Civs:

THE BIG THREE: These three civs all have a large amount of native units and could expect to do well.

**USSR**

-Directly expands when its units conquer a city

-Has ability to fund rebels throughout the world

-Player should also control the “Pro-Soviet” civ

-Starts with huge army and air force but small navy

-Can’t really directly reach most places so projects power via the rebel mechanism and transferring units to the “Pro-Soviet” civ.

**Pro-Soviet**

-Puppet nation of USSR, should probably be played by USSR

-Relies on equipment transfers/help from USSR

-Represents Communist and Soviet-friendly forces throughout the globe

-Aims to carve up as much of the world as possible and to take from Pro-West and European powers.

-Decolonization should result in Pro-Soviet cities.

-USSR spawns units for them in areas of interest.

**China**

-In MP game, should be played by Soviet player

**United States of America**

-Cannot directly expand. If it captures a city that city reverts to Pro-Western that turn, and US unit teleported outside with Pro-Western unit added.

-Starts as most powerful economy to balance the fact that it can’t ever grow larger.

-Powerful navy and air force, small army

-Only civ with nuclear weapons at start of scenario

-Spawns units for the Pro-West by funding freedom fighters.

**Pro-West**

-Should be controlled most likely by US player because it will be at odds with European player/at war

-Pro-West movements would be freedom fighters trying to throw off decolonization or at the very least emerge to defend against Pro-Soviet units

-Can be spawned by the U.S.

**European Commonwealth**

-Includes Australia?

-Includes Canada?

-Includes European colonies

-Main issue is going to be decolonization. Starts off huge but in big trouble as core region is ravaged and the other powers are going to pick apart the colonies.

-Can directly expand by conquering cities.

**India**

-Can directly expand

-Very few native units – will rely on exports – can cozy up to any of the three major powers, but placed here in line as most likely should be played by Europeans in a three-person game.

-Starts at war with Pro-Western forces (Pakistan)

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| --- | --- | --- | --- |
| **Type** | **USA** | **Europe** | **USSR** |
| Battleship | 2 | 2 | 1 |
| Carrier | 5 | 3 | 0 |
| Cruiser | 8 | 8 | 2 |
| Destroyer | 14 | 22 | 3 |
| Submarine | 8 | 6 | 5 |

ANTICIPATED QUESTIONS

Q: I am playing as both the USA and Pro-West (or USSR and Pro-East). Why am I seeing several text boxes twice (once on each civ’s turn?)

A: Several events such as text boxes for historic leader changes and other noteworthy events are moved to the “afterProduction” event section. This allows all players to see them on their turn (as opposed to only the first player ever getting to enjoy these events). Unfortunately, this means that if you are playing multiple civs, you will see these messages once per civ. It is not an error. I had an option of taking it out for the Pro-East and Pro-West civ but elected to maintain it as perhaps someone would want to play these minors some day in a 6 or 7 person game (or cooperative game vs. the AI).