

UA Prestige	RU Prestige	Strategic Round	US 3	DE 3	GB 2	FR 2	RO 1	BY 1	PL 1
24 2	51 2	128 2	28 2	92 2	93 2	30 2	72 2	1 2	17 2
25 2	79 2	95 2	1 1	1 1	1 1	1 1	1 1	1 1	1 1
1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1
22 SF	22 SF	22 SF	45 SF	45 SF	45 SF	45 SF	23 4	104 4	234 4
5 4	4 4	6 4	9 4	423 4	12 4	13 4	18 4	810 4	56 4
1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1	1 1
(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)
5 (4)	4 (4)	6 (4)	9 (4)	423 (4)	12 (4)	13 (4)	18 (4)	810 (4)	56 (4)
							23 (4)	104 (4)	234 (4)
(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)	(1)
25 (2)	79 (2)	95 (2)	(1)	(1)	(1)	(1)	(1)	(1)	(1)
24 (2)	51 (2)	128 (2)	28 (2)	92 (2)	93 (2)	30 (2)	72 (2)	1 (2)	17 (2)
UA +50	RU +50								

COUNTRY CODES
 BY = Belarus
 DE = Germany
 FR = France
 GB = Great Britain
 PL = Poland
 RO = Romania
 RU = Russia
 UA = Ukraine
 US = United States

UNIT IDENTIFICATION
 = Regular unit
 = Parachute unit (Regular)
 = Irregular unit
 SF = Special Forces unit
 (#) = Neutralized unit

CARD MATRIX

MILITARY	DIPLOMATIC	INFORMATION
MILITARY	DIPLOMATIC	INFORMATION

↑ Front
 ↓ Back

Area	Pre-Invasion Phase	Invasion Phase
Military	Mobilize/ deploy units (1 RP each)	Mobilize/ deploy units (1 RP each) OR Determine # Turns this Round and # units moving/ recovering in each Turn
Diplomatic	Attempt to move countries on Foreign Relations Display (Zone Multiplier RP vs. ID4/6/12, -1 DRM each multiple of Prestige)	Attempt to move countries on Foreign Relations Display OR Attempt to get a Truce (1d12 vs. RP + Prestige)
Information	Reduce enemy's Prestige score (roll die twice) OR Add to Prestige	reduce enemy's Prestige score (roll die twice) OR Add to Prestige