



Players will need at least one 6 sided dice (D6) to play this game. We recommend players use at least two to four D6.

## INTRODUCTION

The greatest horror has begun, life knows not its fate.

Man has chosen the war of nightmares. The will of Nations and Unions advance into the global inferno, aiming for survival and supremacy. WORLD WAR III. Don't do it! Find another way, but first we need to battle! To see. What might World War III be like?

## GOAL

2 to 7 players battle as the will of Nations and Unions to gain the most value in territories. Nukes may be launched, Technologies can be advanced, Nations may be Allied and Pacts can be made but only one player can claim Victory!

## ABOUT RULES

For those unfamiliar with rule reading, it is perfectly okay to skim. Just follow the Sequence of Play and read about Actions when taking them. To familiarize with terms just glance at the Game Items list.

## CONTENTS

1 Cover, 1 Map, 1 Rulebook, 1 Turn Counter

### Major Combatant Counters

31 USA, 30 Russian Federation, 28 N.A.T.O., 27 China, 23 Arab League, 19 African Union, 15 Union of South American Nations

7 Major Budget Counters (1 for each)

### Minor Combatant Counters

12 South Korea, 6 Turkey, 15 India, 3 Mexico, 3 Canada, 8 Pakistan, 4 Taiwan, 8 Israel, 5 Australia, 6 Vietnam, 8 Japan, 5 Ukraine, 3 Venezuela, 9 Iran  
16 Minor Budget Counters (1 for each, includes North Korea and ISIL), 4 ISIL Combatant Counters, 14 North Korea Combatant Counters, 2 Mega Jet Tech Counters, 3 Robot Tech Counters, 3 Drone Tech Counters, 2 Satellite Tech Counters, 10 Nuke Arsenal Counters (ISIL, USA, NATO, Russian Fed, China, India, Pakistan, North Korea, Israel), 10 NUKE Counters, 1 Nuke Tech Counter, 20 Devastation Markers/ Unrest Counters, 5 National Will

*This game is dedicated to playing Risk and A&A global domination kinds of games, pondering world conflict into the latest night hours with best of friends.*



**Soldier**  
Move: 1  
Hit: 6



**Tank**  
Move: 2  
Hit: 5+



**Drone**  
Move: 3  
Hit: 5+



**Fighter**  
Move: 5  
Hit: 4+



**Mega Fighter**  
Move: 7  
Hit: 3+



**Navy**  
Move: 5  
Hit: 5+



**MLRS**  
Move: 1  
Hit: 5+  
Attack Adjacent Attack adjacent



**Special Ops**  
Move: Any  
Hit: 4+



**Satellite**  
Move: No  
Hit: 4+

## GAME ITEMS

### MAP

#### Territories

- Map is divided into land and sea territories.

Each of the *seven major combatants* have territories they control at the beginning of the game. The territories are coded by color :

*United States* (Light Red)

*N.A.T.O. North Atlantic Treaty Organization* (Blue)

*Russian Federation* (Gray)

*China* (Red)

*Arab League* (Beige)

*Africa* (Orange)

*South America* (Green)

***Neutral nations*** (Light Gray)

The *minor combatants* control areas marked with the flags of their army. These areas may be spread across more than one territory.

### RESOURCES

Some territories have resources. These resources are as follows:



Oil/Energy



Rare Earth



Major City

### BOXES

The boxes of each major combatant are used to hold reinforcement Counters.

- *Space Boxes*. There are two neighboring space boxes. One is used to hold satellites. The other is to hold 'exhausted' satellites.
- *Combat Initiative Box*
- *Reinforcement Costs Menu*
- *Budget and Nuclear Armament track*
- *Nuclear Box* (for Nuclear Counters)
- *National Will Box* (for Will Counters) **advanced**

### CARDS

Card Types:

*Major Combatant Cards* (7) . These cards are used to represent players in the game.

*Minor Combatant Cards* (14) . These cards represent additional nations that may enter the game.

*Technology Cards* (13). These cards represent technology that a combatant can acquire



*Strength 1 and 2 Infantry. \* side begins*

### COUNTERS

*Major Combatant Counters* - Color coded for each combatant. Each counter represents many units of each type

*Minor Combatant Counters* - Coded by national flag of the minor combatant.

*Counter Strength* - Each counter has a strength of either 1 or 2.

*Unit Types* - Satellites, Special Forces, Multiple Launch Rocket Systems (MLRS), Navy, Fighters, Mega Fighters, Tanks, Robots, Soldiers

- At the start of gameplay each counter should have the asterisk \* side up.

Counters can combine in strength (*two 1 strength to one 2 strength*) anytime on the map, if in the same territory, to free new counters to make.

*NUKE Counters* (10). Counters used in Nuclear actions represent a volley of nukes.

*Nuclear Devastation* (20) - Counters used to mark areas devastated by nuclear combat.

*Budget Counters* - Used to track both major and minor combatant budgets. Budget may never be higher than 100.

*Nuclear Armament Counters* - Used to track each combatants nuclear arsenal. A combatant may never have more than 100 nuclear weapons at any given time.

### Advanced

*Unrest Counters* - Opposite side of Nuclear Devastation counter. Used to show areas in a state of unrest

*National Will* - Each Will counter earned gains an extra action.

### Cards for Advanced Game

*North Korea Card* - Card used by all players as North Korean changes hands.

*ISIL Card* - Card used by all players as ISIL changes hands.



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Blast City Games

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## SETUP

- Place map on table
- Separate cards of major and minor combatants.
- Minor combatant cards are placed face up above the map so each country is visible
- Separate Technologies and place face up, in their own group, on the side of map. Hacking technology will always be available to combatants and will remain on map side at all times.
- Players select which major combatant they want to play and take the appropriate cards. Available major combatants is governed by the number of players:

**2 player:** Players choose any 2 Major Combatants. First choice is considered Major, 2nd choice is Minor. **Recommended:** USA (major combatant) with NATO (minor combatant) and Russian Federation (major combatant) with China (minor combatant)

**3 Players:** Players choose any 2 Major Combatants. First choice is considered Major, 2nd choice is Minor. **Recommended:** USA/NATO, Russian Federation/China, and Arab League/Africa

**4 Players:** Players choose any 1 Major Combatant. **Recommended:** USA, NATO, Russian Federation, Arab League

**5 Player:** Players choose any 1 Major Combatant. **Recommended:** USA, NATO, Russian Federation, China, Arab League

**6 Player:** Players choose any 1 Major Combatant. **Recommended:** USA, NATO, Russian Federation, China, Arab League, Africa

**7 Player:** Player each choose 1 Major Combatant

**All Major Cards not taken are placed with the Minor cards and can be allied as a minor combatant**

## COUNTER SET UP

- Organize Counters by their color, flag type
- Players take their Major Counters
- Face each counter to the asterisk (\*) side up. This is the beginning strength
- Separate each by flag type and face each minor combatant counter to its \* side
- Place Minor Counters onto their corresponding Minor Card.
- Place Devastation/Unrest counters near map.
- Place 10 Nuke counters on Nuke Space.
- Place Drone, Robot, Satellite, Nuke and Mega Jet Technology counters near their Technology cards
- Place Turn Counter on turn 1

## BUDGETS

Place budget counters of Major Combatants on their appropriate space on the budget track: USA - 50

NATO and China - 45

Arab League - 40

Russian Federation and Union of South America - 35

Union of South America - 35

African Union - 30

Israel - 15

### **Advanced**

If playing with North Korea and ISIL, Budget counters placed:

ISIL - 5

North Korea - 10

### **Place Nuclear Armament Counters:**

Russian Federation - 50 *advanced 70*

USA - 45 *advanced 60*

China and NATO - 15

Israel - 3

### **Advanced**

North Korea - 3

ISIL - 1

*Other countries' Budget and Armament counters can be placed to the side, and "set up" if allied*

## PLACING MAJOR COUNTERS

- Each player places counters in territories corresponding to their Major Combatant (player color)
- ALL Satellite counters must be place in the Space Box.
- **Territories may hold as many counters as the player chooses.**
- Navy Counters must be placed in Sea territories adjacent to the Major Combatant territories.
- Opposing Navy counters can be in the same sea territory if they are adjacent to their territories.
- USA MUST place at least 1 Land unit in both Arab League territories Iraq and Afghanistan.
- The USA must place at least 1 Navy counter in both the Arabian Sea and Sea of Okhotsk.
- The Russian Federation must place at least 1 land counter in both Kazakhstan and Central Asia each in addition to 1 land counter in Syria.

Roll D6 to determine first player

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### **Advanced**

- Use Unrest counters (opposite side of Devastation)
- Players roll a D6, player with the highest roll takes the North Korean card, 2nd highest takes the ISIL card
- Randomly place ISIL counters on each territories marked in the Middle East, player's choice.
- Place North Korea land counters on North Korea. Ships are placed adjacent to North Korea, player's choice.
- Place Unrest counters near map

### **Advanced cont...**

USA Player begins with an alliance with Israel as a minor combatant and takes card and counters.

Israel land counters are placed on Israel. And Satellite in the space territory

### **Will Optional Advanced Variant**

Place 5 National Will on Will space



## GAMEPLAY

Players play for an amount of turns or for a determined amount of time. Players follow the Sequence of Play below. At the game end players add their Victory points to determine the new power of the future.

### SEQUENCE OF PLAY

Beginning with the starting player and continuing clockwise, each player conducts the following phases:

- 1. One Action (players in a Pact execute action simultaneously).**
- 2. Satellites Return**

If playing with *North Korea/ISIL card, Action (ADVANCED)*. Action can come before or after regular action

If playing with *National Will, Additional Actions (ADVANCED)*

Play then moves clockwise. After each player has taken a turn the round ends.

### END OF ROUND

- 1. Discuss National Pact**
- 2. Pass North Korea/ISIL cards to left.**
- 3. Move Turn counter, if playing with Turns.**

Play continues until end of game.

*Regular Game:* 10 Rounds

*Choose amount of rounds:* Determined by players

*Campaign:* No Turn marker is needed. Play continues until one player has vanquished other players, players surrender, or the determined amount of play time is complete.

## ACTIONS

Each player may conduct 1 action. An action may include all nations a player has allied. The Actions are as follows:

### *Taxation*

### *Reinforcements*

### *Diplomacy*

### *Technology*

### **NUKE**

***Movement*** (Cost \$1) (Just Movement)

***Small Campaign*** (Cost \$1) Movement and combat on 1 territory, or continue one battle started in previous round.

***Full War*** (Cost \$3) Movement and combat of all controlled Major and Minor nations and their units, may include continuing any battles started in previous rounds

### ***Repair Territories***

Advanced Action

### ***Unrest/Civil Action***

Advanced North Korea/ISIL

***To play with North Korea and Isil see Advanced section further in the rules***

Advanced Will

**National Will as extra actions**

## DETAIL OF ACTIONS

### **REINFORCEMENTS**

The number of units a player may add is only limited by the budget of the Combatant as indicated on the Budget Track, and counter amount. Move the budget counter on Budget Track the appropriate amount for each unit purchased. Reinforcement menu is printed on the map.

Players may use budgets of ally nations.

Reinforcements can be made at any time and placed in Major Combatants boxes on the map. Counters are placed when player becomes active and uses a Reinforcement action.

### **Placement**

Reinforcements of a Combatant must be placed in friendly occupied or empty territory of the home nation, that Combatant controls.

Navy units must be placed in sea territories adjacent to home territories of the Combatant. If enemies fully occupy the adjacent land territory, or if it is devastated Navy cannot be built.

Counters can be flipped from 1 to 2 strength in Home Territories.

Reinforcements cannot be placed in territory that is fully occupied by enemy forces or has Devastation markers

Reinforcements can be placed in enemy occupied home territories that have friendly counters, and in territories with Unrest.

Only Combatants with Nuke Markers can make Nukes.

ISIL may buy Nukes from other players. *If using a reinforcement action*

### **TAXATION**

During a taxation action, all nations controlled by a player (including allied Nations) are taxed. A player may not tax regions that:

- contain a Devastation token,
- fully occupied by enemies
- contain an Unrest token *advanced*

Home Nations, with friendly counter but occupied by enemy, may be taxed.

An empty territory that still belongs to the nation of same color or flag can be taxed.

*Land Territories earn the following:*

*\$1 - Regular*

*\$2 - Oil/Energy*

*\$3 - Rare Earth*

*\$1 for each Major City.*

A player increases the income for each nation. If over 50, the counter is flipped to +50 side. Players cannot earn more than 100.

**A Nation will always earn a minimum of \$3, if not fully occupied, regardless of territories controlled.** (ex. if a Minor Nation only earns \$1, it will earn \$3)

### **Advanced**

ISIL earns the result of a D6 roll.

### **DIPLOMACY**

A player may attempt to ally with any one Minor Combatant including those already united with an opponent. Additionally, a player may aim to ally with any Major Combatants that were not selected at the beginning of the game.

2 six sided dice (D6) will be rolled. The player with the highest die roll will receive the ally. But first **players make one bid**. Beginning with the player to the left of the current player each player make **one bid**. \$0 can be bid. **The current player gets the final bid**. All players spend their bid decreasing from any national budget they own or a mix of them.

Each dollar spent in the bid will add a +1 die roll modification. Ex. \$7 = +7

Additionally the players adds the following modifications:  
+1 for **each** nation owned or allied by the current player adjacent to the target nation.

-1 if the target nation is already owned by an opponent player

+? or -? based on card text of nation being allied

Players roll two D6 and add and subtract modifications.

If highest rolls are tied, no one allies the nation.

**If rolling natural pair (2 2s, 2 3s,...)**, nation cannot be allied, even if rolling highest. Nation will go to next player who rolled highest. If everyone rolls doubles, no one gets nation.

**If the target nation becomes an ally**, the card is placed in front of the player. If the country is not yet in play, the counters are set up in the target nation's territory, even in occupied territory, as desired by player. Navies are placed in adjacent sea territories. Budget and possible Nuke Arsenal counters are placed.

**Note:** Some Minor Combatants taken may trigger other Minors into play. *See card texts.*

**If a nation is triggered to be taken**, player next in clockwise order from player that acquired triggering Nation begins to bid. Each player makes one bid. Player that triggered the Minor cannot participate in bid.

### **TECHNOLOGY**

A player may attempt to acquire one Technology as an action. The Technology is added to one nation the player controls. If a player has several Nations he must choose one to attempt the technology. The technology will be added to all counters mentioned on the card.

### **Technology Roll**

The player needs to roll the Technology Roll number mentioned on the card or higher on 1 D6. Before rolling, the player may pay additional money from from any of his nations budgets. Each \$1 adds a +1 to the die roll. Ex. \$8 = +8

If a natural 1 is rolled the player does not achieve the technology.

If Technology is obtained, the card is placed with the nation card and will move with the nation if it becomes an ally with an opponent.

A nation cannot have more than one of the same technology. A nation can have many different technologies. A player can

have more than one of the same technology if he has Nations to attach them to.

### **Technology Cards**

**Hypersonic Missiles** (1) Navy and Ground Missiles now have a Range of 3 Territories. Range ability cannot be used in Defense

**Super Soldier** (2) All Infantry can move 2 land territories, hit on a 5 or 6, and cost \$3

**Nuke Capable** (1) May begin making Nukes, use Nuke Arsenal counter to track amount. Nation creates 1 Nuke when earning tech. Nations with Nukes cannot attempt technology.

**Space Lasers** (3) Only nations with Satellites may attempt this Technology. Satellites may now be used on land, sea and space combat. A satellite may be used once a player action.

Space Combat allows an attack against one opponents satellites. Satellite strength rolls, remove casualties. Opponent may cause casualties if they also have space lasers.

**Robots** (1) Robot counters can be made. Nation creates 1 Robot when earning tech. Move 2 territories, hit on 5 or 6.



**Robot**

Move: 2

Hit: 5+

**Mega Jets** (1) Player may build the additional Mega Jet counters. Nation creates 1 Mega Jet when earning tech. Fly 7 territories, Missile Tier 2, Hit 3-6

**Drones** (1) Nation may build the tech Drones. Nation creates 1 Drone when earning tech.

**Satellite** (1) Nation may build the tech Satellites, Nation creates 1 Satellite when earning tech. **Nations with satellites cannot attempt technology!**

**HACK!** (Stays on Table) A player may attempt 1 of the 5 hacks by rolling its proper Tech Roll number or higher. Hack will effect immediately.

**6+** - Opponent targeted cannot perform in a Nuke action until earning Cyber Security

**10+** - Player may perform an immediate Nuke action using an opponent's nation's nukes. The opponent may participate in the Nuke action, but is unable to used hacked Nation

**6+** - May move one opponent's units in a territory to attack an adjacent territory

**8+** - Opponent in 1 territory attacks itself. Hacker rolls to attack using opponent forces every casualty is removed from opponent forces. Opponent's choice

**5+** - Hacker rolls D6 and takes that amount from an opponent's budget

**Cyber Security** (can continue to be purchased) When earned placed in front of player. Protects player from HACK! Card can continue to change hands. Anyone earning Cyber Security takes card from previous owner.

### **NUKE ACTION**

All Nations with Nukes, and not fully occupied, may participate with this action except ISIL *advanced*. The action is divided into two phases:

*Phase 1. Nuke Launch*

*Phase 2. Nuke Combat*

#### **Nuke Phase 1. Nuke Launch**

Player taking action begins NUKE Launch. **Each Nation the player owns that can use nukes may launch ONE nuke.** The Nuke is decreased on each nations' arsenal. A Nuke token is placed on any territory, except Space. *Ex. If a player controls 3 nations that have nukes, up to 3 nations may launch a Nuke, and up to 3 different territories could targeted. See Advanced Target Territories below.*

The **Next** player in clockwise order may now shoot a Nuke from each nation that is able, decreasing the appropriate arsenals and placing Nuke tokens on target territories.

The Nuke launching continues in clock-wise order until all Nuke tokens (10) are spent or players no longer want to launch nukes.

#### **Advanced Target Territories**

USA, NATO, Russian Federation, and China may target ANY territory, placing a nuke counter anywhere except the Space Territory. Pakistan, India, Israel, Iran and North Korea may only target nations within 3 range.

#### **Nuke Phase 2. Nuke Combat**

Each territory with a Nuke counter must perform Nuke Combat.

All Units in the territory are placed in the combat box. The Nuke counters are placed at the top, in the Satellite and Special forces Atmosphere Tier.

The Nuke counters must pass through the first 3 tiers: Atmosphere, Missiles and Fighter initiative.

Note: A nation may be nuked more than once but can only use each satellite counter once. Their timing can matter.

#### **Tier 1 Upper Atmosphere**

Tier 1 rolls all Special Forces in Territory and Satellites that want to be involved roll. Nukes do not roll!

Player may use Satellites from all of their nations. Additionally, players may loan satellites to other players with or without a Pact.

If a Nuke is destroyed in the first tier it is removed from the upper atmosphere.

Any nuke counters remaining are pushed to the tier 2.

### **Tier 2 Missile**

All Missile and Mega Fighter units in Tier 2, defending in territory attacked, may roll to hit. Nukes do not roll.

Any hit removes a nuke. Each nuke removed in the 2nd tier **removes 1 entire counter as a casualty from the territory**, defender's choice. The nuke is exploding in the sky and has destroyed something.

Any remaining Nuke counters are pushed to Tier 3

### **Tier 3 Fighter**

All Fighters or Drones in Tier 3 may roll to hit. Nukes do not roll.

Any hit removes a nuke. Each nuke removed in the 2nd tier **removes 1 entire counter as a casualty from the territory**, defender's choice. The nuke is near ground and destroying something.

Any remaining Nuke counter have struck the territory.

### **Striking Territory**

ALL Counters in the territory are destroyed and removed. One Devastation marker is placed in the territory. A territory can have more than one Devastation marker. If there are no Devastation markers, take one from any territory.

### **SPECIAL CASES**

If more than one nation is in the Territory a counter from each nation in Tier 2 and 3 is removed, when removing nukes.

If other nations are in the territory, and they have the proper counters, they can choose whether to roll against nukes with current defender or not.

### **North Korea Card advanced**

If *current player* has North Korea, and performs Nuke action, player may launch their own Nukes with this action. The player may launch all of their nation's Nukes after North Korea has launched, continuing with clockwise opponents as a normal Nuke action.

### **MOVEMENT AS ACTION (for Movement details see Movement below and in Campaign section)**

As an action a player may move as many counters as desired, from any nation they control.

Player must pay \$1. Money can be paid from any one nation account involved in movement.

All counters can be moved within friendly territories. Friendly - Any territory owned or occupied by nation, ally or pact.

No counter can enter an enemy occupied territory in this movement, unless territory has friendly counters.

There are no stacking limits!

### **SMALL CAMPAIGN (\$1 Cost)**

A player may combat ONE Territory.

Player must pay \$1 from any one nation account involved in combat.

The action is broken up into 2 phases which must be conducted in order:

#### *Phase 1. Movement*

#### *Phase 2. Combat*

#### **Phase 1. Movement**

One Territory is targeted. Units may be moved from any territory to target territory, if able to move through friendly and friendly occupied territories.

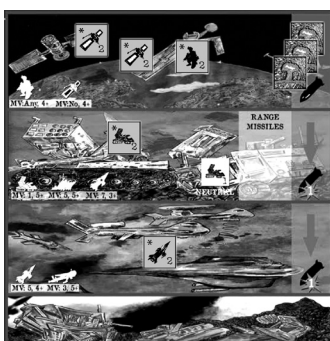
Missile and Navy with range may be moved in adjacent regions or regions within range to be used.

*See further Movement Rules below*

#### **Phase 2. Combat**

All counters are moved to Combat box and combat is conducted. One combat round is performed. Remaining counters are placed back in territory.

*see further Combat rules below*



**NUKE EXAMPLE**



#### **TIER 1**

3 incoming Nuke Counters are placed in Tier 1. Defender rolls 6 dice, 2 for Special Forces and 4 for Satellites. Any hit will remove a Nuke counter. Player only rolls one 5. One Nuke counter is removed and remaining Nukes move to Tier 2.



#### **TIER 2**

The MLRS rolls 2 D6, and has one hit, removing one Nuke counter. Because the Nuke was destroyed in the atmosphere, the defender must remove any one counter in the Territory. The counter can be 1 or 2 strength.



#### **TIER 3**

The last Nuke is moved to Tier 3. The Fighter rolls 2 D6 and misses. The last Nuke having been missed in Tier 3 destroys the entire territory. All counters are destroyed and a Devastation marker is placed.



### **FULL CAMPAIGN (\$3 Cost)**

A player may move ALL units of each Nation they control and combat in any Territories

Player must pay \$3 from any one nation, or combination of nations, involved in full campaign.

The Campaign is broken into 3 phases which must be conducted in order:

1. Movement
2. Combat
3. Post Combat Movement

### **MOVEMENT (Movement details)**

All counters of the player may be moved.

Counter Movement Rates are featured in the Combat Box. Further details regarding certain units can be found on front page.

Counters that begin in nations occupied by enemies may be moved out.

**A counter must stop movement if it enters into a fully Enemy occupied (including Sea), Neutral, Unaligned Minor or empty home nation territory.** If a counter can move forward a player must ask opponents if they may move through their Territory. If the opponent refuses the player must keep their counters in the Territory.

A counter can continue to move if a territory has Friendly units within it.

**A unit can move into enemy territory and choose not to combat in the Combat Phase. Considered occupation.**

**An empty territory still belongs to the nation of same color or flag.**

### **Devastated Territories**

If entering a territory with a Devastation marker a D6 is rolled for each counter. On a result of 5+ one strength point is lost

### **NAVY MOVEMENT**

Navy may only move in Sea territories.

### **Navy moving Land Units**

Navy Strength may move an equal amount of Land strength. Example: One 2 strength Navy and a 1 strength Navy may move up to 3 strength in Land units.

Land Units may be picked up from an adjacent territory and dropped off after Navy movement in an adjacent territory.

Land units must begin movement adjacent to Sea territory. If disembarking no further movement can be made.

Land unit may enter land adjacent to navy or remain on navy unit. Land units may not be used in Combat if remaining on navy counter. Fighters on Navy counters may be used.

A player may move land units of one nation they own with the navy of another nation they own.

### **Canals**

Navy may move through canals. Territory adjacent to canal is considered adjacent to sea territory being moved from.

### **Air Fighters moving Land Units**

Air Fighter Strength may move an equal amount of land strength.

Land Units may be picked up or dropped off during fighter movement.

Land units moved by Fighters cannot move once dropped off.

A player may move land units of one nation they own with the fighters of another nation they own.

### **Special Ops Movement**

Special Ops may move anywhere on the map without use of vehicles, except Space. Special Ops have their own air or navy to move.



### **Movement Examples**

- A: Soldiers can move to adjacent territories.
- B: Navy can take up to 2 strength in land units, up to 5 spaces and drop them off on an adjacent land territory, so the Soldiers could move by Navy across sea territories.
- C: Fighter can move 5 territories, but would have to stop on the territory with the enemy (E). The 2 Strength fighter can pick up to 2 strength in land units and drop them off on any land territory.
- D: The Special Forces can move to any territory on the map.



### ***Satellite Movement***

Satellites cannot be moved from space box.

### ***COMBAT***

Combat may occur in any nation with enemy or un-allied units, and from ranged missiles into enemy or un-allied nations. One territory is done at a time.

If in Territory with more than one Nation, active player chooses one Nation to combat. Other nations not chosen do not fight or add protection. Nations owned by players, and in Pact, can choose to add **any amount** of troops in region to the combat.

### ***Only one round of combat occurs.***

A round of combat is conducted in order of tier initiative.

All counters from the territory are placed in their proper tier box:

*Tier 1. Satellite/Special Forces*

*Tier 2. Missile/Navy/Mega Fighter*

*Tier 3. Fighter/Drone*

*Tier 4. Tank/Robot*

*Tier 5. Infantry/Unrest*

Combat is conducted in initiative order beginning with initiative Tier 1. Each unit in the box fires simultaneously.

**A die is rolled for each strength point.** Units hit on unique die rolls or higher featured on the Combat Initiative box.

Any units rolling a hit, in the current initiative box, cause casualties.

### ***Removing Casualties***

Casualties are removed after each tier roll. The players remove casualties from their own units, their choice.

Counters with a strength of 2 may be flipped to fulfill one casualty.

Casualties can be taken from a counter in any tier in the Combat Initiative Box.

After each tier has conducted a combat in order, all surviving units are place back on the territory they came. If more than one nation return, the territory is considered occupied. The war rages on and combat can ensue in further turns.

### ***Missile Vehicles***

Attacking MLRS Vehicles and Navy can shoot missiles from adjacent Territories. Missiles can be used only once in an active player's turn. Defenders cannot use their ranged vehicles

in adjacent territories.

Missiles in territories with enemy may still shoot long ranged. Missile units using Range cannot be taken as casualties, unless opponent is using Missiles in territory with equal range.

### ***Satellites with Lasers***

Satellites with lasers can shoot at territories.

Satellites used in this way cannot be casualties unless opponent satellites are in the same combat and have lasers.

Defending nations with lasers may not defend with their lasers, unless the combat is in space.

### ***COMBAT AGAINST UN-ALLIED MINOR***

If any player moves into an un-allied Minor Nation each opponent player rolls 2 D6. Highest roller obtains country as an ally and takes the minor country card into their play area.

### ***Before Roll***

Players bid money once, beginning with player to left of active player. Each \$1 bid adds +1 to the D6 roll. If natural doubles are rolled, nation does not reject bid and will ally.

Country allied is set up as player prefers. The counters are set up on their \* side in their appropriate territories.

### ***COMBAT AGAINST NEUTRAL***

A player moving into a Neutral territory must stop and combat with the White Neutral counters printed in the Combat Box.

One round of combat is conducted as normal, only rolling for the neutral counters.

If player's counters remain after the combat they are placed in the neutral country. Player has successfully taken neutral country.

If leaving neutral country, country will need to be combated if entered again.

***If Combating Switzerland***, each neutral counter has 2 strength.

### ***POST COMBAT MOVEMENT***

After all combat has been conducted, counters that have movement remaining can move. This includes counters that may have moved, conducted combat, and still have some movement left.

A unit cannot retreat if it has already exhausted its movement in the movement phase.

All movement must be within friendly occupied or empty sea territories.

Fighters must land in friendly occupied territories.

### **REPAIR TERRITORIES**

Players can repair devastated territories as an action. A unit must enter territory and roll for devastation damage *see Devastated Territories*

After roll, player spends \$5 and removes devastation marker. Money may be spent from budget of any nation controlled by player.

### **SATELLITES RETURN**

After a single action, all spent satellites are returned to the space box, and can be used in the next player action. This next action can include actions granted by National Will *advanced*.

### **END OF ROUND**

After each player has each had a turn end of round phase is conducted in order:

*Phase 1. Form National Pact*

*Phase 2. Pass North Korea/ISIL cards to left advanced*

*Phase 3. Move Turn counter, if playing with Turns*

#### **Phase 1. Form National Pact**

If playing with 3 or more players, players may discuss forming a Pact or breaking a pact. A pact is a group of more than one player.

Players in a pact take their action at the same time.

The turn, of a pact, begins with the first player, of the pact, in player order. Each other player in the pact takes their turn with this player.

Each player in a Pact can take a different action.

If players in a pact take a movement or campaign action together The pact allows players to take their turn at the same time, allowing moving and combining their forces in combat.

A player cannot move their units with others in their Pact if they are not conducting a move or campaign action.

Pact players can move other player's land units using Navy and Fighters.

All players can unite into 1 pact but this will **immediately end the game** and the player with the most Victory Points is

the leader of this new age.

**Pacts can be broken during this phase.** Broken pacts return to their regular turn order.

#### **Phase 2. Pass North Korea/ISIL cards to left.**

If playing with these cards, they are passed clockwise at this time

#### **Phase 3. Move Turn counter, if playing with Turns.**

If playing with turns, the turn counter is advanced. If at the end of the game, players move to End of Game.

### **END GAME**

At the end of the game players count victory points

**Major Nations** on Land Territories without enemy occupation, devastation or unrest, and empty home territories:

*Regular Territory: 1*

*Oil/Energy Territory: 2*

*Rare Earth Territory: 3*

*Each Major City: 1*

**Minor allies** on *any* type of Land Territories without Major Nations, enemy occupation, devastation or unrest: 1

Major Nations acquired through Diplomacy are considered Minor allies.

Player's in Pact that share a Territory at game's end divide points equally (1 can be divided to .5 and .33 and so on).

Some nations have special victory point conditions noted on their card.

If tie, most allies wins.

*Scoring Examples:*

*A player has one empty Energy territory of his Nation's color, earning 2 points.*

*A player has friendly troops on a Rare Earth territory with enemy troops, earning nothing.*

*A player has a Rare Earth territory with 2 cities, earning 5 points.*

*A player has a regular territory with 1 city, earning 2 points.*

*A player has Iran, and Iran has an Energy territory with a city, earning only 1 point.*

## ADDITIONAL NOTES ON FULLY OCCUPIED NATIONS

If a nation has been fully occupied by enemies, the nation cannot perform any of the following actions: Taxation, Reinforcement, Technology, or Nuke. Also, fully occupied nation cannot spend from its budget so is unable to pay for actions, but the player can use the budgets of other nations in their hand to pay for actions.

The enemy occupying the nation does not get the occupied nation's card, unless the player earns the card with Diplomacy.

If counters for the nation remain around the map, they can be used in campaign actions if other nations in the player's hand pay for the actions.

If the enemy is removed or vacates, the player can begin conducting all actions again, and use the nation's budget.

### CASES: IF NO ONE IS ARAB LEAGUE

USA, Russia Federation and ISIL will still begin in Arab League territories. Arab League will automatically enter the game if any of its empty territories are entered, or if one of these nations attempt to fully occupy the Arab territories they begin game in.

## ADVANCED PLAY

### UNREST ACTION

A player may make an Unrest Roll in any one territory with Unrest. Player rolls as many die as there are Unrest in the territory. On a result of 6 1 *entire counter* from each nation in the territory is destroyed, except nation rolling.

### Make Unrest and Move Unrest

Before rolling a player may place 1 Unrest in a territory originally part of his Nations that is now is occupied by an enemy. All Unrest on board may be moved 1 space, into any adjacent land territory.

Place one Unrest in Territory. Territories may have more than one unrest.

Unrest may be placed even if friendly units are in the enemy occupied territory.

The above roll can be made in any territory on the map after placement.

### SPECIAL UNREST CASES

#### Unrest in Combat

If territory with Unrest has combat, Unrest is placed in Tier 5 of the Combat Box. Unrest hits on 6. Each hit causes 1 strength loss on each player in territory, including attacker. Unrest cannot be a casualty, and can only be removed by Civil Action, *see below*

#### Out of Unrest

If a player cannot place an Unrest/Devastation marker due to all counters being used, he may take an Unrest from any territory.

### CIVIL ACTION

As an action, players may Combat any Unrest at a cost of \$1 per territory.

Unrest is fought as a normal Unit. All units are placed in Combat Initiative Box, including Unrest

An entire combat round is performed with units in the area versus the Unrest

Unrest causes loss of -1 strength of each nation in Territory on a roll of 6

### USING ISIL/NORTH KOREA CARDS

Players may play with the ISIL and North Korea cards. Players roll to receive the cards at the beginning of the game. *See advanced setup.*

On a turn, a player has an additional action. The action must be used only for the card ISIL or North Korea. Having these cards does not allow the use of the nation in a player's regular player action. *Ex. North Korea cannot be used if taking a Combat action. North Korea can only be used for its own unique action.*

The Selection of actions are exactly the same for North Korea.

The Selection of actions are mostly the same for ISIL with the following changes below and the additional action of Terror.

At the end of a turn each card is passed to the next Clockwise player. Players can obtain these cards with Diplomacy.

Un-Allied Nations attacked by North Korea or ISIL will conduct a Diplomacy phase due to combat. *See Combat Against Un-Allied Minor*

### Diplomacy

North Korea and ISIL can attempt Diplomacy, and be allied by other nations.

If North Korea or ISIL ally with Combatant through a Diplomacy action, attach card to North Korea or ISIL. Allied nation will be usable in North Korea or ISIL actions.

### ISIL ACTION CHANGES

#### Taxation (Roll D6, result is money earned)

A D6 is rolled. The result is the budget earned. The player moves the ISIL budget marker

#### Reinforcements (Placed on ISIL areas in Middle East)

Reinforcements made must be placed in the Arab Union territories with ISIL flag, or with ISIL Counters, or any territory

with Unrest. Counters being flipped from 1 to 2 can be done in any territory the counter is in.

### **TERROR (ISIL only Action)**

As an ISIL action a player may attempt to cause Unrest with Terror. Any territory can be targeted, including Sea. A D6 is rolled. On a result of 5+ **1 Counter** is destroyed in the territory and an Unrest is placed in the territory. ISIL gets the following modifications:

- +2 *ISIL in Area*
- +1 *ISIL in Adjacent area*
- +1 *if Unrest in area*

A National Will is given to a country if Terror is successful.  
**advanced**

If attempting Terror on a Minor or Major combatant not in the game ALL players roll a D6 to obtain the nation on their side. see *See Combat Against Un-Allied Minor*. The current ISIL player may bid. Player may not bid if owning ISIL due to having Allied with it.

### **NATIONAL WILL**

A nation acquires 1 National Will token if attacked or occupied by a Nation in home territory. One Will may be acquired per attacking Nation. This includes each ally. *Example: If 2 Nations attack NATO and one Nation occupies NATO on a turn, NATO earns 3 Will.*

Any Will acquired is usable the next game turn. Will can be saved, but it may change hands very quickly. It is possible for a player to acquire Will, and lose it before having a turn.

A single nation attacking a single nation more than once in a turn will only give only one Will. *Example: On its turn, USA conducts 4 different combats with China, China earns only 1 Will.*

Will is placed on the Nation's Card. *Example: Pakistan was attacked, Will is placed on Pakistan*

North Korea and ISIL can obtain National Will if attacked and give National Will when attacking. North Korea can obtain National Will if nation occupied by opposing Nations.

### **National Will and Occupation**

One National Will token will be given to an opponent if advancing into territory of an opponent that does not have an Unrest or Devastation marker. The Will is earned the moment the occupation occurs. If the occupation becomes combat in the same turn, only the one will is earned.

### **Spending Will**

Each Will gives a player an additional action only for the Nation that earned it. Action can be spent in any way. Will can be saved.

### **No Will**

If there is no Will in the pool, the player acquiring Will can take one Will from any player. Will moves around often.

### **MISSILE, FIGHTER, DRONE NUKES**

A very probable delivery of Nukes, more devastating and harder to stop. Nukes delivered in this way do not cause a Nuke Action.

Missiles vehicles may launch nukes with range.

Fighters and drones may drop them in territories they fly over. If territory empty, fighter and drone may drop and continue to move.

Nukes delivered are decreased from appropriate arsenals

Only nations that own the nukes may deliver the nukes. *Example: Only Israel can carry Israeli nukes*

### **Advance Nukes with Combat**

Counters are placed in Combat initiative box beginning in their proper tiers

Nukes begin in tier of either Missiles or Fighter/Drones delivering

Tiers are conducted in order. Satellites with lasers may be used to defend. If so, Tier combat will begin in Atmosphere.

Nukes destroyed in 2nd and 3rd tier remove one entire counter from territory. If more than one nation, ALL players lose 1 counter.

If nuke passes 3rd tier ALL counters are destroyed and a Devastation marker is placed.

Fighter or Drone that delivered nukes must have movement left to move in Post Combat Movement or they are also destroyed.

### **ISIL Nukes Advanced**

ISIL may deliver Nukes as a suicide bomb or by missile vehicle. Missile vehicle is same as above.

An infantry carries Nuke into territory using an infantry counter. Regular combat is conducted. If infantry still standing at the end of combat it activates Nuclear bomb.