


Establish Faction

 + 3 SP = 

unless you have 


Faction allows:

- Establish Alliance
- Establish Factory
- Place Military Presence

Column A

Establish Alliance

 + 4 SP = 




unless you have 

Alliance allows:

- Establish Political Control
- Establish Factory
- Establish Economic Control
- Place Military Presence

Column A

Political Control

 /  + 5 SP = 

if no opposing  / 

Political Control allows:

- Same as Alliance +
- Degrade Factions, Alliances, Factories, and Economic Control
- Expropriate Factories and Economic Control
- Expel or deny Diplomats
- 12 SP bonus at game end

Column A

Establish Factory

 /  /  / 

+ 3 SP = 

Factory allows:

- Collect region's SP value
- Establish Economic Control

Column A

Economic Control

 /  / 

+  + 5 SP = 

if no opposing 

Economic Control allows:

- Collect *double* region's SP value
- 8 SP bonus at game end

Column A

Military Control

 + 5 SP = 

if no opposing  /  / 

Military Control allows:



- Same as Alliance +
- Degrade Factions, Alliances, Factories, and Economic Control
- Expropriate Factories and Economic Control
- Expel or deny Diplomats
- 10 SP bonus at game end

Column A


1. Purchase Phase

5 SP =  /  / 

place new units in your deploy box

 ↔ 

if in your deploy box

 *on map* = 5 SP


if no supporting

 /  /  / 

2. Move Phase

 /  = 0 SP

never to own home country

 = 5 SP

to sea or a region with your

 /  /  / 

 /  *may enter a region only*

if allowed by opposing  / 

3. Action Phase

- Establish Factions, Alliances, and Factories
- Establish Economic, Military, and Political Control
- Play Action cards
- Maximum of one column A and one B action per region
- Where you have Military or Political Control expel Diplomats, degrade opposing markers, and expropriate opposing Factories and Economic Control
- You may degrade your own markers during Move Phase

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Cold War

**Establish
ACTION**

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RULE

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