

## ENDING YOUR TURN

SIDE 1

### HOW TO COLLECT OBJECTIVES

After you finish attacking, look at the Objectives that are face up on the board. If you have achieved one of these during your turn, you may take that Objective and place it in front of you. Do not put a new Objective on the board. As the game goes on, fewer Objectives will be available.

If you are eligible for more than one Objective on your turn, you choose one – a player can only collect one Objective on a turn.

Once an Objective is achieved, it does not change hands.

### OBJECTIVES

<b>CONTROL THE YELLOW REGION</b>	<b>CONTROL THE ORANGE REGION</b>	<b>CONTROL THE PURPLE REGION</b>	<b>CONTROL THE GREEN REGION</b>	<b>CONTROL 2 COMPLETE REGIONS</b>	<b>CONTROL THE 6 TERRITORIES ADJACENT TO A SEA-LINE</b>
Control every territory in the Yellow region.	Control every territory in the Orange region.	Control every territory in the Purple region.	Control every territory in the Green region.	Control two different regions.	Control all 6 territories adjacent to a sea line. (United Kingdom, Ireland, Norway, Sweden, Poland, and Northern France)

<b>ELIMINATE THE NEUTRAL PLAYER</b>	<b>CONTROL 6 TERRITORIES WITH ROUGH TERRAIN</b>	<b>CONTROL 6 CITIES</b>	<b>CONTROL BOTH SATELLITE CENTRES</b>	<b>CONTROL THE SWISS VAULT</b>	<b>CONTROL THE NAVAL BASE IN DENMARK</b>
Eliminate the last of the neutral player's troops.	Control any six territories that contain rough terrain.	Control six cities anywhere on the board.	Control both satellite centres. (Norway and Western Ukraine)	Control the vault. (Switzerland)	Control the Naval Base. (Denmark)

## CHARTS

SIDE 2

### COMBAT SERVICE SUPPORT

Troops on the players' charts may be returned to the troop pile in order to "purchase" powers and benefits that are listed on the card. Different powers cost different amounts of troops. You may buy as many of these as you want at the start of your turn (troops permitting) or you may save them to use on a later turn. You may buy the same thing more than once.

At the start of Red's turn, he has 12 troops on his Defeated Armies chart. He returns 3 to his troop pile and buys a starting manoeuvre. He makes his manoeuvre right away. He then returns 8 more troops to the pile and buys Special Forces. For this turn, he may attack rough terrain territories with 3 troops. He leaves the remaining troop on the chart as he cannot use it.

### POWERS

**Recon Mission. Cost=2:** When attacking a Site, one die cannot be a 1 and is re-rolled until it is not (although the other dice can be). It may be purchased multiple times in order to guarantee that more dice are not 1s.

**Starting Manoeuvre. Cost=3:** Make an immediate manoeuvre with troops on the board.

**Insurrection. Cost=6:** Choose an enemy territory adjacent to a territory containing at least two neutral troops. These neutrals may attack the enemy territory until they take over the territory or lose at least one troop in combat. If the neutrals succeed at taking over the enemy territory, only the neutrals involved in that attack (one, two, or three) move into the new territory.

**Gain 3 troops. Cost=7:** Place three troops onto the board, into territories you already control.

**Special Forces. Cost=8:** For this turn, you may attack into rough terrain territories with a maximum of three armies instead of the usual maximum of two.

**Draw Card. Cost=9:** Draw a card and add it to your hand.

**Build Airfield. Cost=10:** Take your Airfield token and immediately place it onto any territory you control. As long as you have your Airfield, you add one to your highest die roll for any battle conducted in that territory or in any adjacent territory. This works on attack and defence but not when you are rolling dice for neutral troops. If you lose control of the territory containing the Airfield, then the Airfield is destroyed (but can be rebuilt later). You may only have one Airfield at a time.

## ATTACKING

SIDE 1

### ATTACKING

- Choose one of your territories that contains at least two troops. Select one troop to "stay behind" and guard your territory. The remaining troop(s) can attack the enemy territory.
- Choose how many troops will attack. You can send in one, two, or three. Your territory may contain more than three troops, but no more than three can attack.
- NOTE: Territories with rough terrain can only be attacked by one or two troops, not three.**
- The defender chooses how many troops will defend – one or two troops.
- Each side rolls one die for each troop in the battle. This means the attacker rolls one, two, or three dice and the defender rolls one or two dice.
- Both sides put their dice in order from highest to lowest. Compare your highest die to your opponent's highest die. The higher number wins, and the defender wins ties. The loser removes a troop from their territory.

Compare your second highest dice. The loser removes one troop. If there is no die to compare yours to, meaning you rolled one or two more dice than your opponent, then ignore that die/dice.

Red has 3 troops in Northern Russia and wants to attack Finland. He sends 2 troops into Finland. He cannot send all 3 since one troop must stay behind.

Blue is defending Finland and has 3 troops. He can only send 2 out to battle.

Red has 10 troops in Sweden and sends 3 troops to attack Finland. (Red cannot send more than this, since a maximum of 3 troops can attack at a time.) Blue defends with 2 troops.

Red rolls three dice, one for each attacking troop, and Blue defends with 2 dice. Red's highest die, a 6, is higher than Blue's highest die, a 5. Blue removes a defending troop. Blue and Red's second-highest dice are a tie. Since defenders win ties, Red removes an attacking troop. Red's last die, a 3, is not used since there is no defending die to compare it to.

## ATTACKING DRAFT TROOPS

SIDE 1

### CAPITALS

Draft one troop for every capital you control, including your own, and add them to the pile in front of you.

**CARDS**

How you get cards is explained on the **ENDING YOUR TURN** card.

Cards have one or two stars. If you have cards containing two or more stars you may choose to hand in some or all of them to draft troops. The number of stars determines how many troops you get. You may hand in two to ten stars. Refer to the chart on the board to see how many troops you get for a set of cards. Add those troops to the pile in front of you.

The territories on the cards are irrelevant when drafting troops.

After drafting your troops, place ALL of them into territories that you control. You can choose to put all of these troops into one territory or spread them out across your territories.

Red has 3 cards at the start of his turn containing 4 stars. He hands in all 3 cards to draft 7 troops.

## TRAINING

SIDE 1

### GAME 1

**Place these Objectives on the board:**

- Control the Swiss Vault
- Control the Naval Base in Denmark
- Eliminate the Neutral Player
- Control both Satellite Centres
- Control 6 Territories with Rough Terrain
- Control the Green Region
- Control the 6 Territories adjacent to a Sea-Line
- Control the Purple Region

The remaining Objectives go back in the box – they will not be used in this game.

**Place cities in the following territories:**

- United Kingdom
- Northern France
- Germany
- Sweden
- Northern Russia
- Poland
- Italy
- Hungary
- Eastern Ukraine

**GAME 2**

**Place these Objectives on the board:**

- Control 2 Complete Regions
- Control 6 Cities
- Control the Swiss Vault
- Control the Naval Base in Denmark
- Control both Satellite Centres
- Control 6 Territories with Rough Terrain
- Control the Green Region
- Eliminate the Neutral Player

The remaining Objectives go back in the box – they will not be used in this game.

**Place cities in the following territories:**

- Netherlands
- Germany
- Southern France
- Slovenia
- Slovakia
- Prussia
- Lithuania
- Latvia
- Northern Russia

## OVERVIEW

SIDE 2

### TROOPS

Every player will control either the red or the blue army. Troops are represented by two different arrows - the smaller arrow represents one troop, and the larger arrow represents three troops.

← = 1 troop   ← = 3 troops

In Romania, Blue has 2 small arrows (1 troop each) and 1 large arrow (3 troops) for a total of 5 troops.

### NEUTRAL TROOPS

There is a third, tan-colored neutral army on the board. The player whose turn it isn't rolls defence dice for the neutral armies and removes defeated armies from the board. The neutral army always defends with two armies, if possible.

### OBJECTIVES

Objectives are military goals that players will try to achieve.

### AIRFIELDS

In the **COMMAND ROOM** version of the game, players can place their Airfields on the board to give them an advantage in combat.

### CHARTS

Charts are used in the **COMMAND ROOM** version and are explained on the **CHARTS** Card.

### DICE

You use the dice when attacking and defending territories. Each player has his own colour so the dice do not need to be passed back and forth.

Red Dice   Blue Dice

### CARDS

There is one card for each territory on the board. Each card has the name and picture of a territory, and one or two stars.