

## OVERVIEW

SIDE 1

### CONTENTS

- Gameboard • 6 Dice • Deck of 32 Cards
- 3 Sets of Coloured Units
- 9 Cities • 2 Capitals • Parts sheet



Southern France, Northern France, Belgium, Netherlands, and Germany are territories. Together they make up the Green Region.

The territory of Poland is adjacent to Prussia, Lithuania, Belarus, Western Ukraine, Slovakia, Czech Republic, and Germany because they share borders. Poland is also adjacent to Sweden because a sea-line connects them.

### CITIES

Cities will be placed on the board into different territories. If you control a territory that contains a city, you control that city. The number of cities you control is added to the number of territories you control when drafting troops, and they are also important to achieving some Objectives.



### CAPITALS

Each player will have one capital placed in one of their territories. Capitals have no military function but are important to hold. Capitals cannot be moved during game play.

The gameboard is divided into 30 territories, which are grouped into regions: yellow, green, brown, blue, orange, and purple. Some territories are adjacent to each other, meaning they either share a border or have a sea-line connecting them. Eleven territories contain rough terrain, which are marked by either mountains or swamps. Rough terrain limits how many troops can attack into that territory. This is explained further on the **ATTACKING** card.

There are four territories on the board that contain Sites (Switzerland, Denmark, Western Ukraine and Norway). Sites offer no combat or troop effects but some objectives require taking one or more of them.

## TRAINING

SIDE 2

### 3 GAME

- Place these Objectives on the board:**
- Control 6 Cities
  - 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 Yellow 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
  - Belgium
  - Finland
  - Lithuania
  - Poland
  - Switzerland
  - Austria
  - Italy
  - Romania

NO = Amount of troops    = City    ★ = Capital



### 4 GAME

- Place these Objectives on the board:**
- Control the Naval Base in Denmark
  - Eliminate the Neutral Player
  - Control 6 Territories with Rough Terrain
  - Control the Green Region
  - Control the 6 Territories adjacent to a Sea-Line
  - Control the Purple Region
  - Control the Swiss Vault
  - Control 2 Complete Regions

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

- Place cities in the following territories:**
- Ireland
  - Norway
  - Sweden
  - Denmark
  - Estonia
  - Czech Republic
  - Hungary
  - Moldova
  - Eastern Ukraine



## DRAFT TROOPS

SIDE 1

### ATTENTION!

- The number of troops you draft at the start of your turn is a sum of the following:
- 1 The number of territories and cities you control divided by 3
  - 2 Any region bonus(es)
  - 3 The number of capitals you control
  - 4 Troops gained from handing in cards

### 1 TERRITORIES AND CITIES

Count the number of territories and cities you control and divide this number by 3 (ignore any remainder). If this number is lower than 3, round it up to 3. Draft that many troops and put them in front of you.

### 2 REGION BONUS(ES)

If you control every territory within the region, then you control the region. The chart next to the region shows how many troops you draft. Draft these troops and add them to the pile in front of you.



If you control all of the territories in the Orange region, you draft 5 bonus troops.

### TERRITORIES AND CITIES

Red controls 19 territories and cities at the start of his turn. 19 divided by 3 is 6. Red drafts 6 troops. Blue controls 5 territories and no cities at the start of his turn. 5 divided by 3 is 1. However, you never draft fewer than 3 troops, so Blue drafts 3.

### REGION BONUS(ES)

Blue controls the Blue region. In addition to the troops he drafted from his territories, Blue also drafts 2 troops for controlling the Blue region. Red controls the Brown and Yellow regions. In addition to the troops he drafted from his territories and cities, Red drafts 8 troops for controlling these two regions (5 for Brown and 3 for Yellow).



## ATTACKING

SIDE 2

### If the defender still has troops in the territory:

You may attack again if you like and are able, either between the same territories or between new ones.

### If the defender has no more troops in the territory:

Move the attacking troops into the territory. You may also move in additional troops from the attacking territory. So even though you can only attack with three troops, you can move more than that into a conquered territory. Remember you must leave at least one troop behind - no territory can ever be left abandoned.

If the conquered territory contains your enemy's capital, leave the capital in the territory. You may attack another territory again if you like and are able.

### COMMAND ROOM ONLY

In the **COMMAND ROOM** version, defeated troops do not go directly back into the troop pile but, instead, go onto a defeated army chart. Both players have one and there is one for the neutral player. When placing defeated troops on a chart, fill the card from left to right. If a chart is filled with troops, any further defeated troops get placed directly into the troop pile. How these defeated troops work is explained on the **CHARTS** Card.



Red attacks Blue's one defending troop in Finland from Sweden, sending in 3 troops. Red wins the battle and moves his 3 attacking troops into Finland. He then moves four additional troops from Sweden into Finland. He must leave at least one troop behind.

## CHARTS

SIDE 1

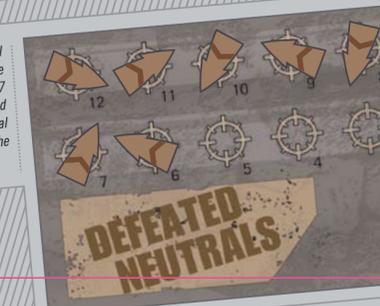
### ATTENTION!

In the **COMMAND ROOM** version of the game, there are two extra steps at the start of the turn and two charts that help you manage those steps. As explained in **ATTACKING**, defeated troops do not return directly to the troop pile but are, instead, placed on a chart. Neutral troops go onto the neutral chart and players' troops go onto their respective charts. This card explains how these troops affect the game.

### 1 NEUTRAL RESISTANCE

Check to see how many neutral armies were defeated during the other player's turn. Look at the number under the last (rightmost) troop. Roll two dice. If the number you roll is equal to or higher than the number under that troop, then take half the troops on the card (rounded up) and place them into any territory or territories already containing neutral troops. Place the other half of the defeated neutrals back into the box. If the number you roll is lower than the number under the rightmost troop, then return all of the defeated neutrals back into the box. This stage is optional. If you choose, you can return all the neutrals to the box.

At the start of Blue's turn, there are 7 neutral troops on the Defeated neutral chart. Blue rolls two dice and rolls a 9. He takes the 7 troops on the chart, returns 3 to the box, and places 4 back onto the board, in neutral territories. If he had rolled a 5 or lower, all the troops would have been returned to the box.



## ENDING YOUR TURN

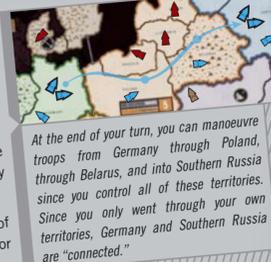
SIDE 2

### ATTENTION!

- At the end of your turn, you do two things:
- 1 Manoeuvre Troops.
  - 2 Draw a Card (maybe).

### MANOEUVRE TROOPS

Manoeuvring troops is optional. Take as many troops as you'd like from one of your territories and move them to one other connected territory. (Remember to leave at least one troop behind - you cannot abandon a territory.) Territories are "connected" if all of the territories in between are also controlled by you. You cannot pass through enemy territories. This is not an attack; it is simply a movement from one of your territories to another in order to protect your front line or to get into position for your next turn. You can make one manoeuvre per turn.



At the end of your turn, you can manoeuvre troops from Germany through Poland, through Belarus, and into Southern Russia since you control all of these territories. Since you only went through your own territories, Germany and Southern Russia are "connected."

### DRAW A CARD

If you conquered at least one of your enemy's territories on your turn, then you get one card. Draw it off the top of the deck and add it to your hand. It doesn't matter whether you conquered one territory or 28 territories, you only get one card. You do **not** draw a card if you only conquered neutral territories. If you collect an Objective, you cannot also draw a card that turn. If there are no more cards in the deck, shuffle the discard pile to make a new deck.

© 2008 Hasbro. 020840567102 00