

DEFCON 1



FLORIAN DUMONT



RULEBOOK



DEFCON 1 is an alternate history simulation of the Cold War, with all the cards, units, and technologies carefully period based, and exploring what would have happened if nuclear confrontation had developed into a Third World War.

DEFCON 1 is not limited to the struggle between the USA and the USSR, but also covers the conflicts of decolonization which became indistinguishable from the Cold War.

To lead your bloc to victory you must balance your strategy between researching technology, expanding your political influence, and engaging in every form of military conflict, even nuclear warfare. This rulebook contains the general rules of the game.

The Technologies booklet explains every technology used in the game.

DEFCON 1 is a game of the **CO³** series (**CO**nceive-**CO**nvert-**CO**nquer) which are asymmetrical conquest games with modern and fluid mechanics that take place in sourced historical backgrounds giving way to uchrony.

By convention, an example section is written in red, with a red bar on the sidebar.

By convention, a Designer's note is written in blue with a sky blue background.

[A] Blocs

In **DEFCON 1**, 5 different **BLOCS** can be played.

3 major **BLOCS**:

- ◆ **The Atlantic Alliance (AA)**, made up of the United States of America and their closest allies in Europe, in dark blue color.
- ◆ **The Warsaw Pact (WP)**, made up of the USSR and their satellite states, in red color.
- ◆ **The Non-Aligned Movement (NAM)**, made up of Third World countries that refuse to submit to the other dominant blocs, in green color.

2 minor **BLOCS**:

- ◆ **The French Republic (FR)**, made up of metropolitan France, their colonies and overseas territories, in sky blue color.
- ◆ **The People's Republic of China (PRC)**, made up of the main administrative regions of this populous Asian country, in orange color.

1.1. BLOC boards

Every **BLOC** board is unique but has some shared features.

On the left side, you can see a **TECHNOLOGY TREE** used to manage your **R&D**. On the right side, there is the **DEFCON** track, and a pool to store your resources and **SPECIAL UNITS** (☆).

[B] CONTROL markers



There are 4 types of **CONTROL** markers.

- ◆ Flag only - used to show **CONTROL**.
- ◆ Flag with shield icon - indicates **POLITICAL PROTECTION**.
- ◆ Flag with **INSTABILITY I/II** icon / : indicates a region's level of instability.

[C] Units

Each **BLOC** has their own pool of units. A unit may be a ground unit, a naval unit, or a special unit. It has a strength to show its combat power and its redeployment ability.

When an effect targets a unit without specifying anything, it may be a ground one or a naval one.

A destroyed unit goes back to their owner's pool and may be produced again.

A removed unit is permanently out of the game.

C.1. Ground units

There are 4 classes of ground units:

NAME	STRENGTH	SHAPE
MOTORIZED DIVISION	○	
MECHANIZED CORPS	○○	
ARMORED ARMY	○○○	
BUNKER	○○○	

A **CONTROL** marker is not a unit, but it is considered to be **strength 0** as it is possible to produce a **strength 1 MOTORIZED DIVISION** (○) on it by performing an upgrade if it is a **CONTROL** marker of the following type:

- ◆ normal,
- ◆ **POLITICAL PROTECTION**.

C.2. Naval units

There are 3 classes of naval units:

NAME	STRENGTH	SHAPE
FRIGATE DIVISION	○	
CRUISER SQUADRON	○○	
CVBG*	○○○	

*CVBG: acronym for **CARRIER VESSEL BATTLE GROUP**.

C.3. Special units

Special units are associated with technologies that have this icon (☆).

[D] Game board

D.1. Territories, seas, and areas

The map has two main geographical elements: land and sea areas within a territory, indicated by circles. A land territory may contain up to 3 land areas. Each sea counts as 1 maritime area.

It is possible for areas within the same territory to hold a different status during the game.

D.1.1. Main areas

A **main area** is an area in the **color** of 1 of the 5 **BLOCS**.

Each played **BLOC** begins the game in control of each of its main areas; they retain their **natural influence** in their main areas even when an opposing **BLOC** controls them [D.5 page 3].

A main area is considered **neutral** if the **BLOC** of that color is not played.

Each **BLOC** has their own **core territory** which is **the only territory composed of 3 areas**. One of these 3 areas is the **core area** of that **BLOC**: **USA I** (Washington), **ROSSIYA I** (Moskva), **IRĀN I** (Tehrān), **FRANCE I** (Paris), and **HĒBĒI I** (Beijing).

D.1.2. Secondary areas

A **secondary area** is a **gray** area. It may be neutral, or controlled by a **BLOC**.

A **secondary territory** is controlled by a **BLOC** when that **BLOC** has a **CONTROL** marker in **every area of that territory**.

A **main area** controlled by an opposing **BLOC** is considered a **secondary area**.

D.2. Control & area occupancy

Any land or maritime area **may only be occupied by 1 unit at the same time**. An area with no units is **empty**.

D.2.1. Land control

A land area is controlled when a **BLOC** has 1 of their **CONTROL** markers in it.

D.2.2. Maritime occupancy

A maritime area is either occupied or empty, but it may never be controlled.

D.3. Adjacency

All the areas of a territory are considered adjacent to each other.

A territory is adjacent to another if they share the same land border.

A territory is adjacent to another for one **BLOC** if they are linked by a sea occupied **by that BLOC**.

A body of water in sky blue gives automatically an adjacency between to the areas around it.

SOUTH EUROPA, **TÜRKIYE**, **KAVKAZ**, **OUKRAÏNA** and **BALKANS** are all adjacent thanks to the Black Sea.

D.4. Area key

D.4.1. Resources

The icons next to the land and sea area circles give their controller corresponding resources in **every phase** ①.

Each **INFLUENCE** (◀▶) icon yields:

◆ 1 **INFLUENCE** cube in the color of its controller.

Each **R&D** (◀▶) icon yields:

◆ 1 cube **R&D** (◀▶).

Each **OIL** (🛢️) icon yields:

◆ 1 **OIL** 🛢️ barrel.

Each **URANIUM** (☢️) icon yields:

◆ 1 **URANIUM** ☢️ barrel.

D.4.2. Factory

An **OPERATIONAL FACTORY** (🏭) allows its controller to produce 1 unit once per turn.

An **NON-OPERATIONAL FACTORY** (🏭) can be converted by its controller to an operational factory for the rest of the game by spending 2 **R&D** (◀▶) cubes during **R&D** phase ①.

D.5. Natural Influence

Some areas have an **INDICATOR** icon with colored circle segments to show the natural influence for that area. Only the **BLOCS** represented by those colors may attempt a **coup** in that area.



The Atlantic Alliance, the Warsaw Pact, and the Non-Aligned Movement each have a natural influence **INDICATOR** icon in **MOÇAMBIQUE**.

D.6. Straits

Some territories are linked by a white dual arrow which depicts a **STRAIT**. A strait is considered to be an overland route. A unit may **always** be redeployed and **always** attack by crossing a **STRAIT**.



Here, the **STRAIT** of Gibraltar links **MAROC** and **ESPAÑA** in case of a redeployment or a ground attack, and links **MM** and **A1** in case of a redeployment or a naval attack.

[E] Setup for 5 players

For the best game experience, we recommend taking your places around the game board, in front of the **BLOC** you are playing, as shown below.

The **core territory** of the French Republic is made up of 3 areas:

- ◆ **FRANCE I** ([factory icon] and **BUNKER**),
- ◆ **FRANCE II** ([silhouette icon]),
- ◆ **FRANCE III** ([silhouette icon] and silo).

These 3 areas, like **ALGÉRIE I**, **ALGÉRIE II**, and **MAROC** are French Republic's **main areas**.

ESPAÑA is a **secondary area**.

The factory in **BRD II** ([factory icon]) which is controlled by the Atlantic Alliance is non-operational.



CAPTION ➤
Each bloc has the same components (Example shown is the Non-Aligned Movement).

- 1 OBJECTIVES deck
- 2 MISSIONS deck
- 3 BLOC board
- 4 CONTROL markers
- 5 TECHNOLOGY TREE

- 6 DEFCON score
- 7 R&D pool
- 8 OIL pool
- 9 URANIUM pool
- 10 INFLUENCE pool

- 11 AVAILABLE SPECIAL UNITS (★) space
- 12 SPENT SPECIAL UNITS (★) space
- 13 INFLUENCE bank
- 14 Available Units
- 15 Unavailable Units

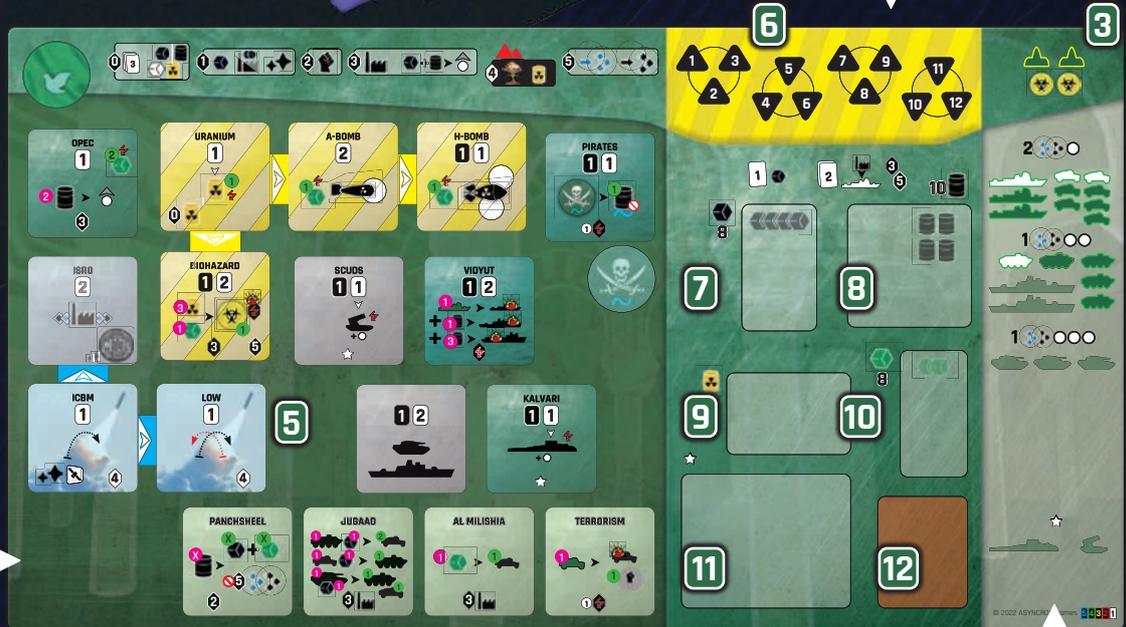


The **secondary areas** of **SOUTH KOREA** and **TÁIWÁN** have non-operational factories (🏭). They are occupied by neutral **MOTORIZED DIVISION** units.

INDONESIA is a **main area** of the Non-Aligned Movement. This area contains Oil (🛢️) and a linked silo.

AUSTRALIA I contains Oil (🛢️) and only the Atlantic Alliance has a natural influence there. This area has an **INSTABILITY II** marker at the beginning of the game.

Top view of the Non-Aligned Movement BLOC board



When playing with the **DD5 AIR STRIKE** expansion, place your aviation technologies in the empty spaces.

The green outlined units are in the **BLOC's** pool at the beginning of the game (those in white are placed on the map during setup).

The shaded units will be added to the **BLOC's** pool once the associated technology has been developed.

The units shaded and outlined in gray will be added to its pool once the corresponding **MISSION** card has been completed.

CAPTION ▶
Common game components.

- 16 DEFCON track
- 17 SPACE RACE track
- 18 Turn sequence
- 19 NUKE markers
- 20 R&D bank
- 21 OIL bank
- 22 URANIUM bank
- 23 INSTABILITY I/II, NEUTRAL units, and OPERATIONAL FACTORY markers
- 24 TECSAT tiles and SATELLITE tokens
- 25 INITIATIVE track (turn order)

[F] DEFCON track

This track shows the international tension level and makes new actions available to players depending on the **DEFCON** level reached during the game.

A game always starts at **DEFCON 5** level and may go up to **DEFCON 1** level.

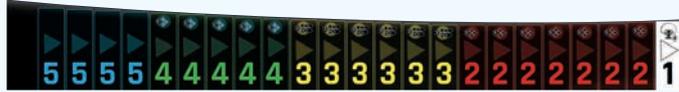
F.1. DEFCON progression

Each time a player resolves **an action that raises the international tension**, they resolve a **DEFCON adjustment**.

The actions **that raise the international tension** are:

- ◆ Taking control of a land area controlled by an opponent, or a **neutral** main area with a coup or an attack.
- ◆ Starting from **DEFCON 4**, the destruction of an opposing naval unit

F.1.1. DEFCON modification



When a player is required to resolve a **DEFCON** adjustment, they move the **DEFCON** ▲ marker 1 space to the right on the **DEFCON** track, and they add 1 to their **DEFCON** ▲ score on their **BLOC** board



[G] Cards

There are 2 types of cards : **OBJECTIVE** and **MISSION**. Each card has a number at the bottom right corner.

The **OBJECTIVE** cards are played in the **STRATEGY** mode, while the **MISSION** cards are playable in every game mode.

G.1. OBJECTIVE cards

An **OBJECTIVE** card states the conditions to fulfill to win the game.

The objective's artwork helps the player locate themselves on the map. Areas showing their flag are areas they must control, those showing their color are areas they may control from among those listed.



The objective on the left asks you to control the **6** areas showing the USA flag, and **2** areas of the player's choice among those depicted in **AFRICA** and **2** areas among those depicted in **SOUTH AMERICA**.

The player may be requested to keep control of some of their main areas, to control new areas and/or a number of areas of their choice depending on specific requirements, and/or to occupy a sea.

F.2. Available actions depending on the DEFCON level

F.2.1. DEFCON 5

- ◆ Make coups in opponents' main areas,
- ◆ Make coups or attacks in **neutral** main areas, and in any secondary areas,
- ◆ Bomb **neutral** main areas, and any secondary areas,
- ◆ Regain control of your main areas by making coups or attacks.

F.2.2. DEFCON 4

Besides the actions available in **DEFCON 5**, you may:

- ◆ Attack opposing naval units with your naval units.

F.2.3. DEFCON 3

Besides the actions available in **DEFCON 4**, you may:

- ◆ **Produce** nuclear missiles (☆),
- ◆ **Equip** your **SSBN** (☆) units with nuclear missiles.

F.2.4. DEFCON 2

Besides the actions available in **DEFCON 3**, you may:

- ◆ Bomb opposing main areas,
- ◆ Make attacks in any opposing main areas.

F.2.5. DEFCON 1

Besides the actions available in **DEFCON 2**, you may:

- ◆ Launch nuclear missiles (☆).

G.2. MISSION cards

No player may have more than 3 **MISSION** cards at the same time.

A **MISSION** card lists the conditions to fulfill to gain a bonus.

The player may be requested to:

- ◆ take control of 1 or more areas,
- ◆ to have developed a technology,
- ◆ to control a number of resources on the map,
- ◆ to own specific units,
- ◆ to have reached a specific space program,
- ◆ to make use of a specific technology,
- ◆ to resolve a specific action.



The **MISSION Science** card asks the Non-Aligned Movement to control **6** areas which contain the **R&D** resource.

[H] Game setup

Place 1 **CONTROL** marker per **BLOC** played on the **INITIATIVE** track in the bottom right hand corner of the map, from left to right, and in this order:

- The Atlantic Alliance,
- The Warsaw Pact,
- The French Republic,
- The Non-Aligned Movement,
- The People's Republic of China.

During the first turn, the least influential **BLOC** is the **People's Republic of China** and the most influential is the **Atlantic Alliance**.

The game setup is the same for every game mode. Place the following units depending on the **BLOCs** played:

H.1. The Atlantic Alliance

- 1 **BUNKER** in *USA I*.
- 1 **CRUISER SQUADRON** unit in *A4*.
- 1 **MECHANIZED CORPS** unit in *ALASKA*.
- 1 **MECHANIZED CORPS** unit in *BRD II*.
- 1 **MOTORIZED DIVISION** unit in *USA II*.

H.2. The Warsaw Pact

- 1 **BUNKER** in *ROSSIYA I*.
- 1 **FRIGATE DIVISION** unit in *MB*.
- 1 **ARMORED ARMY** unit in *DDR*.
- 1 **MECHANIZED CORPS** unit in *CHUKOTKA*.
- 1 **MOTORIZED DIVISION** unit in *ROSSIYA II*.
- 1 **MOTORIZED DIVISION** unit in *ROSSIYA III*.
- 1 **SSN** (☆) unit in your **AVAILABLE SPECIAL UNITS** (☆) space.
- 1 **POLITICAL PROTECTION** marker in *KAVKAZ*.
- 1 **POLITICAL PROTECTION** marker in *KAZAKHSTÁN*.

H.3. The Non-Aligned Movement

- 1 **BUNKER** in *IRÁN I*.
- 1 **FRIGATE DIVISION** unit in *I2*.
- 1 **MECHANIZED CORPS** unit in *INDONESIA*.
- 1 **MOTORIZED DIVISION** unit in *LĪBIYĀ*.
- 1 **MOTORIZED DIVISION** unit in *EGYPT I*.

H.4. The French Republic

- 1 **BUNKER** in *FRANCE I*.
- 1 **FRIGATE DIVISION** unit in *MM*.
- 1 **MOTORIZED DIVISION** unit in *DJIBOUTI*,
- 1 **MOTORIZED DIVISION** unit in *GUYANE*,
- 1 **MOTORIZED DIVISION** unit in *INDOCHINE*,
- 1 **POLITICAL PROTECTION** marker in *A.É.F.*,
- 1 **POLITICAL PROTECTION** marker in *A.O.F.*

H.5. The People's Republic of China

- 1 **BUNKER** in *HÉBĚI I*.
- 1 **MECHANIZED CORPS** unit in *HÉBĚI II*.

H.6. Unplayed Blocs

Place these units in the following land areas within the main area of every unplayed **BLOC**:

- ◆ **FACTORY** area (core area): 1 **BUNKER** unit,
- ◆ **INFLUENCE/OIL** area: 1 **MOTORIZED DIVISION** unit,
- ◆ **URANIUM** area: 1 **MECHANIZED CORPS** area,
- ◆ When the Atlantic Alliance is not played, place 1 **MECHANIZED CORPS** unit on the non-operational factory in *BRD II*.

H.7. INSTABILITY II markers



Place 1 **INSTABILITY II** marker in the following areas: *AUSTRALIA I*, *AUSTRALIA II*, *NORTH KOREA*, *SOUTH EUROPA*, *SAHARA*, *TÜRKIYE*, and *CUBA*.

H.8. Neutral units



Place 1 neutral **MOTORIZED DIVISION** unit in every secondary area of the following types: **FACTORY/URANIUM/INFLUENCE/OIL** that does not contain an **INSTABILITY II** marker.

H.9. Resources

Every player takes the first turn resources as shown on their **BLOC** board.

Warning! The **Non-Aligned Movement** does not gain uranium until it has developed the **URANIUM** technology.

H.10. DEFCON track

Place **DEFCON** marker ▲ in the first space on the **DEFCON** track.



[I] Gameplay

Every game is a series of **turns**, each broken into 5 **phases**.

Every phase is played by each **BLOC**, in initiative order: the leftmost **BLOC** on the **INITIATIVE** track is the first to play their phase, then in descending order. The **BLOC** playing their phase is the **ACTIVE BLOC**.

◆ Phase 0: **INITIALIZATION**.

During the first turn, do not play phase 0.

◆ Phase 1: **R&D**.

◆ Phase 2: **POLITICS**.

◆ Phase 3: **PRODUCTION**.

◆ Phase 4: **NUCLEAR**.

◆ Phase 5: **OPERATIONS**.

[0] Initialization phase

No (🔧) effect may be played during this phase [1.4 page 9].

All actions of this phase may be performed simultaneously by all players, but each player must resolve the phase in the following order:

0.1. Draw Mission cards

Refill your hand to 3 **MISSION** cards.

0.2. Update political statuses

◆ Flip every **INSTABILITY I** markers to their **INSTABILITY II** side.

◆ Flip every **POLITICAL PROTECTION CONTROL** marker to their **CONTROL** side.

0.3. Special units (☆)

Move all the special units from your **SPENT SPECIAL UNITS** (☆) space to your **AVAILABLE SPECIAL UNITS** (☆) space.

0.4. Refresh TECHNOLOGY tiles



Flip every spent **TECHNOLOGY** tile, or the associated (0) markers, onto their **AVAILABLE** side.

0.5. Gain Resources

Keep the resources already on your **BLOC** board.

Each **BLOC** gains resources depending on the type of areas it controls and places them on their **BLOC** board:

◆ 1 **INFLUENCE** cube per controlled **INFLUENCE** (⬠) area,

◆ 1 **R&D** cube per controlled **R&D** (⬠) area,

◆ 1 **OIL** barrel per controlled **OIL** (🛢️) land area, or occupied **OIL** (🛢️) maritime area,

◆ 1 **URANIUM** barrel per controlled **URANIUM** (☢️) area.

0.5.1. Pool limits

Warning! You may never exceed the limit written on your **BLOC** board for each of your 4 resources: **excess is lost**.

0.6. Initiative

At the beginning of each turn, starting from the second turn, organize the **BLOCS** into Initiative order on the dedicated track.

Organize the **CONTROL** markers of the **BLOCS** highest to lowest depending on the number of **INFLUENCE** cubes the **BLOC** has in their pool on their **BLOC** board.

In case of a tie, the tied **BLOC** which had the initiative over the other during the previous turn keeps it.

[1] R&D phase

During this phase, **in the order of your choice**, you will be able to:

- ◆ develop available technologies,
- ◆ make factories operational,
- ◆ invest in the space race.

1.1. Technology tree

Spend your **R&D** (⬠) cubes by launching technology programs to upgrade your **BLOC** in military, political, and economical endeavors.

To do this, invest the number of **R&D** (⬠) cubes shown for each technology available on your **BLOC** board. Each technology is detailed in the **TECHNOLOGY** booklet.

1.2. The steps

Some technologies are developed in one step, some others in two steps.

To develop a technology step, you must spend the number of **R&D** (⬠) cubes shown for that step.

To develop the 2nd step of a technology either wait until the next turn and pay the cost shown, or you can choose to immediately develop the 2nd step in the same turn by doubling the cost of the 2nd step.



The Warsaw Pact chooses to start developing **POLITBURO** during the 1st turn. This technology is divided into 2 steps, respectively of values 1 and 2. During the 1st turn, the WP spends 1 **R&D** (⬠) cube and places the **POLITBURO** tile on the 2nd step side to cover the corresponding space on their **BLOC** board. They choose to complete that development during the next turn, for a cost of 2 **R&D** (⬠) cubes. If the WP had chosen to complete that development during the 1st turn, they would have spent 5 **R&D** cubes (1 + 2 x 2) to immediately complete the technology, and gain 1 **INFLUENCE** (⬠) cube and draw 1 **MISSION** card.

You are allowed to have different technologies being developed at the same time. You may complete them when you wish to, or they may stay incomplete.

1.3. Linked technologies

Some technologies may only be developed once others have been completed first. These technologies are linked with an arrow.

The French Republic cannot develop **BOMBE H** before **BOMBE A** has been completed, and **BOMBE A** cannot be developed before **NUCLÉAIRE CIVIL** has been completed.



When you have completed a linked technology, you may immediately start developing technologies that are linked to that one at no extra cost.

The Non-Aligned Movement completes **URANIUM** during the 1st turn by spending 1 R&D cube. Then, they choose to immediately start developing **BIOHAZARD** by spending 1 R&D cube.



1.4. Technology activation timing

As soon as you have completed a technology, its effects are activated. A bonus showing the (⚡) icon applies **once** the development is completed.

Each technology has a reminder at the bottom of the phases it may be triggered.

A technology with the (⚡) icon may be triggered during any phase when you are the active **BLOC**.

Some technologies provide actions that have an associated cost to trigger the action.

1.5. Make a factory operational

You may make a factory **operational** by spending 2 R&D cubes. Place a **FACTORY** marker to indicate this.

1.6. Space race

To **proceed** on the space race, you must complete **ICBM** technology first.



The Atlantic Alliance chooses to rely on the space race at the start of the game. They have 5 R&D and play their R&D phase. First, they spend 1 R&D cube to develop **ICBM**, which allows them to play the **MISSION Operation Paperclip** card. They choose to gain 1 R&D cube and complete **LOW**.



In **DEFCON 1**, the space race depicts a series of space programs with achievements that provide:

- ◆ **INFLUENCE** cubes,
- ◆ new space technologies to develop,
- ◆ activation of satellites.

1.6.1. Procedure

Spend 1 R&D (⬠) cube to move the **SPACE** marker 1 **SPACE PROGRAM** box to the right on the **SPACE RACE** track.

You gain 1 **INFLUENCE** (⬠) cube as well as the space program's owner, even if they did not develop **ICBM**. If you **also** are the space program's owner, you gain only 1 **INFLUENCE** (⬠) cube.

It is sometimes possible to move the **SPACE** marker multiple boxes with one action (reward, **NASA**, etc.), however, influence is only gained once for these situations.

1.7. Space technologies

If the **SPACE** marker reaches or passes over a space program that provides a technology, the **BLOC** owning the program places the corresponding **TECHNOLOGY** tile on their **BLOC** board even if they did not develop **ICBM**.



Example continued: The Atlantic Alliance developed **ICBM**, and now spends 1 R&D (⬠) cube to start the space race. They move the **SPACE** marker on **SPOUTNIK** space program. They gain 1 **INFLUENCE** (⬠) cube, as does the Warsaw Pact (⬠), since they own that program. Then, they spend 1 other R&D (⬠) cube to reach the **NASA** space program and place the corresponding **TECHNOLOGY** tile on their **BLOC** board and gain 1 **INFLUENCE** (⬠) cube.

By spending 2 R&D (⬠) cubes, the Atlantic Alliance completes **NASA**, and now they can spend 1 R&D (⬠) cube to move the **SPACE** marker 2 boxes to reach **PIERRES PRÉCIEUSES** program! They gain 1 **INFLUENCE** (⬠) cube, as does the French Republic (⬠), since they own that program. The Warsaw Pact gets **TSAR BOMBA** even if they did not complete **ICBM**.



1.8. Satellites

A **BLOC** that developed **ICBM** gains 1 **SATELLITE**  token which is placed in their **AVAILABLE SPECIAL UNITS**  space as soon as the **SPACE** marker reaches or passes over a space program showing a **SATELLITE** .

Example continued: Only the Atlantic Alliance, because of their rush on the space race in the 1st turn, gains 1 **SATELLITE**  token.

Then, flip the first non-active **TECSAT** tile to make its effect active for the rest of the game.

1.8.1. Recon satellite



During the ground of naval redeployments of your **OPERATIONS** phase, spend 1 **SATELLITE**  token to perform 1 additional redeployment with 1 of your units.

The chosen unit may perform only 1 additional redeployment during that **OPERATIONS** phase .

1.8.2. Military communication satellite



During any of your phases , spend 1 **SATELLITE**  token and discard 1 **MISSION** card of your choice from your hand to draw 3 **MISSION** cards; then choose 1 card among these 3 cards to add to your hand, and place the remaining 2 under your **MISSION** deck.

1.8.3. Spy satellite



During any of your phases , spend 1 **SATELLITE**  token to force the opponent of your choice to discard 1 **MISSION** card of their choice from their hand.

[2] Politics phase



This phase is divided into 2 sub-phases.

1. Coups.
2. Destabilizations.

Each **BLOC** plays their whole phase (the 2 sub-phases), before proceeding to the next player in initiative order.

2.1. Coup



You may attempt a coup in an **INSTABILITY II** area where you have a natural influence.

2.2. Coup in a neutral area

Spend 1 **INFLUENCE**  cube to attempt a coup.

Only another **BLOC** that has a natural influence in that area may try a coup at the same time, or try to prevent you from succeeding.

If more than one **BLOC** wishes to contest the attempted coup, the **BLOC** with the highest initiative is the one who opposes.



Three **BLOCs** have a natural influence in **CONGO**: the Atlantic Alliance, the Non-Aligned Movement, and the French Republic.

2.2.1. No opposition

If no other **BLOC** can or wants to contest your coup, place 1 of your **CONTROL** markers in the target area, and you may place there 1 **MOTORIZED DIVISION** unit from your pool.

2.2.2. Power struggle

When another **BLOC** has chosen to contest the coup in an area, there is a power struggle.

Firstly, the **inactive BLOC** (the one contesting the attempt) must spend 1 **INFLUENCE**  cube to match the cube already spent by the active player. Those two cubes, the one initially spent by the active **BLOC** and the one spent by the inactive **BLOC** to enter the power struggle, are then discarded and ignored.

2.2.3. First bid

The **inactive BLOC** may bid as many **INFLUENCE** (⬅️) cubes as they wish, or none, in which case they give up that power struggle.

2.2.4. Second bid

The **active BLOC** chooses one:

- ◆ give up,
- ◆ bid the same number of **INFLUENCE** (⬅️) cubes,
- ◆ outbid.

2.2.5. Outcome

The **BLOC** who bade the most **INFLUENCE** (⬅️) cubes wins the power struggle, they must have bidden at least 1 **INFLUENCE** (⬅️) cube. In case of a tie, the **BLOC** with the highest initiative wins the power struggle.

Warning! The cost to enter the power struggle is not taken into account, only the bids are.

The **BLOC** who wins the power struggle places 1 of their **CONTROL** markers in the target area and may place 1 **MOTORIZED DIVISION** unit from their pool.

Bids are discarded.

If neither of the 2 **BLOCS** chooses to bid after entering the power struggle, the area remains unstable.

2.3. Coup in a controlled area

This coup is different from one in a neutral area because the **BLOC** controlling it **automatically** and **freely** enters the power struggle. Apart from that, the bidding procedure is the same.

- ◆ If the **BLOC** controlling the area wins the power struggle, the area is stable again: flip the **CONTROL** marker onto its **FLAG** side.
- ◆ Otherwise, the other **BLOC** places 1 of their **CONTROL** markers in the target area.

When a coup results in a change of control from one **BLOC** to another, do not forget to resolve a **DEFCON** adjustment: move the **DEFCON** marker on the **DEFCON** track, and the **DEFCON** score of the victorious **BLOC**.

The **BLOC** who wins the power struggle may place 1 **MOTORIZED DIVISION** unit from their pool in the target area.

Note that in case of a coup with no opposition, you only need to spend 1 **INFLUENCE** cube. But, if there is a power struggle, you need to bid at least 1 **INFLUENCE** cube, even if the opponent gives up.

The People's Republic of China wishes to attempt a coup in **NORTH KOREA** which has an **INSTABILITY II** marker. They spend 1 **INFLUENCE** (⬅️) cube. The Warsaw Pact, the only other **BLOC** who has a natural influence, does not wish to enter the power struggle. The PRC gains control of **NORTH KOREA** and replaces the **INSTABILITY II** marker with 1 of their **CONTROL** markers. They also choose to place 1 **MOTORIZED DIVISION** unit there.

The French Republic decides to attempt a coup in **SAHARA** which has an **INSTABILITY II** marker. They spend 1 **INFLUENCE** (⬅️) cube. The NAM chooses to counter the FR and also spend 1 **INFLUENCE** (⬅️) cube. Those **INFLUENCE** cubes are discarded and bidding may start!

The inactive **BLOC** goes first: the NAM decides to bid 2 **INFLUENCE** (⬅️) cubes. The French Republic, who has a higher initiative this turn, may win the power struggle by bidding the same amount as the NAM.



The FR does that by bidding 2 **INFLUENCE** (⬅️) cubes, and places 1 of their **CONTROL** markers in the area. They also choose to place 1 **MOTORIZED DIVISION** unit in that area. That success allows them to play the **MISSION Contrôle du Sahel** card.

The FR chooses the **R&D** cube and the **OIL** barrel.

BRD II is under control of the Atlantic Alliance, but is in **INSTABILITY II** and its factory has been made operational previously. The Warsaw Pact chooses to attempt a coup. They spend 1 **INFLUENCE** (⬅️) cube. Automatically and freely, the AA enters the power struggle against the WP, without spending influence. The WP **INFLUENCE** cube is discarded, and the power struggle may start! The AA is the inactive **BLOC**, they bid first. They have 2 **INFLUENCE** (⬅️) cubes in their pool, while the WP has 4 (⬅️). The AA chooses to not bid and gives up **BRD II**. Even if the WP has the initiative, they need to spend at least 1 **INFLUENCE** (⬅️) cube to win the power struggle.

The WP chooses to do that and replaces the **INSTABILITY II** in **BRD II** with 1 of their **CONTROL** markers. This was an important win for the WP because it now has an additional factory as well!

The WP resolves a **DEFCON** adjustment (they move 1 space to the right the **DEFCON** ▲ marker on the **DEFCON** track and they add 1 to their **DEFCON** △ score).

The international tension has increased...

2.4. Destabilization

2.4.1. Neutral area

Spend 1 **INFLUENCE** (⬅️) to destabilize a **neutral** area (main or secondary) in which you have a natural influence, or a neutral area with a land adjacency to a land area you control.

Destroy the neutral unit that may be in that area and place an **INSTABILITY I** marker.



You can see these markers are strength 1 (○). This simulates the chaos of the various factions that are there.

The Atlantic Alliance would like to gain control of **ARGENTINA**.



During the **DESTABILIZATION** sub-phase of the **POLITICS** phase, and thanks to their natural influence in that area, they spend 1 **INFLUENCE** (⬅️) cube to replace the neutral **MOTORIZED DIVISION** unit with an **INSTABILITY I** marker.



During the **INITIALIZATION** phase of the next turn, they will have to flip the **INSTABILITY I** on its **INSTABILITY II** side.



2.4.2. Controlled area

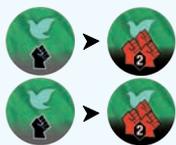
Spend 1 **INFLUENCE** (⬅️) cube to destabilize an area controlled by another **BLOC** if the 2 following conditions are met:

- ◆ you have a natural influence in that area, or it is adjacent by an overland route to an area you control,
- ◆ The target **BLOC** owns no units and no **CONTROL** marker on its **POLITICAL PROTECTION** side is in that area.

Place a **CONTROL INSTABILITY I** marker of the target **BLOC**.

Warning! It is **impossible** to destabilize an area in a **core territory** (**USA**, **ROSSIYA**, **IRÂN**, **FRANCE**, and **HÉBÉI**) except if an **outsider BLOC** controls it.

The Warsaw Pact controls **YISRÂ'EL**. As this area is adjacent to multiple areas controlled by the Non-Aligned Movement, the WP may wreak havoc. The areas **AL-'ARABIYYA AS-SA'ÛDIYYA I** and **AL-'ARABIYYA AS-SA'ÛDIYYA II** contain no units and no **POLITICAL PROTECTION** markers, the WP spends 2 **INFLUENCE** (⬅️) cubes to place an **INSTABILITY I CONTROL** marker in NAM color in each of those 2 areas.



During the next **INITIALIZATION** phase, you will have to flip those 2 markers onto their **INSTABILITY II** side.

2.4.3. Effects

An **INSTABILITY I/II** area does not produce the resource it contains, its factory is unable to produce, it is not possible to produce a unit in it, and no unit may pass through it, be deployed in it, or be placed in it, except the French Republic's **LÉGION ÉTRANGÈRE** unit. Placement, and launch of nuclear missiles are unaffected.

Example continued: As no opposing **BLOC** has natural influence, those areas may not suffer a coup. But this becomes a problem for the NAM who loses 2 **OIL** resources until they do not re-stabilize those 2 areas!

You may use different methods to restore order in your unstable areas: militarily, by attacking, politically, by winning a power struggle started by another **BLOC**, or for the Atlantic Alliance, by using the **CIA** technology

[3] Production phase ③

During this phase, you may produce units and upgrade units.

3.1. Production with factories

You may produce for free 1 unit which is in your pool, **per turn and per operational factory** you control, provided you have developed the **technology** that allows you to produce that unit.

3.1.1. Placement

- ◆ A produced ground unit is placed in an area you control that contains the **OPERATIONAL FACTORY** that produced it, or a land area adjacent to this area.
 - ◆ A produced naval unit is placed in a maritime area adjacent to an area you control that contains the **OPERATIONAL FACTORY** which produced it.
- You may place a unit in an area that already contains one of your units by replacing it with one of a higher strength. The replaced unit goes back to your pool and is available again.
- ◆ The special units **SSN**, **SSBN**, **TACTICAL LAUNCHER**, **13^e RDP**, **LÉGION ÉTRANGÈRE** you produce are placed in your **AVAILABLE SPECIAL UNITS** (☆) space.

The French Republic wants to produce an **ARMORED ARMY** unit in **ALGÉRIE II**. To this end, they use their **FRANCE I** factory coupled to the sea bridge created through their **FRIGATE DIVISION** unit located in **MM**. Then, they play the **MISSION Appelés du contingent** card and choose the **INFLUENCE** cube reward.

3.2. Unit upgrade

Spend 1 **OIL** (🛢️) barrel and 1 **R&D** (⬅️) to upgrade by 1 O1 of your units already in play anywhere on the map, providing you have developed the **technology** to produce it and the upgraded unit is **available** in your pool.

You may upgrade as many units as you wish, and you may upgrade the same unit more than once.

You may also upgrade one of your **CONTROL/POLITICAL PROTECTION** markers anywhere on the map to place 1 **MOTORIZED DIVISION** on it. Special units (☆) may never be upgraded.

The Non-Aligned Movement owns a **MECHANIZED CORPS** unit in **AFGÂNISTÂN**. As they have developed the **HEAVY UNITS** technology and they have an **ARMORED ARMY** unit in their pool, they may spend 1 **OIL** barrel and 1 **R&D** cube to upgrade their **MECHANIZED CORPS** unit to an **ARMORED ARMY** unit. They place back the **MECHANIZED CORPS** unit in their pool.

The success of a **MISSION** card may also give a **free** upgrade as a reward.

[4] (Nuclear phase)

Warning! Nuclear strikes become available only at **DEFCON 1**.

This phase is not played by initiative order, but by **DEFCON** order, namely the **DEFCON**  score on each **BLOC** board: the **BLOC** with the highest **DEFCON**  score has the initiative, then in descending order of **DEFCON**  score. In case of a tie, the tied **BLOC** at the leftmost position on the **INITIATIVE** track prevails.

This phase is divided into 2 sub-phases:

1. Nuclear strikes - Each **BLOC** resolves this sub-phase in **DEFCON** order.
2. Nuclear production - Each **BLOC** resolves this sub-phase in **DEFCON** order.

Watch out! The **NUCLEAR** phase is the only one during which all the **BLOCs** play the sub-phase 1, then they all play the sub-phase 2. Production of nuclear weapons happens **after** firing the missiles, so you cannot produce a missile and fire it during the same turn. You must produce your missiles before, to be ready when the nuclear warfare begins!

4.1. Nuclear strike

4.1.1. Equip a missile

You equip a nuclear missile with the type of nuclear bomb of your choice **when you fire it**, depending on the technologies you have currently developed.

Any missile you fired goes back to your pool.

4.1.2. Range & point of impact of a missile

A nuclear missile may be fired at a maximum range corresponding to the **BALLISTICS STRIKE** template.



Measurement is done from the silo, the yellow point where the missile has been placed. A silo is always represented on the map by a circle with yellow dashes.

You must be able to reach the **target territory**; then you choose which areas you hit within that territory, depending on the type of bomb you equipped.

4.1.3. Nuclear strike from a SSBN

During your **NUCLEAR STRIKE** sub-phase, if you own a **SSBN** unit equipped with 1 or more missiles, you may target any territories on the map.

Each missile on a **SSBN** may strike a different territory.

Your **SSBN** unit will still be able to act during the **OPERATIONS** phase of the turn.

4.1.4. Damage done with a nuclear strike

The damage created through a nuclear strike depends on the strength of the bomb you used.

- ◆ An **A-BOMB** targets **1 area**, it removes any unit that area contains, and destroys any missile that area contains.
- ◆ A **H-BOMB** targets **up to 2 areas** in the same territory; it removes any units, resources, and factories those areas contain, and destroys any missiles those areas contain.
- ◆ A **TSAR BOMBA** targets **up to 3 areas** in the same territory; it removes any units, resources, and factories those areas contain, and destroys any missiles those areas contain.

Place 1 **NUKE**  marker to cover the removed resource or factory.

Removed units **cannot be produced anymore**.

The **BLOC** controlling the area hit by a nuclear strike does not change.

4.1.5. Striking a maritime area

You may also target a maritime area if it is in range of your silo. The removed naval unit **cannot be produced anymore**.

If you strike an area containing an **OIL** resource with a **H-BOMB**, place 1 **NUKE**  marker to cover the removed resource.

Nuclear weapons cause long-term devastation. Targeted areas are unable to produce resources again. The impact on production is also shown by hit units and factories being permanently removed from the game.

The Warsaw Pact owns a **SSBN** unit equipped with 2 missiles, and a missile in the silo in **CUBA**. During the **NUCLEAR STRIKE** sub-phase, they choose to fire the missile in **CUBA** towards the **USA** using a **TSAR BOMBA**.

The units in these 3 areas in the **USA** are removed and the resource icons in these 3 areas are covered with **NUKE**  markers.

These resources will not be available again during this game. The WP may now play their **MISSION RDS-202** card to take control of 2 of these 3 areas hit by the **TSAR BOMBA**.

To finish the Atlantic Alliance, the Warsaw Pact chooses to use their **SSBN** unit to hit **CANADA** and **MN**. They equip the 2 missiles with **H-BOMB** and remove the 3 units and the 3 resources in those areas for the rest of the game...



4.2. Nuclear production

4.2.1. Production & placement of a missile

Spend 3 **URANIUM** (☢☢☢) barrels per missile you want to produce, if you have developed the technologies **A-BOMB** and **ICBM**, and the international tension is at **DEFCON 3** level or less.

Place your missile in a silo linked to an area you control. You may place more than 1 missile into the same silo.

4.2.2. Sub-Surface Ballistic Nuclear (SSBN)

Spend 3 **URANIUM** (☢☢☢) barrels per missile you want to equip in your **SSBN** unit.

Place these missiles with your **SSBN** unit in your **AVAILABLE SPECIAL UNITS** (☆) space.

These missiles are the nuclear missile pool of your **SSBN**.

Your **SSBN** unit may be reequipped with nuclear missiles during the **NUCLEAR** phase by spending 3 **URANIUM** (☢☢☢) barrels per missile.

A **SSBN** unit may fire **A-BOMB**, and **H-BOMB**.

If a **SSBN** unit is destroyed, the missiles it is equipped with are also destroyed.

The Atlantic Alliance were devastated in North America by the Russian nuclear missiles. But they still stand a chance to win in Europe. They weren't able to retaliate during the **NUCLEAR STRIKE** sub-phase as they did not have any missile, so they will make sure to be ready for the next turn.

During the sub-phase **NUCLEAR PRODUCTION**, they spend 3 **URANIUM** (☢☢☢) barrels to place a missile in the silo in **BRD II**. Then they spend 3 other (☢☢☢) barrels to produce another missile.

They could also place it in **BRD II** to be stronger against the center of the Warsaw Pact, but to keep some security, they choose to place their second missile in the **UNITED KINGDOM I** silo, even though it can reach less enemy territories from that location.

They will be able to fire missiles during the **NUCLEAR STRIKE** sub-phase of the next turn.

[5] Operations phase ⑤

This phase is divided into 2 sub-phases.

1. Naval Redeployments & warfare:
2. Ground redeployments & warfare.

Each **BLOC** plays their whole phase (the 2 sub-phases), before proceeding to the next player in initiative order.

5.1. Naval redeployments & warfare

Each naval unit may be redeployed once, then attack an opposing naval unit.

Each naval unit **may also bomb at any time during this phase.**

5.1.1. Bombing

Once per turn, at any moment of the **REDEPLOYMENTS & NAVAL WARFARE** phase, you may perform bombing with your naval units in land areas adjacent to the sea they occupy.

Reminder: Even at **DEFCON 5** level, you may bomb any neutral main area, and any secondary area. Starting from **DEFCON 2** level, you may also bomb any main area.

Each bombing costs 1 **OIL** barrel.

- ◆ A **CRUISER SQUADRON** unit destroys 1 **MOTORIZED DIVISION** unit.
- ◆ A **CVBG** unit destroys 1 **MECHANIZED CORPS** unit, or up to 2 **MOTORIZED DIVISION** units in adjacent territories.

5.1.2. Naval redeployment

A **FRIGATE DIVISION** unit may be moved up to 2 maritime areas. The redeployment area must be empty. In the case of a 2-area movement, the area crossed cannot contain an opposing unit.

A **CRUISER SQUADRON** unit or **CVBG** unit may move 1 maritime area. The redeployment area must be empty.

You may exchange the position of 2 of your naval units if none of them have already been redeployed and you do not exceed, after these movements, the redeployment abilities of those 2 units.

You may move from a maritime area of the East edge of the map to a maritime area of the West, and vice versa, by moving through one of the 3 triangles at the same latitude.



It is not possible to make combined attacks in **DEFCON 1**, you cannot make units converge from different areas to attack the same area. It is really important to place correctly your units depending on your objectives and your missions, to have the strongest units where they are needed.

5.1.3. Straits

You may redeploy a naval unit through a **STRAIT**, even if the adjacent land areas are occupied by opposing units.

5.1.4. Naval warfare

Naval warfare is allowed starting from **DEFCON 4**.

A naval unit may spend 1 **OIL** (🛢️) barrel to attack and destroy an opposing naval unit in an adjacent area which has a lower strength compared to the attacking unit.

- ◆ A **CRUISER SQUADRON** (○○) destroys a **FRIGATE DIVISION** (○) unit.
- ◆ A **CVBG** (○○○) unit destroys a **CRUISER SQUADRON** (○○) unit, or a **FRIGATE DIVISION** (○) unit.

If you have **SSN/SSBN** units in your **AVAILABLE SPECIAL UNITS** (☆) space, you may engage them to support your naval unit: each engaged **SSN/SSBN** unit adds (○).

This way, you may make an attack that would normally be impossible, or prevent an opposing attack against your naval units.

5.1.5. Naval warfare procedure

The attacker may engage 1 **SSN/SSBN** unit from their **AVAILABLE SPECIAL UNITS** (☆) space. Then, the defender may engage 1 **SSN/SSBN** unit from their **AVAILABLE SPECIAL UNITS** (☆) space. Repeat until each of the 2 **BLOCKS** do not want to engage other **SSN/SSBN** units.

Each **SSN/SSBN** unit adds (○) to the naval unit which received the bonus. Calculate the strength of commitment of each side and check if the attacker exceeds the defender.

- ◆ If this is the case, the defender's naval unit is destroyed. The attacker chooses to either occupy the attacked area with the attacking unit, or leave the attacking unit in its current area.
Reminder: the attacker resolves a **DEFCON** adjustment.
- ◆ Otherwise, the defender's naval unit stays intact (**DEFCON** level remains the same).

Either way, the defender's engaged **SSN/SSBN** units are destroyed, and the attacker's engaged **SSN/SSBN** units are placed in their **SPENT SPECIAL UNITS** (☆) space.

When you defend you are at a disadvantage: your engaged **SSN/SSBN** are destroyed, but those belonging to the attacker are not.

The Atlantic Alliance who occupies **P2** with a **CRUISER SQUADRON** unit may attack the People's Republic of China's **FRIGATE DIVISION** unit which occupies **MJ** because it has a higher strength than the PRC's unit. The Atlantic Alliance spends 1 **OIL** (🛢️) barrel to attack and destroy the **FRIGATE DIVISION** unit. The AA's unit may either occupy **MJ**, or stay in **P2**.



The AA resolves a **DEFCON** adjustment (they move 1 space to the right their **DEFCON** ▲ marker on the **DEFCON** track, and they add 1 to their **DEFCON** △ score on their **BLOC** board).

The Warsaw Pact who occupies **MA** with their **CVBG** unit cannot attack on their own the French Republic's **CVBG** unit which occupies **MN** as it does not exceed the strength of FR's unit. The WP owns 1 **SSN** unit which they will be able to engage to increase their strength beyond the FR's **CVBG** unit. The WP spends 1 **OIL** (🛢️) barrel to attack and destroy the FR's unit, then they place their **SSN** unit in their **SPENT SPECIAL UNITS** (☆) space. The WP's **CVBG** unit may either occupy **MN** or stay in **MA**.



The WP resolves a **DEFCON** adjustment (they move 1 space to the right their **DEFCON** ▲ marker on the **DEFCON** track, and they add 1 to their **DEFCON** △ score on their **BLOC** board).

The Non-Aligned Movement owns a **CRUISER SQUADRON** unit in **I1**, and 1 **SSN** unit. They wish to attack the French Republic's **CRUISER SQUADRON** unit in **MM**, who owns 1 **SSN** unit!

The NAM must engage their **SSN** unit if they wish to attack. They spend 1 **OIL** (🛢️) barrel to attack. But the FR also decides to engage their **SSN** unit: each side has the same strength of commitment. The 2 **CRUISER SQUADRON** units are intact, the FR's **SSN** unit is destroyed, and the NAM places their **SSN** unit in their **SPENT SPECIAL UNITS** (☆) space.



5.2. Ground redeployments & warfare

Each ground unit may be redeployed once, then attack a ground area.

5.2.1. Ground redeployment

A **MOTORIZED DIVISION** unit may move up to 2 ground areas. The redeployment area must be controlled by their **BLOC**. In the case of a 2-area movement, the area crossed must be controlled by their **BLOC** and may be occupied by one of their units, but it cannot be **INSTABILITY I/II**.

A **MECHANIZED CORPS** unit or **ARMORED ARMY** unit may move 1 area. The redeployment area must be controlled by their **BLOC**, and not occupied by an opposing unit.

You may exchange the position of 2 of your ground units if neither of them has already been redeployed and you do not exceed, after these movements, the redeployment abilities of those 2 units.

5.2.2. Maritime transport

A redeployment may be done through 1 or more maritime areas you occupy.

- ◆ If you control 2 ground areas connected by 2 adjacent maritime areas you occupy, you may redeploy a **MOTORIZED DIVISION** unit from 1 of those 2 ground areas to the other one.
- ◆ If you control 2 ground areas connected by 1 maritime area you occupy, you may redeploy a **MOTORIZED DIVISION**, **MECHANIZED CORPS** unit or **ARMORED ARMY** unit from 1 of those 2 ground areas to the other one.

The French Republic redeploy their **MOTORIZED DIVISION** unit occupying **SAHARA** to **FRANCE I** thanks to **MAROC** that they control and **MM** that they occupy with a **CVBG** unit.



The French Republic cannot use the 2 areas **ALGERIE I** and **ALGERIE II** to move through because even if the RF controls those areas they contain an **INSTABILITY I** marker.

- You may redeploy a unit from **USA** to **HAWAII** if you occupy **P2**, or from **TÜRKIYE** to **ESPAÑA** if you occupy **MM**.
- If you have a naval unit in **MC** and one in **P3**, you may redeploy a **MOTORIZED DIVISION** unit from **VIETNAM** to **HAWAII**.

5.2.3. Strait

You may redeploy a ground unit through a **STRAIT** even if the adjacent seas are occupied by opposing units.

5.2.4. Ground warfare

If a territory contains more than 1 area, you must attack and take control of each of these areas to control that territory.

This is important, particularly to complete objectives, and this may be done over a number of turns.

A ground unit may spend 1 **OIL** (🛢️) barrel to attack and destroy an opposing ground unit in an adjacent area if it has a lower strength compared to the attacking unit.

- ◆ A **MOTORIZED DIVISION** (○) unit destroys a **CONTROL** (-) marker.
- ◆ A **MECHANIZED CORPS** (○○) unit destroys a **MOTORIZED DIVISION** (○) unit.
- ◆ An **ARMORED ARMY** (○○○) unit destroys a **MECHANIZED CORPS** (○○) unit.

Adjacency rules for ground warfare are the same as those for redeployment. You may attack through **1 maritime area** you occupy, or up to **2 maritime areas** you occupy in case of a **MOTORIZED DIVISION** unit.

If you have **TACTICAL LAUNCHER** units in your **AVAILABLE SPECIAL UNITS** (☆) space, you may engage them to support your ground unit: each engaged **TACTICAL LAUNCHER** unit adds (○).

5.2.5. Ground warfare procedure

The attacker may engage 1 **TACTICAL LAUNCHER** unit from their **AVAILABLE SPECIAL UNITS** (☆) space. Then, the defender may engage 1 **TACTICAL LAUNCHER** unit from their **AVAILABLE SPECIAL UNITS** (☆) space. Repeat until each of the 2 **BLOCS** do not want to engage other **TACTICAL LAUNCHER** units.

Each **TACTICAL LAUNCHER** unit adds (○) to the ground unit which received the bonus. Calculate the strength of commitment of each side and check if the attacker exceeds the defender.

- ◆ If this is the case, the defender's ground unit is destroyed.
 - Reminder: the attacker resolves a **DEFCON** adjustment.
- ◆ Otherwise, the defender's ground unit stays intact (**DEFCON** level remains the same).

Either way, the defender's engaged **TACTICAL LAUNCHER** units are destroyed, and the attacker's engaged **TACTICAL LAUNCHER** units are placed in their **SPENT SPECIAL UNITS** (☆) space.

If the opposing unit occupying the target area is destroyed, the attacker places 1 of their **CONTROL** markers in that area, and they choose to either occupy the attacked area with the attacking unit, or leave the attacking unit in its current area.

The Atlantic Alliance wishes to take control of **GUATEMALA**. As this is a neutral area, they can attack it no matter the **DEFCON** level.



As this area contains no neutral unit, conquest is possible with the **MOTORIZED DIVISION** in **USA II**. The AA spends 1 **OIL** (🛢️) barrel and takes control of that area. They place 1 of their **CONTROL** markers and

chooses to leave their **MOTORIZED DIVISION** unit in **USA II**.



The Non-Aligned Movement wishes to take control of the **FRANCE II** with the **MECHANIZED CORPS** unit in **LĪBIYĀ**. They occupy **MM** with a **FRIGATE DIVISION** unit. As the French Republic is not played, that neutral main

area is occupied by a **MOTORIZED DIVISION** unit, it can be attacked no matter the **DEFCON** level.

The NAM spends 1 **OIL** (🛢️) barrel and takes control of **FRANCE II**. The neutral unit is destroyed, the NAM places 1 **CONTROL** marker in that area and moves their victorious **MECHANIZED CORPS** unit in it. Then they resolve a **DEFCON** adjustment (they move 1 space to the right the **DEFCON** ▲ marker on the **DEFCON** track, and they add 1 to their **DEFCON** △ score).

The Warsaw Pact intends to take control of **BRASIL**, territory, which is controlled by the Atlantic Alliance. The AA has a **MECHANIZED CORPS** unit in **BRASIL I** and an **ARMORED ARMY** unit in **BRASIL II**.

The WP has an **ARMORED ARMY** in **VENEZUELA**. They can attack **BRASIL I** because their unit in **VENEZUELA** exceeds the strength of the one in **BRASIL I**. However, the WP is more interested in controlling **BRASIL II**.



Thankfully, the WP has 1 **TACTICAL LAUNCHER** unit they choose to engage as well. The AA's **ARMORED ARMY** unit is destroyed.



The WP placed 1 of their **CONTROL** markers in **BRASIL II**. The **BRASIL** territory is **contested** because no **BLOC** controls it completely. Then, the WP resolves a **DEFCON** adjustment (they move 1 space to the right the **DEFCON** ▲ marker on the **DEFCON** track, and they add 1 to their **DEFCON** △ score).

5.2.6. Re-stabilize an area with warfare

You may re-stabilize a **INSTABILITY I/II** area you **already** control by **attacking** it.



[J] Mission cards mechanics

The **MISSION** cards may be either discarded to gain immediate bonuses, or completed to gain rewards.

J.1. Discarding Mission cards

When you are the active **BLOC**, you may discard your **MISSION** cards to gain a **bonus**.

The **bonus** gained depends on the number of discarded **MISSION** cards:

- ◆ during phases 1 to 5, discard **1 card** to gain 1 R&D (🔍) cube.
- ◆ during phases 3 and 5, discard **2 cards** to produce for free 1 **FRIGATE DIVISION** unit taking into account the production rules [3.1 page 12].

At any time, you cannot keep more than 3 **MISSION** cards in hand. When an effect makes you exceed that limit, choose and discard enough to go back to 3. Any card discarded this way does not grant any bonus.

J.2. Mission reward mechanics

If you complete a mission corresponding to a **MISSION** card you have in hand, you gain its **reward**.

Some mission rewards help you reach 1 of the 2 objectives of your **BLOC**.

- ◆ If a **MISSION** card shows the icon (∞), you may play that card anytime if its conditions are fulfilled, even if you draw that **MISSION** card after you have fulfilled its conditions.
- ◆ If a **MISSION** card does not show the icon (∞), you may not gain its reward if its conditions were **all** fulfilled **before** drawing that **MISSION** card.

The required conditions may be fulfilled over a number of turns when it is required to take control of different areas. However, you need to control simultaneously each of those areas to complete the mission.



The Non-Aligned Movement has in hand the **SCIENCE** card and controls 6 **R&D** areas from the previous turn. They may claim 1 of the 3 bonuses immediately, or wait for another turn to play that card to cause surprise at an opportune time... But they will need to control 6 **R&D** areas at that time.

A **MISSION** card that shows at least 1 **FLAG** icon in its **BONUS** section allows to gain the associated bonus as many times as the number of depicted played **BLOCS**.



The game is in **DEFCON 2** and the Atlantic Alliance has in hand the **SOLIDARNOŚĆ** mission.

During their **POLITICS** phase, the AA makes a coup in **POLSKA** but places no **MOTORIZED DIVISION** unit there. They play the **SOLIDARNOŚĆ** mission and choose as a bonus 1 **MECHANIZED CORPS** unit that they place in **POLSKA**, and as the Warsaw Pact **BLOC** is played, they attack for free **BELARUS** from **POLSKA** with their new **MECHANIZED CORPS** unit.



The game is in **DEFCON 2**. The French Republic, and the People's Republic of China are played. The Non-Aligned Movement has in hand the **BANDUNG** mission and controls **INDOCHINE**.

They have a better initiative than the RPC and the FR. During the **OPERATIONS** phase, they attack **XIZANG**, take control of it and complete the **BANDUNG** mission.

Since the bonus section has the FR and PRC flag and both these **BLOCS** are in play, the bonus is applied twice. First, the NAM chooses to place 1 **MECHANIZED CORPS** unit in **CONGO**. Then, they choose to also apply an upgrade in **CONGO** (but they could alternatively have applied the upgrade in another of the named territories in the reward section of the card). The **MECHANIZED CORPS** unit is upgraded to an **ARMORED ARMY**. Congolese uranium is well-guarded! Note that if, for example, the FR was played but not the PRC, the NAM would have gained the bonus only once.

Some rewards allows you to draw another **MISSION** card: add that card to your hand. You may play that card during the current turn.

- ◆ The bonuses granted are immediate, even if they are not concerning the current phase.
- ◆ You gain the bonuses of the card in the order of your choice, but you have to finish getting the bonuses of a card before getting the ones of another card.
- ◆ A ground unit gained thanks to a reward may be placed in any **empty** area you control.

- ◆ A naval unit gained thanks to a reward may be placed in any **empty** maritime area adjacent to a ground area you control.
- ◆ If the reward allows to place a unit you do not have in your pool, you may place a unit of a lower class, e.g. a **FRIGATE DIVISION** unit instead of a **CRUISER SQUADRON**.
- ◆ If the reward allows to attack once more from the conquered area, you must take into account the **DEFCON** level. That new attack costs no **OIL**. If you cannot or choose not to resolve that bonus attack, you may instead destabilize an area adjacent to the conquered area.



The People's Republic of China takes control of **INDIA II** during the **POLITICS** phase. They just completed the **NAXALITES** card and may attack for free from **INDIA II**.

However, as the game is in **DEFCON 3**, the People's Republic of China chooses to destabilize **INDIA I** as they cannot attack a main area of the NAM.

- ◆ An opposing unit occupying an area targeted by a reward of the **TAKE CONTROL** type is destroyed.
- ◆ An area name in **white** on the **MISSION** card suggests the area is accessible no matter the **DEFCON** level. An area name in **red** on the **MISSION** card suggests the area is only accessible starting from **DEFCON 2** if the target area is a main area controlled by its initial **BLOC** if it is played, else consider that area has its name in **white**.

- ◆ You may however destabilize an area, instead of taking control of it, regardless of whether it has its name in **red** or in **white** on the **MISSION** card and no matter the **DEFCON** level:
 - If this is a neutral area, any unit occupying it is destroyed; it does not prevent the destabilization.
 - If the area is controlled, it must contain no unit or no **POLITICAL PROTECTION** marker in order to destabilize it.
- ◆ If you take control of an opposing area when completing a mission and that area contains a missile in its silo, destroy that missile.
- ◆ If the reward is a technology, it is immediately developed for free and available. If the technology requires another technology to have been developed first, and you have not done so, the reward is lost.
- ◆ If the reward allows you to advance the **SPACE** marker, you advance it the number of boxes shown without taking into account the intermediary boxes. You gain only 1 **INFLUENCE** cube, as does the opposing **BLOC** associated with that box (where applicable). If **SPACE TECHNOLOGY** tiles are reached or crossed, each corresponding **BLOC** takes them. You benefit from that reward even if you did not develop **ICBM**.
- ◆ If the reward is a **SATELLITE** token, you gain it without taking into account the position of the **SPACE** marker, and you gain it even if you did not develop **ICBM**.

Reminder: you cannot place an **INSTABILITY** marker in an area containing a **POLITICAL PROTECTION** marker.

You can find a key describing every type of reward in the player aid.



[K] Game modes

We developed different game modes specially optimized depending on the player count.

Here are our recommendations for each player count:

- ◆ 5 players, **STRATEGY** mode, or a 5-player scenario,
- ◆ 4 players, **STRATEGY** mode, the **EAST VS WEST** scenario, or any 4-player scenario,
- ◆ 3 players, the "**CIRCLE OF DEATH**" mode, or a 3-player scenario,
- ◆ 2 players, **STRATEGY** mode variant "**FRONTAL IMPACT**" or the **EAST VS WEST** scenario.

K.1. Strategic mode

Preferred mode with 5 players.

K.1.1. Objective cards

For 5-player games, go to the next section (K.1.2. Drawing, p 20).

Next to their title, some **OBJECTIVE** cards show a flag corresponding to an opposing **BLOC**: this means that **OBJECTIVE** is specially aimed at that opposing **BLOC**.

During setup when playing with less than 5 players, remove from your **OBJECTIVES deck** the cards targeting specifically the unplayed **BLOCS**.

In a game where the People's Republic of China is not played, remove every objective where the PRC is the target.

If all players agree, you may also modify the decks as you wish. For example, by removing every card that does not show a **BLOC** flag if you want a game in complete frontal opposition, or by removing every card that make the East or West **BLOCS** confront each other.

K.1.2. Drawing

Each **BLOC** draws 3 **OBJECTIVE** cards from their **OBJECTIVES** deck and keeps 2 of their choice. The other one is discarded face down

You must not show them to your opponents.

K.1.3. Mission cards

Each **BLOC** draws 6 **MISSION** cards from their **MISSIONS** deck and keeps 3 of their choice to create their starting hand. The 3 others are discarded face down and will not be used during that game

You must not show them to your opponents.

K.1.4. Victory

The first **BLOC** to fulfill 1 of their 2 objectives **while still controlling their own core area** wins the game.

When 1 of the 2 is fulfilled, show your opponents the fulfilled card.

You win the game!

Objectives are pretty hard to fulfill and need to be completed step by step during the whole game.

K.1.5. Ranking (optional or tournaments)

Every other player may calculate their score with the following formula:

- ◆ $(\text{number of named areas conquered} \times 2 + \text{number of conquered areas}) / (\text{number of named areas on the objective} \times 2 + \text{number of areas on the objective}) \times 100.$

The winner's score is 100%.



The AA controls **AUSTRALIA, SOUTH AFRICA, ARGENTINA, ANGOLA, and BRASIL I.**

$$(5 \times 2 + 2) = 12 / (6 \times 2 + 4) = 16.$$

$$12 / 16 \times 100 = 75.$$

Their score is **75%**.



K.2. Confrontation mode: strategy mode variant

Recommended for 2-player games, designed to create fast-paced and tense duels.

It is a Strategy mode game where the available objectives are reduced to those directly targeting your opponent, and where the number of **MISSION** cards are limited in order to fit these objectives.

Furthermore, instead of drawing 6 cards and choosing 3, you choose directly your 3 starting cards in your **MISSION** deck and shuffle it afterwards.

K.2.1. Atlantic Alliance vs Warsaw Pact

Creating the **OBJECTIVES** deck, and **MISSIONS** deck: (cards from O9 to O12, and from M25 to M32 come from the **DEEP DIVE** expansion)

ATLANTIC ALLIANCE

Create an **OBJECTIVES** deck with the cards showing the (🚩) **FLAG** icon, numbered:

- 01, 02, 07, and 010.

Remove from the **MISSIONS** deck the cards showing the (🚩) **FLAG** icon, on the left of the card number, numbered:

- M3, M8, M11, M14, M15, M16, M17, M18, M19, M25, M29, and M32.

WARSAW PACT

Create an **OBJECTIVES** deck with the cards showing the (🚩) **FLAG** icon, numbered:

- 03, 04, 06, and 07.

Remove from the **MISSIONS** deck the cards showing the (🚩) **FLAG** icon, on the left of the card number, numbered:

- M7, M8, M11, M14, M16, M17, M18, M22, M25, M26, M27 and M32.

K.2.2. Atlantic Alliance vs Non-Aligned Movement

Creating the **OBJECTIVES** deck, and **MISSIONS** deck:

ATLANTIC ALLIANCE

Create an **OBJECTIVES** deck with the cards showing the (🚩) **FLAG** icon, numbered:

- 03, 05, and 09.

Remove from the **MISSIONS** deck the cards showing the (🚩) **FLAG** icon, on the left of the card number, numbered:

- M4, M5, M6, M7, M11, M12, M19, M20, M26, M27 M29, and M32.

NON-ALIGNED MOVEMENT

Create an **OBJECTIVES** deck with the cards showing the (🚩) **FLAG** icon, numbered:

- 06, 08, and 012.

Remove from the **MISSIONS** deck the cards showing the (🚩) **FLAG** icon, on the left of the card number, numbered:

- M5, M7, M9, M10, M18, M20, M23, M24, M25, M26, M27, and M32.

K.2.3. Warsaw Pact vs Non-Aligned Movement

Creating the **OBJECTIVES** deck, and **MISSIONS** deck:

WARSAW PACT

Create an **OBJECTIVES** deck with the cards showing the (🚩) **FLAG** icon, numbered:

- 05, 08, and 09.

Remove from the **MISSIONS** deck the cards showing the (🚩) **FLAG** icon, on the left of the card number, numbered:

- M6, M7, M10, M12, M13, M14, M15, M19, M20, M22, M26, and M27.

NON-ALIGNED MOVEMENT

Create an **OBJECTIVES** deck with the cards showing the (🚩) **FLAG** icon, numbered:

- 03, 04, and 07.

Remove from the **MISSIONS** deck the cards showing the (🚩) **FLAG** icon, on the left of the card number, numbered:

- M2, M6, M8, M11, M12, M14, M15, M16, M25, M26, M27, and M32.

K.3. Circle of Death: strategy mode variant

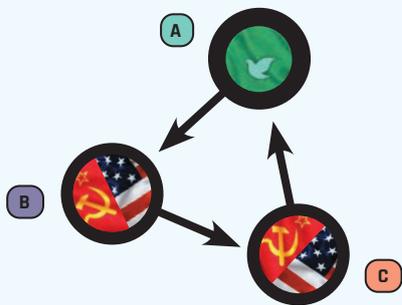
This mode has been created for 3-player games.

In this mode, you defend against one **BLOC** while trying to achieve 1 of your **OBJECTIVE** cards, linked to the other opposing **BLOC**.

K.3.1. Objective cards

Each player sorts their **OBJECTIVE** cards into two piles, each corresponding to those targeting directly 1 of the other 2 **BLOCS**; they shuffle each pile face down.

- ◆ The Non-Aligned Movement occupies position **(A)**.
- ◆ The Atlantic Alliance draws 1 card in each pile (NAM/WP), looks at them, and chooses 1:
 - if they chose the one targeting the WP, they take position **(B)**,
 - if they chose the one targeting the NAM, they take position **(C)**.
- ◆ Then, the Warsaw Pact takes the vacant position:
 - if that is **(B)**, they draw 2 **OBJECTIVE** cards opposing them to the AA, look at them, and choose 1,
 - if that is **(C)**, they draw 2 **OBJECTIVE** cards opposing them to the NAM, look at them, and choose 1.
- ◆ Finally, The NAM draws 2 **OBJECTIVE** cards that target the opposing **BLOC** placed in **(B)**, looks at them, and chooses 1.



You play the Warsaw Pact. You create one pile of **OBJECTIVE** cards targeting the Atlantic Alliance and another one targeting the Non-Aligned Movement. The other **BLOCS** do the same. The NAM by default occupies position **(A)**. Then, the AA draws 1 **OBJECTIVE** card targeting the NAM and 1 targeting you. After looking at them, they choose their place. They either choose to be your opponent and be the NAM's target, or vice versa. They choose to attack you **(B)**. After that, you take the vacant position, which means you will have to attack the NAM. You draw 2 **OBJECTIVE** cards in the pile targeting the NAM, and choose 1. Finally, the NAM draws 2 **OBJECTIVE** cards in the pile targeting the AA and chooses 1. The game starts, with the assurance of each being the target of another **BLOC** and having a target!

K.4. Scenarios

In this mode, you win the game by fulfilling specific conditions that are defined in each scenario (see the following page), but some blocs are allied and win or lose together.

You may play this mode with or without the **MISSION** cards.

In addition, you may:

- ◆ during your **OPERATIONS** phase, move your ground units through maritime areas thanks to the naval units of your ally (redeployment & ground warfare).
- ◆ show your **MISSION** cards and freely discuss about your mutual strategy in secret consultation.

Apart from the 2 options mentioned above, the **BLOCS** are completely independent, they act using the normal rules and cannot interact in any way.

You cannot bomb, conquer, or fire a nuclear strike in a secondary area controlled by an ally.

You cannot bomb, conquer, or fire a nuclear strike in a main area of an ally, even if it is controlled by an opponent.

K.4.1. Oil monopoly

3-player games.

The French Republic and the People's Republic of China play against the Non-Aligned Movement.

The French Republic, and the People's Republic of China are allied.

The Non-Aligned Movement must defend against the 2 minor **BLOCS**, which need to take control of all the areas producing **OIL** in the main territories of the NAM (in green color on the map) to win the game.

The Non-Aligned Movement wins if they manage to control **FRANCE** or **HÉBEI**.

K.4.2. Chinese Civil War

3-player games.

The Atlantic Alliance plays against the Warsaw Pact, a third player controls the People's Republic of China, in an atypical way.

In this scenario, the Chinese civil war between nationalists and communists is currently ongoing. Each turn, the allegiance of the People's Republic of China may change in favor of the Warsaw Pact or the Atlantic Alliance.

At the beginning of each **INITIALIZATION** phase, there is a 50% chance the People's Republic of China becomes the ally of the Warsaw Pact, and 50% chance they become the ally of the Atlantic Alliance. Use the method of your choice to define who the PRC is allied to.

The game uses the normal rules, with an exception: the People's Republic of China does not depend on the **DEFCON** track and is allowed to perform any action starting from the 1st turn. The game continues until the Warsaw Pact or the Atlantic Alliance concedes.

This is an atypical scenario in which the People's Republic of China toys with the nerves of the two other belligerents, who will have to deal with the other major opposing **BLOC**, and the People's Republic of China who can be either rewarding, or be a thorn in their side.

When one of the two major **BLOCS** win the game, if the People's Republic of China is on the winner's side, the PRC also wins the game.

This scenario is somewhat harder for the Warsaw Pact.

K.4.3. French Communist Party

3-player games.

The Atlantic Alliance plays against the Warsaw Pact, a third player controls the French Republic, in an atypical way.

This scenario is a mirror of the previous one.

The French Republic is in the hands of the French Communist Party, and its governance structures are fractured between those that are allied with the Warsaw Pact and counter-powers still faithful to the West. Play this scenario as the **CHINESE CIVIL WAR** scenario, by defining who the French Republic is allied to at the beginning of each **INITIALIZATION** phase.

This scenario is somewhat harder for the Atlantic Alliance.

K.4.4. East vs. West

2 or 4-player games.

The Warsaw Pact and the People's Republic of China against the French Republic and the Atlantic Alliance.

A classic scenario, the communist bloc against the capitalist bloc. The game is won by complete control of the core territory of 1 of the 2 opposing **BLOCS**.

In a 2-player game, a player controls the French Republic and the Atlantic Alliance, the other controls the Warsaw Pact and the People's Republic of China.

K.4.5. 1972

5-player games.

The Sino-Soviet split is in force, the visit of President Richard Nixon in China binds the new American-Chinese alliance.

In this scenario, the Atlantic Alliance, the French Republic, and the People's Republic of China are allied against the Non-Aligned Movement and the Warsaw Pact. The game is won by complete control of the core territory of 1 of the opposing **BLOCS**.

K.4.6. Create your own scenario

The previous scenarios are only examples, we encourage you to create yours!

To keep some balance, remember the 2 minor **BLOCS** are worth 1 major **BLOC**.



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