

ACTIVATION PHASE 1

ACTIVATION PHASE 2

ACTIVATION PHASE 3

ACTIVATION PHASE 4

10  
1-5 **RUSSIA**  
6-10 **CHINA**  
**ACTS**

1 **ALLY/ROGUE**  
Group Acts\*  
POTUS/Cab.  
Focus

**DRAW ONE CHIT** 1

1 **ALLY/ROGUE**  
Group Acts\*  
UN Acts

**RUSSIA**  
or **CHINA**  
**ACTS**

1 **ALLY/ROGUE**  
Group Acts\*  
POTUS/Cab.  
Focus

**DRAW ONE CHIT** 1

1 **ALLY/ROGUE**  
Group Acts\*

**ANY 3**  
**ACTIONS**

-1 **Box Media Relations**  
**2 Domestic ACTIONS**  
Legislative Segment

**IF + DRAW AGAIN**  
1

**ANY 3**  
**ACTIONS**

**ANY 3**  
**ACTIONS**

-1 **Box Media Relations**  
**2 Domestic ACTIONS**  
Legislative Segment

**IF + DRAW AGAIN**  
1

**ANY 3**  
**ACTIONS**

**DRAW ONE CHIT** 1

**DRAW ONE CHIT** 1

**IF + DRAW AGAIN**  
1

**DRAW ONE CHIT** 1

**DRAW ONE CHIT** 1

**DRAW ONE CHIT** 1

**IF + DRAW AGAIN**  
1

**DRAW ONE CHIT** 1

**IF + DRAW AGAIN**  
1

**FOCUS**  
**NATIONAL INTELLIGENCE**

**ANY 3**  
**ACTIONS**  
Core Support Check

**WAR PROGRESS**  
Wars & Civil Wars

**IF + DRAW AGAIN**  
1

**FOCUS**  
**NATIONAL INTELLIGENCE**  
**ACTION FOR POTUS & EACH CABINET MEMBER**

**ANY 3**  
**ACTIONS**  
Core Support Check

**WAR PROGRESS**  
Wars & Civil Wars

**IF + DRAW AGAIN**  
1

**ANY 4**  
**Diplomatic &/or Military ACTIONS**

10  
1-5 **TERROR**  
6-10 **CHAOS**  
(WT1 or WT2)

**ANY 4**  
**Diplomatic &/or Military ACTIONS**

**IF + DRAW AGAIN**  
1

**ANY 4**  
**Diplomatic &/or Military ACTIONS**

10  
1-5 **TERROR**  
6-10 **CHAOS**  
(WT1 or WT2)

**ANY 4**  
**Diplomatic &/or Military ACTIONS**

**MR. PRESIDENT**

**TURN SEQUENCE FLIPBOOK**

**US SoE Impact**



# HAIL TO THE CHIEF!

Welcome to your new Term as President of the United States!

This Player Flipbook is designed to guide you through the game of Mr. President. The heart of the game is the Turn Sequence, found on the bottom left of the Main Board. Using this Flipbook will take you step by step, segment by segment, through this Turn Sequence. It contains the instructions you will follow and even some of the charts you will use to resolve situations that arise in the game. As you play the game and become familiar with the Turn Sequence, you will find you can play without using

this Flipbook. For the first few games, however, it will be an essential tool for accomplishing your goals as President.

A game of Mr. President lasts for four game turns. Each turn represents one year of real time. Each turn is divided into a "US Special Activations" Sequence (which includes the "Beginning of Each Turn" Sequence), four main Activation Phases, and a Final Activations Sequence (which includes the "End Turn Clean-Up and Consequences" Sequence).

## TURN SEQUENCE

**TURN PROCEDURE** (Start at the top left with US Special Activations Perform all actions in a column, top to bottom, then move to the next column right, and perform those top to bottom, etc.)

US Special Activations	ACTIVATION PHASE 1	ACTIVATION PHASE 2	ACTIVATION PHASE 3	ACTIVATION PHASE 4	Final Activations
<b>BEGIN TURN</b> PERFORM BEGINNING TURN SEQUENCE PAGE 4 OF TURN SEQUENCE FLIPBOOK	<b>10</b> 1-5 <b>RUSSIA</b> 6-10 <b>CHINA</b> <b>ACTS</b>	<b>1</b> ALLY/ROGUE Group Acts* <b>POTUS/Cab. Focus</b>	<b>RUSSIA or CHINA ACTS</b>	<b>1</b> ALLY/ROGUE Group Acts* <b>POTUS/Cab. Focus</b>	<b>DRAW ONE CHIT</b>
<b>STATE OF THE UNION</b> (only on Turns 2-4)	<b>ANY 3 ACTIONS</b>	<b>1</b> Box Media Relations <b>2</b> Domestic ACTIONS Legislative Segment	<b>IF + DRAW AGAIN</b>	<b>3</b> Domestic ACTIONS	<b>IF + DRAW AGAIN</b>
<b>US SoE Impact</b> (Not on Turn 1) Improve STRATEGIC CAPABILITIES	<b>DRAW ONE CHIT</b>	<b>IF + DRAW AGAIN</b>	<b>IF + DRAW AGAIN</b>	<b>IF + DRAW AGAIN</b>	<b>10</b> 1-4 <b>END TURN</b>
<b>Set POTUS/Cabinet FOCUS</b> <b>1</b> ACTION FOR POTUS & EACH CABINET MEMBER	<b>IF + DRAW AGAIN</b>	<b>ANY 3 ACTIONS</b> Core Support Check	<b>IF + DRAW AGAIN</b>	<b>IF + DRAW AGAIN</b>	<b>5-10</b> <b>DRAW ONE CHIT</b>
	<b>FOCUS</b> <b>NATIONAL INTELLIGENCE</b>	<b>WAR PROGRESS</b> Wars & Civil Wars	<b>FOCUS</b> <b>NATIONAL INTELLIGENCE</b> <b>1</b> ACTION FOR POTUS & EACH CABINET MEMBER	<b>ANY 3 ACTIONS</b> Core Support Check	<b>END TURN</b> PERFORM END OF TURN CLEAN-UP & CONSEQUENCES SEQUENCE PAGE 24 OF TURN SEQUENCE FLIPBOOK
	<b>IF + DRAW AGAIN</b>	<b>ANY 4</b> Diplomatic &/or Military ACTIONS	<b>IF + DRAW AGAIN</b>	<b>ANY 4</b> Diplomatic &/or Military ACTIONS	
	<b>10</b> 1-5 <b>TERROR</b> 6-10 <b>CHAOS</b> (WT1 or WT2)	<b>US SoE Impact</b>	<b>IF + DRAW AGAIN</b>	<b>10</b> 1-5 <b>TERROR</b> 6-10 <b>CHAOS</b> (WT1 or WT2)	



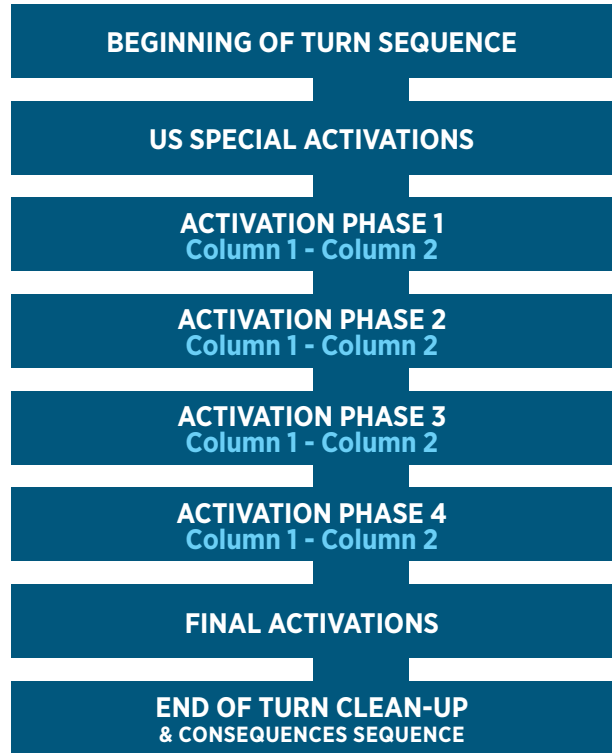
# ANATOMY OF THE TURN



Each Activation Phase is divided into Activation Segments which are arranged in two columns within the four main Activation Phases. Play through these segments sequentially moving your “Current US Action” counter from top to bottom of a column and then moving to the top of the next column to the right, and repeating the process until you reach the end of the Turn Sequence. Perform whatever action is dictated by the segment you have entered. In this way you track your progress through the game, with each Turn representing one Year of your Administration’s term in office.

## IMPORTANT

A player can always spend 1 AP to re-roll any die roll that occurs as part of a Master Action (Diplomatic, Domestic, Military, or Presidential) - once per roll. In such cases, the re-roll result is final; no further re-rolls are allowed for that die roll.

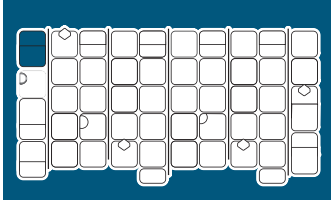


Move your Current US Action counter down the column you are in until you reach the bottom, then move across and up to the top of the next column to the right. Perform whatever action is instructed by the segment you have entered. Repeat this until you move to the “End Turn” Segment at the bottom of the “Final Activations” column. At this point, you will return your Current US Action Counter back to the “Begin Turn” Segment at the top of the “US Special Activations” column, beginning a new turn and a new year.

# BEGIN TURN

PERFORM BEGINNING TURN SEQUENCE  
PAGE 4 OF TURN SEQUENCE FLIPBOOK

## BEGINNING OF EACH TURN SEQUENCE



At the beginning of each Turn or year, perform the following six steps before starting with the Activation Phases.

### 1 DETERMINE HOW MANY APs YOU START THE YEAR WITH



REMINDER: APs do not roll over from one year (turn) to the next; any unused APs at the end of a year are lost.

APs come from the following sources:

- If playing an **EASIER GAME**, you start each turn with 20 APs.
- If playing the **NORMAL** or **HARDER GAME**, you start each turn with 15 APs.
- From the Cabinet Effectiveness Track. [Example: If your level of Cabinet Effectiveness is 4, this would give you +2 APs.]
- +4 APs if you have the “EFFICIENT” Presidential Attribute.



- -3 APs if you have the **DISORGANIZED** Presidential Attribute.
- +2 APs if you have the **AMAZING CHIEF OF STAFF** Exceptional White House Resource Card.



Place the APs counter on the appropriate box of the Presidential Prestige/APs Track corresponding to your final total.

### 2 APPLY ANY EFFECTS

Apply any effects, other than APs, gained from Presidential Attributes or Exceptional White House Resources (or any penalties due to negative Attributes). **Example:** the “Business Friendly” Attribute and the “Amazing Secretary of Treasury” Exceptional White House Resource each adds an Economy Improving Counter to the US SoE.

(Not on Turn 1)

### 3 KEY CABINET MEMBER EXPERIENCE

Choose one key Cabinet member currently on their Novice side and roll a d6 for them. On a 1-2, they gain experience. Flip their counter to the Veteran side and use those values for the rest of the game.

(Not on Turn 1)

### 4 OPTIONALLY REPLACE ONE KEY CABINET MEMBER

You MAY choose to replace one Key Cabinet Member (SecDef, SecState, or Chief of Staff). If you do, remove the current member from the game, then place a “Worsening” counter on Cabinet Effectiveness. Then draw three candidates from the cup and choose one of them to fill the position. Note that there is no negative Public Approval hit, as there is during an Activation Phase if you use the “Ask for Resignation” Action. This one is “free” (except for the slight degrading to Cabinet Effectiveness).

(Not on Turn 1)

### 5 IMPROVE THE CABINET

Roll on the Cabinet Improvement Table (D2) and apply results. Note that you may also have to roll on the Cabinet Drama Table.



### 6 SET FOCUS REGION(S) FOR NATIONAL INTELLIGENCE COLLECTION

(See Page 41 GM). You may have either one or two Focused National Intelligence counters this turn. Here's how you determine which:

1. Check your Strategic Capabilities for both Cyber Warfare and Strategic Recon/Intel. If both of these values are greater than or equal to both China's and Russia's values on these tracks, you get two Focused National Intel counters.
2. In any other case, you get one Focused National Intelligence counter this turn.
3. Place each available Focused National Intelligence counter in one World Region of your choice, no more than one counter per region. (You may NOT place a Focused National Intelligence counter in either Russia or China.)

### SPECIAL OPTIONAL DRM RULE

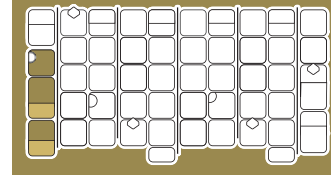
(Recommended for New Players)

If you are a new player playing an **EASIER GAME**, you may use a -1 DRM on all your player (not Ally or Peer) die rolls, in addition to any normal DRMs given for a particular chart or die roll.

# US SPECIAL ACTIVATIONS

As President, you now start your year with Special Activations to help you prepare for what is ahead.

Place your Current US Action Counter at the top left segment where it says "State of the Union." As you complete each segment in this Activation column on the Track, move your Counter down to the next segment in order, following the sequence on the Turn Sequence Track and in this Flipbook.



**BEGIN TURN**  
PERFORM BEGINNING TURN SEQUENCE  
PAGE 4 OF TURN SEQUENCE FLIPBOOK

**STATE of the UNION**  
(only on Turns 2-4)

**US SoE Impact**  
(Not on Turn 1)  
Improve STRATEGIC CAPABILITIES

Set **POTUS/Cabinet FOCUS**  
1 ACTION FOR POTUS & EACH CABINET MEMBER

**STATE of the UNION**  
only on Turns 2-4

**GM P25**

(Not on Turn 1) **STATE OF THE UNION** (Not on Turn 1)

At the start of Turns 2, 3, and 4, you make your State of the Union Address. Roll on the State of the Union Chart below to determine what benefits or penalties result from your speech.

Choose the column that represents the sum of these four current ratings: **Public Approval Value** (the one at the top left of the actual Public Approval %), **Relations with Congress**, **Media Relations**, and your current **Presidential Prestige**. Then roll a d10 and find the result of your speech in that column.

## SUM OF 4 RATINGS

DR (d10)	18 or Less	19-23	24-27	28+
1-2	+1 Public Approval; +2 APs; Place New Bill in 0 Box in Congress*	+1 Public Approval; +3 APs; Place New Bill in 0 Box in Congress*	+2 Public Approval; +3 APs; +1 RWC; Place New Bill in -1 Box in Congress**	+2 Public Approval; +4 APs; +1 RWC; Place New Bill in -1 Box in Congress; Draw 1 New Random Friend**
3-5	+1 AP; Place New Bill in +1 Box in Congress	+1 Public Approval; +2 APs; Place New Bill in 0 Box in Congress*	+1 Public Approval; +3 APs; Place New Bill in 0 Box in Congress*	+2 Public Approval; +3 APs; +1 RWC; Place New Bill in -1 Box in Congress**
6-8	<b>It was a Yawner.</b> -1 Public Approval; -1 RWC	+1 AP; Place New Bill in +1 Box in Congress	+1 Public Approval; +2 APs; Place New Bill in 0 Box in Congress*	+1 Public Approval; +3 APs; Place New Bill in 0 Box in Congress*
9+	<b>Boo!</b> -2 Public Approval; Draw 1 New Random Opponent; -1 RWC	<b>It was a Yawner.</b> -1 Public Approval; -1 RWC	+1 AP; Place New Bill in +1 Box in Congress	+1 Public Approval; +2 APs; Place New Bill in 0 Box in Congress*

**DRM:**  
-2 if you have the Presidential Attribute "Orator."  
(-1 Optional New Player DRM)

**RESULTS:**  
\*or \*\* = **Your speech spurs immediate action!** You may immediately make one (for \* results) or two (for \*\* results) free Actions of any type before proceeding to the next segment.

RWC = Relations with Congress

**MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK**

# US SoE Impact

(Not on Turn 1)

## GM P26

(Not on Turn 1)

# US SoE IMPACT

(Not on Turn 1)

Perform the following two steps:

### 1 ECONOMIC ASSISTANCE

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

For each Economic Assistance act you are allowed, you may perform either of the following:

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

### 2 APPLY ANY EFFECTS

Update the Game state as noted in the box to the right of the Current SoE counter on the game board, potentially gaining or losing Public Approval (PA), APs, or improvement/worsening of Relations with Congress.



STATE of the ECONOMY

2 U.S. Economic Assistance	Peak Performance 7	+3 PA +2 APs +1 RWC
2 U.S. Economic Assistance	6	+1 PA +1 AP
1 U.S. Economic Assistance	Recovery 5	
1 U.S. Economic Assistance	Stagnation 4	-1 PA -1 AP -1 RWC
0 U.S. Economic Assistance	Recession 3	-4 PA -2 APs -2 RWC -1 Friend

## GM P36-37

# IMPROVE STRATEGIC CAPABILITIES

### Improve STRATEGIC CAPABILITIES

If US State of the Economy (SoE) is 5 or higher, roll for **TWO** different capabilities.

If US State of the Economy (SoE) is 4 or less, roll for **ONE** capability.

ALSO, if there are any “DARPA/Rapid Capabilities” counters on the Strategic Capabilities track, you get

one roll for each – for the track it’s on.

For each capability you choose to improve (and for any DARPA/RC counters), roll one d10.

The SecDef Military Rating provides a -# DRM on any non-DARPA roll.

On a 1-5 result, or a 1-7 result for any attempts for the “DARPA/RC” counter, improve that capability by one box. Otherwise, there is no improvement.

**STRATEGIC CAPABILITIES TRACKS**

Air Force Training & Tech (1)	1 2 3 4 5 6 7	Space Warfare (6, 7)	1 2 3 4 5 6 7
Ground Forces Training & Tech (2)	1 2 3 4 5 6 7	Strategic Missiles/Missile Defense (8, 9)	1 2 3 4 5 6 7
Naval Forces Training & Tech (3)	1 2 3 4 5 6 7	Strategic Recon/Intel Gathering (10)	1 2 3 4 5 6 7
Cyber Warfare (4, 5)	1 2 3 4 5 6 7	<b>US MILITARY ASSETS</b> Available only on legislative passage of Bill #16 or Security and Defense Greater Society Legislation. 2 USMC    3 US Army (light)    2 US Army (heavy)    1 USAF    1 CARRIER	

**MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK**

Set  
**POTUS/  
Cabinet  
FOCUS**

**GM P16-17**

**SET POTUS/CABINET FOCUS**

**1 SET POTUS/CABINET FOCUS**

Place or move any or all of the 6 Cabinet Focus counters to reflect your new domestic focus priorities for this year.

**2 REMOVE TENSIONS COUNTERS**

If there are any Tensions counters in the Cabinet Focus area, remove one.

**3 PLACE TENSIONS COUNTERS**

If there are any remaining Tensions counters (left-over from last Activation Phase), place them all next to your Focus/Priority counters, starting with Priority #6, then #5, then #4, etc. – until there are no more Tensions counters to replace.

**POTUS/Cabinet Focus & Tensions**  
At the start of each Turn, set your domestic focus for the turn by placing the six "POTUS/Cabinet Focus" markers (labeled 1 to 6) on the six spaces at left, with the "1" indicating your highest priority.  
During the two "POTUS/Cabinet Focus" segments of each turn, roll a d6 for each area that does not have a Tensions marker beside it.  
Your success range is listed on marker. For each roll that succeeds, apply the "Success Effect" listed to the right of each Focus.  
At the end of the segment, remove 1 Tensions marker from the highest priority (1-6) that has one.  
Anytime the game instructs you to place Tensions on the POTUS/Cabinet Focus, place a Tensions marker in the Tensions box to the right of each Focus area, beginning with the largest numbered Priority (6,5,4, etc) that does not currently have a Tensions marker next to it.  
If all six Tensions boxes to the right of the Focus areas are full when you are instructed to place a new Tensions marker, -1 Pres. AP and roll on Cabinet Drama Table instead.  
Domestic Action #6 allows you to remove Tensions markers (in 1 to 6 priority).  
**Scandal Tensions.**  
Any time you:  
a) place a new Scandal marker on the Scandal Track  
or  
b) move a Scandal marker down one row on the Scandal Track, place one Tensions marker on the POTUS/Cab. Focus (6 to 1 priority). If POTUS is the Scandal target, place TWO Tensions for either a or b, not one.

**GM P8 & 15**

**1 ACTION FOR POTUS & EACH CABINET MEMBER**

**1 ACTION FOR  
POTUS & EACH  
CABINET MEMBER**

As President, you (POTUS) can perform one Action from ANY of the actions as described on the four Master Action Chart Player Aids (Presidential, Domestic, Diplomatic, Military), or remove a Tensions Counter from anywhere on the game board, including Russia or China. You may also exchange an Action for 1 AP.

Each Cabinet Member may also perform one action of the type for which they are eligible (thus, VP and Sec State can perform a Diplomatic Action from the Master Actions Diplomatic Action Chart, VP and Chief of Staff can perform a Domestic Action from the Master Actions Domestic Action Chart, and Sec Def can perform a Military Action from the Master

Actions Military Action Chart). Alternatively, an action can be used to remove one Tensions Counter from anywhere on the game board, EXCEPT China or Russia. Only the President can remove a Tensions Counter from Russia or China during this segment. When used, rotate the Cabinet Member or VP counter 90° in the White House on the board to show they have taken their action.

If the Cabinet Member has "+1 Action" on their counter, he or she may perform an additional Action.

If this is your first game, and you are wondering which Actions to take, please see "If This Is Your First Turn," on Page 6 of the Presidential Briefing Booklet for suggestions to get you started.

**MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK**

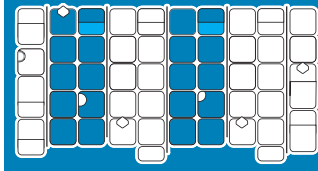
**THIS CONCLUDES THE US SPECIAL ACTIVATIONS PORTION OF YOUR TURN. YOUR FOUR (QUARTERLY) ACTIVATION PHASES BEGIN NOW.**

**PLEASE FLIP TO THE NEXT PAGE TO BEGIN ACTIVATION PHASE ONE.**

# ACTIVATION PHASE 1 (& 3)

## ACTIVATION PHASE 1

- 10**  
1-5 **RUSSIA**  
6-10 **CHINA**  
**ACTS**
- 1** ALLY/ROGUE Group Acts\*  
POTUS/Cab. Focus
- ANY**  
**3**  
ACTIONS
- 1** Box Media Relations  
**2** Domestic ACTIONS  
Legislative Segment
- DRAW ONE CHIT** **1**
- DRAW ONE CHIT** **1**
- IF + DRAW AGAIN** **1**
- FOCUS**  
NATIONAL INTELLIGENCE
- IF + DRAW AGAIN** **1**
- ANY 4** Diplomatic &/or Military ACTIONS



## Begin either Activation Phase 1 or Activation Phase 3 here

Activation Phases 1 and 3 are identical with one exception (Activation Phase 3 has one extra segment: “1 Action for POTUS and each Cabinet Member”). After you finish the US Special Activations at the start of your turn, you begin here. When you finish Activation Phase 2 on Page 22, you return here and repeat the sequence that follows to perform Activation Phase 3.

## ACTIVATION PHASE 3

- RUSSIA or CHINA**  
**ACTS**
- 1** ALLY/ROGUE Group Acts\*  
POTUS/Cab. Focus
- ANY**  
**3**  
ACTIONS
- 1** Box Media Relations  
**2** Domestic ACTIONS  
Legislative Segment
- DRAW ONE CHIT** **1**
- DRAW ONE CHIT** **1**
- IF + DRAW AGAIN** **1**
- FOCUS**  
NATIONAL INTELLIGENCE  
**1 ACTION** FOR POTUS & EACH CABINET MEMBER
- IF + DRAW AGAIN** **1**
- ANY 4** Diplomatic &/or Military ACTIONS

- 10**  
1-5 **RUSSIA**  
6-10 **CHINA**  
**ACTS**
- RUSSIA or CHINA**  
**ACTS**

## GM P30-31

## RUSSIA OR CHINA ACTIONS

If this is Activation Phase 1, roll a d10 **10** and determine which country acts using the results below. If this is Activation Phase 3, perform Russia or China Acts depending on which country did not act in Activation Phase 1.

- If result is 1-5, Russia Acts. Consult the Russia Action Chart (WPR1) in the World Peer Russia Acts Booklet and follow its



directions. Place a “Russia Acted” counter on this segment to remind you.

- If result is 6-10, China Acts. Consult the China Action Chart (WPC1) in the World Peer China Acts Booklet and follow its directions. Place a “China Acted” counter on this segment to remind you.



## MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK

- ANY**  
**3**  
ACTIONS

## GM P8 & 15

## ANY 3 ACTIONS

In reaction to the world situation, you may now take a mix of any 3 of your possible actions as listed on the Master Actions Charts Player Aids: Domestic, Diplomatic, Military, or Presidential. Key Cabinet Members may not use any +1 Action ability for any Actions in this Activation Segment.

### NOTE

**AP and Actions:** You can forego one or more allowed Actions in a Friendly Action Segment to recover 1 AP for each. For example, in this “Any 3 Actions” Segment, you could instead perform 2 Actions and forego one to gain 1 AP, perform 1 Action and gain 2 APs, or perform 0 Actions and gain 3 APs.

You may spend 2 APs to take one additional Action of any type before the end of this Activation Segment.

## MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK







## DRAW ONE CHIT

### GM P8-9

## DRAW ONE CRISIS CHIT

Randomly draw 1 Crisis Chit and perform its indicated action then place it on the "Draw One Chit" space of the Turn Sequence (it may be returned to the cup at the end of the year). Possible actions include:

- **Draw one or more Crisis Cards.** One at a time, draw the indicated number of Crisis Cards from the Crisis Deck. Perform all actions indicated on one Crisis Card before drawing and resolving the next card.
- **Domestic Crisis:** Roll a d10  and reference the result on the Domestic Crisis Event Table (D9) in the Domestic Charts Booklet. Implement all the actions/effects noted therein.
- **Regional Summit.** Refer to the Regional Summit Table (WD2) in the World Charts Booklet, depending on which Crisis chit you drew, and follow its directions. Note the DRMs and decide whether to spend 1 AP (representing you attending the Summit personally) before you roll a d10  to determine the Summit's results.
- **Random Regional Crisis:** Roll a d10  to determine which region has the crisis (as marked above each region on the World Map). Once the region is identified, move the Regional Crisis level at the bottom of that region 1 box to the right. If this move increases the Regional Crisis level there to "MAJOR CRISIS," refer to the Regional Major Crisis Table (WD1) in the World Charts Booklet, total any applicable DRMs, and roll a d10  to find and apply the result.
- **Cascading Event 2.** Shuffle all the cards in the "2" deck. Then randomly draw one card and apply the results listed in the "From the 2 Deck" area. Unless otherwise directed by the card, place the card in the "3 Deck" when you have finished applying the result.




### NOTE

If there is no card in the "2 Deck" area when you draw this Crisis chit, then nothing happens.

- **Cascading Event 3.** Shuffle all the cards in the "3" deck. Then randomly draw one card and apply the results listed in the "From the 3 Deck" area. Unless otherwise directed by the card, place the card in the Discard pile when you have finished applying the result.

### NOTE

If there are no cards in the "3 Deck" area when you draw this Crisis chit, treat it as if you had drawn the "Cascading Event 2" Crisis chit, instead.

- **Good Times!** Roll a d10  on the Good Times Table (D15) in the Domestic Charts Booklet. It's good to be President!
- **NSA 2.** Draw the top 2 Crisis Cards from the deck. Choose one and remove it permanently from the game, reflecting NSA intercept intel's early warning that has allowed you to avert the crisis on the card. Place the other in the Reshuffle pile.
- **Russia Acts (2).** [This is a special Crisis chit that is only added to the Crisis Chits cup when Russia moves to Posture 2.] Go to the Russia Action Chart (WPR1) in the World Peer Russia Acts Booklet and perform the following 2 actions only:
  - #1 Cyber Attacks (make 2 attacks)
  - Roll a d10  to select another random action from the 1-10 list of Remaining Actions. If you roll a 1 (Cyber), reroll for another action.
- **China Acts (2).** [This is a special Crisis chit that is only added to the Crisis Chits cup when China moves to Posture 2.] Go to the China Action Chart (WPC1) in the World Peer China Acts Booklet and perform the following 2 actions only:
  - #1 Cyber Attacks (make 2 attacks)
  - Roll a d10  to select another random action from the 1-10 list of Remaining Actions. If you roll a 1 (Cyber), reroll for another action.

**IF THE CRISIS CHIT YOU JUST DREW HAD NO (+) SIGN ON IT, THIS FINISHES THE SEGMENT. MOVE YOUR COUNTER TO THE "ONE ALLY/ROGUE GROUP ACTS" SEGMENT OF THE ACTIVATION PHASE ON THE TURN SEQUENCE TRACK.**



**IF THE CRISIS CHIT YOU JUST DREW HAD A (+) SIGN ON IT, MOVE YOUR COUNTER DOWN ONE SPACE ON THE TURN SEQUENCE TRACK AND DRAW ANOTHER CRISIS CHIT. FOLLOW ITS INSTRUCTIONS AS ABOVE.**



**IF THIS IS THE THIRD CRISIS CHIT YOU HAVE DRAWN, THIS ENDS THIS ACTION, EVEN IF THE THIRD CRISIS CHIT HAD A (+) SIGN ON IT.**

## MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK

### 1 ALLY/ROGUE Group Acts\*

### GM P12 & 39

## ALLY/ROGUE GROUP ACTS

Randomly draw one of the four Ally Chits to determine which group of Allies and/or Rogues activates.

Refer to the Ally and Rogue Nation Action Chart (WA1-WA4) in the Ally and Rogue States Booklet matching that group and follow its instructions to

perform actions for each ally and/or Rogue Nation in that group.

Place the Ally Chit you drew on this Activation Segment space as a reminder of which group was just activated.

POTUS/Cab. Focus

1 POTUS/CABINET FOCUS

Refer to the POTUS/CABINET FOCUS section on the game board. Beginning with POTUS/Cabinet Focus/Priority #6 and continuing to #5 and so on until you complete #1, roll a d6 for each Focus/Priority. Exception: DO NOT ROLL for any Focus/Priority that has a Tensions counter next to it. (These

priorities have been shuffled aside for now because of other crises and events).

If the result of the d6 roll falls within the range listed on the POTUS/Cabinet Focus/Priority counter for that Focus/Priority, immediately apply the results in the "Success Effect" area according to the following chart. If it doesn't fall within the listed range, there is no effect.

POTUS/CABINET FOCUS	SUCCESS EFFECT
Improve Relations with Congress	Improve RWC by one box
Improve Economy	Place "Improving Economy" counter on US SoE Track
Improve Homeland Security	Decrease one Terror Group in US by 1 lvl. If none, +1 to Homeland Security and -2 Public Approval
Improve Public/Press Relations	Either a) +3 to Public Approval or b) +1 to Public Approval and +1 to Media Relations
Address Domestic Crisis	-1 to Domestic Crisis. If already 0, +2 APs
Improve Cabinet Effectiveness	Roll d6. 1-3: Place an "Improving" counter on the Cabinet Effectiveness Track; 4+: +3 APs

2 TENSIONS COUNTERS

**TENSIONS COUNTERS:** Anytime the game instructs you to place Tensions on the POTUS/Cabinet Focus, place the instructed number of Tensions counters in the Tensions boxes to the right of each Focus area on the game board, beginning with the largest numbered Priority (6, 5, 4, etc.) that does not currently have a Tensions counter next to it. **If all six Tensions boxes to the right of the Focus areas are full when you are instructed to place a new Tensions counter, -1 AP and roll on Cabinet Drama Table instead.**

Domestic Master Action #6 allows you to remove Tensions counters (in 1 to 6 priority). Also, during the "1 Action for POTUS & Each Cabinet Member" Seg-

ment of the Turn Sequence, a Tensions marker may be removed instead of taking an Action with POTUS or with a Key Cabinet Member.

3 SCANDAL TENSIONS

**SCANDAL TENSIONS:** Any time you a) place a new Scandal counter on the Scandal Track, or b) move a Scandal counter one row to the right on the Scandal Track, place one Tensions counter on the POTUS/Cabinet Focus (6 to 1 priority). If POTUS is the Scandal target, place TWO Tensions for either a) or b), not one.

At the end of this Activation Segment, remove 1 Tensions from the highest priority (1-6) that has one.

MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK

-1 Box Media Relations  
2 Domestic ACTIONS  
Legislative Segment

1 DECREASE MEDIA RELATIONS

- Decrease Media Relations by one box (Media Relations degrade with the passing of time).

2 PERFORM TWO DOMESTIC ACTIONS

- Choose and perform any 2 Actions from the Master Domestic Actions Player Aids or from the domestic actions on the Master Presidential Actions Player Aid.

- You may spend 2 APs to take one additional Action of any type before the end of this Activation Segment.

NOTE

**AP and Actions:** You can forego one or more allowed Actions in a Friendly Action Segment to recover 1 AP for each. For example, in this "Any 3 Actions" Segment, you could instead perform 2 Actions and forego one to gain 1 AP, perform 1 Action and gain 2 APs, or perform 0 Actions and gain 3 APs.

### 3 PERFORM LEGISLATIVE SEGMENT

Perform the following Legislative Segment Procedure.

#### Legislative Segment Procedure

- 1. Determine Support/Opposition to Pending Bills** (*If no Pending Bills, skip this step*). Total separately the sum of the Legislative Ratings of all your Friends in the Congressional Friends box. Then subtract the total Rating of your Congressional Opponents. Treat results  $>3$  or  $<-3$  as 3 and -3, respectively. If the result is positive (+), you may move that number of bills (either yours or Opponents') one box in either direction on the Pending Bills Track, thus increasing or diminishing their support in Congress. If the result is negative (-), that is the Legislative Rating of your Opponents exceeds that of your Friends, move that number of your (not Opponents') bills one box toward Strong Opposition/ Cannot Be Passed.
  - 2. Attempt to Pass Pending Bills** (*If no Pending Bills, skip this step*). The number in the current box in the Bipartisan Cooperation section is the number of bills you must now attempt to Pass.
    - If you control both houses of Congress, you choose which of the Pending Bills to try to pass.
    - If your Opponents control both houses, make the attempt(s) for Opponents' Legislation that are furthest left in the Pending Bills boxes (i.e. the easiest to pass).
    - If control is split, roll a d6 to see who chooses the first bill to pass (even = you; odd = opponents), then alternate between parties until you've made the indicated number of attempts.
- To attempt to Pass a bill, roll a d6 and apply the DRM from the Pending box the bill is currently in. On a modified result of 1-3, the bill is passed and is sent to you to sign or veto.
- 3. Sign or Veto Bills** (*If no Bills are Passed, skip this step*). For any bill that is passed, Roll on the Effects of Passed Legislation Table (D5) in the Domestic Charts Booklet, and make an immediate "Sign or Veto" decision. If you sign it, place in the Passed Legislation Box, adjust Legislative Priorities, and implement any effects of the bill. If you Veto it, return the bill to the Unused Bills Box.
  - 4. Add Legislative Friends or Opponents.** If you pass and sign a Landmark bill (only), add a new Congressional Friend (if it was your Bill and your Party Relations allow a new Friend) or Opponent (if it was the Opponent's legislation).
    - Always use the most moderate side of the counter if you are playing an **EASIER GAME**.
    - Always use the most radical side if you are NOT playing a **NORMAL** or **HARDER GAME**. All counters will stay on the side you choose permanently.
  - 5. "How the Sausage is Made."** Roll one d6 and re-

fer to the Congressional Maneuvering & Drama Table (D6) in the Domestic Charts Booklet. Apply Result. Make an additional roll if Bipartisan Cooperation is currently in the leftmost box.





- 6. Introduce New Bill(s).** Remove all Bills currently in the "Cannot Be Passed" box and place them in the "Unused Bills" box. You may now voluntarily remove any of YOUR (not Opponents') Bills currently in any box of the Pending Bills section. NOTE: Because you can never have more than 5 Bills in the Pending Bills section, you'll sometimes want to remove a Bill or two that are lower priority to make room for new higher-priority Bills.  
The number in the current box in the Bipartisan Cooperation section is the number of bills that are now introduced. If you control both houses of Congress, you choose which bill(s) to introduce. If your Opponents control both houses, choose Opponents' Legislation for the bills (not yet pending or passed) that are the highest public priorities. If control is split, roll a d6 to see who gets to choose the first bill to introduce (even= you; odd= opponents), then alternate between parties until you've made the indicated number of attempts.  
Place the bill or bills you or the Opponent have introduced in the "0" box of the Pending Bills Track on the board if there is split control in Congress; place the bill or bills in the "-1" box if introduced by a Party controlling both Houses of Congress; place the bill or bills in the "+1" box if introduced by a Party that controls neither House of Congress.
- 7. Determine Media Result.** Total then compare the Media Ratings of all Friends and Opponents. Then move Public Approval that number of boxes, with a max of 3 boxes (in your favor if Friends' net is higher and against you if Opponents' net is higher). Tie= No Change. If the result is the max of +/- 3 boxes (for or against the Player), also adjust Media Relations by one box higher (for +3) or lower (for -3).
- 8. Scandal Investigations (Skip if no scandals).** Roll d6 for each Scandal on the Scandal Tracks, starting at the Concluding Scandal box. Refer to the Scandal Table (D14) in the Domestic Charts Booklet and apply results. Then move left and repeat that process, until all scandals are resolved.
- 9. Adjust Bipartisan Cooperation.** Examine all the Friends/Opponents. If there are more Moderates than Radicals, move Cooperation right by one box. If there are more Radicals than Moderates, move Cooperation left by one box. Otherwise, no change.
- 10. Legislative Momentum.** Perform one immediate Free Action of any type for each of YOUR (not Opponents') Bills that were passed and signed during this Activation Segment. You also get an immediate Free Action if you Confirmed a Supreme Court Justice or Passed a Greater Society Bill this Activation Segment.

**MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK**

**DRAW ONE CHIT****GM P8-9****DRAW ONE CRISIS CHIT**

Randomly draw only 1 Crisis Chit and perform its indicated action as before then place it on the "Draw One Chit" space of the Turn Sequence.

However, this time, **ignore any (+) signs on the counter.**

- **Draw one or more Crisis Cards.** One at a time, draw the indicated number of Crisis Cards from the Crisis Deck. Perform all actions indicated on one Crisis Card before drawing and resolving the next card.
- **Domestic Crisis (d10).** Roll a d10  and reference the result on the Domestic Crisis Event Table (D9) in the Domestic Charts Booklet. Implement all the actions/effects noted therein.
- **Regional Summit.** Refer to the Regional Summit Table (WD2) in the World Charts Booklet, depending on which Crisis chit you drew, and follow its directions. Note the DRMs and decide whether to spend 1 AP (representing you attending the Summit personally) before you roll a d10  to determine the Summit's results.
- **Random Regional Crisis:** Roll a d10  to determine which region has the crisis (as marked above each region on the World Map). Once the region is identified, move the Regional Crisis level at the bottom of that region 1 box to the right. If this move increases the Regional Crisis level there to "MAJOR CRISIS," refer to the Regional Major Crisis Table (WD1) in the World Charts Booklet, total any applicable DRMs, and roll a d10  to find and apply the result.
- **Cascading Event 2.** Shuffle all the cards in the "2" deck. Then randomly draw one card and apply the results listed in the "From the 2 Deck" area. Unless otherwise directed by the card, place the card in the "3 Deck" when you have finished applying the result.




**NOTE**

If there is no card in the "2 Deck" area when you draw this Crisis chit, then nothing happens.

- **Cascading Event 3.** Shuffle all the cards in the "3" deck. Then randomly draw one card and apply the results listed in the "From the 3 Deck" area. Unless otherwise directed by the card, place the card in the Discard pile when you have finished applying the result.

**NOTE**

If there are no cards in the "3 Deck" area when you draw this Crisis chit, treat it as if you had drawn the "Cascading Event 2" Crisis chit, instead.

- **Good Times!** Roll a d10  on the Good Times Table (D15) in the Domestic Charts Booklet. It's good to be President!
- **NSA 2.** Draw the top 2 Crisis Cards from the deck. Choose one and remove it permanently from the game, reflecting NSA intercept intel's early warning that has allowed you to avert the crisis on the card. Place the other in the Reshuffle pile.
- **Russia Acts (2).** [This is a special Crisis chit that is only added to the Crisis Chits cup when Russia moves to Posture 2.] Go to the Russia Action Chart (WPR1) in the World Charts Booklet and perform the following 2 actions only:
  - #1 Cyber Attacks (make 2 attacks)
  - Roll a d10  to select another random action from the 1-10 list of Remaining Actions. If you roll a 1 (Cyber), reroll for another action.
- **China Acts (2).** [This is a special Crisis chit that is only added to the Crisis Chits cup when China moves to Posture 2.] Go to the China Action Chart (WPC3) in the World Charts Booklet and perform the following 2 actions only:
  - #1 Cyber Attacks (make 2 attacks)
  - Roll a d10  to select another random action from the 1-10 list of Remaining Actions. If you roll a 1 (Cyber), reroll for another action.

**MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK**



## GM P41

## PERFORM FOCUSED NATIONAL INTELLIGENCE (FNI)

The Focused National Intelligence Collection counters represent the setting of priorities for National Intelligence resources and capabilities, which cross all 18 agencies and organizations of the Intel Community and six collection disciplines: Signals, Imagery, Measurement & Signature, Human, Open Source, and Geospatial Intelligence. Although US Intelligence capabilities are large and robust, there are still limits to their capacity to collect and process information into intelligence for the White House. Hence, the game gives you a maximum of two

FNI counters to prioritize amongst the eight world regions.

1. If you have the **Exceptional White House Resource Card "Superstars on the NSC Staff,"** then during this Focused National Intelligence Segment, you may use this card to perform one free Intel or SOF Raid action, with an added -1 DRM.

2. Roll on the Focused National Intel Collection Table for each region that has a FNI counter to determine the effects of your Focused Intel in that region. You may then move the counter(s) into a new world region if you wish.

### Focused National Intelligence Collection Table [also (WM1) in the World Charts Booklet]:

DR (d10)	RESULTS
1-2	<p><b>Effects on Terrorism:</b> Move a Lvl 3, 2, 1 (in that priority) Terror Group in the region to the "Targeting" box. If there are any remaining Terror Groups in the region that are not in one of the Intel boxes, move a Lvl 3, 2, 1 (in that priority) Terror Group in the region to the "Gathering" box.</p> <p><b>Effects on War:</b> (choose 1) <b>Pre-War Intel:</b> If you go to War with one of your Military Actions in this segment of the Action Phase, you receive an additional -1 surprise bonus to the initial War Progress die roll. OR <b>If US or US Ally is currently involved in a War in the region,</b> add 2 strength to your side in the war (intel provides timely operational advantages) ** OR <b>If there is a Civil War in the region,</b> you may choose to share intel with the UN in order to get them to intervene. Make an immediate Broker Peace Talks roll in the UN for the chosen Civil War, with an overall DRM of -2. (Chart WM4 in the World Charts Booklet)</p>
3-5	<p><b>Effects on Terrorism:</b> Move a Lvl 3, 2, 1 (in that priority) Terror Group in the region to the "Locating" box. Then move a different Lvl 3, 2, 1 (in that priority) Terror Group in the region to the "Gathering Intel" box.</p> <p><b>Effects on War:</b> (choose 1) <b>If US or US Ally involved in a War in the region,</b> add 1 strength to your side in the war (intel provides timely operational advantages) ** OR <b>If there is a Civil War in the region,</b> you may choose to share intel with the UN in order to get them to intervene. Make an immediate Broker Peace Talks roll in the UN for the chosen Civil War, with an overall DRM of -2. (Chart WM4 in the World Charts Booklet)</p>
6-8	<p><b>Effects on Terrorism:</b> Move a Lvl 3, 2, 1 (in that priority) Terror Group in the region to the "Locating" box.</p>
9-10	<p><b>Effects on Terrorism:</b> Move a Lvl 3, 2, 1 (in that priority) Terror Group in the region to the "Gathering Intel" box.</p>

DRMs (+/-2 Max):

-1 If Strategic Recon/Intel Gathering Strategic Capability is higher than both Russia's and China's.

-1 If Cyber Warfare Strategic Capability is higher than both Russia's and China's.

+1 If either Russia or China has an influence counter in the region and their Cyber Strategic Capability is greater than that of the US.

(-1 Optional New Player DRM)

\*\* If you use this Intel to help an Ally in a War, you may automatically and immediately improve your relationship with that Ally by one level if the relationship is less than "Very Close."

**MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK**

## GM P8 & 15 1 ACTION FOR POTUS & EACH CABINET MEMBER

**1 ACTION FOR POTUS & EACH CABINET MEMBER**

### (Activation Phase 3 ONLY; Skip if this is Activation Phase 1)

As President, you (POTUS) can perform one Action from ANY of the actions as described on the four Master Action Chart Player Aids (Presidential, Domestic, Diplomatic, Military), or remove a Tensions Counter from anywhere on the game board, including Russia or China. You may also exchange an Action for 1 AP.

Each Cabinet Member may also perform one action of the type for which they are eligible (thus, VP or Sec State can perform a Diplomatic Action from the Master Actions Diplomatic Action Chart, VP or Chief of Staff can perform a Domestic Action from the Master Actions Domestic Action Chart, and Sec

Def can perform a Military Action from the Master Actions Military Action Chart). Alternatively, the one action can be used to remove one Tensions Counter from anywhere on the game board, EXCEPT China or Russia. Only the President can remove a Tensions Counter from Russia or China during this segment. Rotate the counter 90° for the Cabinet Member or VP in the White House on the board to show they have taken their action.

If the Cabinet Member has "+1 Action" on his or her counter, he or she may perform an additional Action.

You may spend 2 APs to take one additional Action of any type before the end of this Activation Segment.

### MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK

**ANY 4 Diplomatic &/or Military ACTIONS**

## GM P8

## PERFORM ANY 4 DIPLOMATIC AND/OR MILITARY ACTIONS

You may perform 4 actions total chosen from the **Master Diplomacy Actions Chart Player Aid** and/or the **Master Military Actions Chart Player Aid**. You may also choose actions from the **Master Presidential Action Chart Player Aid** if such actions are diplomatic in nature. Key Cabinet Members may not use any +1 Action ability for any Actions in this Activation Segment.

### NOTE

AP and Actions: You can forego one or more allowed Actions in a Friendly Action Segment to recover 1 AP for each. For example, in this "Perform Any 4 Diplomatic and/or Military Actions" Segment, you could instead perform 2 Actions and forego two to gain 2 AP, perform 1 Action and gain 3 APs, or perform 0 Actions and gain 4 APs.

You may spend 2 APs to take one additional Action of any type before the end of this Activation Segment.

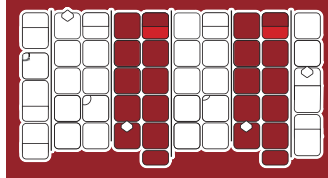
### MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK

**YOU HAVE NOW COMPLETED EITHER ACTIVATION PHASE 1 OR 3  
PLEASE CONTINUE TO EITHER ACTIVATION PHASE 2 OR 4,  
BEGINNING WITH "DRAW ONE CHIT"**

## ACTIVATION PHASE 2 (& 4)

### ACTIVATION PHASE 2

<b>DRAW ONE CHIT</b> 1	<b>1 ALLY/ROGUE Group Acts*</b> UN Acts
<b>IF + DRAW AGAIN</b> 1	<b>3 Domestic ACTIONS</b>
<b>IF + DRAW AGAIN</b> 1	<b>DRAW ONE CHIT</b> 1
<b>ANY 3 ACTIONS</b> Core Support Check	<b>WAR PROGRESS</b> Wars & Civil Wars
<b>1-5 TERROR CHAOS</b> 6-10 (WT1 or WT2)	<b>ANY 4 Diplomatic &amp;/or Military ACTIONS</b>
	<b>US SoE Impact</b>



Begin either Activation Phase 2 or Activation Phase 4 here.

Activation Phases 2 and 4 are identical.

### ACTIVATION PHASE 4





<b>DRAW ONE CHIT</b> 1	<b>1 ALLY/ROGUE Group Acts*</b> UN Acts
<b>IF + DRAW AGAIN</b> 1	<b>3 Domestic ACTIONS</b>
<b>IF + DRAW AGAIN</b> 1	<b>DRAW ONE CHIT</b> 1
<b>ANY 3 ACTIONS</b> Core Support Check	<b>WAR PROGRESS</b> Wars & Civil Wars
<b>1-5 TERROR CHAOS</b> 6-10 (WT1 or WT2)	<b>ANY 4 Diplomatic &amp;/or Military ACTIONS</b>
	<b>US SoE Impact</b>

# DRAW ONE CHIT

## GM P8-9

# DRAW ONE CRISIS CHIT

Randomly draw 1 Crisis Chit and perform its indicated action then place it on the "Draw One Chit" space of the Turn Sequence. Possible actions include:

- **Draw one or more Crisis Cards.** One at a time, draw the indicated number of Crisis Cards from the Crisis Deck. Perform all actions indicated on one Crisis Card before drawing and resolving the next card.
- **Domestic Crisis:** Roll a d10  and reference the result on the Domestic Crisis Event Table (D9) in the Domestic Charts Booklet. Implement all the actions/effects noted therein.
- **Regional Summit.** Refer to the Regional Summit Table (WD2) in the World Charts Booklet, depending on which Crisis chit you drew, and follow its directions. Note the DRMs and decide whether to spend 1 AP (representing you attending the Summit personally) before you roll a d10  to determine the Summit's results.
- **Random Regional Crisis:** Roll a d10  to determine which region has the crisis (as marked above each region on the World Map). Once the region is identified, move the Regional Crisis level at the bottom of that region 1 box to the right. If this move increases the Regional Crisis level there to "MAJOR CRISIS," refer to the Regional Major Crisis Table (WD1) in the World Charts Booklet, total any applicable DRMs, and roll a d10  to find and apply the result.
- **Cascading Event 2.** Shuffle all the cards in the "2" deck. Then randomly draw one card and apply the results listed in the "From the 2 Deck" area. Unless otherwise directed by the card, place the card in the "3 Deck" when you have finished applying the result.




### NOTE

If there is no card in the "2 Deck" area when you draw this Crisis chit, then nothing happens.

- **Cascading Event 3.** Shuffle all the cards in the "3" deck. Then randomly draw one card and apply the results listed in the "From the 3 Deck" area. Unless otherwise directed by the card, place the card in the Discard pile when you have finished applying the result.

### NOTE

If there are no cards in the 3 Deck when you draw this Crisis chit, treat it as if you had drawn the "Cascading Event 2" Crisis chit, instead.

- **Good Times!** Roll a d10  on the Good Times Table (D15) in the Domestic Charts Booklet. It's good to be President!
- **NSA 2.** Draw the top 2 Crisis Cards from the deck. Choose one and remove it permanently from the game, reflecting NSA intercept intel's early warning that has allowed you to avert the crisis on the card. Place the other in the Reshuffle pile.
- **Russia Acts (2).** [This is a special Crisis chit that is only added to the Crisis Chits cup when Russia moves to Posture 2.] Go to the Russia Action Chart (WPR1) in the World Peer Russia Acts Booklet and perform the following 2 actions only:
  - #1 Cyber Attacks (make 2 attacks)
  - Roll a d10  to select another random action from the 1-10 list of Remaining Actions. If you roll a 1 (Cyber), reroll for another action.
- **China Acts (2).** [This is a special Crisis chit that is only added to the Crisis Chits cup when China moves to Posture 2.] Go to the China Action Chart (WPC1) in the World Charts Booklet and perform the following 2 actions only:
  - #1 Cyber Attacks (make 2 attacks)
  - Roll a d10  to select another random action from the 1-10 list of Remaining Actions. If you roll a 1 (Cyber), reroll for another action.

**IF THE CRISIS CHIT YOU JUST DREW HAD NO (+) SIGN ON IT, THIS FINISHES THE SEGMENT. MOVE YOUR COUNTER TO THE "ANY 3 ACTIONS" SEGMENT OF THE ACTIVATION PHASE ON THE TURN SEQUENCE TRACK.**



**IF THE CRISIS CHIT YOU JUST DREW HAD A (+) SIGN ON IT, MOVE YOUR COUNTER DOWN ONE SPACE ON THE TURN SEQUENCE TRACK AND DRAW ANOTHER CRISIS CHIT. FOLLOW ITS INSTRUCTIONS AS ABOVE.**



**IF THIS IS THE THIRD CRISIS CHIT YOU HAVE DRAWN, THIS ENDS THIS ACTION, EVEN IF THE THIRD CRISIS CHIT HAD A (+) SIGN ON IT.**

**MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK**

## ANY 3 ACTIONS

### GM P8 & 15

## ANY 3 ACTIONS

In reaction to the world situation, you may now take a mix of any 3 of your four possible Master actions: Domestic, Diplomatic, Military, or Presidential. Key Cabinet Members may not use any +1 Action ability for any Actions in this Activation Segment.

### NOTE

**AP and Actions:** You can forego one or more allowed Actions in a Friendly Action Segment to recover 1 AP for each. For example, in this "Any 3 Actions" Segment, you could instead perform 2 Actions and forego one to gain 1 AP, perform 1 Action and gain 2 APs, or perform 0 Actions and gain 3 APs.

You may spend 2 APs to take one additional Action of any type before the end of this Activation Segment.

### GM P19

## CORE SUPPORT

### Core Support Check

During this segment, adjust your Public Approval Rating according to your Core Support number on the Party Relations Track: move your PA rating up or down a number of boxes equal to your Core Support number towards the 40% box on the PA Track.

PARTY RELATIONS						
2	3	4	5	6	7	8
1 Friend	2 Friends	3 Friends	4 Friends	4 Friends	5 Friends	6 Friends
0	0	0	1	2	3	4
-5 LPs	-3 LPs	-1 LPs				

### CORE SUPPORT NUMBER

## MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK

10

### 1-5 TERROR 6-10 CHAOS (WT1 or WT2)

### GM P38-39

## RESOLVE TERROR ACTS OR CHAOS

Roll 1 d10 . If the result is 1-5 resolve a Terror Acts Procedure (see below). If the result is 6-10, resolve the Chaos Procedure (see next column).

### Terror Acts Procedure

- Increase the Regional Crises in any region containing a Rogue State counter by one box.
- **Consolidation of networks.** In each Region where there are at least two Lvl 1 Terror Groups, remove one set of them and replace with one Lvl 2 Terror Group. If the two Terror Groups are on the Intel Track of the Region, put the Lvl 2 Terror Group on the lower box of the two.

*Example: if one Lvl 1 Terror Group was on Gathering and the other one was on Locating, the new Lvl 2 Terror Group would be in the Gathering box. If one Lvl 1 Terror Group is in the Intel Box and the second is in the Region, the new Lvl 2 Terror Group is in the Region.*

- Make a Terror Acts roll on the Terror Acts Table, below.

### Terror Acts Table

DR (d10)	RESULTS
1-3	<b>New Terror Groups.</b> Create a Lvl 1 Terror Group in two random regions.
4-7	<b>Terror Group Expands.</b> Increase the highest-level Terror Group on the board (decide randomly for ties) by one level. Create one new Lvl 1 Terror Group in a random region.
8+	<b>Surprise Terror Planning or Event.</b> Make a Homeland Security Check: <b>Pass:</b> Randomly draw one new Terrorism Event card from the Unused pile (don't look at it) and add it to the Reshuffle pile. <b>Fail:</b> Randomly draw one Terrorism Event card from the Unused pile and immediately apply its event, just as if you'd drawn it this Turn.

DRMs: (+3 Max)  
+1 Per level 3 or 4 Terror Group on the board  
(-1 Optional New Player DRM)



Then if there is a Rogue State on the board, Export Terror.

Roll a d10 to export terror, as follows:

- 1-4: Export to Eurozone.** If there is a lvl 1 or lvl 2 Terror Group in the Eurozone, randomly increase one such Terror Group by one level. Otherwise, add one new Lvl 1 Terror Group to the Eurozone.
- 5-8: The United States.** If there is a lvl 1 or lvl 2 Terror Group in CONUS, randomly increase one such Terror Group by one level. Otherwise, add one new Lvl 1 Terror Group to the CONUS.
- 9: Russia.** Place one -1 AP counter on Russia.
- 10: China.** Place one -1 AP counter on China.

### Chaos Procedure

- Increase the Conflict Status Track for a random conflict (d10 ) by one box. If that causes War, set up the new War and make the initial War Progress Check. (no Surprise DRM)
- Roll a d10 :
  - **1-3:** Draw a new Cascading Event card from the Unused pile and apply the results listed under "C" on the Card just as if you had drawn it from the deck. Then place it in the "2" pile unless the card result directs otherwise.
  - **4-7:** Make an International Chaos roll (d10 ) on the International Chaos Table, below.
  - **8-10 Domestic Chaos.** Increase Domestic Crises by one box. Then roll a d6 :

**1-2: Congressional Leaders dismayed by your agenda.** Roll another d6 and either: Randomly remove one Friend from Congress (1-3) or Draw / Add a new Opponent in Congress (4-6).

**3-4: Cabinet Issues.** -1 Public Approval, add a "Worsening" counter to Cabinet Effectiveness. Then Roll once on the Cabinet Drama Table and apply results.

**5-6: Nobody Loves Me, Everybody Hates Me...** Unless your current Public Approval is 60% or higher (in which case no Domestic Chaos this time): -1 RWC, -2 Public Approval, -1 AP. Place one Tensions on POTUS/Cab. Priorities (6 to 1).

### International Chaos Table

DR (d10)	RESULTS
1-2	<b>Rogue Action: North Korea.</b> Roll for a Rogue Action (just like their action during the Allies and Rogues Activation) for North Korea.
3-4	<b>Rogue Action: Iran.</b> Roll for a Rogue Action (just like their action during the Allies and Rogues Activation) for Iran.
5-6	<b>Major Rift With An Ally.</b> Roll a d10  to determine Ally: 1. Canada    2. UK        3. NATO 4. Israel    5. GS/SA    6. India 7. Japan     8. ROK      9. Australia 10. Roll again and choose TWO Allies (ignore more 10s until you have selected two). ONCE you have identified the affected Ally (or Allies), adjust Ally Relations with them to "Estranged."
7-8	<b>Major Russian Destabilization Campaign in Eastern Europe.</b> Increase Regional Crises by two boxes in Eastern Europe and place a Russian Influence counter there.
9+	<b>China Expands Island Building in South China Sea.</b> Increase Regional Crises by two boxes in Asia/Pacific and place a China Influence counter there.

## MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK

**1** ALLY/ROGUE Group Acts\*

GM P12 & 39

### ALLY/ROGUE GROUP ACTS

Randomly draw one of the remaining Ally Chits to determine which Group of Allies and /or Rogue States activates.

Refer to the Ally and Rogue Nation Action Chart (WA1-WA4) in the Ally and Rogue States Booklet

matching that group and follow its instructions to perform actions for each ally and/or Rogue Nation in that group. Place the Ally Chit you drew on this Activation Segment space as a reminder of which group was just activated.



## 1 UN ACTION

Every time the UN is eligible to act, it will automatically take the following four Actions listed with \* in the UN Action Chart below (also WD3 in the World Charts Booklet).

- 1. One Humanitarian Aid** attempt in the world region with the highest Regional Crisis Value (resolve ties randomly). This represents the world body acting together to alleviate suffering and avert crisis. To resolve a Humanitarian Aid attempt, roll a d10<sup>10</sup>. If the result is 1-8, the action is successful; -1 to Regional Crises in that region.
- 2. One Infrastructure Aid** attempt in the world region with the lowest current Stability (resolve ties randomly). To resolve an Infrastructure Aid

attempt, roll a d10<sup>10</sup>. If the result is 1-5, the action is successful; +1 to Stability in that region.

- 3. One Youth Empowerment** attempt in the lowest-Stability region that contains a level 2 or 3 Terror Group. (for ties, prioritize a region with a level 3 group, after that choose randomly). To resolve a Youth Empowerment attempt, roll a d10<sup>10</sup>. If the result is 1-5, the action is successful; decrease one level 2 or 3 Terror Group in the region by one level.
- 4. Peace Talks in a Civil War:** Choose one Civil War or CW Ceasefire in the region with the lowest Stability (choose randomly for ties). Make a Broker Peace Talks roll for that War on the appropriate column of the Civil War Resolution/Broker Peace Chart below and apply results.

## 2 US-INITIATED UN ACTIONS:

After the automatic UN Actions, you may choose to perform up to TWO US-Initiated UN Actions, IF you spend 1 AP (to get one action) and/or a UN Goodwill counter (to get one action). If you perform two Actions, they must be two different Actions; you cannot perform the same Action twice. This represents all the ways in which the US partners with regional partners, NGOs, and yes, even UN organizations, subsidiaries, and programs (The Security Council, the WHO, the UN High Commission for Refugees, UNESCO, etc.) to promote peace, health, and stability in the world. You can spend your UN Action(s) on Any Action listed on the UN Action Chart, but you must pay for one with 1 AP and the other with a UN Goodwill counter. These improve your chances of success as follows:

- If you spend 1AP to get an Action, you get a -1

DRM to your die roll for that Action.

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

### MEDIA SLANT

Regardless of whether you performed any US-Initiated UN Actions, check your Media Relations and apply any Public Approval benefit or penalty, as listed on box representing your current Media Relations.

### The UN Action Chart

Here is a list of the actions that the UN may attempt/perform. When you roll for an action and it passes, you then immediately apply the result on the game board. If it fails, there is no affect.

UN ACTIONS	PURPOSE	NEEDED TO PASS (D10 <sup>10</sup> )
Humanitarian Aid*	Decrease Regional Crisis in region by one box	1-8
Infrastructure Aid*	Increase Stability in region by one box	1-5
Youth Empowerment Programs*	Decrease one level 2 or 3 Terror Group in a single region by one level.	1-5
Sanctions	Place UN Sanctions on N. Korea/Iran, (never Russia or China due to veto)	1-5**
Arms Control Negotiations	Decrease the Iran or North Korea Nuke Missile Track If successful, decrease the selected nation's Nuclear/Missile Track by one box (and reversing any Tensions listed in the new lower box). Then roll d10 <sup>10</sup> again to determine whether Russia or China gain an Influence counter in the Region as a result: (8+=no influence) <b>Iran: 1-4:</b> Place Russia Influence in Central/South Asia <b>5-7:</b> Place China Influence in Central/South Asia <b>NK:-1-5:</b> Place China Influence in Asia/Pacific <b>6-7:</b> Place Russia Influence in Asia/Pacific	1-5 See left

Contd

De-Escalate	Decrease a Lvl 3/ 4 Conflict Track by one level (also remove 2 Tensions from each side on a success)	1-5
Broker Civil War Peace Talks*	Attempt to End a Civil War	See Civil War Resolution/Broker Peace Chart (WM4)
Broker Peace in Major War	Mediate Peace in a War	1-3***

**DRMs:**

-# if this is a US-requested action that you used a UN Goodwill counter to initiate, the revealed value of the UN Goodwill counter.

-1 if this is a US-requested action and you spent 1 AP

+/- if this is a US-requested action, value in the Upper left of "World Opinion of US" box.


(-1 Optional New Player DRM)


\*Automatic UN Action during each UN Acts Segment on the Turn Sequence

\*\* For Sanctions only, apply the current value of the target nation's Nuclear/Missile Track as a negative DRM.

\*\*\* Can't be used to end a war involving the US unless you approve. For wars involving Russia or China, use the DRM value of the current US relations with that country as a DRM to the Broker Peace die roll. If the roll is successful, end the war, and place a "Trending Pro-US" counter on the Region's Alignment Track.

### CIVIL WAR RESOLUTION/BROKER PEACE CHART

For each Civil War or Ceasefire counter in each Region, roll a d10  on this Civil War Resolution/Broker Peace Chart, applying any applicable DRMs. If rolling for a Civil War counter, use the results under the "Civil War" column. If rolling for a Civil War Ceasefire counter, use the results under the Ceasefire column. Apply results immediately.

DR  (d10)	CIVIL WAR	CEASEFIRE
2 or less	<b>Ceasefire.*</b> Replace Civil War counter with CW Ceasefire. Decrease Regional Crises by one box. Place UN/Regional Peacekeepers under the CW Ceasefire counter. Remove an Iranian Influence Counter, if present.	<b>Permanent Peace.*</b> Remove Civil War Ceasefire counter (and any UN Peacekeeper or Iranian Influence counter, if present). Decrease Regional Crises by one box.
3-4	<b>Ceasefire.</b> Replace Civil War counter with Civil War Ceasefire. Decrease Regional Crises by one box.	<b>Permanent Peace but Nation is Fragile.</b> Remove Civil War Ceasefire counter (and any UN Peacekeeper or Iranian Influence counter, if present). Decrease Regional Crises by one box. Place an Unstable State counter in the region.
5-7	<b>Fighting continues.</b> No further effect.	<b>Fragile Peace.</b> No change to Civil War Ceasefire counter.
8-9	<b>Fighting Intensifies.</b> Increase Regional Crises by one box.	<b>Renewed Fighting.</b> +1 Regional Crises. Replace CW Ceasefire counter with a Civil War counter. Remove any UN/Regional Peacekeeper on the CW.
10+	<b>Fighting Intensifies + Refugee Crisis.</b> +1 to Regional Crises. Then refer to the Possible Refugee Crisis results of the Regional Major Crisis Table (WD1) and determine the results depending on the location of the crisis.	<b>Renewed Fighting.</b> Replace CW Ceasefire counter with a Civil War counter. Remove any UN/Regional Peacekeeper counter on the CW. +1 Regional Crises. Increase highest-level Terror Group in region by one level.

**DRMs:**

-1 if UN Action, or if you spent 1 AP or UN Goodwill.

-2 (Ceasefire column only) if there is a UN/Regional Peacekeepers counter under the Civil War Ceasefire counter.

+1 if Regional Stability is <5.

+1 if there is an Iranian Influence (+1) counter beneath the Civil War (or CW Ceasefire) counter.

(-1 Optional New Player DRM)

\* If this was a US-initiated UN action or it occurred during a War Progress Activation Segment and you spent 1 AP, gain one UN Goodwill counter.

**MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK**

# 3

## Domestic ACTIONS

### GM P8 & 15

## PERFORM THREE DOMESTIC ACTIONS

You may now perform any 3 actions from the **Master Domestic Action Chart Player Aid** or from the **Master Presidential Action Chart Player Aid** if the Action is Domestic in nature. Key Cabinet Members may not use any +1 Action ability for any Actions in this Activation Segment.

### NOTE

**AP and Actions:** You can forego one or more allowed Actions in a Friendly Action Segment to recover 1 AP for each. For example, in this "Perform 3 Domestic Actions" Segment, you could instead perform 2 Actions and forego one to gain 1 AP, perform 1 Action and gain 2 APs, or perform 0 Actions and gain 3 APs.

You may spend 2 APs to take one additional Action of any type before the end of this Activation Segment.

## MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK

## DRAW ONE CHIT

### GM P8-9

## DRAW ONE CRISIS CHIT

Randomly draw 1 Crisis Chit and perform its indicated action then place it on the "Draw One Chit" space of the Turn Sequence. Possible actions include:

- **Draw one or more Crisis Cards.** One at a time, draw the indicated number of Crisis Cards from the Crisis Deck. Perform all actions indicated on one Crisis Card before drawing and resolving the next card.
- **Domestic Crisis:** Roll a d10 and reference the result on the Domestic Crisis Event Table (D9) in the Domestic Charts Booklet. Implement all the actions/effects noted therein.
- **Regional Summit.** Refer to the Regional Summit Table (WD2) in the World Charts Booklet, depending on which Crisis chit you drew, and follow its directions. Note the DRMs and decide whether to spend 1 AP (representing you attending the Summit personally) before you roll a d10 to determine the Summit's results.
- **Random Regional Crisis:** Roll a d10 to determine which region has the crisis (as marked above each region on the World Map). Once the region is identified, move the Regional Crisis level at the bottom of that region 1 box to the right. If this move increases the Regional Crisis level there to "MAJOR CRISIS," refer to the Regional Major Crisis Table (WD1) in the World Charts Booklet, total any applicable DRMs, and roll a d10 to find and apply the result.
- **Cascading Event 2.** Shuffle all the cards in the "2" deck. Then randomly draw one card and apply the results listed in the "From the 2 Deck" area. Unless otherwise directed by the card, place the card in the "3 Deck" when you have finished applying the result.

### NOTE

If there is no card in the "2 Deck" area when you draw this Crisis chit, then nothing happens.

- **Cascading Event 3.** Shuffle all the cards in the "3" deck. Then randomly draw one card and apply the results listed in the "From the 3 Deck" area. Unless otherwise directed by the card, place the card in the Discard pile when you have finished applying the result.

### NOTE

If there are no cards in the "3 Deck" area when you draw this Crisis chit, treat it as if you had drawn the "Cascading Event 2" Crisis chit, instead.

- **Good Times!** Roll a d10 on the Good Times Table (D15) in the Domestic Charts Booklet. It's good to be President!
- **NSA 2.** Draw the top 2 Crisis Cards from the deck. Choose one and remove it permanently from the game, reflecting NSA intercept intel's early warning that has allowed you to avert the crisis on the card. Place the other in the Reshuffle pile.
- **Russia Acts (2).** [This is a special Crisis chit that is only added to the Crisis Chits cup when Russia moves to Posture 2.] Go to the Russia Action Chart (WPR1) in the World Peer Russia Acts Booklet and perform the following 2 actions only:
  - #1 Cyber Attacks (make 2 attacks)
  - Roll a d10 to select another random action from the 1-10 list of Remaining Actions. If you roll a 1 (Cyber), reroll for another action.
- **China Acts (2).** [This is a special Crisis chit that is only added to the Crisis Chits cup when China moves to Posture 2.] Go to the China Action Chart (WPC1) in the World Charts Booklet and perform the following 2 actions only:
  - #1 Cyber Attacks (make 2 attacks)
  - Roll a d10 to select another random action from the 1-10 list of Remaining Actions. If you roll a 1 (Cyber), reroll for another action.

## MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK

# WAR PROGRESS

## GM P46-47

# PERFORM WAR PROGRESS FOR WARS & CIVIL WARS

### Wars & Civil Wars

For each current War, use the War Status Sideboard and follow the procedures on the War Progress Charts (WM5) in the World Charts Booklet to resolve the progress of the war.

For each current Civil War (or Civil War Ceasefire) on the board, make one d10 roll on the Civil War Resolution Chart below (and (WM4) in the World Charts Booklet), applying any applicable DRMs, and apply the results.

The image displays five identical War Progress Charts, labeled WAR 1 through WAR 5. Each chart is a grid-based system for resolving war progress. It includes a 'STATUS OF CONFLICT' section with a scale from 5 (Attacking Forces Win) to 1 (Defending Forces Win), and a 'TYPE OF CONFLICT' section with icons for Air War, Naval War, Combined Air/Naval War, and Guerrilla War. Below these are 'ATTACKER' and 'DEFENDER' strength/force indicators.

### Civil War Resolution/Broker Peace Chart

If rolling for a Civil War counter, use the results under the "Civil War" column. If rolling for a Civil War Ceasefire counter, use the results under the Ceasefire column. Apply results immediately.

Die Roll	CIVIL WAR	CEASEFIRE
2 or less	<b>Ceasefire.*</b> Replace Civil War counter with CW Ceasefire. Decrease Regional Crises by one box. Place UN/Regional Peacekeepers under the CW Ceasefire counter. Remove an Iranian Influence Counter, if present.	<b>Permanent Peace.*</b> Remove Civil War ceasefire counter (and any UN Peacekeeper or Iranian Influence counter, if present). Decrease Regional Crises by one box.
3-4	<b>Ceasefire.</b> Replace Civil War counter with Civil War Ceasefire. Decrease Regional Crises by one box.	<b>Permanent Peace but Nation is Fragile.</b> Remove Civil War ceasefire counter (and any UN Peacekeeper or Iranian Influence counter, if present). Decrease Regional Crises by one box. Place an Unstable State counter in the region.
5-7	<b>Fighting continues.</b> No further effect.	<b>Fragile Peace.</b> No change to Civil War counter.
8-9	<b>Fighting Intensifies.</b> Increase Regional Crises by one box	<b>Renewed Fighting.</b> +1 Regional Crises. Replace CW Ceasefire counter with a Civil War counter. Remove any UN/Regional Peacekeeper on the CW.
10+	<b>Fighting Intensifies + Refugee Crisis.</b> +1 to Regional Crises. Then refer to the Possible Refugee Crisis results of the Regional Major Crisis Table (WD1) and determine the results depending on the location of the crisis.	<b>Renewed Fighting.</b> Replace CW Ceasefire counter with a Civil War counter. Remove any UN/Regional Peacekeeper counter on the CW.+1 Regional Crises. Increase highest-level Terror Group in region by one level.

#### DRMs:

-1 if UN Action, or if you spent 1 AP or UN Goodwill.

-2 (Ceasefire column only) if there is a UN/Regional Peacekeepers counter under the Civil War Ceasefire counter.

+1 if Regional Stability is <5.

+1 if there is an Iranian Influence (+1) counter beneath the Civil War (or CW Ceasefire) counter.

(-1 Optional New Player DRM)

\* If this was a US-initiated UN action or it occurred during a War Progress Activation Segment and you spent 1 AP, gain one UN Goodwill counter.

## MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK

**ANY 4**  
Diplomatic  
&/or Military  
**ACTIONS**

**GM P8 & 15**

**PERFORM ANY 4 DIPLOMATIC  
AND/OR MILITARY ACTIONS**

You may perform 4 actions total chosen from the **Master Diplomatic Actions Chart Player Aid** and/or the **Master Military Actions Chart Player Aid**. You may also choose actions from the **Master Presidential Action Chart Player Aid** if such actions are diplomatic in nature. Key Cabinet Members may not use any +1 Action ability for any Actions in this Activation Segment.

**NOTE**

AP and Actions: You can forego one or more allowed Actions in a Friendly Action Segment to recover 1 AP for each. For example, in this "Perform Any 4 Diplomatic and/or Military Actions" Segment, you could instead perform 2 Actions and forego two to gain 2 AP, perform 1 Action and gain 3 APs, or perform 0 Actions and gain 4 APs.

You may also spend 2 APs to take one additional Action of any type before the end of this Activation Segment.

**MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK**

**US**  
SoE Impact

**GM P26**

**US SoE IMPACT**

Perform the following two steps:

1. Perform the number of Economic Assistance acts allowed by the Current US SoE, as shown on the box to the left of the Current SoE counter on the game board. For each Economic Assistance act you are allowed, you may perform either of the following:
  - Improve an Ally Relationship by one level, or
  - Place a "Trending Pro-US" counter in one of the 8 World Regions.
2. Update the Game state as noted in the box to the right of the Current SoE counter on the game board, potentially gaining or losing Public Approval (PA), APs, or improvement/worsening of Relations with Congress.



**STATE of the ECONOMY**

2 U.S. Economic Assistance	Peak Performance <b>7</b>	+3 PA +2 APs +1 RWC
2 U.S. Economic Assistance	<b>6</b>	+1 PA +1 AP
1 U.S. Economic Assistance	Recovery <b>5</b>	
1 U.S. Economic Assistance	Stagnation <b>4</b>	-1 PA -1 AP -1 RWC
0 U.S. Economic Assistance	Recession <b>3</b>	-4 PA -2 APs -2 RWC -1 Friend

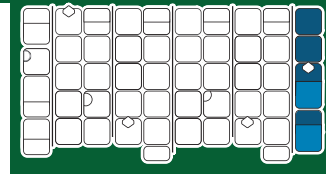
**MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK**

**THIS COMPLETES EITHER ACTIVATION PHASE 2 OR 4  
IF YOU HAVE JUST FINISHED ACTIVATION PHASE 2,  
PLEASE FLIP BACK TO PAGE 8 (ACTIVATION PHASE 1 OR 3)  
AND CONTINUE WITH ACTIVATION PHASE 3**

**IF THIS WAS ACTIVATION PHASE 4, PLEASE FLIP FORWARD TO  
FINAL ACTIVATION BEGINNING WITH "DRAW ONE CHIT"**

# FINAL ACTIVATION

You are now beginning the final stages of this turn/year.



**DRAW ONE CHIT** 1

**GM P8-9**

**DRAW ONE CRISIS CHIT**

## 1 DRAW CRISIS

Randomly draw 1 Crisis Chit and perform its indicated action then place it on the "Draw One Chit" space of the Turn Sequence.

- **Draw one or more Crisis Cards.** One at a time, draw the indicated number of Crisis Cards from the Crisis Deck. Perform all actions indicated on one Crisis Card before drawing and resolving the next card.
- **Domestic Crisis:** Roll a d10 (10) and reference the result on the Domestic Crisis Event Table (D9) in the Domestic Charts Booklet. Implement all the actions/effects noted therein.
- **Regional Summit.** Refer to the Regional Summit Table (WD2) in the World Charts Booklet, depending on which Crisis chit you drew, and follow its directions. Note the DRMs and decide whether to spend 1 AP (representing you attending the Summit personally) before you roll a d10 (10) to determine the Summit's results.
- **Random Regional Crisis:** Roll a d10 (10) to determine which region has the crisis (as marked above each region on the World Map). Once the region is identified, move the Regional Crisis level at the bottom of that region 1 box to the right. If this move increases the Regional Crisis level there to "MAJOR CRISIS," refer to the Regional Major Crisis Table (WD1) in the World Charts Booklet, total any applicable DRMs, and roll a d10 (10) to find and apply the result.
- **Cascading Event 2.** Shuffle all the cards in the "2" deck. Then randomly draw one card and apply the results listed in the "From the 2 Deck" area. Unless otherwise directed by the card, place the card in the "3 Deck" when you have finished applying the result.

### NOTE

If there is no card in the "2 Deck" area when you draw this Crisis chit, then nothing happens.

- **Cascading Event 3.** Shuffle all the cards in the "3" deck. Then randomly draw one card and apply the results listed in the "From the 3 Deck" area. Unless otherwise directed by the card, place the card in the Discard pile when you have finished applying the result.

### NOTE

If there are no cards in the "3 Deck" area when you draw this Crisis chit, treat it as if you had drawn the "Cascading Event 2" Crisis chit, instead.

- **Good Times!** Roll a d10 (10) on the Good Times Table (D15) in the Domestic Charts Booklet. It's good to be President!
- **NSA 2.** Draw the top 2 Crisis Cards from the deck. Choose one and remove it permanently from the game, reflecting NSA intercept intel's early warning that has allowed you to avert the crisis on the card. Place the other in the Reshuffle pile.
- **Russia Acts (2).** [This is a special Crisis chit that is only added to the Crisis Chits cup when Russia moves to Posture 2.] Go to the Russia Action Chart (WPR1) in the World Peer Russia Acts Booklet and perform the following 2 actions only:
  - #1 Cyber Attacks (make 2 attacks)
  - Roll a d10 (10) to select another random action from the 1-10 list of Remaining Actions. If you roll a 1 (Cyber), reroll for another action.
- **China Acts (2).** [This is a special Crisis chit that is only added to the Crisis Chits cup when China moves to Posture 2.] Go to the China Action Chart (WPC1) in the World Charts Booklet and perform the following 2 actions only:
  - #1 Cyber Attacks (make 2 attacks)
  - Roll a d10 (10) to select another random action from the 1-10 list of Remaining Actions. If you roll a 1 (Cyber), reroll for another action.



**IF THE CRISIS CHIT YOU JUST DREW HAD NO (+) SIGN ON IT, THIS FINISHES THE SEGMENT. MOVE YOUR COUNTER TO END OF TURN CLEAN-UP & CONSEQUENCES BELOW.**

**IF THE CRISIS CHIT YOU JUST DREW HAD A (+) SIGN ON IT, MOVE YOUR COUNTER DOWN ONE SPACE ON THE TURN SEQUENCE TRACK AND DRAW ANOTHER CRISIS CHIT. FOLLOW ITS INSTRUCTIONS AS ABOVE.**

## 2 END TURN

Roll d10 (10).

- **If 1-4, End Turn.** Go to the END OF TURN CLEAN-UP & CONSEQUENCES on page 25.
- **If 5-10, Draw one Crisis chit** and follow its instructions, then go to END OF TURN CLEAN-UP & CONSEQUENCES on page 25.

**DRAW ONE CHIT** 1

**IF + DRAW AGAIN** 1

**10**  
1-4 END TURN

**5-10 DRAW ONE CHIT** 1

**END TURN**

PERFORM END OF TURN CLEAN-UP & CONSEQUENCES SEQUENCE  
PAGE XX OF TURN SEQUENCE FLIPBOOK

**10**  
1-4 END TURN

**5-10 DRAW ONE CHIT** 1

**END TURN**

PERFORM END OF TURN CLEAN-UP & CONSEQUENCES SEQUENCE  
PAGE XX OF TURN SEQUENCE FLIPBOOK

**10**  
1-4 END TURN

**5-10 DRAW ONE CHIT** 1

**END TURN**

PERFORM END OF TURN CLEAN-UP & CONSEQUENCES SEQUENCE  
PAGE XX OF TURN SEQUENCE FLIPBOOK

**MOVE COUNTER FORWARD ONE SPACE ON THE TURN SEQUENCE TRACK**

# END OF TURN CLEAN-UP & CONSEQUENCES

At the end of a turn, perform the following:



## 1 CLEAN-UP

- Place any drawn Russia Acts (2) or China Acts (2) Crisis chits in the extra actions box if the corresponding World Peer is at Posture 1 (leave any undrawn chits in the draw cup). Then, return all other Crisis chits to the draw cup.
- Flip over the four Ally/Rogue group (A-D) counters, randomize them, and place them letter-side down in the four Ally/Rogue holding boxes below the Turn Sequence.
- Move all bills in the “Passed and Signed Bills this Turn” box to the Unused Bills box, where they are now eligible to be chosen and introduced as legislation again in the next or future turns.
- Move all bills in the “Passed and Signed Landmark Bills This Turn” box to the “Landmark Legislation Holding Box”. These bills are effectively out of the game, and remain in this box to remind you of your legacy of passed landmark legislation.
- Place a Trending Anti-US counter on both Russia’s and China’s US Relations Track (relationship degrades over time).
- Adjust Public Priorities by moving counters up the list (from bottom box to top box) to fill in any blank spaces (for previous passed legislation). Then, for any blank priorities that are left, randomly draw and place Public Priorities counters from their draw cup to create the list of current Public Priorities.
- You may change or re-order your Administrative Legislative Priorities as you wish.

## 2 CONSEQUENCES

**1. Regional Stability Impact on Security and Limitation of Growth of Terror Groups.** For each of the eight world regions, look at the current Stability in each region and make the following adjustments to Terror Groups, Unstable States, and Rogue States in the region based on that Stability rating:

- **If Stability is 7-8**, decrease the lowest lvl terror group in the region by one level (thus eliminating a lvl one group). If there are any Rogue States in the region, reduce the largest one by one level. Note that a Lvl 1 Rogue State so reduced becomes a lvl 4 Terror Group. Remove one Unstable State counter from this Region.
- **If Stability is 6**, place one new Lvl 1 Terror Group (there is a maximum limit of 4 total Terror Groups in a Region at this Stability). If there are any Rogue States in the region, roll a d10  for the largest one. **1-4=** Reduce it by one level (or to a lvl 4 Terror Group if it was a Lvl 1 Rogue State). **5+=** No Effect.
- **If Stability is 5**, Place 2 new Lvl 1 Terror Groups (there is a maximum limit of 4 total Terror Groups in a Region at this Stability). No effect on Rogue States.
- **If Stability is 4**, Place 2 new Lvl 1 Terror Groups (there is a maximum limit of 5 total Terror Groups in a Region at this Stability). No effect on Rogue States.
- **If Stability is 3**, Place 2 new Lvl 1 Terror Groups (there is a maximum limit of 5 total Terror Groups in a Region at this Stability). Then increase the highest-level Terror Group in the region by one level. (If that Group is a lvl 4 Terror Group, remove the Lvl 4 Group and place a Lvl 1 Rogue State instead.) Add one Unstable State counter to the Region.
- **If at any Stability, you are asked to add a Terror Group and you can’t** because the maximum level of Terror Groups in that Region at that Stability has been reached, **INCREASE** that Region’s largest Terror Group by one level (a Lvl 4 Terror Group becomes a Lvl 1 Rogue State).
- **If 2 Terror Groups need to be added** (at Stability 3-5), add each Terror Group one at a time, resolving its effects before adding the second group.  
EXAMPLE: 2 Terror Groups need to be added but the max number of Terror Groups has been reached in that Region. The highest-level Terror Group is a Lvl 4. Since the cap on Terror Groups has been reached, that Lvl 4 Terror Group increases to become a Lvl 1 Rogue State. But now there is one less Terror Group than before, so the second Lvl 1 Terror Group can be added before reaching the maximum allowed, and no further level increases are necessary. If this Region is at Stability 3, the highest-level Terror Group now in the Region is increased by one level. If it was another Lvl 4 Terror Group, then a second Lvl 1 Rogue State would be created, and the Region would end up with fewer Terror Groups than the maximum number allowed.
- If a Region containing US Allies now has two or more Unstable State counters in it, decrease one Ally Relationship in the region (choose randomly if more than one Ally in the region) by one level.

**2. Terrorist Recruiting/Planning.** In two random regions (make 2 d10   rolls to determine which regions), increase a Lvl 1 Terror Group to Lvl 2. If there isn’t a Lvl 1 Terror Group in that region, add a new one. Then make a Homeland Security Check. If you Fail, add a lvl 1 Terror Group in CONUS AND add one new Terrorism Card (from the Unused Terrorism card pile) to the Existing Crisis Deck.

**3. Rogue State Impact and Recruiting (perform in the following order).**

- a. If there is a ROGUE STATE 4 on the game board, **the game ends in an auto-loss for the player.** (REMINDER: If the player ever runs out of Rogue State Counters—i.e. all Rogue State Counters are on the board so that the player cannot place another such Counter if called for, **the game IMMEDIATELY ends in an auto-loss.**)
- b. For each ROGUE STATE 2 or 3 counter on the board, decrease that region’s Stability by one box and increase the highest-level Terror Group in that region by one level. (If the highest is a lvl 4 Terror group, replace it with a Rogue State 1).



- c. For each ROGUE STATE 1 counter on the board, increase the Regional Crises counter in that region by one box.
- d. If there are NO ROGUE STATES of any level anywhere on the board, +1 to World Opinion of the US, +2 UN Goodwill counters, +3 Public Approval, and you may improve one Ally Relationship of your choice by one level.
- e. **Recruiting.** Randomly select one Rogue State on the board and roll a d10 (DRM = +2 if the Rogue State counter has a “-1 AP” counter on it).  
**1-5 = Recruiting Success. 6+ = Failure.**  
 On a success, increase that Rogue State by one level (note that a Rogue State 3 increased at this time DOES NOT cause an auto loss – as in “a” above because this recruiting occurs AFTER the Rogue State 4 auto-loss check).

f. Remove “-1 AP” from ALL game-created (i.e. not Iran or North Korea) Rogue States that have them.

**4. War Effects.** For each current War to which the US has committed units, place a “Worsening Economy” counter on the US SOE Track. Unless the current War Status is “US Winning” (or better, in the cases of Air and Guerrilla Wars), decrease Public Approval by two boxes.

For each Civil War counter (not Civil War Ceasefire) on the board, increase that region’s Regional Crises by one box. If this results in a Major Crisis in a region, resolve it before moving on to Step 5.

**5. Unexpected Consequences of US Military Footprint:** Flip each US Military footprint counter and apply the result in that region. Remove the Footprint counters from the board and place them face-down in their off-board Holding Box. Then place new US Military Footprint counters in each region to match the number of (non-Intel, non-Air, non SoF) US Military units and War counters deployed there. (You don’t have to place a counter for any troops deployed in the Eurozone or Eastern Europe, Ally boxes or Carrier zones).

**6. Good Governments and Improving Stability.**

- For each region that has a Regional Crisis rating of 0 and contains zero or one Unstable State counters and no Rogue States counters of any level, increase that region’s Stability rating by one box.
- For any region that has a Regional Crisis rating of 1 and no Unstable State counter, either remove any two Tensions counters from the Region, or decrease any two Terror Groups in the Region by one level each (your choice).
- For any region that has a Regional Crisis rating of 1 and one Unstable State counter, remove the Unstable State counter.

**7. EU Economic Stability.** During each End of Turn Segment, the Eurozone SoE may impact Eurozone Stability. If the SoE value is 6 or higher, increase Eurozone Stability by one box. If the SoE value is 3-4, decrease Eurozone Stability by one box. Otherwise, there is no change to Eurozone Stability.

**8. An Agent for Peace?** If all the following are true:

- The US or a US Ally is not currently involved in any Wars;

- There are two or fewer (non-Ceasefire) Civil Wars on the board;
- You have three or more UN Goodwill counters accumulated in your UN Goodwill Earned box. Then you are acclaimed as an important figure in helping the world move toward global peace:
  - If you have not won the Nobel Peace Prize on a previous turn, you have won the Nobel Peace Prize! **+5 Legacy Points, +2 Presidential Prestige, +5 Public Approval, +1 World opinion of the US.**
  - If you have won the NPP at the end of a previous turn, you are acclaimed and appreciated as an ongoing Agent of Peace. **+2 Legacy Points, +1 Presidential Prestige, +3 Public Approval.**

Remove the three UN Goodwill makers and place them in their off-board holding box in either event.

**9. Changing World Opinion of the US.**

- Possible Improved World Opinion. Check the Current World Opinion of the US. Then survey the eight world regions and determine how many have a Regional Alignment Rating greater than or equal to 6. If the number of Regions with a 6+ Alignment Rating is greater than or equal to Current World Opinion of the US, increase World Opinion by one box.
- Possible Worsened World Opinion. If at least 3 Regions have a Regional Alignment Rating of 4 or less, decrease World Opinion by one box.

Note that both of these may apply.

**10. Effects of Trade Agreements.** For each Trade Agreement counter on the board, roll on the Trade Agreement Table (WD4) in the World Charts Booklet, using the column representing that region’s Stability Rating. Results will potentially affect Regional Alignment, the US SoE Track, and/or US Public Approval. Apply Effects immediately. Then check the “Does the Trade Agreement Continue” section at the bottom of WD4. If it does not continue, remove the Trade Agreement counter from the board.

**11. Campaign Promises.**

- If you (not your opponents) passed legislation this year that fulfilled your campaign promise, +3 Public Approval, +1 Party Relations, draw / place one new Friend in Congress. Place the Admin Priority counter that is in the Campaign Promise box back in the Administration Priority draw cup.
- If you did not pass such legislation, -2 Public Approval, -1 Party Relations. Keep the Admin Priority counter in the Campaign Promise box. You’ll evaluate your success again after the next turn. NOTE: If this is the end of turn 4 and you STILL have not fulfilled your campaign promise, hang your head in shame and then immediately subtract 3 Legacy Points from your Legacy Point total.

**12. Congressional Reaction to Your Public Approval Rating.**

- If your Public Approval rating is 60% or higher, increase RWC by one box and draw / place one new Congressional Friend (as long as your Party Relations rating allows a new friend).
- If your Public Approval Rating is now below 40%,

decrease Relations with Congress by one box and draw one new Political Congressional Enemy (the wolves are circling).

- 13. Add New Year Deck and Reshuffle.** If this is not the end of Turn 4, add the next Year Deck to whatever cards are left in the current Crisis Deck. Count the cards currently in the Reshuffle Pile and randomly remove half of them (rounded down) from the game (permanently). Add those remaining to the new Year Deck. Shuffle all those cards together, then place them in the Crisis Deck space. This is your new Crisis Deck for the coming Year. If this is the end of Turn 4, and you have been re-elected to a second term, see Set-Up for Second Term in the Scenario Booklet page 12.

## PRESIDENTIAL PERFORMANCE EVALUATION

(CORE SANDBOX GAME ONLY—  
PERFORM AT THE END OF EACH TURN)

### Scoring with Possible Auto-Loss

Total the values of your five main tracks:

- Public Approval (the value at top left),
- Relations with Congress,
- Relations with Media,
- State of the Economy,
- Homeland Security

Then subtract one from the total for:

- Each region with Regional Alignment of 4 or less
- Each Rogue State counter (any level) on the board.

### IF THE TOTAL IS:

**35+:** **Auto Victory!** Game Over. You have won a massive victory. Americans revere you as “the Greatest American President.” (if this is the end of Turn 2 or later. At the end of Turn 1, treat this the same as the 30-34 result).

**30-34:** +2 Legacy Points, +1 Presidential Prestige, and +3 Public Approval

**26-29:** +1 Legacy Point, +1 Public Approval

**22-25:** No impact

**17-21:** -1 Legacy Point, -1 Public Approval.

**16 or less:** **Auto Loss:** The game ends immediately in an auto-loss for the President. You are widely considered “The most Ineffective US President in history.”

## SANDBOX SCENARIO

- IF THIS IS THE END OF TURNS 1 OR 3, BEGIN A NEW TURN BY RETURNING TO THE BEGINNING OF EACH TURN SEQUENCE.
- IF THIS IS THE END OF TURN 2, IT’S TIME FOR THE MIDTERM ELECTIONS. PROCEED TO “MIDTERM ELECTIONS” BELOW.
- IF THIS IS THE END OF TURN 4, THE GAME IS

OVER. PROCEED TO “RE-ELECTION” BELOW.


- IF THIS IS THE END OF TURN 8, THE GAME IS OVER. YOU’VE SERVED TWO TERMS AND CANNOT BE RE-ELECTED. CALCULATE YOUR LEGACY POINT TOTAL AND YOUR LEVEL OF VICTORY.

## HISTORICAL SCENARIOS

- EACH HISTORICAL SCENARIO HAS ITS OWN VICTORY CONDITIONS; SEE THE SCENARIO BOOKLET FOR DETAILS.


### MIDTERM ELECTIONS

At the end of Turn 2, you hold Midterm Elections which will determine the new makeup of Congress for your next two years.

- Roll a d10  on The Election Table below (also D17 in the Domestic Charts Booklet) to determine the results.
- After the Midterm Elections, you have the option to freely dismiss and replace up to two Cabinet Members.
- After resolving the Midterm Elections, return to **Beginning of Each Turn Sequence** to begin Turn 3 and continue building your legacy! Good luck!

### RE-ELECTION

After 4 Turns, you are up for re-election. Success or failure at this will determine your final Legacy Point score.

- First, determine if you are nominated for re-election. If your Party Relations Track is <4, your Party deems you unelectable. You are not nominated for another term and thus cannot be re-elected. Lose -15 Legacy Points in final scoring (see below).
- If your Party Relations Track is 4 or 5, you are nominated but without strong Party support. Roll on The Election Table below (also D17 in the Domestic Charts Booklet) but with a +1 DRM.
- If your Party Relations Track is 6 or higher, roll d10  on The Election Table below (also D17 in the Domestic Charts Booklet) to see if you are re-elected.
- In the **Sandbox Scenario**, if you lose re-election but you wish to play another 4 years/Turns, you can start over as a new President (the one who just defeated you!). Use the normal Set-Up procedures to determine your Attributes, Cabinet officers, etc. However, the roll you made on The Elections Table determines the make-up of the Congress as you begin your Presidency.
- IN THE 2001, 2009, 2017, AND 2020 HISTORICAL SCENARIOS, re-election for a second term is a victory condition. If you lose re-election in those scenarios, it is an auto-loss.

DR (d10)	SUM OF PRESIDENTIAL PRESTIGE, PUBLIC APPROVAL, AND MEDIA RELATIONS			
	11 or less	12-15	16-20	21+
1-3	No change [Re-election]	Your Favor [Re-election]	Your Favor* [Re-election]	Your Favor* [Re-election]
4-6	Their Favor [Defeat]	No change [Re-election]	Your Favor [Re-election]	Your Favor* [Re-election]
7-9	Their Favor* [Defeat]	Their Favor [Defeat]	No change [Re-election]	Your Favor; [Re-election]
10	Their Favor* [Defeat]	Their Favor* [Defeat]	Their Favor [Defeat]	No change [Re-election]

### DRMs: (Midterms only)

+/- # For any counters or cards that affect the mid-term election.

-1 If you have the "Likeable" Presidential Attribute

### DRMs: (Re-election only)

+1 if Party Relations is 4 or 5

-1 If you have the "Likeable" Presidential Attribute

(-1 Optional New Player DRM)

## Results

- **No Change:** Keep existing Party Control in Congress Counter. No change to Legacy Points
- **Your Favor:** If you previously were in control in both houses, same as No Change. Otherwise, change the control by one level in your favor (so "split control" becomes "you control both houses" and "Opponents control both houses" becomes "split control") Draw / place one new Friend in Congress. **+3 Legacy Points, +3 Public Approval.**
- **Their Favor:** If Opponents were previously in control of both houses, same as No Change. Otherwise, change the control by one level in your opponents' favor (so "split control" becomes "opponents control both houses" and "You control both houses" becomes "split control" Draw / place one new Opponent in Congress. **-5 Legacy Points; -5 Public Approval.**
- \* = **Midterm Rout!** This results in Your Party controlling both Houses if it was a "Your Favor\*" result and Opponents' Party controlling both houses if it was a "Their Favor\*" result.
- **[Re-election]:** If rolling for re-election, you win a second term. **+5 Legacy Points.**
- **[Defeat]:** If rolling for re-election, you fail to win a second term and are a one-term President. **-5 Legacy Points.**

## LEGACY POINT TOTAL

(Final Scoring for Sandbox Scenario Only)

When the game is over and you have been playing

the Sandbox Scenario, calculate your final Legacy Point score. Compare it to past Presidents to determine your level of victory.

- To your Legacy Point value as shown by your current position on the Legacy Point Track on the board, add or subtract the results from the final Presidential Performance Evaluation.
- Add or subtract Legacy Points as shown by your current position on the Public Approval Track.
- Subtract Legacy Points based on your current position on the Party Relations Track: if it is <4, lose -15 Legacy Points as your Party does not consider you a viable candidate for re-election.
- If you attempted re-election and lost, you suffer a penalty of -5 Legacy Points for being a one-term President.
- If you attempted re-election and won, you gain +5 Legacy Points to your total.

Compare your FINAL LEGACY POINT TOTAL, as calculated above, to the following chart to find a historical counterpart whose legacy is roughly the same as how historians will remember you. (Historical Scenarios have no Legacy Point scoring.)

MP LIST #	LEGACY PTS	LEGACY: YOU ARE REMEMBERED LIKE...
1	60+	Abraham Lincoln
2	55-59	George Washington
3	50-54	Franklin D Roosevelt
4	45-49	Theodore Roosevelt
5	40-44	Thomas Jefferson
6	35-39	Andrew Jackson
7	32-34	Woodrow Wilson
8	29-31	James Madison
9	26-28	John Adams
10	23-25	James Monroe
11	20-22	William Howard Taft
12	17-19	John Quincy Adams
13	14-16	Calvin Coolidge
14	11-13	Rutherford B. Hayes
15	8-10	Millard Fillmore
16	5-7	William Harrison
17	2-4	Warren Harding
18	1 or less	James Buchanan

Comparative rankings based on recent APSA (American Political Science Association) Ratings of historical Presidents.

Presidents after 1960 have purposely not been used to avoid political bias.

## **MR. PRESIDENT**

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