

TRIUMPH & TRAGEDY

2nd Edition

EUROPEAN BALANCE OF POWER 1936-1945



West Rules



Set up:

Place British Cadres (1 CV units) of any type (e.g., Tank) as follows:

London: 3 Glasgow: 1 Suez: 1

Delhi: 2 Bombay: 1

Add a 4 CV British Fleet in London

Add a 1 CV British Fortress in Gibraltar

Add a 1 CV British Infantry in Karachi

Place French Cadres of any type in:

Paris: 2 Marseilles: 1 Algiers: 1

Add a 3 CV French Fortress in Lorraine

Draw 8 Action cards.

West Special Rules:

- HandSize Limit: 8
- Factory Costs: 6/5/4/3
- Emergency Command: 2 Unit-moves
- May gain USA as a Satellite

Sequence of Play

New Year

Year Start (advance Year)

- Victory Check/Reshuffle decks
- Peace Dividends
- Turn Order

Production Phase

1st Player Production

- Production Blockade check
- Determine Production Level
- Spend Production

2nd Player Production (same)

3rd Player Production (same)

Government Phase (card play)

- Players play 1 Diplo, 1 Intel, or two matching Tech cards; or Factory cards \geq Factory Cost; or
- Pass [three in a row ends cardplay]

Resolve Diplo. (adjust POP/RES)
HandSize compliance (discard)

Seasons (Spring/Summer/Fall)

Command Phase (card play)

1st Player Turn

- Movement Phase
- Combat Phase

2nd Player Turn (same)

3rd Player Turn (same)

Supply Phase (Summer: Blockade)

Winter Season (USSR only)

Command Phase

USSR Player Turn

Supply Phase

Area Control Table

	Control	Trade Route	Supply Line
Land	Friendly	OK	OK
	Neutral	OK	No*
	Rival	No*	No*
	Enemy	No	No
Sea	Open	OK†	OK
	Enemy	No	No

* OK though Straits.

† Not if Escaped Enemy Sub present.

Combat Phase Sequence

Declare Active Battles

- Turn units upright

Select Active Battle for resolution

Combat Rounds

- Unit Combat Actions in order Fortresses/AFs, etc. (see Unit table on map)/Defenders before Attackers unless Surprise/FirstFire
 - Unit Fire
 - Select Target Class
 - Roll dice = CV
 - Apply Hits (largest 1st)
 - [or] Unit Retreat
 - Adjacent friendly area without Enemies
 - or [ANS only] ReBase
- Combat Round end [Land Battles]
 - Active ANS may ReBase
 - All ANS w/o Ground Support must Retreat (AFs must ReBase)
 - Battle resolved: return Owner units upright (others face-up)
- Combat Round end [Sea Battles]
 - AFs must ReBase
 - Subs may Escape
 - Unless Battle has ended, begin new Combat Round

Battle ends (no Engaged units)

- Victorious units return upright
- Select next Battle for resolution

All Active Battles resolved

- Combat Phase ends

Minor Nation Diplomatic Status

# Influence:	Diplomatic Influence		
	1	2	3
Status:	Assoc.	Prot.	Sat.
Neutral?	Yes	Yes	No
Pop/Res	Yes	Yes	Yes
Trade Thru	Yes	Yes	FrO
Supply Thru	No	No	FrO
Place Units	No	No	Yes
Enter Own	VoN	VoN	Yes
Enter Rival	VoN	Both	DoW

Trade = Trade Route

Supply = Supply Line

FrO = Only if friendly controlled

VoN = Violation of Neutrality

DoW = Declaration of War

Both = VoN and DoW

Technology Effects

AirDefense Radar	Owner AFs 2A3†
Naval Radar	Fleets FirstFire*
Sonar	Fleets S3
Heavy Bombers	AFs move 3
Heavy Tanks	Tanks FirstFire*
Rocket Artillery	Infantry FirstFire*
LSTs	2 Invaders/Coastal border
Jets	AFs FirstFire*
Prec. Bombsight	Strat. Bombing @ I1
Mot. Infantry	Infantry moves 3
Atomic Research	wins game
Indust. Espionage	= any Revealed Tech
Science (year+)	= any listed Tech

† Air Forces in Friendly Territory Fire double dice (2 dice/CV) at A3 vs. Enemy Air units.

* Units with FirstFire always Fire before like opposing units that do not have FirstFire.



© 2015, 2016 GMT Games LLC
P.O. Box 1308, Hanford, CA 93232
www.GMTGames.com

Fortress

[Ground Unit]

A superior combatant but completely immobile.

Firepower: **A2/N3/G4/S3**
Move: **Immobile**



Only one per area (7.231).
May be built in any undisputed Friendly Land Area (7.231).
Ignores Supply (14.1).

Air Force

[Air Unit]

Supremely flexible support unit, but weak against anything but other Air Forces.

Firepower: **A3/N1/G1/S1**
Move: **Air 2** (Land and Sea)



* ANS unit.
May move through Enemy units (11.3).
When starting at Sea may move to Friendly Territory only (11.3).
Strat Move: Friendly only. Cannot start/end in Sea Area (11.4).
Must Retreat by ReBasing (12.51).
Must Retreat by ReBase at end of Sea Combat Rounds (12.52).

Carrier

[Naval Unit]

Highly mobile and equipped to take on any foe, but vulnerable without an escort.

Firepower: **A2/N2/G1/S2**
Move: **Land 1** (stop); **Sea 3**



* ANS unit.
Must stop upon entering non-Straits Coastal Land Area (11.2).
Lose 2 CV per Hit taken (12.44).
May Carrier Strike to Fire N1 and Retreat (or ReBase) (12.74).

Submarine

[Submarine Unit]

Limited in combat but hard to kill; perfectly designed for Blockade duty.

Firepower: **A0/N1/G0/S1**
Move: **Land 1** (stop); **Sea 2**



* ANS unit.
Must stop upon entering non-Straits Coastal Land Area (11.2).
May move through Enemy units (11.2).
May Escape at the end of a Sea Combat Round (12.74).

Fleet

[Naval Unit]

The brawler of the high seas.

Firepower: **A1/N3/G1/S2**
Move: **Land 1** (stop); **Sea 3**



* ANS unit.
Must stop upon entering non-Straits Coastal Land Area (11.2).

Tank

[Ground Unit]

A fast moving striker but only effective against other Ground Units.

Firepower: **A0/N0/G2/S0**
Move: **Land 3**; **Sea 2** (Convoy, 11.22)



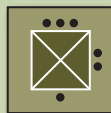
Convoy when at Sea (11.22).

Infantry

[Ground Unit]

A well-rounded and hard hitting unit, only limited by its low Combat Priority and movement.

Firepower: **A1/N1/G3/S0**
Move: **Land 2**; **Sea 2** (Convoy, 11.22)



Convoy when at Sea (11.22).

Convoy

[Ground Unit]

Any Ground Unit using Sea Movement immediately becomes a Convoy.

Firepower: **A0/N0/G0/S0**
Move: **Land 0**; **Sea 2**



Must stop upon entering non-Straits Coastal Land Area (11.2).
Can Sea Invade (11.221).
Cannot Engage or Disengage at Sea (11.22).
Cannot Fire or Retreat at Sea (12.72).
Targeted as a Naval Unit at Sea (12.72).
Lose 2 CV per Hit taken at Sea (12.44).

* ANS: Air / Naval / Submarine

Ignores Border Limits (11.52).
BattleGroups at Sea (11.53).
While Raiding, cannot enter unoccupied Enemy Territory (11.55).
May ReBase instead of Retreat (12.51).
Must Retreat/ReBase when Land Combat w/o Ground Support (12.52).

Non-Ground Units, unable to take or hold Land Areas, but with their own set of unique attributes.

Must Retreat/ReBase when no Ground Support in Supply Phase (12.52).
While Raiding, does not block enemy Retreats (12.63).
[Attacker only] May ReBase upon Battle resolution (13.12).
Ignores Supply (14.1)