

# East & West: Second Edition Rules

## Game Setup: Soviet rapid mobilization

Reflecting the Soviet Union's readiness for war in 1948, the Soviet player receives an extra 20 credits at the beginning of the game, to be allocated before any player's turn. This 20 may be spent on spies (1 or 2), on technology (no category limitation), on military units, or saved for future use.

If the Soviet Player chooses to purchase military units, they **must be placed according to standard placement rules**. That is, all non-infantry units must be placed on territories with factories, and in a quantity limited by the value of the factory. Infantry may be placed on any territory, but also limited by the territory's value.

*Example:* The Soviet player purchases two tanks and five infantry. He may place up to two infantry on Karelia (value 2) AND one or both tanks on Karelia. He could place only one of the infantry in Mongolia, but could put all five on Russia.

## Victory Conditions

*Soviet economic victory:* The Soviet Union may declare an economic victory if it collects 90 credits at the end of any turn. Neutral contributions count toward the total required for victory.

## Units

Heavy tanks: Attack 4 Defend 3 Move 3 Cost 7

Following combat, heavy tanks may use any remaining movement during the combat phase.

## Technology

a) Players may make up to four technology attempts per turn, one in each category (submarine, armor, aircraft, and nuclear technology). The Soviet Union and the USA are entitled to one free roll per turn in the category of their choice. Any additional attempts in the same round must be in the remaining three categories.

b) To reflect the varying difficulty of researching technologies, players must pay different amounts for each category. Prices are as follows: **Submarine tech**— 3      **Armor and Aircraft**— 5      **Nuclear**— 6