

# TRIUMPH & TRAGEDY

2nd Edition

## EUROPEAN BALANCE OF POWER 1936-1945



### USSR Rules



#### Set up:

Place USSR Cadres (1 CV units) of any type (e.g., Tank) as follows:

Moscow: 3                      Leningrad: 2  
Kiev: 1                            Odessa: 1  
Kharkov: 1                      Stalingrad: 1  
Urals: 1                          Baku: 2

Draw 6 Action cards.

#### USSR Special Rules:

- HandSize Limit: 6
- Factory Costs: 7/5/3
- Winter Turn
- Emergency Command: 2 Unit-moves

### Sequence of Play

#### New Year

##### Year Start (advance Year)

- Victory Check/Reshuffle decks
- Peace Dividends
- Turn Order

##### Production Phase

###### 1st Player Production

- Production Blockade check
- Determine Production Level
- Spend Production

###### 2nd Player Production (same)

###### 3rd Player Production (same)

##### Government Phase (card play)

- Players play 1 Diplo, 1 Intel, or two matching Tech cards; or Factory cards  $\geq$  Factory Cost; or
- Pass [three in a row ends cardplay]

Resolve Diplo. (adjust POP/RES)  
HandSize compliance (discard)

#### Seasons (Spring/Summer/Fall)

##### Command Phase (card play)

###### 1st Player Turn

- Movement Phase
- Combat Phase

###### 2nd Player Turn (same)

###### 3rd Player Turn (same)

##### Supply Phase (Summer: Blockade)

#### Winter Season (USSR only)

##### Command Phase

##### USSR Player Turn

##### Supply Phase

### Area Control Table

	Control	Trade Route	Supply Line
Land	Friendly	OK	OK
	Neutral	OK	No*
	Rival	No*	No*
	Enemy	No	No
Sea	Open	OK†	OK
	Enemy	No	No

\* OK though Straits.  
† Not if Escaped Enemy Sub present.

### Combat Phase Sequence

#### Declare Active Battles

- Turn units upright

#### Select Active Battle for resolution

##### Combat Rounds

- Unit Combat Actions in order Fortresses/AFs, etc. (see Unit table on map)/Defenders before Attackers unless Surprise/FirstFire
  - Unit Fire
    - Select Target Class
    - Roll dice = CV
    - Apply Hits (largest 1st)
  - [or] Unit Retreat
    - Adjacent friendly area without Enemies
    - or [ANS only] ReBase
- Combat Round end [Land Battles]
  - Active ANS may ReBase
  - All ANS w/o Ground Support must Retreat (AFs must ReBase)
  - Battle resolved: return Owner units upright (others face-up)
- Combat Round end [Sea Battles]
  - AFs must ReBase
  - Subs may Escape
  - Unless Battle has ended, begin new Combat Round

Battle ends (no Engaged units)

- Victorious units return upright
- Select next Battle for resolution

#### All Active Battles resolved

- Combat Phase ends

### Minor Nation Diplomatic Status

# Influence:	Diplomatic Influence		
	1	2	3
Status:	Assoc.	Prot.	Sat.
Neutral?	Yes	Yes	No
Pop/Res	Yes	Yes	Yes
Trade Thru	Yes	Yes	FrO
Supply Thru	No	No	FrO
Place Units	No	No	Yes
Enter Own	VoN	VoN	Yes
Enter Rival	VoN	Both	DoW

Trade = Trade Route  
Supply = Supply Line  
FrO = Only if friendly controlled  
VoN = Violation of Neutrality  
DoW = Declaration of War  
Both = VoN and DoW

### Technology Effects

AirDefense Radar	Owner AFs 2A3†
Naval Radar	Fleets FirstFire*
Sonar	Fleets S3
Heavy Bombers	AFs move 3
Heavy Tanks	Tanks FirstFire*
Rocket Artillery	Infantry FirstFire*
LSTs	2 Invaders/Coastal border
Jets	AFs FirstFire*
Prec. Bombsight	Strat. Bombing @ I1
Mot. Infantry	Infantry moves 3
Atomic Research	wins game
Indust. Espionage	= any Revealed Tech
Science (year+)	= any listed Tech

† Air Forces in Friendly Territory Fire double dice (2 dice/CV) at A3 vs. Enemy Air units.

\* Units with FirstFire always Fire before like opposing units that do not have FirstFire.



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## Fortress

[Ground Unit]

A superior combatant but completely immobile.

Firepower: **A2/N3/G4/S3**  
Move: **Immobile**



Only one per area (7.231).  
May be built in any undisputed Friendly Land Area (7.231).  
Ignores Supply (14.1).

## Air Force

[Air Unit]

Supremely flexible support unit, but weak against anything but other Air Forces.

Firepower: **A3/N1/G1/S1**  
Move: **Air 2** (Land and Sea)



\* ANS unit.  
May move through Enemy units (11.3).  
When starting at Sea may move to Friendly Territory only (11.3).  
Strat Move: Friendly only. Cannot start/end in Sea Area (11.4).  
Must Retreat by ReBasing (12.51).  
Must Retreat by ReBase at end of Sea Combat Rounds (12.52).

## Carrier

[Naval Unit]

Highly mobile and equipped to take on any foe, but vulnerable without an escort.

Firepower: **A2/N2/G1/S2**  
Move: **Land 1 (stop); Sea 3**



\* ANS unit.  
Must stop upon entering non-Straits Coastal Land Area (11.2).  
Lose 2 CV per Hit taken (12.44).  
May Carrier Strike to Fire N1 and Retreat (or ReBase) (12.74).

## Submarine

[Submarine Unit]

Limited in combat but hard to kill; perfectly designed for Blockade duty.

Firepower: **A0/N1/G0/S1**  
Move: **Land 1 (stop); Sea 2**



\* ANS unit.  
Must stop upon entering non-Straits Coastal Land Area (11.2).  
May move through Enemy units (11.2).  
May Escape at the end of a Sea Combat Round (12.74).

## Fleet

[Naval Unit]

The brawler of the high seas.

Firepower: **A1/N3/G1/S2**  
Move: **Land 1 (stop); Sea 3**



\* ANS unit.  
Must stop upon entering non-Straits Coastal Land Area (11.2).

## Tank

[Ground Unit]

A fast moving striker but only effective against other Ground Units.

Firepower: **A0/N0/G2/S0**  
Move: **Land 3; Sea 2** (Convoy, 11.22)



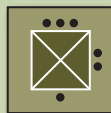
Convoy when at Sea (11.22).

## Infantry

[Ground Unit]

A well-rounded and hard hitting unit, only limited by its low Combat Priority and movement.

Firepower: **A1/N1/G3/S0**  
Move: **Land 2; Sea 2** (Convoy, 11.22)



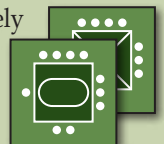
Convoy when at Sea (11.22).

## Convoy

[Ground Unit]

Any Ground Unit using Sea Movement immediately becomes a Convoy.

Firepower: **A0/N0/G0/S0**  
Move: **Land 0; Sea 2**



Must stop upon entering non-Straits Coastal Land Area (11.2).  
Can Sea Invade (11.221).  
Cannot Engage or Disengage at Sea (11.22).  
Cannot Fire or Retreat at Sea (12.72).  
Targeted as a Naval Unit at Sea (12.72).  
Lose 2 CV per Hit taken at Sea (12.44).

## \* ANS: Air / Naval / Submarine

Ignores Border Limits (11.52).  
BattleGroups at Sea (11.53).  
While Raiding, cannot enter unoccupied Enemy Territory (11.55).  
May ReBase instead of Retreat (12.51).  
Must Retreat/ReBase when Land Combat w/o Ground Support (12.52).

Non-Ground Units, unable to take or hold Land Areas, but with their own set of unique attributes.

Must Retreat/ReBase when no Ground Support in Supply Phase (12.52).  
While Raiding, does not block enemy Retreats (12.63).  
[Attacker only] May ReBase upon Battle resolution (13.12).  
Ignores Supply (14.1)