FORTRESS AMERICA™

RULES OF PLAY

FOR 2–4 PLAYERS AGES 14 AND UP.

ONE NATION, UNDER SIEGE!

IN THE 21ST CENTURY, THE UNITED STATES OF AMERICA UNVEILED A NEW SYSTEM OF SATELLITES AND POWERFUL LASERS THAT PROVIDED NOT ONLY A FLAWLESS DEFENSE AGAINST INTERCONTINENTAL MISSILE ATTACK, BUT ALSO A MEANS TO DESTROY ENEMY FORCES ANYWHERE ON THE GLOBE WITH PINPOINT ACCURACY.

OTHER NATIONS OF THE WORLD PROTESTED THIS UPSET IN BALANCE OF POWER, DESPITE THE UNITED STATES' CLAIMS THAT THE LASERS WERE FOR DEFENSIVE PURPOSES ONLY. IF THE UNITED STATES POSSESSED THE POWER TO UNLEASH INSTANT DESTRUCTION ANYWHERE AT A WHIM, THE WORLD WAS AT THEIR MERCY. A GLOBAL SUMMIT WAS HELD, BUT ALL ATTEMPTS TO PERSUADE THE UNITED STATES TO DISMANTLE ITS LASER SYSTEM FAILED.

PROTEST GAVE WAY TO FEAR, THEN TO DECISIVE ACTION. NO SINGLE COUNTRY HAD THE MILITARY STRENGTH TO OPPOSE THE UNITED STATES, SO AN UNPRECEDENTED COALITION OF GOVERNMENTS WAS FORMED INTENT ON NEUTRALIZING THE NASCENT LASER SYSTEM. BELIEVING THAT THE UNITED STATES MIGHT BE LESS DISPOSED TO USE THEIR LASERS ON THEIR OWN SOIL, IT WAS DETERMINED THAT A SIMULTANEOUS INVASION OF NORTH AMERICA FROM THREE DIRECTIONS HAD THE BEST CHANCE FOR SUCCESS; THE ASIAN'S PEOPLE'S REPUBLIC WOULD ATTACK FROM THE WEST, THE CENTRAL AMERICAN FEDERATION FROM THE SOUTH, AND THE EURO-SOCIALIST PACT FROM THE EAST. THE INVADERS HOPE TO STRIKE QUICKLY ENOUGH TO ACHIEVE THEIR GOAL BEFORE SUFFERING TOO MANY LOSSES. EVERY ARMY DREADS FIGHTING A WAR ON TWO FRONTS — THE UNITED STATES IS ABOUT TO FACE THREE. WILL FORTRESS AMERICA SURVIVE?

OVERVIEW

In *Fortress America*, the United States must defend itself from three deadly invading armies: the Asian People's Alliance from the West, the Central American Federation from the South, and the Euro-Socialist Pact from the East. In this remake of the classic game, players take on either the role of the United States, struggling to protect itself from foreign threat, or the role of one or more of the invading armies, fighting battle after battle to acquire important territories.

If the invading forces claim enough U.S. cities, the United States' defense is broken and the nation falls. But if the United States can protect its cities for long enough, the invading forces fail to uproot the United States and their incursion is ended.

OBJECT OF THE GAME

The U.S. Player and the Invaders have different goals that they must complete to win the game.

U.S. Victory: During the game, the U.S. Player works to protect his cities long enough to win the game by advancing the turn marker to the "U.S. Victory" space. The U.S. Player can also win if all of the Invading armies are destroyed or the Invaders collectively surrender.

Invader Victory: The Invaders win the game if 18 city miniatures are on the captured city track at the end of the U.S. Player's turn. If the Invaders win, they may then determine which individual Invader is the overall winner by using the "Individual Invader Victory Variant" described on page 22.

COMPONENTS

- This Rulebook
- 1 Game Map
- 4 Reference Sheets
- 1 Graveyard Sheet
- 13 Dice, including:
  - 4 Red Six-Sided Dice
  - 4 White Eight-Sided Dice
  - 4 Blue Ten-Sided Dice
  - 1 Black Ten-Sided Die
- 240 Normal Plastic Figures, including:
  - 96 Infantry (in 4 player colors)
  - 48 Hovertanks (in 4 player colors)
  - 36 Mobile Units (in 4 player colors)
  - 36 Helicopters (in 4 player colors)
  - 24 Bombers (in 4 player colors)
- 65 Special U.S. Plastic Figures, including:
  - 30 City Miniatures
  - 24 Partisans
  - 11 Laser Miniatures
- 55 Cards, including:
  - 31 Partisan Cards
  - 24 Invader Cards (8 per Invader)
- 90 Cardboard Control Markers, including:
  - 35 Western Invader Markers
  - 30 Southern Invader Markers
  - 25 Eastern Invader Markers
- 11 Cardboard Targeting Markers
- 1 Cardboard Turn Marker
- 3 Cardboard Foothold Overlays

COMPONENT DESCRIPTIONS

The following sections briefly describe and identify each component of *Fortress America*.

GAME MAP

This map depicts the territories that the U.S. Player must fight to protect as well as the invasion zones in which the invading units enter the game. The map also features the U.S. turn track and the captured city track for players to monitor the current state of the game.

REFERENCE SHEETS

The reference sheets contain important lists and charts that players will want to frequently refer to during the game.

GRAVEYARD SHEET

This sheet is where players place destroyed invading units. The Invaders have a finite supply of units, so it's important that their destroyed units are kept separate from those units in an Invader's reserves.

DICE

The red, white, and blue dice are used to resolve combat when military units fire. The black die is used by the U.S. Player to resolve laser firing.

PLASTIC FIGURES

Each of these figures represents an important asset that players will use during the game. Most of the figures represent military units which are placed on the board to indicate the location of these units. The game also includes laser miniatures and city miniatures which are used to track those assets on the game board.

PARTISAN AND INVADER CARDS

The partisan cards are used by the U.S. Player to determine which reinforcements he receives each turn.

Invader cards are only used if playing with the "Invader Card Variant" described on page 22.

CONTROL MARKERS

These cardboard markers are used by players to declare attacks on the map and to indicate an Invader's control of a territory. Each control marker has a "Combat" side and a "Control" side.

TARGETING MARKERS

These cardboard markers are used by the U.S. Player to ensure that he doesn't fire more than one laser at a single territory on a given turn.

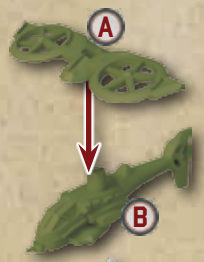
TURN MARKER

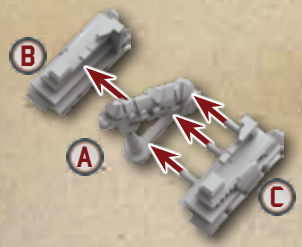
This marker is used to keep track of how many turns have elapsed. If the U.S. Player controls at least 13 city territories at the end of his turn for 10 turns, he wins the game.

HELICOPTER AND LASER ASSEMBLY

Helicopters: Place part A onto part B as shown in the diagram to the right.

Lasers: Place part A into part B and fit the pegs of part C into the holes in part B as shown in the diagram below.





Fully Assembled Laser Miniature

FOOTHOLD OVERLAYS

These overlays are only used with the "Invader Card Variant" described on page 22. Each one indicates a territory on the map that the Invaders have turned into an invasion zone.

BEFORE THE FIRST GAME

Before playing for the first time, carefully punch out the cardboard components. Then assemble the helicopter units and laser miniatures as shown in the sidebar at left.

SETUP

Follow these steps before each game of *Fortress America*.

1. CHOOSE FORCES

Before playing *Fortress America*, players choose one player to controls the U.S. forces. If players cannot agree on which forces each player controls, it should be determined randomly. Each remaining player is an Invader, in control of one or more of the three invading forces:

Western Invader

Southern Invader

Eastern Invader

The number of invading forces one player controls depends on the number of players. The distribution is described below.

TWO-PLAYER GAME

- Player 1 is the Western Invader, Southern Invader, and Eastern Invader
- Player 2 is the U.S. Player

THREE-PLAYER GAME

- Player 1 is the Western Invader and the Eastern Invader
- Player 2 is the Southern Invader
- Player 3 is the U.S. Player

FOUR-PLAYER GAME

- Player 1 is the Western Invader
- Player 2 is the Southern Invader
- Player 3 is the Eastern Invader
- Player 4 is the U.S. Player

2. DISTRIBUTE COMPONENTS

Each player takes the following components and places them in front of himself:

U.S. PLAYER

- 60 Green Plastic Figures
- 65 Grey Plastic Figures
- 11 Targeting Markers
- 1 Reference Sheet
- 1 Graveyard Sheet
- 31 Partisan Cards

WESTERN INVADER

- 60 Yellow Plastic Figures
- 35 Western Invader Control Markers
- 1 Reference Sheet

SOUTHERN INVADER

- 60 Blue Plastic Figures
- 30 Southern Invader Control Markers
- 1 Reference Sheet

EASTERN INVADER

- 60 Red Plastic Figures
- 25 Eastern Invader Control Markers
- 1 Reference Sheet

Each player shuffles any cards he received and places them facedown in a deck near his reference sheet. Invader cards and foothold overlays are returned to the box unless players are using the "Invader Card Variant" described on page 22.

3. SET UP MAP

Unfold the map and place it in the center of the playing area. Place the turn marker on the "1" space on the U.S. turn track. The U.S. Player sets up first and then the Invaders, as listed below.

U.S. PLAYER

First, the U.S. Player places a city miniature in each of the 30 city territories, covering up the city icon with the miniature.

A City Miniature

A City Icon

He then places all 60 of his green figures on the board. He does this by placing two units of any type (not necessarily the same type) in each of the 30 city territories. The partisans and laser miniatures do not start the game on the board. The U.S. Player's plastic figures that are not currently on the board are referred to as his reserves.

INVADERS

After the U.S. Player has placed his units, each Invader takes the following from his total number of units:

- 8 Infantry Units
- 3 Mobile Units
- 4 Hovertank Units
- 3 Helicopter Units
- 2 Bomber Units

Each Invader distributes these 20 units throughout his six invasion zones and leaves the remaining 40 units in front of himself. These remaining 40 units are referred to as the Invader's reserves. When placing units in invasion zones, he may place them in any combination but cannot place more than five units in a single invasion zone. He does not need to place units in all of his invasion zones.

ANATOMY OF THE GAME MAP

RESTRICTED

Sectors: Sectors are large sections of the map, divided by blue lines. There are a total of five sectors:

1. Western Sector
2. Rocky Mountains Sector
3. Southern Sector
4. Plains Sector
5. Eastern Sector

Territories: Each sector is divided into several territories. Each territory is divided from others by red lines (or blue lines where the border coincides with the division between sectors). The diagram above shows examples of the different types of territories:

6. **Territory:** A territory without any other attribute.
7. **Mountain Territory:** A territory with a dark brown background.
8. **City Territory:** A territory that contains the name of a major city and a city icon:

9. **Agricultural Resource Territory:** A territory that contains a Agriculture Resource Icon:

10. **Mineral Resource Territory:** A territory that contains a Mineral Resource Icon:

11. **Oil Resource Territory:** A territory that contains an Oil Resource Icon:

Any territory that meets the description of more than one type of territory is considered to be each of those types. For example, a territory with both a city icon and a dark brown background is considered to be both a city territory and a mountain territory.

Invasion Zones: Invader's units are placed in an invasion zone before they can be moved to a territory. Each Invader has six invasion zones:

12. Western Invader's invasion zones.
13. Southern Invader's invasion zones.
14. Eastern Invader's invasion zones.

Other Areas: Other features of the game map are described below.

15. **U.S. Turn Track:** This track shows players how many turns the U.S. Player has taken and how close he is to winning.
16. **Captured City Track:** This track shows how many city territories are controlled by Invaders and how close they are to winning.
17. **Lakes and Oceans:** The blue areas have no effect on the game. Units cannot occupy or move through these areas.

GAME TURNS

Fortress America is played over a series of turns. Each player completes his turn in full before the next player takes his turn, in the order described below.

ORDER OF GAME TURNS

Regardless of the number of players, the order of turns is always the same:

1. Western Invader
2. Southern Invader
3. Eastern Invader
4. U.S. Player

After the U.S. Player takes his turn, the order starts again from the beginning with the Western Invader. If one player is controlling more than one Invader, he completes the turn for each Invader separately.

ACTION SEQUENCE OF A TURN

During a player's turn, he performs the following actions in order:

1. **Reinforcements:** The Invaders add military units and the U.S. Player places one laser and plays partisan cards.
2. **Declare Battles:** The player indicates the territories he intends to conquer.
3. **Maneuvers:** The player moves his units, often to get them into position to invade declared territories.
4. **Fire Lasers (U.S. Player only):** The U.S. Player fires his lasers at enemy units.
5. **Combat:** The player resolves battles in declared territories that contain defending units.
6. **Invasion:** The player moves his units again, often to secure declared territories that were left undefended or declared territories in which all of its defending units were destroyed.
7. **Supply Check (Invaders only):** The Invader checks to make sure each of his military units is still connected to an invasion zone by a supply line.
8. **Capture Territories:** The player takes control of the territories he has conquered.

Each of these actions are described in more detail in the following sections.

1. REINFORCEMENTS ACTION

The Reinforcements Action is the part of a player's turn when he places military units on the board. The Invaders resolve the Reinforcements Action differently than the U.S. Player, as described in the following sections.

INVADER REINFORCEMENTS ACTION

During his first turn (while the turn marker is on the "1" space), each Invader skips his Reinforcements Action.

Starting with his second turn, each time an Invader resolves his Reinforcements Action, he takes any eight units from his reserves and distributes them among his invasion zones. He is free to choose any type of units from among his reserves, and he may place them in any combination in his invasion zones. He is not required to place units in all of his invasion zones.

When placing units in invasion zones, a player cannot have more than five units in an invasion zone (see "The Five Units per Territory Limit" below). If each of an Invader's invasion zones has five military units in it, he cannot add any more military units to the board during this turn.

If an Invader has no units remaining in his reserves, he skips his Reinforcements Action.

THE FIVE UNITS PER TERRITORY LIMIT

When placing or moving units during the game, no more than five units can ever be in the same territory or invasion zone at the same time at the end of an action. A territory or invasion zone can temporarily contain six or more units while units are moving, but the number of units must be back down to five or less by the end of the action. **Note:** laser miniatures and city miniatures are not counted as military units.

The single exception to this rule is when a player uses a bomber's "bombing" ability, which is described on page 13. This ability allows a player to place bombers in a territory occupied by enemy units. Even in this case, the player using the "bombing" ability can only move a maximum of five bombers into a single territory.

TOP SECRET

EXAMPLE OF INVADER'S REINFORCEMENTS ACTION

FOR OFFICIAL USE ONLY

During the Southern Invader's second turn he performs the following steps as his Reinforcements Action:

1. He selects any eight units from his reserves.
2. He then distributes those units among his invasion zones. After adding units to an invasion zone, the total number of units in that zone must be five or less.
3. He cannot add any units to an invasion zone that already has five units.

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U.S. PLAYER REINFORCEMENTS ACTION

During the Reinforcements Action, the U.S. Player does each of the following steps in order.

1. Take a laser miniature not yet on the board and place it in any U.S.-controlled city territory that does not already contain a laser miniature.

A Laser Miniature

A Laser Icon

2. Draw and resolve two cards from the partisan deck, one card at a time. Then, reveal and resolve all bonus Partisan cards the U.S. Player gained during the previous turn, one card at a time.

RESOLVING PARTISAN CARDS

Each partisan card contains instructions for the U.S. Player. Many of the cards also contain one or more icons along the bottom to provide more information about the card's effects.

When resolving a partisan card, often the text will mention a territory or a category of territories, such as:

- A specific city territory. (For example, "*Minneapolis*.")
- A mountain territory.
- Territories in a specific sector. (For example, "*…a Western Sector territory*.")
- Territories adjacent to a specific city territory. (For example, "*…adjacent to St. Louis*.") See page 12 for a description of adjacency.
- A resource territory. (For example, "*…four separate agricultural resource territories*.")

Partisan cards that mention a specific resource territory will feature the corresponding resource icon (agricultural, mineral, or oil) on the bottom of the card. This is to easily identify those territories on the game map.

When a partisan card specifies a territory or category of territories, the card's effects can only be resolved in a territory or in territories meeting that specification.

ANATOMY OF A PARTISAN CARD

1. **Card Story:** This provides a description of the events occuring as the card is resolved.
2. **Card Effect:** This provides the U.S. Player instructions on how to resolve the card.
3. **Icons:** These provide a reference to types of units to place on the board and/or the type of resource territory specified by the card effect.

SECRET

Partisan Cards and Unit Placement: A common effect of partisan cards is to instruct the U.S. Player to place military units on the game map. If the partisan card has military unit icons on the bottom, they indicate units that the U.S. Player must place on the board (if possible). For each icon on the card, the U.S. Player takes one unit of the corresponding type from among his reserves and places it in the territory (or in one of the territories) indicated by the card text. **However, the U.S. Player can only place units in a territory that meets at least one of the following placement requirements**:

- It is a FRIENDLY TERRITORY (a territory that contains neither an Invader's control marker nor any Invader units, see "Friendly Territories, Occupied Enemy Territories, and Unoccupied Enemy Territories" on page 11).
- It is an UNOCCUPIED ENEMY TERRITORY (a territory that contains a control marker but no Invader units.) Note: **city territories** that contain a control marker **cannot** be chosen by the U.S. Player when placing units.

When placing units, the U.S. Player **cannot** place them in any of the following:

- An invasion zone.
- An OCCUPIED ENEMY TERRITORY (a territory that contains Invader units).
- An unoccupied enemy-controlled city territory.

RESOLVING PARTISAN CARDS

The U.S. Player must resolve the card effect of a partisan card as fully as possible. For example, if a card directs him to destroy or retreat two invading units in a territory, and only one unit occupies that territory, he must still destroy or retreat that one unit.

The U.S. Player will find that partisan cards can sometimes be fully resolved, sometimes be partially resolved, and sometimes cannot be resolved.

For example, if the U.S. Player is resolving the above card and he controls three unoccupied agricultural resource territories and there is one unoccupied enemy-controlled agricultural resource territory, the card can be fully resolved. The U.S. Player may place one partisan in each of those territories, as each one meets the placement requirements.

However, if the U.S. Player controls three agricultural resource territories, two of which contain four units and one of which contains five units, and all other agricultural resource territories contain enemy units, the card can onle be partially resolved. The U.S. Player places as many of the troops as he can, in this case two. He places one in each of the friendly agricultural resource territories that contain four units. He cannot place units in occupied enemy territories, nor can he place them in the friendly territory that already contains five units.

Finally, if the U.S. Player controls one agricultural resource territory which contains five units and all other agricultural resource territories contain enemy units, the card cannot be resolved. The U.S. Player cannot place any of the units. The U.S. Player cannot draw a replacement card for a partisan card that cannot be resolved.

CONFIDENTIAL

In cases where more than one territory is both indicated by the text and meets the requirements for placement, the player chooses which territory to use when placing the unit. (For example, if the card text mentioned the Southern Sector, the U.S. Player can chose any territory in that sector that meets the requirements for placement.)

The U.S. Player chooses the order in which he places the military units indicated by the card. As always, the U.S. Player cannot have more than five units in a single territory at the end of the Reinforcements Action. If all territories mentioned on a partisan card that meet the requirements for placement have five units already in them, any further military unit icons on the card are disregarded. Reinforcements placed on the map can move and attack during this turn.

If the U.S. Player does not have a military unit of the appropriate type in his reserves, he simply disregards that icon.

PLACE UNITS SEPARATELY WHERE POSSIBLE

When the U.S. Player is resolving a partisan card that says, "**Place units separately where possible,**" the player must place at least one unit in each territory indicated on the card that meets the requirements for placement, if he can. Afterwards, any remaining units the U.S. Player has to distribute can be placed in those territories as he wishes.

If the number of units he is placing is less than the number of territories that meet the requirements for placement, the player chooses which territories do not receive a military unit but cannot place more than one unit in a territory.

BONUS PARTISAN CARDS

During the Capture Territories Action of his turn, the U.S. Player will potentially receive one or more bonus partisan cards. These cards **must** be resolved during his next Reinforcements Action **after** he draws and resolves his first two partisan cards. They are described in more detail in the "Capture Territories Action" section on page 21.

DISCARDING PARTISAN CARDS

Most partisan cards instruct the player to discard them immediately after being resolved. Regardless of when they are discarded, the U.S. Player does so by placing them faceup near the partisan deck, stacked into a discard pile. If the partisan deck runs out, shuffle the discard pile and place it facedown to form a new partisan deck.

OTHER INVADERS: FRIEND OR FOE?

Even though Invaders are working together to defeat the U.S. Player, each Invader treats the other Invaders as enemies for purposes of combat and movement.

Unless players are using the "Individual Invader Victory Variant" (described on page 22), there is no reason for an Invader to attack another Invader. If players are using that variant (or if an Invader decides to attack another Invader regardless), combat is handled the same as when an Invader attacks a U.S. Player.

EYES ONLY

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2. DECLARE BATTLES ACTION

After the Reinforcements Action of each turn, the player must declare which territories he plans to attack (if any) during his Combat Action (described on page 15) and/or invade during his Invasion Action (described on page 18). Each of these territories is considered a DECLARED TERRITORY.

An Invader indicates a declared territory by placing one of his own control markers in the territory with the "Combat" side up. Declared territories can always be identified by control markers with the "Combat" side faceup.

The "Combat" Side of a Western Invader Control Marker

The U.S. Player indicates a declared territory by **flipping** the control marker in that territory to the "Combat" side. He can also declare battle in an Invader's invasion zone by **placing** one of that Invader's control markers in that zone with the "Combat" side faceup.

Battles are declared **only** against enemy territories (either occupied or unoccupied) — never against friendly territories. See "Friendly Territories, Occupied Enemy Territories, and Unoccupied Enemy Territories" on page 11 for definitions of these territories.

FRIENDLY TERRITORIES, OCCUPIED ENEMY TERRITORIES, AND UNOCCUPIED ENEMY TERRITORIES

Many game effects depend upon knowing if a territory is a friendly territory or an enemy territory and if that territory is occupied or not.

U.S. PLAYER

For the U.S. Player, a friendly territory is a territory that contains neither an Invader's control marker nor any Invader units. It may or may not contain U.S. military units. This territory may also be referred to as a U.S. Player-controlled territory.

A Friendly Territory for the U.S. Player

An unoccupied enemy territory is one that contains an Invader's control marker, but does not contain any military units belonging to an Invader.

An Unoccupied Enemy Territory for the U.S. Player

An occupied enemy territory is one that contains both an Invader's control marker and military units belonging to an Invader. Both unoccupied enemy territories and occupied enemy territories may be referred to as simply an enemy territory or an Invader-controlled territory.

An Occupied Enemy Territory for the U.S. Player

Note: At no point during the game should an Invader's military unit ever be in a territory that does not have a control marker.

INVADERS

For an Invader, a friendly territory is a territory that contains one of his own control markers and may or may not contain his own military units. This may also be referred to as an Invader-controlled territory. (It may also be referred to more specifically depending on which Invader's control marker is in the territory. For example, a territory with the Western Invader's control marker may be referred to as a Western Invader-controlled territory.)

Note: During an Invader's turn, declared territories are **not** friendly territories, even though they have his control markers in them. An Invader's invasion zones are **always** treated as friendly territories, even though they do not contain control markers.

A Friendly Territory for the Western Invader

An unoccupied enemy territory is one that does not contain one of the Invader's control markers and does not contain another player's military units. On the Invader's turn, all declared territories that do not contain another player's military units are also considered unoccupied enemy territories.

An Unoccupied Enemy Territory for the Western Invader

An occupied enemy territory is one that does not contain one of the Invader's control markers, but does contain another player's military units. On the Invader's turn, all declared territories that contain another player's military units are also considered occupied enemy territories.

An Occupied Enemy Territory for the Western Invader

ADJACENT TERRITORIES

Territories that share a common border are adjacent to each other. An invasion zone is adjacent to any territory with which it shares a common border and is adjacent to any other invasion zone with which it shares a common border.

Territories that meet at a point are not adjacent to each other. An invasion zone is not considered adjacent to a territory that it meets at a point.

Example: Los Angeles is adjacent to San Francisco, but it is not adjacent to Las Vegas. Invasion zone A is adjacent to invasion zone B and to San Francisco, but it is not adjacent to Los Angeles.

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3. MANEUVERS ACTION

After the Declare Battles Action, players move their military units into position for combat in declared territories.

COMBAT POSITION

When a player declares an attack, he must have units in **COMBAT POSITION** by the end of his Maneuvers Action. Each player should be familiar with the rules regarding moving units during the Maneuvers Action to know if his units can be moved to combat position.

To be in combat position, an attacking unit must be adjacent to the declared territory. Adjacency is defined in "Adjacent Territories" above. **Exception:** Bombers have a special ability ("bombing") that allows them to be in combat position while in an enemy territory. This is discussed in more detail on page 13.

Special Combat Position Rules: If the units in a territory are in combat position with more than one declared territory, a player must choose which of those declared territories each unit will attack (or choose that the unit will not attack this turn). He may divide his units to attack more than one of those declared territories, but each unit can participate in only one battle per turn, so before beginning his Combat Action, the player must announce which territory each unit will attack and place the unit near the declared territory's border.

If a player has units in more than one territory that are in combat position to attack the same territory, he can use any combination of those units to attack the territory. However, a player cannot resolve more than one battle in the same declared territory per turn and each unit can only participate in one battle per turn.

MOVING UNITS DURING THE MANEUVERS ACTION

The Unit Specifications Chart on page 15 (and on each reference sheet) lists the maneuvers movement value for each type of unit. During his Maneuvers Action, a player can move each of his units on the board to an adjacent territory a number of times equal to that value. (For example, a hovertank can move only once to an adjacent territory.)

At the end of the Maneuvers Action, **each unit must be in a friendly territory** (unless using the helicopter's "scouting" ability and/or the bomber's "bombing" ability, described on the next page) and **there can be no more than five units in a single territory** (unless using the bomber's "bombing" ability). **Note:** an Invader always treats his own invasion zones as friendly territories for purposes of movement.

Infantry and partisans cannot move during the Maneuvers Action (except when a player uses a mobile unit's "transport" ability as described on page 13). Mobile units and hovertanks can only move once per Maneuvers Action. As a result, they must always move to a friendly adjacent territory because they must be in a friendly territory at the end of the Maneuvers Action.

Helicopters, bombers, and mobile units each have special rules regarding their use during the Maneuvers Action, as described in the following sections.

HELICOPTERS

Helicopters have a maneuvers movement value of "2," allowing them to be moved twice during the Maneuvers Action. For the first of these two movements, a player can move the helicopter into an adjacent territory that is enemy-controlled and/or a territory that already has five military units in it, provided that when the helicopter completes its movement during this action, it is in a friendly territory and no more than five units are in that territory. (The helicopter is "flying over" the first territory in this case.)

Helicopter's "Scouting" Ability: Helicopters have the special ability to quickly invade an enemy territory

"SCOUTING" ABILITY EXAMPLE

1. During his Declare Battles Action, the Western Invader places a control marker in this territory with the "Combat" side faceup.
2. The helicopter "flies over" an enemy-occupied territory with the first of its two moves.
3. The Western Invader chooses to use the helicopter's "scouting" ability and moves it to an unoccupied enemy territory.
4. He then flips the helicopter upside down to serve as a reminder that it can no longer move or attack during this turn.

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"BOMBING" ABILITY EXAMPLE

1. During his Declare Battles Action, the Western Invader places a control marker in this territory with the "Combat" side faceup.
2. The bomber "flies over" three enemy-occupied territories with the first three of its four moves.
3. The Western Invader chooses to use the "bombing" ability and moves it to an occupied enemy territory.

During combat in this territory, this bomber **must** be among the units that attack the territory.

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provided no military is there to oppose it. When a player uses the "scouting" ability, the helicopter remains in an **unoccupied** enemy territory at the end of the Maneuvers Action, provided the helicopter can reach the territory using its movement value of "2." He can **only** do this if the territory is both a declared territory and **not** a city territory. **A helicopter cannot remain in an enemy's city territory at the end of the Maneuvers Action, even if it is unoccupied.** (Note: "scouting" does not allow a helicopter to end this action in an **occupied** enemy territory.) When a player uses this ability, the helicopter **cannot move or attack for the rest of the turn**. The player should turn the helicopter upside down to serve as a reminder.

BOMBERS

Bombers have a maneuvers movement value of "4," which allows them to be moved four times during the Maneuvers Action. For the first three of these four movements, a player can move the bomber into an adjacent territory that is enemy-controlled and/or a territory that already has five military units in it, provided that when the bomber completes its movement during this action, it is in a friendly territory and no more than five units are in that territory. (The bomber is "flying over" the previous territories in this case.)

Bomber's "Bombing" Ability: Bombers have the special ability to quickly attack units in enemy territory. When a player uses the "bombing" ability, the bomber remains in an **occupied** enemy territory at the end of the Maneuvers Action, provided the bomber can reach the territory using its movement value of "4." He can only do this if it is a declared territory. (Note: "bombing" does not allow a bomber to complete this action in an **unoccupied** enemy territory.)

When a player uses the "bombing" ability, the bomber can be in an occupied enemy territory at the end of the action even if that territory already contains five enemy units. This is the **only** case in which more than five military units can occupy a single territory at the end of an action. Even in this case, the player cannot move more than five of his own bombers to a single territory using their special ability.

All bombers that have moved to a territory using this ability **must** attack when resolving the combat in this declared territory. They can either attack alone or in conjunction with other units in combat position.

MOBILE UNITS

Mobile Unit's "Transport" Ability: Mobile units have the special ability to transport infantry and partisans units from one territory to another. Each time a player moves a mobile unit to a territory during his Maneuvers Action, he can choose to move either an infantry or partisan unit to the same territory at the same time. The infantry or partisan unit must have been in the same territory as the mobile unit before it moved, and each mobile unit can only move one unit per turn using this ability.

"TRANSPORT" ABILITY EXAMPLE

1. When the Western Invader moves his mobile unit to an adjacent territory, he decides to use the mobile unit's "transport" ability.
2. He chooses an infantry from the same territory and moves it along with the mobile unit.
3. He cannot move the other infantry unless he first moves the other mobile unit and uses the "transport" ability again.

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GENERAL MANEUVERS ACTION RULES

For each declared territory, if a player does not already have a military unit in combat position with that territory, he **must** move one or more units into combat position with that declared territory.

Players **can** move military units into friendly territories.

Players **cannot** move military units into enemy territories, with the following exceptions:

- When players are moving helicopters or bombers they **can** (if they wish) "fly over" enemy territories — occupied or unoccupied — provided that no units are still in an enemy territory at the end of the Maneuvers Action (unless the unit is "scouting" or "bombing").
- When a player uses a helicopter's "scouting" ability, the helicopter moves into an **unoccupied** enemy territory and remains there at the end of this Maneuvers Action.
- When a player uses a bomber's "bombing" ability, the bomber moves into an **occupied** enemy territory and remains there at the end of this Maneuvers Action.

Each player treats other player's invasion zones as enemy territories. Each Invader treats his own invasion zones as a friendly territory.

4. FIRE LASERS ACTION (U.S. ONLY)

After the U.S. Player completes his Maneuvers Action, he uses lasers to attack his opponent's military units. Invaders always skip this action and proceed directly to the Combat Action after the Maneuvers Action.

During this action, the U.S. Player first places a targeting marker in each territory that contains a laser miniature. For each targeting marker, he then performs the following steps:

1. Choose one of the Invader's units of any type in **any** territory (or invasion zone) that does not contain a targeting marker.
2. Move the targeting marker from the laser miniature's territory to the territory containing the chosen Invader unit.
3. Roll the black laser die. If the result is "5" or more, the Invader's unit is destroyed. The U.S. Player removes the unit from the board and places it on the graveyard sheet.

   If the result is "4" or less, the target is unaffected and remains on the board.

After completing these steps, the player then chooses another laser miniature with a targeting marker in its territory and performs the same steps for that laser. He continues to do so until there are no longer any laser miniatures in the same territory as a targeting marker. The U.S. Player then removes all of his targeting markers from the board.

FIRE LASERS EXAMPLE

1. The U.S. Player chooses a bomber in a territory that does not contain a targeting marker.
2. He moves the targeting marker from the territory containing the laser miniature to the territory containing the bomber.
3. He rolls the black laser die and gets a result of "7," indicating that the target is destroyed.
4. He moves the bomber to the graveyard sheet.

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UNIT SPECIFICATION CHART

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CLASS	TYPE	DICE	MANEUVERS MOVEMENT	INVASION MOVEMENT	ORDER OF CASUALTIES		
Foot Units	Infantry		0	1	Foot Units	Mechanized Units	Air Units
	Partisans		0	1	Foot Units	Mechanized Units	Air Units
Mechanized Units	Mobile Units		1	1	Choice of Foot Units or Mechanized Units		Air Units
	Hovertanks		1	1	Choice of Foot Units or Mechanized Units		Air Units
Air Units	Helicopters		2	2	Choice of any Units		
	Bombers		4	4	Choice of any Units		
Lasers	Lasers		0	0	Choice of any Units		

This chart from the reference sheet provides the class, combat die, maneuver movement rating, invasion movement rating, and the order of casualties for each type of military unit. It also includes information for firing lasers, although lasers are only fired during the Fire Lasers Action, never during the Combat Action.

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5. COMBAT ACTION

After the Fire Lasers Action (or the Maneuvers Action for Invaders), the player resolves battles in all of the occupied enemy territories which are declared territories. He can resolve these in any order he wishes, but each battle is resolved in full before moving on to the next one. Only one battle is resolved in each declared territory. Players do not resolve battles in unoccupied enemy territories, even if they are declared territories.

The player currently taking his turn is the attacker and the units he is using to attack the territory are referred to as attacking units. All players must know which units are attacking before combat begins. The player whose territory is being attacked is the defender and all of his units in the territory are referred to as defending units.

Each battle is resolved in two parts. During the first part, the defender fires and during the second part, the attacker fires.

DEFENDER FIRES

During the first part of each battle, the defending units are referred to as the firing units and the attacking units are the targeted units. The order in which units fire is determined by their **class**. The classes of military units are explained in the sidebar to the right.

The defender's units fire in the following order:

1. Air Units
2. Mechanized Units
3. Foot Units

CLASSES OF MILITARY UNITS

Throughout the Combat Action, the rules refer to the class of military units. These classes are:

- **Air units:** The class of military units that includes helicopters and bombers.
- **Mechanized units:** The class of military units that includes mobile units and hovertanks.
- **Foot units:** The class of military units that includes infantry and partisans.

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ATTACKER FIRES

During the second part of each battle, the attacking units are referred to as the firing units and the defending units are the targeted units.

The attacker's units fire in the following order:

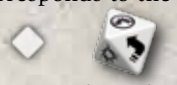
1. Air Units
2. Mechanized Units
3. Foot Units

After the Attacker Fires part of combat is finished, the battle is complete.

FIRING UNITS

To resolve the attack for a class of units, a player collects one combat die for each firing unit belonging to that class. The Unit Specification Chart on his reference sheet lists the appropriate combat die for each type of firing unit. Players are not limited to the number of dice included in the game. If more dice are needed for a roll, the player simply rolls all the dice he can, records the results, and rerolls any other dice needed.

The red square corresponds to the red six-sided die.



The white diamond corresponds to the white eight-sided die.

The blue circle corresponds to the blue ten-sided die.

For example, when air units are firing, the player finds the combat dice that correspond to helicopters (the white eight-sided die) and to bombers (the blue ten-sided die).

COMBAT DICE FOR PARTISANS

Normally, when one of the U.S. Player's partisan units is firing he would roll the red six-sided die as its combat die. However, when one (and only one) partisan unit is the only firing unit, the U.S. Player rolls the white eight-sided die instead. This is true even if there were other firing units at the start of the battle, but no other firing units remain. (Disengaged units are no longer treated as firing units.)

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After the player has collected the appropriate combat dice, he rolls the dice and resolves the effect based upon the result:

	Hit
	Combined Arms Hit
No icon	Miss
	Retreat Defender/Disengage Attacker

Miss: If the die result has no icon, there is no effect.

Hit: The player who rolled the die destroys one of the targeted units according to the firing unit's "Order of Casualties." (See "Order of Casualties" below.) A destroyed Invader unit is placed on the graveyard sheet and cannot be used again during the game. A destroyed U.S. unit is returned to the U.S. Player's reserves.

ORDER OF CASUALTIES

Each type of unit has a specific "Order of Casualties" listed on the Unit Specificatioins Chart. This "Order of Casualties" specifies both the order in which units are destroyed and the order in which units are retreated or disengaged (see details below).

Foot Units	Mechanized Units	Air Units

Foot/Mechanized/Air: The player who rolled the die must choose a foot class unit from among the targeted units. If there are no foot units, he must choose a mechanized unit; and if there are no foot or mechanized units, he chooses an air unit.

Choice of Foot Units or Mechanized Units	Air Units

Foot or Mechanized/Air: The player who rolled the die must choose either a foot or a mechanized unit from among the targeted units. If there are no foot or mechanized units, he chooses an air unit.

Choice of any Units

Choice: The player who rolled the die may choose any targeted unit.

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Combined Arms Hit: A defender who rolls this result always treats it as a "Hit" result. An attacker who rolls this result treats it as a "Hit" result when the declared territory is neither a city nor a mountain territory.

However, when an attacker rolls this result in a declared territory that is a city or a mountain territory (or both), he only resolves it as a "Hit" result if he has COMBINED ARMS. A player has combined arms if his firing units currently include at least one of each class of military units: air, mechanized, and foot. If he does not currently have one of each (even if he started the battle with one of each), he treats it as a "Miss" result. The "Combined Arms Hit" result is described in more detail in the sidebar below.

Retreat Defender/Disengage Attacker: When an attacker rolls this result, he chooses one defending unit according to the attacking unit's "Order of Casualties" (see "Order of Casualties" on page 16). The defender must retreat this unit.

To retreat, the defender moves the unit according to the rules that govern movement during the Invasion Action (see "Invasion Action" on page 18). **Note:** the unit cannot end this movement in a declared territory. If the unit cannot be moved to a friendly territory that is not a declared territory, it is destroyed. An Invader's invasion zone is considered a friendly territory.

When a defender rolls this result, he chooses one attacking unit according to the defending unit's "Order of Casualties" (see "Order of Casualties" on page 16). This attacking unit must be disengaged.

To disengage the unit, the attacker turns the unit upside down or on its side (depending on which works better for that particular plastic figure). That unit cannot move or attack for the remainder of this turn. It is no longer considered a firing unit during the Attacker Fires part of the battle.

Note: when a player rolls a group of dice to resolve a class of units firing, he resolves "Hit" results and "Combined Arms Hit" results first. After which, he resolves all "Retreat Defender/Disengage Attacker" results.

"COMBINED ARMS HIT" RESULTS

Cities and mountainous areas are easier to defend from attack than other places. This additional challenge to an attacker is represented by the "Combined Arms Hit" result. Under most conditions, this result is treated as a "Hit" result.

However during combat in a city or mountain territory (or a territory that is both), if the attacker does not have at least one of each class of unit, the result is treated as a "Miss" result. **Note:** even if the attacker began the battle with one of each class of military unit, if he does not have one of each when the result is rolled (due to units being either destroyed or disengaged), it is still treated as a "Miss" result.

As defending units fire before attacking units, players may wish to keep the rules for the "Combined Arms Hit" result in mind when selecting which units to destroy when they are resolving the defender fires part of a battle.

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RETREAT EXAMPLE

1. The result of an attacking hovertank's combat die is "Retreat Defender/Disengage Attacker."
2. The hovertank's "Order of Casualties" is "Foot or Mechanized/Air." Since there are no defending foot or mechanized units, the attacker chooses a bomber to retreat.
3. The defender must move the retreating unit. Since the bomber can move four times during the Invasion Action, he can move it to a friendly territory.

Note: if the retreating unit had been a hovertank rather than a bomber, it would have been destroyed since it could not reach a friendly territory.

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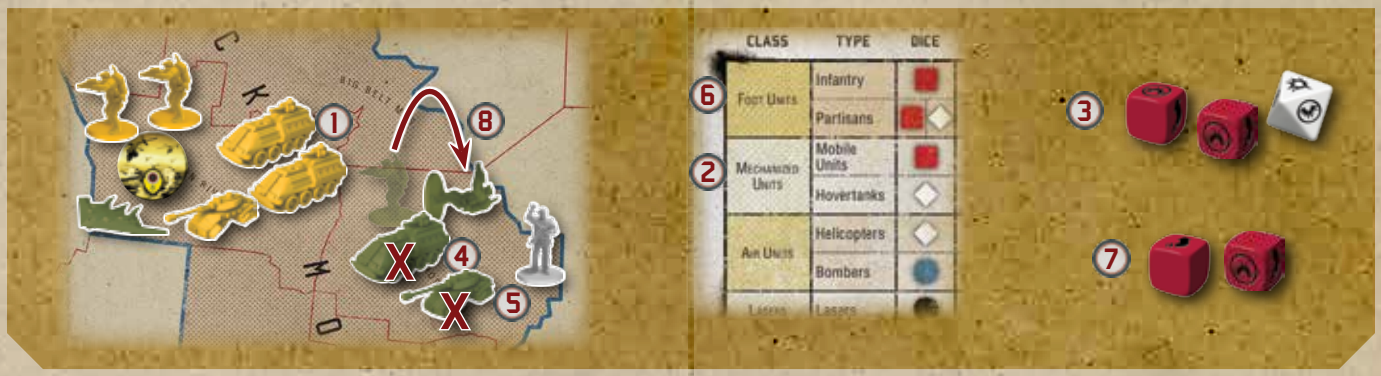
EXAMPLE OF A DEFENDER FIRING



During the U.S. Player's turn, he is attacking a mountain territory. **Note:** the U.S. Player has used the "bombing" ability to end his Maneuvers Action with a bomber in that territory. The Combat Action begins with the Western Invader firing, since he is the defender.

1. First the defender fires with his air units. But since he has no helicopters or bombers, he skips this step and proceeds to the mechanized units fire step. He has two mobile units and one hovertank in the territory.

2. To resolve the mechanized units fire step, the Western Invader consults the Unit Specifications Chart to determine the combat dice for these units: two red six-sided dice (one for each of the mobile units) and one white eight-sided die (for the hovertank).

3. The Western Invader rolls these three dice and gets a "Hit" result and a "Miss" result (on the mobile units' dice), as well as a "Combined Arms Hit" result (on the hovertank's die).

4. He chooses to resolve the hit result first. According to the "Order of Casualties" for the mobile unit that fired, he must destroy either an enemy foot or mechanized unit before destroying an air unit. The player chooses to destroy the U.S. Player's mobile unit. The unit is returned to the U.S. Player's reserves.

5. The Western Invader then resolves the "Combined Arms Hit" result, which is alway treated as a "Hit" result for a defender, even when defending a mountain territory. According to the "Order of Casualties" for the hovertank that fired, he must destroy either an enemy foot or mechanized unit before destroying an air unit. The player chooses to destroy the U.S. Player's hovertank.

6. The Western Invader then resolves the foot units fire step, using the Unit Specifications Chart to determine the combat dice: two red six-sided dice (one for each of the infantry).

7. He rolls both dice and gets a "Miss" result and a "Defender Retreats/Attacker Disengages" result.

8. He resolves the "Defender Retreats/Attacker Disengages" result. According to the "Order of Casualties" for infantry, he must choose an enemy foot unit to disengage before disengaging a mechanized or air unit. He chooses one of the U.S. Player's infantry. The unit is placed on its side to indicate it cannot attack or move again during this turn.

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6. INVASION ACTION

After the player has completed his Combat Action, he can move his units, often to secure territories that his military overpowered during combat or that were undefended.

The Unit Specification Chart lists the invasion movement value for each type of unit. During his Invasion Action, a player can move each of his units on the board to an adjacent territory a number of times equal to that value. (For example, a hovertank can move only once to an adjacent territory.)

At the end of the Invasion Action, **each unit must be in either a friendly territory or a declared territory with no enemy units in it.** A player's units cannot end the action in an unoccupied enemy territory that is not a declared territory nor in an occupied enemy territory.

Additionally, at the end of the Invasion Action, **units cannot be in a declared territory in which a battle occurred and only the attacker's bombers survived**. (See "Bombers Cannot Invade Alone" on page 20.) As always, there can be no more than five units in a single territory at the end of the action. An Invader always treats his own invasion zones as a friendly territory for purposes of movement.

EXAMPLE OF AN ATTACKER FIRING

After the Western Invader fired, the U.S. Player may now fire with its remaining units.

1. First the attacker fires with his air units. Since his bomber used its "bombing" ability, the attacker must use the bomber to attack.
2. To resolve the air units fire step, the U.S. Player consults the Unit Specifications Chart to determine the combat die for the bomber: a blue ten-sided die.
3. The U.S. Player rolls a "Defender Retreats/Attacker Disengages" result.
4. He resolves the "Defender Retreats/Attacker Disengages" result. According to the "Order of Casualties" for the bomber, he can choose any targeted unit to retreat. The player chooses the Western Invader's hovertank. Since the hovertank cannot reach a friendly territory using its invasion movement rating of "1," it is destroyed and placed on the graveyard sheet.
5. Next, the attacker would have fired with his mechanized units, but his mobile unit and hovertank were destroyed. So, he skips this step and proceeds to the foot units fire step. He has one partisan unit in combat position. (His infantry unit is disengaged and is not considered a firing unit.)
6. The U.S. Player uses the Unit Specifications Chart to determine the combat dice: one red six-sided die. (The partisan does not use the white eight-side die because it is not attacking alone. The U.S. Player still has his bomber as well.).
7. He rolls the die and gets a "Combined Arms Hit" result Because the U.S. Player is the attacker and the declared territory is a mountain territory, this result only counts as a hit result if the attacker is attacking with at least one of each class of unit. Since his mechanized units were all destroyed, he does not have one of each class and the result is considered a miss.

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When helicopters and bombers move during the Invasion Action, they can "fly over" territories in the same way that they can during the Maneuvers Action. They can move into territories that are occupied or unoccupied enemy territories, as well as territories that contain five units already, so long as they end their movement in either a friendly territory or a declared territory with no enemy units in it. (Note: they can also "fly over" a declared territory in which a combat occurred and the only surviving units were bombers. See "Bombers Cannot Invade Alone" on page 20).

Note: "scouting," "bombing," and "transport" abilities cannot be used during the Invasions Action.

BOMBERS RETURN

A bomber that used its "bombing" ability to enter an occupied enemy territory must move out of the territory if there are still enemy units in it during the Invasion Action. This is true even if the bomber became disengaged during the battle.

Also, a player's bomber that used its "bombing" ability to enter an occupied territory in which a combat occurred must move out of the territory if the only surviving units of that combat are the player's bombers. This is true even if the bomber became disengaged during the battle (see "Bombers Cannot Invade Alone" on page 20).

BOMBERS CANNOT INVADE ALONE

Winning a battle with only bombers means no one is on the ground to secure the victory. If all of the defending units were destroyed but the only attacking units that survived were bombers, the attacker may not invade that territory. In other words, a player may not move any of his units into a declared territory if a battle occurred there during this turn and the only surviving units were his bombers. (Disengaged units are not treated as a surviving unit.) Any bomber that is in such a territory must move out of it, even if it was disengaged.

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DESTROY LASERS

When an Invader unit moves into a city territory containing a laser miniature during the Invasion Action, the U.S. Player immediately removes the laser miniature from the board. (For purposes of destroying lasers, disregard bombers that used their "bombing" ability.)

GENERAL INVASION ACTION RULES

The player **must** move:

- Bombers that used their "bombing" ability that are in the same territory as one or more enemy units.
- Bombers that used their "bombing" ability that are in a territory in which the only surviving units of the battle in that territory are the attacker's bombers.

The player **can** move:

- Into a friendly zone.
- Into an unoccupied enemy territory if it is a declared territory. (This is not true of territories in which the only surviving units of the combat in that territory are the attacker's bombers.)
- Into an occupied enemy territory or unoccupied enemy territory if they are "flying over" it with a helicopter or a bomber.

The player **cannot** move:

- Into an enemy invasion zone.
- Into an unoccupied enemy territory that is not a declared territory, unless they are "flying over" it with a helicopter or a bomber.
- Into an occupied enemy territory, unless they are "flying over" it with a helicopter or a bomber.
- A military unit that is upside down or on its side as a result of being disengaged or as a result of a player using his helicopter's "scouting" ability. (The exception to this is bombers who must move according to the "Bombers Return" section on page 19.)

7. SUPPLY CHECK ACTION (INVADER ONLY)

After the Invasion Action, an Invader must check to ensure that each of his units has an uninterrupted supply line between itself and one of his invasion zones. The U.S. Player never needs to perform this Action and proceeds immediately to the Capture Territories Action.

UNINTERRUPTED SUPPLY LINE

During this action, an Invader confirms that between each of his units and any one of his invasion zones is an uninterrupted series of adjacent territories that are one of the following:

1. A friendly territory.
2. A declared territory that contains at least one of the Invader's units.

SUPPLY CHECK EXAMPLE

1. The infantry unit can trace an uninterrupted supply line (a series of adjacent territories that are either a friendly territory or a declared territory that contains at least one of the Invader's units).
2. This helicopter cannot trace an uninterrupted supply line. As a result, it is destroyed and placed on the graveyard sheet.

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Each of the Invader's units that is not connected to one of his invasion zones by such a series of territories is destroyed and placed on the graveyard sheet.

Note: each Invader **only** checks for an uninterrupted supply line during this action of his **own** turn. During any other part of the Invader's turn (and during any other player's turn) the Invader does not have to destroy units that do not have an uninterrupted supply line.

8. CAPTURE TERRITORIES ACTION

After an Invader checks the supply line for each of his units (or after the U.S. Player completes his Invasion Action), the player takes control of territories he has successfully invaded. Invaders and the U.S. Player resolve the Capture Territories Action differently.

INVADERS

Check each declared territory. If none of the Invader's units occupy the territory, he removes the control marker from the territory and returns it to his pool of control markers.

However, if at least one of the Invader's units occupies the territory, the Invader flips his control marker from its "Combat" side to its "Control" side. If another Invader's control marker is in the territory, that Invader returns it to his pool of control markers.

The "Control" Side of a Western Invader Control Marker

If this territory contains a a city miniature, the miniature is moved to the first empty space on the captured city track. If all spaces on the track are full when a city territory is captured, the miniature is placed to the right of the track instead.

Finally, return any plastic units that have been placed on their side or upside down (from being disengaged or from a player using his helicopter's "scouting" ability) back to their upright position.

U.S. PLAYER

Check each declared territory. If none of the U.S. Player's units occupy the territory, he flips the control marker in that territory from its "Combat" side to its "Control" side.

If at least one of the U.S. Player's units occupies the territory, he returns the control marker from the territory to its corresponding Invader. The Invader returns it to his pool of control markers.

Each time the U.S. Player removes a control marker from a city territory, he places the city miniature most recently placed on the captured city track on that city territory, **draws a bonus partisan card**, and places that card facedown in front of himself without looking at it. These cards will be resolved in the U.S. Player's next Reinforcements Action.

Finally, return any plastic units that have been placed on their side or upside down (as a result of being disengaged or as a result of a player using his helicopter's "scouting" ability) back to their upright position.

CHECK FOR INVADER VICTORY AND ADVANCE THE U.S. PLAYER TURN TRACK

The last thing the U.S. Player does during his turn is check the number of city miniatures on the captured city track. If all 18 spaces on the track have a city miniature on them, the Invaders have won and the game is over.

If the captured city track has 17 or fewer city miniatures on it, the U.S. Player then moves the turn marker to the next space on the U.S. turn track. If he moves it from the "10" space to the "U.S. Victory" space, the U.S. Player has won and the game is over.

U.S. VICTORY

The U.S. Player wins the game if he destroys all invading units, the turn tracker reaches the "U.S. Victory" space while 17 or fewer city miniatures are on the captured city track, or if all Invaders concede by mutual agreement.

INVADER VICTORY

The Invaders collectively win if 18 or more city miniatures are on the captured city track at the end of the U.S. Player's turn or if the U.S. Player concedes.

VARIANTS

This section contains optional rules that players may wish to use during the game. Before playing, all players must agree on which variants (if any) they will use during the game.

BALANCING FACTORS

When the skill or experience of the players varies, players may wish to adjust some of the rules to increase the difficulty for either the U.S. Player or the Invaders.

TO INCREASE DIFFICULTY FOR THE U.S. PLAYER

The following rules can be adjusted to favor the Invaders:

- Decrease the number of city miniatures on the captured city track necessary to win.
- Partisans always roll red six-sided dice, never white eight-sided dice.
- The U.S. player does not get a bonus partisan card when he recaptures a city territory.

TO INCREASE DIFFICULTY FOR THE INVADERS

The following rules can be adjusted to favor the U.S. Player:

- Increase the number of city miniatures on the captured city track necessary to win.
- Instead of placing eight units during his Reinforcements Action, each Invader places five units.
- The U.S. player starts the game with one or more laser miniatures already on the game board.

INDIVIDUAL INVADER VICTORY VARIANT

In a three-player or four-player game, when the Invaders have won, they may collectively choose to each take one more turn (the Western Invader first, then the Southern Invader, and finally the Eastern Invader) to determine which of the Invaders is the game's lone victor.

LAST ROUND OF PLAY

Each Invader takes his turn as normal, but collects points for accomplishing certain achievements:

- 10 points for each city territory that contains one of his control markers at the end of the Eastern Invader's turn.
- 5 points for each time he destroys a laser.
- 3 points for each resource territory (either an agriculture, mineral, or oil resource territory) that contains one of his control markers at the end of the Eastern Invader's turn.

At the end of the Eastern Invader's turn, each Invader adds up the number of points he earned and the Invader who collected the most points has won the game. Ties are won by whichever tied Invader goes first in the game turn.

Note: the U.S. Player must still defend his territories during Invaders' Combat Actions, even though he does not take another turn and cannot win the game.

INVADER CARD VARIANT

This variant provides Invaders with a small deck of cards that add unique opportunities for each Invader.

SETUP

During setup, each Invader takes his corresponding invader cards. Each Invader shuffles his deck of cards and places it facedown next to his reference sheet.

DRAWING INVADER CARDS

During each Invader's Reinforcements Action, he must do **one** of the following:

- Choose eight units from his reserves and distribute them among his invasion zones.

  or

- Choose five units from his reserves and distribute them among his invasion zones **and draw one of his invasion cards**. He can also draw one of his invasion cards during his Reinforcements Action if his reserves have been depleted.

When an Invader draws an invader card, he examines it and then adds it to his hand of cards without revealing it to other players. There is no limit to the number of invader cards an Invader can have in his hand at the same time.

PLAYING INVADER CARDS

The text on each invader card describes when it can be played. To play an invader card, the Invader places it faceup in front of himself and reads the card aloud, resolving all effects described on the card. **Note:** many invader cards have requirements that must be met before the card can be played (see below). After the effect is resolved, the card is discarded (see "Discarding Invader Cards" on page 23). If the phrase "Remains in Play" appears on the invasion card, it stays faceup in front of the Invader and its text continues to take effect until the player is instructed to discard the card.

INVADER CARD REQUIREMENTS

Most invader cards have requirements that must be met before it can be played. Each requirement is a specific territory or a category of territories in which the Invader must have a control marker with its "Control" side up. These requirements are indicated by the icons on the bottom of the card:

Agricultural Territory

Mineral Territory

Oil Territory

City Territory

Specific City Territory

ANATOMY OF AN INVADER CARD

1. **Title:** A phrase describing the card's effect.
2. **Requirements:** Cards that include a specific city territory requirement list the required city here.
3. **Effects:** The rules to follow when resolving the card..
4. **Icons:** Symbols that correspond to the card's requirements.

A control marker with the "Control" side up in any city territory is sufficient to meet the city territory requirement. But to fulfill a **specific** city requirement, the Invader must have a control marker with the "Control" side up in the city territory specifically required by the card's text.

If an Invader does not have a control marker with the "Control" side up in a card's required territories, he cannot play the card. Cards that remain in play continue to take effect even if its requirements are no longer met.

DISCARDING INVADER CARDS

When a player discards an invader card, he returns it to the game box. Once a deck of invader cards has been depleted, do **not** reshuffle discarded cards and create a new deck.

FOOTHOLDS

Certain invader cards instruct an Invader to place a **FOOTHOLD OVERLAY** on top of its corresponding city territory. While on the board, a foothold overlay is treated like an additional invasion zone for that Invader. He can place units in that territory during his Reinforcements Action and use it for determining supply lines during the Supply Check Action.

Like other invasion zones, the San Antonio foothold cannot be captured by another player. In the case of the Seattle and Atlanta footholds, another player can capture the territory, causing the foothold overlay to be discarded.

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QUICK REFERENCE EXAMPLES

EXAMPLES OF "SCOUTING," "BOMBING," "TRANSPORT," AND RETREAT

SCOUTING

1. During his Declare Battles Action, the Western Invader places a control marker in this territory with the "Combat" side faceup.
2. During his Maneuvers Action, his helicopter "flies over" an enemy-occupied territory with the first of its two moves.
3. The Western Invader chooses to use the helicopter's "scouting" ability and moves it to an unoccupied enemy territory.
4. He then flips the helicopter upside down to serve as a reminder that it can no longer move or attack during this turn.

BOMBING

1. During his Declare Battles Action, the Western Invader places a control marker in this territory with the "Combat" side faceup.
2. During his Maneuvers Action, his bomber "flies over" three enemy-occupied territories with the first three of its four moves.
3. The Western Invader chooses to use the "bombing" ability and moves it to an occupied enemy territory.

During combat in this territory, this bomber **must** be among the units that attack the territory.

TRANSPORT

1. During his Maneuvers Action, the Western Invader moves his mobile unit to an adjacent territory, he decides to use the mobile unit's "transport" ability.
2. He chooses an infantry from the same territory and moves it along with the mobile unit.
3. He cannot move the other infantry unless he first moves the other mobile unit and uses the "transport" ability again.

RETREAT

1. The result of an attacking hovertank's combat die is "Retreat Defender/Disengage Attacker."
2. The hovertank's "Order of Casualties" is "Foot or Mechanized/Air." Since there are no defending foot or mechanized units, the attacker chooses a bomber to retreat.
3. The defender must move the retreating unit. Since the bomber can move four times during the Invasion Action, he can move it to a friendly territory.

Note: had the retreating unit been a hovertank rather than a bomber, it would have been destroyed since it could not reach a friendly territory.