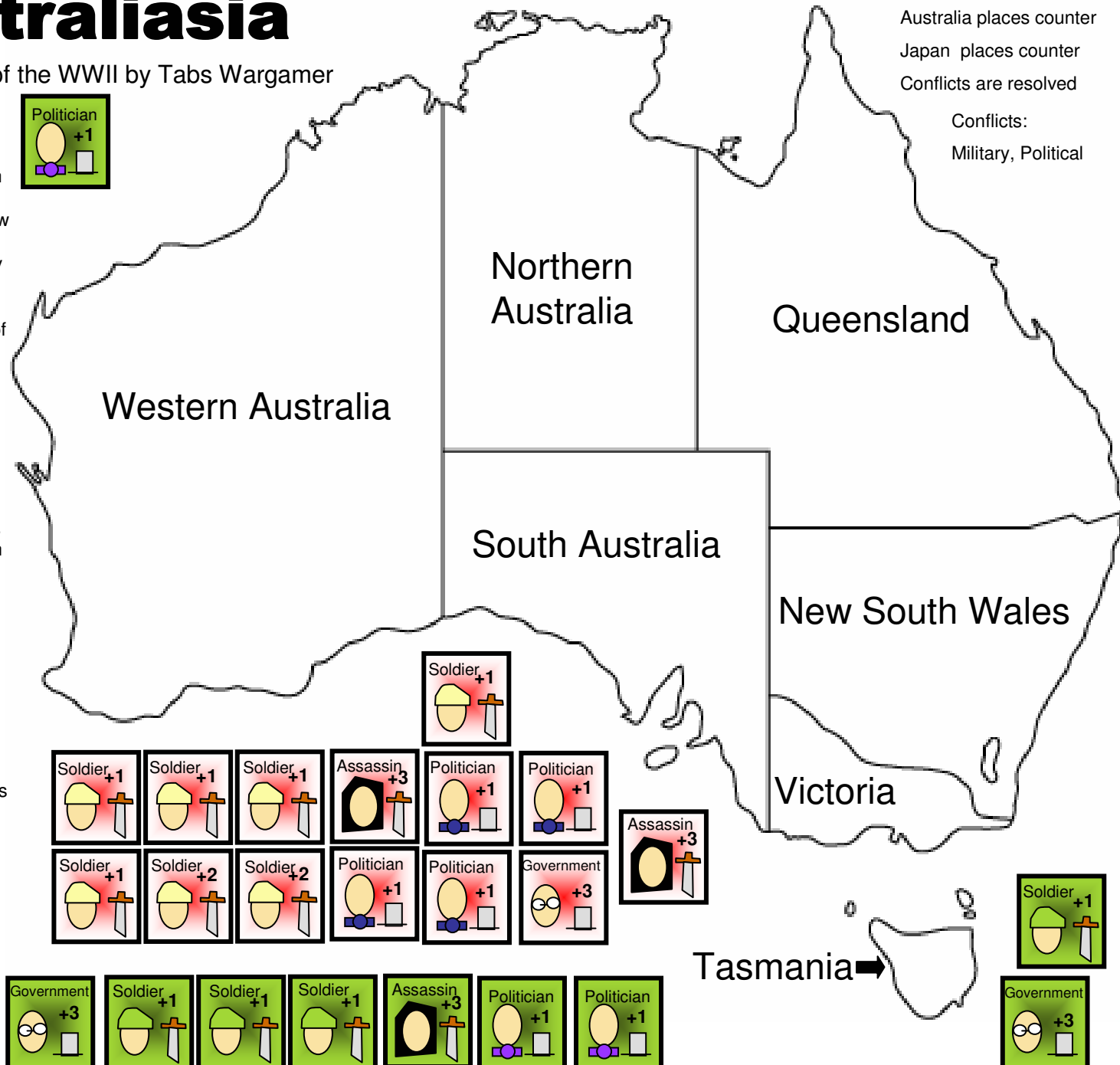
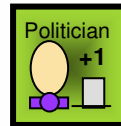


Conflict:Australasia

“When Worlds Collide” Alternate history of the WWII by Tabs Wargamer

Conflict: Australasia. A game for 2 players.

At the beginning of the game each player may place a soldier counter (+1 or 2 sword) on any state. They are in control of this state and may place a politician counter in that state, if they wish (+1 or 2 top hat). The game now begins. Each player takes it in turns placing any of their counters on any state. They now roll a dice. They must roll under the underlined number for the counter to be successful. If not, the counter is removed. If the counter is successful, they gain the +number amount of influence (political or military) in that state. The other player now places a counter. If at any time two opposing counters are in the same state, conflict begins. The first phase of a conflict is military. Both armies roll a dice and add their military influence. The army with the higher number wins and an opposing military counter is removed. Soldiers may do nothing with politicians. The second phase is political. Again, both players roll a dice and add their political influence. The players get this many arguments. Players take it in turns ‘speaking’ an argument and rolling a D6. This is the effectiveness of that argument. The other players score must beat this argument or they lose the political phase of the conflict and one political counter must be removed. At any time an assassin or government counter may be played in a state with an opposing counter. Assassin counters (+3 sword) automatically remove one politician, government counter. Government counters (+3 top hat) automatically remove one opposing politician. Assassin counters are removed after taking out a politic. Government counters stay in play but can no longer be used to automatically remove a politician. A counter may be moved to a different territory instead of placing a counter. The game ends when one player has destroyed all of the other players counters.



Turn Phases:

Australia places counter

Japan places counter

Conflicts are resolved

Conflicts:

Military, Political

