

DEFCON 1



FLORIAN DUMONT



FAQ



## REMINDERS/CLARIFICATIONS

This section deals with rule points that can easily be forgotten, or that sometimes require clarification.

## AREA STATUS AND INTERACTIONS

### UNPLAYED BLOC

The table on the back of the **TECHNOLOGY** booklet states that a **BLOC**'s capital territory can never be destabilized. This is true for played **BLOCS** (see above).

◆ A main area (including capital territory) is considered neutral if the bloc of that color is not played. This is called a neutral main area (and the same applies to capital territory!).

◆ All neutral main areas can therefore be destabilized, even if a unit is present on them (Level 1, Level 2 or even a bunker).

**Warning!** A takeover of a neutral main area results in a **DEFCON** modification.

◆ Use neutral destabilization tokens for unplayed **BLOCS**, not those for the **BLOC**.

### UPGRADES

It is possible to make several upgrades on the same unit, but each individual upgrade must be valid.

Pour faire passer une unité de **force 1** (○) à **3** (○○○), c'est-à-dire 2 améliorations, il faut posséder dans sa réserve une unité de **force 2** (○○) (○ > ○○ > ○○○).

To upgrade a unit from **strength 1** (○) to **3** (○○○), i.e. 2 upgrades, you must have a unit of **strength 2** (○○) (○ > ○○ > ○○○) in your reserve.

### SATELLITE-ASSISTED REDEPLOYMENTS

Additional redeployment using a **satellite** token (📡) in **reconnaissance** mode is a **bonus** redeployment.

However, 1 redeployment must be completed before a second **bonus** redeployment can be carried out.

In other words, a **2** (○○) or **3** (○○○) **strength** unit cannot use 2 consecutive sea bridges, even with the help of a **bonus** redeployment, since it only moves one area with each redeployment.

### POLITICAL PROTECTION

It is possible to place a **political protection** marker under a ground unit: in this case, the **Terrorism** technology destroys the unit without destabilizing the area.

## MISSION CARDS

Discarding **MISSION** cards is only possible when you are the active **BLOC** in phases 1 to 5 with your entire hand.

○ The discard of 3 **MISSION** cards allows you to take 3 **R&D** cubes.

When scoring a **MISSION** card (5 J.2) the following applies:

- ◆ If the unit is no longer in stock, a lower level unit can be placed in its place.
- ◆ If the reward gives you the possibility of launching a new attack and you can't or don't want to, you can destabilize an area adjacent to the conquered area instead, in compliance with the destabilization rules.
- ◆ Similarly, if the reward is to take control of an area, it is possible to destabilize that area instead of taking control of it, in compliance with the destabilization rules.
- ◆ If the reward is a new attack, free of charge, it is possible, exceptionally, to re-attack with the same unit.
- ◆ If the reward is to place or remove a destabilization marker, it is possible to remove a destabilization marker belonging to another **BLOC**. This is subject to eligibility (adjacency/natural influence on the area).
- ◆ When the reward is to place a **CONTROL** marker on an area, and several areas are listed, you must choose **one of them**. Some areas are only accessible from **DEFCON 2**, so they are highlighted in red with the "2" symbol.

## GAME MODES

### STRATEGIC

With fewer than 5 players, don't forget to discard the **OBJECTIVE** cards that target unplayed **BLOCS** (5 K.1.1 page 20).

### CIRCLE OF DEATH

In the circle of death, your objective requires you to attack one of the 2 **BLOCS** to win, but you can also freely attack the other **BLOC** in any way the rules allow.

### CIRCLE OF DEATH VARIANT

To win, you must **also** control your **CAPITAL** area, even if there are no units: just like in **STRATEGIC** mode.

### FRONTAL SHOCK VARIANT

**OBJECTIVE** cards: draw 3 **OBJECTIVE** cards and keep 2 as in **STRATEGY** mode.



## PHASES

### POLITICAL PHASE ②



When a **COUP** is successful:

- ◆ It is possible to place a **MOTORIZED DIVISION** from your reserve (§ 2.2.5 et 2.3).
- ◆ If you take control of an enemy area and a missile is placed in the silo associated with that area, the missile is destroyed.

Destabilization **is not possible** via a sea bridge, but **only** via a land adjacency or natural influence.

Areas of a **capital territory** (**USA I, II & III**, **ROSSIYA I, II & III**, **IRÂN I, II & III**, **FRANCE I, II & III**, **HÉBÉI I, II & III**) cannot be destabilized if the **BLOC** is played unless a third-party **BLOC** has taken control of it.

The wording (§ F.2.1 page 5) concerning the possibility of regaining control of your main areas can be confusing: you can attempt to regain control of one of your main areas **under enemy control** by carrying out a **COUP** according to the usual rules, **as you have natural influence over all your main areas BY DEFINITION**.

On the other hand, **you can never initiate a COUP in one of your own destabilized areas**. It's only when another **BLOC** tries to take control of the area by **COUP** that you have the opportunity, by winning the struggle for influence (§ 2.3).

The only way to restabilize an area in **INSTABILITY II** is to attack its own area (§ 5.2.6). When an area is in **INSTABILITY I**, certain mission rewards or the use of the Atlantic Alliance's **CIA** can be used to restabilize the area.

## OVERVIEW OF POSSIBLE OPERATIONS BY DEFCON LEVEL

▲ : results in a **DEFCON** modification if the operation is successful.

TARGET AREA	DESTABILIZATION 	COUP /  + BET	BOMBING 	ATTACK 
<b>Neutral</b> secondary area	DEFCON 5	DEFCON 5	DEFCON 5	DEFCON 5
<b>Opponent controlled</b> secondary area	DEFCON 5	DEFCON 5 ▲	DEFCON 5	DEFCON 5 ▲
<b>Neutral</b> main area	DEFCON 5	DEFCON 5 ▲	DEFCON 5	DEFCON 5 ▲
<b>Opponent capital territory</b> area	NA	NA	DEFCON 2	DEFCON 2 ▲
Other <b>opponent controlled</b> main area	DEFCON 5	DEFCON 5 ▲	DEFCON 2	DEFCON 2 ▲
<b>UNSTABLE (I/II)</b> area under <b>your</b> control	NA	NA	NA	DEFCON 5
<b>Opponent occupied</b> sea area	NA	NA	NA	DEFCON 4 ▲

#### Conditions:

- ◆ natural influence or land adjacency (not via sea bridge) to an area you control.
- ◆ The target area must not contain any **POLITICAL PROTECTION** markers.
- ◆ The target area must not contain a unit from an **opposing BLOC** being played.

#### Conditions:

- ◆ **UNSTABLE II**,
- ◆ natural influence.
- ◆ You **can't stage** a **COUP** in a territory **you** control.

#### Reminder:

**Main** area: area in the color of a **BLOC**.

**Secondary** area: grey area.

**Neutral** area: area that does not belong to any **BLOC** being played.

Always consider a **main** area controlled by an opposing **BLOC** as **secondary** area.

Always consider **all units** in an unplayed **BLOC** to be **neutral**.

## PRODUCTION PHASE ③

It is only possible to replace an existing unit if the new one has a higher force (§ 3.1.1).

## (NUCLEAR PHASE) ④

**Warning!** The **A-BOMB** does not destroy resources, unlike the **H-BOMB** and **TSAR BOMBA** (§ 4.1.4 page 13).

It is possible to use an **H-BOMB** on a territory with a single area.

If **H-BOMB** is used in a territory with at least 2 areas, it must target 2 areas, **even if the second is yours**. The same applies with **TSAR BOMB**: if it attacks a territory with 2 or 3 areas, it target 2 or 3.

Destroying a naval unit with a nuclear bomb triggers neither **LOW** nor **Perimetr**.

The sub-phases are such that it is not possible to launch a freshly created nuclear missile (4.1 Launching missiles and 4.2 Creating new missiles).

## OPERATIONS PHASE ⑤

A bombardment (§ 5.1.1) can target several units, as long as there is adjacency, not necessarily on the same territory, within the limit of the bombardment's power.

If you wish to carry out several bombardments (max. one per naval unit per turn), they need not be carried out simultaneously with each naval unit.

Neutral units can be bombarded.

A neutral area with an **INSTABILITY I** marker cannot be bombarded.

**No DEFCON** modification (§ 5 F.1).

Special case for the PRC with **HAI YING-2**, since it is a naval unit that is bombarded and therefore destroyed, **this leads** to a **DEFCON** modification.

Even with Atlantic Alliance **TOMAHAWK** technology, it's impossible to bomb an **BUNKER (HQ)**. To do so, you'll need to conquer the area with an **ARMORED ARMY** accompanied by at least one **TACTICAL LAUNCHER**, or use a nuclear missile.

### ATTACK

If you take control of an enemy area and a missile is placed in the silo associated with that area, the missile is destroyed.

### WORLD MAP

Because of **HAWAII**'s position, sea areas **P3** and **P4** are not adjacent to each other, nor are sea areas **P2** and **P5**.

## COMMON TECHNOLOGIES

### LOW

You can retaliate immediately against your aggressor with any of your missiles, as long as one of your territories is targeted by a nuclear strike (it's not necessarily the area with the missile that will retaliate).

**LOW** triggers **LOW**: if you replicate with **LOW** technology, your target can also replicate if it has **LOW** technology.

To put it simply, **LOW** technology lets you launch your nuclear bombs at the same time as your opponent, if you're targeted. You can only target your opponent. Above all, this technology allows you to use any warheads that should have been destroyed by your opponent's strike.

### NON-ALIGNED MOVEMENT (NAM)

To fully understand the interactions between the **PANCHSHEEL** and the **NAM**'s special capabilities, you simply have to understand the philosophy behind it, and distinguish between flag operations (attacks, bombings) and clandestine operations (terrorism, dirty bombs, mission rewards...). **PANCHSHEEL** prevents any "official" aggressiveness, but **NAM**-affiliated groups are not bound by it...

So remember:

### TECHNOLOGIES

#### TERRORISM

- ◆ The targeted area need not contain an opposing **MOTORIZED DIVISION** unit.
- ◆ **No DEFCON** modification required.
- ◆ This technology can be used even if **PANCHSHEEL** has been activated this turn.

#### BIOHAZARD

- ◆ **Leads** to a **DEFCON** modification.
- ◆ Does not trigger **LOW** or **PERIMETR**.
- ◆ Destroys **KOTIN**.
- ◆ Does not destroy resources or nuclear missiles.
- ◆ Created during phase 3 or 5, but can be launched during any active player phase. **Only one BIOHAZARD** token can be used per turn.
- ◆ The destroyed unit can be rebuilt.

#### PANCHSHEEL

Does not allow land or naval attacks, bombardments or attacks to restore stability to one of its own areas, but does not prevent **TERRORISM**, **PIRATES**, **BIOHAZARD** or **VIDYUT**.

#### VIDYUT

- ◆ The **NAM** must discard 1 of its naval units, regardless of which one it is.
- ◆ **Leads** to a **DEFCON** modification as an opposing naval unit is destroyed.



## ISRO

- ◆ You can build up 2 squares away with no constraints.
- ◆ You can “straddle” an enemy naval unit to build a naval unit 2 spaces away.

## MISSION CARDS

### HYPERTERRORISM

Allows you to take control of the targeted area using **DEFCON 2** only.

### ARABIAN LIGHT

Oil-producing sea areas occupied by **NAM** should be taken into account.

## WARSAW PACT (WP)

### TECHNOLOGIES

#### POLITIBURO

- ◆ When acquiring this technology, draw **only one card**.
- ◆ Next time you need to draw at least one card, **draw one more** and place any extra **MISSION** card (hand limited to 3 cards) of your choice back under your **MISSION** deck, not in the discard pile.

#### PERIMETR

**PERIMETR** includes **LOW** technology, in addition to all its other effects.

## ATLANTIC ALLIANCE (AA)

### TECHNOLOGIES

#### CSS

The factory can be placed in any area under your control, including one that already produces a resource or contains a factory (it complements and does not overwrite the existing one).

#### NAVY SEALS

As the **MOTORIZED DIVISION** unit produced by **NAVY SEALS** has already attacked, it cannot make another attack in the same turn.

#### MK-ULTRA

As the **KOTIN** is not a conventional unit, it cannot be downgraded to a **MECHANIZED CORPS** unit.

#### STAR WARS

This technology is for single use only (*§ erratas at the end of the document*).

## FRENCH REPUBLIC (FR)

Special units (☆) cannot be upgraded (*§ 3.2 p.12*).

### TECHNOLOGIES

#### COLONIAL POWER

- ◆ The upgraded unit is not considered new (unless **COLONIAL POWER** has been used to produce a 1 strength unit from 0 strength empty area).
- ◆ If it has already attacked during this turn, it cannot make a new attack.

## PEOPLE'S REPUBLIC OF CHINA (PRC)

### TECHNOLOGIES

#### MAO ZHUXI YULU

There must be at least one natural influence from another block on the target area to send it there. Otherwise, it's impossible.

#### HAI YING-2

Leads to a **DEFCON** modification.

## TECHNOLOGY TILES ERRATAS

## NON-ALIGNED MOVEMENT (NAM)

#### VIDYUT

Printing problem: the small barrels of oil to be spent on the final **VIDYUT** tile are missing.

## WARSAW PACT (WP)

#### PERIMETR

One thing is missing: **PERIMETR** includes **LOW** technology, in addition to all its other effects.

## ATLANTIC ALLIANCE (AA)

#### STAR WARS

**Warning! This technology is for single use only.**

Once used, remove the tile from the game for good. However, it is still considered developed for certain rewards, **such as the M9 STRATEGIC DEFENSE INITIATIVE MISSION card**.

## CARDS ERRATAS

## ATLANTIC ALLIANCE (AA)

#### MISSION CARD M11: KOREAN WAR

Read **DONGBEI** not **MANZHOU**.

## FRENCH REPUBLIC (FR)

#### MISSION CARD M15: UNIFICATION DU MAGHREB

You need 5 areas, not 4, because there are 2 areas in **ALGERIA**.

## RULES ERRATAS

#### PAGE 16 §5.2.1

“The redeployment area must be controlled by its **BLOC** and not occupied by an opposing unit.”

The sentence “by an opposing unit” is wrong: “the redeployment area must be controlled by its **BLOC**, and not occupied.”

#### PAGE 17 : EXAMPLE AT THE BOTTOM OF THE FIRST COLUMN

The **NAM** spends 1 **OIL** barrel and takes control of **FRANCE II**. It's not **FRANCE II** but **FRANCE III**.