

2nd Edition, Revised 2016

TRIUMPH & TRAGEDY



PLAYBOOK

INTRODUCTION

The following Extended Example of Play is intended to introduce players to the game quickly. It is recommended that the player set the game up using the directions in section 5.0 of the rulebook, and then follow along with this Extended Example of Play, moving the pieces as described here. Note that all units/cards

in these illustrations are shown oriented from the reader's point of view. In a real game, they would be oriented to the owning player's point of view.



Extended Example of Play

1936 Setup

All three sides deploy starting units as per rule 5.0. Keep block labels facing the owning player, hidden from opponents. Remember to add the additional units in London, Lorraine, Gibraltar and Karachi (shown face up). Set marker blocks labeled POP (population), RES (resources), and IND (industry) at their initial starting points printed on the respective tracks. All players then draw their initial HandSize of Action cards: West draws 8, USSR draws 6, Axis draws 14 (double HandSize). This completes setup.

Cards drawn at start...



ILLUSTRATION 1, SETUP: The West places 4 British units in London, one in Suez, one in Gibraltar, and 4 in India, plus 5 French units including one in Algiers. The Axis places 14 Cadres in Germany, 6 in Italy and 2 Italian Cadres in Tripoli. USSR places 3 Cadres in Moscow, 2 Cadres each in Leningrad and Baku, and 5 other Cadres in the USSR. Fixed starting units are shown here face up (but would also be upright in a real game); elective Cadres are shown as upright. All POP/RES/IND markers are set at their starting values. The West has drawn 8 Action cards, the USSR 6 Action cards, and the Axis 14 Action cards.

1936 New Year

To begin the first year of play (1936), place the Year marker at 1936 on the Year Track and the Phase/Season marker at “New Year”. Shuffle both the Action and Investment decks and put them on the map in the indicated spots (west-center and east-center, respectively).

Each player blindly draws a Peace Dividend chit, which after inspection is placed face down, its value kept secret. Peace

Dividends count toward Economic Victory, one of several ways to win.

Finally, a die is rolled to determine Player Order for 1936. In this example, a “4” is rolled and the “Turn Order” marker is placed in the blue triangle near Norway containing “4”, indicating the West as the first player and pointing clockwise to the USSR as playing next and then on to the Axis, continuing in clockwise fashion as necessary.

1936 Production Phase

Advance the Phase/Season marker to “Production.” The West, as first in Player Order this Year, does Production first. Consulting its track, the West determines its Production to be 7, the lesser of its IND [] and POP [] (players at Peace ignore RES [] for Production, as it is assumed that they can freely obtain all necessary resources without hindrance).

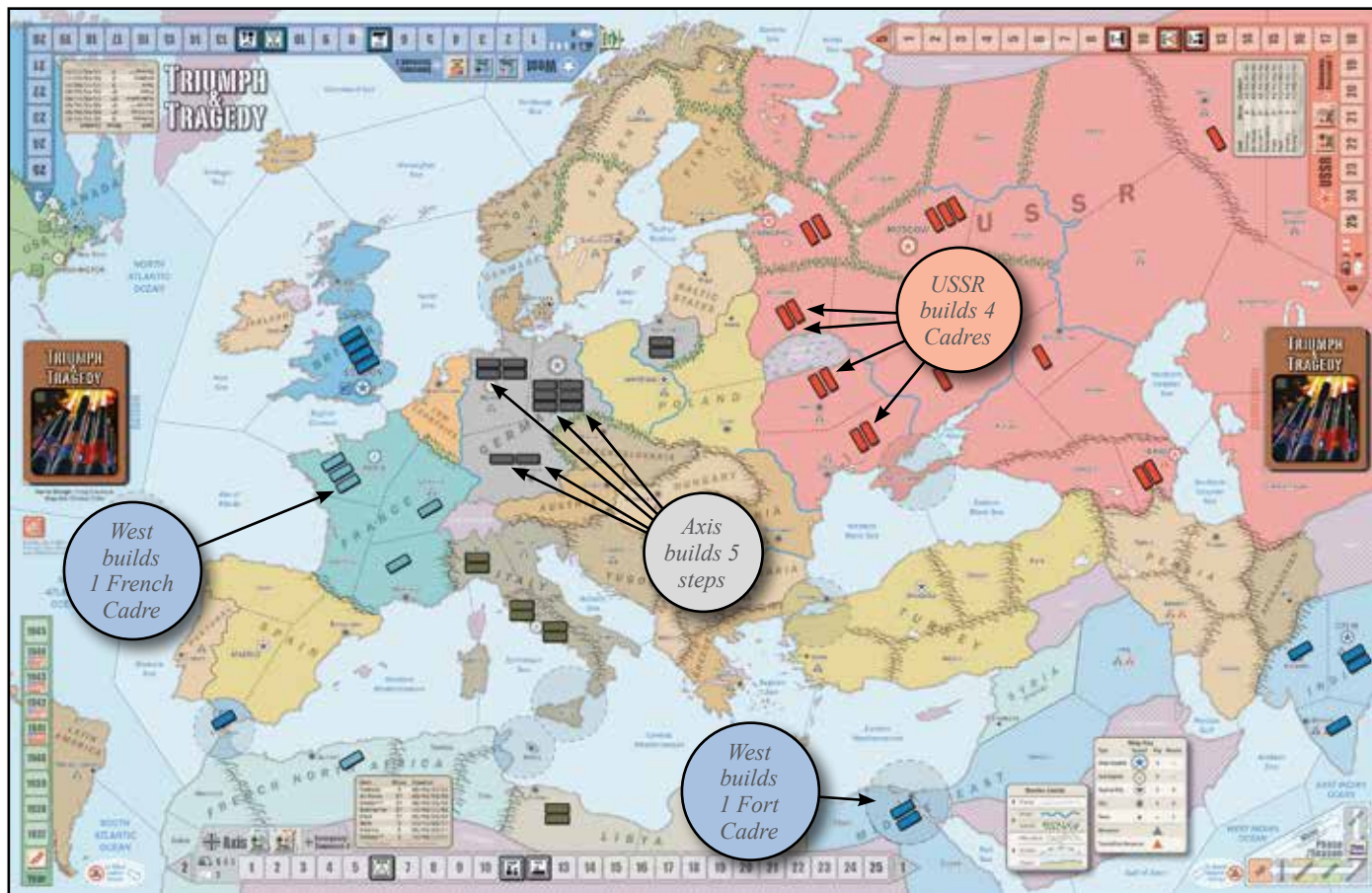


ILLUSTRATION 2: 1936 Production for all 3 Factions is shown here.

The West decides that building IND is its highest priority, but military preparation cannot be totally ignored. It buys 5 Investment cards and builds a new British Cadre (1-step unit) in Suez. This unit must be a Fort as only Forts can be built outside of Home Territory (in this case Britain or Canada). It must be British because Suez is a British Colony. For its last Production point, the West builds another Cadre of unknown type in Paris. It must be French as it is built in French Home Territory.

The USSR, the next Active Player, has a Production of nine, limited by its IND at this point. Likewise concerned about its IND development, it buys four Investment cards and builds four new Cadres: two units in Belorussia, and one unit each in Kiev and Odessa, their types all unknown to opponents. With its last Production point, the USSR buys one Action card.



The Axis has a Production level of 11, limited by its POP (RES ignored at peace). It buys six Investment cards and builds five of its existing Cadres to 2CV. Units can only build one step per Production (and newly-built Cadres cannot be built again that Production). This completes the Production Phase.

1936 Government Phase

Advance the Phase/Season marker to “Government.” During the Government Phase, cards are played in Turn Order until three players “pass” in succession, at which point card-play terminates and all players must discard if necessary so as not to exceed their allowed HandSize Limit. Allowed HS is shown on each player’s track (the number inside the fanned-cards icon [🃏]). Players can play a single Diplomacy card, a pair of Tech cards, an Intelligence card or Factory cards totaling their current Factory cost (or more) for their card-play “turn”.



ILLUSTRATION 3A: The West starts 1936 Government card-play by playing six Factories (six is the West's Factory Cost) and raising its IND by one.

The West, going first, currently holds 13 cards (the eight Action cards from setup, plus five Investment cards purchased in Production). Wanting to increase its IND level, it plays two Investment cards totaling six Factories and immediately raises its IND from seven to eight. It needed six Factories (or more) because its Factory Cost (shown beside the ‘factory-with-dollar-sign’ icon on its track) is six, but this can be reduced by game developments (note the 5 / 4 / 3 in white). It now holds 11 cards compared to its allowed HandSize Limit of 8, (which we will henceforth notate as [H11/8]).

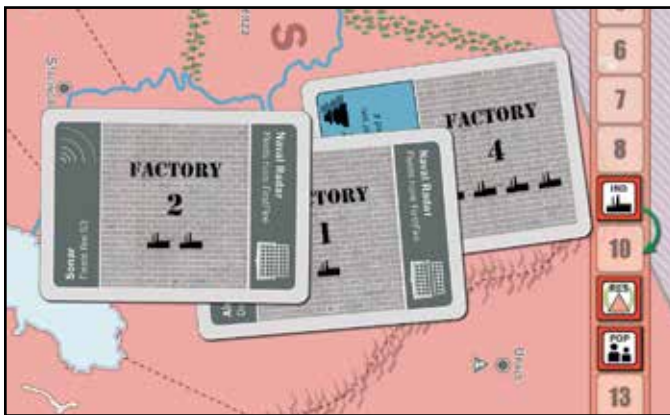


ILLUSTRATION 3B: The USSR plays seven Factories (its Factory Cost) and raises its IND by one.

The USSR, with a Factory Cost of seven, plays three Investment cards totaling seven Factories and raises its IND from nine to 10. It now holds eight cards compared to its HandSize Limit of six

[H8/6]. The Axis likewise plays two Investment cards totaling five Factories and builds its IND from 12 to 13, leaving it with 18 cards as against a HandSize Limit of seven (H18/7). Play continues with the West again, which passes, still holding 11 cards [H11/8]. The USSR also passes, still holding eight cards [H8/6].

The Axis cannot afford to pass, as it currently holds 18 cards (H18/7) and a third pass in succession would terminate the Government card-play round, forcing it to discard 11 cards. Note that the West [H11/8] and the USSR [H8/6] would both also have to discard two or three cards, but knowing the Axis is eleven cards over its HandSize, they are able to pass with confidence and force the Axis to play more cards before playing further cards themselves. This can be advantageous because (since cards have multiple uses) one’s preferred option may depend on opponent card plays.

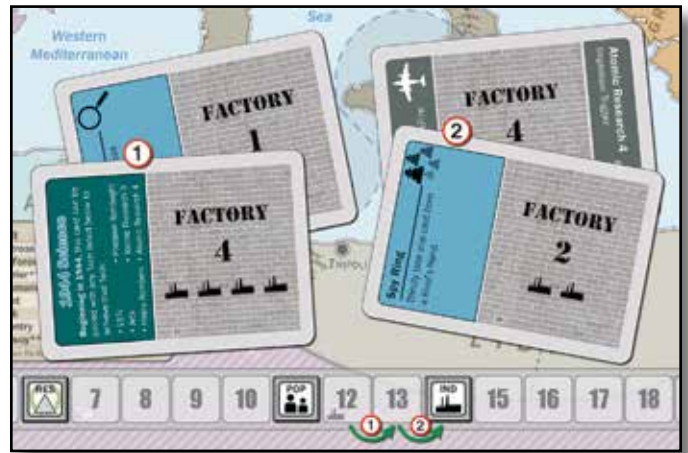


ILLUSTRATION 3C: The Axis plays five Factories (its Factory Cost) and raises IND by one. After both the West and USSR pass, it plays six Factories and again raises IND by one.

The Axis plays two more cards totaling six Factories and again raises IND by one to 14 [H16/7]. Both the West and USSR naturally pass once again. The illustration above shows the situation after all these Factory cards have been played (in an actual game they would be discarded as the IND marker is moved up).

The Axis cannot play any more Factories because IND can only be raised by a maximum of two levels per Year. Instead, it plays two Investment cards with ‘Heavy Tank’ Technology face-down, sliding them half under the map, stating that it is adding a Technology to its Secret Vault *without* revealing which Technology was achieved (refer to Illustration 4). Pairs of Tech cards must always be played with the intended Technology end *furthest away* from the player to clarify the desired use. Each Tech-pair in a Secret Vault reduces that player’s effective HandSize Limit by one, so the Axis now is down to 14 cards as against an *effective* HandSize Limit of six [H16/6e]. The West and USSR once again pass.

The Axis has now spent all its Investment cards, leaving the 14 Action cards from initial setup in its hand. (Note that while cards may be played in any order desired, it is often advantageous to play Factory and Tech cards first in order to keep Diplomacy card-play options open as long as possible). The Axis now plays

an Austria card (#31)—Diplomacy cards are played one at a time, and also with the desired Nation showing upright from the player’s point of view. With the Axis at [H13/6e], both opponents pass.

The Axis follows with a Low Countries (#43), a Norway (#28), a second Austria (#05), a Finland (#54), and Rumania (#21), with both the West and USSR passing after each card play. This brings the Axis down to [H8/6e].

Then the Axis plays a second Rumania card (#06) [H7/6]. At this point the West [H11/8] plays a Low Countries card (#22) of its own, canceling the Axis one

(both cards marked by blue “X” in below diagram). Both cards are discarded face-up off-map beside the Action deck. The USSR [H8/6] also counters with a Rumania card (#10)—canceling one of the Axis Rumania cards—and both are discarded (both cards marked by red “X”). The West is now two cards over its HandSize Limit, and the USSR and Axis are now one card over allowed their HandSize Limits.

Next, the Axis plays a ‘Versailles’ Diplomatic WildCard (#24), applied to Austria. It places an Influence marker there and discards the card [H6/6e].



ILLUSTRATION 4: This shows the remainder of Government 1936 card-play: two Tech cards played face-down to the Axis Secret Vault, plus a multitude of Diplomacy cards played, some canceling each other (shown crossed-out). Diplomacy WildCards cause immediate placement (or removal) of Influence markers when played and are then discarded. Canceled Influence markers are also shown crossed-out. Diplomacy cards and Influence markers that are not crossed out remain in play for Diplomacy resolution.

Diplomatic WildCards do not cancel opposing cards. Instead, they immediately add one Influence marker to (or remove an opposing Influence marker from) the selected Nation and are discarded, so that the intended target out of several possibilities is made clear. In this case the Axis applies the card to Austria, placing an Axis Influence marker in Vienna (the capital) and discarding the card.

The West [H10/8] now plays the ‘Birds of a Feather’ WildCard (#12), applying it to the USA and placing one Influence marker in the USA, then discarding the card, which brings it to [H9/8].

The USSR [H7/6] plays a “Mole” intelligence card, which specifies it can inspect a Rival’s Secret Vault and then use the Mole card as a WildCard to pair up with any Tech in hand that matches a Tech found in the Rival’s Secret Vault. The USSR inspects the Axis Secret Vault, finds it contains ‘Heavy Tanks’, but has no Heavy Tank card to pair with the Mole card, so the Mole card is simply discarded (marked by purple “X”). The USSR of course does not inform the West player what it has discovered.

Next the Axis [H6/6e] plays an ‘Isolationism’ WildCard (#35), applying it to the USA to remove the West Influence marker there [now H5/6e]. Both the West and USSR pass.

Finally, the Axis plays the ‘Ethnic Ties’ Diplomatic WildCard (#09) which it can apply to any Minor Neutral that is listed after “Axis” on the card. The Axis adds one influence in Norway. The Axis is now at [H4/6e].

All sides now pass, ending Government card-play.

This brings us to Diplomacy Resolution (refer to Illustration 5). The West and USSR have no Diplomacy cards remaining in play and have gained no new Influence, so no adjustments on the board are needed.

The Axis adds one Influence to Finland, discarding that card. Finland becomes a new Axis *Associate* (mark +1 Axis RES). The Axis does the same for Rumania (mark +1 POP, +2 RES). As Associates, Finland and Rumania contribute their POP and RES to the Axis, but Aggression against them (by the USSR for example) are treated as a simple Violations of Neutrality, with no more consequences than if they were unaligned Neutrals.

The Axis then adds a second Influence marker to Norway (the first from a WildCard just played), discarding that card. With two Axis Influence, Norway becomes a new Axis *Protectorate* (mark +1 Axis RES). As an Axis *Protectorate*, Aggression against it by a rival power constitutes a Declaration of War on the Axis as well as a Violation of Neutrality, making this a significantly more serious undertaking. However, all three of these *Influenced* Minors remain ‘Neutrals’ whose military forces are available for self defense *only*.

Finally, the Axis adds two more Influence markers to Austria, discarding the two Austria Diplomacy cards. With 3 Axis Influence, Austria becomes a new Axis *Satellite*, permanently committing its military as well as economic assets to the Axis Faction. The Axis adds a *Control* marker there (also adjusting Axis POP +1 as this new addition) *plus* a 2CV German unit of *any desired type*,



ILLUSTRATION 5: Diplomacy Resolution, showing remaining Diplomacy cards converted to Influence markers, the adjustment of POP/RES for newly-Influenced nations, and the placement of friendly units in new Satellites (Austria).

of course not revealing its nature to opponents. The Axis now stands at POP 13, RES 10, and IND 14. Since it is at peace, RES is irrelevant and its next Production will be 13 if nothing changes.

At this point all players must discard if necessary to reach their allowed HandSize Limit. The USSR [6/6] and Axis [4/6e] are both at or under their limits, but the West is one card over its limit at [H9/8] so it now must discard one card [H8/8].

Spring 1936

Following Government comes Spring Command. Advance the Phase/Season marker to “Spring.” The West passes, as do the USSR and Axis.

Summer 1936

Summer 1936 Command Phase

Advance the Phase/Season marker to “Summer.” The West, going first, passes. The USSR commits a Command card face down. The Axis and West pass in succession and the USSR must also pass, having already played a Command card, ending Command card-play. The USSR reveals a Summer K9 card (#26), allowing it nine unit-moves. It naturally goes first as the other two players have not played a Command card and will therefore have no Summer Player-Turn.



ILLUSTRATION 6: 1936 USSR Summer Command and Movement.

USSR Movement Phase

The USSR moves five units as shown. One unit moves from the Urals four areas to Leningrad. This is obviously a Strategic move as no unit has a movement speed of more than three areas, but Strategic Movement is perfectly allowable for this move as it never leaves Friendly Territory and of course is not Engaging or Disengaging enemy units. Other units move from Kharkov to Kiev, from Stalingrad to Odessa, and two units from Moscow to Belorussia. The other four move commands are unused and wasted. As there are no Battles involving USSR units, there is no Combat to resolve.

USSR discards its Command card to signify its Player Turn is complete.

Fall and Winter Command

In Fall all three players pass. The USSR declines Winter command, thus ending the 1936 Game Year (the Phase/Season marker being advanced in each case).

1937 New Year

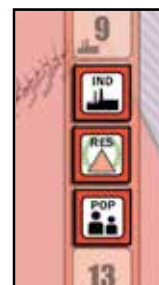
To begin the 1937 Year:

- the Year marker is moved to 1937,
- the Phase/Season marker is moved to “New Year,”
- both decks are reshuffled, incorporating discards,
- [no one is near Victory so Victory Check is ignored],
- Peace Dividend chits are blindly drawn by all three Factions, as none was involved in a Battle in the previous Year (place the chits face-down, their values hidden from opponents), and
- one die is rolled to determine Turn Order. In this case, a “6” is rolled, yielding Turn Order: USSR-Axis-West.

1937 Production

Move the Phase/Season marker to “Production.”

The USSR is first in Turn Order. With POP at 12, RES at 11 (ignored for Production while at Peace) and IND raised to 10, the USSR has a Production Level of 10. It draws five Investment cards and three Action cards and builds two existing units by a step each: one in Kiev and one in Odessa. That completes USSR Production.



The Axis is next, with POP 13, RES 10 and IND 14 for a Production Level of 13 (RES again ignored). Looking to add RES, the Axis goes on the Diplomatic offensive and draws 10 Action cards and no Investment cards, while building up three existing units: two in the Ruhr and one in Munich. That expends all 13 Production for the Axis.



The West, seeing the Axis card draw, decides to resist the Axis Diplomatic offensive. With POP 12, RES 11 and IND 8, it has eight Production to spend. It draws five Action cards. Also needing IND, it draws three Investment cards. No Production is left for unit-building.



This completes 1937 Production Phase. Government Phase comes next (advance Phase/Season marker), but here we conclude this section of the Example of Play.

Spring 1939

We now skip ahead to Spring 1939 to demonstrate other game situations. 1939 Production and Government Phases are completed and we begin with Spring Command Phase. All Factions remain at Peace.



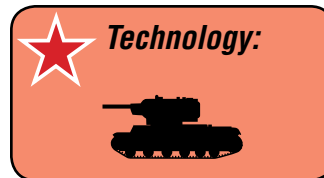
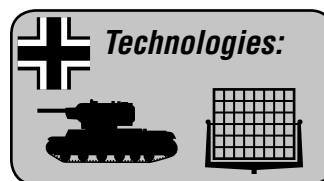
ILLUSTRATION 7: Situation, Spring 1939.

The Axis controls Austria, Hungary, Czechoslovakia, Rumania, and Yugoslavia. It also has Influence in Sweden, Bulgaria and Greece, and two Influence in Turkey. This yields a Production of 17 (POP 18, IND 17, RES 15). It has 23 units totaling 54 CV, with **Naval Radar** and **Heavy Tank** Technologies.

The USSR controls Persia. Its Production is 12 (POP 13, RES 15, IND 12) and it has 18 units totaling 38 CV plus **Heavy Tank** Technology.

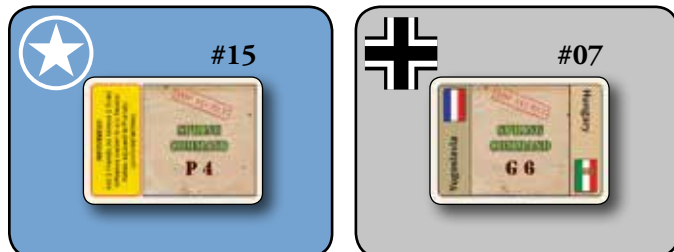
The West has two Influence in the USA, raising it to POP 15, RES 15, IND 12 for a Production of 12. It has 16 units totaling 31 CV and **Sonar** Technology.

Note that all three RES marker blocks have the lightly-colored triangle side up because all Factions are at Peace, and Factions at Peace need not consider RES when calculating Production. When Factions are at War, RES marker blocks should have the *solid black* side up, indicating that RES do count towards Production.



Spring 1939 Command Phase

1939 Player Order is West/USSR/Axis. For Spring Command the West plays a card face down, the USSR passes, and the Axis also commits a card face down. The West (having played) must pass, the USSR could play but once again passes, and the Axis also must pass, making three consecutive passes to end the Command Phase. The Axis reveals a G6 card to go first and the West reveals a P4.



Spring 1939: Axis Player Turn (G6)

Axis Movement Phase (6 Moves)

The Axis has six unit-moves. Before moving any units, it Declares a Violation of Neutrality against both the Low Countries and Spain. For the Low Countries VoN, the West and USSR both immediately draw two “World Reaction” Action cards (two cards because its *Capital* Amsterdam has a Muster Value of two, see Map Key) and a 2 CV Neutral Fortress is placed there (Muster Value of 2).



For Spain's VoN, both the West and USSR draw another three Action cards each (because Spain's Capital is Muster 3), and a Neutral Fortress is placed in each of its Cities: a 3 CV in Madrid (Muster Value 3) and a 2 CV Fortress in Barcelona (Muster Value 2). Note that *both* Spanish Cities deploy Defending Fortresses according to their Muster Values but only the Capital generates Action cards for opponents (according to its Muster Value). **Note:** All Armed Minor units are shown face-up in Illustration 8, but would be upright in a real game until Combat commences. Any Influence markers in a Violated Neutral are removed (and POP/RES adjusted) upon a VoN declaration but there are none in this case.



ILLUSTRATION 8: Axis Movement.

The Axis moves two units from Germany into the Low Countries (four would be allowed due to the two River borders). Then it moves two units from Italy into Barcelona, Spain, one unit from Rome and the one from Milan, both moving through the Western Mediterranean, already occupied by a French unit. This is completely legal as the two Factions are at Peace. Also note that of the two units entering Barcelona, only one can be a Ground unit due to Invasion Border Limits.

Another unit moves into the Western Mediterranean from Rome (again without effect). Finally, another German unit moves four areas through the North, Norwegian and Greenland Seas into the Irminger Sea, obviously a Strategic Move. Strategic Moves can only be made through friendly areas, which includes Open Seas (defined as all seas not occupied by Enemy units, see 1.21).

Axis Combat Phase

There are two current Battles: in the Low Countries and in Barcelona. They are both Aggression (newly initiated Battles) and hence must be Active Battles. Turn all units in both Battles face up.

① Axis Battle 1: Low Countries

The Axis chooses to fight the Low Countries Battle first. It has two 4 CV Infantry units versus the 2 CV Neutral Fortress. Consulting the Unit Chart on the map (each Faction has one), the Fortress is at the top of the list and so Fires first (it has no Retreat option as Fortresses are immobile). Since it has only Ground targets it Fires at G4, rolling two dice for its 2 CV. The result is **4-6**, scoring a Hit with the **4** (G4 hits on 1-4), but missing with the **6**. One of the German 4 CV Infantry is immediately reduced to 3 CV.

The German Infantry units then each Fire back (obviously declining to Retreat). The 4 CV unit Fires at the Fortress (also a Ground unit) at G3. It rolls **2-3-3-6** for three Hits, eliminating the Neutral Fortress. This ends the Battle immediately, so the second Infantry can neither Fire nor Retreat. The Low Countries are Defeated. An Axis Control marker is placed in the area and Axis POP is raised by one.

② Axis Battle 2: Barcelona

Now the Battle in Barcelona must be fought. The Spanish Fortress faces an Italian 3 CV Fleet and 3 CV Infantry. The Ground unit (Infantry) is making a Sea Invasion and hence cannot Fire or Retreat this Round (no Combat Action), but does take losses normally.

The 2 CV Fort Fires first, targeting the Ground unit at G4. It rolls **2-6**, scoring one Hit, which reduces the Italian Infantry to 2 CV. The Italian Fleet Fires next at G1, rolling **2-6-6**, reducing the Fort to 1 CV. The Invading Infantry unit, as mentioned, cannot Fire this Round.

This ends the Combat Round. The Axis declines to ReBase the Italian Fleet. Only one Combat Round occurs per Turn in a Land Battle. This completes resolution of this Battle for this Combat Phase, as there is no Battle in the Western Med as Factions at Peace can co-occupy Sea Areas without conflict. The Axis discards its Command card to signify its Turn is finished.

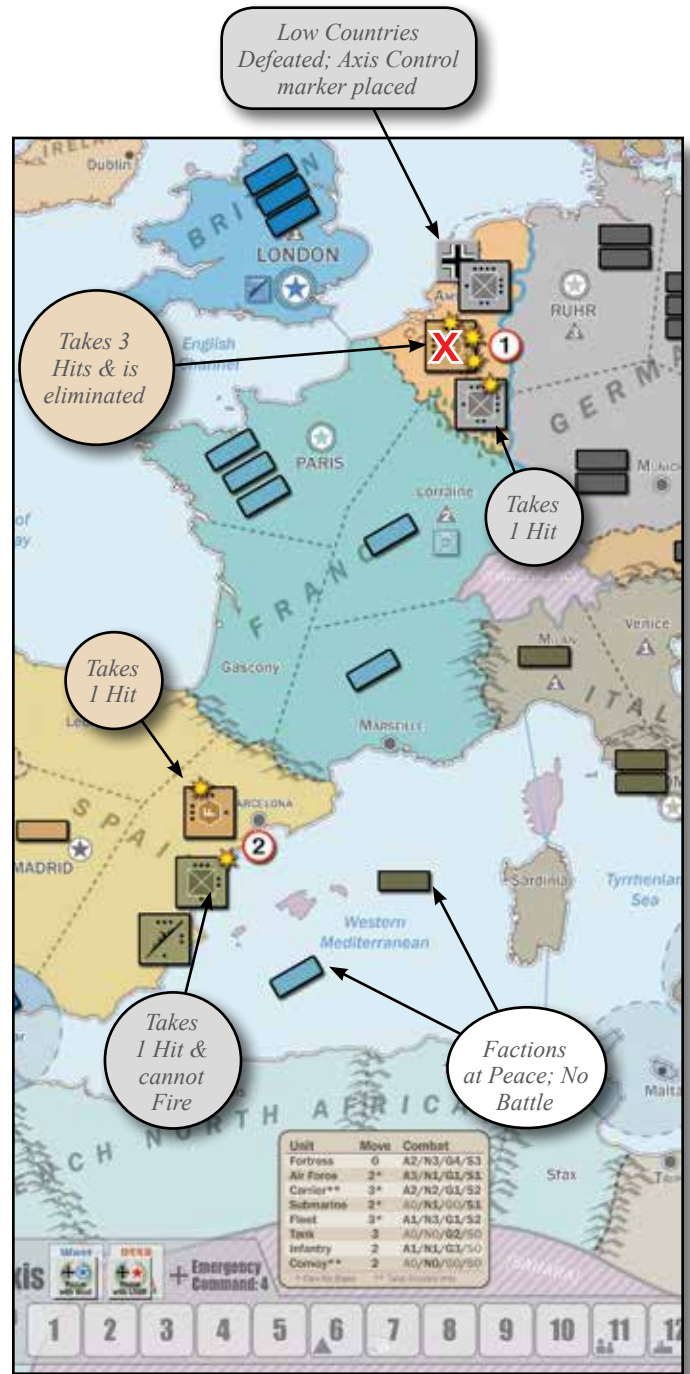


ILLUSTRATION 9: Spring 1939 Axis Combat.



ILLUSTRATION 10: Summer 1939 West Movement.

West Player Turn (P4)

The West player played a late command card (P4) in Spring, wanting to react to whatever the Axis did. However it is now too late to respond in the Low Countries without Declaring War on the Axis. France's defensive position is gravely weakened. The West has to assume an assault on France is now likely.

West Movement Phase (4 moves)

The West has 4 unit-moves. A DoW on the Axis would cut off the Supply of the Italians in Spain if the Western Med can be held, but this is judged as not being worth it. Instead the West decides to just bolster its defense posture.

It sends one British unit to Paris (Convoy). It sends its Glasgow unit into the North Atlantic and its Bombay unit four areas to Suez (Strategic Sea Move), declining its fourth move.

West Combat Phase

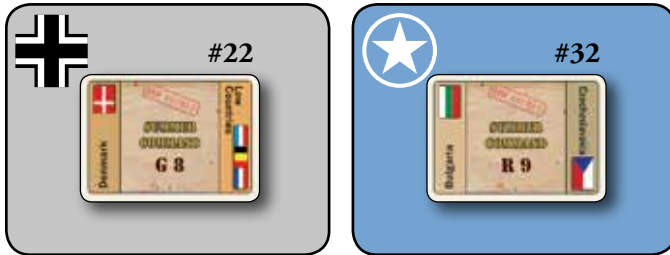
There are no Battles (Armed Minors like Spain are considered separate Factions, so the West cannot Activate that Battle), so the West discards its Command card to end its Player Turn.

Spring Supply Phase

The Spring Supply Phase is ignored as all Factions are still at Peace.

Summer 1939: Command Phase

Advance the Phase/Season maker to “Summer.” For the Summer 1939 Command Phase, the Axis commits a Summer G8 card (#22) and the West commits a Summer R9 card (#32). The USSR passes once again. The Axis once again goes first.



West removes “Peace with Axis” marker, revealing “Axis DoW [-1 Factory Cost icon]” in DoW box beneath

Summer 1939 Axis Player Turn (G8)

The Axis goes first with eight unit-moves available. The “Commands Available” marker can be placed on the Axis Production track at “8” and moved down the track to register moves as they are made.

Axis Movement Phase

To start its Movement Phase, the Axis Declares War on the West. DoWs must be made before moving *any* units in a Player-Turn. It flips its “Peace with West” marker over to its “DoW on West” side (which notes the -1 VP cost incurred) and the West *removes* its “Peace with Axis” marker, revealing the “Axis DoW” box underneath, with its notation that West Factory Cost is reduced by one (from six to five). Also, the RES blocks for both the Axis and West are flipped to their solid black triangle side indicating that RES do now count towards Production for these two Factions.

For its first four moves, the Axis moves four German units into Paris: two from the Low Countries and two from the Ruhr. Since the Border Limit between Paris and the Low Countries is three *Ground* units (see the Border Limits table on the map in Saudi Arabia), at least one of these unit must be an Air unit (it is). The Axis also moves a German unit from Berlin to the Ruhr (fifth move) and one from Munich to the vacated Low Countries (6). For the seventh move, the German unit in the Irminger Sea moves into the North Atlantic (takes two area moves) and finally a unit in Rome moves into the Western Med (8).

No units can join the battle in Barcelona because now that the Axis is at War with the West, any unit moving into the Western Med (or Marseilles) must stop there. The Italian Fleet in Barcelona cannot join the Battle in the Western Med because it cannot Disengage and then re-Engage on the same Turn. For the same reason, the Italian unit in the Western Med cannot join the Battle in Barcelona (it is Engaged with the now-Enemy French unit there once War is Declared).



Axis flips “Peace with West” marker to “DoW on West; Axis -1 VP” side

ILLUSTRATION 11: Summer 1939 Axis Movement.

Note Commands Available marker placed on track to count down as unit-moves are taken.



ILLUSTRATION 12: Summer 1939 Axis Combat.

Axis Combat Phase

The Axis has started new Battles in Paris, the North Atlantic and the Western Med. These must be fought this Combat Phase, so all units in these Battles are revealed to show they are Active Battles this Turn. The Axis also elects to fight the Barcelona Battle, so all those units are revealed as well.

① Axis Land Battle 1: Paris

The Axis chooses to fight the Paris Battle first. As they Declared War this Turn, they have Surprise (temporary FirstFire for all units in all their Battles).

In Paris, the 3 CV French Fort goes first, targeting Ground and rolling three dice at G4 $\bullet - \bullet - \bullet$, which yields two Hits. Both German 4 CV Infantry units lose a step. The German AF goes next, targeting Ground with three dice at G1 for $\bullet - \bullet - \bullet$ and missing.

French Infantry as Defender would normally be next to Fire, but the Axis has *Surprise* so its Infantry Fire before Enemy Infantry (despite being the Attacker) for this Player Turn only. All three German Infantry units (now 3 CV each) target Ground and Fire $\bullet - \bullet - \bullet - \bullet - \bullet - \bullet - \bullet - \bullet$ for 4 Hits. The two French 3 CV units are the largest Ground units and take the first two Hits, leaving a Fort 2, an Infantry 2, another Infantry 2 and the British Infantry 1. The West player assigns the last two Hits to the Fort 2 and one of the Infantry 2's.

Now the remaining 4 CV of West Infantry can Fire back (Retreat is not even contemplated as Paris is too important; if it is lost, all French units disappear). They all target Ground at G3 and roll $\bullet - \bullet - \bullet - \bullet$ for two Hits. Two of the 3 CV German Infantry units each lose 1 CV.

This completes the single Land Battle Round for this Battle in this Combat Phase. The West units (Fort 1, Infantry 2, Infantry 1 and British Infantry 1) are turned upright and hidden, showing they are Owners, still in control of the Land Area. The Aggressing German units (AF 3, Infantry 3, Infantry 2 and another Infantry 2) remain face up. The Axis can ReBase its Air unit if desired (end of Land Battle Round) and decides to do so, returning it to the Low Countries (now Friendly Territory) in upright mode as it no longer Engaged.

② Axis Land Battle 2: Barcelona

The Axis chooses to fight in Barcelona next. As it is an ongoing Battle, Activating the Battle this Turn is optional. But with the Fortress reduced to just 1 CV, it is worth a shot even with the Italian Infantry itself only at 2 CV (at least it will be able to Fire this turn). The Spanish Fortress Fires first. Surprise has no effect here because Fortresses Fire before Infantry in any case: FirstFire only affects the order of Fire between Attacking/Defending units of the same type (e.g., Infantry). It targets Ground and Fires 1G4 (one dice at G4) for \bullet and a Hit. The Italian Infantry drops to 1 CV.

The Italian 3 CV Fleet Fires next at 3G1, rolling $\bullet - \bullet - \bullet$ for a Hit, eliminating the Spanish Fort and ending the Battle. The Italian units return to upright hidden mode. With the Land Battle resolved, Active ANS units therein are allowed to ReBase. So the Italian Fleet could normally ReBase but it currently has no way to move to Friendly Territory, being surrounded by Enemy or Battle Areas (see 13.0). Axis POP is adjusted +1 to 20 for the capture of Barcelona.

③ Axis Sea Battle 1: Western Med

The Axis chooses to fight the Western Med Battle next. The new BattleGroup (the Italian Fleet) the Axis has added to this Sea Battle can Fire in the first Combat Round, along with the AirForce that was already there. The Italian AF goes first, Firing 1A1 for \bullet and a miss. With Naval Radar (and Surprise!), the Attacking Italian Fleet Fires FirstFire at 2N3 for $\bullet - \bullet$ and another miss. The French Fleet gratefully takes the opportunity to Retreat to Gibraltar instead of Firing (the Sea Battle would continue at poor odds if it Fired). At the end of a Sea Combat Round, all Air Forces must ReBase, so the Italian AF ReBases to Rome. At the end of a Sea Battle, Active Naval/Sub units there may also ReBase but the Axis declines, wishing to control the Western Mediterranean.

④ Axis Sea Battle 2: North Atlantic Ocean

The last Battle to fight is in the North Atlantic Ocean. The Axis Submarine declines to Retreat as it wants to Blockade the North Atlantic and therefore Fires at 3N1 for $\bullet - \bullet - \bullet$ and one Hit. The British Fleet loses a step to 3 CV and Fires back at 3S3 (Sonar gives it S3 Firepower) for $\bullet - \bullet - \bullet$ and a Hit. The Sub loses a step to 2 CV.

This ends the Sea Combat Round, and the Sub now chooses to Escape, turning face-down (tip back to preserve CV). The British Fleet is returned upright into hidden mode to show it controls the Sea Area. The Sub has lost the Battle but remains hidden somewhere in the area, able to harass Enemy shipping (i.e., block Trade Routes). Axis discards its Command card to end its Turn.

The West (R9) plays next.

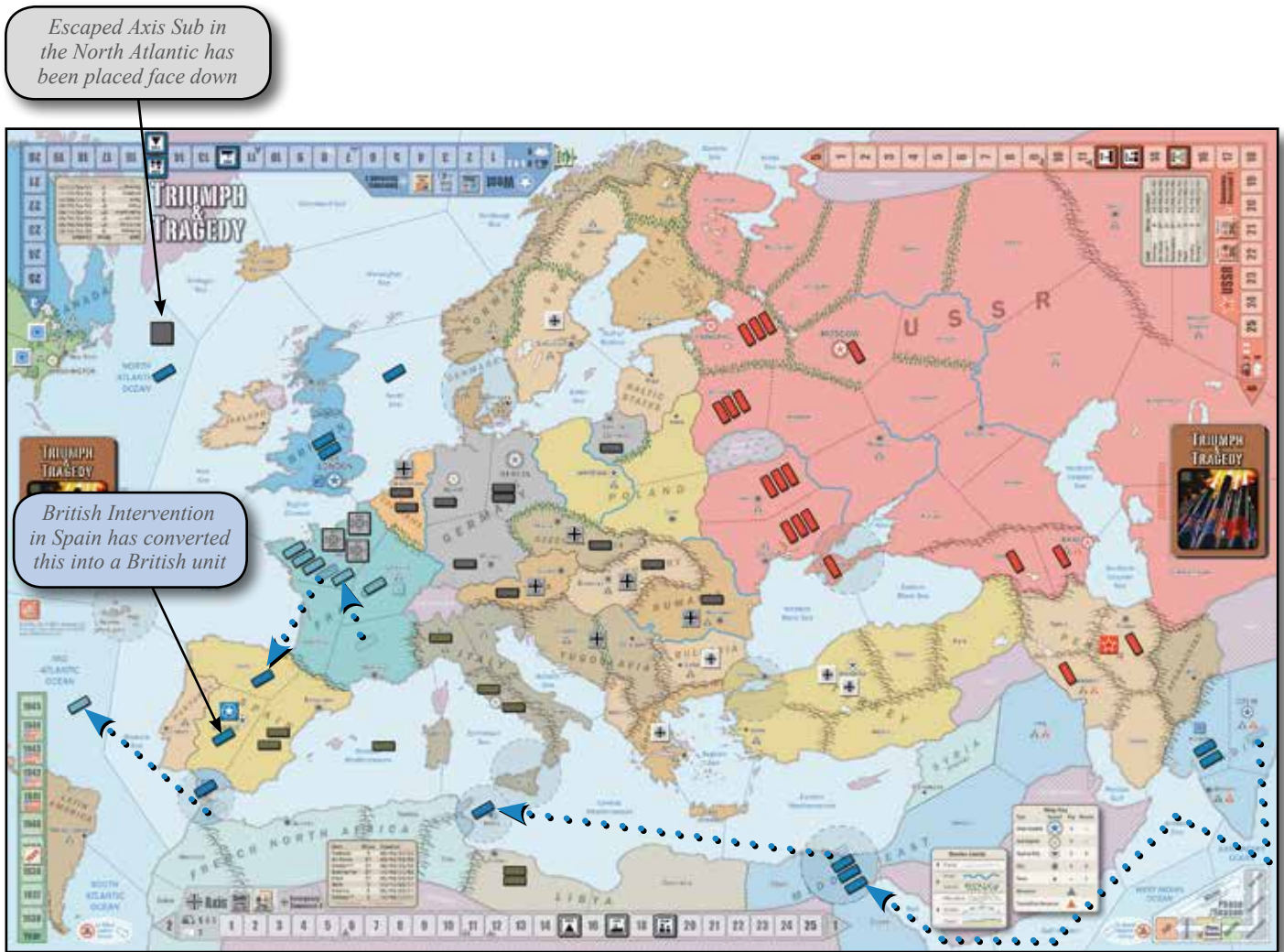


ILLUSTRATION 13: Summer 1939 West Movement.

Summer 1939 2nd Player Turn: West (R9)

West Movement Phase (9 moves)

The West sees the opportunity to Intervene in Spain. Because it is now at War with the Axis, the West can convert Spain into a Satellite by sending a Ground unit there. So for its first move, the West sends the British 1 CV Infantry in Paris to Leon (Paris is looking like a lost cause). Secondly, with Paris crumbling it moves the unit in Marseilles to Paris. The West also moves the French Fleet in Gibraltar to the Mid Atlantic Ocean (to prevent the German Sub from Retreating there)

For the West's fourth move, it Strat-Moves a Naval unit six areas from Delhi to Suez, legal because all areas involved are friendly-controlled or Open Seas. Then it moves a unit from Suez three areas to Malta. This could be a normal Fleet move or a Strat-Move by a type of unit that only moves two areas, but the West player need not disclose which. The West declines its other four moves. As Spain now becomes a West Satellite through Intervention (see 15.423), the West exchanges the Spanish 3 CV fort for a British 3 CV unit of unknown type and places a West Control Marker in Madrid and adjusts West POP +1 for controlling it.

West Combat Phase

The Escaped German Sub in the North Atlantic is threatening to establish a Blockade of the North Atlantic, which would deprive the West of USA and Canadian POP/RES next Production. Accordingly the West chooses to Activate that Battle and re-Engage the Sub. Both units are turned face-up.

Sea Battle: North Atlantic

The Sub has the first Combat Action and, though outgunned by the stronger British Fleet, chooses not to Retreat, hoping to Escape after Combat Round 1 and establish the Blockade in Summer Supply Phase. It Fires 2CV at N1, rolling $\blacklozenge - \blacklozenge$ for a miss. The 3 CV British Fleet Fires back at S3 (West has Sonar Technology), rolling $\color{red}\blacksquare - \blacklozenge - \blacklozenge$ for one Hit. The Sub drops to 1 CV, but then the Combat Round ends, allowing it to Escape. It returns flat, face-down. The British Fleet returns upright, in control of the North Atlantic but with an Escaped Sub there blocking its Trade Route.

No Land Battle: Paris

At a strength disadvantage in Paris, the West declines Combat there and discards its Command card to end its Turn.



ILLUSTRATION 14: Summer 1939 Supply Phase, West [blue] and Axis [black] Unit Supply Lines.

Summer Supply Phase

War does exist now, so Supply Phases can no longer be ignored. In Turn Order, Factions at War (i.e., the West and Axis) must check all *Ground* units (only!) for valid Supply Lines. Since it is Summer Supply Phase, all Factions at War also must check all POP/RES for valid Trade Routes (the Blockader will usually “remind” his Enemy about Blockades). Note the Blockade “reminder box” in the Phase/Season track.

1939 Summer Supply/Blockade Checks: West

Supply: The West has no apparent Supply problems. West Supply lines are shown as blue arrows. Not all possible Supply Lines are shown, just enough to demonstrate that valid Supply Lines exist for all West units.

Ground units must be able to trace Supply Lines to a Supply Source, which can be your MainCapital (London) or a controlled friendly SubCapital (Paris or Delhi). Supply Lines (which are *military* lines of communication) *cannot* pass through Rival or Neutral controlled Territory. Fortress and ANS units are exempt from Supply considerations. Although the nature of West units (Ground or not) is not revealed, all its units can clearly trace Supply Lines to one of their three Supply Sources.

Note the “Blockade” segment of the Phase/Season Track

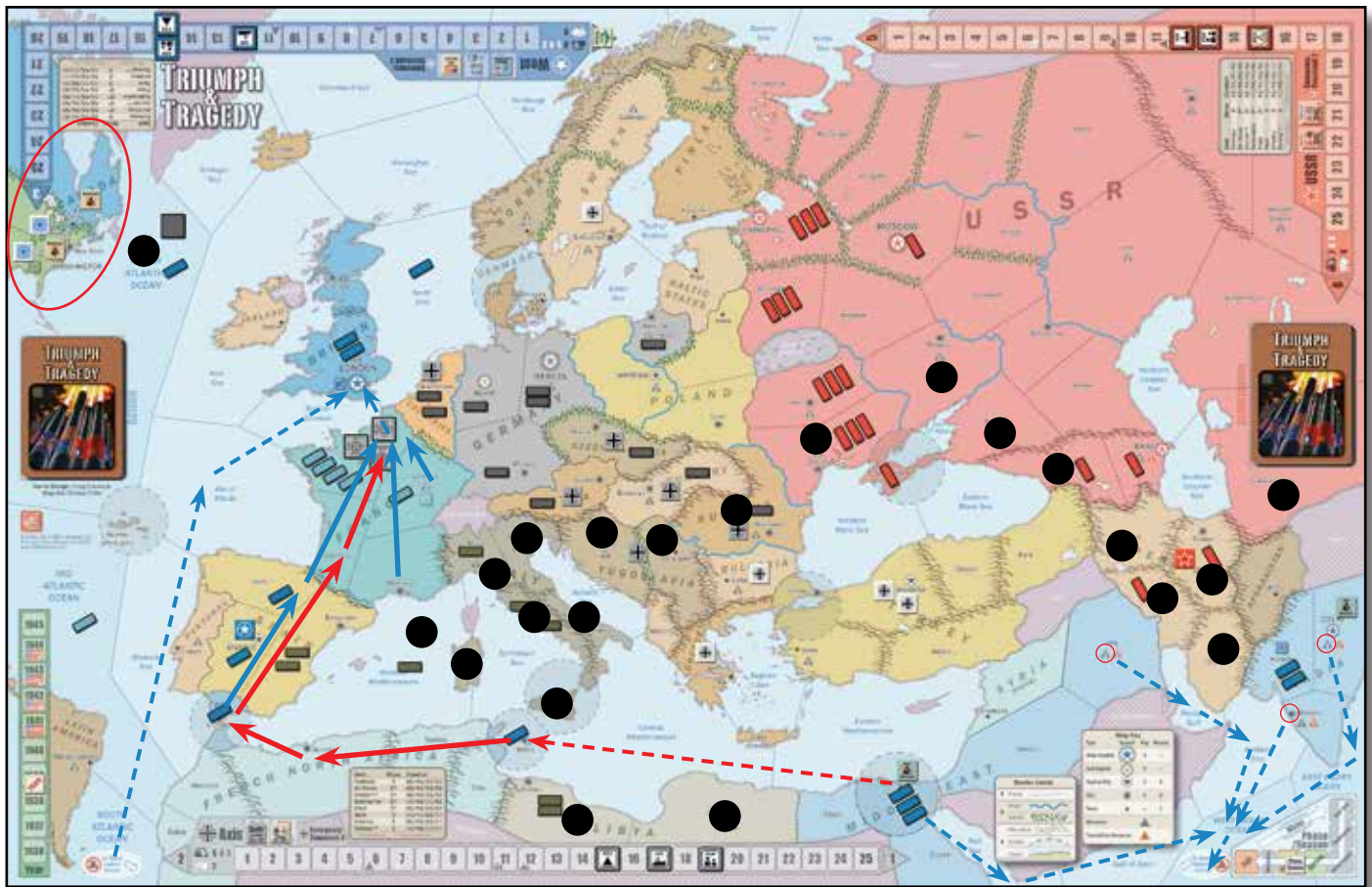


ILLUSTRATION 15: Summer 1939 Supply Phase, valid West POP/RES Trade Routes shown by blue arrows

Blockade: The West, however, does have Trade Route problems: controlled POP/RES must be able to trace Trade Routes to that Faction's MainCapital, London. As *commercial* lines of communication, Trade Routes can pass through *any* area that is not Rival-controlled (which includes Neutral Territory and Open Seas). However, the kicker is that they cannot pass through Sea Areas containing Escaped Enemy Subs! Black dots mark areas blocking West Trade Routes (there are other areas that block West Trade Routes, but black dots mark the effective ones).

In the illustration above, blue arrows show valid West Trade Routes. Other Trade Routes can be traced, but these are sufficient to show that valid Trade Routes exist. Solid arrows show Land Segments of Trade Routes and dashed arrows show Sea Segments. The red arrows show an invalid Trade Route that cannot reach London because that would require a second Sea Segment from Paris across the English Channel to London, and only one is allowed.

Due to the Escaped German Sub blocking the North Atlantic, the West cannot trace a Trade Route from either the USA or Canada (red oval) to London. Accordingly, Blockade markers are placed in Washington and Toronto (the Capitals that control the Blocked POP/RES areas). If this Blockade remains in force through the Fall (i.e., into Production Phase), these POP/RES will not count towards West 1940 Production. Ouch!

Med Blockade: The West's Middle East and India POP can trace Trade Routes around Africa through the West Indian, South Atlantic and Mid Atlantic Oceans to London. However, only TransAfrica RES (red triangles) can trace Trade Routes around Africa: most RES (black triangles) cannot do this (note the "no go" icons in the West Indian and South Atlantic Oceans).

The Italian unit in the West Med blocks any West Trade Route through the Mediterranean Sea Area, so Med Blockade markers are put in Suez and Delhi (the Capitals of the areas which must trace Trade Routes around Africa). If this Med Blockade remains in force into 1940 Production Phase, the red-circled black RES in Iraq and India will not count towards West Production.

1939 Summer Supply/Blockade Checks: USSR

The USSR is still at Peace, so it need not check for either Supply or Blockades.

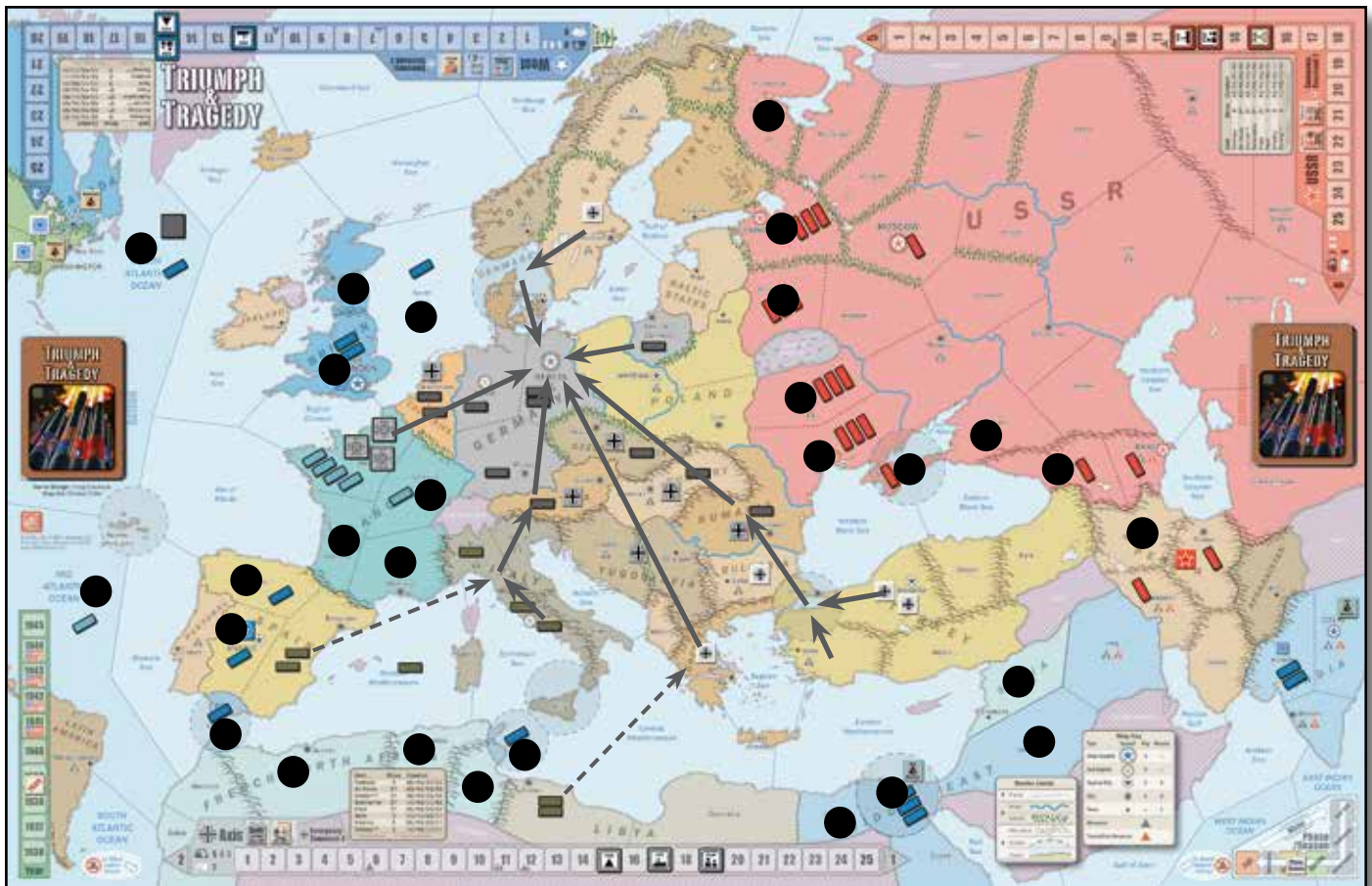


ILLUSTRATION 16: Summer 1939 Supply Phase, valid Axis POP/RES Trade Routes shown by gray arrows.

1939 Summer Supply/Blockade Checks: Axis

The Axis, however, is at War and must check for Supply and Blockade.

Supply. To review, Supply Lines can only pass through Friendly Territory and Open Seas, but not through Neutral or Rival Territory or Enemy-controlled Sea Areas.

Please refer back to Illustration 14 on page 15: Summer 1939 Supply Phase, West [blue] and Axis [black] Unit Supply Lines.) Black arrows show how all Axis units except the Sub in the North Atlantic can obviously trace Supply Lines to Rome or Berlin (while all Axis Supply Lines are shown traced to Berlin, Axis units could have alternately traced a Supply Line to Rome). However, like all ANS units, Subs are exempt from Supply considerations, so it is fine.

Blockade (referring to Illustration 16, above): Axis Trade Routes are shown as black arrows from controlled POP/RES to the MainCapital, Berlin. Not all possible Trade Routes are shown, just enough to demonstrate that valid ones exist. Land Segments are again shown as solid arrows and Sea Segments as dashed ones.

To repeat, Trade Routes can pass through *any* area that is not Rival-controlled (which includes both Neutral Territory and Open Seas). Axis Trade Routes from Sweden and Königsberg POP/RES can pass through Neutral Denmark and Poland, respectively, to reach Berlin in a single Land Segment. The same can be said for Axis POP/RES in Turkey and the Balkans. Axis Trade Routes from Barcelona and Tripoli POP can trace a Sea Segment to Italy and thence in a single Land Segment to Berlin. No Axis POP/RES are Blocked.

Fall 1939

Advance Phase/Season marker to Fall.

Fall 1939 Command Phase

All three Factions commit Command cards. The USSR reveals card #44 (D7), the Axis plays card #49 (I8), and the West plays #33—a *Summer* Command card (S9), for Emergency Command (presumably having no Fall Command card).



The Command Order is: USSR first (D7), Axis second (I8), and West last with Emergency Command (two moves only, with no Aggression or Combat allowed) at “S” Command Priority.

Fall 1939 USSR Player Turn (D7)

USSR Movement Phase (7 moves)

Before moving any units, the USSR declares a Violation of Neutrality (VoN) against both Poland and Finland, turning them both into Armed Minors.

Regarding Poland, both Rivals draw three World Reaction cards (Polish Capital Warsaw has a Muster Value of three) and Neutral Fortresses are placed in Warsaw (3 CV), Lvov (2 CV) and Vilna (1 CV). Regarding Finland, both Rivals draw one World Reaction card and a 1 CV Neutral Fortress unit is placed in Helsinki. (**Note:** Armed Minor Fortresses are shown face-up in Illustration 17, but would be upright in a real game.) If Influence markers had been in either Nation, they would now be removed, and POP/RES adjusted accordingly.



The USSR then moves one unit from Leningrad to Murmansk to Helsinki, and two units from Belorussia to Helsinki via Leningrad. The first unit (i.e., from Leningrad) moved to Helsinki via Murmansk to avoid using up any of the Leningrad-Helsinki Forest Border Limit, which is two Ground units per Phase to Engage, allowing all three USSR units to Engage the Finnish garrison.

Then the USSR moves a unit from Kiev and one from Odessa into Lvov. The Plains Border Limit in both cases is three Ground units, so there is no problem there. A unit moves from Belorussia into Vilna and a unit from Kiev moves to Belorussia for the last two USSR moves. Note that Border Limits to movement apply only when Engaging Enemy forces: they are not a consideration for other moves.






ILLUSTRATION 17: Fall 1939 USSR Movement




USSR Combat Phase

There are three new Battles resulting from USSR Aggression: in Helsinki, Vilna and Lvov. These Battles must be Activated for Combat Resolution this Combat Phase. The USSR turns all units in these Active Battles upright and elects to resolve them from north to south.








Land Battle 1: Helsinki

The Finnish Fort Fires first, 1 CV at G4 (“1G4”), rolling  for a Hit. The USSR Tank, as the largest Ground unit, loses 1 CV. It Fires next at 2G2, rolling  -  for 2 Hits, eliminating the Finnish unit. This ends the Battle, so the USSR Infantry units get no Combat Action and all three victorious USSR units are returned upright. Finland is Defeated: place a USSR Control marker in Helsinki and increase USSR RES by one to 16.

Land Battle 2: Vilna

The Polish Fortress opens with 1G4, rolling  for a Hit, which reduces the opposing USSR Infantry to 2 CV. It Fires back at 2G3, rolling  -  for a Hit, which eliminates the Polish unit and ends the Battle. The USSR Infantry unit is returned upright. It now controls the Vilna area, but there is no POP/RES there, so no track changes need be made.

Land Battle 3: Lvov

In Lvov, the Defending 2 CV Polish Fortress once again Fires first, rolling a  -  for one Hit. The USSR applies the Hit to one of its 3 CV Infantry units. The USSR Infantry returns Fire at 5G3, rolling  -  -  -  -  for three Hits, more than enough to eliminate the Lvov Defender. The USSR units return upright and gain control of Lvov, so USSR POP is raised by one to 14. As with Vilna above, no Control marker is placed in Lvov because it is not the Capital of Poland: until the Capital (Warsaw) is controlled, Lvov must be *occupied* to maintain USSR control.

This ends the Combat Phase as all Active Battles have been resolved.

USSR discards its Command card to end its Player Turn.



ILLUSTRATION 18: Fall 1939 USSR Combat

Fall 1939 Axis Player Turn (I8)

Axis Movement Phase (8 moves)

With its first four moves the Axis moves a unit from Munich and two from the Low Countries into Paris to reinforce that Battle, and reinforces the Low Countries with a unit from Austria.



ILLUSTRATION 19: Fall 1939 Axis Movement

For its fifth move the Axis moves the unit from Konigsberg into Warsaw. Since the Axis and USSR are not at War, this is not an “Intervention” that converts the Poles into an Axis Satellite by taking its side against the USSR. The Axis and USSR are Rivals, not Enemies at this point.

Instead, this is a “Partitioning” move by the Axis to occupy a piece of a Violated-but-undefeated Armed Minor (Poland) for itself, without incurring any VoN penalties. By occupying Warsaw, the Axis stakes its claim to Warsaw, and can take its time defeating the Capital because the USSR now can do nothing to dispute it without Declaring War on the Axis.

For its sixth and last move, the Axis moves a unit from Rome out into the Tyrrhenian Sea. Unknown to its opponent, this is an AF which is now *patrolling* that Sea Area: any Enemy unit entering the Tyrrhenian Sea will have to stop and fight it, allowing it to be identified. In Combat, the AF can either Retreat (AFs come early in the Combat Priority list) or stay and fight (although AFs at sea must ReBase after one Combat Round). Note that AFs patrolling at sea must move back to Friendly Territory when they next move, and cannot use Strategic Movement when moving to or from a Sea Area.

The Axis declines its other two moves, content to leave its unit in the Western Med maintaining a Med Blockade and the Escaped Sub in the North Atlantic Blockading North America and hoping to survive the Fall.

Axis Combat Phase

The Axis just Aggressed in Warsaw and so *must* Activate that Battle. It also voluntarily Activates the Paris Battle and elects to Resolve that Battle first. The Axis Sub in the N. Atlantic did not re-Engage, so no Combat occurs there (to indicate voluntarily re-Engagement both units there would be turned face up).



ILLUSTRATION 20: Fall 1939 Axis Combat

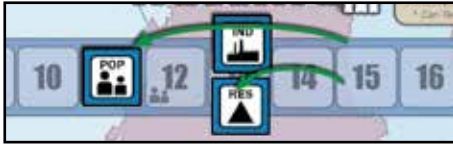
Axis Land Battle 1: Paris

The 1 CV French Fortress Fires first at 1G4 for and one Hit, dropping one German 3 CV Infantry a step. The German AF Fires 3G1 for - - and another Hit, dropping the French 2 CV Infantry a step. The remaining 3 CV of French Infantry Fire 3G3 for - - and a Hit, reducing another 3 CV German Infantry a step. Finally, the remaining 11 CV of German Infantry all Fire at 11G3 for - - - - - - - - - - and six Hits, eliminating all French Defenders and ending the Battle. All German units there are returned upright and the AF declines the option to ReBase. Paris is Conquered; place an Axis Control marker there.

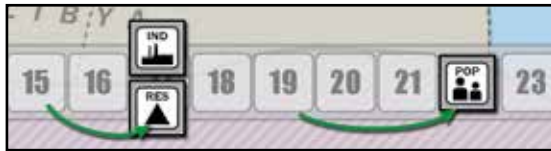
Axis Land Battle 2: Warsaw

For the Warsaw Battle, the Polish Fort3 Fires 3G4 for - - and two Hits, reducing the Attacking German Infantry two steps to just 1 CV. The German Infantry returns Fire at 1G3 for and a Hit, taking down the Polish Fortress a step in return. The Combat Round ends and the Owing (Polish) unit is returned upright, the German Aggressor remaining face-up. Note that this was a somewhat risky assault, as the 3 CV German could have been completely eliminated.

All Active Battles have been resolved. Paris has been Conquered so France is Defeated. The two remaining French units (i.e., the Fleet in the Mid Atlantic Ocean and the unrevealed unit in Lorraine) are removed. The French Colonies of French North Africa and Syria are not controlled by a Rival Faction so they become Armed Minors. Place a 2 CV Neutral Fortress in Algiers and a 1 CV Neutral Fortress in Syria.



The West loses four POP (Paris, Marseilles, Algiers) and two RES (Lorraine).



The Axis gains three POP (not Algiers) and two RES.



ILLUSTRATION 21: Fall 1939 West Movement

Fall 1939 West Player Turn (Emergency Command)

West Movement (2E)

The West, having played a *Summer* Command card, is reduced to Emergency Command of two units-moves which *can* Engage into *existing* Battles but cannot Aggress (start new Battles). No Combat is allowed. The West moves its unit in Leon to Gibraltar and declines the second move.

No West Combat

With Combat prohibited under Emergency Command, the West can do nothing to break either the Med Blockade in the Western Med or the North Atlantic Blockade of the USA and Canada. If the West had put a higher priority on buying Action cards, this unfortunate situation likely could have been prevented.

1939 Winter

The USSR declines a Winter Turn. This ends 1939.

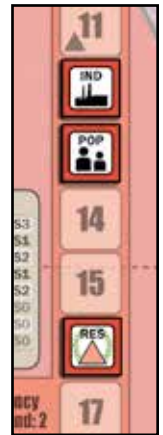
New Year 1940

Begin the 1940 Game Year by advancing the Year marker to 1940 and the Phase/Season marker to New Year. Reshuffle both decks, incorporating all discards. No Faction receives a Peace Dividend because the West and Axis are at War and the USSR made VoNs on Poland and Finland in the previous Year. A die is rolled for Turn Order with the result of 11 yielding a Turn Order of: USSR-Axis-West.

1940 Production Phase (War)

USSR Production

The USSR takes first Production. With POP 14 and IND 12 (RES 16), its Production Level is 12. It takes a balanced approach, buying four steps to repair losses to its frontline troops, four Action cards and four Investment cards.



Axis Production

The Axis, going second, is at War and must count RES. With POP 22, RES 17 and IND 17, its Production Level is 17. Threatened by the USSR advance in Poland, it builds two new Cadres in Berlin and one each in Konigsberg and the Ruhr (four Production expended). It builds up German units in Rumania, Hungary, Czechoslovakia, and all five Infantry in Paris, plus the Italian Infantry in Barcelona and Italian unit in Milan (10 more expended). For its final three Production it draws three Action cards.



West Production

Blockade Check

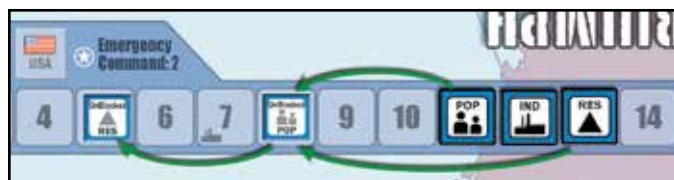
The West is at War and must check Blockades and count RES. It controls POP 11, RES 13 and INV 12, but it definitely has Blockade Problems. The Blockade of the USA and Canada is still in effect (no Trade Route can be traced through the North Atlantic with the German Sub there). This means that the 3 POP and 5 RES in North America cannot be counted for West Production this Year.

To show this, the West's "UnBlocked POP" marker should be placed on the track at "8," three spaces less than the controlled POP marker block at "11" (which is left undisturbed, as the West still controls 11 POP, it just cannot trace a Trade Route to three of them at present). Similarly, the "UnBlocked RES" marker should also be placed at "8" (13 RES minus 5 Blocked), again leaving the controlled RES marker block at "13."

The Med Blockade of India and the Middle East is still also in effect, meaning that only the West's TransAfrica RES there can count towards this Year's Production. The West's three "black-triangle" RES do not count. To show this, the "UnBlocked RES" marker is moved down another three spaces on the track, to "5".

West Production will be limited by its UnBlocked RES level of "5".

As a result of these Blockades, the West is reduced to a Production Level of only five this Year. The West builds two new Cadres in London and draws 3 Action cards. Hard times ahead.



The game would continue from here with 1940 Government Phase, but we conclude the Example of Play here.

Designer's Notes

By Craig Besinque

Triumph and Tragedy was intended to be a "simpler" type of game that would allow players more latitude than usual in a simulation game, in order to explore what *else* might have happened in the Europe of the 1930s and '40s. We are all familiar with what *did* happen, and that has been pretty well covered in the game world, but it seemed to me that quite different things *could* have happened, and that had not been well covered.

This game assumes the alignment of Italy with Germany (the Axis) and of France with Britain (the West), and the mutual antagonism between those two Factions and also between both of them and the USSR. These Factional alignments are based in their similar politico-economic systems, the three Factions being roughly separable into Fascist, Capitalist Democracy, and Communist camps. *Triumph and Tragedy*, however, does not assume the historical political alignments of the period between the minor nations of Europe and the three Factions defined above.

During the 1920s and '30s much political change occurred in the minor nations of Europe. World War I and its aftermath involved the breakup of empires and the formation of new small nationality-based "buffer states" Austria, Czechoslovakia, Yugoslavia, the Baltic States and Poland. These new states (and the overthrown Central Powers) assumed more "democratic" forms of government. As well, the autocratic government of Russia was overthrown and replaced by Soviet Communism, which stirred possibilities for change of its own (and reactions to that).

The first bloom of democracy, however, did not flourish: old antagonisms remained and new fears and resentments arose, resulting in a reversing trend back towards autocracy and militarism. Part of the point of this game is to assume that these developments were fluid, and could be influenced by the geopolitical desires of the three Factions.

By the mid-30s, the swing back to autocracy was well underway, so the Axis is given an initial advantage in influence over European minors, though the initial orientation of minors is highly variable and this continues to be even more so as the game develops. There are built-in tendencies to reflect the historical orientation preferences of some minors, but the luck of the draw and player decisions contribute significantly to the process.

The object of the game is to obtain a superior Sphere of Influence, the traditional goal of the "Game of Nations". The value of a Sphere of Influence in this game is based on its contained population and resources and that Faction's level of industrial development, and is defined as limited to the weakest of these three elements. A Sphere of Influence can be expanded peacefully through Diplomacy or militarily by conquest, each method requiring an expenditure of a different kind of game "energy."

Triumph and Tragedy is not designed as a "simulation" game except in the broad sense that it be geographically, historically and militarily credible. Typically, simulation games follow history fairly tightly so that players can experience situations close to the historical ones. In extreme cases simulations are designed so

that significant deviations from history are basically impractical.

T&T takes an opposite viewpoint: within the broad bands of historical *possibility* players are free to choose a wide variety of means to achieve their end goal. The path of history is possible but not particularly likely. This is a point of view that recognizes the ability of small events (the assassination of Archduke Ferdinand for example) to throw history off its current path.

Players can follow a path of peaceful development or conquest—war is always possible but not inevitable. Players expend their limited annual production on a mix of military buildup, Diplomatic efforts, Technological research and industrial development. Industrial and Diplomatic progress is visible to all, but players build their armed forces in secret, only to be revealed if and when armed conflict actually breaks out. A Faction that has concentrated on land, sea or air forces can live or die with that decision depending on what its opponents have built. Technologies can be developed in secret that can give friendly units advantages over opposing units of the same type.

A primary design goal for me is creating an atmosphere of uncertainty, which adds bluff, deception, psychology and nerve to gaming. Hidden-block units provide this aspect at little cost in “game load.” Cards provide the same benefit for more abstract “off-map” game elements.

A major historical theme of the 1930s was the rearmament of Europe. An early design decision was that all unit types cost the same so that players would build their armed forces in secret. A corollary was that the cost of buying one of the cards that govern Diplomatic, command, Technological and economic play would cost the same as buying a “step” of unit strength.

Two separate card decks proved necessary. The Action deck pairs Diplomatic and command functions, a serendipitous combination as Diplomacy dominates the early game and command becomes ever more critical as the game progresses. The Investment deck offers opportunities for Technological and industrial development, a nice “long-term” contrast to Action cards.

Diplomacy is represented as a tug-of-war over the small nations of Europe, with several stages of alignment between neutrality and full-fledged commitment to a Faction. This competition is waged through card-play, but players can only choose between the opportunities that are presented to them, and must commit resources to obtain those opportunities in the first place. The Action deck contains more cards that can influence minors that had volatile loyalties (e.g., Yugoslavia), and fewer cards for those that remained aloof (e.g., Turkey). Diplomacy wildcards reflect the historical leanings of some minors towards one Faction or another (e.g., Austria towards the Axis).

Representing the Diplomatic struggle for the USA presented a unique problem. In the game, the USA can never join the Axis or USSR Factions, but those two Factions can resist and delay the general tendency of the USA to join the West with their Diplomatic influence. This can be thought of as representing the efforts of various rightist and leftist isolationist movements in the USA.

Factions can alternately expand their domains by overrunning minor nations *militarily* (termed Violations of Neutrality), but this involves a game penalty: free Action cards for opponents.

These “world reaction” cards represent the natural reaction of other minors to seek protection from such aggression.

It seemed like it would be fun if players could invest energy in researching Technologies that would improve the quality of their units, especially if this could be kept secret. Technologies like Sonar and Radar had notable impact in WW2. The supreme Technological “holy grail”, the Atomic Bomb, is a highly expensive Technology that wins the game if achieved.

The game provides for peaceful competition, and can be won without general war. It should be remembered that in the 1930s, Europe had been peaceful for over a decade and the “Game of Nations” continued to be played on those terms. But war clouds were gathering and no one could be sure whether or how long peace would last. The player who relies on Diplomacy and neglects military preparedness will prove a tempting target for opponents.

In a three-sided game, negotiation can be interesting and crucial factor. In *Triumph and Tragedy* there is no requirement that the West and USSR align against the Axis, or that any Faction will follow the historical policies of its historical leadership (Hitler, Stalin or Chamberlain/Churchill). Players can make agreements but these are not enforceable and likely to be temporary and opportunistic. Only one player can win, so as one Faction threatens dominance, the other two will tend to team up against it.

In this game, war has a cost. There has been some resistance to this notion among wargamers, but it is both realistic and also good for the game. If there is no cost to make war then there will be no hesitation to do so. With an appropriate cost it becomes a decision, so there is no knowing who might declare war, when, and on whom.

In *T&T*, declaring war costs a certain Victory Point and ends your yearly Peace Dividend (worth on average 0.6 VPs each). More importantly, although Declaring War gives a temporary one-turn Surprise advantage, it gives the victim a potentially much larger long-run advantage: easier industrial growth, representing the increased solidarity and effort of a galvanized nation.

For a simple movement-command system that provided the correct “pace” we settled on a four operational phases per year, based on the seasons (with the kicker that only the USSR could operate in Winter, and only in the USSR). Season-specific command cards add immediacy to card management, but proved so painful to many players that a provision for Emergency Command was introduced to ameliorate the sting of lacking a valid command card. The Command Priority system gives players some (but not total) control over the order of play in a season.

All this results in a game where an extremely large variety of game progressions are possible. My helpers and I have had many happy hours designing and playing this game. I hope you do too.

Glossary

Active Battle: Battle being resolved that Combat Phase.

Active Player: player taking his Turn.

Aggression: moving into an area solely occupied by Enemy units.

Allies: in the 2-player game, the West and USSR taken together as one side.

ANS Units: Air/Naval/Sub units.

Armed Minor: Violated Neutral that has deployed defensive forces.

Associate: Neutral with 1 Influence.

Attacker [Combat]: the Active Player in an Active Battle.

Battle: Enemy units occupying the same area.

BattleGroup: ANS units moving together to Engage at Sea.

Blockade: blockage of an Enemy Trade Route.

Border Limit: maximum Ground units able to Engage over a border per Phase.

Cadre: 1 CV unit.

Capital: main city of a Nation.

Carrier Strike: special Combat Action allowing both N1 Fire and Retreat.

Colony: non-Home-Territory owned by a Power, with its own Capital.

Combat Action: Fire or Retreat.

Command Order: order of Seasonal Player Turns, as per Command Priority.

Control: possession of an area

Convoy: Ground unit at Sea.

CV: unit strength in steps.

Defender [Combat]: the non-Active player in an Active Battle

Disengage: move out of a Battle.

DoW: Declaration of War.

Emergency Command: Command using non-Seasonal Command cards.

Enemy: Rival that one is at War with.

Engage: move into an area containing Enemy units.

Escape (Subs): special ability to Disengage from a Sea Battle while remaining in the Sea Area.

Factory Cost: the cost in Factories to raise one's IND by one.

Firepower: the ability of a unit to damage Enemy units in Combat.

FirstFire: the ability to Fire before Enemy units of the same type.

Ground Support: friendly Ground units present.

Ground Units: Fortresses, Tanks and Infantry.

HandSize Limit: maximum number of cards allowed in one's Hand at the end of the Government Phase.

Hit: infliction of a 1 CV loss.

Home Territory: the National Territory of a Power.

IND: Industry.

Intervention: sending Ground units into a Neutral Violated by an Enemy.

Naval Units: Carriers and Fleets.

Neutral: a Nation that is not a member of any Faction.

Ocean: a double-sized Sea Area.

Open Seas: Seas not Enemy occupied.

Partition: occupying the territory of a Neutral Violated by a Rival.

POP: Populaton.

Production Level: the least of one's POP, IND and (if at War) RES.

Protectorate: Neutral with 2 Influence.

Raids: Aggression into Enemy Territory by ANS units without Ground Support ("Raiders").

ReBasing: free move by an ANS unit into undisputed Friendly Territory.

RES: Resources.

Retreat: move out of a Battle into an adjacent Friendly area.

Rival: opposing Faction.

Satellite: former Neutral that has joined a Faction.

Sea Invasion: Ground units moving from the sea onto Enemy Coastal land.

Secret Vault: a place where Achieved Technologies are secretly held.

Straits: Land Area with special traits.

Strategic Bombing: AFs in an Enemy MainCapital bombing its IND.

Supply Line: chain of Friendly areas connecting a unit to a Supply Source.

Trade Route: chain of non-Rival areas connecting POP/RES to one's MainCapital.

TransAfrica RES: RES that can trace Trade Routes around Africa (shown as red triangles).

Turn Order: order of play for Production and Government Phases.

VoN: Violation of Neutrality



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