



## *TripleA Rulebook*

The world's greatest open-source strategy game



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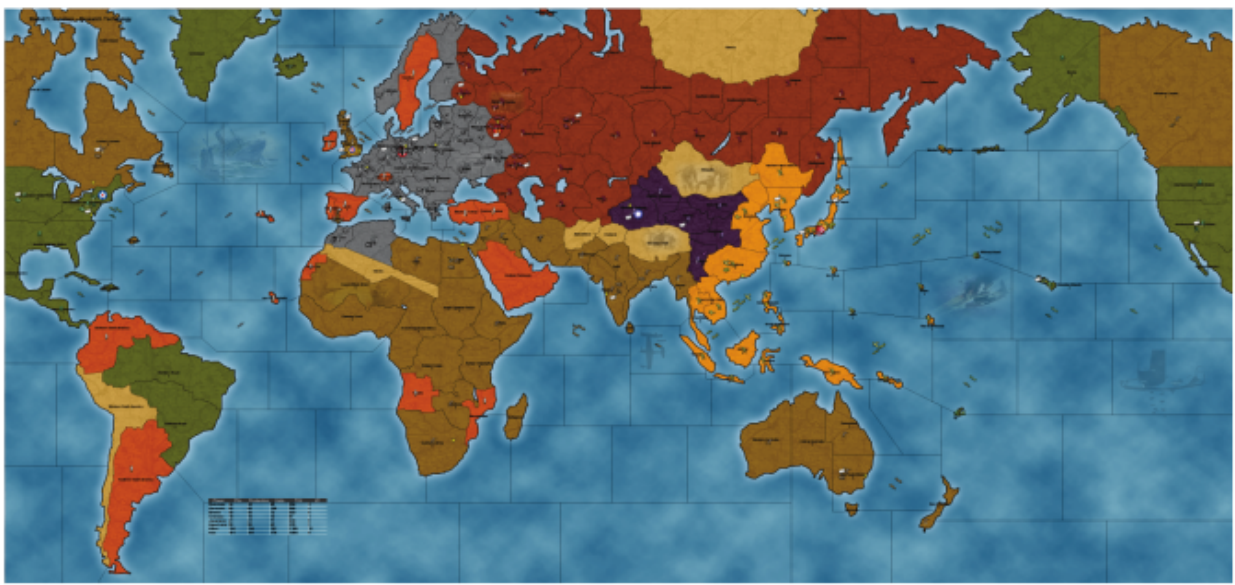
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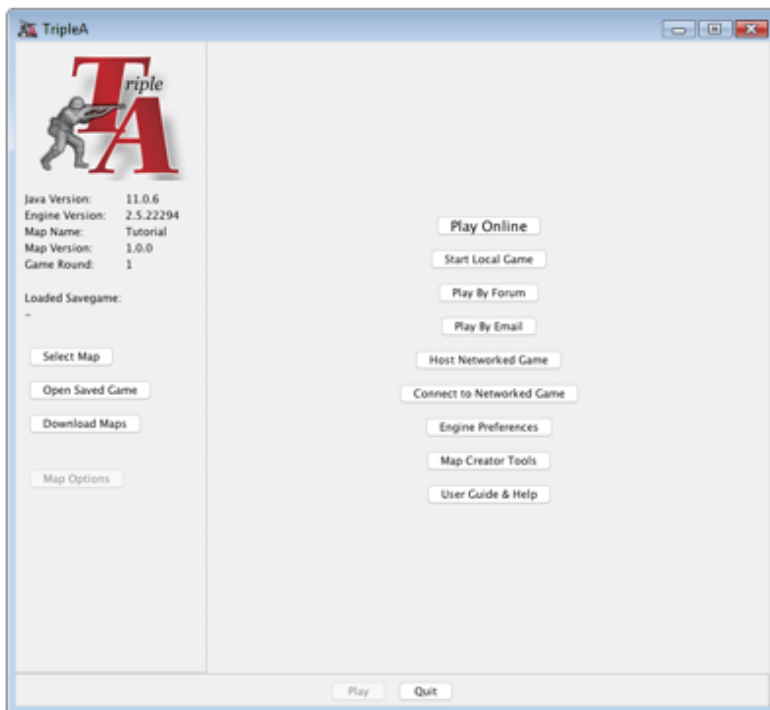
TripleA is a turn-based strategy and board game engine. Although TripleA contains many games, it is only an engine for playing games, not a game in itself. TripleA started out as a World War II simulation, but has since expanded into other conflicts, as well as variations and 'mods' of popular games and maps (a 'map' is like a board, while a 'game' is a specific configuration on a map/board).

This manual describes how to use and play TripleA, using the game "Big World: 1942", a basic variant. The two most popular WWII maps for beginners are "Pact of Steel" and "Big World", and Big World has significantly more territories and one more unit type than Pact of Steel, while rules are almost exactly the same. Other TripleA games and their variants can still use this guide as a good starting point, as the game engine and most of the concepts are the same no matter what map or conflict you're playing.

This manual does not attempt to describe 100% of the game's features. There is simply too much the game can do to be practical. Some game interfaces and operations are intended for developers. Many game operations simply take place automatically and illegal player actions are prevented. The player must show a certain degree of knowledge and initiative, in particular to read the game notes relating to the cards. However, all critical and important operations and knowledge of the game are described in this manual.



The first thing that happens when starting TripleA is the appearance of the game settings window. The player must then make a number of choices.



- The game variant must be selected, OR a saved game must be loaded.
- About ten variants are automatically included in the game and others can be downloaded.
- Game options must be set, but default options can be used.
- A local, pbem, or network game can be started, OR you can join the online lobby instead. (Even if you load a save, you still need to select "start local game" or "start pbem game" or "host network game").

- Each player can be a human or an AI.

A few other options are also available at this point, but they can be ignored for now.



Below is a screenshot taken during a game, on the map "Big World: 1942".



In general, the main screen cannot display the whole world at once, but only part of the map.

The displayed part can be quickly moved or modified in three ways:

- Moving the cursor just inside the edge or corner of the main map window will cause the map to scroll in that direction. Scrolling the mouse wheel also scrolls the map up and down.
- By "right clicking" on the main screen and dragging your mouse to move around the map.
- By clicking or "click-dragging" on the minimap in the upper right corner.

Additionally, you can change the zoom level of the map by accessing the "View" menu and selecting "Zoom", or by holding down the "ALT" key while scrolling your mouse wheel.



Each TripleA card is divided into several areas. Land areas are called territories. Areas located at sea are called maritime zones. Short or narrow rivers and small islands usually only

play a cosmetic role (if an area has no name when you scroll it with your mouse, it is only cosmetic and it does not constitute a real territory or maritime zone). Air units fly over all of this, but must land at the end of each turn.

Each area of the map is adjacent to a number of other areas. Units move on the map, from one area to an adjacent area; as a rule, teleportation does not exist.

Land units are limited to land territories, unless transported by means of transport. Naval units are limited to sea zones. This means that land and naval units generally cannot attack each other.

Naval units can generally move to any adjacent sea zone, but there is one exception to this rule: Canals. Canals are interconnected sea areas that require possession of attached land territories in order to cross them. For example, at the Suez Canal, naval units can move north and south through the canal, but only if the land territories on both sides of the canal are controlled by friendly or allied nations at the start of your turn.

Each territory has a production value (Industrial Production Credits or IPCs for short and "PUs" for the English in-game version), which can be zero. It is possible to assign production values to sea zones as well, in which case they would be called "convoy centers". The production value of a land territory determines the number of units that can be produced there per turn, but above all the income that this territory provides per turn to the player who controls it. Each land territory is always controlled by a player, with the exception of certain territories which are initially neutral or inaccessible to all players. A territory can change hands if an enemy land unit conquers and occupies it. Some ground units such as anti-aircraft (AA) guns, cannot attack and conquer territory. The color of territory on the map indicates who controls it.

The player who controls a particular territory receives its income at the end of his turn. Control of a territory can change multiple times in a round, and the territory will always produce its full income each time control changes.

Some territories contain "Factory" units, which allow the controlling player to produce units in that territory. A territory with a factory can produce a number of units equal to the territory's production value, if the player owned that territory at the start of his turn. When a player conquers a territory containing a factory or an AA gun, those units are captured with the

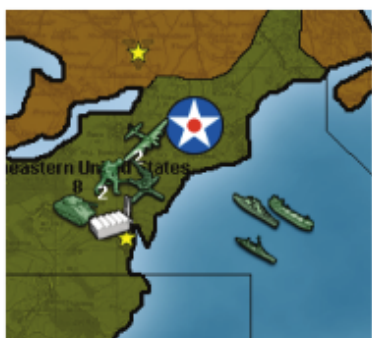
territory, and the conquering player can use them on their next turn.

Territories with which a player starts the game are considered to “originally” belong to that player, unless otherwise specified. If an ally retakes such a territory, control of the territory (and its capturable resources and units) reverts to the original owner. In this case, the revenue from the territory is not collected by the player who captured it, but by his ally, the original owner, at the end of his turn.

Provided they still own it at that time. Of course, enemy players are not bound by such considerations and control whatever they capture.



Each of the TripleA nations has a capital city. These territories are indicated on the map by a large circle or a flag associated with the nation.



If an enemy player seizes one of these territories, the consequences are dramatic.

- All Industrial Production Credits (IPCs) in the victim's bank are immediately transferred to the winning player's treasury.
- The victim receives no income as long as the capital is in enemy hands.

The victim cannot produce any units while the capital is in enemy hands. Of course, she doesn't have the resources to produce these units in any case.



Since most games on TripleA are “grand strategy” games, a “unit” does not represent a single infantry or armor, but an entire infantry or armor-based army. Therefore, an infantry unit will include its own logistics train, supply, anti-aircraft and anti-tank weapons, etc. Unless otherwise specified, all units can hit all other units.

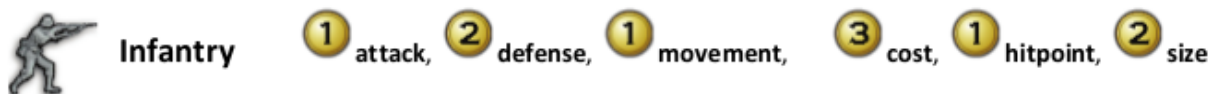
Each TripleA unit has certain properties, which are expressed as a set of numbers. These properties are Attack (Att), Defense (Def), Movement (Mov), Cost (PUs), Hit-Points, Size, and possibly some properties or abilities specials.

- **Attack** is the firepower when a unit attacks. The unit gets a hit by rolling that number or less on a 6-sided die.
- **Defense** is the firepower when a unit is defending. The unit gets a hit by rolling that number or less on a 6-sided die.
- **Movement** is the number of territories or sea zones the unit can move each turn (except when transported). A unit with a movement of 1 may move to an adjacent area, and so on.
- **The cost** is the number of IPCs that must be spent to produce a unit.
- **Size** indicates the transport capacity needed to move a land or air unit by sea.
- **Hit points** indicate the number of hits the unit must take before it dies. Almost all of TripleA's units only have one hit point, which means they die after the first hit. Some special units, like battleships, can have 2 hit points, allowing them to absorb enemy fire and possibly repair themselves if they survive the battle.

Important special properties and abilities are, for example, the ability to Blitz, increase the attack power of another unit when in the same territory (so-called give and take of "support"), to fire on the planes flying over them or to produce units.



The following units and statistics are specific to the game "Big World: 1942". Therefore, if you are playing on another map, the units may be slightly different. For example, "Steel Pact" has no "Cruisers" and "Destroyers" cost more and have higher attack and defense. In some maps that are not based on World War II, the units can be radically different. For example, "Lord of the Rings: Middle-earth" has completely different units, different graphics, and different stats.



#### Special Abilities:

- Infantry can receive support. This means that when paired with artillery units on a 1:1 basis, infantry units will receive +1 attack power.

**Note :** Infantry units are generally slow and cheap, with high defense. Therefore, their main mission is to defend territories and absorb casualties. Despite their weaker attack and defense, they have just as many hit points as more expensive units, so it's very good to keep more infantry than any other unit.



### Artillery

2 attack, 2 defense, 1 movement, 4 cost, 1 hitpoint, 3 size

#### Special Abilities:

- Artillery can provide support. For example, if you have 3 infantry and 2 artillery, 2 of the infantry will receive support and have their attack increased to 2, while the 3rd infantry will keep 1 on attack. Support is not cumulative, so 1 infantry with 2 artillery would only receive support.

**Note:** Artillery is used to increase the attack efficiency of your infantry battalions. It's usually good to have a few pieces of artillery with each large infantry battalion, as it's a very cost-effective way to increase your army's firepower.



### Armour

3 attack, 3 defense, 2 movement, 5 cost, 1 hitpoint, 3 size

**Special Abilities:** Tanks have the ability to “blitz” empty enemy territories. This means that units must normally stop in the first enemy territory they enter, but armor has the ability to continue advancing if the enemy territory is empty of enemy units. The blitzing armored unit conquers that territory and may then continue moving, moving deeper into enemy territory or even returning to friendly territory.

**Notes:** Armor is used to attack an enemy quickly and to respond quickly to opportunities that are too far away for infantry to reach in time.



### Fighter

3 attack, 4 defense, 4 movement, 10 cost, 1 hitpoint, 1 size for carriers

**Special Abilities:** All air units in TripleA share 2 abilities: Air units cannot end the turn in a land territory that was attacked or conquered this turn. In other words, they must leave the territory where they fought and land in a friendly territory at the start of the turn or on a friendly aircraft carrier (fighters only) that has space. Air units cannot capture territories.

**Note:** Fighters are used for their flexibility in having 4 moves, and because they can attack both land and sea targets. While all land units lose their movement when participating in a battle, air units can continue to move after a battle ends, allowing them to take cover in the event of a counterattack of the enemy.





**Bomber**

4

attack,

1

defense,

6

movement,

14

cost,

1

hitpoint

**Special Abilities:** In addition to normal air abilities, bombers have the ability to perform a "strategic bombing raid" on any enemy factory. As a general rule, each bomber that survives an AA hit can roll a 6-sided die and inflict that much damage to the enemy's IPC pool or factory (the total damage per bomber cannot, however, exceed the CPI value of the territory).

**Note:** The extra movement and attack, plus the ability to raid enemy factories, make bombers a deadly but expensive unit.



**Transport**

0

attack,

1

defense,

2

movement,

8

cost,

1

hitpoint,

5

capacity

**Special Abilities:** Transports have the ability to transport ground units. They can carry 1 infantry unit + 1 other ground unit of any type (eg 2 infantry units, or 1 infantry and 1 artillery/armor/AA gun).

In "Big World: 1942" and on many other maps, transports can be taken as casualties like any other unit. However, on some maps, transports cannot be considered losses until all combat ships are dead.

**Note:** Transports are used to move land units into sea zones.



**Submarines**

2

attack,

2

defense,

2

movement,

8

cost,

1

hitpoint

**Special Abilities:** Submarines can "submerge" at the end of a round of combat, effectively removing them from combat but keeping them in the same sea zone. Submarines can move through enemy naval units, if the enemy units do not include a "Destroyer" unit. Submarines always attack at the start of each combat round. If the enemy has no destroyers present, casualties inflicted by submarines cannot retaliate. Submarines can never attack air units. Air units can, however, attack submarines.

**Note:** Submarines are stealth units and one of the cheapest units at sea. They are very useful for attacking enemy naval units and as cannon fodder during naval battles.



**Destroyer**

2

attack,

2

defense,

2

movement,

8

cost,

1

hitpoint

**Special Abilities:** Destroyers have the ability to nullify all enemy submarine abilities.

**Note:** Destroyers are one of the cheapest units at sea, and they are better in defense because they can defend against air units. It is good to have destroyers when the enemy has submarines.



**Cruiser**

3

attack,

3

defense,

2

movement,

10

cost,

1

hitpoint

**Special Abilities:** Cruisers have no special abilities on Big World: 1942, but on other maps they often have the ability to bombard an enemy land position.

**Note:** A medium cost naval unit.



**Carrier**

1

attack,

2

defense,

2

movement,

14

cost,

1

hitpoint,

2

carrier capacity

**Special Abilities:** Aircraft carriers have the ability to carry 2 fighters (including those belonging to friendly powers) over the ocean. These fighters help defend your fleet and can be used to attack enemy positions out of reach.

**Note:** The usefulness of aircraft carriers lies solely in their ability to accommodate fighters. Since fighters are more profitable than most naval units, they greatly increase the capabilities of your fleet. (The carrier does not technically "carry" fighters - unless it is an allied fighter, which will then be considered cargo. It merely provides a landing spot for fighters to end of player's turn). When the player's turn begins, all HIS fighters are considered to have been launched from the carrier and are now in the air, so fighters and carriers move independently of each other.).



**Battleship**

4

attack,

4

defense,

2

movement,

22

cost,

2

hitpoints

**Special Abilities:** Battleships have 2 hit points. If damaged during a fight but still alive at the end of the fight, all battleships will recover to full health at the end of the fight. Battleships can bombard enemy land territories if a transport unloads land troops from the same sea zone for an amphibious assault on that land territory. Thus, if there is an amphibious assault, the battleship can roll a single die at 4 before the battle begins in an attempt to cause a loss to the enemy.

**Note:** Battleships are used both for their ability to absorb and repair hits and to bombard enemy territories.



**AA Gun**

0

attack,

0

defense,

1

movement,

5

cost,

3

size

**Special Abilities:** AA guns have a special ability that activates before the start of a battle or strategic bombing raid, and when an aircraft flies over territory containing an AA gun. They will roll a single die at 1, for each attacking aircraft in the battle. Any aircraft hit is immediately destroyed, with no chance to retaliate. AA guns do not participate in the battle, and if the attacker wins, the AA gun is captured by the attacker. AA guns cannot move during combat

movement, they can only move during the non-combat movement phase. They can never be on the attacking side of a battle, only on the defending side.

**Note:** AA guns are used to defend against strategic bombing raids, and are also used to make an attacker think twice before using overwhelming air power to attack your territories.



**Special Abilities:** Factories allow their owner to produce units in the territory where the factory is located (or in the sea zone adjacent to the factory). The factory allows the production of a maximum number of units corresponding to the production value of the territory in which it is located. Having multiple factories in a territory does not increase this limit. Factories do not participate in combat, and if an attacker conquers the territory, they will automatically capture all factories in the territory. Factories can be targeted in strategic bombing raids.

**Note:** Factories are vital production hubs, allowing their owner to produce units there.



TripleA is played over a series of rounds, with each round consisting of a series of player rounds, and each player round consisting of a series of phases (also called stages).



**The order of play for "Big World: 1942" is:**

1. Russians (Allies)
2. Germans (Axis)
3. British (Allies)
4. Chinese (Allies)
5. Japanese (Axis)
6. Americans (Allies)

Once the Americans have completed their turn, the current "round" is over. TripleA then checks the victory conditions to determine if one side has won the game or not. If neither side has won, the next round begins, starting with the Russians.

**The standard sequence of phases is:**

1. **Technological** development
2. Purchase of units
3. combat movement
4. Lead a fight
5. Movement without combat
6. Mobilize new units
7. End of turn (Collect income)

The player can choose to do nothing in certain phases and, depending on the circumstances, certain phases may not take place. Almost all phases require the user to press a "Done" button on the right side of the screen to advance to the next phase.



During the **Technology Development phase**, a player may spend Industrial Production Credits (IPCs) to attempt to acquire new technologies. This involves purchasing dice rolls, and usually for every 5 IPCs spent, 1 additional die is purchased (1/6 chance each). The player then chooses the technology for which he wishes to obtain a dice roll, then all the dice are rolled. If one or more 6s are rolled, the technology is discovered and all dice are removed. If no 6 is rolled, nothing happens and the dice are also removed (in some maps, the player keeps the dice and can roll them on his next turn).

Technologies usually improve a player's units or enable the production of advanced units. In general, discovered technologies are activated at the end of the player's turn (although on some cards technologies are activated immediately upon discovery). IPCs not spent during this phase are kept for later use, as in the buy units phase.

### **Technologies available**

Once activated, the technology in "Big World: 1942" provides the following benefits. In other maps, different technologies may be available, or the same technology as below but with slightly different results (such as "Jet Power" which increases attack power instead of defense power). Technologies only affect the player who discovered them - other players may also need to discover them if they want to benefit from them.

- Jet Power: The defense power of each fighter is increased by 1.
- Super Subs: The attack power of each submarine is increased by 1.
- Long Range Aircraft: The range of all aircraft is increased by 2.
- Rockets: Your AA guns gain the ability to launch rockets: At the end of your combat movement phase, each of your AA guns can attack enemy factories within 3 squares of the AA gun. In general, each enemy factory can only be targeted by one rocket, and rockets can only target one factory. Damage is calculated on a single 6-sided die, but is limited to the production value of the targeted territory, and the victim immediately loses that number of IPCs (or on some maps, the factory will be damaged instead).
- Destroyer Bombardment: Each of your destroyers can perform shore bombardment.

- Heavy Bomber: Each of your bombers rolls 2 dice during attacks and raids (if the 'LHTR' rule is activated, only the best result is taken into account. Otherwise, both dice count).
- Industrial Technology: All of your units cost one IPC less. (Industrial technology is considered an "optional technology" and both players must agree to allow this technology before the game begins, otherwise it must not be researched).

For all technologies except Destroyer Bombardment and Industrial Technology, units will be visually changed and have new icons.

Here are some technologies available on other maps, but NOT available on "Big World: 1942":

- Advanced Artillery: Each artillery provides double the number of supports (ie supports up to 2 infantry instead of 1).
- Paratroopers: Bombers can now carry a single infantry into battle. Neither the bombardier nor the infantry can move until the infantry is charged. The movement must be towards a combat and ends in the first conquered enemy territory.
- Increased Factory Production: Factories located in territories with a value of 3 or more can produce 2 additional units. In addition, repairs are carried out at half price.
- War Bonds: At the end of your turn, roll 1 die and collect that much income.
- Mechanized Infantry: Each tank can carry only one infantry unit when moving.
- Improved Shipyards: Naval units are cheaper to buy.
- Radar: AA guns now fire at +1 in attack (2 instead of 1).



During the **Buy Units phase**, a player can spend IPCs to buy new units. These units can be placed on the map during the unit placement phase at the end of the turn.

At the start of the production phase, a menu appears, offering the active player the possibility of producing new units. Any combination of available units can be purchased, provided the total cost does not exceed the available IPCs. Any IPCs not spent during this phase are kept for later use and accumulate without limit. The buy units menu allows you to add or remove a unit of a given type, or to buy as many units as possible or zero units of a given type. You can also enter a specific number using your keyboard. The unit buy menu can be closed and restored multiple times during the buy phase and changes can be made freely without penalty. If a player tries to buy more units than he can place on the map, the game warns him and allows him to modify his choice of purchase, but nothing prevents him from doing so if he insist.

On some newer maps, you can also repair damaged factories and units during this step. A damaged factory produces fewer units (1 less unit per point of damage) and therefore needs to be repaired to some degree in order to produce all the units you want to buy.



During the **Combat Movement phase**, the active player may move all or part of his units up to the limit of their movement allowance, with some exceptions.

- Some units, such as AA guns, cannot move during this phase, as they can only move during the non-combat Movement phase.
- Air units can move as far as their remaining movement allowance allows them to return to an eligible landing zone - therefore air units generally cannot "commit suicide". The program does not always correctly calculate ranges for hunters moving over large bodies of water; he assumes that nearby carriers will move to pick up the fighters. A player could abuse this situation to circumvent the "no suicide" rule. However, it is the player's responsibility to ensure that each of his air units can eventually land at the end of this turn.
- Land and naval units (except submarines if no enemy destroyers are present) must stop moving as soon as they enter an area occupied by an enemy or neutral unit, or neutral territory. Most land units with a movement allowance greater than 1 can cross an empty territory controlled by an opposing player without having to stop, capturing that territory as they pass. This is called "blitzing". Neutral territories cannot normally be attacked.

Only during this phase can units enter a combat situation. If a player moves units into a territory or sea zone belonging to the enemy, or containing enemy units, the units must stop and engage in combat during the next phase. Unlike games such as "Risk", it is not possible to perform a Combat Move, then Lead a Fight, then perform other Moves and lead further Fights. In TripleA, all moves to attack an enemy must be done at the same time, during this phase, and once this phase is over, all fights will be completed at the same time. Once this phase is over, the player can no longer move to attack enemies until

At the end of this phase, combat must be resolved for each territory or sea zone in which the active player has at least one unit and an enemy or neutral player has at least one unit. Units that do not use all of their movement allowance during this phase keep the rest for the Movement phase without combat, with the exception of land and naval units that engage in combat. Land and naval units that engage in combat lose their remaining movement points.

Illegal movements are not allowed. If a move is attempted with a group of units that is illegal for some of those units, a warning is given, and only the legal portions of the move will be

executed. For some complex moves, additional data is needed and the player is asked to provide it. As the move phase progresses, a list of all moves made so far is displayed on the right side of the screen. Each of these moves can be undone at any time until the player manually ends the phase, except for moves that are prerequisites to other moves and cannot be undone without the moves dependents are canceled first.

## **Transport**

Some naval units (transports) can transport land units. A typical transport might carry one infantry and one other unit, although this may be different on other maps.

The procedure is as follows: a land unit moves on a transport into an adjacent sea zone and then moves into a territory adjacent to the transport. The transport can move at any time during this process. The land unit may be unloaded in the same turn or later, and may remain on the transport indefinitely. Land units can be loaded onto a transport from different territories and at different times, but a transport can only be unloaded to one territory per player turn, and if it has unloaded, it cannot move further during that turn. Land units cannot move until loaded onto a transport.

Transporting can also be done with units from allied players, although the process is not as smooth as when the transported units belong to the same player as the transport. This is because when you move a friendly unit onto a transport you own, you can unload that unit in the same turn. But when you move a unit onto an ally's transport, that unit cannot be unloaded until the next turn (on your turn, after the owner of the transport takes their turn).

## **Aircraft carriers and fighters**

At the start of the turn, all fighters belonging to the player whose turn it is take off from the aircraft carrier they were on. They are considered to be in the air, not aboard an aircraft carrier. This means that when you move the aircraft carrier, air units do not move with it. Aircraft carriers cannot be used to give additional movement to air units. All owned air units remain in the air until the end of the current player's turn. The only exception is that friendly air units remain on board an aircraft carrier and do not take off. These air units are considered "cargo" and do not participate in attacks. If the carrier is destroyed, the allied air "cargo" will also be destroyed.

## **How to select and move units**

- To select a unit, left-click on that unit. Then move your mouse to the territory you want the unit to go to, and click the left mouse button again to move it.
- Do NOT click with the left mouse button and do not drag your mouse at the same time. Instead, you have to click, move the mouse, then click again.



- To deselect the last selected unit, right-click. To deselect a specific unit, right-click on that unit's "stack".
- Besides these basic methods, there are other shortcuts
  - CTRL-Left click on a "stack" of units to select all units in the "stack".
  - CTRL-right-click on a "stack" of units to deselect all units in the "stack".
  - Shift-Left click on a unit to select all units in the territory.
  - CTRL-Right-click anywhere other than a "stack" of units to deselect all units. Or press ESC to deselect all.
  - Click with the left mouse button on the territory, but not on a unit, to bring up a menu allowing the detailed selection of several units.



During the **Conduct Combat phase**, each territory or sea zone where the player has units and where the enemy has units creates a "combat" that must be resolved. A list of these territories and sea zones appears on the right side of the screen. The active player may resolve them in any order they wish, but there are a few exceptions, such as amphibious attacks and strategic bombing raids, which must be done first, but all combat must be resolved during this phase.

If a territory contains more than two different players (nations), only the units belonging to the active player are considered "attacking". All enemy units fighting against the active player are considered to be "defending" (including all air units on aircraft carriers). In this way, several nations can defend themselves, but only one can attack each turn. Multinational attacks are not possible on most maps.

Each combat takes place over several rounds, until at least one side is destroyed or retreats. The attacker (alone) may retreat at the end of each turn. Defending and attacking submarines (stealth units) can retreat (submerge) at the end of any round if there are no enemy destroyers (on some maps, submarines can also retreat before the battle begins).

Each round of combat takes place in a series of phases. Unless otherwise specified, all attacker and defender units may fire once per round of combat, even if the unit is selected to be a hit. The combat phases are as follows:

1. First, the attacking submarines (stealth units) fire and the defender distributes the casualties. If the defender has no anti-stealth units (destroyers) present, non-submarine casualties are immediately removed and no longer participate in this combat.

2. Then the defending submarines fire using the same procedure. If the attacker has no destroyers present, the casualties are removed immediately and no longer participate in that combat.
3. Then all remaining attacking units fire and the defender distributes the casualties.
4. Then all remaining defending units fire using the same procedure, and the attacker distributes the casualties.
5. Allocated losses are now removed from the game. If one side has no more units, then the other side wins (and if the attacker wins, he conquers the territory).
6. If the defender has any submarines, he may choose to overwhelm them now. The attacker can then choose to submerge his submarines.
7. The attacker then chooses to retreat or continue. If the attacker retreats, then all non-air units must move to a single territory where at least one non-air unit originated. Air units will remain in that combat territory and must be moved during the Movement phase without combat. If the attacker continues, combat continues with a new round of combat.

### **How units “fire” at the enemy:**

Each unit in the game has a certain attack power and a certain defense power (eg infantry has 1 attack and 2 defense). This means that during the battle, its owner will roll 1 die for each infantry he has. If the infantry is attacking, then the owner will score 1 “hit” for each die that shows a “1”. If the infantry is defending, then the owner will score 1 “hit” for each die that shows a “2” or less (“1” or “2”). This is called "rolling 2".

So, for example, if you have 3 infantry and 1 armor defending, you would roll “3 to 2” and “1 to 3”, because you have 3 infantry defending “at” 2 and 1 armor defending “at” 3 .

For each “hit” rolled, the enemy must allocate 1 hit.

Special cases: Submarines can never inflict losses on air units. On some maps, air units cannot hit submarines unless a destroyer is present in combat (in "Big World", air units can hit submarines without a destroyer present) . Some units, such as battleships, are so large that it takes two hits to destroy them. The first hit only damages them. Damage has no effect on unit firepower or stats. Damaged battleships (ie hit by a single hit) are automatically repaired for free at the end of the player's turn. All land units carried by transports do not fire or participate in combat in any way. Likewise, Allied fighters on attacking carriers will not participate. This means that they do not shoot and cannot be selected as casualties. It is important to note that, apart from the exceptions listed above, all units can hit all other units. This is because TripleA is a great strategy game engine and therefore a single unit actually represents an army, fleet or air squadron. Each turn represents 3-6 months of time, and all engagements and battles during that time. This is because TripleA is a great strategy game engine and therefore a

single unit actually represents an army, fleet or air squadron. Each turn represents 3-6 months of time, and all engagements and battles during that time. This is because TripleA is a great strategy game engine and therefore a single unit actually represents an army, fleet or air squadron. Each turn represents 3-6 months of time, and all engagements and battles during that time.

### **amphibious assault**

Land units can be unloaded from transports during a battle. Combat is resolved normally, with a few exceptions:

- If there is a combat in the sea zone from which the invasion originates, this combat must be resolved before the combat including the invasion. The attacker must win the naval combat and the transports involved must survive. If the transports sink, the transported land units die with them and therefore do not participate in the amphibious assault.
- Each attacking unit with a bombardment capability (battleships) in the same sea zone as the invading transports can use its firepower in a one-shot special "bombardment", provided it has not participated in a fight this turn. If the battleship rolls its firepower of 4 or less on a 6-sided die and it hits, the defender must immediately remove one unit of its defending strength from play. The victim of the bombardment cannot therefore retaliate. (On some maps, you cannot have more bombardment rolls than the total number of amphibious attackers, and additionally, the victim of the bombardment will be able to fire during the first round of combat, before dying).
- Invading amphibious units cannot retreat.



During the **Movement phase without combat**, the incumbent player may move all or part of his units up to the limit of their remaining movement allowance, with a few exceptions.

- Air units must "land" during this phase. This means that they must end this phase in a territory that was controlled by the active player or an ally at the start of that player's turn, or (for fighters only) in a sea zone containing an eligible friendly or ally carrier. .
- Air units cannot commit suicide or be rushed into the ocean. If still alive after the combat phase, all fighters must return to friendly land or move to carriers, or carriers must move to pick them up. Aircraft carriers have limited space and cannot be filled beyond their capacity (in "Big World" and on most other maps, aircraft carriers have room for 2 fighters).

- Land and naval units that participated in any form of combat during this player turn may not move during this phase. Transports that have been unloaded during this turn can no longer move.
- Units moving in this phase may not initiate any form of combat, including blitzing. In other words, land and naval units cannot enter a territory controlled by an enemy or a neutral country, nor a sea zone containing an enemy or neutral unit.

Some units, such as AA units, can only move in this phase, unless they are transported in cargo. Transport rules still apply, and units can be loaded and unloaded during movement phases with or without combat.



During the **Mobilize New Units phase**, units purchased during the buy phase at the start of this turn may be placed on the map.

Newly purchased factories can be placed in any territory owned by the active player at the start of the turn. These new factories cannot start producing units until the next turn.

In general, land and air units can only be placed in territories owned by a player and containing factories he owned at the start of the turn.

Naval units can only be placed in sea zones adjacent to owned factories at the start of the turn.

If you buy one or more aircraft carriers and 1 or 2 fighters per aircraft carrier, the fighters can be placed on the aircraft carrier in the sea zone. Additionally, when placing a new aircraft carrier, you may move up to 2 fighters from the adjacent land territory holding a factory, to the new aircraft carrier. (However, on some maps you cannot make this "free" move and you must move fighters during non-combat movement. On these maps you can also place new fighters on already existing adjacent carriers.) The maximum number of units placed in a factory during one player turn is equal to the production value of that territory. This includes naval units built in adjacent territories.

It is possible to place new units in sea zones controlled by an opposing player. This does not require a combat resolution (since the combat phase is over), unless the situation persists until the end of the enemy's next Combat Movement phase.

The exact procedure for placing new units is to left-click on an eligible territory or sea zone. At that point, a menu listing the units available to place in that location will appear. This menu can be closed and restored several times during the placement phase and changes can be made freely without penalty. Once all available units have been placed, this menu no longer appears,

but the “Undo” function is still available. Unit placements are listed on the right as they are made, and placements can be undone at any time.

In the case where multiple factories are adjacent to a sea zone and each factory needs to place a mix of ground, air and naval units, the TripleA engine does not always correctly calculate which factory you want to use to place the naval units. In this case, ground and air units must be placed first.

When all available units have been placed to the player's satisfaction, the player can manually end the placement phase by pressing “Done” on the right side of the screen. Although there is usually no good reason to do so, the player is not required to place all units before ending this phase. Any units that have not been placed are removed from play (on some maps, units may be kept and placed on the player's next turn).

Newly placed units are fully functional at the end of this phase, meaning they can be used to defend themselves if attacked during the next player's turn.



During the **End of Turn (Collect Revenue) phase** , TripleA will perform all of the following actions automatically, without user intervention.

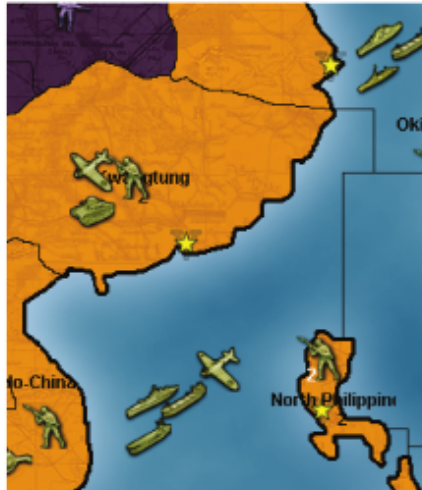
1. Activation of all technologies that have been successfully researched during the technology development phase.
2. Accounting for all income from owned territories and distributing them to the active player.
3. Verification of bonuses as well as their allocation now if the map includes bonuses for capturing certain objectives. (For example, a card may give X additional IPCs for controlling a strategic territory, such as Egypt).
4. In addition, all other end-of-turn effects occur. If a card has something extra, this fact will be mentioned in the game notes.

At the end of this phase, the next player can start his turn.



Normally, “victory” is determined by one of the players quitting the game when they feel it is impossible for them to win. However, most maps, including "Big World", include default "victory conditions" that players can abide by if they don't surrender. Normally, victory is determined by control of a number of strategically important territories, called “victorious cities” (VV), which

are indicated on the map by small yellow stars. Depending on the victory condition chosen during game setup, victory in "Big World" occurs when one side controls between 14 and 17 victorious cities (the default is 17).



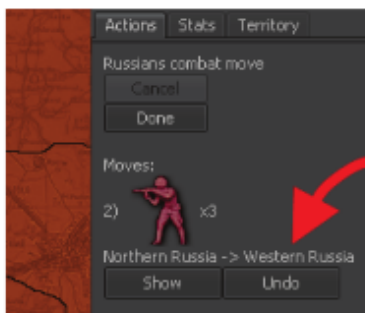
The victory condition is normally tested at the end of each round.



Victorious city marker:



TripleA is a turn-based strategy game. In general, this means that a player can spend as much time as they want on any aspect of their movement, and can freely change anything they do during the turn without penalty, up to to manually end a phase.



There is no time limit, but human players generally enjoy a faster game.

Live games, played in the lobby, on the network or on the same computer (hot-seat), are generally faster. Play-By-Email (PBEM) and Play-By-Forum games allow much more time to reflect and reconsider all actions.



TripleA is a dice game, and as such there is a significant amount of luck in every battle (although it tends to balance out over a long game or series of games).

Since many players do not like the uncertainty created by the high variability of the dice, we have created a system called "Low Luck" (LL).

In the "Normal Dice" system, a die is rolled for each unit participating in a battle.

In the "Low Luck" system, all of the attacker's units have their attack power added together. The total is then divided by the sides of the die (6), and if there is a remainder, it is re-rolled. The defender does the same with the defense powers of all his units.

As an example, consider that Germany uses 4 armor to attack Russia, which defends with 2 infantry plus 1 armor.

First round of the battle:

Germany takes the attack power of each of its units and adds them together. The total is 12 attack power ( $4 \times 3$ ).

This number is then divided by 6, resulting in 2 hits and zero remaining. Russia now chooses 2 units to place in its casualties, and chooses its two infantry units.

Now it's Russia's turn to fire. The total for her is 7 in defense power ( $2 \times 2 + 1 \times 3$ ). This number is then divided by 6, resulting in 1 hit and 1 remainder. Russia now rolls a die at 1, to see if they get an extra hit. We'll pretend it failed for this example. Germany now chooses one of its tanks as a victim.

Both sides withdraw their losses. Germany still has 3 tanks, and Russia has only one tank left.

Germany can now decide to retreat or continue to fight.



What is the expected outcome of this battle? What is its probability? These are questions TripleA players, and wargamers in general, often ask, or at least should ask. Let's take the example of a Russian attack in Finland on turn 1 in "Big World".

In Finland, Germany has 2 infantry, each defending with 2. The obvious starting point for this battle is the 3 Russian infantry in Karelia (Karelija). What are the odds of winning? How many more attacking units does Russia need to add to win? There are 2 tanks nearby that could be used. If added, the Russians have a total attack power of 9 with their 5 units (so, 5 hit points), while the Germans have a defense power of 4 with their 2 defending units (so, 2 life points).

This is obviously exaggerated, but can we be more scientific?

Assuming Low Luck (LL) rules are in effect, the Russians will kill 1.5 units in round 1, and probably lose one infantry. In round 2, if this happens, the Russians could lose a second infantry. In total, the Russians will lose about one infantry, but no more than two. The exact analysis shows that the Germans will get no hits 5 times out of 18, one hit 11 times out of 18, and 2 hits 2 times out of 18. On average, the Germans will kill 5/6 of the Russian infantry in the first round, and possibly more if the Russians miss their shots and the battle lasts several rounds, so on average the Russians expect to have around 4 units left.

This calculation is relatively simple, but what if more units are involved? Fortunately, TripleA provides a handy utility called Battle Calculator. It can be accessed via the "Game" menu, "Territory" tab, or by simultaneously pressing the CTRL and "B" keys when the mouse is on the desired territory. It allows the player to calculate the expected outcome of any possible battle in the game, simulating the battle multiple times. If you use the CTRL-B hotkey while your mouse is in a territory where a battle is taking place, the battle calculator will automatically load the units of the battle.



When a game is in progress, several menu options are available at the top left of the screen, as well as three or more tabs, just below the minimap on the right side. Most menu options are either fairly unimportant or fairly obvious in what they do. The most important and less obvious options are described below:

- "Help -> Game Notes". "Game Notes" are specific notes written by the person who created the map or "mod" you are currently playing. These notes often describe the specific rules that this game variant follows, what each unit does, and anything else the map creator has deemed important for you to know. It's a good idea to read them before playing with a specific card!
- "Game->History". By going to the game history, you can go back in time through all stages to see every action performed by all players. By clicking on a specific round, phase or action, the main screen will adjust to look like the game as it was when the action took place.
- "Game->Edit Mode". Edit mode allows you to perform actions that are normally illegal, or adjust the game board in any way (such as adding additional units, or removing units, etc.) Actions are however recorded in the history of the game.



- "View->Show Map Details". Card details normally default to 'true' when a card has them. Map details (also known as "reliefs") are graphical elements displayed on the game board. identification of the owners of the territories. To display a map without artistic additions and only see the bare political borders, turn off "Map Details".
- "View -> Map Skins". Some cards come with multiple sets of illustrations. You can switch between artwork sets by selecting a different map skin here.

Tabs:

If the **Actions tab** is selected, a list of all actions that have been ordered for the current phase is presented and buttons allow them to be easily modified. This tab can be considered the "default" tab.

If the **Stats tab** is selected, important information about the game, such as each player's income, number of units each has, and technologies developed, are displayed. Players are listed in turn order.

If the **Territory tab** is selected, moving the cursor over the map displays the contents and names of map areas below the minimap (names of map areas and production values are displayed in bottom left of the main map window at all times). This can be very useful, especially for densely populated maps where it can be difficult to determine exactly what is going on in a given territory. The Battle Calculator can also be accessed through this tab, but the player will quickly learn that knowing the hotkey is best.

*French translation: Rohin I avnie alias laronwin*

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