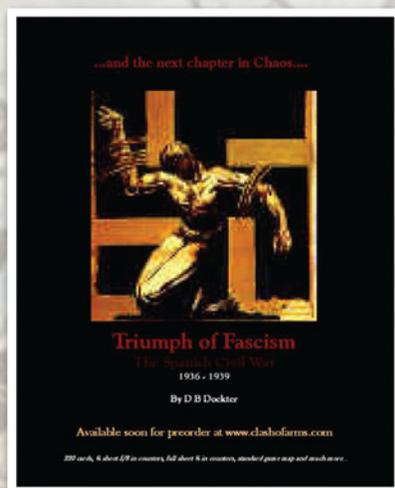


Working Title -

**TRIUMPH OF FASCISM: THE SPANISH CIVIL WAR 1936-1939****GAME SUBJECT:** Spanish Civil War**EXPECTED PUBLISH DATE:** 2Q, 2009**EXPECTED PRE ORDER DATE:** 4Q, 2008**DESIGNER:** D. B. Dockter**DEVELOPER:** To Be Determined**TYPE:** Two Player Card Driven Wargame**SCALE:** Strategic**DESCRIPTION:**

Strategic level game of the Spanish Civil War 1936-1939, **Triumph of Fascism (ToF)** will utilize the same basic engine ported from **Triumph of Chaos (ToC)** via **Paths of Glory (PoG)**.

*Primary differences include:*

- 1) **A Pregame determines setup:** A Revolt Pregame utilizing 66 cards determines how the war begins, force deployment from various "camps" (both Fascists {Black} and Republicans {Red} have "camps"), relations with Foreign Powers, initial Strategic Will, etc.
- 2) **The Structure of turn:** Political Phase (Cards dealt, Allocation {Political Imperatives, Air & Naval Ops, Logistics}, Weather), Action Phase and Logistics Phase
- 3) **Has an air & naval component:** Air units (10-16 per side representing around 50 aircraft, with varying assumptions regarding the number operational) and naval (8 units per side representing fleets/mines/submarines). Both the air and naval component will be fairly abstracted
- 4) **Card Allocation:** A phase at the beginning of each game turn where players secretly allocate a card to Political Imperatives, Logistics, Air Operations and Naval Operations - with the higher Card Value allocated providing that side with more game "utility"
- 5) **A heavy political component integrated with military operations:** Camp Activation & Defense Restrictions, various Special

Actions, In-fighting, units that switch sides and/or go "green", 22 Political Imperative Cards (that require certain game actions at the cost/gain of Strategic Will, replacements, support by camps and support from foreign powers) and a variety of design elements that require sides to react to the historical political dynamics of the SCW

6) **Victory determined by Strategic Will:** Strategic Will is a function of control of Victory Cities, Action Cards and a variety of game actions

7) **Process of managing camps/foreign powers:** Coordinating the actions of various camps and support of foreign powers will represent a major challenge for each player

The same chaos (fog of war) will categorize **Triumph of Fascism** as **ToC**: switch side forces, in-fighting counters, dreaded road 2 rules, NO ACT counters, steal cards, etc. - and a few nasty surprises.

**PROBABLE COMPONENTS:**

- Rule book, Supplement, Play-Aids
- 220 cards (Revolt Pregame, Action, Leaders, Camps and Political Imperatives)
- 22" x 34" game map; Revolt Pregame map
- 1-1/2 counter sheets with 1/2" counters and 1/2 counter sheet with 5/8" counters

**UPDATE:**

May 2008 - Currently in play-test. Design 90% complete, counters nearly complete, card text nearly complete, play-test map finished. When play-test results are satisfactory, final game art will begin.

