

# Mid-East PEACE™ Rules Synopsis

## Introduction

Mid-East PEACE™ is a multi-player strategy game involving twelve countries in the Mid-East. Each player assumes the role of leader of one country as a Homeland, but may attempt to expand to control the destinies of one or more neighboring countries if desired.

Players score differently under game ending War and Peace conditions.

## Game Rounds

Mid-East PEACE™ is played in a number of Rounds until the game ends. Each Round consists of a Player-Turn for each player, followed by a Negotiation Phase.

## Player Turns

Each Player-Turn is divided into three possible Phases. However, a player can enact only two of the three Phases each turn.

### 1. ECONOMIC PHASE:

- (a) Collect Oil Revenue
- (b) Submit Drilling Bids (optional)

### 2. MILITARY PHASE:

- (a) Move Forces
- (b) Resolve Battles (if any)

### 3. DIPLOMATIC PHASE:

- (a) Host Arms Auction
- (b) Make UN Motion
- (c) Superpower Alliance

A player can choose which two Phases he will use in any turn, but they must be played in the order given. A player cannot repeat or go back to a Phase already missed. The three possible Phase options are:

- (a) 1. ECONOMIC >>> 2. MILITARY
- (b) 2. MILITARY >>> 3. DIPLOMATIC
- (c) 1. ECONOMIC >>> 3. DIPLOMATIC

Each Phase has one or more Functions. (as listed above under each Phase). These must also be played in the order given, although a player can skip any Function(s).

A player cannot repeat or go back to a Function already missed.

## ECONOMIC PHASE

### Oil Revenue

Mid-East PEACE™ literally runs on Oil. It is used as revenue, in battles, and in negotiation as a bribe if desired.

Oil Revenue is calculated and collected every Economic Phase.

## MILITARY PHASE

All intended moves in a Military Phase, whether Re-Deployments, Annexations, or Attacks, must be declared before any attacks are resolved.

Each separate attack may be resolved in any order desired by the Phasing Player.

### Battles

To resolve any attack, both players (Attacker and Defender) secretly place a number of their Oil Chips in one hand. Each player then holds out a clenched fist (concealing the number of Oil Chips committed) towards his opponent. (Shaking the fist at an opponent is optional). Both players then simultaneously open their hand to reveal the number of Oil Chips committed.

The number of Oil Chips each player may commit to any battle can not exceed (but may be less than) their respective available Forces. For the Attacker, available Forces are those moved up to the border. For the Defender, all Forces currently located in the defending zone are available. Players may elect to commit zero Oil Chips when engaging in combat.

The player committing the greatest number of Oil Chips (within the confines of rules) wins the battle. Ties are won by the Defender. Regardless of the result, all committed Oil Chips for each player are expended and discarded into the Oil Reserve.

**Defender Win:** No effect except that Forces of the Attacker committed to the failed attack return to the center of the attacking zone and can not be used again in this Player-Turn.

**Attacker Win:** The Defender immediately retreats all Forces from the defending zone. The victorious Attacker must then occupy the defending zone with all Forces that actually attacked (number of Oil Chips played), no more and no less.

### Retreats

All retreating Forces must move as one group into one neighboring controlled zone.

If no valid retreat exists, all retreating units are eliminated and removed from the Mapboard. Eliminated Forces may be rebuilt for future play as desired.

Depending on the order in which attacks are resolved, it is possible that the zone into which Forces retreat from one attack is also attacked later in the same Player-Turn. Retreated Forces are overturned after retreating and can not defend against such attacks. They suffer elimination if forced to retreat twice in the same Player-Turn.

## DIPLOMATIC PHASE

### Arms Auction

The game assumes that most arms for Mid-East countries are imported from external powers. A player has the option to purchase new Forces by hosting an Arms Auction during a Diplomatic Phase. This decision creates an auction to determine the price of Forces.

All players may participate in the bidding. Only the highest bidder receives Forces. This means, of course, that the player hosting an Arms Auction may not (because he is outbid) actually get the chance to buy anything during his turn. It also means that the player who bids highest can buy Forces even though it is not his Player-Turn.

### The United Nations

The UN Assembly: A player conducting a Diplomatic Phase can bring one resolution before the UN Assembly. Any resolution is possible and must be voted on. Nothing decided is binding except for an intervention by the UN Peacekeeping Force or a game ending "Cease Fire" resolution.

UN Voting: Every player has one (1) vote for each country occupied. Exception: Sinai (is not a country and) has no UN vote. A player belonging to one of the two Blocs also has one additional vote reflecting support from an (off-board) alliance member. Players can vote for or against a resolution, or abstain. Only the Yea/Nay votes are totalled to determine if the

resolution passes or not. Except for a Cease Fire resolution, a simple majority carries the resolution. The resolution fails on a tie vote.

UN Peacekeeping Force: can be moved to any playable zone. A player can propose a resolution to move the UN Force, and if the resolution passes, the move is made immediately. However, any player can veto any such move into a zone he occupies. No moves (including attacks and retreats) can be made into, and only Re-Deployments can be made out of, a zone occupied by the UN Peacekeeping Force.

## Bloc Alliances

Non-Aligned Status: All players/countries start the game with Non-Aligned status. Non-aligned players can attack (and be attacked by) any player.

Joining a Bloc: A player may join one of the two Bloc alliances: Red or Blue. Joining a Bloc has three important effects on a player's game:

- 1) Non-Aggression Pact:** Players currently belonging to the same Bloc can not attack each other.
- 2) Defense:** A Bloc member can call for Superpower Intervention to defend him.
- 3) United Nations:** Players in a Bloc have one additional vote at the United Nations.

## Superpower Alliance

A player who is a member of the Red or Blue Bloc may obtain Superpower Intervention during a Diplomatic Phase. This is accomplished by adding a Superpower Force to your Homeland.

A Superpower Force can perform one of three functions, all of which increase the power of your Forces in the zone where the Superpower Force is located:

- 1) Defend Homeland**  
POWER: 2x Norm. COST: As Norm.
- 2) Support Attack on adjacent enemy**  
POWER: 2x Norm. COST 3x Norm.
- 3) Attack/Occupy adjacent enemy**  
POWER: 2x Norm. COST: 4x Norm.

Superpower Intervention reduces a player's Oil production 2 Oil Chips per turn, every turn the S.F. is in play, if an economic phase is taken. S.F.'s affect players final score:

(+2 /War or -2 /Peace [game ending]).

## NEGOTIATION PHASE

At the end of every Round (all players' completed turns) players have the option to conduct a Negotiation Phase. Players can if desired, leave the table to conduct secret negotiations other than specified in their respective turn functions..

Favored negotiations include non-aggression pacts, mutual defense pacts, O.P.E.C. style Oil-Production limits, arms deployment limits, and so on. Nothing agreed on, verbally or written, is binding. In case of dispute arising from negotiations, a player may take his case to a UN vote, but (ultimately) ownership is the law.

## SCORING

Game ending in PEACE: score Oil Chips.  
Game ending in WAR: score Forces.

...Highest Score Wins.