

LOCAL POWER

Victory Goal: Eliminate other Local Powers & control the Capital.

Foreign Powers need your resources. Offer to trade them for equipment during the Negotiation Phase.

Resources & Equipment	Bank Value
Cash Crop	5 Ammo
Lumber	5 Ammo
Oil	10 Ammo
Drugs	10 Ammo
Ore	15 Ammo
Artillery	5 Ammo
Minesweeper	10 Ammo
Minefield	15 Ammo
Military Advisor	20 Ammo
Anti-Air	20 Ammo
Air Power	25 Ammo

Phase	Actions (In Order)
Collection	Collect taxes, Collect resources, hire mercenary
Negotiation	Sell resources to Foreign Powers, Buy equipment from Foreign Powers, Form alliances, Coordinate actions for Action Phase
Action	Place, Move, Support, Bombard, Build

See Dice Rolls & Modifiers in Appendix

Available Actions	Action Cost
Battle Army	3 Ammo
Support Army via Artillery	3 Ammo
Build Army	10 Ammo + 1 Cash Crop
Place Minefield, Artillery, or Anti-Air	1 Minefield, Artillery, or Anti-Air
Free Action	Use Cost
Equipping Army	3 Ammo per Equipment

LOCAL POWER

Actions	Roll Modifier
Government Army	Roll +1
Army with Drugs	Roll +1
Army with Artillery	Roll +2
Army supported by Army	Roll +3
Army with Military Advisors	Roll +4
Army with Air Power	Roll +5

Describe your actions & equipment below (or on a separate piece of paper), as follows:

*Subject (+ Tile Number) Action
Object (+ Tile Number)*

Example:

Action 1: Ant Pla 22

Action 2: Arm 22 Mov 17 Eq:

Drugs + Mil Adv

Action 3: Arm Bui 22

FOREIGN POWER

Victory Goal: Earn the most Victory Points by the end of the game.

Victory Points



X 3 = 1 VP



X 3 = 1 VP



X 3 = 2 VP



X 3 = 2 VP



X 3 = 3 VP



= 4 VP

50 Ammo = 1 VP

Destroy Army = 1 VP

Destroy Factory = 1 VP

Lose Air Power = -1 VP

Bombard Village = -1 VP

Bombard Capital = -2 VP

Phase	Actions (In Order)
Collection	Collect 20 Ammo, Sell resources to Bank, Buy equipment from Bank
Negotiation	Sell equipment to Local Powers, Buy resources from Local Powers, Form alliances, Coordinate actions for Action Phase
Action	Support, Bombard, Build, Repair, Buy VPs

See Dice
Rolls &
Modifiers
in Appendix

Resources & Equipment	Bank Value
Cash Crop	5 Ammo
Lumber	5 Ammo
Oil	10 Ammo
Drugs	10 Ammo
Ore	15 Ammo
Artillery	5 Ammo
Minesweeper	10 Ammo
Minefield	15 Ammo
Military Advisor	20 Ammo
Anti-Air	20 Ammo
Air Power	25 Ammo

Available Actions	Action Cost
Support Army via Air	5 Ammo
Bombard tile	5 Ammo
Build Factory	20 Ammo + 1 Oil + 1 Lumber
Repair Factory	5 Ammo
Repair Air Power	5 Ammo
Buy Victory Points	Varies

FOREIGN POWER

Actions	Roll Modifier
Government Army	Roll +1
Army with Drugs	Roll +1
Army with Artillery	Roll +2
Army supported by Army	Roll +3
Army with Military Advisors	Roll +4
Air Power supports Army	Roll +5

Describe your actions & equipment below (or on a separate piece of paper), as follows:

*Subject (+ Tile Number),
Action, Object (+ Tile Number)*

Example:

Action 1: Air Sup Blue Arm 17

Action 2: Fac Bui 24

Action 3: VP Buy

PROXY WAR

Turn	Collection Phase	Negotiation Phase	Action Phase	Turn	Collection Phase	Negotiation Phase	Action Phase
1				11			
2				12			
3				13			
4				14			
5				15			
6				16			
7				17			
8				18			
9				19			
*10				20			

Foreign Powers	Victory Points