CATACLYSM

Political Actions (6.0)
Successful effectiveness check required.

Alliance (6.1)
Form or join alliance with powers in your ideology.

Declaration of War (6.2)
Enter state of war with (and attack) opposing power(s).

Diplomacy (6.3)
Gain control of one ungarrisoned country.

Increase Commitment (6.4)
Increase your commitment (max. one increase per turn). No effectiveness check required if belligerent.

Maneuvers (6.5)
Conduct one military action.

Pressure (6.6)
Target power of your choice gains one flag.

Propaganda (6.7)
Increase your stability by one level.

Special Power Actions (6.8)
- **Germany:** flip *Rhineland Demilitarized* marker.
- **United States:** remove *US-Japan Trade* marker; or place *Lend Lease* marker.
- **Soviet Union:** change posture (once per turn); or place *Trans-Siberian Railroad* marker.

Provocation (5.2.4)

A power is provoked (gaining one flag) when an **opposing**, but not enemy, power:
- Forms or joins alliance, if indicated on status card (max. 1 flag).
- Declares war on it or its ally.
- Increases commitment, if indicated on status card.
- Intervenes in area where it has interests.
- Declares operation against area where it has interests, whether successful or not.
- Performs surprise attack against it.
- Gains control of area where it has interests, including by crisis event, diplomacy, conquest, or civil war decisive victory.

Occupation Limits (7.1)

Occupation limits apply separately for each ideology.

Land and Mixed Areas
- Up to two land units, but no more than one fortress and one Chinese army per area.
- Up to two naval units in a coastal area; naval units may not occupy a non-coastal land area.
- Up to two air units.
- Up to one logistics unit.

Restricted terrain reduces above limits to one of each type (land, naval, air, logistics); a **logistics unit** in area negates penalty.

Any number of units may occupy a **remote** area, but only units of area's controlling power.

Sea Areas
Units may **not** occupy sea areas, except:
- Up to one logistics unit may occupy sea area with friendly base.
- Up to one naval unit may occupy sea area with friendly naval base; two if friendly logistics unit occupies area.
- Up to one air unit may occupy sea area with friendly air base; two if friendly logistics unit occupies area.
- While belligerent, up to one naval unit and one strategic air force may occupy each sea area adjacent to friendly port or airfield (respectively). They may not occupy area with opposing non-enemy base.
- While belligerent, up to one submarine pack (only) may occupy each sea area two sea or mixed areas away from friendly port; may not occupy area with opposing non-enemy base.
- **During an operation**, up to two naval units and/or two air units may occupy a sea area.

Movement (7.2)

- Moving units cannot enter non-friendly land or mixed areas unless area is target of operation.
- Red borders are impassable.
- Fortress and logistics units only move when played from action cup or reserve, but may be withdrawn during deployment. They never retreat or regroup.

Land Movement
Land movement is from land or mixed areas to adjacent land or mixed areas.
- Black crossing arrows and white-circle map connectors allow land movement.

Naval Movement
Naval movement is from sea or port areas to adjacent sea or port areas. Units using naval movement required to remain within range of friendly port.
- Blue-circle map connectors allow naval movement.
- Land and logistics units must use naval movement to deploy across one or more sea areas to destination port area.
- Air units must use naval movement to deploy across two or more consecutive sea areas.

Naval movement cannot:
- Move directly from land areas to adjacent land areas.
- Move directly from land areas to adjacent mixed areas, unless connected by a black crossing arrow.
- End in area occupied by **opposing** units or base unless area is target of operation.
- Enter area occupied by **enemy** naval units or strategic air forces unless area is target of operation (*exception:* submarine packs may enter enemy-occupied areas, but cannot remain*).

Air Movement
Air movement is from area to adjacent area, regardless of type.
Air movement may enter sea areas, friendly land or mixed areas, or enemy land or mixed areas. Air movement may use crossing arrows and white map connectors.
Air movement cannot enter an area occupied by enemy air units unless area is target of operation.

I. Sequence of Play
Administration Phase (3.2)

1. **Distribute turn track counters**
2. **Gain flags**
   - Germany gains two flags (*Night of the Long Knives*); Italy may gain *Il Duce*.
   - Under *Status Quo*, United States gains no flag; France and/or United Kingdom may gain one, but must conduct stability test.
   - Under *Military Reforms* posture, Soviet Union may gain a flag, but must conduct stability test.
3. **Production** (4.2)
   In increasing effectiveness order:
   a. **Collect undamaged resources** (requires LOC), including transfer of US resources (*US-Japan Trade* or *Lend Lease*).
   b. **Convert resources to offensives** (at 1:1 ~ flip) or builds (at commitment conversion rate).
   c. **Construct units** and upgrades from force pool.
      - Each unit costs one build.
      (exception: fleets and upgrades cost two builds.)
      - Fleets and fortresses are placed on turn track for next turn; all others placed in holding box.
   d. **Gain war offensives** (if belligerent).
      - One offensive per industrial resource collected.
   e. **Repair damaged resources.**
4. **Final disposition:** place holding box counters in **reserve** (max. 1) or **action cup**.
   - Resources returned to available if not reserved.

II. Sequence of Play
Action Phase (3.3)

Powers may interrupt (3.5) with their reserve (priority in decreasing effectiveness order).
If no interrupts, draw counter from action cup. Associated power must reserve (3.4), reject (3.6), or resolve (3.7).
Resolving a Flag: Associated power performs one political action; perform effectiveness check to succeed.
Resolving an Offensive: Associated power conducts one or more military actions, based on commitment conversion rate.
Resolving a Unit: Associated power places unit on production site, then may deploy it.
Resolving an Upgrade: Associated power traces an LOC to flip corresponding type of unit to upgraded side.

The following three must be resolved when drawn:
Crisis: First three *Crisis* markers each turn, roll on Crisis Table, then place on turn track for next turn. After third Crisis, flip *Turn* marker to *Sudden Death*. If *Crisis* drawn during *Sudden Death*, check for turn end instead of resolving. Each power counts their leftover counters:
- **Civilian or Rearmament:** 2 or more to continue.
- **Mobilization or Exhaustion:** 3 or more to continue.
- **Total War:** 4 or more to continue.
If turn continues, return *Crisis* marker to action cup.
Home Front: Associated power conducts stability test modified by commitment, then may conduct deploy action. Place on turn track for next turn.
Civil War Resolution: Resolve all civil wars (including the Chinese Civil War). Place on turn track for next turn.

III. Sequence of Play
End Phase (3.8)

Check to see if game ends (1.6).
If game does not end, empty action cup and resolve remaining counters in following order (if present):
1. Resolve the *Civil War Resolution* marker.
2. Resolve *Home Front* markers in increasing effectiveness order.
3. Place flags, offensives, units and upgrade markers in associated production holding box.
4. Powers move reserve to production holding box.
5. Flip *Commitment*, *Effectiveness*, and *Soviet Posture* markers to front side, if necessary.
6. Flip the turn marker from its *Sudden Death* side to its *Turn* side, advance to next box on turn track, and begin new turn.

Line of Communication (LOC) (4.3)

Trace from production site to designated area. LOC may enter an unlimited number of areas, provided each is a:
- friendly land area; OR
- mixed area not controlled by an enemy power; OR
- sea area empty of enemy naval units/strategic air forces.
If belligerent, any sea area or non-friendly mixed area must be within two sea or mixed areas of a friendly port.
LOC can be traced into or out of (but not **through**) restricted land areas or areas within *Delay* box. Restricted **mixed** areas do not block LOCs.

Interests (5.1)

Interests limit where powers may gain flags by provocation, and attempt diplomacy. A power has interests in:
- Every land or mixed area it controls.
- Every area (land, sea, or mixed) **adjacent** to areas it controls.
- Every land or mixed area across a single sea area from its home or colony areas.
- Every area where it has an aid marker.
- Every area where it owns a base.
- Every area where its ally has interests.

Stability (5.5)

Stability Test: conduct an effectiveness check. If check succeeds, power's stability does not change. If check fails, power's stability is reduced one level.
Powers conduct stability tests under following circumstances:
- **Crisis Events:** Certain events require powers to conduct a stability test.
- **Home Front:** When power's *Home Front* marker is drawn, unless commitment is civilian. If at mobilization, −1 penalty; if at total war or exhaustion, −2 penalty.

  IMPORTANT: If final result of home front stability test is **0 or less**, power must reduce stability by two levels instead of one.

- **Collapse/Surrender:** When power's ally collapses or surrenders.
- **Military Disaster:** When power suffers excess losses in land or naval combat.
- **Loss of Control:** When power loses control of home area, or colony area containing a resource. Conduct additional test if power's capital.
- **A-Bomb:** Each loss inflicted by A-Bomb attack requires defending power to conduct a stability test.

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Military Actions

Augmentation (8.2)
For each augmentation action, power adds +1 bonus to combat score for every combat during operation.

Builds (8.3)
For each build action, a belligerent acting power gains one build to construct unit or upgrade marker, then reserves or adds to action cup *(exception: fleets and fortresses are placed on turn track)*.

Deployment (8.4)
Acting power moves all units (attacks prohibited).

Intervention (11.2)
Acting power sends aid to civil war faction.

Operations
Acting power attacks enemy area, uncontrolled country, or unowned base.
- **Land Operation (9.3):** Activate land units to attack and conquer adjacent enemy land or mixed area, or uncontrolled country.
- **Invasion (9.3.2):** Requires two actions; no surprise attacks. Activate land units to attack enemy land or mixed area (or uncontrolled country) across one or two sea areas occupied by friendly fleets.
- **Naval Operation (9.4):** Activate fleets and/or strategic air forces to attack area within range occupied by enemy naval units and/or enemy strategic air forces.
- **Base Capture (9.4.2):** Activate fleets and/or strategic air forces to gain ownership of base within range.
- **Air Operation (9.5):** Activate air units to attack area within range occupied by enemy air units.
- **Strategic Bombing (9.5.2):** Activate air units (including at least one strategic air force) to attack enemy area within range containing a resource.

Special Power Actions
- **Italy:** If non-belligerent, may attempt to place *Abyssinian Adventure* marker.
- **United States:** Spend *A-Bomb* marker to perform atomic strategic bombing operation.

Operation Sequence (9.2)

1. Attacker declares:
   a. type of operation;
   b. units activated for operation;
   c. target area (determining the defender).
2. Belligerent Democracies attacking ungarrisoned non-enemy country, or unowned base, must pass effectiveness check or operation is canceled and action is forfeit.
3. Attacker declares any augmentation for operation.
4. Each power provoked by attack gains one flag. If operation is surprise attack, defender gains additional flag. Attacking and defending powers (and potentially allies) are at war if not already.
5. Attacking and defending units trace LOC for supply; place *Limited Supply* marker on units that cannot.
6. Attacking units move to target area; occupation limits apply.
7. Resolve combat:
   a. Commit supporting units, attacker first.
   b. Resolve air combat, if any. If main combat is land or naval combat, determine air superiority.
   c. Resolve land or naval combat, if any.
   d. Resolve aftermath; remaining units retreat or regroup.

Determine Defender (9.1.1)

During operation, defender is determined according to following priorities:
1. In land operation, if target area is ungarrisoned country, defender is country itself.
2. A power in target area with unit matching operation type is defender. If more than one qualifies, players must agree who will be defender, or attacker chooses.
3. Otherwise, power controlling area (or owner of base, if a sea area) is defender.

Combat Resolution (10.0)

1. By default, each side rolls two dice, except:
   - **Land combat:** Side with no land units rolls only one die.
   - **Naval combat:** Side with no naval units rolls only one die.
   - **Strategic bombing:** Defender with no air units rolls only one die.
2. Calculate adjustments to **number of dice** (min. 1):
   - **Air superiority (land or naval combat):** Side with air superiority rolls additional die.
   - **Armor superiority (land combat):** Side with more tank armies has armor superiority; opposing side rolls one fewer die (not applicable if target area has adverse terrain).
   - **Carrier superiority (naval combat):** Side with more carrier fleets has carrier superiority; opposing side rolls one fewer die.
   - **Aid (land combat):** If defender is client with one or more aid markers, each faction discards one and defender rolls an additional die.
3. Calculate bonuses and penalties to each side's combat roll:
   - Attacker or defender –1 if marked Limited Supply.
   - Attacker +1 for each augmentation action.
   - Attacker –1 if any unit at extended range.
   - Defender –1 if surprised.
   - **Land combat:** Defender +1 if target area is adverse terrain, if defending across black crossing arrow, or if defending against invasion (not cumulative).
   - **Land combat:** Defender +1 if target area contains a fortress.
4. Both sides roll and determine combat scores. Higher score wins combat and loser incurs losses. If final scores are tied, neither side wins; both sides takes one loss and cannot retreat. Side that loses combat must take losses equal to winner's score divided by loser's score (drop all fractions).
   a. Except in case of tie, loser may reduce losses by one by declaring retreat *(exception: not if losses would eliminate all eligible units)*.
   b. Apply all remaining losses; in case of tie, defender applies loss first.
   c. If retreat was declared, losing units retreat from target area.
   d. Resolve aftermath of combat.
   e. Determine if triumph/disaster occurs (losses exceed eligible units; land or naval combat only).

Collapse (5.5.2)

When a power **collapses**, determine **surrender threshold**, starting with 0:
- +1 for each neutral, opposing, or enemy cube in its home areas or colony areas containing a resource.
- +1 if power's victory point total is currently 0 or less.
- +1 if power's commitment is exhaustion.

Power's player rolls one die.
- If roll is greater than surrender threshold, follow **collapse** sequence below.
- If roll is less than or equal to surrender threshold, follow **surrender** sequence instead.

When a power **collapses**, apply the following effects strictly in order:
1. Each enemy power gains a flag.
2. Stability tests pending for collapsed power are canceled.
3. Set power's stability to wavering.
4. If power's commitment is mobilization or total war, set to exhaustion and adjust force pool.
5. Return power's reserve to its status card.
6. Remove all of power's cubes from failed political action boxes.
7. Perform effectiveness check for each area containing power's cubes but none of its land units; remove cube if check fails. Allies with land units in such an area may gain control of the area. Units that can no longer legally occupy affected area must retreat.
8. Power's allies must conduct stability tests, then power breaks its alliance.
9. The power must offer an armistice to all enemy powers. Each enemy power, in increasing effectiveness order, decides to accept the armistice or not.

If Italy collapses, the *Il Duce* flag permanently loses its special ability. If Germany collapses, the *Night of the Long Knives* special rule is cancelled for the remainder of the game.

Civil War Resolution (11.3)

When *Civil War Resolution* marker is drawn, resolve one round of **civil war** combat in all areas marked with a *Civil War* marker (including the Chinese Civil War).

Each faction starts with two dice; faction with most aid rolls one additional die.

Compare scores and apply results as follows:

Scores tied: *Stalemate*
- Both factions lose all aid markers; civil war continues.

One score higher, but not double the other: *Marginal Victory*
- Losing faction loses all aid markers; civil war continues.
- If losing faction had no aid markers, civil war ends in **marginal victory** for winning faction. Flip *Civil War* marker to *Influence* side and place remaining aid markers under it.

One score at least double the other: *Decisive Victory*
- Losing faction loses all aid markers, and civil war ends in decisive victory for winning faction.
- One of winner's patrons, if any, immediately gains control of area (following rule for conquest, including regroup). If winning faction has multiple patrons, resolve a diplomatic opportunity.

Surrender (5.5.4)

IMPORTANT: A power also immediately **surrenders** if at any time it controls no home areas.

When a power **surrenders**, it is eliminated from the game.
Apply the following effects strictly in order:
1. Each enemy power gains a flag.
2. Allies with land units in power's controlled areas, or air/naval units in areas with power's bases, may gain control of those areas or bases. If UK surrenders, remove its special bases from play.
3. Power's allies must conduct stability tests, then power breaks its alliance.
4. Remove power's counters and cubes from game—including base markers and counters in action cup. *Victory marker stays on victory point track.*
5. Place neutral cubes in each of power's home or colony areas not controlled by another power. Areas are now uncontrolled countries, subject to diplomatic opportunity.
6. Place *Unowned Base* markers on each of power's printed bases not owned by another power.
7. Units that can no longer legally occupy an affected area must immediately retreat.
8. Flip surrendered power's *Stability* marker to *Surrender*. Opposing ideology with most cubes in home areas of surrendered power moves *Surrender* marker to its circle on political display. In case of tie, both opposing ideologies get *Surrender* marker. Check to see if the game ends (1.6).

Chinese Civil War (11.4)

A) Active/Inactive
Determine current status of Chinese Civil War. If any Chinese country is garrisoned, set *Chinese Civil War* marker to *Inactive*. Otherwise, set marker to *Active*.

B) Patrons (current patron for faction makes all decisions)
Determine current patron for each faction according to priority:
1. Most cubes in areas occupied by faction.
2. Most aid attached to faction.
3. Soviet Union (ChiComs) or United States (GMD).

C) Resolution
- If *Inactive*, no GMD-ChiCom combat; instead expand.
- If *Active*, more numerous faction must attack adjacent area containing opposing Chinese army. If factions are tied GMD must attack.
- Attack is resolved identical to regular civil war with following modified effects:

Scores tied: *Stalemate*
- Both armies lose all aid.

One score higher, but not double the other: *Marginal Victory*
- Losing army removes all aid. If no aid, instead army must retreat to adjacent uncontrolled Chinese country with no army; if no legal retreat area, remove from map instead. If area is vacated, winning faction expands into it, placing new army there; remove cube(s) from area.

One score at least double the other: *Decisive Victory*
- Losing army removes all aid and is flipped to winner's side. Remove cube(s) in area.

Diplomatic Opportunity (5.7)

Eligible powers (in decreasing effectiveness order) perform effectiveness checks. First successful check gains control; country remains uncontrolled if no power succeeds.