

By Rodger B. MacGowan ©2018

Playbook

by William Terdoslavich and Scott Muldoon

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GMT Games, LLC • P.O. Box 1308, Hanford, CA, 93232-1308 • www.GMTGames.com

This is the "Living Playbook" document for the game. It includes updates and clarifications to the game's original Playbook. To aid readability, updates and clarifications of significance are indicated in blue text.



A. How to Survive Cataclysm

You've opened the box, pored over the map, and maybe punched out the pieces. Now you want to know how the heck you play this thing. Well, we've got your back.

This article is an introduction to the concepts of **Cataclysm**. You'll get an overview of the mechanics and we'll share some thoughts about how things fit together and how to apply your strategy through the rules.

Next, check out the *Comprehensive Example of Play* in Section B. You'll get to see these concepts in action and get a better idea of the flow of play.

After that, we recommend you grab a friend and try out the introductory *Days of Decision* scenario (C.2), to explore the most important aspects of **Cataclysm** in a limited environment. You should be able to finish in a couple of hours. We designed the scenario to be fun even after you know what you're doing, so it's worth coming back to if you need a quick fix.

I know, I know, you want to dive into the whole shebang right away, and we love you for it, but you really should consider playing a couple shorter scenarios first. Then, when you're ready to tackle the full monty, the standard *Cataclysm* scenario is where it's at. We designed the game to provide the complete panoply of experience from the appointment of Hitler as Chancellor to the dropping of the atomic bombs on Japan.

For now, though, strap in and prepare for **Cataclysm!**

Grand Strategy

Not Your Father's Panzer Pusher

Many of you are coming to **Cataclysm** with previous experience playing traditional board wargames about World War II. Chances are you've played *Third Reich*, *World in Flames*, *Krieg!*, *Barbarossa to Berlin*, *Europe Engulfed*, et cetera. We've played them, too; they're fun games, and well designed in their own right. They are all strategic in scope, but more operational in attitude, dealing with war at the army or corps level.

Cataclysm is unapologetically a game of grand strategy. You have to change your point of view; you are not playing a general or field marshal in charge merely of military matters. You are the head of state, with no need for detailed knowledge of what makes up an army, fleet, or air force. **Cataclysm**'s pieces have no factors. When it comes to your forces, all that matters is whether you have them and where. You cannot know with certainty what the outcome of an offensive will be. There is no Combat Results Table, no chance to "min-max" the optimal move with just the right factors in the right place, rolling on the best odds column.

We encourage you to think in broad terms about controlling resources and border states. We want you to worry about the perception of power as the arms race plays out. The map has been drawn to fix your attention on political boundaries, with "adverse terrain" acknowledged as a combat modifier. Resources are highlighted to draw your eye. In short, we are trying to replicate the way many leaders thought at a grand scale throughout the 1930s without the benefit of hindsight.

A turn in **Cataclysm** is two years. With all the action (political, economic, and military) mediated through chits pulled from the action cup, you can never be entirely sure when your stuff will come up. You can use the reserve to preemptively act at a time of your choosing, but you cannot dictate all opportunities. There is no "I go, you go" format; you go when the action cup dictates it.

This extra layer of mediation means you will usually have to think a turn ahead. You must adopt a strategy, and then build the forces needed to carry it out. Each power's counter mix corresponds approximately to what they fielded, plus a few extras to allow for exploring alternate strategies. What if Japan emphasized armored forces? What if Russia had a larger navy, even carriers? What if France eschewed fortifications? **Cataclysm** is agnostic on these questions. Just because the historical belligerents did not pursue these ends does not foreclose your opportunity to do so. Of course, there may be valid reasons that the historical leaders of these countries chose the strategies that they did...

You will manage the military economy to support your war effort. You must cultivate political support at home, as continuous build-up and mobilization will erode public confidence. And you must direct your diplomatic efforts to "set up the board" to your best advantage.

Most importantly, you must weigh the decision to go to war very carefully. Timing is paramount.

Cataclysm is relatively easy to learn, but hard to play. Every choice you make has an opportunity cost; doing one thing in one place may leave you without resources to do a second thing someplace else. Luck can be a friend or an enemy.

Everything is uncertain, and victory is never assured.

Your Military Economy

Care & Feeding of the Beast

Most World War II games give the players some freedom over their military production, choosing what kind of units to build. **Cataclysm** takes this a step further. Once you have a sense of your grand strategy, you have three aspects to consider: commitment (the strength of your military economy versus the effect on your government's stability), force pool (your order of battle) and offensives (moving units around and attacking). All of these require forward planning, making sure you have the resources available to build the units you need to do the things you must.

Commitment in **Cataclysm** is a measurement of how much of a power's economy is allocated to the military. It progresses in stages from civilian, through rearmament and mobilization, to total war. Each level of commitment gives greater efficiency in production and attack, but comes at a price on the home front—the increasing likelihood that your power's stability will be tested by popular discontent.

Pacing your commitment is an important part of steering your ship of state through the pre-war shoals; many a playtester foundered on public backlash against militarism (and strain on the general economy) without results. Escalating your commitment will not be overlooked by your natural enemies, giving them the political capital they need to react to your increasing threat.

Although each power in **Cataclysm** has a sizable mix of units to choose from, the infrastructure to build, train, and then maintain those units is limited by the force pool. That limit increases concurrently with your commitment.

If you plan to conquer neighboring states, land forces will be sufficient; you can ignore building up your navy to concentrate on fielding armies and air forces. If you can swing an armor upgrade, all the better. But if you need to get an army to a hostile shore, you will need at least a fleet or two. If you need to control a sea or ocean, you will need carrier upgrades and a steady flow of naval reinforcements. You go to war with the forces you have, after you've spent a turn or two planning to build them.

For example, if you are playing Germany and it is 1939, you may be planning an invasion of Russia in 1941. You are already busy taking out France, but you make it a point to budget some of your resources for your upcoming invasion. Add a second tank army to your line-up, build more air forces to ensure air superiority where you need it, and be sure to have a logistics unit handy to support that push on Moscow. All of these need to be in your force pool in 1939 if you want to have them ready for 1941.

What good are all these forces if you can't use them? If your military is an engine, then offensives are the fuel. Each offensive provides one or more military actions needed to move your units and attack your enemy.

Offensive markers represent the replacements, supplies, and reinforcements that flow to forces on the attack. This abstraction allows the number of units in play to remain a mere handful, making the gain or loss of each unit consequential.

When your state upshifts commitment to mobilization or total war, you will get some free offensives to get things moving. Unless you are very lucky, those free offensives will not be sufficient—you will have to plan on converting some resources to offensives to supplement your strategy.

Look at the map and try to count how many attacks you need to take an area or country. Plan on producing one offensive per attack. At higher commitment levels each offensive is worth two or three actions (so you can try again) or you can apply those extra actions to add directly to your combat roll to sway the odds in your favor (the Eisenhower approach).

Also, be aware that a single deploy action allows you to reallocate all your units on the board. When you are done attacking in one direction, you can redeploy units to prepare for your next attack in a different direction.

One common mistake made by new players is purchasing too few offensives, especially during that crucial stage where the pieces are set and war is imminent. Using maneuvers to convert flags into military actions is pretty anemic. Offensives are fists that punch, not fingers that poke.

Lastly, it cannot be forgotten that offensives can be used to supplement your production with mid-turn builds. If you need an army or air force in a hurry, convert a military action to a build and toss the unit into the action cup. This can save your hide in the nick of time.

Preparing for War

Release the Hounds

Pay attention to your economic commitment. Every time you escalate, you expand your force pool by a few pieces. This can turn into an arms race against your fellow players. That's fine; just be sure you will win the race. Try to stay one level of commitment ahead of your competitors.

When you go to mobilization, you get free offensives. This can be a tremendous advantage, as you can attack with die roll modifiers in your favor. But also be aware that when you mobilize, you are committing to war. Don't build up fierce arrays of armies, navies and air forces and then expect to coast to victory. You won't cow anyone into submission and you will be putting political and economic strain on your power's stability. To build up a mighty force and do nothing is to take counsel of your fears; you will only defeat yourself.

Instead, once you think you're ready for a fight, you may want to try to get your enemies to declare war on you. Declaring war gives political capital (a flag) to the unfortunate victim. Opening with a sneak attack doubles that; against an alliance, the political backlash

is even worse. Take smaller nations and threaten the larger ones. Declaring war against you is how they are forced to stop you. Take the first shot if you must, or if you have an opportunity to knock out a power in one blow.

Diplomacy

The Ins & Outs of Geopolitics

Eddie Izzard was right: it comes down to the clever use of flags.

Diplomacy is the tool you use before war to improve your position on the board. Each country you place a cube in counts as a victory point towards your final score. You can move an army in to protect your investment, and set yourself up for future offensives. You control that country's resource, if any, so you can spend it to pay for your force build-up.

The map is politico-economic in its presentation, not operational as you would find in a traditional hex-based or point-to-point wargame. Well-placed control opens up possibilities and creates opportunities. But be aware that extending your sphere of influence will usually violate the interests of other powers, giving them flags and creating possibilities and opportunities for them as well. If you are managing a build-up and need to stay ahead of your opponents, giving them too many flags will allow them to keep up with or even surpass you, negating your advantage. Be cagey first of all, then bold when you must be. Being reckless only empowers your adversaries.

Alliances also deserve close attention. When you are a single power fighting an alliance, you fight outnumbered. Allies can combine forces and use offensives cooperatively. They also gain flags together when you act against them.

Stability

Guns and/or Butter

You cannot ignore the stability track. Stability measures the political and economic strain your state suffers as you escalate your commitment from civilian to total war. You cannot sustain high commitment forever, and it's a one way trip, so be quick in your conquests. You can win overseas and lose the war at home if you let your stability drift downward from wavering to unstable. At that point, there is no more cushion; blow a stability test and you go into collapse—your state may even drop out of the war, its commitment exhausted. Spend flags on propaganda to increase your stability, topping it at steady if you can. The lower your stability goes, the more risk you take to fight your war.

Alliances

Keeping Your Friends Close

The Russian player never has to worry about alliances—Communism has no friends. But the Fascists and Democracies can form alliances within their ideologies, and this is nearly always a good move.

You always use the weaker power's effectiveness when making the check to establish an alliance. You need to play a flag from each power at the same time to do this, all but one of them necessarily from the reserve. In the early game, it pays to keep a flag in reserve to exploit the opportunity to form an alliance should one arise. Adding a third power to an existing alliance is not as difficult, since only a flag from the joining power must be spent in the attempt. Timing your flag use is paramount, especially for the Democracies who are burdened with *Status Quo* early in the game, making their flags especially scarce.

In the early game, an alliance can bolster your political position. All those French-leaning countries in Eastern Europe are soft targets for aggressive German diplomacy, and France's anemic effectiveness makes any meaningful response difficult. But with a British alliance, the United Kingdom shares interests with France and will earn flags as well when Germany meddles about. Similarly, Italy is a fragile power that can benefit from tying their fortune more directly to Germany's.

Once fighting is under way, it is important to note that allies can co-occupy areas. This flexibility counts for much, since one power can shore up another in a pinch. It is not unusual to find British and French armies and air forces defending Paris together. This comes in handy if France has suffered a previous defeat or fallen behind in the arms race leading to war.

Let Me Explain

No, There Is Too Much; Let Me Sum Up

In the end, every game of **Cataclysm** is an outlier. You cannot count on any particular strategy or gambit to work, and the systems have been designed to throw monkey wrenches into everyone's best-laid plans.

This is not to say you cannot plan at all. In fact, the opposite is true. You must always have an eye on your ultimate goals and the steps necessary to achieve them: the right mix of forces, the right management of your economy and stability, and the canny timing to apply all of it to further your ends. Playing by the seat of your pants will quickly find your power at the bottom of the heap. But do not despair—there is always an opportunity to turn the tables in **Cataclysm**, until the final chit has been pulled.

B. Comprehensive Example of Play

What follows is an illustrated example of play of the Days of Decision scenario by the designers, starring William Terdoslavich as the **Democracies** (France and the United Kingdom) and Scott Muldoon as the **Fascists** (Germany and Italy). William and Scott collaborated on neutral comments in grey italics to highlight special mechanics or strategic thinking.

William and Scott get out the European map, the Records Display, the Power Cards for France, Germany, Italy, and the United Kingdom, and the Special Rules Cards for the Democracies and Fascists. They set up their initial counters according to the text of C.2, then begin with the Administration Phase of the 1937-38 Turn.



Map of Europe at the start of scenario C.2 Days of Decision.

1937-38

Administration Phase

Both players perform administrative functions according to the sequence of the Administration Phase. If needed, they resolve each power's activities in increasing effectiveness order (in this case, France > Italy > United Kingdom > Germany).

1. Distribute turn track counters

The four *Crisis* markers and the *Civil War Resolution* marker are added to the Action Cup. The following counters start in their power's production holding box: a French flag, a French fortress, an Italian fleet, two British flags, and a German flag.

Each power has a production holding box on their status card, to help keep their counters organized during the administration phase.

2. Gain flags

 **France** chooses to not gain a flag (*Status Quo*).

 **Italy** gains its *Il Duce* flag, moving it from the available markers box to the production holding box.

 The **United Kingdom** chooses to not gain a flag (*Status Quo*).

 **Germany** gains two flags (*Night of Long Knives*), moving both from the available markers box to the production holding box.

Here we see the political advantages the Fascist powers have as revisionists with relatively firm control over popular opinion. France and the United Kingdom are forced into a reactive posture while under the Status Quo special rule. Though they could risk public reaction (a stability test) to be proactive, William considers the risk too heavy at this early stage.

3. Production

 **France** collects two resources (Paris, Provence) and converts them to two builds, then constructs one fleet (using the *Dreadnought Refit* discount). The fleet is placed on the turn track for 1939-40, and the *Refit* marker is removed from play. France also constructs one air force, moving it from the French available force pool to its production holding box, along with the flag and fortress already there.

The Dreadnought Refit markers are unique to France and Italy. These counters represent the WWI dreadnoughts in their navies that were historically refitted to WWII specifications. This is a cheap and easy way to add another surface fleet to the navy. Note that fleets don't go into the action cup when constructed, but are instead delayed a turn.

 **Italy** collects one resource (Lombardy) and converts it to one build, then constructs one army, moving it from the Italian available force pool to its production holding box.

 The **United Kingdom** collects two resources (London, Canada) and converts them to two builds, then constructs one army upgrade, moving it from the British available force pool to its production holding box.

William is choosing quality (an upgrade) over quantity, sensible considering the limited force pool options the United Kingdom has until mobilization. Note that neither Democracy collects resources outside of their home areas, as Status Quo prohibits this.

 **Germany** collects two resources (Berlin, Ruhr) plus two limited resources (Ruhr, Sweden) and converts all of them to four builds. The limited *Ruhr* and *Sweden* resources are removed from play. Germany uses the four builds to construct two submarine packs, one army, and one air force, moving them from Germany's available force pool to its production holding box.

*Scott chooses to burn both of Germany's limited resources, a move that is more aggressive than efficient. Waiting until after mobilization to use those resources makes them more valuable (doubling or tripling their value), but their rewards come later as well. Timing in *Cataclysm* is important.*

4. Final disposition of production counters

The four powers clean out their production holding boxes, choosing what to hold in reserve.

 **France** retains the flag in reserve and places the fortress and air force in the action cup.

 **Italy** retains the fleet in reserve and places the army and *Il Duce* flag in the action cup.

 The **United Kingdom** retains one flag in reserve and places the other flag and army upgrade in the action cup.

 **Germany** retains the air force in reserve and places three flags, two submarine packs, and one army in the action cup.

Each power can only keep one counter in reserve.

Scott chooses critical units for reserve, so they can be played at the start of the turn. Another aggressive move that leans toward a military solution.

William's choice to have both Democracies retain flags points to an early attempt at alliance, a high-risk, high-reward strategy.

With the administration phase complete, the players turn to the heart and soul of the game—the Action Phase.

Action Phase

Before any counters are drawn, powers are able to interrupt—with Germany (the highest effectiveness) having the first option. Scott acts to get his reserve units on the map as soon as possible.

INTERRUPT: German air force

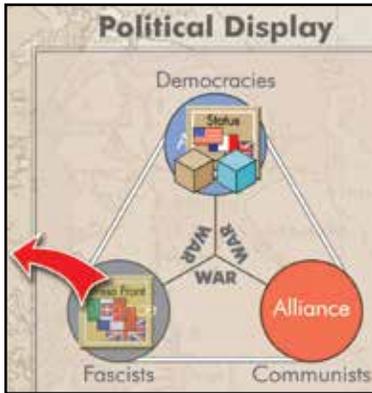
Germany places air force in Ruhr.

This is a classic example of interrupt play from the reserve. Germany placed an air force in reserve instead of putting it in the action cup. Taking advantage of its higher effectiveness rating (3), Germany interrupts play to go first.

An interrupt is the best way to assure an asset gets where it is needed in the nick of time, and a rare opportunity for the players to assert control over events.

Scott would love to interrupt with Italy and get its fleet in play, but no ideology can intentionally play twice in a row. William decides to interrupt, himself.

🇬🇧 **INTERRUPT: British flag**



Formation of the Franco-British alliance ends Stresa Front.

The United Kingdom plays their flag from reserve to attempt an alliance with France (France also plays a flag from reserve); effectiveness 1: (6) = success. A British and a French cube are placed in the Democratic alliance circle on the political display.

Germany receives a flag (reserve). Italy receives a flag (action cup). Stresa Front is removed from play.

If two major powers want to form an alliance, both powers must play a flag simultaneously (meaning at least one flag must be from reserve). The effectiveness check for the political action is made using the lowest effectiveness of attempting powers, France's 1 in this case.

An effectiveness check always needs a result of 5 or better to succeed, so the roll of 6 on one die is fortuitous for William. An early Franco-British alliance is a strong play and will have powerful ripple effects for the remainder of the scenario. Scott may have to be more cautious about provoking the Democracies.

Had France rolled less than a 5, the action would have failed, but both France and the United Kingdom would have earned a failed action bonus on a subsequent alliance attempt.

The Franco-British alliance is a provocation to Germany and Italy, and each gains a flag. The formation of the alliance also breaks the Stresa Front that Mussolini had organized to contain Germany. Germany and Italy no longer need to consider each other's feelings when taking political actions.

🇮🇹 **INTERRUPT: Italian fleet**

Italy places fleet in Rome.

With no power holding anything in reserve, normal play now resumes with players pulling counters out of the action cup, one at a time. The first pull is...

🇩🇪 **German flag**

Germany attempts diplomacy against Benelux; effectiveness 3, -1 resistance: (3-1-1) = failure.

Benelux is a good target for Germany because it puts them within striking distance of Paris, gains them a limited resource, and a minor army that can defend its area. The -1 penalty on the attempt due to the country's resistance is not too difficult to overcome for Germany's effectiveness of 3, but Scott's dice let him down.

Note that a failed Diplomacy action does not give the acting power a failed action bonus for future attempts, nor is it a provocation to anyone.

Crisis (first)

(4-1) Peacetime: Soviet Political Crisis. No effect in this scenario.

Coincidentally, a second Crisis marker is immediately drawn.

Crisis (second)

(6-3) Peacetime: Balkan Pact.

France must roll for Rumania; effectiveness 1: (5) = no change.

Crisis markers provide a political context beyond the control of the players. In this case, France's agreements with Rumania were tested. Had France failed, it would have removed its cube from Rumania and lost one victory point. William dodges a bullet as his dice remain hot.

🇩🇪 **German submarine pack**

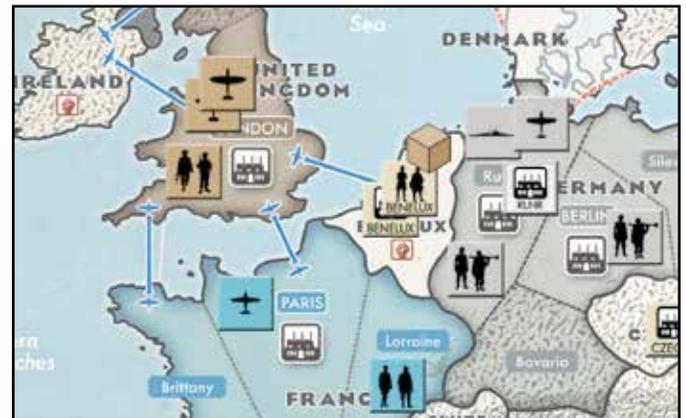
Germany places submarine pack in Silesia.

🇬🇧 **British flag**

The United Kingdom attempts diplomacy against Benelux; effectiveness 2, -1 resistance: (6-5) = British cube placed in Benelux.

Germany receives a flag (action cup).

UK victory points increase to 3 (total Democracies 6 to Fascists 3).



The United Kingdom provides guarantees to Belgium and the Netherlands.

William snares Benelux with British diplomacy, a good move. But Benelux borders Germany, which means Berlin is provoked and receives a flag.

Provocation is a constant in Cataclysm. Almost any action that benefits your power will provoke a reaction from opposing powers, giving them the political capital they need to respond.

 **German home front**

German stability test; effectiveness 3: (4-2-1) = stability decreases to unstable.

Germany declines deployment.

A power's Home Front marker represents domestic political reaction to your policy. If you blow this test, your stability declines. If it hits collapse, your government falls. Powers that collapse while at peace will see their foreign reputation tested (with loss of control over countries). Collapse while at war and you must offer your enemy an armistice, or worse.

After your home front test, pass or fail, you also get a free deployment action for of all of your forces on the board, if you wish.

 **British army upgrade**

The United Kingdom upgrades the army in Egypt.

The United Kingdom's overseas possessions are more vulnerable than home territory at this stage. A tank army in Egypt is a serious threat to Italy.

 **INTERRUPT: German flag**

Germany attempts propaganda; effectiveness 3: (5-3-2) = stability increases to wavering.

Not taking steps to address instability can lead to a short game, so we get a rousing speech from the Führer.

 **German flag**

Germany places flag in reserve.

At this point, Scott is waiting for an Italian flag from the cup to go for the "Pact of Steel" (Italo-German alliance).

 **British home front**

British stability test; effectiveness 2: (5-3) = no change (steady).

The United Kingdom deploys London air force to Malta.

William makes another move to strengthen the Mediterranean front.

 **Italian army**

Italy places army in Lombardy and deploys it to Albania.

 **Italian home front**

Italian stability test; effectiveness 1: (5) = no change (steady).

Italy deploys Lombardy air force to Libya.

Scott's moves for Italy show concern over British strength in the Mediterranean, but the army in Albania reveals other plans may be afoot.

Civil War Resolution

Spain—the right has more aid (German plus Italian versus Soviet) and rolls a third die: (3-1-1) vs (2-2). The right is victorious and the Soviet aid to the left is removed.

This scenario begins with the Spanish Civil War in progress, likely but not guaranteed in the full game. Initial German and Italian support for Franco's Nationalists is already in place, so it's up to the Democracies to challenge that advantage, an opportunity passed up by William.

Franco's win here leaves Spain at the mercy of Scott's Fascists. Next turn, a decisive victory could result in an active Fascist ally in Spain and put even more pressure on France.

 **French air force**

France places air force in Paris and deploys it to Provence.

 **French home front**

French stability test; effectiveness 1: (1) = stability decreases to unstable.

France deploys the Provence fleet to French North Africa.

The French rearmament program is unpopular at home, but William's focus on the Mediterranean does not waver. An unstable France is extremely vulnerable, and there are no French flags in the action cup at the moment...

Crisis (third) – Sudden Death

(6-3) Peacetime: Balkan Pact.

France must roll for Rumania; effectiveness 1: (5) = no change.

Rumania stands true to its pact with France! It is not unusual for France to have lost control in at least some of Eastern Europe by this point.

Three Crisis markers have been drawn, so the turn enters Sudden Death. The next Crisis marker drawn may end the turn if few enough counters remain in the action cup.

 **German flag**

Germany attempts propaganda; effectiveness 3: (3-3-1) = failure, remains at wavering. A German cube is placed in the "Propaganda" failed action box.

 **French fortress**

France places fortress in Paris.

Fortresses make it much harder for an enemy to take ground, but use up space in place of offensive forces. France has a decision to make with this placement—place it in Lorraine (the historical Maginot Line) to keep Germany out of the frontier, or protect the capital? William's choice here to build his defenses far from the border will have a grave effect on the campaign to come.



Board situation at the end of the 1937-38 turn.

Italian flag

Italy attempts alliance with Germany (Germany spends flag from reserve); effectiveness 1: (5) = success. A German and an Italian cube are placed in the Fascist alliance circle on the political display.

United Kingdom receives a flag (reserve). France receives a flag (reserve).

Fascists take one red cube (Soviet Enmity scenario special rule).

The special rule for Soviet Enmity provides a cost for provoking the Soviets, who do not otherwise appear in this scenario. Too many provocations (marked by red cubes) may result in lost Victory Points.

The Pact of Steel is formed. Since allies share interests, two alliances in conflict can generate a lot of flags through provocation, accelerating political action.

INTERRUPT: French flag

France attempts propaganda; effectiveness 1: (4) = failure, remains at unstable. A French cube is placed in the "Propaganda" failed action box.

France's attempt to escape instability fails. If the Fascists can strike without further provocation, France may be in severe danger.

German flag

Germany attempts maneuvers; effectiveness 3: (3-2-1) = failure. The German cube in the "Propaganda" failed action box is removed, but a cube is placed in "Maneuvers".

Seeing the opportunity, Scott considers preliminary moves against the West, but the Führer is overruled by his generals for now. In a pinch, maneuvers can convert a political action into a military one, but the effectiveness check makes it difficult to launch and sustain a campaign this way, even for Germany.

 **German army**

Germany places army in Ruhr.

 **German submarine pack**

Germany places submarine pack in Silesia.

Crisis (fourth) – Action Phase Ends?

One counter left in action cup (Italian *Il Duce* flag). Since no power has more than one counter in the cup, the action phase ends.

End Phase

The Italian *Il Duce* flag is moved to Italy's production holding box.

The order in which the counters come out of the cup has a huge impact on the decisions players must make. In this case, important German units arriving late and especially the failure of the German Maneuvers action may have saved France. The 1939-40 turn promises to be much more violent.

1939-40**Administration Phase**

For this turn, the various stages of the administration phase are summarized by power for convenience.

 **France**

One fleet moved from turn track to holding box.

Does not gain a flag.

Collects two resources (Paris, Provence) and converts one to a build and one to an offensive.

Constructs one army.

Retains offensive in reserve; places army and fleet in action cup.

Offensive counters represent supplies, reinforcements, and operational reserves that will be expended when you attack or perform other major military actions. William places the French offensive in reserve to keep his options open should war start.

 **Italy**

Il Duce flag in holding box.

Gains one (regular) flag.

Collects one resource (Lombardy) and converts it to an offensive.

Retains *Il Duce* in reserve; places flag and offensive in the action cup.

*It would not be unusual to put the Italian offensive in reserve, but Scott has plans for the *Il Duce* flag...*

 **United Kingdom**

One flag moved from reserve to holding box.

Chooses to gain a flag and makes a stability test (*Status Quo*); effectiveness 2: (4-2) = stability decreased to wavering.

Collects two resources (London, Canada) and converts one to a build and one to an offensive.

Constructs one air force.

Retains offensive in reserve, places air force and two flags in the action cup.

William gambles to give the United Kingdom more room to act. The loss of stability from steady to wavering is not a huge burden, but could constrain British political action in the future.

 **Germany**

No counters in holding box.

Gains two flags.

Collects two resources (Berlin, Ruhr) and converts them to two builds.

Constructs an army upgrade marker.

Retains army upgrade in reserve; places two flags in the action cup.

Scott's bid to get Germany ready for war early did not succeed in the first turn, but if the counters come out right, he can still dictate the situation in the new turn. Getting the panzers out will allow him to strike early if the opportunity arises.

Action Phase **INTERRUPT: German army upgrade**

Germany plays its army upgrade and flips the army in Ruhr to its tank army side.

A German tank army is always a threat to France.

With William retaining offensives in the reserve of both Democratic powers, and Scott unable to act twice in a row with Italy's flag in reserve, the first counter from the action cup is drawn.

 **British flag**

The United Kingdom attempts diplomacy against Denmark; effectiveness 2: (5-3) = British cube placed in Denmark.

Germany receives a flag (reserve). Italy would receive flag by alliance, but has none available.

UK victory points increase to 4 (total Democracies 7 to Fascists 3).



The British guarantee of Denmark threatens to encircle Germany diplomatically.

British cubes in Benelux and Denmark are almost too much for Germany to bear. A quick deployment could threaten the Fatherland. Something must be done.

INTERRUPT: German flag

Germany attempts to escalate to mobilization; effectiveness 3: (5-1-1) = success.

The United Kingdom and France each gain a flag (action cup) for provocation.

Fascists take one red cube (Soviet Emnity).

Status Quo is removed from play; United Kingdom and France each receive a flag (action cup).

Germany adds an army, air force, submarine pack, and air force upgrade to the German force pool.

Germany receives two offensives (for the industrial resources in Berlin and Ruhr). One is placed in reserve, the other in the action cup.

And now, the game is afoot!

Mobilization not only increases a power's capabilities and force pool, but some offensives are generated immediately to help kick off hostilities. Scott would love to launch that reserved German offensive right away, but a player cannot interrupt if their ideology was the last to act, so the German strike will have to wait until the action cup allows it.

Italian home front

Italian stability test; effectiveness 1: (5) = no change (steady).

Italy declines deployment.

It's unusual for Italian resolve to remain high. This gives Scott the freedom to pursue more offensive political options with Italy.

German home front

German stability test; effectiveness 3: (6-2-1) -1 for Mobilization = 5; no change (wavering).

Germany deploys Berlin army to Bavaria.

A failed home front test would have put Germany in a hole it might not be able to climb out of. The failed political actions of the first turn continue to threaten Scott's position.

British flag

The United Kingdom attempts diplomacy against German-controlled Sweden; effectiveness 2: (3-2) = failure.

With war imminent, William aims to broaden the front as far as possible. Fortunately for Scott, this attempt fails.



The Spanish Civil War ends in Fascist victory.

Not the decisive victory Scott hoped for, but the Fascist investment in the Spanish Civil War pays off.

Civil War Resolution

Spain—the right has more aid (German and Italian versus none) and rolls a third die: (4-4-3) vs (3-1). The left has no aid, so the right is victorious and the German and Italian aid convert to influence in Spain.

INTERRUPT: Italian Il Duce flag

Italy attempts diplomacy against Spain; effectiveness 2: (5-2) -2 resistance, +1 influence = 4; failure.

And now we see Scott's plans for Italy. Full control of Spain would strategically flank France and the Spanish resource would be vital to the Italian war effort. Without the +1 bonus for Influence in Spain, Italian diplomacy would be impossible. As it stands, it is merely unlikely—as shown by Scott's failure here.

Crisis (first)

(6-4) Peacetime: Scandinavian League.

The United Kingdom must roll for Denmark; effectiveness 2: (4-2) = British cube is removed from Denmark.

Germany must roll for Sweden; effectiveness 3: (6-4-4) = no change.

UK victory points decrease to 3 (total Democracies 6 to Fascists 3).

Denmark sees the writing on the wall and abrogates its agreements with the United Kingdom. This is a welcome relief of pressure against Germany's flank, freeing Scott for more aggressive action.

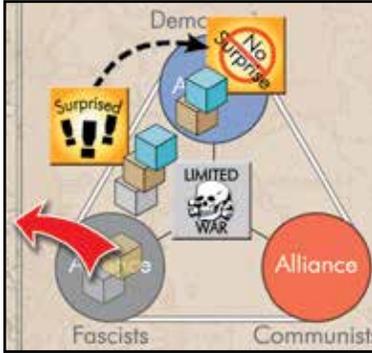
German flag

Germany attempts to declare war against France; effectiveness 3: (5, 5, 3) = success. France gains a flag (action cup).

Our first military adventure of the game! We will see that quality and timing matter more than numbers in Cataclysm.

Italy must break its alliance with Germany (it cannot declare war on France without mobilizing). The German and Italian cubes are removed from the Fascist alliance circle on the political display.

The United Kingdom maintains its alliance with France and joins the war.



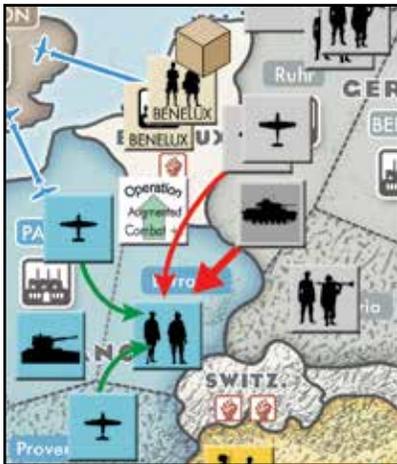
Limited War breaks out -- the French are surprised.

The loss of the Italo-German alliance is a bit of a downer for Scott, but if the campaign against France goes well there will be time to rebuild it.

Germany is at war with France and the United Kingdom; cubes from all three powers are placed in the Democracy-Fascism War space on the political display.

The Limited War marker is also placed on the political display.

With the political ramifications resolved, Germany consummates the declaration of war with an operation.



German tanks, backed by the Luftwaffe, overrun France's eastern frontiers.

To fulfill the attack requirement, Germany declares a land operation against French Lorraine with the Ruhr tank army.

The attacking German tank army and defending French army can easily trace lines of communications from a production site, so no limited supply penalty for either side.

The German tank army moves into Lorraine.

Germany commits both Ruhr air forces for support. France commits its Paris and Provence air forces for support.

Air combat: Germany (6-3) vs France (4-2) = 6 vs 4. Since taking the loss would still grant Germany air superiority (2 air forces to 1), France reduces its losses to zero and retreats its air forces back to their initial areas. Germany gains air superiority.

The battle for air superiority frames combat on land and at sea. Win and you pick up a powerful +1 bonus for the subsequent combat that will determine ownership of the contested space.

Combat in **Cataclysm** is not odds-based. Both sides typically roll two dice, subject to modification by cir-

cumstance. You read only the highest result of a single die, then apply any bonuses and penalties. Here the modifiers for German augmentation and French surprise are decisive.

Land combat: Germany, +1 die for air superiority (6-4-4) vs. France, -1 die for enemy armor superiority (1) = 6 vs 1. France suffers six losses; its army is destroyed and returned to force pool. France suffers a disaster.

Winning a combat by a large margin multiplies the loser's losses, increasing the chance of a failure of morale.

This is pretty much as bad as it could have gone for William. The French forces on the frontier are demolished, and the disaster forces a second stability test against an unstable France in addition to the one for losing a home area.

Germany conquers Lorraine and places a cube there. French victory points decrease to 2, German victory points increase to 2 (total Democracies 5 to Fascists 4).

Germany gains two flags, one for the triumph (reserve) and one for the conquest of Lorraine (action cup).

France makes a stability test for its disaster; effectiveness 1: (2) = stability reduced to collapse.

France's loss of Lorraine shakes the Third Republic to its core. We must now see if the French nation survives.

French collapse

France's surrender target is 1, for its lost home area (Lorraine); effectiveness 1: (4) = France remains in the war.

A silver lining on the dark cloud of French disaster. Still, the French collapse will have lasting effects on the fledgling conflict.

Germany gains a flag (action cup).

France's stability is set to wavering.

France loses its reserve; the offensive is returned to France's available markers pool.

The French cube is removed from the "Propaganda" failed action box.

The French effectiveness marker is flipped to its "-1" side (for the rest of the turn).

The United Kingdom makes a stability test; effectiveness 2: (6-5) no change.

Disclaimer: In the updated rules, France would not have offered an armistice at this point. We are not updating this portion of the Example of Play as the rest of the EoP is illustrative of Cataclysm game play and this does illustrate what happens at an armistice when it would occur in your games.

France offers armistice to Germany, who accepts. France is no longer at war with Germany. The French cube is removed from the Democratic-Fascist War space on the political display. The Franco-British alliance is broken; remove the British and French cubes from the Democratic alliance circle on the political display. The United Kingdom remains at war with Germany. Germany

declines to regroup; the tank army and two air forces remain in Lorraine.

This is a very interesting and difficult decision for Scott. Refusing the armistice may allow Germany to overrun the remainder of France and put the final nail in the coffin for the Democracies (for this scenario, at least).

On the other hand, German forces are not invulnerable, and getting bogged down in the fortifications around Paris with a frisky United Kingdom able to land in Benelux could lead to a quick reversal of fortune.

Scott uncharacteristically chooses the conservative path, accepts the French armistice offer, and considers how to come to grips with the belligerent United Kingdom. France remains in the game, potentially able to interfere with Germany after a short period of rebuilding.

Now that the war is on, British pre-war preparations can come to fruition.

🇬🇧 INTERRUPT: British offensive (one military action)



The United Kingdom declares a naval operation with the Scotland carrier fleet against the German fleet in Ruhr. Both sides are in supply, and the Scotland carrier fleet moves to Ruhr.

Germany is not provoked because it is already at war with the United Kingdom.

Germany commits one air force from Lorraine for support.

No air combat—Germany gains air superiority.

William aims to secure British supremacy in the North Sea, but a raid without air cover is a gamble.

Naval combat: United Kingdom (4-1); vs Germany, +1 die for air superiority, -1 die for enemy carrier superiority (5-4) = 4 vs 5. The United Kingdom suffers one loss.

The United Kingdom reduces losses to zero and retreats its carrier fleet to Scotland.

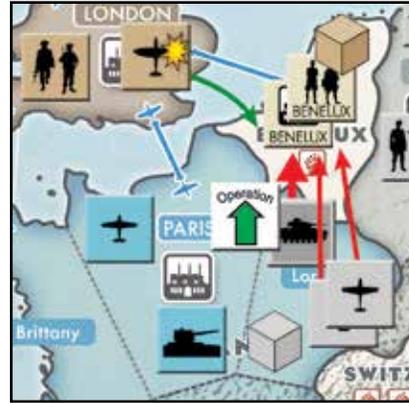
Germany regroups the air force back to Lorraine.

The British raid fails to achieve its objective, but at least no real losses were incurred. The United Kingdom must mobilize if it hopes to make gains.

🇩🇪 INTERRUPT: German offensive (2 military actions)

1st military action: Germany declares a land operation against British-controlled Benelux with the Lorraine tank army. Benelux is the defender. Germany spends its **2nd military action** as augmentation for this operation.

This provocation would normally give France a flag, but it has no flags available.



Germany turns against the UK's allies, crushing them.

The attacking German tank army is in supply, and moves into Benelux.

Germany commits both Lorraine air forces for support. The United Kingdom commits the London air force for support.

Air combat: Germany (5-5) +1 for augmentation vs United Kingdom (2-2) = 6 vs 2. The United Kingdom suffers three losses and its air force is destroyed. Germany gains air superiority.

Germany conquers Benelux and replaces the British cube there with its own cube. UK victory points decrease to 2, German victory points increase to 3 (total Democracies 2 to Fascists 5).

Land combat: Germany, +1 die for air superiority (4-2-1) +1 for augmentation; vs. Benelux, -1 die for enemy armor superiority (2) = 5 vs 2; Benelux suffers two losses, destroying its army. Germany wins a triumph.

Germany conquers Benelux and replaces the British cube there with its own cube. UK victory points decrease to 2, German victory points increase to 3 (total Democracies 2 to Fascists 5).

France, again, would gain a flag but cannot because none are available.

Germany gains a flag for the triumph (reserve).

Germany declines to regroup; the tank army and two air forces remain in Benelux.

Crisis (second)

(5-3) Wartime: Italian Political Crisis (Materiel Shortages). Italy has no reserve to lose.

🇩🇪 INTERRUPT: German flag

Germany attempts diplomacy against Norway; effectiveness 3: (4-3-1) = failure.

Scott begins his pivot to take the fight to the United Kingdom—this opening salvo falls short.

🇬🇧 British flag

The United Kingdom escalates to mobilization, no roll necessary due to being belligerent.

Italy receives a flag (*Il Duce* chosen, placed in reserve).

The United Kingdom adds an army, an air force, and an air force upgrade to the British force pool.

The United Kingdom receives one commitment offensive (for the London industrial resource); it is placed in reserve.

William takes the time to bring the British military up to speed. Fighting at rearmament is fighting with one arm tied behind your back.

INTERRUPT: Italian Il Duce flag

Italy attempts diplomacy against Spain; effectiveness 2: (5-4) -2 resistance, +1 influence = 4; failure.

Scott continues his Italian diplomatic venture in Spain, which would gain the added benefit of forcing the British out of Gibraltar. Alas, Franco remains intransigent.

INTERRUPT: British offensive (two military actions)

1st military action: The United Kingdom builds one air force (reserve).

2nd military action: The United Kingdom deploys the Scotland surface fleet to the North Sea, the Egypt army to London, the Malta fleet to Scotland, and the Malta air force to London.

British air force

The United Kingdom places the air force in London.

*William continues to prepare the British defenses, rebuilding the air force lost over Benelux and redeploying forces for home defense. In **Cataclysm**, Operation Sea Lion (the invasion of Britain) is possible if the Germans can wrest control of the North Sea away from the United Kingdom.*

British flag

The United Kingdom attempts propaganda; effectiveness 3: (6-4-2) = success; stability increases to steady.

National morale is just as important as military force (witness how France has fared in this game).

French army

France places the army in Paris.

British home front

British stability test; effectiveness 3: (4-4-3) -1 for mobilization = failure; stability decreases to wavering.

No deployment.

German flag

Germany attempts to pressure Italy; effectiveness 3: (6-5-4) = success; Italy gains a flag (*Il Duce*, reserve).

With Germany ready to go to work on the United Kingdom, a little pressure to get Mussolini off the bench is a good use for German political muscle.

INTERRUPT: British air force

The United Kingdom places the air force in London, then deploys it to Scotland.

William continues to bolster British defenses.

Italian flag

Italy attempts to mobilize; effectiveness 1: (6) = success.

The United Kingdom gains a flag (reserve). France has no flags available.

Italy adds an air force and a submarine pack to the Italian force pool.

Italy receives on offensive (for the Lombardy industrial resource); it is placed in reserve.

After some deliberation (and a lucky pull of a second flag) Italy mobilizes and prepares to join the war against Britain.

INTERRUPT: British flag

The United Kingdom attempts maneuvers; effectiveness 3: (6-4-4) = success; one **military action**.

The United Kingdom declares naval operation to capture Iceland base with Scotland carrier.

Attempting to capture an unowned base requires an effectiveness check; effectiveness 3: (5-4-1) = operation approved.

There is no defender and no support is committed. The operation succeeds without opposition and the United Kingdom places a British air/naval base marker on Iceland.

The United Kingdom regroups the adjacent Scotland surface fleet to Arctic Ocean, and the activated carrier fleet back to Scotland.

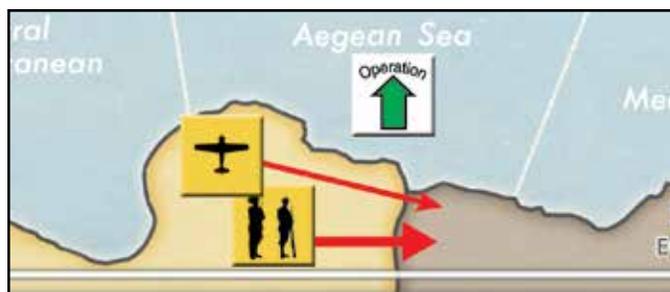
The United Kingdom uses a naval operation to seize Iceland, to broaden its naval perimeter in the north. The land forces used in such an operation are below the scale of the game, no more than a division. All that matters is the establishment of local naval superiority.

INTERRUPT: Italian Il Duce flag

Italy attempts to declare war against the United Kingdom; 2 effectiveness (including *Il Duce* bonus): (6-3) = success. Italy is at war with the United Kingdom.

The United Kingdom receives a flag (reserve).

For the attack requirement, Italy declares a land operation against British Egypt with the army in Libya.



Italy strikes against weakly-held Egypt.

Attacking Italian army is in supply, and moves into Egypt. Italy commits Libya air force for support. No air combat—Italy gains air superiority.

Land combat: Italy, +1 die for air superiority (4-2-2); vs United Kingdom, -1 die for no army (3) = 4 vs 3. Egypt suffers a loss (which has no effect, since the defending unit is only notional).

Italy's surprise attack does not provide any modifiers against the United Kingdom, due to the No Surprise marker in the Democracies circle on the political display. Nevertheless, the attack goes through.

Italy conquers Egypt and places a cube there. British victory points decrease to 1, Italian victory points increase to 3 (total score Democracies 3 to Fascists 6).

Italy declines to regroup; the army and air force remain in Egypt.

Areas without land units still have a notional garrison for defense, a division or a corps that may be able fight off an attack. As shown here, you can't depend on that notional force to stand against a determined offensive.

2nd military action: Italy deploys one Rome fleet to Aegean Sea, and the other Rome fleet to Libya.

The Fascist blockade of the Mediterranean route to Asia is established. The United Kingdom pays the price for diverting the navy to defend its home waters.

Italian offensive (two military actions)

1st military action: Italy builds air force (reserve).

2nd military action: Italy builds submarine pack (action cup).

INTERRUPT: British flag

The United Kingdom attempts diplomacy against Norway; effectiveness 3: (4-4-3) = failure.

William's strategy shifts to Scandinavia, looking for points to offset losses in the Middle East, and to provide some means to come to grips with Germany.

INTERRUPT: Italian air force.

Italy places the air force in Lombardy, then deploys it to Aegean Sea.

French home front

French stability test; effectiveness 1: (3) = stability decreases to unstable.

France declines deployment.

French fleet

France places the fleet in Provence (the required LOC traced from Paris).

French flag

France attempts propaganda; effectiveness 1: (2) = failure; stability remains at unstable. A French cube is placed in the "Propaganda" failed action box.

Crisis (third) – Sudden Death

(1-1) Wartime: CATAclysm—roll for two Crisis events.

1st Crisis (6-4): Resistance. The United Kingdom chooses Sweden.

Germany must roll for Sweden; effectiveness 3: (6-1-1) = no change.

2nd Crisis (4-4): Civil War, Colonial Revolt: (4-2) French North Africa. A white neutral cube is placed in French North Africa. France places aid for the left faction. The French North Africa fleet retreats to Provence. French victory points decrease to 1 (total score Democracies 2 to Fascists 6).

This is just brutal luck. William's France is already dealing with a deeply unpopular government and struggling to rebuild after armistice. A collapse with a negative victory point total may cause France to succumb to anarchy (a "surrender" in game terms, even while non-belligerent).

British flag

The United Kingdom attempts diplomacy against Norway; effectiveness 3: (6-1-1) = success. The United Kingdom places a cube in Norway. UK victory points increase to 2 (total score Democracies 3 to Fascists 6).

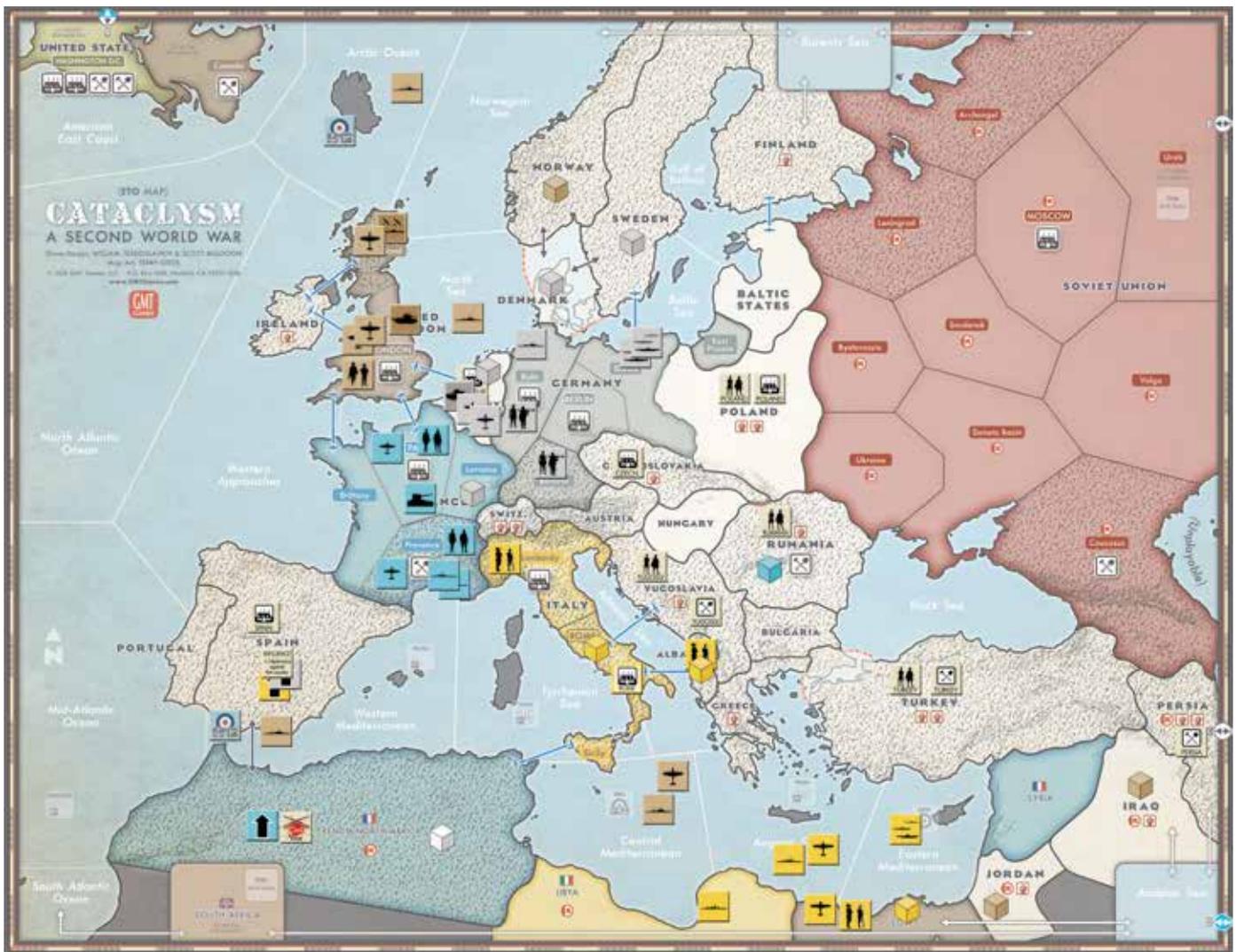
French flag

France attempts propaganda; effectiveness 1: (5) +1 for previous failed action = success; stability increases to wavering. The French cube is removed from the "Propaganda" failed action box.

And William breathes a sigh of relief.

German flag

Germany attempts diplomacy against Denmark; effectiveness 3: (6-1-1) = success. France receives a flag (reserve). German victory points increase to 4 (total score Democracies 3 to Fascists 7).



Board situation at the end of the 1939-40 turn.

INTERRUPT: French flag

France attempts to escalate to mobilization; effectiveness 1: (3) = failure. A French cube is added to the "Commitment" failed action box.

William tries to get France back into the action, but it may take too much time and effort.

Italian submarine pack

Italy places the submarine pack in Rome, then deploys it to Eastern Mediterranean Sea.

German flag

Germany attempts diplomacy against Spain; effectiveness 3: (5-2-1) -2 resistance, +1 influence = 4; failure.

Crisis (fourth) – Sudden Death?

Germany has one counter in the action cup (offensive). The amount is insufficient to continue, so the action phase ends.

End Phase

German offensive moved to holding box. German, Italian, and British commitment markers are flipped to their front sides.

What Comes Next?

We're going to stop here. Scott's Fascists have opened up a sizable lead, but William's Democracies are not out of it yet.

*If you set up the game to follow along, we strongly encourage you to keep playing to see how it comes out for you. Should the Germans go for a Sealion invasion of the British home isles? Can the Italians drive all the way to Baghdad? Will the British find a gap and unhinge the Fascist defenses? Can France recover from its defeat in time to influence events? Find your own answers by playing **Cataclysm**.*



C. Scenarios

Cataclysm offers a wide variety of scenarios for two to five players, ranging from a single front to the entire globe.

Each scenario listing includes:

- The start turn
- The play area
- The victory conditions
- Setup for each power
- Any special rules required

All units set up on their regular, non-upgraded side unless explicitly stated otherwise.

Crisis and Home Front markers that begin on the turn track are considered to have already been drawn during the first turn of the scenario.

Forces may not enter, nor may resources be used from, out of play areas (except by special scenario rules). Diplomacy against out of play areas is prohibited.

Free Setup (optional)

Players may choose to ignore the historical set up locations provided for the scenario and distribute their units freely. If this option is used, powers must set up in order of increasing effectiveness, as listed in the scenario. Starting units must set up in a home area, colony area, or area with a base of that power (not in a controlled country).

Free Force Pools (optional)

Players may choose to ignore the historical force pool allocations for each power provided in the scenario and freely choose their available units instead. If this option is used, powers must choose their force pool in order of increasing effectiveness, as listed in the scenario.

Powers at civilian commitment cannot choose upgrade markers for their force pool.

Play-By-Email Rules (optional)

Instead of the standard reserve rules, use the following: At the start of the turn, a power may reserve a number of units or markers as listed in the table below.

Commitment	Max. Reserve
Civilian	1
Rearmament	1
Mobilization	2
Total War	3
Exhaustion	2

During a turn, the only counter that a power may add to the reserve is a single offensive when increasing commitment—if any are earned. No other counters may be placed into reserve during the action phase.

A drawn flag may be placed on the political display. A flag on the political display may be used in only one of three ways. It can be:

- Voluntarily discarded to be immediately earned if a power is out of flags when it is provoked.
- Placed on the turn track at the end of the turn.
- Used to attempt to form an alliance.

Design Note: This optional rule minimizes the number of interrupts that occur in a game of **Cataclysm**, which will speed up PBEM games. If desired, it can be used in face-to-face games, too.

C.1 Cataclysm

1933-?? / 4-10 hours / 2-5 players

This scenario is the complete, quintessential *Cataclysm* experience.

Scenario Start

Start with the administration phase of the 1933-34 game turn.

Play Area

Use both the Europe and Pacific maps.

Victory Conditions

The final game turn is 1945-46, or two turns after the war status becomes *Global War*, whichever is later.

SET UP

Markers

- Minor armies: Benelux, Poland, Rumania, Spain, Turkey, and Yugoslavia
- Resource markers: Benelux, Czechoslovakia, Guangdong, Hebei, Jiangsu, Persia, Poland, Sichuan, Spain, Sweden, Turkey, and Yugoslavia
- Turn Track: (1933-34) *Turn* marker, 4 *Crisis* markers, *Civil War Resolution* marker, all *Home Front* markers
- Victory Track: Democracy 6, Fascism 3, Communism 2
- Political Display: *Lend Lease*, *Status Quo* and *Stresa Front* markers

France (Democratic)

- 4 cubes (Czechoslovakia, Poland, Rumania, Yugoslavia)
- 2 armies (Lorraine, Provence)
- 1 fleet (Provence)
- 2 counters in force pool (1 fortress, 1 fleet)
- 2 flags available
- 4 offensives available
- *Dreadnought Refit* marker available
- Commitment: Civilian
- Effectiveness: 1
- Stability: Wavering
- Victory: 4

Italy (Fascist)

- 2 cubes (Albania, Austria)
- 1 army (Lombardy)
- 1 fleet (Rome)
- 1 air force (Lombardy)
- 1 counter in force pool (1 fleet)
- 2 flags (including *Il Duce*) available
- 4 offensives available
- *Abyssinian Adventure* and *Dreadnought Refit* markers available
- Commitment: Civilian
- Effectiveness: 1
- Stability: Steady
- Victory: 2

United States (Democratic)

- 1 army (Washington DC)
- 3 fleets (Washington DC, Hawaii, California)
- 1 carrier fleet (Hawaii)
- 1 air force (Washington DC)
- 1 logistics unit (Hawaii)
- 5 counters in force pool (1 army, 1 fleet, 2 air forces, 1 submarine pack)
- 3 flags available
- 10 offensives available
- *US-Japan Trade* marker in *Tokyo*
- Commitment: Civilian, *A-Bomb* marker on *Total War*
- Effectiveness: 2
- Stability: Steady
- Victory: 0

United Kingdom (Democratic)

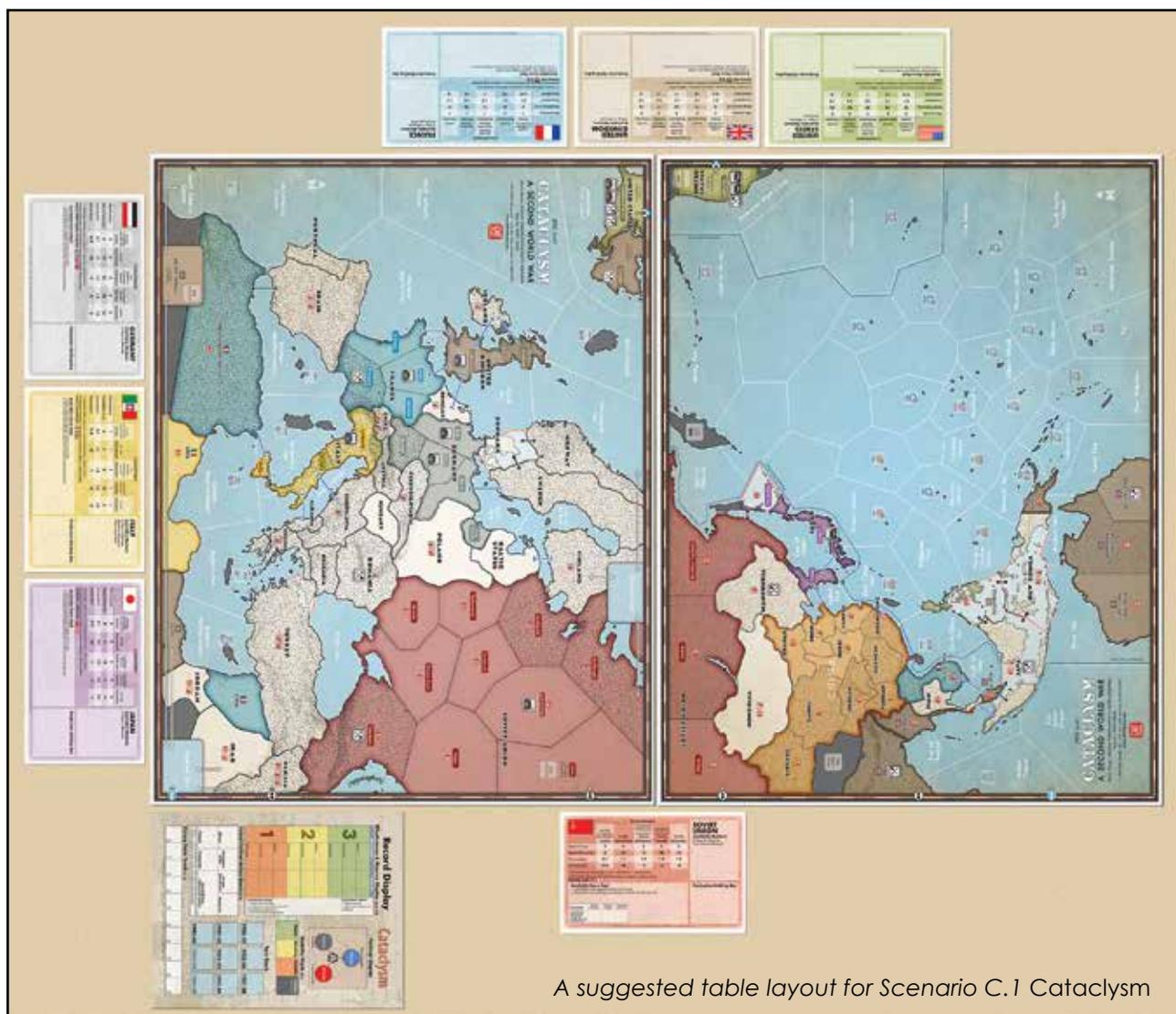
- 2 cubes (Iraq, Jordan)
- 3 special bases (Guangdong, Java, Spain south coast)
- 1 army (London)
- 3 fleets (Central Mediterranean, Scotland, Spain south coast)
- 1 carrier fleet (Scotland)
- 1 air force (London)
- 2 counters in force pool (1 army, 1 air force)
- 3 flags available
- 6 offensives available
- Commitment: Civilian
- Effectiveness: 2
- Stability: Wavering
- Victory: 2

Soviet Union (Communist)

- 2 cubes (Mongolia, Xinjiang)
- 3 armies (Irkutsk, Maritime Territory, Moscow)
- 1 fleet (Leningrad)
- 2 air forces (Maritime Territory, Moscow)
- 2 counters in force pool (1 army, 1 air force)
- 1 flag in production holding box, 2 flags available
- 1 offensive as aid in Hubei, 7 offensives available
- Commitment: Civilian; Mobilization and *Total War Special Resource* markers on Soviet commitment track
- Posture: *Military Reforms*
- Effectiveness: 2
- Stability: Steady
- Victory: 2

Japan (Fascist)

- 1 cube (Manchuria)
- 2 armies (Manchuria, Tokyo)
- 2 fleets (Hokkaido, Tokyo)
- 1 carrier fleet (Tokyo)



A suggested table layout for Scenario C.1 Cataclysm

- 1 air force (Manchuria)
- 5 counters in force pool (1 army, 1 fleet, 1 air force, 1 logistics unit, 1 fleet upgrade marker)
- 3 flags available
- 6 offensives available
- *Washington Naval Treaty* marker is active in its box on the PTO map
- Commitment: Rearmament
- Effectiveness: 2
- Stability: Steady
- Victory: 1

Germany (Fascist)

May not set up in Ruhr.

- 1 army (Berlin)
- 1 fleet (Silesia)
- 6 counters in force pool (2 armies, 2 air forces, 1 fleet, 1 submarine pack)
- 4 flags available
- 1 offensive as aid in Jiangsu, 7 offensives available
- *Rhineland Demilitarized* in Ruhr

- Commitment: Civilian
- Effectiveness: 3
- Stability: Wavering
- Victory: 0

China

- *Chinese Civil War* marker on its Active side
- 3 GMD armies (Guangdong, Hebei, Jiangsu)
- 1 ChiCom army (Hubei)

SPECIAL RULES

United Nations

When playing this scenario with 2 players, a single "United Nation" player controls both the Democracies and the Communists (the UN). Actions by one of these ideologies are not provocations against the other. Track victory points for each ideology separately. **If the Communist score is at least equal to the Fascist score, and the Democratic score exceeds the combined total of the Communist and Fascist scores, the United Nations win. Otherwise, the Fascists win.**

C.2 Days of Decision

1937-42 / 1-2 hours / 2 players

This scenario is for two players only, presenting the final run-up to war in the late 1930s between the Democracies and Fascists. It is a good introduction to the mechanics of **Cataclysm** and makes a fine tournament scenario.



Scenario Start

Start with the administration phase of the 1937-38 game turn.

Play Area

Only the Europe map is used. In addition, the United States and the Soviet Union are not in play.

Victory Conditions

The final game turn is the 1941-42 turn, unless Japan attacks Pearl Harbor (see **Special Rules**).

When the scenario ends, count scoring normally. If the Fascist score is at least twice the Democratic score, the Fascist player wins. Otherwise the Democratic player wins.

If a power surrenders, the other side wins immediately.

SET UP**Markers**

- Minor armies: Benelux, Poland, Rumania, Turkey, and Yugoslavia
- Resource markers: Benelux, Czechoslovakia, Persia, Poland, Spain, Sweden, Turkey, and Yugoslavia
- *Civil War* marker in Spain, 1 Soviet offensive as aid (Left)
- Turn track: (1937-38) *Turn* marker, 4 *Crisis* markers, *Civil War Resolution* marker, [British, French, German, and Italian Home Front](#) markers; (1941-42) 1 Japanese offensive
- Victory Track: Democracy 5, Fascism 3
- Political Display: *Status Quo* and *Stresa Front* markers
- *Washington Naval Treaty* and the *Italian Dreadnought Refit* markers are out of play.

 **France (Democratic)**

- 3 cubes (Czechoslovakia, Poland, Rumania)
- 2 armies (Lorraine, Provence)
- 1 fortress (production holding box)
- 1 fleet (Provence)
- 1 air force (Paris)
- 3 counters in force pool (1 army, 1 fleet, 1 air force)
- *Dreadnought Refit* marker available
- 1 flag in production holding box, 1 flag available
- [4 offensives available](#)
- Commitment: Rearmament
- Effectiveness: 1
- Stability: Wavering
- Victory: 3

 **Italy (Fascist)**

- 2 cubes (Albania, Rome)
- 2 armies (Libya, Lombardy)
- 2 fleets (Rome, production holding box)
- 1 air force (Lombardy)
- 1 counter in force pool (1 army)
- 2 flags (including *Il Duce*) available
- 1 offensive as aid in Spain (Right), 3 offensives available
- 1 limited resource in Rome (the back side of *Abyssinian Adventure*)
- Commitment: Rearmament
- Effectiveness: 1
- Stability: Steady
- Victory: 2

 **United Kingdom (Democratic)**

- 2 cubes (Iraq, Jordan)
- 1 special base (Spain south coast)
- 2 armies (Egypt, London)
- 3 fleets (Central Mediterranean, Scotland, Spain south coast)
- 1 carrier fleet (Scotland)

- 2 air forces (London x2)
- 3 counters in force pool (1 fleet, 1 air force, 1 army upgrade marker)
- 2 flags in production holding box, 1 flag available
- [6 offensives available](#)
- Commitment: Rearmament
- Effectiveness: 2
- Stability: Steady
- Victory: 2

 **Germany (Fascist)**

- 1 cube (Sweden)
- 2 armies (Berlin, Ruhr)
- 1 fleet (Ruhr)
- 1 air force (Ruhr)
- 8 counters in force pool (2 armies, 1 fleet, 2 air forces, 2 submarine packs, 1 army upgrade marker)
- 1 limited resource in Ruhr (the back side of *Rhineland Demilitarized*)
- 1 flag in production holding box, 3 flags available
- 1 offensive as aid in Spain (Right), 7 offensives available
- Commitment: Rearmament
- Effectiveness: 3
- Stability: Wavering
- Victory: 1

SPECIAL RULES**Commonwealth Support**

While belligerent, the United Kingdom may collect one natural resource from the Pacific map during every administration phase, entering the Europe map via connector "D".

Day of Infamy

A Japanese offensive starts on the turn track and is added to the Action Cup at the start of the 1941-42 turn. When it is drawn, Japan attacks Pearl Harbor: the scenario ends immediately.

Lend Lease

During every administration phase while the war status marker is in play (on either side), the United Kingdom or France—not both—may collect one industrial resource from the United States, following the rules for transferred resources.

No Surprises

[Fascist powers may not perform surprise attacks \(9.8\) in this scenario.](#)

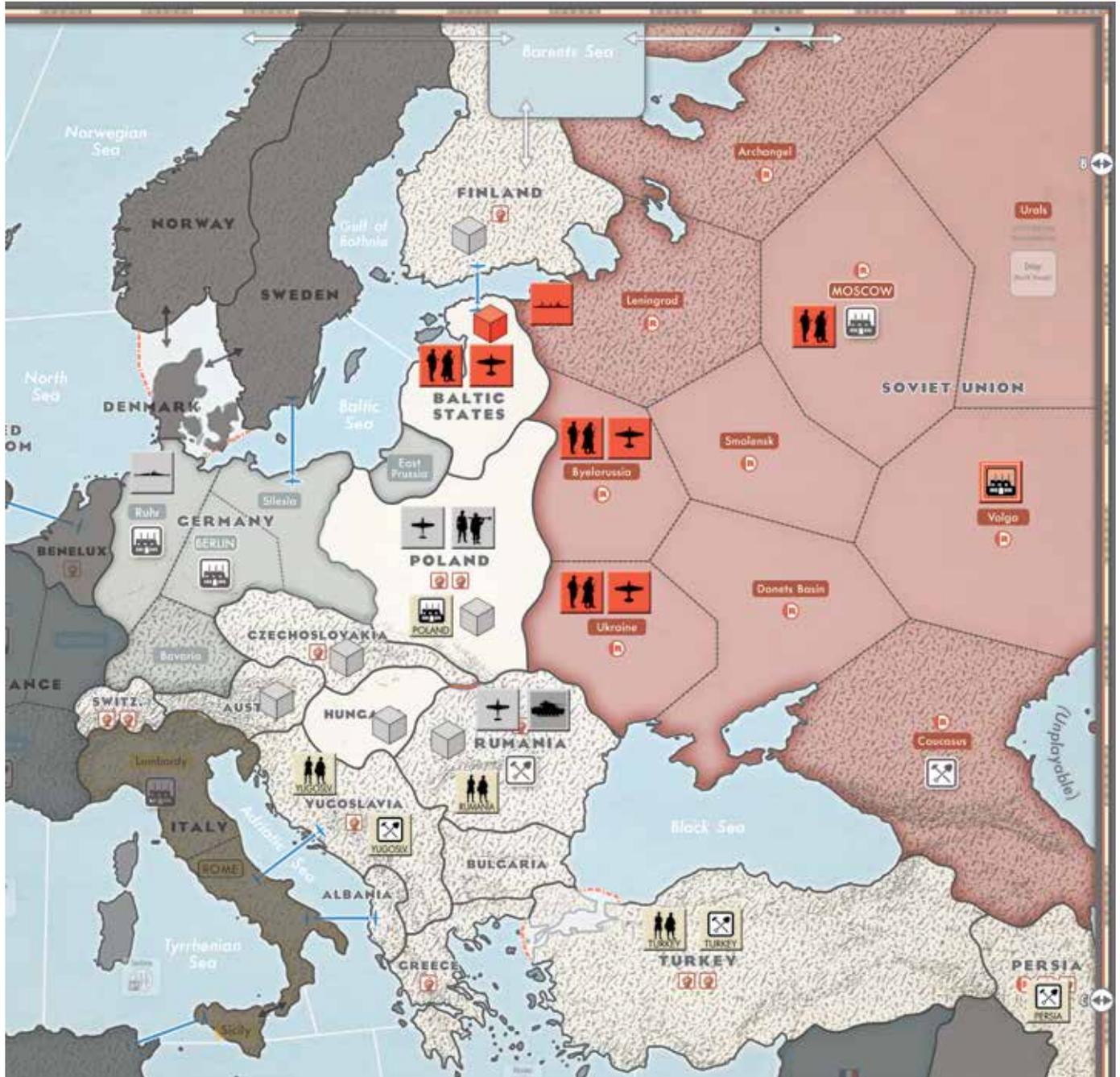
Soviet Enmity

Any time a player provokes the Soviet Union, they must take a Soviet cube. At the end of the game, each player rolls one die for each Soviet cube they have, totals their dice and divides by three (if Fascist) or five (if Democratic), rounded down. The result is the number of victory points lost.

C.3 The Great Patriotic War

1941-44 / 1-2 hours / 2 players

This scenario is for two players only, representing the titanic struggle for the continent between Germany and the Soviet Union. It makes a good short scenario with little need for political finesse or fancy naval operations.



Scenario Start

Start with the administration phase of the 1941-42 game turn.

Play Area

Use only the Europe map. The following areas are out of play: all American, British, French, and Italian-colored areas, plus Benelux, Denmark, Norway, Sweden, Ireland, Portugal, Spain, Switzerland, Iraq and Jordan.

Victory Conditions

The scenario ends when D-Day occurs (see **Special Rules**). In the unlikely event D-Day fails to occur, stop play at the end of the 1943-44 turn.

If either Germany or the Soviet Union surrenders, the other player wins immediately. **Otherwise, Germany wins if it controls any Soviet home area. If not, the Soviet Union wins.**

SET UP

Markers

- Minor armies: Rumania, Turkey, and Yugoslavia
- Resource markers: Persia, Poland, Turkey, and Yugoslavia
- Turn track: (1941-42) *Turn* marker, 4 *Crisis* markers, *Civil War Resolution* marker; **German and Soviet Home Front markers**; (1943-44) 6 Allied offensives (see **Special Rules**)
- Political Display: *Limited War* marker, 1 German cube and 1 Italian cube in the Fascist Alliance space, 1 British cube and 1 German cube in the Democracy-Fascism War space
- *Rhineland Demilitarized*, *Status Quo*, and *Stresa Front* markers are out of play.



Soviet Union (Communist)

- 1 cube (Baltic States)
- 4 armies (Baltic States, Byelorussia, Moscow, Ukraine)
- 1 fortress (production holding box)
- 1 fleet (Leningrad)
- 3 air forces (Baltic States, Byelorussia, Ukraine)
- 4 counters in force pool (1 army, 1 air force, 2 army upgrade markers)
- Mobilization *Special Resource* marker in Volga
- 2 flags in production holding box, 1 flag available
- 8 offensives available
- Commitment: Mobilization; Total War *Special Resource* marker on Soviet commitment track
- Posture: *Political Purges*
- Effectiveness: 2
- Stability: Steady
- Victory: 1

Germany (Fascist)

- 6 cubes (Austria, Czechoslovakia, Finland, Hungary, Poland, Rumania)
- 1 army (Poland)
- 1 tank army (Rumania)
- 1 fleet (Ruhr)
- 2 air forces (Poland, Rumania)
- 5 counters in force pool (2 armies, 1 air force, 2 army upgrade markers)
- 1 flag in production holding box, 3 flags available
- 6 offensives available
- Commitment: Mobilization
- Effectiveness: 3
- Stability: Steady
- Victory: 6

SPECIAL RULES

Allied Activity

Six Allied offensives (in any combination of American and British) start in the 1943-44 box on the turn track, to be added to the action cup at the start of that turn.

When the **first** Allied offensive is drawn, Italy surrenders: Germany must make a stability test.

When the **second** and **third** Allied offensives are drawn, there is no effect.

When the **fourth** Allied offensive is drawn, D-Day occurs and the allies land in France. The scenario ends immediately.

Other Fronts

To reflect activity on other fronts, use the following force pool limits.

Power	Mobilization/ Exhaustion	Total War
Germany	10	13
Soviet Union	13	18

To The Death!

No power may accept an armistice in this scenario.

C.4 The Eagle and the Sun

1941-46 / 2-3 hours / 2 players

This scenario is for two players only, representing the ocean-spanning struggle for the Pacific between Japan and the Allies (UK and US). It makes a good introduction to naval operations.



Scenario Start

Start with the administration phase of the 1941-42 game turn.

Play Area

Use only the Pacific map. In addition, all Soviet controlled areas are out of play.

Victory Conditions

The final game turn is the 1945-46 turn, or when the Soviet Union declares war on Japan (see **Special Rules**).

Japan scores an additional victory point for each **permanent** resource it controls outside of its home areas to which it can trace a line of communications. Place additional cubes to show these additional victory points (the extra cube for Manchuria is included in setup).

Japan wins an instant victory if at any time it has 18 or more victory points.

If the game does not end due to Japanese instant victory, the Democracies win if Japan has fewer than **10 victory points** at the end of the game. Otherwise, Japan wins.

SET UP

Markers

- Resource markers: Guangdong, Jiangsu, and Sichuan
- Turn track: (1941-42) Turn marker, 4 Crisis markers, Civil War Resolution marker, **American, British, and Japanese Home Front markers**, 1 German offensive; (1945-46) 4 Soviet offensives
- Political Display: *Limited War* marker, 1 British cube and 1 German cube in the Democracy-Fascism War space
- *Status Quo*, *US-Japan Trade*, and *Washington Naval Treaty* markers are out of play.

 **Japan (Fascist)**

- 7 cubes (Chahar, Guangdong, Hebei, Indochina, Jiangsu, Manchuria x2)
- 1 base (South China Sea)
- 4 armies (Guangdong, Indochina, Jiangsu, Manchuria)
- 2 fleets (Indochina, production holding box)
- 2 carrier fleets (Tokyo)
- 2 air forces (Guangdong, Manchuria)
- 1 strategic air force (South China Sea)
- 1 logistics unit (Carolines)
- 2 counters in force pool (1 fleet upgrade marker, 1 air force upgrade marker)
- 1 flag in production holding box, 2 flags available
- 1 offensive in production holding box, 5 offensives available
- Commitment: Mobilization
- Effectiveness: 2
- Stability: Steady
- Victory: 7

 **United Kingdom (Democratic)**

- 1 special base (Java)
- 1 fleet (production holding box)
- 2 counters in force pool (1 army, 1 air force)
- 1 flag available
- 2 offensives available
- Commitment: Mobilization
- Effectiveness: 3
- Stability: Steady
- Victory: 0

 **United States (Democratic)**

- 1 fleet (Hawaii)
- 2 carrier fleets (Hawaii, California)
- 1 submarine pack (California)
- 1 air force (Hawaii)
- 1 strategic air force (California)
- 1 logistics unit (Hawaii)
- 5 counters in force pool (1 army, 1 fleet, 1 submarine pack, 1 logistics unit, 1 fleet upgrade marker)
- 1 flag in production holding box, 1 flag available
- 1 offensive as aid in Sichuan, 4 offensives available
- *Lend Lease* marker in Action Cup (see **Special Rules**)
- Commitment: Mobilization, A-Bomb marker on Total War
- Effectiveness: 3
- Stability: Steady
- Victory: 0

 **Soviet Union (No Player)**

- 2 cubes (Mongolia, Xinjiang)

 **China**

- *Chinese Civil War* marker on its *Inactive* side
- GMD armies in Guangxi, Hubei, Sichuan, and Yunnan
- ChiCom army in Gansu

SPECIAL RULES**Europe First: United Kingdom**

The United Kingdom does not gain a flag during the administration phase. It still gains flags normally from provocations on the Pacific map.

During every administration phase, the United Kingdom may collect either the India or Australia resource, but not both, if a LOC from map connector "D" can be traced to it.

British units are placed on the map by entering via map connector "D". [British lines of communication also originate from map connector "D"](#).

The first time the British *Home Front* marker is drawn (only), instead of making the stability test, increase British commitment to total war, if not already there. No bonus offensives are received, but the United Kingdom still makes the free deploy action.

Europe First: United States

The United States may collect home resources only from California (Washington DC is out of play). [The United States may attempt to form an alliance with the United Kingdom without needing a British flag \(an American flag is sufficient\)](#).

Other Fronts

To reflect activity on other fronts, use the following force pool limits.

Power	Mobilization/ Exhaustion	Total War
United Kingdom	3	5
United States	12	15

Barbarossa

The German offensive on the turn track is added to the action cup for the 1941-42 turn. When drawn, Germany invades the Soviet Union. Remove the German offensive from the game, then flip the war status marker on the political display to its *Global War* side.

Design Note: *Global War* enables Japan to escalate to total war while non-belligerent, hint hint.

German Surrender

Four Soviet offensives start in the 1945-46 box on the turn track, to be added to the action cup during the Administration Phase of that turn.

When the **first** Soviet offensive marker is drawn, the Soviets have conquered Berlin and the United States and United Kingdom each gain a flag.

When the **second** Soviet offensive marker is drawn, the Soviets have declared war on Japan and the game immediately ends.

Lend Lease

The *Lend Lease* marker is in the action cup at the start of the game. When drawn, it enters play automatically. Once in play, the United States is no longer prohibited from joining an alliance. However, the United States may not transfer resources to the United Kingdom (they are assumed to be doing so in Europe).

C.5 Hitler's War

1939-?? / 3-6 hours / 2-4 players

This scenario is for players who want the traditional WW-II ETO experience. You lose a little of what makes **Cataclysm** special, but you cut right to the action. Play commences after Poland has been conquered and the Democracies have declared war.



Scenario Start

Start during the **action** phase of the 1939-40 game turn, as if the United Kingdom were the last power to act.

Play Area

Use only the Europe map.

Victory Conditions

The final game turn is the 1945-46 turn, or two turns after the war status becomes *Global War*, whichever is later. See also the **East Wind Rain** special rule.

SET UP

Markers

- Minor armies: Benelux, Rumania, Turkey, and Yugoslavia
- Resource markers: Benelux, Czechoslovakia, Persia, Poland, Spain, Turkey, and Yugoslavia
- Influence marker in Spain
- Turn Track: (1939-40) Turn marker; (1941-42) 2 Crisis markers, Civil War Resolution marker
- Victory Track: Fascism 7, Democracy 3, Communism 0
- Political Display: Limited War marker, 1 German cube and 1 Italian cube in the Fascist Alliance space, 1 British cube and 1 French cube in the Democratic Alliance space, 1 British cube, 1 French cube, 1 German

cube, and 1 Italian cube in the Democracy-Fascism War space

- Action Cup: 2 Crisis markers
- *Rhineland Demilitarized*, *Status Quo*, *Stresa Front*, and both the French and Italian *Dreadnought Refit* markers are out of play.

France (Democratic)

- 1 cube (Rumania)
- 3 armies (Lorraine, Paris, Provence), 1 army in Action Cup
- 1 fortress (Lorraine)
- 2 fleets (Provence x2)
- 1 air force (Paris), 1 air force in Action Cup
- 2 counters in force pool (1 army, 1 air force)
- 1 flag in Action Cup, 1 flag available
- 1 offensive in action cup, 3 offensives available
- Commitment: Mobilization (increased), *Home Front* marker in Action Cup
- Effectiveness: 1
- Stability: Wavering
- Victory: 1

Italy (Fascist)

- 2 cubes (Albania, Rome)
- 3 armies (Albania, Libya, Lombardy)
- 2 fleets (Rome x2)
- 1 air force (Libya)
- 2 counters in force pool (1 submarine pack, 1 air force)
- 1 flag (*Il Duce*) in Action Cup, 1 flag available
- 1 offensive in Reserve, 1 offensive in Action Cup, 1 offensive as aid in Spain (*Influence*), 1 offensive available
- 1 limited resource in Rome (the back side of *Abyssinian Adventure*)
- Commitment: Mobilization (increased), *Home Front* marker on turn track (1941-42)
- Effectiveness: 1
- Stability: Wavering
- Victory: 2

United States (Democratic)

- 1 army (Washington DC)
- 1 tank army (Washington DC)
- 1 fleet (Washington DC)
- 1 carrier fleet (Washington DC)
- 1 air force (Washington DC)
- 1 air force upgrade marker in the Action Cup
- 3 counters in force pool (1 army, 1 air force, 1 army upgrade marker)
- 1 flag in Reserve, 1 flag available
- 5 offensives available
- *Lend Lease* marker available

- Commitment: Rearmament, A-Bomb marker on Total War, *Home Front* marker on turn track (1941-42)
- Effectiveness: 2
- Stability: Wavering
- Victory: 0

Soviet Union (Communist)

- 3 armies (Byelorussia, Leningrad, Ukraine), 1 army in Action Cup
- 1 fortress in Action Cup
- 1 fleet (Leningrad)
- 3 air forces (Byelorussia, Moscow, Ukraine)
- No counters in force pool
- 1 flag in Reserve, 1 flag in Action Cup, 1 flag available
- 1 offensive in action cup, 7 offensives available
- Commitment: Rearmament, *Home Front* marker on turn track (1941-42); Mobilization and Total War *Special Resource* markers on Soviet commitment track
- Posture: *Collective Security*
- Effectiveness: 2
- Stability: Steady
- Victory: 0

Germany (Fascist)

- 5 cubes (Austria, Czechoslovakia, Hungary, Poland, Sweden)
- 2 armies (Poland, Ruhr)
- 1 tank army (Poland)
- 1 fleet (Ruhr), 1 fleet in the Action Cup
- 1 submarine pack (Silesia), 1 submarine pack in Action Cup
- 1 air force (Poland), 2 air forces in Action Cup
- 6 counters in force pool (3 armies, 1 submarine pack, 1 air force, 1 army upgrade marker)
- 2 flags in Action Cup, 2 flags available
- 1 offensive in Reserve, 1 offensive in Action Cup, 1 offensive as aid in Spain (*Influence*), 5 offensives available
- Commitment: Mobilization, *Home Front* marker in Action Cup
- Effectiveness: 3
- Stability: Wavering
- Victory: 5

United Kingdom (Democratic)

- 2 cubes (Iraq, Jordan)
- 1 special base (Spain south coast)
- 1 army (London)
- 1 tank army (Egypt)
- 3 fleets (Central Mediterranean, Scotland, Spain south coast)
- 1 carrier fleet (Scotland)
- 2 air forces (Egypt, London)
- 3 counters in force pool (1 fleet, 1 army upgrade marker, 1 air force upgrade marker)

- 1 flag in Action Cup, 1 flag available
- 1 offensive in Action Cup, 3 offensives available
- Commitment: Mobilization (increased), *Home Front* marker in action cup
- Effectiveness: 3
- Stability: Steady
- Victory: 2

SPECIAL RULES

East Wind Rain

If any Democratic power surrenders, immediately place a Japanese Offensive on the turn track for next turn, to be added then to the action cup.

When the Japanese offensive is drawn, Japan attacks Democratic possessions in the Pacific, with the following effects:

- The remaining Democratic powers each gain one flag.
- The Democratic powers become belligerent (if not already so).
- The Democratic powers immediately form an alliance (if otherwise eligible). If not yet eligible, the alliance is formed automatically as soon as eligible.
- Add a Japanese flag to the turn track two turns ahead, to be added then to the action cup. When this flag is drawn, the Japanese surrender to the Democracies—the game ends immediately.

Pacific Commitment

To reflect commitments on the Pacific map, use the following force pool limits for the Soviet Union, United Kingdom, and United States.

Power	Mobilization/		
	Rearm.	Exhaustion	Total War
Soviet Union	9	13	18
United Kingdom	N/A	11	12
United States	9	12	15

United Kingdom: Collect one natural resource from the Pacific map during every administration phase, entering the Europe map via connector “D”.

United States: Collects home resources only from Washington DC. Any resources transferred via *Lend Lease* are subtracted from these.

United Nations

When playing this scenario with 2 players, a single “United Nations” player controls both the Democracies and the Communists. Actions by one of these ideologies are not provocations against the other. Track victory points for each ideology separately. *If the Communist score is at least equal to the Fascist score, and the Democratic score exceeds the combined total of the Communist and Fascist scores, the United Nations win. Otherwise, the Fascists win.*

C.6 War Without Mercy

1939-?? / 3-8 hours / 2-5 players

This scenario expands on Hitler's War (C.5), bringing in the Pacific theater and expanding the stage to global proportions.

Scenario Start

Start during the **action** phase of the 1939-40 game turn, as if the United Kingdom were the last power to act.

Play Area

Use both the Europe and Pacific maps.

Victory Conditions

The final game turn is 1945-46, or two turns after the war status becomes *Global War*, whichever is later.

SET UP

Markers

- Minor armies: Benelux, Rumania, Turkey, and Yugoslavia
- Resource markers: Benelux, Czechoslovakia, Guangdong, Hebei, Jiangsu, Persia, Poland, Sichuan, Spain, Turkey, and Yugoslavia
- *Influence* marker in Spain
- Turn Track: (1939-40) *Turn* marker; (1941-42) 2 *Crisis* markers, *Civil War Resolution* marker
- Victory Track: Fascism 12, Democracy 3, Communism 2
- Political Display: *Limited War* marker, 1 German cube and 1 Italian cube in the Fascist Alliance space, 1 British cube and 1 French cube in the Democratic Alliance space, 1 British cube, 1 French cube, 1 German cube, and 1 Italian cube in the Democracy-Fascism War space
- Action Cup: 2 *Crisis* markers
- *Rhineland Demilitarized*, *Status Quo*, *Stresa Front*, *Washington Naval Treaty*, and both the *French* and *Italian Dreadnought Refit* markers are out of play.

France (Democratic)

- 1 cube (Rumania)
- 3 armies (Lorraine, Paris, Provence), 1 army in Action Cup
- 1 fortress (Lorraine)
- 2 fleets (Provence x2)
- 1 air force (Paris), 1 air force in Action Cup
- 2 counters in force pool (1 army, 1 air force)
- 1 flag in Action Cup, 1 flag available
- 1 offensive in action cup, 3 offensives available
- Commitment: Mobilization (increased), *Home Front* marker in Action Cup
- Effectiveness: 1
- Stability: Wavering
- Victory: 1



In addition to the PTO map (shown above), the ETO map is set up the same as for scenario C.5 *Hitler's War*.

Italy (Fascist)

- 2 cubes (Albania, Rome)
- 3 armies (Albania, Libya, Lombardy)
- 2 fleets (Rome x2)
- 1 air force (Libya)
- 2 counters in force pool (1 submarine pack, 1 air force)
- 1 flag (*Il Duce*) in Action Cup, 1 flag available
- 1 offensive in Reserve, 1 offensive in Action Cup, 1 offensive as aid in Spain (*Influence*), 1 offensive available
- 1 limited resource in Rome (the back side of *Abyssinian Adventure*)
- Commitment: Mobilization (increased), *Home Front* marker on turn track (1941-42)
- Effectiveness: 1
- Stability: Wavering
- Victory: 2

Japan (Fascist)

- 5 cubes (Chahar, Guangdong, Hebei, Jiangsu, Manchuria)
- 1 base (South China Sea)
- 4 armies (Hebei, 2 Jiangsu, Manchuria)
- 1 fleet (Hokkaido), 1 fleet on turn track (1941-42)
- 2 carrier fleets (Tokyo)
- 3 air forces (Hebei, Jiangsu, Manchuria), 1 air force upgrade marker in Action Cup
- 1 logistics unit (Caroline Islands)
- 1 counter in force pool (1 fleet upgrade marker)
- 1 flag in Action Cup, 2 flags available
- 1 offensive in Reserve, 5 offensives available
- Commitment: Mobilization, *Home Front* marker on turn track (1941-42)
- Effectiveness: 2
- Stability: Wavering
- Victory: 5

 **United States (Democratic)**

- 1 army (Washington DC)
- 1 tank army (Washington DC)
- 4 fleets (Washington DC, Hawaii, California), 1 fleet in the Action Cup
- 2 carrier fleets (Washington DC, Hawaii)
- 1 submarine pack (California)
- 2 air forces (California, Washington DC)
- 1 strategic air force (Hawaii)
- 1 logistics unit (Hawaii)
- 1 fleet upgrade marker and 1 air force upgrade marker in the Action Cup
- 3 counters in force pool (1 army, 1 air force, 1 army upgrade marker)
- 1 flag in Reserve, 1 flag in Action Cup, 1 flag available
- 10 offensives available
- Lend Lease marker available; US-Japan Trade marker in Tokyo
- Commitment: Rearmament, A-Bomb marker on Total War, Home Front marker on turn track (1941-42)
- Effectiveness: 2
- Stability: Wavering
- Victory: 0

 **Soviet Union (Communist)**

- 2 cubes (Mongolia, Xinjiang)
- 5 armies (Byelorussia, Irkutsk, Leningrad, Maritime Territory, Ukraine), 1 army in Action Cup
- 1 fortress in Action Cup
- 1 fleet (Leningrad)
- 4 air forces (Byelorussia, Maritime Territory, Moscow, Ukraine)
- No counters in force pool
- 1 flag in Reserve, 1 flag in Action Cup, 1 flag available
- 1 offensive in action cup, 7 offensives available
- Trans-Siberian Railroad marker in Urals Delay Box
- Commitment: Rearmament, Home Front marker on turn track (1941-42); Mobilization and Total War Special Resource markers on Soviet commitment track
- Posture: Collective Security
- Effectiveness: 2
- Stability: Steady
- Victory: 2

 **Germany (Fascist)**

- 5 cubes (Austria, Czechoslovakia, Hungary, Poland, Sweden)
- 2 armies (Poland, Ruhr)
- 1 tank army (Poland)
- 1 fleet (Ruhr), 1 fleet in the Action Cup
- 1 submarine pack (Silesia), 1 submarine pack in Action Cup
- 1 air force (Poland), 2 air forces in Action Cup
- 6 counters in force pool (3 armies, 1 submarine pack, 1 air force, 1 army upgrade marker)
- 2 flags in Action Cup, 2 flags available
- 1 offensive in Reserve, 1 offensive in Action Cup, 1 offensive as aid in Spain (Influence), 5 offensives available
- Commitment: Mobilization, Home Front marker in Action Cup
- Effectiveness: 3
- Stability: Wavering
- Victory: 5

 **United Kingdom (Democratic)**

- 2 cubes (Iraq, Jordan)
- 2 special bases (Java, Spain south coast)
- 1 army (London)
- 1 tank army (Egypt)
- 3 fleets (Central Mediterranean, Scotland, Spain south coast), 1 fleet in Action Cup
- 1 carrier fleet (Scotland)
- 2 air forces (Egypt, London)
- 5 counters in force pool (1 army, 1 fleet, 1 air force, 1 army upgrade marker, 1 air force upgrade marker)
- 1 flag in Action Cup, 2 flags available
- 1 offensive in Action Cup, 5 offensives available
- Commitment: Mobilization (increased), Home Front marker in action cup
- Effectiveness: 3
- Stability: Steady
- Victory: 2

 **China**

- Chinese Civil War marker on its Inactive side
- 3 GMD armies (Guangxi, Hubei, Sichuan)
- 1 ChiCom army (Gansu)

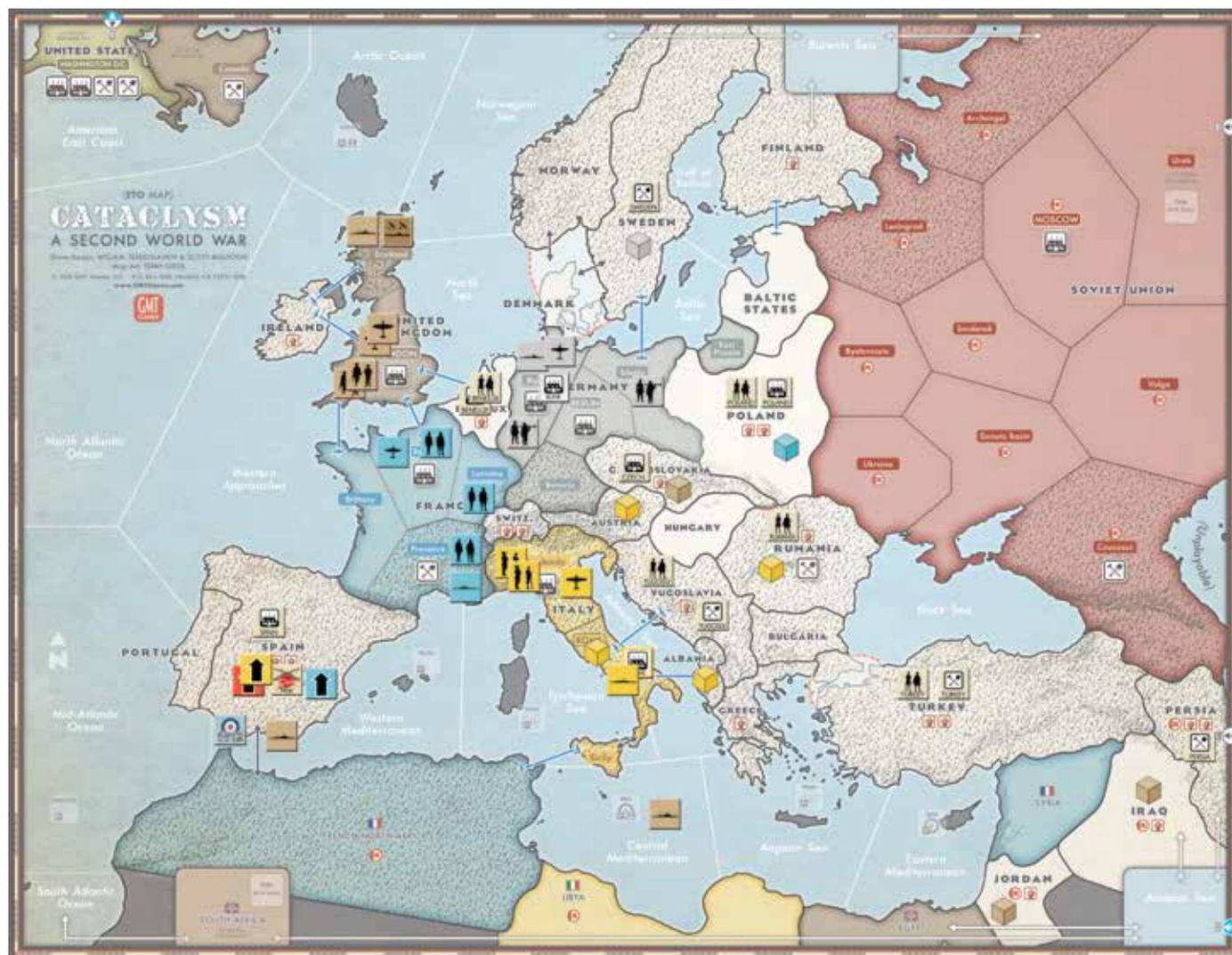
SPECIAL RULES**United Nations**

When playing this scenario with 2 players, a single "United Nations" player controls both the Democracies and the Communists. Actions by one of these ideologies are not provocations against the other. Track victory points for each ideology separately. If the Communist score is at least equal to the Fascist score, and the Democratic score exceeds the combined total of the Communist and Fascist scores, the United Nations win. Otherwise, the Fascists win.

C.7 Pour La Patrie

1937-42 / 1-2 hours / 2 players

This scenario posits a Fascist France pushed to cooperate with Germany, in turn forcing a more parliamentary Italy to fall in with the United Kingdom as a counterweight. It's based on the Days of Decision scenario (C.2), bringing these new relationships to the fore without entangling the Pacific theater or the Soviet Union.



Scenario Start

Start with the administration phase of the 1937-38 game turn.

Play Area

Only the Europe map is used. In addition, the United States and the Soviet Union are not in play.

Victory Conditions

The final game turn is the 1941-42 turn, unless Japan attacks Pearl Harbor (see **Special Rules**). When the scenario ends, count scoring normally.

If the Fascist score is at least twice the Democratic score, the Fascist player wins. Otherwise the Democratic player wins.

If a power surrenders, the other side wins immediately.

SET UP**Free Setup**

Each power freely distributes their on-map pieces, in order of increasing effectiveness. Starting units must set up in, home area, colony area, or sea area with a base owned by that power (but not in a controlled country).

Free Force Pools

Each power freely chooses the units in their starting **available** force pool (i.e., not units on the map).

Markers

- Minor armies: Benelux, Yugoslavia, Poland, Rumania, and Turkey
- Resource markers: Spain, Benelux, Sweden, Poland, Czechoslovakia, Yugoslavia, Turkey, Persia
- Civil War marker in Spain, 1 Soviet offensive as aid (Left)
- Turn Track: (1937-38) Turn marker, [British](#), [French](#), [German](#), and [Italian Home Front](#) markers, 4 Crisis markers, Civil War Resolution marker; (1941-42) 1 Japanese offensive
- Victory Track: Democracy 7, Fascism 2
- Political Display: *Revanche* and *Status Quo* markers
- *Stresa Front*, *Washington Naval Treaty* markers are out of play.

 Italy (Democratic)

- 4 cubes (Albania, Austria, Rome, Rumania)
- On map: 2 armies, 1 fleet, 1 air force; Production holding box: 1 fleet
- 1 counter in force pool
- 2 flags available
- 1 offensive as aid in Spain (Left), 3 offensives available
- 1 limited resource in Rome (the back side of *Abyssinian Adventure*)
- Commitment: Rearmament
- Effectiveness: 1
- Stability: Steady
- Victory: 4

 France (Fascist)

- 1 cube (Poland)
- On map: 3 armies, 1 fleet, 1 air force
- 3 counters in force pool
- 2 flags available
- 1 offensive as aid in Spain (Right), 3 offensives available
- *Dreadnought Refit* marker available
- Commitment: Rearmament
- Effectiveness: 1
- Stability: Wavering
- Victory: 1

 United Kingdom (Democratic)

- 3 cubes (Czechoslovakia, Iraq, Jordan)
- 1 special base (Spain south coast)
- On map: 2 armies, 3 fleets, 1 carrier fleet, 2 air forces
- 3 counters in force pool
- 3 flags available
- 6 offensives available
- Commitment: Rearmament
- Effectiveness: 2
- Stability: Steady
- Victory: 3

 Germany (Fascist)

- 1 cube (Sweden)
- On map: 2 armies, 1 fleet, 1 air force
- 8 counters in force pool
- 4 flags available
- 8 offensives available
- 1 limited resource in Ruhr (the back of *Rhineland Remilitarized*)
- Commitment: Rearmament
- Effectiveness: 3
- Stability: Wavering
- Victory: 1



SPECIAL RULES

Commonwealth Support

While belligerent, the United Kingdom may collect one natural resource from the Pacific map during every administration phase, entering the Europe map via connector "D".

Day of Infamy

A Japanese offensive starts on the turn track and is added to the Action Cup at the start of the 1941-42 turn. When it is drawn, Japan attacks Pearl Harbor: the scenario ends immediately.

Lend Lease

During every administration phase while the war status marker is in play (on either side), the United Kingdom or Italy—not both—may collect one industrial resource from the United States, following the rules for transferred resources.

Mirror Universe

France is a Fascist power and Italy is a Democratic power. Italy is affected by *Status Quo* for all purposes. France is not affected by *Status Quo*.

When increasing commitment or forming alliances, if 'France' is listed on the power card, Italy is provoked instead. Likewise, if 'Italy' is listed, France is provoked instead.

When resolving crisis events, read France as Italy and vice versa.

Italy's *Il Duce* flag is played as a normal flag, it provides no special bonus.

Revanche

While *Revanche* is in play, Germany and France cannot declare an operation or attempt diplomacy against an area in the other's interests.

Remove the *Revanche* marker from the game once Germany and France are allied, once Italy and the United Kingdom are allied, or once Germany or France become belligerent.

Soviet Enmity

Any time a player provokes the Soviet Union, they must take a Soviet cube. At the end of the game, each player rolls one die for each Soviet cube they have, totals their dice and divides by three (if Fascist) or five (if Democratic), rounded down. The result is the number of victory points lost.



D. Designer Interview

Conducted October 24, 2016 by Grant Kleinhenz at theplayersaid.com; edited before republication here.

Grant: Bill and Scott, please tell us a little about yourselves. How did you two connect to design *Cataclysm*?

Bill: I'm William Terdoslavich, a long-time freelance writer living in New York City. I've been wargaming since 1972 and *Cataclysm* is my first design going to print. I am happily married and have two grown children.

Scott: My name is Scott Muldoon, and I'm a project manager with the Translation & Interpretation Unit in the New York City Department of Education. I'm in my mid-40s, and my wife and I have one son about to turn six at the time of this writing. I've done translation and development work for a variety of companies, and even had a card game published, but this is my first wargame design to get professional treatment.

I've been gaming ever since I could clutch a pawn in my chubby baby hands. My mother gifted me her love of games, maps, and history at an early age. As a preteen I played whatever sci-fi and fantasy stuff I could get my hands on. Then in high school a history teacher nudged me towards traditional wargames. I still play just about anything, but I've been a serious wargamer for about thirty years now. I own way too many games, especially for a New York City apartment.

Bill: I played my first wargame in December 1972, when a friend got *PanzerBlitz* for Christmas. We played it wrong. I had all the Russian pieces and lost by a mile. But I was hooked. Hexagons? Vehicle silhouettes? What is there not to like? Without knowing it, I had played wargames before, like *Dogfight* or *1863*, but I was a lot younger and had no idea what I was doing. I count *PanzerBlitz* as my first game and I have been playing war games ever since.

Scott: Bill and I first met about twelve or thirteen years ago at the *Chitkickers*, a group that still gathers at the *Compleat Strategist* in NYC. We didn't really get to know each other that well at the time. Later, we both joined

JR Tracy's group in Manhattan, and we started riding the subway home together after game night since we both live in Queens.

Bill: "World War 2.0" had been knocking around in my brain since about 2005, as I wanted a simple game that did not lock players into a particular approach. Alternate strategies were just harder to explore in more conventional WWII games. These are more focused at the operational/strategic level in Europe and I really felt WWII was best addressed at a grand strategic/global level.

I started showing Scott my "schemes" for the game back in the summer of 2010. It certainly piqued his interest! My problem was bringing the design down to earth. I kept going back-and-forth between map/pieces and cards, drafting components on my laptop. I credit Scott with helping me settle on a design, and he added to it. Even in its current form, **Cataclysm** is pretty faithful to my original vision.

Scott: At first I took on the role of developer, but as the project grew Bill graciously allowed me to share the podium with him as co-designer. When we started design work in earnest that winter, I had just quit my job to raise my son. Without that flexibility, I don't know if **Cataclysm** could have turned out the way it did. Bill likes to say it's the first wargame designed by two stay-at-home dads from Queens.

Grant: *What is Cataclysm about?*

Bill: It's about a "second world war", not necessarily WWII as it happened. The player is cast in the role of a national leader—not the top admiral or general.

Players must manage an economy and shift it to a war footing. They have to manage politics—externally through diplomacy and domestically by cultivating political support for a war. They must choose how many armies, fleets and air forces they will build. And they have to use those forces to fight the war.

Scott: It's about taking up the challenge of reducing the most complex conflict ever fought into a five-hour game.

Grant: *Why does the game start in 1933, rather than what is usual for a World War II game in 1939?*

Bill: Turning the game back to 1933 opens up a wider range of outcomes. You bring into play the arms race of the 1930s, the diplomatic provocations by the fascist players (Germany, Japan and Italy) and the political reactions of the democracies (USA, UK and France). Eventually, war breaks out, but it may not be at a time of your choosing.

Scott: Starting the game six years earlier than the usual WWII opening (the invasion of Poland) gives players the unique experience of getting to set the table and cook the meal, rather than just sitting down to eat whatever's in front of them. If you just want to replay the historical war with little variations here and there, then there are plenty of games will do that for you.

Early versions of the game actually started in 1931! Bill wanted **Cataclysm** to have a truly global perspective, and that meant including the Japanese war against China, beginning with the conquest of Manchuria. Because of the Great Depression, there was very little else going on for those first couple of years, so it made sense to move up the starting line to 1933, when Hitler first came to power.

Grant: *What has been the reaction of traditional WWII gamers to the design of Cataclysm? What have they struggled with and what have they found interesting?*

Bill: The reaction was mostly positive. The big attraction was the sandbox nature of the game. Players were free to craft alternate force structures and explore alternate strategies. (Yes, Germany can have four-engine bombers, if you want it to.)

Scott: We've been fortunate to have good teams of testers who caught on right away that **Cataclysm** is a sandbox viewed from 10,000 feet high. Even so, every single one shared their thoughts about the historical plausibility of some event or other that transpired—such discussion is as old as historical gaming itself. A lot of these discussions led to refinement of our vision for **Cataclysm**, even if only so we could present our arguments more clearly.

I think that the element of greatest appeal has been the combination of tension and liberation that the open-style play encourages. We baked uncertainty into nearly all the mechanics, especially the chit pull from the action cup that forms the core of gameplay. Players stay involved, since it could be their turn to go at any moment. And yet you have to plan—you're responsible for all the important choices: what to focus on politically, how much to stress the home front, what kind of forces to build, and who to deploy them against.

Bill: For some, the hardest concept to grasp was the pacing of economic mobilization. As you ratchet up your war economy, you get to choose a few more pieces to add to your force structure and multiply the strength of your resources, but you suffer the political cost of increasing mobilization. Some players try to win their wars "on the cheap" by keeping their mobilization low, but that allows a more aggressive competitor to shift their economy to a higher gear and attack with a more effective military.

Grant: *Why did you choose the blind draw from an "action cup" to deploy units? How did you balance this?*

Bill: The blind chit-pull mechanic makes every turn unpredictable. There is no "I-go/You-go" structure to the turn. You have a general plan for what you want to do, but the chits may or may not come up in the right sequence, or even in your favor. Every time a chit comes up—an offensive, a flag, a home front check, a unit—you can do one thing. It happens quickly. Then you pull another

chit. This creates a lot of action without suffering a lot of down time for the waiting player.

Scott: In the first iteration of the game the action cup only held offensives (military actions). Later we reinforced that idea by adding the flags (political actions) and constructed units to the same cup. We removed just about everything from the traditional “sequence of play” and mediated it all through chit pull. You still need a production phase so you can count your beans and go shopping. Taking that break at the start of each two-year turn also gives the players a way to mark time and measure their progress against historical milestones. Early in the game’s development, you just bought units at the start of the turn and put them directly into play, but this led to a strange “sawtooth” play cycle. There’d be a burst of new units, which were then burnt off over the course of the two-year turn until nobody had much left to fight with, then another turn and another burst of new units, etc. Throwing the units in the cup to arrive randomly smoothed this out, and we also allowed using military actions from offensives to construct units mid-turn so you could replace your losses outside the production phase. You get real tension when you’re waiting for another air unit to come out before you start your invasion, but then the other guy’s flags keep coming out ... Emphasizing the centrality of chit pull to the design was one of those breakthrough moments.

Grant: *How do the random crisis events work? Give us an example of one from the game and help us understand the impact.*

Scott: There are four *Crisis* markers in the action cup for each turn. The first three of these trigger a *Crisis* when drawn, which is really just a roll on a random events table. There are two tables, one for wartime, and one for before war breaks out.

Bill: Scott and I looked at the range of “things that happened” in the 1930s and 1940s—events that the belligerents had no control over but emerged as “surprises”. We then categorized them. So that an event like “civil war” would not necessarily mean a civil war in Spain (though that could happen). It can happen in Greece. It can also happen in Yugoslavia, or the Ukraine. The event creates opportunities and disadvantages.

Other events can range from domestic political crisis (government dithers), allies becoming reluctant (Poland has second thoughts about partnering with France). Then there is my favorite: League of Nations meets, nothing happens.

The *Crisis* chits also act as a clock on the turn. When the fourth chit is drawn, the turn may end. You don’t know when it will come up. You must push your strategy every chance you get.

Grant: *How is the size of your economy determined? How are resources managed? Does each country have resource targets on the map they are shooting for such as the Nazis goal of taking over the oil-rich fields in the Caucasus?*

Scott: Certain areas on the map generate a resource each turn, which can be collected by a power and converted into units or actions. Some of these resource areas are “industrial” and act as production sites and supply sources. Some resources (typically those in minor countries) are “limited” and can only be collected once in the entire game. How many units you can purchase for each resource depends on how much of your economy is committed to the military.

Bill: What amplifies this raw strength is the level of economic commitment. When you go to mobilization, you get a 2x multiplier on production. That economy pegged at 4 is now effectively an 8. You can buy more stuff.

Determining where to place resources on the map was pretty straightforward. Again, research showed areas where industry or resources were concentrated. What’s great about this approach is that the resources act as “eye candy”. The amateur, armchair strategist knows where to send his forces, much like the actual war leaders, who were just as human as the players.

Scott: Since players naturally gravitate towards resource areas, *Cataclysm*’s victory conditions do not need to distinguish areas by economic value. Most permanent resources are in the home areas or colonies of the powers; only Rumania and the Dutch East Indies are not. Many of the countries around Germany have one-shot limited resources, which helps model the Nazi dependence on looting these economies to finance their next conquests.

Grant: *How does a “stability test” work and how does it affect the game? What alters the test?*

Scott: Powers have a stability level, being one to three steps away from political collapse. When a power fails a stability test, it moves one step downward towards collapse. Losing home territory, suffering excessive losses in combat, or even a *Crisis* event can trigger a stability test. And then there are the *Home Front* chits, which will trigger a stability test every turn. The more heavily committed to the military your economy is, the more difficult it becomes to pass this home front test.

Bill: If a war goes on long enough, or if devastating defeat is more common than decisive victory, then nations eventually trend their way down towards political collapse. Italy in 1943 serves as a good example of this mechanic.

You can remedy the situation by using your political capital (a flag counter) to undertake “propaganda”. On a roll of a 5 or 6, you bump your stability up one box, thus trending away from collapse.

Grant: *How is political support played out in the game? What are the positive and negative aspects of too little or too much political support?*

Scott: If you're talking about domestic support, that's partially covered by the stability mechanic mentioned above. If you fail too many stability tests, your power collapses. That represents a change of government, ranging from forming a new cabinet, to taking Stalin out behind the shed. If the situation is grave enough, a collapse can trigger surrender and remove the power from the game entirely.

Bill: In the long run, the stability mechanic introduces war weariness into the game. You can't fight with a blank check. War has a cost.

Scott: Another aspect of political support is folded into each power's "effectiveness". The higher this is, the more likely a power can successfully conduct diplomacy and take political actions.

Powers like France and Italy—whose governments were rather dysfunctional—have low effectiveness. Even though Germany's government had more than its share of issues, it was still able to accomplish much. So we gave it a higher effectiveness rating to reflect that. The US and UK are also rated highly, especially once they have mobilized.

Grant: *How do players handle the decision to mobilize for war? How can this decision, either done too early or too late, affect the outcome?*

Scott: You increase mobilization by using political actions to increase your commitment level. Most powers start the game at civilian commitment, with a small military that has little ability to project power (i.e., no offensives). Next comes rearmament, which expands your force pool and gives you some punch. After that comes mobilization, which gives you some free offensives to kickstart your military options, as well as further expansion of your force pool, while putting pressure on your stability. Finally, there is total war, which maximizes your military potential but at great political cost to your home front. Run your military economy too hot for too long and your commitment becomes exhausted, ceding some of your benefits but none of the penalties.

Politically, the decision to go to war is restricted by ideology. Fascist powers can just start fighting whenever they think they're ready, even getting benefits for surprise. Powers in the other ideologies must spend a political action to declare war. No power can start a war without mobilizing first. Democracies are especially constrained early in the game, since they only earn political actions when provoked by other powers.

Bill: If you are playing an aggressor (Fascist, Communist), keep your mobilization one step ahead of your potential enemies, and strike them before they can catch up. If you are playing any state, keep your mobilization current with your expected enemy. Being caught one step behind on this curve means going to war with fewer

units, relying on offensives that don't pack as much punch. (Offensives are keyed with mobilization levels. At higher levels, you can do more than one attack, or add pips to your die roll in a single attack.)

Grant: *What types of units are built during mobilization and what are the costs?*

Scott: The three main aspects of 20th century warfare are represented in basic and upgraded form: infantry and tank armies, battleship and carrier fleets, and tactical and strategic air forces. An army represents about 25-35 divisions, a fleet a handful of capital ships, an air force 1000-2000 aircraft of various types. There are also submarine packs, fortresses, logistics markers, and even the A-Bomb (for the US). Basic units (except for fleets) cost a single build point. You can flip a basic unit to its upgraded side by buying an upgrade marker for two build points and then drawing it from the action cup (of course).

Bill: Notice that income and expenditure are all expressed as single digits. This avoids "number numbness"—that burnt-out feeling you get when you've been manipulating large number sets for six hours. Keeping the budget simple avoids headaches and minimizes the risk of error.

Grant: *How many pieces of each type can be built?*

Bill: That is up to the player. We reproduced a rough mix of forces the belligerents had during the war. Then we added a little bit to the total air, naval and land unit counts to represent a new upper range should a player choose to build a little more of one type of unit at the cost of building fewer units of another type (building a carrier fleet may cost you a tank army—that is an opportunity cost).

Scott: Players don't have access to all these pieces all the time—at the start of the game they only have what was available or planned during peacetime. As a power mobilizes, it gets to choose what to add to its force pool, basically setting the doctrine for its armed forces. When units are destroyed in combat, they go back to your force pool to be built again. Just be careful what you pick. If you don't select, say, submarine packs for your force pool, you can't change your mind later without increasing your commitment.

Grant: *How are offensive counters used? What do they represent?*

Scott: From a design standpoint, offensive markers represent the materiel, personnel, and command assets needed for any serious offensive action. Defense in **Cataclysm** comes "free", but if you want to do stuff, you have to "pay" for it. Fuel, artillery, replacements; all are wrapped into the offensive marker. One offensive could represent three to six months of operations.

In the production phase, a power can convert some or all of its collected resources into offensives on a one-for-one basis. While at war, a power will also get some “free” offensives. Each offensive, when drawn from the action cup, is worth one or more military actions, depending on how high your commitment level is. At rearmament, you only get one action, but a total war offensive is worth three.

Offensive markers were in Bill's initial proposal for the game—at first they distinguished between renewable markers that could be used every turn, and more limited offensives that were stronger but could only be used again if successful, or even just once a game. This was a cool idea, but we came up with the idea of tying offensive strength to commitment levels, and it streamlined the game considerably.

Grant: *How is combat decided? Dice? What types of bonuses or penalties are there? Are their terrain bonuses for movement or battle?*

Scott: Combat is decided by opposing die rolls between the two sides involved. Typically a side will roll one to three dice, keeping only the highest die as the result. There are a couple die roll modifiers to reflect terrain, surprise, augmentation (extra materiel or preparedness), etc. Armor and air forces can add or subtract dice. In general, having more stuff is not a big advantage, except you can take losses and keep fighting.

Bill: Terrain we kept simple. It's either open ground (no modifier) or “adverse” (+1 bonus for the defender). “Adverse” is a pretty broad term, but it can represent mountains, jungles, swamps, thick forests—any terrain that works against mechanized warfare.

Scott: Terrain does not affect movement at this scale. Movement in **Cataclysm** is different from games that have an operational feel. You don't really maneuver your forces. You attack from one territory to an adjacent one. If you want to change strategic direction, you can spend a military action for “deployment”, which allows you to shuffle your forces around at will within contiguous friendly territory.

Grant: *Do you use CRT in Cataclysm? If so can you show us a chart?*

Scott: **Cataclysm** does not use a CRT. In fact, the only charts in the game are the Crisis tables used for random events.

Bill: The pieces have no factors. This is deliberate. All you know is that you have armies, fleets and air forces. You figure they are as good as the next nation, if not better. You can be pretty sure about an outcome, but never entirely sure, until you roll the dice. The unexpected does happen.

Grant: *How has the battle mechanic changed in the design of the game? Why were these changes needed?*

Bill: We stayed pretty true to the spirit of the combat system as the game evolved. Scott's sense of dice math is much better than mine, so we applied his judgment to sharpen the system and “bring it down to earth”. The result is a system that produces likely, but not dead-certain, results.

Scott: I've always liked the idea of rolling a few dice and keeping the highest—you can adjust results in unique ways depending on whether you modify the number of dice rolled or the final result. Early on I convinced Bill this dice system was the best way for us to have a simple combat system that still allowed for decisive results.

The only real changes to combat were to make land and naval combat work the same. For quite a while they differed in modifiers, airpower effects, who chose losses and so on. In the end, it was simpler to have one system, especially at this scope and scale.

Grant: *How does political capital work in the game and how is it used?*

Scott: The currency for political actions is called a “flag”. Most powers earn one flag at the start of each turn. When drawn from the action cup, a flag allows its player to attempt one political action. The power must make an effectiveness check to succeed with the action.

Bill: If you want to raise your economic commitment, form an alliance with a major nation or a minor nation, use propaganda, go on maneuvers, whatever, you must spend a flag to do it.

Grant: *What is gaining a flag and how does it affect gameplay?*

Scott: Many of the actions that powers can take in the game “provoke” opposing powers, like attacking or diplomatically influencing a minor country, and increasing commitment. A provoked power gains a flag immediately, which usually goes in the action cup to be used later. In this way, active powers spur reactions by opposing powers. A flurry of actions can lead to an “arms race” as powers react to each other, provoking further reactions. This lends a sense of hurtling towards crisis.

Grant: *Why has the number of flags been limited? How many can each country have?*

Bill: When we test played an earlier version of the game, we had a lot more flags in the counter mix. We were using them for control markers (now replaced by wooden cubes). Any time a power got provoked, a flag went into the action cup. After a while, there were a whole lot of flags in there. Turns were taking forever.

Scott: Limiting each power to only a handful of flags, and further tying it to their effectiveness, reined in the political arms race while still allowing for provocation to be an important strategic facet.

Grant: What is the “failed action” box and why is it needed?

Scott: That’s the Dontanville-Raspler Memorial Mechanic, named after a couple of our playtesters who had particularly adversarial relationships with dice. In some of our early test games, powers like France and the Soviet Union failed effectiveness check after effectiveness check, and it just sucked to be in that position. The “failed action” box gives a power a bonus to the die roll if they undertake the same political action again. If you stay focused, eventually you will succeed.

Bill: The game should never work too hard against the player.

Grant: I see that the outcome of WWII can be very different than history. How is this possible and what mechanisms in **Cataclysm** allow this? What is the wackiest outcome you’ve seen?

Bill: Now you’ve reached the fun part of the game! There are two broad things the game really tries to get right—the relative strengths of the player-nations in 1933, and the underlying mechanisms available to all nations as they manage their economies and their militaries. Player actions and the unexpected will lay down a believable narrative, but one that does not resemble the history you know.

This is deliberate. We play with the benefit of hindsight. Games rely on history as a baseline for their narrative, but for **Cataclysm**, that is not enough. The national leaders could have made different policy choices. The paths they pursued were not carved in stone. So we put you—the player—in the same position as those national leaders. You don’t know what the future is going to be like. You must find a way to win, but your strategy and your path to victory may not resemble what you know happened.

Scott: I’ve always kept in the back of my mind the original design notes to Decision Games’ *Krieg*. They basically postulated that many of the events of World War II that we today consider iconic were in fact unexpected surprises. In a way, World War II was an outlier. We designed **Cataclysm** so that every time you played would be an outlier.

I don’t think there’s a single mechanism we can point to and say, “That’s why **Cataclysm** games go off the historical rails”. It really informs the whole design. We try to impose realistic limits on possible actions, but players have a lot of freedom to pursue different strategies. The constraints in the game are mostly geopolitical—Germany’s greatest rival is always going to be the Soviet Union, but France is the immediate problem. The Democracies have to figure out how to get the United Kingdom and eventually the United States involved without sacrificing

preparedness. Japan has to decide how much of China to go for and whether to antagonize the Soviets or the West. Combine this “big picture” decision space with the uncertainty of chit pull, combat rolls, and effectiveness checks, and you never get the same result twice.

Bill: The weird outcomes happen, yet they seem plausible. The best one I can recall was France re-arming in 1933. The player—ironically a French *Quebecois*—successfully managed a military build-up that was competitive with Germany. France ended up taking Berlin in the 1945-1946 turn! (You should have seen the smile on that French player’s face!)

In other test plays, we’ve seen Germany take Moscow, the US invade Japan, Japan take out all of Russian Siberia, and Germany invade Britain. They are not “fluky” events. The players pursued deliberate strategies that brought them to these outcomes.

Grant: What does this statement mean: War is Managed Chaos Masquerading as Strategy?

Bill: **Cataclysm** is chaotic. Players do not have the benefit of hindsight. Turn order is chopped up by chit pull. No one knows what order of action will be. Players can reserve a piece—an offensive, a flag, an upgrade or a unit—and play it when they spot an opportunity. Yes, you must plan, but those plans could be undone by the chit pull. Hence, you are managing chaos and calling it “strategy”.

Grant: To date, there are 612 orders on P500. Are you surprised by this?

Scott: Yes, in the sense that any artist (and game design is an art) is surprised when they find like-minded people who are willing to support them.

Bill: I was surprised by the pace of orders once we cracked 500. We went from 490 to 600 in about four weeks.

Scott: I don’t know how to explain that surge, but thanks to each and every customer who’s taking a chance on us. We’re going to do our best to make sure you don’t regret it.



“Just gimme a coupla aspirin. I already got a Purple Heart.”

You Want to Start a War?

Strategies for the Powers in Cataclysm

By William Terdoslavich and Scott Muldoon, designers, and Ken Richards, playtester

Read This First

Congratulations! You now lead a nation. And you need a strategy.

Welcome to **Cataclysm**—the most atypical wargame about a second world war—but not WWII as you read about it. Because we treat that war as an outlier, not a baseline, your hindsight will have limited value here. The game starts in 1933, and the future is unpredictable.

Having a military strategy is easy. Crafting a grand strategy is more challenging. You must manage political, diplomatic, and economic factors, too. Your allies and your enemies will be doing the same.

Cataclysm is agnostic about what strategy you choose. Don't panic. We are giving you some general guidelines and insights that may prove helpful.

All Nations Have These Things in Common

Look at the map and your power card for a second and appreciate the strengths and weaknesses of your nation.

Your strength comes from the home areas and colonies you control and the resources you can command. Pay attention to resources. You need these to build the military units and offensives to take ground—or keep it.

Flags fuel actions. You'll earn some automatically (unless still content with *Status Quo*), and more when provoked by the actions of opposing ideologies, just as your actions provoke them.

You spend flags to ally with powers of like ideology, and in some cases declare war on those of unlike ideologies. You can spend flags to persuade small countries to ally with you, but note that some are resistant to such entreaties.

Timing is everything. Provoke opposing powers when they don't have any available flags. Make sure they don't do the same to you.

The order of play is determined by random draws from the action cup. If you want to rely on skill rather than luck, you will place a flag in reserve to be used later at a time you judge best, pre-empting your opponent. You can do the same with offensives, so you can choose when to attack. Or place a unit in the reserve box to reinforce a threatened sector in the nick of time, before your enemy can attack. But you'll have to choose carefully, as you can only have one counter in reserve at a time.

Nations with higher effectiveness are more likely to succeed at political actions. If you blow a die roll, you can add a cube to the Failed Political Actions Track to add +1 bonus to your next attempt, provided you undertake the same action.

Be aware of opportunity. If a random event plunges a stubborn state into civil war, send foreign aid to a faction. If it wins, you will get a bonus when you roll for an alliance.

Sometimes a quick and easy invasion works. Use the flag to pay for maneuvers if you think your forces can conquer an opponent in one attack.

Flags allow you to shift your economy over to a war footing, at the risk of increased unpopularity. This will provoke your neighbors, giving them flags, which they can spend to escalate *their* commitment.

The more you shift your economy “from butter to guns”, the more unpopular your government becomes. Home Front checks become more difficult to pass, and failure erodes the stability of your government. Spend a flag for propaganda, which may increase your government's stability, thus avoiding collapse.

Your resources and your economic commitment will limit how large a military you can build. Craft your force structure to get what you want for now, while being mindful of later builds.

Armies take and, with fortresses, hold areas. Fleets control the seas, denying access to your enemies. Air units will frame every battle, either achieving air superiority, or contesting it. Logistics units cancel occupation penalties in areas lacking infrastructure, allowing you to operate more units and enlarge offensives.

Upgrades allow you to convert armies into tank armies, surface fleets to carrier fleets and tactical air forces into strategic ones. Armor or carrier superiority reduces the chance an enemy can win a battle; strategic air forces can be used to raid naval units and undertake strategic bombing. Upgraded units can also absorb additional losses.



All Nations Are Unique Unto Themselves

All nations are different, even if they work alike. Differences in geography, resources, industry and population will open some strategic options while foreclosing others. Does the USSR want a strong navy? Will Japan build tank armies? Go ahead and try it. Just be aware that there may be better strategies that play to a nation's strengths.

Here is a rundown of each major power in the game.

Germany

You are in the driver's seat of history, but on turn one, you cannot reach the pedals.

Germany does not start out 10 feet tall. It is the weakest nation on the board in 1933. You have to build it up before you can conquer.

Start by looking for resources. The first move is obvious—regain full control of the Ruhr. This doubles your base economy from one to two resources and gives you that limited resource you can spend when the time is right.

Seek alliances with small countries that have temporary—or permanent—resources. Sweden is ripe for plucking. Czechoslovakia is a good local victim. Benelux also has a limited resource, but stealing this plum provokes France and Britain.

Heading east and taking Poland will tick off the Soviets, and you can't do that without a plan for dealing with the consequences. Your ostensible friend, Italy, will block your way if you want to expand into southeastern Europe. Ally with her to end *Stresa Front* and broaden your scope of action.

You will have to play an aggressive diplomatic game. Germany has an advantage here, as it gets two flags every turn while your rivals get one (or none if *Status Quo* is in effect). Couple this with Germany's higher effectiveness, which gives you three dice to roll for any political action. Now you have the power to shape the map of Europe to your advantage.

You can bully small nations as easily as you can befriend them. Conquest may seem more certain, but it's more provocative, giving your opponents flags.

Some minor countries also have armies, which raises the risk that your attack may fail. If you take the country diplomatically, that minor army could supplement your forces (albeit only in defense).

You will be a runner in the arms race, so be sure you stay in the lead! Keep your commitment one level ahead of your enemies. This allows you to craft and build a larger military.

Go to mobilization only when you are sure you can fight and win a war against a power, usually France. Be cautious of the Anglo-French alliance—if they unite, then be sure to take out Paris with a combined air/armor assault before the United Kingdom can intervene. Invest in that tank upgrade as soon as you think you get away with it.

Choosing the right moment will always be tricky. As playtester JR Tracy once put it, you *have to decide when Germany graduates from petty larceny to grand theft*.

Choose your victims wisely, for this will dictate what forces you build. Taking out France or Russia requires a land campaign, fought by tank armies supported by tactical air forces. But if you want to conquer Britain, you will need to invest in fleets, U-boats and air forces. Pulling off Operation Sea Lion is difficult, but not impossible. But you may have to forego major action elsewhere. Either way, you'll want to keep your U-boats in the Atlantic to cut off the UK from its resources.

When it's time to put your war plan into action, plunder all your limited resources for a massive build-out and score additional offensives. Keep one offensive in reserve so you can choose the timing of your opening attack—your greater effectiveness will pre-empt other players. Those same offensives can be used later in the war to rebuild units when you must play defensively.

You need Italy in your corner to force Britain to defend the Mediterranean. Allying with Italy also voids the *Stresa Front* and gives Germany freedom of action to pull Austria and Hungary into its orbit. This may take several flags from both powers, so try to maximize your potential by getting Italy to use the *Il Duce* flag and by using the *Pressure* action to, essentially, swap your extra flags with Italian ones.

You can drive history for most of the game. Try to maintain that control as long as you can. Just try to win before the tide turns against you...

Italy

Italy can have a good war or a bad war, but it will almost always be a short war. This power is the most brittle on the board and only has one native resource.

With only one die for political effectiveness, Italy will find it tough to undertake any political action—until Benito Mussolini shows up. Yes, *Il Duce* gets his own flag counter, giving Italy two dice to roll for effectiveness. But you must use him wisely. You don't want Benny's ugly mug staring at you from your available markers when you really need to do something.

The *Stresa Front* represents a real geopolitical conflict with Germany. If you can work around it (or break it), you can draw Hungary or Austria into your political orbit, putting points on the board.

Yugoslavia is tempting given its limited resource, but they can defend themselves. If you can secure Yugoslavia by conquest or alliance, then have a go at Rumania to gain its full resource. Be forewarned this will offend the Soviets and probably your German "ally", and they can crush you with ease if not distracted elsewhere.

Don't rush to mobilize if it ends *Status Quo*, even though you may not see anything better to do. Once SQ ceases, the Democracies may come after you before they tackle the Germans. You may have to back out of an alliance with Germany to keep them at bay.

You do begin with a fleet. Refit your dreadnoughts to add one more. This will threaten the over-stretched Royal Navy in the Mediterranean while protecting your supply line to Libya. You can fight—and possibly win—a naval campaign in the Med, but this requires luck as much as skill.

Lack of a carrier may seem vexing, but the Regia Aeronautica can sortie from Sicily to cover your fleet in the Central Mediterranean or Tyrrhenian Sea. A single army and air force in Libya will force the UK to match that deployment, making enemy forces unavailable elsewhere. And if you decide to bust the budget on an upgrade, remember that you may only be able to do this once. Do you want a tank army in Libya or a carrier fleet in the Med? Choose wisely.

Italy can press France by placing two armies and two air forces in Lombardy. France will be forced to defend Provence and its resource. Just remember that here Italy must play the role of a jackal, not a wolf. It can take a piece of France, provided Germany invades first.

Italy is brittle. It has no depth. You can have a gambler's winning streak. But once you lose, you may be in a hole you can never climb out of. Play shrewdly.

Japan

Japan must strike a blow. *But where?*

The nation is your sword, so first contemplate the sharpness of its blade.

In 1933, Japan starts with two permanent resources (Tokyo and Manchuria) plus American trade for a third resource each turn. Japan also starts at rearmament, while other countries are at civilian commitment. This is a good head start.

The sword can swing north or south.

Going north means tangling with the Soviets. Be careful. Russia starts out weak in the east, but can double-track the Trans-Siberian Railway and improve its logistics. It can also build armor and attack Manchuria, provided Germany is too busy with Britain and France. Even if you decide to go south, you will need to keep at least one army in Manchuria to keep the Russians honest.

Going south is more lucrative. China has several limited resources ripe for the plucking. This will probably come at the cost of American trade, but if Japan is at mobilization or better, those one-time resources will produce “more bang for the yen.” Just be aware that every coastal area taken will give flags to the Americans, which may lead to them reinforcing the Philippines. A strong American deployment there will bollix your war plans.

Looking past the Chinese front, the Dutch East Indies and India beckon. Taking either one means war with another major power, though hopefully they are busy in Europe. A Japanese lunge at Indochina, Burma, or Malaya may provoke retaliation if France and the UK are not preoccupied.

At best, Japan might be able to pick off one more resource, in Java (or less likely, in India), but it is challenging for Japan to attack in divergent directions to secure more than one additional resource.

Pay attention to your air and naval assets. Fortunately, the existent Washington Naval Treaty gives you naval parity in the Pacific. Upgrade your fleets to carriers, then abrogate the treaty and build more. Your fleets can help you invade and secure Java, New Guinea, and maybe even parts of Australia.

Then hang on for dear life. You will need your navy and air force to fight off the inevitable counterattacks by the Democracies. They can match your naval strength and replace their losses.

Be especially concerned with the United States, the 10,000-pound gorilla in this game. It can adequately fight in Europe while overmatching Japan in the Pacific. You must take the Philippines as soon as possible to remove the American forward base threatening your position.

Use your lone logistics counter to concentrate your naval and air units where they will be needed. Patrol to block any advance on Tokyo—and safeguard your own supply routes to the Home Islands. The Ryukyus are your last backstop.

You may have one or two chances to win major air/naval battles against the United States, but attrition favors your enemy. If you exchange fleets and air forces, the Americans ultimately gain. The trick is to “steal” as much of Asia as possible, short of American intervention. If the United States stays out of the war (and it can happen on occasion), then you may come out ahead.

Japan has the toughest row to hoe. Replicating its historical 1941 performance will require some luck, and you can't count on having it.

Soviet Union

The cradle of Communism is powerful, comrade! But all of your ideology's eggs are in one basket. Lose Moscow and you may lose the war. That's Russian for “game over”.

While this sounds scary, take heart. Russia has a large military and a robust industrial base. They can also create an unconquerable industrial sanctuary in the Urals. Other players can mess you up, but they cannot take your heartland.

Just be aware of this limitation: political posture. You can choose to strengthen your diplomacy (Collective Security), your economy (Purges) or your military (Military Reforms). If you pick one, you will be weak in the other two. Select the posture that allows you to *get things done*. If Stalin wills it, then make it so!

Asia offers some opportunities to put points on the board. You can aid one side in the Chinese civil war, or use diplomacy to sway Chinese areas to your cause, or attack Japan in Manchuria. If force is your choice,

be sure to first double-track the Trans-Siberian Railroad. That requires Purges.

Before attacking, switch to Military Reforms to lose that combat penalty. Bring tank armies to the fight when the enemy shows up with rifles. Japan can keep even with your builds for a little while, but will lose in attrition if the war goes on for too long.

Use Collective Security to boost your diplomacy. Seek alliances with minor countries. Tying up with the Baltic States is easy, but will provoke Germany. Rumania and Poland are both tempting, but will resist politically. Acquiring Finland puts you in reach of the Swedish limited resource. Working diplomacy can put your points on the board, and if you must, you can invade minor countries despite your weaker military.

Ultimately, your military can eclipse Germany's. Increasing commitment adds resources to your war machine, thanks to Industrial Reforms. No Retreat blunts political instability. Unlike your primary enemy, your effectiveness doesn't drop at total war.

The Fascist powers probably won't get their act together quickly enough to be a simultaneous two-front threat. You may have the luxury of dealing with Japan first or Germany first, depending on their attitude.

You'll have less need for naval units than others, so concentrate on air units and armies... infantry early; tanks later. Your war plans are clearer, too. Be judicious and don't overextend yourself. Of course, if the Democracies are on a clear-cut course to victory, then perhaps adding some naval forces or even a carrier upgrade may allow you to make a surprise invasion somewhere and steal victory from the Democrats.

Remember, *you have no friends*. While the Fascists are the historical enemy, coming in second place to the Democracies leaves the world no friendlier to communism.

France

France has no depth. Paris is way too close to Germany *and there is nothing you can do about it*. You still have a fighting chance, but it won't be easy.

France looks good on paper. It has a big military and adequate resources. But you're not as strong as you appear. Your low effectiveness gives you one die for all political/diplomatic actions. It will usually take more than one try to get an alliance with the UK or escalate your commitment. But don't worry. With enough Axis provocations, you should get enough flags to try, try again. You should always try to maximize potential bonuses from failed political actions, though this telegraphs your next flag play to your opponents.

Get that alliance with the United Kingdom as early as possible. Once this happens, the Democracies have some strategic depth. If the first Fascist blow doesn't knock you out, Britain can help by sending armies, or

more likely air units, to France. The Royal Navy can shield your northern flank.

You have some assets. You can build the Maginot Line or forego its defensive benefits and give De Gaulle that tank army upgrade he's been asking for. Build that air force. Spend that battleship refit counter to expand your navy.

Keep one eye on Italy. Provence is a rich resource area that poor Italy covets. Don't let Mussolini walk in and take it. Put enough force there to keep Il Duce honest.

It is not a sure thing that you will perish. Germany must gamble to take Paris. Build up your armor and air and you increase that uncertainty for Germany. This is going to be tough given your limited economy. Just remember that you start the game ten feet tall and Germany does not. If you can match or outpace the German build-up and get Britain to back you, *then Germany will fear you*.

United Kingdom

The sun never sets on the British Empire. War likes good daylight weather. That gives you headaches on both maps.

First is Europe, as Germany will threaten your position in Northern Europe while Italy will do the same in the Mediterranean.

Second is the Pacific, as Japan can have a go at India or Australia, costing you a resource if you don't defend adequately.

Dread naught. You command a global empire. But you may have to choose between making one map your primary theater of operations, while undertaking a secondary effort on the other.

Before the war starts, you can play a solid diplomatic game, as your effectiveness gives you two dice. You can use your diplomacy to secure Benelux, develop a position in Norway and Sweden, or get Portugal to side with you. You can reverse German gains and put your points on the board.

Britain only starts with two resources, but doubles its economy once *Status Quo* falls away. Unfortunately, your enemies control the timing of that event.

You will fight them on the seas. When war comes, your navy must protect your sea lines of communication. Make sure those resources can get to London from Canada, India and Australia. Italy will try to cut that line in the Mediterranean and the Germans will do likewise with its U-boats in the Atlantic.

You will fight them in the air. Build up your air power first. Chances are that the RAF will see action before any other service, as you will be providing air cover over France and Benelux.

You will fight them on land. Place a tank army and an air force in Egypt to defend the Suez Canal and threaten Italy in Libya.

Your navy is your best asset. It starts out strong, but will take losses. Keep new fleets under construction during war turns to maintain mastery of the seas. This requires you to plan ahead, for the ships you lay down this turn will not be handy until the next.

Make sure you have carriers and air forces. Air superiority in a naval battle is just as crucial as it is on land. Your fleet is all that stands between you and a potential German invasion. Operation Sea Lion is a long shot, but with the right circumstances and a little luck, Germany may pull it off ...and if they do, chances are the Democracies will be in trouble.

Your army is limited and your defense is spread thin. You need allies. Be sure to get France on your side, even though you are relying on weak French effectiveness to make that die roll happen. An alliance with the United States is even more important, but it is worth spending political actions on pressure to transfer flags to isolationist American hands. The United States can provide ships, planes, and men in abundance, plus *Lend-Lease* resources—vital to British survival if France has been taken out of the war.

Once you have reached “the end of the beginning,” shift over to the offensive to bring about “the beginning of the end” for Germany. Launch an invasion of Sicily or Italy.

In the Pacific, British strategy will be more land-based. Japan cannot sustain a divergent offensive against India and Australia at the same time. Whichever one they pick, you can defend with at least an air force, maybe an army as well. An alliance with the US will pay some dividends in the Pacific, as the US can apply pressure against Japan if the UK is too busy in Europe. Of course, you could switch it all around and focus on a Pacific-first strategy and catch Japan napping ...each game of **Cataclysm** will be different.

God save the King!

United States

How do you wake this sleeping giant and fill it with a terrible resolve?

The United States can do everything. But in 1933, America is not doing anything. It's peacetime. The country is still reeling from the Great Depression. No one is interested in events on far away continents.

America has the largest economy of all the powers—seven resources, all located on its untouchable mainland. It can easily build out its force pool before war even starts.

Early in the game, the US must choose between increasing its commitment or working to ally with another Democracy. To do the latter, you must first start *Lend-Lease*. The UK and France will need it.

You're not often provoked so you'll be short of flags. The United Kingdom should pressure you to speed your progress. You probably won't be going to total war as

early as other players. This delays home front issues, but it also delays getting your A-Bomb.

If Japan rolls into China to grab resources, you will get some flags due to interests from the Philippines. Use this political capital to end Japanese trade, escalate your commitment, and (perhaps most importantly) to get *Lend-Lease* rolling. The Fascists want to defeat the allies in detail, but that dream dies when America joins the war with the UK and (hopefully) France.

You'll probably have to fight in both theaters. With the biggest force pool and your high effectiveness, you're nearly unstoppable once you deploy. But you'll need to decide whether Europe or the Pacific will be your primary theater.

Once the giant wakes, the US will have no trouble matching Japanese forces in the Pacific. Use the Philippines as a forward position, if you still control it. With an army and an air force there, Japan's freedom of action will be stymied. The alliance with the UK secures your South Pacific line of communications to Australia. From there you can fight Japan in Java or New Guinea.

Retain or retake the Philippines. Place a logistics unit there to build up enough forces to seriously threaten the Chinese coast and Japan itself.

In Europe, you will be acting in concert with Britain and maybe France (if it survived). You are powerful enough to make your own options in North Africa and Western Europe. Like the Pacific, use your fleet to establish freedom of movement. Keep the sea lanes to the UK secure.

At mobilization or total war, you will be getting a lot of offensives. The safe play is to *think like Ike*. Use the extra actions to add +1 or +2 to your combat die roll. These “big ops” enable invasions, so feel free to attack your enemy's periphery. You can afford attrition; your enemy cannot. *Grind him out.*

In either theater, your air units should sweep the skies. Strategic air forces can sink fleets. You won't need many armies until you go on the offensive, but eventually, you'll want to spearhead an amphibious invasion or two. Then go in big.

The worst outcome for the United States is a lousy political and economic build-up to the war. There is a real risk that the Fascists can win by knockout, either defeating the politically friendless Soviet Union or punching out France and the United Kingdom before America gets into the fight. The Axis must steal victory before you can stop it. Once you are in, you can stabilize the situation and bring the fight to the enemy. It only takes a turn or two for American might to overturn all the successes of your opponents.



F. Bibliography

Foundation Books

These were absolutely vital in designing Cataclysm.

World War II: A Statistical Abstract by John Ellis

The numbers mattered. Ellis gave us a good idea of the ratio of forces and production between the various belligerents. It was a good starting point.

The Great Powers in World Politics (1940) by Frank Simonds and Brook Emeny

Handbook of the War (1939) by John C. De Wilde, David H. Popper, and Eunice Clark

These books offered the conventional expectations of the day, essential when trying to size up the world with zero hindsight and no clue how the future will turn out.

The Inter-War Period

Understand the "approach march" to WWII.

The Spanish Civil War by Antony Beevor

From Mahan to Pearl Harbor by Sadao Asada

How War Came by Donald Cameron Watt

Cry Havoc by Joseph Maiolo

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Grand Strategy/General Narrative

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Command, Strategy, and Decision Making

The Admirals by Walter Borneman

War Diaries by Field Marshall Lord Allanbrooke

Fateful Choices by Ian Kershaw

Engineers of Victory by Paul Kennedy

A Time for Giants by D. Clayton James

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The German Generals Talk by Basil Liddell Hart

1940: Myth and Reality by Clive Ponting

Glossary

For additional information on an entry, see the corresponding rulebook section.

Action Cup (2.9)

The action cup is an opaque wide-mouthed container (such as an empty coffee mug) used to hold all the counters to be played in a given turn. Counters in the cup are mixed and then drawn at random during the action phase, one at a time.

Unless specifically directed otherwise, inspecting or emptying the action cup is prohibited.

Action Phase (3.3)

The action phase is the part of the turn when counters are played from reserve or drawn randomly from the action cup one at a time. It may end when a *Crisis* marker is drawn from the action cup during *Sudden Death*.

Activation (9.1)

Units are activated to participate in an operation. One military action is required for each area containing activated units.

Active Power (1.1)

An active power is one that has not surrendered and is therefore still in the game.

Adjacent (2.2)

Two areas are adjacent if they share a border or are connected by a black crossing arrow or any map connector. **Two areas that share a solid red border are not adjacent.**

Two areas connected by a blue crossing arrow with airplane icons are adjacent for air units only.

Administration Phase (3.2)

Each turn begins with an administration phase, in which turn track counters are disposed of and powers enact production for the turn.

Adverse Terrain (2.3.1)

Difficult or mountainous terrain represented by a mottled "rough" pattern. Adverse terrain negates armor superiority and gives the defender a +1 bonus to their combat score in land combat.

Aftermath (10.9)

The aftermath of a combat dictates which side may remain in the operation's target area (and/or regroup) and which side retreats.

Aid (11.2)

Aid is the means by which a power (the patron) intervenes on the side of a faction (the client) in a civil war, represented by an offensive marker placed in the country. Aid provides the patron with an interest in the country.

The client with the most aid rolls an extra die when resolving the civil war. Aid also assists in the defense of the country when attacked by a power.

Air Combat (10.6)

Air combat may occur as a result of an air operation or to determine air superiority in a land or naval combat. Only air units (tactical and strategic) participate, and suffer losses, in air combat.

Air Movement (7.2.3)

Air movement is from area to adjacent area, regardless of area type. Air movement may enter any sea areas, or friendly land or mixed areas. Air movement is allowed across black or blue crossing arrows and white map connectors.

Air movement is allowed to transit enemy areas during an operation. Air movement cannot enter an area containing an enemy air unit unless the area is the target of an operation.

Air Operation (9.5)

An air operation activates one or more air units to attack an area containing air units and/or a resource.

Air Superiority (10.3)

Air superiority is determined during the resolution of a land or naval combat. The side with air superiority rolls one additional die in the associated land or naval combat.

Air Unit (2.4.2)

An air unit is a tactical air force or strategic air force. Air units (**in an airfield area**) can activate for air operations, and provide combat support in any operation. Strategic air forces can also activate for naval operations and block naval movement and LOCs.

Airfield (2.2.2)

All land and mixed areas, as well as sea areas that contain a base, are airfields. Air units must occupy an airfield to be eligible for operations or support.

Alliance (6.1)

An alliance is a close relationship between two or more powers in the same ideology, formed by a political action. Powers in an alliance share interests and may activate during each others' operations. Additionally, belligerent allies are **friendly**.

Area (2.2)

The map is divided into three types of areas: land, sea, and mixed. Units on the map are always located in an area. Units move and attack from area to adjacent area.

Armistice (5.6.2)

An armistice ends a war for the powers offering and accepting the armistice. It may be by mutual consent of the involved powers, or offered by a collapsing power.

Armor Superiority (10.4)

If one side in a land combat has more tank armies, it gets armor superiority. A power rolls one fewer die in land combat if the other side has armor superiority.

Attack (9.1)

An attack is an operation against a target area. Attacks against countries may be subject to conditions and/or provoke opposing powers.

Attacker (9.1.1)

When resolving combat, the power performing the operation is the attacker.

Augmentation (8.2)

At the start of an operation, a power may spend additional military actions to augment that operation. For each additional military action spent, a power adds a +1 bonus to its combat score in each combat of the entire operation.

Available Markers (2.6)

A power's available markers box on its status card holds its flags, and offensive/resource markers as well as markers associated with special rules for the power (e.g., *Lend Lease*), when these markers are not in use.

Base (2.3.2)

Bases may be printed on the map or represented by a marker. They come in two types: air bases (airfields) and naval bases (ports). A base allows the owning power to occupy the base's area (and adjacent sea areas while belligerent) with naval and/or air units. A base capture naval operation may change ownership of a base.

Base Capture (9.4.2)

A base capture operation is a type of naval operation that targets a sea area containing an enemy or unowned base, with the objective of gaining ownership over it.

Belligerent (5.6.1)

A power is belligerent while at war with one or more other powers.

Breaking Alliance (6.1.4)

A power breaks an alliance when it fails to join a war along with its allies, when it collapses or surrenders, or when it accepts an armistice and an ally does not.

Build (8.3)

During production, resources may be converted to a number of builds, which are spent to construct units and upgrade markers. A belligerent power may also convert military actions to builds.

Capital Area (2.2.3)

A power's capital area is its home area in all caps. Capital areas count double for victory points, indicated by placing two cubes there instead of one. When a power loses its capital area, it incurs an additional stability test. When a power conquers a capital area, it gains an additional flag.

Carrier Superiority (10.5)

If one side in a naval combat has more carrier fleets, it gets carrier superiority. A power rolls one fewer die in naval combat if the other side has carrier superiority.

Chinese Army (11.4.1)

The two factions in the Chinese Civil War, *GMD* and *Chi-Coms*, have minor armies. No more than one Chinese army may occupy each Chinese country.

Civil War (11.0)

A civil war is an internal conflict between two factions within a country. Powers may intervene in a civil war to gain control of the country or for a diplomatic advantage.

Client (11.2.1)

A client is a civil war faction with an aid marker.

Coastal Area (2.2)

A coastal area is a land or mixed area adjacent to at least one sea area. Naval units may only occupy a land area if it is coastal. All coastal areas are also ports.

Collapse (5.5.2)

A failed stability test while unstable results in collapse. Collapse represents a change in government ranging from the formation of a new cabinet to a coup d'état or worse.

Colony (2.2.3)

An area printed in a power's color and titled in a large bold font without a colored shape is a colony.

An enemy power that conquers a colony does not gain a flag or cause a stability test unless the colony contains a resource.

Colonies are ineligible for diplomacy attempts during the surrender procedure.

A colony no longer controlled by its original power is treated as a country for all purposes. If its original owner regains control, it returns to colony status.

Each power's colonies are:

France: French North Africa, Indochina, Syria

Italy: Libya

United Kingdom: Burma, Egypt, India, Malaya, Papua, South Africa, and all of Australia

United States: Philippines

Combat Score (10.0)

A side's combat score for a given combat is determined by rolling one or more dice and modifying the final result. The higher score wins the combat and the loser incurs

losses and/or retreats. If the final scores are tied, neither side wins; both sides takes one loss and cannot retreat.

Commitment (4.1)

A power's commitment measures the degree of its economy devoted to waging war and is tracked on the power's status card. It determines the power's political effectiveness, force pool limits, and conversion rate, among other effects.

Conquest (10.9.1)

During a [land operation](#), the attacker conquers and gains control of the target area if they control the only remaining land unit(s) in the area after combat. Conquest can result in gaining flags, stability tests, and placing or removing cubes for victory points.

Constructing Units (4.6)

During production, a power spends builds to construct units from its force pool. Constructed units are placed in the action cup, in reserve, or on the turn track for next turn.

Control (2.2.4)

An active power controls its home and colony areas that contain no opposing or neutral cubes, and any other areas containing at least one of its own cubes. Sea areas are never controlled by any power.

Control of an area affects interests, resource collection, deployment, and scoring. Control can change due to diplomacy, conquest, or events.

Controlled Country (2.2.5)

A power controls a country if it has a cube in it. If the power also has a land unit in the country, it is **garrisoned**; otherwise it is **ungarrisoned**.

Conversion Rate (4.5)

Indicates the number ratio of converted resources to builds, from 2:1 to 1:3, depending on the collecting power's current commitment. Similarly, the conversion rate indicates the number of military actions a played offensive generates ([e.g., at civilian commitment, it takes 2 offensives to make 1 action](#)).

Counter (2.4)

Counters are divided into **units** and **markers**. Each power has a set of printed counters in its color. The number of each power's counters is a hard limit; you cannot make more or substitute other pieces if you run out. Counters not in a specific power's color are neutral and do not belong to any individual power.

Country (2.2.5)

A country is a land or mixed area that is not a power's home or colony area. Each area in China is a separate country.

A country is **controlled** if a power has a cube in it; otherwise it is **uncontrolled**.

A country is **garrisoned** if it contains a power's land unit; otherwise it is **ungarrisoned**. The presence of a minor army or a non-land unit does not count.

Crisis (3.7.4)

Four *Crisis* markers are put in the action cup at the start of each turn. When each of the first three *Crisis* markers are drawn, the Crisis Tables are consulted to determine and resolve a crisis event. After the third *Crisis*, the turn enters *Sudden Death* and the action phase may end when the last *Crisis* marker is drawn.

Crossing Arrow (2.3.4)

Two areas connected by a **black** crossing arrow are adjacent for all purposes. Land attacks across a black crossing arrow gives the defense a +1 bonus to their combat score.

Two areas connected by a **blue** crossing arrow with airplane icons are adjacent for air units only.

Cube (2.4)

Cubes are used to indicate a power's control of an area, wars, alliances, and failed political actions.

Damaged Resource (4.4)

A damaged limited resource is removed from play. Other damaged resources are unavailable for production; damage markers are removed at the end of production.

Declaration Of War / DOW (6.2)

A power may enter a state of war with [one or more opposing target powers](#) by succeeding in a declaration of war (DOW) political action. A DOW is not required to attack an ungarrisoned country.

After declaring war, the declaring power must immediately perform one operation targeting the same power as the DOW.

Defender (9.1.1)

When an operation is declared, the defender is determined according to the following priority:

1. In a land operation, if the target area is an ungarrisoned country, the defender is the country itself.
2. A power with a unit in the target area matching the operation type is the defender. If more than one power qualifies, players must agree who will be the defender, or the attacker chooses.
3. Otherwise, the power controlling the area (or the owner of the base, if a sea area) is the defender.

Delay Box (2.3.5)

Moving units must stop upon entering an area with a *Delay* box and may move no further during that action. A line of communications can only be traced into **or** out of an area with a *Delay* box, not through.

Deployment (8.4)

Deployment is a military action that allows a power to move some, all, or none of their units an unlimited number of times. Deploying units move one at a time, area by area.

Dice (2.8)

When you roll more than one die, count only the highest die, then apply any bonuses or penalties (**exception:** crisis events).

If more than one 6 is rolled, the result before modification is 6 +1 for each additional 6 rolled (e.g., three 6s is a result of 8).

The minimum modified result of any die roll is 1.

If a power is to roll one die and suffers a game effect requiring it to lose a die (i.e., would be reduced to zero dice), instead apply a -1 penalty to the result.

Diplomacy (6.3)

Diplomacy is a political action by a power to gain control of an ungarrisoned country. The target country must be in the power's (or an ally's) interest. The target country cannot contain a *Civil War* marker.

Diplomatic Opportunity (5.7)

A diplomatic opportunity occurs when control of a country comes up for grabs due to various circumstances. The powers eligible to gain control of the country depend on the circumstances.

To resolve a diplomatic opportunity, each eligible power (in decreasing effectiveness order) **may perform** an effectiveness check. The first power to successfully pass their effectiveness check gains control of the country. If no power succeeds, the country remains uncontrolled.

Disaster (10.12)

When more losses are inflicted on a side than it can apply in a land or naval combat, it suffers a disaster. The losing power(s) must conduct a stability test.

Effectiveness (5.3)

Effectiveness represents a power's willingness and ability to form and apply a coherent political policy. The value is based on its current commitment, as listed on its status card and recorded on the Effectiveness Track. Effectiveness determines the number of dice rolled in an effectiveness check, and can never be reduced below one.

Effectiveness Check (5.3)

Political actions, stability tests, and events may require an effectiveness check. The power rolls a number of dice equal to its current effectiveness, and if the modified result is 5 or higher, the check succeeds.

Effectiveness Order (3.1)

The order that powers perform some activities is governed by their relative effectiveness, as recorded on the effectiveness track.

When resolving ties in **decreasing effectiveness order**, Fascists must go before Communists, which go before Democracies. In **increasing effectiveness order**, Democracies go before Communists, which go before Fascists.

If two powers in the same ideology are tied in order, the tied player(s) mutually decide who goes first. If they cannot agree, it is determined randomly.

End Phase (3.8)

At the end of the turn, any counters remaining in the action cup are disposed of.

Enemy (5.6)

Powers at war with each other are enemies. Powers in different ideologies are not enemies until they are at war with each other. A counter, cube, or area is enemy to a power if it is controlled by an enemy power.

Escalation Offensive (6.4.2)

A power gains escalation offensives immediately upon escalation to mobilization or total war. One escalation offensive is gained by the power for each of its industrial resources it can trace an LOC to.

Exhaustion (4.1.1)

When a power collapses while at mobilization or total war, shift its commitment directly to exhaustion. Exhaustion is a permanent condition and is not an escalation for any purpose. **An exhausted power cannot declare war and is especially vulnerable to collapse and surrender.**

Expansion (11.4.7)

If the Chinese Civil War is resolved while Inactive, no combat occurs. Instead, each faction (most numerous first) attempts to expand using diplomacy into one adjacent ungarrisoned Chinese country with no Chinese army.

Extended Range (7.3.3)

The range of air and/or naval units may be extended by one area during an operation at the cost of a -1 penalty to all combat scores involving those units.

Faction (11.0)

One of two sides fighting a civil war, arbitrarily designated left and right. In the Chinese Civil War, the two factions are the Guomindang (GMD) and the Chinese Communists (ChiCom).

Failed Political Action (5.4)

When a power fails an effectiveness check attempting a political action, it may place a cube in the corresponding failed political action box. If the next political action by that power is the same type, apply a +1 bonus to the result of its effectiveness check for each of its cubes in the failed political action box.

Diplomacy actions and actions resolved as part of crisis events are not modified by failed actions. Furthermore, when one of these actions fails, do not add a cube to the failed action box.

Flag (5.2)

Flag markers represent a power's political capital. A power plays a flag to attempt to perform a single political action.

Flags can be gained during the administration phase, by provocation, or by a variety of game events.

Force Pool (4.1.1)

A power's force pool includes all of its units and upgrade markers that are currently available or in play. Units and upgrades not in a power's force pool should be stored away from the power status cards.

The maximum size of a power's force pool is limited based on its commitment.

Friendly (1.1)

A counter, cube, or area is friendly to a power if it is controlled by that power or (if belligerent) one of its allies.

Garrisoned Country (2.2.5)

A garrisoned country is a controlled country occupied by a power's land unit. A minor or Chinese army is not sufficient for a garrison, nor are air or naval units.

Global War (5.6.3)

The game's war status becomes global war immediately when any power escalates to total war or at least one power from each ideology is belligerent.

At the end of the second full turn after the war status becomes global war, the game will end. To indicate this, place the *War Status* marker on its *Global War* side on the turn track two full turns after the current game turn.

Home Area (2.2.3)

A power's home areas are printed in its color with titles in a colored shape. The home area titled in ALL CAPS is the power's capital. A home area containing no cubes is controlled by its original power.

Each power's home areas are (capital first):

France: PARIS, Brittany, Lorraine, Provence

Germany: BERLIN, Bavaria, Ruhr, Silesia

Italy: ROME, Lombardy, Sicily

Japan: TOKYO, Hokkaido, Korea

Soviet Union: MOSCOW, Archangelsk, Byelorussia, Caucasus, Donbass, Irkutsk, Leningrad, Maritime Province, Siberia, Smolensk, Ukraine, Urals, Volga

United Kingdom: LONDON, Canada, Scotland

United States: WASHINGTON DC, California

Home Front (3.7.6; 5.5.1)

When a power's *Home Front* marker is drawn, it must immediately conduct a home front stability test unless its commitment is currently civilian.

Ideology (1.1)

Each power belongs to one of three ideologies: Communism, Democracy, or Fascism. The sole Communist power is the Soviet Union (red). The Democracies are France (blue), the United Kingdom (khaki), and the United States (green). The Fascist powers are Germany (gray), Italy (yellow), and Japan (purple). A power's ideology never changes during the game.

Industrial Resource (2.3.8)

Industrial resources work the same as natural resources during production. Additionally, they provide escalation offensives and war offensives, and also act as production sites (if not limited).

Interests (5.1)

A power's interest defines where it may gain a flag by provocation and where it may attempt diplomacy.

A power has an interest in:

- Every land or mixed area it controls.
- Every area (land, sea, or mixed) **adjacent** to an area it controls.
- Every land or mixed area across a single sea area from its home or colony areas.
- Every area where it has an aid or *Influence* marker.
- Every area where it owns a base.
- Every area where its ally has interests.

Interrupt (3.5)

Immediately before any counter is drawn from the action cup, any power may interrupt by playing their counter in reserve. If more than one power wants to interrupt, priority goes in decreasing effectiveness order.

A power cannot interrupt if a counter from any power in its ideology (including itself, and including a *Home Front* marker) was the last to be played by any means.

Intervention (8.5)

Intervention is a military action by a power to send aid to a faction in a civil war.

Invasion (9.3.2)

An invasion is a land operation requiring two military actions that allows a power to attack across one or two sea areas. The intervening sea areas must be occupied by friendly fleets. An invasion may not be performed as a surprise attack.

Land Area (2.2)

A land area is an area in a power's color or the neutral color that contains no sea portion. Land and air units may enter and occupy land areas. Naval units may enter and occupy only coastal land areas. A land area may contain adverse terrain and/or restricted terrain.

Land Combat (10.4)

Land combat occurs as a result of a land operation. Only land units participate, and suffer losses, in land combat.

Land Movement (7.2.1)

Land movement is allowed from a land or mixed area to an adjacent land or mixed area. Land movement is allowed across black crossing arrows and white map connectors.

Land Operation (9.3)

A land operation activates one or more friendly armies to attack an adjacent enemy or [ungarrisoned](#) land or mixed area.

Land Unit (2.4.2)

Land units are infantry armies, tank armies, minor armies (including Chinese armies) or [fortresses](#). Infantry armies may be upgraded to tank armies. Land units are only activated for deployment or land operations.

Limited Resource (2.3.8)

A limited resource is represented by a marker, instead of being printed on the board. When it is used for production or damaged, it is removed from play. [An industrial limited resource is not a production site.](#)

Limited War (5.6.4)

The game's war status becomes limited war the first time any powers become belligerent, and is marked by placing the war status marker on its *Limited War* side in the center of the political display.

Line Of Communications / LOC (4.3)

When a line of communications (LOC) is required, it is traced from a production site to the designated area. It may enter an unlimited number of areas, provided each area is:

- [A friendly land or mixed area.](#)
- [A sea area empty of enemy naval units or enemy strategic air forces. If the tracing power is belligerent, the sea area must be within two areas of a friendly port area.](#)
- [The target area of an intervention action \(8.5\).](#)

An LOC can be traced into or out of (but not through) a restricted land area or an area with a *Delay* box. Restricted mixed areas do not block LOCs.

Logistics Unit (7.1.4)

A logistics unit represents a concentration of facilities and material strength. It negates the effects of restricted terrain in its area. In a sea area with a base (or a land or mixed area with a British special naval base) it increases the occupation limits in that area to two units of each appropriate type.

Losses (10.8)

For each loss suffered by a side in combat, an upgraded unit is flipped to its non-upgraded side or a non-upgraded unit is destroyed and returned to its owner's force pool.

The losing side of a combat may choose to reduce its losses by one by declaring a retreat, but not if the result is a tie or if the remaining losses would still be enough to eliminate all units eligible for losses.

Maneuvers (6.5)

A maneuvers political action allows a power to attempt to perform a single military action.

Map Connector (2.3.6)

A map connector connects two areas on different maps. Areas that share a map connector are adjacent for all purposes. A map connector is traversable by land or air movement if it is a white circle, or by naval movement if it is a light blue circle. A map connector that is half-white/half-light blue can be used for any movement.

Marker (2.4.3, 2.4.6)

Markers represent abstract concepts, record game state information, or act as memory aids. Some powers have markers to denote limited or special resources, or to act as memory aids for special rules.

Military Action (8.0)

A military action allows a power to move and attack with their forces on the board, or use their economic strength for military applications.

A power performs military actions by playing an offensive, or through a successful maneuvers political action.

Military actions include:

- [Augmentation \(8.2\)](#)
- [Builds \(8.3\)](#)
- [Deployment \(8.4\)](#)
- [Intervention \(8.5\)](#)
- [Operations \(9.0\)](#)

Minor Army (2.4.4)

Some countries have a minor army for defense. A minor army cannot move, attack, or retreat, but does count towards occupation limits. Chinese armies are also minor armies with some additional capabilities.

Mixed Area (2.2)

An area that contains both land and sea. All units may enter and occupy mixed areas. An LOC may not be traced through a [non-friendly](#) mixed area.

The following areas are mixed areas: Denmark, Hokkaido, Java, New Guinea, Philippines, and Turkey.

Movement (7.2)

Units move (from area to adjacent area) during deployment actions, operations, support, retreat, and regroup. Adverse or restricted terrain has no effect on movement. Movement may never cross [solid red](#) impassable borders.

Moving units can only enter a land or mixed area if it is friendly or it is the target area of an operation. [Air movement during operations may transit enemy areas.](#)

Naval Combat (10.5)

Naval combat may occur as a result of a naval operation.

Naval Movement (7.2.2)

Naval movement is allowed from a sea area to an adjacent sea or coastal area, or from a coastal area to an adjacent sea area. Naval movement is also allowed across a black crossing arrow. Naval movement is allowed across light blue map connectors.

Units using naval movement are required to remain within range of a friendly port at all times.

Naval movement cannot:

- Move directly from a land area to an adjacent land area, even if both are coastal areas.
- Enter an area occupied by an enemy naval unit or strategic air force unless the area is the target of an operation (**exception:** *submarine packs may enter an enemy-occupied area, but cannot remain there*).

Naval Operation (9.4)

A naval operation activates one or more fleets and/or strategic air units to attack an area containing naval units, [strategic air units](#), and/or a base.

Naval Unit (2.4.2)

A naval unit is a fleet, carrier fleet, or submarine pack.

Naval units can activate for naval operations ([if in a port area](#)) and interdict LOCs. Fleets can also occupy sea areas to enable invasions.

Neutral Cube (2.4.5)

Neutral cubes (white) are used to mark home or colony areas that are uncontrolled due to civil war or surrender. An area with a neutral cube is an uncontrolled country with a resistance of one [per cube](#).

Occupation Limit (7.1)

The occupation limit is the number of units of a given type allowed in a given area, applied separately for each ideology. A power may never voluntarily exceed occupation limits except during movement, [or when playing a unit at a production site \(before deployment\)](#).

IMPORTANT: A power's units may not occupy an opposing area (or an area with an opposing unit or base), except when it is the target area of an operation. Units may only occupy a land area (or sea area with a unit or base) belonging to another power in their ideology if they are [friendly](#).

Offensive (8.1)

A power plays an offensive to perform one or more military actions, depending on its commitment.

Off-Map Area (2.2.7)

An off-map area represents territory that would not fit on the map without severe distortion, but is otherwise treated normally in game terms. White arrows show to what areas an off-map box is adjacent. Off-map areas

adjacent to at least one sea or mixed area are coastal areas.

Operation (9.0)

An operation is a military action to activate one or more friendly units in an area to move to and attack a target area. Most operations will result in combat—movement without attacking is done via deployment.

Opposing (1.1)

Powers from different ideologies are opposing powers. Opposing powers are not enemies unless at war with each other.

Patron (11.2.1)

The intervening power associated with an aid marker in a civil war area.

Political Action (6.0)

A power attempts a political action when it plays a flag or occasionally via a crisis event (see the Crisis tables). In general, a political action requires an effectiveness check to see if the action succeeds.

Political actions include:

- Alliance (6.1)
- Declaration of war (6.2)
- Diplomacy (6.3)
- Escalation (6.4)
- Maneuvers (6.5)
- Pressure (6.6)
- Propaganda (6.7)
- Power-specific special actions (6.8)

Port (2.2.2)

All coastal areas, as well as sea areas that contain a naval base, are ports. Naval units must occupy a port to be eligible for operations or support.

Power (1.1)

Powers are nations run directly by players; specifically, France, Germany, Italy, Japan, the Soviet Union (USSR or "Russia"), the United Kingdom (UK or "Britain"), and the United States (US or "America").

Pressure (6.6)

Pressure is a political action by a power to cause another power to gain a flag. [Either the acting power or the designated power must be belligerent](#).

Production (4.2)

During production each turn, powers collect resources, gain offensives, and construct units [or upgrade markers](#). Gained and constructed counters are placed in the action cup or on the turn track; one may be placed in reserve.

Production Site (2.3.9)

A production site is a home area controlled by its original power that contains a [non-limited](#) industrial resource, even if damaged. A production site acts as a point of

origin when its power places newly constructed units or traces an LOC.

Propaganda (6.7)

Propaganda is a political action by a power to increase its stability. [Apply the power's home front commitment penalty \(if any\) to the effectiveness check.](#)

Provocation (5.2.3)

A provocation is an action or game event that results in an opposing power or powers gaining a flag. Enemy powers never provoke each other.

Range (7.3)

Range describes geographic limits imposed on air and naval movement and operations.

Air range is one area (for tactical air forces) or two areas (for strategic air forces) from a friendly airfield.

Naval range is up to two areas from a friendly port.

See also **extended range**.

Regroup (10.11)

Regroup allows units to reposition after combat—even units that were not involved in the combat. Regroup does not cost any actions nor does it activate the units involved.

Rejection (3.6)

A power may reject its counter when drawn from the action cup; place the counter in the power's available force pool or available markers box.

Crisis, *Home Front*, and the *Civil War Resolution* markers may never be rejected.

Remote Area (2.2.8)

A remote area can only be entered by units belonging to the area's controller. An unlimited number of such units may occupy the area. Other powers can never gain control of a remote area by any means.

Repair (4.8)

At the end of the administration phase, all damaged printed resources are repaired by removing the damage markers.

Reserve (3.4)

Each power may hold a single flag, unit, offensive, resource, or upgrade marker in reserve. A resource marker in reserve is held for potential use during the following turn's production. All other counters in reserve may be used to interrupt.

Resistance (2.3.7)

Each country has a resistance value ranging from zero to two, represented by a number of red fist icons. A country's resistance is applied as a penalty to diplomacy attempts against it. [An uncontrolled country with one or more neutral cubes has a resistance equal to the number of cubes.](#)

Resource (2.3.8)

Resources are collected during production and then converted into builds or offensives. Two types of resources are printed on the map: **natural** resources and **industrial** resources.

In addition to these, there are **limited** and **special** resources indicated by markers.

Restricted Terrain (2.3.10)

A restricted terrain symbol in an area reduces occupation limits to one land unit, one naval unit, and one air unit of each ideology, and blocks LOCs through the area (if it is a land area). A logistics unit in a land area negates these effects.

Retreat (10.10)

Except in case of a tied combat result or if the remaining losses would still be enough to eliminate all units eligible for losses, the losing side may reduce its losses by one by declaring a retreat. Units may also be forced to retreat in the aftermath of combat or [if they are no longer able to occupy the area they are in.](#)

Sea Area (2.2)

A sea area is an area colored in blue (with a title in italics if present). Units may only occupy sea areas that are a friendly port or airfield area (or an adjacent one if belligerent).

Stability (5.5)

Stability is the measure of the confidence and durability of the power's government, marked on the stability track, ranging from steady to wavering to unstable, and finally collapse. A power that collapses may surrender.

Stability Test (5.5.1)

A stability test is an effectiveness check that, if failed, reduces the power's stability level. If stability is reduced to collapse, the power collapses or surrenders.

Status Card (2.6)

Each power has a status card that houses the power's available force pool and markers. A power's status card also tracks its current commitment, which determines the power's force pool limit, conversion rate, effectiveness, and home front penalty. The card also indicates which opposing powers are provoked by escalation or alliance formation. Status cards also contain reminders of restrictions for the power depending on its current commitment level.

Strategic Bombing (9.5.2)

Strategic bombing is an air operation with the objective of damaging an enemy resource.

Sudden Death (3.7.5)

After the third *Crisis* marker is drawn in a turn, flip the turn marker to its *Sudden Death* side. When a *Crisis* marker is drawn during *Sudden Death*, **do not** roll for an event—instead check to see if the action phase is over.

Supply (9.6)

At the start of an operation, each area containing activated or defending units must trace a line of communications for supply. [Units committed for support must also check supply](#). A side with one or more Unsupplied participating units applies a -1 penalty to their combat score.

Support (10.2)

Friendly air units in an airfield and friendly fleets in a port may support combat in an adjacent area. Eligible units in the target area must support. Supporting units must use appropriate movement to enter the target area and obey occupation limits. Supporting units contribute to the combat and suffer all the effects of the combat (e.g., retreat, regroup, etc.).

Surprise Attack (9.8)

A surprise attack is an operation that creates a state of war. It requires neither a political action nor an effectiveness check and can only be done by Fascist powers. The defending power may be subject to a surprise penalty in combat.

Surrender (5.5.4)

When a power collapses, a check is conducted to see if it surrenders. If it does so, it is eliminated from the game and is no longer an active power. A power also immediately surrenders if at any time it controls no home areas.

Target Area (9.1)

The target area of an operation is the destination of the attacking activated units. The target area must be controlled by an enemy power, contain an unowned or enemy base, be occupied by enemy units, or be an [ungarrisoned](#) country (**exception**: *surprise attacks*, 9.8.3).

Transferring A Resource (4.4.1)

Only the United States may transfer resources: compulsory via *US-Japan Trade*, or voluntarily by *Lend Lease*.

When the United States transfers a resource, [the receiving power collects it during its own production](#), by tracing an LOC from either United States home area to [its own production site](#). Treat ports of both the United States and the receiving power as friendly for the purposes of tracing the LOC.

The transferred resource counts towards war offensives if it is an industrial resource.

Triumph (10.12)

When a side inflicts more losses than the loser can resolve in a land or naval combat, it gains a triumph. The winning power gains a flag.

Uncontrolled Country (2.2.5)

An uncontrolled country is a country with no power cube in it, or a [power's](#) home area or colony with a neutral cube.

All uncontrolled countries are ungarrisoned.

Ungarrisoned Country (2.2.5)

An ungarrisoned country is a country containing no land units belonging to any power. Minor armies and non-land units are insufficient to garrison a country.

Upgrade (3.7.3)

Upgrade markers cost two builds and are used to improve existing units. When an upgrade marker is played, the controlling power traces an LOC to an area containing a unit of the appropriate type, flips the unit to its upgraded side (tank army, carrier fleet, or strategic air force), then returns the upgrade marker to its force pool.

Victory Point (1.7.1)

A power scores victory points for controlling territory, changing the count immediately as areas are gained and lost. The winner is determined by which ideology has the greatest number of victory points at game end.

A power scores one victory point for each of its cubes in any area on the map. Bases do not count for scoring.

A power is penalized one victory point for each cube of another color in its home or colony areas. A power's score may be negative.

War (5.6)

A military conflict between two or more powers or alliances, commenced by declaration or surprise attack. Powers cannot perform operations against each other unless at war. Indicate a state of war by placing cubes of the belligerent powers together in the appropriate war area of the political display.

A war can end by armistice or capitulation (surrender).

War Offensives (4.7)

If a power is belligerent, during production it gains one offensive marker for each industrial resource it collected.

War Status (5.6.3)

War status tracks the global extent and intensity of war. It does not apply to any individual power.

The status is limited war when war first breaks out among any powers. The status is global war when powers from all three ideologies are belligerent, or any power is at total war commitment. Global war affects when the game ends.

Counter Guide

Military Units

Land Units



Infantry Army: The basic unit required to attack and conquer areas (10.9.1). May activate for land operations (9.3).



Tank Army: Upgraded army. The side with more tank armies in a land combat has armor superiority (10.4).



Fortress: Provides a +1 bonus when defending (10.4). Placed on turn track for next turn when constructed (4.6). Cannot move, retreat, regroup, or be activated for an operation. May be withdrawn to the action cup during a deployment action (8.4).



Minor Army: A minor army defends its country (2.4.4). It counts towards occupation limits, but cannot move, retreat, regroup, or be activated for an operation. A minor army is insufficient to make a country garrisoned (2.2.5).



Chinese Army: A minor army with some modifications (11.4.1). Only one Chinese army can occupy each Chinese country.

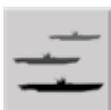
Naval Units



Surface Fleet: May activate for naval operations (9.4) and support naval combat (10.2). **May occupy friendly port areas, and adjacent sea areas if belligerent.** Blocks enemy naval movement (7.2.2) and LOCs (4.3). Costs two builds and is placed on turn track for next turn when constructed (4.6).



Carrier Fleet: Upgraded fleet. The side with more carrier fleets in a naval combat has carrier superiority (10.5).



Submarine Pack: May occupy sea areas up to two areas from a friendly port if belligerent. **May move through sea areas with enemy units.** Blocks enemy naval movement (7.2.2) and LOCs (4.3). Cannot support (10.2) or be activated for operations (9.1).

Air Units



Tactical Air Force: May activate for air operations (9.5) and support (10.2). In land or naval combat, the side with more air forces (after air combat) has air superiority (10.3).



Strategic Air Force: Upgraded air force. May activate for naval, air, and strategic bombing (9.5.2) operations. Blocks enemy naval movement (7.2.2) and LOCs (4.3).

Logistics Unit



Logistics: Increases occupation limits in bases and negates restricted terrain (2.3.10). Cannot move, retreat, regroup, or be activated for operations. May be withdrawn to the action cup during a deployment action (8.4).

Neutral Markers



Chinese Civil War Status: While the Chinese Civil War is Active it is resolved as usual (11.4.5). While any power garrisons (2.2.5) a Chinese country, set the status marker to *Inactive* to show the resolution is modified.



Civil War Resolution: When drawn from the action cup, resolve all civil wars on the map (3.7.7), including the Chinese Civil War (11.4.5).



Civil War: When a crisis event causes a civil war, place a *Civil War* marker in the affected area (11.1). When a faction wins the civil war, flip the marker to its *Influence* side (11.3) (**exception:** *decisive victory*).



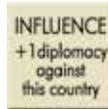
Crisis: When drawn from the action cup, resolve a crisis event (3.7.4). If the *Turn* marker is on its *Sudden Death* side, the action phase may end instead (3.7.5).



Damaged Resource: Used to mark a resource damaged by a strategic bombing operation (9.5.2). Damaged resources cannot be collected (4.4.2), but are repaired at the end of the administration phase (4.8).



Global War: When all three ideologies have a power at war, or when any power escalates to total war, flip the war status marker to its *Global War* side (5.6.5) and move it to the turn track two turns ahead or 1945–46, whichever is later. The game is over at the end of that turn (1.6).



Influence: Powers with an offensive marker under an *Influence* marker get a +1 bonus on diplomacy attempts (6.3) against that country.



Limited Resource: A limited resource marker (2.3.8) can be collected by a power that controls its area. Once converted (or damaged), a limited resource is removed from the game. A limited resource does *not* function as a production site.



Limited War: When war first breaks out between two or more powers, place the *War Status* marker on its *Limited War* side on the political display (5.6.3). Crisis events (3.7.4) are resolved on the *Wartime Crisis Table* while *Limited* or *Global War* is in effect.



Operation: A power that declares an operation may use these markers as a memory aid. Some include relevant modifiers for augmentation (8.2) and extended range (7.3.3).



Sudden Death: While the *Turn* marker is on its *Sudden Death* side, when a *Crisis* marker is drawn the action phase may end (3.7.4).



Surprised: When a power is subject to a surprise attack (9.8), place a *Surprised* marker in the target area as a memory aid that the power is penalized for that combat. After the operation, flip the marker to its *No Surprise* side and move it to the power's ideology on the political display, to indicate immunity to surprise for all powers of that ideology.



Turn: Marks the current two-year turn on the turn track (2.5). After the third *Crisis* marker is drawn in a turn, flip the *Turn* marker to its *Sudden Death* side (3.7.5).

Power Markers



Air Base: An air base (2.3.2) acts as an airfield for one air unit (two with a logistics unit present).



Commitment: Marks a power's current commitment (4.1) on its status card. When escalation is successful, flip the marker to its *Increased* side to indicate the power cannot escalate again this turn.



Effectiveness: Marks a power's current effectiveness (5.3). Flip the marker to its *-1* side to indicate a temporary penalty to effectiveness.



Flag: Represents the political currency of a power (5.2). A flag is played to attempt a political action (6.).



Home Front: These markers are added to the action cup each turn. When drawn (3.7.6), the associated power must pass a stability test or reduce its stability, unless its commitment is civilian. It may then perform a free deployment action (8.4).



Naval Base: A naval base (2.3.2) acts as a port for one naval unit (two if a logistics unit is present). All naval bases include an air base as well.



Offensive: Represents the military impetus of a power (8.1). An offensive is played to perform one or more military actions (8.) based on the conversion rate (4.5) of the power's current commitment. Additional offensives may be gained while a power is belligerent (4.7) and when it escalates to mobilization and total war (6.4.2). Offensives are on the back of resource markers.



Resource: Resources are collected by a power (4.4.2) and converted into builds or offensives during production (4.4). Resources are on the back of offensive markers.



Stability: Marks a power's current stability (5.5). If stability falls below unstable, the power collapses (5.5.2).



Surrender: When a power surrenders (5.5.4), flip over it *Stability* marker and place it on the political display for the ideology which caused its surrender.

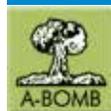


Upgrade (army, fleet, or air force): Costs two builds (4.6). When played (3.7.3), flip a unit of the matching type that can trace an LOC (4.3) to its upgraded side, then return the upgrade marker to the power's force pool. May not be in a power's force pool at civilian commitment.



Victory: Marks the current victory point total (1.7.1) for a power or ideology.

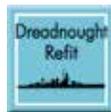
Special Power Markers



A-Bomb (United States): May be built by the US, then used to cause a stability test during a strategic bombing operation (12.2.2).



Abyssinian Adventure (Italy): Italy may play this marker on its limited resource side if it successfully completes the *Abyssinian Adventure* (12.1.2).



Dreadnought Refit (Italy/France): Remove this marker from play when constructing a fleet to reduce the cost by one (4.6).



Il Duce Flag (Italy): Special Italian flag. Roll an additional die for the effectiveness check of the political action this flag is spent for (12.1.2). This bonus die is negated if Italy has collapsed.



Lend Lease (United States): While on the map, indicates that the US may transfer resources (4.4.1) and join alliances (6.1).



Posture (Soviet Union): Marks the current posture of the Soviet Union (12.3). Once per turn the Soviet Union may change its posture as a political action or during Home Front; flip the marker to its *Changed* side to indicate posture cannot change again until next turn.



Ravanche (Fascism): Used in the *Pour La Patrie* scenario (C.7). While on the political display, indicates that Germany and France cannot attack or attempt diplomacy against an area in the other's interest (5.1).



Rhineland Demilitarized (Germany): While on the map, indicates that Germany cannot *occupy* or collect resources from the Ruhr (12.1.1). A limited industrial resource is on the back side.



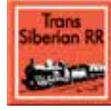
Special Industrial Resources (Soviet Union): Additional permanent industrial resources placed when Soviet commitment escalates to mobilization and total war (12.3.1).



Status Quo (Democracy): While on the political display, indicates that the Democracies are subject to the limitations of the *Status Quo* special rule (12.2).



Stresa Front (Fascism): While on the political display, indicates that Germany and Italy cannot attack or attempt diplomacy against an area in the other's interest (5.1).



Trans-Siberian Railroad (Soviet Union): While on the map, indicates that the Soviet Union ignores restricted terrain in its Pacific home areas (12.3.1). Also negates the *Urals Delay* box.



US-Japan Trade (United States): While on the map, indicates that the US must transfer an industrial resource to Japan each turn (12.2.2).



Washington Naval Treaty (Japan): While on the political display, indicates that Japan, the UK, and the US may not add fleets to their force pools, nor deploy units to or attack designated areas on the Pacific map (12.1.3).

Crisis Tables

For each of the first three *Crisis* markers drawn during a turn, roll two dice, read them {highest}-{lowest}.

Consult the **Wartime** table if the game's war status is *Limited* or *Global War* (5.6.3); otherwise, use the **Peacetime** table.

Wartime - Crisis Event

- 6-6 LEAGUE OF NATIONS CONFERENCE.** No effect.
- 6-5 PARTISANS.** The **Soviet Union** chooses an area without any power's land units and at least one Democratic or Fascist cube. The controlling power performs an effectiveness check. If it fails, remove all cubes and retreat all non-land units from the area.
- 6-4 RESISTANCE.** The **United Kingdom** chooses an area without any power's land units and at least one Fascist or Communist cube. The controlling power performs an effectiveness check. If it fails, remove all cubes and retreat all non-land units from the area.
- 6-3 NATIONALISTS.** **Germany** chooses an area without any power's land units and at least one Communist or Democratic cube. The controlling power performs an effectiveness check. If it fails, remove all cubes and retreat all non-land units from the area.
- 6-2 COMMUNIST COUP.** The **Soviet Union** must perform a diplomacy attempt against an ungarrisoned country of its choice (regardless of interest). If it fails and the country is uncontrolled, a diplomatic opportunity occurs (5.7) with only non-Communist powers eligible.
- 6-1 FASCIST COUP.** **Germany** must perform a diplomacy attempt against an ungarrisoned country of its choice (regardless of interest). If it fails and the country is uncontrolled, a diplomatic opportunity occurs (5.7) with only non-Fascist powers eligible.
- 5-5 NO SURRENDER.** Each active power with an opposing cube in any of their home areas increases their stability by one level (or gains one flag if stability is already steady).
- 5-4 POLITICAL CRISIS—FIVE-YEAR PLAN.** If the **Soviet Union** has a counter in reserve, return it to its force pool or available markers box.
- 5-3 POLITICAL CRISIS—MATERIEL SHORTAGES.** If **Italy** has a counter in reserve, return it to its force pool or available markers box.
- 5-2 POLITICAL CRISIS—INTERSERVICE RIVALRY.** If **Japan** has a counter in reserve, return it to its force pool or available markers box.
- 5-1 POLITICAL CRISIS—FÜHRER DIRECTIVE.** If **Germany** has a counter in reserve, return it to its force pool or available markers box.
- 4-4 CIVIL WAR (COLONIAL REVOLT).** Roll two dice and take only the highest result to determine the area affected (11.1).
- | | | | |
|----|--------------|---|-------------|
| 6+ | Jordan | 3 | Indochina |
| 5 | Egypt | 2 | Syria |
| 4 | North Africa | 1 | Philippines |
- 4-3 POLITICAL CRISIS—LABOR STRIKES.** If **France** has a counter in reserve, return it to its force pool or available markers box.
- 4-2 POLITICAL CRISIS—CRISIS OF CONFIDENCE.** If the **United Kingdom** has a counter in reserve, return it to its force pool or available markers box.
- 4-1 POLITICAL CRISIS—CONGRESSIONAL INVESTIGATION.** If the **United States** has a counter in reserve, return it to its force pool or available markers box.
- 3-3 CIVIL WAR (COLONIAL REVOLT).** Roll two dice and take only the highest result to determine the area affected (11.1).
- | | | | |
|----|-------|---|--------------------------|
| 6+ | Iraq | 3 | Libya |
| 5 | India | 2 | Both Java and New Guinea |
| 4 | Burma | 1 | Malaya |
- 3-2 CHINESE RESISTANCE.** Powers with a cube in an ungarrisoned Chinese country with no Chinese armies must perform an effectiveness check for each. If the check fails, remove the cube and retreat all non-land units from the area.
- 3-1**
- 2-2 ASSASSINATION ATTEMPT.** The **Fascist power** with stability closest to collapse (each such power with lowest effectiveness, if tied) must perform a stability test.
- 2-1 CIVIL WAR.** Roll two dice and take only the highest result to determine the area affected (11.1).
- | | | | |
|----|------------|---|----------------|
| 6+ | Spain | 3 | Greece |
| 5 | Austria | 2 | Rumania |
| 4 | Yugoslavia | 1 | Czechoslovakia |
- 1-1 CATAclysm.** Roll twice on the Crisis Table and implement both, sequentially. Reroll all further **1-1** results this Crisis.

