



TERMINAL CONFLICT

FIELD MANUAL



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1 INTRODUCTION

Terminal Conflict is a game of geopolitics, espionage, military confrontation, and ideological struggle throughout the Cold War (1946 - 1991). Gain access to your retro terminal and assert dominance through strategic arms races and disarmaments. Balance the world on the brink of mutually assured destruction to ensure total victory!

In Terminal Conflict you will manage the American or Soviet superpower, navigating the ideological conflict of our time in various world theaters. Employ military might, real historical leaders and policies to shift the balance of power in your direction while keeping domestic and foreign interests balanced. Strategize your way through historically plausible events, go into space and engage in decisions that will require your careful evaluation of costs and benefits, with all our lives in the balance.

Your terminal awaits, in a game that can be played both against a crafty AI or with a friend for the ultimate battle of minds; or tear down this wall, as the game is completely moddable and expandable with a built-in editor so you can tell your story. What are you waiting for? Become our hero or the destroyer of our world!

1.1 SYSTEM REQUIREMENTS Minimum Spec:

OS: Windows 7 64-bit or newer

Processor: Intel® Pentium® IV 2.4 GHz / AMD 3500+ Memory: 2 GB RAM

Graphics: NVIDIA® GeForce 8800 or ATI Radeon® X1900, 512mb video memory required DirectX: Version 9.0c

Network: Internet connection Storage: 2 GB available space Sound Card: Direct X- compatible soundcard.

Additional Notes: Mouse and keyboard are required. / Internet Connection for 1 vs 1 Ranked multiplayer, or Direct connect in multiplayer mode.

1.1.1 Recommended Spec:

OS: Windows 7 64-bit or newer

Processor: Intel® Core i5 750 @ 2.66 GHz / AMD Phenom® II X4 955 @ 3.20 GHz

Memory: 4 GB RAM

Graphics: ATI Radeon® HD 6950 or NVIDIA® GeForce GTX570 with 2GB VRAM DirectX: Version 9.0c

Network: Internet connection Storage: 2 GB available space Sound Card: Direct X- compatible soundcard.

Additional Notes: Mouse and keyboard are required. / Internet Connection for 1 vs 1 Ranked multiplayer, or Direct connect in multiplayer mode.

1.2 INSTALLING THE GAME

Terminal Conflict is installed and played via Steam using your Steam Client access (<https://store.steampowered.com/about/>). After having installed the Steam Client, execute the following steps in order to install the game:

1. If Steam isn't already running then Run the Steam Client on your computer:
 - i. Windows) *In Windows press on START or the Windows flag in the bottom left of the screen*
 - b. *Type 'STEAM' and then choose Steam from the program list.*
 - i. Mac), *Hold the Command button and tap Space.*



- c. Type 'STEAM' in the box and then choose Steam from the list.
2. Log into your Steam account if you aren't already logged in.
3. Choose the 'Library' to see your list of games.
4. Choose 'Terminal Conflict' by selecting it.
5. Choose 'Install' to install the game.
6. Follow the on-screen prompts.



1.3 UNINSTALLING THE GAME

To uninstall Terminal Conflict, please execute the following steps:

1. If Steam isn't already running then Run the Steam Client on your computer:
 - a. In Windows click on *START* or the Windows flag in the bottom left of the screen
 - i. Type *STEAM* and then choose Steam from the list.
 - b. On Mac, hold the Command button and tap Space.
 - i. Type *STEAM* in the box and then choose Steam from the list.
2. Log into Steam if you aren't already logged in.
3. Choose the 'Library' to see your list of games.
4. Right-click on 'Terminal Conflict'.
5. Choose 'Uninstall' from the dropdown menu.
6. Confirm by pressing 'Delete' in the pop-up.
7. Follow the on-screen prompts.



Uninstalling through any other method will not properly uninstall the game.

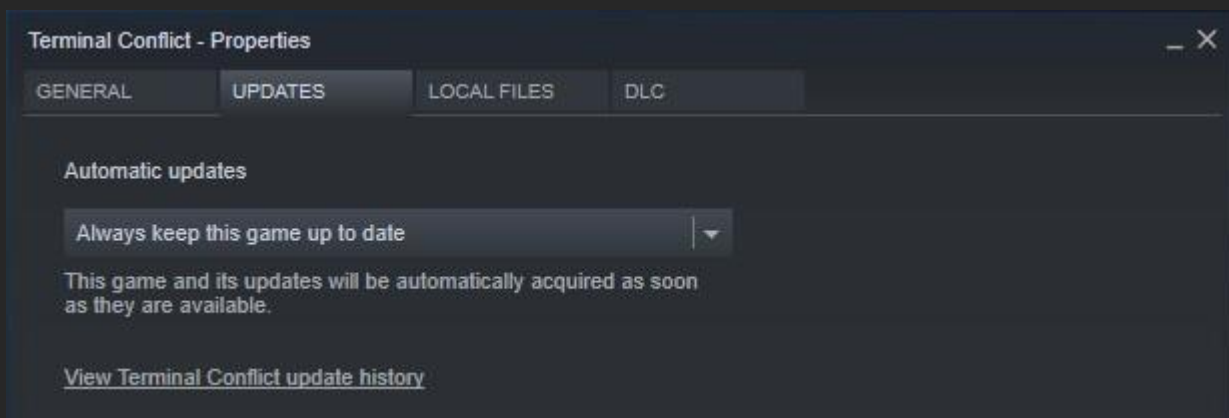
1.4 PRODUCT UPDATES

Terminal Conflict is a 'living' game, meaning the development team is constantly working to bring new content and if needed, patches and fixes. Steam will update the game according to your Steam Client settings.

Steam Auto Update



1. Right click on the Terminal Conflict game in your Steam Library
2. Select Properties
3. Select the UPDATES tab
4. Choose your desired Automatic Update configuration



To read up on new the latest updates, please consult the Terminal Conflict News Section on Steam.

1.5 GAME FORUMS

The community is a vital part of the game as we actively seek your feedback on features and updates, provide detailed support and/or discuss game-related subject matters on our community Steam Forums, Discord War Room, on Twitter, Facebook, and Reddit. Community suggested ideas are therefore commonly team discussion topics, as we know our players are serious strategy gamers and we value highly the input each player can have.

2 OVERVIEW

When World War II ended, it did so in an atmosphere of mutual suspicion, paranoia, and ideological disagreement between the allies that brought Adolf Hitler's Third Reich and the Japanese Empire to its knees. Despite this, the coalition formed by the democracies in the west and communist states in the east was unraveling at the seams, ideologically and geopolitically. To quote John Lewis Gaddis (*The Cold War, A New History*): '[...] *The tragedy was this: that victory would require the victors either to cease to be who they were or to give up much of what they had hoped, by fighting the war, to attain.*'

The seeds sown by disagreement on strategy, focus and policy led to a world brimming with potential conflicts all over the planet; the most dangerous being the one in which the two superpowers, USA and the USSR, competing to attain ideological dominance. The story of the Cold War is as fascinating as it is horrifying, and humanity continues to stand on the precipice of our demise.

Ideas worth dying for have always been part of the human experience but with the rise of the specter of nuclear annihilation, our very existence on this planet would henceforth be part of any equation of war. A cornerstone in the modern concept of deterrence, it is also the story that paradoxically has to lead to the single longest time without direct military conflict between large powers in human history and the expansion of international institutions for conflict resolution. This software does not just provide the means of winning a war but to create a game about winning the peace. We want to offer both a faithful and realistic representation of the era and its historically plausible outcomes both when playing against an AI and a fellow human being.

Starting the first timeline, from 1946-1950 and lasting a maximum of 10 rounds until 1991-, with your finger on the nuclear button, you decide how short or long this turn-based game will last. Grapple with geopolitical events,



strategic and military challenges as you maneuver political interests towards gratifyingly seeing the expansion of your sphere of influence. To win, gather 100 more influence than your opponent, aim to win the Space Race mid-game, or build your domestic interests and survive to win the end game. With solid engineering, your sturdy terminal is an open toolbox, and is infinitely moddable via the built-in editor; one you can tamper with to create your own version of events that you can upload to Steamworks or play with friends and adversaries.

At Strategy Mill, we believe that everything we do is aimed at the experiences we provide, so we hope you will enjoy this game as you might be the one that one day evolves strategies to solve the challenges of our shared future.

3 BASIC GAMEPLAY

3.1 TUTORIALS

Your first choice when starting up your terminal is to select WARGAMES MODE (single player) and launching THE BIG PICTURE grand campaign. Otherwise, there are five smaller scenarios to explore guiding you through basic concepts of your terminal, and you might also access the China Card to try a more difficult scenario. Last but not least, BALANCE OF POWER is a single player sandbox campaign.

3.2 KEY GAME CONCEPTS

If this is your first time using a turn based grand strategy terminal, then you may find this chapter helpful. It will walk you through the main concepts and you will find these explained in greater detail in later chapters of this manual.

3.2.1 WINNING

Entering an atomic age, and with the threat of nuclear annihilation, victory in Terminal Conflict depends on your administration's achievements and legacy to human history.

3.2.1.1 VICTORY CONDITIONS



Wargames

To access and review the Victory Conditions, select the Victory Points indicator button on the top menu.

- Gain 100 VP more than your opponent (in case of a NUCLEAR APOCALYPSE, this condition must be attained for victory)
- Survive until the END of (1991-) timeline (Mutual fulfillment results in MINOR VICTORY for both factions.
 - Complete the SPACE RACE

Both factions fighting to preserve their way of life and must also avoid to mismanage domestic interests (see Chapter 6.1).

Ranked Play and Challenge Mode

In addition to the Wargames Victory Conditions, an opponent terminal disconnecting the U.P.L.I.N.K. will instantly result in a victory.

3.2.1.2 VICTORY POINTS

Victory Points (VP) are earned through the following methods:

- Enacting Policies (see Chapter 6.3).
- Destroying/Forcing a Withdraw enemy units (see Chapter 9).
- Being first to achieve new advancement in the SPACE RACE (see Chapter 13).



- Gaining VP from decisions.

3.2.2 TIMELINES AND TURNS

3.2.2.1 Timelines

Once started, a match may last ten (10) TIMELINES. Starting from 1946, each timeline represents five historical years and ends when both players run out of TURNS.



3.2.2.2 Turns

You'll find your total amount of Turns in the top left portion of your screen. Plays that contain a Turn Timer (usually Ranked Play) will also show the timer countdown next to it. When your timer reaches 0, the turn switches immediately to your opponent and their timer starts.

Having more than 5 Government lengthens the turn timer, whereas having less than 5 makes the turn timer shorter by 10 seconds each.



3.2.3 FACTIONS (USA/USSR)

Each faction has the following strengths and weaknesses when starting in 1946:

USA

- + Stronger worldwide influence, superiority in amount of deployed SEA and AIR units, has two NUCLEAR TECHNOLOGIES researched.
- Spread out globally, low interest alignment, few leaders in the early timelines.



USSR

- + Goes first if it ties or has fewer victory points than the US, superiority in amount of deployed LAND units, stronger interest alignment.
- Trails the US in worldwide influence, has two American DOMINATED regions (WEST BERLIN and the ALEUTIAN ISLANDS) in its home theater, few leaders in the late timelines.

3.2.4 LEADERS AND CHARACTERS

3.2.5 DECISIONS

3.2.6 WAR ZONES

WAR ZONES are declared by hostile actions (with the exception of moving through undefended sea regions) in CONTROLLER or DOMINATED regions.

Declaration increases DOOMSDAY by 1, but in case of DOMINATION it is maxed out regardless of previous value.

Enemy military units destroyed in WAR ZONES award you Victory Points(VP) equal to their procurement cost(Ex. ARMY COMMAND: 4 FINANCE 4 VP).

Both faction DISARMING in a theater suspends all local WAR ZONES there.



3.2.7 DOOMSDAY CLOCK

3.2.8 SPACE RACE

4 GETTING STARTED

Terminal Conflict is an easy game to get started and there are several options and game modes for you to choose between.



4.1 GAME OPTIONS AND MIRVIN

When you launch Terminal Conflict for the first time, start by creating a profile by selecting a username and a password. Your profile stores your achievements, basic statistics and scores.



Note that you can change, delete and create new profiles at any time you wish. Should you forget your Password, it will be stated to you after three (3) unsuccessful attempts. Having set up your profile, select DONE.

If you set up a new profile, your first login will immediately get you in touch with your personal Terminal Conflict AI assistant, MIRVIN. The AI is part of your terminal's background and can assist you in learning the game in the tutorials. Furthermore, MIRVIN can provide you with in-context information and whenever available, you can activate him by pressing his icon in the top right corner of your screen.



If you would like to access further adjustments, select **OPTIONS**. Set audio levels, tweak gameplay quality of life features, as well as adjust the visual appearance of your terminal to suit your preferences. Note that these options are also available to adjustment in-game.



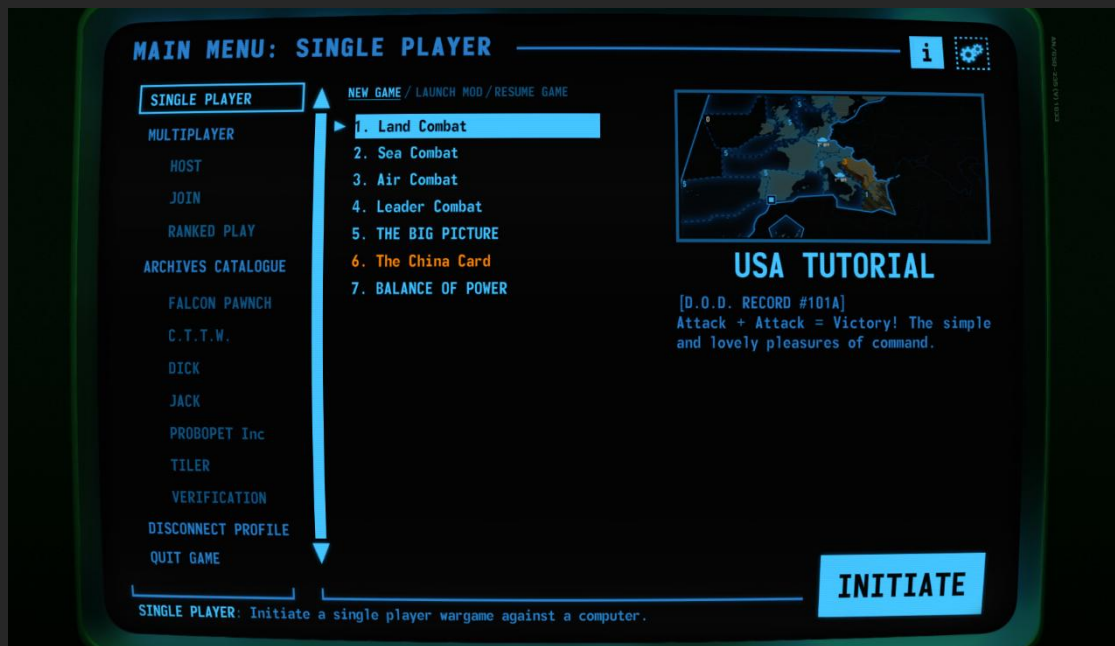


4.2 SETTING UP A GAME

Terminal Conflict can be played in single-player (against the AI) and in multiplayer (against a human).

4.2.1 CREATE A NEW SINGLEPLAYER GAME (WARGAMES MODE)

To begin a new single-player game, select 'SINGLE PLAYER' and choose one of the available scenarios in the list, and then press 'INITIATE'



For most unscripted scenarios (5-7), you will then be taken to a Faction & Difficulty screen before the game starts. Here you first select which superpower you will play USA or USSR (see Chapter 3.2.3 for Factions USA/USSR).

Some scenarios are written from the point of view of a single side. In those cases, that faction is already chosen for you and the other one is not available.

On the same screen you also select the difficulty level. Difficulty only changes how strong the AI's decisions are. It does not give the AI extra resources, different rules or hidden bonuses.

- **CIVILIAN:** Training setting for new commanders. The AI often overlooks strong moves and leaves openings for you to exploit.
- **REGULAR:** Standard Cold War simulation and recommended for most players. The AI usually finds good moves but still makes mistakes.
- **APOCALYPTIC:** For expert players. The AI plays close to optimal strategy and will quickly punish careless errors.



Your last used faction and difficulty are saved on your profile and will be suggested automatically the next time you start a new single player game. When you load a saved game, the faction and difficulty stored in that save are used and the Faction & Difficulty screen is skipped.

Terminal Conflict includes several tutorials (1-7) and specific scenarios that focus on specific moments or regions of the Cold War. If you want to face the AI in the classic open 'World Domination' game select Scenario 7, 'BALANCE OF POWER'.

4.2.2 LOADING AN EXISTING GAME

In order to load a previously saved game, select WARGAMES MODE and press 'CONTINUE' at the top of the list of available scenarios. Choose your desired save game and launch it by pressing 'Initiate'. Note that the save game is colored with the color of the faction you play.

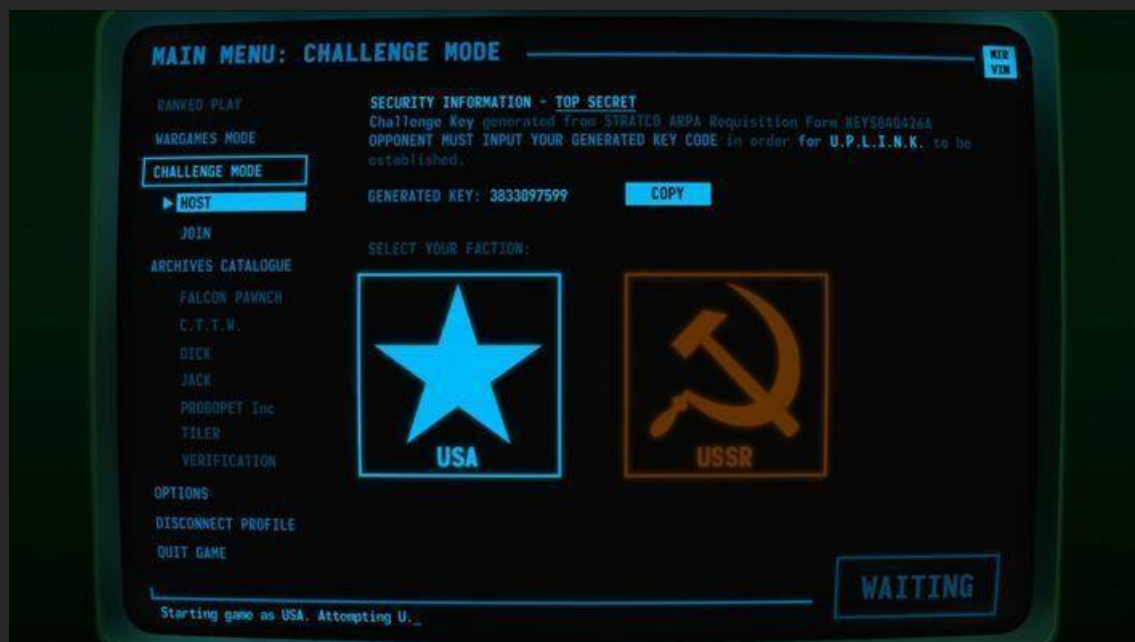


4.2.3 MULTIPLAYER (CHALLENGE MODE)

In order to play a multiplayer game against a human opponent, select 'CHALLENGE MODE' in the Main Menu. Then, select either to 'HOST' a game or 'JOIN' one.

4.2.3.1 HOST A GAME

If you are hosting a game, select your preferred multiplayer Scenario and press 'Initiate'. The terminal generates a unique key required by your opponent's terminal to establish a connection. Communicate the key to your adversary (feel free to make use of the 'Copy' button to easily copy the generated key). When your opponent inputs the key, the connection U.P.L.I.N.K. is established. Select your preferred faction and select Start to launch the game.

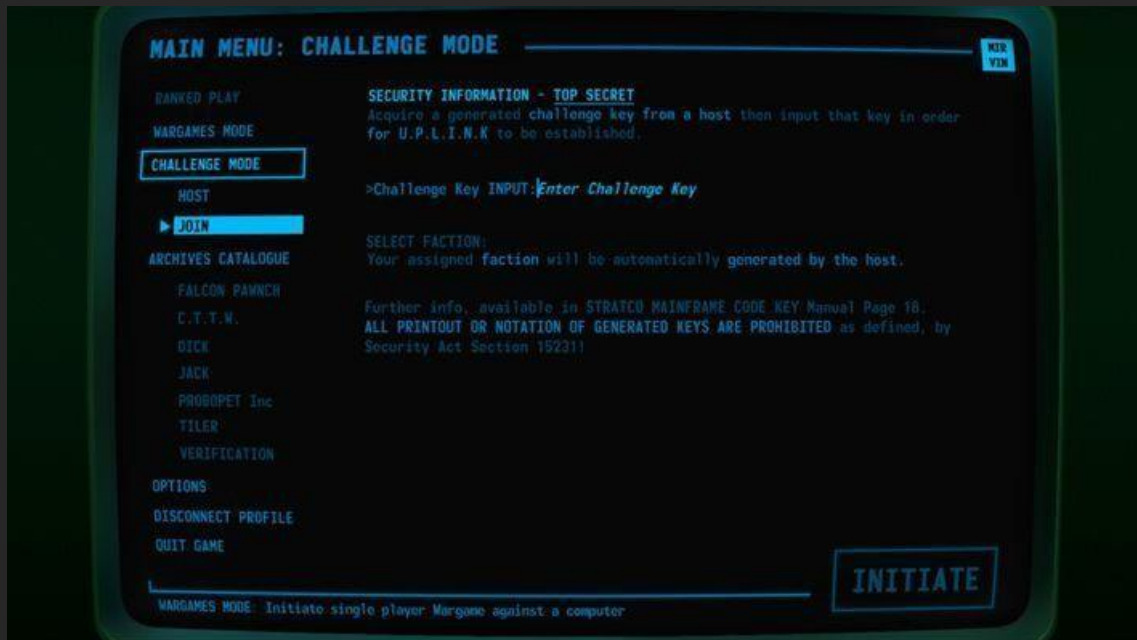




If the U.P.L.I.N.K. connection timer has run down to 0, please repeat the procedure.

4.2.3.2 JOIN A GAME

If you are joining a game, you will be presented with a screen requesting a unique key that the Host's terminal has generated. Insert the key either by typing it or by pasting it (if available on your platform) and press 'Initiate' in the right lower corner. No further input is required by you as this will allow the host to select their faction and once ready to start the game.



4.3 INFORMATION AVAILABLE ON THE MAIN MAP

Having launched a match and in the main Theater Command screen called 'THEATER COM', you are kept updated on the current situation unfolding on the map.

4.3.1 TOP FIELD - KEY INFORMATION

At the top of your terminal screen, you can see key information about the larger aspects of the game. With beginning on the top left:

- TURN(s) - the turn played right now/TIMER if there is a time limiter.
- Current Focus information - provides data on the bonus active during this focus.
- DOOMSDAY Clock - represents the tension between the superpowers (0-10). If filled, it allows for nuclear weapons launch. MIRVIN button - select to access MIRVIN's terminal Encyclopedia.
- GLOBAL MINI MAP button - showcases the present Focus Theater. Select to switch the view to the Global Maps: (1)Main Overview (see Chapter 5.1), (2) Logistics Overview (see Chapter 8.3) or (3) Nuclear Overview (see Chapter 11.5) .
- VICTORY POINTS(VP) - access and review the Victory Conditions.
- OPTIONS button - adjust setting for the game/quitting the current game (see Chapter 4.3.1.2).



4.3.1.1 THEATER INFORMATION

In the top right corner of the screen, in any theater map, is a summary of the current distribution of influence for that theater. If it's a Focus theater (see Chapter 6.2.1) it will also display your selected Posture (see Chapter 6.2.3 for Arms Race or Chapter 6.2.4 for Disarmament).

The first number from the left represents your influence, the second your opponents, and the last the total amount housed by the theater.



Example: Western Europe is a Focus theater with US ARM posture, and the USA has accumulated 22 INFLUENCE in Western Europe out of 75 available. The USSR on the other hand has a smaller foothold and holds 3 INFLUENCE.

4.3.1.2 QUITTING THE GAME

Accessible through the OPTIONS, selecting 'QUIT' in single-player allows you to save the game against your AI opponent before quitting (to continue a saved game, see Chapter 4.2.2.).



In a multiplayer game, saving is not an option and will result in handing victory to your opponent.



4.3.2 BOTTOM FIELD - KEY INFORMATION

At the bottom of your terminal screen, is where the most of your action buttons are accessible. With beginning on the left:

- DOMESTIC INTERESTS - An overview of the levels and alignment of your and your opponents five internal political interest holders: FINANCE, PEOPLE, ELITES, MILITARY and GOVERNMENT (see Chapter 4.3.2.1).
- MESSAGES PRINTOUTS - Displays notification and other messages. Pressing the message or even the empty space where the messages are printed out, will bring you to the MESSAGE LOG (see Chapter 4.3.2.3).
- MAIN MENU - (see Chapter 4.3.2.2).
- END TURN button - Many actions will automatically end your turn but should you wish to hand initiative to the opponent without you taking further action this turn, you can do so by pressing the button.



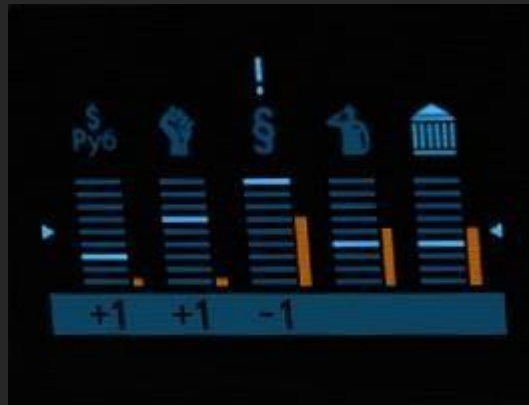
4.3.2. DOMESTIC INTERESTS

Each domestic interest holds ten (0-9) levels. Each time you give an interest holder political fulfillment (max level) or adversely no say at all (depleted level), they will escalate their struggle to put you out of power. Dangerous levels of interests are indicated by a " ! ". To avoid losing the domestic political game, depends on you skillfully balancing your nations competing interests (see Chapter 6.1). PRESSING and HOLDING for 2 sec over any interest type in-game will display the values and the accuracy.



Opponents domestic interests

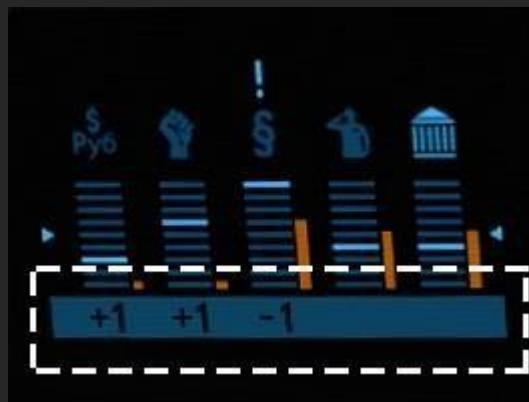
Next to your interests bars, you see your opponents estimated interest level indicators, shown in their color. The accuracy of this estimation will decay over time but can be updated to 100% by making use of ESPIONAGE (see Chapter 10.4).



EXAMPLE: The USSR is running very low interests in FINANCE and PEOPLE, while is keeping considerably well balanced interests for ELITES, MILITARY and GOVERNMENT.

Alignment

This represents how much your interests will provide at the start of each timeline to your domestic interest levels (see Chapter 6.1).



EXAMPLE: USA will receive 1 FINANCE, 1 PEOPLE and LOSE 1 ELITES at the start of the next timeline.

4.3.2.2 MAIN MENU

The Main Menu is where you access your 1. DECISIONS, 2. POLICIES, 3. ALLIES (Leaders & Characters), 4. UNITS (Logistics info, military unit procurement/deployment) 5. RESEARCH (Nuclear Technology), 6. INTELLIGENCE (operations and programs from your Intelligence Service HQ), 7. SPACE RACE, 8. NUCLEAR AUTHORIZATION (requires the first nuclear research to have been researched before being accessible and displays your Arsenal size and a level bar showing production until the next Arsenal increase).





4.3.2.3 MESSAGE LOG

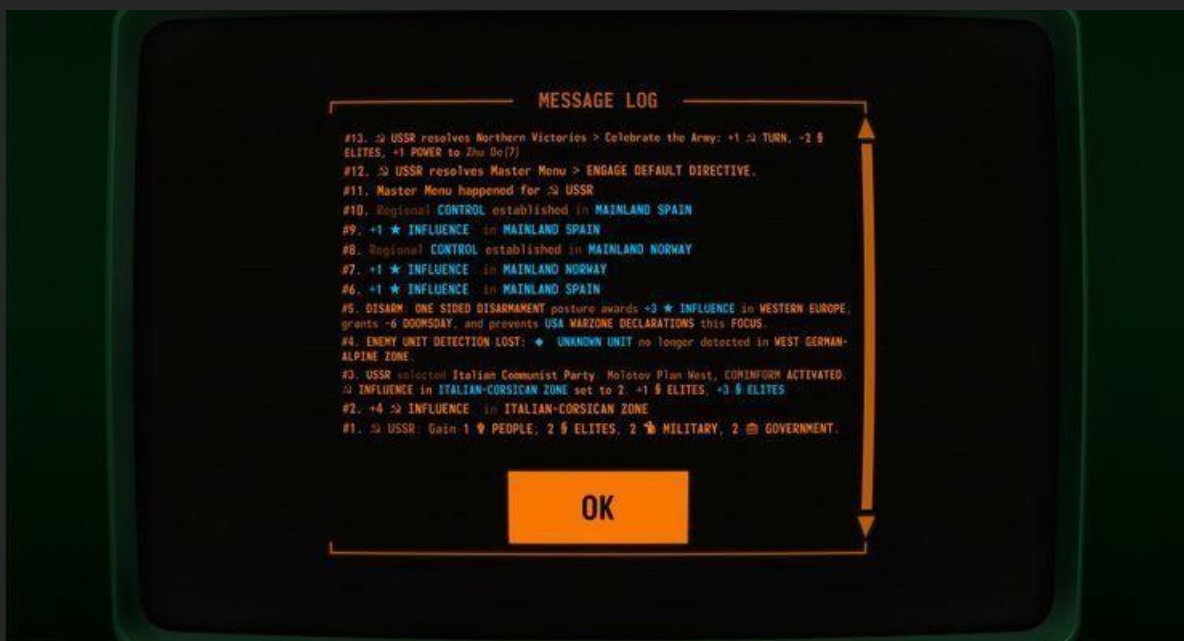
In the very bottom of the screen, notifications and logs are printed out for events as they unfold. *Example:* The USSR proudly celebrates their comrades in the People's Liberation Army.



Pressing the bottom notification text or row marked in white (even if empty) allows you to browse the message log history.



Events are color-coded to signal which faction acted or received a particular event or decision (default blue for the USA, orange for the USSR).



4.4 PRESS & HOLD 2 SEC - INFORMATION TOOL

Pressing and holding pressed for two seconds over most elements in the terminal provides helpful and detailed information about their function or status.





EXAMPLE: Pressing and holding for 2 seconds over the 'INTELLIGENCE' menu button instantly prints out the button's function.

Windows, MAC & Linux

To make it easily identifiable when such functionality is available, the mouse pointer shows a question mark and the word 'HOLD' when hovering over an element

5 THEATERS AND REGIONS

Your terminal has a visual display showing the battleground where the Cold War is fought. You can toggle between different views of this battlefield map.

5.1 THEATERS

The Main Overview, accessible by selecting the Global Mini Map button in the Top Field is the highest level element of the world map, composed of a number of strategically important territories roughly the size of continents, called 'Theaters'. Theaters are not only important for their geographical setting but are one of the primary means of expanding your sphere of influence.



Selecting a Theater in this overview will immediately load that Theater. Regions (of which the theater consists) show as colored according to their respective faction controller and, if available, the current FOCUS is highlighted.

Friendly military units are also visible and their movement is digitally tracked and monitored.

There are 11 theaters in the game divided by thick fully drawn borders and 1 special theater (each selectable in Main Overview for quick access): Arctic: 1 regions (Special theater that borders three theaters and is only accessible by Submarine Fleets)



- Central America: 7 regions.
- East Asia: 18 regions.
- Eastern Europe: 10 regions (USSR Home theater) □ Middle East: 14 regions.
- North America: 10 regions (USA Home theater) □ Pacific: 9 regions.
- South America: 14 regions.
- South Asia: 8 regions.
- Sub-Saharan Africa: 18 regions. □ Western Europe: 15 regions.

Home theaters are exceptional as they start with high amounts of factional influence. Regions in the world are colored by their respective faction controller. Friendly unit names are shown on-map

5.1.1 HOME THEATERS

North America and Eastern Europe are 'Home Theaters'. These theaters begin the first timeline nearly completely Dominated by their respective faction.



Home theaters are also where factions' logistical 'capital HQ' (see Chapter 8.3.1) regions are based, marked by an asterisk ' * ' and from which unit deployment cost is calculated.



5.1.2 ARCTIC

The Arctic is only accessible by Submarine Fleets. Up to 5 units per faction can be stationed there undetected for the enemy. To overview this theater, press the top most region of the map in the Main Overview.



Units in North America, Western Europe and Eastern Europe can move to and from the Arctic by moving into their northernmost region. Such actions are not considered to be cross-theater maneuvers.



5.2 REGIONS

Regions are the smallest map entity in the game. They allow for one faction at a time to base their units within its borders. Whenever more than one faction's units enter a region (with the exception of the Arctic region), there will be a clash and combat will ensue (see Chapter 9). Regions themselves can also be divided into types and support the following units:

- Land regions (housing 5 LAND and/or AIR units, or 1 Leader)
- Ocean regions (housing 5 SEA units)
- Sea regions (5 LAND and/or AIR units, or 1 Leader + 5 SEA units) □ Arctic (5 SUBMARINE FLEETS).



Besides housing units, all regions have a faction (see Chapter 3.2.3) colored influence value ranging from 0 to 5. This value represents the relative influence of their faction in the region:

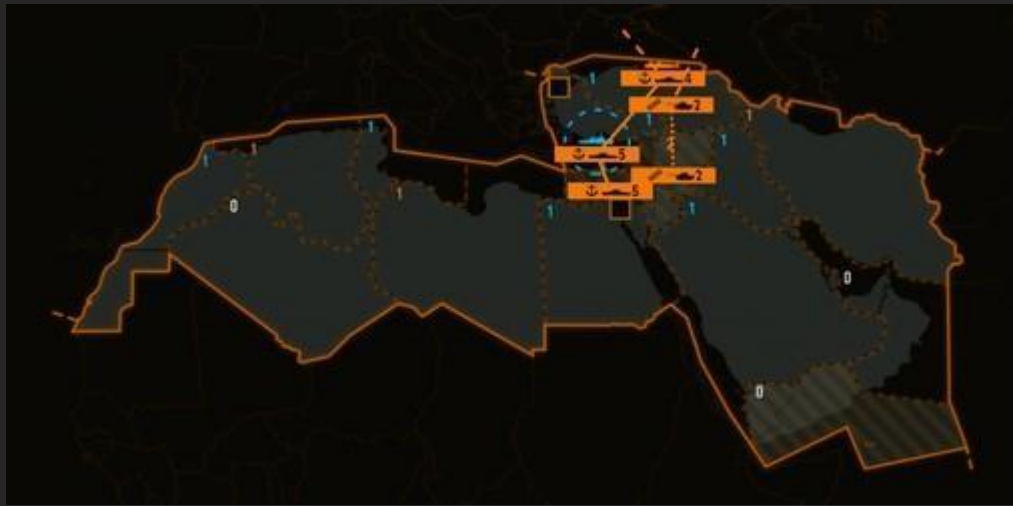
- 0 Insignificant influence
- 1-2 Presence
- 3-4 Control
- Domination



The total sum of each friendly region's value, in turn, contributes to your total influence in that Theater.



If a faction **CONTROLS** the region (at least 3 Influence), the strait is **BLOCKED** (the square is filled with its color) and enemy SEA units cannot traverse through it. Likewise, deployment **LOGISTICS** pathways can also be blocked by a **STRAIT**.



Example: With only 1 USA influence, the Turkish-Cypriot zone allows for free movement of logistics for both factions and the Soviet Submarine Fleet detects the US fleet across the strait due to its Hunter Killer ability.

If you instead manage to gain control (3-4 influence) or domination (5 influence) in that region, it will turn into your color and completely block enemy logistical throughput and unit detection across the strait for the opposing faction.



Example: With 3 influence and US control in the Turkish-Cypriot Zone, the strait blocks direct throughput for USSR logistics. Raising Soviet sea unit deployment costs beyond the strait compared to before, the USSR Submarine Fleet also is no longer able to detect the US fleet across the strait.

5.2.3 WAR ZONES



Marked with stripe coloring, The use of deadly conventional (non-nuclear) force applies with the aim to defeat and destroy any hostile military units. Units you destroy in WAR ZONES generate victory points according to the destroyed enemy units procurement value (see Chapter 8.2).



5.2.3.1 War Zone declaration

Issuing combat orders (see Chapter 9) in Arms Race posture (see Chapter 6.2.3) against a region CONTROLLED (3-4 INFLUENCE) or DOMINATED (5 INFLUENCE) by the opponent, triggers a WAR ZONE declaration confirmation message.





For the friendly unit to carry out the order you must select 'YES' in the warning message to confirm. Because of the law of the sea, SEA unit maneuvers similarly warn for a WAR ZONE, but only declares one if there is an defending opposing SEA unit blockading its entry.

Once declared, Mutual Disarmaments (see Chapter 6.2.4), and in rare cases decisions, policies or Leader abilities can revert WAR ZONES to peaceful regions but failing to do so they will last and can quickly turn into devastating fields of destruction.

5.2.3.2 Doomsday impact

Attacking CONTROLLED (3-4 INFLUENCE) regions will increase the Doomsday Clock by one; a region DOMINATED (5 INFLUENCE) by the enemy instead increases it to the maximum.

As long as a WAR ZONE remains, both you and your opponent can attack units in that region.

6 LEADING DOMESTIC POLITICS

While leadership in the Cold War requires a global approach, the base of your own power is provided by domestic political interest holders. If well managed, your domestic politics can be a source of wealth, legitimacy, and more for your nation.

6.1 INTERESTS

There are five Interest holders, each holding ten (0-9) levels: Finance, People, Elites, Military and Government. These levels represent resources that you can spend on various actions.

Each time an interest level is maxed or depleted, the interest holder escalates its opposition against your administration. To avoid losing the game depends on you skillfully balancing competing domestic interests.

Dangerous levels of interests are indicated by a '!' marker.



	FINANCE	PEOPLE	ELITES	MILITARY	GOVERNMENT
Members	<ul style="list-style-type: none"> • Tax Officials • Large Private Corporations • Banks 	<ul style="list-style-type: none"> • Workers • Farmers • Small Businesses • <i>Immigrants and refugees</i> • The Elderly • Children 	<ul style="list-style-type: none"> • Political Establishment and domestic Characs (see Chapter 6.3.1) • Intelligence Agencies • Local Law/Police 	<ul style="list-style-type: none"> • Military Leaders • Armed Forces 	<ul style="list-style-type: none"> • Judiciary • Diplomats • Bureaucrats
Responsibilities	1. Economic Resources <ul style="list-style-type: none"> a. Taxes b. Production c. Loans d. Investments 	1. Labor 2. Services 3. Rights <ul style="list-style-type: none"> a. Safety <ul style="list-style-type: none"> i. Anti-nuclear weapon bias (see Chapter 11.4.1) b. Freedom c. Representation d. Equity and equal opportunity e. Justice 	1. Political Party Services and source of domestic Characs 2. Domestic and Foreign Intelligence 3. Legal Services 4. Local Security and Stability <ul style="list-style-type: none"> a. Make local law b. Enforce local law 	1. Run the Military 2. External Defense	1. Decision making 2. Diplomacy 3. National and international treaties, agreements and alliances 4. Promotes/Demotes Characs 5. Turn Timer
Spent by	<input type="checkbox"/> Procurement of Military Units (see Chapter 8.2)	<input type="checkbox"/> Actions in non-focus Theaters (see Chapter 6.2.5) <input type="checkbox"/> Delay Focuses (see Chapter 6.2.2)	<input type="checkbox"/> Intelligence (see Chapter 10)	<input type="checkbox"/> Technology/Research and Nuclear Weapons (see Chapter 11) <input type="checkbox"/> Space Race (see Chapter 13)	<input type="checkbox"/> Foreign Leader Recruitment (see Chapter 7.2)
Natural antagonist of	<ul style="list-style-type: none"> • PEOPLE • ELITES 	<ul style="list-style-type: none"> • ELITES • MILITARY 	<ul style="list-style-type: none"> • MILITARY • GOVERNMENT 	<ul style="list-style-type: none"> • FINANCE • GOVERNMENT 	<ul style="list-style-type: none"> • FINANCE • PEOPLE

ALIGNMENT

At the start of each timeline, your domestic interest levels will increase or decrease to the corresponding alignment. By making use Intelligence missions you can increase some alignment yourself, notably FINANCE, MILITARY and GOVERNMENT. Other interests alignments will require you selecting a focus to provide adjustments.

6.1.1 FINANCE

Expended by military procurement (see [Chapter 8.2](#)), the interests of your tax officials, large corporations and banks.

6.1.2 PEOPLE

Expended by actions in non-focus Theaters (see [Chapter 6.2.5](#)) and for delaying Focuses at focus selection (see [Chapter 6.2.2](#)). The interests of your citizens - small businesses, workers and farmers.

6.1.3 ELITES

Expended by the use of Intelligence (see [Chapter 10](#)), the interests of your political establishment - high-level domestic powerbrokers.

6.1.4 MILITARY



Expend by Nuclear (see Chapter 11) and Space Race (see Chapter 13) research in State Affairs, the interests of your officers and armed forces.

6.1.5 GOVERNMENT

Expend by Leader recruitment (see Chapter 7.2) in State Affairs, the interests of your bureaucrats, judiciary, and diplomats.

6.2 FOCUS MANAGEMENT

Presenting the Focuses that are on offer or in play in a particular timeline, the Focus Management screen lets you select and review the details of each focus. For each focus, you will also set the posture of your nation, to either go for an Arms Race or a Disarmament.

6.2.1 SELECTING A FOCUS

Factions alternate choosing a focus, with the USSR starting first if both factions are tied for Victory Points, otherwise the one with the least point selects first. After both factions have selected and played one focus each, 3 turns will be deducted from any remaining focuses. Those with more than 3 turns left after this sorting may be selected in a second round of focus selections by each faction. This repeats until no more focuses are available or both factions have opted to DELAY (see Chapter 6.2.2), ending the timeline.

Each focus has a particular set of circumstances that it will provide. All focus effects are permanent unless stated otherwise and all focuses are tied to a particular domestic interest holder as indicated on the right corner of the focus.

You may also chose to select one of your opponents focuses to be certain a particular theater becomes the focus but enemy focuses provide a limited amount of information before being selected.



EXAMPLE: The Focus 'Post-War Development' provides 5 turns for you and 5 for your opponent and sets North America as the focus theater. At the start of the focus 2 FINANCE will be deducted from the US and FINANCE ALIGNMENT is increased by 1 for the remainder of the game.

Policies in Focus Selection

Focuses may activate POLICIES for any faction (see Chapter 6.3) but not all have a policy attached to them. To review an attached policy, single select it and to review the conditions it takes to fulfill it, PRESS & HOLD 2 sec on the policy button.

6.2.2 DELAY FOCUS SELECTION

After both you and your opponent have each selected and played at least one FOCUS, you may choose to DELAY. By spending 2 PEOPLE, you gain 2 ELITES and reduce friendly focuses by 3 turns by passing the initiative and FOCUS selection to the opponent. Whenever both factions DELAY in succession, the timeline ends.



EXAMPLE: The US is in need of more ELITES and decides to DELAY spending 2 PEOPLE and gaining 2 ELITES. This will drop both the two remaining focuses below the threshold of 3 and the initiative is passed to the USSR that gets to decide between the two sole remaining Soviet focuses or to opt for a delay themselves ending the timeline.

6.2.3 ARM(S RACE) POSTURE

Select ARM launch an 'Arms Race', which prepares your forces to increase their readiness and stand by to declare regional WAR ZONES (see Chapter 5.2.3) when being issued combat orders (see Chapter 9) targeting a region with at least 3 enemy influence.



Unlike an Arms Race, the Disarmament posture has three main effects depending on the context:

When any faction selects disarmament, all their friendly military units are retired to their command reserves and are removed from the map, each reducing the Doomsday Clock by 1. Redeployment of forces, holds the usual logistical deployment cost.

Mutual disarmament when both factions select to disarm concludes and declares peace in all War Zones in the focus theater.

One-Sided Disarmament Bonus: Whenever a sole faction chooses to disarm in a theater, local diplomatic goodwill generated grants them influence equal to half the turns granted by the focus (rounded down) which they will distribute before the focus starts.



Cold War military action and consequences are always on a global scale. This means that both factions can act within constraints in every theater, not only in the one chosen in the present Focus. As military actions will upset your domestic audience for drifting outside your stated Focus each costing you 1 PEOPLE interest.



EXAMPLE: You are ready to issue combat orders, to maneuver a SURFACE FLEET embarked with an ARMY COMMAND into the INDOCHINESE ZONE. As the selected focus theater is North America, this military action will decrease PEOPLE influence by 1.

6.3 POLICIES

POLICIES are goals for you and your opponent to gain powerful effects.

Select them in the POLICY menu to view the benefits they provide and ENACT them.

When policy ideas are enacted, they provide either Victory Points or influence. To review their respective conditions that have to be achieved, PRESS & HOLD 2 sec on its icon.



Example: USA has one policy idea active in the South American theater, while the USSR has two ideas. Selecting a policy idea will allow you to review and enact it with direct effects when used, as long as the conditions for it are fulfilled.

6.4 CHARACTERS

Being historical or historically plausible persons, characters are off-map units and should not be confused with onmap Leaders (see Chapter 7.2). Despite becoming lost if their power value drops to 0, unlike leaders, characters require no recruitment and hold no set abilities. Activated by focuses, when you focus on their theater, they will forthwith bring with them their own set of individual decisions often linked to a domestic interest (see Chapter 6.1).

Favor

As in any administration, some characters are mutually exclusive and will prompt you to select which one you favor. Select the one you think will serve your administration best with consideration, as doing so lowers the other characters' POWER by 1 and excludes their decisions.

7 MANAGE FOREIGN POLITICS

You are set to conquer the world as foreign politics is all about projecting your faction's influence on a global scale. Recruit historical foreign leaders, procure brand new military forces and make use of intelligence, to further your cause and sphere of influence.

7.1 INFLUENCE

Being a measure of each faction's sphere, your influence is calculated on two separate levels: (1) the Theater and (2) Regional level (see Chapter 5.2.1).



At the start of the game in 1946, the United States holds more overall but wider dispersed worldwide influence. As a consequence, US forces must contain enemy expansion for victory. The Soviet Union, on the other hand, has less influence but a more concentrated starting sphere. Well positioned for expansion, they will look to avoid containment to achieve victory.

7.2 LEADERS

Leaders are on-map historical figures that can be regionally recruited and will create and keep a base of power in a region. Unlike your military units, they cannot move or attack, instead, they defend against enemy attacks losing one POWER each time they are in combat.

Leaders have different abilities that grant varying bonuses usually at the expense of a fraction of their POWER. All leaders lose 1 POWER each timeline and will be immediately lost if their POWER is reduced to 0.

7.2.1 RECRUITMENT

There are two ways to recruit a leader.

1. Select the Allies button in the bottom menu:
 - a Select the theater of your choice where you wish to recruit a leader (theaters with available leaders for the timeline will be lit for easy selection).
 - b Select the available leader you wish to recruit
 - c Press the RECRUIT button



2. Theater Com:
 - a Select a region with a Leader name



- b Press the Quick Recruit Leader button to bring you to the leader recruit screen
- c Select the leader
- d Press the RECRUIT button

Once recruited, the Leader will take power and appear on the map, represented with an icon in its regional power base.





7.2.1.1 LEADER CONTESTS

As in real life, Leaders will seek to impose their will and regional power. A region may therefore not house more than one Leader at a time. Recruiting a new Leader in an already occupied region, even if friendly, will cause a power contest.

The Leader with the highest amount of power remains, with its power diminished by the amount of the ousted Leader's.



EXAMPLE: If Ho Chi Minh with 4 Power is already deployed to a region, and you recruit a new Leader (Giap) into that region he will contest the previous one and the one with the least amount of Power is lost in the process. The new Leader's Power is reduced by the contested amount to 3 (7-4).

7.2.1.2 APPROPRIATING FRIENDLY UNITS

When a leader is recruited in a region containing friendly LAND and/or AIR units, it appropriates those military units. Mimicking a transfer of equipment to that leader, the appropriation increases its power depending on the status of the unit (see Chapter 9.2).

- **Combat Ready:** 3 power
- **Engaged:** 2 power
- **Reorganizing/Deployed:** 1 power

Being a great armchair general, you can make use of this function in strategic terms. **EXAMPLE:** You have 1 ARMY COMMANDs in North Korea that is attacked by an enemy BOMBER COMMAND. Starting your turn, by recruiting Kim Il-sung, he will appropriate the reorganizing friendly unit, saving a Soviet force from possible destruction and gaining 1 POWER in the process. Shouldering the conflict in North Korea, Kim Il-sung can now provide more of a formidable obstacle for the enemy BOMBER COMMAND.



7.2.1.3 COMBATTING ENEMY UNITS

When you are recruiting a leader in a region that contains enemy LAND and/or AIR units, it will immediately contest them. Engaging those enemy units one by one in combat (see Chapter 9), the contest continues until all are defeated or the leader runs out of power.

The contest decreases the leaders power depending on the status of the unit (see Chapter 9.2).

- **Combat Ready:** 3 power
- **Engaged:** 2 power
- **Reorganizing/Deployed:** 1 power





EXAMPLE: You recruit Imre Nagy in Central Europe-Eastern Zone contesting Soviet forces based in the region. With 2 POWER, he is swiftly overrun by the forces based there defeating one USSR ARMY COMMAND before being lost and setting all other LAND and/or AIR forces in the region to "Engaged".

7.2.2 LEADER ABILITIES

Select a leader and PRESS + HOLD 2 seconds over the leader ability icons for more information as each leader can possess two types of abilities:

Passive Abilities: Effect(s) granted without your input.

Active Abilities: Requires action from you for the effect(s) to be awarded.

8 MILITARY UNITS

Despite historically containing varying manpower, equipment, firepower and mobility on a tactical level, military units of the same type are to be considered equivalent on a grand strategic level. By using archive material and balancing out historical orders of battle, with all things accounted for, one US unit of a type, in terms of strength and overall cost, therefore corresponds to their Soviet counterpart of the same type and vice versa. The hard power of men and steel is essential for fortifying your influence and as a means to intervene against any move by the enemy's conventional forces.

8.1 UNIT TYPES

Command a base set of six unit-types and use the strength of your military units and while attempting to exploit the weakness of your opponent's.

8.1.1 ARMY COMMAND

A LAND based unit, each consists of a complete field army. The backbone of your conventional military, an ARMY COMMAND can deploy to a region and typically moves 1 region/turn (without bonus effects) but can also be deployed directly onto an available SURFACE FLEET (see Chapter 8.1.1.3).

Strengths

- The only military force capable of capturing and SECURE regions (see Chapter 8.1.1.2)
- Strong when attacking AIR units and when only BOMBER COMMANDS remain defending against this unit they are all immediately defeated
- Detects enemy LAND and AIR units in adjacent regions when not Reorganizing

Weaknesses

- Cannot engage SEA units



- Weak when defending against AIR attacks and in particular engagement by enemy BOMBER COMMANDS cause all friendly ARMY COMMANDS in the local region to Reorganize (see Chapter 9.2).

Base Abilities

- **ARMY MANEUVERS**(Ends Turn): Move to or engage any one LEADER, LAND or AIR unit in an adjacent land region. When only BOMBER COMMANDS remain defending against this attack, all are immediately defeated.

8.1.1.1 ARMY COMMAND ABILITIES (PASSIVE)

1. **MILITARY INTELLIGENCE**(Passive): Detects (see Chapter 9.1) any enemy LAND or AIR units in adjacent regions when not REORGANIZING.



EXAMPLE: The ARMY COMMAND has detected an enemy military unit marked by a USSR colored diamond.
TRANSIT(Passive): If not engaged, you may MANEUVER through CONTROLLED(3+) or DOMINATED(5) regions and their adjacent regions.



EXAMPLE: This ARMY COMMAND can TRANSIT all the way into MAINLAND SPAIN despite not being adjacent to West German-Alpine Zone thanks to French-Belgian Zone being US-CONTROLLED.

8.1.1.2 ARMY SECURE

SECURE(Ends Turn): Increase INFLUENCE (see Chapter 5.2.1) by 2 in the local region and ends your turn.

The ARMY COMMAND is the only military unit capable of 'capturing' regions by raising local INFLUENCE to at least 3 (friendly CONTROL).

If securing is launched while your ARMY COMMAND is in a peaceful enemy CONTROLLED region, a WAR ZONE is immediately declared.

8.1.1.3 EMBARK

EMBARK: Load ARMY COMMAND onto available SURFACE FLEET, (signified by AC marking) in the local region and can then be transported by that fleet.

If the SURFACE FLEET is destroyed or sent to Command Reserves while transporting, the ARMY COMMAND shares its fate.

SURFACE FLEETS may DISEMBARK the transported ARMY COMMAND in a friendly, neutral or enemy land region. This action ends your turn and can be used to attack a region and/or local military unit.



EXAMPLE: You can use the Embark ability to load the USMC ARMY COMMAND stationed on Guam on to the available SURFACE FLEET present in the same region. Please note that in case the SURFACE FLEET (on which you have loaded an ARMY COMMAND) is destroyed or sent to Command Reserve, the same faith is shared by the unit that it is transporting.

For DISEMBARK (see Chapter 8.1.5.2).

8.1.2 FIGHTER COMMAND

An AIR unit, it represents several real-life fighter air wings with support elements. Attacking doesn't cause a FIGHTER COMMAND to move.

Strengths

- Provides a regional defense against conventional (see Chapter 9) and nuclear AIR attacks (see Chapter 11.6) by BOMBER COMMANDS, FIGHTER COMMANDS, and CARRIER FLEETS when not Reorganizing
- Theater wide range for conventional attacks
- Detects and identifies all NON-SUBMARINE FLEETS in local region when not Reorganizing Doesn't reveal it's base of origin when doing conventional attacks
- Nuclear strike capable unit (see Chapter 11.4)

Weaknesses

- Cannot engage SUBMARINE FLEETS
- Cannot Maneuver across theater borders for conventional attacks - requires retirement and redeployment instead Weak when defending against ARMY COMMAND attacks
- Cannot Withdraw - if defeated but not destroyed, the unit is immediately retired to Command Reserve.



Base Abilities

- **FIGHTER MISSION**(Ends Turn): Engage any one LEADER, LAND, AIR unit or NON-SUBMARINE FLEET in a target region.

8.1.2.1 FIGHTER COMMAND ABILITIES (PASSIVE)

- **AIR SUPERIORITY**(Passive): Whenever not REORGANIZING, defends against all BOMBER and FIGHTER MISSION(s) as well as CARRIER STRIKE(s).
- **AIR PATROL**(Passive): Whenever not REORGANIZING, IDENTIFIES all NON-SUBMARINE SEA FORCES in the region where based.
- **AIR BASE**(Passive): If LOST but not destroyed, the unit is immediately RETIRED to COMMAND RESERVE.

8.1.2.2 FIGHTER REBASE

REBASE(Ends Turn): Redeploy to a region with at least friendly PRESENCE(1-2) (see Chapter 7.1.2) or to a non-friendly region occupied by friendly LAND or AIR unit.



EXAMPLE: The FIGHTER COMMAND in Inner Mongolia can REBASE to all regions with USSR influence and the Soviet occupied Lanzhou, even if the USA has more influence there.

8.1.3 BOMBER COMMAND



An AIR unit, it represents several real-life bomber wings with support elements. Attacking doesn't cause a BOMBER COMMAND to move.

Strengths

- Theater wide range for conventional attacks Strong when attacking ARMY COMMANDS
- Doesn't reveal its base of origin when doing conventional attacks
- Nuclear strike capable unit (see Chapter 11.4)
- The only unit that can attach Strategic Missile Squadron capable of launching Ballistic, or Intercontinental Ballistic missiles to launch alongside the scrambled BOMBERS during the Apocalypse (see Chapter 11.6)
- Strategic Missile Squadron can be equipped with Multiple Independently Targetable Reentry Vehicle (MIRV) warheads

Weaknesses

- Weak when attacking region with combat-ready FIGHTER COMMAND or CARRIER FLEET and when defending against AIR attacks. In particular, engagement by enemy BOMBER COMMANDS causes all friendly BOMBER COMMANDS in the local region to Reorganize (see Chapet 9.2).
- Cannot Maneuver across theater borders for conventional attacks - requires retirement and redeployment instead
- Defenseless when attacked by an ARMY COMMAND
- Cannot Withdraw - if defeated but not destroyed, the unit is immediately retired to Command Reserve.

Base Abilities

- **BOMBER MISSION** (*Ends Turn*): Engage any one LEADER, and all LAND, AIR and SEA units in a target region.

8.1.3.1 BOMBER COMMAND ABILITIES (PASSIVE)

- **AIR BASE**(*Passive*): If DEFEATED but not destroyed, the unit is immediately RETIRED to COMMAND RESERVE.

8.1.3.2 BOMBER REBASE

REBASE(*Ends Turn*): Redeploy to a region with PRESENCE(1-2) (see Chapter 7.1.2) or to a non-friendly region occupied by friendly LAND or AIR unit.

8.1.4 SUBMARINE FLEET

A SEA unit, these fleets contain a large number of real-life submarine vessels of many different types. It's the only unit allowed to enter and hide in the ARCTIC theater (see Chapter 5.1.2).

Strengths

- Immune to attacks by FIGHTER COMMANDs and Carrier Strikes from CARRIER FLEET
- When only CARRIER FLEETS remain defending against this unit they are all immediately defeated



- Nuclear strike capable unit (see Chapter 11.4) and can be equipped with Multiple Independently Targetable Reentry Vehicle (MIRV) warheads
- Immune to infiltration by CIA/KGB
- Detects and identifies enemy SEA units in adjacent (non-ARCTIC) regions when not REORGANIZING
- Can increase Intelligence missions success (see Chapter 8.1.4.2)

Weaknesses

- Cannot attack LEADERS nor LAND units with conventional attacks
- Defenseless when attacked by and weak when attacking region with combat-ready SURFACE FLEET
- Weak when defending against BOMBER COMMAND as it causes all friendly SUBMARINE FLEETS in the local region to Reorganize (see Chapter 9.2).

Base Abilities

- **SUBMARINE MANEUVERS**(Ends Turn): Move to or engage any one SEA unit in an adjacent sea or ocean region. When only CARRIER FLEETS remain defending against this attack, all are immediately defeated.

8.1.4.1 SUBMARINE FLEET ABILITIES (PASSIVE)

1. **RIGOROUS VETTING**(Passive): Immune to INFILTRATION (see Chapter 10.2) by enemy Intelligence HQ.
2. **TRANSIT**(Passive): Whenever the first move is into a friendly CONTROLLED(3+) or DOMINATED(5) region, you may choose unit MANEUVERS one more time.
3. **ARCTIC OPERATIONS**(Passive): Can enter and operate in ARCTIC (see Chapter 5.1.2) regions.



EXAMPLE: Select the SUBMARINE FLEET icon in the Arctic Region to maneuver the unit there from the Urals.



4. **HUNTER KILLER DUTY**(*Passive*): Whenever not REORGANIZING, detects and identifies SEA units in adjacent NON-ARCTIC regions.



EXAMPLE: The USA SUBMARINE FLEET in the Northern United Kingdom is detecting the presence of a USSR SUBMARINE and a SURFACE FLEET in the adjacent regions of Svalbard and Mainland Norway.

8.1.4.2 SPECIAL OPERATIONS

SPECIAL OPERATIONS: Available in neutral or enemy regions, change SUBMARINE FLEET status to ENGAGED and increase intelligence mission success in local non-friendly region by 25%. The SUBMARINE FLEET must remain in the region for the effect to remain (signified by SO marking).

8.1.5 SURFACE FLEET

A SEA unit, these fleets consist of a large number of capital ships and surface vessels of different types. SURFACE FLEETS are unique in each having the ability to EMBARK (see Chapter 8.1.1.3) a friendly ARMY COMMAND for transport, moving two units with each move.

Strengths

- Whenever a SUBMARINE FLEET is defending against this unit it is immediately defeated
- The only unit that can DISEMBARK a friendly transported ARMY COMMAND to a land region

Weaknesses

- Cannot attack LEADERS, LAND or AIR units with conventional attacks without DISEMBARK



- Defenseless when attacked by a CARRIER FLEET
- Weak when defending against AIR attacks and in particular engagement by enemy BOMBER COMMANDS cause all friendly ARMY COMMANDS in the local region to Reorganize (see Chapter 9.2).

Base Abilities

- **SURFACE MANEUVERS**(Ends Turn): Move to or engage any one SEA unit in an adjacent sea or ocean region. When the defender is a SUBMARINE FLEET is immediately defeated.

8.1.5.1 SURFACE FLEET ABILITIES (PASSIVE)

- **TRANSIT**(Passive): The unit may MANEUVER through adjacent regions; if a region adjacent to the unit is friendly CONTROL (at least 3 INFLUENCE), the movement range is extended by 1 region. Maneuvering ends the turn regardless of the number of regions traversed.
- **CONVOYING**(Passive): Whenever not REORGANIZING, set the local deployment cost to match the previous region in the logistics throughput path (see Chapter 8.3). INTELLIGENCE on enemy deployment cost is reliant on the IDENTIFICATION of their SURFACE FLEET and may not always be accurate.



EXAMPLE: Deploying in Namibia would cost 3 FINANCE but ...



... deploying a SURFACE FLEET along the logistical throughput path lowers the cost, reducing the final deployment cost for both LAND/AIR and SEA units in Namibia to 2 FINANCE instead.

8.1.5.2 SURFACE FLEET ABILITIES (PASSIVE)

- **DISEMBARK(Ends Turn):** Unload transported ARMY COMMAND to the local region.

This action is hostile and combat rules apply when disembarking into an enemy CONTROLLED region or a region housing enemy units.



EXAMPLE: You can DISEMBARK the ARMY COMMAND Embarked on the US SURFACE FLEET in Northern United Kingdom. Having moved there the last turn (noticeable by the dotted circle around it with a line to the origin of its last move), the fleet has an AC marking showcasing that it's transporting an ARMY COMMAND. Please note that the DISEMBARK ability is available only as long as the logistical limit of a region of maximum five units (LAND and AIR combined) has not been reached.

Combat rules apply when disembarking into an enemy CONTROLLED region or a region housing enemy units (see Chapter 9).

8.1.6 CARRIER FLEET

A SEA unit, these CARRIER FLEETS consists of a carrier battle group containing different surface vessel types.

Strengths

- Whenever a SURFACE FLEET is defending against this unit it is immediately defeated
- Provides a regional defense against conventional (see Chapter 9) and nuclear AIR attacks (see Chapter 11.6) by BOMBER COMMANDS, FIGHTER COMMANDS, and CARRIER FLEETS when not Reorganizing
- Theater wide range when doing CARRIER STRIKE (see Chapter 8.1.6.2), that doesn't reveal the CARRIER FLEETS base of origin
- Nuclear strike capable unit (see Chapter 11.4)

Weaknesses

- Very expensive unit to procure (see Chapter 8.2)
- Defenseless when attacked by a SUBMARINE FLEET



Base Abilities

- **CARRIER MANEUVERS**(Ends Turn): Move to or engage any one SEA unit in an adjacent sea or ocean region. Whenever the defender is a SURFACE FLEET it is immediately defeated.

8.1.6.1 CARRIER FLEET ABILITIES (PASSIVE)

1. **TRANSIT**(Passive): Whenever the first move is into a friendly CONTROLLED(3+) or DOMINATED(5) region, you may choose unit MANEUVERS one more time.
2. **AIR SUPERIORITY**(Passive): Defends against all BOMBER, FIGHTER MISSION(s) and CARRIER STRIKE(s) when CARRIER FLEET is not REORGANIZING.

8.1.6.2 CARRIER STRIKE

- **CARRIER STRIKE**(Ends Turn): Engage any one LEADER, LAND, AIR unit or NON-SUBMARINE FLEET in a target region. Can be blocked by FIGHTER COMMAND(s) and other CARRIER FLEET(s) when not REORGANIZING.

The ability follows the same combat rules as the FIGHTER COMMAND, experiencing the same cooldown that an ENGAGED/REORGANIZING FIGHTER COMMAND would incur.

8.2 UNIT PROCUREMENT

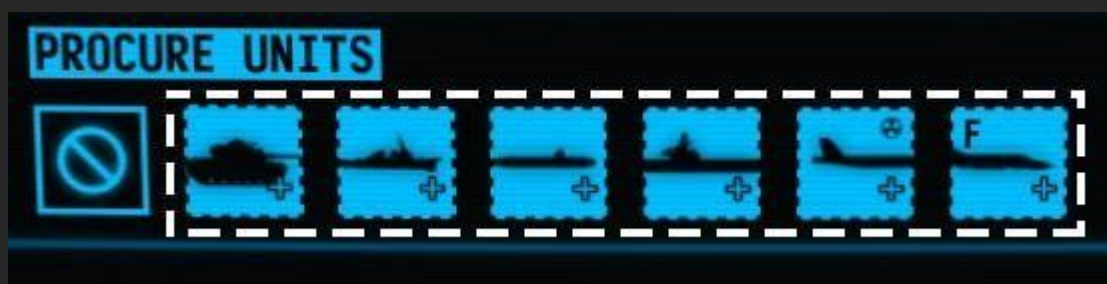
You can purchase military units by selecting 'UNITS' from the bottom menu.



Select to enter unit PROCUREMENT mode.



Select the unit type you wish to review for PROCUREMENT.



Once you selected the unit, you can review its cost and abilities and press PROCURE to have the unit appear in your COMMAND RESERVES (see Chapter 8.3), ready for deployment.



EXAMPLE: A FIGHTER COMMAND has been selected for procurement review. PRESS + HOLD 2 sec on any of its abilities to display its effects.

8.3 LOGISTICS/UNIT DEPLOYMENT

Logistics is a crucial part of the Cold War and your terminal comes equipped with the ability to display logistics information showing potential deployment cost for LAND/AIR and SEA units. The throughput of logistics must follow a continuous path and may shift only once from sea to land.

Originating from your logistics capital HQ (see Chapter 8.3.1), to view friendly logistics information in the theater, select the 'UNITS' and then the LOGIST(ics) button to access the logistic display. Once there, select a friendly region to display the logistics data for deployment of friendly units there along a logistics path. Selecting an enemy region will show the cost calculation and projected path-finding of the enemy logistics from their capital HQ.



EXAMPLE: The USSR inquires about the cost to deploy a USA military units in Pakistan. LAND/AIR unit (ARMY, FIGHTER or BOMBER COMMAND) cost four (4) FINANCE just like SEA units but judging from the logistical screen, they take different logistical paths. The LAND/AIR units coming through the north while the SEA units arrive through the South past Sri Lanka...



To see the full pathing from the enemy capital HQ, press the blinking GLOBAL MAP (see Chapter 4.3.1) button on the top right of the screen displaying the most efficient logistical paths taken for the deployment of LAND/AIR and SEA units. This is important to identify where increasing influence or deploying a SURFACE FLEET for CONVOYING (see Chapter 8.1.5.1) might provide the biggest impact for you and the opponent.



NOTE: Estimates of enemy costs, while often accurate do not take into consideration any special condition that the enemy can have activated that you might lack knowledge about. These can be deployed SURFACE FLEETS, LEADER abilities or other types of bonuses.

Unit Deployment

Military units are deployed from the 'UNIT' Command Reserves and can be deployed in any theater where you have a regional PRESENCE, CONTROL or DOMINATION (see Chapter 5.2) during your turn. All freshly deployed units take one (1) turn to get COMBAT READY after being DEPLOYED (see Chapter 9.2).

To select a unit for deployment, press it (press the button a second time will abort the unit deployment) in the Command Reserve.



As soon as you selected a unit, icons on the map will display the regions in which your military unit can deploy. If the logistics cost is lower than one (1) FINANCE, represented by a unit icon, you may deploy for free. Otherwise, white circles display the total cost for deployment. When you are ready to deploy, press your target deployment icon on the map to do so, ending your turn.





EXAMPLE: You have selected your **FIGHTER COMMAND** for deployment in East Asia. Deployment in Outer Mongolia is for free with the current setup of influences and costs 1 **FINANCE** in regions beyond with **USSR PRESENCE**.

8.3.1 LOGISTICAL CAPITAL HQ

A faction's **CAPITAL** is the origin of all your deployment **LOGISTICS** and from which unit deployment cost is calculated. The **USSR**'s **CAPITAL** is in **CENTRAL RUSSIA** and the **USA**'s is in **EASTERN UNITED STATES**. The **CAPITAL** relocates to the closest, highest-influence region if its influence drops below 1 or if the region becomes surrounded by enemy regions. If you restore friendly influence or access to your default logistical capital region, the faction capital HQ also restores to its original position.

8.3.2 AMBUSHING

Friendly units deployed in regions defended by enemy units are **AMBUSHED**. The deployed unit is **WITHDRAWN** if possible or destroyed if the **AMBUSH** is in a **WAR ZONE**.

The defending military unit is **ENGAGED**, or **REORGANIZES** should it already be **ENGAGED**. If the enemy unit was already **REORGANIZING**, its timer is reset.

8.4 TO COMMAND RESERVE

TO COMMAND RESERVE: RETIRE military unit for redeployment.



Once selected, you are retiring a deployed unit by confirming with a 'Yes' when prompted sending the target unit to the Command Reserve. This confirmation may be disabled in Options (see Chapter 4.1).



9 COMBAT

For the basis of unit deployment, understanding when peacetime action transitions to war and to facilitate planning, military units on both sides strictly regulate the use of conventional force by rules of engagement.

Rules of engagement

Outside WAR ZONES: A military unit has the right to defend itself and friendly forces in the region from hostile combat action. Then seek to de-escalate, and give the opportunity to withdraw.

WAR ZONES (striped coloring): The use of deadly conventional (non-nuclear) force applies with the aim to defeat and destroy any hostile military units (see Chapter 5.2.3).

Issuing Combat orders

You give combat orders to either military units, or Leaders by selecting their region and the corresponding unit. Animations display the targets of direct combat action. If you would like to use a unit or Leader ability instead, selecting the ability will update the animation.

The following are always considered to be combat actions: ENGAGING opponents units (including Leaders)

MANEUVER into opponent CONTROLLED (3+) or DOMINATED (5) regions

DISEMBARK (see Chapter Chapter 8.1.5.2) with an ARMY COMMAND

FIGHTER/BOMBER MISSION (see Chapter 8.1.2 and Chapter 8.1.3) and CARRIER STRIKE (see Chapter 8.1.6.2) Any action with military units that shifts INFLUENCE

Cross Theater Maneuvers

Non-air military units deployed in a region adjacent to a theater border may MANEUVERs across. While having the units selected, any theater name it can maneuver too lights up. Press your desired destination name and issue your order.



EXAMPLE: The USA SUBMARINE FLEET can cross to one of three theaters, South Asia, East Asia or North America.



Combat resolution

Whenever a battle takes place, combat resolution follows this table:

Attacking / Defending	Army Command	Fighter Command	Bomber Command	Submarine Fleet	Surface Fleet	Carrier Fleet	Leader
Army Command	Both Reorganizing	Army Engaged - Fighter Reorganizing	Army Engaged - All Bombers retired to Command Reserve/Destroyed**	NA	NA	NA	Army Engaged - Leader loses 1 Power
Fighter Command	Fighter Engaged - Army Reorganizing	Both Reorganizing	Fighter Engaged - Bomber Reorganizing	NA	Fighter Engaged - Surface Reorganizing	Both Reorganizing	Fighter Engaged - Leader loses 1 Power
Bomber Command	Bomber Engaged - All Armies Reorganizing*	Bomber Reorganizing - Fighter Engaged	Bomber Engaged - All Bombers Reorganizing*	Bomber Engaged - All Submarines Reorganizing*	Bomber Engaged - All Surface Reorganizing*	Bomber Reorganizing - Carrier Engaged	Bomber Engaged - Leader loses 1 Power
Submarine Fleet	NA	NA	NA	Both Reorganizing	Submarine Reorganizing - Surface Engaged	Submarine Engaged - All Carriers Withdrawal/Destroyed***	NA
Surface Fleet (Ability - Disembark)	NA Disembark: Cool-down for 9 turns - Army Reorganizing	NA Disembark: Cool-down for 6 turns - Fighter Reorganizing	NA Disembark: Army Command disembarked and Engaged - All Bombers retired to Command Reserve/Destroyed**	Surface Engaged - Submarine Withdrawal/Destroyed*** Disembark: NA	Both Reorganizing Disembark: NA	Surface Reorganizing - Carrier Engaged Disembark: NA	NA Disembark: Cool-down for 6 turns - Leader loses 1 Power
Carrier Fleet (Ability - Carrier Strike)	NA Carrier Strike: Cool-down for 6 turns - Army Reorganizing	NA Carrier Strike: Cool-down for 9 turns - Fighter Reorganizing	NA Carrier Strike: Cool-down for 6 turns - Bomber Reorganizing	Carrier Reorganizing - Submarine Engaged Carrier Strike: NA	Carrier Engaged - Surface Withdrawal/Destroyed*** Carrier Strike: Carrier Cool-down for 6 turns - Surface Reorganizing	Both Reorganizing Carrier Strike: Cool-down for 9 turns - Carrier Reorganizing	NA Carrier Strike: Cool-down for 6 turns - Leader loses 1 Power
Leader	NA	NA	NA	NA	NA	NA	NA

* Bombers send ALL the specified units in a region (regardless of their quantity) to Reorganizing.

** Armies send ALL the specified units in a region (regardless of their quantity) to Reorganizing.

*** If attacked in a WAR ZONE the unit(s) are destroyed.

9.1 FOG OF WAR

All units have three states of visibility:

Detected (Visible with unit marker)

Unknown (Diamonds marker)

Undetected (Invisible)

ARMY COMMAND - MILITARY INTELLIGENCE

- LAND units do not detect enemy SEA units by MANEUVERING.
- Adjacent LAND/AIR units are displayed as Unknown until a combat action or the use of INTELLIGENCE identifies opposing units. Whenever a detected enemy LAND/AIR unit moves out of adjacency, it becomes invisible.



AIR units

- BOMBER MISSIONS, FIGHTER MISSIONS or CARRIER STRIKES do not reveal the unit's position.
- If a BOMBER COMMAND is intercepted by an enemy FIGHTER COMMAND or CARRIER FLEET, only the intercepting unit will become detected. If BOTH a combat ready enemy FIGHTER COMMAND and CARRIER FLEET are in the same region the FIGHTER COMMAND will intercept the BOMBER COMMAND first and protecting the CARRIER FLEETS from becoming visible.

SEA units

SEA units do not detect local hostile LAND or AIR units by MANEUVERING. All sea units that enter a region controlled or dominated by the opponent will be shown as Unknown. The instance they leave for a neutral or friendly region, standard rules apply.

SUBMARINE FLEET: When making a nuclear launch, the fleet becomes visible.

9.2 UNIT STATUS

Units can be in different states in the game with the ranking of the states as followed:

Combat Ready: the default status of military units, they activate their (*Passive*) abilities and are ready to be issued Combat Orders (see Chapter 9). Can move and attack from, or will defend in their local regions.



Engaged: Having carried out a Combat Order or a military unit against whom a Combat Order was taken by the opponent that did not result in the unit becoming reorganized, engaged unit status' lasts 3 Turns. During that time, the unit is unavailable for new Combat Orders but will defend itself in full force and it retains full use of its (*Passive*) abilities. If attacked again it gains REORGANIZING for 9 turns.

Reorganizing/Deployed: Military units with this status are not only unavailable for Combat Orders, they are unable to defend themselves and their (*Passive*) abilities are disabled. If attacked, they will where possible WITHDRAW (see Chapter 9.3) but if attacked in a WAR ZONE, the unit(s) are destroyed.

Return to combat readiness can be hastened by Leaders' SUPPLY ability.

9.3 WITHDRAWING

Displayed with a hollow icon, whenever a NON-AIR unit is defeated but not destroyed, it may WITHDRAW before the end of the turn to a friendly adjacent region. WITHDRAWING, sets the unit to ENGAGED for 4 turns. If you do not have enough turns or desires to ignore WITHDRAWING, the unit retires to the Command Reserve instead.

Forcing enemy units to WITHDRAW provides half their value in VP.



9.4 ASSAULT

By purposefully deploying a unit from the Command Reserve directly to combat by selecting a region with visible enemy unit(s), this action will end your turn; the deployed unit will be DESTROYED/WITHDRAWN, but will keep the enemy unit ENGAGED (see Chapter 9.2), inhibiting its ability to perform any HOSTILE ACTION.



9.5 COMBAT SIMULATOR

Once you issue a combat order (see Chapter 9), an animation plays showing the current unit status, and the projected combat result.

The simulation always displays USA units on the left and USSR units on the right. Unknown enemy units are also simulated, but to bring full clarity about the outcome, consider ordering a RECON (see Chapter 10.1) or INFILTRATION (see Chapter 10.2) intelligence mission.

You can enable/disable the combat simulator from the Options menu.

10 INTELLIGENCE

Intelligence is integral for gaining information about your opponent. To thrive, you need to gather as much success chance as possible by either selecting particular focuses that provide success chance, make use of influence bonuses (see Chapter 5.2.1) and bonuses provided by decisions or Leaders. Should the mission be successful, you spend any required ELITES interests, and it awards you its bonus effect(s). Each successful operation will unfortunately also reduce the chance of repeating that feat by 5% until the end of the timeline for that mission.

Select the Intelligence button to review the missions your agents can carry out within the theater.



Select a mission, and your agency will display on the map the predicted local percentage chance of it being successful and the interests cost associated with its success.



Failing an operation immediately ends your turn handing the initiative to the opponent and there is a chance that they may discover your actions. There is also a chance of a disastrous failure, which additionally also increases the Doomsday Clock by one (1).

10.1 RECON

RECONNAISSANCE(Ends Turn on failure): Detect the enemy factions military units for one (1) Turn in the target region.

With a 50% base success rate, Space Race (see Chapter 13) missions and friendly influence provide bonuses to this mission. RECONNAISSANCE is available in regions outside of your factions CONTROL and except for Arctic regions or where all enemy units are already visible.



10.2 INFILTRATION

INFILTRATION(Ends Turn on failure): Spend 2 ELITES to infiltrate 1 enemy military unit and continually detect enemy activity in the region. Increase **MILITARY ALIGNMENT** by 1.



Base success rate is 50% at 5 enemy influence, increases by 5% each point below that.

Infiltration provides a means to attach agents to an enemy military unit (marked CIA/KGB) lifting the fog of war in a region until discovered by the use of COUNTER-INTELLIGENCE, or until the enemy unit retires or is lost.



Available in regions with at least enemy PRESENCE, SUBMARINE FLEETS (see Chapter 8.1.4) are immune to this mission.

10.3 COUNTER-INTELLIGENCE

COUNTER-INTELLIGENCE(Ends Turn on failure): Spend 3 ELITES to uncover 1 infiltrating enemy agent globally among friendly military units. Increase GOVERNMENT ALIGNMENT by 1.

This mission has a 25% base success chance of success and is available in your nation's capital



ESPIONAGE(Ends Turn on failure): Spend 3 ELITES to uncover enemy faction current nuclear ARSENAL and domestic interests information and gain 1 to your nuclear ARSENAL. Increase FINANCE ALIGNMENT by 1.

4 TURNS

DOOMSDAY

MID VTR

VP 0

EASTERN EUROPE

10 / 47 / 12 / 60

USA: At the start of each USA turn, the faction **CONTROLLING** the **INDOCHINESE ZONE** gains 1 **INFLUENCE** in South Asia. Gain 2 **MILITARY**.

40%

WESTERN EUROPE

MIDDLE EAST

EAST ASIA

SOUTH ASIA

NORTH AMERICA

West Berlin

Alaskan Islands

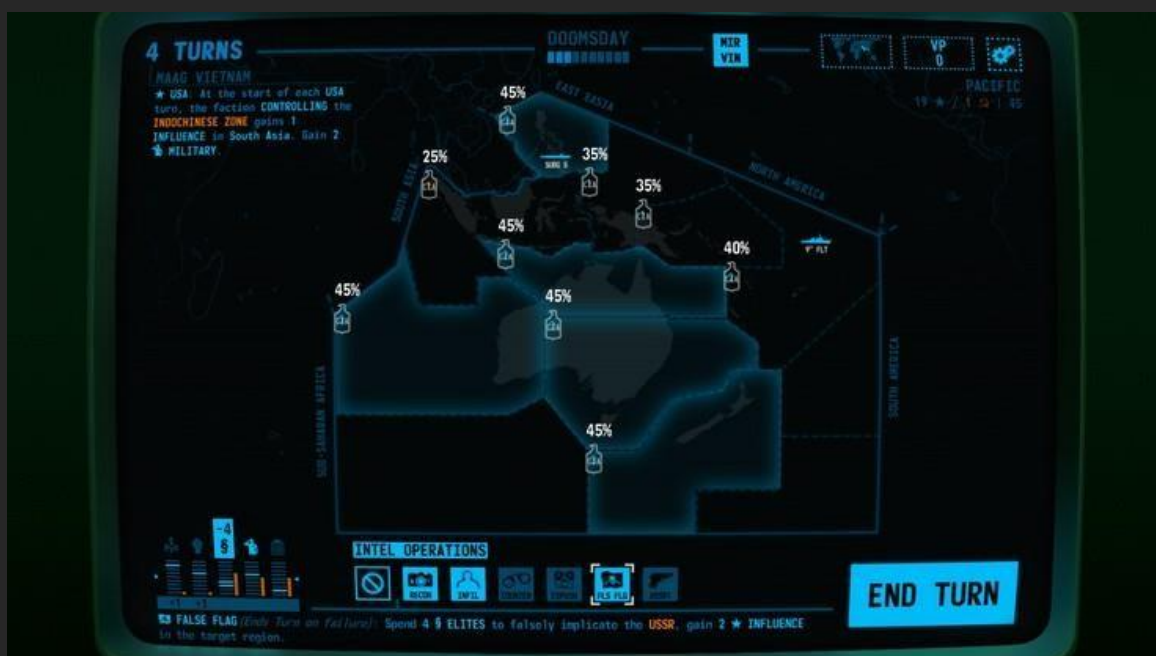
INTEL OPERATIONS

ESPIONAGE (Only Turn on Fail Turn): Spend 3 **ELITES** to uncover **USSR** information and gain 1 **ARSENAL**. Increase **FINANCE** ALIGNMENT by 1.

END TURN

FALSE FLAG(Ends Turn on failure): Spend 4 ELITES to falsely implicate the enemy faction, gain 2 INFLUENCE in the target region.

Infiltration is available in all regions except in friendly DOMINATED ones.



10.6 ASSASSINATION

ASSASSINATION(Ends Turn on failure and may grant +1 POWER to leader): Dispose of a recruited (visible on-map) LEADER.

Base success rate is 45%, decreased by 5 times the Leader's POWER. Chance is never lower than 5%. If successful, the Leader's POWER is immediately set to 0.



In case of failure, there is a chance that the Leader will come out stronger and gain one (1) POWER instead of becoming lost. You may also target your leaders should you deem it necessary.



11 NUCLEAR WEAPONS

Nuclear weapons are the definitive weapons of the Cold War, and when launched will end the game concluding in victory or defeat.

11.1 DOOMSDAY CLOCK

The DOOMSDAY clock ranges from 10 minutes to midnight to 0. If at any time the clock is maxed, any faction may launch a nuclear Apocalypse.

Visible at the top of the screen, hostile actions against enemy CONTROLLED regions will increase DOOMSDAY by 1, but against enemy- DOMINATED regions it is maxed regardless of previous value.

The Domsday Clock is always visible at the top of the screen and by default starts at 7 minutes to midnight in the first timeline.



11.2 TECHNOLOGY AND RESEARCH

Select the Technology button to access technologies, then select available tech and spend the required MILITARY cost to research them. There are seven available for both factions:

Nuclear Research: Enables nuclear Arsenal (see Chapter 11.3) production. BOMBER COMMANDS gain NUCLEAR STRIKE capability (see Chapter 11.4).

1. **Intercontinental Bomber:** Increases BOMBER COMMANDS delivery range by one region.
2. **Strategic Fighter-Bomber:** FIGHTER COMMANDS and CARRIER FLEETS gain NUCLEAR STRIKE capability (see Chapter 11.4)

Ballistic Missile Attachment: BOMBER COMMANDS gain the ability to launch MISSILES (cannot be intercepted) with a range of two regions in addition to their traditional delivery.

3. **Intercontinental Ballistic Missile Attachment:** Increases BOMBER COMMANDS MISSILE delivery range by six regions.
4. **Ballistic Missile Submarine:** SUBMARINE FLEETS the ability to launch MISSILES (cannot be intercepted) with a range of ten regions.

Multiple Independently Targetable Reentry Vehicle: Enables Missile strikes to split into two partials striking two neighboring regions with each one launch using up two nukes but being able to deliver two times as many strikes as a regular missile strike.

11.3 ARSENAL

The Nuclear Arsenal holds weapons available in case of a nuclear APOCALYPSE and is displayed in the MAIN MENU.

Each individual nuke in your arsenal corresponds to a nuclear weapons capacity it takes to completely devastate 1 Region and is automatically deployed to friendly units for maximum effect.



Nuclear weapons are generated over time (start of each of your turns) depending on your nuclear production rate and can be increased with nuclear research.

The Arsenal production bar next to the Arsenal button in the main menu displays how close your nation is to produce an additional nuke each turn.

11.4 NUCLEAR STRIKE CAPABLE UNITS

With the required technology researched, capable units gain a nuclear marker and nuclear delivery abilities. There are two types of delivery systems:

Flying-the shortest direct route, FIGHTER COMMANDS, BOMBER COMMANDS and CARRIER FLEETS can deliver nuclear AIR strikes. These strikes can be intercepted by combat ready enemy FIGHTER COMMANDS and CARRIER FLEETS.

Flying-in a missile trajectory, BOMBER COMMANDS and SUBMARINE FLEETS can deliver MISSILE strikes and cannot be intercepted.

11.5 NUCLEAR LAUNCH ORDER AUTHORIZATION

Select the Nuclear Authorization button to access the Launch preparation screen. A simulation displays your military unit's targeting. It showcases with a highlighting the strike sequence on enemy regions corresponding to an Apocalypse attack. The simulation also projects friendly losses and regions that would be likely targets marked with a nuclear icon. To access the Launching of the Apocalypse requires the Doomsday Clock to be at the maximum.

11.5.1 INTEREST BACKLASH

The faction that launches the Apocalypse will suffer a VP penalty equal of 90 VP, reduced by 10 VP for each PEOPLE interest level. If the PEOPLE interests are completely fulfilled (equal to 9), then the backlash penalty is therefore zero.

11.6 LAUNCHING THE APOCALYPSE

The APOCALYPSE can be authorized from the GLOBAL MAP's NUCLEAR MAPMODE when the DOOMSDAY clock reaches midnight. Once launched, it cannot be reverted and will follow this procedure.

If you launched the APOCALYPSE, your INTERESTS BACKLASH is deducted from your current VP.

Your military units will begin delivering their payloads. Each military unit's value that is lost deducts VP for its faction. All friendly regions that survived add their INFLUENCE as VP.

Ending the match, Victory or Defeat proclaimed according if any faction gained 100 VP more than their opponent (see Chapter 3.2.1).

12 DECISIONS

Decisions are a dynamic part of the Cold War, triggered either by their own context or triggered by other decisions.



You do not share decisions with your opponent and will see a unique set of decisions for the same theater, even if they might share a title.

12.1 NARRATIVE (DECISIONS)

Narrative triggered decisions, as their name suggests, are decisions that do not give you a set of choices, instead they drive the storytelling and their effect is applied as soon as they are triggered.



12.2 DECISIONS

You and your opponent gain by default up to two Decisions after each focus selection, and if available, one each following turn. Players do not share decisions, even if decisions might use the same title.

Offering up to three options, there are two distinct types of decisions:

Default Decisions - Allows postponing selection of an option until the end of the timeline. Urgent Decisions - If available, a turn timer forces a selection at the end of the turn. At the end of the timeline, you lose decisions that are not completed.

12.2.1 URGENT DECISIONS

Providing you a final say until the end of your turn, a timer marks the option that will otherwise be taken. Should you end your turn, the indicated option will resolve, regardless.



12.2.2 REGIONAL DECISION

Certain Default or Urgent Decisions are linked to specific regions. When available, such regions will blink on the map.





13 THE SPACE RACE

A competition between our nations in all domains, you find the SPACE RACE in the MAIN MENU. Select the available research and spend the required MILITARY cost to launch them.

Researched in sequence, the SPACE RACE is gradually unlocked by the passing of the timelines. Each step awards VICTORY POINTS to the first faction that secures it but provides an additional 10% RECON bonus regardless.

The first faction to reach the STRATEGIC DEFENSE INITIATIVE wins the Cold War (see Chapter 3.2.1).

14 EDITING THE GAME (PC/MAC/LINUX)

Terminal Conflict is completely moddable. The whole game can be modified and bent to represent different geopolitical struggles or to reflect a different vision of the Cold War. All the mechanics, texts and parameters are open and accessible for players to modify as they wish.

14.1 EDITOR/MODDING INTRODUCTION

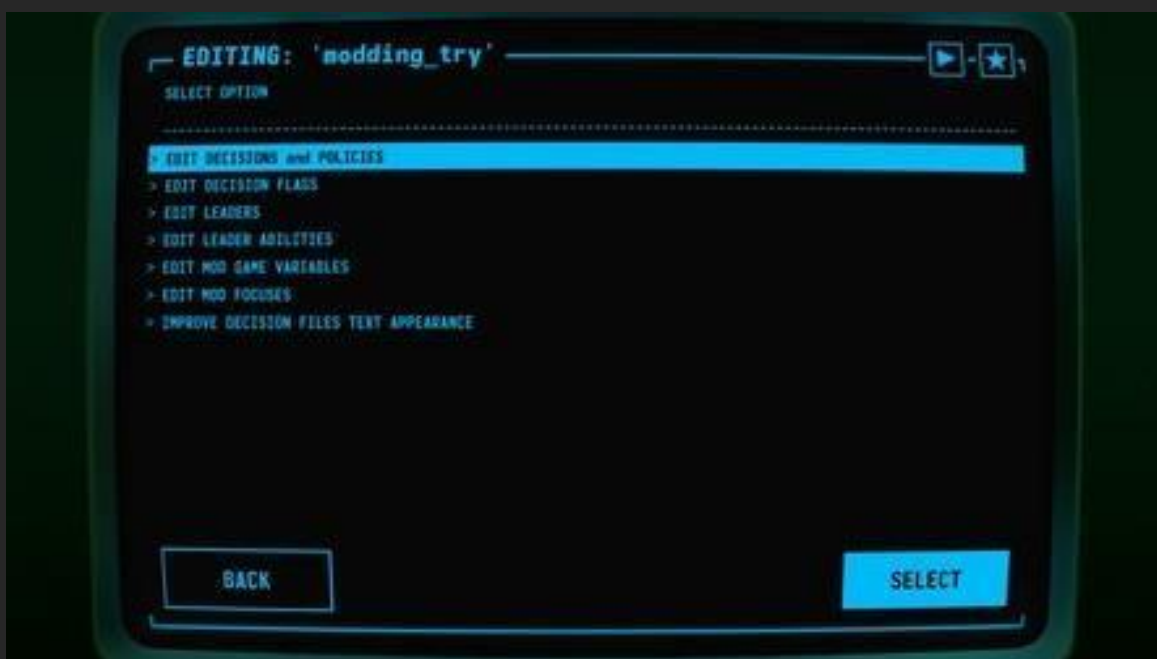
The Editor with the modding tools can be accessed in the log-in screen, right before inputting the username and password. Select 'Start Editor' in the menu on the left part of the screen.



In the first screen you will have to select a starting scenario to modify, copy it and then begin working on it. Tooltips are available for most of the functions in the Editor.



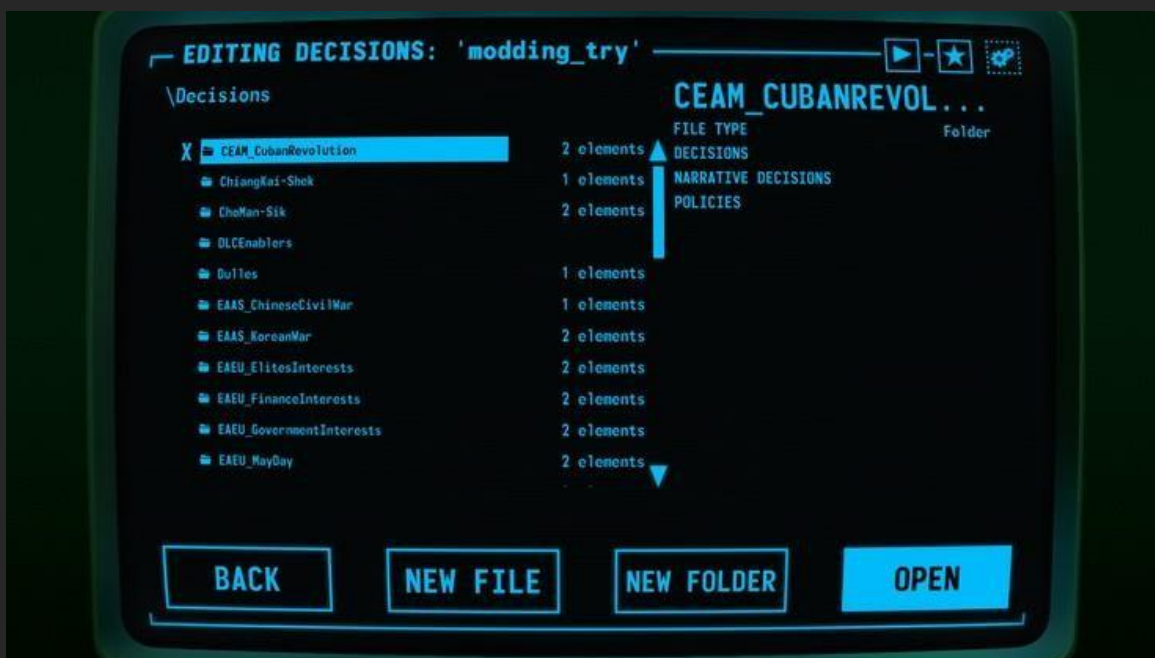
The new copy will be placed at the bottom of the menu. Selecting 'Edit' beside it will bring you to the main page of the modding tools.





14.2 EDIT DECISIONS AND POLICIES

Selecting 'Edit Decision and Policies' and pressing 'Select' will bring you to the screen containing all the Decisions and Policies for the scenario you copied. In the picture below you can see the Decisions and Policies for the main scenario of Terminal Conflict, Balance of Power.

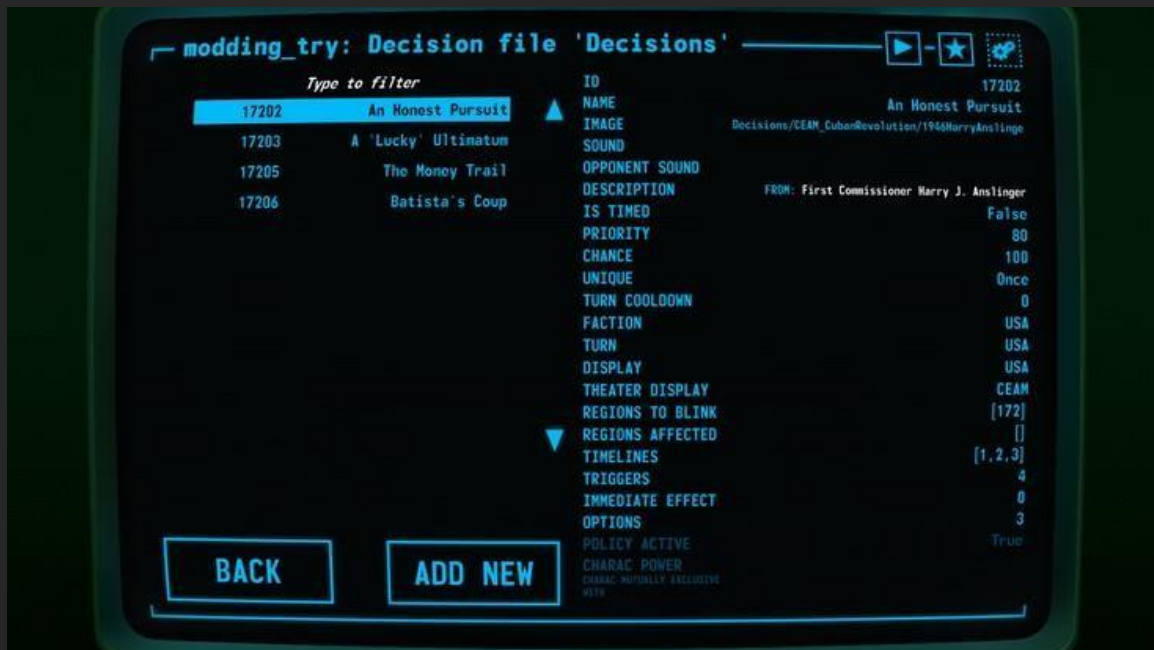


Selecting a particular Decision or Policy and pressing 'Open' will get you to the relative available .json files.





From here, selecting a particular .json file will open up the list of parameters that you will be able to tweak.



14.3 EDIT DECISION FLAGS

Selecting 'Edit Decision Flags' and pressing the 'Select' button will bring you to the screen containing all the Decision Flags for the scenario you copied. In the picture below you can see the Decision Flags for the main scenario of Terminal Conflict, Balance of Power and, on the right, the parameters that you will be able to tweak.





14.4 EDIT LEADERS

Selecting 'Edit Leaders' and pressing 'Select' will bring you to the screen containing all the Leaders featured in the scenario you copied. In the picture below you can see the Leaders on the left and all the tweakable data on the right for Balance of Power, the scenario we copied.

14.5 EDIT LEADER ABILITIES

Selecting 'Edit Leader Abilities' and pressing 'Select' will bring you to the screen containing all the Leader abilities in the scenario you copied. In the picture below you can see the Leaders Abilities on the left and all the tweakable parameters on the right for Balance of Power, the scenario we copied.





14.6 EDIT MOD GAME VARIABLES

Selecting 'Edit Mod Game Variables' and pressing 'Select' will bring you to the screen containing all the Game Variables in the scenario you copied. In the picture below you can see the Game Variables and their tweakable parameters on the right for Balance of Power, the scenario we copied.



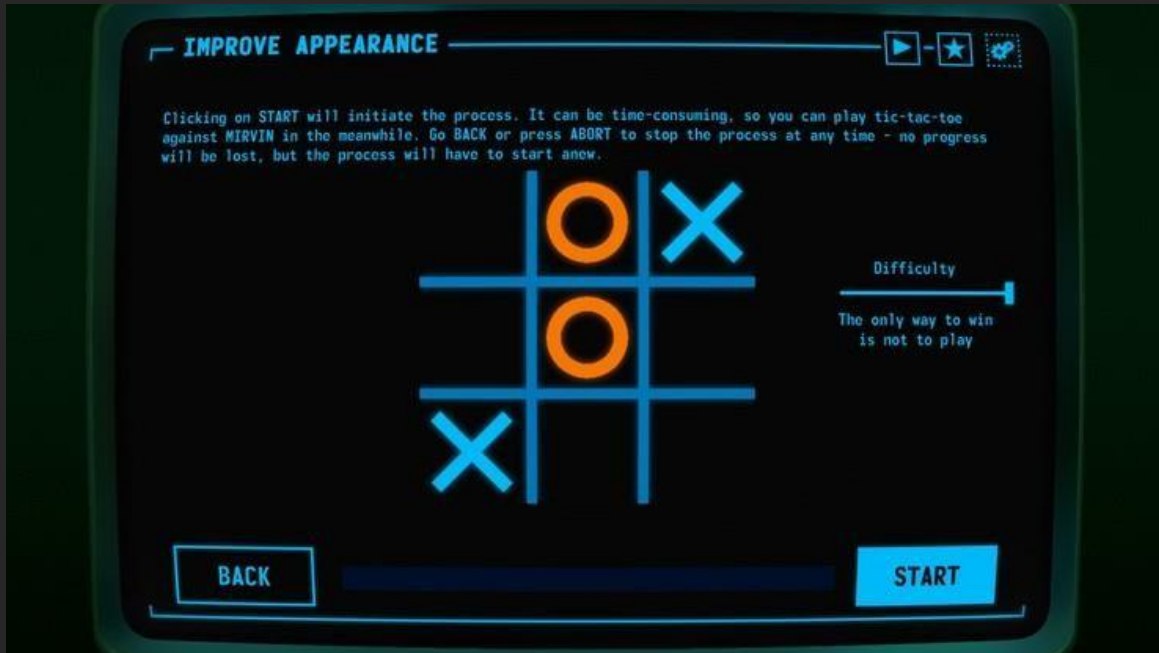
14.7 EDIT MOD FOCUSES

Selecting 'Edit Mod Focuses' and pressing 'Select' will bring you to the screen containing all the Focuses in the scenario you copied. In the picture below you can see the Focuses on the left and their tweakable parameters on the right for Balance of Power, the scenario we copied. Note that you can also create new Focuses by pressing the button 'New Focus' just below the list of Focuses on the left.



14.8 IMPROVE DECISION FILES TEXT APPEARANCE

By selecting this option, you will get Terminal Conflict to optimize the Decisions files text appearance. Since this could process could take some time, you will be able to play Tic-Tac-Toe while you wait.





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