

WAR HOUNDS

DESIGN:
CHANCE
COLBERT
&
JAMIE
ZIMMERMAN

ART:
RICHARD
JACOB

AN
ASTRAL LOGIC
GAMES

COMBAT GAME FOR 1 - 6 PLAYERS

A CONTINENT AT WAR

A NEW CENTURY HAS DAWNED FOR ALL PUPS AND DOGS ON THE GREAT ISLAND CONTINENT OF DOGGERLAND. BUT THE HOPE OF A SHINING NEW FUTURE HAS QUICKLY DARKENED. THE NATIONS OF DOGGERLAND FORTIFY THEIR BORDERS, MOBILIZE TROOPS AND ARTILLERY DAILY. THOUGH MANY FEAR WAR, MANY MORE WELCOME IT AS THE OPPORTUNITY FOR GLORY AND PATRIOTIC DISPLAY LOOMS LARGE. LITTLE DO THEY UNDERSTAND WHAT DESTRUCTION IS TO COME...

ABOUT THE GAME

EACH PLAYER IN WAR HOUNDS IS THE LEADER OF A NATION OF DOGS. THERE ARE 12 FACTIONS (6 DOUBLE SIDED PLAYERBOARDS.) EACH FACTION WITH ITS OWN SET OF ABILITIES, FUNCTIONS, COSTS ETC. PLAYERS WILL PLAY OVER THE COURSE OF 4 YEARS, THE WAR ENDING AT THE CLOSE OF THE 4TH YEAR. EACH YEAR PLAYERS WILL PLAY IN RONDEL TURN ORDER. WITH THE PASSING OF EACH YEAR, THE TURN ORDER WILL POSSIBLY CHANGE. PLAYERS WILL TAKE ONE ACTION ON THEIR TURN BY SELECTING AN ACTION IN THE TOP OF THEIR PLAYERBOARD. AS WITH EVERYTHING IN THIS ERA OF DOGGERLAND HISTORY, THINGS ARE HEIRARCHICAL, MEANING A CHAIN OF COMMAND OR TOP-DOWN, AND SO IN SELECTING ACTIONS, GENERALLY, A PLAYER MAY NOT SELECT AN ACTION ABOVE THOSE THEY HAVE ALREADY SELECTED. PLAYERS WILL DRAFT TROOPS, BUILD ARTILLERY, INVEST IN NEW TECHNOLOGIES, INFLUENCE NEW POLICIES, SHIFT AND TRANSFORM THEIR ECONOMIES, AND, OF COURSE, ENGAGE IN EMBROILED BOUTS OF COMBAT. PLAYERS WILL CONQUER TERRITORIES, GAIN MEDALS AND LOSE CASULTIES. ULTIMATELY, THE WINNER IS THE NATION WITH THE MOST VICTORY PAWS AT THE END OF THE GAME.

OBJECTIVE

THE WINNER IS THE NATION WITH THE MOST TOTAL VICTORY PAWS AT THE END OF THE GAME. (ALL PAWS ARE AWARDED AT GAME END--NONE DURING) PLAYERS GAIN VICTORY PAWS FROM THE FOLLOWING SOURCES:

MEDALS, CASUALTIES (NEGATIVE PAWS), CONTROLLED TERRITORIES, TECHNOLOGIES, POLICIES, LOAN DEBT (NEGATIVE PAWS) AND WEALTH (1 VICTORY PAW PER \$25)

COMPONENTS

PRINTED COMPONENTS:



WOODEN COMPONENTS:



KEY ASPECTS

GENERALS, STARS AND STRIPES

THOUGH EACH PLAYER IS THE RULER OF A DOG NATION, YOUR NATION IS ONLY AS GOOD AS YOUR GENERAL (OR LACK-OF IN THE CASE OF THE ANARCHISTS.) THE GENERAL DICTATES VARIOUS AMOUNTS OF VARIOUS ABILITIES AS DEFINED BY THE STARS AND STRIPES ON THEIR TILE. GENERALS CAN BE SACKED AND PROMOTED WITH AN ACTION FOR A COST (FASCISTS MAY SACK AND PROMOTE WITHOUT AN ACTION). (SEE MORE ON GENERALS PAGE.)

GAINING INCOME AND SHIFTING ECONOMY:

PLAYERS WILL GAIN INCOME AT THE END OF EACH YEAR BASED ON TWO METRICS: REGIONS CONTROLLED AND INCOME TRACK AMOUNTS. FOR EACH RESOURCE A PLAYER ADDS UP THE TOTAL NUMBER OF ALL SAME COLORED SQUARES ON THE THE REGIONS HE OR SHE CONTROLS ON THE MAIN BOARD. THE PLAYER THEN MULTIPLIES THAT NUMBER BY THE NUMBER BELOW HIS OR HER INCOME MARKER. MONEY INCOME IS PERFORMED THE SAME WAY, EXCEPT THE PLAYER ADDS ALL THE NUMBERS ABOVE EACH INCOME TRACK MARKER BEFORE MULTIPLYING WITH REGION SQUARE VALUES. PLAYERS MAY MODULATE INCOME TRACK VALUES BY TAKING SHIFT ECONOMY ACTION.

READYING UNITS

UNITS MAY NOT BE DEPLOYED UNTIL THEY ARE "READIED," MEANING THE UNIT HAS EITHER BEEN BUILT OR DRAFTED BY TAKING THE APPROPRIATE ACTION AND PAYING THE NECESSARY COSTS AND THEN PLACING THE CORRECT AMOUNT OF UNITS FROM THE RESERVE SECTION TO THE READIED SECTION DENOTED BY THE GOLD BORDER. IF THERE IS NO SPACE TO BE READIED, THEY MAY NOT BE READIED.

MOVEMENT COSTS:

UNITS GENERALLY REQUIRE FOOD, OIL OR OTHER RESOURCES TO BE MOVED AS DENOTED ON EACH PLAYERBOARD NEXT TO EACH SET OF READIED UNIT SPACES. WHEN A PLAYER SELECTS THE MOVE ACTION, HE OR SHE MUST PAY THE NECESSARY MOVE COST FOR EACH UNIT. THE GUERRILLAS HAVE VERY INEXPENSIVE MOVE COSTS. RAILS AND ROADS SIGNIFICANTLY REDUCE COST OF MOVEMENT. SOME TECHS WILL BOOST MOVEMENT.

TRENCHES, RAILS, ROADS:

TRENCHES, RAILS AND ROADS MAY BE BUILT DURING A PLAYER'S TURN AS AN "ANYTIME ACTION." RAILS AND ROADS AID MOVEMENT AND LESSEN MOVEMENT COSTS, WHEREAS TRENCHES GIVE SIGNIFICANT DEFENSIVE BOOSTS TO TROOPS (BY ESSENTIALLY GRANTING XP) IN COMBAT.

TOP-DOWN ACTIONS

THE ACTIONS ARE ON THE TOP LEFT OF EACH PLAYER'S PLAYERBOARD. EACH FACTION HAS A UNIQUE SET OF ACTIONS. EACH FACTION MUST TAKE ACTIONS IN A TOP DOWN FASHION. MEANING PLAYERS MAY TAKE ACTIONS AS THEY DESIRE, WITH THE RESTRICTION THAT THEY MAY NO LONGER PLACE A DISC ON AN ACTION IN A ROW ABOVE ANY ROW IN WHICH THEY HAVE ALREADY TAKEN AN ACTION, WITHOUT PAYING A SIGNIFICANT COST (LOSING AN ACTION DISC PERMANENTLY.) THE COMMUNISTS ARE THE OPPOSITE PERFORMING BOTTOM UP. THE ANARCHISTS HAVE NO ORDER WHATSOEVER.

DISCS:

PLAYERS EACH HAVE AN AMOUNT OF DISCS WHICH ARE PRIMARILY USED AS ACTIONS. HOWEVER, SOME ACTIONS SUCH AS LOAN, TECH, POLICY REQUIRE PLACING A DISC ON THE MAIN BOARD, IN MOST CASES PERMANENTLY (ASIDE FROM LOAN IN WHICH DISCS CAN BE RETRIEVED BY PAYING OFF DEBTS).

COMBAT:

COMBAT IS A KEY ELEMENT IN THE GAME AS A LARGE AMOUNT OF A PLAYER'S VICTORY PAWS WILL BE AWARDED BY MOVING UP THE MEDAL TRACK, GAINED BY VANQUISHING FOES ON THE BATTLEFIELD. HOWEVER, PLAYERS WILL ALSO LOSE A FAIR AMOUNT OF VICTORY PAWS MOVING UP ON THE CASUALTY TRACK EACH TIME A UNIT FALLS IN BATTLE. COMBAT IS WAGED ON A PLAYER'S TURN USING THE ATTACK ACTION AND THEN PLAYING A COMBINATION OF CARDS AND DICE. PLAYERS CAN BATTLE IN THE AIR, THE SEA AND IN THE FIELDS AND TRENCHES.

MEDALS AND CASUALTIES:

AS STATED, WHEN UNITS FALL IN BATTLE PLAYERS MOVE THEIR MEDIC TOKEN UP THE CASUALTY TRACK. IF A PLAYER REACHES THE END OF THE TRACK THEY MUST TAKE THE APPROPRIATE MEDIC CROSS AND BEGIN AT THE START. ALSO AS STATED WHEN A PLAYER VANQUISHES AN ENEMY UNIT IN BATTLE HE OR SHE MOVES THEIR MEDAL TOKEN ALONG THE MEDAL TRACK. IF A PLAYER REACHES THE END OF THE TRACK HE OR SHE TAKES THE APPROPRIATE MEDAL AND BEGINS AT THE START.

SET-UP



VARIANTS:

FACTION AUCTION:

PLAYERS MAY CHOOSE TO BID FOR FACTIONS, BY TAKING \$40 AND IN TURN ORDER BIDDING. AT THE END OF BIDDING PLAYERS STARTING INCOME IS SUBTRACTED BY \$40.

1919 OR THE 5TH YEAR:

PLAYERS MAY PLAY AN EXTENDED VERSION OF THE GAME PLAYING A FIFTH YEAR, FOLLOWING ALL THE SAME RULES. SIMPLY LEAVE THE YEAR MARKER ON YEAR 4, PERFORM NORMAL YEAR END CLEAN-UP AND THEN BEGIN A 5TH AND FINAL YEAR, SCORING AS USUAL AFTER.

0: PLACE YEAR MARKER ON YEAR 1 SPACE.

1: SHUFFLE EACH CATEGORY OF POLICY AND PLACE 1 FACE UP ON EACH EMPTY SPACE

2: SHUFFLE EACH CATEGORY/YEAR OF TECH AND PLACE 1 FACE UP ON EACH EMPTY SPACE

3: SHUFFLE TRADE TILES AND PLACE 1 FACE UP ON EACH EMPTY SPACE, PLACE TRADE MARKERS ON +1 SPACES

4: SHUFFLE LOAN TILES AND PLACE 1 FACE UP ON EACH EMPTY SPACE

5: PLACE LOAN CERTIFICATE TILES ON CORRECT SPACES

6: PLACE RAIL TILES IN CORRECT AREA

7: PLACE TRENCH TILES IN CORRECT AREA

8: PLACE ROAD TILES IN CORRECT AREA

9: PLACE CASUALTY MARKER ON STARTING SPACE

10: PLACE MEDAL MARKER ON STARTING SPACE

11: THE NUMBER OF PORTS ACTIVE EACH GAME IS PLAYER AMOUNT MINUS ONE.

12: THE MAP REGIONS AVAILABLE DURING EACH GAME VARIES ACCORDING TO PLAYER COUNT:

2 PLAYER: TERRAINS 4-5

3 PLAYER: TERRAINS 1-3, EXCLUDING THE SIX MOST EXTERNAL REGIONS

4 PLAYER: TERRAINS 1-3

5 PLAYER: TERRAINS 1-4

6 PLAYER: TERRAINS 1-5

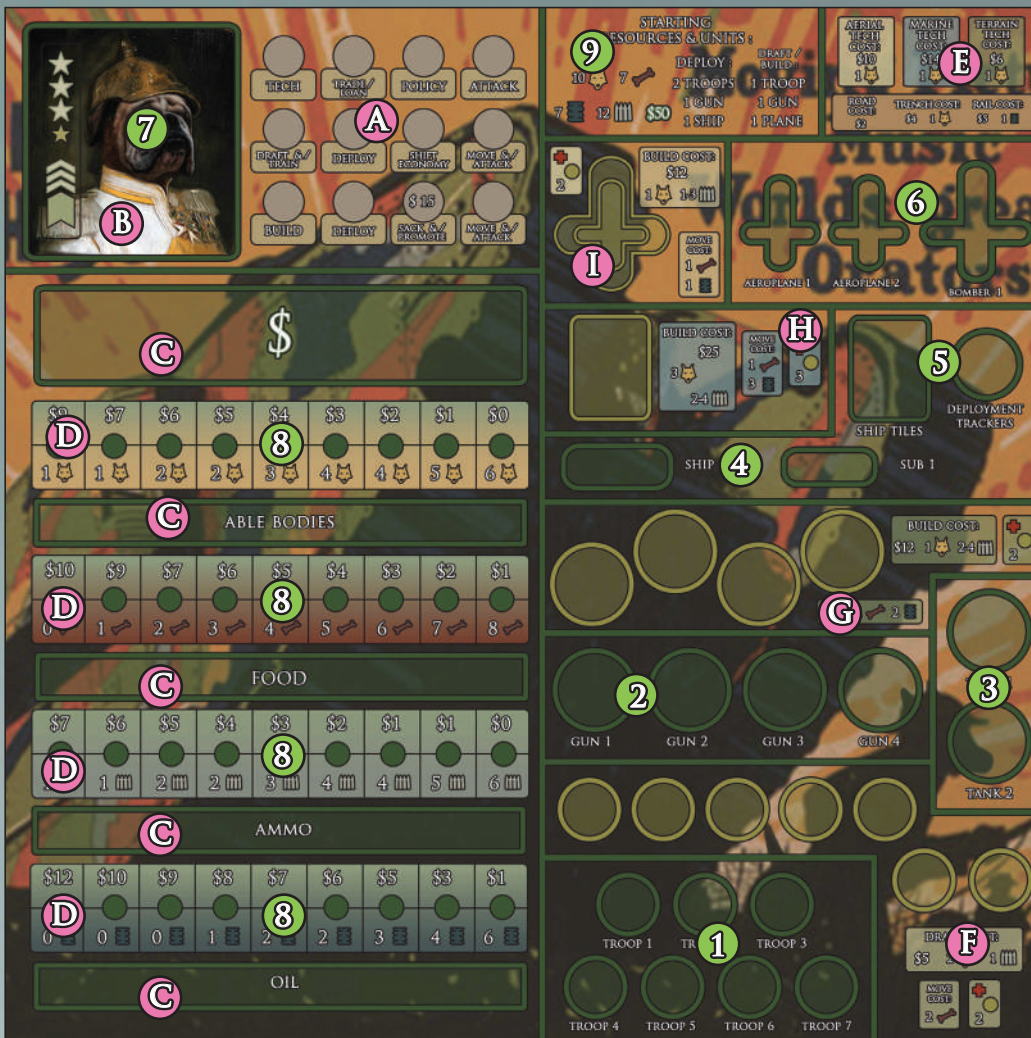
ALL MARINE REGIONS ARE ALWAYS AVAILABLE. AERIAL SPACES ARE AVAILABLE IF THE CORELATED REGION IS.

13: DETERMINE TURN ORDER AND PLACE TURN TRACK MARKERS ACCORDINGLY

14: IN TURN ORDER DETERMINE STARTING TERRITORIES, CHOOSING ONE OF THE SIX OUTER REGIONS AND ONE ADJACENT REGION, DEPLOYING STARTING TROOPS AND SUPPLIES AMONG THOSE TWO REGIONS. (3 PLAYER GAME USES SPACES IN FRONT OF OUTER SPACE, 2 PLAYER GAME USES SAME CONCEPT JUST IN TERRAIN 4.)

PLAYERBOARD SET-UP

A PLAYER'S AMOUNT OF AVAILABLE
TOKENS/TILES IS DEFINED BY RESERVE SPACES,
ANY EXTRA ARE RETURNED TO BOX



- 1: ON RESERVE SPACES
- 2: PLACE ARTILLERY
TOKENS ON RESERVE
SPACES
- 3: PLACE TANK TOKEN(S)
ON RESERVE SPACES,
TANKS WILL USE
ARTILLERY COSTS.
- 4: PLACE SHIP AND SUB
TOKENS ON RESERVE
SPACES
- 5: PLACE SHIP AND SUB
TILES (ONE TILE PER
TOKEN), PLACE LOCATION
TRACKERS (ONE FOR
EACH MARINE REGION),
BOTH FACE DOWN
- 6: PLACE PLANE AND
BOMBER TOKENS ON
RESERVE SPACES
- 7: PLACE 9 AVAILABLE
ACTION DISCS ON
GENERAL, PLACE OTHER 2
GENERALS, AND PLACE
THE 4 UNAVAILABLE
ACTION DISCS NEXT TO
PLAYER BOARD

A: ACTION SPACES

B: CURRENT GENERAL CARD

C: RESOURCE SPACES

D: RESOURCE AND MONEY INCOME TRACKS

E: TECH, TRENCH, RAIL, ROAD COSTS

F: BUILD/DRAFT COSTS

G: MOVE COSTS

H: CURRENT GENERAL CARD

I: READIED UNIT SPACES (BUILT OR
DRAFTED)

8: PLACE INCOME MARKERS ON MIDDLE
SPACES OF INCOME TRACKS, ALSO PLACING
ANY STARTING RESOURCE AMOUNTS IN THE
CORRECTLY LABELED BOXES UNDERNEATH
EACH INCOME TRACK

9: OBTAIN STARTING RESOURCE AND UNIT
AMOUNTS, UNITS AND SUPPLIES MAY BE
DEPLOYED ON MAIN BOARD SET-UP, AND
READIED ON PLAYERBOARDS.

10: TAKE COMBAT CARDS 1-6 (1-7 IF
ANARCHISTS). THESE ARE A PLAYER'S HAND
TO USE THROUGHOUT THE GAME. WHEN
USED THEY WILL BE PLACED IN A DISCARD
PILE. CARDS 7-8 MAY BE GAINED BY
PROMOTING A GENERAL WITH 7 OR 8
STRIPES.

FLOW OF PLAY

THE GAME IS PLAYED OVER FOUR YEARS (ROUNDS). EACH YEAR PLAYERS IN TURN ORDER COMPLETE ONE ACTION IN RONDEL FASHION UNTIL ALL PLAYERS HAVE EITHER PASSED OR HAVE NO MORE AVAILABLE ACTIONS (NUMBER OF ACTIONS DEFINED BY EACH PLAYER'S GENERAL'S TOTAL COMBINED VALUE OF STARS AND STRIPES.)

COMBAT WILL OCCUR ON A SPECIFIC PLAYER'S TURN WHEN HE OR SHE USES THE ATTACK ACTION.

AFTER THE ACTION PHASE IS COMPLETE, PLAYERS WILL PERFORM THE FOLLOWING CLEAN UP PHASE:

- REMOVE ALL ACTION DISCS FROM THE ACTION SPACES
- SHIPS AND SUBMARINES ARE REVEALED
- NEW TECHNOLOGY TILES
- NEW POLICY TILES (EVERY OTHER YEAR)
- LOANS MAY NOW BE PAID OFF
- PLAYERS RECEIVE INCOME
- NEW TURN ORDER BASED ON WEALTH

THE YEAR MARKER IS MOVED FORWARD AND PLAYERS BEGIN TAKING ACTIONS IN THE NEXT YEAR OF THE GREAT WAR.

COMBAT CARDS DO NOT GO BACK TO A PLAYER'S HAND AT THIS POINT. THEY MUST BE CYCLED BY USING AND DISCARDING ALL OF YOUR HAND BEFORE YOU MAY USE THE WHOLE HAND AGAIN.

TROOPS ON THE MAIN BOARD DO NOT GAIN XP AT THIS POINT, ONLY AFTER SURVIVING COMBAT DO THEY GAIN XP.

AT ANY POINT IN THE GAME, WHETHER IT IS A PLAYER'S TURN OR NOT, HE OR SHE MAY SUBSTITUTE A NECESSARY RESOURCE WITH 5 OF ANOTHER KIND OF RESOURCE OR WITH \$10. (I.E. 5 SAME RESOURCES OR \$10 MAY BE USED IN PLACE OF ONE RESOURCE WHENEVER NEEDED)

ACTIONS

SELECTING ACTIONS:

PLAYERS BEGIN WITH 13 ACTION DISCS, BUT THAT VALUE MAY CHANGE THROUGHOUT THE GAME AS THEY ARE USED ON TECHS AND POLICIES AND LOANS, AS WELL AS MORE (UP TO 5 MORE) BEING GAINED BY PLACING ON CERTAIN POLICY TILES. THE MAXIMUM NUMBER OF ACTIONS A PLAYER MAY USE IN A YEAR IS DEFINED BY THE GENERAL'S TOTAL VALUE OF STARS AND STRIPES COMBINED (I.E. 8,10, OR 11.)

WHEN SELECTING ACTIONS, PLAYERS MUST CONSIDER THE TOP-DOWN PLACEMENT RULES. EACH PLAYER'S ACTION ARE 3 ROWS OF 4. ONCE A PLAYER HAS PLACED AN ACTION DISC IN A ROW, THE ROW(S) ABOVE THAT ROW ARE NO LONGER AVAILABLE WITH ONE CAVEAT: A PLAYER MAY USE AN ACTION OUT OF ORDER BY SACRIFICING AN ACTION DISC PERMANENTLY REPLACING THAT DISC IN THE BOX, ON TOP OF PLACING A DISC ON THE ACTION. PLAYERS MUST BE MINDFUL AS ACTION DISCS CAN DISAPPEAR QUICKLY. AS STATED, THE COMMUNISTS FOLLOW THE OPPOSITE RULE OF BOTTOM UP. THE ANARCHISTS FOLLOW NO RULE OR ORDER WHEN TAKING ACTIONS.

MANY ACTION AMOUNTS ARE DEFINED BY YOUR GENERAL'S STARS AND STRIPES.

A PLAYER MAY SELECT THE SAME ACTION TWICE PLACING A DISC ON TOP OF AN ALREADY PLACED DISC, SO LONG AS THEY FOLLOW CORRECT TOP-DOWN PROCEDURE (IF NECESSARY)

TYPES OF ACTIONS:

MOVE:

PLAYERS MAY MOVE UP TO THE GENERAL'S STAR AMOUNT OF UNITS, UP TO THE STAR AMOUNT OF SPACES. MOVEMENT DOES NOT TRIGGER COMBAT WITHOUT THE ATTACK ACTION. MOVING REQUIRES A COST FOR EACH UNIT AS DEFINED BY PLAYERBOARD.

ATTACK:

PLAYERS MAY USE UP TO THE GENERAL'S STAR AMOUNT OF UNITS TO WAGE COMBAT AGAINST ONE OR MORE OPPONENTS IN THE SAME REGION (OR ADJACENT REGIONS IF ARTILLERY). PLAYERS PERFORM COMBAT USING CARDS AND DICE AS DEFINED IN COMBAT SECTION.

DEPLOY:

PLAYERS MAY DEPLOY UP TO THE GENERAL'S STRIPES AMOUNT OF UNITS TO ANY REGION UNDER YOUR CONTROL. IF YOU CONTROL NO REGIONS THEN YOU MAY DEPLOY TO YOUR HOME REGION, WHICH CAN NEVER BE CONQUERED (MORE ON HOME REGION IN COMBAT SECTION.)

DRAFT:

PLAYERS MAY DRAFT UP TO THE GENERAL'S STRIPES AMOUNT OF TROOPS, BY PAYING THE APPROPRIATE DRAFT COST AND THEN PLACING THE TROOPS IN THE READIED UNIT SECTION FROM THEIR RESERVE UNIT SECTION.

TRAIN:

PLAYERS MAY TRAIN ALL READIED UNITS SIMPLY BY TAKING THE ACTION AND PLACING 1 XP GUBE NEXT TO EACH READIED UNIT. (EACH XP GUBE TOUGHENS A UNIT.) THIS DOES NOT APPLY TO ANY UNITS ALREADY DEPLOYED.

BUILD:

PLAYERS MAY BUILD UP TO THE GENERAL'S STAR AMOUNT OF TROOPS, BY PAYING THE APPROPRIATE BUILD COST AND THEN PLACING THE UNITS IN THE READIED UNIT SECTION FROM THEIR RESERVE UNIT SECTION. (SHIP AND SUB TILES ARE READIED FACEDOWN.)

TECH:

PLAYERS MAY INVEST IN ONE TECHNOLOGY BY PAYING THE APPROPRIATE TECH COST AS DEFINED ON THE TOP RIGHT OF THE PLAYERBOARD AND PLACING ONE DISC ON THE TECHNOLOGY CHOSEN. THAT DISC WILL REMAIN THERE FOR THE DURATION OF THE GAME BUT WILL BE WORTH VICTORY PAWS AT GAME END.

POLICY:

PLAYERS MAY INSTITUTE NEW POLICIES BY PLACING A DISC ON THE CHOSEN POLICY. THE DISC WILL REMAIN THERE FOR THE DURATION OF THE GAME BUT WILL BE WORTH VICTORY PAWS AT GAME END.

LOAN:

PLAYERS MAY ACQUIRE LOANS BY PLACING A DISC ON A SPECIFIC LOAN TILE, TAKING THE APPROPRIATE AMOUNT OF MONEY AND THE APPROPRIATE LOAN CERTIFICATE TILE. A PLAYER CAN HAVE MORE THAN TWO DEBTS AT TIME. PLAYERS MAY PAY OFF DEBT ON THEIR TURN, NO ACTION IS NECESSARY TO DO SO.

TRADE:

PLAYERS MAY ENGAGE IN TRADE BY SELECTING ONE OF THE 6 AVAILABLE TRADE RATES AND TRADING AS MANY RESOURCES OF ONE KIND FOR ONE KIND OF ANOTHER, FOLLOWING THE RATE SELECTED, POSSIBLY GAINING OR LOSING ONE RESOURCE PER TRADE AS DEFINED BY MARKER TO THE RIGHT.

SHIFT ECONOMY:

PLAYERS MAY SHIFT THEIR ECONOMY BY SELECTING ONE TRACK AND SLIDING THEIR INCOME MARKER UP TO THE GENERAL'S AMOUNT OF STRIPES. IN DOING SO, GAIN BOTH THE AMOUNT OF MONEY SHOWN AND RESOURCES SHOWN.

SACK & PROMOTE:

PLAYERS MAY SACK THEIR CURRENT GENERAL AND PROMOTE A NEW ONE BY TAKING THE ACTION AND PAYING THE COST SPECIFIED. PLACE NEW GENERAL TILE ON TOP OF THE CURRENT GENERAL TILE.

MOVE

PLAYERS MAY MOVE UP TO THE GENERAL'S STAR AMOUNT OF UNITS, UP TO THE STAR AMOUNT OF SPACES, EACH SPACE BEING ONE REGION ON THE MAP.

MOVEMENT DOES NOT TRIGGER COMBAT WITHOUT THE ATTACK ACTION.

MOVING REQUIRES A COST FOR EACH UNIT AS DEFINED BY PLAYERBOARD. THE COST IS PER UNIT, BUT NOT PER SPACE.

MOVEMENT MAY BE MODULATED IN SEVERAL WAYS:

- GENERALS: THE AMOUNT OF STARS WILL ALLOW MORE OR LESS TROOPS TO MOVE MORE OR LESS SPACES
- TECHNOLOGIES: SEVERAL TECHNOLOGIES WILL BOOST HOW MANY SPACES SPECIFIC TYPES OF UNITS MAY MOVE.
 - ROAD: REDUCES EACH TERRAIN UNIT'S MOVEMENT COST BY 1 FOOD.
 - RAIL: ALLOWS PLAYER TO PAY 1 UNIT'S MOVEMENT COST FOR ALL UNITS BEING MOVED
- THE GUERRILLA FACTION HAS CONSIDERABLY SMALLER MOVEMENT COSTS RELATIVE TO OTHER FACTIONS.

AS STATED, COMBAT DOES NOT TRIGGER UNTIL AN ATTACK ACTION HAS BEEN USED, SO IT IS VERY POSSIBLE FOR TWO OR MORE PLAYERS TO HAVE TOKENS IN THE SAME REGION, (THIS REGION WOULD NOT BE UNDER ANY PLAYER'S CONTROL)

PLAYERS MAY NEVER MOVE INTO OR ATTACK ANOTHER PLAYER'S STARTING HOME REGION.

CONCEALED SHIPS REVEAL THEMSELVES WHEN MOVING, THUS A PLAYER REMOVES THEIR SHIP TILE FROM THE PORT AND ITS RESPECTIVE TOKEN IS PLACED IN THE NEWLY SELECTED TERRITORY.

CONCEALED SUBMARINES HOWEVER, MAY MOVE WITHOUT REVEALING THEMSELVES. THE PLAYER SIMPLY EXCHANGES LOCATION MARKERS ON THE PORT SPACE IN WHICH THE TILE RESIDES. SUBMARINES THAT ARE REVEALED MAY USE THE MOVE ACTION TO CONCEAL THEMSELVES. THE PLAYER REMOVES THEIR SUBMARINE TOKEN FROM THE MAIN BOARD AND PLACES A SUB TILE AND LOCATION MARKER ON PORT SPACE. IF NO PORT SPACE IS AVAILABLE, A PLAYER MAY NOT CONCEAL HIS OR HER SUBMARINE.

ATTACK

PLAYERS MAY USE UP TO THE GENERAL'S STAR AMOUNT OF UNITS TO WAGE COMBAT AGAINST ONE OR MORE OPPONENTS

PLAYERS PERFORM COMBAT USING CARDS AND DICE AS DEFINED IN COMBAT SECTION.

PLAYERS CAN WAGE COMBAT IN THE AERIAL, MARINE AND TERRAIN ARENAS. PLAYERS MAY ONLY COMBAT IN ONE ARENA AT A TIME, (ASIDE FROM ANTI-AIRCRAFT ARTILLERY VS. BOMBERS). SO IF A PLAYER IS ATTACKING WITH TROOPS, THEY MAY ALSO USE TANKS AND ARTILLERY, BUT SHIPS AND PLANES WILL NOT BE INCLUDED.

A PLAYER MAY ATTACK MULTIPLE OPPONENTS IN MULTIPLE REGIONS, THE ONLY RESTRICTIONS BEING YOU ARE LIMITED TO YOUR GENERAL'S STAR AMOUNT OF UNITS, AND YOU MUST BE IN THE SAME REGION AS YOUR OPPONENT TO ATTACK, UNLESS YOU OWN LONG RANGE ARTILLERY.

BATTLESHIPS PERFORM COMBAT AND USE DICE IN THE SAME FASHION AS ARTILLERY.

AEROPLANES DO NOT RESIDE IN REGIONS BUT RATHER WHOLE TERRITORIES, IN ORDER TO ATTACK AN OPPONENT THEY MUST BE IN THE SAME TERRITORY AS YOUR AIRCRAFT. AEROPLANES ONLY COMBAT 1V1, HOWEVER MULTIPLE PLANES CAN ATTACK ONE OR MULTIPLE PLANES, JUST ENGAGING IN COMBAT 1V1, ONE AT A TIME.

WHEN ATTACKING, SUBMARINES AND BOMBERS DO NOT ENGAGE IN NORMAL COMBAT. INSTEAD, SUBS AND BOMBERS ENGAGE IN STEALTH COMBAT, ESSENTIALLY PERFORMING A HIT AND RUN MANEUVER. WHEN DEFENDING, HOWEVER, SUBS AND BOMBERS MAY ENGAGE IN COMBAT, THOUGH THEY ARE GENERALLY WEAKER.

TANKS FUNCTION LIKE UPGRADED INFANTRY IN COMBAT, THOUGH THEIR BUILD COSTS / MOVEMENT COSTS / MEDAL AND CASUALTY STATS ARE THE SAME AS ARTILLERY GUNS.

PLAYERS MAY NOT ATTACK WITH TROOPS INSIDE OF TRENCHES. INSTEAD, WHEN ATTACKING, A PLAYER MAY USE A TROOP INSIDE OF TRENCH BY PLACING THE TROOP IN FRONT OF THE TRENCH (I.E. THE TROOP IS "GOING OVER THE TOP.") WHEN DEFENDING, A TRENCH WILL ACT LIKE XP.

DEPLOY

PLAYERS MAY DEPLOY UP TO AN AMOUNT OF UNITS EQUAL TO THEIR GENERAL'S STRIPES AMOUNT, INTO ANY ARENA, BY REMOVING THAT MANY READIED UNITS OF ANY TYPE FROM THEIR PLAYERBOARD AND PLACING THEM IN THEIR PROSPECTIVE ARENAS FOLLOWING THESE RULES:

-AEROPLANES AND BOMBERS ARE PLACED IN THE AERIAL ARENA AT THE TOP RIGHT OF THE MAIN BOARD. A PLAYER MAY PLACE PLANES/BOMBERS IN ANY AERIAL TERRITORY.

-SHIPS AND SUBS MAY BE DIRECTLY DEPLOYED TO THE MAIN BOARD MAP, BUT USUALLY PLAYERS WILL HAVE THE OPPORTUNITY TO PLACE SHIP AND SUB TILES ON PORT SPACES FACE DOWN IN THE MARITIME ARENA BELOW THE AERIAL ARENA INSTEAD, ALLOWING PLAYERS TO CONCEAL THE UNIT'S TYPE AND LOCATION. (THE NUMBER OF PORTS ABLE TO BE USED IN A GAME IS THE NUMBER OF PLAYERS MINUS ONE, WITH EACH PORT HAVING TWO AVAILABLE DEPLOYMENT SPACES) WHEN A PLAYER PLACES A TILE FACE DOWN THEY WILL ALSO PLACE A LOCATION MARKER FACEDOWN, IN DOING SO A PLAYER IS ESSENTIALLY DEPLOYING THEIR SHIP OR SUB TO A SPECIFIC REGION WITHOUT LETTING OTHER PLAYERS KNOW WHERE OR WHAT WAS DEPLOYED. AT THE END OF THE YEAR, ANY FACE DOWN TILES ARE REVEALED, REMOVED AND THE CORRESPONDING TOKENS ARE PLACED ON THE MAIN BOARD MAP IN THE AREA DENOTED BY LOCATION MARKER. IF THERE ARE NO PORT SPACES AVAILABLE THEN A PLAYER MUST DEPLOY DIRECTLY ONTO THE MAIN BOARD. SHIPS AND SUBS MAY BE DEPLOYED INTO ANY REGION WHETHER CONGEALED OR NOT.

-TROOPS, ARTILLERY AND TANKS ARE DEPLOYED ONTO TERRAIN REGIONS WHICH YOU CONTROL (REGIONS IN WHICH ONLY YOU HAVE UNITS, YOU ALWAYS CONTROL YOUR STARTING REGIONS EVEN IF THEY ARE EMPTY.)

ANY XP CUBES PRESENT NEXT TO READIED UNITS ARE DEPLOYED WITH THE UNIT. XP CUBES TOUGHEN EACH UNIT, ESSENTIALLY GIVING THEM MORE HEALTH POINTS IN BATTLE.

DRAFT

PLAYERS MAY DRAFT UP TO THEIR GENERAL'S STRIPES AMOUNT OF UNITS.

A PLAYER DOES SO BY PAYING THE DRAFT COST PER UNIT AND THEN PLACING NEWLY DRAFTED TROOPS FROM THE RESERVE UNIT SECTION TO THE READIED UNIT SECTION (GOLD CIRCLES.)

DRAFT ONLY APPLIES TO TROOPS AND DOES NOT APPLY TO ARTILLERY, TANKS, BATTLESHIPS, AEROPLANES, OR BOMBERS, ALL OF WHICH MUST BE BUILT USING THE BUILD ACTION.

TRAIN

PLAYERS MAY TRAIN ALL READIED UNITS ON THEIR PLAYERBOARD.

THIS ACTION HAS NO COST REQUIREMENT.

PLAYERS SIMPLY PLACE AN XP CUBE NEXT TO EACH READIED UNIT. THESE XP CUBES WILL TOUGHEN EACH UNIT IN COMBAT. IN COMBAT WHEN A UNIT TAKES DAMAGE, AN XP CUBE CAN "EAT" 1 DAMAGE EACH.

UNITS MAY HAVE UP TO X XP CUBES EACH, WHERE X = THE UNIT'S TRACK VALUE (THIS VALUE DEFINES THE MEDAL AND CASUALTY TRACKS' MOVEMENT AMOUNT, THE AMOUNT OF DAMAGE NEEDED TO DESTROY THAT UNIT SO LONG AS IT HAS NO XP CUBES, AND THE MAXIMUM AMOUNT OF XP CUBES A UNIT MAY HAVE)

XP CUBES ARE DEPLOYED WITH UNITS ONTO MAP OR ONTO BACK OF TILE ON PORT SPACE.

RESERVE UNITS MAY NEVER BE TRAINED.

BUILD

PLAYERS MAY BUILD UP TO AN AMOUNT OF UNITS EQUAL TO THEIR GENERAL'S STAR AMOUNT.

(PLAYERS MAY ALSO BUILD ROADS, RAILS AND TRENCHES WHEN USING ANY ACTION, NOT ONLY THE BUILD ACTION, THESE TILES ARE NOT SUBJECT TO GENERAL STAR AMOUNT.)

PLAYERS BUILD UNITS BY PAYING EACH UNIT'S APPROPRIATE COST SHOWN ON PLAYERBOARD AND THEN MOVING THOSE TOKENS FROM THEIR RESERVE SPACES TO A READIED UNIT SPACE. IF A PLAYER HAS NO READIED UNIT SPACE AVAILABLE FOR A SPECIFIC TYPE OF UNIT, THEY MAY NOT BUILD THAT UNIT. FOR INSTANCE, PLAYER'S HAVE ONLY SPACE AVAILABLE FOR READIED AIRCRAFT, SO IF AN AEROPLANE IS READIED, ANOTHER AEROPLANE OR BOMBER MAY NOT BE BUILT.

BUILD COSTS CAN BE MODULATED WITH SPECIFIC TECHNOLOGY TILES. THE COSTS USUALLY INCLUDE MONEY AND ABLE BODIES AND POSSIBLY MORE/OTHER RESOURCES.

TROOPS MAY NEVER BE BUILT, THEY MUST BE DRAFTED.

PLAYERS MAY GET A FREE DEPLOYMENT OF A UNIT WHEN BUILDING THAT TYPE OF UNIT IF THEY HAVE THE NECESSARY STREAMLINED PROCESS TECHNOLOGY TILE, (EACH ARENA, AIR, LAND, & SEA, HAS ITS OWN STREAMLINED PROCESS TECH TILE)

TECH

PLAYERS MAY INVEST IN ONE TECHNOLOGY ON THEIR TURN BY SELECTING A SPECIFIC AVAILABLE TECHNOLOGY (THE TECHNOLOGY MUST BE FROM THE CURRENT OR PREVIOUS YEARS, UNLESS PLAYER HAS EXPERIMENTATION POLICY) BY PLACING A POTENTIAL ACTION DISC ON THE TILE ON THE MAIN BOARD AND PAYING THE APPROPRIATE COST AS DEFINED BY THE TOP RIGHT OF THEIR PLAYER BOARD.

PLAYERS WILL HAVE THAT TECHNOLOGY FOR THE REST OF THE GAME, AND, SIMILARLY, THEIR ACTION DISC WILL REMAIN ON THE TECHNOLOGY TILE FOR THE DURATION OF THE GAME. AT THE END OF THE WAR (GAME'S END) EACH TECHNOLOGY A PLAYER HAS INVESTED IN WILL YIELD VICTORY PAWS AS SHOWN ON THE MAIN BOARD TO THE RIGHT OF THE TECHNOLOGIES.

TECHNOLOGIES WILL YIELD MANY DIFFERENT BENEFITS, INCLUDING GIVING ACCESS TO NEW TYPES OF TOKENS, BOOSTING MOVEMENT ABILITIES, UPGRADING COMBAT ABILITIES (UNLOCKING NEW DICE), AND MUCH MORE.

ONCE A TECHNOLOGY BECOMES AVAILABLE IT REMAINS AVAILABLE FOR THE REST OF THE GAME, SO EVEN IN YEAR 4, A PLAYER MAY INVEST IN A YEAR 2 TECHNOLOGY.

TECHNOLOGIES DO NOT HAVE ANY PREREQUISITE REQUIREMENTS, MEANING A PLAYER DOES NOT NEED TO HAVE ONE TYPE OF TECHNOLOGY TO GAIN ANOTHER TYPE.

POLICY

PLAYERS MAY INSTITUTE ONE POLICY ON THEIR TURN BY SELECTING A SPECIFIC AVAILABLE POLICY (THE POLICY MUST BE FROM THE CURRENT OR PREVIOUS YEARS, POLICIES ARE ONLY MADE AVAILABLE EVERY OTHER YEAR) BY PLACING A POTENTIAL ACTION DISC ON THE TILE ON THE MAIN BOARD. POLICIES HAVE NO RESOURCE COST IF THE SPACE IS EMPTY. HOWEVER, FOR EACH DISC PRESENT ON A POLICY A PLAYER MUST PAY \$6.

PLAYERS WILL HAVE THIS POLICY IN PLACE FOR THE REST OF THE GAME, AND, SIMILARLY, THEIR ACTION DISC WILL REMAIN ON THE POLICY TILE FOR THE DURATION OF THE GAME. AT THE END OF THE WAR (GAME'S END) EACH POLICY A PLAYER HAS INSTITUTED WILL YIELD VICTORY PAWS AS SHOWN ON THE MAIN BOARD TO THE RIGHT OF THE POLICIES.

POLICIES WILL YIELD MANY DIFFERENT BENEFITS, SIMILAR TO TECHNOLOGIES, THE MAIN DIFFERENCE BEING POLICIES ARE MORE ORIENTED TOWARDS ACTIONS WHEREAS TECHNOLOGIES ARE MORE ORIENTED TO THE UNITS AND UNIT TYPES.

ONCE A POLICY BECOMES AVAILABLE IT REMAINS AVAILABLE FOR THE REST OF THE GAME, SO EVEN IN YEARS 3-4, A PLAYER MAY INVEST IN A YEAR 1-2 POLICY.

POLICIES DO NOT HAVE ANY PREREQUISITE REQUIREMENTS, MEANING A PLAYER DOES NOT NEED TO HAVE ONE TYPE OF POLICY TO GAIN ANOTHER TYPE.

LOAN

PLAYERS MAY ACQUIRE ONE LOAN ON THEIR TURN. A PLAYER ACQUIRES THIS LOAN BY PLACING THEIR ACTION DISC ON THE LOAN TILE SPACE AND TAKING THE APPROPRIATE AMOUNT (AMOUNT SHOWN MINUS AMOUNT SPECIFIED PER ACTION DISC PRESENT.) THE PLAYER THEN TAKES THE APPROPRIATE AMOUNT OF MONEY IN MONEY CUBES AND TAKES THE CORRECT LOAN CERTIFICATE (IF PLAYER HAS NO CERTIFICATE, THEY TAKE FIRST LOAN CERTIFICATE. IF A PLAYER ALREADY OWNS A LOAN CERTIFICATE THEY TAKE SECOND LOAN CERTIFICATE. A PLAYER MAY ACQUIRE AS MANY LOANS AS HE OR SHE WISHES, HOWEVER, HE OR SHE MAY NOT EVER HAVE MORE THAN TWO LOAN CERTIFICATES, MEANING THEY CAN ONLY EVER HAVE TWO LOAN DEBTS AT A TIME. IF A PLAYER HAS TWO LOAN DEBTS ALREADY, THEY MAY NOT TAKE ANOTHER LOAN.

A PLAYER MAY PAY OFF A LOAN BY PAYING THE AMOUNT SHOWN ON THE SPECIFIC LOAN TILE CHOSEN AT THE END OF THE YEAR, THEN AND ONLY THEN, THEY MAY REMOVE THEIR PLACED ACTION DISC AND REPLACE THE LOAN CERTIFICATE TO THE SUPPLY. ONE SPECIFIC LOAN TILE REQUIRES LEAVING A DISC ON THE TILE PERMANENTLY (SEE LOAN TILES ON P. 17)

BE MINDFUL THAT LOAN CERTIFICATES TAKE AWAY VICTORY PAWS AT THE END OF THE GAME, SO PLAYERS DO NOT WANT TO END THE GAME IN DEBT.

TRADE

PLAYERS MAY ENGAGE IN TRADE WITH ONE TILE ON THEIR TURN. A PLAYER PERFORMS THE TRADE BY SELECTING ONE OF THE SIX AVAILABLE TRADE RATES, GIVING AWAY THE LOWER AMOUNT AND GAINING THE HIGHER AMOUNT. THE TRADE RATES CAN GO EITHER WAY.

FOR EXAMPLE, IF A TRADE RATE IS 5:2 AND THE SHOWN RESOURCES ARE BODIES:AMMO, A PLAYER MAY:

TRADE 2/4/6... BODIES TO GAIN 5/10/15... AMMO
OR
TRADE 2/4/6... AMMO TO GAIN 5/10/15... BODIES

EACH TIME A TRADE IS MADE WITH A TILE, THE TRADE MARKER TO THE RIGHT SLIDES DOWN ONE BOX, FROM [+1] TO [=] TO [-1], SO IN THE PREVIOUS EXAMPLE, A TILE WITH A +1 TRADE BOOST WOULD ALLOW A PLAYER TO:

TRADE 2/4/6... BODIES TO GAIN 6/12/18... AMMO
OR
TRADE 2/4/6... AMMO TO GAIN 6/12/18... BODIES

A -1 TILE WITH THE PREVIOUS EXAMPLE WOULD ALLOW A PLAYER TO:

TRADE 2/4/6... BODIES TO GAIN 4/8/12... AMMO
OR
TRADE 2/4/6... AMMO TO GAIN 4/8/12... BODIES

THIS MEANS AFTER THE 1:1 TRADE SPACE HAS BEEN USED TWICE IT WILL NO LONGER BE AVAILABLE. ONCE THE 2:1 TRADE SPACE HAS BEEN USED TWICE, IT BECOMES A 1:1 TRADE SPACE.

SHIFT ECONOMY

A PLAYER MAY WISH TO SHIFT THEIR ECONOMY AT MANY POINTS IN THE GAME AS VARIOUS RESOURCES BECOME MORE OR LESS NECESSARY.

PLAYERS DO THIS BY CHOOSING ONE RESOURCE INCOME TRACK AND SLIDING THE INCOME MARKER AN AMOUNT OF SPACES LESS THAN OR EQUAL TO THE PLAYER'S GENERAL'S STRIPES AMOUNT. ONCE THE PLAYER HAS SLID THE MARKER, THE PLAYER THEN GAINS THE AMOUNT OF RESOURCES AND MONEY SHOWN (IT IS NOT MULTIPLIED AS IN INCOME, BUT RATHER JUST THE VALUE SHOWN ON TRACK, OR, IN OTHER WORDS, THE VALUE ON THE TRACK IS MULTIPLIED BY ONE)

PLAYERS MUST BE MINDFUL OF THE FACT THAT MONEY AND RESOURCES HAVE AN INVERSE RELATIONSHIP ON THEIR TRACKS, AS ECONOMIC ENERGY IS DEVOTED TO WARTIME OUTPUT, PROFITS AND FINANCES TAKE A HIT, OR, INVERSELY, AS MONEY IS MADE WAR SUPPLY OUTPUT TAKES A HIT.

PLAYERS WILL WISH TO USE THIS ACTION TO FIX THEIR INCOME, BUT IT ALSO ALLOWS FOR A SMALL GAIN IN RESOURCES AS WELL, AS PLAYERS OBTAIN AMOUNT SHOWN.

SACK & PROMOTE

EACH PLAYER FACTION (ASIDE FROM THE ANARCHISTS) HAS THREE GENERALS, ONE OF WHICH IS THE DEFAULT STARTING GENERAL PRESENT ON THE PLAYERBOARD. THE GENERAL'S STARS AND STRIPES DICTATE MANY DIFFERENT ACTIONS IN THE GAME, ESSENTIALLY DEFINING THE AMOUNT OF THINGS A PLAYER CAN USE OR DO IN A TURN. AS SUCH, PLAYERS MUST HAVE A WORTHY GENERAL.

A PLAYER CAN SACK (FIRE) HIS OR HER GENERAL AND PROMOTE A NEW ONE FOR THE COST SPECIFIED ON PLAYERBOARD. THE PLAYER SIMPLY PLACES THIS NEWLY PROMOTED GENERAL TILE ABOVE THE SACKED GENERAL. ONCE A GENERAL HAS BEEN SACKED THEY ARE NO LONGER AVAILABLE FOR THE REMAINDER OF THE GAME, IN OTHER WORDS, ONCE A PLAYER IS ON THEIR THIRD GENERAL THAT WILL BE THEIR FINAL GENERAL.

THERE IS NO ORDER BETWEEN THE TWO AVAILABLE GENERALS FOR HIRE, EITHER MAY BE CHOSEN WHEN TAKING THIS ACTION.

BE MINDFUL THAT THE GENERALS GRANT VICTORY PAWS AT GAME END.

THE FASCIST FACTION DOES NOT HAVE TO TAKE AN ACTION TO SACK AND PROMOTE THEIR GENERAL, BUT MAY NOT DO SO UNTIL THE FIRST YEAR OF THE WAR HAS ENDED, AND MUST STILL DO SO ON THEIR OWN TURN.

THE ANARCHISTS WILL HAVE THE SAME GENERAL STATS THROUGHOUT THE GAME AND MAY NOT BE MODULATED, AS THEY HAVE NO GENERALS.

COMBAT

INITIATING COMBAT:

PLAYERS PERFORM COMBAT WHEN THEY USE AN ATTACK ACTION OR AN ATTACK ACTION IS BEING USED ON THEM. REMEMBER, THE AMOUNT OF UNITS AVAILABLE IN COMBAT IS THE SAME AMOUNT AS YOUR GENERAL'S STARS.

COMBAT PROCESS:

COMBAT IS ULTIMATELY DECIDED BY DICE, BUT WHICH DICE AND HOW THEY ARE USED IS DICTATED BY THE ARENA OF BATTLE AND BY YOUR COMBAT CARDS. EACH PLAYER HAS 8 UNIQUE COMBAT CARDS, SOME WEAKER, SOME STRONGER, PLAYERS WILL NOT ALWAYS HAVE ALL 8 TO CHOOSE FROM, OFTEN WITH SOME IN THE DISCARD, OR ELSE NOT AVAILABLE DUE TO LACK OF GENERAL STRIPES.

A PLAYER ONLY PLAYS ONE CARD PER COMBAT ROUND (AERIAL COMBAT MAY CONTINUE UNTIL A PLANE HAS GONE DOWN OR RETREATED, SO AERIAL COMBAT MAY USE MULTIPLE CARDS BECAUSE THEY MAY HAVE TO COMBAT MORE THAN ONCE, BUT STILL ONLY ONE PER COMBAT ROUND.

ALL COMBATANTS SELECT COMBAT CARDS SIMULTANEOUSLY. THEN PENDING WHICH ARENA COMBAT IS TAKING PLACE IN, PLAYERS WILL MOVE TO SPENDING AMMO AND/OR ROLLING DICE. THERE IS OFTEN NOT A CLEAR CUT VICTOR OR LOSER, AS DAMAGE POINTS ARE DEALT OUT TO UNITS INDIVIDUALLY. HOWEVER, PLAYERS WILL MOVE UP THE MEDAL AND CASUALTY TRACKS AS DEFINED BELOW, WHICH WILL GRANT OR TAKE AWAY VICTORY PAWS AT GAME END.

PLAYERS, WHEN COMBATTING ON TERRAIN, WILL OFTEN USE BOTH ARTILLERY AND INFANTRY IN THE SAME BATTLE. WHEN DOING SO, PLAYERS WILL USE THE SAME COMBAT CARD FOR BOTH ARTILLERY AND INFANTRY. PLAYERS WILL CARRY OUT ARTILLERY COMBAT THEN INFANTRY COMBAT.

AERIAL COMBAT (DOGFIGHT):

PLAYERS PLAY COMBAT CARDS SIMULTANEOUSLY, THEN ROLL PLANE DIE (D12) FOR MOVEMENT, ADDING THE AMOUNT IN THE RING TO THE RIGHT IF ATTACKING. THE NUMBER MAY BE MODULATED WITH OIL, BUT MUST BE SPENT AFTER ROLLING IN THIS ORDER: DEFENDER SPENDS OIL, THEN ATTACKER SPENDS OIL.

THE PLAYER WITH THE HIGHER MOVEMENT VALUE THEN ROLLS A PLANE DIE (D12) FOR ACCURACY, NEEDING A VALUE GREATER THAN OR EQUAL TO THE NUMBER IN THE RING TO THE RIGHT (THIS NUMBER MAY ALSO BE MODIFIED USING THE SAME PROCESS OF SPENDING OIL.) IF THE NUMBER IS GREATER THAN OR EQUAL TO THAT VALUE, A HIT HAS BEEN MADE AND THE PLAYER MUST SPEND AMMO TO DEAL DAMAGE ACCORDING TO THE VALUE ON THE CARD. IF THE NUMBER IS LESS THAN THE VALUE, NO HIT IS MADE AND PLAYERS MAY CONTINUE WITH COMBAT OR MAY END WITH ONE PLAYER RETREATING. AFTER 3 ROUNDS OF COMBAT, REGARDLESS OF OUTCOME NO MORE COMBAT MAY BE WAGED.

ARTILLERY/MARINE COMBAT:

ARTILLERY AND BATTLESHIPS USE THE SAME COMBAT MECHANICS. PLAYERS WILL PLAY COMBAT CARDS SIMULTANEOUSLY, THEN THE ATTACKER WILL SPEND AMMO TO GAIN THE AMOUNT OF DICE (D20) SHOWN BY CARD PER UNIT (SO FOR EXAMPLE IF THE CARD SPECIFIED 3 AMMO EQUALS 1 DIE AND PLAYER A HAS 3 ARTILLERY GUNS, THEY MAY SPEND 9 AMMO TO ROLL 3 DICE) AND WILL ROLL THE DICE, APPLY THE DAMAGE, MOVE APPROPRIATE AMOUNT OF SPACES ON THE MEDAL TRACK (THE OPPOSING PLAYER MOVING THE APPROPRIATE AMOUNT ON THE CASUALTY TRACK), THEN THE SAME PROCESS OCCURS FOR THE DEFENDING PLAYER. IF FIGHTING ON THE HIGH SEAS, THE COMBAT ENDS HERE, IF FIGHTING ON TERRAIN WITH INFANTRY AS WELL, THE COMBAT MOVES TO INFANTRY USING SAME COMBAT CARDS. PLAYERS MAY SPEND ABLE BODIES TO REROLL A CERTAIN AMOUNT OF DICE. IF A PLAYER HAS ARTILLERY UPGRADES OR FULLY ENHANCED ARTILLERY TECHNOLOGIES, THEY MAY CHOOSE WHICH TYPE OF DICE (D20) TO ROLL

DAMAGE IS DEFINED BY THE NUMBERS SHOWN ON THE DIE, IF IT SHOWS A 2, 2 DAMAGE IS APPLIED TO ONE UNIT, IF THE DIE SHOWS A 1 AND A 1, THEN 1 DAMAGE IS APPLIED TO TWO DIFFERENT UNITS. THE AMOUNT OF DAMAGE NEEDED TO DESTROY A UNIT IS UNIQUE TO THE UNIT TYPE AND IS DEFINED BY PLAYERBOARDS.

INFANTRY COMBAT:

TROOPS AND TANKS UTILIZE INFANTRY COMBAT MECHANICS. IF FIGHTING WITH ONLY INFANTRY, SELECT COMBAT CARDS SIMULTANEOUSLY AND PLAY THEM, IF FIGHTING ARTILLERY, USE THE SAME CARD FROM THE ARTILLERY COMBAT WHICH SHOULD HAVE OCCURED BEFORE INFANTRY COMBAT. OBTAIN THE AMOUNT OF DICE (D6) SHOWN ON CARD. THE ATTACKER WILL ROLL FIRST APPLYING DMAGE BY SPENDING AMMO TO APPLY THE HITS AS SHOWN ON COMBAT CARD. THE DEFENDER WILL THEN PERFORM THE SAME PROCESS. PLAYERS SHOULD IMMEDIATELY MOVE ANY SPACES NECESSARY ON THE MEDAL OR CASUALTY TRACKS WHEN A UNIT FALLS IN BATTLE. DAMAGE IS DEFINED ON THE DICE IN THE SAME FASHION AS ARTILLERY DICE, HOWEVER, AMMO MUST BE APPLIED FOR THE DAMAGE TO OCCUR, 1 AMMO PER DAMAGE POINT. TANKS COUNT AS 3 TROOPS WHEN CALCULATING INFANTRY DICE AMOUNT, HOWEVER, TANK'S MEDAL/CASUALTY STATS ARE THE SAME AS ARTILLERY.

COMBAT CONTINUED

USING SUBMARINE AND BOMBER:

SUBMARINES AND BOMBERS MAY ENGAGE IN NORMAL COMBAT, BUT ARE WEAKER RELATIVE TO NORMAL UNITS: IN NORMAL COMBAT SUBMARINES AND BOMBERS DEAL HALF THE DAMAGE SHOWN BY DICE OR CARD. INSTEAD, A PLAYER WILL OFTEN WANT TO USE THESE UNITS WITH STEALTH TACTICS (THE GUERRILLA FACTION THRIVES IN THIS STYLE OF WARFARE.) SUBS AND BOMBERS MAY ATTACK WITHOUT ENGAGING OTHER UNITS IN COMBAT IF ATTACKING WITH ONLY THAT TYPE OF UNIT. (FOR INSTANCE IF PLAYER A ATTACKS WITH SUBMARINES AND BATTLESHIPS, THE SUBMARINE FUNCTIONS LIKE A WEAKER BATTLESHIP, BUT IF PLAYER A INSTEAD ATTACKS WITH ONLY SUBMARINES, THE SUBMARINE(S) WILL BE ABLE TO ATTACK WITHOUT ENGAGING IN FULL-ON COMBAT.)

SUBMARINES AND BOMBERS BOTH USE THE AERIAL SECTION OF THE COMBAT CARD, A PLAYER WILL ROLL A D12 TRYING TO OBTAIN THE VALUE IN THE SECOND CIRCLE ON THE RIGHT AND MAY SPEND OIL TO RAISE THE VALUE TO THE NUMBER NECESSARY, THEN SPENDING AMMO AND APPLYING DAMAGE AS DEFINED BY CARD.

THE BOMBER WILL ATTACK TERRAIN AND MARINE REGIONS BUT NOT OTHER AEROPLANES, UNLESS BEING ATTACKED BY OTHER AEROPLANES, OR WHEN ATTACKING WITH OTHER AEROPLANES.

MEDALS AND CASUALTIES:

ONE OF THE MAIN PATHS TO VICTORY PAWS IS TAKING DOWN ENEMY UNITS IN BATTLE. WHEN A PLAYER DESTROYS AN ENEMY UNIT, HE OR SHE WILL MOVE UP AN AMOUNT OF SPACES ON THE MEDAL TRACK, AS DEFINED BY THE DESTROYED UNIT'S STATS ON THE PLAYER BOARDS. SIMULTANEOUSLY, THE PLAYER WHO LOST THE UNIT WILL MOVE UP THE SAME AMOUNT OF SPACES ON THE CASUALTY TRACK (WHICH WILL TAKE AWAY VICTORY PAWS AT GAME END.) WHEN A UNIT IS DESTROYED IT IS REMOVED FROM THE MAIN BOARD AND PLACED IN AN EMPTY RESERVE UNIT SPACE OF THE CORRECT TYPE AND MUST BE BUILT/DRAFTED AGAIN TO BE DEPLOYED AGAIN.

PLAYERS SHOULD IMMEDIATELY MOVE UP THE MEDAL AND CASUALTY TRACKS WHEN A UNIT GOES DOWN. IN ORDER TO MOVE UP THE MEDAL TRACK, THE PLAYER HAS TO BE THE PERSON THAT DESTROYED THE UNIT. (SO, FOR INSTANCE, IF PLAYER A, B, C ARE ALL IN COMBAT AND PLAYER A DESTROYS C'S UNIT, PLAYER A WILL MOVE UP THE MEDAL TRACK A CERTAIN AMOUNT OF SPACES, AND PLAYER C WILL MOVE UP THE CASUALTY TRACK A CERTAIN AMOUNT OF SPACES, B DOES NOT MOVE ON EITHER TRACK.)

WOUNDS (DAMAGE) AND XP CUBES:

DAMAGE IS MARKED USING WOUND CUBES, 1 CUBE PER 1 DAMAGE. AN XP CUBE WILL CANCEL 1 DAMAGE, REPRESENTED BY REMOVING THE XP CUBE INSTEAD OF PLACING A WOUND CUBE. TRENCHES WILL AUTOMATICALLY NEGATE ONE OR MORE DAMAGE (SEE TRENCHES P. 19). IF A UNIT RECEIVES A LETHAL AMOUNT OF DAMAGE (REPRESENTED BY THE SAME NUMBER AS MEDAL/CASUALTY TRACK AMOUNT) THE UNIT AND ALL OF ITS CUBES ARE REMOVED AND PLAYERS MOVE UP TRACKS. ANY UNITS NOT DESTROYED AT THE END OF COMBAT, WILL HAVE ONE WOUND CUBE REMOVED, ANY UNITS WITH ZERO WOUNDS WILL GAIN AN XP CUBE. PLAYERS SHOULD KEEP TRACK OF WHICH CUBES BELONG TO WHICH UNIT.

COMBAT CARDS:

AERIAL SECTION:	ARTILLERY/MARINE SECTION:	INFANTRY SECTION:
MOVEMENT ROLL (D12)	SPEND AMMO FOR DICE PER UNIT	GAIN DICE PER X UNITS
OIL TO MODULATE MOVEMENT VALUE	ROLL (D20)	ROLL (D6)
ACCURACY ROLL (D12)	SPEND ABLE BODIES FOR REROLL	SPEND AMMO TO APPLY DAMAGE
OIL TO MODULATE ACCURACY VALUE	APPLY DAMAGE	
AMMO TO APPLY DAMAGE		

POLICY TILES

SCIENCE: RESEARCH: TECHNOLOGY IS DISCOUNTED BY \$4 OR 1 ABLE BODY

DEVELOPMENT: MAY BUILD (STILL PAYING COST) WHEN INVESTING IN TECH.

EXPERIMENTAL TECH: MAY INVEST IN TECHNOLOGY 1 YEAR AHEAD

COMMERCE: TRADE DEAL: MAY USE ANY TRADE RATE FOR ANY SET OF RESOURCES

INVESTORS: MAY PAY OFF LOAN DEBT WITH HALF THE REQUIRED AMOUNT

IMPORT/EXPORT: GAIN 5 REOURCES OF CHOICE WITH EACH TRADE/LOAN

INDUSTRY: CAPITAL GAINS: ADD 1 TO TOTAL REGION SQUARE VALUE FOR MONEY
BEFORE MULTIPLYING FOR INCOME

INTEGRATED FACTORIES: EACH RESOURCE SPACE ON INCOME TRACKER IS
WORTH THAT VALUE PLUS ONE.

EMINENT DOMAIN: HOME REGION RESOURCES ARE WILD.

STRATEGY: MOBILIZE: GAIN 3 OF THE 5 ACTION DISCS SET ASIDE AT GAME START

MERITOCRACY: GAIN 2 OF THE 5 ACTION DISCS, GENERAL PROMOTION
DISCOUNTED TO HALF COST

DELEGATION: MAY SELECT ACTIONS ONE ROW ABOVE (OR BELOW WITH
COMMUNISTS.)

RECRUITMENT: CONSCRIPTION ACT: TROOP COSTS NO LONGER REQUIRE ABLE BODIES

PROPAGANDA: GAIN \$10 WITH EACH DRAFT

WAR GAMES: PLAYERS GAIN +1 XP, WHEN DRAFTING AND
TRAINING, (SO GAIN 1 XP CUBE PER TROOP WITH
DRAFT, GAIN 2 XP PER EACH READIED UNIT WITH
TRAIN)

TECH TILES

AERIAL TECHNOLOGY:

- EARLY YEARS:** SYNCHRONIZED GUNS: AUTOMATICALLY GAIN +2 ACCURACY WITH AEROPLANES
BOMBER: MAY NOW BUILD AND DEPLOY BOMBER UNIT(S)
IMPROVED BLUEPRINTS: AEROPLANE AND BOMBER BUILD COSTS ARE REDUCED BY \$5
STREAMLINED PROCESS: MAY DEPLOY ONE AERIAL UNIT AFTER BUILDING
- LATER YEARS:** DUAL SYNCHED GUNS: GAIN +2 ACCURACY, ROLL 2 DICE FOR ACCURACY
ENGINE UPGRADE: AERIAL UNIT MOVEMENT COST REDUCED TO ZERO
RECON PHOTOGRAPHY: ON MOVE ACTION PLAYER MAY PEAK AT 1 PORT'S TILES
SUPPLY CARGO: IF PLANE IN SAME TERRITORY AS TROOPS, TROOPS HAVE NO MOVEMENT COST

MARINE TECHNOLOGY:

- EARLY YEARS:** ENHANCED ARTILLERY: ROLL ONE EXTRA DIE (NO AMMO NECESSARY FOR ONE DICE)
SUBMARINE: MAY NOW BUILD AND DEPLOY SUBMARINE UNIT(S)
IMPROVED BLUEPRINTS: BATTLESHIP AND SUBMARINE BUILD COSTS REDUCED BY \$5
STREAMLINED PROCESS: MAY DEPLOY ONE MARINE UNIT AFTER BUILDING ONE.
- LATER YEARS:** FULLY ENHANCED ARTILLERY: BATTLESHIPS MAY USE FOCUS AND SCATTER DICE (RED, BROWN D20.)
PROPELLER UPGRADE: MARINE UNITS MAY MOVE ONE EXTRA SPACE
ENGINE UPGRADE: MARINE UNIT MOVEMENT COST REDUCED TO ZERO
ANTI-AIR CAPABILITIES: SHIPS MAY ATTACK PLANES IN SAME TERRITORY

TERRAIN TECHNOLOGY:

- EARLY YEARS:** HEAVY TRENCH GUNS: WHEN DEFENDING FROM A TRENCH, 3 DAMAGE IS APPLIED TO ATTACKER BEFORE HE OR SHE ROLLS INFANTRY DICE
TANKS: MAY NOW BUILD AND DEPLOY TANK UNITS. TANKS COUNT AS 3 TROOPS WHEN ROLLING INFANTRY DICE
IMPROVED BLUEPRINTS: ARTILLERY AND TANK BUILD COSTS REDUCED BY \$5
STREAMLINED PROCESS: MAY DEPLOY ONE ARTILLERY/TANK UNIT AFTER BUILDING ONE.
- LATER YEARS:** BUNKER TRENCH: TRENCHES GRANT +3XP INSTEAD OF +1. (CUBES NOT NECESSARY)
GAS CARTRIDGES: WHEN ATTACKING, PLAYER MAY APPLY 1 DAMAGE TO EVERY ENEMY TROOP IN REGION BEFORE ROLLING INFANTRY DICE.
GAS MASKS: TROOPS UNAFFECTED BY GAS CARTRIDGES.
ARTILLERY UPGRADES: ARTILLERY MAY USE FOCUS AND SCATTER DICE (RED, BROWN D20.)

TRENCHES, ROADS, RAILS

TRENCHES:

TRENCHES MAY BE BUILT DURING ANY ACTION. TRENCHES AID PLAYERS WHEN DEFENDING IN COMBAT. WHEN A PLAYER CHOOSES THE ATTACK ACTION, HE OR SHE MAY NOT ATTACK WITH INFANTRY FROM INSIDE A TRENCH, (SEE ATTACK ACTION P. 8)

A PLAYER BUILDS A TRENCH BY PAYING THE COST SHOWN AT THE TOP RIGHT OF THE PLAYERBOARD UNDERNEATH THE TECHNOLOGY COSTS AND PLACING THE TRENCH IN A REGION HE OR SHE CONTROLS. A PLAYER MAY NOT BUILD A TRENCH IN A REGION WITH ENEMY UNITS PRESENT.

TRENCHES ACT LIKE XP CUBES, IN THE SENSE THAT IT FUNCTIONS AS ARMOR OR EXTRA HEALTH POINTS. EACH TRENCH GIVES TROOPS INSIDE +1XP (NO CUBES ARE NECESSARY TO SHOW THIS, ANY ACTUAL XP CUBES ARE STILL PLACED NEXT TO TROOPS, STILL APPLYING THEIR XP VALUES.)

ONLY TROOPS MAY RESIDE IN TRENCHES. TANKS AND ARTILLERY MAY NOT BE PLACED INSIDE A TRENCH. WHEN A TRENCH IS BUILT AND PLACED ON A REGION, ANY TROOPS IN THE REGION MAY BE PLACED INSIDE THE TRENCH. THERE IS NO LIMIT TO THE AMOUNT OF TROOPS IN A TRENCH.

IF A PLAYER LOSES ALL TROOPS IN A TRENCH, THE TRENCH REMAINS ON THE MAIN BOARD MAP AND MAY BE CLAIMED BY ANOTHER PLAYER IN THAT REGION LATER. TRENCHES ARE NEVER DESTROYED AND WILL ALWAYS REMAIN ON THE BOARD FOR THE DURATION OF THE GAME. TRENCHES MAY NOT BE STACKED. TRENCHES WILL ACT LIKE BUNKER TRENCHES IF THE OCCUPYING PLAYER HAS OBTAINED THE "BUNKER TRENCHES" TECHNOLOGY TILE.

ROADS:

ROADS MAY BE BUILT DURING ANY ACTION. ROADS AID PLAYERS WHEN MOVING.

A PLAYER BUILDS A ROAD BY PAYING THE COST SHOWN AT THE TOP RIGHT OF THE PLAYERBOARD UNDERNEATH THE TECHNOLOGY COSTS AND PLACING THE ROAD ON THE BORDER BETWEEN TWO REGIONS, ONE OF WHICH MUST BE A REGION IN WHICH HE OR SHE IS PRESENT. A PLAYER MAY BUILD A ROAD IN REGIONS WITH ENEMY UNITS PRESENT.

A ROAD WILL DISCOUNT EACH UNIT'S MOVEMENT COST BY 1 FOOD. OIL IS NOT AFFECTED. TANKS, ARTILLERY, AND TROOPS MAY ALL USE ROADS. ROADS DO NOT AFFECT SHIPS, SUBS, AEROPLANES OR BOMBERS.

ONCE A ROAD IS BUILT ANY PLAYER MAY USE IT. ROADS MAY NOT BE DESTROYED, HOWEVER, THEY WILL BE REMOVED WHEN REPLACED BY RAILS. A PLAYER MAY BUILD A ROAD AND THEN IMMEDIATELY REPLACE IT WITH A RAIL.

RAILS:

RAILS MAY BE BUILT DURING ANY ACTION. RAILS GREATLY AID PLAYERS WHEN MOVING.

A PLAYER BUILDS A RAIL BY PAYING THE COST SHOWN AT THE TOP RIGHT OF THE PLAYERBOARD UNDERNEATH THE TECHNOLOGY COSTS AND REPLACING THE ROAD ON THE BORDER BETWEEN TWO REGIONS WITH A RAIL TILE, ONE OF WHICH MUST BE A REGION IN WHICH HE OR SHE IS PRESENT. A PLAYER MAY BUILD A RAIL IN REGIONS WITH ENEMY UNITS PRESENT. A PLAYER MAY NOT BUILD A RAIL WITHOUT A ROAD. A PLAYER MAY BUILD A ROAD AND THEN IMMEDIATELY REPLACE IT WITH A RAIL.

A RAIL WILL ALLOW A PLAYER TO PAY 1 UNIT'S COST (CHOOSING THE MOST EXPENSIVE) FOR ALL UNITS MOVING. TANKS, ARTILLERY, AND TROOPS MAY ALL USE RAILS. RAILS DO NOT AFFECT SHIPS, SUBS, AEROPLANES OR BOMBERS.

ONCE A RAIL IS BUILT ANY PLAYER MAY USE IT. RAILS MAY NOT BE DESTROYED.

GAINING INCOME

AT END OF EACH YEAR IN THE WAR, EACH PLAYER WILL GAIN THEIR NATIONAL INCOME, GAINING RESOURCES BY COUNTING THE TOTAL VALUE SHOWN BY EACH COLORED SQUARE AND MULTIPLYING THAT VALUE BY THE VALUE SHOWN ON THE CORRELATED INCOME TRACK.

MONEY IS GAINED IN THE SAME FASHION, EXCEPT ALL FOUR TRACK MONEY VALUES (DENOTED BY THE VALUE ABOVE YOUR INCOME MARKER ON EACH TRACK) ARE ADDED TOGETHER BEFORE BEING MULTIPLIED BY THE CUMULATIVE GREEN SQUARE VALUE.

PLAYERS WILL COLLECT THE CORRECT NUMBER OF RESOURCES (PLAYERS CAN USE LARGER CUBES AS 10X DENOMINATIONS OF EACH RESOURCE) AND PLACE THOSE RESOURCES IN THEIR CORRECT SUPPLIES ON PLAYER BOARD UNDERNEATH EACH INCOME TRACK.

ONCE INCOMES HAVE BEEN OBTAINED, NATIONAL WEALTH IS CALCULATED AND THE TURN TRACK IS RESET ACCORDINGLY, WITH THE WEALTHIEST NATIONS GOING FIRST AND THE MOST IMPOVERISHED NATIONS GOING LAST. (DEBT IS NOT RELEVANT IN THIS PHASE.)

WHITE SQUARES IN THE MIDDLE REGIONS DENOTE THAT THE RESOURCE TYPE IS WILD AND MAY BE ADDED TO ONE 1 RESOURCE TYPE WHEN CALCULATING INCOME.

LOAN TILES

PLAYERS PLACE ONE ACTION DISC IN THE CIRCLE SHOWN WHEN TAKING THE LOAN. THE PLAYER MAY TAKE BACK THE ACTION DISC ONCE HE OR SHE HAS PAID THE REST OF THE SHOWN DEBT. IN THE CASE OF TILE #2, THE 2ND DISC STAYS PERMANENTLY. PLAYERS DO NOT HAVE TO IMMEDIATELY PAY DEBT, BUT WILL WANT TO BEFORE GAME END



LOAN TILE 1:



LOAN TILE 2:



LOAN TILE 3:



LOAN TILE 4:



LOAN TILE 5:



LOAN TILE 6:

TRADE TILES



TRADE TILE 1:



TRADE TILE 2:



TRADE TILE 4:



TRADE TILE 3:



TRADE TILE 5:



TRADE TILE 6:

SCORING

AT THE END OF THE FOURTH YEAR, PLAYERS WILL GAIN INCOME, RESET THE WEALTH TRACK ONE LAST TIME AND WILL HAVE ONE FINAL OPPORTUNITY TO PAY OFF ANY LOAN DEBTS. THEN PLAYERS MOVE TO SCORING:

ADDING ALL 'PAWSITIVE' VICTORY PAWS FROM:

- MEDAL TRACK, AND MEDALS OF HONOR
- CURRENT GENERAL
- POLICIES
- TECHNOLOGIES
- TERRITORIES CONTROLLED (MOST REGIONS CONTROLLED IN A TERRITORY, AERIAL SPACES ARE NOT INCLUDED, IF PLAYERS CONTROL SAME AMOUNT OF REGIONS, POINTS ARE SPLIT)
- WEALTH (1 VICTORY PAW PER \$25)

THEN SUBTRACT ALL NEGATIVE VICTORY PAWS FROM:

- CASUALTY TRACK, MEDIC BADGES
- DEBT (LOAN CERTIFICATES)

THE CANINE NATION WITH THE MOST VICTORY PAWS IS THE VICTOR OF THE GREAT WAR. IF PLAYERS ARE TIED, WHICHEVER IS FARTHER AHEAD ON NATIONAL WEALTH TRACK (CLOSEST TO FIRST SPACE) IS THE WINNER.

ICONS



ABLE BODIES:



AMMUNITIONS:



OIL:



FOOD:



MONEY:



MEDAL TRACK MOVEMENT:



CASUALTY TRACK
MOVEMENT:



STARS (GENERAL)



= 5



= 1

STRIPES (GENERAL):



(D12)

AEROPLANE DI(C)E:



(D20)

ARTILLERY/BATTLESHIP
DI(C)E:



(D6)

INFANTRY DI(C)E:



DAMAGE AMOUNT:



VICTORY PAW(S):



INCOME MULTIPLIER(S):

HIGHLIGHTED RULES

STARS: A GENERAL'S STARS DICTATE THE AMOUNT OF UNITS A PLAYER CAN MOVE, ATTACK, OR BUILD. STARS ALSO DICTATE THE AMOUNT OF SPACES EACH UNIT MAY MOVE.

STRIPES : A GENERAL'S STRIPES DICTATE THE AMOUNT OF TROOPS A PLAYER CAN DRAFT, THE AMOUNT OF UNITS A PLAYER MAY DEPLOY, AND THE AMOUNT OF SPACES A PLAYER MAY SHIFT ECONOMY OF ONE RESOURCE TYPE.

TOP DOWN ACTIONS: A ROW OF ACTIONS BECOMES RESTRICTED ONCE AN ACTION DISC HAS BEEN PLACED BENEATH IT, UNLESS A PLAYER SACRIFICES AN ACTION DISC PERMANENTLY. (COMMUNISTS = ABOVE, ANARCHISTS HAVE NO ORDER OR RULES FOR ACTION SELECTION)

SUBMARINE/BOMBER ATTACK: SUBMARINES/BOMBERS USUALLY ATTACK WITHOUT ENGAGING IN COMBAT, USING AERIAL SECTION OF COMBAT CARDS AND AEROPLANE DICE

COMBAT WITH ARTILLERY AND INFANTRY: ARTILLERY AND INFANTRY MAY BE USED IN SAME COMBAT, PERFORMING ARTILLERY COMBAT THEN INFANTRY COMBAT.

MOVEMENT COSTS: PLAYERS MUST PAY EACH UNIT'S MOVEMENT COST TO MOVE THAT UNIT. (MOVEMENT COSTS ARE NOT PER SPACE) ROADS, RAILS, AND TECHS AID MOVEMENT.

LEAVING DISCS ON SPACES: WHEN ACQUIRING LOANS, INSITUTING POLICIES, INVESTING IN TECHNOLOGIES, A PLAYER WILL LEAVE AN ACTION DISC ON THE MAIN BOARD FOR THE DURATION OF THE GAME, (EXCEPTING LOANS IN WHICH A PLAYER RETRIEVES THEIR DISC, AFTER SETTLING DEBT.)

SOLO MODE RULES

THERE ARE THREE MODES FOR SOLO PLAY:

- TRAINING MODE: THIS MODE IS MEANT TO MIMIC A NORMAL GAME, WITH LESS TENSION AND MORE FREEDOM TO EXPLORE STRATEGIES.
- CONQUEST MODE: THIS MODE PITS THE SOLO PLAYER AGAINST FIVE OTHER FACTIONS. TRY TO CONQUER DOGGERLAND BY CLEARING ALL ENEMY UNITS FROM THE CONTINENT.
- CENTRAL VS. ALLIED MODE: THIS MODE PUTS THE SOLO PLAYER IN CHARGE OF TWO ALLIED FACTIONS, PLAYING AGAINST TWO ENEMY FACTIONS.

SET-UP

EACH SOLO MODE HAS ITS OWN SET-UP

-TRAINING MODE: SET UP GAME LIKE A NORMAL 2 PLAYER GAME, EXCEPT DEPLOY 3 EXTRA ENEMY TROOPS AND 1 EXTRA ENEMY ARTILLERY GUN, IN 3 ADJACENT REGIONS INSTEAD OF 2, WHEN PLACING IN STARTING TERRAINS. SOLO PLAYER WILL ALWAYS GO FIRST.

-CONQUEST MODE: SET UP GAME LIKE A NORMAL 6 PLAYER GAME, THEN CHOOSE PLAYER FACTION AND ENEMY FACTIONS. INSTEAD OF PLACING STARTING UNITS FOR ENEMIES, PLACE AN AMOUNT OF ENEMY UNITS ON BOARD, INCLUDING SHIPS, SUBS, TANKS, PLANES AND BOMBERS. SHIPS AND SUBS WILL GO IN 2 ADJACENT MARINE REGIONS WHICH ARE ALSO ADJACENT TO STARTING REGION, PLANES AND BOMBERS WILL GO IN MATCHING TERRAINS IN AERIAL ARENA. SOLO PLAYER BEGINS AS NORMAL.

-CENTRAL VS. ALLIED MODE: SET UP GAME LIKE A NORMAL 4 PLAYER GAME. CHOOSE TWO PLAYER FACTIONS TO PLAY WITH, THEN CHOOSE TWO ENEMY FACTIONS TO PLAY AGAINST. STARTING REGIONS WILL BE CHOSEN WITH ALLIES BEING THE STARTING REGIONS CLOSEST TO EACH OTHER WITH ENEMIES BEING FARTHER AWAY, BUT NEAR EACH OTHER.

TRAINING MODE

TRAINING MODE IS MEANT TO GIVE A PLAYER AN OPPORTUNITY TO HEWN THEIR SKILLS AND SOLIDIFY THEIR STRATEGIES IN A SOLO MODE. IN THIS SENSE, A PLAYER MAY OR MAY NOT TRACK VICTORY PAWS IF HE OR SHE WISHES.

THE SOLO PLAYER WILL PLAY A ONE ON ONE BOUT WITH AN ENEMY FACTION.

SELECT ENEMY GENERAL ACCORDING TO DESIRED DIFFICULTY:

4-STAR GENERAL (EXPERT II)

3-STAR GENERAL (EXPERT I)

STARTING 2-STAR GENERAL (NORMAL & EASY)

THIS WILL GRANT ENEMY PLAYER COMBAT CARDS RESPECTIVELY:

COMBAT CARDS 1-7

COMBAT CARDS 1-8

COMBAT CARDS 1-6

(FOR ADDED DIFFICULTY GIVE ENEMY FACTION TECHNOLOGIES TO BEGIN WITH OR PLACE TRANCHES IN ENEMY REGIONS AND PLACE ENEMY TROOPS INSIDE.)

RATHER THAN HAVING A SET OF AUTOMA RULES TO KEEP UP WITH, PLAYERS WILL INSTEAD CONTINUOUSLY PERFORM ACTIONS, PAUSING,

ONCE EVERY 3 ACTIONS (EXPERT I & II)

ONCE EVERY 4 ACTIONS (NORMAL)

AFTER THE 6TH ACTION (EASY)

WHEN THE ENEMY UNITS MOVE AND ATTACK, THE ENEMY PLAYER WILL PRIORITIZE USING UNITS THAT ARE WITHIN RANGE OF MOVEMENT TO ENGAGE IN COMBAT, USING FIRST THEIR STRONGEST UNITS THAT ARE WITHIN THE CLOSEST MOVEMENT RANGE.

PERFORM COMBAT BY SELECTING ENEMY COMBAT CARD AT RANDOM FACE DOWN, WHILE ALSO

CHOOSING YOUR OWN COMBAT CARD FACE DOWN. SIMULTANEOUSLY REVEAL CARDS AND

THEN PENDING WHICH ARENAS COMBAT IS OCCURRING IN, PERFORM DICE ROLLS

ACCORDING TO NORMAL COMBAT RULES, ROLLING FOR YOURSELF AND THE ENEMY PLAYER IN THE CORRECT ORDER (DEPENDING ON WHO IS ATTACKER AND WHO IS DEFENDER IN WHICH

ARENA.) ALWAYS MOVE YOUR MEDAL & MEDIC BADGES ON MEDAL & CASUALTY TRACKS, BUT

YOU MAY DISREGARD THE ENEMY'S TRACK MOVEMENTS IF YOU WISH. (ALTERNATIVELY, IF YOU

WISH TO BETTER UNDERSTAND THE TRACKS, YOU MAY TRACK ENEMY MEDALS AND

CASUALTIES.) ENEMY COMBAT CARDS ARE PLACED INTO A DISCARD PILE AS USUAL AND

RESHUFFLED WHEN ALL CARDS HAVE BEEN DISCARDED.

ENEMY FACTION WILL ALWAYS HAVE AN AMOUNT OF OIL/AMMO TO SPEND IN A COMBAT:

EASY: 2 OIL, 2 AMMO

NORMAL: 4 OIL, 4 AMMO

EXPERT I: 4 OIL, 6 AMMO, (1 REROLL ARTILLERY/BATTLESHIP)

EXPERT II: 6 OIL, 6 AMMO, (1 REROLL ARTILLERY/BATTLESHIP)

DURING CLEAN UP AT THE END OF THE YEAR, PERFORM ALL NORMAL CLEAN UP DUTIES, AND, ADDITIONALLY DEPLOY ONE OF EACH BASIC TYPE OF UNIT TO A REGION OCCUPIED BY ENEMY PLAYER, PRIORITIZING REGIONS CLOSEST TO YOU.

CONQUEST MODE

UNLIKE TRAINING MODE, CONQUEST MODE, HAS A SPECIFIC, UNIQUE OBJECTIVE: AS A CANINE NATION YOU ARE TRYING TO CONQUER THE WHOLE CONINENT OF DOGGERLAND. TO ACCOMPLISH THIS, A PLAYER MUST CLEAR THE ENTIRE BOARD IN ALL THREE ARENAS OF ALL ENEMY UNITS BY THE END OF THE OF THE FOURTH YEAR. IF YOU ARE ABLE TO CLEAR AND CONQUER THE BOARD BEOFER THE FOURTH YEAR CONSIDER PLAYING WITH HIGHER DIFFICULTIES.

SET UP BY DIFFICULTY:

EACH ENEMY FACTION WILL BEGIN WITH THE AMOUNT OF UNITS SHOWN

EASY: 4 TROOPS, 2 GUNS, 1 SHIP, 1 PLANE (COMBAT CARDS 1-4)

NORMAL: 5 TROOPS, 2 GUNS, 1 TANK, 1 SHIP, 1 PLANE (COMBAT CARDS 1-6)

EXPERT: 5 TROOPS, 3 GUNS, 1 TANK, 2 SHIPS, 2 PLANES (COMBAT CARDS 2-8)

(FOR ADDED DIFFICULTY ADD TRENCHES/XP CUBES TO ENEMY REGIONS/UNITS AS NECESSARY. FOR DECREASED DIFFICULTY PLACE ROADS OR RAILS BETWEEN YOUR CURRENT REGION AND AN ADJACENT REGION.)

THE SOLO PLAYER WILL CONTINUOUSLY PERFORM ACTIONS EACH YEAR; THE ENEMY FACTIONS WIL NEVER PERFORM ACTIONS. HOWEVER, ENEMIES WILL, OF COURSE, ENGAGE IN COMBAT WHEN ATTACKED. PERFORM COMBAT AS USUAL, USING THE SAME RULES AS TRAINING MODE, USING THE SAME OIL/AMMO/REROLL AMOUNTS SHOWN FOR CHOSEN DIFFICULTY. TRACK ONLY YOUR MOVEMENTS ON THE MEDAL AND CASUALTY TRACKS, (EVEN THOUGH THIS MODE IS OBJECTIVE BASED, THE TRACKS WILL SHOW HOW EFFICIENTLY YOU HAVE ACCOMPLISHED THE OBJECTIVE.)

AT THE END OF EACH YEAR, PERFORM ALL THE NECESSARY CLEAN UP DUTIES, AND, IN ADDITION, DEPLOY ENEMY UNITS TO REGIONS OCCUPIED BY ENEMY UNITS PRIORITIZING REGIONS CLOSEST TO YOU, ACCORDING TO DIFFICULTY:

EASY: 2 TROOPS, TO 1 FACTION OF YOUR CHOICE

NORMAL: 2 TROOPS, 1 ARTILLERY GUN, TO 2 FACTIONS, THE FACTION WITH THE FEWEST UNITS AND THE FACTION WITH THE MOST UNITS

EXPERT: 3 TROOPS, 1 ARTIL. GUN, 1 SHIP OR PLANE (WHICHEVER IS FEWER ON MAIN BOARD), TO 3 FACTIONS, THE MOST, THE FEWEST, AND 1 OF CHOICE.

IF A FACTION HAS ALL UNITS REMOVED FROM BOARD, THAT FACTION IS NO LONGER IN THE GAME AND CANNOT HAVE TROOPS REDEPLOYED.

A PLAYER SUCCESSFULLY BEATS CONQUEST MODE WHEN NO OTHER NATION HAS UNITS LEFT ON THE CONTINENT OF DOGGERLAND BEFORE OR BY THE END OF THE FOURTH YEAR OF THE GREAT WAR.

CENTRAL VS ALLIED MODE

UNLIKE TRAINING MODE, BUT SIMILAR TO CONQUEST MODE, CENTRAL VS ALLIED MODE HAS A SPECIFIC, UNIQUE OBJECTIVE:

YOU ARE NOW LEADING TWO ALLIED CANINE NATIONS AGAINST TWO OR MORE ENEMY NATIONS WHO ARE ALLIED WITH EACH OTHER, TRYING TO GAIN MORE COMBINED VICTORY PAWS BY WAR'S END THAN THE COMBINED AMOUNT OF ENEMY FACTIONS' VICTORY PAWS.

SET UP BY DIFFICULTY:

EACH ENEMY FACTION WILL BEGIN WITH THE AMOUNT OF UNITS SHOWN
EASY: 2 ENEMY FACTIONS, STARTING GENERALS, COMBAT CARDS 1-6, 2 TROOPS, 1 GUN, 1 SHIP, 1 PLANE DEPLOYED EACH
NORMAL: 2 ENEMY FACTIONS, 3-STAR GENERALS, COMBAT CARDS 1-7, 3 TROOPS, 2 GUNS, 1 SHIP, 1 PLANE DEPLOYED EACH
EXPERT: 3 ENEMY FACTIONS, 4 -STAR GENERALS, COMBAT CARDS 1-8, 4 TROOPS, 2 GUNS, 1 TANK, 1 SHIP, 1 SUB, 1 PLANE DEPLOYED EACH

(FOR ADDED DIFFICULTY ADD TRENCHES/XP CUBES TO ENEMY REGIONS/UNITS AS NECESSARY. FOR DECREASED DIFFICULTY PLACE ROADS OR RAILS BETWEEN YOUR CURRENT REGION AND AN ADJACENT REGION.)

THE SOLO PLAYER WILL TAKE ACTIONS FOR HIS OR HER 2 FACTIONS, ONE AT A TIME, IN TURN ORDER AS USUAL, THEN THE 2 OR 3 ENEMY FACTIONS WILL TAKE ACTIONS ONE AT A TIME IN TURN ORDER BY TAKING ACTIONS IN ORDER LISTED ON PLAYERBOARD (TOP LEFT DOWN, OR BOTTOM LEFT UP WITH COMMUNISTS).

ENEMIES NEVER HAVE TO PAY COSTS,
WHEN SELECTING AN ENEMY'S TRADE OR LOAN ACTION(S) INSTEAD PERFORM TRAIN,
WHEN SELECTING AN ENEMY'S SHIFT ECONOMY ACTION, INSTEAD PERFORM MOVE/ATTACK,

WHEN SELECTING POLICIES OR TECHS FOR AN OPPONENT CHOOSE AT RANDOM,
(EXPERT ENEMIES BEGIN WITH SUB, TANK, BOMBER TECHS,)

WHEN SELECTING AN ENEMY'S BUILD ACTION, AN ENEMY WILL BUILD THE GENERAL'S STAR AMOUNT OF UNITS, CHOOSING WHICHEVER UNITS ARE THE FEWEST ON THE MAIN BOARD, GOING FROM STRONGEST UNITS TO WEAKEST, I.E. MARITIME, ARTILLERY/TANKS, AERIAL, TROOPS IN THAT ORDER.

COMBAT IS PERFORMED JUST AS IN THE OTHER SOLO MODES, USING OIL/AMMO/REROLL AMOUNTS ACCORDING TO DIFFICULTY. IN THIS MODE (CENTRAL VS ALLIED) YOU MUST TRACK ALL 4 OR 5 FACTIONS MEDAL AND CASUALTY TRACK MOVEMENTS.

A PLAYER SUCCESSFULLY BEATS CENTRAL VS ALLIED MODE IF AT THE END OF THE FOURTH YEAR OF THE GREAT WAR, YOUR TWO ALLIED FACTIONS VICTORY PAW AMOUNTS COMBINED EXCEED THE VALUE OF THE ENEMY FACTIONS VICTORY PAW VALUES COMBINED.