All the rules are adapted in good faith by Daniel Daponte from the original rules written by Jack M. Brown and Alan M. Preston.

The Basics

The board is made of 25 tiles.[1]

The tiles are painted with three types of borders.

1. River - blue lines which may only be crossed by a river passage card
2. Mountains - white triangles which may only be crossed by a mountain passage card.
3. Open border - a dashed line which is a border at least three units may pass through without a passage card.

A completed province is created by one or more of these borders, often over multiple tiles.

First Turn

Every player selects a tile to start on. With four players, each player gets a corner.

Players flip over that tile and place their three units on the tile as they wish. Players then will flip the other tiles necessary to complete the provinces they placed their first units in.

Turn Order

1. Troop placement - place your drafted troops in provinces of your choice.
2. Action phase - Play any cards, including buildables, passages, or strikes.
3. Attack phase - attack provinces.
4. Upkeep - troop transfer within provinces you now control.
5. Draw card, end turn.

Cards

Mountain Passage - Move at least three troop units over a mountain range.

River Passage - Move at least three troop units across a river.

Bunker - Construct a bunker in a desired province. Bunkers can be destroyed by a nuke and Bunker Breaches, but protect against rolling thunder, conventional attacks, and radiation.

Defense - Nullify the passage card used to attack.

Missile Defense - Not to be confused with defense, this is a buildable card which protects against nuclear strikes. Can be destroyed by rolling thunder or conventional attacks.

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[1] Board size differs from version to version, but should be a square.

Bunker Breach - Destroys bunkers. Must be played to initiate an attack on a bunkered up province.

Construction - Build a city in the province of your choice.

Nuclear Strike - Destroys a province, making it uninhabitable for the rest of the game. Also creates fallout which may affect adjacent provinces.

Airlift - Airdrop ten units currently in play to an unoccupied and completed province of your choosing.

Spy - Draft three additional units to move into an unoccupied and completed province of your choosing.

Rolling Thunder - Destroys the men in a chosen province if the province doesn't have a bunker.

Super - Card which may be played as^{0}any card not a nuclear strike, treachery, or instant card. May be used as a defense, buildables, passages, etc.

Plague - Instantly played card which kills ¼ of every player's troops. Players may choose which units die. Round down for how many troops a player has.

Revolt - Instantly played card which makes players lose ⅓ of their provinces. Players may chose which provinces to abandon. Round down your number of provinces.

Treachery - Allows a player to take over another player's province, the troops therein, and the buildables of the province.

Dice Attack rules

Even kills Defender.

Odd kills attacker.

The number of defenders = number of dice rolled.

Keep rolling dice until one side runs out of troops.

Other rules:

Mountains on tiles must all face the same direction, this is to orient the board and create fair provinces. Wherever the mountains point is north.

Radiation - After a nuclear strike, a dice roll will dictate the direction of the fallout. Fallout will kill any units in the province it lands in, but units can repopulate the province next turn.

A roll of 1 - Means the fallout goes to the province north of the nuked province.

A roll of 2 - Fallout hits the province east of the nuked province.

A roll of 3 - Fallout goes south of the nuked province

      4 - Fallout drifts west of the nuked province.

      5&6 - Fallout doesn't affect any province.

Buildables (constructed cities, missile defenses, bunkers) are destroyed when a province is taken over. The only way to take a buildable from another player is with a Treachery card.

Troops from a Spy card are exhausted after being deployed while troops from an Airlift are able to attack in the same turn the airlift is played.

Defense cards nullify both a passage and Bunker Breach card.

Movement

At least three units are required to move into an unowned province.

Units become exhausted after moving into a new province and cannot move into another province in the same turn. The only exception being a hot pursuit attack.

Hot pursuit attacks - conventional attacks through multiple provinces connected with open borders may be continued in the same turn. If a player chooses to do hot pursuit, they must attack with every unit and cannot leave units behind in newly won provinces.

Units may move freely through borders a player controls.

Troop transfers

Units are moved around provinces a player controls after the player has finished attacking.

Units can only be transferred through the contiguous territory of a player.

A player cannot transfer more units through a province than there are units stationed in the province. For example, if a player wants to move 5 units from province A to province B, but province C is in the middle with only 2 units, the player can only move up to 2 units to province B that turn.

End of Game

The game ends when a player draws the End of Game card.

Players then tally up their score and the player with the highest score wins.

Everything in the game is assigned the following point values:

1 Point for every unit on the board

2 Points for each card remaining in a player's hand

3 Points for each province still held.

4 Points for each bunker and missile defense

5 Points for each city.

"If you think a rule change or a new card would be an improvement, try it: Adding or subtracting cards and rules will personalize your game and make it even more interesting."

-Jack M. Brown and Alan M. Preston