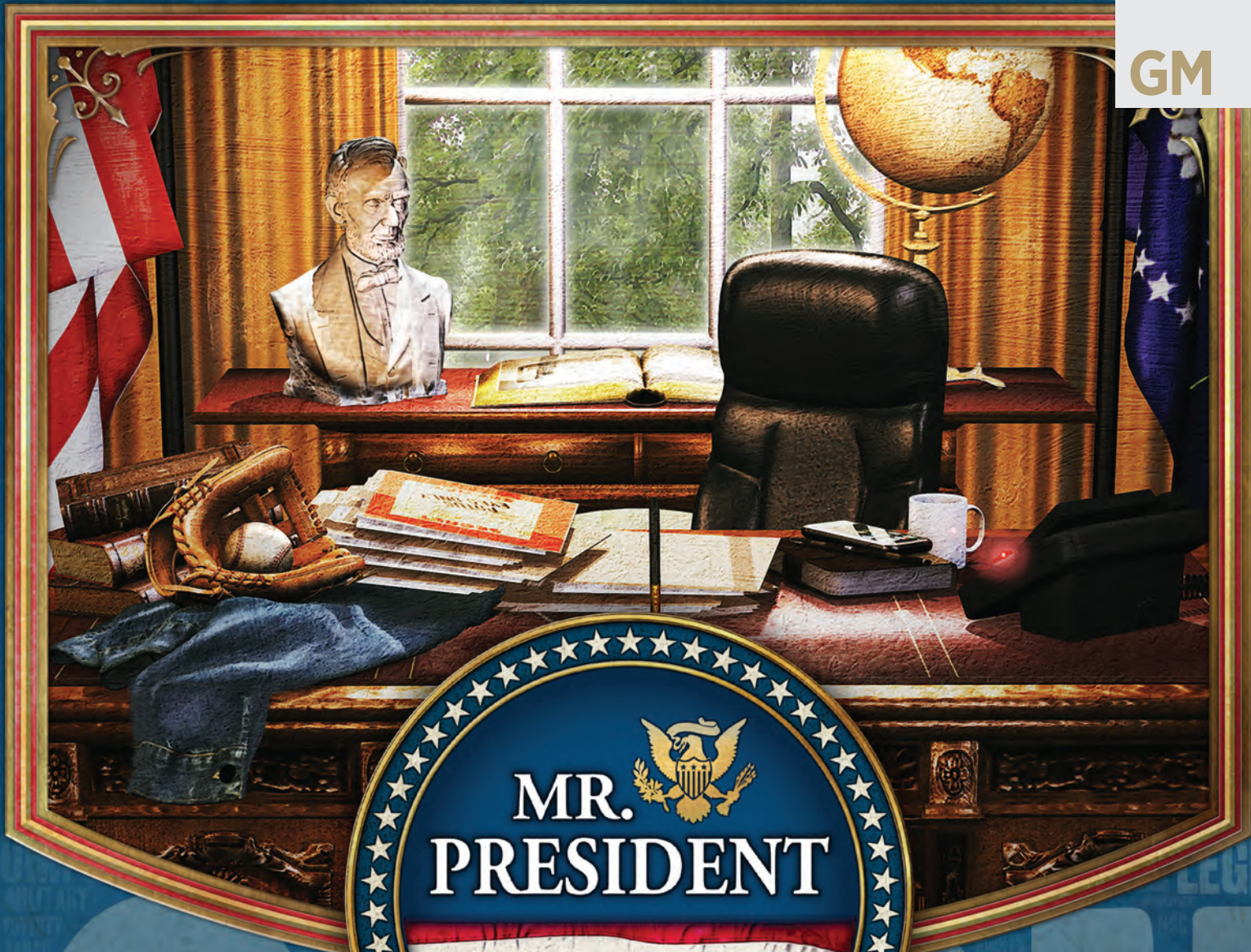


GM



The American Presidency

2001-2020

**GOVERNING
MANUAL**



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P.O. Box 1308, Hanford, CA 93232
www.GMTGames.com

HOW TO BE A PRESIDENT

INTRODUCTION

GREETINGS!

This **Governing Manual** contains all the information you need to play *Mr. President*. It is your Rules Reference.

This Manual is divided into eight convenient Sections, most of which relate to a specific sphere of your influence and action. These are:

1 COMPONENTS

This Section contains a list of all the cards, chits, and counters which you will be using in the game, along with descriptions and definitions of their use.

2 BASIC CONCEPTS

This Section details the basic underlying concepts and rules that create the structure on which everything else rests. Understanding these rules and components is essential to playing the game and emerging with a legacy for the ages.

3 POTUS

This Section details the rules that govern the elements of your White House and Administration, such as your Personal Attributes and your Key Cabinet Members. Associated with this sphere of activity is your **Presidential Master Actions Player Aid**, which details all the unique actions you can take as POTUS, President of the United States.

4 DOMESTIC ARENA

This Section details the rules that govern how you can achieve your Domestic agenda, working with Congress, passing legislation, and improving the State of the Nation. Associated with this sphere of activity is your **Domestic Master Actions Player Aid**, which details all the actions you and certain members of your Cabinet can take to affect domestic policy and deal with domestic crises.

5 THE WORLD ARENA

This Section details the rules governing the layout and structure of the world in which you will deal with peer nations such as Russia and China, with allies, with regional crises, with terror groups, and with the emergence of Rogue States.

6 DIPLOMATIC ARENA

This Section details the rules that govern how you use diplomacy to create peace and stability among nations and favorable outcomes for the United States. Associated with this sphere of activity is your **Diplomatic Master Actions Player Aid**, which details all the actions you and certain members of your Cabinet can take to affect international policy and deal with regional crises around the globe.

7 MILITARY ARENA

This Section details the rules governing the United States military, how to deploy your forces, and how to deal with the rise of terrorism and rogue states. Associated with this sphere of activity is your **Military Master Actions Player Aid**, which details all the actions you and your Secretary of Defense can take to protect the United States and project its power into the world.

8 WAR

This Section details the rules governing the setting up and waging of wars and the consequences of doing so.

You do NOT have to memorize all this information at the beginning! You will need to be familiar with the Basic Concepts, but for the rest, you can consult this Manual as needed as the Turn Sequence Flipbook guides you segment by segment through each year (or turn) of your Administration.

However, knowing how the different spheres of political, diplomatic, and military activity and responsibility interact will give you the oversight necessary to craft your agenda both domestically and internationally. Understanding the information in this Manual will grow as you get deeper into your Administration, but mastery of this Manual will give you the tools you need to be a successful, even a legendary, President, leading the country to greatness.

NOTE ON PAGE REFERENCES AND ABBREVIATIONS: To ensure your success, the government printing office has been working overtime to give you what you need. There is a Turn Sequence Flipbook and nine booklets in the game. When the rules reference a page number (as in, *see page xx*), if that page reference is in the same booklet or Flipbook, it will say “above” or “below” the page that you are on, depending on whether that reference came earlier or will come later in the booklet or Flipbook; otherwise, they will indicate the booklet or flipbook in which that page is found using the following abbreviations:

- Turn Sequence Flipbook (TSF)
- How to Play Booklet (HPB)
- Governing Manual Rules Reference (GM)
- Domestic Charts Booklet (DCB)
- World Charts Booklet (WCB)
- Ally and Rogue States Booklet (WAB)
- World Peer Russia Acts Booklet (WPRA)
- World Peer China Acts Booklet (WPCA)
- Presidential Briefing Booklet (PB)
- Scenario Set-Up Booklet (SSB)

THE TURN SEQUENCE FLIPBOOK AND THESE RULES

In many of the Activation Segments (see below) that make up the Turn Sequence in the Turn Sequence Flipbook, one or two specific rules from this Manual will be referenced. To make them easier to find, the name of these rules in the

Table of Contents, in the Rules themselves, and in the Index will be highlighted in BLUE with (TSF) in parenthesis in the Rules to indicate the rule is important in the use of the Turn Sequence Flipbook.

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1 COMPONENTS

COMPONENT LIST

- 2 Game boards (a Main Board and a Main Side Board)
- 1 War Status Sideboard
- 1 Counter Storage Sideboard
- 5 Exceptional White House Resource Cards
- 8 Natural Disaster Cards
- 20 Terrorism Event Cards
- 31 Cascading Event Cards
- 116 Crisis Cards
- 5 Counter Sheets
- 1 Resolute Letter
- 1 How to Play Rule Book (HPB)
- 1 Governing Manual (Rules Reference) (GM)
- 1 Turn Sequence Flipbook (TSF)
- 1 Domestic Charts Booklet (DCB)
- 1 World Charts Booklet (WCB)
- 1 Ally and Rogue States Booklet (WAB)
- 1 World Peer Russia Acts Flipbook (WPRF)
- 1 World Peer China Acts Flipbook (WPCF)
- 1 Presidential Briefing Booklet (PB)
- 1 Scenario Set-Up Booklet (SSB)
- 4 Master Action Player Aids (one each for Presidential, Domestic, Diplomatic, and Military Actions)
- 1 10-Sided Die
- 1 6-sided Die

ANATOMY OF A CRISIS CARD

INSTRUCTIONS TO FOLLOW WHEN THE CARD IS FIRST DRAWN

CARD NUMBER 204

ILLUSTRATION [Illustration of a crisis card with a red and yellow background]

1 Roll a d10: 1-5 = Target is Japan. Add two Tensions to Japan & China. 6-10 = Target is India. Add 2 Tensions to India & China. +1 to target country's Conflict Track Status with China.

2 If US Cyber Warfare is >= to China Cyber Warfare, same as from Crisis Deck, above.

3 Otherwise... US Targeted. Make a Homeland Security Check: Pass = Minor Disruption. Place two Tensions markers on China. Place a "Worsening Economy" marker on both China and on the US SoE track. Decrease Public Approval by one box. Fail = Major Disruption. Place three Tensions markers and a "Worsening Economy" marker on China. Increase Reg. Crisis marker in Asia/Pacific by one box. Decrease both US SoE and Homeland Security by one box each. Decrease Public Approval by three boxes. You MAY at no cost place a "Unilateral Sanctions" marker on China.

WHERE TO SEND CARD AFTER IT IS USED. DECK2, DECK3, OR DICARD

CASCADING EVENT

TITLE OF CRISIS Cyber Attack - China Blamed

TYPE OF CRISIS CASCADING EVENT

PLAY CARD IMMEDIATELY

CARD NUMBER 15

ILLUSTRATION [Illustration of a crisis card with a blue and white background]

CARD INSTRUCTIONS TO FOLLOW

CONSEQUENCE OF DIE ROLL

1 Make a Homeland Security Check: Pass = Hijack Thwarted. +1 Public Approval. Also, if the HS Check result is a 1-3, you have identified the Terror Group responsible. **2** Reveal. Roll for a random region (until you find one with a Terror Group) and decrease a Terror Group of your choice in that region by one level. Fail = Hijackers divert plan to Venezuela and disappear. +1 Domestic Crisis. +1 to Reg. Crisis in S. America. +1 to Reg. Crisis in S. America. -2 Public Approval. Move Homeland Security to Public Priority #1 on the Public Priority Track.

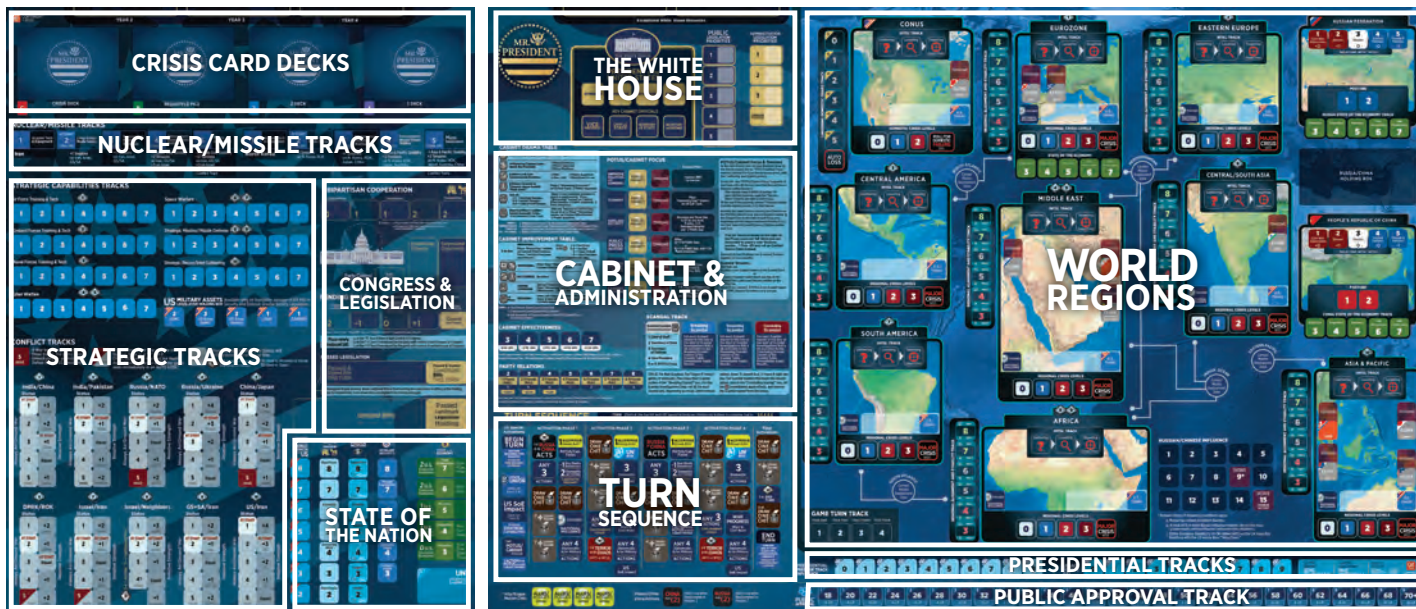
WHERE TO SEND CARD AFTER IT IS USED. IN THIS CASE DISCARD

TERRORISM EVENT

TITLE OF CRISIS Hijack Attempt Linked to Foreign Terror Cell

TYPE OF CRISIS TERRORISM EVENT

2 BASIC CONCEPTS



MAIN SIDE BOARD

MAIN BOARD

MAIN BOARD

You will play on two gameboards. The larger or Main Board contains the international map with the World Regions; the White House and your Cabinet and Administration; the Presidential Tracks, the Public Approval Track, and the heart of the game, the Turn Sequence.

MAIN SIDE BOARD

The smaller or Main Side Board contains areas for Congress and Legislation; the State of the Nation, the Strategic Tracks depicting the strategic situation in the world, Nuclear and Missile Tracks displaying Iran and North Korea's attempts to develop atomic weapons and missiles, and an area for Crisis Cards.

TURN SEQUENCE

At the heart of the game is the Turn Sequence, located at the bottom left of the Main Board.



Each Turn is composed of six Phases: A US Special Activations Phase, followed by the main Activation Phases 1-4 (roughly representing 3 months of real-world activity each), and concluding with the Final Activation Phase. Each Phase is comprised of a varying number of Segments (list-

ed top to bottom on the Turn Sequence) that you perform in order to complete that Phase.

Each Turn's four main Activation Phases are bookended by a "US Special Activations" at the beginning, and a "Final Activation" at the end. Note that these contain special Segments used ONLY at the start or the end of the Turn. They are not considered "Activation Phases" within the context of when the player can perform Actions (Domestic, Diplomatic, Military, Presidential) during the Turn.

Thus, when game effects or rules refer to "any Segment" or "once per Segment," unless specifically stated otherwise, they refer only to the Activation Segments within the main Activation Phases 1-4.

EXCEPTION: The final Segment in the US Special Activations allows POTUS and Key Cabinet Members (see page 5 TSF) to perform Actions. This is treated for all purposes as an Activation Segment comparable to those in the four main Activation Phases, so "once per Segment" restrictions do apply.

Each of the four main Phases, named **Activation Phase 1, 2, 3, and 4**, contains two columns, Column 1 and Column 2, each containing five or six **Activation Segments**. These Segments tell the Player what happens at that moment in the Turn Sequence. Activation Phases 2 and 4 are structurally identical. Activation Phases 1 and 3 include a few different segments.

In each **Activation Phase**, the Player moves top-to-bottom through and performs all the requirements of the Activation Segments of Column 1 and then does the same with Column 2. You will repeat this through all four Activation Phases, each with its own Columns 1 and 2.

DESIGN NOTE:

Game-wise, these four main Activation Phases are presented in a way that allows the various anti-player actors in the game to perform most of the actions in the left column, with one segment reserved for the US player's Actions (functionally, it's sort of a limited reaction segment) — amidst a variety of Chits and Crisis card plays whose mix leans toward providing chaos and problems to solve for the US President and their team. Then in the right column, actions from the US player and Allies predominate, and the anti-player actors in the game get one "Draw one Chit" segment (again, designed to provide limited reaction to the flurry of player actions). The game continues this way through the four phases, so that you will see an ebb and flow of activity from both the US player and "opponents" throughout the turn. There is, of course, a lot of chaos that can intrude within this general trend of activations, and you'll often find yourself torn — with a limited number of Actions to spend — between reacting to something the game opponents just did to you and being proactive with your actions to stay true to your overall strategy or plans. This is intentional. We hope you enjoy the "fun" decision-making challenges this sequence presents.

In general, Segments in which the Player may act are colored blue. Segments in which events outside your control take place are brown, red, black or yellow (although with Ally Actions, you do have the possibility to perform Joint Actions if you Ally relationship allows).

IMPORTANT: During any blue Activation Segment on the Turn Sequence when the player is instructed to perform "x number of Actions," the player may additionally choose to spend two APs to take one ADDITIONAL Action OF ANY TYPE, regardless of the type of Actions allowed during that Activation Segment.

CURRENT US ACTION To determine where the Player is in the Turn Sequence, they will move a "Current US Action" counter from Activation Segment to Activation Segment, down one column, then up to start moving down the next column to the right, fully completing the instructions of the Activation Segment they are on before moving to the next Segment. The movement of the "Current US Action" counter through the entire Turn Sequence constitutes a single Turn of the game, representing one year of the Player's Presidential Term of Office.

TURNS

The whole game consists of four Turns (or eight if you want to extend your game into a 2nd Term). When the Player reaches the "End Turn" Segment at the bottom of the rightmost column, the Final Activation, the Player performs the "End of Turn" segment, calculates and applies the final consequences of that year in office, and then moves the "Current US Action" counter back to the top of the leftmost column of the US Special Activations, the "Begin

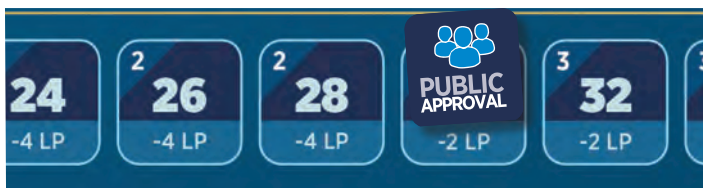


Example: In the illustration shown here, if your PA counter was on 52%, you would gain 4 LP; you would gain 6 LP if your PA was 54%.

- **By being an Agent for Peace.** At the end of a Turn, if certain conditions are met, then you are acclaimed an “Agent for Peace.” Depending on a die roll, you could receive the Nobel Prize and gain 5 Legacy Points. (For further information, see the *End of Turn Consequences* (see page 24 TSF).
- **By having a Presidential Performance Evaluation score above 26 points at the end of a Turn.** (See the *End of Turn Consequences* (see page 24 TSF) in the *Turn Sequence Flipbook* for details.)
- **By winning Re-election** (see page 26 TSF—also, see “Re-election” page 20 below)
- **Random Events.** During the game, it is possible that certain random events and how you respond to them will award you Legacy Points.
- **By Playing at the NORMAL OR HARD DIFFICULTY LEVEL** (Scenario Set-Up Booklet—see page 4 SSB)

You can also lose Legacy Points:

- **If your Public Approval rating is 34% or lower at the end of your Term in office.** You will lose a number of Legacy Points equal to the amount shown in the box below your current rating on the Public Approval Track.



Example: In the illustration shown here, if your Public Approval is 30%, you will lose -2 LP; you would lose -4 LP if your Public Approval is 28%.

- **Party Relations Too Low at End of Your Term.** If your Party Relations rating (see page 19 below) at the end of your Term (at the end of the fourth Turn) is in box 2 or 3 of the Party Relations Track, your Party will not re-nominate you for a 2nd term. You will lose 15 Legacy Points before final scoring (see page 27 TSF).
- **If you are Defeated in your Re-election Bid** (see page 27 TSF; also, see “Re-election” below).
- **Too many Tensions counters.** If you ever run out of Tensions counters and cannot place one on the board when called for, you will lose 3 Legacy Points.
- **Random Events.** During the game, it is possible that certain random events and how you respond to them will decrease Legacy Points.

AUTO-LOSS (OR THE MANY WAYS OF LOSING IN MR. PRESIDENT)

There are fourteen different ways of losing in *Mr. President*.

1. Allowing a **War between NATO and Russia** will cause auto-loss.
2. Allowing a **War between Japan and China** may cause auto-loss.
3. **A Victory for Russia is an Auto-Loss for you:** If, at the start of “Russia Acts,” Russia has fulfilled 3 objectives (a Base in Eastern Europe, a total of 9 or more Russia Influence counters on the map (a Russian Base counts as 3 counters), and Eurozone Stability is <5 or either NATO or the UK have Ally Relations with the US worse than “Very Close”), Russia automatically wins and the US player loses (WPR1).
4. **A Victory for China is an Auto-Loss for the you:** If, at the start of “China Acts,” China has a total of 15 China Influence Counters on the map (a Chinese Base counts as 3 counters), China automatically wins and the US player loses (WPC1).
5. **A Level 4 Rogue State** on the board at the End of a Turn leads to auto-loss (see page 39 below).
6. **If you run out of Rogue State Counters.** If you cannot place a Rogue State Counter on the map when called for because all such counters are already on the map, the game immediately ends in an auto-loss.
7. **WMDs.** If the US attacks a Rogue State counter that has acquired Weapons of Mass Destruction (WMD), a roll of a natural, unmodified “10” on that Rogue State’s action roll results in the Rogue State using the WMD on US forces and infrastructure, resulting in an auto-loss.
8. **Iran Nuclear Track** can cause auto-loss if at level “5” and Iran and Israel are at war.
9. **North Korea Nuclear Track** can cause auto-loss if at level “5” and North Korea and ROK are at war.
10. **If the Lingering Domestic Issue Track** in the CONUS region (see page 27 below) reaches 6, it results in auto-loss.
11. **Having more than 5 wars on the board at the same time results in auto-loss.**
12. **Presidential Performance Evaluation End of Turn Score** of 16 or less will cause auto-loss (see *End of Turn Consequences* (see page 24 TSF) in the *Turn Sequence Flipbook*).
12. **Failure to be Re-Elected** will cause auto-loss in the 2001, 2009, 2017, and 2020 Historical Scenarios.
13. **A Scandal that leads to your Impeachment.**

ACTIONS (TSF)

Actions are what you do to advance your goals in the game, domestically and internationally. Almost everything you do costs an Action. Each Segment on the Turn Sequence will let you know, either implicitly or explicitly, how many Actions you have to use to perform that Segment. You will feel you never have enough of them—and you’ll be right!

- **Actions can be traded for Action Points; foregoing one Action provides one AP.**
- **During the Turn Sequence when the player is on the “1 Action for POTUS and Each Cabinet Member” Segment (and *only* then), Actions (not Action Points) can also be used to remove Tension counters anywhere on the map, though **ONLY** the President has the ability to remove Tensions Counters from either Russia or China during this Segment.**
- **Occasionally, a game event will grant you a Free Action. This means an extra Action you can perform in that Segment, but you still must pay any cost, such as a Presidential AP, associated with it. “Free” only goes so far!**

ACTION POINTS (AP)

Action Points or APs are a measure of the power, authority, and resources that you bring to a particular situation when you take an Action. Think of them as your “Political Capital.” **Many Actions on the Master Action Player Aids (see page 15 below) do not require Action Points and can be taken without any expenditure of APs.** But some actions do, and cannot be performed without spending the required APs.



Action Points are tracked by Action Point Counters in different denominations on the Presidential Prestige Track/APs Track underneath the World Map on the Main Board.



IMPORTANT: ACTIONS AND ACTION POINTS ARE NOT THE SAME THING!

You have a finite number of Actions you can perform during a Segment.

You do NOT need to always spend APs to take an Action. But SOME Actions will require them.

Action Points have different uses:

- Some Actions require APs to perform (for example, Domestic Action #9) and some Actions **MAY** require APs based on certain game state criteria (for example, Military Actions #1 and #5).
- You can **ALWAYS** forego one or more allowed Actions in an Action Segment to recover 1 AP for each. (Some-

times you really need those APs to get out of trouble!)

- Some Tables and Charts allow the spending of 1 or 2 APs to provide die roll modifiers (DRMs) to benefit the die roll.
- An AP may also be spent to re-roll any die roll made to perform an Action on the Presidential, Domestic, Diplomatic, or Military Master Action Player Aids. This can be done once per die roll but may be done for as many different die rolls as you have APs to spend. If such a re-roll is taken, you must accept the second roll as the final result. This rule **ONLY** applies to Master Actions from the Master Action Player Aids, not to any other die rolls in the game.
- During any blue Activation Segment on the Turn Sequence when the player is instructed to perform “x number of Actions,” the player may choose to spend two APs to take an **ADDITIONAL** Action OF ANY TYPE, regardless of the type allowed during that Activation Segment.

There is no limit to the number of APs you can have on a Turn (note that there are two AP counters allowing you to track up to 40 AP should you be so fortunate as to gain such a high level of political capital), **BUT APs do not roll over each Turn. Any unused APs at the end of a Turn are lost.**

At the beginning of each Turn, during Step 1: Determine APs, as outlined in the **Turn Sequence Flipbook (see page 4 TSF)**, you determine how many APs you receive this turn.

Place the APs counter on the appropriate box of the Presidential Prestige Track/APs Track. If you have more than 10 APs, flip the counter over to its “+10” side. If you have over 20 APs, use the “20+/30+” counter.

Presidential Prestige is also tracked on this Track and is used for Presidential Prestige Checks (see page 15 below).

DRAW CRISIS CHITS (TSF)

When the Current US Action counter is moved onto a “Draw One Chit” Segment, randomly draw one Crisis chit from the Crisis Chits Cup, place it on the Crisis Action segment, then perform whatever action(s) that Crisis Chit indicates.



If the Crisis Chit you draw has a “+” notation **AND** the Turn Sequence shows that you can draw another chit, then when you finish resolving what the chit asks you to do, you then draw another Crisis Chit. You could end up drawing as many as three Crisis Chits as long as the first two Crisis chits you draw contain a “+” notation and the Turn Sequence allows it (there are some Segments in which you only draw one Crisis Chit, even if it has a +). You keep drawing Crisis chits and performing actions until you either get a Crisis Chit without a “+” or you have drawn a total of three Crisis Chits. Here are details of the various actions different Crisis Chits direct you to perform:

- **Draw Crisis Card(s).** The majority of the Crisis Chits will direct you to draw a number of Crisis Cards from the Crisis Deck. Draw one at a time, and perform all actions indicated on that one Crisis Card before drawing and resolving the next card or cards. When you've finished drawing and resolving the indicated number of Crisis Cards, that segment's actions are complete.



- **Domestic Crisis (d10).** Roll a d10 and reference the result on the Domestic Crisis Events Table (D9) in the **Domestic Charts Booklet** (see page 10 DCB). Implement all the actions/effects noted therein.



- **Regional Summit.** Refer to the Regional Summit Table (WD2) in the **World Charts Booklet** (see page 3 WCB) and follow the directions on that Table. Note the DRMs, and decide whether to commit an AP (representing you as POTUS attending the Summit personally) before you roll a d10 to determine the Summit's results.



- **Random Regional Crisis:** Roll a d10 to determine which region has the crisis (See *World Board and Regions below*). Once the region is identified, move the Regional Crisis level at the bottom of that region 1 box to the right. If this move increases the Regional Crisis level there to "MAJOR CRISIS," refer to the Regional Major Crisis Table (WD1) in the **World Charts Booklet** (see page 2 WCB), total any applicable DRMs, and roll a d10 to find and apply the result.



- **Cascading Event 2:** Shuffle all the cards in the "2" deck (See *Crisis Cards below*). Then randomly draw one card and apply the results listed in the "From the 2 Deck" area. Unless otherwise directed by the card, place the card in the "3 Deck" when you have finished applying the result. If there is no card in the "2 Deck" area, then nothing happens.



- **Cascading Event 3:** Shuffle all the cards in the "3" deck (See *Crisis Cards below*). Then randomly draw one card and apply the results listed in the "From the 3 Deck" area. Unless otherwise directed by the card, place the card in the Discard pile when you have finished applying the result. **NOTE:** If there are no cards in the 3 Deck when you draw this Crisis chit, treat it as if you had drawn the "Recurring Event 2" Crisis Chit, instead.



- **Good Times Roll:** Roll on the Good Times Table, Chart (D15) in the **Domestic Charts Booklet** (see page 18 DCB), to see what good things are in store for you! Happy Days!



- **NSA (2 Cards):** Draw the top two Crisis Cards from the deck. Choose one and remove it *permanently* from the game. Place the other card in the Reshuffle Pile. This reflects intel gained through NSA intercepts.



- **Russia Acts (2):** This Crisis chit is only put into the Crisis Chits Cup when Russia reaches Posture 2; it REMAINS in the Crisis Chits Cup until pulled (even should the Posture revert to 1 later in the game) (see page 32 below). When pulled, follow the special instructions "RUSSIA ACTS (2) CRISIS CHIT IS DRAWN" in the **World Peer Russia Flipbook** (WPRF1) which instructs you to use 2 special actions from the list of possible Russian actions.



- **China Acts (2):** This Crisis chit is only put into the Crisis Chits Cup when China reaches Posture 2; it REMAINS in the Crisis Chits Cup until pulled (even should the Posture revert to 1 later in the game) (see page 32 below). When pulled, follow the special instructions "CHINA ACTS (2) CRISIS CHIT IS DRAWN" in the **World Peer China Flipbook** (WPCF1) which instructs you to use 2 special actions from the list of possible China actions.



CRISIS CARDS



Crisis Cards are the raw material for *Mr. President*. They are one of the key things that make each play of the game so different and unique. There is a space on the smaller Main Side Board directly above the Nuclear Missile Track for four piles of cards: the **Crisis (or Current Year) Deck**, the **Reshuffle Pile**, the **# 2 Deck**, and the **# 3 Deck**. Each of these is color coded: Red for Crisis (or Current Year), Green

for Reshuffle, Blue for #2, and Purple for #3. These colors correspond to instruction icons on the cards themselves that indicate where and how to play the cards.

These cards are drawn when a Crisis Chit is drawn that says draw 1 (or more) Crisis Cards. There are five types of cards in the game, differentiated by color and name in a box on the lower-right of each card, and by number.

These are:



1. **Exceptional White House Resources cards** (Yellow #1-5).



2. **Natural Disaster cards** (Red #6-13).



3. **Terrorism cards** (Black #14-33)



4. **Cascading Event cards** (Teal Green #34-64)



5. **Event cards** (Light Blue #65-180)

When a Crisis Card is drawn, simply follow the instructions on the card. Unless the card is a Cascading Event or it has an “R” resignation at bottom right (which means “place this card in the Reshuffle pile”), the card is discarded from the game once it has been read and acted upon.

- **Exceptional White House Resources Cards:** These five cards are primarily used in Set-Up, but one of them will show up in the second year (or Turn) of the game. The card represents a particularly talented or influential resource that helps you in the White House (see page 15 below and *Scenario Set-Up Booklet*, page 5 SSB).
- **Natural Disasters:** These are cards describing a natural disaster that has struck, demanding a response from the President. These are all Cascading Events.
- **Terrorism Event:** These are cards describing a terrorist attack that affects some Region of the world (including the US), usually creating a Terror Group (see *Terror Groups*, page 38 below). They make the world more unstable and dangerous than it was before.
- **Cascading Event:** These are events that occur over time in multiple stages. The card will list three different effects: the first if the card is drawn from the current Crisis Card Deck, the second if drawn from the #2 Deck, the third if drawn from the #3 Deck. Each time the card is encountered, its effects will be worse. It pays you to respond to and solve the crisis as quickly as possible. A Cascading Event Card will have the following icon in the lower right:



As this shows, once the card is drawn and its effects applied, it is put into Deck #2, unless the card indicated otherwise, as some do, or the crisis is resolved. If it is drawn a second time, it is put into Deck #3, unless the card indicated otherwise or the crisis is resolved. After the third time it’s drawn and its effects applied, it will be discarded into the discard, unless the card indicates otherwise.

- **Event Cards:** The bulk of the Crisis Cards present the player with Events that can be domestic or world crises, or even unexpected benefits.

THE FOUR CARD DECKS/PILES

There are four card decks/pile holding areas represented in the Crisis Card Deck area of the Main Side Board, as described above.

- **Crisis Deck:** This is where the Crisis Cards that make up the Current Year Deck (created during Set-Up—see page 11 SSB) are placed. These cards are drawn when a player is instructed to do so by the draw of a Crisis Chit during certain segments of the Turn Sequence.
- **Reshuffle Pile:** Certain Crisis Cards will have an “R” indicator at the bottom right of the card, which means “Place this Card in the Reshuffle Pile.”



When you have finished with the card, place it in the Reshuffle Pile on the board next to the Crisis Card Deck for that year. At the beginning of a new Turn/year, half of these cards are reshuffled together with the appropriate Year Deck (Year 2 for the second turn, Year 3 for the third turn, etc.) into a new Crisis Card Deck for that year. Thus, some Crisis events will show up more than once in the game. (See “End of Turn/New Year Deck” below.)

NOTE: If you ever run out of cards in the current year’s Crisis Deck and need to draw another card, reshuffle the Reshuffle Pile and place it face down as the new Crisis Deck.

- **Decks 2 & 3:** These are two areas numbered “2” and “3” where Cascading Events Crisis Cards go as instructed on the cards. **Always follow the instructions on the card itself as to where and when to place these cards once you resolve their action.** (see *Cascading Event*, above). **NOTE: These two holding areas are the only ones in which you may place the cards face-up, so that you may examine them freely** (to remember which ongoing events you may need to prepare for as you plan and play).
- **Discard:** If a card is to be discarded and removed from the game after being drawn and resolved, it will have the following icon in the lower right:



OFF-MAP DECKS IN WAITING (TERRORISM, CASCADING, NATURAL DISASTER)

As part of Set-Up, a separate deck of cards for each of these types is created from those left over after the Crisis Deck is created (page 11 SSB). Different game events may instruct the player to draw a card from any one of these three decks to create a new game situation.

In the highly unlikely event that you were to run out of cards in any of these off-map Decks, do the following, instead of drawing a card:

Terrorism Deck or Cascading Events Deck

Immediately place a Lvl 2 Terror Group in two randomly

chosen Regions on the main game map. Do this each time you are asked to draw a Terrorism or Cascading card from an empty deck for the rest of the game.

Natural Disaster Deck:

Immediately increase Domestic Crises by one box and subtract 2 APs from your total. Do this each time you are asked to draw a Natural Disaster card from an empty deck for the rest of the game.

YEAR DECKS

During set-up, four base Crisis Card decks are created, one for each Turn of the game. For instructions on creating these decks, please read the **Scenario Set-Up Booklet** (page 11 SSB). Note that Crisis Card deck creation may vary from one Scenario to another (the Historical Scenarios tend to have more specific deck creation instructions in order to re-create the historical domestic and world situation appropriate to that moment in history).

First Year Deck: At the beginning of the game, the First Year Deck becomes the Crisis Deck for that turn. The other three become the Year 2, Year 3, and Year 4 Decks. There is a place designated on the top edge of the Main Side Board to place these three decks.

End of Turn/New Year Deck: At the end of each Turn:

Count the cards currently in the Reshuffle Pile and randomly remove half of them (rounded down) from the game (permanently). Add the remaining cards from the Reshuffle Pile to any cards left in the current Crisis Deck.

Add these cards to the next Year Deck in sequence (if it's Turn 2, use the Year 2 Deck, etc.).

Shuffle all these cards together, then place them in the current Crisis Deck space. This is your new Crisis Deck for the coming Year. See **End of Turn Consequences in the Turn Sequence Flipbook** (see page 24 TSF).

TRACKS

There are many game tracks in *Mr. President*. They provide crucial and needed information for you about the state of the world, letting you know where you need to focus your attention to forestall a potential crisis or catastrophe. Tracks may be simply to display information or they may be used for Track Checks (see below) to determine the outcome of an Action or game situation. Certain tracks also change up or down in increments; these are Trending Tracks.

TRENDING TRACKS

On the majority of the tracks in the game, you move the track's counter up and down by one box at a time, as directed by various game actions and results. There are a few tracks, though, that change more slowly over time. These are the Regional Alignment Track (but not Stability – it moves one box at a time), the four State of the Economy (SoE) Tracks for the US, Eurozone, Russia, and China, the China/Russia "Relations with the US" Tracks, and the Cabinet Effectiveness Track. Each of these has a second, "Improving/Worsening" or "Pro/Anti," counter, which

you place to show whether the current value is trending either higher or lower. These Tracks are called "Trending Tracks."

When instructed to place an "Improving" counter:

- If there already is an "Improving" counter on that track, remove it and move the Track Counter up one box towards a better condition.
- If there is a "Worsening" counter already on the track, remove it but do NOT replace it with the "Improving" counter and do NOT move the Track Counter; it stays where it is. In this situation, the "Improving" counter cancels out the "Worsening" counter, leaving the situation as it is, neither worsening nor improving.
- If there is no "Improving" or "Worsening" counter already on that track, then place the new "Improving" counter there.

When instructed to place a "Worsening" counter:

- If there already is a "Worsening" counter on that track, remove it and move the Track Counter down one box towards a worse condition.
- If there is an "Improving" counter already on the track, remove it but do NOT replace it with the "Worsening" counter and do NOT move the Track Counter; it stays where it is. In this situation, the "Worsening" counter cancels out the "Improving" counter, leaving the situation as it is, neither worsening nor improving.
- If there is no "Improving" or "Worsening" counter already on that track, then place the new "Worsening" counter there.

It's important to remember that, barring an instruction on a Crisis Card or chart result, it takes more time to change a Trending Track than a normal track. For instance, it takes 2 successful Actions, not just 1, to move the Cabinet Effectiveness Counter up on the Cabinet Effectiveness Track, thereby improving your Administration's ability to get things done. Of course, the reverse is that it takes longer for something to get worse on a Trending Track, giving you a chance to turn things around for the better!

Example: A game result tells you to "Place a 'Trending Pro-US' counter" on the Regional Alignment Track for a certain region



where the Regional Alignment is currently 6. If later you get another "Place a 'Trending Pro-US' counter result, you would remove that first Trending counter and move the Regional Alignment counter up one box from 6 to 7. If, however, instead of a second favorable Trending result you received a "Place 'Trending Anti-US' counter" result, then you would remove that original Trending counter and NOT place the "Trending Anti-US" counter, and Regional Alignment would remain at 6.

Example 2: All State of the Economy (SoE) tracks in the US, Eurozone, Russia, and China are Trending, using the Economy Improving/Worsening counters. Thus, if a check on



the US SoE, fails, it means the US economy is trending downward and getting worse. An “Economy Worsening” counter would be placed on the US SoE Track. If another SoE check fails, then the “Economy Worsening” counter is removed and the SoE counter is moved down one box on the Track to reflect the new State of the Economy. On the other hand, if the second SoE check had succeeded, the “Economy Worsening” counter would be removed and the SoE counter would stay where it is.

IMPORTANT

A Crisis Card or Chart Result may instruct you to move the counter on a Trending Track up or down by one box. In such cases, ignore the trending rule and do not use the “Improving/Worsening” counter. Simply move the Track counter up or down one box as instructed as if it were NOT a Trending Track.

TRACK CHECKS

During the game, you will often be instructed to make a check (Alignment Check, State of Economy Check, etc.) against one of the tracks in the game. When that occurs, find the current rating (where the counter is) on that track and make a ten-sided die roll. If the result is **equal to or less than** the current rating, you have passed the check. If it is greater than the rating, you have failed the check. (See D18 DCB)

Example: A card tells you to make a Regional Alignment check in the Asia/Pacific region. You note that the “Regional Alignment” counter in the Asia/Pacific region is currently in the “6” box of the Regional Alignment and Stability Track. You roll a 10-sided die and get a “7” result. You have failed the check.

GAME TURN TRACK



Located in the lower left corner of the World Map on the Main Board, this Track allows you to keep track of what Turn it is. Each Turn represents 1 year of your Presidential Term. After completing an entire play-through of the Turn Sequence (and the Turn Sequence Flipbook), move the Turn Counter one box to the right, i.e. from 1 to 2, 2 to 3, 3 to 4. The game lasts for 4 Turns, at which point you determine how good a President you were (you always have the option to try for a second term!).

CHARTS AND TABLES

Nearly all actions that you undertake to advance your agenda and to resolve crises will require you to reference a

particular chart or table. These are located in five possible areas.

- **Domestic Charts Booklet (DCB):** This contains all the charts and tables dealing with resolving domestic issues such as Cabinet Improvement, Legislation, Scandals, and the like. All charts are labeled with the letter D (for Domestic) and a number. Thus, (D1) is the first Domestic Chart: “POTUS/Cabinet Focus,” while the second (D2) is “Cabinet Improvement Table,” and so on.
- **World Charts Booklet (WCB):** This contains all the charts and tables dealing with resolving Diplomatic, Terrorist, and Military situations. In this case, the code for each chart involves a second letter determining whether the chart deals with Diplomacy (D), Military (M), or Terrorism (T). Thus, (WD1) is the first chart under Diplomacy in the **World Charts Booklet**: “Regional Major Crisis,” (WM3) is the third chart under Military: “Cyber-Attacks.”
- **Ally and Rogue States Booklet (WAB):** Four times during the game Turn, once per each of the four Activation Phases, you will check to see what joint actions you may take with your Allies, what unilateral actions they may take, and what actions Rogue States and Unstable States take. These charts are gathered together in a separate booklet for your convenience. These nations and states are gathered together in four different groups (A, B, C, and D). A group is drawn randomly when instructed by the Turn Sequence Chart. They all have the designation code WA. Thus, the charts for Ally and Rogue States Group A is (WA1), (WA2) for Group B, and so on.
- **World Peers:** Russia and China are considered world peers of the United States and are treated differently. Twice a Turn you will determine their strategic actions in the world for that year as instructed by the Turn Sequence, once for Russia and once for China. You will do this by using the small flipbooks assigned to each country. These have the (WP) designation.
- **World Peer Russia Booklet (WPRA):** This booklet contains the Russia Acts flowchart, a sequence of steps you will follow in order to determine Russia’s actions for the year. It also contains the chart for a Summit that you can hold with Russia. These are designated (WPR1) and (WPR2).
- **World Peer China Booklet (WPCA):** Likewise, this booklet contains the China Acts flowchart, a sequence of steps you will follow in order to determine China’s actions for the year. It also contains the chart for a Summit that you can hold with China. These are designated (WPC1) and (WPC2).

LESSER SIDEBOARDS

Aside from the Main Side Board, there are two important but lesser sideboards the player will use during the game:

- The **War Status Sideboard**, which helps the player keep track of the progress of any wars he is waging. There may be a maximum of five Wars on the board at one time. If a sixth war breaks out, the player suffers auto-loss.

- The **Holding Sideboard** that the player can use to hold Terror Group, Rogue State counters, Civil War and Civil War Ceasefire counters, and to randomize unused Tension counters, Sanction counters, US Military Footprint counters, and UN Goodwill counters (see *Set-Up Scenario Booklet*, page 3 SSB).

The image displays five identical War Status Sideboards, labeled WAR 1 through WAR 5. Each sideboard is divided into two main sections: 'STATUS OF CONFLICT' and 'TYPE OF CONFLICT'.

STATUS OF CONFLICT: This section features a horizontal scale from 5 to 1. Above the scale are five categories: 'Attacking Forces Win', 'Attacking Forces Winning', 'Stalemate', 'Defending Forces Winning', and 'Defending Forces Win'. Below the scale are five 'AIR OR GUERRILLA WAR' indicators, each with a 'ONLY USED FOR' label.

TYPE OF CONFLICT: This section includes four icons representing different conflict types: 'Air War or Air/Missile War', 'Naval War or Air/Naval War', 'Combined Air/Ground War', and 'Guerrilla War'. Below these icons are three buttons: 'ATTACKER', 'DEFENDER', and 'STRENGTH/FORCES'.

The Holding Sideboard is a large grid of categories for holding game counters. The categories are:

- TERROR GROUP HOLDING AREA**
- MULTI-LATERAL SANCTIONS**
- UN GOODWILL MARKERS**
- CIVIL WARS HOLDING AREA**
- UNILATERAL SANCTIONS**
- US MILITARY FOOTPRINT**
- ROGUE STATES HOLDING AREA**
- UN TROOPS/PEACEKEEPERS/SANCTIONS**
- TENSIONS MARKERS**

At the bottom of the sideboard, there is a track for 'World Opinion of the US: -1 • Public Approval: -2 • Legacy Points: -3'.

DIFFICULTY LEVELS

There are three Difficulty Levels in Mr. President: Easier, Normal, and Harder. Details are given in the Scenario Set-Up Booklet (see page 4 SSB).

SPECIAL NEW PLAYER DRM (Recommended for New Players)

As an **OPTIONAL** rule, a new, first-time Player using the Easier Level **ONLY** may use a -1 DRM to ALL Player (not Ally or Peer) die rolls in the game. This is in addition to normal DRMs as given on the various charts and tables. This should help brand new players have a more enjoyable first or first few games.

END OF GAME

The game ends after 4 Turns (years) are completed. If playing the Sandbox Scenario, you must first seek re-election (see *Re-Election* below). After succeeding or failing at reelection, determine your final Legacy Point Totals.

- To your Legacy Point value as shown by your current position on the Legacy Point Track on the map, add or subtract the results from the final Presidential Performance Evaluation.
- Add or subtract Legacy Points as shown by your current position on the Public Approval Track.
- Subtract Legacy Points based on your current position on the Party Relations Track: if it is 2 or 3, lose -15 Legacy Points as your Party does not consider you a viable candidate for re-election.
- If you attempt re-election and lose, you suffer a penalty of -5 Legacy Points for being a one-term President.
- If you attempt re-election and win, you gain +5 Legacy Points to your total.

After the re-election campaign, compare your Final Legacy Point Score with the Historical Presidents listed in Chart D16 in the Domestic Charts Booklet (see *DCB* page 19) to see whose legacy yours is most like.

IF YOU ARE PLAYING ONE OF THE HISTORICAL SCENARIOS, then check the victory conditions in the Scenario Booklet for the scenario you are using to determine your victory level.

3 PRESIDENTIAL PRESIDENTIAL MASTER ACTIONS

Listed on your **Presidential Master Actions Player Aid**, there are seven Actions only you can take domestically, diplomatically, or at any time as President, when Actions are permitted by the Activation Segment of the Turn Sequence. None of your Key Cabinet Members can take any of these Actions. These Actions help you respond to situations in the game and shape the development of your Administration.

POTUS

YOU are POTUS, the President Of The United States. You are represented on the Main Board by the White House. Here you will display your Presidential Attributes as well as the individuals who are your key Cabinet officials.



PRESIDENTIAL ATTRIBUTES



These represent various qualities and characteristics that you possess, giving you a unique character in the game. As outlined in the **Scenario Set-Up Booklet** (see page 5 SSB), you may have up to four of these, though you usually begin with just two, and normally, they are chosen randomly. Once chosen, they are placed on the "Attribute" boxes in the White House area of the Main Board. They give you advantages and heightened abilities in certain areas, giving you that extra needed boost to succeed at the Actions you will take, OR they can be negative attributes that cause you trouble and disadvantages. Note that in addition to the basic abilities

listed below, some of the game's card outcomes may be influenced by whether you possess a certain Presidential Attribute. Here are all the possible attributes you can have:

LIKEABLE
+3 PUBLIC APP/TURN

This attribute adds +3 to your Public Approval rating at the start of each Turn.

EFFICIENT
+4 PRES. APs PER TURN

This attribute adds +4 Action Points at the start of each Turn.

MEDIA SAVVY
+1 TO MEDIA RELATIONS/TURN

This attribute improves your Media Relations by +1 at the start of each Turn.

BUSINESS FRIENDLY
+1 IMP. ECON/TURN

This attribute adds "Economy Improving" counter to the US State of the Economy Track at the start of each Turn.

ORATOR
-2 DRM STATE of the UNION

This attribute gives a -2 DRM to the effect of your State of the Union Address at the start of Turns 2-4.

MILITARY
+1 TO ONE STRATEGIC CAP/TURN

This attribute allows you to improve one US Strategic Capability by +1 at the start of each Turn.

MODERATE INFLUENCE
+1 BOX TOWARD COOPERATIVE/TURN

This attribute allows you to move the Bipartisan Cooperation Counter one box to the right, towards "Cooperative", at the start of each Turn.

RESPECTED BY CONGRESS
+1 RWC PER TURN

This attribute allows you to raise your Relationship with Congress counter +1 box at the start of each Turn.

TEFLON
-2 DRM PRES. SCANDAL ROLLS

This attribute gives you a -1 DRM when rolling on the Scandal Table to resolve a Presidential scandal (Chart D14 in the Domestic Charts Booklet).

AN ALLY'S BEST FRIEND
+1 TO ONE ALLY REL./TURN

This attribute allows you to raise the relationship with one Ally by one level (i.e. from "Estranged" to "Close" or from "Close" to "Very Close") at the start of each Turn.

DOMESTIC FOCUS
-1 DRM TO DOM. CRISIS/ LDI ROLLS

This attribute gives you a -1 DRM any time you roll to resolve a Domestic Crisis or a Lingering Domestic Issue.

TEAM BUILDER
-1 DRM CAB IMP ROLLS

This attribute gives you a -1 DRM any time you make a Cabinet Improvement Roll

DISORGANIZED
-3 PRES. APs PER TURN

This negative attribute costs you -3 Action Points at the start of each Turn.

HEAVILY PARTISAN
+1 OPPONENT
-1 PUB. APP
PER TURN

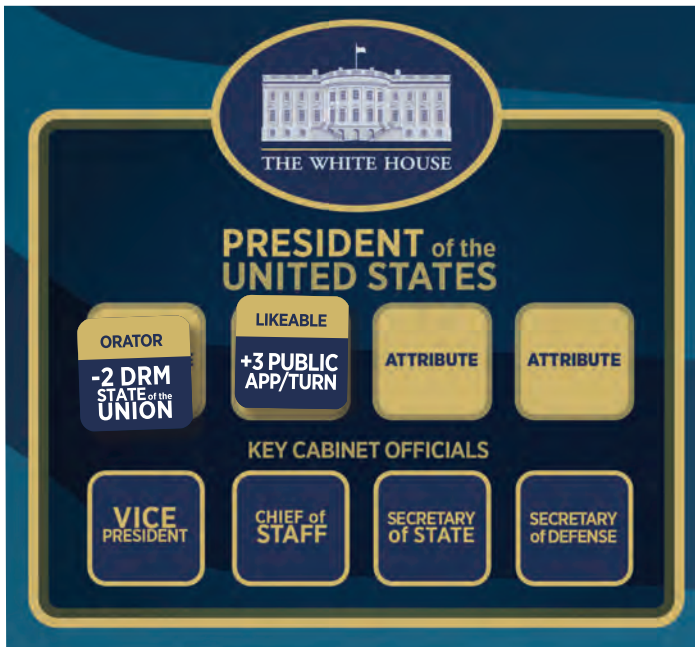
This negative attribute makes you lose -1 Public Approval from your Public Approval Rating AND add one Congressional Opponent to Congress at the start of each Turn.

MANAGES STRESS POORLY
+2 TENSIONS
ON PRES/
CAB. FOCUS/
TURN

This negative attribute makes you add +2 Tensions counters to the POTUS/Cabinet Focus Track at the start of each Turn.

LACKING SOCIAL GRACES
-2 PUB. APP
-1 RWC
PER TURN

This negative attribute subtracts -2 Public Approval from your Public Approval Rating and lowers your Relationship With Congress by -1 box at the start of each Turn. It also gives you a +1 DRM on the Impeachment Table (Chart D14 in the Domestic Charts Booklet).



Example: You randomly draw Orator and Likeable as your two Presidential Attributes. You place these on the Presidential Attribute Track in the White House. The former will give you a -2 DRM to your die roll to determine the result of your State of the Union speech, while the latter will give you +3 Public Approval points at the start of each turn.

All bonuses and penalties arising from Presidential Attributes will be applied during Steps 1 and 2 of the "Beginning of Each Turn Sequence" in the Turn Sequence Flip-book.

MASTER ACTIONS (TSF)

These are your administrative muscles. Four Player Aid charts list all the Actions you can take during the game to exert your presence in the world and at home. Most of these Actions are "free;" once permitted by the Turn Sequence, you can use them as you wish. Some, however, will require the expenditure of an Action Point (AP), and some may allow you to spend an AP to gain a positive die roll modifier (DRM). (*For further details, see the Master Actions Player Aids.*)

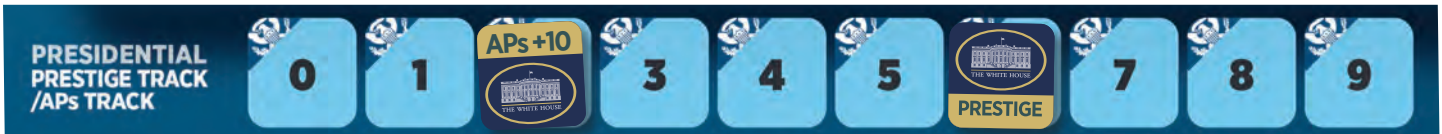
- Presidential:** These are actions only you can take to build your Public Approval, to gain goodwill on the world stage, to enhance relations with foreign leaders, and to improve your own Administration. These Actions are divided into Domestic, Diplomatic, and "Any," depending on the Action Segment within which you can use them.
- Domestic:** These are actions that can be taken by you, your Vice-President, or your Chief-of Staff to govern the country domestically.
- Diplomatic:** These are actions that can be taken by you, your Vice-President, or your Secretary of State to exert American presence in the world to build good relations with other nations, and to enhance international stability and prosperity.
- Military:** These are actions you or your Secretary of Defense can take to defend America or to project American military power into the world to deal with terror groups, rogue states, or to wage war.
 - NOTE: During any blue Activation Segment on the Turn Sequence when the player is instructed to perform "x number of Actions," the player may choose to spend two APs to take an ADDITIONAL Action OF ANY TYPE, regardless of the type allowed during that Activation Segment.

EXCEPTIONAL WHITE HOUSE RESOURCES

These are talented people who will add a number of benefits to your Administration each Turn, such as extra AP, improved Public Approval ratings, and so on. These are represented by cards that are either drawn during Scenario Set-Up or that will appear sometime during your Second Year in office (*see page 5 SSB*).

PRESIDENTIAL PRESTIGE

This measures the esteem, respect, or even fear in which you are held by your countrymen (which is not necessarily the same as approval!) and by the world. It will rise and fall based on situations in the world and how you respond to them. It is tracked on the Presidential Prestige Track/APs Track in the bottom right of the Main Board. Your number of APs are indicated on this same Track.



ADMINISTRATION

Your Cabinet represents your whole Administration, all the thousands of people who work in the White House, the Cabinet Departments, and throughout the Executive Branch of the Government. Even though the whole Cabinet is not fully present, the game represents them in two major ways:

Key Cabinet Members (Secretaries of State and Defense plus your Vice-President and your Chief of Staff.) These members can take Actions during the “President and all Key Cabinet Members Take 1 Action” Segments of the game. Also, their applicable ratings are sometimes used as DRMs for various actions during an Action segment.

Cabinet Effectiveness Rating. This rating represents the capabilities of your entire cabinet and fluctuates over the course of the game. See Cabinet Effectiveness, below.

KEY CABINET MEMBERS

These include your Vice-President (VP), your Chief of Staff (CoS), the Secretary of State (SecState), and the Secretary of Defense (SecDef), all chosen as part of your initial set up (page 5 SSB). Each Cabinet Member has three numbers at the bottom of their counter. These represent the Domestic, Diplomatic, and Military ratings of that individual, read from left to right. This number can be 0. These ratings are used as DRMs for various actions and on various charts and tables. Each Cabinet Member has an “Inexperienced” side with a lighter ratings stripe and a Veteran side with a darker ratings stripe. Usually, the ratings are higher on the Veteran side, representing experience gained in office. The Cabinet Member may also gain a “+1 Action.”

During Step 2 of the “Beginning of Turn Sequence” in the **Turn Sequence Flipbook**, you may be able to promote a Cabinet Member to its Veteran side. See **Beginning of Turn** in the **Turn Sequence Flipbook** for details.



Example: You pick your Key Cabinet Members and place them in the White House. Bo Hamilton is drawn randomly

as your Vice-President. Of the three choices you randomly select, you choose Ellen Price to be your Chief of Staff. She has a Domestic Rating of “1” and she has a +1 Action, which will allow her to take an extra Domestic Action in certain Turn Segments. This will make her more useful in helping with your Domestic agenda. Kelly Borgeson becomes your Secretary of State (her “0” Diplomatic Rating is liable to cause problems for you) and Barry Wallace, the only candidate you drew with a “1” Military Rating, becomes your Secretary of Defense.

+ 1 ACTION: Certain talented individuals may also have the designation “+1 Action” on their counter, usually on their reverse or “Veteran” side. This means that any time that Key Cabinet Member can take a Master Action, it can take two actions instead of one, increasing the power of that individual to act on your behalf.



Example: As an “Inexperienced” Cabinet member, Bo Hamilton has a Domestic Rating of 1, Diplomatic Rating of 1, and a Military Rating of 0. If he is promoted to “Veteran,” his Domestic Rating will become a 2 and he will gain a “+1 Action,” giving him one extra Action during certain Turn Sequence Segments.

REPLACING (FIRING) A KEY CABINET MEMBER

You have the same Vice-President throughout the game (unless they are removed due to Scandal or Assassination), but there are two ways in which you may replace (fire) a Key Cabinet Member:

- During Step 3 of the “Beginning of Turn Sequence” in the **Turn Sequence Flipbook**, you can replace (fire) any other Key Cabinet Member. If you do, replace that person by repeating the Set-Up procedure that chose them in the first place. See the Set-Up Booklet for details. Note that using this approach to replacing a Key Cabinet member does not cost you in Actions or Public Approval.
- You may use Presidential Action #7 during any Action segment to ask for the resignation of any of your Key Cabinet members except the Vice President. Note that this DOES cost you an action, and you also have to roll for potential impact to both Public Approval and Cabinet Effectiveness.

Note that there are also a few cards and chart results in the game that might also require or give you the option for replacing a Key Cabinet Member.

POTUS/CABINET FOCUS (TSF)

This is where you indicate your Administration’s priorities for the year/Turn. You will choose these from six possibilities:

- Improve Relations with Congress
- Economy
- Homeland Security
- Public/Press Relations
- Address Domestic Crises
- Cabinet Effectiveness

POTUS/ CABINET FOCUS PRIORITY 1
SUCCESS 1-5

POTUS/ CABINET FOCUS PRIORITY 6
SUCCESS 1

You will prioritize these in the order you choose, using the six “POTUS/ Cabinet Focus Priority” counters, number from 1-6, during the “US Special Activations” at the beginning of the Turn Sequence for the year. Do this by matching the counter with the desired focus on the POTUS/Cabinet Focus Table. Counter #1 indicates your Administration’s highest priority, while #6 is the least prioritized. Twice during the year, as indicated in the Turn Sequence and the **Turn Sequence Flipbook**, you can roll a die to attempt to gain the indicated benefits for those priorities. Each Priority counter has its own success range. In the illustration, the die roll for the Priority 1 Focus will succeed on a roll of 1-5; the die roll for Priority 6 Focus, however, will only succeed on a roll of a 1.

year. The procedure for doing so is printed in the POTUS/Cabinet Focus Table in the Cabinet/ Administration area of the Main Board, just under the White House, and repeated as chart (D1) in the **Domestic Charts Booklet** (see page 2 DCB). The results of a successful die roll are listed here. Note that Tensions counters (see page 33 below) placed here will decrease the benefits the Cabinet can produce by diffusing its focus and may have other deleterious effects as well, such as forcing you to roll on the **Cabinet Drama Table** (see page 18 below).

CABINET EFFECTIVENESS TRACK

CABINET EFFECTIVENESS

3: 0 Pr. APs
4: +2 Pr. APs
5: +3 Pr. APs
6: +4 Pr. APs
7: +5 Pr. APs

Use the large number in each box when you are instructed to make a Cabinet Effectiveness Check. Receive the bonus Pres. APs listed during the Apply Benefits/Effects segment at the start of each

	POTUS/ CABINET FOCUS PRIORITY	TENSIONS	Success Effect
IMPROVE RELATIONS with CONGRESS	1 SUCCESS 1-5	TENSIONS	Improve RWC by one box.
ECONOMY	2 SUCCESS 1-4	TENSIONS	Place “Improving Econ” marker on US SoE Track.
HOMELAND SECURITY	3 SUCCESS 1-3	TENSIONS	Decrease one Terror Grp. in US by one level. If none, +1 to Homeland Security and -2 Public App.
PUBLIC/PRESS RELATIONS	4 SUCCESS 1-3	TENSIONS	Either a) +3 to Public App. or b) +1 to Public App. and +1 to Media Relations.
ADDRESS DOMESTIC CRISES	5 SUCCESS 1-2	TENSIONS	-1 to Dom. Crises. If already 0, +2 Pres. APs.
CABINET EFFECTIVENESS	6 SUCCESS 1	TENSIONS	Roll d6 1-3: Place an “Improving” marker on the Cabinet Effectiveness Track. 4+: +3 Pres. APs

This track determines how capable and effective your Cabinet—and by extension, your entire Administration—is. Cabinet Effectiveness is a shorthand measure of the government’s ability to get things done, determined by where the “Cabinet Effectiveness” counter is on the Track. Depending on where the counter is, you may gain from 0 to 5 extra APs at the beginning of a Turn. A Cabinet Effectiveness Track Check (see D18, or page 12 above) is used to determine success or failure in lessening a Domestic Crisis.

This is a **Trending Track**. To move the counter one space in either direction is a two-step process as described in Trending Tracks (see page 11 above). If a game effect causes the Cabinet to Improve, place a Cabinet Effectiveness Improving counter on the Track. A second Improvement result removes the “Improving” counter and moves the Cabinet Effectiveness counter one box up the Track. On the other hand, if a game effect causes the Cabinet Effectiveness to worsen, place a Cabinet Effectiveness Worsening counter on the Track. A second Worsening result removes the “Worsening” counter and moves the Cabinet Effectiveness counter one box down the Track.

Cabinet Effectiveness can never be higher than “7” or lower than “3.” Any game effect that would raise or lower Cabinet Effectiveness past these limits in either direction is ignored.

Example: You think about what you want to accomplish this year and decide to have the following priorities: 1st is the Economy (as a good economy affects so many other things in the game); 2nd is Cabinet Effectiveness (as this affects how well you can deal with Domestic Crises); 3rd is Address Domestic Crises; 4th is Public/Press Relations (you want to have the press on your side and a high Public Approval); 5th is Homeland Security (to prevent domestic terrorism); and 6th is Improve Relations with Congress. Congressional Relations are important for passing legislation, but you can improve your RWC rating in other ways.

CABINET EFFECTIVENESS

3: 0 Pr. APs
4: +2 Pr. APs
5: CABINET EFFECTIVENESS
6: +4 Pr. APs
7: CABINET EFFECTIVENESS IMPROVING

Use the large number in each box when you are instructed to make a Cabinet Effectiveness Check. Receive the bonus Pres. APs listed during the Apply Benefits/Effects segment at the start of each

Example: You have a Cabinet Effectiveness Rating of 5, which will give you +3 APs at the beginning of each Turn/Year. You also have a Cabinet Improving counter on the Track. If you gain another Cabinet Improving result, you will remove this counter and move the Cabinet Effectiveness counter up to box #6, which will give you +4 APs per

Twice each Turn/Year, in Activation Phases 1 & 3, you will determine the effects of the priorities you have set for that

turn. However, if you were to get a Cabinet Effectiveness Worsening result for some reason, you would remove the Cabinet Improving counter (do NOT place a Cabinet Worsening counter) and the Cabinet Effectiveness Counter would remain in the "5" box.

CABINET IMPROVEMENT TABLE

CABINET IMPROVEMENT TABLE.	
0 or less 	IMPROVING. Place "Improving" marker on Cabinet Effectiveness Track. 1 Advisor becomes experienced. ROLL A D6: 1-2 = SecState, 3-4 = SecDef, 5 = Chief of Staff, 6 = Vice President Flip to Experienced side.
	IMPROVING. Move Place "Improving" marker on Cabinet Effectiveness Track.
	NO CHANGE. No effect
	LOSING COHESION. Add one Tensions to POTUS/Cab. Focus (6 to 1). Place "Worsening" marker on Cabinet Effectiveness. -1 Public Approval.
	DISARRAY. Move Left 1 Box on Cabinet Effectiveness Track, & Roll (d6) on the Cabinet Drama Table. -2 Public Approval.

DRMs: -#: The Domestic Value of your Chief of Staff
 -: If you have the Team Builder POTUS Attribute
 +#: half the number of Tensions counters in the POTUS Cabinet Focus area (rounded down).

This table, printed on the Main Board in the Administration section, offers an opportunity to raise the effectiveness of your Cabinet, though a poor die roll can cause the Cabinet to lose effectiveness or even require a subsequent die roll on the Cabinet Drama Table. Presidential Master Action #3 (see *PRESIDENTIAL MASTER ACTIONS PLAYER AID*) allows you to roll on this Table, spending an AP for a -1 DRM. Other DRMs are possible: see the Table for information. If you are successful at improving the Cabinet, place a "Cabinet Improving" counter on the Cabinet Effectiveness Track, or if a "Cabinet Improving" counter is already there, remove it and move the Cabinet Effectiveness counter up one box on the Track.

CABINET DRAMA TABLE

CABINET DRAMA TABLE	
	Cabinet infighting goes public. -1 Public Approval.
	Unflattering Cabinet Leaks about the President. -1 Media Relations, -1 Public Approval, -1 Party Relations
	Cabinet Leak Lists Congressional Enemies. -1 RWC, -1 Public Approval, -2 Pres. APs, -1 Bipartisan Co-op.
	Influence Scandal at Treasury causes market "flash crash." Place a "Worsening Economy" on US SoE Track. -2 Public Approval.
	Roll d6: 1-2 = SecState Resigns, 3-4 = SecDef Resigns, 5-6 = Chief of Staff Resigns. Draw 3 new candidate counters & select a replacement. Place "Worsening" marker on Cabinet Effectiveness. -2 Public Approval. -1 Party Relations.
	Open hostility in Cabinet fosters Domestic Crisis. +1 to Domestic Crises Track. Add one Tensions to POTUS/Cab. Focus (6 to 1). Place "Worsening" marker on Cabinet Effectiveness. -2 Public Approval.

Make a Cabinet Drama Table roll (d6 - no drms):
 a. Whenever you roll a 6+ on the Cabinet Improvement Table
 b. Anytime you add a new Tensions marker in the POTUS/Cabinet Focus area that causes your Tensions marker total in that area to exceed 6.
 c. When directed by a Crisis card or Chart/Table result.

This Table, printed on the Main Board in the Administration section, represents in-fighting, tension, lack of trust, miscommunication, and general disarray amongst your Cabinet. It will inflict a variety of negative consequences upon you and your Domestic efforts. Information on when you must roll on this Table and the die roll modifiers that are available is printed on the game board.

Try never to have to use it!

CAMPAIGN PROMISE

During Set-Up, you will determine the Public Legislative Priorities and your Administration's Legislative Priorities (see page 24 below). You will also determine your Campaign Promise (see page 6 SSB). This is a Legislation Priority that represents an issue you campaigned on and promised to see accomplished if you were elected. Now, you were elected, you are the President, and it's up to you to fulfill that legislative promise. Depending on whether you were successful or not in passing a Bill for this issue during a Turn's legislative session, you will either gain or lose Public Approval and Party Relations; if successful, you will also gain a Congressional Friend (see page 25 TSF).

SCANDALS

Game events may result in a scandal breaking out in your Administration around one of your Cabinet Members, your Vice-President, or even yourself (which could lead to impeachment and auto-loss). These are tracked on the Scandal Track on the board and resolved during the Legislative Process (see **Chart (D14)** in the **Domestic Charts Booklet**, pages 16-17 DCB).

When a Scandal breaks out, place the counter of the affected individual (which might be you, as in the picture below!) on the **Breaking Scandal** box of the Scandal Track. If you are asked to determine randomly who is affected by the Scandal, roll d6 on the **Random Scandal Determination** table that is part of the Scandal Tracks. Scandal Investigations during the Legislative process (see page 22 below) will determine if the scandal is resolved or if the individual's counter is moved into **Deepening** or **Concluding** Scandal.

SCANDAL TRACK			
Random Scandal Determination	Breaking Scandal	Deepening Scandal	Concluding Scandal
1: Chief of Staff 2: Secretary of State 3: Secretary of Defense 4: Vice President 5 or 6: POTUS (You)	For each Scandal marker in this box at the start of Scandal Investigations Roll a d6 and refer to the Breaking Scandal column of the Scandal Table. Immediately Apply Results.	For each Scandal marker in this box at the start of Scandal Investigations Roll a d6 and refer to the Deepening Scandal column of the Scandal Table. Immediately Apply Results.	For each Scandal marker in this box at the start of Scandal Investigations Roll a d6 and refer to the Concluding Scandal column of the Scandal Table. Immediately Apply Results.
(D4) 8. For New Scandals, find Target of Investigation, if necessary. Then place their Scandal marker in the "Breaking Scandal" box. For the Scandal Investigations Step, roll d6 for each scandal and, depending on result, either remove			
marker, leave in current box, or move it right one box. For Scandal markers that begin the investigation step in the "Concluding Scandal" box, roll the immediately apply effects, and remove the Scandal marker from the boxes.			

PUBLIC APPROVAL (PA)



Public Approval measures what the American public thinks of you. The values range from 18% to 70+%. If you are at 18%, you cannot go lower; if at 70%, you cannot go higher.

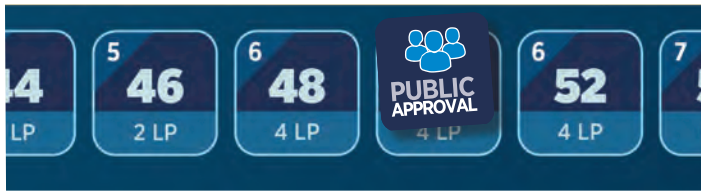
Each box includes a number in the upper left corner. That is the number you use if you need to make a Public Approval Check.

Each box also includes a “#LP” notation at the bottom. This is the number of Legacy Points that you gain or lose at game end due to your popularity (or lack of it!) with the people.

When you gain PA, you move your Public Approval counter the required number of boxes to the right, raising your approval by 2% with each box you move into. When you lose PA, you move your Public Approval counter the required number of boxes to the left, losing 2% of your approval with each box you move into.

This is one of the most important ratings in the game as your Presidency and your ability to accomplish things can rise or fall with the level of public support. Low Public Approval makes your task much harder; a high Public Approval makes it easier.

Public Approval is gained in a number of ways, such as passing legislation and resolving Crises; it can be lost in an even larger number of ways! The public is so fickle! (Remember the effect of **Core Support** (see right column), though, which twice a turn/year may alter your PA up or down depending on your Party Relations.)



Example: if your Public Approval is in the “50%” box, and you make a Public Approval check, you need to roll a 1-6 on a d10 to pass the check. (If your PA were 34%, you would need to roll a 1-3 on a d10 to pass the check.) If your PA is at 50% at the end of the game, you would gain 4 Legacy Points (4LP). (If your PA were at 34%, you would lose 2 Legacy Points (-2LP) at the end of the game instead.)

PARTY RELATIONS



This measures your relationship with your own political Party. It’s important not only for Party Relations checks but also because it determines the maximum number of Friends you can have

in Congress (see page 21 below) which in turn affects how easy it is to pass the legislation you wish. Party Relations also determines your “Core Support,” (see below) which twice a year/turn affects your Public Approval rating. **Note that a “2” or “3,” rating in Party Relations at game end will keep you from being re-elected for a second term and will decrease your Legacy Point total by -15.** If your PR rating at game end is 4 or 5, your Party reluctantly re-

nominates you for a second term but their support is weak, increasing your chances of losing the election. Keep your Party Relations strong!



Example: Your Party Relations is at “6.” This allows you to have a maximum of 4 Congressional Friends. Your Core Support is “2.”

CORE SUPPORT (TSF)

The bottom row of the Party Relations Track has numbers from 0 up to 4. These represent your Core Support, i.e. your “Base” or your level of partisan approval. The higher your Party Relations score, the higher your Core Support. Twice a year, during the “Any 3 Actions” segment of Activation Phases 2 and 4 on the Turn Sequence Chart, move your PA rating a number of boxes equal to your Core Support Number towards the 40% box. This happens whether your PA is lower or greater than 40%, representing the effect of that percentage of the population who will support you no matter what or that percentage that will disapprove of you no matter what.

Example: If your Public approval was 26 during this segment and your Party Relations was 7 (so a Core Support level of 3) you would move your Public approval 3 boxes toward 40 - so it would be 32. This represents the fact that even after a President screws up a few things, he still has a bunch of core supporters that are going to move his approval up from the depths,

Conversely, if your Public Approval is over 40 when you make the check, those Core Support numbers bring you DOWN that # of boxes toward 40. No matter how well you’re doing, there are always 40-60% of Americans who don’t like your party very much and tend to not support you no matter how well you’re doing. But, if your party doesn’t like you, that 40-60% of the public actually likes you better, so you don’t take so much of a hit. Thus, if you have a PA of 60 and a Party Relations of 8 (4 Core Support), you’d drop to 52. But if your Party Relations was only 4 at that point, there’d be no adjustment (0 Core Support in that box) because you’re doing well overall but you’re at odds with your party, demonstrating your independence and bipartisanship. So, many Americans feel like you must be doing right!

MIDTERM ELECTIONS

After the play of 2 Turns (years), the Midterm Elections are held. Use The Elections Table in (D17) in the Domestic Charts Booklet or in the Turn Sequence Flipbook (page 26) to determine the outcome.

After the Midterm Elections, you have the option to freely dismiss and replace up to two Cabinet Members.

RE-ELECTION

At the end of 4 Turns, you must seek re-election (*see Game End above*).

First determine if your Party nominates you for a second term. If your Party Relations status is 2 or 3, you are not nominated; you lose -15 Legacy Points from your final total and remain a one-term President. This is an important reason to keep Party Relations high!

If you are nominated, stand for reelection using the Election Table, chart D17 in the Domestic Charts Booklet (*see DCB page 19 or TSF page 26*).

If in the core sandbox scenario, you lose re-election but you wish to play another 4 years/Turns anyway, you can start over as a new President (the one who just defeated you!). Use the Set-Up procedures to determine your Attributes, Cabinet officers, etc. as in a normal Set-Up. However, use your re-election roll on The Election Table to determine the make-up of the Congress after the elections.

NOTE THAT IN THE 2001, 2009, 2017, AND 2020 HISTORICAL SCENARIOS, RE-ELECTION FOR A SECOND TERM IS REQUIRED FOR VICTORY. IF YOU LOSE RE-ELECTION IN THOSE SCENARIOS, IT IS AN AUTO-LOSS.

BIPARTISAN COOPERATION

Contentious: 0, Conciliatory: 1, Cooperative: 2

in box = a. Max number of Bills that may be passed, and b. Number of bills that are introduced during each Legislative Segment

Party Control in Congress: Party Control, Split Party Control

PENDING BILLS Awaiting Passage in Congress - No More than 5 bills allowed

STRONG SUPPORT: -2, MODERATE SUPPORT/OPPOSITION: -1, 0, +1, STRONG OPPOSITION: Cannot be Passed

in box = dim to the "Pass Bill" die roll. (Modified roll of 1-3 needed to pass the bill)

Place newly introduced bill: a. In the "0" box if there is Split Control of Congress b. In the "-1" box if Introduced by the party with control of both houses of Congress c. In the "+1" box if Introduced by the party with control of neither house of Congress.

PASSED LEGISLATION

Passed & Signed Bills THIS TURN

Passed & Signed Landmark Bills THIS TURN

During end of year process, leave Landmark Bills in their holding box and return all others to the holding box for Unused bills, from where they are eligible to be Introduced again.

Unused Bills

Passed Landmark Legislation Holding (Can't be introduced again)

This section is found on the right-side of the Main Side Board.

RELATIONS WITH CONGRESS (RWC)

This track represents how well you work with Congress, from Bipartisan to Adversarial. Your rating here will affect how easily you can pass bills, as well as how well you deal with other situations, like Scandals, that evolve during the game. Have too low an RWC and you might even be impeached!

PARTY CONTROL

Congress can be controlled by your Party, your opponent's Party, or by neither Party (Split Control). Which Party controls Congress determines how hard or easy it is to pass the bills on your legislative agenda.

When you start the game, Party Control is decided by the difficulty level you choose, which will also determine how many Legacy Points you are awarded right at the beginning of your Presidency:

EASIER GAME: Place "Your Party Control" counter in Party Control box.

STANDARD GAME: Place no control counter (i.e. leave the Party Control box at "Split Party Control"). Award

4 THE DOMESTIC ARENA

DOMESTIC MASTER ACTIONS (TSF)

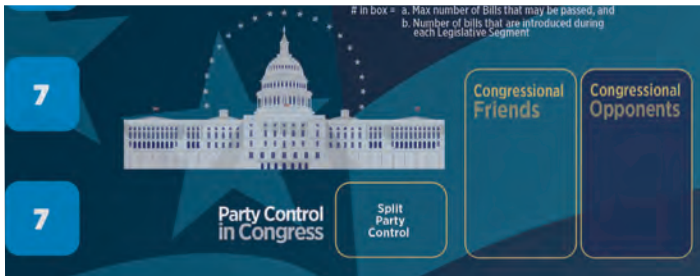
Listed on your Domestic Master Actions Player Aid, there are ten Actions you can take domestically as President, when Domestic (or "Any") Actions are permitted by the Activation Segment of the Turn Sequence. Your Chief of Staff and your Vice-President can also perform any of these Actions. These Actions help you respond to Congress and to domestic situations in the game and shape the development of your Administration.

CONGRESS

Congress is the Legislative part of the Domestic Board. It is where you introduce legislation and have your bills passed. Depending on who controls Congress, your relationship with it, the friends or opponents within it, and the level of Bipartisan cooperation, Congress can be an asset or a hindrance in achieving your domestic agenda (and gaining Legacy Points).

yourself 5 Legacy Points at Start.

HARDER GAME: Place an “Opposing Party Control” counter in the Party Control box. Award yourself 10 Legacy Points at start to offset the difficulty and handicap.

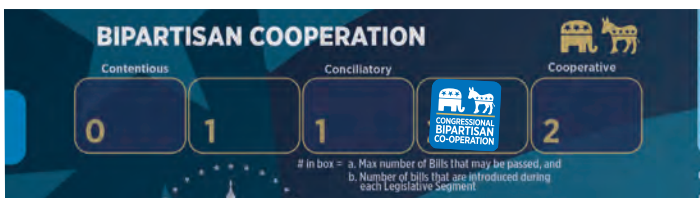


Party control can change during the game depending on the number of Friends or Opponents there are in Congress.

BIPARTISAN COOPERATION



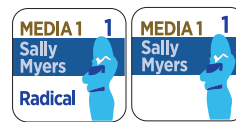
This reflects the level of cooperation between parties in Congress, ranging from “Contentious” to “Cooperative.” The number in each box is the maximum number of bills that can be passed and also the maximum number that can be introduced during a Legislative segment. The “Congressional Bipartisan Cooperation Counter” will move right and left along this track as a result of the Legislative Procedure (see D4) or of various game events.



Example: Your Congressional Bipartisan Cooperation Counter is in the first “2” box, midway between “Conciliatory” and “Cooperative.” You can pass 2 bills during a Legislative Segment and you can introduce 2 new bills. If it were in the leftmost “Contentious” or “0” box, you could neither pass nor introduce any bills.

CONGRESSIONAL FRIENDS AND OPPONENTS

From time to time as instructed by game events, you will draw Congressional Friends or Congressional Opponents from their respective random counter cups and place them in the Congressional Friends or Congressional Opponents box.



These represent those who will support or oppose your legislative efforts. Each Friend or Opponent has a name and a Legislative Rating number in the upper right corner of the counter; he or she may also have a Media rating (how well that person relates to the Media—Sally Myers, for example, has a Media rating of “1”) and a classification as a “Moderate” or a “Radical,” (or a blank in that space, which means they are neither) which influences Bipartisan Cooperation.

Friends have a white front and back; Opponents have a black front and back. You draw Friends and Opponents at Set-Up, during the Legislative Process if a Landmark Bill (see D5) is passed, and if instructed by the game (from a chart or card, for example) to add a Friend or an Opponent.

The front and back sides of Friends and Opponents differ only in that many of the counters have a different Bipartisan classification (Moderate, Radical, or No Listing). To determine which side of the counter to use when you draw one:

- Always use the most moderate side of the counter if you are playing the game at EASY difficulty.
- Always use the most radical side if you are NOT playing the game at EASY difficulty.
- If the back and front of a counter are identical, with no differentiation into “Moderate” or “Radical,” then it doesn’t matter which side you use.

All counters will stay on the side you choose permanently.

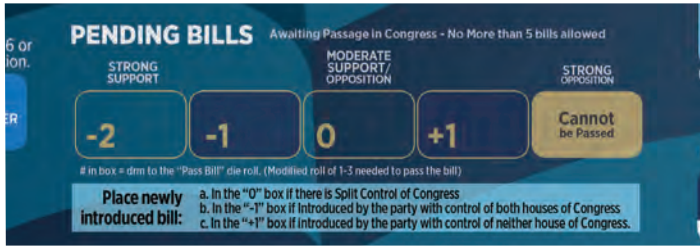
The maximum number of Friends you can have is determined by your Party Relations. If Party Relations falls so that the Max # of Friends allowed in Congress goes below the number of Friends you actually have, you must immediately randomly discard a Friend. Washington is rough!

Note that you have one Action, Domestic Master Action #10, that allows you to attempt to “Discredit/Dissuade a Political Opponent.” This action represents everything from political persuasion to “dirty tricks,” and thus carries with it some risk of Scandal. Used wisely, though, it will allow you to be proactive in keeping your group of Opponents from growing too large.

DESIGN NOTE:

Friends and Opponents represent the few members of Congress who are in Party Leadership for both sides and who are the strongest of followers or staunchest of your Opponents. As such, when you “lose” a Friend, it generally means (in terms of game story-line) that that person is just no longer one of your strongest supporters. Likewise, when you “lose” an Opponent, it generally means that you or some set of events (above board or perhaps not) have convinced them to no longer strongly oppose you and your policies. Friendship and Opposition can be fickle in Mr. President. They may wax and wane during the game. This is an intentional depiction of the “what have you done for me lately?” aspect of Washington politics.

PENDING BILLS



Bills that are introduced into Congress (see below) are placed in a box on the Pending Bill Track. This Track runs from “Strong Support” for the bill on the leftmost box (-2) to “Strong Opposition” on the rightmost box (“Cannot be Passed”). Where the bill is placed depends on which Party controls Congress (see below).

LEGISLATION/PASSING BILLS (TSF)

Bill #1
Social Security

Passing bills is how you (or your Opponents in the other Party) pass legislation which in turn fulfill your Campaign Promise, your Administrative Legislative Priorities, and the Public Legislative Priorities. Passing bills is a primary way in which you gain Legacy Points.

The Legislative Segment occurs twice during each Turn (During Activation Phase 1 and Activation Phase 3) It includes introducing and passing bills, as well as various other aspects of the Legislative Process and is comprised of the following 9 step process:

- Determine Support/Opposition to Pending Bills (If no Pending Bills, skip this step).** Total separately the sum of the Legislative Ratings of all your Friends in the Congressional Friends box. Then subtract the total Rating of your Congressional Opponents. Treat results >3 or <3 as 3 and -3, respectively. If the result is positive (+), you may move that number of bills (either yours or Opponents’) one box in either direction on the Pending Bills Awaiting Passage Track, thus increasing or diminishing their support in Congress. If the result is negative (-), that is the Legislative Rating of your Opponents exceeds that of your Friends, move that number of *your* (not Opponents’) bills one box toward Strong Opposition/ Cannot Be Passed.
- Attempt to Pass Pending Bills (If no Pending Bills, Skip this Step).** The number in the current box in the Bipartisan Cooperation section is the number of bills you must now attempt to Pass.
 - If you control both houses of Congress, you choose which of the Pending Bills to try to pass.
 - If your Opponents control both houses, make the attempt(s) for Opponents’ Legislation that are furthest left in the Pending Bills boxes (i.e. the easiest to pass).
 - If control is split, roll a d6 to see who chooses the first bill to pass (even = you; odd = opponents), then alternate between parties until you’ve made the indicated number of attempts.

To attempt to Pass a bill, roll a d6 and apply the drm from the Pending Bill box the bill is currently in. On a modi-

fied result of 1-3, the bill is passed and is sent to you to sign or veto.

- Sign or Veto Bills (If no bills are Passed, skip this step and go to Step 4).** For any bill that is passed, make an immediate “Sign or Veto” decision (see D5, “Effects of Passed Legislation”, in the Domestic Charts Booklet). If you sign it, place the bill in the Passed Box. If you Veto it, return the bill to the Unused Bills Box.
- Add Legislative Friends or Opponents.** If you pass and sign a Landmark bill (only), add a new Congressional Friend (if it was your Bill and your Party Relations allow a new Friend) or Opponent (if it was the Opponent’s legislation).
 - Always use the most moderate side of the counter if you are playing the game at EASY difficulty.
 - Always use the most radical side if you are NOT playing the game at EASY difficulty.
- “How the Sausage is Made.”** Roll one d6 and refer to **Congressional Maneuvering & Drama Table** in the **Domestic Charts Booklet** (see D6). Apply Result. Make an additional roll if Bipartisan Cooperation is currently in either the “0” or the leftmost “1” box.
- Introduce New Bill(s).** Remove all bills currently in the “Cannot Be Passed” box and place them in the “Unused Bills” box. The number in the current box in the Bipartisan Cooperation section is the number of bills you may now introduce. If you control both houses of Congress, you choose which bill(s) to introduce. If your Opponents control both houses, choose Opponents’ Legislation for the bills (not yet pending or passed) that are the highest public priorities. If control is split, roll a d6 to see who gets to choose the first bill to introduce (even= you; odd= opponents), then alternate between parties until you’ve made the indicated number of attempts. Place the bill or bills you or the Opponent have introduced in the “0” box of the Pending Bills Track on the map if there is split control in Congress; place the bill or bills in the “-1” box if introduced by a Party controlling both Houses of Congress; place the bill or bills in the “+1” box if introduced by a Party that controls neither House of Congress.
- Determine Media Result.** Total then compare the Media Ratings of all Friends and Opponents. Then move Public Approval that number of boxes, with a max of 3 boxes (in your favor if Friends’ net is higher and against you if Opponents’ net is higher). Tie= No Change.

Design Note: This represents the abilities of your Friends and Opponents in Congress to “spin” the results of this legislative session in a way that allows the public to see your Administration in a more favorable or unfavorable light.
- Scandal Investigations (Skip if no Scandals).** Roll d6 for each Scandal on the Scandal Tracks, starting at the Concluding Scandal box. Refer to the Scandal Table (D14) in the Domestic Charts Booklet and apply results. Then move left and repeat that process, until all Scandals are resolved.

9. **Adjust Bipartisan Cooperation.** Examine all the Friends/Opponents. If there are more Moderates than Radicals, move Cooperation right by one box. If there are more Radicals than Moderates, move Cooperation left by one box. Otherwise, no change.

PASSED LEGISLATION

Once a Bill is passed, two things can happen:

- If it is a **Landmark Bill**, it goes in the Passed Landmark Bills holding Box; then at the end of the turn, it moves into the Landmark Legislation Holding Box.
- All other passed bills that are NOT Landmark Bills go back to the Unused Box where they are eligible to be re-introduced. **EXCEPTION: Bill #16, Expanded Military, can only be passed once; it cannot be reintroduced once passed.**

EXAMPLE: It is the Legislative Segment of the Turn Sequence Chart. Your Party controls Congress and the Bipartisan Cooperation Track is “Conciliatory,” (the right-most “1”). You have 2 Congressional Friends and one Congressional Opponent. There are two bills pending, “Cyber-Security,” introduced

by your Opponents, and a “Job Creations Package” introduced by your Administration. Your Opponents’ bill has stronger support in Congress than yours.

To begin the Legislative Process, you determine “Support/Opposition.” The combined Legislative Ratings of your Friends is (1 + 3) 4; that of the lone but experienced Opponent is 3. The difference is +1. You can move either Pending Bill in either direction. You could move your Opponents’ bill, #12, rightward to the “0” box, making it harder to pass. But you want to pass your Job Creations Package, so you move it one box to the left to the “-1” Box.

The number in the Bipartisan Cooperation Track is 1, meaning you can attempt to pass 1 bill. Further, your Party controls Congress, so you can choose which bill to pass. Obviously, you want to pass the Jobs Package, Bill #6. If the Opponents had controlled Congress, then you would have had to try to pass their bill, #12. If it had been Split Control, you would have rolled a die to see which bill was voted on.

You roll a d6 and add a -1 modifier since your Bill #6 is now in the -1 box of the Pending Bills Track. You need a 1-3 to pass and you roll a 4, but the -1 modifier saves the day! Your bill passes!

You now go to Chart D5 in the Domestic Charts Booklet to determine the effects of passing your bill—and whether or not it is a Landmark Bill. You roll a d6 and get a 2. It just missed being a Landmark Bill (Had the Bipartisan Cooperation Counter been in the right-most “2” box on the Bipartisan Cooperation Counter, it would have given you a -1 DRM, which would have made the bill a Landmark. Ah, well...). Looking up Bill #6 “Job Creation Package” on the chart, you see that you gain +2 Public Approval and +1 AP for it being a Good Bill. If this bill were also a Public Priority or an Administrative Priority (or both), you might also gain Legacy Points and more PAs and APs, depending on the level of its priority. If it had been a Campaign Promise, you would gain +1 to Party Relations as well as even more PAs and APs.

Also, had it been a Landmark Bill, you would have received a new Congressional Friend, which you could place on whichever side, front or back, you desire. It will stay that way for the rest of the game.

You definitely decide to sign it. Vetoing it could have some serious repercussions, as you can see in Chart (D5).

Next, you would roll on the Congressional Maneuvering & Drama Table, D6 in the Domestic Charts Booklet.

After applying the results from the Congressional Maneuvering & Drama Table, you can introduce a new bill. There are no bills in the “Cannot Be Passed” Box, so nothing needs to be cleaned up there. In our example, only three bills are showing in the Unused Bill Box, but there are 16 bills overall in the game. If they are not on the Pending Track or in the Passed Landmark Bills Box, then they will be here, even if they have been passed on an earlier turn (exception: Bill #16, Expanded Military). In our example, a Landmark Bill, #14 “Increase NASA funding” was passed previously (we’re on the way to Mars!); it can never be used again. Bill #1, “Social Security” was passed on an

earlier Turn, was not a Landmark Bill, and is now back in the Unused Bill Box where it can be introduced again. In fact, you decide America's older generation could use a few more dollars, so you decide to re-introduce Bill #1. It's your choice because your Party controls Congress. And because your Party controls Congress, you place the new bill in the "-1" box in the Pending Bills area.

Next, you add the Media Ratings of all the Friends and Opponents. Your Opponent, Douglas Tate, though experienced as a legislator, is terrible with media and has no media rating. Your Friends, however, are media savvy and have a combined Rating of 3. Your Public Approval moves 3 boxes up in your favor (to the right along the Public Approval Track). That is the maximum it could move anyway, but the media is celebrating the passage of the Jobs Creation package.

There is no scandal.

Finally, there are more Moderates than Radicals among the Congressional Friends and Opponents, so the Bipartisan Counter is moved one box to the right to the left-most "2" box on the Bipartisan Cooperation Track. This means in future legislative sessions (if nothing happens to change Bipartisan Cooperation before the next Legislative Segment), you can try to pass 2 bills instead of 1.

At the end of the Turn, Bill #6, Jobs Creation Package, will be moved from the Passed & Signed Bills Box to the Unused Bills Box where it can be introduced again on a future turn. Bill #16, Expanded Military, is special, though, as it can only be passed once in the game.

BILLS



There are 16 bills in the game, representing various legislative initiatives. At the beginning of the game, they are all placed in the **Unused Bills**

Box from which they can be introduced into Congress. Bills can be introduced and passed either by you or by your Congressional Opponents. Bills you pass benefit you; Opponents' bills do not. You can veto either, though vetoing also has consequences (D5).

You can introduce any Bill, but passing those that are Public Legislative Priorities, Administration Priorities, or a Campaign Promise reap greater rewards, particularly if the bill in question is a high (or the highest) priority (see *Legislative Priorities, Page on the right*).

Bills that are passed and signed give rewards in the form of Legacy Points, Public Approval, Presidential Action Points, and sometimes other benefits as well. Landmark Bills give the greatest rewards; a Landmark Bill, however, cannot be introduced a second time in the game. Any non-Landmark Bill that is passed, however, returns to the Unused Bills Box at the end of the Turn/Year and can be reintroduced on a subsequent Turn. The exception is Bill #16, Expanded Military, which can only be passed once in the game, even if it is not a Landmark Bill.

Passing Bills are a major way you gain Legacy Points and thus choosing and passing them is an important strategy

for winning Mr. President (or at least, for doing well!).

GREATER SOCIETY INITIATIVE



Greater Society Initiatives are special agendas you can pursue to advance the long-term welfare of the US. There are 6 of them:

- National Security and Defense
- Individual Freedoms and Equality
- Space Exploration and Colonization (called simply "Space" on the counter)
- Balanced Budgets/Decreasing Debt
- Health, Longevity, and Disease Eradication
- Science and Technological Innovation

You may pursue as many of these as you wish. They are treated as bills to be passed through the Legislative Process, and you may only have 1 of them before Congress at a time. However, the Domestic Crisis Level (see page 27 below) must be at "0" before a Greater Society Initiative may be introduced into Congress. When you do introduce it, place it on the "+1" space on the Pending Bills Track; passage of any level of a Greater Society Initiative is more difficult than a normal bill, as the ambitiousness of the enterprise will meet with Congressional resistance.

Each Greater Society Goal has two levels. Once you pass the "Advance 1" level, you may re-introduce it as a Bill to pass the 2nd Level, meeting the same requirements. Place the Greater Society Initiative on its Advance 1 side back in the "Unused Bills" box prior to re-introducing it. The same conditions for introducing it exist for this second time as did for the first time. If the Initiative is passed a second time, place it in the Passed Bill box as if it were a Landmark Bill. It cannot be reintroduced.

Achieving one or two levels of a Greater Society Goal will bring you a number of rewards, including Legacy Points. For further information, see "Greater Society Initiatives," Chart (D7) in the **Domestic Charts Booklet** (see page 8 DCB).

SUPREME COURT JUSTICE



You may have an opportunity to nominate and confirm a new Justice to the Supreme Court. If so, the process is the same as passing a Bill, except in this case, if you succeed, your nominee has won confirmation. You have a choice of a "Moderate" or a "Party Ideologue" nominee; it will be easier to win confirmation with the former, but it will cost you in your Party Relations. You treat the Supreme Court nominee like any other bill regarding how Bipartisan Cooperation affects it. So, if Bipartisan Cooperation was in the 0 box, you would not be able to attempt to confirm the Justice. If it's 1, passage would depend on who controls Congress. If your opponent does, they would choose Bills over the Justice based on their hierarchy of choices. If you control, then you can choose, so you might choose the Justice unless passing another bill

is more important right now; you could not do both with a Bipartisan Cooperation of 1. If control of Congress is split, you roll as usual to see who gets to pick.

LEGISLATIVE PRIORITIES

ADMINISTRATION PRIORITY

PRIVACY LEGISLATION

PUBLIC PRIORITY

SOCIAL SECURITY

During Set-Up, you determine both the **Public Legislative Priorities** and your **Administration Legislative Priorities**. These priorities are select-

ed during the Set-Up procedure; see the Scenario **Set-Up Booklet** for details. The counters representing the priorities chosen, either randomly in the case of the Public Priorities, or deliberately in the case of your Administration Priorities, are placed on the appropriate tracks next to the White House on the Main Board.

When you pass a bill whose Legislative Counter is on one (or both) of the Legislative Priorities Tracks, gain the benefits shown in the Domestic Charts Booklet (*D5*), then remove that bill's Legislative Counter from the Track and return it to the supply but leave its space empty. Do not move up any bills below it. In this way, there will only be—and you can only pass—one Priority 1 bill (or Priority 2, 3, or 4 bill) per year unless a Crisis Card creates a new Public Legislative Priority to be placed in that empty slot.

A game event may change the Public Priority 1. If this happens, the previous Public Priority 1 is pushed down to become number 2, and all the other Public Legislative Priorities are pushed down one box as well, possibly pushing off the track the last Public Legislative Priority (if there are no blank spaces in the list due to passed legislation). This Public Priority counter is then returned to the supply of unused Public Legislative Priorities.

These Tracks can be rearranged and refilled during the Clean-Up Process at the end of each Turn (see page 24 *TSF*).

PUBLIC LEGISLATION PRIORITIES	ADMINISTRATION LEGISLATION PRIORITIES
1 PUBLIC PRIORITY TAX REFORM	1 ADMINISTRATION PRIORITY TAX REFORM
2 PUBLIC PRIORITY INFRASTRUCTURE UPGRADES	2 ADMINISTRATION PRIORITY INFRASTRUCTURE UPGRADES
3 PUBLIC PRIORITY CYBER SECURITY	3 ADMINISTRATION PRIORITY CYBER SECURITY
4 PUBLIC PRIORITY SOCIAL SECURITY	CAMPAIGN PROMISE ADMINISTRATION PRIORITY GUN LEGISLATION
5 PUBLIC PRIORITY ENERGY INDEPENDENCE	

Example: The Public Legislative Priorities are drawn at random in the following order: 1st, Tax Reform; 2nd, Infrastructure Upgrades; 3rd, Cyber Security; 4th, Social Security; and 5th, Energy Independence. You choose to make the top three legislative priorities of your Administration match the top three of what the Public wants to see accomplished; so you pick Tax Reform, Infrastructure Upgrade, and Cyber Security, in that order. The more a bill that you pass matches the priorities of the Public, the higher the rewards you can gain. However, worried about increasing gun violence in the country, you made passing new gun control legislation as a priority during your campaign. It becomes your Campaign Promise. You will gain special benefits if you pass it.

STATE OF THE NATION

These are five Tracks (the State of the Economy is a Trending Track) that describe the overall State of the Nation and your relationship to various institutions within it, such as Congress and the Media.

They are located on the bottom-right of the Main Side Board, just below the Congress/Legislation section.

	UNITED NATIONS WORLD OPINION OF THE US	RELATIONS CONGRESS	MEDIA RELATIONS	HOMELAND SECURITY	STATE of the ECONOMY
Relative Strength	8	8	8	8	7
	7	7	7	7	6
	6	6	6	6	5
	5	5	5	5	4
	4	4	4	4	3
	3	3	3	3	2
	2	2	2	2	1
					UN GOODWILL EARNED

STATE OF THE UNION ADDRESS (TSF)

At the start of the US Special Activations of the Turn Sequence on Turns 2, 3, and 4, you make your State of the Union Address. The result will be determined by a d10 die roll compared to the sum of your current Public Approval, Relations with Congress, Media Relations, and Presidential Prestige, as indicated by Chart D8 in the Domestic Charts Booklet (see page 9 DCB), as well as in the Turn Sequence Flipbook itself. You gain a positive die roll modifier (DRM) if you have the "Orator" Presidential Attribute.

STATE OF THE ECONOMY (SoE)— A Trending Track

\$

STATE of the
ECONOMY

This measures the overall state of the American economy, which can have a direct effect on your Public Approval and on your ability to accom-

plish your agenda. SoE Checks (D18—see page 20 DCB) can reward or punish you depending on the result, which in turn depends on how robust the economy is. It also determines how much Economic Assistance you can offer to regions of the world (see page 34 below). Keeping the SoE rating high is vital to your success as President. This is a Trending Track that moves incrementally rather than one box at a time; thus, it can take two successful tries to move the counter one up box (or two failures to move it down one box).

Whenever you receive a “Place Economy Improving on US SoE Track” Result



- If there is no Economy Improving counter currently on the US State of Economy Track, place an Economy Improving counter on the track. Leave the US SoE counter where it is.

- If there is currently an Economy Improving counter on the track, remove it and move the US SoE counter into the next higher box. (If it’s already in the highest box, leave the Economy Improving counter on the track and do nothing else).
- If there is a Worsening Economy counter on the track, remove it (but do not place an Economy Improving counter). The result has just negated the Worsening Economy counter and left the current US SoE counter with no trending momentum. Keep the US SoE counter where it is.

Whenever you receive a “Place Worsening Economy on US SoE Track” Result



- If there is no Worsening Economy counter currently on the US State of Economy Track, place a Worsening Economy counter on the track. Leave the US SoE counter where it is.

- If there is currently a Worsening Economy counter on the track, remove it and move the US SoE counter into the next lower box. (If it’s already in the lowest box, leave the Worsening Economy counter on the track and do nothing else).
- If there is an Economy Improving counter on the track, remove it (but do not place a Worsening Economy counter). The result has just negated the Economy Improving counter and left the current US SoE counter with no trending momentum. Keep the US SoE counter where it is.

SoE IMPACT

Three times a turn (only twice on Turn 1, [see *Beginning of Each Turn Sequence, page 6 TSF*]), the Player will check the impact of the US SoE on both US Economic Assistance and the Domestic situation. For each, use the information to the left (for Economic Assistance) or right (for Domestic Impact).

US Economic Assistance: Perform the number of Economic Assistance acts allowed by the Current US SoE, as shown on the box to the left of the Current SoE counter on the game map.

For each Economic Assistance you are allowed, you may

perform either of the following two acts:

- Improve an Ally Relationship by one level, or
- Place a “Trending Pro-US” counter in one of the 8 World Regions.

Domestic Impact: Adjust the game state in accordance with the information to the right of the current US SoE.



If SOE =7: +3 Public Approval, +2 APs, +1 RWC

If SOE =6: +1 Public Approval, +1 AP

If SOE =5: No changes at all to game state

If SOE =4: -2 Public Approval, -1 AP, -1 RWC

If SOE =3: -4 Public Approval, -2 APs, -2 RWC, Randomly remove one Congressional Friend

MEDIA RELATIONS



This measures your relationship with the Media. Like the SoE, this relationship can have a direct impact on how easily you can achieve your goals and the level of Public Approval. Keeping this rating high will reap benefits throughout your Term of office. However, relations with the Media degrade over time. Twice a year, during the Activation Phases 1 and 3, on the “2 Domestic Actions/Legislative” Activation Segment” your Media Relations will decrease by one box.

MEDIA SLANT



Certain Crisis Cards have the “(-1) Media Slant (+1)” designation. When you draw a Media Slant card, after performing whatever actions the text on the card requires. Then, to discover the effect of the Media’s slant on those events, check your Media Relations and apply any additional Public Approval benefit or penalty, as listed on box representing your current Media Relations.

If it is 8, you get +2 Public Approval.

If it is 6 or 7, then you get +1 Public Approval.

If it is 5, there is no change to your Public Approval.

If it is 3 or 4, you get -1 Public Approval.

If it is 2, you get -2 Public Approval.

This is one way in which *Mr. President* shows how the media's bias towards a President can influence Public Approval.

HOMELAND SECURITY



This is a measure of how safe the country is from domestic and foreign terror attacks. Homeland Security Checks (D18) will determine whether or not a Terror Group (see page 38 below) is successful in attacking the US and the degree and consequences of that success, should the attack happen (D11). A Homeland Security rating of 6+ will also get you a die roll modifier in domestic counter-terror raids on Terror Groups in the US (D12).

WORLD OPINION OF US



As the US acts and reacts in the world, it will meet with both approval and disapproval from other countries. World opinion of the US is tracked on the World Opinion Track. The number in the upper left red corner is a die roll modifier used for any US-initiated UN Action during the "UN ACTS" segment of the Turn Sequence (but this DRM is not used for the four actions the UN performs during each UN Acts Segment: see UN Actions on page 36 below. Certain conditions at the end of a Turn/year can affect World Opinion (see page 24 TSF).

DOMESTIC CRISIS LEVELS



The Domestic Crisis Levels is found on the bottom of CONUS in the World section of the Main Board; it measures the intensity of domestic crises developing in the US. If the counter reaches "3," a **Domestic Failure** occurs. At that point, you roll on the Domestic Failure Chart (D10) in the **Domestic Charts Booklet**. The results are never good and usually lead to Lingering Domestic Issues, loss of Public Approval, and other consequences. Try to keep away from Domestic Failures!

NOTE

Domestic Master Action (#2) (Address Domestic Crisis) allows you to attempt to reduce the Domestic Crisis Level and make Domestic Failures less likely. It requires a Cabinet Effectiveness Check (D18). Thus, having a low Cabinet Effectiveness Rating makes it harder to deal with Domestic Crises. Also, if the Domestic Crisis rating is higher than "0," you cannot use Domestic Master Action #3 (Address a Lingering Domestic Issue).

LINGERING DOMESTIC ISSUES (LDI)



The Lingering Domestic Issues Track is found on the left-side of CONUS and displays the number of long-term Domestic issues affecting the US. The number in the upper left corner of each box on the Track is a DRM for all "Address Domestic Crisis" Master Domestic Actions (#2), so a high LDI will make dealing with Domestic Crises more difficult.

Domestic Master Action (#3) (*Address Lingering Domestic Issue*) allows you to attempt to reduce the Domestic Crisis Level and make Domestic Failures less likely. You may only attempt this Action if the Current Domestic Crisis Level is at 0. Like Domestic Master Action #2, this Action also requires a Cabinet Effectiveness Check (D18). Thus, having a low Cabinet Effectiveness Rating makes it harder to deal with Lingering Domestic Issues.

Also note that the LDI Track includes an Auto-Loss Trigger. Whenever the LDI track value is "5" and the game instructs you to increase it by one box, the game ends immediately in an auto-loss for the player. So pay attention to your LDI Track Level and do what you can to keep it low.



DOMESTIC TERROR ATTACKS

Terror Groups (see page 38 below) can be domestic and attack within the Continental United States (CONUS). Whenever the game instructs you to perform a "Domestic Terror Attack," or that result is rolled on the Domestic Crisis Event Table (D9), consult Chart D11, "Domestic Terror," in the **Domestic Charts Booklet**.

DOMESTIC COUNTER-TERRORISM

Domestic Master Action #7, "Track Terror Target In CONUS" and Domestic Master Action #8, "Raid Terror Target in CONUS," (see *Domestic Master Action Player Aid*) allow you to conduct counter-terrorism intel operations and raids against any Terror Group in the United States.

Each successful "Track Terror in CONUS" Action moves the targeted Terror Group from CONUS into the "Gathering Box" on the Intel Track. Or, if the targeted Terror Group is already on the Intel Track, a successful "Track Terror" action moves it one box to the right on the Intel Track.

If, through multiple "Track Terror" successes, the Terror Group is in the "Target Fixed" Intel box, it can then be the target of a Raid. Resolve Raids using the "Domestic Raid Table" (D12) in the **Domestic Charts Booklet** (see page 13 DCB).

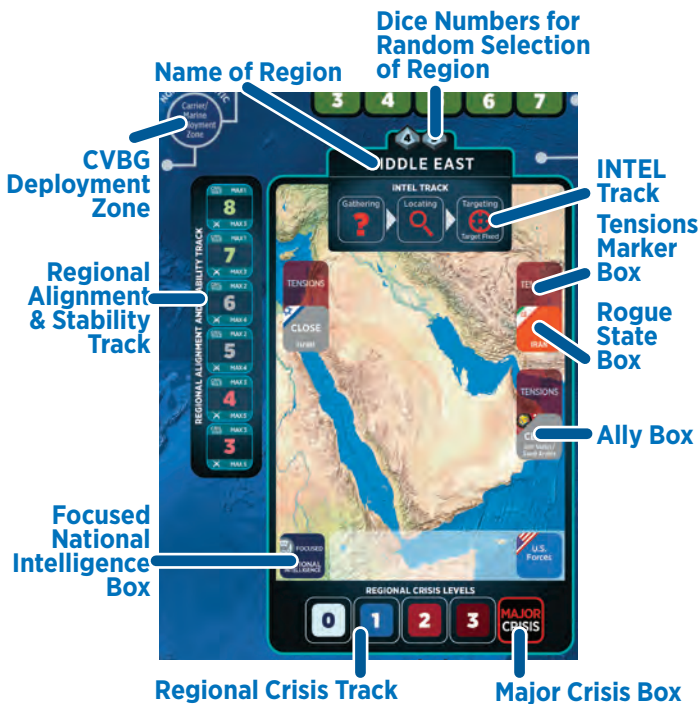
5 THE WORLD ARENA



The World area of the Main Board is divided into three countries (Continental United States or CONUS, Russia, and China) and 8 regions (Eurozone, Eastern Europe, Middle East, Africa, Central/South Asia, Asia & Pacific, Central America, and South America). Each of the regions on the map has one or two numbers above its name. These are used when the game asks you to determine a random Region. Example: a roll of “3” would be South America and a roll of either “4” or “8” would indicate Africa.

- One or two die numbers for random selection (*In the illustration above, they are 5 and 6*)
 - An Intel Track where you place Terror Groups as you begin to pinpoint their locations
 - A Regional Alignment & Stability Track (Regional Alignment is a “Trending Track” but Stability is not)
 - A Regional Crisis Track with a Major Crisis Box on one end
 - A Focused National Intelligence Box where the Focused National Intelligence counter may be placed
 - A US Forces Deployment Box, where counters representing US military forces operating in that region are placed
- A region may have one or more of the following as well:
- An Ally Box, representing a US Ally in that region (*in the illustration above, there are two Ally Boxes, one for Israel and one for Gulf States/Saudi Arabia*); the Ally Box may also hold a counter that determine the closeness of that Ally to the US (*see below*)
 - A Rogue State Box, representing a US adversary in that region (*in the illustration above, there is one Rogue State Box for Iran*)
 - Tensions Boxes, connected to Ally and Rogue States, where Tensions counters may be placed to represent tensions within that region and country. (*in the illustration above, there are three Tensions boxes, one each for Israel, Saudi Arabia/Gulf States, and Iran*)
 - There may be a CVBG Deployment Zone nearby connected to the region with a line; this is where US Carrier Battle Groups and their Marines may be deployed (*see page 42 below*).

REGIONS



REGIONAL ALIGNMENT & STABILITY TRACK

Due to space considerations, this is the only Track in the game that is BOTH a “Trending Track” (for Regional Alignment) and a non-Trending Track (for Stability).

Regional Alignment measures the general Alignment (representing economic, political, cultural, and military ties) of the countries in this region with the United States. Regional Alignment has various effects in the game, but a major one is that it helps determine your Presidential Evaluation Score at the end of each Turn/year, which in turn determines how many Legacy Points you may receive, or worse, if you suffer an Auto-Loss (*see End of Turn Consequences in the Turn Sequence Flipbook*).



- A region represents a particular part of the world. Each region has the following:
- Its name (*Middle East in the illustration above*)

High Regional Alignments (6 or higher) will make it possible for you to use the important Diplomatic Action #3 to attempt to Remove Russia’s or China’s Influence counters from a region. Low Regional Alignments will

lower your End of Turn score and make it very difficult to keep Russia or China from dominating the region with Influence or even a Base. Keeping Regional Alignments high should be an important concern of your Presidency. Regional Alignment can be improved through Economic Assistance (see page 34 below) and through a Diplomatic Master Action (#2) (See *Diplomatic Master Actions Player Aid*).

When a Game Result Instructs You to “Place a Trending Pro-US counter” in Region:

- If there is no Trending Pro-US counter currently on the Alignment Track, place a Trending Pro-US counter on or beside the track, whichever you prefer so you know what is happening. Leave the Regional Alignment counter where it is.
- If there IS currently a Trending Pro-US counter on the track, remove it and move the Regional Alignment counter into the next higher box. (If it’s already in the highest box, leave the Trending Pro-US counter on the track and do nothing else).
- If there is a Trending-Anti-US counter on the track, remove it (but do not place a Trending Pro-US counter). The result has just negated the Anti-US Trend and left the current Regional Alignment counter with no trending momentum. Leave the Regional Alignment counter where it is.

When a Game Result Instructs You to “Place a Trending Anti-US counter” in Region:

- If there is no Trending Anti-US counter currently on the Alignment Track, place a Trending Anti-US counter on or beside the track, whichever you prefer. Leave the Regional Alignment counter where it is.
- If there IS currently a Trending Anti-US counter on the track, remove it and decrease the Regional Alignment counter into the next lower box. (If it’s already in the lowest box, leave the Trending Anti-US counter on the track and do nothing else).
- If there is a Trending-Pro-US counter on the track, remove it (but do not place a Trending Anti-US counter). The result has just negated the Pro-US Trend and left the current Regional Alignment counter with no trending momentum. Leave the Regional Alignment counter where it is.



REGIONAL STABILITY

This measures the general Stability (representing governmental and social stability and quality of life for citizens) of the countries in this region.

This is one of the most important ratings in the international side of the game as it affects the number of Terror Groups and Civil Wars that can occur in a region, according to the following chart:

- Stability 7 or 8: 1 Max Civil War counter (or Ceasefire) in that region. 3 Max Terror Groups in the region.

- Stability 5 or 6: 2 Max Civil War counters (or Ceasefires) in that region. 4 Max Terror Groups in the region.
- Stability 3 or 4: 3 Max Civil War counters (or Ceasefires) in that region. 5 Max Terror Groups in the region.

During the **End of Turn Consequences** (See *TSE, Page 24*), a high Regional Stability can cause Terror groups and Rogue States to decrease in level or even cease to exist. Low Regional Stability causes the opposite (perhaps even creating a new Rogue State counter) and increases the chances of a Major Regional Crisis (see below). High Regional Stability can pay you many benefits if you establish a Trade Agreement with that Region (see page 34 below); a Trade Agreement in a Region that develops a low Regional Stability can be costly.

Any time you have to place a Terror Group counter when you’re already at the max Terror counters for that region, you instead promote the highest level already existing Terror Group to the next level, or, if it’s a Lvl 4 Terror Group, to a **Rogue State**.

Regional Stability is not something that you can attempt to improve directly via a US Master Action. (You’re going to need international help or a longer-term approach for this one.) Rather, only UN Actions (see page 36 below) and Joint Ally Actions (see page 35 below) can be used to directly Improve a Region’s Stability. Note that you may also improve a Region’s Stability each turn if you have done a good job keeping Regional Crises, Unstable State counters, and Rogue State counters in that region under control that turn. During the End of Turn Consequences (See *TSE, Step 6, Page 24*), Regional Stability improves by one in any regions where there is a Regional Crises rating of “0” that contain no Unstable States or Rogue State counters.

REGIONAL CRISES

The level of crisis in a World Region is measured on the Regional Crisis Track with a Regional Crises counter. You want to keep the crisis level low as much as possible.



If the Regional Crises counter for a given region is in the “3” box and the game instructs you to increase it, you move it to the Major Crisis box and roll for a Major Regional Crisis using *Chart (WD1) in the World Charts Booklet* (see page 2 WCB). Once you have applied the results from that roll, move the Regional Crisis counter back to the “2” box on the Regional Crisis Track. Regional Crises can be reduced through UN Actions, Ally Joint Actions, Peer Summits, and through Diplomatic Master Action #1 (see *Diplomatic Master Actions Player Aid*).

MAJOR REGIONAL CRISIS

When a Major Regional Crisis occurs because the Regional Crisis counter has moved on its track past “3” and into the Major Crisis space, roll for a Major Regional Crisis (WD1). Once you have applied the results from that roll, move the Regional Crisis counter back to the “2” box on the Regional Crisis Track. Major Regional Crises can reduce the stability of the region in which they occur, cause Terror Groups (see page 38) to appear or spread into other regions, lead to Unstable States (see page 40 below) or Civil Wars (see page 39 below), and possibly instigate a Refugee Crisis. Major Regional Crises are to be avoided if at all possible!

EUROZONE SoE TRACK (Trending Track)



Alone of the 8 World Regions, the Eurozone has a State of the Economy Track due to the size, influence and the importance of the European economy to the world. This tracks the state of the Eurozone economy throughout the game, and may be used in SoE checks during the game. At the end of a Turn, the Eurozone SoE will impact its Regional Stability, either raising or lowering it (see page 24 TSF). This is a Trending Track that moves incrementally, requiring two “Improving Economy” results to move up one box or two “Worsening Economy” results to move down one box:



When a game result instructs you to “Place an ‘Economy Improving’ counter on the Eurozone SoE Track”:



- If there is no Economy Improving counter currently on the Eurozone State of Economy Track, place an Economy Improving counter on track. Leave the Eurozone SoE counter where it is.

- If there IS currently an Economy Improving counter on the track, remove it and move the Eurozone SoE counter into the next higher box. (If it’s already in the highest box, leave the Economy Improving counter on the track and do nothing else).
- If there is a Worsening Economy counter on the track, remove it (but do not place an Economy Improving counter). The result has just negated the Worsening Economy counter and left the current Eurozone SoE counter with no trending momentum. Keep the Eurozone SoE counter where it is.

When a game result instructs you to “Place a ‘Worsening Economy’ counter on the Eurozone SoE Track”



- If there is no Worsening Economy counter currently on the Eurozone State of Economy Track, place a Worsening Economy counter on the track. Leave the Eurozone SoE counter where it is.

- If there IS currently a Worsening Economy counter on the track, remove it and move the Eurozone SoE counter into the next lower box. (If it’s already in the lowest box, leave the Worsening Economy counter on the track and do nothing else).
- If there is an Economy Improving counter on the track, remove it (but do not place a Worsening Economy counter). The result has just negated the Economy Improving counter and left the current Eurozone SoE counter with no trending momentum. Keep the Eurozone SoE counter where it is.

RUSSIA (TSF)

Russia is a Peer country, with its own space on the International Board. The 3 unique Tracks around the Russia Space are described in the **RUSSIA/CHINA REGIONAL TRACKS** section, below. Here are some special ways that Russia interacts with the world during the game.

RUSSIA ACTS (TSF)

Russia has its own agenda that it is pursuing in the world. Once during each Turn/year as designated by the **Turn Sequence**, Russia will act according to the Hierarchy of Actions in the **World Peer Russia Flipbook (WPR1)**.

RUSSIA SUMMIT

Diplomatic Master Action #6 allows you to call for a Summit between the US and Russia for the cost of one Action. Depending on the outcome, this can result in better relations, a reduction in tension, a pulling back (or increase) of Russian influence in the world, and joint actions to help other regions. It can also fail, making things worse for you internationally and domestically. For details, see Chart WPR2 in the **World Peer Russia Flipbook**.

RUSSIAN INFLUENCE



As Russia expands its influence into other Regions of the World, it will place “Russian Influence” counters in those regions. Three such Influence

counters will create a **Russian Base**. Bases and Influence counters enhance Russia’s actions in the world and, if the Base is in Eastern Europe and other conditions are met, can lead to a Russian Auto-Victory (an Auto-Loss for you!). For more details, see the Russian Action Chart WPR1 in the **World Peer Russia Flipbook**.

NOTE

Russian Influence in a Region does NOT affect a straight Regional Alignment Check in that Region, but it DOES affect Diplomatic Master Action #2 if you use POTUS or the SecState to attempt to improve Regional Alignment in that Region (see Diplomatic Master Action Player Aid). Improving Regional Alignment through providing Economic Assistance also is NOT affected by Russian or Chinese Influence in a Region.

CHINA (TSF)

China is a Peer country, with its own space on the World Board. The 3 unique Tracks around the China Space are described in the RUSSIA/CHINA REGIONAL TRACKS section, below. Here are some special ways that China interacts with the world during the game.

CHINA ACTS (TSF)

China has its own agenda that it is pursuing in the world. Once during each Turn/year as designated by the Turn Sequence, China will act according to the Hierarchy of Actions in the World Peer China Flipbook (WPC1).

CHINA SUMMIT

Diplomatic Master Action #6 allows you to call for a Summit between the US and China for the cost of one Action. Depending on the outcome, this can result in better relations, a reduction in tension, a pulling back (or increase) of Chinese influence in the world, and joint actions to help other regions. It can also fail, making things worse for you internationally and domestically. For details, see Chart WPC2 in the World Peer China Flipbook.

CHINESE INFLUENCE

As China expands its influence into other Regions of the World, it will place "Chinese Influence counters" in those Regions. Three such Influence counters will create a Chinese Base. Bases and Influence counters enhance China's actions in the world. 15 such Influence counters (a Chinese Base counts as 3) will result in a Chinese Auto-Victory (an Auto-Loss for you!). For more details, see the Chinese Action Chart (WPC1) in the World Peer China Flipbook. Chinese Influence can be tracked on the Russia/China Influence Track.



NOTE

Chinese Influence in a Region does NOT affect a straight Regional Alignment Check in that Region, but it DOES affect Diplomatic Master Action #2 if you use POTUS or the SecState to attempt to improve Regional Alignment in that Region (see Diplomatic Master Action Chart). Improving Regional Alignment through providing Economic Assistance also is NOT affected by Russian or Chinese Influence in a Region.

RUSSIA CHINA REGIONAL TRACKS

Russia and China are not "regions" but "countries." As such, they have their own unique tracks:

The diagram illustrates the unique tracks for Russia and China. At the top, a 'Holding Box For Russia/China Markers' is shown. Below it are two identical track structures. The top track is for the Russian Federation, featuring a 'RUSSIA STATE OF THE ECONOMY TRACK' with boxes 1-7 and a 'RUSSIA'S POSTURE' track with boxes 1-5. The bottom track is for the People's Republic of China, featuring a 'CHINA STATE OF THE ECONOMY TRACK' with boxes 1-7 and a 'CHINA'S POSTURE' track with boxes 1-5. Callouts identify these components: 'Russia's Posture', 'Russia Economic Track', 'China's Posture', and 'China Economic Track'. A 'Holding Box For Russia/China Markers' is also indicated.

RELATIONSHIP WITH THE US [Trending]

This track has a Trending Pro/Anti US counter; does not move one box at a time. This represents the state of the overall diplomatic, economic, and military relationship with the US, from "Cold War Adversarial" to "Friends and Partners."

When a Game Result Instructs You to "Place a Trending Pro-US counter" on Russia or China:

- If there is no Trending Pro-US counter currently on the Relations with the US Track, place a Trending Pro-US counter on the track, even if the Relations with the US counter is in the highest box. Leave the Relations with the US counter where it is.
- If there IS currently a Trending Pro-US counter on the track, remove it and move the Relations with the US counter into the next higher box. (If it's already in the highest box, leave the Trending Pro-US counter on the

track and do nothing else).

- If there is a Trending-Anti-US counter on the track, remove it (but do not place a Trending Pro-US counter). The result has just negated the Anti-US Trend and left the current Relations with the US counter with no trending momentum. Leave the Relations with the US counter where it is.

When a Game Result Instructs You to “Place a Trending Pro-US counter” on Russia or China:




- If there is no Trending Anti-US counter currently on the Relations with the US Track, place a Trending Anti-US counter on the track, even if the Relations with the US counter is in the lowest box. Leave the Relations with the US counter where it is.
- If there IS currently a Trending Anti-US counter on the track, remove it and decrease the Relations with the US counter into the next lower box. (If it’s already in the lowest box, leave the Trending Anti-US counter on the track and do nothing else).
- If there is a Trending-Pro-US counter on the track, remove it (but do not place a Trending Anti-US counter). The result has just negated the Pro-US Trend and left the current Relations with the US counter with no trending momentum. Leave the Relations with the US counter where it is.

STATE OF ECONOMY [Trending]




This track in both countries uses an Economic Improving/Worsening counter; does not move one box at a time. This measures the general state of the Russian or Chinese Economy. Higher SoE value increases the number of actions that the Peer Competitor makes during their Russia or China Action Segment.

When a game result instructs you to “Place an Economy Improving counter” on the Russia or China SoE:

-  If there is no Economy Improving counter currently on the Russia or China State of Economy Track, place an Economy Improving counter on the track. Leave the Russia or China SoE counter where it is.
- If there IS currently an Economy Improving counter on the track, remove it and move the Russia or China SoE counter into the next higher box. (If it’s already in the highest box, leave the Improving Economy counter on the track and do nothing else).
- If there is a Worsening Economy counter on the track, remove it (but do not place an Economy Improving counter). The result has just negated the Worsening Economy counter and left the current Russia or China SoE counter with no trending momentum. Keep the Russia or China SoE counter where it is.

When a game result instructs you to “Place a Worsening Economy counter” on the Russia or China SoE:

-  If there is no Worsening Economy counter currently on the Russia or China State of Economy Track, place a Worsening Economy counter on the track. Leave the Russia or China SoE counter where it is.
- If there IS currently a Worsening Economy counter on the track, remove it and move the Russia or China SoE counter into the next lower box. (If it’s already in the lowest box, leave the Worsening Economy counter on the track and do nothing else).
- If there is an Economy Improving counter on the track, remove it (but do not place a Worsening Economy counter). The result has just negated the Economy Improving counter and left the current Russia or China SoE counter with no trending momentum. Keep the Russia or China SoE counter where it is.

POSTURE



This reflects the level of aggressiveness of this Peer Competitor on the world stage. Posture level 1 reflects a normal level of aggressiveness. Posture level 2 reflects an increased aggressiveness. When Posture changes to 2 for one of these peer countries, places “Russia Acts (2)” or “China Acts (2)” Crisis Chit in the Crisis Chits draw cup, potentially allowing them even greater opportunities to aggressively pursue their interests in the world). NOTE: If Posture was 2 and changes back to 1 for either Peer, the “(Peer) Acts (2)” Crisis Chit for that country REMAINS in the Crisis Chits draw cup until it is drawn and resolved, at which point it is returned to the draw cup. (Though at a lower Posture, that Peer country’s aggressiveness remains until then.)

Russia/China Holding Box: This is where you can store Russia or China counters, such as Influence counters or Bases, when not in use elsewhere on the map.

RUSSIAN/CHINESE INFLUENCE TRACK

The Russian/Chinese, located on the Main Board between the Regions of Africa and Asia & Pacific, is a convenient way to keep track of the number of Russian and Chinese Influence counters on the World Map. This number can spell auto-loss for the player if it grows too high. 15 Chinese Influence counters on the game map is an automatic victory for China. For Russia, 9 Influence counters opens the door to a Russia automatic victory if certain other conditions are also met, as described on the Influence Track itself. A Russian or Chinese Base counts as 3 Influence. This Track allows the player to immediately and easily see how close they are to losing the game!

RUSSIAN/CHINESE INFLUENCE

1	2	3	4	5
6	7	8	9*	10
11	12	13	14	15 MAX CHINESE INFLUENCE CHINESE VICTORY

* Russian victory if following conditions apply

- Russia has a base in Eastern Europe.
- A total of 9 or more Russia Influence markers are on the map (a base counts as three Influence markers for this calculation).
- Either Eurozone Stability is <5 OR either NATO or the UK have Ally Relations with the US worse than "Very Close."

IRAN INFLUENCE

When a game card or chart tells you to place an Iranian Influence +1 counter in the Middle East (that's the only region where they may be placed), place the marker in one location in the region, using the following priority:

Placement:

- If there is no Iranian Influence counter next to the Israel Ally box, place the counter there.
- If there is a Civil War or Civil War Ceasefire counter in the Middle East that doesn't already have an Iranian Influence counter beneath it, place the counter there (with priority to Civil Wars over Civil War Ceasefires).
- If there is an Unstable State in the Middle East that doesn't already have an Iranian Influence counter beneath it, place the counter there.
- If there is no other eligible location (from 1-3 above) to place the counter, place it next to Israel (there is no limit to the total number of Iranian Influence counters in that location).

Effects:

- Influence next to Israel:** Each counter causes a + DRM to Israel's Unilateral Action roll. They also add one Strength per counter to Hezbollah in any Israeli War with Hezbollah.
- Influence beneath Civil Wars or CW Ceasefire Counters:** Such a counter causes a +1 DRM to the Civil War Resolution/Broker Peace roll for the counter it is under.
- Influence beneath Unstable States.** Such a marker causes a +1 DRM to the "Check Unstable States" roll for that Unstable State counter in the Middle East at the end of the Ally Group C Activation.

CONUS

This is the Continental United States space on the Word Map on the Main Board. For game purposes, it is a country,

not a region. It contains the Lingering Domestic Issues and Domestic Crisis Levels for the US and an Intel Track for dealing with Domestic Terror Groups (see page 38 below). It is also the area where US Military Forces (see page 41 below) are placed when not in use elsewhere in the world.

It also contains the Canada Ally box.

DESIGN NOTE:

Yes, I know that Canada is not actually part of CONUS. I'll ask pardon from our Canadian friends for any perceived slight – though none was intended. This was just the most logical and functional game map location for the Canada Ally box.

TENSIONS

TENSIONS **+2** Tensions counters reflect levels of tension in the world as crises appear and national agendas conflict. Tensions counters are placed domestically on the POTUS/Cabinet Focus Track and internationally on Allies, Russia, China, Iran, and North Korea. When instructed to do so, draw the required number of Tensions Counters randomly and place them **number-side-down** on the designated area. Never look at the values on the back of the counter until instructed to do so.

- Domestic Tensions counters on the POTUS/Cabinet Focus Track will lessen your Cabinet's effectiveness and may require you to roll on the Cabinet Drama Table. **Instructions are given on the game board next to the POTUS/Cabinet Focus Track and in the Domestic Charts Booklet (D1).** These Tensions counters can be removed by performing Domestic Master Action #6 (see *Domestic Master Actions Player Aid*).
- Whenever you are instructed to reveal International Tensions counters by various game effects, they may provide

DRMs that affect how Russia, China, Iran, North Korea, and Allies act. **The Tensions counters are then removed and replaced by ½ their number rounded up** (thus, if there had been 3 Tensions counters on Russia, after the Russia Acts sequence, these would be replaced by 2 new Tensions counters, placed face down as always). Tensions counters may be removed by Summits, by Economic Assistance, by Diplomatic Master Action #3 (see *Diplomatic Master Actions Player Aid*), and by other situations that may arise throughout the game.

There is no limit to the number of Tensions counters that may be placed on a World Region, Russia, China, Iran, or North Korea. **HOWEVER, if you ever run out of Tensions counters**, there is an anti-American outcry in the UN, followed by a massive non-US-led UN stabilization/peace effort worldwide. Remove 2 Tensions from each Ally and Rogue State and 2 each from Russia and China. Then decrease the following:

- World Opinion of the US: -1
- Public Approval: -2
- Legacy Points: -3

6 THE DIPLOMATIC ARENA

DIPLOMATIC MASTER ACTIONS (TSF)

Listed on your *Diplomatic Master Actions Player Aid*, there are nine Actions you can take internationally, when Diplomatic (or “Any”) Actions are permitted by the Activation Segment of the Turn Sequence. Your Secretary of State and your Vice-President can also perform any of these Actions. These Actions help you respond to global situations in the game and shape the international outreach and impact of your Administration.

ECONOMIC ASSISTANCE (TSF)

Economic assistance represents foreign aid given to other countries. How much help you can give depends on the US SoE, as follows:

- If the SoE is 6 or 7, you get 2 Economic Assistance
- If the SoE is 4 or 5, you get 1 Economic Assistance
- If the SoE is 3, you get 0 Economic Assistance

For each Economic Assistance you can allocate, you can do one of two things:

- Improve an Ally Relationship by one level, or
- Place a “Trending Pro-US” counter in one of the 8 World Regions.

TRADE AGREEMENTS



Trade Agreements improve US alignment with a Region and also have other domestic benefits to the SoE and to your Public Approval rating, depending on the Stability of the Region. The higher the

Stability, the greater the benefits; If the Region’s Stability is low, however, a Trade Agreement may end up costing you. For information on how to establish Trade Agreements and their effect, see chart WD4 in the *World Charts Booklet*.

SANCTIONS

Diplomatic Master Action #7 can impose Sanctions on Russia, China, Iran, or North Korea.

TARGETING

- You may attempt to apply Sanctions to Russia, China, or the Rogue Nations of Iran and North Korea. (**However, if the Russia/China “Relations with the US” counters are at 4 or 5, you cannot attempt to place sanctions on that country.**)
- Sanctions can be Unilateral (US only), Multilateral, or UN Sponsored.
- Unilateral and Multilateral Sanctions are applied as Diplomatic Action #7 on the Diplomatic Master Actions Play Aid.
- UN Sponsored Sanctions are applied as a UN Action.
- UN Sanctions cannot be applied to Russia or China (they are vetoed in the Security Council).
- There may never be more than one Sanctions counter of each type on a target country. For example, if China already bears a Unilateral Sanctions counter, you could attempt to place a Multilateral Sanctions on China, but not another Unilateral Sanction.

PLACING



When you successfully apply Sanctions to a target nation, randomly draw the appropriate type of Sanctions counter (Unilateral, multilateral, or UN) and place it Sanctions-side-up in the same area on the target country where you place Tensions counters.

APPLYING IMMEDIATE RELATIONS EFFECTS FOR SANCTIONS ON A PEER

If you successfully impose Sanctions on China or Russia, immediately adjust that country’s Relations with the US Track as follows:

- For UNILATERAL SANCTIONS: Place a Trending Anti-US counter on their Relations with the US Track.
- For MULTILATERAL SANCTIONS: Move their Relations with the US counter one box to the left on their Relations with the US Track.

SANCTIONS EFFECTS:

RUSSIA

- +DRM to Increase Strategic Capabilities die roll under Russia Actions Chart (*WPR1*), increasing chance of failure.
- +DRM (+1 for Unilateral, +3 for Multilateral) to the Attempt to Improve Russian Economy die roll under

World Peer Russia Actions Chart (*WPR1*), increasing chance of failure or a worsening economy.

CHINA

- +DRM to Increase Strategic Capabilities die roll under China Actions Chart (*WPC1*) in the World Peer China Acts Flipbook, increasing chance of failure.
- +DRM (+1 for Unilateral, +2 for Multilateral) to the Attempt to Improve China's Economy die roll under World Peer China Actions Chart (*WPR1*), increasing chance of failure or a worsening economy.

IRAN/NORTH KOREA

- -DRM on Action Table in the Ally and Rogue States Booklet (Group A for Iran and B for North Korea) equal to value of Tensions and Sanctions. Flip over each Sanction, sum with total of Tensions, and use that number as a DRM. Then put the revealed Sanctions counter(s) back in the appropriate Sanctions holding box and replace them with an equal number of Sanctions of the same type, placed face-down so that the new DRMs are hidden until the counters are revealed again.

There are also various cards and events in the game that have an effect based on whether Sanctions are present on a country.

REVEALING SANCTIONS VALUES

When Iran or North Korea activates, you flip their Tensions and Sanctions counters to reveal their numbered sides. You total these numbers (generally the Tensions are positive numbers and the Sanctions are negative numbers) as part of the method for determining the aggressiveness of the country's actions (See Ally and Rogue States Booklet).

After the calculation, you place any revealed Sanctions counters back in the holding area (Sanctions-side-up so the numbers are hidden again) and draw an equal number of new Sanctions counters and place them back on the target nation. **Note:** This "reveal then replace" process for Sanctions allows for ongoing uncertainty about the effect of Sanctions on the target nation. You'll only know for sure how well the Sanctions are performing when you flip them over during the nation's activation.

REMOVAL

- Russia/China: Sanctions are removed as a result of Summits and due to certain Russian or Chinese Actions during the Russia Acts or China Acts segments in the SOP.
- Iran/North Korea: Sanctions can be removed by Russian or Chinese Actions.

When Sanctions are removed, take the Sanctions counter off the target country and place it back in the Sanctions Holding Area.

ALLIES (TSF)

You have nine Allies upon whom you can call for help during your Presidency. They will also act independently in their own national interests, using a chart that functions

as an Ally "AI" Your Allies are:

- Canada (in CONUS)
- UK, NATO (in Eurozone)
- Japan, ROK, Australia (in Asia & Pacific)
- India (in Central/South Asia)
- Israel, Gulf States/Saudi Arabia (in Middle East)

DESIGN NOTE:

Of course, the US has MANY strong allies throughout the world. But for game purposes, I've chosen Allies based on two criteria: 1) The strongest, most capable Allies that have either the closest relationships with the US or those that have had significant influence on US operations during the period 2001-2020. 2) I wanted to show the difficulty of the US positively affecting regions that do not contain the strongest and most capable US Allies. So in game-terms, it requires quite a lot more effort for the US to create positive impacts in Africa, for example, where there are no "game Allies," than it does in Asia/Pacific, where you have three strong Allies.



Each Ally will be in one of three relationships with you: **Estranged**, **Close**, and **Very Close**. Designate "Estranged" or "Very Close" using the two-sided counter provided in

the counterbox, placing it on the appropriate side on the Ally Space in the World Region. An Ally without this counter is automatically "Close," as indicated on the Regional map.

All your Allies (and the Rogue States, including Iran and North Korea) are divided into four groups: A, B, C and D, each of which has its own Ally Group Counter with the group identity on one side and a ? on the other; these are placed ?-side up and randomized during set-up (see page 2 SSB).

Four times a Turn/year—once in each of the 4 main Activation Phases—you will have a "One Ally/Rogue Group Acts" segment (see **Turn Sequence** on the game board or the **Turn Sequence Flipbook**). At that time, you will randomly draw one of the Ally Group counters, flip it over to see which Group it is, and then perform all the actions allowed by that Group's Ally Chart in the **Ally and Rogue States Booklet**. Depending on whether you are Estranged, Close, or Very Close, you will have 0, 1 or 2 Joint Actions you can perform, chosen by you. These are followed by unilateral actions performed by the Ally as determined by its Ally Chart. Rogue States, including Iran and North Korea, will act as well. As the last action of each Ally/Rogue Group Acts, the fate of Unstable States will be determined during the "Check Unstable States" step (they will either be removed, stay in place, become Civil Wars, or become Rogue States).

Allies, especially if your relationship is Very Close, hugely augment what you can do in the world on a Turn, expanding your own repertoire of Actions. They are a key element for succeeding in this game.

UNITED NATIONS (UN) ACTIONS (TSF)

In Activation Phases 2 and 4 during the Turn Sequence, the United Nations will act, as described in the “UN ACTS” chart (WD3) in the **World Charts Booklet**. It will take 4 Actions:

- Humanitarian Aid to reduce a Regional Crisis
- Infrastructure Aid to improve Regional Stability in a Region
- Youth Empowerment to decrease a Lvl 2 or Lvl 3 Terror Group (see page 38 below)
- Peace Talks to broker peace in a Civil War (see page 39 below)

US-INITIATED UN ACTIONS

After the automatic UN Actions, you may choose to perform up to TWO US-Initiated UN Actions, IF you spend an AP (to get one action) and/or a UN Goodwill counter (to get an action). If you perform two Actions, they must be two different actions; you cannot perform the same Action twice. This represents all the ways in which the US joins forces with regional partners, NGOs, and yes, even UN organizations, subsidiaries, and programs (The Security Council, the WHO, the UN High Commission for Refugees, UNESCO, etc.) to promote peace, health, and stability in the world. You can spend your UN Action(s) on Any Action listed on the UN Action Chart, but you must pay for one with an AP and the other with a UN Goodwill counter. These improve your chances of success as follows:

- If you spend an AP to get an Action, you get a -1 DRM to your die roll for that Action.
- If you spend a UN Goodwill counter to get an Action, flip the UN Goodwill counter to its back side and use that number as a DRM for that Action. (Note: This will likely give you a better DRM than spending a AP - one reason UN Goodwill counters are valuable.)

This will be followed by a Media Check in which you will either gain Public Approval, if your Media Relations are high, or lose Public Approval, if your Media Relations are low. It pays to keep those friends in the media!

UN PEACEKEEPERS



As a result of UN attempts to broker a peace in a civil war, as outlined in “UN Acts” chart (WD3) in the **World Charts Booklet**, UN Peacekeepers

may be sent to a Region where a Civil War Ceasefire has occurred. The presence of UN Peacekeepers acts as a die roll modifier that increases the chance of a Civil War Ceasefire being resolved and the Ceasefire counter removed from the board or not escalating back into renewed fighting and a new Civil War. If Civil War does break out again, the UN Peacekeepers are removed. UN Peacekeepers can also act as regional forces in an area where war breaks out.

UN GOODWILL



UN Goodwill represents goodwill within the United Nations that the US has garnered around the world for its humanitarian and helpful actions.

Different actions will result in gaining Goodwill, which takes the form of two-sided counters that you draw at random from the UN Goodwill supply you created during set-up (see page 3 SSB). When you receive a UN Goodwill counter, randomly draw one from the number-side-down group in the UN Goodwill section of UN Peacekeeper / Sanctions / UN Goodwill Holding Box on the Holding Sideboard. Place the number-side-down in the “US Goodwill Earned” box (just below the US SoE Track). It can be “spent” later to enable you to do different things, such as taking a US-sponsored UN Action. When you use it, flip the counter over to see the number underneath, which acts as a die roll modifier in your favor in rolling for a result of your action.

7 THE MILITARY ARENA MILITARY MASTER ACTIONS (TSF)

Listed on your **Military Master Actions Player Aid**, there are seven Actions you can take militarily as President, when Military (or “Any”) Actions are permitted by the Activation Segment of the Turn Sequence. Your Secretary of Defense can also perform any of these Actions. These Actions help you marshal and deploy US military forces around the globe, initiate conflict, perform intel operations and raids on Terror Groups, give aid, and generally project US power onto the global stage

STRATEGIC MILITARY SITUATION

Three tracks in the Strategic Tracks section on the left side of the Main Side Board detail the most concerning strategic military situations in the world: how close Iran is to gaining a nuclear weapon, how close North Korea is to gaining accurate and reliable ICBMs, how close other countries are to going to war with each other, and the relative military capabilities of Russia, China, and the USA compared to each other.

STRATEGIC CAPABILITIES (TSF)

Strategic Capabilities between the Peer Nations (USA, Russia, China) are compared and tracked on the Strategic Capabilities Track. The relative strengths are presented in seven areas:

- Air Forces Training & Tech
- Ground Forces Training & Tech
- Naval Forces Training & Tech
- Cyber Warfare
- Space Warfare
- Strategic Missiles / Missile Defense
- Strategic Recon / Intel Gathering

STRATEGIC CAPABILITIES TRACKS

These capabilities are tracked using “Strategic Capabilities” counters for the three countries. The information on these tracks is used to provide modifiers to various game actions, such as the conduct of cyber warfare or military operations. Keeping ahead of (or at least on a par with) Russia and China is important if you are to achieve your international agendas.



Initial Strategic Capabilities are assigned during Set-Up; see the Set-Up Booklet for specific instructions for the scenario you are playing.

You can advance your Strategic Capabilities during the “Improve Strategic Capabilities” step of the Special Activations of the Turn Sequence (see *Turn Sequence on the Map* or in the *Turn Sequence Flipbook*). The procedure is given in Chart WM6 in the **World Charts Booklet**. Russia and China will advance their Strategic Capabilities during the Russia or China Actions Sequence in their respective **World Peer Booklets**, and occasionally due to events that occur during play.

CONFLICT TRACKS



These tracks on the CONFLICT TRACKS part of the Main Side Board show the relative strength of ten different pairs of the game’s countries, or groups of countries in the case of NATO, that are or could be in conflict with each other. Each Conflict Track contains two counters: one tracks the conflict status that indicates how close they are to war. The second counter tracks the “Relative Strength” of the potential adversaries. These Relative Strengths are used when countries go to war and sometimes in cards or charts to determine a course of action. When the “Conflict Status” counter on the Conflict Track between a pair of countries moves to Box #5, “War,” the two countries go to war. Immediately set up a War between these countries according to the War Progress Chart (WM5).

The status of both counters on these Conflict Tracks will change throughout the game; you can perform **Diplomatic Master Action #6** (see *Diplomatic Master Action Player Aid*) to de-escalate a conflict track, moving the countries away from the outbreak of war, or to broker a peace if war has already broken out.

CONFLICT TRACKS

NOTE

If war breaks out between Russia and NATO or between Japan and China, it will result in your Auto-Loss [unless China itself provokes Japan into conflict (see WPC1, Remaining Action Hierarchy #10)]. If war breaks out between Iran and Israel, or between ROK and North Korea, it will result in your Auto-loss if Iran or North Korea is at “5” on the Nuke/Missile Track.

If a sixth War breaks out while five other Wars are actively being fought, this is an Auto-loss.

NUCLEAR PROLIFERATION

IRAN **N. KOREA**
NUCLEAR PROGRAM **MISSILE PROGRAM**

During the game, Iran will be attempting to develop a nuclear bomb and North Korea will be attempting to develop ICBMs and other missiles to carry its nuclear weapons. Their progress is tracked on their respective Nuclear/Missile Tracks.

NUCLEAR/MISSILE TRACKS

As this development advances, it will increase Tensions around the world and will cause you to lose APs. (Those lost APs represents the time and effort you spend trying to deal with the threat they pose.) If either country’s nuclear or missile program reaches the level of Mass Deployment (space “5” on their Track), there is a risk of Auto-loss if either country goes to war with its traditional enemy (Israel for Iran and ROK for North Korea).

De-Escalation can occur through Arms Negotiations, which is a UN Action (WD3) and through Summits with Russia and China. When this occurs, move the counter for that country back down its Nuclear/Missile Track. As you do so, immediately remove the appropriate number of Tensions counters from the affected countries listed on the boxes for each level of de-escalation you have achieved

(whatever the Tensions penalty is in the new, lower box, you remove that number of Tensions counters from the name countries). **You do not, however, regain lost APs.** If either country resumes its nuclear or missile program and the counter moves back up the Track toward “Mass Deployment,” Tensions counters will again be placed as indicated and you will again lose the listed APs.

EXAMPLE: The North Korea Track increases from 3 to 4. 2 Tensions counters are placed on North Korea, ROK, Japan, Australia, and China. You lose 2 APs. On a later turn, the Track decreases back to 3. You do not regain any APs, but you lose the Tensions counters listed on the 3 box, thus removing one Tensions each from North Korea, ROK, Japan, and China. Note that Australia does not lose its Tensions counter.

TERROR GROUPS



Terror Groups are terrorist cells, groups, and organizations that

use terror tactics and attacks to destabilize and heighten crises within Regions and countries. They range from loose bands (Lvl 1 Terror Groups) that generally only affect a local region to highly sophisticated, dangerous, and organized groups whose influence may be world-wide (Lvl 4 Terror Groups). Many game events and crises, such as Major Regional Crises and Crisis Cards, will cause Terror Groups to appear or to be “promoted” from one level to a higher one. There may also be domestic Terror Groups appearing in CONUS, attacking and attempting to disrupt and destabilize the United States government.

A Lvl 4 Terror Group can evolve into a Lvl 1 Rogue State (see below).

MAX TERROR GROUPS

There is a cap to the number of Terror Groups there can be in a region depending on Stability:

- Stability 7 or 8: 3 Terror Group counters max in that region.
- Stability 5 or 6: 4 Terror Group counters max in that region.
- Stability 3 or 4: 5 Terror Group counters max in that region.

If you must place a Terror Group counter when you’re already at the max for that region, an already existing, highest value Terror Group is promoted instead to the next level, or, if it’s a Lvl 4 Terror Group, to a **Rogue State**.

EXAMPLE: if a Region with 4 Stability had 2 Lvl 1 Terror Groups, 2 Lvl 2 Terror Groups, and a Level 3 Terror Group, and a sixth were to be added, the Lvl 3 Terror Group would be promoted to being a Lvl 4 Terror Group instead of adding a sixth Terror Group. If the highest-level Terror Group had been a Lvl 4 Terror Group instead, it would have become a Lvl 1 Rogue State. Note that this would decrease the total number of Terror Groups in that Region, taking it

below the maximum number allowed.

The End-of-Turn Consequences in the Turn Sequence Flipbook (see page 24 TSF) may instruct you to add 2 Lvl 1 Terror Groups at once to a Region at Stability 3, 4, or 5; in this case, add each Terror Group one at a time, resolving any effects due to reaching the maximum level of Terror Groups allowed before adding the second group.

EXAMPLE: 2 Lvl 1 Terror Groups need to be added but the max number of Terror Groups has been reached in that Region. The highest-level Terror Group is a Lvl 4. Since the cap on Terror Groups has been reached, that Lvl 4 Terror Group increases to become a Lvl 1 Rogue State. But now there is one less Terror Group than before, so the second Lvl 1 Terror Group can be added before reaching the maximum allowed, and no further level increases are necessary.

NOTE

A Rogue State may not exist in the US. If you have a Lvl 4 Terror Group in the US that increases (were you asleep as President?), it remains a Lvl 4 Terror Group but you suffer the following to reflect the chaos inflicted by a burgeoning domestic Terror Group: -4 Public Approval, -1 RWC, -1 Homeland Security, move Bipartisan counter 1 left.

Terror Groups may be diminished or even, in the case of a Lvl 1 Terror Group, removed entirely, either by raising the Regional Stability (see page 24 TSF) or by Special Forces (SoF) Raids and Drone Strikes (WM2) in World Regions or Raids in CONUS. (NOTE: In the World Regions, you use Raids and Drone Strikes against Terror Groups but you wage War against Rogue States. Conversely, you do NOT wage War against Terror Groups, and you do NOT use Raids or Drone Strikes against Rogue States.)

If the player is instructed to diminish, remove, or promote a Terror Group, first pick the Terror Group with the highest Level in the Region, not on the Intel Track (see page 40 below). If no Terror Groups are in the Region, then select one from the Intel Track; prioritize moving from Gathering to Target Fixed.

A low Regional Stability can result in Terror Groups and Rogue States appearing in that Region at the end of a Turn/Year (see page 24 TSF).

SOF



This stands for Special Operation Forces, also known as SpecOps. SOF counters are part of the US Military (see below) and are your primary tool for dealing with Terror Groups through Raids and Drone Strikes, as described below under SPECIAL FORCES RAIDS.

TERROR ACTS AND CHAOS (TSF)

The world is a dangerous, volatile place. Twice a turn, Terror or Chaos will erupt somewhere in the world. When the Terror or Chaos Activation Segment occurs in the Turn

Sequence, roll a d10 to determine which. On a roll of 1-5, Terror strikes; on a roll of 6-10, Chaos breaks out. To determine what happens where, resolve the steps on the Terror or Chaos charts in the Turn Sequence Flipbook for that Activation Segment, or use Charts T1 or T2 in the World Charts Booklet.

ROGUE STATES (TSF)



Rogue States are “outlaw” regimes, often evolving out of

Terror Groups or Unstable States, that operate contrary to international law and order, often using terror tactics (both externally and internally) to achieve their ends. Any Rogue State COUNTER is also known as a “Game-Created Rogue State.” [The game begins with two “Rogue States” already on the map: Iran and North Korea. These are NOT considered “game-created Rogue States” because they do not have Rogue State counters.] Rogue States create a variety of bad effects, usually negatively affecting Regional Stability, adding Tensions to a Region, and creating, promoting, and spreading Terror Groups.

Game-Created Rogue States range from Lvl 1 to Lvl 4 and are promoted by game effects just like Terror Groups.

IMPORTANT NOTE

IF THERE IS A LVL 4 GAME-CREATED ROGUE STATE IN A REGION AT THE END OF A TURN, IT RESULTS IN AUTO-LOSS

A Game-Created Rogue State in a region can either be promoted or decreased (a Lvl 1 Rogue State devolving into a Lvl 4 Terror Group) depending on Regional Stability at the end of a Turn (see page 24 TSF). Otherwise, a Game-Created Rogue State can be lessened or eliminated through War (see page 44 below) initiated using Military Master Action #6 (see *Military Master Actions Player Aid*). Example: A Lvl 4 Terror Group is promoted to become a Lvl 1 Rogue State. You can no longer conduct a raid or drone strike against it but you can wage war against it. A Lvl 1 Rogue State is reduced to a Lvl 4 Terror Group. You can no longer wage war against it, but it you can raid it or conduct a drone strike against it.)



If you go to war with a Game-Created Rogue State, use a “Rogue State at War” counter on the War Status Sideboard. (There are 5 of these in the counter-mix; however, should you ever find yourself at war with five Rogue States at once, chances are your Presidency is in deep trouble!)

ROGUE STATE IN EUROPE

If a Rogue State emerges in the Eurozone or in Eastern Europe, the US **cannot** initiate a war against it using **Military Master Action #6** unless the Ally relationship with NATO is “Very Close.” In such a war, NATO’s strength counts in addition to whatever US units you have there.

IMPORTANT

If you ever run out of Rogue State counters because all are on the game map, and the game requires that you place a new Rogue State counter, the Rogue States have so entrenched themselves in key world regions that US and western influence is virtually non-existent there. The West is cut off from key energy sources, raw material supplies, and markets. The game immediately ends in an auto-loss.

CIVIL WARS (TSF)



Game events (primarily Major Regional Crises) can cause Civil Wars to break out. Civil War counters have “Unstable State” on their reverse

side, as a Civil War can result in an Unstable State appearing, and vice versa. When this happens, just flip the Civil War or Unstable State counter to its other side.

CEASEFIRE



Diplomatic Master Action #6 or the UN Action “Peace Talks” can bring about a ceasefire. When this happens, replace the Civil War counter with a Civil War Ceasefire counter. If, however, the result is a permanent peace, remove the Civil War Ceasefire counter from the Region.

Civil Wars are dealt with using the Civil War Resolution/ Broker Peace Chart (WD3), either as a UN Action (see page 36 above) or twice a Turn/year during the “Perform War Progress for Wars & Civil Wars” segment in the Turn Sequence (see *Turn Sequence on the game board or the Turn Sequence Flipbook*).

MAX CIVIL WARS

There is a cap to the number of Civil Wars (or Ceasefires) there can be in a region depending on Stability:

- Stability 7 or 8: 1 Civil War (or Ceasefire) counter max in that region.
- Stability 5 or 6: 2 Civil War (or Ceasefire) counters max in that region.
- Stability 3 or 4: 3 Civil War (or Ceasefire) counters max in that region.

If you have to place a Civil War counter when you’re already at the max for that region, place an Unstable State counter instead.

NOTE

If there are 3 or fewer (non-Ceasefire) Civil Wars in the World at the end of a Turn, this increases the chances you will be named “An Agent for Peace” and be eligible for a Nobel Prize (and Legacy Points!). (See the End of Turn Consequences in the Turn Sequence Flipbook, page 24 TSF.)

UNSTABLE STATES



Game effects (primarily Major Regional Crises) may cause an Unstable State to appear in a world region. When this happens, place an Unstable State counter in that region. Unstable States can turn into Civil Wars (again, primarily through Major Regional Crises). When this happens, flip the Unstable State counter over to its Civil War side.

Unstable States can be removed or turn into Civil Wars during the “One Ally/Rogue Group Acts” segment of the Turn Sequence (see **Turn Sequence** on the game board or the **Turn Sequence Flipbook**). Unstable States can also be removed by raising the Regional Stability of the Region in which it appears and, at the end of a Turn/Year, having a Regional Crisis score of “0” in that Region (see page 24 TSF). There can be any number of Unstable States in a region; try to keep that number to zero!

WMDS

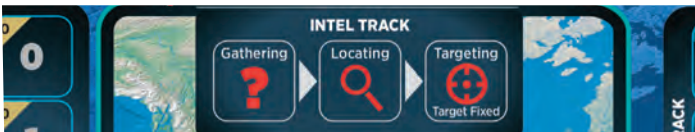


When resolving Ally and Rogue State Group C, a Rogue State counter may attempt to acquire a Weapon of Mass Destruction (WMD). If it is successful, it is possible it may attempt to use it in a War against the US. **If it does so successfully, it is an Auto-Loss for the player.**

IMPACT OF ROGUE STATE WMDS: If the US is attacking a Rogue State that has acquired WMDs, the following happens:

- A natural (unmodified) roll of 1 = WMDs Successfully Destroyed (in addition to the Combat Table Result).
- A natural (unmodified) roll of 10 = Rogue State uses WMD on US Forces/Infrastructure. **IMMEDIATE AUTO-LOSS FOR US PLAYER!**

INTEL TRACK



This is not a numbered track and thus works differently than the other tracks in the game. It is for tracking Terror Groups in each region. When the game places a Terror Group of any level in a region, you place it on the map portion of the region (not on the Intel Track). As you perform Intel Operations against specific Terror Groups, you gather more intelligence about their locations and operations.

The first time you make a successful Intel attempt against a Terror Group that is in the map portion of a region, move it from the map portion of the region to the “Gathering” intel box. A second successful Intel attempt against the same group moves it to the “Locating” Intel box (where it could now be targeted by airstrikes/drone strikes). A third successful Intel attempt would move it from “Locating” to the “Targeting/Target Fixed” box, where it could now be the target of either a (more precise) airstrike or a Special Forces

Raid. Moving to the right is considered “up” the track; moving to the left is “down” the track. If a Terror Group moves down and off the Intel Track altogether, it will move back onto the map portion of the region (representing degrading Intel over time).




Example: A Lvl 2 Terror Group has been located by your Intelligence services. Its counter is therefore in the “Locating” Box on the Intel Track. You could target it for an airstrike or drone strike. A further successful Intel Action would move this Terror Group into the “Targeting—Target Fixed” box where it could be raided by Special Forces.

INTEL GATHERING

Intel Gathering Ops are necessary to discover, locate, and target Terror Groups; you can’t fight what you don’t know about or can’t find. Intelligence is vital. When you choose the Intel Gathering Ops Action (Action #2 from the **Military Master Actions Players Aid Card**) you are allowed to make TWO different Intel attempts in any world region (not CONUS) in order to identify and locate Terror Groups that are operating there. Successes move them to that Region’s Intel Track to begin tracking them, locating them, and eventually targeting them. A Terror Group in a Locating Box can be attacked with a Drone Airstrike. A Terror Group in the Targeting/Target Fixed box can be attacked with a Raid (see page 43 below).

You perform an Intel Gathering Op, as follows:

- Identify the Terror Group counter that is your target in the Region.
- Roll a d10 .
- Modify the die roll by -1 if there is a US Intel unit in the region and by -1 if the US has a Focused National Intelligence counter (see below) in the region.



Modified rolls of 1-4 are successful. Move the target from the map portion of the Region to the “Gathering” box of the Intel Track (if it was not already on the Intel Track), or (if it was already on the Intel Track) one box to the right on the Intel Track. Modified rolls of 5+ are failures. There is no negative impact of a failure; you’ve just used an Intel action to no good effect.

Your second Intel attempt of the action must be against a different Terror Group than the first, but it may be in any game region, not necessarily the same region as your first attempt.

JOINT INTEL WITH ALLIES

You can also participate in a Joint Intel Action with an Ally during the Ally and Rogue States segment of the Turn

Sequence. When you choose this Joint Action, you only get one Intel attempt (exception: Israel and NATO get two successes per Joint Action), but the Intel success is automatic! (That local knowledge and tracking by your Ally in their region pays off!). This is an excellent way to offset bad luck if you find yourself having a “bad die rolling day” and failing numerous Intel attempts on your own.

FOCUSED NATIONAL INTELLIGENCE (TSF)



During the specified segment of the Turn Sequence, you can perform a Focused National Intelligence Collection (FNIC) in a region (but NEVER in CONUS, Russia, or China). FNIC

improves the chances of getting good intel. You may have either one or two Focused National Intelligence counters to use on a Turn. Here’s how you determine which:

1. Check your Strategic Capabilities for both Cyber and Strategic Recon/Intel. If both of these values are greater than or equal to both China’s and Russia’s values on these tracks, you get two Focused National Intel counters.
2. In any other case, you get one Focused National Intelligence counter this turn.

Place each available Focused National Intelligence counter(s) in one world region of your choice (not CONUS, Russia or China), no more than one FNIC counter per region.

During Intel Ops (*see above*), the presence of a Focused National Intelligence counter in a region provides a helpful die roll modifiers.

During Activation Phases 1 and 3 of the Turn Sequence (*see Turn Sequence on the game board or in Turn Sequence Flip-book*), you will have an opportunity to “Perform Focused National Intelligence.” To do so, consult the “Focused National Intelligence Collection Table” (*WMI*) and follow its instructions.

Also, if you have the **Exceptional White House Resource card, “Superstars on the NSC Staff,”** then during the Focused National Intelligence Segments of each turn, you may use this card to perform one free Intel or SF Raid action, with an added -1 DRM.

US MILITARY FORCES Unit Types

There are seven types of US Forces under your command:



- Intel/ Advisors
- Spec Ops (SoF)

- USMC (2-sided counter)
- Army Light
- Army Heavy
- USAF
- Carrier Battle Group (CVBG)

CONUS HOME BASE (Holding Box)

The primary Home Base or holding box for all US Military Forces is in CONUS on the World Map. Some forces are in a US Military Assets Holding Box on the Main Side Board, just under the Nuclear/Missile Track. These are unavailable until released through Congressional Authorization by passing Bill #16 Expanded Military or the “National Security & Defense Greater Society Initiative,” at which point they are moved to the US Forces Holding Box in CONUS.

Other Bases

On the World Map, there are holding boxes (which represent basing) for US Forces in each of the game’s eight regions. There are also CVBG Deployment Zones for US Carrier Battle Groups and Marine forces. US forces may also be based in an Ally box, representing troops dedicated to the defense of that ally (for example, South Korea). Troops in an Ally box must be redeployed before they may be used in any conflict except for defense of that ally.

NOTE

The US Forces in the ROK at the beginning of the Core Sandbox Scenario may NEVER be moved. They remain in the ROK Ally Box for the entire game.

Set-Up

The initial set-up of US Forces is determined in each Scenario’s Set-Up instructions. There may also be Special Rules as to what Forces are initially available and which can become available only through Congressional Approval or the passage of the “National Security & Defense Greater Society Initiative.”

Counter Limits

Note that US military forces are limited to the counters provided with the game.



US MILITARY ASSETS [for the Sandbox Game only]

This is a holding box on the Main Side Board, called the **US MILITARY ASSETS LEGISLATIVE HOLDING BOX**: Available only on legislative passage of Bill #16 or Security and Defense Greater Society Legislation. Located just below the Nuclear/Missile Track, it will at Set-Up hold the following US Military Assets: 2 x USMC, 3 x US Army

Light, 2 x US Army Heavy, 1 X USAF, 1 x CVBG (Carrier). These only become available to you through Congressional authorization in the following manner:

Bill #16 Expanded Military
When you pass **Bill #16 “Fund Expanded Military,”** you move the following units in the US Military Assets box to the US Forces box in CONUS: **1 x Army Heavy, 2 x Army Lt, 1 x USMC, 1 x CVBG (Carrier).**

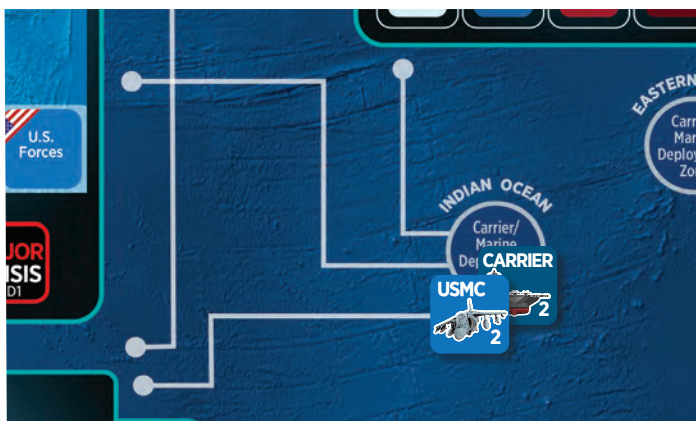
SECURITY/DEFENSE ADVANCE 1
When you pass the **“Security & Defense” Greater Society Advance 1 bill,** you may move the following units in the US Military Assets box to the US Forces box in CONUS: **1X USMC, 1 x Army Lt.**

SECURITY/DEFENSE ADVANCE 2
When you pass the **“Security & Defense” Greater Society Advance 2 bill,** you may move the following units in the US Military Assets box to the US Forces box in CONUS: **1 x Army Heavy, 1 x USAF.**

Crisis Cards & US Military Assets

If the player is instructed by a Crisis Card to add or move a US military force to a Region and there are no US military units in their Holding Box in CONUS, so that the only forces not already deployed and in use are on the US Military Assets track **AND** those forces have not been released through Congressional approval and legislation, **THEN** the player does not add or move the indicated units. In other words, the instructions on the card are ignored in this instance. *If you find yourself running short of military units to use when needed or instructed, then pass the legislation necessary to expand your military resources!*

Note that the rules for these US Military Assets and how they are deployed are different in the Historical Scenarios. The appropriate rules are listed in those scenarios.



CARRIER AND MARINE DEPLOYMENT ZONES

These are sea zones to which you may deploy (move) Carrier forces plus any Marine contingent you choose to go with them. Each CVBG zone is connected to one or more Regions. The Carrier and, if present, Marine forces in that zone can assist any military action in any Region to which it is connected. In the picture opposite, a Carrier force and Marines stationed in the Indian Ocean CVBG Deployment

Zone could participate in military actions in Africa, the Middle East, and Central/South Asia Regions.

MOVE/DEPLOY FORCES

Military Master Action #3 (see *Military Master Actions Player Aid*) allows you to Move/Deploy your military forces from one part of the World map to another. This Action allows you to:

1. Move two Intel or SF units from any holding box (including CONUS) on the map to any other holding box, or to/from an Ally box.
2. Move one USMC, USAF, or US Army LT from any holding box (including CONUS) on the map to any other, or to/from an Ally box.
3. Move any two CVBGs (but no Marines) from their current CVBG Deployment Zone or CONUS to any other Deployment Zone on the world map. (The arrows from the Deployment Zone indicate which Land Regions that Carrier Group and Marines can affect in a War.)
4. Move any 2 Marine Units (but no Carriers) to any CVBG Deployment Zone (Note: Marine Combat Strength is 2 when operating from such a Zone, i.e. attacking from off a Carrier) or from a CVBG Deployment Zone to a connected, neighboring region or Ally box; flip the Marine Unit(s) to 3 Combat Strength side if operating from within a Region or Ally box rather than from off a Carrier.
5. Move a combination of one Marine and one Carrier as per #3 and #4 above
6. Move a unit from a holding box to an Ally Box or vice versa. Note, though, that the unit doesn't have to first move to the Ally's region's holding box and then elsewhere, it can move from/to the Ally box to/from any holding box on the map.

US ARMY HEAVY UNITS



These units take longer to deploy. To represent this, when you choose a Move/Deploy Forces action for a Heavy unit, flip it to its “In Transit” side and move it to its new regional (or CONUS) location, where it remains on its “In Transit side.” It takes one final Move/Deploy Forces action to then flip the Heavy unit back to its front side, where it is then ready to be used in combat in future Action Segments. Thus, it takes two separate Move Actions to move a US Army Heavy counter. **NOTE: The Heavy Army unit in ROK can NEVER be moved out of the ROK Ally box; it is there permanently.**

USING US FORCES

US forces may be used to gather Intel about Terror Groups, perform Raids and Drone strikes on Terror Groups, and engage in war against Rogue States, and other countries. In order to be used in a conflict in a region (or for Intel or Raid missions, DRMs, or any card or chart that has “if US has any x units in the regions” qualifiers), US Forces must be

face-up in the US Forces box of that region or in an Ally box of that region if that specific ally is involved in a conflict. US Carrier Battle Groups and Marine units may be used in any conflict (more than once per activation, if there are multiple conflicts in connected regions) that is in a region connected to the CVBG Deployment Zone containing the US Carrier Group.

lation in a Region (see *Military Master Action Player Aid*).

NOTE

A Military Footprint may also be placed in a Region due to a failed Air/Drone Strike against a Terror Group in that region that caused civilian casualties (WM2).

NOTE



US Marine units are double-sided, showing two different Combat Values. If the Marine unit is IN a region, use the side with a Combat Value of 3 representing its strength as a land combat unit. Marine units may also reside in CVBG Sea Deployment zones and respond to conflicts in multiple connected zones. If the Marine unit is attacking off a Carrier, use the side with the Combat Value of 2. They may contribute their combat strength value to any and all such conflicts per US Action Segment. Operating from a Carrier gives them less combat strength but more flexibility.

SPECIAL FORCES (SOF) RAIDS and AIRSTRIKES/DRONE STRIKES

When you choose Perform Raid / Strike on a Terror Group (Action #4 on the *Military Master Actions Player Aid*), you are allowed to make either:

- One SOF Raid against a Terror Group counter in the “Target Fixed” box of the Intel Track of a World Region, OR
- Perform up to two Air/Drone Strikes, each against a different Terror Group counter in either the “Target Fixed” or “Locating” box of the Intel Track of a World Region.

When performing a SOF Raid, first select the target Terror Group counter, then roll a d10 on the SOF Raid Table, (WM2) modifying the roll by any applicable DRMs. Immediately apply the listed result.

When performing each of your two Air/Drone strikes allowed by the Action, first select the initial target Terror Group counter, then declare whether you are using an Airstrike or a Drone Strike. (Airstrikes are more powerful but also carry more risk.) Then roll a d10 on the Air/Drone Strike portion of the SoF Raid Table (WM2), modifying the roll by any applicable DRMs. Immediately apply the listed result, then repeat the process for your second target. Both Air or Drone strikes MUST be in the SAME region.

The presence of a Special Operations unit in the Region where a Raid is occurring will provide a DRM to the d10 die roll. (representing pre-positioned and well-rehearsed raiders.)



SOF raids and Airstrikes/Drone Strikes are disallowed in the Eurozone as a US action due to ally considerations. However, there is a Joint “Raid” Action on the Ally Charts that allows an SoF Raid in conjunction with an ally. If you use that with either NATO or the UK, you could do it in any zone that they’re allowed to affect (in this case, either Eurozone or Eastern Europe).

US MILITARY FOOTPRINT



A consequence of the War Process (WM5) is that if US forces are involved in the conflict, they leave a “military footprint” in that region. Draw a random Military Footprint counter from its cup and place it face down in that region. At the End of a Turn, these counters are turned over and the effect printed on the reverse side takes effect (see page 24 TSF). Remove these counters, then place new US Military Footprint counters in each Region to match the number of (non-Intel, non-Air, non SoF) US Military units and War counters deployed there. (You don’t have to place a counter for any troops deployed in the Eurozone or Eastern Europe, Ally boxes or Carrier zones.)

EXAMPLE: The US is fighting a war in the Middle East. US forces consist of a Marine unit, a Light Army unit, a Special Forces unit, and an Intel unit. Another Marine unit is based on a Carrier in the Mediterranean. Two US Military Footprints are already present in this Region. They are turned over and revealed. One causes the Regional Stability to drop by one box. The other causes you to lose -1 Public Approval at home. These counters are then placed back in the supply with other unused US Military Footprint counters and randomized. Then, new US Military Footprint counters are drawn from the supply and placed in the Middle East. The number of these counters is 3, counting the Marine unit in the region, the Light Army unit, and the War counter itself. The SoF unit, Intel Unit, and the Marine unit and Carrier operating from the CVBG Deployment Zone in the Mediterranean are not counted.

Military Footprints may be removed by taking Military Master Action #7, using military personnel to aid the popu-

REGIONAL FORCES



Regional Forces represent local troops fighting a war alongside US or Ally forces. If instructions for starting a particular war assign Regional Troops to it, place the Regional Forces counter(s) on the “Additional Strength/Forces” space for that war on the War Status Track on the game board.

CYBER WAR

Cyberattacks represent the will and capability of various nations to use a variety of means (electronic, space, cyber, and multi-spectrum) to disrupt and weaken the command/control, computer systems and electronic-reliant infrastructure of an enemy or peer competitor. The game’s cards and charts control the cyber actions of peer competitors, Rogue states, and allies. You control the cyberattacks of the United States.

There are a number of times during the game when you might want to use a cyberattack:

- **When you have been a victim of cyberattack, have identified the attacker, and wish to respond.**
 - This is noted on the card or Chart that initiated the attack – and you may respond immediately. It doesn’t cost an action.
- **When you join with an Ally in a Joint cyberattack as a result of an ally action.**
 - This only occurs when your ally rolls “Cyberattack vs <target>” on their Ally chart and your relationship is “Very Close.” It happens immediately and does not cost an action.
- **When you wish to attack the Nuclear/Missile Track or Critical Infrastructure of North Korea or Iran OR when you wish to attack the Economy or Critical Infrastructure of Russia or China.**



• You are limited to ONE of these attacks per target nation per Activation Phase. (Place a “Cyberattack Used” counter on the enemy to keep track.) It requires using an “Initiate Hostilities” action during a phase that allows you to perform a Military action.

- **When you wish to attack a Rogue State via Cyberattack.**



• You are limited to ONE of these attacks per Activation Phase that allows you to perform a Military action. (Track by placing a “Cyber vs Rogue State This Activation” counter). It requires using an “Initiate Hostilities” action.

- **During any War Progress Roll process (including at the onset of a war), you may make one (free) cyberattack against the target (vs Critical Military and Gov. infrastructure, if the target is Iran or North Korea).**

- If China or Russia is at War, they also get one attack, using the special row at the bottom for “China/Russia Attacking Any.”

To resolve a Cyber Attack, use the “Cyber Attacks” chart (WB2).

8 WAR WARS

Countries may go to war with each other, as determined by their Conflict Track (see page 37 above). You cannot go to war with a Terror Group of any level; you can only raid them. You can instigate a war with a Rogue State counter

as a **Military Master Action (Action #5)**; this is one of the only ways to destroy or reduce a high-level Rogue State to a lower level. (See the Peer Summit Tables in the Peer Acts Books for another) **Remember: if a Lvl 4 Rogue State exists at the end of any Turn, it is an automatic loss for you.**

In addition to instigating War against a Rogue State counter, you may, as a result of a Conflict Track going to “5” or a Crisis Card or Chart, go to war with others. For example, you may go to war with Iran (the US has a Conflict Track with them) or North Korea (as part of an ROK/North Korea War).

Wars that cause auto-losses.

- If NATO ever goes to war with Russia, it is an immediate auto-loss.
- If Japan goes to war with China (which in the real world would certainly involve the US), it may result in an auto-loss.
- If there are ever more than 5 Wars on the game map, it is an auto-loss.

Wars are fought in an abstract way that is resolved twice a Turn during the “War Progress” Segment in the Turn Sequence (Activation Phases 2 and 4). For full details, see the War Progress Chart (WM5) in the **World Charts Booklet** (see pages 15-18 WCB) and the War Combat Table (WCT1) located on the back of the **World Charts Booklet**.

6 Strength Counters track the shifting strength of the combatants as casualties are taken or reinforcements arrive.

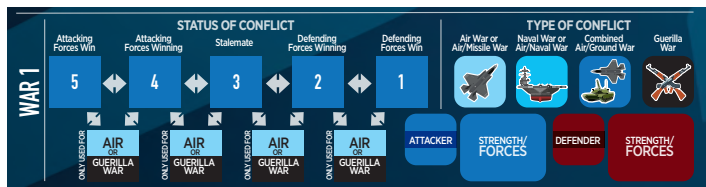
SETTING UP A WAR

(These steps are summarized in WM5.) Wars are set up on the War Status Sideboard, which has tracks for five Wars, 1-5. If a sixth War ever breaks out, it is an auto-loss for the player.

The War Status Sideboard chart displays five war tracks, labeled WAR 1 through WAR 5. Each track is a horizontal bar divided into several sections:

- STATUS OF CONFLICT:** A scale from 5 (Attacking Forces Win) to 1 (Defending Forces Win), with a central 'Stalemate' position.
- TYPE OF CONFLICT:** Icons representing different war types: Air War or Air/Naval War, Naval War or Air/Naval War, Combined Air/Ground War, and Guerrilla War.
- Strength/Forces:** Two bars labeled 'ATTACKER STRENGTH/FORCES' and 'DEFENDER STRENGTH/FORCES' with arrows indicating the direction of change.
- War Type Indicators:** Small icons for 'AIR', 'NAVAL', and 'GUERRILLA' war types.

Each War is fought on its own track on the War Status Sideboard.



First, to set up a War, place a Conflict Type counter on the "Type of Conflict" on shown on the War Status Sideboard.



A War will always start as "Combined Air/Ground" unless otherwise directed.

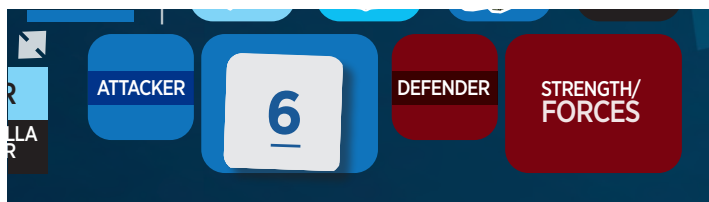
Second, place a Conflict Status counter on the "Stalemate" (#3) box of the Status of Conflict area, as shown:



Place a "Country at War" counter showing the name of each side in the appropriate Attacker (blue)/Defender (red) areas of the Conflict Track, depending on which country is the Attacker and which the Defender. Use the "Rogue State at War" counter for Game-Created Rogue States.

In the rare instance that an Ally state is involved in two wars simultaneously and that country doesn't have two "At War" counters, use the generic "Ally at War" counter for the second war.

Example: GS/A wages war against both Iran and Yemen. There is only one "GS/A at War" counter, so you would use the "Ally at War" counter for the second war.



Place a number representing the strength of the Attacker and Defender for that type of War in the blue Attacker "Strength/Forces" box or the red Defender "Strength/Forces," box as appropriate. This Strength may be given on a card or chart; if not, use the Strength Table below. If there is a Conflict Track on the Main Side Board that governs this war, adjust initial strengths by the current Relative Strength

between the two countries on the Conflict Track. (If enemy is created by a Crisis Card, its Strength will be given on the card.)

Strengths for the US when it is involved in a War are determined by summing the Strength of all US Combat counters in the region AND all US Carrier and Marine units that are in a Carrier Holding Box that connects to that region. Note that Regional Forces will also sometimes be included if noted by a card or in Scenario set-up instruction.

STRENGTH TABLES	
FOR ALLIES	
Gulf States / Saudi Arabia (Naval)	5 (2)
Israel (Air / Missile / Naval)	8 (6)
Japan (Naval or Air)	7 (4)
India (Air / Naval)	7 (5)
United Kingdom (Naval or Air)	4 (3)
NATO (Naval or Air)	8 (5)
Pakistan (Naval / Air)	5 (2)
South Korea (Naval or Air)	6 [+ US Troops] (3)
Taiwan (Naval)	3 (2)
Egypt (Air)	5 (2)
Ukraine	3
Balkan States (for Serbia War)	4
FOR PEERS	
China (Naval / Air)	10 +2 per China Influence / Region (6)
Russia (Naval / Air)	10 +2 per Russia Influence / Region (6)
FOR ROGUE STATES AND ADVERSARIES	
Rogue State (Lvl 1, 2, 3, 4)	4,5,6,7
Hezbollah	3 + (# of Iranian Influence Counters in Middle East)
Hamas	2
Serbia (Air / Missile)	3 (2)
Iran (Naval or Air; Air / Missile)	6 (2;3)
North Korea (Naval or Air)	6 (3)
Taliban (at start of game; see Set-Up)	6
ISIS (at start of game; see Set-Up)	4

NOTE
ONLY Strength Points (and Regional Troops) are placed on the War Status Sideboard. The US Military forces involved in a War Remain in the holding boxes in regions or CVBG Deployment Zones on the main map, never on the War Status Sideboard.

Example: Israel is at war with Hamas. It is a Combined Air/Ground War. Israel's strength is 8; Hamas is 2. On the Israel/Neighbors track under the Conflict/Nuclear Tracks, the Relative Strength is +1 for Israel. The final initial strengths of the two countries are Israel 9 and Hamas 2. This war would be set up like this:



Once you have set up the War, make an **Initial War Progress die roll** following the procedure given below in “Waging War.”

SURPRISE

When you initiate a conflict using Military Action #6 on the **Military Master Action Player Aid**, you roll a die to see if you have achieved surprise as an attacker; a result of 1-5 will grant you surprise in the conflict. The Military Rating of the SecDef may be used as a DRM.

Surprise may also be granted as the result of a die roll on a chart in the **Ally and Rogue States Booklet (WAB)** when a nation is instructed to go to war. **Crisis Cards** may also grant a nation surprise in a conflict.

However it is achieved, Surprise means that the attacker gains a -1 DRM to their first War Progress die roll. Any and all subsequent combat die rolls after the first do not have the advantage of surprise.

THE WAR PROGRESS DIE ROLL

No matter how the war starts, you’ll do an Initial War Progress die roll, using any Surprise result (the only time Surprise is applied), as described in Waging War below. If no one wins the war on this initial die roll (which would make for a quick war), then you only roll again during the War Progress Segments.

WAGING WAR—WAR PROGRESS (TSF)

(These steps are detailed in WM5.) Wars are waged in an abstract manner, following these steps:

1. Total the US Strength from all US units in the War’s region, plus any Carriers in the region or in CVBG Deployment Zones whose arrows point to the War’s region.

NOTE

Marine Units have a Combat Strength of 3 if IN the War’s region, but a Combat Strength of 2 if attacking from a Carrier Group in a CVBG Deployment Zone. FOR NAVAL WAR: If the region is a but Eastern Europe or Central/South Asia, add +4 to the total of Carrier Strength plus any Marine Strength points that are present in the CVBG (to account for US attack subs in regions bordering blue water).

2. Add the Strength of any Regional Troops counters on the US side.
3. Express the Attacker’s Strength vs Defender as an odds ratio, rounding down fractions in favor of the Defender. (13 Attacker Strength vs 5 Defender strength would be 2:1 odds.)
4. Check the Combat Table (WCT1), located on the back of the World Charts Booklet, to determine any applicable DRMs (for Surprise, type of forces involved, etc.) to the ensuing War Progress roll. In some situations, other DRMs may also be given on Crisis Cards or on Charts.
5. The War Progress Roll: Roll a d10, apply DRMs, and find the result on the **Combat Table (WCT 1)** (see back of World Charts Booklet) under the appropriate odds column in the row whose color matches the Conflict Type (the green row for Combined Air / Ground, for example).
6. Results are stated as MOVE, LOSS, and possibly an * or **. An asterisk result ends the war, with both sides spent and ready for peace. **Important: Ignore all asterisks when making the INITIAL WAR PROGRESS ROLL immediately after you set up the war and the war starts.** A double-asterisk (**) result changes the nature of the conflict to a Guerilla War if it was not such already, thereby shifting the MOVE result down to the “Air War/Guerilla” boxes.
7. Apply the MOVE (Right, Left, No Move) results by moving the Conflict Status counter the indicated number of boxes left or right. If it’s a Combined Air / Ground conflict, move only along the row of green boxes. If it’s another type of conflict, follow the descending and ascending arrows to also move into/through the blue/black boxes as you apply the MOVE result (these other types of wars tend to take longer in Mr President).

*Example: In the War between Israel and Hamas in the earlier example, the Odds Ratio is 4:1+. The Player rolls an 8. The result on the Combat Table is “1 Left; Both 1 Loss**.” Israel loses 1 Strength point from 9 to 8 and Hamas loses 1 Strength point, going from 2 to 1. The Conflict Status counter is moved 1 box to the left to Box #4, bringing the Israelis closer to winning. However, the ** result mean that Hamas, fearing loss, switches to guerilla tactics. As a consequence,*



the Conflict Status counter is moved one box DOWN and to the left. Now it is in the Air/Guerrilla War Box in-between the #3 and the #4 Box instead of in the #4 Box, "Attacking Forces Winning." Move the Type of Conflict counter to Guerrilla War. The final result looks like this:

8. Apply the LOSS number. For a LOSS result to the US side, don't reduce any US Strength. (the game assumes the US replaces losses, at a cost in support at home). Instead, when a US loss is indicated, there is an immediate -2 Public Approval.
9. Then roll two d10s to make both a Relations with Media check and a Relations with Congress Check. If you fail either/both, -1 to that Rating.

WAR PROGRESS RESULTS (TSF)

After you apply results from the **Combat Table (WCT1)**, add +1 to Regional Crises in the War's region. If US forces were involved, place one US Military Footprint counter in the region.

- **If One Side Wins:** If the Conflict Status counter is in either the "Attacking Forces Win" or "Defending Forces Win" boxes, the War is over. See the "What to do when a War Ends" section of chart WM5.
- **If Neither Side Wins and No Peace:** The War Continues. This War Progress action is finished. You'll perform this process again during the next War Progress Segment.
- If the US is involved, you may choose to immediately spend two APs to increase military spending for the war effort and to promote public support for the war. If you do, add +1 to US side's strength in the war.
 - If you spend the APs, make an SoE check. If you pass, place an "Economy Improving" counter on the US SOE Track.
 - If you do not spend the APs, -2 Public Approval and place a Tensions counter on the POTUS/Cab Focus (6 to 1). Then make an SoE check. If you fail, place a "Worsening Economy" counter on the US SoE Track.

WINNING OR LOSING A WAR

There are various consequences to winning or losing a war, depending on the nature of the combatants, the nature of the war itself, and how the war ended. For details, please see the "What to Do When the War Ends" section (WM5).

OVERWHELMING VICTORY

In a conflict with a Rogue State, if the die roll on the CRT is a "Move" result greater than the number needed to move the Conflict Status counter into the WIN box, causing the Rogue State to lose, you have won an Overwhelming Victory. **Immediately reduce the Rogue State by two levels. +1 Legacy Point.** Skip the "For Game-Created Rogue State losses" section in the **War Progress Chart WM5 (WM5)** and go directly to the applicable "For <country> Wins section" and apply those results.

CONSEQUENCES OF WAGING WAR

Wars are costly. At the end of a Turn, the following consequences can ensue.

- For each current War to which the US has committed units, place a "Worsening Economy" counter on the US SOE Track.
- Unless the current War Status is "US Winning" (or better, in the cases of Air and Guerrilla Wars), decrease Public Approval by two boxes.
- For each current War that does not involve US forces, +1 Regional Crises in the War's Region.
- If the US is involved in a War, there is no chance to be an "Agent of Peace" and thus to possibly win the Nobel Peace Prize with its +5 Legacy Points, plus other rewards in Public Approval, Prestige, and World Opinion.
- A US Military Footprint counter is placed in the Region where the US is at war. A Region can have more than one US Military Footprint counter.
- The consequences of all currently placed US Military Footprint counters are revealed. These consequences can include loss of Public Approval, +1 to the Crisis level in the Region, the placement of new Terror groups or the strengthening of already existing Terror groups, and -1 to Regional Stability. If more than one US Military Footprint counter is present in the Region and revealed, the consequences are cumulative.

SUPPORTING ALLIES IN A WAR

US Forces can only directly support (add their military counter Strength values to) NATO and the ROK if either or both enter a war. To support any and all other allies, use Military Master Action #5, the (A) option: “Resupply an Ally that is at War.”

- **Support for NATO:** Use any US ground or air forces currently in the NATO Ally box or Eastern Europe or carriers in the Mediterranean CVBG Deployment Zone to add their Strength to NATO.

- **Support for ROK:** Use any US ground or air forces currently in the ROK Ally box OR in Asia/Pacific and any carriers in the Eastern Pacific CVBG Deployment Zone. Forces in the ROK box can only support the ROK at War. They cannot be used in other wars until they move out of the ROK box. **NOTE THAT THE HEAVY ARMY UNIT PRESENT AT THE GAME’S START IN ROK ALLY BOX IS THERE PERMANENTLY; IT CANNOT BE MOVED OUT TO ANOTHER REGION OR TO CONUS.**

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