

By Rodger B. MacGowan ©2018

Rules of Play

First Time?

Head straight for the Playbook and read sections **A** (How to Survive Cataclysm) and **B** (Comprehensive Example of Play). These two sections will give you a sense of the unusual mechanisms that **Cataclysm** is built around. Once you're ready, we recommend starting with the introductory scenario *C.2 Days of Decision*, keeping the Glossary and Counter Guide handy for guidance through your first play.

Dedications

William Terdoslavich dedicates this game to **Talley Sue, Grace** and **Grant**. Family is a winning strategy.
Scott Muldoon dedicates this game to the memory of his mother, **Janice Redfern Carter** (1948-2014), who inspired and nurtured his love of games, maps, and history with her own.

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

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Online Q&A

If you have questions or require help with this game,
please post on the Cataclysm page at:

www.boardgamegeek.com

1.0 Overview

Cataclysm: A Second World War is a multi-player game simulating political and military conflict in the 1930s and 40s. The game's premise is that a second world war could have broken out at a time other than September 1939, given the numerous political crises provoked by revisionism against the post-Versailles order.

Each player commands a power or group of powers committed to an ideology: Fascism (Germany, Italy, and Japan), Communism (the Soviet Union) or Democracy (France, the United Kingdom, and the United States). The status quo favors the Democracies, while Communism and Fascism must use political or military force to revise the world order to their liking... but once all three ideologies are fighting, a second world war is on!

Many of the terms used in **Cataclysm** have very specific meanings. When the rules define a term, it appears in **gray-shaded bold italics**. During play, consult the Glossary (section G of the Playbook) [and/or the Index](#) for a quick reference on these terms. When referencing a rule number in this rulebook, a three-level case format (x.y.z) is used. Playbook sections begin with a letter.

1.1 Powers and Ideologies

There are two types of nations in Cataclysm, powers and countries. **Powers** are nations run directly by players, while **countries** are minor nations with no agency of their own in the game. A power is **active** until it surrenders (5.5.4).

Each power belongs to one of three **ideologies**: Democracy, Fascism, or Communism. A power's ideology never changes during the game.

The Democratic powers are France (blue), the United Kingdom (khaki), and the United States (green). The Fascist powers are Germany (gray), Italy (yellow), and Japan (purple). The sole Communist power is the Soviet Union (red).

Democratic Powers



France



United Kingdom



United States

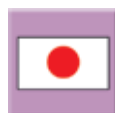
Fascist Powers



Germany



Italy



Japan

Communist Power



Soviet Union

Design Note: "British" refers to the United Kingdom, and "American" refers to the United States.

Several terms define the relationships of powers to each other.

- Powers from different ideologies are **opposing** powers.
- A power at war (5.6) with at least one other power is **belligerent**.
- Powers at war with each other are **enemies**.
- Powers in an alliance (6.1.2) together are **allies**.
- A counter, cube, or area is **friendly** to its controlling power, and also to its belligerent allies.

Each ideology has a **special rules card** that notes special rules (12.0) for that ideology's powers. These special rules are in force at the start of all scenarios unless otherwise indicated.

Design Note: On the backs of the special rules cards are examples of play for various operations.

1.2 Number of Players

Cataclysm plays best with **three** players, one in charge of each of the three ideologies.

With **four** or **five** players, the Fascists and/or the Democracies can be divided. For the Fascists, one player can control Germany and the other both Italy and Japan. For the Democracies, one player can control the United Kingdom and the other both France and the United States.

Several scenarios have been designed specifically for **two** players, specifically scenarios C.2, C.3, C.4 and C.7. Multiplayer scenarios (C.1, C.5, and C.6) can be played by only two players, with one player controlling both the Democracies and Communists. See the scenarios' special rules for details.

There is currently no dedicated system to support solitaire play, but the core mechanism of pulling chits from the action cup provides a good experience for one player, so long as you don't mind playing all sides.

1.3 Setup

Begin by deciding which scenario to play from Section C of the Playbook and laying out the map(s) and the record display. The powers are assigned among the players and each player takes their associated counters (2.4) and status cards (2.6). Neutral counters that are not currently in use are set aside, along with any counters not currently on the map, the record display, or the powers' status cards. The crisis tables (2.7) are placed where all players can access them. Each ideology takes their dice and player aid card. Follow the scenario set up description and begin play as indicated.

1.4 Game Information

All players may freely inspect all game pieces on the map or status cards at any time (**exception:** *the contents of the action cup are hidden from all players*).

1.5 Negotiations

Players may freely negotiate at the table at any time, so long as the flow of play is not unduly interfered with. However, any deals made are non-binding, and cannot change the game state directly (i.e., no trading or lending of resources, units, control of areas, etc.).

1.6 Ending the Game



The game ends immediately when one or more of the following conditions apply. If the game will end due to surrender, always complete the surrender procedure before ending the game.

- All powers in one ideology have surrendered (5.5.4).
- One ideology has caused the surrender of two powers (i.e., has two *Surrender* markers on the political display).
- War status (5.6.3) is *Global War* and no powers are belligerent.

If not ended due to the above, the game ends when the scenario-designated final game turn is finished, or at the end of the turn indicated by the *Global War* marker (5.6.5), whichever is later.

Design Note: Even though a typical full game will end in 1945–46, if *Global War* starts late, the game is extended to accommodate the fighting.

When the game ends, proceed immediately to scoring to determine the winning ideology.

1.7 How to Win



In most scenarios, the winner is determined by which ideology has the greatest number of victory points when the game ends.

1.7.1 Scoring

A power scores victory points for controlling land or mixed areas. Each power has two Victory markers (positive/negative and +10/+20) used to record victory points immediately as they are gained or lost. Markers on the victory track should always reflect the current situation on the board.

A power's score at any given time is equal to the number of its cubes in areas on the map, minus the number of cubes of other colors in its home or colony areas (this includes neutral cubes and cubes from powers in its own ideology). **A power's score may be negative.** A surrendered power (5.5.4) is still counted for scoring.

An ideology's score is the sum of the victory points of its constituent powers. This is tracked during the game with the ideology Victory markers.

Design Note: Scoring is easy—just count the number of your cubes on the map, then subtract the number of neutral or other power's cubes in your home and colony areas.

1.7.2 Determining the Winner

At the end of the game, compare the scores of each ideology: the ideology with the highest score wins.

If one or more ideologies are tied for the highest total, the Communists win if they are one of the tied ideologies; otherwise, the Fascists win.

Important: If both the Fascist and Communist ideology scores are positive, the Democratic score must exceed their combined total to win. Otherwise, the highest score among the other ideologies wins.

Design Note: If two players control powers in the winning ideology, they may compare their scores to determine who “won more”.

2.0 Components

Your copy of **Cataclysm** contains:

- Two 17" x 22" maps, depicting Europe, the Pacific Ocean, and nearby regions as they existed circa 1933.
- 456 double-sided 9/16" counters, in two sheets.
- 160 wooden cubes in eight colors:
 - 17 blue cubes for France.
 - 32 grey cubes for Germany.
 - 12 yellow cubes for Italy.
 - 22 purple cubes for Japan.
 - 22 red cubes for the Soviet Union.
 - 17 khaki cubes for the United Kingdom.
 - 22 green cubes for the United States.
 - 16 white neutral cubes.
- One rulebook (you're reading it).
- One playbook with scenarios, notes, and an extended example of play.
- One 8.5" x 11" record display with tracks and boxes needed for play (and civil war examples of play on the back).
- One double-sided 8.5" x 11" card with the Crisis tables.
- Ten 8.5" x 5.5" power status and ideology special rules cards (with history briefs and examples of play on the back).
- Three 11" x 17" folding player aid cards.
- Nine dice in three colors:
 - 3 red dice for the Communists.
 - 3 blue dice for the Democrats.
 - 3 black dice for the Fascists.

Contacting GMT Games

If any game components are missing or damaged you may contact GMT by email at gmtoffice@gmtgames.com, by phone at 800-523-6111 (US and Canada) or 559-583-1236, or check our online game page at www.gmtgames.com.

2.1 Maps

Cataclysm splits the playing area into two maps. The **European** map runs from South Africa to the Barents Sea, and the **Pacific** map runs from Dutch Harbor to the South Indian Ocean. Some scenarios only use one map, in which case all areas on the other map are out of play.

2.2 Areas

The maps are divided into three types of areas representing the various nations and bodies of water during the 1930s and 40s.

Land Area – land and air units may enter and occupy (7.1.1). Naval units may enter and occupy coastal land areas (**example:** *Benelux*).

Sea Area – all units may enter, but occupation is usually prohibited (7.1.2) (**example:** *Western Approaches*).

Mixed Area – combines both land and sea in one area. All units may enter and occupy (7.1.1). Denmark, Hokkaido, Java, New Guinea, Philippines, and Turkey are the only mixed areas. **The red dashed borders around the sea portion of mixed areas are fully passable.**



Land Area

Sea Area

Mixed Area

An on-map unit must always **occupy** (be located in) a single specific area. Units move (7.2) from area to adjacent area. Areas are **adjacent** if they share a border, or are connected by a map connector (2.3.6) or white arrow (2.2.7). Areas separated by a **solid** red border are not adjacent; solid red borders are impassable and may not be crossed.

Gray-shaded areas with no name are out of play and may not be entered by any unit.



Example: Turkey is a mixed area, including the straits. It is adjacent to three sea areas (Black Sea, Aegean Sea, and Eastern Mediterranean) and six land areas (Caucasus, Persia, Iraq, Syria, Greece, Bulgaria).

2.2.1 Coastal Areas

All mixed areas, and all land areas adjacent to at least one sea area, are coastal areas.

A unit in **Egypt, Ruhr, or South Africa** may move (7.2) or support (10.2) into any adjacent sea area if otherwise eligible. Naval movement may not transit these areas unless it is friendly (1.1).

Example: A British unit beginning in Egypt may move to either the Eastern Mediterranean or the Arabian Sea. However, a British unit may only move through Egypt, from the Eastern Mediterranean to the Arabian Sea, if Egypt is friendly.

Finland, Lombardy, and Spain each have two different coasts that are not connected. Finland has one coast adjacent to the Gulf of Bothnia and one adjacent to the Barents Sea. Lombardy has one coast adjacent to the Adriatic Sea and one adjacent to the Tyrrhenian Sea. Spain has one coast adjacent to the Western Approaches and one adjacent to the Mid-Atlantic Ocean and Western Mediterranean. A naval unit in Finland, Lombardy, or Spain must be clearly located on one specific coast; naval movement is prohibited directly between the two coasts.



Siam has a single coast, adjacent to the Gulf of Siam. The portion of its coastal border that is solid red is impassable.

2.2.2 Ports and Airfields

An area is a **port area** if it is a coastal area, or if it is a sea area containing a naval base (2.3.2).

An area is an **airfield area** if it is a land or mixed area, or if it is a sea area containing an air base (2.3.2).

Port and airfield areas can be occupied (7.1) by naval and air units, respectively.

2.2.3 Home Areas and Colonies

At the start of 1933, a power controls all land and mixed areas in that power's color.

If an area in a power's color has its name in a block matching the power's color, it is a **home area**; otherwise it is a **colony**. A power's **capital** is the home area with its name in ALL CAPS.

Example: *Canada is a home area of the United Kingdom, but India is a colony. London is the United Kingdom's capital.*

Design Note: Yeah, we know it's not right to call the various political entities in the Commonwealth "colonies" ...but it's simpler. Also, the strategic importance of the Suez Canal to the mercantile economy of the UK was such that any act of seizing control of Egypt and the Suez Canal would have been viewed as an act of war against the UK. For that purpose, we have treated Egypt as a colony in the game even though it technically was not.

A home or colony area no longer controlled by its original power is a country (2.2.5) for all game purposes. If the original owning power regains control, it returns to its original status.

Colony areas have the following rule exceptions:

- An enemy power that conquers (10.9) a colony does not gain a flag or cause a stability test, unless the colony contains a resource (2.3.8).
- Colonies are ineligible for diplomacy attempts during the surrender procedure (5.5.4).
- Democratic powers may not collect resources from colonies while Status Quo is in effect (12.2).

2.2.4 Area Control

A power **controls** its home and colony areas containing no opposing or neutral cubes. A power also controls any other areas containing at least one of its own cubes. A surrendered power never controls any areas.

Land and mixed areas are either controlled by a single power or uncontrolled. Sea areas are never controlled by any power. Ownership of a base (2.3.2) in an area does not provide control of the area.

Control of an area is important for scoring (1.7.1), collection of resources (4.4.2), and deploying units (8.4). Control may change due to crisis events (3.7.4), diplomacy (6.3), or military conquest (10.9).

When control of an area changes, remove all cubes, aid markers, and any *Civil War* or *Influence* markers from the area. A power gaining control of an area not printed in its color places its cube there (two cubes if it is a capital). **If a power gains control of a home or colony area of an active power in the same ideology, no cube is placed and control is returned to the original power. Adjust victory points for each cube added or removed (1.7.1). Change in control may cause provocations (5.2.3) and stability tests (5.1.1). Units that are no longer eligible to occupy the area must immediately retreat (10.10), or if**

not in the aftermath of a combat, they may instead be placed into the action cup, at their owner's discretion.

2.2.5 Countries

Land or mixed areas that are not a home or colony area are **countries**.

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 (2.4.4) or a non-land unit does not count. All uncontrolled countries are also ungarrisoned, by definition.

Example: *Germany has a cube in Rumania, but the only unit there is the Rumanian minor army. Rumania is a controlled, ungarrisoned country.*

2.2.6 China



China (colored in orange) is not a power. Instead, it consists of several independent countries. Note that Manchuria is a separate country and is not part of China. Special rules apply to China concerning the Chinese Civil War (11.4).

2.2.7 Off-Map Areas

The following areas are off-map areas:

- Barents Sea (Sea area).
- South Africa (Coastal land area).
- Arabian Sea (Sea area).



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 are coastal areas.

2.2.8 Remote Areas

The following areas are remote areas:

- California
- Canada
- South Africa
- Urals
- Washington DC



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

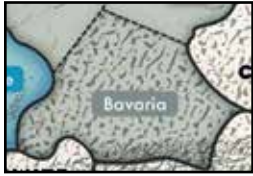
(exception: Delay boxes, 2.3.5).

Other powers can never gain control of a remote area by any means. A remote area may become a country (with a neutral cube) if its power surrenders.

Design Note: Since enemy units cannot enter remote areas, they are safe from attack.

2.3 Map Features

2.3.1 Adverse Terrain



Adverse terrain, represented on the maps by a rough texture effect, reflects difficult or mountainous terrain that negates armor superiority and gives the defender a +1 to their combat score (10.4).

2.3.2 Bases



Some sea areas have base symbols printed in them, representing facilities on landmasses too small to count as an area.

Bases start the game either owned by a specific power (indicated by a roundel) or unowned (no roundel). Ownership of a base may change due to a base capture operation (9.4.2), but bases are never created or destroyed (**exception:** special British bases, 2.3.3).



France



Germany



Italy



Japan



Soviet Union



United Kingdom



United States



unowned

IMPORTANT: Ownership of a base does not provide control of the sea area the base is in. Sea areas are never controlled; a base merely allows units to occupy a sea area.

Design Note: Bases are not separate locations; they are merely symbols/markers that allow units to remain in areas normally prohibited.

There are two types of bases: air bases and naval bases.

An **air base** (airfield symbol) makes its area an airfield area. This allows one friendly air unit to occupy the area, and while belligerent, one friendly strategic air force to occupy each adjacent sea area (7.1.2).

A **naval base** (anchor symbol) makes its area a port area. This allows one friendly naval unit to occupy the area, and while belligerent, one friendly naval unit to occupy each adjacent sea area (7.1.2). A belligerent friendly submarine pack may occupy a sea area up to two sea areas from a naval base.

Design Note: Every naval base also includes an air base.

The presence of a logistics unit (7.1.4) increases the occupation limits of an area with a base.

2.3.3 Special British Bases

In some scenarios, the United Kingdom has naval bases in the countries Guangdong, Java, and Spain. These bases do not provide control of the country, but do provide an interest (5.1) in the area. Like other naval bases, they allow eligible units to occupy the residing country (and adjacent sea areas if belligerent) while it remains uncontrolled.

Design Note: These bases represent Hong Kong, Sarawak, and Gibraltar, respectively. Gibraltar is on the south coast of Spain. Unlike many WW2 games, Gibraltar does not restrict enemy movement between the Atlantic Ocean and the Mediterranean Sea.

A special British base is removed from its residing country in either of the following circumstances; any friendly units no longer eligible to remain must retreat (10.10), or if not in the aftermath of a combat, they may instead be placed into the action cup, at their owner's discretion.

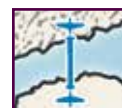
- A base capture operation is successful against its area (9.4.2).
- Any power gains control of the residing country, including the United Kingdom itself or another power in its ideology.

If a country with a special British base is attacked, ignore all British units in the area if the United Kingdom is not at war with the attacking power (the attack still counts as a provocation due to British interest, 5.2.3).

2.3.4 Crossing Arrows



A **black crossing arrow** connects two areas divided by a strait or other narrow body of water. The areas are adjacent for all purposes. Attacking across a strait gives the defender +1 to their combat score (10.4). A black crossing arrow also permits naval movement between a mixed area and an adjacent coastal area (7.2.2).



A **blue** crossing arrow with airplane icons indicates two non-adjacent land or mixed areas that are still close enough for air operations. The areas are adjacent for movement (7.2.3) and support (10.2) of air units only.

Example: Siam is not adjacent to the Bay of Bengal due to the solid red impassable border, but air forces can fly from Java to Siam across the impassable border because of the blue crossing arrow.

2.3.5 Delay Boxes



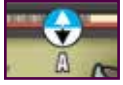
The following areas contain a **Delay box**:

- California
- South Africa
- Urals

Moving units must stop upon entering an area with a *Delay* box and may move no further during that action. Temporarily place such units in the *Delay* box as a reminder; at the end of the action, move them to the area proper.

A line of communications (4.3) can only be traced into or out of an area with a *Delay* box, not through.

2.3.6 Map Connectors



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 and air movement if it is a white circle, by naval movement if it is a light blue circle, or both if half white and half blue.

Each connector has an ID letter:

- **A:** Connects Washington DC (Europe) and California (Pacific).
- **B:** Connects Urals (Europe) and Siberia (Pacific).
- **C:** Connects Persia (Europe) and India (Pacific).
- **D:** Connects Arabian Sea (Europe) and Indian Ocean (Pacific).

2.3.7 Resistance



Each country has a **resistance** value ranging from zero to two, represented by the number of red fist icons in the country. If a country has no resistance icons, its resistance is zero. Areas containing a neutral cube (2.4.5) always have a resistance of **one per cube**.

Subtract a country's resistance value from the effectiveness check of diplomacy attempts against it (6.3). Resistance does not apply during a diplomatic opportunity (5.7).

2.3.8 Resources

Powers collect resources during production (4.4.2) and convert them into builds or offensives.

There are four types of resources:



- **Natural resources** are the default, having no additional special rules.



- **Industrial resources** provide escalation offensives (6.4.2) and war offensives (4.7). They also act as production sites (2.3.9) in home areas.



- **Limited resources** are represented by markers with an area name. They are collected once and then removed from play (4.4). A limited resource may be natural or industrial.



- **Special resources** are markers (but not limited resources) the Soviet Union puts into play that function as industrial resources (12.3.1).

2.3.9 Production Sites

A **production site** is a home area controlled by its original power that contains a non-limited industrial resource, even if damaged by strategic bombing (9.5.2). Areas containing special Soviet resources (12.3) are also production sites.

Example: *Lombardy is a production site for Italy. If the Rome limited resource is in play, it does not make Rome a production site for Italy.*

Example: *German-conquered Paris is not a production site for any power, since it is not controlled by its original owner (France).*

A production site acts as a point of origin when its power places newly constructed units (3.7) or traces a line of communications (4.3).

2.3.10 Restricted Terrain



A **restricted terrain** symbol blocks lines of communications (4.3) through an area, and reduces occupation limits (7.1) in the area.

Movement (7.2.1) is not affected by restricted terrain.

The effects of restricted terrain are negated by a friendly logistics unit (7.1.4).

Example: *North Africa is both adverse and restricted terrain.*

2.4 Counters and Cubes

Each power has a set of counters and wooden cubes in its color. The number of each power's counters and cubes are 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.

Counters are divided into units and markers. **Units** represent the various military forces that a power uses to project its strength around the globe. **Markers** represent abstract concepts, record game state information, or act as memory aids.



See the **Counter Guide** (section H in the Playbook) for a comprehensive listing of counter types.

2.4.1 Power Cubes




A power's **cubes** are used to indicate control of an area (2.2.4), failed political actions (5.4), alliances (6.1), and wars (6.2). A power's entire set of cubes is always available for use.

2.4.2 Units

There are several types of units in **Cataclysm**, broken into four classes, as shown in the Counter Guide.

-   A **land unit** is an infantry army, tank army, fortress, or minor army.



- 
 A **naval unit** is a surface fleet, carrier fleet, or submarine pack.
- 
 An **air unit** is a tactical air force or strategic air force.
- 
 A **logistics unit** does not fight, but provides other benefits (7.1.4).

Infantry armies, surface fleets, and tactical air forces can be **upgraded** to tank armies, carrier fleets, and strategic air forces, respectively (3.7.3). A unit and its upgraded version are on two sides of the same counter.

Whenever the rules refer to an army, fleet, or air force, they refer to both the regular and upgraded versions of such units. An upgraded version of a unit always retains the capabilities of the corresponding non-upgraded version.

The portion of units available to a power at any point in the game is its force pool (4.1.1).

2.4.3 Power Markers

A power's flags (5.2), offensives (8.1), resources (2.3.8), and bases (2.3.2) are kept in its available markers box on its status card when not in use. They do not count against the power's force pool limit. Note that a power's resource markers are on the back of its offensive markers.

A power's upgrade markers (3.7.3) are only available when added to the power's force pool. Like units, they are held in the force pool box on the power's status card when not in use.

A power's *Effectiveness*, *Stability*, and *Victory* markers are kept on the corresponding tracks on the record display (2.5), while the *Commitment* marker denotes the current commitment on the power's status card.

A power's *Home Front* marker (3.7.6) begins each turn in the action cup.

Some powers have additional markers to denote limited or special resources, or to act as memory aids for special rules (12.0).

If a rule or event says to return a marker to a power's status card without specifying where, place it in available markers if it is a flag, offensive, resource, or base, or in the available force pool if it is an upgrade marker.

2.4.4 Minor Armies



Some countries have a minor army for defense. A minor army cannot move, attack, or retreat, but does count towards the occupation limit of its area (7.1). Chinese armies (11.4.1) are also minor armies for all purposes, but have increased capabilities.

A minor army cannot be voluntarily removed by its controlling power.

2.4.5 Neutral Cubes

Neutral cubes (white) are used to mark home or colony areas that are uncontrolled due to surrender (5.5.4) or civil war (11.1). An area with a neutral cube is treated as an uncontrolled country with a resistance (2.3.7) of one per cube.

Important: The first printing of **Cataclysm** unfortunately included beige instead of white neutral cubes. The design team regrets the error.

2.4.6 Neutral Markers

In addition to the counters associated with specific powers, **Cataclysm** includes several types of counters that are used either with uncontrolled countries or for all powers.

2.5 Record Display

There are several tracks and displays included on a separate sheet to record individual power and game states.

- Effectiveness Track and Reserve Track:** This combined track records the political effectiveness of each power, and contains the counters held in reserve by the powers.
- Failed Political Action Boxes:** These boxes record when a power has failed a political action and is eligible for a bonus on its next political action of the same type.
- Political Display:** This triangular display records the existence of wars and alliances between powers.
- Stability Track:** This track records how close a power is to collapse. When a power's stability increases, move the marker towards Steady. When a power's stability decreases, move the marker towards Collapse.
- Turn Track:** This track records the current game turn and also acts as a holding box for resolved counters until the following turn.
- Victory Point Track:** This track records the victory points of each individual power, as well as the total victory points for each ideology.

2.6 Power Status Cards

Each power has a **status card** that houses the power's available markers and force pool. A power's status card also tracks its current commitment, which determines the power's conversion rate, force pool limit, effectiveness, and home front penalty. The card also indicates which opposing powers provoke the power (and are themselves provoked) by alliance formation or escalation.

Lastly, the status card includes a production holding box to help organization during the administration phase.

	No DOW No Upgrade No Home Front	No DOW	No DOW Commitment Offense	Commitment Offense	Total War	No DOW Exhaustion
Effectiveness	1	1	1	1	1	1
Force Pool (set 11)	5	8	11	14	11	11
Convention*	2:1	1:1	1:2	1:3	1:2	1:2
Home Front	N/A	+0	-1	-2	-2	-2

* Convention now is resources : build and offensives : military actions
 Points provided by commitment increase or offense, unless stated.
 Germany, Italy

Available Force Pool
 • Surface fleets and upgrade markers cost 2 builds.
 • Surface fleets and battles are placed on the turn track for next turn.

Production Holding Box

Design Note: On the back of each status card is a brief history of the 1930s and 40s for the associated power.

2.7 Crisis Tables

The crisis tables are used to resolve the random events associated with each drawn Crisis marker (3.7.4).

2.8 Dice

Cataclysm includes three six-sided dice for each ideology: black for Fascism, red for Communism, and blue for Democracy.

There are four basic rules in **Cataclysm** regarding all die rolls (**exception:** crisis events):

- When you roll more than one die, count only the highest die, then apply any bonuses or penalties.
- If more than one 6 is rolled, the unmodified result is 6 plus 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 is required by an effect to lose a die (i.e., it would be reduced to zero dice), instead apply a -1 penalty to the result.

Circumstances may dictate the application of bonuses or penalties to a die roll. These modifiers are always applied to the result and not to any specific die.

Example: Germany rolls three dice for a political action, getting a 3, 6 and 6. The result of the roll is 7 (6 with a +1 for the second rolled 6).

Example: An ungarrisoned country defending against an attack rolls only one die. If the attacker also has armor superiority, the defender normally loses one die; in this case, the defender would instead apply -1 to the die result.

2.9 Action Cup

The **action cup** contains all the counters due to enter play for a given turn. During the action phase, the counters in the cup are mixed and then drawn at random, one at a time. You will need to provide an opaque wide-mouthed container (such as an empty coffee mug, spittoon, or spent artillery shell casing) to serve as the action cup.

Inspecting or emptying the action cup is prohibited except when checking to see if the turn ends during **Sudden Death** (3.7.5).

3.0 Sequence of Play

There are three phases to each two-year turn, an **administration phase**, an **action phase**, and an **end phase**, carried out in that order.

3.1 Order of Play

Whenever the rules instruct powers to perform a game activity in order, that order is determined by comparing their effectiveness (5.3), either in **decreasing effectiveness order** (highest to lowest) or in **increasing effectiveness order** (lowest to highest). When resolving ties in decreasing effectiveness order, Fascists 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, their player(s) can resolve the order as they agree. If they cannot agree, determine randomly.

Design Note: The effectiveness/reserve track is subdivided to reflect effectiveness order, giving players a visual cue as to priority.

3.2 Administration Phase

The steps in the administration phase are carried out in the following sequence:

1. Distribute turn track counters (3.2.1)
2. Gain flags (3.2.2)
3. Production (4.2)
 - a. Collect resources (4.4), including by transfer (4.4.1)
 - b. Convert resources (4.5)
 - c. Construct units (4.6)
 - d. Gain war offensives (4.7)
 - e. Repair damaged resources (4.8)
4. Final disposition of production counters (3.2.4)

3.2.1 Distribute Turn Track Counters

The counters on the current turn of the turn track are distributed.

Place the *Crisis*, *Home Front*, and *Civil War Resolution* markers in the action cup. Then, place any power counters in the associated power's production holding box.

Do not remove the *Turn* marker or the *Global War* marker from the turn track.

IMPORTANT: If the *Global War* marker is on the turn track for the current turn, the game is over at the end of this turn.

3.2.2 Gain Flags

Each power gains one flag from their available markers. Gained flags are placed in the power's production holding box. The following **exceptions** apply:

- Germany gains two flags while under *Night of the Long Knives* (12.1.1).
- Italy may choose the special *Il Duce* flag if it is available (12.1.2).
- While a **Communist power** is in *Military Reforms* posture (12.3), it only gains this flag at the cost of conducting a stability test.
- While *Status Quo* is in effect (12.2) France and the United Kingdom only gain this flag at the cost of conducting a stability test, and the United States cannot gain this flag at all.

Design Note: The Democracies' political activities are very limited during peacetime. Each flag earned from a provocation should be used judiciously until *Status Quo* has ended.

3.2.3 Production

Each power in increasing effectiveness order collects resources and converts them to **builds** or **offensives** (4.5). Builds are spent immediately to construct new units, and offensives are used in the action phase to build, move, and attack with units in play. All production choices are public knowledge. A belligerent power may also gain war offensives (4.7) during production.

Constructed units and offensives are placed in the power's production holding box. A detailed step-by-step description of the production process begins with section 4.2.

Design Note: Players may agree to carry out their production simultaneously to speed play

3.2.4 Final Disposition of Production Counters

In increasing effectiveness order, each power may reserve (3.7) a single counter from their production holding box.

IMPORTANT: All other counters in a power's production holding box (flags, offensives, units, or markers) are added to the action cup.

Resources are never placed in the action cup. Any resource markers not converted or placed in reserve by the end of the administration phase are returned to the power's available markers box.

3.3 Action Phase

In the action phase, counters are played one at a time, either from reserve, or randomly drawn from the action cup. The player with the lowest score is in charge of drawing counters for the entire turn.

Design Note: Players can agree to have anyone draw from the cup, but there may be a slight advantage in having some idea how many counters are left.

Any time a counter is to be drawn from the action cup (even at the start of the action phase) any eligible power may interrupt (3.5) to pre-empt that draw with a counter from their reserve (3.4).

Once all eligible powers decline to interrupt, a single counter is drawn from the action cup and resolved as follows:

- Flags, offensives, units, or upgrade markers are either played immediately, placed in reserve, or rejected by its associated power.
- *Crisis*, *Home Front*, or *Civil War Resolution* markers are resolved immediately. Once resolved, place them on the next turn of the turn track—they will re-enter the action cup at the start of next turn.

After resolving the counter, if all eligible powers again decline to interrupt, draw another from the action cup. Continue in this fashion until a *Crisis* marker is drawn during Sudden Death (3.7.5).

Powers may not perform or attempt a political action that, if successful, would not result in a change in the game state. For example, attempting propaganda while at Steady stability, or declaration of war when there are no legal target powers.

3.4 Reserve

Each power may hold one flag, unit, offensive, resource, or upgrade marker on the reserve track as its **reserve**. The reserved counter is kept in the same row on the track as the power's effectiveness marker. A given power may never have more than one counter in reserve at a time (regardless of type).

Any time a power gains an eligible counter (including one drawn from the action cup) it may be placed in reserve. If the power already had a counter in reserve when this occurs, the replaced counter is immediately rejected (3.6).

A resource marker in reserve is held for potential use during the following turn's production. Any other counter in reserve may be used to interrupt.

3.5 Interrupt

Immediately before any counter is drawn from the 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.

Different powers may interrupt in succession; however, an ideology can never act twice in a row via interrupt. 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 drawn from the cup or played from reserve this turn.

Example: Both Italy (Eff 1) and the United Kingdom (Eff 2) have a counter in reserve. The UK has a higher effectiveness than Italy, so may interrupt first, or decline and wait to see whether Italy will. If Italy wants to interrupt, the UK may change its mind and interrupt first; then after the UK's play is resolved, Italy could again decide whether to interrupt.

3.6 Reject

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 *Civil War Resolution* markers cannot be rejected.

3.7 Resolving Units and Markers

When a power's counter is drawn, the player has a choice between playing the counter, placing it in reserve, or rejecting it (**exception:** *Home Front* marker).

3.7.1 Resolving a Flag or Offensive

When a **flag** is played, its power performs one political action (6.0).

When an **offensive** is played, its power performs one or more military actions (8.0).

After the flag or offensive is resolved, return it to its power's available markers box.

3.7.2 Resolving a Unit

When a **unit** is played, its power must place it at a production site (2.3.9) on its regular, non-upgraded side. Naval units must be placed in a coastal home area to which a production site can trace a line of communication (4.3).

The power may then immediately perform a deployment action (8.4) for that unit alone.

If the unit has no legal area for placement, the power must choose to **reject it**, place it in reserve, or place it on the turn track for next turn.

3.7.3 Resolving an Upgrade

Upgrade markers are played to improve existing units. When an upgrade is played, its power traces a line of communication (4.3) to an area containing one of its units of the appropriate type, then flips that unit to its upgraded side (tank army, carrier fleet, or strategic air force). Return the upgrade marker to the power's force pool.

If no unit is eligible for the upgrade, its power must choose to **reject** the upgrade marker, place it in reserve, or place it on the turn track for next turn.

3.7.4 Resolving a Crisis



Four **Crisis** markers are placed in the action cup during the administration phase each turn.

The first three times during the turn a Crisis marker is drawn, roll two dice, reading them as {highest die}-{lowest die}, and consult the appropriate crisis table. Use the **Wartime** table if the game's war status is Limited or Global War (5.6.3); otherwise, use the **Peacetime** table.

Example: When the first Crisis marker is drawn, the drawing player rolls a 2 and a 4. This would be read as the 4-2 entry on the appropriate crisis table.

If the crisis event references a surrendered or out-of-play power, treat that part of the event as "no effect".

If the crisis event cannot cause a change in the game state, reroll the crisis (a maximum of once).

Example: If the Wartime crisis 4-3 Political Crisis (Labor Strikes) is rolled, but France does not have a piece in reserve—reroll the crisis event. If the Peacetime crisis 6-4 Scandinavian League is rolled, but all powers controlling the listed countries pass their effectiveness checks, the event result stands (since it was possible to change the game state if a roll was failed).

After a Crisis marker is resolved, place it on the next turn of the turn track.

3.7.5 Sudden Death



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.

Empty out the contents of the action cup. Each power compares the number of its own counters emptied from the cup to the number below based on its current commitment. If any power meets the criteria below, the action phase continues.

- **Civilian or Rearmament:** 2 or more counters.
- **Mobilization or Exhaustion:** 3 or more counters.
- **Total War:** 4 or more counters.

If the action phase continues, return all leftover counters, plus one Crisis marker, to the action cup and continue play. The Turn marker remains on its Sudden Death side.

If no power meets the criteria, the action phase ends—proceed to the end phase (3.8).

Example: The fourth Crisis marker is drawn with the following counters remaining in the action cup: 1 French, 2 British, and 3 German. France's commitment is rearmament; its 1 remaining counter is not enough to allow the turn to continue. The United Kingdom's commitment is mobilization; its 2 remaining counters are also not enough to allow the turn to continue. Germany's commitment is also mobilization; its 3 remaining counters meet the requirement to continue the turn. The Crisis marker is returned to the action cup, and the turn continues.

3.7.6 Home Front



When a power's *Home Front* marker is drawn, it must immediately conduct a home front stability test (5.5.1) unless its commitment is currently civilian.

Then, the power may perform a deployment action (8.4) for all its on-map units.

When a **Communist power's** *Home Front* marker is drawn, that power may change its **Posture** (12.3.1) if it has not done so yet this turn.

Finally, place the *Home Front* marker on the next turn of the turn track.

3.7.7 Civil War Resolution



When the *Civil War Resolution* marker is drawn, resolve all currently ongoing civil wars (11.3), including the Chinese Civil War (11.4.4).

Then, place the *Civil War Resolution* marker on the next turn of the turn track.

3.8 End Phase

Immediately check to see if the game ends (1.6). If the game does not end, all counters leftover from the action cup are resolved (if present) in the following sequence.

1. Resolve the *Civil War Resolution* marker.
2. Resolve any *Home Front* markers, in increasing effectiveness order.
3. Place flags, offensives, units, and upgrade markers in the associated power's production holding box.
4. Powers move their reserve, if any, to their production holding box.
5. Flip *Commitment*, *Effectiveness*, and *Soviet Posture* markers to their front side, if necessary.
6. Flip the turn marker from its *Sudden Death* side to its *Turn* side, advance it to the next box on the turn track, and begin a new turn.

4.0 Economics

During production, powers collect **resources** (2.3.8) from areas they control, and then convert them to either **builds** for constructing units (4.6), or **offensives** for military actions (8.0).

4.1 Commitment



The ability of a power to produce material for war is governed by its **commitment**, a measure of the portion of its economy geared for war.

A power's commitment determines its political effectiveness, its force pool limits, and its military efficiency, as indicated on its status card. Commitment can only be increased, shifting to the right.

When a power's commitment changes, its new force pool limit and conversion rate take effect immediately.

A summary of the game effects for each commitment level is provided below:

Civilian

- Every two resources convert to one build (2:1).
- Each resource, instead, could convert to one offensive.
- **Two offensives played together provide one military action (2:1); one offensive must be drawn from the action cup, the other must simultaneously come from that power's reserve (3.4).**
- No home front stability tests.
- No declarations of war.
- No upgrade markers in force pool.

Rearmament

- Each resource converts to one build (1:1) or one offensive.
- Played offensives provide one military action (1:1).
- No declarations of war.

Mobilization

- Each resource converts to two builds (1:2) or one offensive.
- Played offensives provide two military actions (1:2).
- -1 penalty on **propaganda political actions** and home front stability tests.

Total War

- Each resource converts to three builds (1:3) or one offensive.
- Played offensives provide three military actions (1:3).
- -2 penalty on **propaganda political actions** and home front stability tests.

Exhaustion

- Each resource converts to two builds (1:2) or one offensive.
- Played offensives provide two military actions (1:2).
- -2 penalty on **propaganda political actions** and home front stability tests.
- No declarations of war.

4.1.1 Force Pool

A power's **force pool** includes all of its units and upgrade markers that are currently available or in play. The total number of these units and markers that are on the map(s), in the action cup, and/or unconstructed on its status card is constrained by the power's force pool limit; which is dependent on its commitment as indicated on the power's status card.

When a power escalates (6.4), it immediately adds units or upgrade markers until the new force pool limit is reached. The exact units or markers added are at the

player's discretion. Added counters are placed in the power's available force pool or available markers boxes. Unused units and upgrade markers not in a power's force pool are out of play and should be kept in storage away from the power status cards.

4.1.2 Exhaustion

When a power collapses (5.5.2) while at mobilization or total war, shift its commitment directly to **exhaustion**. Exhaustion is not an escalation for any purpose. It is a permanent condition and cannot be prevented or alleviated in any way.

A shift of commitment from total war to exhaustion reduces the power's force pool limit. The power's player removes units or upgrade markers so as not to exceed the new limit—from the maps, the action cup, or its status card.

4.2 Production Sequence

In increasing effectiveness order, each power resolves their production as follows:

- Collect resources (4.4), including by transfer (4.4.1)
- Convert resources (4.5)
- Construct units (4.6)
- Gain war offensives (4.7)
- Repair damaged resources (4.8)

4.3 Line of Communications (LOC)

A line of communications (LOC) must be traced under the following circumstances:

- To place a naval unit (3.7.2).
- To play an upgrade marker (3.7.3).
- To collect a resource (4.4.2).
- To gain commitment offensives (6.4.2).
- To determine supply status during an operation (9.6).
- To intervene in a civil war (8.5).

An LOC is traced from a production site (2.3.9) to the designated area. It may enter an unlimited number of areas, provided each area is at least one of:

- 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 (2.3.10) or an area with a **Delay box** (2.3.5). A friendly logistics marker (7.1.4) in a restricted land area negates this restriction. Restricted mixed areas do not block LOCs.

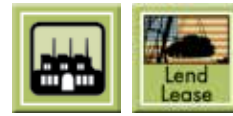
Example: A German-controlled Moscow resource cannot normally be collected by Germany, as it is surrounded by restricted land areas.

4.4 Resources and Production

An area with a printed resource symbol (2.3.8) produces one resource each turn during production for its controlling power.

Limited resource markers in an area may be collected during production by that area's controller. When a limited resource marker is collected, remove it from play.

4.4.1 Transfer of Resources



Only the United States may transfer resources: compulsory via *US-Japan Trade* (12.1.3), or voluntarily by *Lend Lease* (12.2.2).

When the United States transfers a resource, the receiving power collects it during its own production by tracing a line of communications from a 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 this LOC. The transferred resource counts towards war offensives (4.7) if it is an industrial resource.

Example: The United States wants to transfer a resource to the United Kingdom while the UK is at war with Germany. If the German player has units in Iceland and the North Atlantic Ocean, the UK cannot trace a line of communications, blocking the transferred resource. If the UK and Germany were not enemies, the German units would not block the transferred resource. The belligerent status of the US is not relevant.

4.4.2 Collecting Resources

A power may collect a resource if it can trace an LOC (4.3) to the area containing the resource. A production site's own resource need not trace an LOC. Damaged resources (from strategic bombing, 9.5.2) cannot be collected.

For each resource collected (including limited resources), the power's player moves one resource marker from its available markers box to its production holding box. If a power does not have enough resource markers, the excess resources are lost and unavailable for production this turn.

Design Note: Resource markers are on the back of offensive markers.

Note the number of resources collected that were industrial resources (for war offensives, 4.7).

Design Note: If you have a hard time remembering how many industrial resources you collect, you can use cubes or a die in your Production Holding Box to help you keep track.

IMPORTANT: Democratic powers cannot collect resources outside of home areas (i.e., from colonies or controlled countries) while *Status Quo* is in effect (12.2).

4.5 Conversion

Each successfully collected resource may be converted into either a single offensive marker, or a variable number of builds depending on a power's current commitment level.

Commitment Level	Builds Per Resource
Civilian	2 resources to 1 build (2:1)
Rearmament	1 resource to 1 build (1:1)
Mobilization	1 resource to 2 builds (1:2)
Total War	1 resource to 3 builds (1:3)
Exhaustion	1 resource to 2 builds (1:2)

For each resource marker in a power's production holding box, the player either flips it to the offensive side (converting it to a single offensive, regardless of conversion rate), or leaves it on the resource side (to convert to builds at the ratio above).

4.6 Construction

The power counts its resource markers and multiplies that number by its commitment conversion rate. The result is the number of builds available to be spent during production (round down). Return the resource markers to the power's available markers box.

Example: France is at civilian commitment and has three resources designated for builds, giving France $3 \times \frac{1}{2} = 1$ build.

The power then uses its builds to construct new units and upgrade markers, as shown in the table below. Any builds not spent by the end of the production are forfeit.

Constructed units and markers are selected from the power's available force pool (4.1.1), never directly from the countermix. Constructed units are placed in the power's production holding box on its status card (**exception:** constructed fortress and surface fleet units must be placed on the next turn of the turn track).

Unit	Cost	Placed
Upgrade markers	Two builds	Production holding box
Surface fleets	Two builds*	On turn track for next turn
Fortress units	One build	On turn track for next turn
All other units	One build	Production holding box

* Italy and France may each construct a single surface fleet for a cost of one build by using their *Dreadnought Refit* markers (12.1.2, 12.2.1).

Design Note: Units and upgrade markers are never placed directly on the board when constructed.

4.7 War Offensives

Belligerent powers now gain one offensive marker from their available markers box for each industrial resource they collected this turn, even if it was a limited resource. These war offensives are placed in the power's production holding box.

A resource from a previous turn is never counted as an industrial resource for war offensives.

Design Note: Resource markers returned to the available markers box when constructing units do become available for war offensives.

4.8 Repair

Remove all Damage markers from resource areas.

4.9 Administration Phase Example

It is the beginning of the 1941-42 turn, and Germany is embroiled in a war with France and the UK. The Fascist player starts the German administration phase by taking two German flags from the available markers box on the German status card and moving them to the production holding box. Most powers get one flag, but the Night of the Long Knives special rule gives Germany two instead.

The Fascist player now collects German resources. For the home resources in Ruhr and Berlin, they take two German offensive/resource markers from available, and place them in the production holding box on their resource side. Since these are both industrial resources, they also place two cubes in the box as a reminder for war offensives later.

Germany also controls Benelux and Sweden, and both still have their limited resource markers. The Fascist player collects them, discarding both counters, and moving two more German resource markers to the holding box. Since the Benelux resource was an industrial resource, Germany adds another cube to the holding box, making three.

Of the four resource markers, the Fascist player decides to use two of them as offensives, and flips them to their offensive side. They convert the remaining two resources to builds. Germany's commitment is at mobilization (a conversion ratio of 1:2), so the two resources convert to four builds. The Fascist player chooses an army, an air force, and a tank upgrade from the German force pool and places them all in the holding box. Finally, they return the two converted resource markers to the available box.

Because Germany is belligerent, it is eligible for war offensives. Germany collected three industrial resources (three reminder cubes in the box), so the Fascist player moves three offensive markers from available to the production holding box and removes the three reminder cubes. Germany's holding box now contains two flags, five offensives, an army, an air force, and a tank upgrade.

Finally, the Fascist player chooses the tank upgrade to hold in reserve, and places it on the Effectiveness/Reserve Track. They move the rest of the counters in the production holding box to the action cup.

5.0 Political Concepts

The political capital of a power's government is represented by flag markers. When a power plays a flag, it may attempt one political action (6.0). Some powers have special political actions only they can take (6.8).

Powers can gain flags during the administration phase, when they are provoked in an area within their interest (5.2.3), or through other game events (5.2.4).

To succeed at a political action, a power must pass an **effectiveness check** (5.3) (**exceptions: escalation while belligerent, 6.4; and Communist posture change during home front, 12.3**).

5.1 Interests

A power's **interests** limit where it may gain a flag by provocation and where it may attempt diplomacy (6.3).

A power has interests 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 own controlled home or colony areas.
- Every area where it has an aid (11.2) **or Influence (11.3) marker**.
- Every area where it owns a base.
- Every area where its ally has interests (6.1).

Example: *The UK has interests in Benelux, Denmark, Paris, Brittany, and Norway (across the North Sea from London) and interests in Ireland, Portugal, and Spain (across the Western Approaches). The US similarly has interests in Guangdong and Jiangsu, across the South China Sea from the Philippines.*

It is possible for multiple powers to have interests in a given area.

Example: *France and the UK are allies. If France controls Poland, both the UK and France have interests in Poland.*

5.2 Flags



When a power plays a flag (from the cup or reserve), it may attempt to perform a single political action. After a flag is played, it is returned to the available markers box on the power's status card.

5.2.1 Flag Availability

Each power has a fixed number of flags. Flags are gained, played, and then recycled and available to be gained again. Available flags are held on the power's status card in the available markers box.

5.2.2 Gaining Flags

When a power gains a flag, it takes a single flag from the available markers box of its status card and must immediately put it in the action cup or in reserve (if during the action phase) or in its production holding box (during the administrative phase). If no flags markers are available, any flag it would gain is forfeit.

Design Note: Try to leave at least one flag available, or you will be unable to gain flags from your opponents' actions!

5.2.3 Flags by Provocation

A **provocation** is an action that results in an opposing power or powers gaining a flag. Flag gains by provocation are cumulative unless noted otherwise.

IMPORTANT: Provocations only count if the powers are **opposing**, but not **enemy** powers (i.e., not at war with each other).

A power is provoked when an opposing power does any of the following:

- Forms or joins an alliance (6.1), if indicated on its status card (maximum of one flag per action).
- Declares war on it or its ally (6.2).
- Escalates (6.4), if indicated on its status card.
- Intervenes (8.5) in an area where it has interests.
- Declares an operation (9.0) against an area where it has interests, whether successful or not.
- Performs a surprise attack against it (9.8).
- Gains control of an area where it has interests, including by crisis event (3.7.4), diplomacy (6.3), conquest (10.9), or civil war decisive victory (11.3).

Example: *When the UK escalates, both Germany and Italy are provoked and gain a flag—assuming they are not at war with the UK.*

Example: *If the UK and US form an alliance, Germany, Italy, and Japan would all be provoked, each gaining a single flag.*

Example: *Germany attacks Benelux. Before resolving the attack, France and the UK each gain a flag for interest. If Germany conquers Benelux, they each gain an additional flag.*

5.2.4 Flags by Game Events

A power gains a flag for any of the following:

- As instructed by certain crisis events (3.7.4).
- When an enemy power collapses (5.5.2) or surrenders (5.5.4).
- Being targeted by a successful pressure political action (6.6).
- Earning a triumph in land or naval combat (10.12).
- Conquering an active enemy home area (two flags if a capital area) or active enemy colony area containing a resource (10.9).

- A **non-friendly cube** is removed from one of its home areas or one of its colony areas containing a resource. **Gain one additional flag if its capital.**
- When Japan ends the *Washington Naval Treaty* (UK and US only, 12.1.3).
- When *Status Quo* ends (Democratic powers only, 12.2).

Example: If Germany gains control of Paris from France, it would gain two flags—one for Paris being an enemy home area and one for being an enemy capital.

Example: If the UK were to remove another power's cube from India, it would gain a flag; but if the UK were to do the same for Burma, no flag would be gained.

5.3 Effectiveness



Effectiveness represents a power's willingness and ability to form and apply a coherent political policy.

Political actions undertaken by a power are resolved by an effectiveness check (**exceptions:** *escalation while belligerent*, 6.4; and *Communist posture change during home front*, 12.3). Stability tests (5.5.1) and some other game actions and events also require an effectiveness check.

To resolve an effectiveness check, the power rolls a number of dice equal to its current effectiveness. If the modified result is **5** or higher, the check succeeds.

The effectiveness of a power is based on its commitment, as listed on its status card. A power's current effectiveness is recorded by a marker on the Effectiveness Track.

Example: The UK begins 1933 at an effectiveness of 2, as shown on its status card. When its commitment reaches mobilization, its effectiveness increases to 3.

Some crisis or other game events temporarily reduce a power's effectiveness. When a power's effectiveness is reduced, in addition to moving its marker on the track, flip the marker over as a reminder of the temporary nature of its reduction. Effectiveness can never be reduced by more than one, to a minimum of 1. If a power with an effectiveness of 1 is reduced, leave it in place and flip the marker over as a reminder to apply a -1 penalty to the result of its effectiveness checks (2.8).

Note that if Italy plays the *Il Duce* flag, it has +1 effectiveness for the political action it attempts with that flag (only).

IMPORTANT: The current posture of a **Communist power** (12.3.1) may impose a penalty on some or all of its political action effectiveness checks.

5.4 Failed Political Actions

Every time a power fails the effectiveness check when attempting a political action (**exception:** *diplomacy*, 6.3), it may place a cube in the corresponding **failed political action box** (2.5). 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 action box.

When a power's political action fails, remove its cubes from all failed action boxes that do not match the type of political action attempted.

When a power's political action succeeds, remove its cubes from all failed action boxes.

When an **alliance** (6.1) political action fails, each attempting power places a cube in the alliance box. All powers attempting an alliance must have cubes in the box to receive the bonus, and all their cubes are removed if any of those powers attempt a different political action type (**exception:** *when a third power attempts to join an existing alliance, only its own cubes are placed or counted for failed actions*).

For special actions unique to a power (6.8), use the special action box. If a marker is associated with the action, place the marker in the special action box as a reminder of which action it applies to.

Design Note: We call these Cubes of Shame, and you can, too!

Example: France attempts to escalate while non-belligerent and fails, rolling a 2. It places a single cube in the escalation failed political action box. With its next flag play, France attempts to escalate again and rolls a 3, which still fails even with the +1 bonus from its previous failure. It places a second cube in the commitment box. France later draws another flag and attempts diplomacy against Hungary, rolling a 4 and failing. Because France attempted a different type of political action, the two cubes are removed from the commitment failed political action box. No failed action cube is placed for the diplomacy attempt.

5.5 Stability



The stability of each power is marked on the stability track, ranging from steady to wavering to unstable, and finally collapse. A power that collapses may surrender and be eliminated from the game.

5.5.1 Stability Tests

A **stability test** is an effectiveness check (5.3). If it succeeds, there is no change. If the test fails, the power's stability is reduced one level. If a power's stability is reduced to collapse (5.5.2), it may also surrender (5.5.4).

A power must conduct a stability test under the following circumstances:

- **Crisis Events:** Certain events require powers to conduct a stability test.
- **Home Front:** A power conducts a stability test when its *Home Front* marker is drawn, unless its commitment is civilian. If the power's commitment is mobilization, this test is conducted with a -1 penalty; if at total war or exhaustion, with a -2 penalty.

Design Note: The "IMPORTANT" box here in the first printing has been deleted.

- **Collapse/Surrender:** A power conducts a stability test when its ally collapses or surrenders.
- **Military Disaster:** A power conducts a stability test when it suffers excess losses in a land or naval combat.
- **Loss of Control:** A power conducts a stability test each time it loses control of one of its home areas, or one of its colony areas that contains a resource. It conducts a second, additional test if the lost area is its capital.
- **A-Bomb:** Each loss inflicted by an A-Bomb attack requires the primary defender to conduct a stability test.

5.5.2 Collapse

The **collapse** of a power's government can represent a change ranging from the formation of a new cabinet, a coup d'état, or worse.

If a power's stability marker is moved to the collapse box, the power collapses and may surrender.

Determine the power's **surrender threshold** as follows, starting with 0:

- +1 for each neutral, opposing, or enemy cube in its home areas or colony areas containing a resource.
- +1 if the power has zero or fewer victory points.
- +1 if the power's commitment is exhaustion.

The power's player rolls one die.

- If the roll is **greater** than the surrender threshold, follow the **collapse** sequence below.
- If the roll is **less than or equal** to the surrender threshold, follow the **surrender** sequence instead.

5.5.3 Collapse Procedure

When a power collapses, apply the following sequence strictly in order:

Design Note: This section has been rewritten significantly since the first printing. Veteran players should review it carefully.

1. Each enemy power gains a flag.
2. Any stability tests pending for the collapsed power are canceled. Set the power's stability to Wavering.
3. Return the power's reserve to its status card.
4. Remove all the power's cubes from the failed political action boxes.

5. If not already reduced, reduce the power's effectiveness by 1 for the remainder of this turn (flip its *Effectiveness* marker as a reminder).
6. The power's allies must conduct a stability test; if any other powers collapse or surrender, resolve their procedure (in increasing effectiveness order) one at a time, after completing this one.
7. If the power's commitment is **exhaustion**, it breaks its alliances (6.1.4) and must offer an armistice (5.6.2) to all enemy powers. Each enemy power, in increasing effectiveness order, decides to accept the armistice or not.
8. If the power's commitment is **mobilization** or **total war**, set it to exhaustion and adjust the power's force pool.

If Italy collapses, the *Il Duce* flag permanently loses its special ability. If Germany collapses, the *Night of the Long Knives* special rule is cancelled for the remainder of the game.

After collapsing, the power remains in the game as part of its original ideology and functions normally.

Design Note: It is possible that a collapse does no lasting harm to a power, especially early in the game.

5.5.4 Surrender

IMPORTANT: A power also immediately surrenders if at any time it controls none of its home areas.

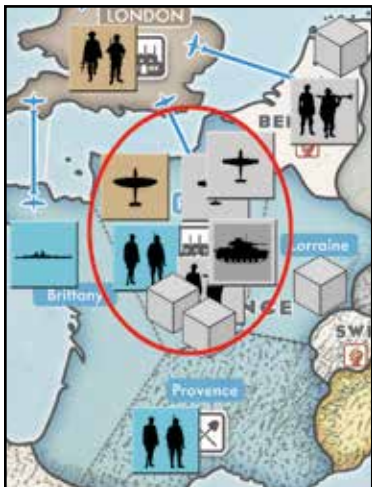
When a power surrenders, it is eliminated from the game and is no longer an active power. Apply the following sequence strictly in order:

Design Note: This section has been rewritten significantly since the first printing. Veteran players should review it carefully.

1. Each enemy power gains a flag.
2. The power's allies must conduct a stability test; if any other powers collapse or surrender, resolve their procedure (in increasing effectiveness order) one at a time, after completing this one.
3. Any allies with land units in the power's controlled areas or air or naval units in areas with the power's bases may immediately gain control of those areas or bases. If the UK surrenders, remove all special naval bases—they do not allow allies to gain control of those areas or bases.
4. The power breaks its alliances (6.1.4).
5. Remove all the power's counters and cubes from the game—including base markers in play and any counters in the action cup. Place an *Unowned Base* marker on each of the power's printed bases not currently owned by another power.
6. Place a neutral cube in each of the power's home or colony areas not currently controlled by another power (two cubes if a capital). These areas are now uncontrolled countries. Former home areas are

eligible for diplomatic opportunity (5.7), resolved in an order determined by the current acting power.

7. If the surrendering power removed cubes from areas of another surrendered power in step 4, then place neutral cubes in those areas as well. As in step 5 above, any home areas are eligible for diplomatic opportunity, and place *Unowned Base* markers on any bases lost.
8. Place the power's *Victory* marker on the victory point track at its new negative value.
9. Flip the surrendered power's *Stability* marker to its *Surrender* side. The opposing ideology that has the most cubes in home areas of the surrendered power moves the *Surrender* marker to its corner of the political display. In case of a tie, both opposing ideologies get the *Surrender* marker (place it between the two ideologies). If no powers have cubes in the surrendered power's home areas, remove the *Surrender* marker from play.
10. Check to see if the game ends (1.6).



Example: Germany attacks Paris from German-controlled Lorraine and wins the combat against a combined French and British defense. Germany places two cubes in Paris and gains two flags for the conquest—one because it was an enemy home area and another because it was an enemy capital. France must conduct two stability tests and fails both, reducing its stability to collapse.

France has zero or fewer victory points, has lost Paris and Lorraine, and has lost its capital, giving it a surrender threshold of 4. France must roll one die, needing a 5 or more to avoid surrender. France rolls a 3 and surrenders.

Germany gains a flag and the UK (as an ally of France) must conduct a stability test, which it passes. There are no British land units in France, but a British army occupies French North Africa, so a British cube is placed there. Then the alliance between France and the UK is broken, and British forces in remaining French areas must retreat or be put into the action cup.

All French units and markers are now removed from the game. Neutral cubes are placed in Brittany and Provence. Germany is eligible for diplomacy attempts against both Brittany and Provence, needing a 5 to succeed. The attempt against Provence fails, but Germany succeeds in gaining control of Brittany. A 'historical Vichy' occurs, with an uncontrolled Provence and the rest of the French home areas controlled by Germany. The French *Stability* marker is flipped to its *Surrender* side and moved to the Fascist circle on the political display.

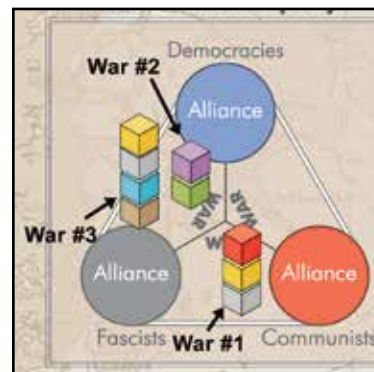
Design Note: Yes, it is possible for the United States to "surrender". Imagine this unlikely event as a historic shift toward extreme isolationism.

5.6 War

War is a status between two opposing powers that allows military operations against each other. A power at war is **belligerent**. Powers at war with each other are **enemies**.

A war is indicated by placing cubes of the belligerent powers together in the appropriate war box on the political display.

IMPORTANT: If multiple powers in a single ideology (allies or not) are at war with a common enemy, combine them into a single war. A given war may only have participants from two ideologies.



Example: There are three wars ongoing in this figure. War #1 is Germany and Italy versus the Soviet Union; war #2 is US versus Japan; and war #3 is UK and France versus Germany and Italy. For this example, there are no alliances.

If the US forms an alliance with the UK, they must join each other's wars—wars

2 and 3 would be combined into one large war: US + UK + France versus Germany + Italy + Japan, since all the Fascists would have at least one common enemy (the US).

If instead Japan declared war on the UK, wars 2 and 3 would still be combined, even though the US and the other Democracies are not in an alliance. The key is that the UK is an enemy of Fascist powers in both wars, so the wars must be combined into one.

5.6.1 Starting Wars

A power becomes belligerent by performing or being the target of a declaration of war political action (6.2) or surprise attack (9.8).

IMPORTANT: Communist and Democratic powers can only initiate a war by the declaration of war political action; Fascist powers can start war by either a DOW or a surprise attack.

When a power becomes belligerent, its allies must decide whether to uphold their alliances and join the war (6.1.3). Any allies that do not join the war immediately break the alliance (6.1.4).

5.6.2 Ending Wars

Once started, a war can end in one of two ways.

- **Armistice:** A war can be ended at any time by the mutual consent of all involved powers. A power that collapses **while its commitment is exhaustion must** offer an armistice to each enemy power and abide by each power's decision to accept it or not. If only some powers in an alliance agree to an armistice, the powers accepting the armistice immediately break the alliance (6.1.4).
- **Capitulation:** A war ends if the only remaining powers involved are from a single ideology.

When a war ends, remove the corresponding power cubes from the political display.

When allied powers are no longer friendly due to the end of a war, any units that can no longer occupy their area must either retreat (10.10) or be placed into the action cup, at their power's discretion.

Design Note: Units that go to the action cup in this circumstance are interned and repatriated. Upgraded units will come back on their regular sides.

5.6.3 War Status

The **war status** marker tracks the global extent and intensity of war. It does not apply to any individual power.

When resolving a crisis event, if the war status marker is on the political display (*Limited War*) or turn track (*Global War*), use the **Wartime** crisis table; if it is not, use the **Peacetime** crisis table.

5.6.4 Limited War



The first time any powers become belligerent, immediately place the war status marker on its *Limited War* side in the center of the political display. The war status marker is not removed from play, even if at any future time there are no belligerent powers. **If the US Lend Lease marker (12.2.2) is on the political display, move it to the American available markers box.**

5.6.5 Global War



Flip the war status marker from its *Limited War* side to its *Global War* side immediately when:

- any power escalates to total war; or
- at least one power from each ideology is currently belligerent (not necessarily in the same war).

Once on its *Global War* side, the war status marker never reverts to its *Limited War* side.

IMPORTANT: When flipped to its *Global War* side, the war status marker is placed on the turn track two turns ahead or on 1945–46, whichever is later. This marks the last turn of the game (1.6).

Example: Germany is at war with the UK and declares war on the Soviet Union during the 1943–44 turn. This causes the game status to enter *Global War*. The *Global War* marker is placed in the 1947–48 box on the turn track and the game will end when that turn is completed.

5.7 Diplomatic Opportunity

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, as follows:

- **When an attack by a power fails to conquer an uncontrolled country (exception: Chinese countries):** Only enemy powers of the attacker are eligible; if there are none, or none of them gain control, non-enemy opposing powers of the attacker become eligible.
- **When a home area of a surrendered power becomes a country:** Only powers that control at least one of the surrendered power's home areas are eligible.
- **When a civil war faction with multiple patrons wins a decisive victory:** Only the patron powers are eligible.
- **When a Communist Coup or Fascist Coup Crisis Event fails to gain control of an uncontrolled country:** Powers of opposing ideologies are eligible.

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 (a result of 5 or higher) gains control of the country (**with all the effects of 2.2.4**). If no power succeeds, the country remains uncontrolled.

IMPORTANT: A country's resistance (2.3.7) does not apply during a diplomatic opportunity.

6.0 Political Actions

A power attempts a **political action** when it plays a **flag** (5.2) or, occasionally, when called for by a **crisis event** (3.7.4).

In general, a political action requires an **effectiveness check** (5.3) to succeed. If the check fails, the power may qualify for a **failed political action bonus** on future actions (5.4).

The remainder of this section details each type of political action.

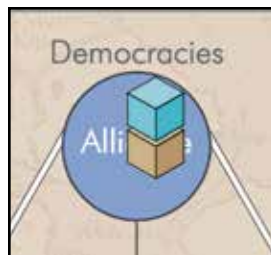
6.1 Alliance

A power may play a flag to attempt to form an **alliance** with one or more power(s) in its ideology. The potential allies must each have a flag in reserve, which are also played as part of the attempt.

Only one effectiveness check is performed for the attempt, using the effectiveness of the least effective power.

Design Note: If Italy plays its *Il Duce* flag for an alliance attempt, remember to add one to its effectiveness.

If successful, indicate the alliance by placing cubes from all allied powers together in the ideology's alliance circle on the political display.



Example: France and the UK attempt to form an alliance. The effectiveness check is performed using France's effectiveness of 1, not the higher UK effectiveness. A 6 is rolled and the attempt is successful. A French cube and a UK cube are placed in the Democracies alliance circle.

A successful alliance is a provocation (5.2.2) to some opposing powers (see the powers' status cards for which opposing powers are affected). A power cannot gain more than one flag from the formation of a single alliance.

Example: When France and the UK form an alliance, Germany and Italy only gain one flag each—not two—even though they are listed on both the French and UK status cards.

If an alliance attempt is unsuccessful, place one cube from each power in the appropriate failed political actions box.

6.1.1 Joining an Alliance

There can only be one alliance per ideology. If two or more powers are allied, another power in the ideology may only join the existing alliance. To do so, the joining power (only) must play a flag and pass an effectiveness check. Provocation due to a successful alliance occurs based on all powers in the alliance, noting again that an opposing power cannot gain more than one flag for the action.

When another power attempts to join an existing alliance, only its own cubes are placed or counted for failed actions.

6.1.2 Alliance Effects

Powers in an alliance share interests (5.1). Additionally, **belligerent** allies are **friendly**:

- They may use each other's areas and bases for occupation and tracing air or naval range (7.3).
- They may move (7.2) or trace an LOC (4.3) into or through each other's controlled areas.
- They may activate their units together in an operation (9.1).

6.1.3 Alliances and War

When a power in an alliance becomes belligerent, its allies may **immediately decide to** join the war (in increasing effectiveness order); those that do not immediately break the alliance.

When a belligerent power forms or joins an alliance, its new allies **must** join the war. If any cannot, the alliance action cannot be attempted.

A power joining a war started by an ally (by DOW or surprise attack), or joining an alliance of belligerent powers, must meet any requirements or restrictions for declaring war (6.2); specifically:

- The power's commitment must be mobilization or total war.
- The United States and its allies may not join a war against Japan if the *US-Japan Trade* marker is in play.

IMPORTANT: A power that joins a war due to an ally being targeted by a declaration of war or surprise attack does **not** need to meet these requirements.

If only some powers in an alliance agree to an armistice (5.6.2), the powers accepting the armistice must break the alliance.

Design Note: Essentially, allies must always be at war with the same enemy powers, or the alliance is broken.

6.1.4 Breaking an Alliance

A power breaks its alliance when:

- It collapses **while exhausted**, or surrenders.
- It accepts an armistice and an ally does not.
- It fails to join a war along with its allies.

Powers that are no longer allies remove their cubes from their alliance circle on the political display.

If a single power breaks a three-power alliance, the other two powers remain allied.

After an alliance is broken, any units that can no longer occupy their area must either retreat (10.10), **or be placed into the action cup, at their owner's discretion.**

Example: Germany and Italy are allies. Italy collapses and must break its alliance with Germany. German units in Italian-controlled areas (and vice versa) must retreat or be placed into the action cup.

Example: France, the United Kingdom, and the United States are allies. France accepts an armistice with Germany, but the UK and US do not. France breaks its alliance, but the UK and US remain allied to each other.

6.2 Declaration of War (DOW)

A power may play a flag to attempt to declare war, specifying one or more opposing target powers. More than one opposing power may be targeted only if they are allied with each other.

IMPORTANT: A declaration of war is not required to attack an ungarrisoned country (9.7).

To declare war, a power must have a commitment of mobilization or total war. The United States and its allies may not declare war against Japan if the US-Japan Trade marker is in play (12.1.3).

If war is successfully declared:

- Place the newly belligerent powers' cubes in the appropriate war section on the political display.
- Each ally of the **declaring** power must choose to either join the war (meeting all DOW requirements) or break the alliance.
- The target power(s) gain a flag immediately.
- Each ally of the **target** power(s) must either join the war (and gain a flag by provocation), or break the alliance.
- If this is the first war of the game, place the *Limited War* marker on the political display. *If present, move the Lend Lease marker to the American available markers box.*
- If the DOW results in all three ideologies having belligerent powers, flip the *Limited War* marker to its *Global War* side, and follow 5.6.5.

IMPORTANT: After successfully declaring war, the declaring power immediately performs a single military action, which must be an **operation** targeting one of the same powers as the DOW (i.e. the target power will be the primary defender). If such an operation is not possible, the DOW is **canceled**, all its effects are negated, and the political action used for it is forfeit.

Design Note: Be sure you can make a valid attack before declaring war!

6.3 Diplomacy

A power may play a flag to attempt to gain control of an ungarrisoned country (2.2.5) by **diplomacy**. The power designates a single ungarrisoned country in their interests (5.1) as the target. The target may be controlled by another power (even in the same ideology), or be a home or colony area with a neutral cube, but cannot be a civil war area (11.1) (**exception:** *Chinese Civil War*, 11.4.3).

Design Note: Remember that allies share interests for all purposes, which may expand the range of diplomacy targets.

The acting power must perform an effectiveness check to succeed, with the following bonuses and/or penalties:

- Subtract the country's resistance (*one for each red fist or neutral cube*).
- Subtract one if the target country is controlled by an **enemy** power.
- Add one if the acting power has *Influence* in the area (11.3).

Example: *Italy spends a political action to attempt to place a cube in uncontrolled Yugoslavia by diplomacy. Italy rolls a 5, which becomes a 4 due to the one resistance in Yugoslavia—Yugoslavia resists Italy's attempt to gain control of it, and the diplomacy action fails.*

If the effectiveness check succeeds, the power gains control of the area (2.2.4).

Design Note: One should consider successful diplomacy not just as political alliances, but also small military actions below the scale of the game (e.g., the historical German invasion of Norway could be represented by a successful diplomacy action).

6.4 Escalation

Design Note: We've replaced the term "increase commitment" with "escalation" throughout the rules.

A power may play a flag to attempt to escalate (increase) its commitment.

IMPORTANT: A power may only escalate to **total war** if it is belligerent or the game's war status is currently *Global War*.



If the power is **belligerent** the effectiveness check is **automatically** successful.

If successful, move the power's *Commitment* marker one column to the right on its status card. A power may never voluntarily escalate to exhaustion.

A power cannot successfully escalate more than once per turn; flip the *Commitment* marker as a reminder.

6.4.1 Effects of Escalation

Escalation is a provocation (5.2.2) to some opposing powers, as listed on the status cards.

Any markers in the new commitment column are placed according to the rules for the marker. The power's effectiveness and conversion rate may change. The power must also adjust the total number of counters in their force pool. A power also gains **escalation offensives** (6.4.2) upon escalation to mobilization or total war.

When any power escalates to total war, the game's war status immediately shifts to *Global War*, if not so already. Place the *Global War* marker on the turn track two turns ahead or 1945–46, whichever is later. The game is now set to end when that turn is completed.

6.4.2 Escalation Offensives

Upon escalation to **mobilization** or **total war**, a power gains escalation offensives immediately, one offensive for each of its industrial resources to which it can trace a line of communications (4.3). Immediately place them in the action cup (one may be placed in reserve, 3.4). A power gains these offensives even if not belligerent.

Counting a limited industrial resource for escalation offensives is optional; remove the resource from play if it is counted. Resources in damaged areas (4.4) are not eligible for escalation offensives.

Example: Germany mobilizes while controlling the Ruhr limited industrial resource. Germany removes it from play and gains an additional escalation offensive.

6.5 Maneuvers



A power may play a flag to attempt to perform one military action (8.0). If the effectiveness check is successful, the power designates and performs a single military action.

Design Note: You do not have to declare the type of military action or any other specifics before conducting the effectiveness check.

6.6 Pressure

A power may play a flag, designate a non-enemy power, and perform an effectiveness check. **Either the acting power or the designated power must be belligerent.** If successful, the designated power immediately gains a flag.

6.7 Propaganda



A power may play a flag to attempt to increase its stability (5.5), if it is not already at steady. If the effectiveness check is successful, increase the power's stability one level.

IMPORTANT: Apply the power's home front commitment penalty (4.1) to the effectiveness check.

6.8 Power-Specific Special Actions

Several powers have special actions listed on their ideology's special rules card (1.1). Except as noted below, these special political actions require a successful effectiveness check as usual.

- Germany may attempt to flip the *Rhineland Demilitarized* marker to its *Ruhr Limited Resource* side.
- Italy may attempt to play the *Abyssinian Adventure* marker.
- The US may attempt to remove the *US-Japan Trade* marker.
- The US may attempt to play the *Lend Lease* marker, if available.

- The Soviet Union may attempt to play the *Trans-Siberian Railroad* marker.
- A Communist power may change its posture (**no effectiveness check required**).

7.0 Military Concepts

The following concepts pertain to **units** and their use by powers to defend their territory and attack their enemies.

7.1 Occupation Limits

Units on the map **occupy** the area they are located in. The number of units of a given type allowed in each area is the **occupation limit**.

Occupation limits apply separately for each ideology. This limit may only be exceeded when playing a unit at a production site (3.7.2), or during movement, specifically during a deployment action (8.4), **and during steps 6 and 7d of the operation sequence (9.2)**. If the occupation limit is exceeded at any other time, the violating power must destroy excess units and return them to its force pool.

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, i.e., allied and belligerent.

7.1.1 Land and Mixed Areas

Occupation in land and mixed areas is limited as follows:

- Up to two land units, but no more than one fortress and one Chinese army (11.4.1) per area.
- Up to two naval units in a coastal area; naval units may not occupy a non-coastal land area.
- Up to two air units.
- Up to one logistics unit.
- Any number of units may occupy a remote area (2.2.8), but only units of the area's controlling power.
- A British special naval base in a land or mixed area allows occupation as if it was a naval base in a sea area (see below).

7.1.2 Sea Areas

Units may not occupy sea areas, except in the following situations:

- Up to one logistics unit may occupy a sea area with a friendly base.
- Up to one naval unit may occupy a sea area with a friendly naval base. This limit is increased to two if the sea area contains a friendly logistics unit.
- Up to one air unit may occupy a sea area with a friendly air base. This limit is increased to two if the sea area contains a friendly logistics unit.

- While belligerent, up to one naval unit and one strategic air force may occupy each sea area **adjacent** to a friendly port or airfield area (respectively). They may not occupy an area with an opposing non-enemy base.
- While belligerent, up to one submarine pack (only) may occupy each sea area **two** sea or mixed areas away from a friendly port area. It may not occupy an area with an opposing non-enemy base.
- During an operation, up to two naval units and/or two air units may occupy a sea area.

These occupation limits are **not** cumulative within a given unit type.

Example: While the UK is belligerent, one British naval unit and strategic air force may occupy the Norwegian Sea area, due to the adjacent friendly port area in Scotland.

Example: One British naval unit and air unit may occupy the Eastern Mediterranean Sea area, due to the British base there. No additional units may occupy the sea area, despite the adjacent friendly port in Egypt.

Example: While belligerent, one German submarine pack may occupy the Western Approaches sea area; it is two sea areas away from the friendly port area in Ruhr. No German fleets or strategic air forces may occupy the Western Approaches, since Germany has no adjacent friendly ports or airfields. If Germany controlled Brittany, fleets and strategic air forces could occupy the Western Approaches, and submarine packs could occupy the North and Mid-Atlantic Ocean sea areas.

IMPORTANT: When a port or airfield area changes hands, check all occupation limits in nearby sea areas that might be affected.

7.1.3 Restricted Terrain Occupation Limits

Restricted terrain (2.3.10) in a land or mixed area reduces the occupation limit of the area to no more than one land unit, one naval unit, and one air unit. A friendly logistics unit in the area negates this restriction.

7.1.4 Logistics Units



A **logistics** unit represents a concentration of facilities and material strength. It negates the effects of restricted terrain (occupation limits and LOC) in its area. Logistics units are limited to one per area.

In a sea area with an air base it increases the occupation limit to two air units.

In a sea area with a naval base, it increases the occupation limit to two naval units.



Example: Japan deploys a logistics unit to the Carolines sea area, where a Japanese base is located. Up to two Japanese naval units and/or two air units may now occupy the Carolines.

Logistics units never move except when played from the action cup or reserve. They are never activated for operations, contribute nothing to combat, and cannot take losses. Logistics units are destroyed and returned to their owner's force pool if forced to retreat or if their area or base is no longer controlled by a friendly power.

7.2 Movement

Units move during deployment (8.4), operations (9.0), support (10.2), retreat (10.10), and regroup (10.11).

Adverse (2.3.1) or restricted (2.3.10) terrain has no effect on movement. Movement may never cross solid red impassable borders (2.2).

IMPORTANT: Moving units can enter a land or mixed area only if it is **friendly** or it is the **target** area of an operation. **Air movement during operations may transit enemy areas.**

Different types of units use different types of movement depending on the circumstances:

- Land units may always use land movement. They may use naval movement during deployment or invasion operations (9.3.2).
- Fortress units may only move when played from the action cup or reserve, but may be withdrawn during deployment.
- Naval units always use naval movement.
- Air units may always use air movement. During deployment, they must use naval movement to cross more than one consecutive sea area. During an operation they may cross more than one consecutive sea area via extended range (7.3.3).
- Logistics units may only move when played from the action cup or reserve, using land movement or naval movement. They may be withdrawn during deployment.

7.2.1 Land Movement

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, including half-white connectors.

Design Note: Land movement across straits represents ferrying below the scale of the game.

7.2.2 Naval Movement

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 between a mixed area and an adjacent coastal area, but only if they are connected by a black crossing arrow. Naval movement is prohibited between two land areas, even if both are coastal.

Example: Naval movement is allowed between Hokkaido (mixed) and Maritime Territory (land); the black crossing arrow makes these two areas adjacent for all purposes. Con-

versely, naval movement is not allowed between Denmark (mixed) and Ruhr (land), even though these areas share a border, since there is no black crossing arrow.

Naval movement is allowed across light blue map connectors, including half-blue connectors.

Naval movement cannot 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 can transit an enemy-occupied area, but cannot remain there). Naval movement is unaffected by opposing non-enemy units and bases (but see 7.1 for occupation restrictions).

IMPORTANT: Units using naval movement are required to remain within range (7.3.1) of a friendly port area at all times.

7.2.3 Air Movement

Air movement is from area to adjacent area, regardless of area type.

Air movement may enter any sea areas, and friendly land or mixed areas. Air movement is allowed across black or blue crossing arrows and white map connectors, including half-white connectors.

During an operation, air movement may transit enemy areas. Air movement can only enter an area occupied by an enemy air unit if the area is the target of an operation. Air movement is unaffected by opposing non-enemy units and bases (but see 7.1 for occupation restrictions).

Example: A UK air force deploys from the special base in Spain to Egypt. First it uses naval movement through the Western Mediterranean and Tyrrhenian Sea to the UK air base in the Central Mediterranean. From there, it uses air movement across the Aegean Sea to Egypt.

7.3 Range

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

Units using naval movement are required to remain within range of a friendly port area at all times. The range may be determined from any friendly port area as the unit moves, and may change area by area. Range has no effect on air movement during deployment.

During an operation (9.0), naval and air units may only move to and attack areas within range of their port or airfield area of origin. This range may be extended by one at the cost of a combat penalty (7.3.3).

During retreat (10.10) or regroup (10.11), naval and air units must move to a friendly port or airfield area within range.

IMPORTANT: Range never applies during support (10.2).

Design Note: When counting range from a base, do not count the area the base is in. "Bases are not spaces!"

7.3.1 Naval Range

The range of a unit using naval movement is **two areas** from a friendly port area, traced using naval movement (e.g. may not pass through a coastal area).

Example: The base in the Central Mediterranean can trace range up to two sea areas away from the Central Mediterranean area itself. As such, a naval unit in the Central Mediterranean could perform an operation at normal range targeting any of following: the Aegean Sea, Greece, Turkey, Eastern Mediterranean, Egypt, Libya, North Africa, Tyrrhenian Sea, Western Mediterranean, Provence, Lombardy, Rome, Sicily, Adriatic Sea, Yugoslavia, or Albania.

7.3.2 Air Range

The range of a strategic air force is **two areas** from a friendly airfield area, traced using air movement.

The range of a tactical air force is **one area** from a friendly airfield area.

7.3.3 Extended Range

At the start of an operation, the range of activated air and/or naval units may be extended one area by declaring extended range and accepting a -1 penalty to combat scores involving extended range units during the operation. Extended range would also apply to regroup (10.11) by designated units.

Range may not be extended beyond one additional area.

Design Note: One of the Operation markers has an extended range reminder on the back, as a memory aid.

Example: The UK uses a military action to perform a strategic bombing operation against the Ruhr, activating a strategic air force and a tactical air force in London. The strategic air force has a range of two areas and can reach the Ruhr via either Benelux (thanks to the green crossing arrow) or the North Sea. The tactical air force has a range of one area, and can only reach the Ruhr using extended range. The UK would suffer a -1 penalty in any ensuing combat involving the tactical air force (i.e., air combat). Note that neither air force could support into the Ruhr since support can only be to adjacent areas.

8.0 Military Actions

A **military action** allows a power to move and attack with their forces on the board, among other related activities.

The following circumstances allow a power to perform military actions:

- A power plays an offensive (8.1) to performs one or more military actions.
- A power performs a single military action when it succeeds with a maneuvers political action (6.5).
- A power performs an operation military action when it succeeds with a declaration of war political action (6.2), with some restrictions.

- A power performs a deployment military action for all its on-map units when its *Home Front* marker is drawn (3.7.6).
- A power performs a deployment military action when playing a unit (3.7.2), for that unit only.

Military actions may be spent for **augmentation** (8.2), **builds** (8.3), **deployment** (8.4), **intervention** (8.5), or for **operations** (9.0). As special military actions, Germany may flip the *Rhineland Demilitarized* marker to its *Ruhr* limited resource side (12.1.1) and the US may perform an atomic strategic bombing operation (12.2.2).

Design Note: Operations are a big deal, so they get a whole section to themselves.

Military actions are spent as follows:

- **Augmentation** actions are spent during an operation to enhance that operation.
- **Build** actions are spent to construct a unit or marker during the action phase; two build actions may be spent together to construct a unit or marker that requires two builds (i.e., a surface fleet or an upgrade marker).
- **Invasion** operations require two military actions to be spent together.
- All other military actions are spent individually.

8.1 Offensives



A power plays an **offensive** (from the cup or reserve) to perform a number of military actions depending on the conversion rate for its commitment (4.1). Multiple military actions are performed sequentially (unless specified otherwise), and may be the same or different type of action, decided at the time the action is enacted. A power may forfeit some or all of these military actions.

A power at civilian commitment must play two offensives simultaneously to perform a single military action—one from reserve, and the other drawn from the action cup.

Example: The Soviet Union is at total war commitment when it plays an offensive marker from the reserve. It performs up to three military actions.

8.2 Augmentation

At the start of any operation (9.2), a power may spend additional military actions to **augment** that operation. For each augment action, a power adds a +1 bonus to its combat score for every combat during the entire operation. These additional actions must come from the same offensive marker.

Design Note: Two of the Operation markers have augmentation reminders on the back, as a memory aid for the combat bonus (+1 or +2 depending on the number of augment actions).

Example: The US is at total war, and plays an offensive for three military actions. For one military action it designates an

operation, then augments it with the remaining two actions, gaining a +2 bonus for all combats during the operation.

8.3 Builds

A **belligerent** power may spend one or more military actions to generate an equal number of builds for constructing unit(s) (4.6). The power must use the builds immediately and can construct any eligible unit(s) in its force pool.

Add constructed counters to the action cup (**exception:** *fleets and fortresses are placed on the turn track*). Units or upgrade markers constructed through build actions cannot be placed in reserve.

Constructing a **fleet** or **upgrade** marker (costing two builds) requires spending two military actions together, from the same offensive.

8.4 Deployment

A **deployment** action allows a power to move some or all of its units an unlimited number of times. Allied units may not be moved by deployment (unlike during an operation, 9.1).

Deploying units move one at a time, area by area. A power may move one unit, move another unit, and then go back and move the first unit again.

Units move using land, naval, or air movement, depending on the type of unit and the area being entered (7.2). Within a single deployment action, a unit may freely intermix eligible types of movement.

Example: A land unit might use land movement to reach a coastal area, then use naval movement to move to a coastal area on the other side of the map, then land movement again, etc.

Occupation limits (7.1) do not apply during the movement of a given unit, but do apply when the unit stops moving (i.e., when another unit begins moving, even if the original unit will move again later in the same action).

8.4.1 Fortress and Logistics Units



A fortress or logistics unit may not move except when played from the action cup or reserve.

However, during a deployment action, a power may withdraw any of its fortress or logistics units from play and place them in the action cup, to be redeployed when drawn. They may not be placed into reserve in this way. A fortress or logistics unit can only be withdrawn if its power can trace an LOC to it (4.3).

Design Note: This represents the additional time, planning, and effort required to move facilities and supplies.

8.4.2 Subsequent Activation

Units that deploy may not be activated for an operation later in the same offensive. However, units that activate for an operation may later deploy in the same offensive.

IMPORTANT: Fleets and air forces that deploy are eligible to *support* immediately (10.2).

Design Note: You can rotate deploying units 90 degrees to show their ineligibility for activation until the end of the offensive—though usually in practice this is not necessary.



Example: Germany is at mobilization and plays an offensive for two military actions. It uses its first action to deploy an army and an air force to Poland, already occupied by a tank army. For its second military action it performs an operation to attack into Ukraine with the tank army—the infantry army cannot be activated because it deployed earlier in the same offensive. The air force can support the attack on Ukraine, even though it deployed to Poland earlier in the same offensive.

8.5 Intervention

Design Note: Some text from 11.2 has been moved here.

A power may *intervene* in a civil war by spending a military action to provide **aid** to a faction. The power becomes a **patron** of the faction, and the faction becomes its **client**.

To provide aid, the patron must trace a line of communications (LOC, 4.3) to the client area. When providing aid to a Chinese army, LOC may be traced through areas occupied by the same faction, but areas occupied by the opposing Chinese faction block LOC.

The patron places one of their offensive markers in the client area to the left or right of the Civil War marker to indicate the aided faction; or place the marker under the designated Chinese army. Once placed, the offensive marker becomes **aid**; see 11.2 for its effects.

Aid to a Chinese faction is attached to individual Chinese armies, and not to the faction as a whole.

Intervention is a provocation (5.2.2) to any power with interest in the client area.

9.0 Operations

9.1 Operation Definitions

An **operation** is a military action to activate friendly units to move to and attack a single target area.

Friendly units in more than one area may be activated for the same operation by simultaneously spending one military action for each area containing activated units (**exception:** *invasions*, 9.3.2).

Allied (6.1.2) units may be activated with the owning player's permission if otherwise eligible, but at least one unit from the acting power must be activated.

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 (9.7) (**exception:** *surprise attacks*, 9.8). The **target area cannot be controlled by a power in the same ideology**.

Units may be activated by multiple actions during a single offensive for successive operations.

Example: Germany is at mobilization and plays an offensive for two military actions. Germany activates a tank army in Ruhr to attack and conquer Benelux. With its second military action, Germany then activates the same tank army and attacks Paris.

9.1.1 Primary Attacker and Primary Defender

Units activated for an operation are **attackers** (see below for which units may be included). The power performing the operation is the **primary attacker**.

Units in the target area when the operation is declared are **defenders** (see below for which units may be included). The **primary defender** is determined according to the following priorities:

1. In a land operation, if the target area is an ungarrisoned country (2.2.5), the primary defender is the country itself.
2. A power with a unit in the target area matching the operation type is the primary defender. If more than one power qualifies, players must agree who will be the primary defender, or the primary attacker chooses.
3. Otherwise, the power controlling the area (or the owner of the base, if a sea area) is the primary defender.

9.1.2 Operation Types

There are three types of operations:

- **Land operations** (9.3) attack an adjacent land or mixed area; or a land or mixed area across one or two sea or mixed areas (*invasion*, 9.3.2).
- **Naval operations** (9.4) attack an area containing naval units; or containing a base (*base capture*, 9.4.2).
- **Air operations** (9.5) attack an area containing air units; or containing a resource (*strategic bombing*, 9.5.2).

9.2 Operation Sequence

Every operation is resolved according to the following sequence:

1. The primary attacker declares:
 - a. The type of operation.
 - b. The units activated for the operation.
 - c. The target area (determining the primary defender).
2. A belligerent Democracy attacking an ungarrisoned country not controlled by an enemy power, or an unowned base, must pass an effectiveness check or the operation is canceled and the action is forfeit (9.7).
3. The attacker declares any augmentation for the operation (8.2).
4. Each power provoked by the attack gains a flag (5.2.2). If the operation is a surprise attack (9.8), the primary defender gains an additional flag. The attacking and defending powers (and potentially their allies, 6.1.3) are now at war if not so already.
5. Attacking and defending units must trace an LOC for supply (9.6); place a *Limited Supply* marker on units that cannot.
6. Attacking units move to the target area; occupation limits (7.1) apply after movement.
7. Resolve combat (10.0):
 - a. Commit supporting units ([check supply](#)), attacker first (10.2).
 - b. Resolve air combat (10.6), if any. If the main combat is a land or naval combat, determine air superiority (10.3).
 - c. Resolve land (10.4) or naval combat (10.5), if any.
 - d. Resolve the aftermath (10.9); remaining units retreat (10.10) or regroup (10.11).

9.3 Land Operations

9.3.1 Land Operation Procedure

A power performs a land operation by spending a military action to activate one or more friendly armies to attack an adjacent target land or mixed area. [The target area must be enemy-controlled or an ungarrisoned country \(9.7\).](#)

The activated armies move to the target area and initiate land combat (10.4). Air units may support.

Minor armies cannot move or attack and thus cannot be activated for land operations, even if they occupy the same area as an activated unit.

9.3.2 Invasion Land Operation

Design Note: See the back of the Communist Special Rules Card for an example of an invasion operation.

An *invasion* operation is a land operation to attack a land or mixed area across one or two sea or mixed areas. It differs from a regular land operation only in the following ways:

- It requires the simultaneous expenditure of two military actions.
- Only armies in a single area of origin may be activated.
- It may not be performed as a surprise attack (9.8).
- At the start of step 6 in the operation sequence (9.2), before moving the activated units, the primary attacker must designate one or two sea or mixed areas as the invasion path:
 - The invasion path must connect the area of origin to the target area in a contiguous line of adjacent areas.
 - Each area of the invasion path must contain a friendly fleet. Submarine packs cannot enable invasion.
 - If the invasion path consists of two areas, the invasion is at extended range, and the attacker suffers a -1 penalty in the invasion land combat (10.4).
 - Move the invasion force directly to the target area; occupation limits apply (7.1).
- If the invasion force retreats, return it to the area of origin. If the invasion succeeds, units may regroup to and/or from the area of origin.

Design Note: An invasion in *Cataclysm* does not mean an entire army unit of two or three dozen divisions gets on transports and hits the beaches. Instead, think of the invasion action as establishing a beachhead with notional smaller-scale units, then if it holds, major forces are brought in to reinforce the landing.

9.4 Naval Operations

9.4.1 Naval Operation Procedure

A power performs a naval operation by spending a military action to activate one or more friendly fleets and/or strategic air forces to attack a target area. The activated units must occupy a friendly port or airfield area.

Design Note: Fleet units in a sea area without a friendly naval base cannot be activated for operations; they are essentially on patrol.

Submarine packs are never activated for operations.

Design Note: At *Cataclysm*'s scale, submarine activity is about interdiction and sea denial. They can only block naval movement and LOCs, not perform offensive operations.

The activating power designates the target area, which must contain at least one enemy naval or strategic air force unit. The area must be within range (7.3) of all activated units (possibly including extended range).

The activated units move to the area and initiate naval combat (10.5). Air and naval units may support.

9.4.2 Base Capture Naval Operation

Design Note: See the back of the Fascist Special Rules Card for an example of a base capture operation.

A **base capture** naval operation may be declared against an area containing an enemy or unowned base (2.3.2). At least one fleet must be among the activated units.

A Democratic power must be belligerent to attack an unowned base, and must pass an effectiveness check (5.3) after declaring the operation. If the check fails, the operation is canceled and the action is forfeit.

Resolve the base capture operation as a naval combat. If no enemy air or naval units are present after support has been committed, the attacker wins automatically and skips to the aftermath (10.9).

During the aftermath of the combat, if the primary attacker is eligible to regroup (10.11), they also replace the enemy or unowned base in the area with one of their base markers of the same type (**exception:** if the area contained a special British base (2.3.3), it is removed from the game instead of captured).

9.5 Air Operations

9.5.1 Air Operation Procedure

A power performs an air operation by spending a military action to activate one or more air units to attack a target area. The activated units must occupy a friendly airfield area.

The activating power designates the target area, which must contain at least one enemy air unit. The area must be within range (7.3) of all activated units (possibly including extended range).

The activated units move to the area and initiate air combat (10.6). Air units may support.

9.5.2 Strategic Bombing Air Operation

Design Note: See the back of the Democratic Special Rules Card for an example of a strategic bombing operation.

A **strategic bombing** air operation may be declared against an enemy area containing a resource (2.3.8); the area need not contain an enemy air unit. At least one strategic air force must be among the activated units.

Resolve the strategic bombing operation as an air combat. If there are no defending air units, the defender still rolls one die for intrinsic air defense, but cannot declare a retreat.

If the air combat result inflicts more losses on the defender than can be resolved, one resource in the target area is damaged (4.4.2). A damaged resource is removed from play if limited; otherwise, place a **Damage** marker on the resource.

9.6 Supply



Before units move as part of an operation, each area containing activated or defending units must trace a line of communications (LOC, 4.3) for supply. Units committed for support (10.2) must also trace an LOC for supply.

If an LOC cannot be traced, place a *Limited Supply* marker on the affected units for the duration of the operation. Units with a *Limited Supply* marker apply a -1 penalty to their combat score (10.4, 10.5, 10.6).

Example: Germany declares a land operation against Moscow with a tank army in Smolensk, and supports with an air force in Leningrad. The tank army is marked Limited Supply, but the air force draws supply by sea through the Baltic. The air superiority combat is unmodified, but in the land combat the German score would suffer a -1 penalty for the Limited Supply marker on the tank army.

The following never require supply:

- Minor armies (2.4.4)
- Logistics units (7.1.4)
- Intrinsic defense (10.4)

9.7 Attacking a Country

IMPORTANT: A country is **controlled** if a power has a cube in it; otherwise it is **uncontrolled**. A country is **garrisoned** if a power has a land unit in it; otherwise it is **ungarrisoned**. The presence of a minor army or a non-land unit belonging to a power does not make a country garrisoned.

Generally, a power may attack a **garrisoned** country only if it is controlled by an enemy power.

A **Fascist** or **Communist** power may attack an ungarrisoned country whether it is controlled or not. No declaration of war or surprise attack occurs—the Fascist or Communist power simply declares an operation against the country.

A **Democratic** power must be belligerent to attack an ungarrisoned country. Unless the country is enemy-controlled, the Democratic power must pass an effectiveness check (5.3) after declaring the operation. If the check fails, the operation is canceled and the action is forfeit.

An attack against a country provokes all opposing powers with an interest in the country (5.2.2). Whether a country is controlled or not does not change how a country defends against an attack—it only impacts which powers are provoked by the attack.

Example: France has a cube in Poland, but the only land unit in Poland is the Polish minor army. Germany plays an offensive and uses a military action to attack Poland. Germany is not at war with France because of this attack, but France (and any of its allies) gain a flag for the provocation due to French control. The Soviet Union, which has interest in Poland by adjacency, also gains a flag.

Design Note: An attack on an ungarrisoned country does not start a war with the controlling power—without occupation, the country is merely aligned with the power and not under its direct administration.

9.7.1 Civil Wars and Aid

Design Note: Section 11 spells out the exact details of civil wars, factions, and aid.

A *Civil War* marker has no effect on whether a country can be attacked. Remove the *Civil War* marker and any aid if any power takes control of the country.

When a power attacks a country with a *Civil War* marker, spend one aid marker from each faction, returning the marker to its available box. If any aid is spent, the country rolls an additional die for defense (not one per aid).

If multiple patrons cannot decide whose aid is spent, spend the aid from the patron with the lowest effectiveness; if tied, the attacker chooses.

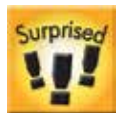
The same process applies when a power attacks a Chinese army with aid attached.

9.7.2 Failed Attacks

If a power attacks an uncontrolled country but fails to take control of it by the end of the operation, immediately resolve a diplomatic opportunity (5.7) for the country.

IMPORTANT exception: Failed attacks on Chinese countries do not generate diplomatic opportunities.

9.8 Surprise Attack



A **surprise attack** is an operation that creates a state of war. It requires neither a political action nor an effectiveness check. Only Fascist powers can perform a surprise attack. To perform a surprise attack, a Fascist power with a commitment of mobilization or total war spends a military action to attack a non-enemy opposing power (**exception: no invasions, 9.3.2**).

A surprise attack results in a state of war (5.6.1) between the **attacking and defending powers** (and potentially their allies, 6.1.3). The primary defender gains an additional flag for the provocation.

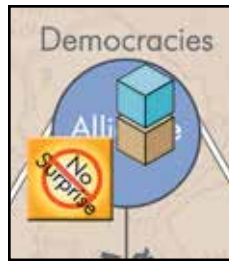
For the duration of the surprise attack operation, the defending side suffers a **surprise penalty** of -1 to its combat scores. Place a *Surprised* marker in the operation's target area.



At the end of the operation, flip the *Surprised* marker to its *No Surprise* side and move it to the defending ideology's circle on the political display. Surprise penalties do not apply to this ideology for the remainder of the game, **even if the target of another surprise attack**.

Example: In the 1941–42 turn, Japan performs a surprise attack against US fleets in the Hawaii sea area. The US and Japan are now at war with each other, and the US gains two flags. If the US or Japan had allies, their allies would

have to decide immediately whether or not to uphold the alliance(s).



A *Surprised* marker is placed in Hawaii. During this operation, a -1 penalty is applied to the US combat score.

After resolving the combat, flip the marker to its *No Surprise* side and place it in the *Democracies* circle on the political display. Democratic powers are not subject to the surprise penalty for the remainder the game.

10.0 Combat

Combat occurs when a power moves one or more units into the target area of an operation (9.1).

All combat is resolved in the same manner. Each side rolls a number of dice and modifies them as determined below to arrive at their final **combat score**. The side with the higher score wins the combat.

10.1 Combat Sequence

All combat is resolved according to the following sequence:

1. Commit all supporting units (10.2), attacker first.
2. Resolve air combat (10.6), if any. If the main combat is a land or naval combat, determine air superiority (10.3).
3. Resolve land (10.4) or naval combat (10.5), if any.
4. Resolve the aftermath (10.9); remaining units retreat (10.10) or regroup (10.11).

10.2 Support

Friendly air units in an airfield area and friendly fleets in a port area may support combat in an adjacent area. Units do not have to be activated for the operation to be eligible to support. Eligible units in the target area **must** support.

The attacker commits all supporting units first, then the defender. **Supporting units must check supply (9.6) at the time they are committed.**

All supporting units move directly to the target area if not already there; occupation limits (7.1) apply. Allied units may support only with their power's permission.

Design Note: Range has no effect on support; units only support into adjacent areas.

When an ungarrisoned country is the defender, only units both friendly to its controller (if it has one) and enemy to the attacker may support its defense.

Air units may support any type of combat: land, naval, or air. Fleets may only support naval combat. No other unit type (including submarine packs) can provide support.

Once committed, supporting units suffer all the effects of the combat (e.g., retreat, regroup, etc.).



Example: France and the UK are allies when Germany attacks Paris. Germany first moves a tank army into Paris. Then, Germany commits a tactical air force in support. A British tactical air force in London can support against this attack even if no British unit is in Paris, as London is adjacent to Paris for air forces and France is an ally. Only one of the air forces in London can support due to occupation limits.

10.3 Air Superiority

Air superiority is determined during the resolution of a land or naval combat.

An air combat is resolved and whichever side has **more** air units remaining has air superiority. If only one side has air units present, they automatically have air superiority (without combat). If both sides have the same number of supporting air units (even zero), neither side gets air superiority.

The side with air superiority rolls one additional die in the main land or naval combat.

Design Note: Air superiority plays a vital role in land and naval combat, so always take air support into account.

10.4 Land Combat



Land combat occurs as a result of a land operation (9.3). Only land units suffer losses in land combat.

Resolve land combat as follows:

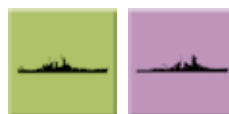
1. By default, each side rolls two dice. If one side has no land units, it rolls only one die.
 - a. **Air superiority:** The side with air superiority (10.3), if any, rolls an additional die.
 - b. **Armor superiority:** If one side has more tank armies than the other, it has armor superiority. A power rolls one fewer die if the opposing side has armor superiority. If both sides have the same number of tank armies, no tank armies are present, or if the target area has adverse terrain (2.3.1), neither side has armor superiority.

REMINDER: If a side is rolling one die and must lose a die, instead apply a -1 penalty to their roll.

- c. **Aid:** If the primary defender is a civil war country with at least one aid marker, each faction spends one aid marker and the country rolls an additional die.

2. Calculate bonuses and/or penalties to each side's combat score.
 - a. Attacker +1 for each augmentation action spent for this operation (8.2).
 - b. Attacker -1 if the operation is an invasion at extended range (7.3.3).
 - c. Attacker or defender -1 if any of their land units are marked *Limited Supply* (9.6).
 - d. Defender +1 if the target area is adverse terrain, if defending across a strait, or if defending against an invasion (not cumulative).
 - e. Defender +1 if target area contains a fortress.
 - f. Defender -1 if surprised (9.8).
3. Both sides roll and determine the results of the combat (10.7).

10.5 Naval Combat



Naval combat may occur as a result of a naval operation (9.4). Only naval units suffer losses in naval combat.

Resolve naval combat as follows:

1. By default, each side rolls two dice. If one side has no naval units, it rolls only one die.

Design Note: This can happen if one side has only strategic air forces.

- a. **Air superiority:** The side with air superiority (10.3), if any, rolls an additional die.
- b. **Carrier superiority:** If one side has more carrier fleets than the other, it has carrier superiority. A power rolls one fewer die if the opposing side has carrier superiority. If both sides have the same number of carrier fleets, or no carrier fleets are present, neither side has carrier superiority.

REMINDER: If a side is rolling one die and must lose a die, instead apply a -1 penalty to their roll.

2. Calculate bonuses and/or penalties to each side's combat score.
 - a. Attacker +1 for each augmentation action spent for this operation (8.2).
 - b. Attacker -1 if any naval units are operating at extended range (7.3.3).
 - c. Attacker or defender -1 if any of their naval units are marked *Limited Supply* (9.6).
 - d. Defender -1 if surprised (9.8).
3. Both sides roll and determine the results of the combat (10.7).

Example: Italy has a fleet and a tactical air force in Sicily. The UK has a strategic air force in the Central Mediterranean Sea (using the air base there). The UK plays an offensive and declares a naval operation against Sicily, activating its strategic air force in the Central Med and moving it to Sicily. Italy commits the tactical air force there to support.

Air combat is resolved, and the result is a tie, so the Italian tactical air force is destroyed and the British strategic air force is flipped to its tactical side.

In the ensuing naval combat, the British start with only one die in the naval combat due to having no naval units, but roll an additional die thanks to air superiority. The British air force is immune to losses, since only naval units take losses in naval combat.

10.6 Air Combat



Air combat may occur as a result of an air operation (9.5) or to determine air superiority (10.3) in a land or naval combat. Only air units suffer losses in air combat.

Design Note: Carrier fleets are not air units.

Resolve air combat as follows:

- By default, each side rolls two dice. During strategic bombing, a defending side with no air units rolls one die.
- Calculate bonuses and/or penalties to each side's combat score.
 - Attacker +1 for each augmentation action spent for this operation (8.2).
 - Attacker -1 if any air units are operating at extended range (7.3.3).
 - Attacker or defender -1 if any of their air units are marked *Limited Supply* (9.6).
 - Defender -1 if surprised (9.8).
- Both sides roll and determine the results of the combat (10.7).

Example: The US would like to invade Ruhr directly but can't support an invasion there from London. The US plays an offensive for three actions and declares an air operation against Ruhr, which contains two German tactical air forces. The US activates two strategic air forces in London, one US and one UK, then uses its remaining two actions to augment the air operation twice, for a +2 bonus during combat. The attacking air forces are moved to Ruhr. Neither side can support since the occupation limit for air units has been reached. Any German naval or land units in the Ruhr are unaffected by the air operation, regardless of the result.

The air operation is resolved as an air combat. The US rolls a 3 modified to **5**, and the Germans roll a **4**, for one German loss. Germany declares a retreat, reducing its losses to zero, and retreats both air forces to Bavaria, where they will still be able to support combat in Ruhr. The chagrined US regroups the attacking air forces back to London.

10.7 Combat Result

The side with the higher combat score wins the combat, and the loser incurs losses and/or retreats. If the final scores are tied, neither side wins; both sides take one loss and cannot declare a voluntary retreat.

The side that loses the combat must take a number of losses equal to the winner's score divided by the loser's score (drop all fractions); e.g., if the winner's score is double the loser's, the loser suffers two losses.

Example: Germany and France fight an air combat, each side rolling two dice. Germany rolls two 6s, while France rolls a 1 and a 2. Germany's final score is **7** (remember, each additional 6 counts as +1!) and France's final score is **2**. Since 7 is three full multiples of 2, France incurs three losses ($7 \div 2 = 3.5 = \text{three full multiples}$).

Final modified scores of 5 vs. 2 would cause two losses, but 5 vs. 3 would only cause one loss (which could be taken as a retreat). 7 vs. 2 would cause three losses while 7 vs. 1 would cause seven—a disaster, to be sure! 4 vs. 4 is a tie, which causes one loss for both sides.

Design Note: All combat in *Cataclysm* relies upon this variable loss dynamic—that for each full multiple of the losing score that is achieved by the winner, a loss is incurred. It is important to understand how this interacts with rolling fewer dice or having penalties to your roll.

Apply the combat result in the following sequence:

- The loser may reduce their losses by one by declaring a voluntary retreat (10.10), except in the case of a tie or if the remaining losses would still eliminate all eligible units.
- Apply all remaining losses (10.8). In case of a tie, the defender applies their loss first.
- If a voluntary retreat was declared, the losing units retreat from the operation's target area (10.10).
- Resolve the aftermath of the combat (10.9).
- Determine if a triumph/disaster occurred (10.12) (land or naval combat only).

10.8 Losses

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 same unit can take multiple losses in a single combat, i.e., an upgraded unit can be flipped, and then destroyed, to satisfy two losses.

The primary attacker and primary defender choose how to apply losses to their side's units, including whether to declare a retreat, within the following restrictions, by priority.

- Losses can only be applied to unit types matching the type of combat (**example:** losses from air combat can be applied only to air units).
- At least one loss must be to flip an upgraded unit, if possible.

- At least half of a side's losses must be applied to units of the primary attacker or primary defender (9.1.1), if possible.

10.9 Aftermath

The **aftermath** of a combat determines whose units may remain in the target area.

10.9.1 Land Combat Aftermath

After land combat, if no attacking land units remain, or at least one defending land unit remains in the target area, the attacking units must retreat, and land and air units friendly to the primary defender may regroup.

If the only remaining land unit(s) in the target area belong to the attacking side, the attacker **conquers** the area. Resolve the conquest according to the following sequence:

- Remove all cubes, aid markers, and any *Civil War* or *Influence* markers from the area.
- The attacker places one of their cubes in the conquered area (two cubes if the area is a capital). However, if the area is a home or colony area of an active power in the same ideology, instead of placing a cube, control is returned to the original power.
- Adjust victory points for each cube added or removed.
- Destroy any logistics unit in the area (return it to the owner's force pool). Remaining defending units must immediately retreat.
- Land and air units friendly to the attacker may regroup.
- Powers gain flags (5.2.3, 5.2.4) and conduct stability tests (5.5.1) triggered by the conquest.

10.9.2 Naval Combat Aftermath

After naval combat, if no attacking naval units remain, or at least one defending naval unit remains in the target area, the attacker's units must retreat, and naval and air units friendly to the primary defender may regroup.

If the only remaining naval unit(s) in the target area belong to the attacking side, remaining defending units must retreat (**exception: land units in the area are unaffected**) while naval and air units friendly to the attacker may regroup. A defending base in the sea area may be captured (9.4.2).

10.9.3 Air Combat Aftermath

After air combat to determine air superiority (10.3), there is no aftermath. However, air units that declare a voluntary retreat must do so before resolving the land or naval combat. Any remaining air units will regroup or retreat as part of the land or naval aftermath.

After air combat during an air operation (9.5), losing air units must retreat, and air units friendly to the winning side may regroup. In the case of a tie, the attacker retreats and the defender regroups.

10.10 Retreat

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

Design Note: This is important for determining whether a disaster occurs per 10.12.

Example: *Japan and the United Kingdom fight a naval combat where each have one carrier fleet. Japan rolls a 1 and the UK a 3, resulting in three losses to Japan. Japan cannot declare a retreat since the remaining two losses would still eliminate its carrier fleet; it must take all three losses, suffering a disaster in the process.*

Units may be forced to retreat in the aftermath of a combat, or if they are no longer able to occupy the area they are in.

Retreats follow all the rules and restrictions of movement (7.2). When units from multiple powers must retreat simultaneously, do so in decreasing effectiveness order.

In an **air combat** only air units retreat, in a **naval combat** air and naval units retreat, and in a **land combat** all units retreat.

10.10.1 Land Unit Retreats

Each retreating land unit must move to an adjacent friendly land or mixed area that it can legally occupy (7.1).

Land units that are unable to retreat (including fortresses, logistics units, and non-Chinese minor armies) are destroyed and returned to their power's available force pool (or removed from play, in the case of minor armies).

10.10.2 Naval and Air Unit Retreats

Each retreating naval or air unit must use naval or air movement, respectively, to move to a friendly port or airfield area it can legally occupy within extended range (7.3.3) (three areas for naval units and strategic air forces, two areas for tactical air forces). Units unable to retreat are destroyed and returned to their power's available force pool.

Retreating units must leave their current area, even if it is a friendly port or airfield area.

10.11 Regroup

Regroup allows units to reposition after combat—even units that were not involved.

All eligible units (see below) belonging to powers on the regrouping side may regroup: land units after land combat, naval units after naval combat, and air units after any combat.

Regrouping does not cost actions, nor does it activate the units involved. All rules of movement (7.2) apply. At the end of regroup, occupation limits must be obeyed in all affected areas.

Design Note: It is possible for a side to be eligible for regroup and yet not be able to remain in the target area, i.e., an air/naval operation against an enemy land area. In that case the regroup just allows units to return to friendly ports and airfields.

Land units regroup by moving from the target area to any adjacent friendly land or mixed areas, or vice versa. Minor armies, fortress units, and logistics units may not regroup.

Air and naval units regroup by moving from the target area to any friendly ports or airfields within range (including within extended range, if declared at the start of the operation), or vice versa.

10.12 Triumph and Disaster

If a land or naval combat result inflicts more losses than the loser can apply, the winning power wins a **triumph** and the losing power(s) suffer a **disaster**.

A triumph only affects the winning primary attacker or primary defender (9.1). The affected power gains a flag (5.2.2).

A disaster affects all losing powers with a land or naval unit in the combat. The affected power(s) must immediately conduct a stability test (5.5.1).

10.12.1 Land Triumph and Disaster

A triumph/disaster can only occur in a land combat if both sides have at least one land unit in the battle.

A disaster suffered by a lone defending minor army (even if controlled by a power) does not result in a stability test; however, the triumphing power still gains a flag.

Example: Japan attacks the Soviet Union and inflicts four losses on the Soviet defenders. The Soviets have a single tank army, which can only take two losses—a disaster for the Soviets. The Soviet Union must conduct a stability test and Japan gains a flag.

Example: Germany and Italy occupy a single area and make a joint attack against an adjacent French home area containing a British and an American army. Germany is performing the operation, so is the attacking power. Germany rolls well and triumphs, eliminating both the British and American armies and gaining a flag. Italy gets nothing. Both the US and UK must conduct stability tests.

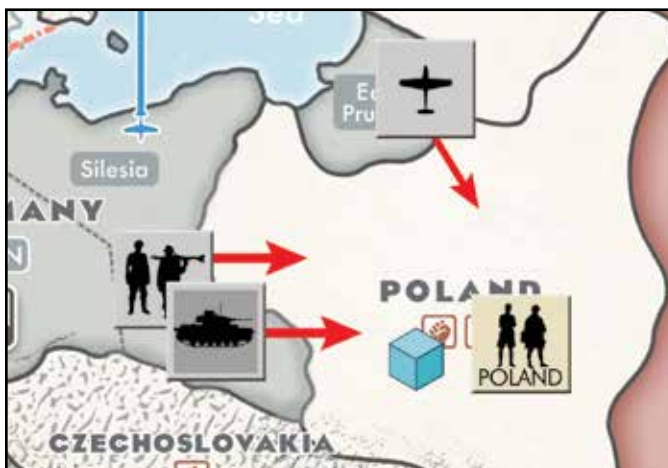
10.12.2 Naval Triumph and Disaster

A triumph/disaster can only occur in a naval combat if the losing side has at least one fleet in the battle.

Example: Italy sends two surface fleets supported by a tactical air force to attack the Central Mediterranean. The UK defends with a strategic air force based there, but no fleets. If the resulting naval combat results in the UK taking any losses, the UK will neither lose its air force, nor be required to conduct a stability test. Likewise, Italy will not gain a flag.

Land Operation Example

It is 1939 and there are no belligerent powers. A German flag is drawn from the action cup. Germany decides to spend its political action for maneuvers, but must perform an effectiveness check to succeed. At rearmament, Germany rolls three dice for effectiveness checks, needing a 5 or better on its highest die, and easily passes, rolling a 6, a 4, and a 3.



Germany spends its resulting military action on a land operation ("Fall Weiss") targeting French-controlled Poland. Since the French have no land units in Poland, this is not an act of war against France, and Poland itself is the primary defender. Germany activates a tank army and an infantry army in Silesia for the attack. Poland will defend with its minor army.

Since France has a cube in Poland, it gains a flag for the provocation of the German attack. It places this flag in reserve, currently empty of French counters. The United Kingdom is allied with France, so it also has interests in Poland and gains a flag. The United Kingdom has an offensive currently in reserve, so rather than rejecting the offensive and losing it, the United Kingdom adds its flag to the action cup. The Soviet Union, which has interests in Poland due to being adjacent, also gains a flag, which it places in reserve.

Both sides now check supply. Poland's minor army does not need to trace an LOC for supply, and the German armies easily trace supply from Berlin (a German production site) to Silesia. There is no limited supply penalty for either side.

Germany moves its armies from Silesia to Poland, then commits a tactical air force from East Prussia in support, also moving it to Poland; the air unit traces supply from Berlin through the Baltic Sea. Poland cannot get support from France or any other power since no power is at war with Germany. Germany automatically gains air superiority since its air force is unopposed.

To resolve the land combat, both sides begin with two dice for having at least one army present. Germany's air superiority gains them one extra die. Germany also has armor superiority, forcing Poland to roll only one die instead of two.

No bonuses or penalties apply to their combat scores, so Germany rolls three dice and Poland rolls one. Germany rolls a robust **6, 6, 4**, while Poland manages only a **3**. The German score is a **7**, taking the highest die (a 6) and adding +1 for the extra 6. This is at least double Poland's score (**7 to 3**), so Poland suffers two losses. One loss is sufficient to destroy Poland's minor army.

Since the defender could not satisfy both losses from the combat, it is a triumph for Germany. Germany gains a flag, which it places in reserve. Even though France controls Poland, the Polish disaster does not affect France since it had no land units in the combat.

In the aftermath of the combat, since the German armies are alone, Germany conquers and gains control of Poland. France, the United Kingdom, and the Soviet Union each gain a flag. Germany then replaces France's cube with one of its own; Germany gains one victory point and France loses one victory point.

Germany is eligible to regroup, so they move their infantry army from Poland into Czechoslovakia, which is adjacent and friendly controlled (having a German cube). The German tank army remains in Poland. The German air force moves to Silesia, although it could remain in Poland, which is now a friendly airfield area. A German air force in Czechoslovakia could regroup into Poland, even though it did not support the combat.

The conquest of Poland is complete, but before a new piece is drawn from the action cup, France plays its flag from reserve to attempt a declaration of war on Germany. France rolls a **5**—a second world war has begun!

11.0 Civil Wars

A **civil war** is an internal conflict within a country, signified by the placement of a *Civil War* marker in the affected area. Powers may **intervene** (8.5) in a civil war for their own advantage.

Every civil war has two factions, a notional left side and right side. The factions, possibly with **aid** (11.2) from powers, will struggle for control of the area when the *Civil War Resolution* marker is drawn each turn (11.3).

Diplomacy may not be attempted against an area marked with a *Civil War* marker (**exception**: *Chinese Countries*, 11.4.3). However, a power may attack a civil war area normally, and aid to both factions assist in its defense.

If a power gains control of a civil war area, the civil war ends immediately (**exception**: *the Chinese Civil War*); remove any aid markers, neutral cubes, and the *Civil War* marker.

Design Note: Not all civil wars were neatly divided into "left" and "right", but designating them this way in **Cataclysm** keeps things simple and organized. They are not related to ideology, and there is no game significance to these terms.

11.1 Civil War Crisis Events

When a *Civil War* or *Colonial Revolt* crisis event occurs, the player who drew the *Crisis* marker rolls two dice and consults the table in the event listing. The result designates an area where a civil war has broken out. If a *Civil War* crisis event indicates an area already in civil war, the event applies to the next lower result in the same table, repeating until an eligible area is indicated. If no such area is eligible, the event has no effect (which may require a reroll, 3.7.4).

If the country is garrisoned (2.2.5) by any power at the time of the crisis event, the civil war is suppressed and the event has no effect (no reroll).

Otherwise, place a *Civil War* marker in the area, and remove any minor army in the area. If the area already contains an *Influence* marker, flip it back to its *Civil War* side and each power with influence in the area assigns it as aid to one of the factions, in increasing effectiveness order.

If the area is controlled by a power, additionally:

- Units in the area must immediately retreat (10.10).
- If a country, remove the power's cube.
- If a home or colony area, place a neutral cube (2.4.5).
- The power may place one aid marker for either faction (this placement requires no LOC and does not cause provocation).

Design Note: The aid represents the original regime aligned with the former controlling power.

11.2 Aid

Design Note: Some of this rule's text has been moved to 8.5.

While a civil war is in effect, powers may spend military actions to intervene (8.5) and place aid markers for either faction. The aiding power is the **patron**, and the aided faction is the **client**.

An aid marker provides the following effects:

- The patron has an interest (5.1) in the client area.
- When resolving a civil war, the faction with the most aid rolls an additional die (11.3).
- When a power attacks a civil war country or Chinese army—even its own client—spend an aid marker from each faction and the defender rolls one additional die (10.4).

Aid is removed and returned to the patron's available markers box if:

- any power (even the patron) gains control of the client area;
- the civil war ends;
- the patron chooses to revoke it, at any time.

Design Note: Yes, this means a patron can remove their aid right before resolving combat against the civil war area.

11.3 Civil War Resolution

When the *Civil War Resolution* marker is drawn from the action cup, resolve one round of civil war combat immediately in all areas marked with a *Civil War* marker (including the Chinese Civil War, 11.4.4). The player who drew the marker determines the order of resolution. After resolving all combats, place the *Resolution* marker on the turn track to enter the action cup at the start of the next turn.

To resolve a round of civil war combat, each faction starts with two dice. The faction with the most aid rolls an additional die, if applicable. Any player can roll, though the patrons have priority.

Compare the rolls and apply the results as follows:

- **Rolls tied: Stalemate**

Both factions lose all their aid markers; the civil war continues.

- **One roll higher, but not double the other: Marginal Victory**

The losing faction loses all its aid markers; the civil war continues.

If instead the losing faction had no aid markers, the civil war ends with a marginal victory for the winning faction. Flip the *Civil War* marker to its Influence side and place under it one offensive marker from each patron; this marker becomes "influence" (it is no longer aid). The associated power gains interests (5.1) in the country, and receives a +1 bonus when attempting diplomacy (6.3) against it. A power may return its influence to available at any time.

If the winning faction has no patron(s), simply remove the *Civil War* marker.

- **One roll at least double the other: Decisive Victory**

The losing faction loses all its aid markers, and the civil war ends with a decisive victory for the winning faction.

One of the winner's patrons, if any, immediately gains control of the area (following the rule for conquest, 10.9.1, including regroup). If the winning faction has multiple patrons, immediately resolve a diplomatic opportunity for the country (5.7).

If the winning faction has no patron(s), simply remove the *Civil War* marker.

11.4 Chinese Civil War

Design Note: Throughout the period covered by *Cataclysm*, China was fractured by civil war, with two major factions represented by the Guomindang (GMD) and Chinese Communists (ChiCom). The complexity of the situation in China requires additional rules.

China begins the game in a state of civil war. Each area in China is an individual country.

Resolve the Chinese civil war along with any others whenever the *Civil War Resolution* chit is drawn from the action cup.

11.4.1 Chinese Armies



Chinese GMD and ChiCom armies are minor armies (2.4.4), except they may retreat if defeated in combat, but only to an uncontrolled Chinese country without an army. No more than one Chinese army may occupy each Chinese country. [Aid to a Chinese faction is attached to individual Chinese armies, and not to the faction as a whole. If a Chinese army is destroyed, any attached aid is returned to its power's available markers box.](#)

11.4.2 Controlling Chinese Countries

A power may control (i.e., have a cube in) a Chinese country occupied by a Chinese army, but such a country is **not friendly** to the controlling power. Specifically, the power cannot move units (7.2) or trace a line of communications (4.3) into or through the area (any resource in the area cannot be collected).

However, the power **does control** the area for scoring (1.7.1) and for determining interests (5.1).

11.4.3 Diplomacy Against Chinese Countries

A power attempting diplomacy (6.3) against a Chinese country occupied by a Chinese army must apply a -1 penalty.

Design Note: Both Chinese factions were very protective of their sovereignty.

11.4.4 Chinese Civil War Resolution

Design Note: See the back of the Record Display for some examples of resolving the Chinese Civil War.

A) Active/Inactive Status

First, determine the current status of the Chinese Civil War. If any Chinese country is garrisoned (2.2.5), set the *Chinese Civil War* marker to its Inactive side. Otherwise, set the marker to *Active*.

B) Faction Decisions

[Whenever a Chinese faction must make a decision \(throughout civil war resolution, or for example, when a Chinese army is attacked by a power\), one power is](#)

selected to make that decision for the faction. Determine the deciding power according to the following priorities:

1. Most cubes in areas occupied by the faction's markers.
2. Most aid or *Influence* attached to the faction's markers.
3. The Soviet Union (for the ChiComs) or the United States (for the GMD), if they are active, even if they have no aid or cubes in China.
4. The active power with the highest effectiveness (using decreasing effectiveness order).

C) Resolution

If the Chinese civil war is **Inactive**, no combat occurs between the GMD and ChiCom factions. Instead, each faction attempts to expand (11.4.6).

If the Chinese civil war is **Active**, the more numerous faction must attack an adjacent area containing an opposing Chinese army, if possible. If the two factions control the same number of armies, the GMD must attack. Do not move the attacking army into the target area, simply designate the two armies that will be fighting.

If no combat is possible between the two factions because they are not adjacent anywhere, each faction attempts to expand (11.4.6) instead.

The Chinese army's attack is resolved in an identical manner to a regular civil war (11.3), but with the following modified effects:

- **Rolls tied: Stalemate**

Both armies lose all their attached aid markers. Neither army retreats or is destroyed.

- **One roll higher, but not double the other: Marginal Victory**

The losing army removes all attached aid markers.

If instead it had no aid, the army must retreat to an adjacent uncontrolled Chinese country with no army; if unable to retreat, remove the army from the map instead. Place a new Chinese army of the winning faction in the area, and remove any cube(s).

- **One roll at least double the other: Decisive Victory**

The losing army removes all its attached aid markers and is flipped to the winner's side. Remove any cube(s) in the area.

11.4.5 Ending the Chinese Civil War

When armies from only one Chinese faction remain in play, the Chinese Civil war immediately ends. Replace the *Chinese Civil War Status* marker with an *Influence* marker, and place under it one influence (offensive marker) from each power who is currently a patron to any Chinese army. The associated power gains interests in countries with Chinese armies, and receives a +1 bonus when attempting diplomacy against them. A power may return its influence to available at any time.

During each subsequent civil war resolution, the victorious faction attempts to expand (11.4.6).

Once the Chinese Civil War has ended, **powers can no longer intervene in China.**

11.4.6 Chinese Expansion

While the Chinese Civil War is *Inactive*, each faction attempts to expand using diplomacy (6.3) into one adjacent uncontrolled Chinese country without an army.

The more numerous faction attempts to expand first and uses an effectiveness of 2; the other faction uses an effectiveness of 1. If the factions are tied in strength, the GMD attempts to expand first, with an effectiveness of 1. If the first faction fails to expand, the same area may be targeted by the second faction.

If the Chinese Civil War has ended, the winning faction may attempt to expand into one adjacent Chinese country not occupied by a land unit, even one controlled by a power, using an effectiveness of 2.

No modifiers apply to expansion attempts. If an expansion attempt is successful, place a Chinese army of the expanding faction in the area and remove any cube(s) there. Any other units in the area must immediately retreat (10.10), or be placed into the action cup, at their power's discretion.

Chinese expansion is **not** a provocation against powers with interests in the target area.

12.0 Special Power Rules

This section duplicates the information found on each ideology's special rules card.

12.1 Fascist Powers

Stresa Front



While the *Stresa Front* marker is in play, Germany and Italy cannot declare an operation or attempt diplomacy against an area in the other's interests.

Remove the *Stresa Front* marker from the game once Germany and Italy are allied, once France and the United Kingdom are allied, or once Germany or Italy becomes belligerent.

12.1.1 Germany

Night Of The Long Knives

In the administration phase of every turn, Germany gains an additional flag. Permanently canceled if Germany collapses.

Rhineland Demilitarized



While the *Rhineland Demilitarized* marker is in play face up, Germany cannot occupy the Ruhr area and is denied use of its resources.

Germany may flip the *Rhineland Demilitarized* marker to its Ruhr limited resource side, by performing either a military action or a successful political action to do so. Flipping the marker provokes France and its allies.

If Germany becomes belligerent, flip the marker to its limited resource side (no provocation).

12.1.2 Italy

Il Duce



When Italy plays the *Il Duce* flag for a political action, roll an additional die for the effectiveness check. Permanently canceled if Italy collapses.

Abyssinian Adventure



If the *Abyssinian Adventure* marker is available, and Italy is non-belligerent, Italy may use a [political action to attempt to play the marker](#). If [successful](#), flip the marker to its limited resource side and place it in Rome, along with an Italian cube; France and the United Kingdom are provoked.

Dreadnought Refit Program



If in the available markers box, Italy may remove its *Dreadnought Refit* marker from play when constructing a fleet to reduce the cost by one.

12.1.3 Japan

Special Naval Landing Forces

Japanese armies receive a +1 bonus to their combat score in land combat during their invasion operations.

Design Note: This entirely replaces the Rice and Water rule.

Washington Naval Treaty (WNT)



While the *Washington Naval Treaty* marker is in play:

- Japan, the United Kingdom, and the United States may not add fleets to their respective force pools.
- No power may deploy units to or attack areas in the Pacific Ocean, including the Philippines, Java, New Guinea, Papua, and Australia. Deployment to Tokyo, Hokkaido, Hawaii, or any mainland Asia area is legal. See the WNT line on the map.

Remove the *Washington Naval Treaty* marker from from the game when the United Kingdom or United States become belligerent.

Japan may end the treaty and remove the marker from the game at any time—even in the middle of an action. Doing so is a provocation against the United Kingdom and United States.

12.2 Democratic Powers

Status Quo



While the *Status Quo* marker is in play:

- Democratic powers do not gain a flag during the administration phase. France and/or the United Kingdom may choose to gain a flag, but must then immediately perform a stability test.
- Democratic powers cannot collect resources outside of home areas (i.e., from colonies or controlled countries).
- Democratic powers cannot escalate to mobilization.

Immediately remove the *Status Quo* marker from the game when:

- Germany, Italy, or the Soviet Union escalates to mobilization; or
- The combined victory point total of Germany and Italy is **greater** than the combined total of France and the United Kingdom; or
- Any Democratic power becomes belligerent.

When the *Status Quo* marker is removed, each Democratic power immediately gains a flag.

12.2.1 France

Dreadnought Refit Program



If in the available marker's box, France may remove its *Dreadnought Refit* marker from play when constructing a fleet to reduce the cost by one.

12.2.2 United States

Isolationism

The United States cannot deploy land or logistic units, except to its home areas and owned bases, until it is belligerent.

US-Japan Trade



While the *US-Japan Trade* marker is in play:

- The United States must transfer one industrial resource to Japan each administration phase.
- The United States and its allies cannot declare war on Japan.

As a political action, the United States may attempt to remove the *US-Japan Trade* marker from the game. Success is a provocation against Japan.

Remove the *US-Japan Trade* marker from the game if Japan is at war with any Democratic power or Japan loses control of Tokyo.

Lend Lease



Unless otherwise indicated, the *Lend Lease* marker begins unavailable, in the center of the Political Display. When the *War Status* marker is first placed on the Political Display, the *Lend Lease* marker becomes available and is moved to the American available markers box.

Until the *Lend Lease* marker is in play, the US may not attempt to form or join an alliance.

As a political action, the United States may attempt to put the *Lend Lease* marker in play in Washington DC, if available. While the *Lend Lease* marker is in play, during production the United States may transfer its home area resources to belligerent powers (max. 1 per power).

Atomic Bomb



When the United States escalates to total war, place the *A-Bomb* marker two turns ahead on the turn track. Add the *A-Bomb* marker to the available markers box at the start of that turn. It may be constructed for one build and placed in the action cup (never in reserve). When drawn, place it in Washington DC.

While the *A-Bomb* marker is in Washington DC, the United States may perform a special **atomic strategic bombing operation** against an enemy home area as a military action. At the start of the operation, return the *A-Bomb* marker to the available markers box. During the operation, if the defender suffered any losses, in the aftermath they must conduct one stability test—if the defender collapses, add 1 to the surrender threshold for each loss; if they surrender, the Democracies get the *Surrender* marker.

12.3 Communist Powers

Design Note: The Posture rule has been generalized to apply to other scenario-designated Communist powers.

Posture



A Communist power is always in one of three *postures*, indicating penalties to its actions. The power may spend a political action to change its posture (no effectiveness check required), or may automatically change posture after performing its home front stability test each turn. Posture may only be changed once per turn (flip the *Posture* marker as a reminder).

Posture: Military Reforms

- Apply a -1 penalty to all your **political actions**.
- You do **not** gain a flag normally during the administration phase. You may choose to gain a flag, but must immediately perform a stability test.

Political Purges

- Apply a -1 penalty to your **diplomacy** political actions
- Apply a -1 penalty to your score in **all** combats.

Collective Security

- Apply a -1 penalty to all your political actions **except diplomacy**.
- You may not play offensives, and must reject or reserve them when drawn. Military actions through other means (home front deployment, the maneuvers political action, etc.) are allowed.

12.3.1 Soviet Union

Industrial Reform



The Soviet Union receives *Special Resource* markers when escalating to mobilization (Volga) and total war (Urals). These markers are immediately placed in the indicated area as **permanent** (not limited) industrial resources. They immediately count towards escalation offensives.

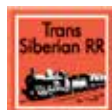
General Winter

The Soviet Union ignores all restricted terrain (affecting lines of communication and occupation limits) in its home areas on the Europe map.

Za Rodinu! (For the Motherland!)

The Soviet Union rolls an additional die for all stability tests and all propaganda political actions.

Trans-Siberian Railroad



As a political action, the Soviet Union may attempt to place the *Trans-Siberian Railroad* marker in the Urals Delay box.

While the *Trans-Siberian Railroad* marker is in the Urals Delay box:

- Ignore the Urals Delay box for all purposes (the *Trans-Siberian Railroad* marker covers it).
- The Soviet Union ignores all restricted terrain (affecting lines of communication and occupation limits) in its home areas on the Pacific map.

Design Note: Units in Irkutsk or Maritime Territory are out of supply until this marker is in play.

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Credits

Cataclysm: A Second World War is brought to you by the letters W and W, and by the number 2. Also, these guys had something to do with it:

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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.

Peacetime - Crisis Event

- 6-6 LEAGUE OF NATIONS CONFERENCE.** No effect.
- 6-5 LOW COUNTRIES DECLARE NEUTRALITY.** A power with a cube in an ungarrisoned Benelux must perform an effectiveness check. If the check fails, remove the cube and retreat all non-land units from the area.
- 6-4 SCANDINAVIAN LEAGUE.** Powers with a cube in an ungarrisoned Denmark, Finland, Norway, or Sweden must perform an effectiveness check for each. If the check fails, remove the cube and retreat all non-land units from the area.
- 6-3 BALKAN PACT.** Powers with a cube in an ungarrisoned Rumania, Turkey, or Yugoslavia must perform an effectiveness check for each. If the check fails, remove the cube and retreat all non-land units from the area.
- 6-2 LITTLE ENTENTE.** Powers with a cube in an ungarrisoned Czechoslovakia, Rumania, or Yugoslavia must perform an effectiveness check for each. If the check fails, remove the cube and retreat all non-land units from the area.
- 6-1 POLISH NON-AGGRESSION PACT.** A power with a cube in an ungarrisoned Poland must perform an effectiveness check. If the check fails, remove the cube and retreat all non-land units from the area.
- 5-5 PUBLIC SUPPORT.** Each **Democratic power** performs an effectiveness check, gaining a flag if successful.
- 5-4 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.
- 5-3 POLITICAL CRISIS—MILITARY AGITATION.** Reduce **Japan's** effectiveness by 1 until the end of the turn. Reroll if already in effect.
- 5-2 POLITICAL CRISIS—NAZI INFIGHTING.** Reduce **Germany's** effectiveness by 1 until the end of the turn. Reroll if already in effect.
- 4-4 FAILED PUTSCH.** **Germany** chooses one controlled ungarrisoned country in its interest among those with the least resistance. Remove any cube and retreat all non-land units from the area.
- 4-3 POLITICAL CRISIS—PARLIAMENTARY PARALYSIS.** Reduce the **United Kingdom's** effectiveness by 1 until the end of the turn. Reroll if already in effect.
- 4-2 POLITICAL CRISIS—ISOLATIONISM.** Reduce the **United States'** effectiveness by 1 until the end of the turn. Reroll if already in effect.
- 4-1 POLITICAL CRISIS—ENEMIES OF THE STATE.** Reduce the **Soviet Union's** effectiveness by 1 until the end of the turn. Reroll if already in effect.
- 3-3 ECONOMIC SETBACK.** If the next counter drawn from the action cup is a flag, offensive, unit, or upgrade marker, instead of playing it, return it to its power's force pool or available markers box.
- | | | | | |
|---|--|---|--|---|
| | | CIVIL WAR ROLL 3-2 | | CIVIL WAR ROLL 3-1 |
| 3-2 CIVIL WAR. Roll two dice and take only the highest result to determine the area affected (11.1). | | 6+ Spain | | 6+ Spain |
| | | 5 Austria | | 5 Yugoslavia |
| | | 4 Greece | | 4 Rumania |
| | | 3 roll on Revolt (Wartime 4-4) | | 3 roll on Revolt (Wartime 3-3) |
| | | 2 Czechoslovakia | | 2 Ukraine |
| | | 1 Benelux | | 1 Hungary |
- 2-2 PUBLIC OPPOSITION.** Each **Democratic power** with commitment at rearmament or higher must perform a stability test.
- | | | |
|---|--|--------------------------|
| | | 6+ Japan & Soviet Union |
| | | 5 Italy & France |
| 2-1 INTERNATIONAL INCIDENT. Roll two dice and take only the highest result. The powers indicated each gain a flag. | | 4 Japan & United States |
| | | 3 Germany & France |
| | | 2 Italy & United Kingdom |
| | | 1 Germany & Soviet Union |
- 1-1 CATACLYSM.** Roll twice on the Crisis Table and implement both, sequentially. Reroll all further **1-1** results this Crisis.