

# Dishonest Decade

V 6.2

August 3, 2016

## 1. Idea of the Game

*"I sit in one of the dives  
On Fifty-second Street  
Uncertain and afraid  
As the clever hopes expire  
Of a low dishonest decade"  
- September 1, 1939. W.H. Auden*

On November 11, 1918 the guns of the Western Front fell silent ending the greatest war ever fought. The victors foisted a cruel peace on the vanquished and affirmed in the gilded halls of Versailles that this had been the war to end all wars. Yet even as the treaties were signed, speeches made, and soldiers sent home, the world had begun to tear itself apart as revolutions gave birth to new and frightening ideologies and rising powers boldly challenged the exhausted nations of Europe for dominance of the world.

A game of Dishonest Decade places you in control of a Great Power competing with its rivals in the years following the First World War. With each turn you will expand your nation's empire by conquest, mobilize new armies and navies, forge alliances, intrigue against rivals, wage war against enemies, and provide a better life for your citizens.

## 2. Components

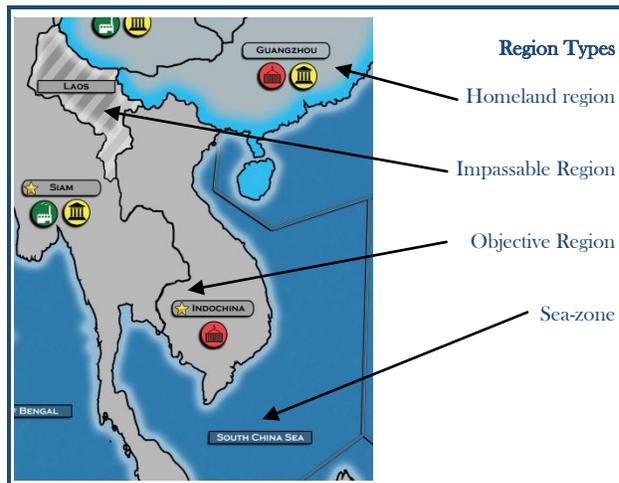
- 1 Game Board
- 7 sets of infantry, armour, fighters, fleets, squadrons, garrisons and colony tokens
- Quagmire and neutral garrison tokens
- 1 Speaker token
- 1 die
- A deck of 90 cards
- 7 player screens
- 7 ideology tiles
- Cubes representing money (green), operations (yellow), supply (red), and oil (black)

## 3. Game Concepts

### Regions and Sea-zones

The map is divided into regions (on land) and sea-zones (at sea). Regions are grouped into 6 continents: the Americas, Europe, Africa, the Middle East and Asia. The Americas include all of North and South America and Hawaii, Europe consists of Moscow, the Caucasus, Turkey and all regions to their west. Africa includes Egypt. The Middle East consists of Turkey, the Levant, Iraq, Persia, and Afghanistan and all other regions are in Asia.

Regions produce resources according to the symbols they contain, and regions which contain Objectives (small star symbols) are worth a victory point to their controller or occupier. Regions come in 3 varieties: homeland regions, neutral regions, and impassable regions. Sea-zones come in 2 varieties: normal sea-zones, and impassable sea-zones.



### States of Control

Each region and sea-zone has a specific relationship to each player determining how units interact with that region or sea-zone.

- You **control** your colonies and homeland regions which are not occupied by other players. Your units may move freely through controlled regions, and may retreat into controlled regions.
- You **occupy** any region or sea-zone which you control, or which contains your units. Your units may move freely through occupied regions and sea-zones, and may retreat into occupied regions or sea-zones. Occupation lapses immediately if you no longer control a region or sea-zone and/or you no longer have units in it (this may prevent attacking units from retreating).
- A **neutral** region or sea-zone is not controlled or occupied by any player. Neutral regions cannot be entered by land or air units which are retreating. Air units can move through neutral regions if they do not have garrisons. Moving land units into a neutral region forces them to stop and forfeit all remaining movements. If the region contains a garrison, a battle begins.
- An **impassable** region or sea-zone cannot be controlled or occupied by any player. Impassable regions and sea-zones cannot be entered by any land or naval unit, but may be moved through by air units.

- An **empty** sea-zone contains no units. Units may move freely through empty sea-zones, and may retreat into empty sea-zones.
- A **friendly** region or sea-zone is controlled or occupied by your ally. You may never move land units into or through friendly regions. You may move air units through friendly regions, but they must not stop in a friendly region. You may move naval units and units moving amphibiously through friendly sea-zones, but they must not stop their movements in a friendly sea-zone.
- An **enemy** region or sea-zone is any region or sea-zone which is controlled or occupied by another Great Power. Enemy regions cannot be entered by land or air units which are retreating. Air units cannot move through enemy regions. Moving units into an enemy region or sea-zone forces them to stop and forfeit all remaining movements. If the region contains enemy units, a battle begins.

### Resources

Your regions produce 4 resources:

- **Money** is used to build new units and is produced by factory symbols.
- **Supply** is used to populate your supply pool and to increase your strength during battles. It is produced by crate symbols.
- **Operations** are used to conduct actions during the action phase. They are produced by government symbols.
- **Oil** is wild and can be used as any one of the other 3 resources. It is produced by oil derrick symbols.

### Control Markers

Each nation has a set of control markers. When played on a neutral region on the board, they mark that region as a colony. When played in the League of Nations or on the Prestige Track they record the score or turn order. When played on the alliance track, they record alliances. Each Great Power's supply of control markers is fixed and if you run out, no more are available.



### Units

Units	Infantry	Armour	Fighter	Fleet	Squadron
Type	Land	Land	Air	Naval	Naval
Cost	1	3	3	3	2
Movement Rating	1	2	4	3	3
Amphibious Movement	3	3	3	--	--
Strength	1	2	1	2	1

### The League of Nations

The League of Nations has 2 sections. The first has 7 spaces which are used to track turn order and to resolve ties in battles. The first player in turn order is the **Speaker** and holds the speaker token which confers special decision-making powers when certain cards are played. If you have fewer than 7 players, populate the track from left to right.



The League of Nations also records player alliances. When forming an alliance, players place a marker in the League of Nations on the other player's alliance space.



### Alliances

Players can firm alliances during the alliance step of the income phase. The regions and sea-zones occupied or owned by an ally are considered friendly. Alliances last one full action phase, cannot be broken, and prevent allies from attacking one another. A player can only have one ally at a time. If a player wins the game, their ally also wins.

### Victory Point Track

This is where victory points are recorded.



### Player Screens

Each player has a screen which they use to hide their cards, supply, money, and operations cubes. It also has a reference for the rules. When bidding for the League of Nations track or allocating supply and cards to a battle, you may use the screen to hide your allocation.



### Supply Pools

The number of supply cubes in a player's supply pool records the maximum number of units a player can have in any region or sea-zone. Players add supply cubes to

the supply pool during the ‘Gather Resources’ step of the Income Phase. These cubes cannot be retrieved and are discarded at the end of the year. If a player starts a battle through a tactics action on their turn and wins it (wins a battle when they are the attacker), they discard one supply from their supply pool. An empty supply pool provides 1 supply (as does a supply pool with just 1 supply cube in it). You may never have less than 1 supply. Discard this supply before checking supply limits at the end of your turn.



### Quagmire Tokens

The quagmire token prevents units from entering or exiting a region. It is placed by playing certain cards and is removed during the reset step of the Income Phase.

### Canals

For the purpose of amphibious, air or naval movement, sea-zones linked via canal are considered connected. You may only use a canal for movement if you control or occupy the region containing it, or if your ally controls or occupies it.

### Cards

The deck of cards is placed near the game board face down. Players draw cards from the top of the deck. Once a card is played, it is placed face up in a discard pile. If the deck is depleted, shuffle the discard pile, it becomes the deck.

Each card has up to two effects and there are three possible effects that a card can have. A card cannot be discarded unless it is played, and a card can only be played at the appropriate time (e.g. you cannot play a card for its strategy effect during a battle). Players may never have more than 5 cards in their hand. If a player has 5 cards, do not gain cards.

#### Strategy Effect

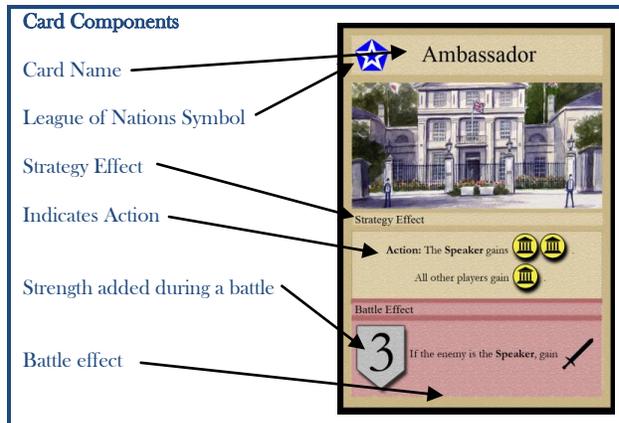
A card can be played for its strategy effect during the ‘play a card’ step of your action phase.

#### Scoring Effect

A card can be played for its scoring effect during the play a card step of your action phase. Playing a scoring effect requires meeting the card’s condition, declaring you are playing the card for its scoring effect and playing the card permanently face up in front of you (do not discard). Adjust the scoring track.

#### Battle Effect

A card can be played for its battle effect during a battle in which you are involved. A player can play at most one card for its battle effect per battle.



## 4. Game Setup

Start by choosing a scenario appropriate for the number of players. Scenarios are listed at the end of the rulebook and detail which Great Powers are played, their starting colonies, units, resource allocations, starting score, and position on the League of Nations track.

Place the game board in the middle of a large table. Determine who plays which nation however you wish. Once each player has a nation, sit in front of your nation’s supply pool and set up your player screen. Place the supplies of money, operations, supply and oil cubes next to the board.

According to the scenario description, each player gathers their starting resources and cards and places them behind their player screen, places their starting units on the game board, puts their marker on the League of Nations Track and any alliance markers in the alliance track, and counts their starting victory points and puts their scoring marker on the Prestige Track.

## 5. Sequence of Play

Each game round consists of two phases: the **Income Phase** and the **Action Phase**.

### The Income Phase

During the income phase all players take the following 5 steps in which players act simultaneously.

1. **Reset**  
Remove all alliance markers from the League of Nations. All players discard supply in their supply pools and return their ideology tiles to the supply. Quagmire tokens are removed from the board.
2. **Gather resources**  
Each player draws up to 2 cards (no player may ever have more than 5 cards in hand). Each player gains resources based on their controlled regions.

Once their income is gathered, players simultaneously allocate some portion of their supply to their supply pool.

### 3. *The League of Nations*

Draw the top card of the deck. If it contains a League of Nations symbol in the upper left, players bid on the League of Nations track. Discard the card. When bidding on the League of Nations track, each player secretly commits any number of operations, money, supply or oil, holding them in their hand. All players reveal their bid simultaneously. Players are arranged in order according to bid size with the previous Speaker resolving all ties. Finally, all bids are discarded.

### 4. *Ideologies*

According to turn order, each player selects an ideology tile that they must play during the upcoming action phase.

### 5. *Alliances*

Players may negotiate new alliances. A player can have, at most, 1 ally at a time. It costs both sides 1 operations to form an alliance. The allied players put a control marker on the other player's alliance mat in the League of Nations.

## The Action Phase

Starting with the Speaker and moving according to turn order on the League of Nations track, each player takes a turn. There is no limit to the number of turns taken per action phase, but **on their turn a player must take an action or pass**. Once a player passes they do not have any more turns during the current action phase. Once every player passes, proceed to the next income phase.

Turn order may be changed mid-action phase, if this occurs, turn order proceeds according to the new ordering at the end of the active players turn (this may result in players missing turns).

A player's turn consists of 4 steps.

### 1. Play a card

A player may play a card from their hand for its strategy effect or scoring effect. If the card's strategy or scoring effect is an action, it counts as your action this turn (in which case, skip to step 3). A player can play one card at most during this step.

### 2. Take an Action or Pass

A player must take one of the following 4 actions or pass. If a player passes, they skip this step and step 3, but still check supply in step 4.

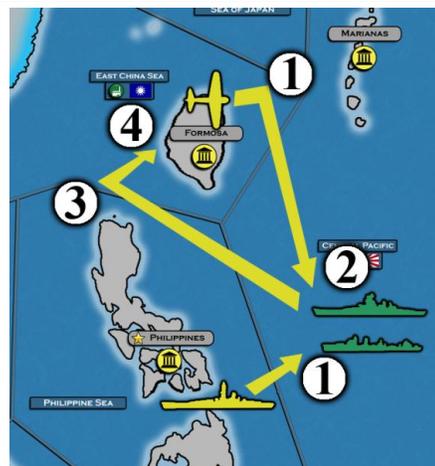
### Tactics (1 ops -> 3 moves, 2 ops -> 5 moves, 3 ops -> 6 moves)

The tactics action allows you to move units. You may move units according to the number of operations cubes you spend. 1 cube buys 3 movements, 2 cubes buys 5, and 3 cubes buys 6. You may use movements to move the same unit consecutively. With each move, the unit may move as many regions or sea-zones as its movement value allows. All moves are simultaneous. A moving unit must stop if it enters a neutral region or a region or sea-zone containing enemy units. Once all movements are complete and if battles occur, the active player chooses the order for battles to resolve. You may never move units into a region owned or occupied by an ally, but may move units through sea-zones occupied by an ally.



#### Example tactics action

The Soviet Union pays 1 operations for 3 movements and moves an infantry from Ukraine to Romania (1 movement), an infantry to Ukraine from the Caucasus (1 movement), and that infantry again on to Romania (1 movement).



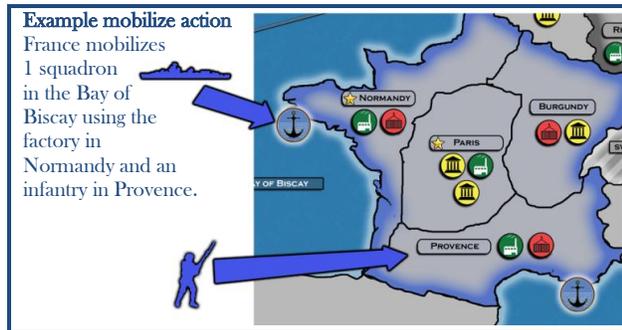
#### Example tactics action

Japan pays 1 operation for 3 movements and moves a fleet into the Central Pacific (1), a fighter into the East China Sea and then on to the Central Pacific for the battle and then budgets sufficient movements to return to Formosa (1). Japan has 1 remaining movement which they opt not to use.

### Mobilize (1 ops)

Build up to 2 units. Pay their money cost and place them in any region, or sea-zone connected to a region, where you have factory icons. The number of factory icons represents the maximum number of units that can

be built in that region/sea-zone during a single mobilize action. You cannot build garrisons during this action. You may not mobilize naval units into a sea-zone occupied by enemy or allied units.



### Garrison (1 ops)

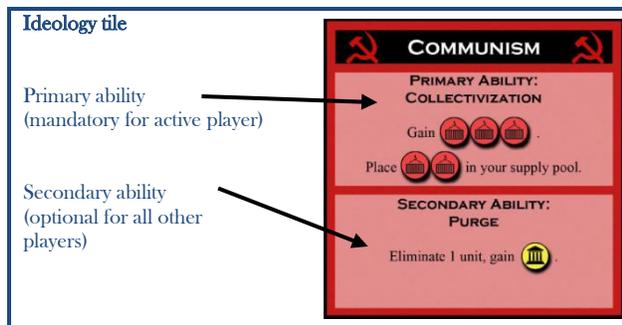
Place or upgrade a garrison marker in a homeland region or colony. A garrison counts toward the number of units for supply purposes.



### Ideology

A player must, at some point during the Action phase, play their ideology tile as an action. When a player chooses to take their ideology action, they read and resolve the primary ability on the tile. After the active player has finished resolving the primary ability, all other players (in turn order) may execute the secondary ability on the tile. The active player is never able to use the secondary ability of their ideology tile. After playing the tile, place it face down in front of you to indicate that it is spent. Each ideology tile can be played once per action phase.

The Fascism tile provides an additional sword to the active player throughout the action phase, whether the tile has been played or not.



### 3. Annex

After conducting your action and only if you did not pass, you may pay 1 operations cube to annex a region: place a colony marker on a non-homeland region that you occupy with at least one land unit. Annexing does not count as an action. You may only annex a region after you have conducted an action.



### 4. Check Supply

All players check their supply limits and eliminate units which violate supply limits.

### 6. The End of the Game

The game ends immediately after a player has scored 10 victory points. Victory points are tallied on the victory point track. Each owned or occupied objective region is worth 1 victory point, and each played scoring card is worth 1 victory point. Players must keep their victory point tally current at all times.

### 7. Unit details

#### Unit Movement

The tactics action allows you to move your units. The number of operations cubes paid determines the maximum number of unit movements you may conduct. You may use multiple movements to move the same unit consecutively. With each move, a unit may move as many sea-zones and regions as its movement rating.

#### Restrictions on Movement

Land units (infantry and armour) may move through controlled or occupied regions but must stop when entering a neutral or enemy region. Land units may never enter impassable regions.

Naval units may only occupy and move through sea-zones. A naval unit may move through friendly, allied or empty sea-zones but must stop when entering enemy sea-zones. A naval unit may never enter an impassable sea-zone.

Air units may move through impassable regions, neutral regions and impassable sea-zones but must end their movement in either a controlled or occupied region, or in the case of an offensive battle, the region they began the turn in. Air units cannot move through enemy or neutral regions (they must stop like land units). Air

units cannot move into a neutral or enemy region (for battle or otherwise) without your land units present.

### **Amphibious Movement**

During the tactics action players may move land or air units through sea-zones using naval units. Land units moving via naval unit may move up to 3 sea-zones per movement, must start their amphibious movement in a region adjacent to a sea-zone, and must have a ship in a sea-zone adjacent to the destination region. The transported units must trace a path through friendly, occupied or empty sea-zones and cannot pass through sea-zones containing enemy ships. Land and air units cannot end their movement in a sea-zone.

Since all movements in a tactics action are simultaneous, naval units which move cannot be used for amphibious movement in the same tactics action. Moving a unit amphibiously any distance requires an independent movement and exhausts that movement. For example, if an armour unit moves to an adjacent region and then moves amphibiously, this will always require 2 movements even though the first was not fully used up.

### **Retreat using amphibious movement**

Units may retreat via amphibious movement in one of two ways:

If defending units are defeated and decide to retreat via naval units, there must be a naval unit in a sea-zone adjacent to the destination of retreat. Each unit retreating amphibiously gains 3 moves (as if moving amphibiously, except no additional moves can be purchased), all units must retreat to the same region, and units must trace a path through friendly, occupied, or empty sea-zones.

If attacking units which landed amphibiously are defeated, they may retreat amphibiously to another region if the following conditions apply. There must be a naval unit in a sea-zone adjacent to the destination of retreat, each unit retreating amphibiously gains 3 movement ratings, all units must retreat to the same region, and units must trace a path through friendly, occupied or empty sea-zones. None of the attacking units in the original attack need to have come from the region retreated to.

### **Air movement**

During a tactics action an air unit may move from one owned or occupied region to another. That region could have become owned or occupied this turn. However, if an air unit completes its movement in a region where a battle occurs, the air unit must return to the region where it began the turn (and therefore must budget and pay for sufficient movements for the initial move and retreat). Defeated attacking air units return to their region of origin, defeated defending air units retreat to the same region as all other retreating defending units. Victorious defending air units

deployed to a region during the battle remain in the destination region.

### **Garrisons**

Garrisons cannot move or attack. If a garrison is attacked it contributes 1 or 2 strength to the defense of a region, and a battle still results normally even if it is the only unit in the region. A garrison can never be taken as a casualty, and is only destroyed if its region is occupied. Garrisons count toward the number of units for supply purposes.

## **8. Battle**

At least one land unit must be included in any land attack, at least one fighter or naval unit must be included in any naval attack. A player moving units into an enemy region or sea-zone during a tactics action starts a battle. The course of battle:

- 1. Deploy air units:** the defender may move fighters from regions immediately adjacent to the embattled sea-zone or region to the battle. This may violate supply rules since supply is not checked until the end of a turn.
- 2. Commit cards and supply:** the attacker and defender secretly commit supply and cards to the battle. Once both players have chosen, reveal simultaneously.
- 3. Tally Strength:** Compare the total strength from units, committed supply, and cards. Determine the winner. In the event of a tie, the side in the higher position on the League of Nations track wins.
- 4. Apply Results:** Add up winner swords and subtract loser shields. The net result is the number of defeated units eliminated. Next, explosions eliminate units on both sides and shields are ignored. Garrisons cannot be eliminated during this step.
- 5. Resolution for land battles**
  - After results are applied, attacking air units return to their region of origin.
  - If no attacking units survive, the defender retains control of the region even if they are defeated and even if no defending units survive (this means garrisons survive since the region is not occupied).
  - If the defender wins, the attacker must retreat even if no defending units survive.
  - The loser must retreat all surviving units to an adjacent occupied or owned region or via amphibious retreat. If there is no valid region for a unit to retreat to, it is eliminated. All retreating units must retreat to the same region.

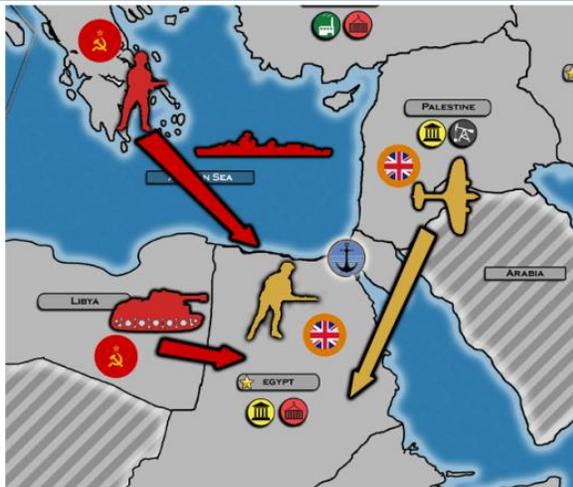
- If the attacker wins the battle, they discard 1 supply from their supply pool.
- The winner draws a card.

### Resolution for naval battles

- After results are applied, surviving air units return to the region they originated from.
- The defeated player must retreat even if no units survive on the winning side after results are applied.
- The loser must retreat all surviving naval units to an adjacent empty or occupied sea-zone. The defender may not retreat into a sea-zone from which attacking naval units originated. If there is no valid sea-zone to retreat to, all units are eliminated. All naval units must retreat to the same region.
- If the attacker has won the battle, they discard 1 supply from their supply pool.
- The winner draws a card.

### Neutral Garrisons

A number of neutral regions start the game with garrisons. When a battle is initiated against a neutral garrison, players may not commit supply or cards to the battle, they do not draw a card for winning, and they do not discard a supply cube if they are victorious. A neutral garrison wins all ties, so an attacking army must exceed the strength of the garrison to defeat it. Once a neutral garrison is defeated, it is permanently removed and that region becomes like any other neutral region.



#### Example of battle

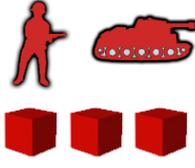
The Soviet Union (USSR) performs a tactics action and attacks the United Kingdom (UK) in Egypt using 1 movement point to amphibiously move 1 infantry from the Balkans via the squadron in the Aegean Sea and 1 movement point to move an armour from Libya to Egypt. A battle begins.

During the deploy air units step, the UK player moves a fighter from the Levant to Egypt. Then both sides secretly play cards and supply to the battle. They each play the following.

**Soviet Union**



**1**

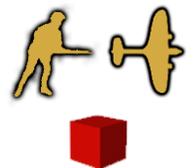


**Total strength: 7**

**United Kingdom**

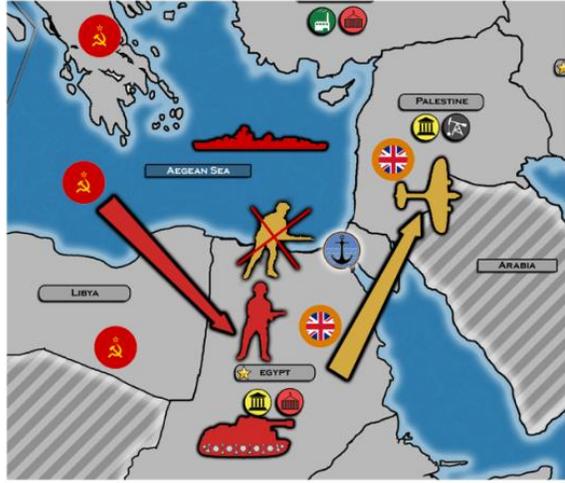


**2**



**Total strength: 6**

Both sides reveal their deployments simultaneously and calculate strength. The USSR has 7 strength (armour [2], infantry [1], supply [3] and card [1]). The UK has strength 6 because the United Kingdom is higher on the League of Nations track. (fighter [1], infantry [1], supply [1], card [3]).



The USSR wins the battle. The Soviets have no swords and UK swords are ignored (because they lost). The explosion on the USSR's card eliminates 1 UK unit. The UK eliminates an infantry. The UK retreats their surviving fighter to Palestine. The USSR discards a supply from their supply pool and draws a card. Egypt is an objective region so the UK loses 1 victory point and the USSR gains one. The USSR continues their turn by annexing Egypt.

### 9. Un-played Great Powers

If a Great Power is not played by a player it becomes un-played. At the outset of the game players may decide if an un-played Great Power is *conquerable* or *impassable*. An impassable Great Power has no units or colonies. All of its homeland regions are considered impassable regions. That is, no units may enter its regions but air units may move through them. A conquerable Great Power gains 3-strength neutral garrisons in all of its regions. All of its regions act like neutral regions except that they cannot be annexed.