



FAQ V1.0

General

Q: "Control of a region" -- This appears to be a pre-requisite to doing many things, like spending logistics for buildings, gaining contract spaces, producing oil, etc. The rules state that this occurs as soon as a player "conquers" the region. Thus, am I correct that the presence of any local troops remaining after a battle would prevent the player from controlling the regions and taking any actions there that would require control as a pre-requisite?

A: Yes, correct. You have to eliminate all local troop from a region to take control of it.

Q: If a player selects one of the 3x or 2x actions, does he have to use it or can he use it as a 1x space, thereby blocking other players? Similarly, if a player is using the build troops/logistics/move action, does he have to use/spend the full amount or is it OK as long as he partially uses them? Example: Player is going third in the turn sequence in a 5-player game. Players 1 and 2 took both pay 3, move 1 spaces. Player 3 only has \$3 to spend, may he then take one of the higher level spaces even if he intends to pay no more than 3 and move no more than 1?

A: You can also use it partially, as you wish. The box limit is the Maximum limit (two players cannot choose the same action box; only two exceptions: oil and taxes boxes).

Government Oil Track

Q: The board only goes up to "60" but the player memo card goes up to "xx." How are you supposed to mark quantities higher than 60 on the board?

A: Yes, of course(??)

Taxes and Speech to the Nation

Q: The rules state that the Tax action can only be used once per turn. If a player uses one action on the Tax space for a Speech to the Nation, can that player then return to the Tax space for normal Taxation on the same turn?

A: Yes you can. You can put taxes (and take 5\$ from the bank) only 1 time per turn. But you can do it together with Speech to the Nation.

Q: Any suggestions as to how to track which players have used the once per game Speech to the Nation?

A: Put a player token (a troop) on the center of the three circular ruler (over the journalist illustration).

Pacifism Check

From rules: "If a player does not have enough money to pay the penalty, he can sell oil from his hand (this is the only time oil can be sold out of turn) or he will be forced to remove 1 troop from the board for each \$ that he has to pay. It is possible that a player will be forced to remove all his troops from the board."

Q: *The rule says he "can" sell oil. Does this mean he can also choose not to? For example, a player has a penalty of \$3. He has two barrels of oil and one troop. Can he choose to keep his oil, remove his single troop, and consider the penalty paid?*

A: He can choose.

Q: *If a player sells oil at this time (and not during his regular turn), does he count as a "player that sold oil" during the Oil Price step?*

A: Yes!

Oil and Transitional Government

From rules: "If the player does not have any influence points or enough money to pay the penalty, then he has to pay the penalty as barrel of oil instead (no change back)."

Q: *Is the penalty one barrel of oil per region? Or is oil sold at the current oil price until the player earns \$4 per region?*

A: Until to pay the penalty in \$

Q: *Mandatory government oil production -- rules are unclear as to the role logistics play in the mandatory oil production phase in the last third of the game. Two questions come to mind: (A) Are the number of logistics required as would be the case if the player selected the oil production action, and then is one logistic removed in each region? and (B) if the answer if yes, does the player suffer the penalty for not producing if the logistics are not present (comment, this would seem a bit harsh, given the limited number of actions available to increase supply of logistics), or only if the logistics are present?*

A: Yes and yes. Usually players try to stock some logistics in their region during previous turns.

Rebels

From rules: "During the first turn of the Guerrilla phase, the players place their rebel dice with 1 in attack power in one of the east regions (marked in orange). The region cannot be under the control of a player. If that is the case, the rebels will start "off map" and they will have to use 1 movement in order to enter the eastern part of the country."

Q: *The only uncontrolled east region is Maysan. A player wants his rebels to attack Anmil. Does he have to start his rebels in Maysan, or can he choose to start his rebels "off map"?*

A: With 1 uncontrolled orange region, rebels start in that region.

Q: *If the rebels have an attack power of 1, can they still move and suffer no attack power penalty?*

A: Yes, they can still move and will not suffer attack power penalty.

Rebels Bombing

Q: *Bombing target designation -- rules state target must be pre-designated, but that didn't seem to happen in the one example in the rules. My question is, if you designate troops, does damage carry over to logistics and vice versa? Seems clear that damage to buildings doesn't carry over, but troops/logistics is a little unclear, particularly given how the example reads.*

A: No. You choose a target and you can damage only this target.

Rebels After Bombing

From rules: "After the bombing the rebel die is removed. On the next turn, the player can put the die with an attack power of 1 in one of the eastern regions."

Q: *Does placing the rebel die on the next turn count as the action for that turn? Or can the player place the rebel die and declare a bombing in the same turn?*

A: It counts as rebel action

Q: *Does the rebel die have to be put into an uncontrolled eastern region (similar to the beginning of the Guerrilla phase)? Or can it be put into a controlled eastern region?*

A: As the beginning of Guerrilla phase: in an uncontrolled orange region.

Player Alliance in Bombing

From rules: "Players can join forces as rebels to attack (and thus cause more damage). In this case, the rebel attack power values are added together."

Q: *Do the allied rebels all have to be in the same region? Or can they be in contiguous regions?*

A: Also in contiguous regions.

Q: *If Player B allies his rebels with Player A's bombing attack, does that count as Player B's rebel action? Or does Player B still get another rebel action?*

A: Yes, of course, it counts as Player B rebel action.

End of the Game

From rules: "Each player withdraws the oil barrels from the regions under his control and the Government Oil is distributed."

Q: *Is a player still limited to withdrawing 2 total barrels (plus pipeline bonuses)? Or at this point, does he withdraw ALL oil barrels from the regions under his control?*

A: ALL barrels

More than one player in a region

Q: *What happens when 2 or more players enter a region (and there are enemy troops).*

Example:

- Player A enters with 3 troops a region after that
- Player B enters the same region with 4 troops

The 4 troops from Player B will be placed under the troops of Player A, right?

In phase 6) (War), which player will roll the dies? Player A, because he enters first? - Player B, because he has more troops? Or the player who comes first in order of play? Or will both players throw the dies, so there are two battles in the same region in one turn?

A: In this case order is determined by invasion order.

For example: Player A invades Muthanna with 2 troops, after Player B follow with 3 troops. Player A roll die to attack.

Usually players make an agreement before to move and to give help to another player: ANY agreement is possible (for money, oil, etc. etc.).

If agreement isn't possible player A throws dice using ALL troops in Muthanna (player A + player B troops) to calculate ratio with enemies. If player A win the war, he will control the region, but he will take casualties for first.

If player A loose battle, player B will continue battle in next turn (if situation remain the same).

Can also happen that player A looses all his troops in the attack winning the war. In this case player B takes control of region.

Limited Supply

Q: *There are 5 pipelines only in the box. If they are all sold, what happens if a player wants to build one? Can he use a replacement part or is it impossible for him to build one?*

A: The number is limited to 5.

Pipeline

Q: *Can a pipeline siphon off extra oil from a region controlled by another player? If so, and if two players each have pipelines able to siphon a single extra oil from a third player, what determines which of the first two players get it?*

A: No. Pipeline works only for the player that control the region where it's and only on his controlled regions.

Warehouse

Q: *What is the capacity of a region if you built a second/ third warehouse?*

In the german and english rules the following paragraph isn't translated: "Se il magazzino viene distrutto in un attentato, il petrolio che contiene andrà distrutto." What does this means (because I'm not familiar with italian)?

A: With two warehouse you can stock up to 7 oil (+3 each).

Translation: "if warehouse goes destroyed, all oil inside the warehouse is destroyed too (up to 3 oil)"

Retreat

Q: *If a retreat is declared, does that mean that all (allied) troops (also troops from other players) have to retreat? Must I retreat with all or may I retreat only with some of my troops? Is it possible to retreat only one troop (just to sacrifice them/ suicide)?*

A: You have to retreat with all your troops and sacrifice 1 (+1 pacifism).

In allied retreat all players that retreat will take +1 pacifism and 1 of these players will loose 1 troop (see rules).

War

Q: *The rules say "The die roll occurs as soon as a player's troops enter a region." Is the following example possible: I've got three moves. First move to "ANBAR" with one troop, just to look how strong the local troops are (local troops occur at once); second move the "KARBALA" with the same intention like the first one; with the third move I enter with all remaining troops the region, that ist weaker (or another region, if both are well defended). Or does the above mentioned rule means, that local troops occur after all movements are executed?*

A: No, you cannot. When you enter in a "hostile" region you have to remain there. So in your example you have to stop in ANBAR.

Errata English Rules

Under OIL CHECK: "The presence of an oil pipeline increases the value of the barrels" is "The presence of an oil pipeline increases the **number** of barrels than can be taken (into players' hands)"