

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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Online Q&A

If you have questions or require help with this game, please post in the game folder for **Cataclysm: A Second World War** on talk.consimworld.com (WW2 – Global or Multi-Front subfolder) or 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/Index (section G of the Playbook) 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.

Democratic Powers



France



United Kingdom



United States

Fascist Powers



Germany



Italy



Japan

Communist Power



Soviet Union

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).

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

Each ideology has a **special rules card** that notes special rules for that ideology's powers (12.0). 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 scenario's special rules for details.

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 power 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 (2.8) 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:

- 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 is *Global War* and no powers are belligerent (5.6.3).

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 (1.7.1) 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. There are also ideology victory markers to track the total for each ideology. Markers on the victory track should always reflect the current situation on the board.

A power's victory point total at any given time is equal to the number of its cubes in areas on the map (2.4.1), minus the number of cubes of other colors in its home or colony areas (this includes cubes from powers in its own ideology). **A power's score may be negative.**

An inactive power (due to surrender, 5.5.4) is still counted for scoring.

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, total the victory points of all powers in each ideology; the ideology with the highest total wins. This can be tracked during the game with the ideology victory point markers.

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.

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.

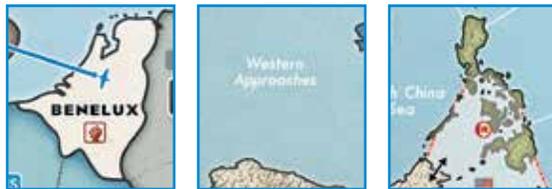
2.2 Areas

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 (2.2.1) (**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.



Land Area

Sea Area

Mixed Area

An on-map unit must always be located in a single specific area. Areas are **adjacent** if they share a non-red border, or are connected by a map connector (2.3.6) or white arrow (2.2.7). Units move (7.2) from area to adjacent area.

Red borders are impassable and may not be crossed. Areas separated by red borders are *not* adjacent.

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. No unit may use naval movement **through** (i.e., into and out of) one of 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 red is impassable.

2.2.2 Ports and Airfields

An area is a **port** if it is a coastal area (2.2.1), or if it is a sea area containing a naval base (2.3.2).

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

Ports and airfields determine what areas can be occupied by naval and air units (7.1), 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.

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).

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

Design Note: 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.

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 power that has surrendered (5.5.4) never controls any areas.

Land areas (including the land portion of mixed areas) are either controlled by a single power or uncontrolled. Sea areas (including the sea portion of a mixed area) 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* marker 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). Adjust victory points for each cube added or removed (1.7.1). Units that are no longer eligible to occupy the area must immediately retreat (10.10).

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 (2.4.1) in it; otherwise it is **uncontrolled**.

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

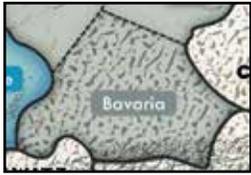
Delay boxes, 2.3.5).

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 (5.5.4).

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. This allows one friendly air unit to occupy its 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. This allows one friendly naval unit to occupy its 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 country (and adjacent sea areas if belligerent) while the associated country remains uncontrolled.

Design Note: These bases represent Hong Kong, Sarawak and Gibraltar, respectively. Gibraltar is on the south coast of Spain (2.2.1). Unlike many WW2 games, Gibraltar does not restrict enemy movement between the Atlantic Ocean and the Mediterranean Sea.

Special British bases cannot be captured, but are instead removed from play if a base capture operation is successful against their area (9.4.2).

If another Democratic power gains control of a country with a special British base, normal occupation limits (7.1) still apply—these bases simply allow units friendly to the United Kingdom to occupy the area even if not allied with the controlling power.

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). If an opposing power gains control of the country, remove the base marker, and any friendly units there must immediately retreat (10.10).

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 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.

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 commitment offensives (6.4.2) and war offensives (4.7). They also act as production sites (2.3.9).



- **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 an industrial resource (**exception: limited resources do not make an area a production site**), even if damaged by strategic bombing (9.5.2). Areas containing special Soviet resources are also production sites (12.3).

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 (i.e., 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 (2.4.4).
- 

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 their **force pool** (4.1.2).

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 (4.1.2). Note that a power's resource markers are on the back of its offensive markers.

A power's upgrade markers (3.7.3) are out of play until added to the power's force pool (4.1.2).

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 (2.9).

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

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.

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 (5.3) of each power, and contains the counters held in reserve by the powers (3.4).
- Failed Political Action Boxes:** These boxes record when a power has failed a political action (5.4) 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 (5.6.3) and alliances (6.1) between powers.
- Stability Track:** This track records how close a power is to collapse (5.5.2). 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 counters until the following turn (3.2.1).
- Victory Point Track:** This track records the victory points of each individual power, as well as the total victory points for each ideology (1.7.1).

2.6 Power Status Cards

Each power has a **status card** that houses the power's available markers (2.4.3) and force pool (4.1.2). A power's status card also tracks its current commitment (4.1), which determines the power's conversion rate (4.5), force pool limit, effectiveness (5.3), and home front penalty (5.5.1). The card also indicates which opposing powers provoke the power (and are themselves provoked) by alliance formation (6.1) or commitment increase (6.4). Lastly, the status card includes a produc-

tion holding box to help organization during the administration phase (3.2).

	Commitment				
	No DOW No Aggression No Home Front	No DOW Rearmament	No DOW Mobilization	Commitment Offense	Commitment Defense
Effectiveness	1	1	1	1	1
Force Pool (at 11)	5	8	11	14	11
Convention*	2:1	1:1	1:2	1:3	1:2
Home Front	N/A	+0	-1	-2	-2

* Convention now is resupply : build and offensives : military actions
 Points provided by commitment increase or alliance, 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.

FRANCE
 Available Markers
 (2 Flags, 4 offensives, Deadweight Ratio)

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 **6**s is a result of **8**).
- The minimum modified result of any die roll is **1** (**exception: home front stability tests**, 3.7.6).
- 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 (subject to the exceptions below) 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 the Soviet Union 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 (4.4.2) and converts them to builds or offensives (4.5). Builds are spent immediately to construct new units (8.3), and offensives are used in the action phase to move and attack with units in play. All production choices are public knowledge. A belligerent power (5.6) 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

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 (1.7.1) 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).

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).

A resource marker in reserve is held for potential use during the following turn's production. All other counters in reserve may be used to interrupt (3.5).

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).

3.5 Interrupt

Immediately before any counter is drawn from the cup, any power may **interrupt** by playing their counter in reserve (3.4). If more than one power wants to interrupt, priority goes in decreasing effectiveness order (5.3).

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 (4.1.2) or available markers box (2.4.3).

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).

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 (LOC, 4.3). If the unit has no legal area for placement, the power must choose to place it in reserve or on the turn track for next turn.

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

3.7.3 Resolving an Upgrade

Upgrade markers are played to improve existing units. When an upgrade is played, its power traces an LOC 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, the upgrade marker must be placed in reserve or 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.

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 (4.1). 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 meets 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 (4.1) is currently civilian.

Then, the power may perform a deployment action (8.4).

When the Soviet *Home Front* marker is drawn, the Soviet Union 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, all currently ongoing civil wars are resolved (11.3), including the Chinese Civil War (11.4.5). 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 from areas they control, and then convert them to either builds or offensives.

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.
- Played offensives provide one military action (1:1).
- 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 provides one military action (1:1).
- No modifier on home front stability tests.
- 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 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 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 home front stability tests.
- No declarations of war.

4.1.1 Exhaustion

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

4.1.2 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 increases its commitment, it immediately adds (or subtracts) units or upgrade markers until the new force pool limit is reached. The exact units or markers added or removed are at the player's discretion. Added counters are placed in the power's available force pool or available markers boxes. Removed counters can come from any location—on the map(s), in the action cup or from its status card.

Example: *Germany increases its commitment from mobilization to total war. It gets to add four new units or upgrade markers to its force pool (16 → 20). When it's commitment*

becomes exhaustion, it will have to remove four units or upgrade markers.

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.

4.2 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 (11.2).

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 area (including the target of an intervention action, 8.5).
- A mixed area not controlled by an enemy power.
- A sea area empty of enemy naval units or enemy strategic air forces.

If the tracing power is belligerent, any sea area or non-friendly mixed area must be within two areas of a friendly port (2.2.2).

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). Restricted **mixed** areas do not block LOCs.

Example: If Japan controls Borneo, they can collect the Borneo resource through the Philippines so long as Japan and the United States are not enemies.

Example: A German-controlled Moscow resource cannot 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 by that area's controller. When a limited resource marker is collected, remove it from play.

A resource area with a damage marker (from strategic bombing, 9.5.2) does not produce a resource. Damage markers are removed at the end of production (4.8).

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, it is collected by the receiving power during its own production, by tracing a line of communications (4.3) from a United States home area to a production site of the recipient. Treat ports of both the United States and the receiving power as friendly for the purposes of tracing the LOC.

The transferred resource counts towards war offensives (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.

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 power cubes 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 (4.1).

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 (4.1.2), 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 (9.5.2) from resource areas.

5.0 Political Concepts

The political capital of a power's government is represented by flag markers (5.2). 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 (3.2), 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) (**exception:** *commitment increase while belligerent*, 6.4).

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 home or colony areas.
- Every area where it has an aid marker (11.2).
- Every area where it owns a base (2.3.2).
- 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.*

Areas separated by red impassable borders (2.2) are never adjacent and interests do not extend between them.

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.

Example: Germany has four flags to start the 1933 scenario: one in reserve, one in the action cup, and two on its status card, available to be gained.

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).
- Increases commitment (6.4), if indicated on its status card.
- Intervenes (11.2) 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 increases commitment, 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).
- Removing an enemy cube from one of its own home areas (two flags if its capital) or one of its colony areas containing a resource (10.9).
- 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** (**exception:** *commitment increase while belligerent*, 6.4). 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 current 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 events temporarily reduce a power's effectiveness; flip the power's *Effectiveness* marker as a reminder. Effectiveness can never be reduced by more than one, to a minimum of 1. 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.

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 the Soviet Union (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:** *not for 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 increase its commitment while non-belligerent and fails, rolling a 2. It places a single cube in the commitment failed political action box. With its next flag play, France attempts to increase commitment 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 (**exception:** *a failed home front stability test may result in two levels of reduction*). 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 (3.7.4) require powers to conduct a stability test.
- **Home Front:** A power conducts a stability test when its *Home Front* marker is drawn (3.7.6), 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.

IMPORTANT: If the final result of a home front stability test is **0 or less**, the power must reduce its stability by two levels instead of one. This is the only roll in **Cataclysm** which can go below 1.

- **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 (10.12).
- **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 defending power to conduct a stability test (12.2.2).

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 (1.7.1).

- +1 if the power's commitment is exhaustion (6.4).

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 (5.5.4).

5.5.3 Collapse Procedure

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

1. Each enemy power gains a flag (5.2.2).
2. Any stability tests pending for the collapsed power are canceled.
3. Set the power's stability to wavering.
4. If the power's commitment is mobilization or total war, set it to exhaustion and adjust the power's force pool (4.1.2).
5. Return the power's reserve (3.4) to its status card.
6. Remove all the power's cubes from the failed political action boxes (5.4).
7. Perform an effectiveness check (5.3) for each area containing the power's cubes but none of its land units; remove the cube if the check fails. Any allies with land units in such an area may immediately place their cube to gain control of the area. Any units that can no longer legally occupy an affected area must immediately retreat (10.10).
8. The power's allies must conduct a stability test (5.5.1). Then the power breaks its alliance (6.1.4).
9. The power 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.

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's possible that a collapse does no lasting harm to a power, especially early in the game.

5.5.4 Surrender

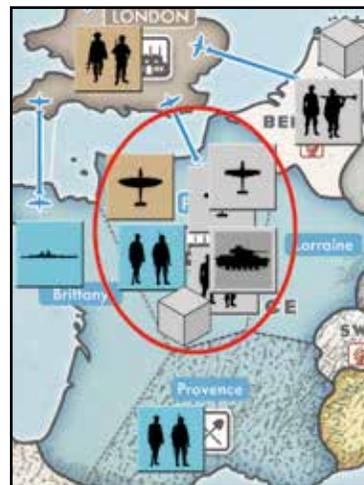
IMPORTANT: A power also immediately surrenders if at any time it controls none of its home areas.

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

1. Each enemy power gains a flag (5.2.2).
2. 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.

3. The power's allies must conduct a stability test (5.5.1). Then the power breaks its alliance (6.1.4).
4. Remove all the power's counters and cubes from the game—including base markers in play and any counters in the action cup. The power's Victory marker stay on the victory point track.
5. Place a neutral cube (2.4.5) in each of the power's home or colony areas not currently controlled by another power. These areas are now uncontrolled countries. Such countries that were home areas are immediately subject to diplomatic opportunity (5.7), resolved in an order determined by the current acting power.
6. Place an *Unowned Base* marker on each of the power's printed bases not currently owned by another power.
7. Any units that can no longer legally occupy an affected area must immediately retreat (10.10).
8. 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). Check to see if the game ends (1.6).



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

France has zero victory points, has lost Paris and Lorraine, and has lost its

capital, giving it a surrender threshold of 4. France must roll one die; if the result is **4** or less, France will surrender. France rolls a **3** and surrenders.

Germany gains a flag and the UK (as an ally of France) must conduct a stability test. All French units and markers are 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 6 to succeed (due to the neutral cube's resistance of one). 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.

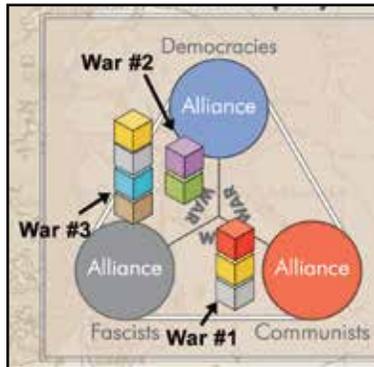
Design Note: Yes, it is possible for the United States to “surrender”. Imagine this unlikely event as a historic shift toward extreme isolationism.

5.6 War

In *Cataclysm*, **war** is a status between two opposing powers that allows military operations against each other. A power at war is **belligerent**. Opposing 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 more than one power in a single ideology are at war with a common enemy, combine them into a single war. This is irrespective of alliance status. 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 must offer an armistice to each enemy power and abide by each enemy power's decision to accept it or not (5.5.3). 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 belligerent powers involved are from a single ideology (5.5.4).

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

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 (3.7.4), if the war status marker is on the political display (*Limited War*) or turn track (*Global War*), resolve the **Wartime** event; if it is not, resolve the **Peacetime** event.

5.6.4 Limited War



The first time any powers become belligerent (5.6.1), 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 if at any future time there are no belligerent powers.

5.6.5 Global War



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

- any power increases its commitment 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 areas**). Only enemy powers of the attacker are eligible; if none of these 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) performs an effectiveness check (5.3). The first power to successfully pass their effectiveness check (with a result of 5 or higher) gains control of the country. If no power succeeds, the country remains uncontrolled.

When a power gains control of the country, it places one of its cubes in the country, removing any cube(s), Civil War marker, or aid markers already there. Gaining control of a country in this way counts as a provocation (5.2.3).

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.

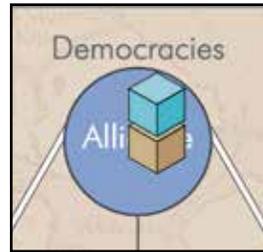
6.1 Alliance

A power may play a flag to attempt to form or join an **alliance** with one or more other power(s) in its ideology. The other power(s) 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 (5.4).

6.1.1 Joining an Alliance

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

When a third power attempts to join an existing alliance, only its own cubes are placed or counted for failed actions (5.4).

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 (2.3.2) 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 (5.6), its allies may join the war immediately; those that do not immediately break the alliance.

If a belligerent power forms or joins an alliance, its new allies **must** join the war. If a power is unable to join the war, it cannot join the alliance.

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.

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 (5.5.2) or surrenders (5.5.4).
- It accepts an armistice (5.6.2) and an ally does not.
- It fails to join a war along with its allies (6.1.3).

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, units in areas they cannot legally occupy must retreat (10.10).

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.*

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 on one or more target powers. More than one 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 (2.5).
- Each ally of the **declaring** power must either join the war (meeting all DOW requirements) or break the alliance (6.1.4).

- 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 (5.6.3).
- 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 **must** immediately perform a single operation targeting one of the same powers as the DOW (this does not cost a military action). 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 (2.4.5), but cannot be in an active civil war (11.1).

Exception: *areas in China may be targeted if not occupied by a Chinese army (11.4.1).*

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 (5.3) to succeed, with the following bonuses and/or penalties:

- Subtract the country's resistance (2.3.7) (which is one if the country has a neutral cube).
- Subtract one if the target country is controlled by an **enemy** power.
- Add one if the acting power has aid with an *Influence* marker in the area (11.2).

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 places one of its cubes in the country, removing any cubes, aid markers, and *Influence* marker already in the country. However, if the area is 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.

The placement of a power's cube counts as a provocation (5.2.2) and increases the power's victory point total (1.7.1) by one. Any units in the target area belonging to other powers (except allies) must immediately retreat (10.10).

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 Increase Commitment

A power may play a flag to attempt to increase its commitment. If the power is belligerent the effectiveness check is **automatically** successful.

IMPORTANT: A power may only increase its commitment to **total war** if it is belligerent or the game's war status (5.6.3) is currently *Global War*.



If successful, move the power's *Commitment* marker one column to the right on its status card. A power may never voluntarily increase commitment to exhaustion (4.1.1).

A power cannot successfully increase its commitment more than once per turn; flip the commitment marker when it is increased as a reminder.

6.4.1 Effects of Increasing Commitment

Increasing commitment 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 (5.3) and conversion rate (4.5) may change. The power must also adjust the total number of counters in their force pool (4.1.2).

A power also gains commitment offensives (6.4.2) upon increasing commitment to mobilization or total war.

When any power increases its commitment to total war, the game's war status immediately shifts to *Global War*, if not so already (5.6.3). 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 (1.6).

6.4.2 Commitment Offensives

A power gains **commitment offensives** immediately upon increasing commitment to mobilization or total war, 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 commitment offensives is optional; remove the resource from play if it is counted (4.4.2).

Example: *Germany mobilizes while controlling the Ruhr limited industrial resource. Germany removes it from play and gains an additional commitment 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 performing the effectiveness check.

6.6 Pressure

A power may play a flag, designate a non-enemy power, and perform an effectiveness check. 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 the effectiveness check is successful, increase the power's stability one level (but never beyond steady).

6.8 Power-Specific Special Actions

Several powers have special actions listed on their ideology's special rules card (1.1). A successful effectiveness check is required to perform the action.

- Germany may attempt to flip the *Rhineland Demilitarized* marker to its *Ruhr Limited Resource* side.
- The US may attempt to remove the *US-Japan Trade* marker.
- The US may attempt to play the *Lend Lease* marker.
- The Soviet Union may attempt to play the *Trans-Siberian Railroad* marker.
- The Soviet Union may change its posture.

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, whether during a deployment action (8.4) or operation (9.0). 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 the same area as opposing units, except in the target area during an operation, or in some cases while moving during a deployment action. Units from the same ideology may occupy an area together only if their powers are **friendly** (1.1), 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 (2.2.1); naval units may not occupy a non-coastal land area.
- Up to two air units.
- Up to one logistics unit (7.1.4).
- 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 (2.3.3) 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 (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. 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 in Scotland.

Example 2: 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 3: While belligerent, one German submarine pack may occupy the Western Approaches sea area; it is two sea areas away from the friendly port 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 changes hands, check all occupation limits in nearby sea areas that might be affected. Units in excess of the limit must retreat immediately (10.10).

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 penalty.

7.1.4 Logistics Units

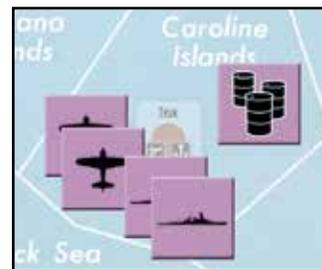


A **logistics unit** represents a concentration of facilities and material strength. It negates the effects of restricted terrain (occupation limits and LOC) in its area. Logistics units are limited

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 (3.7.2). They are never activated for operations (9.1), contribute nothing to combat, and cannot take losses (10.8). Logistics units are destroyed and returned to their owner's force pool if forced to retreat (10.10) 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 red impassable borders (2.2).

IMPORTANT: Moving units can only enter a land or mixed area if it is friendly (1.1) or it is the target area of an operation (9.1).

Different types of units (2.4.2) use different types of movement depending on the circumstances:

- Land units may always use land movement. They may use naval movement during deployment (8.4) 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 (8.4).
- Naval units always use naval movement.
- Air units may always use air movement. During deployment (8.4), 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 (8.4).

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 (2.3.4) and white map connectors (2.3.6), 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 (2.2.1), 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 (2.3.4).

Example: Naval movement is allowed between Hokkaido (mixed) and Maritime Territory (land); the black crossing arrow makes these two areas adjacent for all purposes. Conversely, 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 (2.3.6), including half-blue connectors.

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

Naval movement cannot:

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

7.2.3 Air Movement

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

Air movement may enter any sea areas, friendly land or mixed areas, or enemy land or mixed areas. Air movement is allowed across black or blue crossing arrows (2.3.4) and white map connectors (2.3.6), including half-white connectors.

Air movement cannot enter an area occupied by an enemy air unit unless the area is the target of an operation.

Design Note: You can't violate the airspace of a neutral country or an opposing non-enemy power.

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 Eastern Mediterranean 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 at all times. The range is traced from any friendly port 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 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 within range, if possible; or the nearest such area if none are within range.

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 sea or mixed areas** from a friendly port.

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

The range of a **strategic** air force is **two areas** from a friendly airfield.

7.3.3 Extended Range

At the start of an operation (9.2), 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 retreat (10.10) or regroup (10.11) by designated units.

Range may not be extended beyond one additional area. Extended range cannot be used during support (10.2).

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.

A power performs one or more military actions when it plays an **offensive**. A power performs a single military action when it succeeds with a **maneuvers** or **declaration of war** political action. A power performs a deployment military action when its *Home Front* marker is drawn (3.7.6), or when playing a unit (3.7.2).

Military actions may be spent for augmentation (8.2), builds (8.3), deployment (8.4), intervention (11.2), or for operations (9.0). As special military actions, Italy may attempt to play the *Abyssinian Adventure* marker (12.1) 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.
- 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 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.

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 (1.1) may spend one or more military actions to generate an equal number of **builds** (8.3). The power must use the builds immediately and can construct any eligible unit in its force pool.

The constructed counter is added to the action cup or reserve as if it was constructed during production (**exception:** fleets and fortresses are placed on the turn track).

Constructing a fleet or upgrade marker in this way requires spending two military actions 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. There is no limit to how far a deploying unit may move (**exceptions:** range during air or naval movement, 7.3; Delay boxes, 2.3.5).

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 (3.7.2).

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).

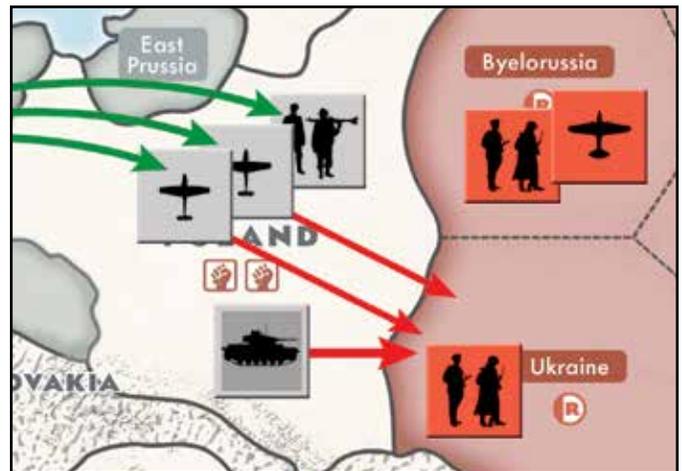
Design Note: This represents the additional time, planning, and effort required to move facilities and supplies.

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 often 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 two air forces 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 two air forces can support the attack on Ukraine, even though they deployed to Poland earlier in the same offensive.

8.5 Intervention

A power may **intervene** in a civil war by spending a military action to provide **aid** to a faction (11.2).

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 units (6.1.2) 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 uncontrolled country (**exception**: *surprise attacks*, 9.8).

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 Attacker and Defender

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

9.1.2 Operation Types

There are three types of operations:

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

9.2 Operation Sequence

Every operation is resolved according to the following sequence:

1. The attacker declares:
 - a. The type of operation (9.1.2).
 - b. The units activated for the operation.
 - c. The target area (determining the 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 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 (7.2); occupation limits (7.1) apply.
7. Resolve combat (10.0):
 - a. Commit supporting units, 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 enemy land or mixed area or uncontrolled 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 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 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 fleet friendly to the active power. 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 an area. The activated units must occupy a friendly port or airfield.

Design Note: Fleet units in a sea area without a port 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.

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 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 an 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 becomes **damaged**. Damaged resources cannot be collected during production (4.4.2). A limited resource damaged by strategic bombing is removed from play.

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**. 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.

The following never require supply:

- Minor armies (2.4.4)
- Logistics units (7.1.4)
- Supporting units (10.2)
- Intrinsic defense (10.4)
- Japanese infantry armies and fortresses (12.1)

9.7 Attacking a Country

REMINDER: 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.

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 may only attack an *ungarrisoned* country (or capture an unowned base) while belligerent (1.1). Unless the country is enemy-controlled, the *Democratic* power must immediately 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 is not a declaration of war on 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

A *Civil War* marker (11.1) has no effect on whether a country can be attacked. Remove the *Civil War* marker and any aid if a power takes control of the country.

When a country with a *Civil War* marker is attacked, one aid marker from each faction is spent and returned to its available markers box (10.4). 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 Chinese army with aid attached (11.4.4) is attacked by a power.

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: Failed attacks on a Chinese country 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 attacker and defender (and potentially their allies, 6.1.3). The defender gains an **additional** flag for the provocation.

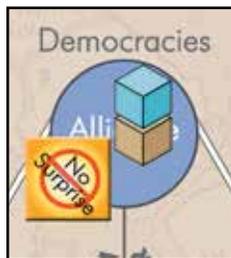
For the duration of the surprise attack operation, the defender suffers a **surprised penalty** of –1 to its combat results. Place a *Surprised* marker in the operation's target area.



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.

Design Note: An ideology can only suffer the surprise penalty once per game.

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, during an operation, a power moves one or more units into the target area, which is:

- An area with a cube or unit of an opposing power.
- An area with an enemy or unowned base (9.4.2).
- An uncontrolled country.

All combat is resolved in the same manner. Each side rolls a number of dice and modifies them as determined above 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 and friendly fleets in a port may **support** combat in an adjacent area. Eligible units in the target area **must** support. The attacker commits all supporting units first, then the defender.

All supporting units move to the target area (7.2) if not already there; occupation limits (7.1) apply. Allied units may support only with their power's permission.

Design Note: Units do not use operational or extended range to support.

When an ungarisoned country is the defender, only units 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 UK tactical air force in London can support against this attack even if no UK 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 (10.6) 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 (10.4) or naval (10.5) 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:

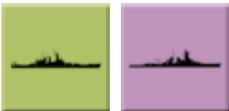
- By default, **each side rolls two dice**. If one side has no land units, it rolls only one die.
 - **Air superiority:** The side with air superiority (10.3), if any, rolls an additional die.
 - **Armor superiority:** If one side has more tank armies than the other, it has **armor superiority**. A power 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.

- **Aid:** If the defender is a civil war country with at least one aid marker (8.5), each faction spends one aid marker (9.7.1) and the country rolls an additional 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 the operation is an invasion at extended range (7.3.3).
 - Attacker or defender -1 if marked *Limited Supply* (9.6).
 - Defender +1 if the target area is adverse terrain, if defending across a strait, or if defending against an invasion (these are not cumulative).
 - Defender +1 if target area contains a fortress.
 - Defender -1 if surprised (9.8).
- **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:

- 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.

- **Air superiority:** The side with air superiority (10.3), if any, rolls an additional die.
- **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.

- **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 naval units are operating at extended range (7.3.3).
 - Attacker or defender -1 if marked *Limited Supply* (9.6).
 - Defender -1 if surprised (9.8).
- **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 defender 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 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 (10.8) and/or retreats (10.10). If the final scores are tied, neither side wins; both sides take one loss and cannot 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.

Design Note: In most cases, the loser will only suffer one loss.

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 side's roll 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:

1. 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.
2. Apply all remaining losses (10.8). In case of a tie, the defender applies their loss first.
3. If a voluntary retreat was declared, the losing units retreat from the operation's target area (10.10).
4. Resolve the aftermath of the combat (10.9).
5. 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 **attacker** and **defender** choose how to apply losses to their side's units, including whether to declare a retreat (10.10), within the following restrictions.

1. 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).
2. At least one loss must be to flip an upgraded unit, if possible.
3. At least half of a side's losses must be applied to units of the attacker or defender, if possible.

Design Note: Attacker and defender have specific meaning per the combat rules, above.

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 (10.10) and land and air units friendly to the defender may regroup (10.11).

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:

1. Remove all cubes, aid markers (including from any attacking powers), and any *Civil War* marker from the area.
2. 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.
3. Adjust victory points for each cube added or removed (1.7.1).
4. Destroy any logistics unit in the area (return it to the owner's force pool). Remaining defending units must immediately retreat.
5. Land and air units friendly to the attacker may regroup.
6. 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 (10.10) while naval and air units friendly to the defender may regroup (10.11).

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 (with no accompanying land or naval combat) losing air units must retreat (10.10), and air units friendly to the winning side may regroup (10.11). In the case of a tie, the attacker retreats and the defender regroups.

When fighting an air combat to determine air superiority, the aftermath of the air combat is resolved immediately, **before the main land or naval combat**.

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 (10.8). 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.

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 (10.9) of a combat.

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 (5.3).

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 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

Retreating naval or air units use naval or air movement, respectively, to move to a friendly port or airfield within range of its current position (extended range may be used only if declared at the start of the operation). If not possible, units must move to the nearest friendly port or airfield that they could legally occupy (7.1), owner's choice if more than one. Units unable to retreat are returned to their power's available force pool.

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

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 (including allies) 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's 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 attacker or 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 2: 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.

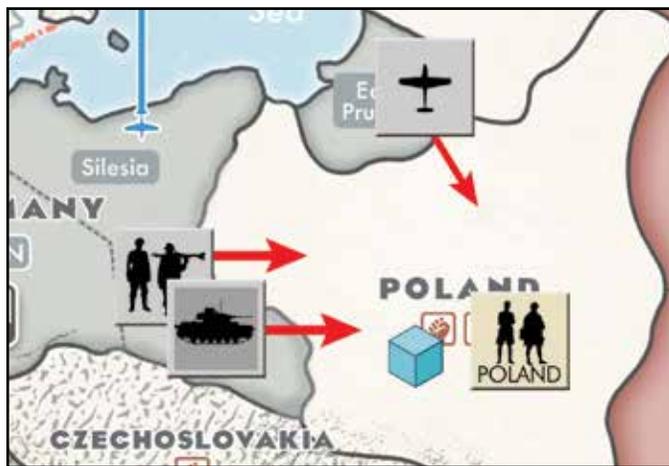
10.12.2 Naval Triumph and Disaster

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 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. 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.

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. A German air force in Czechoslovakia could regroup into Poland, even though it did not support the combat.

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 controlled Poland, the Polish disaster does not affect France since it had no land units in 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 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 (8.5) from powers, will struggle for control of the area when the *Civil War Resolution* marker is drawn each turn (11.3).

Diplomacy (6.3) may not be attempted against an area marked with a *Civil War* marker (**exception**: 11.4.3). However, a civil war area may be attacked normally, and aid to either faction assists in its defense (10.4).

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 (3.7.4), the player who drew the crisis marker rolls two dice (keeping only the highest, as usual) and consults the table in the event listing. The result designates an area where a civil war has broken out.

If any power occupies the area with a land unit at the time of the crisis event, the civil war is suppressed and the event has no effect.

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 aid in the area assigns it to one of the factions, in increasing effectiveness order.

If the area is controlled by a power, additionally:

- Non-land 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

While a civil war is in effect, powers may spend military actions to intervene (8.5) to aid either faction.

11.2.1 Placing Aid

A power (the **patron**) may spend a military action to provide aid to a civil war faction or Chinese army (11.4.4), termed the **client**. To provide aid, the patron must trace a line of communications, LOC (4.3), to the client area. For the purposes of providing aid to a Chinese army, areas occupied by the same faction are friendly, and areas occupied by the opposing Chinese faction are enemy (blocking LOC).

Provided an LOC can be traced, 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 the marker is placed under the designated Chinese army.

A patron may have multiple aid markers in a client and a client can have aid markers from multiple patrons. A patron may only intervene to support one faction in a given civil war area, but may provide aid to both GMD and ChiCom Chinese armies.

11.2.2 Aid Effects

- An aid marker grants interests (5.1) in the client area to its patron.
- Intervention is a provocation (5.2.2) to any power with interest in that area.
- When a civil war country or Chinese army is attacked—even by its patron—spend an aid marker from each faction (9.7.1) and the defender rolls one extra die (10.4).
- When resolving a civil war, the faction with the most aid rolls an additional die (11.3).

11.2.3 Aid Removal

Aid is removed and returned to the patron's available markers box if the client area comes under control of any power (even the patron), if the civil war ends (11.3), or voluntarily by the patron at any time.

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, 11.4.5). 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 (11.2) 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 any remaining aid markers under it. Any power with an aid marker under an *Influence* marker may apply a +1 bonus when attempting diplomacy (6.3) against this country.

- **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 (11.2), 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).

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.

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. Note that this means any resource in the area **cannot** be collected (4.4.2).
- The power **does** control the area for scoring (1.7.1) and for determining interests (5.1).

11.4.3 Diplomacy Against Chinese Countries

Diplomacy against a Chinese country occupied by a Chinese army is prohibited while the Chinese Civil War is active (11.4.5). The status of the Chinese Civil War has no effect on diplomacy against Chinese countries without a Chinese army.

A power attempting diplomacy (6.3) against a Chinese country occupied by a Chinese army must apply a -1 penalty if they already control a Chinese country without a Chinese army.

Design Note: If you occupy a piece of China, the Chinese factions will resist your diplomacy.

11.4.4 Aid To Chinese Factions

Aid to a Chinese faction is attached to individual Chinese armies, and not to the faction as a whole. When tracing an LOC to intervene (8.5), areas occupied by the target faction are friendly, and areas occupied by the opposing Chinese faction are enemy.

11.4.5 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, set the *Chinese Civil War* marker to its *Inactive* side. Otherwise, set the marker to *Active*.

B) Patrons

Next, determine the current patron for each faction, according to the following priority:

1. Most cubes in areas occupied by the faction's markers.
2. Most aid attached to the faction's markers.
3. The Soviet Union (for the ChiComs) or the United States (for the GMD).

The current patron for a faction makes all decisions for attacks, retreats, and expansion.

C) Resolution

If the Chinese civil war is **Inactive**, no combat occurs between the GMD and ChiCom factions. Instead, each faction attempts to expand (11.4.7).

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 are tied, the GMD must attack. Do **not** move the attacking army into the target area, simply designate the two armies that will be fighting.

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 there is no legal retreat area, remove the army from the map instead. If the area is vacated, the winning faction expands into it by placing a new army there; remove any cube(s) from the area.
- **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.

11.4.6 Ending the Chinese Civil War

When armies from only one Chinese faction remain in play, the Chinese Civil War immediately ends. Set the *Chinese Civil War* marker permanently to its *Inactive* side, and place an *Influence* marker to indicate that the winning faction's patrons (if any) apply a +1 bonus when performing diplomacy (6.3) against areas with Chinese armies.

During each subsequent civil war resolution, the victorious faction attempts to expand (11.4.7).

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

11.4.7 Chinese Expansion

While the Chinese Civil War is **Inactive**, each faction may attempt 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). 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 (1.1).

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, Germany is denied use of the Ruhr resources.

Germany may flip the *Rhineland Demilitarized* marker to its *Ruhr* limited resource side, either by taking a political action to do so (and performing a successful effectiveness check), or by moving a German land unit to the Ruhr by any means; in either case, this is a provocation against France and its allies.

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 in the available markers box and Italy is non-belligerent, Italy may spend one or more military actions to "invade Ethiopia". This is a provocation against France and the United Kingdom.

To resolve the adventure, Italy rolls dice equal to the number of military actions spent. If the result is **5** or more, flip the *Abyssinian Adventure* marker to its Rome limited resource side, then place it and an Italian cube in Rome.

Dreadnought Refit Program



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

12.1.3 Japan

Rice and Water

Japanese fortresses and infantry armies (but not tank armies) are never required to trace an LOC for supply.

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 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 increase their commitment to mobilization.

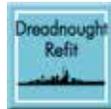
Immediately remove the *Status Quo* marker from the game when:

- Germany, Italy, or the Soviet Union increases its commitment 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

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



As a political action, the United States may attempt to place the *Lend Lease* marker in Washington DC.

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

While the *Lend Lease* marker is in play, during production the United States may transfer its home area resources (natural or industrial) to belligerent powers (max. 1 per power).

When the United States transfers a resource, it is collected by the receiving power during its own production, by tracing an LOC from either United States home area to a production site of the recipient. Treat ports of both the United States and the receiving power as friendly for the purposes of tracing this LOC.

Atomic Bomb



When the United States increases commitment 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** as a military action. At the start of the operation, return the *A-Bomb* marker to the available markers box. During the operation, each loss suffered by the defender also forces them to conduct a stability test (and adds 1 to the surrender threshold if the power collapses).

12.3 Communist Powers

12.3.1 Soviet Union

Posture



The Soviet Union is always in one of three **postures**, indicating penalties to its actions. The Soviet Union 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 or reserve offensives, and must reject them when drawn. You cannot convert resources to offensives. Military actions through other means (home front deployment, the maneuvers political action, etc.) are allowed.

Industrial Reform



The Soviet Union receives *Special Resource* markers when increasing commitment to mobilization (Volga) and total war (Urals). These markers are immediately placed in the indicated area as **permanent** industrial resources. They immediately count towards commitment offensives.

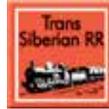
General Winter

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

No Retreat

The Soviet Union rolls an additional die for all **propaganda** political actions, and for all **stability tests** (but not home front tests).

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.

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:

Game Design: William Terdoslavich and Scott Muldoon

Game Development: Kevin Bernatz

Art Director, Cover Art & Package Design: Rodger MacGowan

Map Art: Terry Leeds

Counters, Rulebook, Playbook, and Player Aid Cards: Charles Kibler

Rules Editing: Steven Mitchell, Ken Richards

Proofreading: Wendell Albright, Kurt Keckley

Producers: Gene Billingsley, Tony Curtis, Andy Lewis, Rodger MacGowan, and Mark Simonitch

Production Coordination: Tony Curtis

Playtesting: Wendell Albright, VPJ Arponen, Chris Janiec, Jay Muchnij, Gordon Pueschner and the 1st MN, Dan "Dutch" Raspler, Ken Richards, Allan Rothberg and SGLI, J.R. Tracy and the Fun City Regulars, Ben Vincent, and all the folks (too many to count) who played with us at GMT East, WBC, FATDOG, and Stack Académie Montréal over the years.

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CATAclysm

Crisis Tables

For each of the first three *Crisis* markers (3.7.4) 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**
- 5-2 POLITICAL CRISIS—MILITARY AGITATION.** Reduce **Japan's** effectiveness by 1 until the end of the turn. Reroll if already in effect.
- 5-1 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.
- 3-2 CIVIL WAR.** Roll two dice and take only the highest result to determine the area affected (11.1).
- | | | |
|--|---|---|
| | CIVIL WAR ROLL 3-2 | CIVIL WAR ROLL 3-1 |
| | 6+ Spain | 6+ Spain |
| | 5 Austria | 5 Yugoslavia |
| | 4 Greece | 4 Rumania |
| | 3 roll on Revolt (Wartime 4-4) | 3 roll on Revolt (Wartime 4-4) |
| | 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 |
| | | 4 Japan & United States |
| | | 3 Germany & France |
| | | 2 Italy & United Kingdom |
| | | 1 Germany & Soviet Union |
- 2-1 INTERNATIONAL INCIDENT.** Roll two dice and take only the highest result. The powers indicated each gain a flag.
- 1-1 CATAclysm.** Roll twice on the Crisis Table and implement both, sequentially. Reroll all further **1-1** results this Crisis.

