

## Triumph & Tragedy 2<sup>nd</sup> edition Movement rules guide (v1.0)

The player taking his turn is the **Active Player**

**Area Control** is evaluated at the beginning of a **Phase**

# of units to move = **Command Value** (**Emergency Command** = 2 for West & USSR, 4 for Axis)

- In **Emergency Command**, no new **Battles** can be started, and skip **Combat Phase**

**Seas status**

- **Enemy Seas**: occupied by **Enemy** units (excluding **Escaped Enemy Subs**)
- **Open Seas**: all other Seas (including **Rival-occupied Seas**); Open Seas are **Friendly Territory**
- **Oceans**: darker-blue **Seas**, cost 2 Movement point to enter for all units

**Coastal Land Areas**: **Land Areas** adjacent to a **Sea**

**Straits** are treated as **Coastal Land Areas** (exceptions below)

**General Movement**

- Must stop upon entering **Enemy-occupied Area** (exceptions for **AFs** and **Subs** units below)
- **Land Movement**: start & move in **Land Areas** and/or **Straits**
- **Sea Movement**: start & end in a **Sea Area**, **Coastal Land Area** or **Strait**; move only **through Sea Areas** and/or **Straits**; cannot **ever** combine with **Land Movement**
  - **Subs** can move **through Enemy-occupied Areas**
  - **Naval & Subs** can move **through Neutral / Rival Straits** using Sea Movement
- **Air Movement**: move in both **Land** and **Sea Areas**
  - **AFs** can move **through Enemy-occupied Areas** and **Neutral / Rival Straits**
- **Naval & Subs** can use **Land Movement** between two adjacent **Coastal Land Areas** sharing a common **Sea** (e.g. this includes Berlin <-> Ruhr), but **must stop after 1 move**
- **AFs** beginning in **Sea** may only move to **Undisputed Friendly Land Area** (can stand still)
- The following Movements require VoN / DoW at **beginning of Movement Phase**
  - **Ground Units** moving through (when Unoccupied) or to **Neutral / Rival Land Area**
  - **Naval & Subs** moving to **Rival Land Area**
  - **AFs** moving through or to **Neutral / Rival Land Area** (not **Straits** if only moving through)
  - DoW also required for **Enemy Territory** also occupied by third player that is still a **Rival**

Moving from/to **Undisputed Friendly Territory** and strictly **through Friendly Territory**

- **Strategic Movement**: double Movement Speed
  - Not through **Neutral** or **Rival Straits**
  - **Escaped Enemy Subs** block strategic movement
  - Cannot be used by **AFs** beginning in Sea/Ocean Area

Moving from **Undisputed Friendly Territory** to **Neutral / Rival / Enemy Territory** or **Enemy Seas**

- **ANS** units without **Ground Support** cannot end their movement in **Unoccupied Enemy Territory** (except **AFs** going for Strategic Bombing)
- **Engaging Ground Units** must respect **Border Limits** (only for final movement)
  - There is no limit on **ANS** units invasions (even via **Land Movement**)

- **Convoys** cannot engage enemies at **Sea**, but can **Sea Invade** into **Enemy Land Area** (max 1, or 2 with **LST** technology; limit still applies if invading **Unoccupied Enemy Land Area**); they will take no combat action (fire or retreat) in this **Combat Phase** but will absorb hits normally (as **Ground Units**) in that combat round
- **ANS** units that begin in the same area and move along the same route into the same **Sea Battle** form a **BattleGroup**; only one BattleGroup will join the Sea Battle per Combat Round

#### **Disengaging** (removing a unit from Battle in the **Movement Phase**)

- **Ground units** must respect **Border Limits** (only for initial movement, including as **Convoys**)
- **Convoys** cannot disengage enemy forces at **Sea**
- Can only disengage in **Adjacent Undisputed Friendly Area**, and can continue moving normally but cannot re-engage this turn
- **AFs** and **Subs** can disengage in **Disputed** or **Enemy-controlled Areas** provided they continue their allowed movement to end in an **Undisputed Friendly Area**

#### **Retreating** (instead of Firing for its Combat Action) and **Rebasing**

- **Ground units** must respect **Border Limits** (including as **Convoys**) and move only 1 space
  - If Retreating to a **Sea Area** (as **Convoy**), it must be **Friendly-occupied**
- Retreating is available in each **Combat Round** of a **Sea Battle** (not for **Convoys**)
- Can only Retreat in **Adjacent Undisputed Friendly Area**
  - Cannot Retreat in Areas that had **Battles** (excluding **Raids**) this player turn
  - **Defending** units cannot Retreat to Areas from which the **Enemy** Engaged them that turn
  - **Attacking** units must Retreat to Areas from which they Engaged into the Battle, if they Engaged this turn
- **ANS** units can optionally Retreat by **Rebasing** to an **Undisputed Friendly Land Area** using normal Movement rules
  - **AFs** must Retreat by Rebasing (can't Retreat to a **Sea Area**)

#### **End of Combat Round**

- **Land Battles:**
  - All **ANS** units without **Ground Support** must **Retreat**
  - The **Active Player ANS** units may **Rebase**
- **Sea Battles, end of every Combat Round:**
  - All **AFs** units (in revealed Battlegroup) must **Rebase**
  - **Subs** may **Escape**
- **Sea Battles, end of Sea Battle**
  - The **Active Player ANS** units may **Rebase** (excluding **Escaped Subs**)

#### **Forced Retreat**

- At the end of **Land Combat Round, Combat Phase** and **Supply Phase**
  - **ANS** must Retreat from **Enemy-controlled Territory** without **Ground Support** and from **Battles** where **Enemy Ground Support** is present and **Friendly Ground Support** is not
- Units forced to Retreat (or Rebase) that have no valid Retreat path are eliminated