

# Triumph and Tragedy 1936 Summary

(2<sup>nd</sup> Edition designer's suggestions in green; NB. Azores is a Straits)  
S McDougall – 27<sup>th</sup> March 2016

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## Preparation

- All Factions deploy 1CV Cadres (of any type) in National and Colonial Cities
  - West and USSR: one Cadre per POP value (# circles around City)
    - West also adds 4CV Fleet in London and 3CV Fortress in Lorraine and 1CV Fortress in Gibraltar (- 2<sup>nd</sup> Edition)
    - USSR also adds 3CV Infantry in Moscow (do not place this unit - 2<sup>nd</sup> Edition)
  - Axis: two Cadres per POP value (# circles around City)
- All Factions place RES, POP, IND, and Hand Size and DoW markers as per Faction Tracks
- All Factions take *Action* cards as per their initial Hand Size
  - Axis take a double hand size at game start (i.e. 14 cards)

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## Notes:

- *Control* is evaluated at the start of a phase
  - Land area occupied by single Faction: controlled by that Faction
  - Land area Disputed by several Factions: controlled by Faction that has been there longest
  - empty Land area in USSR, Germany, Britain: controlled by corresponding Great Power Faction
  - other empty Land area: controlled by Faction controlling associated Capital (Britain, France and Italy have default control of their Colonial Capitals)
  - Sea area containing Enemy units: controlled by Enemy
  - all other Sea areas: friendly
- *Capitals* can become controlled through Occupation, ownership, or Diplomacy
  - marked with control markers
  - Factions have default control over their own National/Colonial capitals unless marked with enemy control marker
- *Home Territory* is colour-coded as per the Great Powers (USSR, Germany, Britain) and Major Powers (Italy, France, USA). **Canada is Home Territory for Britain**
- *Colonies* are colour-coded according to their owner's nationality (Britain, France, Italy)
  - these are lighter shades of the owning country
  - Colonies are *not* Home Territory
- *Victory Conditions*:
  - Economic Victory if Faction has a total of 25VPs (see Year Start Phase)
  - Military Victory (immediate) if Faction controls 2 Rival Main and/or Sub Capitals

- Atomic Victory (immediate) if Faction has level 4 A-Bomb technology *and* the ability to deliver it to a Rival Main Capital
- Otherwise, at end of 1945, Faction with most VPs wins

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## Supply

- Line of Supply (LOS) is traced through contiguous Land/Sea areas to a friendly **Home Main Capital** (Berlin, London, Moscow) or **Sub Capital** (Ruhr, Delhi, Leningrad/Baku, Rome, Paris, Washington)
  - not through Enemy-controlled areas
  - not through Rival or Neutral areas (except Straits)
- Trade Route is traced through contiguous Land/Sea areas to a Main Capital (only)
  - route can contain only one Land and one Sea segment
  - not through Sea areas containing Escaped Enemy Subs
  - not through Rival areas (except Straits)
  - *can* pass through Neutral areas

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## Sequence of Play

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### 1. Year Start Phase

- Advance the Year Marker on the Time Track
- *USA Public Opinion*: at Year Start of 1941, 1942, 1943, 1944
  - West gains 1 Influence in the USA
  - immediately becomes a West Satellite if 3 Influence reached
- Victory Check: check for Economic Victory
  - Faction wins if it has a total of 25 VPs
    - #VPs = current PROD level (including Blockade effects)
    - +1VP per Atomic research level achieved
    - +2VPs per Enemy Main or Sub Capital controlled
    - + Peace Dividend values
    - -1VP per Declaration of War (DoW) issued
- Reshuffle Investment and Action decks including discards
- Each Faction *at Peace* draws one Peace Dividend chit (keep hidden)
  - no chit drawn if involved in a Battle (i.e. VoN) in the previous Year
- Determine Turn Order: roll 1d6 and set turn order as per arrows on map board

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## 2. Production Phase

- **Blockades:** remove Blockade markers from any friendly RES/POP areas that can now trace a valid Trade Route
  - In Turn Order, Factions determine their Production Level and spend PPs
    - if at Peace: Production Level = MIN(IND, POP)
    - if at War: Production Level = MIN(IND, POP, RES)  
(Blocked RES/POP cannot be included in this calculation if at War)
  - **USA Forces:** if USA is a West Satellite, new forces arrive at no PP cost
    - 1942: 1 AF, 1 Fleet, 1 Infantry, and 1 Tank unit placed at 1CV
    - 1943: 1 AF, 1 Fleet, 1 Infantry, and 1 Tank unit placed at 2CV
    - 1944: 1 AF, 1 Fleet, 1 Infantry, and 1 Tank unit placed at 3CV
  - Spending PPs. Each PP can be used to:
    - draw 1 new Action card  
(cannot view until end of purchases)
    - draw 1 new Investment card  
(cannot view until end of purchases)
    - place a new Cadre of any type at 1CV in *Home Territory* or increase strength of any on-map unit by 1CV (max, cannot strengthen new Cadres except new USA units)
      - not if unit is at Sea
      - not if unit is engaged in battle
      - location must be in supply  
(NB Fortresses do not need to be supplied)
      - *Italy, France, and USA* Fortress Cadres should be built in corresponding National/Colonial areas
      - only British, German, or USSR *Fortresses* can be built outside Home Territory
      - maximum of one Fortress allowed per Land area
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## 3. Government Phase

- In Turn Order, Factions play cards to improve their position or pass
- **Diplomacy:** play one Action card with target country at the top
  - this is an attempt to gain influence in a Neutral country
  - if Rivals target the same country during this phase, cards cancel one another
- **Industry:** play several Investment cards for their Factory values
  - if sum  $\geq$  current Factory Cost, raise IND level by one
  - can only raise IND by two levels per Year
- **Technology:** play two Investment cards with same Technology
  - face up to gain that Technology immediately (discard one of the cards)
  - face down in Secret Vault (counts as 1 card against Hand Size) (can be revealed at any time)
    - place these pairs left to right in order they are achieved
- **Intelligence:** play one Investment card with Intelligence function (blue text) and execute
- **Pass:** when three Factions pass *in succession*, card play ends and resolve Diplomacy

### Resolving Diplomacy

- Resolve Diplomacy cards in Turn Order
  - add/remove Influence markers in all areas shown on cards
  - adjust POP/RES levels accordingly
    - a Faction gains POP/RES for an area if it contains that Faction's Influence marker(s)
    - a Faction loses POP/RES for an area if it loses its last Influence marker
- Factions can voluntarily remove Influence markers at any time
- An area now containing **1 Influence** is an *Associate* (stays Neutral)
- An area now containing **2 Influence** is a *Protectorate* (stays Neutral)
- An area now containing **3+ Influence** is a *Satellite* (becomes controlled)
  - place one *Control* marker in area (after removing all Influence)

- Diplomacy can no longer affect this Nation
- British/German/USSR units now muster in Satellite's Cities and Towns
  - any 3CV unit in Capital City
  - any 2CV unit in other Cities
  - any 1CV unit in Towns
- **USA** begins game as a Neutral Major Power that can be influenced by Diplomacy
  - Axis and USSR can gain Influence (3 max) in USA but cannot gain USA as an Associate, Protectorate or Satellite (it simply delays the West faction)
  - with 3+ West Influence, the USA becomes a Western Satellite
    - West Factory Cost drops one level
    - 4 CV USA Fortress placed in Washington
    - 2 CV USA Fortress placed in New York.
    - if 1941 or later, USA Forces become eligible to arrive in next Production Phase

#### Hand Size Compliance

- Factions now comply with the Hand Size limit *as per* their Production Tracks
  - remember that each Secret Vault pair counts as *one* card against hand size

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

### (i) Command Phase

- In turn order, players either commit one Command card face-down or Pass
  - player must Pass once a card has been played
  - once all three players Pass in succession, committed cards are revealed
  - Faction with the earliest Command Priority (letter) takes the first turn of that Season
  - *Emergency Command*: if a card is played that does not correspond to the current Season, it can still allow 2 unit moves (4 for Axis)
    - but no Aggression or Attacking allowed
  - an Investment card can be played as a bluff
  - all revealed cards are discarded after use

### (ii) Player Turns (in *Command* Order, each Faction moves then fights)

- Faction moves a number of units up to the Command Value of the Command card played that Season and may *then* conduct attacks

## Movement

- Units can move by Land Movement, Sea Movement or Air Movement but these cannot be combined in a single move
- A Violation of Neutrality (VoN) must be made if moving units into a Neutral territory (i.e. a nation containing 0, 1, or 2 Influence markers)
  - may pass *through* Neutral Straits or Rival Straits without violation
  - if neutrality is violated, the Neutral becomes Armed:
    - remove all Influence markers
    - deploy neutral Fortresses in Cities and Towns at muster CV
    - both Rivals of the Violator immediately draw # Action cards equal to the Muster Value of that Neutral's Capital (these can be used normally)
  - when enemy forces have sole occupation of the Neutral Capital, it is defeated
    - remove its units and add victor's control marker (adjust POP/RES)
  - once violated and undefeated, other Rivals can enter without penalty
  - if an Enemy of the Violator has a ground unit remaining in a violated Neutral's territory at the end of the Movement Phase, the Neutral becomes a Satellite of the Enemy faction
    - replace all Neutral Fortresses with Enemy units (any type) of equal CV
- A Declaration of War must be made if moving units into Rival-occupied or Rival-owned territory or a Neutral territory containing 2 Rival Influence
  - if area contains 2 Rival Influence, then it becomes a Satellite of that Rival
  - if War is declared:
    - Declarer flips corresponding "Peace with" marker to "DoW" (irreversible, now at War with that Rival)
    - Rival removes corresponding "Peace with" marker to show -1 Factory Cost
    - *First Fire*: units of the Declarer have temporary First Fire capability for this Turn (negated by the Enemy having same capability)
- If USA neutrality is Violated by the Axis, it immediately becomes a West Satellite
  - 1942 USA forces arrive *immediately* followed by 1943 and 1944 forces on consecutive turns
- *Land* (G units)
  - unit must start in a Land area (includes Straits) and moves up to its MA through contiguous Land areas
    - must stop upon entering an Enemy-occupied area (Engaging)

- border limits apply when attacking into enemy territory (see TEC)
  - USA forces cannot leave US unless the West is at War
- unit can only leave Enemy-occupied areas (Disengage) into adjacent, friendly areas (and can continue to move normally without re-engaging)
  - cannot Disengage into another battle or Enemy/Neutral/Disputed areas
  - border limits apply if disengaging (see TEC)
- *Strategic Movement*: units can move *double* their normal MA if moved strictly within Friendly Territory (cannot Engage or Disengage)
- *Sea* (G, S and N units)
  - must start in a Sea, Ocean, or Coastal area (includes Straits) and moves up to its MA through contiguous Sea, Ocean, or Straits areas
    - costs two MPs to enter Ocean areas
    - may move into and through Rival units
    - N units must stop upon entering an Enemy-occupied area (Engaging)
    - N and S units must stop upon entering a Coastal area (not Straits)
  - S units *can* Disengage *through* battle or Enemy/Disputed areas
  - *Strategic Movement*: S and N units can move strategically within Friendly Territory and enemy-free Seas (see above)
  - *Convoys*: a ground unit can use Sea Movement by becoming a Convoy
    - Convoys can move across 2 Sea areas (4 Strategically)
    - cannot enter or leave Enemy forces at Sea
    - Convoys can land in a Coastal or Straits area and *one Convoy per turn* can *Invade* an Enemy-occupied area across a coastal border (but cannot fire or retreat this turn)
      - turn this unit face down
- *Air* (AF units)
  - unit moves up to its MA through contiguous areas
    - AF units need not stop upon entering an Enemy-occupied area
    - AF starting at Sea can *only* move into undisputed friendly Land area
  - AF units *can* Disengage *through* battle or Enemy/Disputed areas
  - *Strategic Movement*: AF units can move strategically, starting and ending in friendly land areas
    - cannot pass over Neutral or Rival areas

- *Battlegroups* (AF, S and N units)
  - a group of ANS units that engage at sea from the same area
  - only one group can join the battle *each* combat round (so mark these appropriately)
    - if newly-engaged, one Battlegroup *must* join each combat round
- *Raids* (AF, S and N units)
  - ANS units cannot enter *unoccupied* Enemy territory (unless strategic bombing)
  - ANS units *can* enter *occupied* Enemy territory but need ground support to conquer territory (must ReBase after Combat if left without Ground Support).

### Combat

- Active player declares areas where he wants to conduct a round of combat
  - *must* conduct combat in newly-contested areas; optional in other areas
  - turn all units face up where combat is declared
    - G units that Invaded this turn are revealed and then placed upright (they absorb hits normally but take no action this combat round: reveal normally afterwards)
    - ANS units that Invaded this turn are revealed and act normally
- *Procedure*:
  - order of battles chosen by active player (the attacker)
  - Land battles: only one combat round per battle per turn
  - Sea battles: fought to conclusion
  - units act in the order given by Unit Table
    - for each unit type, defending units act before attackers (unless attackers have FirstFire and defenders do not)
    - a unit can either fire or retreat (see below) when it acts
      - Carriers can fire at N1 *and* immediately Retreat/ReBase
    - each firing unit must announce its target class
      - neutral Fortresses target Ground units first
    - roll # dice = CV of firing unit
    - hit scored if result  $\leq$  firepower
    - reduce *strongest* unit of the target class by 1CV
      - Carriers and Convoys lose 2CV per hit
      - any excess hits are ignored
    - eliminate unit if CV = 0 (may be rebuilt later)
  - at the end of a battle, victorious units turned upright again
  - Factions with Precision Bombsight can attack enemy IND in its Main Capital with AF units (attack with firepower 1: each hit *permanently* reduces enemy IND by 1)

- *At end of a Land combat round:*
  - all ANS units without ground support must *ReBase*
  - active ANS units may choose to *ReBase* (except escaped Subs)
    - follow normal movement rules to an undisputed, friendly-controlled Land area (e.g. AF and S units can pass through enemy units, etc)
  - attacking units remain face up (except escaped Subs), defenders returned upright
- *At end of a Sea combat round:*
  - all participating AF units from both sides *must* *ReBase* (eliminated otherwise)
  - Submarine units may *Escape*
    - simply turn S unit face down
      - blocks enemy Trade Routes
      - can engage/be engaged in future turns (turn face up again)
      - can be moved normally in future Movement Phases and are not considered engaged
  - start another combat round if area still disputed
- *Retreats:*
  - retreat unit into an adjacent friendly, undisputed area (including Open Sea) and turn upright
    - border limits apply
    - defender cannot retreat into area used by attacker to engage this turn
    - attacker must retreat into area used to engage, if it engaged this turn
    - ground unit can only retreat to a Sea area if friendly-occupied
  - instead of retreating, ANS units may choose to *ReBase* (except escaped Subs)
    - AF units *must* *ReBase*

### (iii) Supply Phase (Spring/Summer/Fall)

- *Factions at War (only)* must check all Ground units for Supply
  - each unsupplied unit loses 1CV (except Forts)
- in *Summer*, mark any POP/RES areas that cannot trace a valid Trade Route as *Blockaded*
  - mark any *black* RES areas that have to trace a Trade Route around Africa with a *Med Blockade* marker (*red* RES areas are not affected)

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### 4\*. Seasons (Winter: USSR only)

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- In Winter, the USSR can play one Command card (for any Season) in order to move units and fight Battles *within the USSR only*
  - A Winter Supply Phase follows (see above) for units within the USSR only
-