

Triumph and Tragedy

Advanced Rules

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Introduction

These rules provide historical accuracy and more plausible historical options.

All other T&T rules strictly apply.

5.4 Historical 1936 Setup

Fleets can optionally *start* in a Sea or Ocean that is adjacent to a home port.

Britain: 2 x 1CV AF, 3 x 1 CV Inf; 2CV Fleet, 3CV Fleet (UK Home ports), 2CV Fleet (Mediterranean port)

France: 1CV AF, 3CV Fort, 1CV Fort, 1CV Tank, 2CV Inf (Paris), 1CV Inf (Algiers), 1CV Fleet (Paris), 3CV Fleet (Algiers), 1CV Sub (Algiers)

Germany: 2 x 1CV AF, 1CV Tank, 4 x 1CV Inf

Italy: 1CV AF, 3 x 1CV Inf, 1CV Tank, 2CV Fleet, 1CV Sub

USSR: 1CV AF, 5 x 1CV Inf, 1CV Sub (Murmansk), 1CV Fleet (Leningrad)

USA 1936—? 2CV AF, 1CV Inf, 1CV Fleet (Eastern ports)

When the USA becomes a West Satellite, replace these forces as per 8.43 and 8.45.

5.5 Stalin's Purges, 1936-38

All Soviet units are limited to 1 CV max until 1939.

The Great Purge resulted in the loss of many experienced Soviet officers, resulting in fear and cautious leadership.

7.221 Industrial Capacity

An area can produce its Population+1 maximum of cadres or CV steps per year.

8.47 Historical Neutrals

Minor Neutrals with an * add or subtract 1CV for each year later or earlier than the year listed. 1936 is the base year. This is an exception to 15.42.

Rivals can grant Production as CV reinforcements.

Czechoslovakia 1938* 2CV AF, 2CV Fort, 3CV Inf, 1CV Tank. However, see the Munich Agreement (15.5).

Control adds 1 to a Faction's Industry and adds 1 CV Air, 1CV Tank, and 1CV Infantry reinforcement to the Faction.

Finland 1CV AF, 2CV Fort (Helsinki), 1CV Fort (Petsamo)

Greece 1CV AF, 1CV Fort, 2CV Inf

Hungary 1CV Inf

Low Countries 1CV AF, 1CV Fort, 2CV Inf

Poland 1939* 1CV AF, 1 CV Fort; 2CV Inf, 1CV Inf, 1CV Inf
The Polish Army was about 70% mobilized in Fall 1939. Add 2CV Inf reinforcements for Poland in 1940.

Romania 1 CV AF, 2CV Inf, 2 x 1CV Inf

Spain: Nationalist 2CV Inf, 1CV Inf (Leon)

Spain: Republican 2 x 1CV Inf (Madrid), 1CV Inf (Barcelona)

Sweden 1CV AF, 1CV Fort, 1CV Inf, 1CV Fleet

Switzerland* 1CV Fort, 2CV Inf

Aggressors can cross only from Munich (river) or Lorraine (forest). The other borders are impassible Alps. Conquering Switzerland adds 1 to that Faction's Industry.

Turkey 1CV Fort, 3 x 1CV Inf

Yugoslavia 2 x 1CV Inf, 1CV Fort (Croatia)

Austria, Bulgaria, India, Norway, Portugal 1CV Inf

8.48 The Spanish Civil War

The Spanish Civil War starts in Summer 1936. Any Rival can supply CVs to either side during Production. Each side draws and plays *one* Action card each year. Seas next to Spain are blockaded unless occupied by a Rival Fleet.

When one side is eliminated, the civil war ends and Spain becomes an Associate of its primary CV contributor.

9.0 Technology

Maneuver Warfare: Enables Blitzkrieg Attack (12.64) and Mobile Defense (12.65). This costs two Investment cards that add up to the Faction's current Factory Cost, or half that cost (rounded up) as indicated in 7.33.

German units can use Maneuver Warfare *twice* per season (Guderian, Rommel) and US units *once* per season (Patton). Soviet units with this technology cancel out enemy Mobile Warfare.

11.1 Land Movement

Tank movement is 2 areas per season, limited by the extension of supply lines. When the Motorized Infantry technology is acquired, both Tank and Infantry move 3.

11.11 Land Area Control

Fortresses and Infantry can *maintain* land area control, but only Infantry units can *change* land area control.

11.2 Sea Movement

Due to seasonal turns, Naval and Sub movement is unlimited, but must obey Area Control Effects when tracing a path through Sea, Straits, and Ocean areas.

Convoys may not remain at sea and are limited either to Naval Invasion or *port-to-port* Transfer. A friendly port is a friendly coastal area with a capitol, city, or town.

11.211 Sea Area Control

Only Fleets and Carriers control a Sea or Ocean area.

11.222 Sea Invasion Limits

Also called an amphibious assault, only *one* Infantry or Tank unit total can invade a coastal or straits area by sea (two blocks with the LST technology) and only in the Summer and Fall seasons.

Sea invasions can cross only a *single* sea, not ocean, area and cannot remain at sea.

11.3 Air Movement

Air Force units can use Transfer to relocate to any friendly land area by tracing an unlimited path subject to Area Control Effects.

Combat movement is 2 areas due to combat range limits.

12.23 Resolving Sea Battles

Sea or ocean battles last only *one* round. Afterwards, the Faction with the *fewer* Naval CVs must retreat. Ties favor

the attacker. Defenders in a friendly port do not retreat.

Submarines do not use the submerge rules. Instead, retreat for Subs is optional.

12.45 Disruption Fire

Air units can fire on Tank and Infantry units only after all defending Air units are eliminated.

Unopposed Air units can then dive bomb the supply lines of Infantry and Tank units to disrupt them. Also, Fleets can bombard them in Coastal and Straits areas.

Each successful die roll disrupts 1CV of enemy fire in the current combat. The *units* targeted for Disruption are determined by the *owner* of the Air or Fleet unit.

12.64 Blitzkrieg Attack

A *Blitzkrieg Attack* requires the Maneuver Warfare technology (9.0). Rivals that initiate an attack in an area using Tank, Infantry, and Air Force units can deliver a Blitzkrieg Attack.

After the normal Combat round in an area is complete, a Mobile phase is initiated. Attacking Tank units can then fire offensively a second time, but at G4. A Mobile Defense may also occur.

This tactical doctrine relies on combined arms and rapid, concentrated armor attacks.

12.65 Mobile Defense

Mobile Defense also requires the Maneuver Warfare technology. Rivals that defend in an area using Tank, Infantry and Air Force units can employ Mobile Defense.

After the normal Combat round in an area is complete, a Mobile phase is initiated. Defending Tank units can then fire defensively a second time, but at G4.

A Blitzkrieg Attack may also occur during the Mobile phase. The order in which Tank combat is resolved in the Mobile phase depends on FirstFire (9.0).

This second defensive fire represents the counterattack doctrine in a Mobile Defense.

12.76 Carrier Battles

Due to the vulnerability of Aircraft Carriers, when two or more hits are scored against Naval class units that include a Carrier unit, at least one of the hits must be applied to the Carrier unit.

12.77 Anti-Sub Warfare

If Air and Naval Class units team up to attack Subs together, they fire at S2.

Sonar technology improves Naval fire to S2 or, when teamed up with Air, S3.

Carrier units automatically fire at S2, S3 with Sonar technology (escort carriers).

12.78 Submarine Attacks

When attacking, Subs can choose their Naval target: Carrier, Fleet, or Convoy.

If Convoys *pass through* an area that contains enemy Subs, they can be attacked by the subs as they cross.

15.21 Declaring War

To prevent any unrealistic last-ditch attempts to win just before the game ends, Rivals may not declare war against each other in 1945.

15.5 Munich Agreement

Unless Czechoslovakia is a Protectorate or a Satellite, this agreement results in the removal of the 2CV Fort in Fall 1938. In 1939, the rest of the Czech CVs are removed.

15.6 Vichy France

If Paris falls and Marseilles is not conquered, an Armed Minor French state is created consisting of Marseilles (Vichy) as its capital and all French colonies. Only the French units in these areas are retained. French units in the Mediterranean Sea are transferred to a Vichy port.

15.7 Soviet-German Trade

From 1936 on, the Axis receives 3 Soviet Resources per year in exchange for vague German promises of new battleship technology. These Resources revert to the Soviet Union when war breaks out with the Axis.

15.8 Molotov-Ribbentrop Pact (Optional)

Starting in Fall 1939, the Molotov-Ribbentrop Pact *may* be signed by the Soviet and Axis player if they're at peace with one another.

As a result, neither the Soviet Union nor the Axis receive Action cards for neutrality violations by the other party. Partition (15.422) can occur *after* the defeat of an Armed Minor without a VoN or DoW. This and other treaty conditions can be agreed on.

The pact ends when either party violates the pact or attacks the other party.

15.9 Lend-Lease Option

Beginning in 1941, the West player *may* choose to have the U.S. provide up to 3 Production each year to any Rival. This Lend-Lease aid does not subtract production from the West.

Historically, 2 Production per year went to Britain and 1 went to the Soviet Union.

Lend-Lease aid to the Soviet Union cannot be blockaded. About 50% was shipped across the Pacific without Japanese hindrance. The rest of the aid was split evenly between the Arctic Route to Archangel and Murmansk, and through the Persian Gulf Corridor to Baku.

7.33 Historical Technologies

The following chart represents the historical deployments of the T&T technologies.

Each player can discard a *single* Investment card when the technology becomes available on the schedule or afterwards. You can play a Science card for the chosen technology by finding one from the discard pile or the Investment deck as its replacement. There are no longer any Secret Vaults (9.3).

Players can still obtain any technology by discarding *two* matching Investment cards as described in the rulebook, including Science cards.

	1936	1937	1938	1939	1940	1941	1942	1943	1944	1945
Air Radar ^a				West	Axis		Soviet			
Naval Radar				Axis		West				Soviet ¹
Naval Sonar ^b								West		
Maneuver Warfare ^c					Axis			Soviet	USA	
Motorized Infantry ^d						Axis	West		Soviet ¹	
Precision Bombsights						Axis	USA ²	West		
Heavy Tanks							Axis		Soviet	West
Rocket Artillery						Axis	Soviet			
Heavy Bomber							West			
LSTs								West		
Jets ^e									Axis	West
Atomic Research 1				Axis	West	Japan		Soviet		
Atomic Research 2								USA ²		
Atomic Research 3									USA ²	
Atomic Research 4										USA ²

^a This technology can apply to the attacker (A) or defender (D). The side with this technology gets two rounds of Air combat. Depending on which side fires first, the order of combat can be ADA, DAA, ADD, or DAD. If both attacker and defender have this technology two successive rounds of Air combat are fought, either ADAD or DADA.

^b Effective anti-submarine warfare: including sonar, centimetric radar, and combat tactics.

^c Enables Blitzkrieg (12.64) and Mobile Defense tactics (12.65). The Soviet version of Maneuver Warfare, which was called Deep Operation or Deep Battle, cancels out enemy Maneuver Warfare. Due to Stalin's purges, this military doctrine is not available to the Soviets until at least 1942. There is no card for Maneuver Warfare technology.

^d The Motorized Infantry technology now applies to motorizing *supply* lines, which increases the movement rate of both Infantry and Tank units to 3 areas per season.

^e Jet technology does not extend to Carriers—no carrier-based jets were deployed in WWII.

¹ As a result of Lend-Lease. If the West and the Soviets are at war, this Soviet Technology is forfeited.

² Available to the West only if the USA is a satellite of the West and at war.

Unit Summary

<i>Fire Order</i>	<i>Unit Type</i>	<i>Class</i>	<i>Move</i>	<i>Notes</i>	<i>Firepower</i>
1	Fortress	Ground	0	Land Control, Supplied	A1 N1 G4 S0
2	Carrier ⁺	Naval	U	Sea Control ³	A1 N2 d1 S2
3	Air Force	Air	2 X	Must ReBase from sea	A2 N2 d3 S1*
4	Sub	Sub	U	Choose target, opt retreat	A0 N2 G0 S0
5	Fleet	Naval	U	Sea Control ³	A2 N1 d2 S1*
6	Tank	Ground	2 C	Maneuver Warfare (9.0)	A0 N0 G3 S0
7	Infantry	Ground	2 C	Land Control	A1 N0 G2 S0
8	Convoy	Naval	X SI	Limit 1 block, 2 with LST	A0 N0 G0 S0

+ = Second hit on Naval class units must be applied to a Carrier unit, if present

d = Disrupt 1CV Infantry or Tank * = Air + Fleet @ S2 C = Convoy move SI = Sea Invasion

ANS: No border/supply limits U=Unlimited X=Transfer to friendly port (Convoy) or area (Air)

Area Control Effects

	<i>Area Control</i>	<i>Normal Move</i>	<i>Strategic or Transfer Move</i>	<i>Trade Route</i>	<i>Supply Line</i>
Land (N or S must stop)	Friendly	OK	OK	OK	OK
	Neutral	Attack	No	OK	No
	Rival	Attack	No	No	No
	Enemy	Attack ¹	No	No	No
Straits (Land or Sea Move)	Friendly	OK	OK	OK	OK
	Neutral	Attack ²	No	OK	OK
	Rival	Attack ²	No	OK	OK
	Enemy	Attack ¹	No	No	No
Sea Ocean	Open	OK	OK	OK ⁴	OK
	Enemy	Attack ^{1,3}	No	No	No

¹ Air can pass through enemy areas.

² Naval or Sub can pass through by Sea Move

³ Subs can pass through

⁴ No, if enemy Subs are present

Designer's Notes

The *Triumph & Tragedy Advanced Rules* is the result of my desire to add more historical realism to an excellent game. I kept most of the rules intact and the changes as simple as possible. To simplify them even more, I removed tactical submerging for Submarine Escape (12.73), and Secret Vaults (9.3). Actual strengths of minor neutrals add variety, interest, and historicity to the game. Use the orange blocks with spare labels to represent these units. Unused blocks of Rivals can also be handy (the Spanish Civil War).

As a result of his dictatorial paranoia, Joseph Stalin liquidated about a third of Communist party members considered to be dissenting, and all former Bolsheviks—a grim lesson to all would-be revolutionaries. The impact of Stalin's purges had a profound impact on the Soviet military. The Great Purge, as it was known in the USSR, included about 45% of the senior officers in the Soviet military.

In the standard rules, armored divisions are included with the Infantry, and the separate Tank units represent independent tank corps or armies. In these rules, armor assets are separated from infantry units. Being much smaller than Infantry units and ill-suited for occupation, Tank units lose the ability to change the control of an area, but they have enhanced abilities that avoid the typical attritional characteristics of WWI combat. Limitations on the number of Maneuver Warfare battles reflect the fact that Axis mechanization was low—80% of the German army relied on horse-drawn wagons for their supply—and Maneuver Warfare was slow to be adopted by the West.

Air units receive a boost in value against naval and submarine units based on historical statistics, and their attrition rate from other air units is likewise reduced. The Fire Order for Carriers is moved up one place because Carrier-based aircraft can launch faster than the time it takes for land-based Air units to arrive. Nevertheless, Carriers have significant deficiencies and vulnerabilities, which is reflected in 12.76.

"A big carrier is a tank farm, an ammunition dump, and an airfield all rolled up into one tight package. This is a highly inflammable combination." -- Rear Admiral Daniel V. Gallery, assistant chief of US naval operations, 1949

However, carriers—specifically escort carriers—proved to be very effective sub hunters in WW2.

Naval units have become far less expensive to move, increasing their power and utility in consideration of the length of seasonal turns, and recognizing that the primary function of a navy is to protect its country's trade routes and interdict the enemy's. For greater realism, sea invasions are reduced to a historical scale comparable to D-Day +90 days.

While the combatants expected a decisive naval action on the scale of the Battle of Jutland in World War I, this never actually happened in World War II. Other consequences of improved naval movement include easier reinforcement of North Africa and India. There's also a much greater likelihood for Mediterranean naval battles, all of which tracks closer to historical events and tradeoffs.

Confident in its permanent value to the country and Empire, the Admiralty knew well that great navies cannot be built in a night. Sea power is like an oak, of slow growth. Once the tree is grown and sea superiority is attained, a nation's position is assured, secure from challenge. But if it allowed to fail, its roots to wither, it cannot rapidly recover, and years of anxiety and expense must ensue before safety is again reached. -- Admiral of the Fleet, Lord Chatfield, 1920s

The changes made to combat are based on historical combat statistics. Also note that step losses represent the destruction of *unit cohesion*. A temporarily disorganized mob of soldiers and equipment that are out of supply is not a fighting force. This is why I added *Disruption* of Infantry and Tank units by Air, Carrier, and Fleet units. By suppressing enemy ground fire, Air units become much more valuable. Yet by themselves, Air units cannot eliminate ground units and have no effect against Fortress units.

Together, these changes result in significant increases in the production and deployment of Tank, Air, and Naval units, and the need for increased planning and coordination between unit types.

In games using the standard rules, players usually skip many of the technologies that were developed and deployed historically because they're simply too expensive for the advantages they provide. However, when considering historical events, the West actually deployed 13 of the 14 technologies represented in Triumph and Tragedy, and the Axis and Soviets each deployed 7. To remedy this problem, players can now acquire technologies on a historical schedule at half the cost.

The technologies represented in the game were in development before the war but only were deployed widely in the year indicated in the schedule. Also notice that none of these game technologies were deployed before 1939 due to the lack of massive government military funding and employment in times of peace, and also due to the time it takes for a military technology to be tested and become effective.

Many technologies had been evolving since World War I, including major advances in submarines, aircraft, and armored vehicles. Tactics and logistics also had significant breakthroughs. By 1936, many of the existing technologies had become obsolete and the equipment had to be replaced.

There's also the big question of whether atomic weapons would actually have been used by the U.S. in Europe. For example

One of the most astonishing finds in recent years is a document containing the minutes of a May 5, 1943 meeting of the high-ranking [U.S.] Military Policy Committee, whose members decided that dropping the atomic bomb over Germany would be too risky. The explosive device could turn out to be a dud, thereby unintentionally providing the Nazis with valuable information to use in developing their own bomb.

Fear of the German bomb has prompted the Americans to build their own. But instead of Germany, they set their sights on Hitler's ally in Asia.

- "The Bomb that Was Meant for Hitler" by Klaus Wiegrefe, Der Spiegel Online, August 1, 2005

Hopefully, you'll continue to enjoy Craig Besinque's brilliant game, finding it easier to employ more technologies, and perhaps becoming inspired to research the intriguing questions, controversies, and technologies of those perilous times.

Above all, I hope you enjoy these rules and continue to have fun!