

Understanding Diplomacy through Wargaming: Rules and Introduction

Introduction

The objective of this game is to provide a recreation of the political situation in Europe before the beginning of World War II. While the game will proceed differently from reality, the politics and negotiations will permit an understanding of the kinds of discussions that were involved in the instigation and resolution of the Second World War.

Objective

What is the goal of a state? Most wargames suggest the primary desire is for world domination, but this is not accurate. Instead, a state's goals are nebulously defined, dependent on many different variables, including economic prosperity, happiness, amount of infrastructure, level of technology, possession of scarce resources, and many other factors. This game does its best to emulate these goals, expressing the progress of your state in terms of arbitrary goals, which grant Victory Points (VPs). The object of the game, therefore, is not world conquest, nor even to bring down other nations, but for you to accumulate as many Victory Points as possible, through either peaceful or violent means.

Team Organization

The states involved were complicated entities, consisting of thousands of decision-makers. Coordination between these people was vital to the country's success, and that fact will be represented in this game. The members of your team will take the role of leaders of your state, each specializing in certain aspects of your state's operation. The game is intended to be more complicated than any single leader can understand, so this specialization will be vital to your success.

Your first action in this game will be to assign roles to all the players on your team. The players with these roles will be responsible for understanding the additional rules that their roles require, for overseeing the affairs of state in those domains, and for explaining the aspects of their roles as needed to other players. The roles that will be relevant for the wargame are given below. Note that there are more roles than players; every player should be assigned at least one role, and some may be assigned more. To aid in evenly distributing the workload across your teammates; the difficulty of the roles is given below, separated into social difficulties, and mechanical difficulties. Keep in mind that the roles assigned need not be a complete enumeration of your tasks and that roles and responsibility can be divided, adjusted, or reassigned as needed.

Player Roles

President **social difficulty:** *** **mechanical difficulty:** **

The job of the president is to coordinate the efforts of your teammates, as well as to make the final decisions regarding operation of the state.

Director of Research **social difficulty:** * **mechanical difficulty:** *

The Director of Research is responsible for overseeing research into new technologies and the trade of technology with other nations.

General of the Army **social difficulty:** * **mechanical difficulty:** ***

The General dictates the movement of troops. The General's tactical abilities will be vital for any invasions of foreign countries and defense of your homeland.

Admiral of the Fleet **social difficulty:** * **mechanical difficulty:** ***

The Admiral dictates the movement of fleets. The Admiral's maneuvering will determine control of the seas.

Marshall of the Air Force **social difficulty:** **mechanical difficulty:** **

The Marshall of the Air Force is responsible for the movement and actions of the nation's planes. The Marshall coordinates airstrikes and bombing runs.

Economic Advisor **social difficulty:** *** **mechanical difficulty:** **

The Economic Advisor manages the production of resources and ensures through trade that the state has all the resources it needs. It is recommended that at least two players share this responsibility.

Production Advisor **social difficulty:** ** **mechanical difficulty:** *

The Production Advisor dictates the industrial efforts of the state. He is responsible for balancing limited resources between the needs of the military commanders and the Interior Advisor.

Role: President

The role of the President is essential to the smooth running of your team. Your job is to coordinate the efforts of your teammates and direct their actions.

Team Coordination

The President is responsible for coordinating the acquisition of victory points as well as the coordinating your teammates. More important than the mechanics below, this sheet will offer a few points of advise:

- 1) Try to understand everyone's mechanics, at least to some extent. The most important mechanics to keep track of are resource generation and Victory Point gains. The details of battle are not as important as the outcomes.
- 2) Make sure everyone on the team is up to date with important developments. It would be unfortunate to have your Research Advisor trade military technology with someone on whom you just declared war.
- 3) As soon as your teammates are finished reading their rules, have them summarize those rules for the rest of your team. You do not need to understand them perfectly, but you should try to have a sense of what everyone can do and what everyone will be doing.

Victory Points

The President is responsible for tracking Victory Point gains and losses, which represent the happiness of the people. Victory Point conditions are specific to the state and are listed in the state sheet, but a few mechanics are shared. They are listed below.

Food:

The people need to eat. Certain territories require more food to maintain than they produce themselves, as indicated on the map and below. Every turn, before the end of the turn, you must consume one food for each such territory that your state controls. Submit these food resources to the GM. If you fail to acquire the appropriate amount of food, the people starve: *for each food required but not consumed in a turn, lose 2 VP.*

The territories that require food are indicated on the map.

Peacetime Development:

The development of peacetime infrastructure, while expensive, induces contentment. This infrastructure is developed through the consumption of military

resources without a military benefit. *Once per turn, you may spend 3 Steel and 1 Oil to gain 1 VP.*

Trading Units, Research, Territories, and Resources

Throughout the game, you may wish to support your allies in their battles or make concessions to your conquerors. Through different ways, you may trade research, territories, and resources.

Research:

Trading of research is described on the Director of Research sheet.

Territories:

You may give control of a territory to a nation that controls at least one unit in that territory. To implement a trade, write down the details and give them to a GM.

Resources:

Resources may be traded freely without notifying a GM. Simply give the resources to a representative of the nation in question. The Population and Research resources may not be traded.

Creating Nations

In rare cases, you may want to create a new nation or return land to a nation that has no territory and no units. To do so, find a player to appoint president of the new nation; players may not be president of more than one nation simultaneously. Then, notify a GM with the territories you want to exchange.

Role: Director of Research

As the Director of Research, you are responsible for the development and trade of military research. It is important not to fall too far behind in technology. Be wary, however, of trading too freely, it would be unfortunate if the government you just gave nuclear weapons betrays you.

Technology

Attached to this sheet is Appendix: Table of Technologies. The sheet contains a list of technologies in the following format

Cruise Missiles

Enables the construction of cruise missiles.

The technology, Cruise Missiles, has a cost of 3 Research Points and has an effect “Enables the construction of cruise Cruise Missiles,” which takes effect when this technology is completed. That is, when the technology is completed, you may then immediately construct cruise missiles. All technologies take effect immediately upon being researched.

Some technologies have prerequisites before they can be researched. This is indicated by, for example, “(requires Aviation).” Research can begin on this technology the turn you acquired all of the prerequisites.

Starting Technologies

You may start the game understanding some of the available technologies, as listed on your state sheet. If this is so, immediately at the start of the game mark those technologies as researched by checking all of the boxes after the technology’s name.

Researching Technology

Technology can be researched through the expenditure of Research Points, which are accumulated by locations on the map. *Research Points may not be traded and unused Research points are lost at the end of each turn.* To expend Research Points, check off the leftmost unchecked box on a technology you wish to research. *Any single technology may only have one Research Point assigned to it in a turn.* This means, for example, that Cruise Missiles, which costs three research points can not be finished until Turn 3.

Trading Technology

Fully researched technologies may be given to other states. To do so, write down the given technology and submit it to the GMs. You may not accept a technology in trade if you do not possess its prerequisites, although you can accept a technology and its prerequisites in the same trade.

Appendix: Technologies

Cruise Missiles □ □ □

Enables the construction of cruise missiles.

Ballistic Missiles □ □ □ □

(Requires Cruise Missiles)

Enables the construction of ballistic missiles.

RADAR □ □ □ □

Enables the construction of RADAR units.

HEAT □ □ □

Increases the effectiveness of ground units against tanks and heavy tanks. See the General role sheet for more detail.

Sonar □ □ □ □

Submarines that you destroy only return to the map on a 5+, instead of on a 3+.

Anti-Submarine Projector □ □ □

(requires Sonar)

Destroyers may make extra attacks against submarines. See the Admiral Role sheet for more details..

Jet Propulsion □ □ □ □ □ □

Jet propulsion increases the maximum range of airstrikes by planes by one territory.

Fission □ □ □ □

Researching fission provides no immediate benefits.

Nuclear Warheads □ □ □ □ □ □

(Requires Fission)

Enables the construction of nuclear warheads.

Nuclear Power □ □ □

(Requires Fission)

At the end of the game, gain 1 VP for every 4 Uranium you possess.

Escort Carriers □ □

Decreases the cost of carriers to 2 Population, 2 Steel.

Synthetic Oils □ □ □ □ □

During each turn, you produce one additional Oil. If you obtain this technology, notify a GM.

Role: General of the Army

As the General of the Army, you have final say about the movement of troops across the map and within a battle. You have two obligations, both of which are vital.

- 1) To submit orders every turn before the deadline if your units are to move.
- 2) To be available to resolve battles between ground forces and to understand the mechanics used in combat between ground forces, as described on the next page.

Land Units

Name	Cost	Attack (lower is better)	Notes (See below)
Infantry	2 Population	6+	HEAT
Tank	1 Pop. 2 Steel	4+	
Artillery	1 Pop. 1 Steel	5+	
Anti-Aircraft Gun	2 Steel	5+	Anti-Air Only
RADAR Unit	2 Steel	NA	RADAR, Technology
Bomber	1 Pop. 4 Steel	3+	Air
Fighter	1 Pop. 2 Steel	5+	Air, Anti-Air Only
Cruise Missile	1 Steel	NA	Air, Small, Missile, Technology
Ballistic Missiles	1 Steel	NA	Air, Ballistic, Missile, Technology

Anti-Air Only: Hits from Anti-Air units may only be assigned to Air units. Anti-air units may fire once per airstrike with the indicated attack value.

RADAR: Anti-aircraft guns in a region with a RADAR unit hit on a 4+.

Sturdy: Sturdy units take two hits in a round of combat to be destroyed.

Damage: Damage may not be assigned to a Heavy unit unless enough damage is assigned to destroy the unit.

HEAT: Once you have researched the HEAT technology, you may use the following ability: before the start of each battle, each infantry may roll one attack at 5+. Damage dealt this way may only be assigned to tanks.

Air: Air units may only be assigned damage from Anti-Air sources. If at any point in the battle, only air units remain on one side of the battle, those units must retreat. Air units are except from the movement restriction of one territory per turn.

Small: Two cruise missiles cost one capacity on aircraft carriers and count as one unit for production.

Ballistic: Ballistic missiles are too fast to target and can not take damage.

Missile: Missiles are difficult to aim. They may not be used to strike naval targets and are destroyed after use. Missiles do not participate in ground combat and are lost if the territory they are in is lost.

Appendix: Land Orders

Movement of units on the world map is complicated for the GMs to process. To facilitate movement, countries must submit written orders describing the movement of their units before they act. To order the movement of units, write down unit movements and submit them to a GM. For example, the following is a valid set of orders to submit at once:

*3 infantry, 1 tank in Moscow move to Livonia.
2 tanks in St. Petersburg board transports in Barents Sea.
All units in Sevastopol move to Armenia.*

Logistical issues make organization of units and supply lines difficult. To represent extraordinary cost of mobilizing armies, movement has a cost in oil, which must be paid when the orders are submitted. *Every time you submit orders in a turn, regardless of the number of orders involved, you must consume 1 oil.*

While a single set of orders may move multiple land/air units or multiple sea units, land/air orders and sea orders must be made independently. Each costs 1 oil.

The complexity of creating supply lines limits the movement speed of military forces. To represent this complexity, a *ground unit may never move more than once in any turn*. Units with the Air ability are exempt from this restriction.

Appendix: Combat

Occasionally the only way to resolve conflict is through battle. The way to resolve battle is as follows. Combat occurs when two forces occupy the same territory on the world map at any time and at least one of the sides chooses to fight the other. All of the units that are in that territory resolve battle through a simple process.

Combat will most frequently involve only two nations. For battles with more nations, see the last section of this appendix.

Summary

The battles will take place in turns. On each turn every unit on both sides fires simultaneously and has a chance to hit depending on its **attack value**. Every hit destroys a unit, but it the defender's choice which unit is destroyed. The turns continue until one side is defeated or has retreated.

Set Up

All units in the territory are temporarily relocated to one of the provided battle mats, separated by their **attack value**. A marker corresponding to the battle mats is placed on the territory to indicate that there is a battle proceeding there. Once the units are placed, the battle proceeds.

Turn Order

The battle is divided into turns, which are subdivided into phases. Each phase must be finished before the next phase begins:

- 1) Firing
- 2) Resolving Hits
- 3) Retreating
- 4) Turn End (return to step 1 afterwards)

1) Firing

All units fire during this phase simultaneously. Each unit rolls a die and compares it to its attack value. For each roll greater than the unit's **attack value**, that unit scores a hit against the player that you are targeting. A Cruiser, for example, hits on a 5+, so will deal one damage if either a 5 or 6 is rolled. Hits will be resolved in the next phase after all players have fired.

For land units, the **attack value** changes depending on whether the unit is on the attacker side or defender side of the battle mat.

2) Wounds

Each hit a player receives during his firing phase must now be assigned it to one of his units. That unit is destroyed; remove it from play. Damage dealt by units with the **Anti-Air Only** ability may only be assigned to **air** units. If there are not enough **air** units, then the extra damage is lost.

3) Retreating

Not all battles are guaranteed to be successful. If a battle is going too poorly, one player may choose to have his units retreat to a different territory. There are, however, limitations on which territories can be retreated to.

If the unit moved this turn, it must retreat to the territory it came from, but may only execute this retreat if that territory does not contain hostile units. If a unit did not move, it may retreat to any adjacent territory without hostile units.

4) Turn End

The combat ends if only one side remains or all of the countries in the battle decide to stop fighting. In either of these cases, return all the units to the map; they may continue to fight next turn.

The GMs may delay the start of the next turn of combat if other nations are attempting to interfere or a participant is trying to reinforce their forces..

Combats with More than Two Nations

If there are at least three nations involved in the combat, players may only attack one opponent at a time. All players must simultaneously decide whom they are targeting before every Firing phase.

Role: Admiral of the Navy

As the Admiral, you have final say about the movement of naval fleets across the map and within a battle. You have two obligations, both of which are vital.

- 1) To submit orders every turn before the deadline if your units are to move.
- 2) To be available to resolve battles between naval forces and to understand the mechanics used in combat between naval forces, as described on the next page.

Sea Units

Name	Cost	Attack (lower is better)	Notes (See below)
Destroyer	2 Pop. 2 Steel	5+	Anti-Air, Anti-Sub
Battleship	2 Pop, 5 Steel	3+	Sturdy, Bombardment
Carrier	2 Pop. 4 Steel	NA	Sturdy, Carrier
Submarine	1 Pop. 2 Steel	5+	Submarine
Transport	1 Pop. 2 Steel	NA	Transport

- Anti-Air: Anti-air units may fire on air units. During combat, the player controlling the destroyer may declare that the destroying is firing upon aircraft. If so, all damage dealt must be assigned to air units. Destroyers fire once each airstrike and hit on a 4+.
- Anti-Sub: Once the Anti-Submarine Projector technology is researched, each destroyer may roll one attack before the start of combat. Damage dealt this way may only be assigned to submarines. Submarines destroyed this way may not use the Submarine ability.
- Sturdy: Sturdy units take two hits in a round of combat to be destroyed. Damage may not be assigned to a Heavy unit unless enough damage is assigned to destroy the unit.
- Bombardment: Battleships can bombard armies as part of an amphibious assault. When moving units off of a transport, up to one battleship may fire on the invaded territory per unit moved. Each such battleship must be adjacent to the invaded territory. Each battleship rolls at 3+, and on a hit, the targeted state removes the appropriate number of units. Each battleship may only bombard this way once per turn.
- Carrier: Carriers may carry up to 6 fighters, bombers, and/or missiles. These units are lost if the carrier is destroyed.
- Submarine: Submarines are difficult to detect and hit. If a submarine is destroyed, roll a 6-sided die at the end of battle. On a 4+, it returns to a valid retreat location. If the opponent has the Sonar technology, submarines are returned only on a 5+.
- Transport: Transports may carry up to 6 ground units. These units are lost if the transport is destroyed..

Appendix: Naval Orders

Movement of units on the world map is complicated for the GMs to process. To facilitate movement, countries must submit written orders describing the movement of their units before they act. To order the movement of units, write down unit movements and submit them to a GM. For example, the following is a valid set of orders to submit at once:

*3 Destroyers, 1 Battleship in North Sea move to Western Mediterranean.
All units in Barents Sea move to Norwegian Sea.
Battle Group A in North Sea moves to Gulf of Lyon.*

Naval units may only exist in sea regions and may not move onto land.

Movement Costs

Naval ships are large and moving them requires significant expenditures of power. *Every time you submit orders in a turn, regardless of the number of orders involved, you must pay 1 oil.*

While a single set of orders may move multiple land units, sea units, or air units, orders for ground units, sea units and air units must be made independently. Each suffers the corresponding cost in oil.

Movement Distances

Naval units can move rapidly across Europe and the Atlantic Ocean, but other ships may impede their movement. Ships may move arbitrarily far in a single order, but if the movement passes through ships controlled by any other state, the movement must have the permission of that state's Admiral. A signature from that state's Admiral on the order represents such permission.

Canals

Certain sea territories are connected by well defensible canals. A canal can be passed through if you control the territory or have the signed permission of the owner of that territory. The canals present in this game connect the follow seas:

The Panama Canal in Central America: the Gulf of Panama and the Caribbean Sea
The Suez Canal in Nile: the Red Sea and the Eastern Mediterranean Sea
The Bosphorus Strait in Istanbul: The Aegean Sea and the Black Sea

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Combat will most frequently involve only two nations. For battles with more nations, see the last section of this appendix.

Summary

The battles will take place in turns. On each turn every unit on both sides fires simultaneously and has a chance to hit depending on its **attack value**. Every hit destroys a unit, but it the defender's choice which unit is destroyed. The turns continue until one side is defeated or has retreated.

Set Up

All units in the territory are temporarily relocated to one of the provided battle mats, separated by their **attack value**. A marker corresponding to the battle mats is placed on the territory to indicate that there is a battle proceeding there. Once the units are placed, the battle proceeds.

Turn Order

The battle is divided into turns, which are subdivided into phases. Each phase must be finished before the next phase begins:

- 5) Firing
- 6) Resolving Hits
- 7) Retreating
- 8) Turn End (return to step 1 afterwards)

1) Firing

All units fire during this phase simultaneously. Each unit rolls a die and compares it to its attack value. For each roll greater than the unit's **attack value**, that unit scores a hit against the player that you are targeting. A Cruiser, for example, hits on a 5+, so will deal one damage if either a 5 or 6 is rolled. Hits will be resolved in the next phase after all players have fired.

For land units, the **attack value** changes depending on whether the unit is on the attacker side or defender side of the battle mat.

2) Wounds

Each hit a player receives during his firing phase must now be assigned it to one of his units. That unit is destroyed; remove it from play. Damage dealt by units with the **Anti-Air Only** ability may only be assigned to **air** units. If there are not enough **air** units, then the extra damage is lost.

3) Retreating

Not all battles are guaranteed to be successful. If a battle is going too poorly, one player may choose to have his units retreat to a different territory. There are, however, limitations on which territories can be retreated to.

If the unit moved this turn, it must retreat to the territory it came from, but may only execute this retreat if that territory does not contain hostile units. If a unit did not move, it may retreat to any adjacent territory without hostile units.

4) Turn End

The combat ends if only one side remains or all of the countries in the battle decide to stop fighting. In either of these cases, return all the units to the map; they may continue to fight next turn.

The GMs may delay the start of the next round of combat if other nations are attempting to interfere or a participant is trying to reinforce their forces.

Combats with More than Two Nations

If there are at least three nations involved in the combat, players may only attack one opponent at a time. All players must simultaneously decide whom they are targeting before every Firing phase.

Role: Marshal of the Air Force

Air superiority is vital for tactical success. As the Marshal of the Air Force, it is your job to control the skies. The Marshal has direct command over the aircraft and missiles of your military.

The actions of the Air Force take place in theaters of combat covering wide scales, both on the world map and in individual battles. These actions include targeting missiles, performing air strikes, and arranging for the defense of the country's air space.

Strategic Airstrikes

The primary strategic role of the Marshal is to organize airstrikes against enemy armies. Strategic airstrikes are a mechanism to target attacks against enemy forces.

In order to perform an airstrike, the participating aircraft *may not have participated in an airstrike this turn* and must be within the indicated range of the target. If there is a choice, you must specify which territories are flown over.

Airstrikes are resolved immediately and do not need the enemy's Marshall to be present. All of the opponent's fighters, antiaircraft guns, and destroyers in both the targeted territory and the territories passed over participate in the defense.

The airstrike is resolved in two phases. During the first phase, fighters, anti-aircraft guns, and destroyers fire at each other. During the second phase, surviving bombers and missiles deal damage.

Phase 1: For each fighter, destroyer, and anti-aircraft gun, roll one die to hit. If the roll is equal to or greater than the unit's attack value, the military that is performing the airstrike must select a *fighter, bomber, or cruise missile* to be destroyed at the end of phase 1. The attacking state rolls one attack for each fighter in the airstrike. For each hit, the attacked state must select one *fighter* as a casualty if able. After all attacks are resolved, remove any casualties.

Phase 2: For each bomber or missile surviving the phase 1 roll a d6 and compare to the unit's attack value. If you are targeting enemy units, *choose* one unit to destroy for each success. **Sturdy** units require two successes to destroy.

Moving Aircraft

Aircraft and missiles may be moved by the General and do not suffer any movement restrictions when moving through friendly territories.

Operation Costs

In order to perform strategic airstrikes operational costs must be paid. These operations are expensive in terms of logistics and fuel costs. To represent this, *submitting orders for airstrikes costs 1 Oil for every five planes and missiles used, rounded up.* These aircraft may be divided over multiple independent airstrikes.

Nuclear Warheads

Nuclear warheads may be integrated into a Bomber. If the Bomber survives to phase 2 of a strategic airstrike, do not roll to hit. Instead, destroy all units in that territory.

Planes and Missiles

Name	Cost	Airstrike Attack (lower is better)	Range	Notes (See below)
Bomber	1 Pop. 4 Steel	3+(land), 4+(sea)	3 (Europe) 2 (world)	Air
Fighter	1 Pop. 2 Steel	NA	3 (Europe) 2 (world)	Air, Anti-Air Only
Cruise Missile	1 Steel	3+(land), NA(sea)	2 (Europe) 1 (world)	Air, Small, Missile, Technology
Ballistic Missiles	2 Steel	3+(land), NA(sea)	2 (Europe) 1 (world)	Air, Ballistic, Missile, Technology
Nuclear Warhead	16 Uranium	1+ (land), 1+(sea)	NA	Warhead, Technology

Anti-Air Only: Fighters may fire once each airstrike at enemy aircraft at 5+.

Technology: These units require a specific technology before being produced.

Small: Two cruise missiles cost one capacity on aircraft carriers and count as one unit for production.

Ballistic: Ballistic missiles are too fast to target and do not take damage.

Missile: Missiles are difficult to aim. They may not be used to strike naval targets and are destroyed after use.

Warhead: Nuclear Warheads are represented by resource cards. See the Marshall role sheet for details on their use.

Role: Production Advisor

Without the production of new military hardware, war becomes merely a battle of attrition. The Production Advisor oversees the construction of military assets.

Resources

Construction has a cost in terms of manpower and raw materials. Relevant resources for military construction are Population, representing the population of loyal nationals who can be conscripted into the military, and Steel, representing raw mineral resources. These resources will be used to pay for constructed units' cost; when you build the units you must turn in the corresponding resources to the GMs.

Population

Population is a unit cost is treated differently from the other resources. It measures the number of citizens eligible and willing to join the military. *Population can not be produced throughout the game.* A unit in a production center you control or adjacent to a production center you control and not in battle may be disbanded to recover its full cost in population.

Producing Units

Units are produced in the middle of a turn by placing them in the correct positions on the board. There are, however, limitations on placement. All territories have associated with them a production limit, representing the total number of units that they can produce in a turn. Units generated by a territory may be placed on that territory or on an adjacent territory that you control without hostile units.

Research

Certain units require advanced technologies to be able to produce. These units are indicated on the tables below. Verify with your research advisor that you have the associated technologies before attempting to produce these units.

Appendix: Unit Production Costs

Land Units

Name	Cost	Attack (lower is better)	Notes (See below)
Infantry	2 Population	6+	HEAT
Tank	1 Pop. 2 Steel	4+	
Artillery	1 Pop. 1 Steel	5+	
Anti-Aircraft Gun	2 Steel	5+	Anti-Air Only
RADAR Unit	2 Steel	NA	RADAR, Technology
Bomber	1 Pop. 4 Steel	3+	Air
Fighter	1 Pop. 2 Steel	5+	Air, Anti-Air Only
Cruise Missile	1 Steel	NA	Air, Small, Missile, Technology
Ballistic Missiles	1 Steel	NA	Air, Ballistic, Missile, Technology

Anti-Air Only: Hits from Anti-Air units may only be assigned to Air units. Anti-air units may fire once per airstrike with the indicated attack value.

RADAR: Anti-aircraft guns in a region with a RADAR unit hit on a 4+.

Sturdy: Sturdy units take two hits in a round of combat to be destroyed.

Damage: Damage may not be assigned to a Heavy unit unless enough damage is assigned to destroy the unit.

HEAT: Once you have researched the HEAT technology, you may use the following ability: before the start of each battle, each infantry may roll one attack at 5+. Damage dealt this way may only be assigned to tanks.

Air: Air units may only be assigned damage from Anti-Air sources. If at any point in the battle, only air units remain on one side of the battle, those units must retreat. Air units are except from the movement restriction of one territory per turn.

Small: Two cruise missiles cost one capacity on aircraft carriers and count as one unit for production.

Ballistic: Ballistic missiles are too fast to target and can not take damage.

Missile: Missiles are difficult to aim. They may not be used to strike naval targets and are destroyed after use. Missiles do not participate in ground combat and are lost if the territory they are in is lost.

Sea Units

Name	Cost	Attack (lower is better)	Notes (See below)
Destroyer	2 Pop. 2 Steel	5+	Anti-Air, Anti-Sub
Battleship	2 Pop, 5 Steel	3+	Sturdy, Bombardment
Carrier	2 Pop. 4 Steel	NA	Sturdy, Carrier
Submarine	1 Pop. 2 Steel	5+	Submarine
Transport	1 Pop. 2 Steel	NA	Transport

- Anti-Air: Anti-air units may fire on air units. During combat, the player controlling the destroyer may declare that the destroying is firing upon aircraft. If so, all damage dealt must be assigned to air units. Destroyers fire once each airstrike and hit on a 4+.
- Anti-Sub: Once the Anti-Submarine Projector technology is researched, each destroyer may roll one attack before the start of combat. Damage dealt this way may only be assigned to submarines. Submarines destroyed this way may not use the Submarine ability.
- Sturdy: Sturdy units take two hits in a round of combat to be destroyed. Damage may not be assigned to a Heavy unit unless enough damage is assigned to destroy the unit.
- Bombardment: Battleships can bombard armies as part of an amphibious assault. When moving units off of a transport, up to one battleship may fire on the invaded territory per unit moved. Each such battleship must be adjacent to the invaded territory. Each battleship rolls two attacks at 3+, and on a hit, the targeted state removes the appropriate number of units. Each battleship may only bombard this way once per turn.
- Carrier: Carriers may carry up to 6 fighters, bombers, and/or missiles. These units are lost if the carrier is destroyed.
- Submarine: Submarines are difficult to detect and hit. If a submarine is destroyed, roll a 6-sided die at the end of battle. On a 4+, it returns to a valid retreat location. If the opponent has the Sonar technology, submarines are returned only on a 5+.
- Transport: Transports may carry up to 6 ground units. These units are lost if the transport is destroyed.

Planes and Missiles

Name	Cost	Airstrike Attack (lower is better)	Range	Notes (See below)
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Anti-Air Only: Fighters may fire once each airstrike at enemy aircraft at 5+.

Technology: These units require a specific technology before being produced.

Small: Two cruise missiles cost one capacity on aircraft carriers and count as one unit for production.

Ballistic: Ballistic missiles are too fast to target and do not take damage.

Missile: Missiles are difficult to aim. They may not be used to strike naval targets and are destroyed after use.

Warhead: Nuclear Warheads are represented by resource cards. See the Marshall role sheet for details on their use.

Role: Economic Advisor

In the end, most wars are about procuring a larger share of the world's limited resources. As the Economic Advisor, you will be responsible for overseeing the acquisition of your share and distributing your share as works best for the state.

Possession of Territories

The world is divided into territories, each of which may produce specific resources: Oil through wells, Research from great minds, Food through farming, and so forth. The resources produced by these territories goes to the state that controls that territory, so to increase your production, it may be necessary to conquer new regions.

Asserting control over a territory is simple: have a unit in the territory and have no other militaries with units in the territory object to your claim. That is, if you are the only player with units there, or only your allies have units there and they agree to give you the territory, you may immediately claim the territory as your own. Place a control marker (looks like a star) on the territory; you now will gain whatever resources are produced there.

Resources

Reality has a myriad of important resources, but for the sake of simplicity, this game has five. These resources are represented by cards; when you gain resources, pick up the corresponding cards from the GM, when you trade resources, exchange appropriate resource cards, and when you consume resources, return the cards to the GMs. The resources that are present in the game follow.

Food: Food is essential for the maintenance of a civilization. Your population will require a certain amount of food every turn. The Interior Advisor has more information about the use of food.

Steel: Steel is the basic resource representing the materials used to construct military hardware. The Production Advisor is responsible for the use of Steel during wartime, and the Interior Advisor during peacetime.

Research: (non-exchangeable) Research represents the efforts of your scientists towards developing military technology. The Research Advisor oversees the use of Research.

Oil: Oil is necessary for the movement of troops and ships. The Admiral, General, Marshall, and possibly the Interior Advisor, will require the use of Coal.

Population: (non-exchangeable): Population is used to produce units. Population is not generated and you are limited to the population you have at the start of game.

Production of Resources

Resources are produced at the beginning of the turn, based on the territories that you control at the beginning of the turn. The resources produced by each territory are given on the map

To acquire your resources, total the resources produced by territories you control and pick up the corresponding resource cards at the beginning of the next turn.