

QUICK REFERENCE



Industrial production: Draw one unit token from your bag and add it to your reserve.



Bombing: Discard (put back in the bag) one random unit token from your opponent's reserve.



Research: Draw one random unit token from the research pile, and add it to your bag.



Tactical advantage: Advance this number of spaces on the battle track of the theatre of operations where you just placed your unit token.



Strategic advantage: Advance this number of spaces on the battle track of any theatre of operations except the one where you just placed your unit token. You cannot move onto the last space of a track with this effect.



Propaganda: Advance this number of spaces on the war victory track.



Improved industrial production: Draw two unit tokens from your bag and add them to your reserve.



Research industry: Draw one random unit token from the research pile, and add it directly to your reserve.



Improved research: Draw two random unit tokens from the research pile, and add them to your bag.



Armies: Can be placed on land battle spaces and land / sea battle spaces.



Navies: Can be placed on sea battle spaces and land / sea battle spaces.



Airforces: Can be placed on any type of battle space.



General: The general is considered an army. Advance one space on the battle track for each army and airforce you have already deployed in this theatre of operations (including the general but ignoring special weapons).



Admiral: The admiral is considered a navy. Advance one space on the battle track for each navy and airforce you have already deployed in this theatre of operations (including the admiral but ignoring special weapons).

Task forces: When you place these unit tokens, ignore the effect of the occupied battle space.



Naval bombing / aerial bombing: When you carry out the effect of the battle space, also carry out a bombing effect (discard one random unit token from your opponent's reserve).



Blitz forces: After you place (and resolve) one of these unit tokens, you can immediately place another unit token from your reserve to an eligible battle space in the same theatre of operations.



Note: You'll get to draw only one unit token in the draw phase at the end of your turn.



Spy: Copy the value, type (army, navy, airforce), and any special ability of the unit token just placed by your opponent.



Scientist: You can place the scientist on any battle space (not only the topmost open campaign) of a theatre of operations of your choice to carry out its effect. The scientist has no military value, so you don't get to move the battle marker.



Nuclear bomb: The nuclear bomb is considered an army. When you place the nuclear bomb, advance seven spaces on the theatre of operations battle track, and retreat two spaces on all other theatre of operations battle tracks that are not yet closed.