


DEMOCRACY

★★★★★ UNDER ★★★★★

SIEGE



RULES BOOK

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INTRODUCTION

Dateline: Germany, 1933. Jan. 30: Hindenburg names Hitler Chancellor. Feb. 27: The burning of the Reichstag. Hitler blames his political opponents and enacts repressive laws. Mar. 5: The Nazi Party wins the Federal elections amid a climate of fear and intimidation. From this point on, with a precise and constant rhythm, Hitler dismantles all of the democratic institutions of the fragile Weimar Republic and inaugurates a reign of terror, gradually establishing a ruthless and violent dictatorial regime. The above is history, but what would have happened if, instead of bringing Europe into a maelstrom of war, the infamous Austrian corporal had abandoned his plan of global domination and taken the path of peace? Would World War II still have broken out? Or would the Nazi hierarchy and German industry still have pushed the Führer to war with Poland? What would the dream of a Greater Germany have been without Austria, Czechoslovakia and the other German territorial claims? Would the Western plutocrats or the Soviet colossus have fought the fascist dictatorship anyway and nevertheless inexorably triggered global conflict?

Democracy under Siege is an interactive simulation enabling you to explore all such questions. A card-driven strategy game, it reproduces the geopolitical conflicts and political struggles that led to the Second World War. The game covers the period 1933-1940 and is designed for two or three players. Each takes the role of one of the three Ideologies - Democracy, Nazism and Communism - that struggled for power during the timeline of the game.

Democracy under Siege offers an accurate and detailed historical context, supported by 108 Strategy Cards. Players exploit historical events and political actions to achieve political supremacy. Wars are simulated by an abstract combat system that allows players to intervene and influence their outcomes. The main concepts reproduced in the game are the ideological struggles among the major powers, the race for armaments ahead of World War II and the buildup of a network of diplomatic links with minor nations. All of these elements combine to determine victory.

COMPONENTS

Each copy of *Democracy under Siege* includes the following:

- a 36x18" mounted boards
- 108 game cards (three decks, each composed of 36 cards)
- 120 small cubes (40 each in red, green and blue)
- 150 game counters
- a 6-sided die
- a player aide mat and 3 player mats



- this Rules Book
- a Play Book



PLAYING THE GAME

GAME OVERVIEW

PREAMBLE

*This edition of **Democracy under Siege**'s rule book has been improved and redesigned to facilitate understanding of the core rules from the very first reading of the book.*

The Playing the Game section is the first part of the book, while the Setting up the Game, the Play Variants and the Components Overview form the second part.

Therefore, some of game concepts that are introduced and explained in the first part of the rule book are referenced in the second part as for what concerns the corresponding "physical" elements present in the game, i.e. on the game board, on counters, cards or player mats.

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In **Democracy under Siege** players take the roles of **Ideologies**.

The three Ideologies in play are **Democracy**, **Nazism** and **Communism**. When played by two players, the two Ideologies exclusively under player control are Democracy and Nazism, while control of Communism alternates between the two players from turn to turn according to specific rules. When played by three players, each player takes the control of one of the three Ideologies.

Each game turn represents one year and is divided into 3 or 4 Rounds. Players choose one **Political Action Card** and one **Event Card** per Round and **attempt** to perform the **Political Action** by rolling a die and applying some modifiers. They can affect the outcomes of their attempts by expending the Ideology's political prestige.

Events are activated immediately before the Political Actions are attempted – no die roll is required.

If the Political Action is successful, the card effects are applied accordingly. In any case, even when the attempt is unsuccessful, the Political Action Cards played provide a varying number of **Political Points** (PPs) that can later be expended by the players to perform activities.

After Political Actions, players perform their action round with the PPs provided by Political Action Cards. Players can influence the political allegiance of minor countries, exploit the economic resources belonging either to **Minor Nations** or to their controlled **Powers**, recruit and activate **Coup Cells** to attempt *coups d'Etat* to overthrow a minor country regime, send military forces to local conflicts or intervene in a Minor Nation uprising. All of these activities, as well as the effects of successful Political Actions, can bring **Victory Points** (VPs) when the political allegiances of minor countries come under the influence or the control of Ideologies, or when **Territories** or Nations are conquered.

At the end of each round, players check the outcomes of **Coup Attempts** and then proceed to a new round. During the Cleanup Phase at the end of each turn, players perform end-turn checks and calculate the production of **Military Resources** (MRs) by the exploitation of economic resources claimed on the map. MRs are put in the Ideologies' Force Pool and

expended to maintain the Minor Nations allegiances. The remaining MRs provide additional VPs and can be employed during the subsequent turns to intervene in local conflicts and uprisings.

DEFINITIONS

POLITICAL ACTION: endeavor performed by players when playing a Political Action Card and attempting to apply its effects.

POLITICAL POINTS (PP): currency used by players to perform Actions (see below); these points are provided by Political Action Cards.

ACTION: any activity performed by players during the Actions step; these actions require the expenditure of PP.

CONTROL / CONTROL AREA: Control Areas are a portion of the Political Regimes Track (see page 17); they represent the players' (Ideologies') strongest influence zones. Control is exerted also on Powers (see below) and can be exclusive (for Major Powers) or limited (for Influenceable Powers that fall under Enemy Control, i.e. into the Control Area of an opponent or of Anarchy).

POWERS: all nations that can be directly controlled by players (Ideologies). Two kinds of **Powers** act in the game: **Major Powers** and **Influenceable Powers**. Every time a game element (rules, cards, player aids, etc.) refers to Powers, both Major Powers and Influenceable Powers are intended.

MAJOR POWERS: Powers that can never be influenced or lost by players. The Powers which form the cores of their respective Ideologies: **Germany** for **Nazism**, **Great Britain** and **USA** for **Democracy**, and **USSR** for **Communism**.

INFLUENCEABLE POWERS: Powers that can be influenced by Ideologies, including: **Italy** and **Japan** for **Nazism**, and **France** for **Democracy**. **China** is a special case: it is an **Influenceable Power**, starting the game not under the control, but influenceable by Ideologies. If China enters the **Control Area of Communism**, the control of China formally passes to the **Communism** player. The opposite is valid when China enters the Control Area of Democracy for the Democracy player.

***Designer's Note:** rules for China have been designed to simulate the state of civil war that spread throughout the China from 1931 to the late 1940s between the Communist forces led by Mao Tse-Tung and the Nationalist forces led by Chiang Kai-Shek.*




MINOR NATIONS: all other nations for whose political allegiance players struggle in the game. Minor Nations never act in the game, as they are simply the target of the ideological struggle for world domination.

NATION: any area on the map that represents a Power or a Minor Nation. The Nation area represents the core of the country, and a nation can have peripheral areas, called Territories.

TERRITORIES: separate areas that belong to Powers (example: **Tunisia** belongs to **France**) or Minor Nations (example: area of **Sudeten** belongs to **Czechoslovakia**).

PLAY VARIANTS DISCLAIMER

Democracy under Siege can be played with some Variants, each indicated in the rules by a symbol:

-  Shifting Order of Play Variant
-  Extended Play Variant
-  Historical Variant

*From here on, whenever a rule applies only to a Variant, the corresponding symbol is printed near the rule **and** the text is printed within a light colored box. Details can be found on page 16.*


SEQUENCE OF PLAY

The game is played over eight Game Turns as indicated by the turn sequence of the Game Turn Track (see page 17). Every Game Turn consists of four **Game Phases**. Game Phases must be played according to the specific sequence as indicated in the Sequence of Play below. Some phases are divided into **steps** and resolved in a strict order. In addition, the Political Phase is resolved through a sequence of **Rounds**.

Depending on the Game Phase or step being resolved, players may perform their activities simultaneously or act according to a strict sequence.

The **Order of Play** determines the activation order for all players for the current Game Turn. The **Active Player** can accomplish any **game activity** or **action** permitted by the rules during the current phase, step or round. When permitted by the rules, **non-Phasing Players** can respond to the Active Player's actions with **reactions**. When the Active Player completes his activities and actions he must publicly state he has completed his activation: then, the next player, according to the Order of Play for the current turn, becomes the Active Player.

1. Order of Play Phase:

- a) Determine the Order of Play.
- b) Resolve the Shifting Order of Play procedure
 (Shifting Order of Play Variant only).
- c) Assign control of Communism
(only when playing in 2 player mode).

2. Card Phase:

- a) Prepare Strategy Decks.
- b) Deal Strategy Cards.
- c) Mulligans.
- d) Reserves.

3. Political Phase:


The phase is divided into three Rounds (four when playing the Extended Play Variant). Each Round is resolved in four steps:

- a) Strategy Cards Play.
- b) Coup Declaration.
- c) Actions.
- d) Coup Resolution.

At the end of the last Round apply all Stand-by effects triggered by cards.

4. Cleanup Phase:

- a) Reset Re-roll Markers and Deploy Coup Cells.
- b) Roll dice for pending Wars and Uprisings.

(Expend MR for Wars if playing the Extended Play Variant )

- c) Play any mandatory Events in player hand.
- d) Receive MR Production and pay MRs for Controls.
- e) Update VP Track and check for Automatic Victory.

1. ORDER OF PLAY PHASE

The players determine the **Order of Play** for the current turn. It is the order in which players are activated for the current Game Turn. During the turn, the player indicated by the Order of Play is termed the **Active Player**.

A. DETERMINE THE ORDER OF PLAY

Players compare the Prestige of their respective Ideologies. The Order of Play is assigned to players in sequence from highest to lowest Prestige. Resolve ties using the **Tie-Breaking Order: Nazism, Democracy, Communism**. The Order of Play for the turn is indicated on the **Order of Play Track** (see page 17).

B. RESOLVE THE SHIFTING ORDER OF PLAY PROCEDURE



When playing with the **Shifting Order of Play Variant**, for each Ideology that has **remained** in the same ranking position in the Order of Play Track as in the Cleanup Phase of the **previous turn**, the **Play Order Marker** is flipped to its reverse side, thus showing that the Play Order is “SHIFT”.

Then, during the Shifting Order of Play step, all “shifted” Play Orders are resolved to adjust the Order of Play as follows.

1. If ranking position **II** is “SHIFT”, swap the Play Order Markers at positions **II and III** and flip them to the front side (not-“SHIFT”);
2. Then, if ranking position **III** is “SHIFT”, swap the Play Order Markers at positions **III and I** and flip them to the front side (not-“SHIFT”);
3. Finally, if ranking positions **I** is “SHIFT”, swap the Play Order Markers at positions **I and II** and flip them to the front side (not-“SHIFT”).

To facilitate this procedure, the **Shifting Order of Play** chart is displayed near the **Order of Play Track**.

Example of Shifting Order of Play Resolution:

The Order of Play is Communism (“shift”), Democracy, Nazism. Ranking position II is not-“shift”, so no resolution takes place. Similarly, ranking position III is not-“shift”, so no resolution takes place. Finally, ranking position I is “shift”, so resolution takes place generating the new Order of Play: Democracy, Communism, Nazism.


C. ASSIGN CONTROL OF COMMUNISM

This step is performed only when playing in 2-player mode.



After the Shifting Order of Play procedure has been fully resolved (if required), players determine **which Ideology controls Communism**. Democracy and Nazism players check the positions of their respective **Communism**

Turns Markers. The player whose marker is in the lower position on the Resource Track takes control of Communism. Ties are resolved in favor of the Ideology that has fewer VPs (total). Resolve any further VP tie by giving control of Communism to the **Nazism player**.

When using the **Extended Play Variant** , control of Communism is instead assigned according to the following procedure.

If the ranking of Communism on the Order of Play Track is position II, control of Communism remains under the Ideology that took control during the **previous** Game Turn (this cannot happen in the very first turn of play because at game start the Order of Play is the Tie-Breaking Order). Otherwise, control of Communism is assigned to the Ideology whose ranking position is not immediately before or after that of Communism on the Order of Play Track.

***Example:** the Order of Play is **Democracy, Nazism, Communism**, so the control of Communism is assigned to **Democracy**.*



The **Prestige Markers** of **Democracy** and **Nazism** are now flipped to mark which controls Communism. The **Communism Turn Marker** of that Ideology is moved one space to the right on the **Resource Track** of its Power Card (see page 19). That Ideology must perform **every** play activity for **Communism** until the next Communism Control Check step takes place.

Important disclaimer: It is strongly recommended to read the Overview of Cards section on page 18 before the chapters Card Phase and Political Phase.

2. CARD PHASE

During the Card Phase, players set up activities and perform basic maintenance for the turn. These are done according to the sequence of steps listed below.

A. PREPARE STRATEGY DECKS

Respecting the Order of Play, each player prepares the Strategy Card decks for the turn using as follows:

1) Players that saved cards from the previous turn may now discard as many cards as they wish. Players may discard also any cards in Reserve slots. They may keep as many cards in hand as they wish.


Important: when playing in 2-player mode, the hand of Communism **must** be **fully** discarded prior to reshuffling the decks. Any card in the Reserve slot of Communism may be saved.

2.1) On **Turn 3**, the **Reality Era** Cards *can* enter play: check the position of the Prestige Marker of each Ideology – if it is located in the **green** sector of the Prestige Track, the controlling player **may add** the Reality Era Cards to the matching Strategy Card Deck (beware that this will affect

the Victory checks during the Cleanup Phase). If the Prestige Marker is in the **red** or **brown** sector, the controlling player **adds** the Reality Era Cards to the matching Strategy Card Deck.

2.2) On **Turn 4**, add the **Reality Era** Cards to their matching Strategy Card Decks, if they have not been already.

2.3) On **Turn 6**, add the **Despair Era** Cards to their matching Strategy Card Decks.


2-alternative) When using the **Historical Variant** , ignore 2.1-2.3. Instead, add all cards with an **Entry Turn** matching the current Game Turn to the matching deck.

3) Shuffle all decks with their respective discard piles to reconstitute the **Strategy Card Decks**.

B. DEAL STRATEGY CARDS

Players are given their cards for the current turn. Players receive cards in a strict sequence. **Players receive as many cards as required to replenish their hands**. The hand is composed of a variable number of cards depending on the **Play Variant** selected by players during the game setup procedure:

- 5 Cards per player if playing with the base rules, or

- 6 Cards per player if playing with the **Extended Play Variant**. 

C. MULLIGANS

Following the Order of Play, each player may discard and draw a new hand of cards, but only once per turn. In addition, as part of the Mulligan, the player must discard also any cards saved from previous turns.

Discarded cards are revealed to all opponents and then added to the Ideology's discard pile.

Cards saved in Reserve slots are never discarded as a consequence of Mulligan.

D. RESERVES

Players may decide to move cards from the hand to the **Reserves**. Each player may place one card on one empty Reserve for future use during the Political Phase (remember that Democracy has space for up to two cards). Event Cards **cannot** be saved in Reserves.

Handling Strategy Card Decks

While in a player's hand, Strategy Cards are mixed and kept hidden from opponents. During the game, played cards (not cards to be eliminated after their activation) are discarded (place face up on the matching Ideology's discard pile).


The effects of some events last a long time. These **Active Cards** are placed on the table near the map face up and visible to all players as a reminder of their continuing effect(s). When their effect ends, they are permanently removed.

When the last card from any of the decks is given to a player, the corresponding deck is rebuilt. All discards are shuffled to rebuild the deck. Active Cards placed on the game table and eliminated cards are not shuffled back into the decks.

A detailed overview of Strategy Cards can be found on page 18.

3. POLITICAL PHASE

The Political Phase is divided into **Rounds**. During each Round, players choose and play one Political Action Card and then expend the PP Value of the cards to perform Actions. Non-Active Players can respond to the active player's actions by carrying out Reactions. The number of Rounds conducted by players depends on the **Play Variant** selected during the game setup procedure:

- **3 rounds** if playing with the base rules, or
- **4 rounds** if playing with the **Extended Play Variant**. 

Each Round must be resolved according to a sequence of steps with all players completing a segment before advancing to the next one, as follows.

A. STRATEGY CARDS PLAY

This step is played in strict sequence (each sub-step must be completed before passing to the next one), as follows:

1. **Choice of Cards:** players secretly choose the Political Action Cards and Event Cards to play.
2. **Reveal Cards:** players simultaneously reveal all played cards.
3. **Activate Events:** players apply the effects of Events.
4. **Political Action Attempt:** players roll dice and apply the Effects of successful Political Actions; played Cards are then discarded, saved as Reserve or removed from play.

1. Choice of Cards

Players *simultaneously and in secret* choose the cards to play. Players must play **one** Political Action Card, if available. Political Action Cards saved in the Reserve slots are not subject to the above mandatory play requirement, but they may be used nevertheless as cards to play. Players may play **up to one** Event Card per Round.

Important Note: even if the conditions of a Political Action Card are not fulfilled, the card can nevertheless be **played**. In fact, the conditions only apply to the Political Action's attempt. Furthermore, if a player plays a card that requires a target to be designated and **none** are eligible, the Political Action Attempt does **not** occur, even if the card's conditions (if any) are met. In such cases cards only provide PPs.

Example: no target Minor Nation or Uprising can be designated when Democracy plays Card D7.

MANDATORY “MANDATORY” Political Actions are played, attempted and performed normally, but they **must** be played **as soon as possible** (i.e. in the first Round of the Game Turn during which they were dealt into a hand). If more than one Mandatory Political Action Card is in his hand, the player may choose which card to play. In the event that **Total War** breaks out, the Political Phase is interrupted and the game ends. In such a case any Mandatory Political Action Card left in hand is no longer required to be played. Furthermore, such a limitation is not applied to cards in players' Reserves – players are never forced to play any Mandatory Cards saved in Reserves!

MANDATORY EVENT

The same requirements apply to “MANDATORY EVENTS”, the only difference is that these cards must be played as soon as possible, **provided the conditions** (if any) are satisfied.

When you play a cards place it face down. Place Political Action Cards before you. Place Event Cards close to the Political Action Card.

When no Political Action Card is available in his hand, a player may secretly play an Event Card *in lieu* of a Political Action Card. In such a case, he can play an **additional** Event Card.

2. Reveal Cards

Players now reveal all played cards.

REPLACEMENT

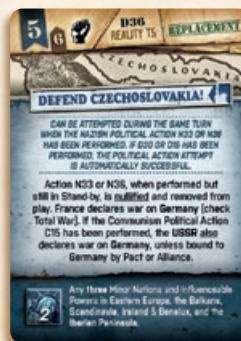
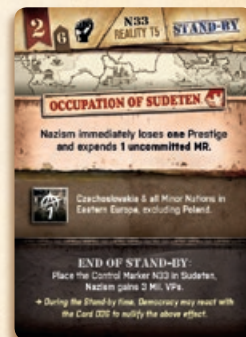
“REPLACEMENT” Political Actions Cards, if in a player's hand, can now be used to **replace** a formerly-played card, just after **all** cards have been revealed and before the Political Action Attempts take place. These cards can be played, attempted and performed normally.

Replacement Card Example:

During the last Round of Turn 5 (1937), the Democracy player has Cards D15 and D36 in his hand and the Order of Play is: Nazism, Communism, Democracy.

Players reveal the Political Action Cards they played: Nazism – Card N33 ‘Occupation of Sudeten’, Communism – Card C15 ‘Alliance with Czechoslovakia’, Democracy – Card D15 ‘Alliance with Czechoslovakia’.

Provided the last Round is being played, the effects of Card N33 will be performed at the end of the current Round, and Democracy has no further round to react.



In fact, N33 is a STAND-BY Card; its effects are applied at the end of the Turn (as explained on page 9). Furthermore, its Card Effects state that “During the Stand-by time, Democracy may react with the Card D36 to nullify the above effect.”

Democracy player decides to replace his D15 with D36 from his hand, because D36 is a “REPLACEMENT” card. Note also that D36, if successfully performed, will result in a declaration of war on Germany by the USSR if the Communist Political Action C15 is successful as well and provided that the Order of Play states Communism plays before Democracy.

Important: after cards are revealed and before the activation of Events or the attempts of Political Action Cards, players may **alter the Order of Play**. Each player, in Order of Play, may decide to alter the Order of Play by *exploiting* the **Prestige** of his own or controlled **Ideology**.

As soon as a player declares that he wants to alter the Order of Play (and can do so), the Order of Play is altered as follows.

The **new** Order of Play is determined by switching the position of the acting Ideology with another Ideology of the player's choice **currently adjacent to the acting** one on the Order of Play Track. Then the acting Ideology **loses one Prestige** (move the Prestige Marker accordingly) **and must expend one uncommitted MR** from its Force Pool.

Ideologies whose Prestige is **zero** or that have no uncommitted MRs available in their Force Pool cannot alter the Order of Play.

An Ideology can alter the Order of Play up to two consecutive times, provided he has the requisite Prestige and MRs.

3. Activate Events

Apply the effects of played (or continuing) Events, according to the Order of Play. The Political Action Attempt step is resolved only after all Events have been activated.

4. Political Action Attempt

Players now perform Political Action Attempts, in *strict* Order of Play. A Political Action Attempt occurs if the Card's conditions are fulfilled. If the conditions are not fulfilled, the Political Action Attempt does not occur; it provides PPs only.

The Political Action is attempted by rolling a die. If the modified die roll result is **equal to or greater than** the **Difficulty Value** of the **Political Action**, the attempt is successful and the Political Action is **performed**.

Apply the following modifiers to each Political Action Attempt:

- +/- 1 for the **Ideology's Prestige** modifier printed on the Prestige Track (**red/green** sector)[mandatory, cumulative with the modifiers listed below];
- +1 if the **Ideology's Prestige** is *exploited* (see [*] below) for the attempt [optional, cumulative with the modifier listed below];
- +1 if the Political Action Card requires a **Despotic Policy** and the requirement is fulfilled for a Power of the acting Ideology (*cumulative with any Despotic Policy Marker; for example Communism adds +2 when both USSR and China are Despotic, while Democracy adds +3 when France, Great Britain and China are Despotic*) [mandatory];
- +1 if the Political Action Card requires **no Despotic Policy** and the requirement is fulfilled for **all** Powers of the acting Ideology (*not cumulative with Despotic Policy Markers, so for example Communism adds only +1 when both USSR and China are not Despotic and Democracy adds only +1 when France and Great Britain and China are not Despotic*) [mandatory];
- +/- ? for events in play.

Important: the above listed modifiers for **Despotic** or **non-Despotic Policy** are always calculated counting the Powers currently **not** under Enemy Control. **Exception:** China must be currently in the **Control Area** of the rolling Ideology, otherwise it is never counted.

Very Important: the above listed modifiers marked (on the left) by an icon are applied only if a matching icon is printed on the Political Action Card. Optional modifiers must be declared **before** rolling the die.

[*] : players may exploit the Prestige of their **Ideology**:

- a +1 bonus modifier is added to the die roll, *then*
- the Prestige of the **Ideology** is decreased by **1 point**, thus moving the **Prestige Marker** accordingly.

Players can exploit the Prestige of the **Ideology** as many times during the turn as they want while the Prestige of the **Ideology** is **greater than 0**, **but only once per Political Action Attempt**.

RE-ROLL: in case of a **failed** attempt only, if the Prestige of the Ideology is **greater than 0** (zero), players are allowed to re-roll (up to two times per turn). **Very Important:** the die roll modifiers applied to the **first attempt are applied to the new die roll and no new modifier is determined nor applied to the new die roll** (e.g.: any Prestige Track change has **no effect**).

Then players must:

- place a **Re-roll Marker** on the appropriate side on the **Re-roll Box** (or flip it to the reverse side if already in place), *and*
- decrease by 1 the **Ideology's Prestige**, moving the **Prestige Marker** accordingly.

Very Important: Whenever a Political Action Attempt is **successful**, the player must always apply the **Card Effects**.

Most cards contain **Political Effect(s)**, depicted as follows:



The **Effect Number** indicates how many boxes the player must move the **Regime Markers** of the target nations on the **Political Regimes Track towards** the **Control Area** of the **target Ideology**.

Very Important: **no Exit Cost** is applied at this point. Exit Costs (see Political Regimes Track on the game board) are applied **only** when performing an **Action**.

Each player must apply the Political Effects of any successfully played card(s). When moving Regime Markers, players may choose any path within the network grid of connections printed inside the Political Regimes Track, provided the path moves towards (**) the **target Ideology**. Players are **not** allowed to enter the Control Area of an enemy Ideology (Anarchy excluded), unless they match the target Ideology.

(**): this means that every time the Regime Marker can be moved to *two or more* spaces, the player must designate the space from which he can trace the **shortest** path to the target Ideology; when spaces are equally distant, he is allowed to choose which space.

An Ideology receives **+1 Prestige** when a Regime Marker enters its **Control Area**. Conversely, an Ideology loses **1 Prestige** when a Regime Marker leaves its Control Area. **Two Prestige** are gained (or lost) when the nation is an **Influenceable Power**.



A. When the **France** Regime Marker enters the Control Area of **Anarchy**, **Communism** or **Nazism**, the **Democracy** player must flip over the Armaments Marker of France indicating that France is under Enemy Control.

B. When the **Italy** or **Japan** Regime Marker enters the Control Area of **Anarchy**, **Communism** or **Democracy**, the **Nazism** player must flip over the corresponding Armaments Marker indicating that the Influenceable Power is under Enemy Control.

C. When the **China** Regime Marker enters the Control Area of either **Democracy** or **Communism**, add China's Resources to the respective Resource Track and flip the Ideology's China Armaments Marker to the front side, indicating that China is Controlled by that Ideology. If not in the Control Area of Democracy or Communism, indicate that China is not Controlled by flipping over its Armaments Markers.

The Armaments Markers are to be flipped back over to their front side when this condition ends.

There are two consequences of **Enemy Control**:

- during the Cleanup Phase the enemy Ideology gains the VP value of the Influenceable Power;
- **no MRs can be produced** by the Enemy-controlled Powers.

Important reminder: the positions of Regime Markers generate VPs during the Cleanup Phase.

Example of Political Action Attempt:

On the first Round, Democracy plays the Political Action D23 'Pact with Italy', whose Difficulty Value is 5. The Prestige of Democracy is 8, so the die roll is modified by +1 because the Prestige Marker of Democracy is currently located in the green sector of the Prestige Track. The Democracy player also decides to exploit his Prestige and downgrades it to 7 (still in the green sector), thus improving the modifier to +2. No further modifier is applied because France is Despotic. The die roll result is 2, modified to 4, which is not enough for success. So the player rerolls, placing a Re-roll Marker on the appropriate box of the Order of Play Track and expending one Prestige (thus exiting the green sector). The second die roll is 3, modified to 5 thanks to the modifier calculated at the start.



This time the attempt is successful. The Democracy player applies the Effects of D23: one Prestige is gained by Democracy and a France Pact Marker is placed on Italy. Now the Democracy player must apply the Political Effects.

He first moves the Regime Marker of Spain: A and B are valid because both bring the marker to the same distance from the Control Area of Anarchy.

Then he moves the Regime Marker of France: only move D is valid because move C would bring the marker into the Control Area of Nazism, enemy to Democracy.

Finally he moves the Regime Marker of Austria: only move F is valid because move E brings the marker to a position that would be further from the Control Area of Democracy than move F.



After a Political Action is fully carried out (and its Effects applied when successfully attempted), the player must discard or remove the card from play. All Political Action Cards, when **unsuccessfully** attempted during the Political Action Attempt, are **discarded** at the end of the Strategy Cards Play step. All Political Action Cards, when **successfully** activated (performed) following a Political Action Attempt, are **removed from play unless the card dictates differently**, as follows.

MULTIPLE

"MULTIPLE" Political Actions can be attempted and performed an **unlimited number of times**; they are **never removed from play** when successfully performed. These cards are discarded or saved in Reserves as their owner prefers.

TWO PLAYS

"TWO PLAYS" Political Actions can be attempted and performed **up to two times**. A matching Event Marker is used to track the last turn on which such Political Actions have been performed. These cards are **removed from play** only when they have been successfully performed **on the second time** (not simply played). Otherwise these cards are discarded or saved in Reserves as their owner prefers.

STAND-BY

“STAND-BY” Political Actions are attempted and performed normally, but their Stand-by effects are applied **only**

at the end of the Political Phase of the current turn, after the Coup Attempts. Place these cards near the board as a reminder of the effects that are to be applied later.

Important: War Cards are **not** removed from play when the Political Action is successfully performed. These cards are instead placed aside, in any empty War Card slot until the War ends. War Cards are removed from play after the War End effects have been fully applied, i.e. when a Fight a War Action determines the end of the conflict. **Exception:** Communist War Card C19 ‘The Long March’ is a **Multiple** War Card, so it is not removed from play. This war can break out again.

In lieu of discarding – either because the Political Action Attempt failed or has been successfully performed – players may decide to move Cards to the **Reserves**. Each player may place one card in any one empty Reserve slot for future use during the Political Phase. Event Cards and Political Action Cards removed from play can **never** be saved in Reserves.

Player must now place PP Markers in the appropriate boxes of the Political Points Track as stated by the PP value of the Political Action Card played.

Important: each player that has played **no** Political Action Card (because no Political Action Card is available in his hand) or played an Event Card *in lieu of* a Political Action Card (because his hand of cards is empty), **receives 1 PP**.

Limitations on Armaments Race

When using the **Extended Play Variant** (🕒), players may only **attempt** the “TWO PLAYS” Political Action Card C8, D8, D18, D26, N8, N18, N26 **once** per Game Turn. Use the matching Event Markers to track the turn when the Political Action was last performed.

Pacts and Alliances



*The purpose of **Pacts** is to maintain the peace in Europe as long as possible by making Powers less interested in declaring war and by limiting the escalation of war declarations triggered by **Total War** checks (see the back cover of this booklet).*

*The purpose of **Alliances** is to defend Powers and Minor Nations from enemy aggressions by entailing an escalation of war declarations that can bring about **Total War**. Furthermore, when made between a Power and a Minor Nation, **Alliances always work as Pacts**.*

Pacts and Alliances are made by successfully performing Political Actions. Every time a Pact or Alliance is made, the Political Action Card dictates which nations made the Pact or Alliance and where to place the **Pact or Ally Marker**.

Effects on Prestige: every time a player makes a Power declare war (i.e.: faction A of a War Card) on a Power or Minor Nation bound by Pact or Alliance with the aggressor Power (a **Pact/Alliance Marker is placed either on the target nation or over the Major Power that declares war**), the aggressor Ideology loses 1 Prestige, the Pact is *broken* and the player removes the corresponding marker. This is the only way a Pact/Alliance Marker is removed from play; Coups and Uprisings do not remove such Markers.

B. COUP DECLARATION

Following the Order of Play, each player now declares where (and if) he will attempt Coups.



Declare a Coup by placing a **Coup Marker** in a **Coup Cells Area** (**not** in Nation areas). Requirements are

- the player must have at least one CC there;
- there must be at least one eligible Minor Nation to target there;
- the player must have sufficient PPs to activate the CC (in at least a nation listed in the Coup Cells Area, **not** including any Anarchy discount).

Players are not forced to declare Coups, but if they have not declared any Coup, they are **not** allowed to perform any Coup Attempts later in the current turn.

If players place Coup Markers, then during the Actions step they are **required** to attempt the Coup in one eligible target nation: **declared Coups are always mandatory**.

C. ACTIONS

This step is divided into a sequence of **player impulses**. The first player in the Order of Play becomes the Active Player at the start of the Action step.

The Active Player carries out his impulse expending all or part of his PPs to pay the costs for his Actions. When the Active Player has no more PPs, he must pass and the current impulse ends. As explained later, the Active Player can pass *before* his PP allowance is fully expended. In such a case, the PP are **saved** until the end of the Actions step and can be used **only** for Reactions. If the player passes, he cannot play a further impulse later.

The next player in Order of Play becomes the Active Player, and a new impulse begins. The sequence of impulses is repeated in the Actions step until all players have passed.

When a player begins his impulse, **he must declare which Action he will perform and pay the corresponding PP cost**.

When the Action is performed and the PP cost is paid, the player can perform a new Action so long as PPs are available.

Important: at the beginning of each player's impulse, the Active Player **may** increase the PPs available for his Ideology by exploiting the **Prestige** of his Ideology, as follows. The **Political Points Marker** is moved (or flipped) to mark **+1 PP**. Then the Active Player's Ideology **must lose one Prestige** (move the Prestige Marker accordingly) **and expend one uncommitted MR** from its Force Pool.

Players cannot exploit the Prestige of their Ideology and therefore cannot increase PPs if the Prestige is **zero** or they have **no** uncommitted MRs available in their Force Pool.

Players must announce their intent to exploit the Prestige **before starting** to perform Actions. They are not allowed to perform any Action (i.e. that would increase the Prestige above zero) and *then* exploit the increased Prestige in order to gain additional PP!

The current player's impulse ends immediately after the Active Player has no PPs left to expend. However, the Active Player may declare his impulse ended even before the PPs have all been expended. The end of an impulse must be declared by the Active Player. The Active Player may not declare the end of his impulse before non-active players are allowed to react/respond. After the end of a player's impulse, any PPs not expended by that player are saved until the end of the current Actions step and they can be used for Reactions (see below). **Unexpended PPs are lost when the Actions step is finished.**

Non-Phasing Players and Reactions

Non-Phasing Players have in some circumstances a chance to *respond* to actions and activities carried out by the Active Player. Their *responses* are collectively termed **Reactions**.

Reactions are always intrinsically free of PP cost, but activity performed by Non-Phasing Players after a Reaction usually has a PP cost (for example when activating CCs to react to an enemy Coup).

> During the **Actions step**, Reactions are allowed only when triggered by an action. When more than one non-active player has a chance to react, they must declare a reaction or pass according to Order of Play for the active turn.

> During the **Strategy Cards Play step**, Reactions are allowed by Political Action Cards only if the Political Action explicitly lists the terms and conditions for Reaction.

***Example:** the effects of Communism Political Action C23 can be nullified by the Democracy player by losing 1 Prestige, as stated on Card C23. This can be regarded as a Reaction performed by the Democracy player against Communism.*

Actions

The full list of Actions is detailed in the following sections. During his impulse, the Active Player can perform Actions, provided he can pay for the action cost with the number of remaining PPs marked on the Political Points Track.

Very Important: in 2-player mode, when performing the Actions of **Communism**, both the Democracy and the Nazism players can only spend PPs on activities that directly affect the Communism Ideology, including:

- Moving Regime Markers of nations (**must** be towards Communism **only**),
- Committing MRs to War Cards that list War End effects that can actually generate beneficial consequences for Communism, i.e. gain VPs, Prestige, MRs, or move Regime Markers towards Communism.

Action: Move Regime Markers

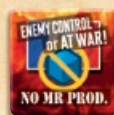
The purpose of this Action is to move the **Regime Marker** of one Minor Nation or Influenceable Power by **one** space (box) on the **Political Regimes Track**.

This Action has a base cost of **2 PPs**, which is increased by the **Exit Cost** of any Control Area where the Regime Marker is located (+1 PP if **Anarchy**, +2 PPs if Control Area of any other **Ideology**). When moving the Regime

Marker, players may choose any target box within the network grid of connections printed inside the Political Regimes Track, provided that the target space (box) is connected to the actual position of the marker. There are **no** other restrictions.

Important Exception: in 2-player mode, the player who acts on behalf of Communism **must** move the Regime Marker towards the Control Area of Communism!

An Ideology receives **+1 Prestige** when a Regime Marker enters its **Control Area**. Conversely, an Ideology loses **1 Prestige** when a Regime Marker leaves its Control Area. **Two Prestige** are gained (or lost) when the nation is an **Influenceable Power**.



A. When the **France** Regime Marker enters the Control Area of **Anarchy**, **Communism** or **Nazism**, the **Democracy** player must flip over the Armaments Marker of France indicating that France is under Enemy Control.

B. When the **Italy** or **Japan** Regime Marker enters the Control Area of **Anarchy**, **Communism** or **Democracy**, the **Nazism** player must flip over the corresponding Armaments Marker indicating that the Influenceable Power is under Enemy Control.

C. When the **China** Regime Marker enters the Control Area of either **Democracy** or **Communism**, add China's Resources to the respective Resource Track and flip the Ideology's China Armaments Marker to the front side, indicating that China is Controlled by that Ideology. If not in the Control Area of Democracy or Communism, indicate that China is not Controlled by flipping over its Armaments Markers. The Armaments Markers are to be flipped back over to their front side when this condition ends.

Important reminder: the positions of Regime Markers generate VPs during the Cleanup Phase.

Action: Claim Control of a Resource

The purpose of this Action is to place a cube into one **empty Resource Exploitation Box**. The cube is taken from the Cube Reserve. This Action has a cost of **1 PP**.

The Resource Exploitation Box **must** be located inside an Area that belongs to:

- a **Power** of the acting **player's Ideology** (provided that the box is not marked by an asterisk), *or*
- a **Territory** or a **Minor Nation** that has been **conquered** by the acting player's Ideology by Event or War Card (a Control Marker must be in place), *or*
- a **Minor Nation** whose **Regime Marker** is currently inside the **Control Area** of the acting player's Ideology or within an **Influence Area** friendly to the acting player's Ideology.



The cube that is placed grants Resource Exploitation during the **MR Production** step of the Cleanup Phase. Consequently, as soon a Resource is claimed, the player must adjust accordingly the position of the matching Resource Marker on the Resource Track of his Power Card.

Important: claimed Minor Nation Resources are **not** lost when the Regime Marker exits the Control Area or friendly Influence Area, but only as a consequence of Events, Coup Attempts, Uprisings or War conquests. Always remember to update the Resource Tracks every time such an occurrence requires it.

Action: Train or Deploy a Coup Cell

The purpose of this Action is to:

- place a CC cube (taken from the Cube Reserve) into the **Coup Cells Pool** of the Power Card, *or*
- move your own CC cube *from* the **Coup Cells Pool** to any one **Coup Cells Area** of the game board.

This Action costs **1 PP**. Players are allowed to perform this Action multiple times during the same impulse. *For example, a player can first place a CC cube into the Coup Cells Pool and then immediately deploy it onto the board, thus expending 2 PPs.*

Action: Activate a Coup Cell

The purpose of this Action is to employ **one** of your CC cubes currently in any **Coup Cells Area** to:

- cause a *Coup d'Etat* in order to overthrow the regime of a Minor Nation *or*
- *react* to an enemy Coup Attempt

This Action has a variable cost, printed on the Coup Cells Area for each targetable Minor Nation.

When performed to **cause** a *Coup d'Etat*, the Active Player must have placed the **Coup Marker** over the Coup Cell Area that actually contains the Minor Nation as an eligible target. Furthermore, this Action is **always mandatory** if a Coup has been declared before the beginning of the Actions step by placing the Coup Marker into the Coup Cell Area.



As soon as the Coup Attempt cost has been paid, the Active Player moves his **Coup Marker** from the Coup Cell Track onto the target Nation area and places the CC cube on top of the Coup Marker. If a Coup Marker is already on the **target Nation** area, the Active Player cannot declare the Coup Attempt there. Neither can a Coup Attempt be declared if an Uprising is currently being fought in the target Minor Nation.

All players can now react to the Coup Attempt in the Order of Play, including the Active Player himself! Players who have yet to carry out their impulse can react later, during their own impulse. When *reacting* to the Coup Attempt, each player pays the reaction cost to move a CC cube *from* the matching **Coup Cells Area** *onto* the target Nation area, placing the CC cube over the **Coup Marker**.

The Coup Attempt is resolved during the Coup Resolution step, described later.

Action: Commit a MR to Uprising

The purpose of this Action is to move a MR cube from the Force Pool of the Active Player to the area where an **Uprising Marker** is currently located.

This Action has a variable cost:

- **2 PP** if the Uprising Marker is on its **WEAK** side *or*
- **1 PP** if the Uprising Marker is on its **STRONG** side.

[1] **Who can commit MRs:** any player can commit a MR to an **Uprising**. The presence of a friendly MR in the target area is a prerequisite for the Active Player to determine the outcome of the Uprising (see the “Fight an Uprising” Action below).

[2] **Where MRs are placed:** a MR can be committed either to support the **Rebels** or the **Government**. When committed to support the Rebels, the MR is placed over the Uprising Marker. When committed to support the Government, the MR is placed near the Uprising Marker.

Action: Commit a MR to War

The purpose of this Action is to move a MR cube from the Force Pool of the acting player to a **War Card**.



This Action has a base cost equal to the **War Commitment Cost** printed on the card. The cost is increased by **1** if the **War Marker** is currently flipped over (“**STALEMATE**”, below).

[1] **Who can commit MRs:** the acting player can commit a MR to a War Card if he **owns** a Power that matches one of the two factions listed on the card or if the Control Area of his Ideology currently contains the Regime Marker of the Minor Nation at War. The Power must **not** be under Enemy Control.

[2] **Where MRs are placed:** when committed to support faction A, the MR cube is placed on the top half of the card (above the War Track). Otherwise, the cube is placed on the bottom half (below the War Track).

Special Cases: Political Action Cards C3 ‘**Comintern Army**’ and D7 ‘**Fight for Freedom**’ allow up to 2 MRs (taken from the Cube Reserve) to be placed onto an Uprising or a War Card to support a Minor Nation at war with a Power. In this case the acting player need not check the conditions listed in [1]. Provided that Ethiopia is a Minor Nation with no Regime Marker, the Communism and Democracy players may actually send a MR to War Card N19 ‘**War with Ethiopia**’ only with cards C3 and D7.

Special Cards: the **Spanish Civil War** (N12) and **The Long March** (C19) are special **Uprisings** that are treated as **War Cards**. In both cards the two factions represent the Rebels. Any player can commit a MR to these cards – *exception:* for N12, Democracy can commit a MR only after the Political Action D11 has been performed. Both Uprising Cards require the use of a War Marker on the card instead of an Uprising Marker on the map. The cost to send a MR is equal to the War Commitment Cost printed on the card and is increased by 1 in case of a **STALEMATE**. The two cards require a Fight a War Action to be performed instead of the Fight an Uprising Action.

Action: Fight an Uprising

The purpose of this Action is to determine the outcome of an Uprising. This Action costs **1 PP**.

This action can also be performed during the Cleanup Phase to resolve all *pending* Uprisings. Otherwise, when performed during the Political Phase, the **Active Player** can perform this action only if *at least 1 MR* of his Ideology is currently committed to the target Uprising. In addition, each player may perform this action only **once** per Uprising and per impulse: it is forbidden to perform several “Fight an Uprising” Actions on the same Uprising during the same impulse.

The Active Player rolls one die and adds the following modifiers in the listed order:

- +1 for **each** pro-Rebel MR;
- 1 for **each** pro-Government MR.

Then, if the target nation is in the Anarchy Control or Instability Area:

- +1 if the modified roll is less than 3,
- 1 if the modified roll is more than 4.

The result of the Fight an Uprising Action is as follows:

- On a modified result **less than 3**: the **Uprising Marker** is flipped to the **WEAK** side *or* if the marker is already on the WEAK side the Uprising ends in **Government Victory**.
- On a modified result **equal to 3 or 4**: no effect.
- On a modified result **greater than 4**: the **Uprising Marker** is flipped to the **STRONG** side *or* if the marker is already on the STRONG side the Uprising ends in **Rebel Victory**.

Results:

Uprising **not ended** and the Uprising Marker is on its **WEAK** side: the target nation Regime Marker **2 boxes** towards **Anarchy**.

Uprising **not ended** and the Uprising Marker is on its **STRONG** side: move the target nation Regime Marker **1 box** towards **Anarchy**.

Uprising **ended** in **Government Victory**: remove all committed MRs and the Uprising Marker.

Uprising **ended** in **Rebel Victory**: remove all committed MRs and the Uprising Marker. Move the target nation Regime Marker **3 boxes** towards the winning **Ideology** (*).

Important: every time a Regime Marker moves on the Political Regimes Track as a consequence of a “Fight an Uprising” Action, the path is determined by the Active Player (if the Action is performed during the Actions step) or by the first player in Order of Play (if the Action is performed during the Cleanup Phase).

Rebel Victory also implies that **cubes** currently in the **Resource Exploitation Boxes** of the target nation are removed from the map (even those belonging to the winning Ideology!) and returned to the respective Cube Reserve. Update the Resource Tracks at this time.

(*) : the winning Ideology is the Ideology with the most MRs committed to the Rebel side in the Uprising. If no MRs have been committed or in the case of a tie, the winning Ideology is **Anarchy**!

Action: Fight a War

The purpose of this Action is to determine the outcome of a War. This Action costs **1 PP**.

This action can also be performed during the Cleanup Phase to resolve all *pending* Wars. When performed during the Political Phase, the **Active Player** can perform this action only if *at least 1 MR* of his Ideology is currently committed to the target War. In addition, each player may perform this action only **once** per War Card and per impulse: it is forbidden to perform several “Fight a War” Actions on the same War Card during the same impulse.

The active player rolls a die and adds the following modifiers in the listed order:

- +/- ? for the current **War Track modifier** (if any);
- +1 for **each** MR supporting Faction A;
- 1 for **each** MR supporting Faction B.

Then, if any “faction nation” (*) is in the Control Area of **Anarchy** or in the **Instability Area** or the **War Marker** is on its **STALEMATE** side:

- +1 if the modified roll is less than 3,
- 1 if the modified roll is more than 4.

(*) : any Minor Nations and/or Influenceable Powers listed among the factions are considered “**faction nations**”.

The result of a Fight a War Action is as follows:

- On a modified result **lower than 3**: the War Marker is flipped over to its front side (non-STALEMATE) and is moved **one box right** on the War Track. The **War ends** with faction **B** winning when the War Marker is moved off the War Card.
- On a modified result **equal to 3 or 4**: the War Marker is flipped over to its “STALEMATE” side.
- On a modified result **greater than 4**: the War Marker is flipped over to its front side (non-STALEMATE) and is moved **one box left** on the War Track, **War ends** with faction **A** winning when the War Marker is moved off the War Card.



Results:

If the War has **not ended** and the war status is **STALEMATE**, then the Regime Markers of the **all faction nations** (*) nation are moved **1 box** on the **Political Regimes Track** towards Anarchy.

(*) : again, any Minor Nations and/or Influenceable Powers listed among the factions are considered as “**faction nations**”.

If the War has **ended**, all committed MR cubes are removed and returned to the respective Cube Reserve and the War Marker is removed.

Important: every time a Regime Marker is moved on the Political Regimes Track as a consequence of a “Fight a War” Action, the movement path is always determined by the Active Player (if the Action is performed during the Actions step) or by the first player in Order of Play (if the Action is performed during the Cleanup Phase).

Next, the **War End** effects matching the winning faction are applied. Any Power listed in factions A or B is returned to peace status by flipping its Armaments Marker (if possible), provided that the Power is not involved in any other War with another Power. Finally, the War Card is removed from play (if not a Multiple card).

Very Important: when a Territory or Minor Nation Area is conquered, the appropriate Control Marker is placed in the area and all cubes currently placed in the **Resource Exploitation Boxes** of the area are removed from the map (even those belonging to the winning faction!) and returned to the respective Cube Reserve. Update the Resource Tracks accordingly. In addition, any Coup Marker and CC cubes, Uprising Marker and MR

cubes are removed and returned to their pools. The Regime Marker is also removed.

Exception: **Poland** can be *jointly* conquered by Germany and USSR with Cards N35 and C27. This means that Poland is entirely conquered (annexed) when both Political Actions N35 and C27 are successfully performed. As a consequence the above listed removals of markers are performed only when Poland is annexed.

When a Territory or a set of Resource Exploitation Boxes is ceded to a Power as a consequence of War Indemnities, the Control Markers are placed as stated on the War Card. The positions of Resource Markers on the Resource Tracks are adjusted every time a Resource claim is lost or gained.

C. COUP RESOLUTION



Players resolve **Coup Attempts** (if any). Flip the Round Marker, indicating that Coup Resolution is going to be performed. The resolution order is chosen by the first player in Order of Play.

For each Coup, roll a die and modify the result as follows:

- +/- 1 for **each** CC cube placed on the Coup Marker (+/- owning player's choice, declared *first* by reacting players in Order of Play, *then* by the player owning the Coup Marker);
- 1 if the target nation is in **Anarchy Control** or **Instability Area**.

The result of the Coup Resolution is as follows:

- On a result **equal to or lower than 2**: the Coup is *not* successful: an **Uprising** breaks out.
- On a result **equal to 3 or 4**: the Coup is *not* successful.
- On a result **equal to or greater than 5**: the Coup is **successful**,

Re-roll: if the player's Prestige (see Coup Marker) is **greater than 0** (zero), he may re-roll (up to two times per turn) as follows:

- For each re-roll, **apply only the die roll modifiers applied to the first attempt**.
- Place a **Re-roll Marker** on the appropriate side in the **Re-roll Box** (or flip it over if already in place).
- The **Ideology** loses **one** Prestige.

Results:

When a Coup is **successful**, move the target nation's Regime Marker **4 boxes** towards the **winning Ideology**. The **winning Ideology** is the one that activated the most CCs on the Coup Marker. In case of a tie, the winning Ideology is the one that placed the Coup Marker on the target nation.

In addition, **remove all cubes** currently in the **Resource Exploitation Boxes** of the target nation from the map (even those belonging to the winning Ideology!); cubes are returned to their respective Cube Reserve. Update the Resource Tracks accordingly.



When a Coup is *not* successful and an **Uprising** breaks out, place an **Uprising Marker** (on its WEAK side) in the area of the target nation and move its Regime Marker **2 boxes** towards **Anarchy**.

After Coup resolutions, flip the Round Marker to its front side, remove all used Coup Markers (place them nearby) and return all cubes used for Coup resolutions to their respective Cube Reserve.

End of Political Phase: Stand-by Effects

At the end of the Coup Resolution step of the **last** Round, move the Round Marker to the **Resolve Stand-by Effects** box of the Round Track and resolve and apply the **Stand-by Effects** of successfully performed (and not nullified) Political Action Cards, if any.

4. CLEANUP PHASE

Steps are resolved in the sequence listed below, with all players carrying out a step before advancing to the next one and respecting, where required, the Order of Play.

1. RESET RE-ROLL MARKERS & DEPLOY CCS: Place all Re-roll Markers outside the Re-roll boxes. Move all CC cubes on **Power Cards** to the Coup Cells Areas of the owning player's choice.

2. ROLL FOR PENDING WARS & UPRISINGS: Resolve Actions for each *pending* War and Uprising as explained on pages 12 and 13. The resolution order is chosen by the first player in Order of Play.

When playing with the **Extended Play Variant** (P), after the resolution of *pending Wars*, players must remove **one** of their own MR cubes for each War Card. Removed MR cubes are returned to their respective Cube Reserve. This procedure is performed only during the Cleanup Phase **and** only for Wars.

3. PLAYERS CHECK MANDATORY EVENT CARDS in their hands and play any whose conditions are now satisfied.

4. MR PRODUCTION: in Order of Play each player performs all calculations to make their Powers produce MRs. Each player checks the Resources Track and calculates the MR production for each owned Power, according to the current Armaments Level of that Power. Powers under **Enemy Control** never produce MRs. Details can be found on page 19.

Exception: **China** produces MRs only for Democracy or Communism, provided its Regime Marker is currently placed in the Control Area of one of the two Ideologies. No MRs are produced by China if its Regime Marker is outside the Control Area of either Democracy and Communism.

Newly built MRs are always taken from the Cube Reserve and placed in the Force Pool box of Power Cards. If no cube is available in the Cube Reserve, no MR can be built.

When all players have completed MR Production, they **expend MRs for the maintenance of controlled nations (not during Turn 1)**: from turn 2 onward, each player must remove **one** uncommitted MR **for every two Minor Nations** (rounded down) currently located in the Control Area of his Ideology. The cost paid is never greater than the actual MR allowance in the Force Pool.

Designer's Note: this mechanism is justified in game terms as policing / espionage. It has several beneficial effects on gameplay: recycles MRs more efficiently, makes it harder to attain and retain the maximum VP bonus for uncommitted MRs, acts as a brake on the runaway leader effect.

5. UPDATE VP TRACK: Players count the number of **uncommitted** MRs (stacked in the Force Pools). Each Ideology is awarded a variable number of bonus VPs according to the number of uncommitted MRs, as follows:

- 1 VP if 1-3 MRs,
- 2 VPs if 4-8 MRs,
- 4 VPs if 9-20 MRs,
- 8 VPs if 21 or more MRs.

These VPs are recorded by moving the **Mil. VP Marker** accordingly. Remember that Mil. VPs are also awarded during the Political Phase by conquests (i.e. Wars).

Then players calculate **Political VPs**, adding them to **Military VPs** as follows:

1. Place each Ideology's **VP Marker** on top of the **Mil. VP Marker** on the **Victory Points Track**.
2. Players check all nations whose Regime Markers are currently in the **Control Area** of their Ideology. A **VP Bonus equal to the VP Value of the nation** (see the **Regime Marker**) is credited to the Ideology by moving the **VP Marker** accordingly.
3. Each nation currently in the **Control Area** of **Anarchy**, provides a **1 VP Bonus** to **Nazism**, move always the **VP Marker** accordingly.

When using the **Extended Play Variant** (P), each **Minor Nation** (not the **Influenceable Powers**) whose **Regime Marker** is currently in an **Influence Area** provides a **1 VP Bonus** to *friendly* Ideologies. Always move the **VP Marker** accordingly.

Very Important: Political VPs are not cumulative and they are not saved from the previous Turn. Calculate Political VPs every turn and add them to the Military VPs.

Important: the maximum number of VP that can be scored by each Ideology is 80, both by the **VP Marker** and by the **Mil. VP Marker**. Any additional VPs are always ignored.

(AUTOMATIC VICTORY)

After all calculations are done, an Ideology wins an Automatic Victory if it has:

- **40 or more VPs** at the end of Game Turns 1 or 2 (or Turn 3 if still playing with the **Hope Era** deck, this is not possible with the **Historical Variant**), or
- **at least 80 VPs** at the end of a later Game Turn.

Player Note: be aware that it is easy to attain **40+ VPs** and achieve an **Automatic Victory** in the first two turns if opponents do not join their efforts against the common foe!

Automatic Victory can only take place before Game Turn 8. Furthermore, no Automatic Victory can occur if two or more Ideologies each have at least 80 VP. When two or more Ideologies have reached at least 40 VPs at the end of Game Turn 1 or 2 (or Turn 3 with the **Hope Era** deck), and one Ideology has more VPs than any other, then the game ends and the Ideology with the most VPs is the winner.



SETTING UP THE GAME

0. Place the board on the table.

1. Each player takes his Strategy Cards Deck and finds the **Hope Era** cards. Then he shuffles these to form a deck and places his **Power Card** openly before him.

HISTORICAL VARIANT: when using this Variant, instead of checking the Era, form the deck using only cards not showing any Entry Turn.

Important: in 2-player mode, the **Nazism** player sets up **Communism**, because the **Communism** starts under the control of **Nazism**.

2. Place all **Regime Markers** on their starting positions of the **Political Regimes Track**.



Designer's Note: the setup position of Poland is within the Influence Area of Autocracy instead of Military Dictatorship (Pilsudski's regime) for reasons of game balance.

Exception: the Ireland Regime Marker should not be placed on the Political Regimes Track, because Ireland enters play on **Turn 4** (1936). Instead place the Ireland Regime Marker in the Turn 4 box of the Game Turns Track.

3. Place the Play Order Markers on their starting positions of the Order of Play Track according to the Tie-Breaking Order: Nazism, Democracy, Communism.

4. Place the Prestige Markers on the starting positions of the Prestige Track as follows: **Nazism** at 6; **Democracy** at 5; **Communism** at 4.

Important: in 2-player mode, the Prestige Marker of **Nazism** is flipped to its **reverse side** to indicate that the control of Communism is assigned to **Nazism** at the start. Also, the **Communism Turns Marker** of **Nazism** is placed in box 1 of the **Resource Track** of the Nazism Power Card and

the **Communism Turns Marker** of **Democracy** is placed in box 0 of the **Resource Track** of the Democracy Power Card.

5. Powers now receive their starting Force Pools as printed on the Power Cards: 3 MR cubes for each Ideology. Place the **Armaments Level Markers** on the leftmost boxes of the corresponding **Armaments Tracks**. Those of China are placed on the **reverse side**, indicating that China is not controlled. Place all Resource Markers on the starting positions of Power Cards.

6. Place the VP and Mil. VP Markers of all Ideologies on the 0 box of the Victory Points Track. Place the PP Markers on the 0 box of the Political Points Track.


7. Place the Game Turn Marker in the Turn 1 box of the Game Turn Track and the Round Marker in the top box (1st Round) of the Round Track. Place all other markers are near the game board for later use. Place unused cubes near the Power Cards to form the players' **Cube Reserve**. Players now decide which **Variant(s)** to use (see page 16).

PLAY VARIANTS


Democracy under Siege can be played with the **base set** of rules, which is summarized below.

Each Game Turn is composed of **3 Rounds**. In 2-player mode, control of Communism alternates between players in a semifixated way. No VPs are awarded when the Regime Markers are located in the Influence Areas. If the game ends with Communism having the most VP, the game ends in a draw.

After the first few games, experienced players can use the following **Variants** that introduce more challenging gameplay. Each Variant has its own symbol.


 **SHIFTING ORDER OF PLAY VARIANT:** players perform a special procedure that significantly alters how the Order of Play is determined. Details can be found on page 4.

Designer's Note: the Shifting Order of Play Variant is strongly recommended to be played with the Extended Play Variant that follows.

 **EXTENDED PLAY VARIANT:** each Game Turn is composed of **4 Rounds** (instead of 3) and the player hand is composed of **6 cards** per turn (instead of 5). Also, in 2-player mode, control of Communism alternates between players in a more balanced way. VPs are also awarded when the Regime Markers are located in the Influence

Areas. If the game ends with Communism having the most VPs, the game is won by the player who controlled Communism for the most turns provided the difference is greater than or equal to two turns (find details in Victory Determination on the back cover).

Designer's Note: the Extended Play Variant is strongly suggested for experienced players only, because of the higher number of choices and density of events. Furthermore, the Extended Play Variant is suggested only in 3-player mode and not for the Tournament Scenario, because the Variant considerably increases the duration of the game.

 **HISTORICAL VARIANT:** players do **not** use the Era Decks when setting up the game or during the Cards Phase. They always refer to the **Entry Turn** printed on Strategy Cards to determine the moment when to add a card.

Designer's Note: the Historical Variant alters the feeling of the gameplay, which becomes a bit more "scripted".

Whenever a Game Rule applies only to a Variant, the corresponding symbol is printed near the rule **and** the text is printed within a light colored box.

COMPONENTS OVERVIEW

THE GAME BOARD

The game board of **Democracy under Siege** contains a map on the right and several tables and tracks on the left. The map depicts the political make-up of Europe, Africa, Asia and North America in 1933. The main part of the map is Europe, hereafter called the Europe Map, but it also has peripheral sections for North America, Africa and Asia. All sections of the map contain areas that identify either a **Nation** (Power or Minor Nation) or a **Territory**. Examine the pictures on page 17 for details.

Areas usually provide **Resources**, which can be of three types:



RAW MATERIALS



FACTORIES



OIL

Minor Nation and Territory Areas contain **Resource Exploitation Boxes**, each with a Resource symbol inside. Players use wooden cubes to mark the exploitation of these Resources as per "Claim Control of a Resource" Action. Power Areas usually do not contain Resource Exploitation Boxes.

Exceptions: USSR, France, Italy, China and Japan have some Resource Exploitation boxes marked by an **asterisk** (also printed near the Resources totals). These Resources are **not** available for exploitation by the owning Power; instead they are used as **War Indemnities** or for other purposes (see example below), and are always ceded to other Powers, thus decreasing the number of Resources available to the owning Power."

Example: USSR has a starting Resources availability of 6 Raw Materials, 4 Factories and 1 Oil (see page 17). An asterisk is printed near the 6 Raw Materials. This means these Resources can be partly ceded as described in labels printed on the map: 1 Raw Material to Germany via the 'Molotov-Ribbentrop Pact' (Card C9) and 1 Raw Material to Japan in case of a lost war (Cards N25/C25).

All nations are grouped into **Regions**, each identified by color. Regions are of fundamental importance when applying the Political Effects of Political Action Cards (i.e: when moving the Regime Markers on the Political Regime Track; many Cards allow a player to choose the target countries within one or more Regions). Influenceable Powers always belong to one (or two) Region(s), as indicated on the map (e.g.: France belongs to both the Iberian Peninsula and the Ireland & Benelux Regions). **Particular case:** Turkey belongs to both the Middle East and the Balkans Regions.



The Victory Points value of Areas is printed on the map. As explained in the first part of this rule book VPs are earned by players:

- when the Regime Marker of the corresponding **Influenceable Powers** or **Minor Nations** enters the **Control Area** or
- **Minor Nations** or **Territories** are conquered after the outcome of a War Card.

Each Region has a **Coup Cell Area**, where players deploy **Coup Cells** (CC) cubes. Each Coup Cell Area indicates the Minor Nations that can be targeted by the CC currently deployed on it, the corresponding PP cost for activating the CC for a Coup Attempt / Coup Reaction, and any cost modifiers applied when the target nation's Regime Marker is in the Anarchy Zone of the Political Regimes Track.

The left portion of the game board contains some tracks:

PRESTIGE TRACK: Players place and move **Prestige Markers** on this track to mark the **Prestige** that fluctuates during the game and is employed for die roll bonus on Political Action Attempts, to claim additional PP during the Actions step and to alter the Order of Play.

ORDER OF PLAY TRACK: Each one of the three boxes that compose this track represents a ranking position in the **Order of Play**. This is the

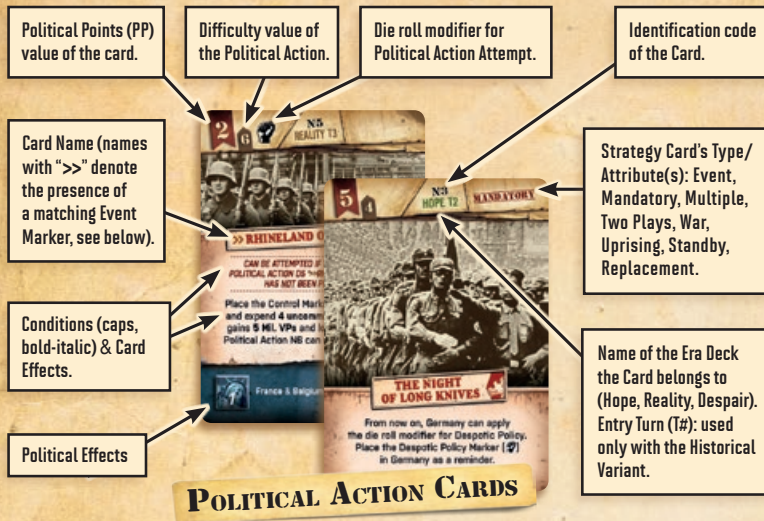
order that players must respect when resolving most game activities during play. Play Order Markers are used on these boxes. The **Shifting Order of Play Variant** chart is printed near the track. It graphically informs players how to perform the procedure described on page 4. The track also contains **Re-roll Boxes**. Players use **Re-roll Markers** on these boxes to measure the number of re-rolls currently allowed. During each turn, players are allowed to re-roll twice when attempting to perform a Political Action. Every time a player re-rolls, he places the Re-roll Marker on the front side in the box (or flips it to the reverse side if already there), thus marking the remaining number of available re-rolls.

POLITICAL REGIMES TRACK: a chart of rounded boxes, connected to each other by a grid of chain lines, and forming a network of paths. Proceeding clockwise from the top left corner, the larger boxes on the edges represent the **Control Areas of Democracy, Nazism, Communism and Anarchy**. Control Areas are the primary source of VPs.

Players move the **Regime Markers** on this track, thus monitoring the political allegiance of nations. The area in the center (composed of 4 boxes) is the **Neutral Zone**. All other boxes are grouped into **Influence Areas** and are marked by the same matching color. They can also generate VPs and grant benefits to the **friendly Ideologies** as explained on the board and in the rules. Some boxes indicate the starting positions of Regime Markers.

OVERVIEW OF CARDS

The Strategy Cards are the engine of the game. Strategy Cards are organized into and belong to three decks, one for each Ideology. They provide Political Actions, Events and Political Points (PP) to pay costs for Actions. Strategy Cards are of two types: **Political Action Cards** and **Event Cards**. Many Political Action Cards allow Powers to declare War on other Powers or Minor Nations. These are the **War Cards**. Every Ideology Deck is divided into three **Era Decks** (**Hope**, **Reality** and **Despair**), each containing the historical (or hypothetical) events that happened respectively in 1933-34, 1935-37 and 1938-40.



If in the Card Name there is ">>", the corresponding **Event Marker** must be placed over the box of the current turn within the **Game Turn Track** as soon as the **Political Action Card** is successfully performed or the **Event Card** is played.

The effects of some cards may last through part of the turn or even through many game turns. As a result, **Active Cards** should be placed on the table beside the map, face up and visible to all players, as a reminder of their lasting effects.

Mandatory Cards must always be played **as soon as possible** (i.e. in the first Round of the Game Turn during which they were dealt into a hand, provided the **conditions** are met).

In particular, **Mandatory Political Action Cards** must be always played **as soon as possible when dealt into a hand**. When not dealt into a hand or when saved in Reserves, players are no longer forced to play such Cards.

Mandatory Events, on the other hand, must be always played **as soon as possible when the conditions for play are fulfilled**. If not played by the end of the current Game Turn, if the conditions are met during the **Cleanup Phase**, they must be revealed and played in the appropriate step. **Mandatory Events** **only** become mandatory when dealt into a **hand**; if they never appear during a game, then they never occur.

Always remember that the Effects of Political Action Cards are applied **only** with a successful Political Action Attempt. However, these cards still provide Political Points (PP). Players can always use the Card's PP value even if the Political Action was not carried out (either if the listed conditions weren't fulfilled or if the attempt was failed).

Card Rules are always to be treated as Game Rules even when they have a temporary effect on the game. When Game Rules and Card Rules contradict each other, the Card Rules take precedence over the Game Rules.

Effects texts are printed on both Political Action and Event Cards. However, these effects, hereafter called **Card Effects** or **Card Rules**, are applied:

- > for Political Action Cards, when the Political Action is **successfully performed**;
- > for Event Cards, when the Event **enters play**.

Similarly, **conditions** are checked:

- > for Political Action Cards to determine if the Political Action can be **attempted**;
- > for Event Cards to determine if the Event can **enter play**.



EVENT CARD

Effects of War Cards are applied immediately after the Political Action is successfully performed, i.e. upon war declaration.

Flags of the two nations at war (factions). Round shaped flags denote Powers, rectangular flags indicate Minor Nations.

War Commitment Cost: indicates the number of PP to expend to commit (place) a Military Resource (MR) cube onto the Card.

War Track: place the War Marker on the track's **Start** position when the war breaks out. It moves left or right each time a player performs a "Fight a War" Action. This track also contains War Track Modifiers.

War End effects are applied only when the conflict is finished, i.e. when the War Marker exits the War Track either on the left (victory of faction A) or on the right (victory of faction B).

A War Marker must be placed at its Starting position on the War Track when the War is declared.



WAR CARDS

THE CUBES

Many Markers are used to track and record game parameters, conditions, and various kinds of situations. In addition, each Ideology has a set of 40 colored wooden cubes, in their own colors: Democracy - **blue**, Nazism - **red**, Communism - **green**.

When setting up the game, players take all cubes matching their color and put them near their own Power Card, thus forming the **Cube Reserve**. Every time a cube is employed for a task (see below), the player takes a cube *from* the Cube Reserve. Similarly, every time a cube is removed because it is no longer needed for the task it was employed, the cube is returned *to* the Cube Reserve.

Cubes are used in several ways, but mainly to **mark control** of the **Resource Exploitation Boxes** that can be claimed by **Powers** for exploitation during the MR Production step of the Cleanup Phase.

Cubes can be also used as **Military Resources** (MR), that can be either **uncommitted** (when placed in the appropriate box of the Power Card) or **committed** to War Cards and Uprisings. Finally, cubes can be used as **Coup Cells** (CC), that can be either **trained** (when placed in the appropriate box of the Power Card) or **deployed** on the map (when placed in a Coup Cells Area of the map) or **committed** to Coup Attempts (placed in the target nation's Area on the map).

The number of cubes provided in the game is an absolute limit. For example, a player with no unused cubes cannot claim control of Resource Exploitation Boxes, and neither can he recruit a new MR or Coup Cells.

THE POWER CARDS

Each Ideology has a Power Card in which the controlled Powers are displayed.

The Power Cards display also several boxes and tracks:

> the **Resource Track**, where players use **Resource Markers** to track the number of currently available Resources. The reverse sides of Resource Markers (+10) are used when the number of Resources exceeds 10 points.

***Designer's Note:** the pool of Resources is shared among all Powers controlled by the Ideology; it is used during the MR Production step of the Cleanup Phase.*

When playing in 2-player mode, use the Resource Track to mark the number of turns Democracy and Nazism have each controlled Communism. This is done using the **Communism Turns Markers**.

> the **Force Pool**, where players place the cubes representing the **uncommitted MR** (every time a MR is produced or deployed after a Strategy Card effect, a cube is placed in the Force Pool box).

> the **Coup Cells Pool**, where players place the cubes representing the **trained CC** (every time a CC is trained, a cube is placed in the Coup Cells Pool box).

Each Power Card contains the boxes of all Powers controlled by the Ideology. **Exception:** the China Box is present on both the Power Cards of Democracy and Communism, as it is a Power that can be directly played by both Ideologies.

Each Power box contains the map-symbol of the Power, a summary of Power Resources available at the start, and an **Armaments Track** used by players to track the current MR production level.

Each **Armaments Track** consists of three boxes. Each box represents an Armaments Level (from 1 to 3) and indicates the number of MR produced. Such information always refers to the production of 1 MR for a combination of sets of **Raw Materials** and **Factories**, and 1 MR for a set of **Oils**.

Example:

Germany is at Armaments Level 1, which means that it produces 1 MR for each combination of 6 Raw Materials and 4 Factories, and another MR for every 4 Oil. As Germany controls 14 Raw Materials, 8 Factories and 3 Oil, it produces 2 MRs using the two combinations of 6 Raw Materials and 4 Factories (remainders are ignored) and no MR using the Oil (the 3 Oil are insufficient to reach the required 4).



Players use **Armaments Level Markers** on these tracks to indicate the current production levels. An arrow and a numbered cube are printed between the first and the second box and between the second and the third box of each Armaments Track. These represent the **Armaments Upgrade Cost**, always measured in MR, that players must expend and return to the Cube Reserve. The reverse sides of the Armaments Markers indicate the current state of the Power: **At War** and/or under **Enemy Control**.

Players use the **Reserve Box** at the bottom right edge of each Power Card to save one card (two for Democracy).

***Designer's Note:** Democracy has two Major Powers (Great Britain and USA), while Communism and Nazism each have only one Major Power only (respectively USSR and Germany). For this reason Democracy can store up to two Reserve Cards, twice as many as compared to each one other Ideology. I introduced this advantage to allow Democracy to better counteract the aggressive attitudes of enemy Ideologies.*

Finally, each Power Card also contains a **PP Costs table** and an **Uncommitted MR table**. They respectively indicate the PP costs of all Actions and the VP earnings of uncommitted MR.

TOTAL WAR (TURN 5 AND LATER)

When a successfully-performed Political Action results in a war declaration, proceed as follows:

1. If the target nation of the war declaration is a Power, the Armaments Markers of the two Powers at war must be flipped over, indicating that the two Powers are **At War**. Then resolve *Escalation to Total War* (see below).
2. If the target of the war declaration is a Minor Nation, do not flip the Armaments Markers of the aggressor Power. Then, all Powers bound to the target Minor Nation by an **Alliance** treaty (check for Ally Markers in the Minor Nation area) **must** declare war on the aggressor Power (who is declaring war), *unless* they are bound to that Power by a Pact or Alliance (check for a Pact or Ally Marker). In the case of intervention only, flip over the appropriate Armaments Markers and resolve the *Escalation to Total War* (below).

In case of *Escalation to Total War*, the following step is performed repeatedly until no new *Escalation to Total War* occurs:

3. If war has been declared on a Power (either directly – as in (1) – or as per intervention in a conflict against a Minor Nation – as in (2) – or finally as a consequence of *Escalation to Total War*), all Powers bound to the target Power by an Alliance treaty (check for Ally Markers in the Power Area) **must** declare war on the aggressor Power, unless they are bound to that Power by a Pact or Alliance (check for a Pact or Ally Marker in the Power areas).

When no new *Escalation to Total War* took place, players must check the number of Powers that are currently At War. If the requirements are met (check the Game Turn Track), then **Total War** breaks out! **Very Important:** *Total War can only break out from Turn 5 onwards. This means that the Escalation to Total War procedure is always performed, but the consequences of Total War are applied only after turn 4. Total War breaks out at the end of Game Turn 8.*

When Total War breaks out, the game ends after the players have performed the following **Game End procedure**:

- A. The Political Action Card that caused the break out of Total War is the **last** one (in Order of Play) to be **performed**, only the Effects of that Card need be applied.
- B. The Political Action Attempt is **interrupted** and **all** played Political Action Cards that have been played provide PPs to players; they can spend PP during the **Actions step**.
- C. When the Actions step is finished, the **Political Phase** ends – resolve **all** steps of the **Cleanup Phase**.
- D. Proceed as per **Victory Determination**.

***Example:** during Game Turn 7 (3+ Powers at War required for the break out of Total War), France is Allied with Poland (Card D13), USSR with Poland (Card C13), USSR with France (Card C14), and Great Britain with France (Card D9), USSR is bound with Germany by Pact (Card C9) and Italy is Allied with Germany (Card N14). Germany declares war on Poland with Political Action Card N35. USSR is called to intervene, being Allied with Poland, but the Pact with Germany blocks the declaration of war. Then France only must declare war on Germany, being Allied with Poland: an Escalation to Total War takes place. Thus Italy is called to intervene, Germany now being the declaration of war target to be checked: Italy declares war on France and a new Escalation to Total War takes place. Then USSR and Great Britain are called to intervene, France now being the declaration of war target to be checked: Great Britain declares war on Italy, as does USSR (the Pact does not block the intervention because it binds USSR with Germany and not with Italy). The Powers at War are now: Germany, France, Italy, Great Britain and USSR. The Total War breaks out!*

DEMOCRACY UNDER SIEGE IS A CALVINUS GAMES DESIGN.

Graphic design:

Luca Cammisà & Joan Moreno.

Acknowledgments:

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VICTORY DETERMINATION

The game ends:

- when a player fulfils the conditions for **Automatic Victory**, or
- when **Total War** breaks out (see above), or *finally*
- at the end of the last Game Turn (1940).

When the game ends, the player with the most VPs is the winner. Ties are resolved in favor of the player with the highest ranking position in the Tie-Breaking Order: Nazism, Democracy, Communism. When playing in 2-player mode, if Communism has the most VPs, the game ends in a draw: neither Democracy nor Nazism win.

When playing in 2-player mode with the **Extended Play Variant** , if Communism has the most VPs, the Democracy and Nazism players must check the number of turns they controlled the play of Communism (see positions of **Communism Turns Markers** on the Resource Tracks). If the difference in Communism Control is **greater than or equal to two turns**, the player who controlled Communism for most turns wins the game. Otherwise, the game ends in a draw.

Tournament Scenarios can never end in a draw: in such a case ignore Communism and determine the victory counting only the VP scores of Nazism and Democracy.