

CONQUEST & TRAGEDY



v0.1t

RULES OF PLAY

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RULEBOOK ORGANIZATION

This running sidebar contains clarifications, examples and commentary. In these rules, words used in a defined, game-specific sense are Capitalized.

GAME COMPONENTS

- 1 16-page Rulebook
- Markers:
 - [3x] 1 PP / 2 PPs OUTGOING,
 - [3x] 1 PP / 2 PPs INCOMING,
 - [4x] SUPREME COMMAND.
 - [1x] ACCORD / ALLIANCE

GAME ACRONYMS

AF: Air Force
ANS: Air/ Naval/Sub [units]
BritEmp: British Empire
C+T: *Conquest & Tragedy*
CCW: Chinese Civil War
CnC: *Conquest & Consequence*
CPC: Communist Party of China
CV: Combat Value
DEI: Dutch East Indies
DoW: Declaration of War
ETO: European Theater of Operations
IND: Industry
KMT: Kuomintang Party (Nationalist)
POP: Population
PP: Production Points
PTO: Pacific Theater of Operations
RES: Resources
SNLF: Japanese Marines
T&T: *Triumph & Tragedy*
US: a *Capitalist Faction*
USA: a *Great Power* within the US
VoA: Violation of America
VoBE: Violation of the British Empire
VoN: Violation of Neutrality
VP: Victory Point
WE: Western Europe

MAP ERRATA & CLARIFICATIONS

T&T Map: New Delhi does *not* border the East Indian Ocean (see CnC map).

T&T Latin America (T&T) borders the CnC Gulf of Mexico but not Panama.

CnC Map: the [off-map] East Indian Ocean is incorrectly shown in *pale blue* and the Shiraz-Karachi border is incorrectly shown as Plain terrain.

All Cross-Theater borders are Plains unless noted as Mountains. Reduced/PTO Border Limits apply to both.

INTRODUCTION

Conquest & Tragedy (C+T) is a strategy game for 3-6 players about the contest for world supremacy in the era 1936-45, combining the two games *Triumph & Tragedy* (T&T) and *Conquest & Consequence* (CnC). Except as noted here, all T&T and CnC rules apply on their own maps.

Playing time is 5-8 hours for 5 or 6 players and longer for 3 or 4 players.

1.0 MAP & THEATERS

1.1 MAPS

Map alignments for various player combinations are described in the Scenario directions (see 16.0).

1.2 THEATERS

In these C+T rules, the T&T map area is termed the *European Theater* (ETO) and the CnC map area is termed the *Pacific Theater* (PTO). Each Theater uses its own Action and Investment decks. Cards are **never** transferable between Theaters or Partner Factions.

- **HOME THEATER:** the Theater where a Faction's Main Capital is located. A Faction has no restrictions that Theater.
- **SECONDARY THEATER:** the Theater that is *not* a Faction's Home Theater (and the Home Theater of its Partner Faction). A Faction can have units in its Secondary Theater but its actions there are limited unless it is in ALLIANCE with its Partner Faction (see 2.11).
- **HOME SEA:** a Sea/Ocean adjacent to that Faction's Home Territory.

2.0 FACTIONS

2.1 FACTION PARTNERSHIPS

The Factions are Partners as follows:

PARTNERSHIP	ETO	PTO
MILITARIST	Axis	Japan
COMMUNIST	Russia	Siberia
CAPITALIST	Western Europe	United States

With 3 players, each player controls both Factions of a Partnership.

With 6 players, each player controls a single Faction of a Partnership.

With 4-5 players, some control a single Faction and some control both Factions of a Partnership (see 16.0 Scenarios).

Partnerships generally win or lose together as a unit. Partner Factions can never be At War with each other.

2.11 PARTNER RELATIONSHIPS

The Relationship between Partners governs their ability to help each other economically and/or militarily.

- **INDEPENDENCE:** no cooperation.
- **ACCORD:** current economic cooperation without military cooperation.
- **ALLIANCE:** permanent military as well as economic cooperation.

The Militarists have a permanent ACCORD; the Communists have a permanent ALLIANCE. The Capitalist relationship changes with Diplomatic and other game events.

2.2 THE MILITARIST FACTIONS

The **Axis & Japan** are Partner Factions present in separate Theaters.

2.21 THE AXIS

- The Axis Home Theater is the ETO.
- Axis Production (POP/RES) traces to and emanates from its Production Center (Berlin) and is tracked on the ETO AXIS Production track.
- The Axis exclusively uses ETO/T&T card decks and Diplomacy.
- Only Axis Command can move Axis units regardless of Theater. **Axis units trace Supply to Axis Supply Sources.**

2.22 JAPAN

- The PTO is the Home Theater of Japan.
- Japan Production (POP/RES) traces to and emanates from its Production Center (Tokyo) and is tracked on the PTO JAPAN Production track.
- Japan exclusively uses PTO/CnC card decks and Diplomacy.
- Only Japanese Command can move Japanese units regardless of Theater. **Japanese units trace Supply to Japanese Supply Sources.**

2.23 AXIS-JAPAN ACCORD

The Axis and Japan have a permanent ACCORD but never achieve ALLIANCE:

- They can only issue DoWs and VoNs in their Home Theaters.
- DoWs by or upon the Axis or Japan have *no* carryover effect on other Factions.

- They can send units into their Secondary Theaters and Command them there.
- They can **send** each other Production Points (PPs) as outlined in 7.22 below.

2.3 THE COMMUNIST FACTIONS

2.31 THE SOVIET UNION

Russia (T&T USSR) and **Siberia** (CnC Soviets) are Partner Factions present in separate Theaters but are permanently in ALLIANCE together as the *Soviet Union*.

Each Partner of the Soviet Union exclusively controls Production and Command of units within its own Home Theater. .

2.32 RUSSIA

- Russia's Home Theater is the ETO.
- Russia exclusively uses ETO/T&T card decks and Diplomacy.
- Russian Production (POP/RES) traces to and emanates from its Production Center (Moscow) and is tracked on the ETO USSR Production track.
- Russian Command moves friendly units that begin movement within the ETO.

2.33 SIBERIA

- The PTO is the Siberian Home Theater.
- Siberia exclusively uses PTO/CnC card decks and Diplomacy.
- Siberian Production (POP/RES) traces to and emanates from its Production Center (Novosibirsk) and is tracked on the PTO Soviets Production track.
- Siberian Command moves friendly units that begin movement within the PTO.
- Siberia controls Proxy Power Red China, including its Proxy Production and Red Partisan actions.

2.34 THE SOVIET UNION ALLIANCE

- Russia and Siberia can **send** Production Points to each other as outlined in 7.22.
- They can freely send units into the opposite Theater, but such units then become owned by the Partner Faction.
- **They can use Partner Supply Sources.**

2.4 THE CAPITALIST FACTIONS

2.41 CAPITALIST REALIGNMENT

As compared to T&T/CnC, the Capitalist Factions have been redefined along nationality lines as **Western Europe** and the **United States**, with both Factions having a presence in each Theater.

Initially, they are INDEPENDENT but can gain increasing ability to cooperate (ACCORD and ALLIANCE) via Diplomatic card play or other game events (see 8.1).

2.42 WESTERN EUROPE

The **Western Europe** (WE) Faction is composed of the T&T/ETO West with the US-East removed but the CnC BritEmp added, giving it a presence in both Theaters.

Western Europe controls Britain, France, the PTO BritEmp and their Colonies for the purposes of Production, Movement and Command. **However**, its activities in the PTO (its *Secondary Theater*) are limited until it forms the CAPITALIST ALLIANCE (8.12) with the United States.

- Its Home Theater is the ETO.
- All Western Europe Production (POP/RES) traces to / emanates from its Production Center (London) and is tracked on the ETO WEST Production track.
- Western Europe exclusively uses ETO/T&T card decks and Diplomacy.
- Within its Home Theater (ETO), Western Europe units are unrestricted.
- Prior to ALLIANCE (8.12), its units **within** the PTO (its *Secondary Theater*) are *Restricted*: they cannot leave Friendly Territory/adjacent Seas or Aggress.

2.43 THE UNITED STATES

Similarly, the United States (US) Faction is composed of the CnC USA (termed US-West in these rules) with the CnC BritEmp removed but with the T&T US-East **added**, giving it a presence in both Theaters.

The US Faction is a Great Power composed of the US-West and US-East. It also controls US PTO Colonies and Nationalist China for the purposes of Production, Movement and Command. Its activities in the ETO (its *Secondary Theater*) are limited until it forms the CAPITALIST ALLIANCE (8.12) with Western Europe.

- The PTO is the US Home Theater.
- The US controls Proxy Power Nat China.
- All US Production (POP/RES) traces to and emanates from its Production Center (Los Angeles) and is tracked on the PTO USA Production track.
- The US exclusively uses PTO/CnC card decks and Diplomacy.
- In its Home Theater (PTO), US units are unrestricted.
- Prior to ALLIANCE (8.12), US units **within** the ETO (its *Secondary Theater*) are *Restricted*: they cannot leave Home Territory/Seas or Aggress.

SOVIET UNION AS TWO FACTIONS

The Soviet Union's European and Pacific frontlines are separated by nearly half the globe, connected with a single TransSiberian railway.

MILITARISTS

Axis (ETO)

Chafing under the ignomy of WWI defeat and seeking to regain former status, Germany and Italy have begun rearming, triggering an arms race.

JAPAN (PTO)

Japan sees itself as the natural leading Asian power and seeks to replace European imperialism with its own version to establish itself as a world power.

COMMUNISTS

RUSSIA (ETO SOVIET UNION)

After defeat, revolution, and ruthless industrialization, the Soviet Union seeks Great Power status.

SIBERIA (PTO SOVIET UNION + RED CHINA)

Siberia is resource-rich and poorly defended. The Red Chinese seek to overthrow Nationalist China.

CAPITALISTS

WESTERN EUROPE (WE)

Composed of the ETO/T&T West (*without* the T&T US-East) plus the PTO/CnC BritEmp, this Faction seeks a balance of power in Europe and the colonial status quo in Asia. Focused on economic progress it is largely disarmed.

UNITES STATES (US)

The US Faction is composed of the USA (PTO US-West + ETO US-East, plus Nationalist China. Distracted by the Great Depression, it is unprepared for war

USA TERMINOLOGY

In this rules set:

- "US-West" means that portion of the United States on the PTO/CnC map.
- "US-East" means that portion of the United States on the ETO/T&T map.
- "USA" refers to the Great Power composed of US-West + US-East.
- "US" refers to the *United States* Capitalist Faction composed of the USA plus Proxy Power Nationalist China.

CAPITALIST POP/RES

Due to the realignment of the Capitalist Factions (US-East to the US and BritEmp to WE), the starting POP/RES values for the United States are *not* the same as they were for the USA in CnC. Disregard the 'starting POP/RES' icons on the PTO "USA" track and substitute the following 'base' POP/RES values:

- **UNITED STATES: POP 14 / RES 14** (=PTO USA+ETO US-East+Nat China)
- Although the Capitalist realignment assigns PTO BritEmp to *Western Europe*, its starting POP/RES *are* the same as they were for the West in T&T, as BritEmp POP/RES are not initially available to it (see 7.212):
- **WESTERN EUROPE: POP 12 / RES 11** (= ETO West *without* PTO BritEmp)

Note: WE also loses the potential to use US-East POP/RES that the West has in T&T, but this does not affect its start POP/RES values.

CADRES

Cadres are 1 CV units.



3.0 UNITS

For both Setup and Production, T&T and CnC units cannot be intermixed: they must initially be placed on their own maps:

- T&T/ETO units have *round* pips.
- CnC/PTO units have *square* pips.

4.0 CARDS & MARKERS

Cards are restricted to their own Theaters/maps (T&T: ETO; CnC: PTO). Take care to return discards to their correct decks.

5.0 SETUP

Set up National forces as follows. Cadres are 1 CV units. T&T and CnC force pools cannot be intermixed.

5.1 THE MILITARIST PARTNERSHIP

5.11 AXIS [ETO]

- **GERMANY [14 UNITS/14 CV]** ■
CADRES FROM POP:
Berlin 6, Ruhr 4, Munich 2, Konigsberg 2.

- **ITALY [8 UNITS/8 CV]** ■
CADRES FROM POP:
Rome 4, Milan 2, Tripoli 2.

- **AXIS FACTION TOTAL: 22 UNITS/22 CV**
- **ACTION CARDS:** Draw 14.
- **INDUSTRY: 12** [Industry Cost: 5]
- **POPULATION: 11**
- **RESOURCES: 6**

5.12 JAPAN [PTO]

- **JAPAN [30 UNITS/37 CV]** ■
FIXED UNITS:
Tokyo..... 4 CV Fleet & 3 CV Carrier
Osaka..... 1 CV AF & 1 CV Fleet
Mukden 3 CV Infantry
Carolines 1 CV Fort

CADRES FROM POP:

Tokyo 6, Osaka 4, Kyushu 2, Mukden 2, Korea 1, Harbin 1.

BORDER DEFENSE CADRES:

Hailar 1, Jehol 1, Hokkaido 1.

BASE DEFENSE CADRES:

Formosa 1, Ryukyus 1, Bonins 1, Marianas 1, Carolines 1.

- **ACTION CARDS:** draw 7.
- **INDUSTRY: 11** [Industry Cost: 6]
- **POPULATION: 10**
- **RESOURCES: 5**

5.2 THE CAPITALIST PARTNERSHIP

5.21 WESTERN EUROPE [ETO]

- **BRITAIN [20 UNITS/23 CV]** ■
** BritEmp/CnC units shown in italics.*
FIXED UNITS:
London 4 CV Fleet
Glasgow..... 1 CV Fleet?
Gibraltar 1 CV Fort
Cadres from POP:
London 3, Glasgow 1, Suez 1, Delhi 2, Bombay 1. *New Delhi 2, Calcutta 1, Dacca 1, Singapore 1, Sydney 1**.
- **BORDER DEFENSE CADRES:**
North Sea 1, Karachi 1, Punjab 1.

- **FRANCE [5 UNITS/7 CV]** ■
FIXED UNITS:
Lorraine 3 CV Fort.
CADRES FROM POP
Paris 2, Marseilles 1, Algiers 1.

- **WESTERN EUROPE TOTAL: 25 UNITS/30 CV**
- **ACTION CARDS:** draw 8.
- **INDUSTRY: 7** [Industry Cost: 6]
- **POPULATION: 12***
- **RESOURCES: 11***
** Includes ETO West India but not PTO BritEmp (see 7.212).*

5.22 UNITED STATES [PTO]

- **UNITED STATES [15 UNITS/26 CV]** ■
FIXED UNITS:
Los Angeles..... 4 CV Fort, 4 CV Fleet,
Seattle 2 CV Fort
Washington..... 4 CV Fort
New York..... 2 CV Fort
CADRES FROM POP:
Los Angeles 3, Seattle 1, Manila 1, Houston 1, Chicago 1, *Washington 2 and New York 1.*

- **NAT CHINA [8 UNITS/12 CV]** ■
FIXED UNITS:
Nanking 2 CV Militia
Suchow 2 CV Militia
Wuhan 2 CV Militia
Fukien..... 2 CV Militia
CADRES FROM POP:
Nanking 2, Suchow 1, Wuhan 1.

- **US FACTION TOTAL: 23 UNITS/38 CV**
- **ACTION CARDS:** draw 12.
- **INDUSTRY: 6** [Industry Cost: 7]
- **POPULATION: 14***

• RESOURCES: 14*

* Includes US East, Nat China but not PTO BritEmp.

- KMT: 1 [KMT Loyalty Cost: 5]
- NATCITIES: 4

5.3 THE COMMUNIST PARTNERSHIP

5.31 RUSSIA [ETO]

- RUSSIA [12 UNITS/12 CV] ■
- CADRES FROM POP:
Moscow 3, Leningrad 2, Baku 2, Kiev 1, Odessa 1, Kharkov 1, Stalingrad 1, Urals 1.

- ACTION CARDS: Draw 6.
- INDUSTRY: 9 [Industry Cost: 7]
- POPULATION: 12
- RESOURCES: 11

5.32 SIBERIA [PTO]

- SIBERIA [8 UNITS/8 CV] ■
- FIXED UNITS:
Chita 1 CV Fort
- CADRES FROM POP:
Novosibirsk 2, Tashkent 1, Irkutsk 1, Vladivostok 1.
- BORDER DEFENSE CADRES:
Chita 1, Vladivostok 1.

- RED CHINA [2 UNITS/3 CV] ■
- FIXED UNITS:
Sian.. 2 CV Fort, 1 CV Militia, Partisan

- SOVIET FACTION TOTAL: 10 UNITS/11 CV.
- ACTION CARDS: draw 6.
- INDUSTRY: 4 [Industry Cost: 8]
- POPULATION: 6 [includes Sian]
- RESOURCES: 8
- CPC: 3 [CPC Loyalty Cost: 6]
- REDMUSTER: 2

6.0 SEQUENCE OF PLAY

As per 7.11 below, Partner Faction share a common Turn Order that applies to that Partnership in both Theaters.

Years, Seasons and Phases should be played in synch between the two Theaters unless players agree that it is appropriate for one Theater to progress ahead temporarily.

7.0 NEW YEAR

7.1 YEAR START

7.11 TURN ORDER

A single Turn Order die-roll determines Turn Order for *both* Partner Factions to play simultaneously in their respective Theaters (the Turn Order numbers on both maps correspond).

7.111 YEARLY CONFERENCES

Following the Turn Order die-roll, Partner Factions may hold private strategy conferences for 5 minutes (timed) out of earshot of the others. All other table talk is public.

7.12 NEW YEAR RESOLUTION

At Year Start of 1939-45 (see icons on Production Tracks), some Factions receive automatic Influence and/or units *at no cost*.

Units must arrive in undisputed Home Territory and *can* be Built one CV stronger in that Year's Production.

7.121 CAPITALIST PUBLIC OPINION

In 1939, 1940 and 1941 (see flags on the PTO Year track), the United States automatically gains one Influence over the British Empire (place marker in New Delhi), which may *immediately* cause the Capitalist Alliance (8.12) to form (but not Commitment).

In 1941, 1942, 1943 and 1944 (see flags on the ETO Year track), Western Europe automatically gains one Influence over the USA (place marker in Washington), which may also *immediately* cause Capitalist Commitment (8.12) or ALLIANCE (8.13).

7.122 US REARMAMENT

At New Year Resolution of 1942, 1943 and 1944 (note small squares on the ETO Year Track) one US AF, Fleet, Infantry and Tank unit arrive *at no cost* in the ETO USA. They may be built up further that Production.

- 1942 USA units arrive at 1 CV.
- 1943 USA units arrive at 2 CV.
- 1944 USA units arrive at 3 CV.

Important: If an Axis Violation of America (14.22) occurs, these units arrive in the next three succeeding New Years instead.

7.123 US NAVAL CONSTRUCTION

Also in New Year Resolution of 1942, 1943 and 1944 (note small stars on the PTO Year Track), one US Fleet, Carrier and Sub unit arrive in the PTO USA *at no cost*. They may be built up further that Production.

PLAY SYNCHRONIZATION

Most often the game flows closely in parallel for both Theaters, but when progress in one Theater bogs down compared to the other, for ease and convenience players can agree *when appropriate* to move ahead in the quicker Theater rather than wait for the slower Theater to catch up.

US DEFENSE PREPAREDNESS

The arrival of US Rearmament, Naval Construction and Wartime Conscriptio units is *independent* of on-map US Production. Considerable US "production" is not overtly represented in the game but is initially being used for civilian purposes (Great Depression recovery), converting to war production as the threat of war increases.

PACIFIC DEFENSE

As the Pacific situation worsened with unchecked Japanese aggression, in the mid-1930s the US began ramping up **Naval Construction** (7.123), allocating major funding to fleet expansion timed for 1942+ readiness.

Naturally if Japan Declares War, arrival of these units is accelerated.

ATLANTIC DEFENSE

As the European situation worsened with repeated successful Axis aggression, the US began a general **Rearmament** (7.122) program.

*Note: Unlike in T&T, arrival of US Rearmament forces in C+T is **not** dependent upon Diplomacy. However, regardless of their arrival timing, these units are **Restricted** to US Home Territory/adjacent Seas until the Capitalist ALLIANCE is formed (see 8.122).*

The arrival of these units is similarly advanced if war crosses the Atlantic. In C+T, *Violation of America* (see 14.22), is the trigger for this since the USA cannot be subject to a DoW in the ETO (its Secondary Theater).

US WARTIME CONSCRIPTION

In addition to the "wired in" US Re-armament and Naval Construction programs, the US also initiates Wartime Conscription to fuel expansion of its land and air forces if provoked by a Japanese DoW or Axis VoA (14.3). As explained, arrival of all these units is independent of on-map US Production.

RUSSIAN RESERVES

In CnC, Russian Reserves arrive in the New Year following a Japanese DoW. They represent Russian units sent from the ETO to defend Siberia.

In C+T, ETO units are in fact available for this use, so Russian Reserves are only triggered if a *second* Militarist [Axis] DoW is made against the USSR in the ETO, in this case representing emergency conscription in the face of a simultaneous 2-front threat.

7.213 EXTREME TRADE ROUTES

The Trade Route distance from e.g. India to London around Africa is almost double that via Suez and the Mediterranean, requiring double the shipping. Similar considerations apply to transport around South America and via the Panama Canal.

The upshot of these rules is:

- Black RES must trace to London via Suez or directly to LA via the Pacific.
- Red RES can additionally trace around Africa or through the Panama Canal as needed.

SIMO-PRODUCTION

Production is quicker and somewhat obscured if players execute it *simultaneously*, reporting to each other the numbers of cards purchased and Cadres/Steps Built.

8.11 "LEND-LEASE" DIPLOMACY

When *both* Capitalist Factions have 1+ Influence over the other (ACCORD). THEY can transfer PPs as per 7.22. So by playing "BritEmp" Influence cards, the US can help enable PP Transfers between itself and Western Europe can contribute to this same goal by playing "US" Influence cards.

- 1942 units arrive at 1 CV.
- 1943 units arrive at 2 CV.
- 1944 units arrive at 3 CV.

Important: if a Japanese DoW on the US occurs, these units arrive in the next three succeeding New Years instead.

7.124 US WARTIME CONSCRIPTION

If the USA is DoWed by Japan (see 14.1) or America is Violated (14.22) by the Axis (**only occurs once**), one US Infantry Cadre and one US AF Cadre arrive in the US *at no cost* in the three subsequent New Years.

7.125 RUSSIAN RESERVES

In the New Year Resolution of 1945, one Russian AF and Tank Cadre and two Russian Infantry Cadres arrive in *either* Soviet Production Center.

Note: if a 2nd DoW on the Soviet Union by the Militarist Partnership occurs, these units appear in the following New Year.

7.13 PEACE DIVIDENDS

The actions of a Faction's units in its **Secondary Theater** affect its qualification for **Peace Dividends** in its **Home Theater** but do not affect **Partner Peace Dividends**.

7.2 PRODUCTION

In Turn Order, Factions do their Production until all Factions have done so (if playing two Factions do each Faction in turn). Each Faction, referencing its own Production Track, builds units and buys cards belonging to its own Theater (e.g., Factions can only build PTO-native Cadres in the PTO).

Remember: ETO/PTO Force Pools cannot be intermixed when Raising Cadres (e.g., ETO British units cannot be raised as Cadres in the PTO).

7.21 POP/RES TRACING

In general, friendly-controlled POP/RES in a Theater contribute to the economy of the Partner with that *Home Theater*.

Example: if US units conquer Portugal, its RES goes to Western Europe.

However, there are some exceptions:

7.211 ETO US-EAST POP/RES

US-East POP/RES (Washington & New York) naturally contribute to the United States economy (PTO USA track).

7.212 PTO BRITISH EMPIRE POP/RES

The British Empire (BritEmp) consists of:

- **East India:** (PTO India: New Delhi, Calcutta, Dacca and Burma) and
- **Australasia** (PTO Australia + Malaya: Singapore, Malacca and Sarawak).

The British Empire is a Colony of Western Europe, but due to inadequate shipping its POP/RES cannot initially be utilized (place **Blockade** markers).

If a CAPITALIST ACCORD (8.11) is in effect, United States shipping is allocated to transport BritEmp POP/RES, which is then *divided* between them as follows:

- **East India's** 4 POP/2 RES [both black] then go to the Western Europe economy.
- **Australasia's** 2 POP/4 RES [1 red] then go to the United States economy.

7.213 EXTREME TRADE ROUTES

POP/RES Trade Routes can be traced though both Theaters as necessary.

However, due to excessive distance:

- RES Trade Routes cannot be traced through the Drake Passage (i.e., around South America.)
- **Black** RES cannot trace Trade Routes around Africa or through the Panama Canal (Red RES can trace via either).

7.22 PRODUCTION TRANSFERS

During the Production phase, a Faction with an ACCORD or ALLIANCE relationship can transfer 1-2 PPs of its current Production to its Partner, provided a Trade Route currently exists between their Production Centers. Adjust PRODUCTION AVAILABLE markers on the relevant Production Tracks.

8.0 DIPLOMACY

8.1 THE CAPITALIST RELATIONSHIP

Initially, the Capitalist Factions are INDEPENDENT, but they can achieve greater cooperation via play of US and BritEmp Diplomacy cards or other game events.

Prior to forming ALLIANCE (8.122), Capitalist Factions are termed Solo Capitalists.

8.11 CAPITALIST ACCORD

If in their Home Theaters *both* Capitalist Factions have 1+ Influence over their Partner, they currently have ACCORD and can:

- Make use of BritEmp POP/RES (7.212):
 - Western Europe gains 4 POP/2 RES;
 - United States gains 2 POP/4 RES.

- Transfer PPs to each other (7.22).

Note: ACCORD is impermanent and can be canceled by Rival Diplomacy.

8.12 THEATER DEFENSE COMMITMENT

When a Capitalist Faction has 3+ Influence over its Partner at *Diplomacy Resolution*, the Partner becomes *Committed* to common defense of that Capitalist Faction's Home Theater: it places a Control marker in the Partner's SubCapital in its Home Theater.

Example: If the US has 3+ Influence over the PTO BritEmp at Diplomacy Resolution, it places a US Control marker in New Delhi to denote the permanent Commitment of Western Europe to common PTO defense.

8.13 CAPITALIST ALLIANCE

If **both** Capitalist Factions have Commitments from their Partner (or if there is a Violation of a Capitalist Power, see 14.2), they immediately form permanent ALLIANCE:

- Both Capitalist Factions are now termed Allied Capitalists.
- Capitalist units in the *Secondary Theater* are released from *Restriction*, and can:
 - Leave Friendly Territory/adjacent Seas,
 - Occupy each others' Territory, and
 - Aggress.
- Allied Capitalists can Cross-command Partner units inside their Home Theater (see 11.22).
- Capitalist units can trace Supply to Partner Supply Sources as well as their own (but still must trace POP/RES Trade Routes to **their own** Production Centers).
- A DoW upon either Allied Capitalist equals a DoW on both (see 14.1).
- If one of the Allied Capitalists is already At War in its Home Theater, its newly-Allied Partner joins the War in that Theater with *no* additional DoW Effects.

Note: ALLIANCE is permanent as Control markers cannot be removed.

8.2 INTER-THEATER DIPLO EFFECTS

Some actions in one Theater can affect Neutral Nations in the opposite Theater (see the sidebar tables for these effects). Place resulting Influence markers *immediately*, but they do not take effect until next Diplomacy Resolution.

9.0 TECHNOLOGY

9.1 REGIONAL TECHS

Regional Techs are those only present in one game/Theater (see sidebar). Regional Techs are only effective in that Theater.

9.2 GLOBAL TECHS

Global Techs are those present in both games/Theaters. Global Techs apply to the achieving Faction's units in *both* Theaters.

Example: if Western Europe achieves the Naval Radar Tech, it also applies to BritEmp units in the PTO.

9.3 DUPLICATING TECHS

9.31 DUPLICATING PARTNER TECHS

A Faction can duplicate a Tech Revealed by its Partner by playing a *single* matching *dedicated* Tech card (i.e., not a WildCard).

9.32 INDUSTRIAL ESPIONAGE

This card can be used to duplicate *any* Tech Revealed by any Faction in either Theater.

10.0 SEASONS

10.1 COMMAND PHASE

During Seasons, the Partner Factions play *simultaneously* using a joint Command Priority (apply this to Phases as well).

In Turn Order, the Partner Factions each play a Command Card (or Pass) in their Theater. If both play one, place a SUPREME COMMAND marker on the one determining joint Command Priority for **both** Partner Factions that Season. This card must be a valid seasonal Command card if possible.

After all Factions have played a card (or not), all committed cards are revealed. Command Order for the Partnerships is determined by the Command Priority (letter) of their *Supreme Command* cards (other Command cards merely determine the number of possible moves by that Partner). If tied, the Partnership with the ETO Supreme Command card goes first.

11.0 MOVEMENT

11.1 INTER-THEATER MOVEMENT

A Faction can freely move its units into its Secondary Theater, but once inside that Theater they become subject to the Partner's Peace/War conditions in that Theater.

CAPITALIST COMMITMENTS

A Capitalist Commitment (3+ Influence over the Partner Faction) has no *immediate* impact on the Capitalist Relationship, but is a necessary step towards forming CAPITALIST ALLIANCE (and an irreversible one since Control markers cannot be removed by Diplomacy).

ETO EVENT	PTO INFLUENCE
VoN on Low Countries <i>by:</i> Axis/W. Europe	+1 in the DEI <i>for:</i> USA/Japan
Low Countries=Satellite <i>of:</i> W. Europe/Axis/Russia	+1 in the DEI <i>for:</i> USA/Japan/Siberia
France Defeated <i>by:</i> Axis	+2 in Vietnam <i>for:</i> Japan

PTO EVENT	ETO INFLUENCE
VoN on the DEI <i>by:</i> Japan*/USA	+1 in Low Countries <i>for:</i> W. Europe/Axis
DEI = Satellite <i>of:</i> USA/Japan/Siberia	+1 in Low Countries <i>for:</i> W. Europe/Axis/Russia
VoN on Vietnam <i>by:</i> Japan*/USA	+1 in USA <i>for:</i> W. Europe/Axis

* Japanese VoNs on DEI or Vietnam also add +1 USA Influence to PTO BritEmp.

REGIONAL TECHS

- Heavy Tanks [T&T]
- Motorized Infantry [T&T]
- Rocket Artillery [T&T]
- LSTs [T&T]
- AmphTraks [CnC]
- AutoCannon AA [CnC]
- DiveBombing [CnC]
- Improved Torpedoes [CnC]

GLOBAL TECHS

- AirDefense Radar
- Naval Radar
- Sonar
- Heavy Bombers
- Jets
- Atomic Research 1-4

CROSS COMMAND & EMERGENCY COMMAND

Using their own Command Cards, Factions may move their own units in either Theater.

Allied Capitalists can also use up to half of their Commands to move Partner units located in their own Home Theater (with Partner consent).

Cross-Commanded units in a Theater where their Partner has played an Emergency Card (or NO Command card) can still Aggress and fight in all resulting Battles. Partner units subject to Emergency/No Command in such Battles absorb losses but cannot Fire or Retreat (have no Combat Action).

DoW CROSSOVER EFFECTS SUMMARY

These rules apply identically for DoWs made in either direction.

DoWs BETWEEN A MILITARIST AND ANYONE

- At War/Surprise apply in that Theater
- No external DoW Effects.

DoWs BETWEEN A COMMUNIST AND A SOLO CAPITALIST (I.E., NO CAPITALIST ALLIANCE)

- At War/Surprise apply in both Theaters.
- **DoW Effects*** apply in the Declarer's Home Theatre only.

DoWs BETWEEN A COMMUNIST AND AN ALLIED CAPITALIST (I.E., CAPITALIST ALLIANCE IN EFFECT)

- Requires a parallel DoW between the Partner Factions in the other Theater.
- **DoW Effects*** apply in both Theaters.

***DoW Effects** are:

- The VP penalty to the Declarer,
- Reduced INDCost for the victim.

Remember: Factions cannot DoW or VoN outside their Home Theater.

11.2 CROSS-COMMAND

11.21 THEATER CROSS-COMMAND

During Player Turns, all Factions can command movement of their own units in their Secondary Theater (as well as the Home Theater). Units can still only move once per Player Turn.

Example: during a Capitalist turn, the US can expend its [PTO] Commands to move US units in the ETO.

11.22 ALLIED CROSS-COMMAND

Once ALLIANCE has occurred, Capitalist Factions can expend up to half of their own Commands to move Partner units that begin movement located in their Home Theater. Partner permission is required.

Example: with a Capitalist ALLIANCE in force, WE plays a Fall B6 Command Card. It can spend up to three of its Commands to move USA units located in the ETO (US Faction permission required).

11.23 CROSS-COMMAND BATTLES

Cross-commanded units can Aggress and have Combat even in a [Secondary] Theater governed by Emergency Command (or none). However in any resulting Active Battles, Partner units that are themselves subject to Emergency Command cannot Fire or Retreat, but do absorb losses.

Example: during the Capitalist turn, Western Europe has no active Command card in the ETO. The United States Cross-Commands movement of US units in the ETO using its PTO Command card. These units can Aggress and are eligible for Combat.

12.0 REBASING

12.1 SNEAK ATTACK REBASING

For the purposes of ReBasing, Japanese ANS units making a Sneak Attack can always ReBase to the Land area from which they originated movement, even if this involves 'Sneak Movement' through Enemy or contested Sea areas back to their original starting point.

13.0 SUPPLY

Supply Lines can be traced through either Theater, but cannot be traced through Drake Passage (around South America).

14.0 WAR & PEACE

14.1 DECLARATIONS OF WAR

A Faction can only issue DoWs in its Home Theater (never in its Secondary Theater).

- **HOME SEAS VIOLATION [revision]:** a DoW is required prior to occupying (after movement) a Sea/Ocean adjacent to Rival Home Territory, unless it is also adjacent to one's own Home Territory.

14.2 DoW CROSSOVER EFFECTS

The Relationships between the Factions, and their presence in just one or in both Theaters determine whether there are any Cross-Theater effects of a DoW (see DoW BETWEEN FACTIONS table).

For these purposes, we define **DoW Effects** to be:

- The VP penalty to the declarer, and
- Reduced INDCost for the victim.

14.21 DoWs BY/UPON MILITARISTS

No crossover effects apply.

14.22 DoWs BETWEEN CAPITALISTS AND COMMUNIST FACTIONS

14.221 DoWs BY/UPON SOLO CAPITALISTS

At War status (with Surprise) applies in both Theaters, but DoW Effects only apply in the aggressor's Home Theatre.

14.222 DoWs BY/UPON ALLIED CAPITALISTS

These DoWs require a 2nd parallel DoW be simultaneously made between the Partner Factions in the other Theater. Surprise and DoWs Effects apply in both Theaters.

Note: A Capitalist Faction that becomes Allied with a Partner that is already At War (e.g., the Partner obtains 3+ Influence over it) joins its Partner's War in that Theater with no additional DoW Effects.

14.3 VIOLATION OF A CAPITALIST POWER

14.31 VIOLATION OF BRITEMP (VoBE)

Rival attack on PTO British units or entry into its PTO Territory, Protectorates or Home Seas constitutes a Violation of the British Empire (VoBE).

DoW BETWEEN FACTIONS [either way]	MILITARIST	COMMUNIST
COMMUNIST	<ul style="list-style-type: none"> Surprise in that Theater No external DoW effects 	
SOLO CAPITALIST	<ul style="list-style-type: none"> Surprise in that Theater No external DoW effects 	<ul style="list-style-type: none"> Surprise in both Theaters DoW effects apply only in the Declarer's Home Theatre
ALLIED CAPITALIST	<ul style="list-style-type: none"> Surprise in that Theater No external DoW effects 	<ul style="list-style-type: none"> Requires a parallel DoW between the Partner Factions in the other Theater DoW effects apply in both Theaters.

A VoBE immediately triggers:

- a Capitalist ALLIANCE (8.12) and
- a DoW upon the United States (if not already At War with it).

Important: a Japanese DoW on the US:

- advances the arrival of US Naval Construction units (7.123) and
- initiates US Wartime Conscription (see 7.124).

14.32 VIOLATION OF AMERICA (VoA)

Rival attack on ETO US units or entry into its ETO Territory, Home Seas *or* Canada is a *Violation of America* (VoA).

A VoA immediately triggers:

- a CAPITALIST ALLIANCE (8.12) and
- a DoW upon Western Europe (if not already At War with it).

Important: An Axis VoA:

- advances the arrival of US Rearment units (see 7.122) and
- initiates US Wartime Conscription (see 7.124).

15.0 VICTORY

Victory is generally achieved per Partnership (see scenarios for details):

Important: US DoWs cost 2 VPs.

- ECONOMIC VICTORY:** 45 total VPs between both Partner Factions. Each Partner must at least have 15 VPs.
- MILITARY VICTORY:** Partnership controls 4 Enemy Main/SubCapitals *plus all of its own*.
- ATOMIC VICTORY:** The Achieving Faction *alone* wins an Atomic Victory [its Partner does not].

- HEGEMONY VICTORY:** following completion of 1945, the Partnership with the greatest total VPs at that point wins.

[Optional: In 4-5 Player games, players playing a single Faction can double their VPs to compare with total Partnership VPs to obtain Individual Hegemony Victory.]

16.0 SCENARIOS

C+T Scenarios are defined for 3-6 players.

The positioning of maps and players, special rules, and victory conditions for each Scenario are shown on the following pages.

DoW EXAMPLES

ETO RUSSIA DoWs WESTERN EUROPE

Russia loses -1 VP and has Surprise vs Western Europe in both Theaters (i.e., also vs BritEmp India). Western Europe INDCost drops one level.

If Western Europe has CAPITALIST ALLIANCE, then Russia's PTO Partner Siberia must simultaneously DoW the United States (and DoW Effects apply in that Theater as well).

PTO JAPAN VIOLATES BRITISH EMPIRE

[Japan and USA currently at Peace, Western Europe At War with ETO Axis]

A VoBE equals a Japanese DoW on the United States (with usual DoW effects in the PTO). This immediately triggers a Capitalist ALLIANCE, so the United States immediately joins Western Europe's ETO war against the Axis (with no additional DoW Effects in the ETO).

3 PLAYER GAMES

3-PLAYER: FACTION ASSIGNMENTS & POSITIONING

- One player plays **MILITARISTS** (the Axis+Japan) and sits to the south of the T&T map. He must reach to access the Japan Production Track and Japanese units.
- One player plays the **COMMUNISTS** (Russia+Siberia) and sits to the "USSR side of the table.
- One player plays the **CAPITALISTS** (Western Europe + the United States), sitting on the "USA side of the table.

3-PLAYER: MODIFIED FACTION TURN ORDER (OPTIONAL)

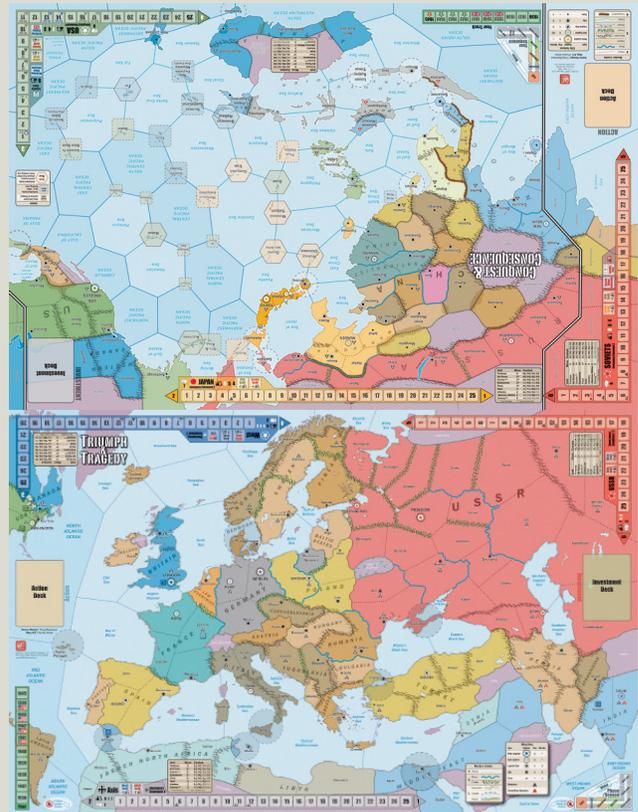
- Roll turn order for the ETO.
- For PTO Turn Order add "2" to the ETO. In this way, Production and Government phases can be played at by a different player at the same time = a faster game)

3-PLAYER GAME VICTORY CONDITIONS

- **PARTNERSHIP ECONOMIC VICTORY:** a Partnership wins immediately with **45** total VPs at any New Year Victory Check. Each Partner must have at least 15 VPs.
- **PARTNERSHIP MILITARY VICTORY:** a Partnership wins immediately if it controls **4** Enemy Main/SubCapitals plus all its own.
- **FACTION ATOMIC VICTORY:** a player wins immediately if either of his Factions Achieves an Atomic Victory.
- **PARTNERSHIP HEGEMONY VICTORY:** if the game finishes at New Year 1946, the Partnership with the greatest total VPs at that point (disregarding Blockade effects) wins.

NORTH POLAR MAP SETUP

On a 3' x 4' or larger table place the CnC map inverted above the TnT map to, in a "North Polar" orientation.



Using this Polar map orientation, the **COMMUNIST** player sits to the "USSR" side of the table, the **CAPITALIST** player sits at the "USA" side of the table and the **MILITARIST** player sits at the "Sahara" end of the table.

The **CAPITALISTS** and **COMMUNISTS** have excellent access to their tracks and normal access to their units (India is a reach for the **CAPITALISTS** as usual).

The **MILITARIST** player has excellent access to his Axis units and tracks but must reach for the Japanese track and units (especially those in the South Pacific).

Note: Alternately, depending on table availability, players may prefer a Long Table map setup (see 6-Player Games) but this will require the Communist player to shuttle from one end of the table to the other.

4 PLAYER GAMES

4-PLAYER GAME: FACTION ASSIGNMENTS & POSITIONING

- One player plays the **MILITARIST AXIS** Faction.
- One player plays the **MILITARIST JAPAN** Faction.
- The **MILITARISTS** sit at opposite ends of the table. The Axis sits at the "Sahara" end and Japan sits at the "Australia" end.
- One player plays the **COMMUNIST** Partnership (both the **Russia and Siberia** Factions). The Communist player sits on the "USSR" side of the table.
- One player plays the **CAPITALIST** Partnership (both the **Western Europe and United States** Factions). The CAPITALIST player sits at the "USA side of the table.

4-PLAYER GAME VICTORY CONDITIONS

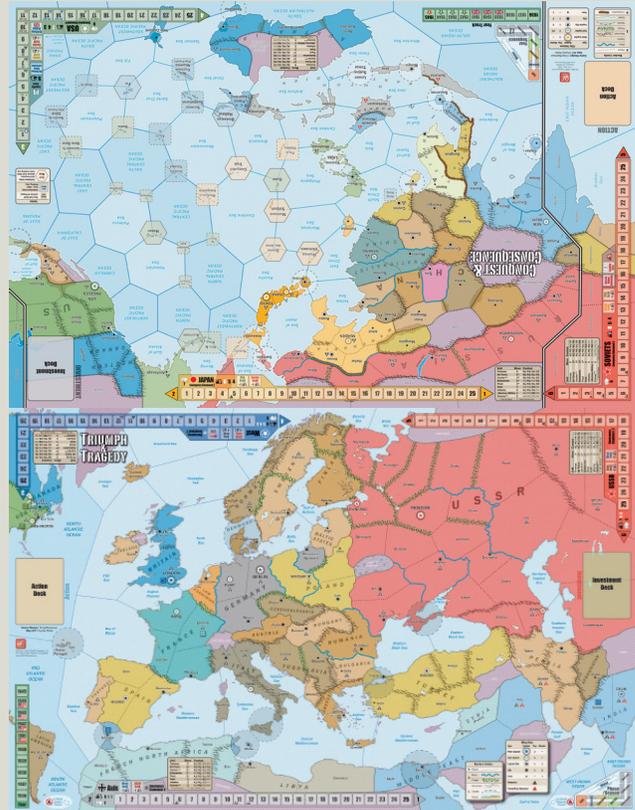
- **PARTNERSHIP ECONOMIC VICTORY:** a Partnership wins immediately with **45** total VPs at any New Year Victory Check. Each Partner must have at least 15 VPs.
- **PARTNERSHIP MILITARY VICTORY:** a Partnership wins immediately if it controls **4** Enemy Main/SubCapitals plus all its own.
- **FACTION ATOMIC VICTORY:** a **Faction** wins immediately if it Achieves an Atomic Victory (its Partner Faction does *not* win).
- **PARTNERSHIP HEGEMONY VICTORY:** if the game finishes at New Year 1946, the Partnership with the greatest total VPs at that point (disregarding Blockade effects) wins.

MILITARIST INDIVIDUAL VICTORY [OPTIONAL]

- **INDIVIDUAL ECONOMIC VICTORY:** the **AXIS** or **JAPAN** wins immediately with 25 total VPs at any New Year Victory Check.
- **INDIVIDUAL HEGEMONY VICTORY:** Players playing Axis or Japan **double** their VPs to compare with Partnerships.

NORTH POLAR MAP SETUP

On a 3' x 4' or larger table place the CnC map inverted above the TnT map to, in a "North Polar" orientation.



The Polar map orientation works excellently for 4-Way games.

The **COMMUNISTS** all have excellent access to their units and tracks.

The **CAPITALISTS** have good access to their units and tracks though the track printing is sideways.

AXIS access is perfect and **JAPAN'S** unit access is good but its track is on the opposite map-edge and upside down.

** Print-and-play standalone Japan Tracks for placement off-map in front of the Japan player are available from the designer.*

5 PLAYER GAMES

5-PLAYER GAME: FACTION ASSIGNMENTS & POSITIONING

- One player plays the **MILITARIST AXIS** Faction. The Axis player sits at the "Sahara" end of the table.
- One player plays the **MILITARIST JAPAN** Faction, sitting at the "Australia" end of the table.
- One player plays the **COMMUNIST Partnership** (Russia+Siberia) and sits on the "USSR" side of the table).
- One player plays the **CAPITALIST WESTERN EUROPE** Faction and sits on the "USA" side of the table on the T&T end.
- One Player plays the **CAPITALIST UNITED STATES** Faction and also sits on the "USA" side of the table, but on the CnC end.

5-PLAYER GAME VICTORY CONDITIONS

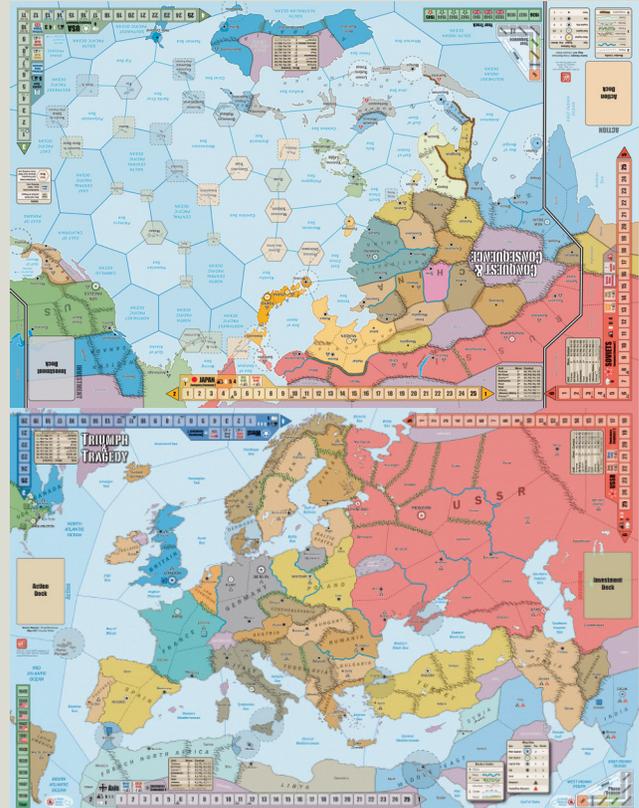
- **PARTNERSHIP ECONOMIC VICTORY:** a Partnership wins immediately with **45** total VPs at any New Year Victory Check. Each Partner must have at least 15 VPs.
- **PARTNERSHIP MILITARY VICTORY:** a Partnership wins immediately if it controls **4** Enemy Main/SubCapitals plus all its own.
- **FACTION ATOMIC VICTORY:** a **Faction** wins immediately if it Achieves an Atomic Victory (its Partner Faction does *not* win).
- **HEGEMONY VICTORY:** if the game finishes at New Year 1946, the Partnership with the greatest total VPs at that point (disregarding Blockade effects) wins.

MILITARIST INDIVIDUAL VICTORY [OPTIONAL]

- **INDIVIDUAL ECONOMIC VICTORY:** the AXIS or JAPAN wins immediately with 25 total VPs at any New Year Victory Check.
- **INDIVIDUAL HEGEMONY VICTORY:** Players playing Axis or Japan **double** their VPs to compare with Partnerships.

NORTH POLAR MAP SETUP

On a 3' x 4' or larger table place the CnC map inverted above the TnT map to, in a "North Polar" orientation.



The Polar map orientation works well for 5-Player games.

The COMMUNISTS have excellent access to their units and tracks.

The CAPITALISTS have good access to their units and tracks though the track printing is sideways.

AXIS access is perfect and JAPAN'S unit access is good but its track is on the opposite map-edge and upside down.

* *Print-and-play standalone Japan Tracks for placement off-map in front of the Japan player are available from the designer.*

Note: the Long Table - USSR Join map arrangement also works well for 5 players, depending on table size and player preference. See the 6-Player Map Setup.

6 PLAYER GAMES

6-PLAYER GAME: FACTION ASSIGNMENTS & POSITIONING

- One player plays the **MILITARIST AXIS** Faction, sitting on the west side of the table at the western end of the T&T map.
- One player plays the **MILITARIST JAPAN** Faction, sitting at the east end of the table at the eastern end of the CnC map.
- One player plays the **COMMUNIST RUSSIA** Faction, sitting on the north side of the table toward the T&T map end.
- One player plays the **COMMUNIST SIBERIA** Faction, also sitting at the north side of the table toward the CnC map end.
- One player plays the **CAPITALIST WESTERN EUROPE** Faction, sitting on the south side of the table toward the T&T map end.
- One Player plays the **CAPITALIST UNITED STATES** Faction, sitting on the south side of the table toward the CnC map end.

Note: the Polar map arrangement also works well for 6 players, depending on table size.

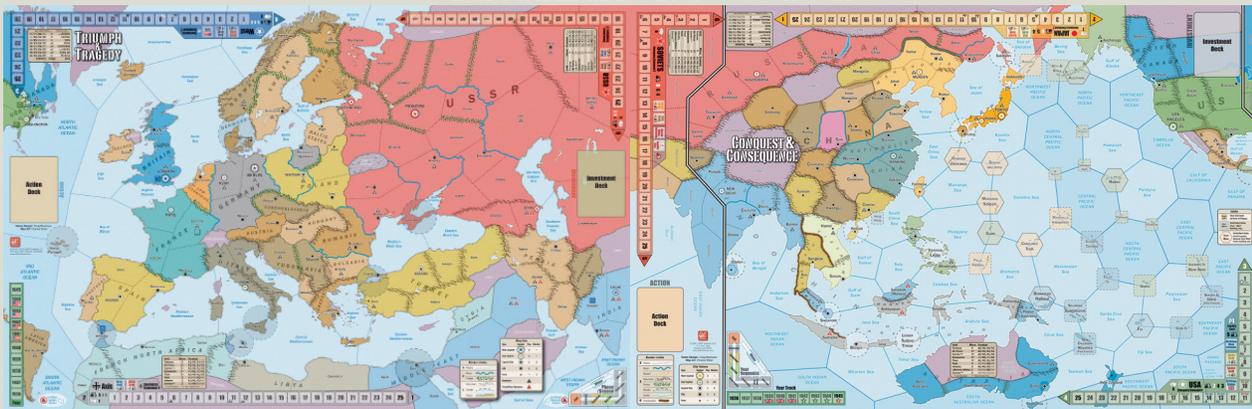
6-PLAYER GAME VICTORY CONDITIONS

- **PARTNERSHIP ECONOMIC VICTORY:** a Partnership wins immediately with **45** total VPs at any New Year Victory Check. Each Partner must have at least 15 VPs.
- **PARTNERSHIP MILITARY VICTORY:** a Partnership wins immediately if it controls **4** Enemy Main/SubCapitals plus all its own.
- **FACTION ATOMIC VICTORY:** a **Faction** wins immediately if it Achieves an Atomic Victory (its Partner Faction does *not* win).
- **HEGEMONY VICTORY:** if the game finishes at New Year 1946, the Partnership with the greatest total VPs at that point (disregarding Blockade effects) wins.

MILITARIST INDIVIDUAL VICTORY [OPTIONAL]

- **INDIVIDUAL ECONOMIC VICTORY:** the **AXIS** or **JAPAN** wins immediately with 25 total VPs at any New Year Victory Check.
- **INDIVIDUAL HEGEMONY VICTORY:** Players playing **Axis** or **Japan** **double** their VPs to compare with Partnerships.

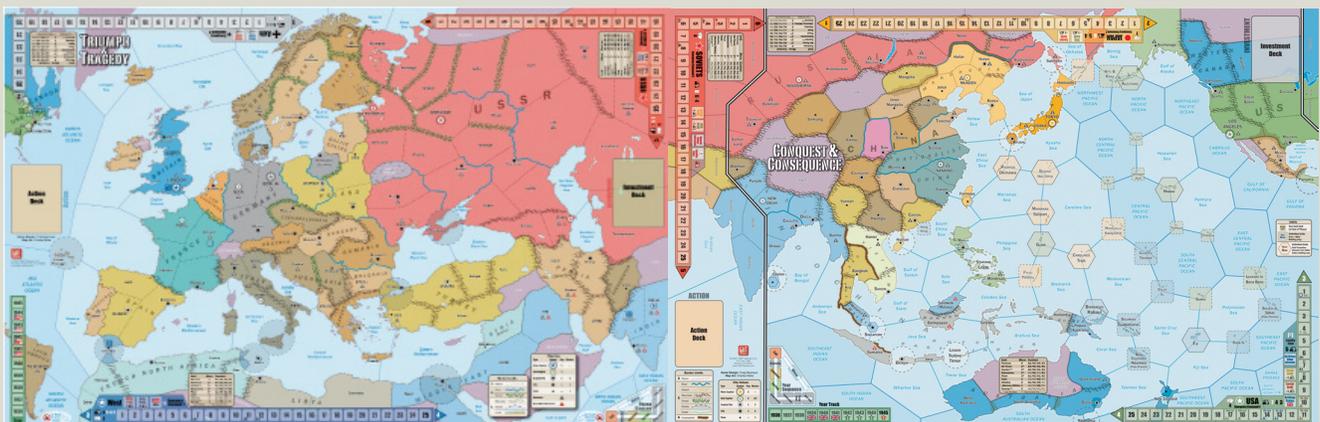
LONG TABLE MAP SETUP -- USSR JOIN



This map setup has the **COMMUNISTS** at the north, the **CAPITALISTS** to the south, and the **MILITARISTS** playing from the ends.

The **COMMUNISTS** have excellent access to their tracks and blocks. The **CAPITALISTS** have excellent access to their blocks but the West track is upside down on the far map edge. The **MILITARISTS** have decent access to their blocks, but their tracks are sideways.

NOTE: Print-and-play track overlays reversing the Axis and West Production tracks as below are available from the designer.



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DESIGNER'S NOTES

This *Conquest and Tragedy* rules set is the product of several years of development, including a major redesign amalgamating the worldwide territories of both the United States and Britain/France into unified "national" Capitalist Factions. This was a complicated and difficult process, inspired by and developed in cooperation with Marten Raadsveld.

These two new roles, Western Europe and the United States, are *not* identical to playing the West in T&T and the USA in CnC, and should not be thought of as such. Things have also changed somewhat for the ETO USSR and PTO Soviet Factions.

The United States

Economically, the United States gains the additional POP/RES of the Eastern US (+3 POP/4 RES) but loses access to the BritEmp's 6 POP/6 RES that it usually can get in CnC. It can regain use of BritEmp Australasia's 2 POP/4 RES when CAPITALIST ACCORD is in place (i.e., both Capitalist Factions have 1+ Influence over the other). But it *never* gains use of the remaining BritEmp 4 POP/2 RES that it easily gains in CnC with one Influence on BritEmp.

Militarily, the US gains 3 POP-based Start Cadres in Washington and New York not present in T&T to go along with the defensive Forts there, losing 3 StartCadres from its Pacific coast in compensation. However, like BritEmp forces in CnC, USA forces in the ETO (its "Secondary Theater") are Restricted to ETO Home Territory/Seas until CAPITALIST ALLIANCE occurs, which (barring Rival Aggression) is not likely to be achieved quickly or easily, as it requires significant Diplomatic effort (*both* Capitalist Factions must have 3+ Influence over their Partner). *Note:* US Home Theater [PTO] forces are not so Restricted.

Also unlike in CnC, the US has *no* Command over PTO BritEmp forces until CAPITALIST ALLIANCE is formed. **Prior to ALLIANCE**, PTO BritEmp forces are solely under Western Europe command, and US units **do not have** the ability the had in *CnC* to trace Supply to New Delhi, making US force projection into to the southwest Pacific (e.g., the DEI) a bit trickier. **The Capitalists can benefit greatly from cooperation on unit movement and Command in their respective Theaters.**

Western Europe

Similar changes apply to Western Europe as compared to the "West" in T&T, Economically, it loses any prospect of ever being able to use the US-East's 3 POP/4 RES that in T&T they could access with just +1 US Influence. Of the PTO BritEmp POP/RES that could provide compensation, only East India's 4 POP/2 RES *ever* become available to it, and only when a CAPITALIST ACCORD is in effect (i.e., +1 Influence between the Capitalists in *both* directions). Rivals will naturally try to prevent this diplomatically.

Western Europe does gain a major advantage compared to the West in T&T in that [Axis] Blockade becomes more difficult due to the redefinition of the North Atlantic as a US Home Sea. Axis **occupation** of the North Atlantic thus now constitutes a Violation of America, a serious game changer provoking immediate CAPITALIST ALLIANCE, war with both members, and advanced arrival of "free" US Rearmament and Wartime Conscription units. Note that the arrival of these "free" US units is *not* advanced by ALLIANCE alone, a VoA or DoW on the US is required.

Militarily, Western Europe gains control of its 8 PTO BritEmp units, which although Restricted within the PTO (Secondary Theater) until ALLIANCE, can be pre-positioned for defense of ETO territories (e.g., the MidEast), provided PTO weakness can be accepted.

The Soviet Union

There are also changes for the Communist Factions as compared to the standalone games. Each retains independent control within its own Theater, but being in ALLIANCE they can now 1) transfer PPs to each other (and do so securely due to their internal Trade Routes), and 2) send each other units (which then become completely under recipient control). Both changes improve Soviet ability to defend either single Theater under attack, but in compensation the 4 Russian Reserve units that arrive following a DoW on the PTO Soviets

DESIGNER'S NOTES

The Militarists

For the Axis and Japan there are few differences. They still have the same motivations and problems they had in T&T and CnC: the need to expand, the shortage of RESources and initial INDustrial / military advantages that cannot be expected to last.

Their relationship is ACCORD, which theoretically allows PP transfers, but maintaining a Trade Route between Berlin and Tokyo seems unlikely. They can send units into the opposite Theater, but Supply must still trace back to a Home Theater Supply Source and Command of these units cannot be transferred to the Partner.

However, they *can* cooperate (like all Partners) regarding Tech Sharing (9.31), and most importantly by coordinating a **Global Strategy** for joint Victory, either Economic (45 VPs total between them) or Military (4 Enemy Main/Sub Capitals controlled). In both Theaters the Militarists have initial advantages so joint strategic planning can be most beneficial.

Group Play

Scenarios and rules are provided for C+T play by 3, 4, 5 or 6 players. It should be noted that when Partner Factions are separate players, they can both play simultaneously in their own Theaters, speeding up gameplay considerably.

Craig Besinque

GLOSSARY (NEW TERMS)

ACCORD: an economic relationship between two Partner Factions that allows them to share Production to an extent.

ALLIANCE: a military relationship between two Partner Factions that allows full military cooperation between them.

ALLIED CAPITALIST: a Capitalist Faction that has an Alliance.

AUSTRALASIA: that part of the PTO BritEmp consisting of Australia and Malaya (Singapore, Malacca & Sarawak)

CnC: *Conquest and Consequence*.

C+T: *Conquest and Tragedy*, the combined game of *T&T* and *CnC*.

CROSS-COMMAND: the ability of a Faction to command its own units located in its Secondary Theater, or to control Allied units located in its Home Theater.

EAST INDIA: that part of India in the PTO.

GLOBAL TECH: a Technology present in both *T&T* and *CnC*

HOME THEATER: the Theater containing a Faction's MainCapital.

HOME SEA: a Sea or Ocean adjacent to a Faction's Home Territory.

INDEPENDENCE: the status of a Faction that has neither an Accord nor Alliance relationship with its Partner Faction.

LEND LEASE ROUTE: a Trade Route between the MainCapitals of two Partner Factions.

PARTNER FACTION: a Faction with which relationship is possible.

REGIONAL TECH: a Technology that is present only one of *T&T* and *CnC*, not in both.

RELATIONSHIP: the degree of cooperation existing between two Partner Factions.

RUSSIA: the ETO Faction of the Soviet Union.

SECONDARY THEATER: the Theater not containing a Faction's MainCapital

SIBERIA: the PTO Faction of the Soviet Union.

SOLO CAPITALIST: a Capitalist Faction with no Alliance

SOVIET UNION: the Alliance of Russia and Siberia.

T&T: *Triumph and Tragedy*.

USA: the Great Power consisting of the US-East and US-West.

UNITED STATES: the Faction consisting of the USA plus Nationalist China.

US-EAST: that part of the USA in the ETO

US-WEST: that part of the USA in the PTO

WESTERN EUROPE: the Faction consisting of ETO Britain and France plus the PTO BritEmp.

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11.2

Global Tech