

Understanding Diplomacy through Wargaming: Rules and Introduction

Introduction

The objective of this game is to provide a recreation of the political situation in Europe before the beginning of World War II. While the game will proceed differently from reality, the politics and negotiations will permit an understanding of the kinds of discussions that were involved in the instigation and resolution of the second World War.

Objective

What is the goal of a state? Most wargames suggest the primary desire is for world domination, but this is not accurate. Instead, a state's goals are nebulously defined, dependent on many different variables, including economic prosperity, happiness, amount of infrastructure, level of technology, possession of scarce resources, and many other factors. This game does its best to emulate these goals, expressing the progress of your state in Victory Points (VPs). The object of the game, therefore, is not world conquest, but to accumulate as many Victory Points as possible, through either peaceful or violent means.

Team Organization

The states involved were complicated entities, consisting of thousands of decision-makers. Coordination between these people was vital to the country's success, and that fact will be represented in this game. The members of your team will take the role of leaders of your state, each specializing in certain aspects of your state's operation.

Your first action in this game will be to assign roles to all the players on your team. The roles that will be relevant for the wargame are given below. Note that there are more roles than players; every player should be assigned at least one role, and some may be assigned more. To aid in evenly distributing the workload across your teammates; the difficulty of the roles is given below, separated into social difficulties, and mechanical difficulties. Keep in mind that the roles assigned need not be a complete enumeration of your tasks and that roles and responsibility can be divided, adjusted, or reassigned as needed.

Each role has associated documentation, included later in this packet. After assigning the roles, distribute the remaining sheets to the appropriate players. The rules are intricate, and it is not expected that all players will understand all the mechanics. Instead, each player will be responsible for their own domain and the President will be responsible for coordination.

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Player Roles

President **social difficulty: ***** **mechanical difficulty:**
The job of the president is to coordinate the efforts of your teammates, as well as to make the final decisions regarding operation of the state. The President should take on no other roles.

Director of Research **social difficulty:** **mechanical difficulty: ***
The Director of Research is responsible for overseeing research into new technologies and the trade of technology with other nations.

General of the Army **social difficulty:** **mechanical difficulty: ****
The General dictates the movement of troops. The General's tactical abilities will be vital for any invasions of foreign countries and defense of your homeland.

Admiral of the Fleet **social difficulty:** **mechanical difficulty: ****
The Admiral dictates the movement of fleets. The Admiral's maneuvering will determine control of the seas.

Marshall of the Air Force **social difficulty: *** **mechanical difficulty ****
The Marshall of the Air Force is responsible for the movement and actions of the nation's planes. The Marshall coordinates airstrikes and bombing runs.

Economic Advisor **social difficulty: **** **mechanical difficulty: ***
The Economic Advisor manages the production of resources and ensures through trade that the state has all the resources it needs.

Production Advisor **social difficulty: *** **mechanical difficulty:**
The Production Advisor dictates the industrial efforts of the state. He is responsible for balancing limited resources between the needs of the military commanders.

Role: President

The role of the President is essential to the smooth running of your team. Your job is to coordinate the efforts of your teammates and direct their actions.

As soon as your teammates are finished reading their rules, have them summarize those rules for the rest of your team. You do not need to understand them perfectly, but you should try to have a sense of what everyone can do and what they need to do it.

Victory Points

The President is responsible for tracking Victory Point gains and losses, which represent the happiness of the people. Victory Point conditions are specific to the state and are listed in the state sheet.

There are two additional mechanics for victory points that are shared between states. These are *Starvation*, and *Peacetime Development*. Both are described in the Economic Advisor role sheet.

Special Requests

Occasionally, your state may want to perform an action that is not described elsewhere in the rules. This may include the donation of territory, the creation of a new state, or other requests as they arise. If you have such a request, ask a GM.

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Role: Director of Research

As the Director of Research, you are responsible for the development and trade of military research. It is important not to fall too far behind in technology; propeller-powered bombers do not fare well against jet fighters. Be wary, however, of trading too freely, it would be unfortunate if the government you just gave nuclear weapons betrays you.

Technology

Attached to this sheet is an Appendix: Table of Technologies. The appendix contains a list of technologies in the following format

Cruise Missiles



Enables the construction of cruise missiles.

The technology, Cruise Missiles, has a cost of 3 Research Points and has an effect “Enables the construction of cruise missiles,” which takes effect when this technology is completed. That is, when the technology is completed, you may then immediately construct cruise missiles. All technologies take effect immediately upon being researched.

Some technologies have prerequisites before they can be researched. This is indicated by, for example, “(requires Aviation).” Research can begin on this technology on the same turn that you finish its prerequisites.

Researching Technology

Technology can be researched through the expenditure of Research Points, which are accumulated by locations on the map. The Economic Advisor is responsible for determining how many research points you gain each turn.

Research Points may not be traded and unused Research points are lost at the end of each turn. To expend Research Points, check off the leftmost unchecked box on a technology you wish to research. *Any single technology may only have one Research Point assigned to it in a turn.*

Trading Technology

Technologies may be traded to other states. To trade a technology, write down the traded technologies and the recipient and submit it to the GMs. *You may only trade technologies that are completely researched.*

Starting Technologies

You may start the game understanding some of the available technologies, as listed on your state sheet. If this is so, immediately at the start of the game mark

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those technologies as researched by checking all of the boxes after the technology's name.

Appendix: Technologies

Cruise Missiles □□□

Enables the construction of cruise missiles.

Ballistic Missiles □□□

(Requires Cruise Missiles)

Enables the construction of ballistic missiles.

RADAR □□□

Anti-aircraft guns hit on a 4+.

HEAT □□□

Increases the effectiveness of ground units against tanks and heavy tanks. See the General role sheet for more detail.

Sonar □□□

Submarines that you destroy only return to the map on a 5+, instead of on a 3+.

Anti-Submarine Projector □□□

(requires Sonar)

Destroyers may make extra attacks against submarines. See the Admiral Role sheet for more details.

Jet Propulsion □□□□□

Jet propulsion increases the maximum range of airstrikes for fighters and bombers by one territory.

Fission □□□□

Researching fission provides no immediate benefits.

Nuclear Warheads □□□□□□

(Requires Fission)

Enables the construction of nuclear warheads.

Nuclear Power □□□

(Requires Fission)

At the end of the game, gain 1 VP for every 4 Uranium you possess.

Escort Carriers □□

Decreases the cost of carriers to 2 Population, 2 Steel.

Penicillin □□

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When one of your infantry units dies, roll a d6. On a 6, the unit returns after the combat in a valid retreat location.

Synthetic Oils

□□□□□

During each turn, you produce one additional Oil. If you obtain this technology, notify a GM.

Role: General of the Army

As the General of the Army, you have final say about the movement of troops across the map and within a battle. You have two obligations, both of which are vital.

- 1) To submit orders every turn before the deadline if your units are to move.
- 2) To be available to resolve battles between ground forces and to understand the mechanics used in combat between ground forces, as described on the next page.

Land Units

Name	Cost	Attack (lower is better)	Notes (See below)
Infantry	2 Population	6+ (land)	HEAT
Tank	1 Pop. 2 Steel	4+ (land)	
Artillery	1 Pop. 1 Steel	5+ (land)	
Anti-Aircraft Gun	2 Steel	5+ (air)	Anti-Air Only, RADAR

Anti-Air Only: Anti-aircraft guns are used only to protect against air strikes and do not fire during land combat.

RADAR: If RADAR has been researched, anti-aircraft guns hit on a 4+.

Sturdy: Sturdy units take two hits in a round of combat to be destroyed. Damage may not be assigned to a Heavy unit unless enough damage is assigned to destroy the unit.

HEAT: Once you have researched the HEAT technology, you may use the following ability: before the start of each battle, each infantry may roll one attack at 5+. Damage dealt this way may only be assigned to tanks.

Appendix: Land Orders

Movement of units on the world map is complicated for the GMs to process. To facilitate movement, countries must submit written orders describing the movement of their units before they act. To order the movement of units, write down unit movements and submit them to a GM. For example, the following is a valid order to submit at once:

*3 Infantry, 1 Tank in Moscow move to Livonia.
2 Tanks in St. Petersburg board transports in Barents Sea.
All units in Sevastapol move to Armenia.*

Land units may only exist in land territories and may not move into the sea, unless there are sufficient transports to support them.

Movement Costs

Logistical issues make organization of units and supply lines difficult. To represent extraordinary cost of mobilizing armies, movement has a cost in oil, which must be paid when the orders are submitted *Every time you submit an order, regardless of the number of units moving, you must pay 1 Oil.*

While a single set of orders may move multiple units, land, air, sea orders must be made independently.

Movement Distances

The complexity of creating supply lines limits the movement speed of military forces. To represent this complexity, a *ground unit may not move more than one territory in any turn.* Territories you control without hostile units do not count towards this restriction.

Appendix: Combat

Occasionally the only way to resolve conflict is through battle. The way to resolve battle is as follows. Combat occurs when two forces occupy the same territory on the world map at any time and at least one of the sides chooses to fight the other. All of the units that are in that territory resolve battle through a simple process.

Battles take place in turns. During each turn, every unit on both sides simultaneously rolls a die. For each die that rolled sufficiently high, the opponent must choose one of their own units to lose. Afterwards, either player may attempt to retreat. This repeats up to five times or until one side has been eliminated. Details are provided below.

Set Up

All units in the territory are temporarily relocated to one of the provided battle mats, separated by their attack value. A marker corresponding to the battle mats is placed on the territory to indicate that there is a battle proceeding there.

Turn Order

The battle is divided into turns, which are subdivided into phases. Each phase must be finished before the next phase begins:

- 1) Firing
- 2) Resolving Hits
- 3) Retreating
- 4) Turn End

1) Firing

All units fire during this phase simultaneously. Each unit rolls a die and compares it to its attack value. For each roll greater than or equal to the unit's attack value, that unit scores a hit against a player of your choice. A Cruiser, for example, hits on a 5+, so will deal one damage if either a 5 or 6 is rolled. Hits will be resolved in the next phase after all players have fired.

2) Resolving Hits

Each hit a player receives during his firing phase must now be assigned it to one of his units. That unit is destroyed; remove it from play. Units with the Sturdy ability may ignore a hit once per battle.

3) Retreating

Not all battles are guaranteed to be successful. If a battle is going too poorly, one player may choose to have his units retreat to a different territory. There are, however, limitations on which territories can be retreated to.

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If the unit moved this turn, it must retreat to the territory it came from, but may only execute this retreat if that territory does not contain hostile units. If a unit did not move, it may retreat to any adjacent territory without hostile units.

4) Turn End

The combat ends if only one side remains or all of the countries in the battle decide to stop fighting. If this turn was the fifth turn of combat and opposing sides remain, the battle has ended in a stalemate. In either of these cases, return all the units to the map; they may continue to fight next turn.

If the battle is not ending, repeat from Phase 1.

Pre-Battle Firing

Certain technologies enable units to fire once before the start of the battle. If those technologies are researched, there is a zeroth turn of battle, covering Phase 2 (Firing) and Phase 3 (Resolving Hits), but only the units explicitly permitted may fire.

Role: Admiral of the Navy

As the Admiral, you have final say about the movement of naval fleets across the map and within a battle. You have two obligations, both of which are vital.

- 1) To submit orders every turn before the deadline if your units are to move.
- 2) To be available to resolve battles between naval forces and to understand the mechanics used in combat between naval forces, as described on the next page.

Sea Units

Name	Cost	Attack (lower is better)	Notes (See below)
Destroyer	2 Pop. 2 Steel	5+	Anti-Air, Anti-Sub
Battleship	2 Pop, 5 Steel	3+	Sturdy, Bombardment
Carrier	2 Pop. 4 Steel	NA	Sturdy, Carrier
Submarine	1 Pop. 2 Steel	5+	Submarine
Transport	1 Pop. 2 Steel	NA	Transport

Anti-Air: Anti-air units may fire on air units. During combat, the player controlling the destroyer may declare that the destroyer is firing upon aircraft. If so, all damage dealt must be assigned to air units.

Destroyers fire once each airstrike and hit on a 4+.

Anti-Sub: Once the Anti-Submarine Projector technology is researched, each destroyer may roll one attack before the start of combat. Damage dealt this way may only be assigned to submarines. Submarines destroyed this way may not use the Submarine ability.

Sturdy: Sturdy units take two hits in a round of combat to be destroyed. Damage may not be assigned to a Heavy unit unless enough damage is assigned to destroy the unit.

Bombardment: Battleships can bombard armies as part of an amphibious assault. When moving units off of a transport, up to one battleship may fire on the invaded territory per unit moved. Each such battleship must be adjacent to the invaded territory. Each battleship rolls at 3+, and on a hit, the targeted state removes the appropriate number of units. Each battleship may only bombard this way once per turn.

Carrier: Carriers may carry up to 6 fighters, bombers, and/or missiles. These units are lost if the carrier is destroyed.

Submarine: Submarines are difficult to detect and hit. If a submarine is destroyed, roll a 6-sided die at the end of battle. On a 4+, it returns to in a valid retreat location. If the opponent has the Sonar technology, submarines are returned only on a 5+.

Transport: Transports may carry up to 6 ground units. These units are lost if the transport is destroyed.

Appendix: Naval Orders

Movement of units on the world map is complicated for the GMs to process. To facilitate movement, countries must submit written orders describing the movement of their units before they act. To order the movement of units, write down unit movements and submit them to a GM. For example, the following is a valid order to submit at once:

*3 Destroyers, 1 Battleship in North Sea move to Western Mediterranean.
All units in Barents Sea move to Norwegian Sea.*

Naval units may only exist in sea regions and may not move onto land.

Movement Costs

Navel ships are large and moving them requires significant expenditures of power. *Every time you submit an order, regardless of the number of units moving, you must pay 1 Oil.*

While a single set of orders may move multiple units, land, air, sea orders must be made independently.

Movement Distances

Naval units can move rapidly across Europe and the Atlantic Ocean, but other ships may impede their movement. Ships may move arbitrarily far in a single order, and may move multiple times in a turn. If the movement passes through ships controlled by any other state, the movement must have written permission of that state's Admiral.

Canals

Certain sea territories are connected by well defensible canals. A canal can be passed through if you control the territory or have the written permission of the owner of that territory. The canals present in this game connect the follow seas:

The Panama Canal in Central America: the Gulf of Panama and the Caribbean Sea
The Suez Canal in Egypt: the Red Sea and the Eastern Mediterranean Sea
The Bosphorus Strait in Constantinople: The Aegean Sea and the Black Sea

Appendix: Combat

Occasionally the only way to resolve conflict is through battle. The way to resolve battle is as follows. Combat occurs when two forces occupy the same territory on the world map at any time and at least one of the sides chooses to fight the other. All of the units that are in that territory resolve battle through a simple process.

Battles take place in turns. During each turn, every unit on both sides simultaneously rolls a die. For each die that rolled sufficiently high, the opponent must choose one of their own units to lose. Afterwards, either player may attempt to retreat. This repeats up to five times or until one side has been eliminated. Details are provided below.

Set Up

All units in the territory are temporarily relocated to one of the provided battle mats, separated by their attack value. A marker corresponding to the battle mats is placed on the territory to indicate that there is a battle proceeding there.

Turn Order

The battle is divided into turns, which are subdivided into phases. Each phase must be finished before the next phase begins:

- 1) Firing
- 2) Resolving Hits
- 3) Retreating
- 4) Turn End

1) Firing

All units fire during this phase simultaneously. Each unit rolls a die and compares it to its attack value. For each roll greater than or equal to the unit's attack value, that unit scores a hit against a player of your choice. A Cruiser, for example, hits on a 5+, so will deal one damage if either a 5 or 6 is rolled. Hits will be resolved in the next phase after all players have fired.

2) Resolving Hits

Each hit a player receives during his firing phase must now be assigned it to one of his units. That unit is destroyed; remove it from play. Units with the Sturdy ability may ignore a hit once per battle.

3) Retreating

Not all battles are guaranteed to be successful. If a battle is going too poorly, one player may choose to have his units retreat to a different territory. There are, however, limitations on which territories can be retreated to.

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If the unit moved this turn, it must retreat to the territory it came from, but may only execute this retreat if that territory does not contain hostile units. If a unit did not move, it may retreat to any adjacent territory without hostile units.

4) Turn End

The combat ends if only one side remains or all of the countries in the battle decide to stop fighting. If this turn was the fifth turn of combat and opposing sides remain, the battle has ended in a stalemate. In either of these cases, return all the units to the map; they may continue to fight next turn.

If the battle is not ending, repeat from Phase 1.

Pre-Battle Firing

Certain technologies enable units to fire once before the start of the battle. If those technologies are researched, there is a zeroth turn of battle, covering Phase 2 (Firing) and Phase 3 (Resolving Hits), but only the units explicitly permitted may fire.

Role: Marshal of the Air Force

Air superiority is vital for tactical success. As the Marshal of the Air Force, it is your job to control the skies. The Marshal has direct command over the aircraft and missiles of your military.

The actions of the Air Force take place in theaters of combat covering wide scales, both on the world map and in individual battles. These actions include targeting missiles, performing air strikes, and arranging for the defense of the country's air space.

Strategic Airstrikes

The primary strategic role of the Marshal is to organize airstrikes against enemy armies. Strategic airstrikes are a mechanism to selectively destroy certain enemy units. During an airstrike, planes and missiles are against an opponent, who has a chance to shoot them down with destroyers, fighters, or anti-aircraft guns. Surviving missiles and aircraft roll for damage, which you may then distribute how you wish among enemy units.

To perform an airstrike, select a target territory and any number of aircraft from territories you control. The participating aircraft *may not have participated in an airstrike this turn*, must be within range of the target, and must in a territory you control. If there is a choice, you must specify which territories are flown over. Write down the target territory and the units participating and submit the order to a GM.

In order to perform strategic airstrikes operational costs must be paid. These operations are expensive in terms of logistics and fuel costs. To represent this, *submitting orders for any number of simultaneous airstrikes costs 1 Oil*.

Airstrikes are resolved immediately and do not need the enemy's Marshall to be present. All of the opponent's fighters, anti-aircraft guns, and destroyers in both the targeted territory and the territories passed over participate in the defense.

The airstrike is resolved in two phases. During the first phase, fighters, anti-aircraft guns, and destroyers fire at each other. During the second phase, surviving bombers and missiles deal damage.

Phase 1: For each fighter, destroyer, and anti-aircraft gun, roll one die to hit. If the roll is equal to or greater than the unit's attack value, the military that is performing the airstrike must select a *fighter, bomber, or cruise missile* to be destroyed at the end of phase 1. The attacking state rolls one attack for each fighter in the airstrike. For each hit, the attacked state must select one *fighter* as a casualty if able. After all attacks are resolved, remove any casualties.

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Phase 2: For each bomber or missile surviving the phase 1 roll a d6 and compare to the unit's attack value. If you are targeting enemy units, *choose* one unit to destroy for each success. Sturdy units require two successes to destroy.

Moving Aircraft

You may move aircraft by writing orders for movement and submitting them to a GM. For each order, any number of aircraft may move to any friendly territory or territories you control. *Movements have a cost: every time you submit a movement order, you must pay 1 Oil.* Movement orders may be submitted together with airstrike orders for a total cost of 1 Oil.

Nuclear Warheads

Nuclear warheads may be integrated into a Bomber. If the Bomber survives to phase 2 of a strategic airstrike, do not roll to hit. Instead, destroy all units in that territory.

Planes and Missiles

Name	Cost	Airstrike Attack (lower is better)	Range	Notes (See below)
Bomber	1 Pop. 4 Steel	4+ (land), 5+ (sea)	3 (Europe) 2 (world)	Air
Fighter	1 Pop. 2 Steel	3+ (air)	3 (Europe) 2 (world)	Air, Anti-Air Only
Cruise Missile	1 Steel	4+ (land)	2 (Europe) 1 (world)	Air, Small, Missile, Technology
Ballistic Missiles	2 Steel	3+ (land)	2 (Europe) 1 (world)	Air, Ballistic, Missile, Technology
Nuclear Warhead	16 Uranium	---		Warhead, Technology

Anti-Air Only: Fighters may fire once each airstrike at enemy aircraft at 5+.

Technology: These units require a specific technology before being produced.

Small: Two cruise missiles cost one capacity on aircraft carriers and count as one unit for production.

Ballistic: Ballistic missiles are too fast to target and do not take damage.

Missile: Missiles are difficult to aim. They may not be used to strike naval targets and are destroyed after use.

Warhead: Nuclear Warheads are represented by resource cards. See the Marshall role sheet for details on their use.

Role: Production Advisor

Without the production of new military hardware, war becomes merely a battle of attrition. The Production Advisor oversees the construction of military assets.

Resources

Construction has a cost in terms of manpower and raw materials. Relevant resources for military construction are Population, representing the population of loyal national who can be conscripted into the military, and Steel, representing raw mineral resources. These resources will be used to pay for constructed units' cost; when you build the units you must turn in the corresponding resources to the GMs.

Population

Population is a unit cost is treated differently from the other resources. It measures the number of citizens eligible and willing to join the military. Population can not be produced throughout the game. A unit in a production center you control or adjacent to a production center you control and not in battle may be disbanded to recover its full cost in population.

Producing Units

Units are produced in the middle of a turn by placing them in the correct positions on the board. There are, however, limitations on placement. Units may only be produced on a home territory, a territory you controlled at the start of the game.

If you control none of your home territories, talk to a GM, who may remove this restriction at the cost of reducing your production limits.

Production Limits

All territories have associated with them a production limit, representing the total number of units that they can produce in a turn. You may never produce more territories in a single turn than the total production limit of territories you control. The Economic Advisor will have access to updates on your production limits.

Appendix: Unit Production Costs

Land Units

Name	Cost	Attack (lower is better)	Notes (See below)
Infantry	2 Population	6+ (land)	HEAT
Tank	1 Pop. 2 Steel	4+ (land)	
Artillery	1 Pop. 1 Steel	5+ (land)	
Anti-Aircraft Gun	2 Steel	5+ (air)	Anti-Air Only, RADAR

Anti-Air Only: Anti-aircraft guns are used only to protect against air strikes and do not fire during land combat.

RADAR: If RADAR has been researched, anti-aircraft guns hit on a 4+.

Sturdy: Sturdy units take two hits in a round of combat to be destroyed. Damage may not be assigned to a Heavy unit unless enough damage is assigned to destroy the unit.

HEAT: Once you have researched the HEAT technology, you may use the following ability: before the start of each battle, each infantry may roll one attack at 5+. Damage dealt this way may only be assigned to tanks.

Sea Units

Name	Cost	Attack (lower is better)	Notes (See below)
Destroyer	2 Pop. 2 Steel	5+ (sea) 5+ (air)	Anti-Air, Anti-Sub
Battleship	2 Pop. 5 Steel	3+ (sea)	Sturdy, Bombardment
Carrier	2 Pop. 4 Steel	---	Sturdy, Carrier
Submarine	1 Pop. 2 Steel	5+ (sea)	Submarine
Transport	1 Pop. 2 Steel	---	Transport

Anti-Air: Anti-air units may fire on air units. During combat, the player controlling the destroyer may declare that the destroying is firing upon aircraft. If so, all damage dealt must be assigned to air units. Destroyers fire once each airstrike and hit on a 4+.

Anti-Sub: Once the Anti-Submarine Projector technology is researched, each destroyer may roll one attack before the start of combat. Damage dealt this way may only be assigned to submarines. Submarines destroyed this way may not use the Submarine ability.

Sturdy: Sturdy units take two hits in a round of combat to be destroyed. Damage may not be assigned to a Heavy unit unless enough damage is assigned to destroy the unit.

Bombardment: Battleships can bombard armies as part of an amphibious assault. When moving units off of a transport, up to one battleship may fire on the invaded territory per unit moved. Each such battleship must be

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adjacent to the invaded territory. Each battleship rolls at 3+, and on a hit, the targeted state removes the appropriate number of units. Each battleship may only bombard this way once per turn.

Carrier: Carriers may carry up to 6 fighters, bombers, and/or missiles. These units are lost if the carrier is destroyed.

Submarine: Submarines are difficult to detect and hit. If a submarine is destroyed, roll a 6-sided die at the end of battle. On a 4+, it returns to in a valid retreat location. If the opponent has the Sonar technology, submarines are returned only on a 5+.

Transport: Transports may carry up to 6 ground units. These units are lost if the transport is destroyed. .

Planes and Missiles

Name	Cost	Airstrike Attack (lower is better)	Range	Notes (See below)
Bomber	1 Pop. 4 Steel	4+ (land), 5+ (sea)	3 (Europe) 2 (world)	Air
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Anti-Air Only: Fighters may fire once each airstrike at enemy aircraft at 5+.

Technology: These units require a specific technology before being produced.

Small: Two cruise missiles cost one capacity on aircraft carriers and count as one unit for production.

Ballistic: Ballistic missiles are too fast to target and do not take damage.

Missile: Missiles are difficult to aim. They may not be used to strike naval targets and are destroyed after use.

Warhead: Nuclear Warheads are represented by resource cards. See the Marshall role sheet for details on their use.

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Role: Economic Advisor

In the end, most wars are about procuring a larger share of the world's limited resources. As the Economic Advisor, you will be responsible for overseeing the acquisition of your share and distributing your share as works best for the state.

Possession of Territories

The world is divided into territories, each of which may produce specific resources: Oil through wells, Research from great minds, Food through farming, and so forth. The resources produced by these territories goes to the state that controls that territory, so to increase your production, it may be necessary to conquer new regions.

Asserting control over a territory is simple: have a unit in the territory and have no other militaries with units in the territory object to your claim. That is, if you are the only player with units there, or only your allies have units there and they agree to give you the territory, you may immediately claim the territory as your own. Place a control marker (looks like a star) on the territory; you now will gain whatever resources are produced there.

Resources

Reality has a myriad of important resources, but for the sake of simplicity, this game has five. These resources are represented by cards; when you gain resources, pick up the corresponding cards from the GM, when you trade resources, exchange appropriate resource cards, and when you consume resources, return the cards to the GMs. The resources that are present in the game follow.

Food: Food is essential for the maintenance of a civilization. Your population will require a certain amount of food every turn.

Steel: Steel is the basic resource representing the materials used to construct military hardware. The Production Advisor is responsible for the use of Steel during wartime.

Research: (not transferable, not represented by a card) Research represents the efforts of your scientists towards developing military technology. The Research Advisor oversees the use of Research.

Oil: Oil is necessary for the movement of troops and ships. The Admiral, General, and Marshall will require the use of Oil.

Population: (not transferable): Population is used to produce units. Population is not generated and you are limited to the population you have at the start of game.

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Production Limits: (not transferable, not represented by a card) Your total production limit provides a cap on the number of units you may produce during a turn.

Production of Resources

Resources are produced based on the territories that you control at the beginning of the turn. The resources produced by each territory are given on the map

To acquire your resources, total the resources produced by territories you control and pick up the corresponding resource cards at the beginning of the next turn.

Starvation

The people need to eat. Certain territories require more food to maintain than they produce themselves, as indicated on the map and below. Every turn, before the end of the turn, you must consume one food for each such territory that your state controls. Submit these food resources to the GM. If you fail to acquire the appropriate amount of food, the people starve: *for the first food required but not consumed in a turn, lose 2 VP, for the second, lose 4 VP, for the sixth, lose 6 VP, etc.*

The territories that require food are indicated on the map.

Peacetime Development

The development of peacetime infrastructure, while expensive, induces contentment. This infrastructure is developed through the consumption of military resources without a military benefit. *Once per turn, you may spend 3 Steel and 1 Oil to gain 1 VP.*