

DEFCON 1



FLORIAN DUMONT



RULES (DRAFT)



# 1. Components

To be listed...

## 2. The blocs

DEFCON 1 provides 5 blocs to play.

### 2.1. 3 major blocs :

The Atlantic Alliance, involving the United States of America and its closest allies in Europe, dark blue colored.

The Warsaw Pact, involving of the USSR and its satellite states, red colored.

The Non-Aligned Movement, involving the territories of the Third World refusing to be subservient to the other dominant blocs, green colored.

### 2.2. 2 Minor blocs :

The French Republic, involving Metropolitan France, its colonies and overseas territories, light blue colored.

The People's Republic of China, involving the large administrative regions of this territory-continent, orange colored.

### 2.3. Bloc Boards

Each **BLOC** board is unique.

It allows you to manage your Research and Development, to store your resources, to place your special units and your Defcon markers.

## 3. The units

Each bloc has their own pool of units. There are three types of units: land, naval or special. Each unit has Combat level and a Redeployment ability.

### 3.1. Land units

There are four types of land units (Combat level/ Redeployment ability):

**MOTORIZED DIVISION** unit (1/2),

**MECHANIZED CORPS** unit (2/1),

**ARMORED ARMY** unit (3/1),

**CONTROL** marker (0/0).

### 3.2. Naval units

There are three types of naval units (Combat level/ Redeployment ability):

**FRIGATE SQUADRON** unit (1/2),

**CRUISER WING** unit (2/1),

**CARRIER STRIKE GROUP** unit (3/1).

### 3.3. Special units

Special units depending on the bloc: **SMA, SNLE, TACTICAL LAUNCHER, 13TH RDP ...**

## 4. The board

### 4.1. Territory/Sea and zone

The map is split into two main kinds of elements that form the geography of the game:

The territories and seas are delimited by land or sea borders. A territory may contain up to three zones. Each sea represents one naval zone.

Zones are represented by circles on land and on sea. A zone may bear various information shown by icons.

#### 4.1.1. Zones and territories natures and statuses

The zones, and thus the territories, may be from different natures and have different statuses.

The Main zones are the ones in the bloc-colored territories. They may be controlled by a bloc in play - in this case the bloc have a natural Influence of 1 on these zones.

The Main zones may be part of a non-played bloc - in this case they are neutral.

The Secondary zones are the gray-colored ones. They may be neutral, or controlled by a bloc.

A territory is controlled if all its zones are controlled by the same bloc.

#### 4.2. Adjacency

Territories are adjacent to each other provided it meets one the following conditions

- ◆ they have a common border,
- ◆ they are connected by a sea occupied by a bloc (for that bloc only).

Zones from the same Territory are all adjacent to each other.

#### 4.3. Zone control and occupation

The zones, and consequently the territories or seas in which they are located, can have several controls or occupations:

##### 4.3.1. Land control

A land zone is controlled if a bloc has a **CONTROL** marker in it.

##### 4.3.2. Sea Occupation

A naval zone is either occupied or empty, it is never controlled.

##### 4.3.3. Military occupation

A zone, whether land or sea, may only be occupied by one unit at the same time.


#### 4.4. Zone key


##### 4.4.1. Resources

The icons associated with the zones provide you with the corresponding resources at the beginning of each Round.




◆ The **INFLUENCE** icon  gives you one **INFLUENCE** cube.

◆ The **R&D** icon  gives you one **R&D** cube.

◆ The **OIL** icon  gives you one **OIL** barrel.

◆ The **URANIUM** icon  gives you one **URANIUM**.

#### 4.4.2. Factory

The **OPERATIONAL FACTORY** icon () allows you to produce 1 unit there once per turn.

#### 4.5. Natural influence

Some zones have an indicator made of small colored squares. This is the natural influence which tells you which bloc can attempt a coup on that zone and how many **INFLUENCE** cubes it will cost at least.

#### 4.6. Strait

Some territories are connected by a double white arrow, which represents a strait.

A unit can always redeploy or attack by crossing a strait.

#### 4.7. The DEFCON track


This track represents the level of international tension and, depending on the **DEFCON** level, makes new actions available to the players.



#### 4.7.1. DEFCON Marker progress

The following actions make the **DEFCON** track progress:

- ◆ Destroying an opposing naval unit,
- ◆ Taking political or military control of a land zone controlled by an opponent or from a non-played bloc.

Each time you perform an action that makes the **DEFCON** track progress, place a **DEFCON** marker  from your **BLOC** board on the **DEFCON** track by taking the leftmost one on your **BLOC** board.

#### 4.8. Allowed actions according to the DEFCON level

##### 4.8.1. DEFCON 5

- ◆ Taking control of a Secondary zone or a Main neutral zone in a politically or militarily manner,
- ◆ Bombarding a Secondary zone or a Main neutral zone,
- ◆ Taking control, politically, of opposing Main zones
- ◆ Resuming control of one of your Main zones (colored) without any restrictions.

##### 4.8.2. DEFCON 4

- ◆ In addition, you can attack opposing naval units with your own naval units.

##### 4.8.3. DEFCON 3

- ◆ In addition, you can build nuclear missile Silos and Sub-Surface Ballistic Nuclear (SSBN).

#### 4.8.4. DEFCON 2

◆ In addition, you can take military control of your opponents' Main zones (colored territories).

#### 4.8.5. DEFCON 1

◆ In addition, you can launch Nuclear missiles.

### 5. Cards

There are 2 types of cards : Objective and Mission.

Objective cards are used in the Strategic mode, while **MISSION** cards can be used in either mode.

#### 5.1. Objective Cards

An Objective card gives the conditions to be met in order to win the game.

You may be asked :

- ◆ to keep control of some of your Main territories,
- ◆ to control new territories,
- ◆ to control a number of zones of your choice according to certain criteria,
- ◆ to occupy a sea.

A picture of your objective allows you to get your bearings on the game board. Zones marked with your flag are the zones to need to control, those marked with your color are zones to control among those listed depending on the number asked besides the flagged ones.

#### 5.2. Mission Cards

A **MISSION** card and the conditions to be met to obtain a reward.

You may be asked :

- ◆ to take control of a zone,
- ◆ to complete the development of a technology,
- ◆ to control a number of resources,
- ◆ to deploy specific units,
- ◆ to reach a certain space program, ...

You can get various rewards.

Sometimes you will find on the right side an insert with a bloc icon: if the bloc corresponding to the color is played, you receive this extra reward.

### 6. Setting up the game

Place a Control marker for each bloc that is played on the Initiative track at the bottom right of the map, from left to right :

- ◆ Atlantic Alliance,
- ◆ Warsaw Pact,
- ◆ French Republic,
- ◆ Non-Aligned Movement,
- ◆ People's Republic of China.

During the first round, the least influential bloc is

therefore the People's Republic of China and the most influential is the Atlantic Alliance.

Whatever the chosen mode of play, the set-up is always the same. Set up each bloc played as described below.

Place 1 Instability II marker on the following territories: North Korea, Southern Europe, Sahara, Turkey and Cuba.

Place the following units of the played blocs:

#### 6.1. The Atlantic Alliance

2 **FRIGATE SQUADRON** units in OA4 and P4.

1 **MECHANIZED CORPS** unit in RFA I.

3 **MOTORIZED DIVISION** units in Alaska, USA I and Italy.

#### 6.2. The Warsaw Pact

1 **FRIGATE SQUADRON** unit in MB.

1 **ARMORED ARMY** unit in GDR.

2 **MOTORIZED DIVISION** units in Russia I and Chukotka.

1 **SMA (ATTACK SUBMARINE)** unit in the Special Units zone of your **BLOC** board.

#### 6.3. The Non-Aligned Movement

1 **FRIGATE SQUADRON** unit in OI2.

1 **MECHANIZED CORPS** unit in Egypt I.

2 **MOTORIZED DIVISION** units in Vietnam and Libya.

#### 6.4. The French Republic

1 **FRIGATE SQUADRON** unit in MM.

3 **MOTORIZED DIVISION** units in Djibouti, Guyana and Indochina.

#### 6.5. The People's Republic of China

1 **MECHANIZED CORPS** unit in Hebei I.

1 **MOTORIZED DIVISION** unit in Tibet.

#### 6.6. Neutral units

Place on each Main neutral zone (non-played blocs):

Factory Zone: 1 **ARMORED ARMY** unit,

Uranium Zone: 1 **MECHANIZED CORPS** unit ,

Oil/Influence Zone: 1 **MOTORIZED DIVISION** unit.

Place on each secondary zone:

Factory/Uranium/Oil/Influence Zone: 1 neutral **MOTORIZED DIVISION** unit.

#### 6.7. Resources

Place the resources of the first round as shown on your **BLOC** board.

### 7. The phases of the game


Each round is divided into 5 phases.

During the first round, do not play phase 0.

Each phase is played by each bloc, following the initiative order.

- ◆ Phase 0 : Initialization,
- ◆ Phase 1: Research and Development,
- ◆ Phase 2: Policy,
- ◆ Phase 3: Production,
- ◆ Phase [4]: Atomic,
- ◆ Phase 5: Warfare.

## 8. Initialization Phase

No effects  may be played during this phase.

Actions in this phase can be performed simultaneously by all players, but in the following order:

### 8.1. Discard and draw Mission cards

You may discard **MISSION** cards before completing your 3-card hand.

You may also discard **MISSION** cards during any of your phases to earn bonuses according to the following table:

- ◆ discard 1 card = gain 1 **R&D** cube,
- ◆ discard 2 cards = gain 1 **FRIGATE SQUADRON** unit,
- ◆ discard 3 cards = gain 1 **OIL**.

### 8.2. Political Instability Update

Flip over all **INSTABILITY LEVEL I** markers into **INSTABILITY LEVEL II**.

Flip over all **POLITICAL PROTECTION** markers to **CONTROL MARKERS**.

### Special Units

All Special Units become available again. Put them back in the **SPECIAL UNITS** space of their owner.

### 8.3. Resource Collection

Each bloc collects their resources according to the type of zones they control and place them on their **BLOC** board:

- ◆ 1 **INFLUENCE** cube per controlled influence,
- ◆ 1 **R&D** cube per controlled search,
- ◆ 1 Uranium barrel per controlled Uranium resource,
- ◆ 1 Oil barrel per controlled Oil resource.

### 8.4. Initiative

From the second Round on, at the beginning of each Round, rank the blocs in initiative order on the dedicated track.

Order the Control markers of each bloc according to the number of **INFLUENCE** cubes each bloc has in stock on their board, from highest to lowest.

In case of a tie between blocs, they keep the same ranking among them.

## 9. Research phase

### 9.1. Technology tree

Spend your **R&D** cubes by launching technology programs to improve your bloc militarily, politically and economically.

To do so, invest the number of **R&D** cubes shown by each Technology on your board.

### 9.2. The steps

Some Technologies are developed in 1 step, others in 2 steps.

To develop a Technology step, spend the number of **R&D** cubes printed for the step in one go.

You may immediately buy the second step of a Technology by paying twice the printed cost or wait for another Round and pay the printed cost only.

You may have several unfinished Technologies under development.

You can complete them whenever you want, or never.

**The Warsaw Pact decides to start developing Politburo during the first round.**

**This Technology includes two steps, 1 and 2.**

**During the first round, the Warsaw Pact spends one R&D cube which they place on the first step square and decide to wait for their next round to complete its development, which will cost two R&D cubes.**

**The Warsaw Pact could have completed this development during the first round, by paying four R&D cubes for the second step instead of two in order to immediately gain one INFLUENCE cube and draw a MISSION card.**

### 9.3. Linked Technologies

Some Technologies can only be developed when others have been completed. These Technologies are linked by white arrows.


**Example: You cannot develop H-Bomb Technology until you have completed A-Bomb Technology.**

After completing the development of a linked Technology, you may immediately begin development of the Technologies linked to it.

### 9.4. Taking effect of a technology

As soon as the development of a Technology is completed, its effects become active.

Each Technology has a small number on its edge that shows in which phase it can be used.

Some Technologies have an effect with the icon . This can mean that:

- ◆ the Technology can be used at any time during one of your own phases,
- ◆ if it is linked to one or more **INFLUENCE** cubes, you gain this bonus only once, upon completion of the Technology.

## 9.5. The Space race

In DEFCON 1, the Space Race represents a succession of space programs whose realization may:

- ◆ give **INFLUENCE** bonuses,
- ◆ allow the development of new Technologies,
- ◆ allow the use of Satellites.

To have access to the Space Race, the Intercontinental Missile Technology is required.

### 9.5.1. Influence

During your **R&D** phase, you may spend 1 **R&D** cube to advance the space marker one square to the right on the space race track.

This action earns you one **INFLUENCE** cube.

It can also provide one **INFLUENCE** cube to the program's owner bloc. If you are yourself the owner of the program, you only gain one **INFLUENCE** cube.

### 9.5.2. Space technology

If the space marker reaches or passes over a program linked to a technology, the program's owner bloc places the corresponding technology tile on its bloc tray.

### 9.5.3. Satellites

As soon as the Space marker reaches a Satellite icon, it becomes active for each bloc.

Each bloc, provided it has the Intercontinental Missile Technology, gains one Satellite marker which is placed in their Special Units area.

Each marker may be spent to apply one of the following 3 available effects:

Reconnaissance satellite: may be used during your Warfare phase, to perform 1 additional redeployment with one unit.

Military communications satellite: may be activated at any time. Discard 1 **MISSION** card, draw 3, choose one, then put the other 2 cards back in your Mission deck. Shuffle your Mission deck.

Spy satellite: may be activated at any time. The opponent of your choice must discard 1 of their **MISSION** cards.

## 10. Policy Phase

This phase is divided into 2 successive subphases:

1. Political takeover,
2. Destabilization.

### 10.1. Political takeover

You may attempt a political takeover of an already zone with a level 2 instability where you have a natural influence. The Influence value of a zone is shown by the number of small colored squares linked with the zone.

## 10.2. Taking control of a neutral zone

Spend as many **INFLUENCE** cubes as your Influence value.

Only another bloc that has a natural influence on the same zone can try to counter or take control as well.

If more than one bloc wishes to do so, divide them according to their initiative by selecting the bloc with the best initiative.

**Example:** Three blocs have a natural influence in Congo of value 1 for the French Republic and of value 2 for the Non-Aligned Movement and the Atlantic Alliance.

### 10.2.1. No opposition

If no other bloc is willing, or is able, to dispute your political takeover, place on the target zone one Control marker and one **MOTORIZED DIVISION** unit (optional).

### 10.2.2. Power Struggle

When two blocs wish to take political control of a zone, they both engage in a Power struggle.

The second bloc must spend as many **INFLUENCE** cubes as their natural influence value to enter the Power Struggle.

### 10.2.3. First bet

The first bloc can bet as many **INFLUENCE** cubes as they can.

### 10.2.4. Second bet

The second bloc may:

- ◆ give up,
- ◆ bet in return the same number of **INFLUENCE** cubes,
- ◆ outbid, if they are able.

### 10.2.5. Last bid

The first bloc may give up or speak one last time to:

- ◆ bet in return the same number of **INFLUENCE** cubes,
- ◆ outbid, if they are able.

The bloc with the most cubes wins the Power Struggle.

Please note that the number of cubes spent to enter the struggle are not taken into account. Only the bets are taken into account.

In case of a tie, the bloc with the lowest initiative wins the Power Struggle.

The winner places 1 **CONTROL** marker and 1 **MOTORIZED DIVISION** unit (optional) on the target zone.

All the bets are discarded.

If neither of the 2 blocs are able to bid after entering the Power Struggle, the zone remains unstable.

## 10.3. Taking control of a controlled zone

This takeover differs from that of a neutral zone by the fact that the bloc controlling the zone can enter

the Power Struggle in priority and free of charge.

If the bloc controlling the zone wins, the zone becomes stable again: flip the **CONTROL** marker on its Flag side and place one **MOTORIZED DIVISION** unit on it (optional). If the other bloc wins, place one **CONTROL MARKER** and 1 **MOTORIZED DIVISION** unit (optional) on the target zone.

## 10.4. Making a zone unstable

### 10.4.1. Neutral zone

Choose a neutral zone in which you have a natural influence or which is adjacent to one of your controlled zones to make it unstable.

Remove any neutral unit from the zone and place one **INSTABILITY LEVEL I** marker on it.

You will notice that these markers have a combat value of 1, representing the chaos of the various factions fighting there.

Making a neutral zone unstable costs one **INFLUENCE** cube.

### 10.4.2. Controlled zone

Choose a zone controlled by another bloc and make that zone unstable, provided it meets the following conditions:

- ◆ there is no unit on it,
- ◆ It is not affected by **POLITICAL PROTECTION**,
- ◆ You exert a natural influence on it, or it is adjacent to one of your controlled zones.

Flip over the **CONTROL** marker of the target bloc to the Unstable side or place one **CONTROL** marker of the target bloc on the Unstable side.

Making a controlled zone unstable costs 1 **INFLUENCE** cube.

Exception: You cannot create instability in a capital territory: United States of America, Russia, Iran, France and Hebei. These territories are recognizable by the flags that illustrate them, and by the fact that they contain the capital zone of your bloc.

### 10.4.3. Effects

An unstable zone no longer produces the resource associated with it. No units can be produced or redeployed in it.

## Production phase

During this phase, you can produce units and upgrade them.

### 10.5. Factory production

You can produce one unit for free per turn and per Factory you control if that unit is available in your pool and if you developed the Technology to produce it.

#### 10.5.1. Placement

◆ A land unit may be placed in a controlled zone which is within or adjacent to a territory containing a Factory.

◆ A naval unit may be placed in an empty naval zone adjacent to a territory that contains a Factory.

You can place a unit in a zone you already occupy by replacing one of your own unit if with a more powerful one. The replaced one goes back to your pool and becomes available.

◆ The special units SMA, SNLE, Tactical Launcher, 13th RDP, Foreign Legion are not placed on the board but in the special units zone of the relevant **BLOC** boards.

### 10.6. Production and Silo placement

Building a Silo for nuclear missiles is done outside the use of the Factories by spending 3 **URANIUM** under the condition of being at least at Defcon 3 level and possessing at least the A-Bomb Technology and Intercontinental Missile Technology.

Place the Silo by attaching it to a zone you control.

If this zone is conquered or hit by a nuclear missile, your Silo is destroyed.

#### 10.6.1. Nuclear Launching Submarines (SSBN)

Building a SSBN unit can be accompanied by one or more Silos, by spending three **URANIUM** for each.

The silos thus constructed are placed with your SSBN unit in your **SPECIAL UNITS** space. These Silos constitute the missile pool of your SNLE.

A SSBN unit can rearm itself with missiles during the Production phase at a cost of three **URANIUM** per Silo.

Replace these new Silos with your SSBN in the Special Units space.

SSBNs can fire A-Bombs and H-Bombs.

### 10.7. Unit Upgrade

You may upgrade by one level a unit that is already in play provided that upgraded unit is available in your pool and that you developed the Technology to produce it.

An upgrade costs one **OIL** barrel and one **R&D** cube.

You may upgrade as many units as you wish and even upgrade the same unit more than once.

Some **MISSION** cards allow you to get free upgrades.

You may also upgrade your **CONTROL** markers to a **MOTORIZED DIVISION** unit.

Example: The Non-Aligned Movement has a **MECHANIZED CORPS** unit in Afghanistan. Since they have an **ARMORED ARMY** unit in their pool and have the Heavy Unit Technology, they can spend one **OIL** barrel and one **R&D** cube to upgrade their **MECHANIZED CORPS** unit to an **ARMORED ARMY** unit and put their **MECHANIZED CORPS** unit back to their pool.

## 11. Atomic Phase

Note: This phase is only played at Defcon 1 level.

Moreover, the initiative during this phase is not determined by the positions of the blocs on the Initiative track, but by the number of Defcon markers placed by each bloc on the scale.

The bloc with the most Defcon markers gets the initiative for this phase, and so on in descending order. In case of a tie, whoever gets the initiative is determined by their position on the initiative track.

### Arming a missile

Depending on the technologies you have developed, you can choose the nature of your bomb (A-H or TSAR) when you launch it.

#### 11.1. Missile range and impact zone

A missile can be launched up to 25 centimeters.

The measurement is made from the firing zone, i.e. the zone containing a Silo. Use the Ballistic Strike template.

#### 11.2. Nuclear strike from an SSBN

During your Atomic phase, you may raise a SSBN unit in any sea and launch one or more shots, the range of which will be measured from the SSBN unit.

Once the shots have been fired, place the SSBN unit back to your **SPECIAL UNITS** space. This unit will still be able to intervene this turn during the Warfare phase.

#### 11.3. Strike Damage

The Strike damage is based the power of the used bomb.

- ◆ An A-Bomb targets one zone and destroys any unit and Silo there.
- ◆ A H-Bomb targets up to two zones in the same territory and destroys any units, resources, Factories, and Silos.
- ◆ A Tsar Bomb can target up to three zones of a capital territory and destroys any units, resources, Factories, and Silos.

Any units destroyed by a bomb may no longer be rebuilt: remove them from the game. For any destroyed resource or Factory, place a Nuclear Strike marker to mask the resource or Factory.

Stricken zones remain under control of their bloc.

#### 11.4. Strike on a naval zone

You may also target a naval zone, regardless of the power of the bomb.

## 12. Warfare phase

During this phase, you may redeploy your units and then move on to attack.

### 12.1. Naval operations

Each naval unit may redeploy, then attack an opposing naval unit and, at any time during this phase, bombard.

#### 12.1.1. Bombarding

Some naval units may bombard any zone adjacent to the sea they occupy, once per turn, at any time during this phase.

Each Bombardment costs one **OIL**.

At **DEFCON 5** level, you can bombard any neutral or secondary zones. When the **DEFCON** level reaches 2, you can bombard the Main zones of opposing blocs.

- ◆ One **CRUISER WING** unit can destroy one **MOTORIZED DIVISION** unit,
- ◆ One **CARRIER STRIKE GROUP** unit can destroy one **MECHANIZED CORPS** unit or two **MOTORIZED DIVISION** units.

#### 12.1.2. Naval redeployment

A **FRIGATE SQUADRON** unit can move two naval zones. The redeployment zone must not be occupied. If you move two zones, the transit zone must not be occupied by any opposing unit.

A **CRUISER WING** unit or **CARRIER STRIKE GROUP** may only move one naval zone. The redeployment zone must not be occupied.

It is possible to swap the position of two of your units.

It is possible to move from a naval zone on the Eastern edge of the map to a naval zone on the Western edge and vice versa.

It is not possible to carry out combined attacks in **DEFCON 1**, i.e. to make units converge on the attacked area. It is therefore very important to place your units according to your objectives or missions, in order to have the most powerful units where you need them the most.

#### 12.1.3. Naval warfare

Naval warfare is only allowed after Defcon level reaches 4.

A unit may attack an opposing unit in an adjacent zone and strictly below the attacking unit's level. The attacked unit is destroyed.

The destroyed unit is placed in your opponent's reserve, and you may either occupy the vacated zone with the attacking unit or leave it in place.

- ◆ Combat level 2 **CRUISER WING** units outperform Combat level 1 **FRIGATE SQUADRON** units.
- ◆ Combat level 3 **CARRIER STRIKE GROUP** units outperform Combat level 2 **CRUISER WING** units and Combat level 1 **FRIGATE SQUADRON** units.

If you have **SMA/SSBN** unit in your **SPECIAL UNITS** space, you can have them emerge to escort your naval unit:



each **SMA/SSBN** unit adds one level.

Thus, you can make a normally impossible attack, or counter an attack that should have normally succeeded.

Each **SMA/SSBN** unit may act only once per turn: After it has done its action, put it in the used case fo your bloc board after use.

### Naval warfare resolution

The attacker declares wether they want to engage a **SMA/SSBN** unit and spends 1 **OIL**. The defender may engage an **SMA/SSBN** unit if they are any available in their **SPECIAL UNITS** space and keep going on until neither bloc wishes to engage another **SMA/SSBN** unit.

The supernumerary **SMA/SSBN** unit adds 1 Combat level to the benefitting naval unit, and becomes used. Put it in the used box. All other **SMA/SSBN** units are destroyed.

In case of a tie, every committed **SMA/SSBN** units are destroyed and neither bloc gets any support.

If the attack fails because of the intervention of **SMA/SSBN** units, the attacker still discards 1 **OIL**.

The Atlantic Alliance occupying P2 with a **CRUISER WING** unit can attack the **FRIGATE SQUADRON** unit of the People's Republic of China occupying MJ because it outperforms the Chinese unit. The Atlantic Alliance decides to attack and destroy the **FRIGATE SQUADRON** unit by spending 1 **OIL**. The Alliance unit can either occupy MJ or stay in P2.

The Warsaw Pact which occupies MN with its **CARRIER STRIKE GROUP** unit cannot attack alone the French Republic **CARRIER STRIKE GROUP** unit which occupies MN because it does not outperform the French unit. The Warsaw Pact has however a **SSBN** unit thanks to which it can outclass, and thus attack, the **CARRIER STRIKE GROUP** unit of the French Republic.

The Warsaw Pact decides to attack and destroy the French unit by paying 1 **OIL** then put its **SSBN** into the used box. The **CARRIER STRIKE GROUP** unit of the Pact can either occupy MN or remain in MA.

The Non-Aligned Movement has a **CRUISER WING** unit and an **SMA** unit and wishes to attack the French bloc which also has a **CRUISER WING** unit and an **SMA** unit!

The Non-Aligned Movement must engage its **SMA** unit if it wants to attack. It does so and spends 1 **OIL**. However the French also decides to engage their **SMA** unit: both **SMA** units are destroyed and the attack cannot take place.

The **OIL** barrel is lost.

## 12.2. Land operations

Each land unit may redeploy and then attack an opposing land unit.

### 12.2.1. Land redeployment

A **MOTORIZED DIVISION** unit may move two land zones. The redeployment zone must be controlled and unoccupied. If it moves two zones, the transit zone

must be controlled and may be occupied.

A **MECHANIZED CORPS** or **ARMORED ARMY** unit may move only one zone. The redeployment zone must be controlled and unoccupied.

You may swap the position of two units.

### 12.2.2. Naval Transport

A redeployment may take place across one or more naval zones you occupy.

◆ If you control two land zones connected by two adjacent naval zones you occupy, you may redeploy a **MOTORIZED DIVISION** unit in one of those two land zones.

◆ If you control two land zones connected by one naval zone you occupy, you may redeploy a **MOTORIZED DIVISION**, **MECHANIZED CORPS** or **ARMORED ARMY** unit to one of those two land zones.

You can redeploy a unit from the United States to Hawaii if you occupy P2, or from Turkey to Spain if you occupy MM.

If you have a Marine unit in MC and one in P3, you can redeploy a **MOTORIZED DIVISION** unit from Vietnam to Hawaii.

### 12.2.3. Strait

You may redeploy a land unit across a strait even if the adjacent seas are enemy-occupied.

### 12.2.4. Land warfare

If a Territory has several zones, you must attack and conquer all its zones to control that territory. This is especially important for the achievement of objectives and can be done over several rounds.

A unit can attack, and destroy, an opposing unit in an adjacent zone and of a strictly lower Combat level than the attacking unit.

◆ Combat level 1 **MOTORIZED DIVISION** units outperform Combat level 0 **CONTROL** markers.

◆ Combat level 2 **MECHANIZED CORPS** units outperform Combat level 1 **MOTORIZED DIVISION** units, and Combat level 0 **CONTROL** markers.

◆ Combat level 3 **ARMORED ARMY** units outperform Combat level 2 **MECHANIZED CORPS** units, Combat level 1 **MOTORIZED DIVISION** units, and Combat level 0 **CONTROL** markers.

The adjacency rules for attacks are the same as for redeployments. You can therefore attack across a sea you occupy, or even two seas away in the case of a **MOTORIZED DIVISION** unit.

If you have **TACTICAL LAUNCHER/SCUD** units in your **SPECIAL UNITS** space, you may use them to accompany your land unit: each **TACTICAL LAUNCHER/SCUD** unit adds one level.

Each **TACTICAL LAUNCHER/SCUD** unit can act only once per turn, put it in the used case fo your bloc board after use.

## 12.2.5. Land warfare resolution

The attacker declares whether they want to engage a **TACTICAL LAUNCHER/SCUD** unit and spends one **OIL**. In response, the defender may engage a **TACTICAL LAUNCHER/SCUD** unit if they have any available in their **SPECIAL UNITS** space and keep going until neither of the two blocs wish to engage another **TACTICAL LAUNCHER/SCUD** unit.

The supernumerary **TACTICAL LAUNCHER/SCUD** unit adds one Combat level to the land unit benefitting from it, and is placed in the Used space of their owner's **BLOC** board. All other **TACTICAL LAUNCHER/SCUD** units involved are destroyed.

In the event of a tie, all involved **TACTICAL LAUNCHER/SCUD** units are destroyed and none of the two blocs gets any support.

If the attack fails because of the intervention of **TACTICAL LAUNCHER/SCUD** units, the attacker still discards one **OIL**.

If the unit that occupied the zone is destroyed, it returns to its owner's reserve and the attacker places their control marker on the conquered area. They decide to occupy the zone with the unit that has just attacked.

**Example:** The Atlantic Alliance wants to take control of Central America. As it is a Secondary territory, they can attack it regardless of the Defcon level. As no neutral unit is present, the conquest is possible thanks to the **MOTORIZED DIVISION** unit in the United States of America. The Atlantic Alliance discards one Oil Barrel and takes control of the zone. They placed one of their Control markers there and choose to leave their **MOTORIZED DIVISION** unit in the United States of America.

**Example:** the Non-Aligned Movement wishes to take control of the France II zone with a **MECHANIZED CORPS** unit from Libya. They occupy the MM Sea with a **FRIGATE SQUADRON** unit. As the French Republic is not played, it is a Main neutral zone occupied by a **MOTORIZED DIVISION** unit and attack is possible regardless of the Defcon level. The Non-Aligned Movement spends one Oil barrel and takes control of the France II zone. The neutral unit is destroyed, a Non-Aligned Movement Control marker is placed on the zone and the victorious **MECHANIZED CORPS** unit decides to move there.

**Example:** The Warsaw Pact wants to take control of Brazil, a Territory controlled by the Atlantic Alliance. There is a **MECHANIZED CORPS** unit in the Brazil I zone and an **ARMORED ARMY** unit in the Brazil II zone.

There is a Soviet **ARMORED ARMY** unit in Venezuela. The unit in Venezuela outperforms the unit in the Brazil I zone. The Warsaw Pact pays one Oil barrel and the Atlantic Alliance **MECHANIZED CORPS** unit is destroyed. A Soviet Control marker is placed on Brazil I. Brazil is disputed because no bloc controls it entirely.

## 12.2.6. stabilize an area militarily

You can stabilize an unstable level 1 or 2 zone by attacking it.

# 13. Game modes

## 13.1. Strategic mode

This mode is best for 5 players.

### 13.1.1. Objective Cards

In a 5-player game, go to the section 14.1.2. Drawing, p <EX>.

Some Objective cards are identified with the icon of one of the opposing blocs: this means that this Objective is specifically directed against that bloc.

Before starting a game with less than 5 players, remove those iconed cards from the Objective deck of each bloc in play (they target the unplayed blocs and will not fit the game).

**Example:** In a game opposing the Warsaw Pact to the Non-Aligned Movement, remove all cards identified by the icons of the three blocs Atlantic Alliance, French Republic, and People's Republic of China.

If every player agrees, you may also modulate these decks at your convenience. For example, if you want a game all in head-on opposition, by removing the cards whose bloc icons are those of the unplayed blocs. Or for example the cards that make the Eastern blocs oppose each other.

### 13.1.2. Objectives deck

Draw two Objective cards. You should not show them to your opponents.

### 13.1.3. Victory

The first bloc to successfully complete one of their two objectives win the game.

As soon as one of your objectives is completed, announce your victory to your opponents by showing them the card, you win the game!

These objectives are therefore quite difficult to achieve and require you to progress step by step throughout the game.

### 13.1.4. Mission Cards

Each bloc draws six **MISSION** cards at the beginning of the game, looks at them, keeps three of their choice to form their starting hand, and discards the three other cards. They will not be used in the game.

You must not show them to your opponents.

Their completion will give you an immediate bonus.

In addition, some **MISSION** cards could allow you to progress towards one of your bloc's objectives.

If you complete a mission corresponding to a card in your hand, you are entitled to the reward. Sometimes, when a specific bloc is played, you will gain an additional reward, highlighted in the color of the opposing bloc.

If the mission consists of taking several zones or territories, this can be done over several turns.

The mission is completed as soon as you exert a simultaneous control of all the requested zones/territories.

Sometimes the reward allows you to pick another card. In this case, add it directly to your hand. If you draw an interesting card, you will be able to play it this round.

◆ Any bonuses you gain are immediate, although they should not normally apply to the current phase.

**Example: The AA has the Solidarnosc mission to take over Poland. In their Policy Phase, The AA takes political control of Poland. They first gain a MECHANIZED CORPS unit and as the Warsaw Pact bloc is played, they also gain the associated reward.**

◆ A land unit awarded this way may be placed on any free zone you control.

◆ A naval unit awarded this way may be placed on any free naval zone adjacent to a land zone that you control.

◆ If the reward is to place a unit that you no longer have in your reserve, you may place a lower class unit. **Example: a FRIGATE SQUADRON unit instead of a CRUISER WING unit.**

◆ If the reward is the possibility to launch a new attack from the conquered area, don't forget to take into account the Defcon level. This new attack does not cost Oil. If you cannot or do not want to perform this bonus attack, you can instead destabilize an adjacent zone of the conquered one.

◆ If the reward involves taking control of an area, it may cause the destruction of an enemy land unit located there. Zones marked in white are accessible at any time during the game, those marked in red are only accessible from Defcon 2 onwards. However, instead of taking control of an area, you can decide to destabilize it.

◆ If you take control of an opposing zone through a successful mission and a Silo is placed next to that zone, the Silo is destroyed.

◆ If the reward allows you to develop a specific Technology, it is immediately available. However, in the case of a Technology requiring the prior completion of another, the reward is lost if this criterion is not met.

◆ If the reward involves advancing the Space marker, you must advance it by the number of steps shown without taking into account the intermediate cases. You will receive only one INFLUENCE cube, as well as any bloc associated with the finishing space. If any spatial Technology tiles are reached, each concerned bloc claims the corresponding tiles.

Note: You cannot place an Instability marker on an zone that has a POLITICAL PROTECTION marker.

### 13.1.5. Discard a Mission Card

On your turn, you may discard your MISSION cards to get bonuses.

This can be useful if the mission has already been completed when you pick it or if you need a bonus.

The bonus depends on how many MISSION cards you have discarded:

◆ 1 MISSION card: gain 1 R&D cube,

◆ 2 MISSION cards: place 1 FRIGATE SQUADRON unit as you would do in the Production phase,

◆ 3 MISSION cards: gain 1 OIL barrel.

### 13.1.6. Operational Priority

In addition to the pick rewards, you may place a MISSION card in "Operational Priority" status. This card is placed separate from your hand. It cannot be discarded by the Spy Satellite, but cannot be discarded to get bonuses neither. This mission is intended to be either successful or lost.

## 13.2. Frontal Impact: variant of the Strategic mode

Recommended for 2 players and designed for fast and nervous duel games.

It is a Strategic mode game where the Objectives deck only contain those in direct opposition to your opponent, and where the number of MISSION cards is reduced in order to stick as close as possible to these objectives.

Moreover, instead of drawing six cards and choosing three, you can directly choose your three starting cards from your Mission deck.

In this mode, it is forbidden to attack an initial zone of an unplayed bloc before Defcon 2 level, whatever bloc controls the zone.

This variant is ideal for competition, especially playing Atlantic Alliance vs Warsaw Pact.

### 13.2.1. Atlantic Alliance vs Warsaw Pact

Create the following Objective decks and Mission decks.

Atlantic Alliance

Create the Objective deck with the O1, O2 and O7 cards.

Remove the M3, M11, M14, M15, M16, M17, M18 and M19 cards from the Mission deck.

Warsaw Pact

Create the Objective deck with the O1, O2, O5 and O7 cards.

Remove the M7, M8, M11, M14, M16, M17, M18 and M22 cards from the Mission deck.

### 13.2.2. Atlantic Alliance vs. Non-Aligned Movement

Create the following Objective decks and Mission decks.

Atlantic Alliance

You must start with the O3 and O4 Objective cards.

Remove the M4, M5, M6, M7, M11, M12, M19 and M20 cards from the Mission deck.

Movement of the Non-Aligned

You must start with the O3 and O7 Objective cards.

Remove the M5, M7, M9, M10, M18, M20, M23 and

M24 cards from the Missions deck.

### 13.2.3. Warsaw Pact vs Non-Aligned Movement

Create the Objective and Mission decks.

Warsaw Pact

You must start with the O3 and O8 Objective cards.

Remove the M6, M7, M12, M13, M15, M19, M20 and M22 cards from the Mission deck.

Non-aligned Movement

You must start with the O6 and O8 Objective cards.

Remove the M2, M6, M8, M11, M12, M14, M15 and M16 cards from the Mission deck.

## 13.3. Circle of Death: Strategic mode variant

This mode is best suited for 3-player games.

### 13.3.1. Objective Cards

Each player sets aside the Objective cards that oppose them to the other two.

- ◆ The Non-Aligned Movement is placed first on the green zone [1].
- ◆ The Atlantic Alliance draws one **OBJECTIVE** card from each deck (NAM/Pact), looks at it, and then chooses their place [2]. Their place will determine their opponent.
- ◆ Then the Warsaw Pact places themselves on the vacant square, draws two **OBJECTIVE** cards corresponding to their opponent and chooses one [3].
- ◆ The Non-Aligned Movement draws two **OBJECTIVE** cards that target their opponent and chooses one [4].

**Example:** You play the Warsaw Pact. You create a deck of Objective cards targeting the Atlantic Alliance and another deck of Objective cards targeting the Non-Aligned Movement. The other blocs do the same respectively. The Non-Aligned Movement is placed on their square [1]. Next, the Atlantic Alliance draws one card for the Non-Aligned Movement and one for you. After consulting them, they must then choose their square. Either they choose to oppose you and be the target of the Non-aligned movement, or the other way around. They choose to attack you [2]. You then take the remaining place, which means that you have to attack the Non-Aligned movement. You draw two cards from the deck against Non-aligned Movement, and choose one [3]. Finally, the Non-Aligned Movement draws two Objective cards from the deck that targets the Atlantic Alliance and picks one [4]. Now the game can begin, with the assurance that everyone will be the target of one bloc and have another one as their target!

## 13.4. Scenarios

In this mode, victory is achieved by special conditions specified for each scenario, but some blocs are allied and win or lose together.

In addition, you can:

- ◆ move your troops through the sea thanks to allied

naval units during the Warfare phase,

- ◆ exchange resources with your ally during the Policy phase,

- ◆ show your **MISSION** cards to your ally and freely discuss common strategy out of the table.

You may choose play with or without the **MISSION** cards prior to the game.

### 13.4.1. Oil Hold-up

3-player games. France and China vs Non-aligned.

France and China are allies. The Non-Aligned will have to defend themselves against the two minor blocs who win by taking control of all the oil-producing zones on the main territories of the Non-Aligned (green colored on the map). The Non-Aligned movement wins if they manage to control France or Yunnan.

### 13.4.2. Chinese Civil War

3-player game. Atlantic Alliance vs Warsaw Pact, a third player controls China in an atypical way.

In this scenario, the Chinese civil war between nationalists and communists is still going on. Every turn, China's allegiance may change in favor of the Warsaw Pact or the Atlantic Alliance.

At the beginning of each Initialization phase, roll 1D6. On 1-3, China is allied with the Warsaw Pact, on 4-6 China is allied with the Atlantic Alliance.

The game works according to the normal rules, except that China is not dependent on the Defcon track and can do absolutely anything they want on the first turn. The game lasts until the Warsaw Pact or the Atlantic Alliance gives up.

It is an atypical scenario in which China plays with the nerves of the other 2 belligerents who will have to manage both the other large opposing bloc and China which can either be profitable to them or lead them to ruin.

If one of the 2 blocs wins and China is on their side, China also wins the game.

### 13.4.3. French Communist Party

For 3 players. Atlantic Alliance vs. Warsaw Pact, a third player controls France in an atypical way.

This is the same scenario as the previous one.

The French Republic is in the hands of the PCF, and their government is destabilized between the legitimate power of the territory allied to the Warsaw Pact and the counter-powers still loyal to the West. Proceed as in the scenario above, randomly drawing by lot the allegiance of the French Republic at the beginning of each Initialization phase.

### 13.4.4. East versus West

This mode is best for 4 players. Warsaw Pact and China versus France and Atlantic Alliance.

A true classic, the communist bloc against the capitalist bloc. Victory is earned by complete control

of an opposing capital territory.

#### **13.4.5. 1972**

5-player game. The Sino-Soviet break is effective and Richard Nixon's visit to China seals the new American-Chinese alliance.

In this scenario, the Atlantic Alliance, the French Republic and the People's Republic of China are allied against the Non-Aligned Movement and the Warsaw Pact. Victory by complete control of the capital territory of one of the opposing blocs.

#### **13.4.6. Create your scenario**

These scenarios are only examples, you are encouraged to create your own.

For the sake of balance, remember that the two minor blocs are worth one major bloc.

### **13.5. Annihilation mode**

This mode is to be preferred only if you have time.

#### **13.5.1. Cards**

Players compete without an objective card.

Victory is obtained by forcing all your opponents out of the game. This is a longer game mode with no random factors, in which minor blocs have almost no chance of winning.

You may add **MISSION** cards if you wish. This speeds up this kind of game.

## 15. Technologies

### 15.1. Common Technologies

#### 15.1.1. LIGHT UNITS

You may produce **MOTORIZED DIVISION**, **MECHANIZED CORPS** and **FRIGATE SQUADRON** units.

#### 15.1.2. HEAVY UNITS



You may produce **ARMORED ARMY** and **CRUISER WING** units.

#### 15.1.3. CARRIER STRIKE GROUP



You may produce **CARRIER STRIKE GROUP** units.

#### 15.1.4. SUBMARINE FORCE



You may produce **ATTACK SUBMARINE** units.

#### 15.1.5. SSBN



You may produce **SSBN** units.

#### 15.1.6. TACTICAL LAUNCHER



You may produce **TACTICAL LAUNCHER** units.

#### 15.1.7. INTERCONTINENTAL MISSILE



You have access to the Space Race. Mandatory to build and launch Nuclear missiles and to obtain Satellites.

#### 15.1.8. AUTOMATIC RESPONSE



When one of your zones is hit by a nuclear missile, you can immediately retaliate with your own missiles on the bloc that attacked you. This allows you to launch in extremis a nuclear missile that would normally have been destroyed by your opponent's nuclear strike.

#### 15.1.9. A-BOMB



You gain an Influence cube when the research is developed.

You have access to A-Bombs.

#### 15.1.10. H-BOMB

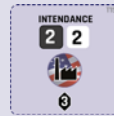


You gain an Influence cube when the research is developed.

You have access to H-Bombs.

## 15.2. Atlantic Alliance Technologies

### 15.2.1. LOGISTICS



You can place your **FACTORY** marker on a zone you control at the beginning of your Production phase.

This Factory functions in every way like a normal Factory, and can be used by an opponent in case of conquest or be destroyed by a Nuclear strike.

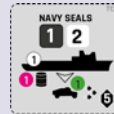
### 15.2.2. OIL EMBARGO



Once per turn, spend one Influence cube to defeat one **OIL** barrel to an opponent bloc

Once per turn, spend two influence cubes and two R&D cubes to defeat half of the **OIL** barrels to an opposing block, rounded up.

### 15.2.3. NAVY SEALS



Each of your **CARRIER STRIKE GROUP** unit may produce one **MOTORIZED DIVISION** unit per Warfare phase.

That unit must immediately attack an adjacent zone from its **CARRIER STRIKE GROUP** unit. Such attacks consume one **OIL**.

### 15.2.4. STAR WARS



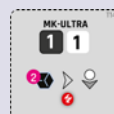
You may spend three **R&D** cubes to destroy a Nuclear missile when it is launched, no matter which bloc is targeted.

### 15.2.5. ANTI-SUBMARINE WARFARE



One per turn, you may spend one **R&D** cube to destroy an emerging **SMA/SSBN** unit during the Warfare phase when a bloc decides to make an **SMA/SSBN** unit emerge, in any Naval warfare, even if the Atlantic Alliance is not targeted.

### 15.2.6. MK-ULTRA



You may spend 2 **R&D** cubes to downgrade by 1 Combat level one land unit: **ARMORED ARMY** unit > **MECHANIZED CORPS** unit > **MOTORIZED DIVISION** unit > **CONTROL** marker.

### 15.2.7. NASA



You may advance 1 or 2 steps on the Space Race track per **R&D** cube spent.

### 15.2.8. SPACE MIGHT



The Atlantic Alliance receives 1 **SATELLITE** token.

### 15.2.9. MANIPULATION



You may spend 1 **INFLUENCE** cube to remove 1 **INSTABILITY-1** marker from a zone in which you have a natural influence or is adjacent to one of your controlled zones. You may

spend 1 INFLUENCE cube to place a POLITICAL PROTECTION marker on a zone under your control.

### 15.2.10. TOMAHAWK MISSILE



Your Bombardment options are modified :

- each of your FRIGATE SQUADRON units can destroy one MOTORIZED DIVISION unit,
- 1 CRUISER WING unit can destroy one MECHANIZED CORPS unit or two MOTORIZED DIVISION units,
- 1 CARRIER STRIKE GROUP unit can destroy one ARMORED ARMY unit or two MECHANIZED CORPS unit and one MOTORIZED DIVISION unit or three MOTORIZED DIVISION units.

## 15.3. Warsaw Pact Technologies

### 15.3.1. TSAR BOMB



When acquired: Gain one INFLUENCE cube. You have access to Tsar Bombs. This type of bomb cannot be launched with a SNLE unit.

### 15.3.2. HEAVY INDUSTRY



Once in your Production phase, you may resolve one of the following options:

- use one Factory to build depending on the Technologies you own: one TACTICAL LAUNCHER, SUBMARINE ATTACK, NUCLEAR SUBMARINE MISSILE LAUNCHER or OBJECT 279-KOTIN unit,

- make one free upgrade.

### 15.3.3. KGB



Once per turn, spend one Influence cube to defeat one influence cube to an opponent bloc. Once per turn, spend three Influence cubes to defeat three influence cube to an opponent bloc.

### 15.3.4. POLITBURO



When acquired: Gain one INFLUENCE cube. You may have four MISSION cards in hand instead of three, and you can immediately draw one MISSION card.

### 15.3.5. SHKVAL TORPEDOES



All your ATTACK SUBMARINE units are equipped with SHKVAL TORPEDOES: they increase the fleets they accompany during Naval warfare by 2 Combat levels. **Example: A**

**FRIGATE SQUADRON unit accompanied by an SUBMARINE ATTACK unit with Shkval Torpedoes can outperform a CARRIER STRIKE GROUP unit.**

### 15.3.6. DEAD HAND



Equivalent to Automatic Response technology. When acquired: Place the specific Silo token in one of the zones of Russia. You can only launch this missile if the Warsaw Pact is the target of a Nuclear strike.

### 15.3.7. ISTREBITEL SPUTNIKOV



You may spend one R&D cube to defeat one SATELLITE MARKER token from an opponent's pool.

### 15.3.8. TRANS-SIBERIAN RAILWAY



Spend 1 OIL to redeploy 1 of your land units to any of your zones as long as the departure and arrival zones are linked by an unbroken chain of zones under your control.

### 15.3.9. OBJECT 279-KOTIN



During your Production phase, you can build one SPECIAL ARMORED ARMY unit which resists to Nuclear strikes.

## 15.4. Non-Aligned Technologies

### 15.4.1. URANIUM ENRICHMENT



When acquired: Gain one URANIUM.

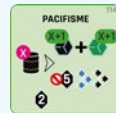
You can collect your Uranium resources during the Initialization phase.

### 15.4.2. HEAVY UNITS



You may produce ARMORED ARMY and CRUISER WING units.

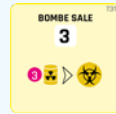
### 15.4.3. PACIFISM



At the beginning of the Policy phase, spend X OIL to gain X+1 INFLUENCE cubes and X+1 R&D cubes. If you do this, you are not

allowed to take military control of any zone by any mean this round. Political takeovers are still possible.

### 15.4.4. DIRTY BOMB



You have access to Dirty Bombs.

During your Production phase, spend three URANIUM to place one Dirty Bomb token in your SPECIAL UNITS case.

During any of your phases, you may detonate a Dirty Bomb on any zone, regardless of the DEFCON level.

If you do so, discard one Dirty Bomb token from your BLOC board and destroy the unit in the targeted zone, it does not destroy resources or Silos, place one DEFCON counter the DEFCON track.

This explosion does not trigger Automatic riposte Technology.

### 15.4.5. SCUDS



When acquired: Place your TACTICAL LAUNCHER unit in your SPECIAL UNITS case.

During your Production get back your TACTICAL LAUNCHER unit in your SPECIAL UNITS case if it was destroyed on the previous turn.

## 15.4.6. ARMED MILITIA



During your Production phase, spend one **INFLUENCE** cube to place one **MOTORIZED DIVISION** unit in any zone you control.

## 15.4.7. KAMIKAZE



Once per turn, during any of your phases, you may remove one of your **MOTORIZED DIVISION** units from the board and target any empty zone or zone with a **MOTORIZED DIVISION** unit, which will then be destroyed. Place a **INSTABILITY-1** marker on the targeted zone other than a Capital Territory zone.

## 15.4.8. OPEP



When acquired: Gain 2 **INFLUENCE** cubes.

During your Production phase, you may spend two **OIL** to make one Unit Upgrade anywhere on the map.

## 15.4.9. SYSTEM D



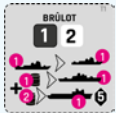
Spend one **R&D** cube to transform a **MOTORIZED DIVISION** unit into a **MECHANIZED CORPS** unit or a **MECHANIZED CORPS** unit into two **MOTORIZED DIVISION** units of which one is placed on an adjacent zone.

## 15.4.10. PIRACY



Once per turn, you may place or move the **PIRACY** marker in a Sea containing an **OIL** icon and gain one **OIL**. This zone no longer produces **OIL** for anyone as long as the **Piracy** marker is in it.

## 15.4.11. BURNER



During your Warfare phase, you may destroy one of your **FRIGATE SQUADRON** units to destroy one opposing naval unit in a naval zone adjacent to your **FRIGATE SQUADRON**.

If you spend one additional **OIL**, you may destroy one **CRUISER WING** unit instead.

If you spend two additional **OIL**, you may destroy one **CARRIER STRIKE GROUP** unit instead.

## 15.4.12. JUGAAD



Your Factories may produce units up to two spaces away from zones you control (sea or land).

## 15.5. France Technologies

### 15.5.1. 13TH RDP



When acquired: Place the **13TH RDP** unit in your **SPECIAL UNITS** case.

The **13TH RDP** unit has the same Combat level as a **MOTORIZED DIVISION** unit.

Once per turn, you may resolve one of the following options:

- during your during Land redeployment step, place

the **13TH RDP** unit into any land zone you control.

- during your during Land warfare step, spend 1 **OIL** to place the **13TH RDP** unit to attack any zone on the map.

The **13TH RDP** unit may be upgraded to a **MECHANIZED CORPS** unit, in which case it goes back to your **SPECIAL UNITS** space.

### 15.5.2. EXOCET MISSILES



Your **FRIGATE SQUADRON** units become as powerful as a **CRUISER WING** unit for Naval warfare only.

### 15.5.3. DIPLOMATIC NETWORK



At the beginning of your Policy phase, you may place your double-sided **DN** marker. The side you may play depends on the **DEFCON** track and its effect will change according to that.

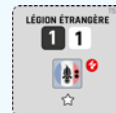
The Dove side can be placed in **DEFCON 5**, **DEFCON 4** or **DEFCON 3** levels on any zone. This zone will be protected against any military takeover, including yours.

The SDECE side may be placed in **DEFCON 2** or **DEFCON 1** levels on any zone producing **INFLUENCE** and controlled by an opponent. This zone do not yield any **INFLUENCE** cube during the next Initialization phase.

When the game shifts to **DEFCON 2** level, you may move the **DN** marker once, immediately.

The **DN** marker cannot stay on the same zone two turns in a row, no matter which side is used.

### 15.5.4. FOREIGN LEGION



When acquired: Place the **FOREIGN LEGION** unit in your **SPECIAL UNITS** case.

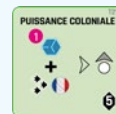
Once per turn, at any time during one of your phases, if the **FOREIGN LEGION** unit is in your **SPECIAL UNITS** space, you may place it in any land zone you control.

The selected zone may have an **INSTABILITY-1** or **INSTABILITY-2** marker, in which case that zone is immediately restored.

The **FOREIGN LEGION** unit has the same Combat level as a **MOTORIZED DIVISION** unit when attacking the same Combat level as a **MECHANIZED CORPS** unit when defending. The **FOREIGN LEGION** unit redeploys as a **MOTORIZED DIVISION** unit.

The **FOREIGN LEGION** unit may be upgraded to a **MECHANIZED CORPS** unit, in which case it goes back to your **SPECIAL UNITS** case.

### 15.5.5. COLONIAL MIGHT



When you take control of an zone militarily, you may spend one **INFLUENCE** cube to make an upgrade.

### 15.5.6. ENGINEERING



You gain 1 **R&D** cube at the initialization phase.



## 15.5.7. EUROPEAN SPACE AGENCY



Each time you spend a **SATELLITE** token, gain one **INFLUENCE** cube.

## 15.5.8. PLUTON MISSILE



Your **TACTICAL LAUNCHER** unit is now equipped with Pluton missiles and increases the unit it escort during Land warfare by 2 Combat levels.

**Example:** a **MECHANIZED CORPS** unit it accompanies may outrank an **ARMORED ARMY** unit.

# 15.6. China Technologies

## 15.6.1. TECHNOLOGY TRANSFER



Once per Round, during your Research and Development phase, spend one **INFLUENCE** cube to get one Technology from the bloc of your choice. That Technology must have been developed by the chosen bloc and be available on the Chinese Technology tree.

## 15.6.2. INDUSTRIAL SPYING



Once per Round, at any time during your turn, you may steal one Technology from the bloc of your choice.

That Technology must have been developed by the chosen bloc and be available on the Chinese Technology tree.

## 15.6.3. CULTURAL REVOLUTION



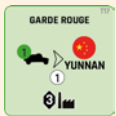
You may remove from the board and put back in your reserve a **MECHANIZED CORPS** unit to receive one **INFLUENCE** cube or an **ARMORED ARMY** unit to receive two **INFLUENCE** cubes.

## 15.6.4. LITTLE RED BOOK



Once per turn, you can place the Little Red Book marker on a zone that has at least one natural influence. This zone now has a Chinese natural influence whose value is equal to the smallest natural influence value of the area.

## 15.6.5. RED GUARDS



During your Production phase, you may place one **MOTORIZED DIVISION** unit for free in a zone of Yunnan you control.

## 15.6.6. GREAT LEAP FORWARD



At the beginning of your Production phase, spend one **R&D** cube and one **INFLUENCE** cube to take back of your one **MOTORIZED DIVISION** units from the board and have one of your Factories produce a second time and gain one **OIL**.

## 15.6.7. TANK TYPE 59



Add one **ARMORED ARMY** unit to your pool.

## 15.6.8. DONG-FENG III



Add one **TACTICAL LAUNCHER** unit to your pool.

## 15.6.9. SOCIALIST MARKET ECONOMY



Spend two **INFLUENCE** cubes to gain one **OIL**.

## 15.6.10. COASTAL ARTILLERY



Your Bombardment options get a new one.

Spend the indicated oil cost to destroy a naval unit located on a Sea adjacent to a land zone controlled by China.

To destroy one **FRIGATE SQUADRON** unit, discard one barrel of oil, to destroy one **CRUISER WING** unit, discard two barrels of oil, and to destroy one Aircraft Group unit, discard three **OIL**.



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# Tableaux BLOC : Alliance Atlantique, Pacte

**USA**

0 1 2 3 4 5

1 3 7 9 2 4 6 8 10 12 5 11

3

**BOMBE A** 129  
 1 1  
 3

**BOMBE H** 130  
 1 1  
 3

**INTENDANCE** 125  
 2 2  
 3

**EMBARGO PÉTROLIER** 126  
 2  
 3

**MANIPULATION** 127  
 1  
 3

**MISSILE TOMAHAWK** 128  
 2 2  
 +1  
 3

**MK-ULTRA** 124  
 1 1  
 3

**MISSILE INTERCONT.** 123  
 1  
 4

**RIPOSTE AUTO** 122  
 1  
 4

**GUERRE DES ÉTOILES** 121  
 1  
 4

**PUISSANCE SPATIALE** 120  
 1  
 4

**NASA** 119  
 2  
 4

**SNLE** 118  
 1 2  
 3

**LUTTE ASM** 117  
 1 1  
 3

**NAVY SEALS** 116  
 1 2  
 3

**LANCEUR TACTIQUE** 115  
 1 1  
 3

1 2 3  
 1 2 3  
 1 2 3  
 1 2 3  
 1 2 3

2  
 1  
 1

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**UK**

0 1 2 3 4 5

1 3 7 9 2 4 6 8 10 12 5 11

3

**OPEP** 123  
 1  
 3

**ENRICHISSEMENT URANIUM** 128  
 1  
 3

**BOMBE A** 129  
 1 1  
 3

**BOMBE H** 130  
 1 1  
 3

**PIRATERIE** 132  
 1 1  
 3

**JUGAAD** 124  
 2  
 3

**BOMBE SALE** 131  
 3  
 3

**SCUDS** 124  
 1 1  
 3

**BRÛLOT** 121  
 1 2  
 3

**MISSILE INTERCONT.** 123  
 1  
 4

**RIPOSTE AUTO** 122  
 1  
 4

**UNITÉS LOURDES** 120  
 1 2  
 3

**FORCE SOUS-MARINE** 119  
 1 1  
 3

**PACIFISME** 114  
 X+1  
 3

**SYSTÈME D** 111  
 1 1  
 3

**MILICE ARMÉE** 112  
 1  
 3

**KAMIKAZE** 112  
 1  
 3

1 2 3  
 1 2 3  
 1 2 3  
 1 2 3  
 1 2 3

2  
 1  
 1

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# de Varsovie et Mouvement des Non-Alignés

**Technology Cards:**

- BOMBE A** (118): 2 resources, 1 icon.
- BOMBE H** (110): 1 1 resources, 1 icon.
- BOMBE TSAR** (109): 1 1 resources, 1 icon.
- KGB** (124): 1 1 resources, 1 icon.
- POLITBURO** (124): 1 2 resources, 1 icon.
- MAIN MORTE** (124): 3 resources, 1 icon.
- MISSILE INTERCONT.** (115): 1 resource, 1 icon.
- ISTREBEL SPOUTNIKOV** (122): 1 resource, 1 icon.
- TORPILLE SHKVAL** (121): 1 2 resources, 1 icon.
- SNLE** (135): 2 resources, 1 icon.
- GROUPE AERONAVAL** (13): 1 2 resources, 1 icon.
- LANCEUR TACTIQUE** (136): 2 resources, 1 icon.
- INDUSTRIE LOURDE** (122): 2 2 resources, 1 icon.
- OBJET 279-KOTIN** (120): 2 resources, 1 icon.
- TRANSSIBERIEN** (120): 1 resource, 1 icon.

**Central Board Area:**

- Yellow Circle:** A circular diagram with 12 numbered nodes (1-12) connected by lines.
- Resource Tracks:** Tracks for various resources (hexagons, barrels, cards, etc.) with numbers 1, 2, 3, 4, 5.
- Shipyard:** A vertical area on the right showing ship construction stages and icons.

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**Navigation Bar:** 0 [Icons: Bomb, Ship, Tank, Rocket, Star] 1 [Icon: Ship] 2 [Icon: Tank] 3 [Icon: Rocket] 4 [Icon: Star] 5 [Icon: Bomb]

**Yellow Path:** 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12

**Resource Grid:**  
Top-left: 1 [Bomb], 2 [Ship], 3 [Tank]  
Top-right: 1 [Bomb], 2 [Ship], 3 [Tank]  
Bottom-left: 1 [Bomb], 2 [Ship]  
Bottom-right: 1 [Bomb], 2 [Ship]

**Vertical Column:** 2 [Bomb], 1 [Bomb], 1 [Bomb], 1 [Bomb], 1 [Bomb]

**Unit Cards:**  
- **BOMBE A** (T29): 1 [Bomb], 1 [Ship]  
- **BOMBE H** (T30): 1 [Bomb], 1 [Ship]  
- **RÉSEAU DIPLOMATIQUE** (T50): 2 [Ship], 1 [Bomb], 1 [Ship], 1 [Tank]  
- **INGÉNIERIE** (T51): 2 [Ship], 1 [Bomb]  
- **MISSILE INTERCONT.** (T3): 1 [Ship], 4 [Bomb]  
- **RIPOSTE AUTO** (T7): 1 [Ship], 4 [Bomb]  
- **AGENCE SPATIALE e.** (T5): 1 [Ship], 1 [Bomb], 1 [Ship], 1 [Tank]  
- **PUISSANCE COLONIALE** (T2): 1 [Bomb], 1 [Ship], 1 [Tank], 1 [Star]  
- **SNLE** (T5): 1 [Ship], 2 [Bomb], 1 [Star]  
- **LANCEUR TACTIQUE** (T2): 1 [Ship], 1 [Bomb], 1 [Star]  
- **MISSILE PLUTON** (T35): 2 [Ship], 1 [Star]  
- **GROUPE AÉRONAVAL** (T2): 1 [Ship], 1 [Bomb], 1 [Star]  
- **MISSILE EXOCET** (T37): 1 [Ship], 1 [Bomb], 2 [Bomb], 1 [Star]  
- **LÉGION ÉTRANGÈRE** (T25): 1 [Ship], 1 [Bomb], 1 [Star]  
- **13e RDP** (T34): 1 [Ship], 2 [Bomb], 1 [Star], 1 [Bomb]

The game board for the People's Republic of China includes the following elements:

- Resource Bar:** Located at the top, it contains icons for various resources and actions, numbered 0 through 5.
- China Flag:** A red circle with a yellow star is positioned in the top left corner.
- Card Grid:** A collection of cards representing different military and economic units:
  - BOMBE A (T41):** Bomb A card.
  - BOMBE H (T42):** Bomb H card.
  - ESPIONNAGE INDUS. (T45):** Industrial Espionage card.
  - PETIT LIVRE ROUGE (T46):** Little Red Book card.
  - MISSILE INTERCONT. (T36):** Intercontinental Missile card.
  - RIPOSTE AUTO (T39):** Auto Retaliation card.
  - UNITÉS LOURDES (T42):** Heavy Units card.
  - ARTILLERIE CÔTIÈRE (T48):** Coastal Artillery card.
  - DONG-FENG III (T48):** Dong-Feng III missile card.
  - FORCE SOUS-MARINE (T47):** Submarine Force card.
  - CHAR TYPE 59 (T47):** Type 59 Tank card.
  - LANCEUR TACTIQUE (T40):** Tactical Launcher card.
  - TRANSFERT DE TECHNOLOGIE (T16):** Technology Transfer card.
  - GARDE ROUGE (T17):** Red Guard card.
  - GRAND BOND EN AVANT (T18):** Great Leap Forward card.
  - RÉVOLUTION CULTURELLE (T20):** Cultural Revolution card.
  - ÉCONOMIE SOCIALISTE DE MARCHÉ (T19):** Socialist Market Economy card.
- Yellow Hexagonal Area:** A yellow hexagonal region at the top right contains a sequence of numbers (1-12) arranged in a circular pattern, with some numbers connected by lines.
- Shipyard:** On the right side, there is a shipyard area with icons for different types of ships and their corresponding resource costs.
- Icons:** Various icons representing different resources and actions are scattered throughout the board.