *Ground* units only) is normally **ONE** for Coastal borders. This can be raised to **TWO** with LST Technology.

Naval and *Air* units ignore land engagement limits, as always.

However, *Naval* and *Air* units must *ReBase* (13.0) at the end of any *Combat Round* when no friendly *Ground* unit remains in the battle.

Strategic Movement Example

A fleet (normal movement 3) can move up to double range 6 areas if it completely remains within friendly territory (including *Open Seas*) during movement, **AND** neither disengages nor engages enemy units.

A fleet in the USA, for example, could move through the North Atlantic Ocean (= 2 areas), Mid Atlantic Ocean (ditto) and on into the South Atlantic Ocean, provided that none of them are enemy occupied.

Terrain Engagement Limits

[Ground units only]

• plain	black	2
• forest	green	1
• mountain	brown	1
• river	blue	1
• coast	tan?	1
• straits	teal	1

TRIUMPH & TRAGEDY™

11.42 BATTLEGROUPS (SEA)

Units that start in the same area and travel together by Sea Movement are termed a **BattleGroup** (each unit still requires an separate command to move).

Separate **BattleGroups** cannot coordinate a simultaneous attack at sea. Instead, when multiple **BattleGroups** engage enemy forces at sea, one is designated as the **Lead BattleGroup**, and this group fights the first **Combat Round** alone.

One additional **BattleGroup** of the **Acting Player's** choice can be added to the Sea battle each new **Combat Round**.

If the Sea battle is lost (all friendly units have Retreated or been eliminated), any **additional committed BattleGroups** that have not yet fought must still attack in upcoming **Combat Rounds** as scheduled.

11.43 DISENGAGING

Normally, units can only **Disengage** (move **out** of a battle area) into an adjacent area that is friendly and not engaged (i.e., does not contain enemy units), after which they can continue movement normally, except that units that Disengage cannot re-Engage enemy forces that turn.

If there is no adjacent area that is friendly and unengaged, units cannot Disengage (they are surrounded).

Subs and **AirForces** are **exceptions**: they **CAN** Disengage into ANY adjacent area (regardless of the presence of enemy units) and continue moving from there subject to normal movement rules (e.g., they cannot re-Engage/end movement in an enemy-occupied area, and Subs must stop upon entering a land area).

This rule applies equally to normal Movement, Retreats, and ReBasing.

Engagement Limits (11.41) also apply to Ground units disengaging on land.

12.0 COMBAT

Note: Land and Sea combat are different in some significant ways.

After Movement, the Active player can provoke Combat (or not) in any or all "**Battle**" areas (i.e., those containing both friendly and enemy units).

Combat **MUST** be fought in any new Battles initiated that Player Turn.

Before any Combat is resolved, the Active player must indicate all battles where Combat is to occur by turning ALL units in those battles **face up**. These

Active battles are then resolved in any order chosen by the Active player.

The Active player is the **Attacker** in these battles (because he provoked combat); the opponent is the **Defender**.

Note: this is NOT the same as being the Original Attacker and Original Defender in a Land battle (see 12.52).

12.1 COMBAT ROUNDS

Battles are fought in **Combat Rounds** in which every unit involved either fires once or Retreats (12.4).

In Land battles, only ONE Combat Round is fought per Player Turn. Thus land battles may not be immediately resolved and can instead remain ongoing battles for several Turns.

Sea battles, however, are always fought to a conclusion (until all units of one side either Retreat or are eliminated), but however many **Combat Rounds** it takes.

12.2 ORDER OF UNIT FIRE

In a Combat Round, units fire in order by *unit type*:

- Fortress
- Air Force
- Carrier
- Submarine
- Fleet
- Tank
- Infantry

Within a given unit type, Defenders fire before Attackers (**unless** Attacking units have FirstFire capability, see 9.0).

At the time of firing, individual units can Retreat (12.4) instead of firing.

When all units in the Battle have fired (or Retreated), the Combat Round ends.

- For land battles, one Round concludes Combat resolution for that Player Turn.
- For sea battles, Combat Rounds continue until all units of one side Retreat (12.4) or are eliminated.

Once a battle has been resolved, continue with the next Active battle (as chosen by the Active player) until all battles have been resolved.

12.3 UNIT FIRE

In combat, units roll one six-sided die per cv. That is: a 3 cv unit rolls 3 dice. Before rolling the dice, however, the intended target Class must be identified.

12.31 TARGET CLASS

There are 4 **Classes** of enemy targets:

Air (A) AirForces

"Home Territory"

Home territory means all land areas of the Power in question, EXCLUDING its colonies.

Terrain Engagement Example

Only 1 Ground unit per Turn can engage across the river border from Frankfurt to Nancy. However, if the Axis controls Belgium, two more Ground units per Turn can engage Nancy across its plain border with Belgium.

Battle Board

If desired, players can remove all units in a battle to the Battle Board, designed to clarify the combat procedure.

Order of Fire Example

Example: both sides have Tanks and Infantry in a battle. The order of fire is:

- Defending Tanks
- Attacking Tanks
- Defending Infantry
- Attacking Infantry.

Note: With Rocket Artillery [FirstFire] Technology, Attacking Infantry would fire before Defending Infantry.

Carrier Raids / "Shoot and Scoot"

Carriers can fire at N1 and still also Retreat in the same combat turn.

UNIT ABILITIES

Unit	Move	Combat
Fortress (G)	0	A2/N3/G4/S3
AirForce (A)	2+	A3/N1/G1/S1
Carrier (N)	3*+	A2/N2/G0/S2
Sub (S)	2*+	A0/N1/G0/S1
Fleet (N)	3*+	A1/N3/G1/S2
Tank (G)	3†	A0/N0/G2/S0
Infantry (G)	2†	A1/N1/G3/S0

* Must stop upon entering land areas.

+ Can ReBase (move after combat 13.0).

† Ground units at Sea (Convoy) move 2 but cannot fire (exc: Esc Carriers S2).

TRIUMPH & TRAGEDY™

Naval (N) Carriers/Fleets
Ground (G) Fortress/Tanks/Infantry
Submarine (S) Submarines

Units have different Firepower (12.32) ratings versus the various target Classes.

Before firing a unit, the owning player must state what Class of unit the firing unit is targeting. Unit can target any Class of enemy units in that battle though they are more effective firing at some targets than others.

12.32 FIREPOWER

Unit **Firepower** versus a given target Class is shown on the unit by a number following the Class abbreviation.

Example: "A1" means a *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.

Example: a G3 unit scores Hits on enemy Ground units with *dierolls* of 1/2/3.

12.33 FIRING A UNIT

To **Fire** a unit, announce the Class of enemy unit being targeted and roll a number of dice equal to its cv.

12.34 APPLYING HITS

For each Hit scored, reduce the **currently strongest** (largest cv) enemy unit of the targeted Class by 1 step (cv).

The owner can choose which of equal-cv units takes a Hit. Units reduced to 0 cv are eliminated and **placed back in the Build Pool** (may be rebuilt as a cadre).

12.4 RETREATS

As each unit reaches its turn to Fire, the owning player can opt to **Retreat** that unit from the battle instead of firing.

- Units can Retreat into any adjacent area that they can ordinarily enter (i.e., Oceans OK, but not neutral or impassable territory), EXCEPT those containing enemy units or from where enemy units Engaged.
- Air, Naval and Submarine units can ReBase (13.0) when Retreating instead of moving into an adjacent area.

12.5 LAND BATTLES

Active land battles are only fought for ONE Combat Round per Player Turn. This means land battles are not necessarily settled immediately, but may continue from Turn to Turn.

If a land battle is resolved (all units of one side have Retreated or been

eliminated), victorious units are returned to upright, hidden mode.

12.51 SEA ASSAULT COMBAT

A Ground unit that engaged (11.4) from the sea into a **solely** enemy-occupied land area has made a *Sea Assault* (11.221). Only Infantry can *Sea Assault* (not Tanks).

Assaulting Infantry units **do not fire** in the Combat Round of the Sea Assault (they should be turned **face-down** after movement). The firing prohibition does not apply to accompanying *Naval*, *Submarine*, and *Air* units (**nor to coastal battles after the initial Assault turn**).

In subsequent Seasons assault Infantry returns upright and can fire normally.

12.52 ORIGINAL DEFENDERS

The player that originally occupied a land area when a battle started there is the **Original Defender**. His units retain control over that land area until they are defeated in battle (i.e., all units Retreat or are eliminated).

At the end of a land Combat Round return Original Defender units upright into hidden mode (preserve cv) to show that they still control that land area (Original Attacker units remain face-up).

12.53 LAND BATTLE REBASING

At the end of a land Combat Round:

- **Active** [phasing] *Air/Naval/Sub* units MAY ReBase (13.0).
- *Air/Naval/Sub* units **of either side** MUST ReBase (13.0) if no friendly Ground unit remains in the battle.

12.6 SEA BATTLES

Unlike land battles, sea battles are always fought to a conclusion, repeating Combat Rounds until all units of one side either Retreat or are eliminated. Victorious units are then returned upright into hidden mode.

At the end of each Sea Combat Round, ReBasing rules (13.0) may apply: *Air* units **MUST** ReBase (they fight one Round only), and Active (phasing) Naval units MAY ReBase if desired.

Convoys. Ground units (Tanks/Infantry) at sea are in *Convoy* (though this is not revealed). If engaged, they are targeted as *Naval* units but have NO Firepower (exception: Convoys fire S2 with Escort Carrier technology)

12.61 SEA BATTLE REBASING

At the end of a sea Combat Round:

Carriers: Shoot and Scoot

Carriers can fire at N1 AND then immediately Retreat in their combat turn.

UNIT ABILITIES

Unit	Move	Combat
Fortress (G)	0	A2/N3/G4/S3
AirForce (A)	2+	A3/N1/G1/S1
Carrier (N)	3*+	A2/N2/G0/S2
Sub (S)	2*+	A0/N1/G0/S1
Fleet (N)	3*+	A1/N3/G1/S2
Tank (G)	3†	A0/N0/G2/S0
Infantry (G)	2†	A1/N1/G3/S0

* Must stop upon entering land areas.

+ Can ReBase (move after combat 13.0).

† Ground units at Sea (*Convoy*) move 2 but cannot fire (exc: *Esc Carriers* S2).

- **Active** [phasing] *Air/Naval/Sub* units MAY ReBase (13.0).
- *Air* units of **either side** MUST ReBase (13.0) after the initial Combat Round.

12.7 STRATEGIC BOMBING

AirForces located in (over) the enemy MainCapital during Combat can attack enemy INDUSTRY directly, rather than attacking enemy units there.

The *AirForce* chooses "INDUSTRY" as its target Class. AF Firepower versus INDUSTRY is **I1** (Hits on '1'). Each Hit scored reduces enemy INDUSTRY by 1.

Note: AF Firepower versus INDUSTRY can be raised to I2 (hits on "1" or "2") by Precision Bombsight technology).

13.0 REBASING

Air, Sub and Naval units can **ReBase**.

ReBasing is making a free move (no Command necessary) during the Combat phase OUT of a battle area and INTO an **unengaged** friendly Land area.

Normal movement rules apply, but Strategic Movement (11.3) is not allowed.

Note that Air, Sub and Naval units can often move TWICE their nominal movement range:

- They can move Strategically within friendly territory twice the normal range.
- They can move normally into Combat and then move again to ReBase out it.

Note: ReBasing AFs and Subs can pass through enemy units (as normal movement).

13.1 REBASING IN RETREAT

Air/Sub/Naval units within movement range of friendly land can optionally ReBase when Retreating (see 12.4), instead of Retreating into an adjacent area.

13.2 REBASING AFTER COMBAT

13.21 MANDATORY REBASING

Land Battles. All *Air/Sub/Naval* units (of both sides) MUST ReBase at the end of any Combat Round when there are no friendly Ground units present.

Sea Battles. All *Air* units (of both sides) MUST ReBase at the end of the first Combat Round (i.e. they only participate in the first Combat Round of a Sea Battle). Units forced to ReBase but unable to reach a friendly land area are **eliminated**.

13.22 VOLUNTARY REBASING

The phasing player [only] can ALWAYS ReBase his *Air/Sub/Naval* units at the end of any Combat Round.

14.0 SUPPLY

14.1 SUPPLY LINES

A **Supply Line** is a continuous chain of friendly land and/or sea areas joining a **unit** to a friendly MainCapital, SubCapital OR National Capital.

Supply Lines can ONLY pass through friendly areas and Open Seas.

Supply Lines CANNOT pass through Rival or Neutral areas.

14.2 SUPPLY CHECKS

Supply Checks occur at the end of each Season and also during Production.

During a Supply Check, units that do not have a Supply Line are **Unsupplied**.

14.21 SUPPLY EFFECTS

- During Seasonal **Supply Check**, all Unsupplied units lose 1 cv (but see below).
 - During **Production**, Unsupplied units cannot be built (except see below).
- Important: Fortress units are exempt** from both the above Supply effects:
- they NEVER lose cv if Unsupplied,
 - they can be built (cv or cadre) even if Unsupplied (but not in engaged areas).

14.3 TRADE ROUTES

A **Trade Route** is a continuous chain of land and/or sea areas extending from a **City** or **Resource** to the friendly MainCapital (NOT the SubCapital).

Trade Routes CAN pass freely through friendly, Neutral and Rival areas, and through Open Seas.

Trade Routes CANNOT pass through **Enemy** areas.

14.31 LONG TRADE ROUTES

Resources in the "east" with Trade Routes that must pass through the **South Atlantic Ocean** (colored darker) lose HALF their value (note hollow triangles).

14.4 TRADE ROUTE CHECKS

During Production, controlled Cities and Resources that **do not have a Trade Route** to the owning MainCapital CANNOT be counted for Production.

15.0 WAR AND PEACE

15.1 STATE OF PEACE

All Powers begin the game *At Peace*.

Land Battle ReBasing

Air/Naval/Sub units must leave a Land battle at the end of the Combat Round, if no friendly Ground forces remain in the battle.

Phasing *Air/Naval/Sub* units can opt to ReBase at the end of any Land Combat Round.

Sea Battle ReBasing

Air units **must** ReBase at the end of a sea Combat Round -- they can only participate in the first Combat Round of a sea battle.

Phasing *Naval/Sub* units can (but need not) ReBase at the end of any Sea Combat Round.

ReBasing and Strategic Movement

Both **ReBasing** and **Strategic Movement** effectively allow doubled movement ranges for naval, sub and air units.

However, units cannot both move strategically and ReBase: Combat is required for the former but prohibited for the latter.

Supply Lines

A **Supply Line** is a military supply route, which is why one cannot pass through neutral or Rival territory, whereas a **Trade Route** can.

- **Enemy, Rival, and Neutral** areas block **Supply Lines**.

Trade Routes

A **Trade Route** is an economic trade path, so it can pass through Rival or neutral territory.

- **Enemy** areas block **Trade Routes**.
- **Long Trade Routes** emphasizes the importance of being able to ship through the Mediterranean without interference. It is twice as far to ship from India to Europe around Africa, compared to through the Med.

	TRADE RT	SUPPL LN
LAND		
FRIENDLY	YES	YES
NEUTRAL	YES	•
RIVAL	YES	•
ENEMY	•	•
SEA		
FRIENDLY	YES	YES
OPEN	YES	YES
RIVAL	YES	YES
ENEMY	•	•

POWERS AT PEACE:

- Use their highest Industry Factor (8/7/6).
- Ignore **Resources** when calculating Production.
- Receive a **Peace Dividend** **chit** every New Year (unless they Violated Neutrality in the past Year). Peace Dividend values are kept secret & may be added to current Production for Economic Victory (16.2).
- **With the exception of West units in Sea Areas adjacent to Home Territory, no units may end a Season in a Sea area (including Oceans).**
- **Can** attack neutral Minors (including Associates). This constitutes **Violation of Neutrality** (15.3), which incurs penalties, but does NOT initiate a state of War.
- Can attack the units of another Power and/or enter its territory (including its Protectorates and Satellites). This constitutes a **Declaration of War** (15.2), initiating a state of War between the two Powers.

15.2 DECLARATIONS OF WAR

15.21 DECLARING WAR

Attacking the units of a **Rival** or entering its territory (including its **Protectorates** and **Satellites**) constitutes a **Declaration of War**, with several effects:

- Both Powers enter the state of being **At War**, becoming **Enemies** as wells as Rivals. This condition is not reversible.
- the victim of a Declaration of War immediately gains **+3 INDUSTRY** and **one Influence over the USA**.
- The victim of a Declaration of War immediately reduces its Industry Factor (7.32) to **4**. A 2nd Declaration of War against a Power reduces its Industry Factor to **2**.
- Protectorate/Satellite forces are deployed as per 8.3/8.4.

15.22 STATE OF WAR

Powers at War:

- Must include Resources (and only those with valid Trade Routes) when calculating Production.
- Receive no Peace Dividends.
- Can leave units at Sea.
- Can enter enemy territory and attack enemy units without penalty.

15.3 VIOLATIONS OF NEUTRALITY

Military attack upon a neutral Minor (including Associates), and/or entry into its territory is a **Violation of Neutrality**,

and must be pre-declared **during the Movement phase before entry**, allowing neutral forces to be deployed.

15.31 NEUTRAL FORCES

Upon a declaration that a Violation of Neutrality is to occur, place neutral **Fortress markers** in Cities and Towns of the affected Minor Nation:

- **3 cv in Minor Capitals**
- **2 cv in Cities**
- **1 cv in Towns**

Example: for Poland, a 3 cv Fortress goes in Warsaw and a 2 cv Fortress goes in Lvov.

15.32 WORLD REACTION

When a Violation of Neutrality is declared, each Rival of the aggressing Power immediately draws cards (either Action or Investment, as desired) equal to the total defensive cv of the Violated neutral (e.g., 5 for Poland).

15.33 MINOR NATION DEFEAT

When Power gains control of a neutral Minor's Capital, that Minor is defeated: remove any remaining Minor units and place a Control marker on its Capital. The conquering Power gains complete control of the Neutral's territory, Population and Resources.

If the Capital is later controlled by a different Power, change Control markers.

15.34 INTERVENTION

If a Violated Neutral is not immediately defeated, Rival Powers can enter its territory and attack its units that are NOT engaged with Rival units without committing either a Violation of Neutrality or a Declaration of War.

*Note: Entering any area containing **Rival** units, however, would still constitute a **Declaration of War**.*

If an **Enemy** of the Violating Power Intervenes by entering the territory of a Violated Neutral, the Neutral immediately converts into a Satellite of the Intervening Power. Exchange surviving neutral Fortress markers for equal-cv **Fortress** or **Infantry** units of Intervening Power.

16.0 VICTORY

Players can win in 4 different ways.

16.1 MILITARY SUPREMACY

A Power that controls TWO **Enemy** MainCapitals, SubCapitals, and/or NationalCapitals wins **immediately**.

Neutral Forces option??

Perhaps Neutral fortress markers could have a variable value. Since we are using markers, not blocks, some could be "dummies" worth zero on the back (and some worth ???).

Economic Victory

The Population value of Cities on the map (excluding the USA) totals **50**, so 25 is **over** half of all possible "European" Production, yielding economic hegemony.

Peace Dividends

Peace Dividends not only are an incentive to peaceful development but also add doubt to the Production Level a Power needs to achieve Economic Victory.

CREDITS

Game Design: Craig Besinque

Developer: Joel Toppen

Artwork: Craig Besinque

Assistance: Ron Hodwitz
Quinn de Courcy
Tim Taylor
Rayn Butt-Grau

16.2 ECONOMIC SUPREMACY

During Production, a player that can demonstrate a total of **Production + [revealed] Peace Dividends** of **25 or more** wins **immediately**.

16.3 ATOMIC BOMB

A player with the **Atomic Bomb** technology (all 4 levels) wins **immediately**.

16.4 ECONOMIC HEGEMONY

If there is no other Victory by the end of 1945, the player with the most **Production + Peace Dividends** wins.

17.0 TWO-PLAYER RULES

The **SOVIETS** and **WEST** are both played by one player, termed the **UNITED NATIONS (UN)**, but usually only one UN Power is **Active** per Game-Year (the other is **Passive**).

- **SOVIET** and **WEST** units cannot occupy the same area.
- **SOVIET** and **WEST** Diplomacy cards **DO** cancel each other (not additive).
- If either UN Power commits a Violation of Neutrality, only the **Axis** player gets World Reaction cards.
- If the **Axis** commits a Violation of Neutrality, each UN Power receives **ONE-HALF** (round down) of World Reaction cards (5 cards are split 2/2).
- A Declaration of War by, or upon, one UN Power does not affect the other UN Power (the UN Powers cannot Declare War upon each other).
- USA rules (8.6) are modified: the **Axis** **CAN** gain use of USA **Resources** and **Population** (with 1 or 2 *Influence*) but the USA can never join the **Axis**.

17.1 ACTIVE UN POWERS

In the 2-player game, one UN Power [**WEST** or **SOVIETS**] is usually **Passive** for that Game-Year. Only when **both** UN Powers are At War with the Axis are they both **Active** simultaneously (and UN Powers cannot **Declare War** at will, 17.3).

Each Game-Year, the UN Power that is first in Player Order (as per the Year Start dieroll) is **Active**; the other is **Passive** (unless it is At War with the **Axis**).

If the Axis Declares War on either UN Power, it immediately becomes Active (with no effect on the Active/Passive status of the other UN Power).

Active UN Powers play normally.

17.2 PASSIVE UN POWERS

During Production, **Passive UN Powers** must divide Production equally between unit builds, **Action** cards, and **Investment** cards (fractions are lost: 7 Production = 2 cv builds and 2 cards of each type). They receive **NO** Peace Dividend cards.

Passive Powers build units normally, but cards drawn **cannot be inspected or played** until that Power becomes **Active**: they simply accumulate face-down (HandSize limit is ignored until active).

Passive Powers, therefore, cannot do Diplomacy, move units or Declare War.

17.3 CASUS BELLI

In the 2-way game, UN Powers cannot **Declare War** upon the **Axis** unless they are active and pass a **Casus Belli** check. Track current West/Soviet **Casus Belli** levels on their Production tracks with **Casus Belli** markers.

17.31 SOVIET CASUS BELLI

The Soviet **Casus Belli** is calculated thus:

- 1 point per number by which current Axis Production exceeds 10 (ie: 11 Axis Production = 1 **Casus Belli** point).
- +1 point for every Soviet *Associate* that the Axis has Violated
- -1 point for every West *Associate* that the Axis has Violated.

17.32 WEST CASUS BELLI

The West **Casus Belli** is calculated thus:

- 2 points per number by which current Axis Production exceeds 15 (ie: 16 Axis Production = 2 **Casus Belli** points).
- +2 points for every West *Associate* that the Axis has Violated
- +1 point for every other Neutral or Soviet *Associate* the Axis has Violated.

17.33 CASUS BELLI CHECKS

An active UN Power can **Declare War** **ONLY** if it passes a **Casus Belli** check by rolling 1 die **LESS** than its current **Casus Belli** level. A Power can only make one **Casus Belli** check per Game-Year.

If it succeeds, that Power **MAY (but need not) immediately** **Declare War** on the Axis. If it declines, it cannot **Declare War** or make another **Casus Belli** check till the next Game Year.

17.4 UN CO-ORDINATION

When **BOTH** UN Powers are at War with the Axis, both are **Active** and do Production and Government normally.

Active UN Power / Fixed Player Order

If fixed Player order is adopted, the Active UN Power could be decided by dieroll: 1-3 = West; 4-6 = Soviets.

TRIUMPH & TRAGEDY™

However, in any given Season, only ONE UN Power can play a valid Command card (and thus move units and have combat that Season).

However, the "commanded" UN Power can change freely from Season to Season, as desired by the UN player.

17.5 UN VICTORY

For the UN to win a victory by Economic Hegemony (16.4), BOTH UN Powers must have greater Production + Peace Dividends than the Axis.

18.0 SHORT SCENARIOS

- Players select *Starting Forces* (units/cv).
- Deal face-down *Peace Dividend* cards.
- Roll for *PlayerOrder*.
- In *PlayerOrder*, place 1/2 starting units.
- In *PlayerOrder*, place 1/2 starting units.
- Deal cards to each Power: one half of its HandSize in **Action** cards, and one half of its HandSize in **Investment** cards (with 1 extra Action card if odd).
- Commence play with the first *NewYear*.

18.1 1939: PEACE IN OUR TIME?

All Powers remain at Peace. The Axis has taken over Austria and Czechoslovakia, but is becoming hemmed in by foreign Influence.

PLAYING TIME: 3 hours [7 Game-Years]

SETUP: AXIS

UNITS: 26 units/42cv (Italy 8 units)
 CONTROL: Austria, Czechoslovakia.
 INFLUENCE: Hungary, Bulgaria, Spain1.
 PRODUCTION (IND/POP/RES): 14 (14/15/8)
 PEACE DIVIDEND CARDS: 4
 TECHNOLOGIES: HEAVY TANKS

SETUP: WEST

UNITS: 22 units/36cv (French 8u)
 INFLUENCE: Poland2, Belgium1, Persia.
 PRODUCTION (IND/POP/RES): 8 (8/19/19)
 PEACE DIVIDENDS: 5
 TECHNOLOGIES: SONAR, S/A RADAR?

SETUP: SOVIETS

UNITS: 16 units/30cv
 INFLUENCE: Yugoslavia.
 PRODUCTION (IND/POP/RES): 9 (9/13/16)
 PEACE DIVIDENDS: 5
 TECHNOLOGIES: ROCKET ARTILLERY

18.2 1941: OSTKRIEG

The Axis has Declared War on the West and defeated France. It controls much of Europe.

PLAYING TIME: 2+ hours [5 Game-Years]

SETUP: AXIS

UNITS: 34 units/54cv (Italy 10 units)

CONTROL: FRANCE, Belgium, Denmark, Norway, Austria, Czechoslovakia, Poland, Rumania.

INFLUENCE: Hungary2, Spain2, Sweden, Finland2.

PRODUCTION (IND/POP/RES): 16 (16/20/20)

PEACE DIVIDEND CARDS: 4

TECHNOLOGIES: HEAVY TANKS

SETUP: WEST (Industry Factor=4)

UNITS: 22 units/36cv

INFLUENCE: Greece, Persia, USA2.

PRODUCTION (IND/POP/RES): 10 (10/22/23)

PEACE DIVIDENDS: 5

TECHNOLOGIES: SONAR, S/A RADAR

SETUP: SOVIETS

UNITS: 20 units/40cv

CONTROL: E. Poland

INFLUENCE:

PRODUCTION (IND/POP/RES): 10 (10/13/15)

PEACE DIVIDENDS: 6

TECHNOLOGIES: ROCKET ARTILLERY

1941 SPECIAL RULES

1. The Axis has *Declared War* upon the WEST: West's Industry Factor is 4.
2. French units (defeated) are out of play.

18.3 1944: ENDGAME

PLAYING TIME: 1 hour [2 Game-Years]

SETUP: AXIS

UNITS: 36 units/52cv (Italy 4 units)
 CONTROL: FRANCE, Belgium, Denmark, Norway, Austria, Yugoslavia, Poland, Czechoslovakia, Rumania, Bulgaria, Greece, Finland, Baltic St, BeloRussia.
 INFLUENCE: Spain2, Sweden.
 PRODUCTION (IND/POP/RES): 18 (18/26/24)
 PEACE DIVIDEND CARDS: 4
 TECHNOLOGIES: HEAVY TANKS

SETUP: WEST

UNITS: 22 units/40cv (USA 8 units)
 CONTROL: USA, Latin America, Abadan/ Shiraz [Persia].
 INFLUENCE: .
 PRODUCTION (IND/POP/RES): 18 (18/22/24)
 PEACE DIVIDENDS: 5
 TECHNOLOGIES: SONAR, S/A RADAR, LSTs, ESCORT CARRIERS, HEAVY BOMBERS, PRECISION BOMBSIGHT, ATOMIC RESEARCH 1 & 2.

SETUP: SOVIETS

UNITS: 20 units/42cv
 INFLUENCE: Teheran/Tabriz [Persia]..
 PRODUCTION (IND/POP/RES): 12 (16/12/14)
 PEACE DIVIDENDS: 6
 TECHNOLOGIES: ROCKET ARTILLERY, HEAVY TANKS.

INDEX

Associates (1 Influence)	8.2
Areas	1.0
Areas Control (Land/Sea)	1.14/1.22
Atomic Bomb (Tech)	9.3
BattleGroups	11.42
Borders (Land)	1.11
Cards	4.0
Cities (& Towns)	1.12
Casus Belli	17.3
Capitals	1.12, 2.12, 2.22, 2.42
Combat	12.0
Command [cards]	10.1
Convoys	11.21
Declarations of War	15.2
Diplomacy	8.0
Disbanding	3.3
Engaging	11.4
Firepower	12.32
Government phase (cardplay)	7.3
HandSize Limit	4.3
Hits	12.34
Home territory	2.11
Industry Factor	7.32
Influence [markers]	4.5
Intelligence cards	4.34, 9.4
Land Battles	12.5
Movement	11.0
Nationality (of units)	3.11
NewYear	4.0
Oceans	1.21
Peace (state of)	15.1
Peace Dividends	4.4
Protectorates (2 Influence)	8.3
Player Order (NewYear)	7.14
Player Turns (seasons)	10.2
Production	7.2
Rebasing	13.0
Retreats	12.4
Satellites (3 Influence)	8.4
Scenarios	18.0
Sea Battles	12.6
Sea Invasions	11.22, 12.51
Sea Movement	11.2
Secret Vault	9.1
Strategic Bombing	12.7
Strategic Movement	11.3
Soviet Winter Turn	10.3
Supply	14.0
Technology	9.0
Trade Routes	14.3
United Nations (West+Soviets)	17.0
USA (Diplomacy)	8.6
Violations of Neutrality	15.3
Victory	16.0
War (state of)	15.21
Wild Cards (Diplomacy)	8.5
Year Start	7.1

TRIUMPH & TRAGEDY™

SEQUENCE OF PLAY

NEW YEAR

- **NEW YEAR PLAYER ORDER** (*dieroll*)
 - Receive *Peace Dividend* (if qualified)
- **PRODUCTION PHASE**
 - **1ST PLAYER PRODUCTION**
 - Determine *Production* level
 - Spend *Production* (buy cards/units)
 - **2ND PLAYER PRODUCTION** (*same*)
 - **3RD PLAYER PRODUCTION** (*same*)
- **GOVERNMENT PHASE** [*card play*]
 - 1 **Diplo** card; OR
 - 1 **Intel** card; OR
 - 2 matching **Tech** cards; OR
 - **Factory** cards totalling $\geq$ *IndFactor*
 - or **PASS**
 - [3 successive **PASSES** ends phase]
- **OBSERVE HANDSIZE LIMIT** (*discard*)

SEASONS (SPRING / SUMMER / FALL)

- **COMMAND PHASE**
- **1ST PLAYER TURN**
 - **MOVEMENT PHASE**
 - **COMBAT PHASE**
- **2ND PLAYER TURN** (*same*)
- **3RD PLAYER TURN** (*same*)
- (*Fall*) **SOVIET WINTER PLAYER-TURN**
- **SUPPLY CHECK**

SOVIET WINTER SEASON

MINOR NATION DIPLOMATIC STATUS

DIPLOMATIC INFLUENCE

# INFLUENCE	1	2	3
STATUS	ASSOC	PROT	SAT
NEUTRAL?	YES	YES	NO
POP/RES	YES	YES	YES
TRADE THRU	YES	YES	FRO
SUPPLY THRU	NO	NO	FRO
PLACE UNITS	NO	NO	YES
ENTER OWN	VoN	VoN	YES
ENTER RIVAL	VoN	DoW	DoW

TRADE = *Trade Route*

SUPPLY = *Supply Line*

Fro = *Only if Friendly controlled*

VoN = *Violation of Neutrality*

DoW = *Declaration of War*

YEAR PLAYER ORDER

DIEROLL: FIRST PLAYER

DIRECTION	AXIS	WEST	SOVS
LEFT [CW]	1	3	5
RIGHT [CCW]	2	4	6

INDUSTRY FACTORS

	AXIS	WEST	SOVIETS
Initial	6	7	8
1 DoW	4	4	4
2 DoWs	2	2	2

ENGAGEMENT LIMITS (LAND)

BORDER	COLOR	LIMIT
• Normal	grey	2
• Marsh	green	1
• Mountain	brown	1
• River	blue	1
• Coastal	black	1
• Straits	teal	1

TRADE ROUTES & SUPPLY LINES

	TRADE RT	SUPPLY LN
LAND		
FRIENDLY	YES	YES
NEUTRAL	YES	•
RIVAL	YES	•
ENEMY	•	•
SEA		
FRIENDLY	YES	YES
OPEN	YES	YES
RIVAL	YES	YES
ENEMY	•	•

UNIT ABILITIES

Unit	Move	Combat
Fortress (G)	0	A2/N3/G4/S3
AirForce (A)	2+	A3/N1/G1/S1
Carrier (N)	3*+	A2/N2/G0/S2
Sub (S)	2*+	A0/N1/G0/S1
Fleet (N)	3*+	A1/N3/G1/S2
Tank (G)	3†	A0/N0/G2/S0
Infantry (G)	2†	A1/N1/G3/S0

* Must stop upon entering land areas.

+ Can *ReBase* (move after combat 13.0).

† *Ground* units at Sea (*Convoy*) move 2 but cannot fire (exc: *Esc Carriers* S2).

TECHNOLOGY EFFECTS

SURF-AIR RADAR	HOME AFs A4
SURF-SURF RADAR	Fleets N4
SONAR	FLEETS S3
SNORKEL	SUBS MOVE 3
HEAVY BOMBERS	AFs MOVE 4
HEAVY TANKS	TANKS G3
ROCKET ARTILLERY	INF ATTK FIRSTFIRE
LST	2 INVADERS/COAST
JETS	AF ATTK FIRSTFIRE
PREC. BOMBSIGHT	STRAT. BOMBING I2
INDUST. ESPIONAGE.	[=ANY REVEALED TECH]
ESC. CARRIERS	CONVOYS S2
MOT. INFANTRY	MOVES 3
ATOM RESEARCH	(1+2+3+4) WINS GAME

REBASING [AIR/NAVAL/SUB]

- Can *ReBase* when *Retreating*.
- Acting *Air/Sub/Naval* units can *ReBase* at end of a *Combat Round*.
- *Air* units **MUST** *ReBase* from *Sea* areas at the end of a *Combat Round*.
- *Air/Naval/Sub* units in a *Land* area **MUST** *ReBase/Retreat* at the end of a *Combat Round* if no friendly *Ground* unit is present.