**West Rules**

**Set up:**
Place British Cadres (1 CV units) of any type (e.g., Tank) as follows:
- London: 3
- Glasgow: 1
- Suez: 1
- Delhi: 2
- Bombay: 1
Add a 4 CV British Fleet in London
Add a 1 CV British Fortress in Gibraltar
Add a 1 CV British Infantry in Karachi

Place French Cadres of any type in:
- Paris: 2
- Marseilles: 1
- Algiers: 1
Add a 3 CV French Fortress in Lorraine

Draw 8 Action cards.

**West Special Rules:**
- HandSize Limit: 8
- Factory Costs: 6/5/4/3
- Emergency Command: 2 Unit-moves
- May gain USA as a Satellite

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**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 ≥ 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

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**Area Control Table**

<table>
<thead>
<tr>
<th>Control</th>
<th>Trade Route</th>
<th>Supply Line</th>
</tr>
</thead>
<tbody>
<tr>
<td>Friendly</td>
<td>OK</td>
<td>OK</td>
</tr>
<tr>
<td>Neutral</td>
<td>OK</td>
<td>No*</td>
</tr>
<tr>
<td>Rival</td>
<td>No*</td>
<td>No*</td>
</tr>
<tr>
<td>Enemy</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Open</td>
<td>OK†</td>
<td>OK</td>
</tr>
<tr>
<td>Enemy</td>
<td>No</td>
<td>No</td>
</tr>
</tbody>
</table>

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

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**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

All Active Battles resolved
- Combat Phase ends

---

**Minor Nation Diplomatic Status**

<table>
<thead>
<tr>
<th># Influence:</th>
<th>1</th>
<th>2</th>
<th>3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Neutral?</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Pop/Res</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Trade Thru</td>
<td>Yes</td>
<td>Yes</td>
<td>FrO</td>
</tr>
<tr>
<td>Supply Thru</td>
<td>No</td>
<td>No</td>
<td>FrO</td>
</tr>
<tr>
<td>Place Units</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Enter Own</td>
<td>VoN</td>
<td>VoN</td>
<td>Yes</td>
</tr>
<tr>
<td>Enter Rival</td>
<td>VoN</td>
<td>Both</td>
<td>DoW</td>
</tr>
</tbody>
</table>

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**

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

† 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.
**Fortress**

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).

**Carrier**

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**

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 move through Enemy units (11.2).
May Escape at the end of a Sea Combat Round (12.74).

**Fleet**

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**

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**

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**

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).

**Air Force**

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).

**Sub: 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)