

Winner of the FIW Award 2021

WunderWaffen

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GAME: WunderWaffen

THE WW PROJECT	14	HOW TO USE ALLIED ACTION COUNTERS	17	TRACKING GERMAN RESEARCH	21
Game features	14	How to use the reverse sides of Allied faction counters	18	Research cards	21
Components	14	HOW TO USE GERMAN ACTION COUNTERS	18	END OF GAME PHASE ONE	22
COUNTERS	14	How to use the reverse of German counters	19	Preparation for Game Phase Two	22
GAME SETUP	15	EXAMPLES	19	Berlin	22
Factions	15	POLITICAL COUNTERS	20	German Political Counter in "Berlin"	23
GAME TURN	15	STRATEGIC TRACK	20	END OF THE GAME	23
Example of a game turn	15	MORALE TRACK	20	Final score	23
TERRITORIES	16	POLITICAL TRACK	20	VPs for Berlin	23
Conquering a Space	16	CONFERENCE TRACK	21	Playing with two factions	24
Conquering a Territory	16	Leader Square	21	Alternative score	24
Example	16	RESERVE AND DISCARD AREAS	21	ADVICE	24
Points for a Territory	17			Advice for the Allies	24
The bonuses	17			Tips for the German Player	24
Fortresses (Festungen)	17			CREDITS	24

THE WW PROJECT

The challenge in designing this game was to evoke, through mechanics not typical of traditional wargames, two aspects of the last period of the Second World War that significantly affected today's world:

- the troubled relationship of collaboration and rivalry between the Allies during the final phase of the war and
- the possibility that the Germans would fully develop the potential of their new superweapons, (to which the title of this game is dedicated). The weapons mentioned in the game all have a verified historical basis, while the more fanciful ones have been deliberately left out.

Translated into game terms: the Allied players have to help each other while seeking to balance the urgency of advancing towards Berlin with the need to moderate German scientific research.

The German player will have to advance on the research track, at the same time as trying to offer desperate resistance to the Allied advance. The German seeks to take advantage of the weak points and misunderstandings between the Allies in order to delay the inevitable defeat for as long as possible. Even the Germans will be able to win the game, despite losing Berlin, thanks to a scoring system that rewards the results of the forces in the field.

In drawing a line between game and simulation though, WW certainly leans

towards the former: no dice, tables, hexes and stacks.

My wish is that classic wargame lovers will play WW bearing in mind that the goal of the game is to evoke the climate of forced cooperation that united the Allies in their common goal of defeating the Third Reich. Fans of strategic games can enjoy the opportunity to relive a historical situation by means of well-chosen mechanics.

Game features

Strategy game for 2, 3 or 4 players

Duration: 60-90 minutes

Suitable for Ages: 10 years and up

Components

- An A2-sized board
- 112 double-sided counters divided as follows:
 - 18 action counters x 4 players: German, American, English and Russian
 - 4 VP counters
 - 4 Morale counters
 - 4 Politics counters
 - 3 Strategy counters
 - 1 Research counter
 - 24 Research Counters
- 1 Research Card Table

COUNTERS

In the game, the American, English and Russian players are generically defined as the "Allies", while "faction" defines each of the four forces in the field. The heart of the system is the 18 action counters that each faction uses to make its moves. Each turn players may choose only three to play.

Each action counter has a colored side that represents an action of its own faction, with a white reverse side that represents an action of another faction. One of the three action counters played is always played by flipping it to its reverse side and thereby allocating the action depicted to another player (ally or opponent). Once the three counters have been played, three more are then chosen (without looking at their reverse sides) and **the turn passes to the player on the left.**

In Game Phase Two, the counter total is reduced from 18 to 12, forcing the players to plan their moves through another dramatic selection.

Front: German soldier



Reverse: Allied aircraft



Front: British artillery



Reverse: German Faction symbol



Front: American artillery



Reverse: German Research



Front: German 'Berlin' politics



Reverse: Allied armour



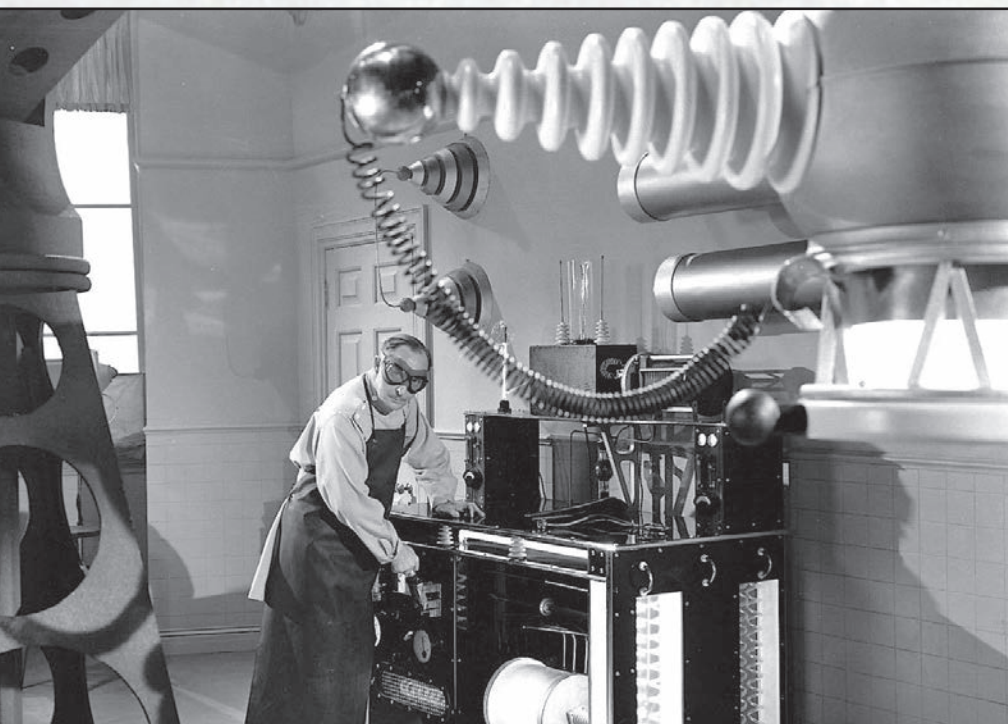
Front: Russian morale symbol



Reverse: English-American Strategy



Each reverse side has a colored corner with the original faction symbol.



GAME SETUP

Set up the following tracks with the faction pieces in the indicated positions:

- ➔ place the four VP counters on square 0 of the VP track
- ➔ place each Allied player Strategy counter on their Strategy symbol
- ➔ place the German Research counter on the empty square on the Research track
- ➔ stack the Morale counters in random order on the Morale track
- ➔ place the Political counters on the Political Track in the reverse order of those on the Morale track
- ➔ each player, starting with the Russian and continuing clockwise, places their set of 18 counters in front of them, off the board, with the colored faction side showing, then chooses three **WITHOUT EXAMINING THE REVERSE** and places them on their starting area spaces.

- ➔ the German player puts the two groups (of different colours) of Research Counters into two containers, draws 4 counters from each container, arranges them near the board and chooses whether to acquire a single “2” or two “1” value Research Counters (if available). Next, bring the total of Research Counters in the two groups back to 4.

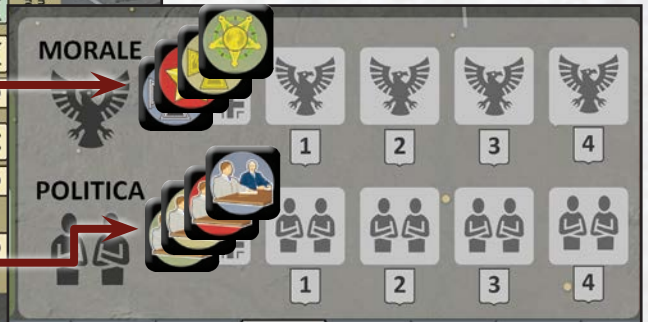
Factions

Players decide or draw lots for which faction they want to play.

- ➔ **Two:** Player A = English and Russian, Player B = American and German.
- ➔ **Three:** Player A = English, Player B = American and German, and Player C = Russian.
- ➔ **Four:** Each player plays one faction. The game is ready.

GAME TURN

In Game Phase One, the Russian player is the first to play, followed by the American, English and German players. The player whose turn it is, is defined as the “Active Player”. When everyone has taken their actions, the turn is completed and the Russian starts the next turn, play continues until all players have used their available action



Conference track, and then the last four rounds of the game are played. If a player fails to recover 12 counters they simply play with their remaining ones.

Example of a game turn

Russian player:



American player:



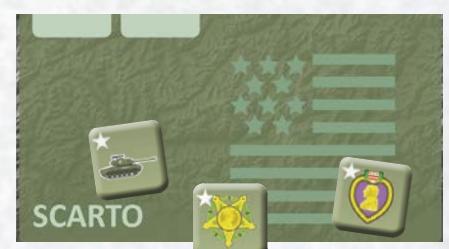
English player:



German player:



US Faction Discard Area:



counters. Each turn the players use the three action counters in their starting area space.

Each turn a player must:

- ➔ examine the two sides of the three action counters available for that turn, deciding which to play;
- ➔ play two action counters for their own use;
- ➔ play the reverse side of the third action counter for another player to use.

The three action counters can be played in any order desired; any results are applied immediately, before proceeding to the next one

Discarded counters or those used but not placed on the board are placed in their owner’s **DISCARDS** to be used again in Game Phase Two.

At the end of the turn, another 3 action counters are chosen (always without looking at the reverse), they are placed on their starting area.

After 6 complete rounds, after the German player has played all their action counters, the scores are calculated (see below). Each player then chooses 12 counters from those in their Discards and possibly from the

TERRITORIES

On the gameboard, Europe is divided into 23 areas called Territories. Each TERRITORY has three SPACES that must be fully occupied by action counters in order to be conquered.

For example, Bialystok Territory has:

- One or more cities (indicated by a star),
- a central box indicating the owning player,
- three Spaces for action counters,
- one or more bonuses that Territory provides when conquered.



At the start of the game, all Territories belong to the German player: as long as a Territory still shows the German symbol it belongs to the German player.

The allies can occupy the Spaces of a Territory only if it is adjacent to their starting area or to another Territory already in their possession.

Spaces can be empty, have an action counter symbol, or be already occupied. If they have no symbol, any type of action counter can be placed on them. The playable action counters in decreasing order of power are: **Faction Symbol** > **Artillery** > **Aircraft** > **Tank** > **Soldier**.

If, on the other hand, a Space shows a symbol, a counter of that type or higher must be played.

For example, a Tank, Aircraft, Artillery or Faction Symbol action

counter should be played on the left square. Once it is occupied by an action counter, the counter symbol on a space is ignored.

Conquering a Space

If a space is occupied by an opposing action counter (German for the Allies, Allied for the German) the played action counter must be of superior strength, according to the scale shown above. The counter played replaces the eliminated one, which is placed in its owner's Discards. Any counter symbol printed on that space is ignored.

Conquering a Territory

When all three Spaces in a Territory are occupied, players immediately determine who owns it. Conquest can also happen as a result of a player's move in favor of another player (ally or opponent). If all counters belong to the same player, that Territory now belongs to that player. Each player moves all of their counters to their DISCARDS, except for one used to cover the German Territory Symbol.

In this way it is easy to identify which player each Territory belongs to in the following turns.

The German player can also occupy their own Territory, with the same methods and scores as the allies (see further on: The Fortresses)

If the action counters in a space belong to different players, then whoever has the majority of counters is the winner. If two counters are from two different allies and the other is German (or allied but neutral), the Allied player with the stronger action counter wins.

When the two allied counters are of the same type, whoever has the higher Political value at that moment wins the Territory. If the Political markers are on the same position, the counter on top is considered the winner.

IMPORTANT: Once occupied, an Allied Territory can no longer be re-conquered by the Germans.

Example



The Russian player wants to conquer Bialystok Territory, where two spaces are already occupied by two German Tanks. The Russian places an Aircraft action counter and eliminates one German Tank then places a soldier



counter in the left space, thus occupying the last space: Bialystok Territory now belongs to the Russian player for the rest of the game; the territory can never be re-conquered by the German player.

PLAY NOTE: If the Russian had played the soldier counter first, the Territory would have been immediately conquered by the German, the winner by majority.



The Russian player next places the soldier counter on the Bialystok Territory symbol and places the aircraft counter in their discards. The German player returns their two Tank counters to the German Discards.

The Russian takes the 3 Victory Points plus any additional VPs indicated by their position on the Political or Morale track, as they choose.

Bialystok Territory belongs to the Russian player for the rest of the game, and can never be re-conquered by the German player.

Points for a Territory

When a player conquers a Territory, the VPs gained are checked immediately. First of all, the effects of any Bonuses present are applied (e.g.: +1 Morale Point, etc.) and then any VPs for the Territory are added together with those from either the Morale or Political track (as chosen by the player). It's always a good idea to apply the advancements first, so that you can get more VPs.

Some of the German player's Research Cards may give additional points.

An Allied-conquered Territory is indicated by covering the German symbol on the Territory with an Allied counter. If the German player owns a Territory, a German counter on the Territory symbol indicates it is a Fortress.



The bonuses

Players gain bonuses for occupying Territories:



Morale



2 Victory Points (VPs)



Political Advances



Progress on the Strategic Track



Research: Advance Research for the Germans, decrease Research for the Allies

Fortresses (Festungen)

During the retreat towards Berlin, the Axis forces devised a defense system by fortifying the cities, which were called Festungen (fortresses).

Only the German player can build a Fortress.

The German player can also occupy the spaces of a Territory not yet occupied by the Allies, with the same rules as for the Allies (the only difference: if there is a Research bonus in the Territory, the German player gets an advancement on the Research Track and a retreat for the Allies).

The German counter that occupies the central symbol becomes a Fortress: this counter is not considered when determining Space or Territory control, it is simply a way of identifying the Fortress.

A Territory containing a German Fortress can be conquered by the allies by occupying all its Spaces (the same

rules apply as in the "Conquering a Territory" chapter).

Once the Territory is won, the German counter is placed in the Discards and the winning Allied player places one of their own counters on the Territory symbol.



The German conquers the Koszalin Territory and moves one German soldier to the symbol, creating a Fortress.

The German gains an advancement in Politics plus any VP gained from the Morale or Political marker on the relevant tracks.

HOW TO USE ALLIED ACTION COUNTERS

The counters can be used in different ways, depending on the type of employment. They can only be played on Territory Spaces adjacent to their own Territories.

Soldier



- ➔ Eliminate a German Faction Symbol counter on a Territory Space, occupying its place.

Tank



- Eliminate a German Soldier counters on a Territory Space, occupying its place.

Airplane



- Eliminate a German Soldier or Aircraft counter on a Territory Space, occupying its place.
- Discard to advance on the Strategic track.
- Discard to move the German research counter back one square.

Artillery



- Eliminate a German Soldier, Tank or Aircraft counter on the Territory Space, occupying its place.
- Discard to advance on the Strategic track.

Morale



- Discard to advance one position on the Morale track.

Political



- Place on the "Conference" track
- Place on the "Leader" zone
- Place on spaces in Berlin
- Place on a Territory occupied by another Ally in order to gain access to other Territories
- Discard to eliminate an Allied counter from a Space (see the "Political Solution" chapter).

Faction symbol



- Replaces any other counter. On Spaces, eliminate all other counters except Soldier counters.

How to use the reverse sides of Allied faction counters

On each turn the active Allied player must play one of their three counters in favor of either an ally, or the German player. To distinguish them from the fronts, the reverse side of the counters are white and bear the same symbols in the color of the various factions. In addition, they have a colored corner in their owner's color.

Reverse - German actions



- These are used by the active Allied player following the same rules as the German player. For example, with a German Aircraft one ally can eliminate another ally's smaller counter and occupy the empty space. How to use the counter and any resulting effects is ALWAYS decided by the active Ally.

Reverse - Allied actions



- These counters are played by the active Allied player, following the usual rules. The active player decides which possible bonus effects to choose (e.g. in the case of progress on the Strategic track, the active player decides which bonuses to apply).



HOW TO USE GERMAN ACTION COUNTERS

Some counters are identical to the Allied ones, others are the Germans' own. The German player may play them in any owned Territory Space, applying the same rules as the Allies.

Remember: all Territories are considered German if there is no Allied control counter on them. →



Soldier



- Eliminate an Allied Faction Symbol counter on a Territory Space, occupying its place.

Tank



- Eliminate an Allied Soldier counter on a Territory Space, occupying its place.

Airplane



- Eliminate a Soldier or Tank counter on a Territory Space, occupying its place.
- Discard during an Allied player's turn to cancel a reduction in German Research. With this out of turn action, the German player can no longer play their next counter for themselves but only the discard one and the one in favor of an Ally.

Artillery



- Eliminate a Soldier, Tank or Aircraft counter on a Territory space, occupying its place.

Morale



- Discard to advance two squares on the Morale track (any bonuses are taken only in the 2nd square).



- ➔ Places only on spaces in Berlin (see below).
- ➔ Cannot be discarded.

Faction symbol



- ➔ Eliminate a Soldier, Tank, Aircraft or Artillery counter and occupy its place.
- ➔ Replaces any other German counters (except double Morale and Research).

Research



- ➔ Discard to advance one square on the Research track.



- ➔ Discard to advance two squares on the Research track (any bonuses are taken only in the 2nd square).

How to use the reverse of German counters

Each turn the German player must play one of their three pieces in favor of an Ally. To distinguish them from the fronts, the reverse sides are all white and bear the same symbols in the color of the various factions. In addition, they have one corner colored in the German faction color. The German player (as the active player) decides

any effects as if they had been played by an Allied player.

Allied Soldier Counters



- ➔ Played by the German player with the same rules used by the American, English and Russian players.

Allied Faction Symbol Counters



- ➔ Played by the German player in place of any of that faction's pieces.

Aircraft and Artillery counters



- ➔ Played by the German player in favor of an Allied faction of the player's choice. They can also be used to advance on the Strategic track.



- ➔ Discarded to raise the Morale value of an Allied faction, of the German player's choice.

Allied Morale Counters



- ➔ Discarded to raise the Morale value of an Allied faction, of the German player's choice.

Allied Strategy Counters



- ➔ The Strategy counter of an Allied faction is discarded to advance one step.

Tank counters



- ➔ Played by the German player in favor of an Allied faction of the player's choice.

EXAMPLES

Some examples of termination for possession of a Territory:



The German player is awarded the Territory



The American player wins the Territory



The English player is awarded the Territory



The American player wins the Territory



Player starting areas can NEVER be occupied by opposing counters



POLITICAL COUNTERS

An active Allied player may discard a Political counter to remove any Allied counter from a Space on an unconquered Territory. The Counter goes to the Allied player's Discard.

The Ally removed gets 2 VP of compensation from the active ally. The freed space can then be occupied by another counter.

The **Political** counter can also be placed on a Territory owned by another Ally, outside of Spaces. In this way, the active player acquires the right to be able to place their own counters in the spaces of the Territories bordering it, as if the Territory were also their own.

The Territory in which the counter is played must border on a Territory owned by the active player.

STRATEGIC TRACK

Combined with these boxes are important military events and operations that took place in that period, which influenced the aftermath of the war.

Instead of playing counters on Territory Spaces, the Allies may advance on Strategic tracks.

To do this, the active player either plays a counter matching one of those

indicated on the first free space of the Strategy track or discards a Faction Symbol to move the Strategy marker forward one square.

The Strategy marker can also be moved by the play of the reverse side of an opposing counter.

At each advance, the active player decides which of the two bonuses to take: the one above or the one below. The active player also decides how to apply any bonuses they receive.



In this example, the British player discards an Artillery counter to advance their Strategy marker one square then can choose to either advance one square on the Policy track and take 2 VPs or to reduce the German Research by one square and take 3 VPs.

The symbology of the bonuses is mainly the same used on the Territories, and sometimes they involve other players (mainly the German).

The Strategy marker advances on the Strategy track until the track is completed.



In this example the lower right American player can no longer move into the Lodz, Warsaw and Bialystok Territories, because they are occupied by the Russian player. The American plays a Political counter in the Warsaw Territory which allows the player to occupy spaces in the adjacent Free Territories of Poznan and Danzig.

MORALE TRACK

Every action taken or suffered has repercussions on the morale of the soldiers, throwing them into the deepest despair or inspiring them to superhuman effort. Maintaining morale is an element to always keep in mind when playing WW.



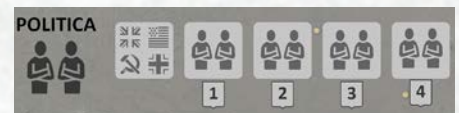
Players advance on this track by discarding Morale counters or faction symbols, as well as by the effects of other actions: every time a player gets an advance or retreat, the position of the Morale counter must be updated.

A Morale counter cannot be moved beyond the end of the track; the opposing counter instead moves forward or backward by one position, so as to maintain the correct relative difference in points between them.

NOTE: VPs are not gained by advancing the Morale counter; only when a Territory is conquered. When the German player reaches the third square, they also receive an advance on the Research track (but only if the counter advances).

POLITICAL TRACK

Military action counts, but where weapons can't go, politics does.



The Political track works similar to the Morale track. On this track it is also possible to advance by discarding Political or Faction Symbol counters, as well as by the effects of other actions.

NOTE: VPs are not gained by advancing the Morale counter; only when a Territory is conquered.

CONFERENCE TRACK

Where the Allies meet to decide the fate of the world.

The active Allied player calls a Conference by placing a Political counter or faction symbol on the first square on the left and immediately scores 3 VPs. On their turn, the other Allies can decide to join in, by playing one of their own Political counters or Faction Symbols and take the VPs, or they may play other moves. Until the three positions are filled, the players present at the conference will take the VP at the start of each of their own turns. Each faction can only play one counter on the Conference Track. At the end of Game Phase One the counters are moved to the players' Discards.



Leader Square

Each Conference can end with a winning leader.

In their turn the active Allied player may occupy this square with a Political or Faction Symbol, but only if the three Conference squares have also

been occupied. The player gains 2 VPs and a +1 on the Politics track. At end of Game Phase One, any counter present on the Leader box is moved to the player's Discards.

RESERVE AND DISCARD AREAS

Reinforcements are coming!

The Allies have a further alternative move: they can set aside one of the three counters available on their turn by placing it in one of the two spaces of their Reserve (not to be confused with the Discards!) If they do so, one counter must be a Soldier, while the other counter is of the player's choice.



During a subsequent turn, the player can use one or both of these counters to perform a third (or fourth) game action, obtaining results that would be impossible in a normal turn.

In this way it is possible to play up to four counters in a single turn.

Once the counters in the Reserve have been used, the Reserve maybe refilled by playing new counters, always sacrificing the moves on the board.

TRACKING GERMAN RESEARCH

In Peenemunde, the German superweapons capable of turning the tide of war were being designed.

Using a Research counter, the German player can advance one square on the Research track (this action can also occur as a result of Allied actions). On the first square the player gains one VP, on the second a Morale advance. From the third square the player starts earning Research Points.

In the German player's turn they can acquire **ONE** Research Card from among the 8 available, discarding all the available RPs (any leftovers are not counted).



The effects of the acquired card become active immediately.

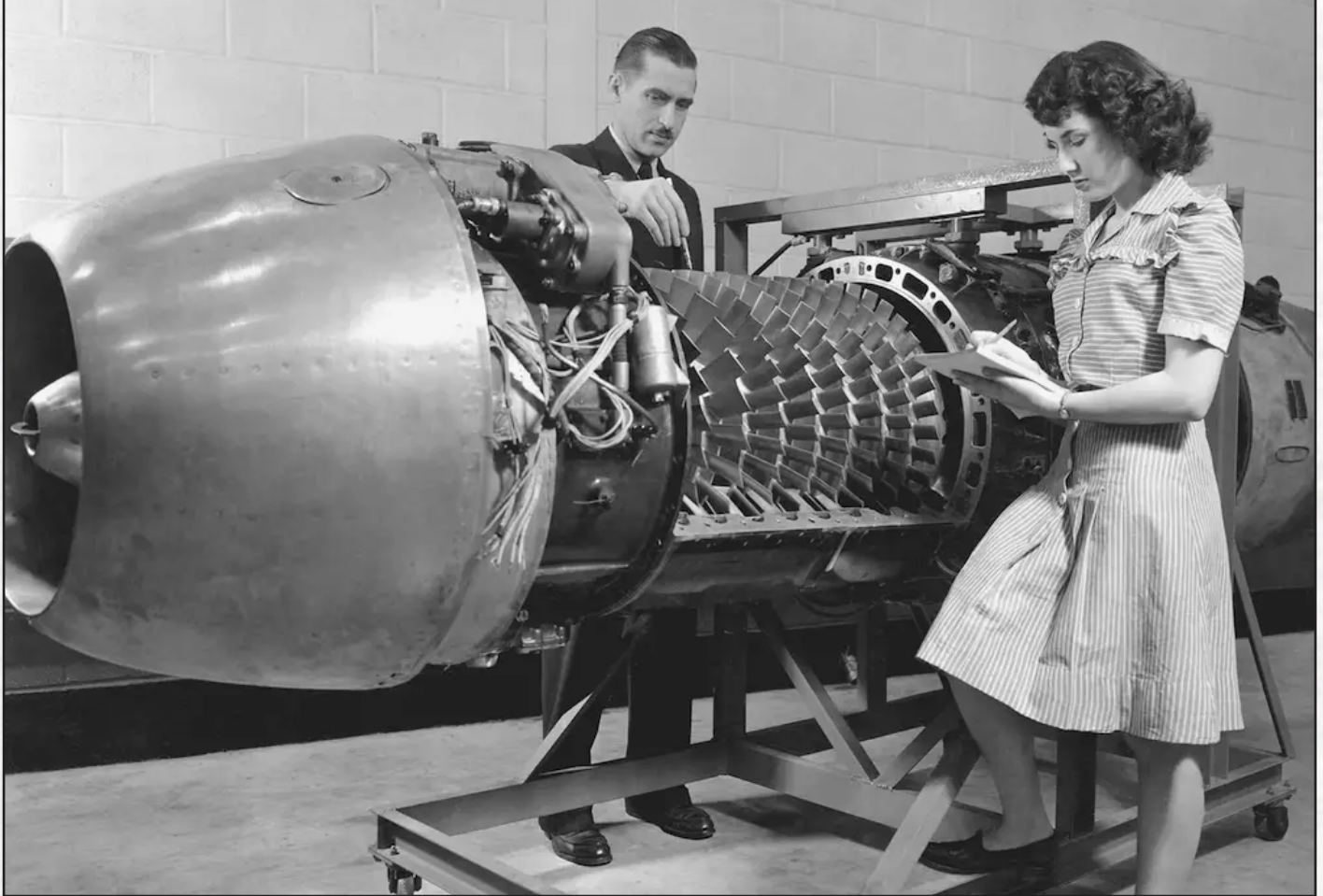
The 1 VP and +1 Morale bonuses are obtained only when the Research marker goes up, the -1 Morale bonus only when the marker goes down.

Allies should be very careful when considering the effects of Research Cards. A German who accumulates at least four Research Cards is unlikely to lose the game.

Research cards

The cards are divided into two groups of twelve each as shown on the Research Card Table. Each Research





card has a corresponding counter. The first group collects cards of value 1 and 2, while in the second group there are cards of value 2 and 3.

Only 4 of each type are available at the start of the game. Each card has a score in the upper right corner indicating the level of research needed for the German player to acquire it. The game conditions that the card activates are shown on the left side. At the bottom left there are any bonuses connected to it; these bonuses must be applied immediately.

At any time of the game (even during an Allied turn) the German player can gain PR, thanks to the actions of the allies.

Remove the counter from the acquired card and replace it with another Research card counter of the same type chosen at random. The Research Track counter is then reset back to its starting position (marked with a small black square). If during the game the Research value rises again, it will be possible to acquire other cards.

Update the player's positions on the VP track accordingly.

Preparation for Game Phase Two

The counters on the Conference and Leader tracks, and those in the Discards are returned to their respective players, who then chooses 12 counters and places them in front of them faction side up, as in the first game turn. If the player has more than 12 counters the excess is discarded. If the player has fewer, they do not gain any more.

During the whole game the players ALWAYS have to play three action counters, except:

- if they have only two counters left, they play one for themselves and one for another player.
- if they have only one counter left, they play it for themselves.
- if a player runs out of counters, their turn is skipped for the rest of the game.

The Russian player goes first, as in Game Phase One. The game ends on the fourth move of the last player.

Berlin

The ultimate goal of the war is to conquer Berlin, and you have to do it as fast as possible.

END OF GAME PHASE ONE

After 6 game turns, all players will have exhausted their counters with the German player's last move. At this point they proceed to the first VP count:

- each player receives one VP for each Territory they own
- the player who controls the most cities gets 5 VP (in case of a tie, 3 VP each)

JET AVANZATI
(ADVANCED JETS)

If you have an advanced aircraft...



1

DIFESA ORGANIZZATA
(ORGANIZED DEFENSE)

Every time you build a Stronghold you get an additional 3VP.

4VP + 



3



The Berlin Territory follows different rules from other Territories. To begin occupying Berlin spaces, at least 3 neighboring Territories must be owned by the Allies. To place a piece in Berlin, the Allies must own an adjacent Territory. Only the Soldier, Tank, Faction Symbol and Politics counters can occupy the free spaces in Berlin. The active player then chooses to occupies one of the 5 spaces of the Territory, and immediately earns the VPs and any bonuses indicated by the space (NOTE: they do not earn VPs from their position on the Morale and Political Tracks, unlike with the other Territories. Political counters played on Berlin DO earn an advance on the Political track. In Berlin, no player may play the reverse of their pieces. Once the 5 Berlin spaces are all occupied, only the fifth position with 3

VPs can be occupied: for each counter played, an Allied faction will always and only take 3 VPs.

German Political Counter in "Berlin"



In Berlin, the German player may not attack any Allied counter, and they may only place the "Berlin" Political counter.

Playing this counter earns the German player the VPs and bonuses related to the occupied space, and it cannot be eliminated in any way. The German player gains one space on the Political track. This piece may only be played after at least one Allied counter has been played on Berlin.

END OF THE GAME

When the last player has completed their fourth and final turn, the game is over.

It may happen that in the last rounds a player is unable to play counters because there are no more spaces or actions available, either for themselves or for opponents. In this case the unusable pieces are simply discarded. But if there is even one valid action, the counter

MUST be played. In this case, the possibility of using the front/reverse of the pieces can be very useful in order to avoid actions that are particularly favorable to another player, as well as using any pieces in the Reserve.

Final score

The players repeat the count made at the end of Game Phase One:

- each player earns one VP for each Territory they own
- the player who controls the most cities gets 5 VP (in case of a tie, 3 VP each)
- the leading player on the Political track scores 4 VPs (in case of a tie, 3 VPs each)

THE PLAYER WHO OWNS THE FACTION WITH THE HIGHEST SCORE WINS.

NOTE: In games where one player controls two factions, the player who gets the best score with one of them will win.

VPs for Berlin

- The player with the majority of counters in Berlin earns 6 VP (in case of a tie, 4 VP each)
- Each Political counter in Berlin scores 3 VP



Playing with two factions

In games with two and three players, it happens that you have to play with two factions: the player will hold the position of both factions and will play turn after turn, alternating at the head of them.

Players CANNOT PLAY the reverse side of an action counter if it has the other faction they are playing. If it is impossible to avoid this situation, then the played counter is simply discarded.

Alternative score

In the two-player game, when determining the winner, the players score their weakest faction only.

ADVICE

Advice for the Allies

It is important to make sure you always have 12 counters for the second phase of the game: the counters given to help your Allies are often used by them to identify territories and they never return to their discards. It is essential to curb the German's research, even to the detriment of your own objectives because some cards lead to rule changes that can be very advantageous for the German. It is advisable to raise Morale and/or Politics before conquering new Territories, in order to earn more

points from conquest. Between an Ally and the German, always help the former, especially if they're behind you in score. Use Faction Counters wisely. Always try to agree with other Allies on the best way to occupy Territories. Occupying the first space of the Conference track can be very convenient, especially when you see that the other Allies have no Political or Faction Symbol counters available in the current turn. Parking counters in your Reserve may seem like a useless move, but it has the great advantage of being able to play up to 4 counters in one's favour in a subsequent turn, which is especially valuable in the final stages of the game. Strategic tracks are always valid alternatives to territorial conquests, and as they increase in value, the advantages obtained also increase: if you decide not to play at least 4 counters on the tracks, concentrate more on the Territories.

Tips for the German Player

It won't be a problem for you to have 12 counters for the second part of the game: try to select faction and research symbols, the two counters x 2. At the end of the first round you will have a large amount of VP obtained from Territories, try to keep the majority

of cities as well to increase your advantage. Carefully consider Research cards and their possible effects on the game. Once you get a card, remember to make the most of the possibilities it offers you. Try to play the Sweep x 2 counters on a turn where the Allies have no planes in play that can back you up. Spend Research Points as soon as possible, there is a risk that Allies will reduce them for you. As an alternative to research, occupy Territories from two more valuable Spaces, making the march of the Allies more difficult and obtaining precious victory points. If you have to play counters in favor of the Allies, try to favor the one furthest behind in the score. Playing the Politics counter in Berlin means getting more points and above all taking them away from your opponents.

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