

TOP SECRET

EYES ONLY

W^{CLASSIC}arlord

ONLINE

THE COMMANDER'S BRIEFING

A highly classified strategic dossier detailing territorial conquest, psychological warfare, and nuclear annihilation.

DEFCON 1

DECLASSIFIED:
Skill required.
Chance eliminated.
Your briefing begins now.

TOP SECRET // EYES ONLY

NO LUCK. ONLY TACTICS.

CLASSIFIED



RANDOMNESS IS WEAKNESS.



INFORMATION IS WEAPONRY.

THE THREE PILLARS

COLONIZE

EXPANSION PROTOCOL ACTIVATED

Expand your empire relentlessly across 600 global regions.

DECEIVE

PSYCHOLOGICAL WARFARE AUTHORIZED

Utilize the die strictly as a tool for psychological deduction and bluffing. It is never thrown.

ANNIHILATE

NUCLEAR OPTION CONFIRMED

Wield conventional ground armies and intercontinental nuclear arsenals until only you survive.

CLASSIFIED

THE THEATER OF OPERATIONS

TOP SECRET

SCOPE: 8 distinct boards comprising 600 regions.

SCALABILITY: Engage in massive global conflicts, or isolate specific regional borders for accelerated 2-hour engagements.

COMMAND STRUCTURE: Supports 2 to 7 Commanders vying for absolute supremacy.

CLASSIFIED

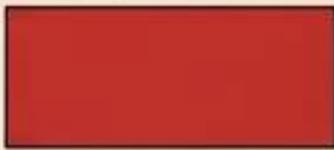
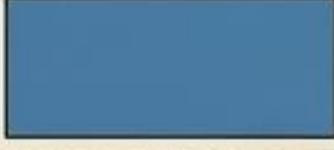
08 037A
03 1260
03 2060
00 3088
08 0080
00 2620
00 0099
00 1288
72 9039
15 0225
20 12289
99 0002
77 12309
10 1, 209
60 11889
99 329
68 1929
16 1009
19 72259

14
202 - 85
159 - 28
207 - 82
700 - 81
202 - 63
209 - 52
200 - 43
201 - 73
202 - 92

STRATEGIC TOPOGRAPHY ASSESSMENT

TOP SECRET // EYES ONLY



| Intelligence Matrix | | |
|---|---|---|
| TERRAIN TYPE | COLOR CODE | STRATEGIC VALUE |
| MEGA CITIES (Yellow) |  | Giant strategic hubs. Highest Production Value. |
| KEY REGIONS (Red) |  | Densely populated economic centers. High Production Value. |
| MOUNTAINS (Brown) |  | Highly defensible strongholds. Mandatory starting locations. |
| RURAL (Green) / LIGHTLY-POPULATED (White) |  | Vast expansion territories. Moderate to Low Value. |
| SEA (Blue) |  | Naval transit routes linking continents. |

Proton / Cantone

*R. Reed - 1/1/76
- 1/1/76
Blair 1/1/76*

W. J. P. Baker

*Document 'Top Secret'
Classified 1/1/76*

CLASSIFIED

CLASSIFIED

DOCUMENT STATUS: CRITICAL



ESTABLISHING YOUR FOOTHOLD

TOP SECRET

DEPLOYMENT PROTOCOL

1. DRAFTING

CLASSIFIED

Commanders take turns claiming a single mountain region to serve as their initial one-region empire.

2. ISOLATION PROTOCOL

EYES ONLY

A newly claimed mountain must NEVER share a border with any previously claimed mountain (yours or an enemy's).

3. EXPANSION

CRITICAL

Once the valid mountains are exhausted, the war for the empty territories begins.

CLASSIFIED

CLASSIFIED

TOP SECRET

THE ENGINE OF WAR

**PHASE 1:
THE NUCLEAR OPTION.**
Detonating A-Bombs
and H-Bombs.
(Usually bypassed in
the first 3-4 rounds).

PHASE 2: MOBILIZATION.
Calculating industrial
production and deploying
reinforcements to the
front lines.

**WARNING: PHASES MUST BE COMPLETED
IN STRICT SEQUENTIAL ORDER.**

**PHASE 3: MANOEUVRES
& ENGAGEMENT.**
Moving ground armies into
empty regions and launching
calculated attacks against
enemy territories.

CLASSIFIED

CLASSIFIED

DOCUMENT STATUS: CRITICAL

Phase 1 Critical

*Phase 2
- 1/26
Phase 3*

*Phase 1
Phase 2*

*Document Status:
Classified 1/26*

TOP SECRET

TOP SECRET

FUELING THE WAR MACHINE



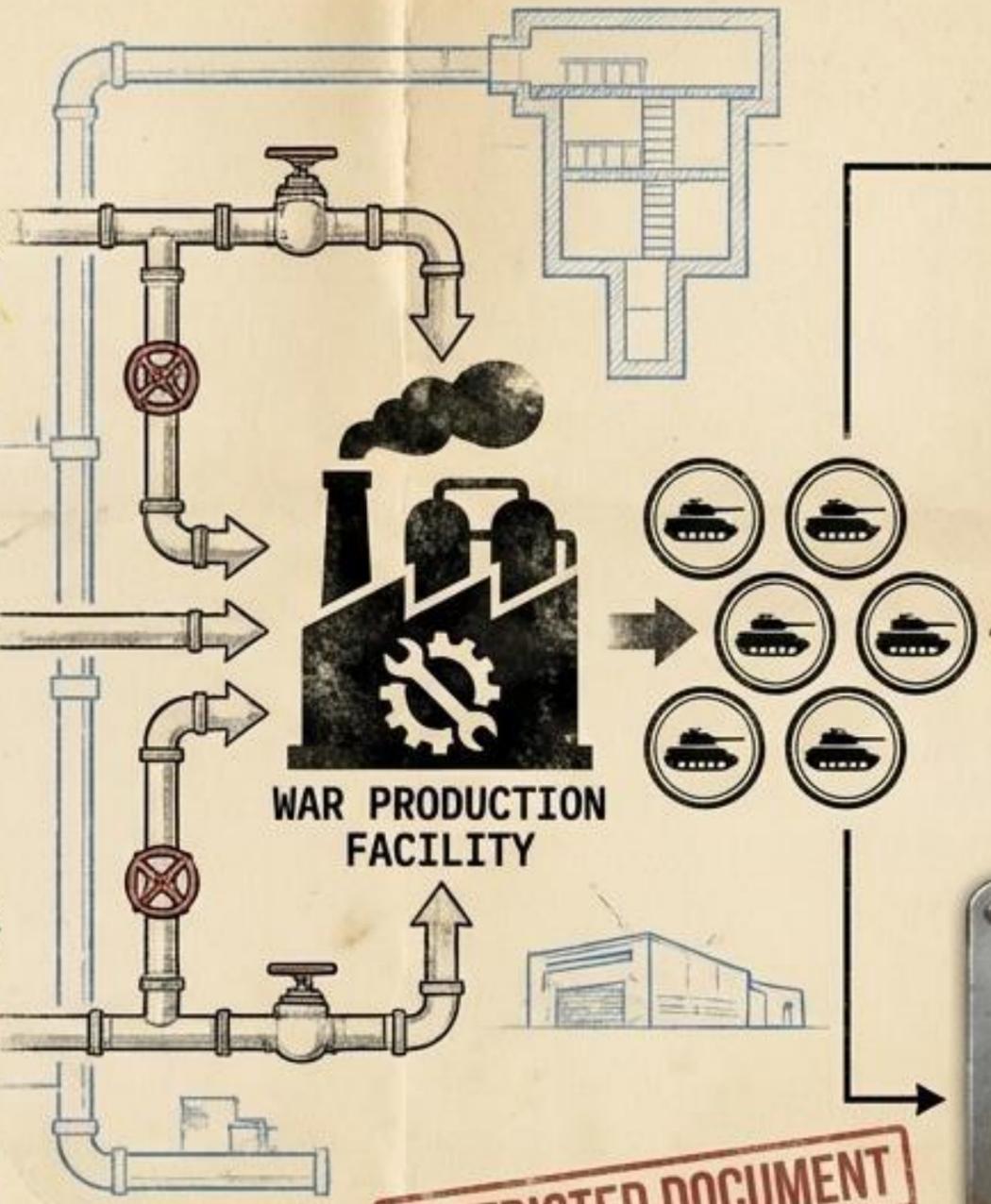
YELLOW REGION
Mega-City



RED REGION
Key Region



GREEN REGION
Rural



LOGISTICS EQUATION

BASE OUTPUT:
+1 Army automatically per distinct empire.

MEGA-CITY OUTPUT:
+1 Army for every Yellow region held.

KEY REGION OUTPUT:
+1 Army for every 2 Red regions held.

RURAL OUTPUT:
+1 Army for every 3 Green regions held.

CRITICAL DIRECTIVE

RESTRICTED RULE: 1 army holding a region is as productive as 10. Concentrating forces yields no extra production. Reinforcements must deploy strictly within the empire that generated them.

RESTRICTED DOCUMENT

LAWS OF MANOEUVRE

TOP SECRET

THE GOLDEN RULE: You may move armies into adjacent, unoccupied regions, but you must ALWAYS leave at least 1 army behind. A region cannot be abandoned.



Cannot move into a region you already occupy.



Cannot move out of a region leaving it entirely empty.



Cannot move into an empty region from two different directions simultaneously.



Cannot leapfrog into a non-adjacent region.

TOP SECRET

CLASSIFIED - EYES ONLY

PSYCHOLOGICAL WARFARE



COMBAT SETUP STEPS



STEP 1: COMMIT

The Attacker secretly selects a number on the die (cannot exceed the total armies in the attacking region) and hides it under a cup.



STEP 2: DECLARE

The Attacker formally announces the origin territory and the target territory.



STEP 3: DEDUCE

The Defender must analyze the board, read their opponent, and state their guess for the hidden number.

ENGAGEMENT OUTCOMES

TOP SECRET



CONQUEST PROTOCOL

If the defending region is reduced to 0 armies, the exact number of armies committed on the hidden die MUST cross the border to occupy the captured territory.

TOP SECRET

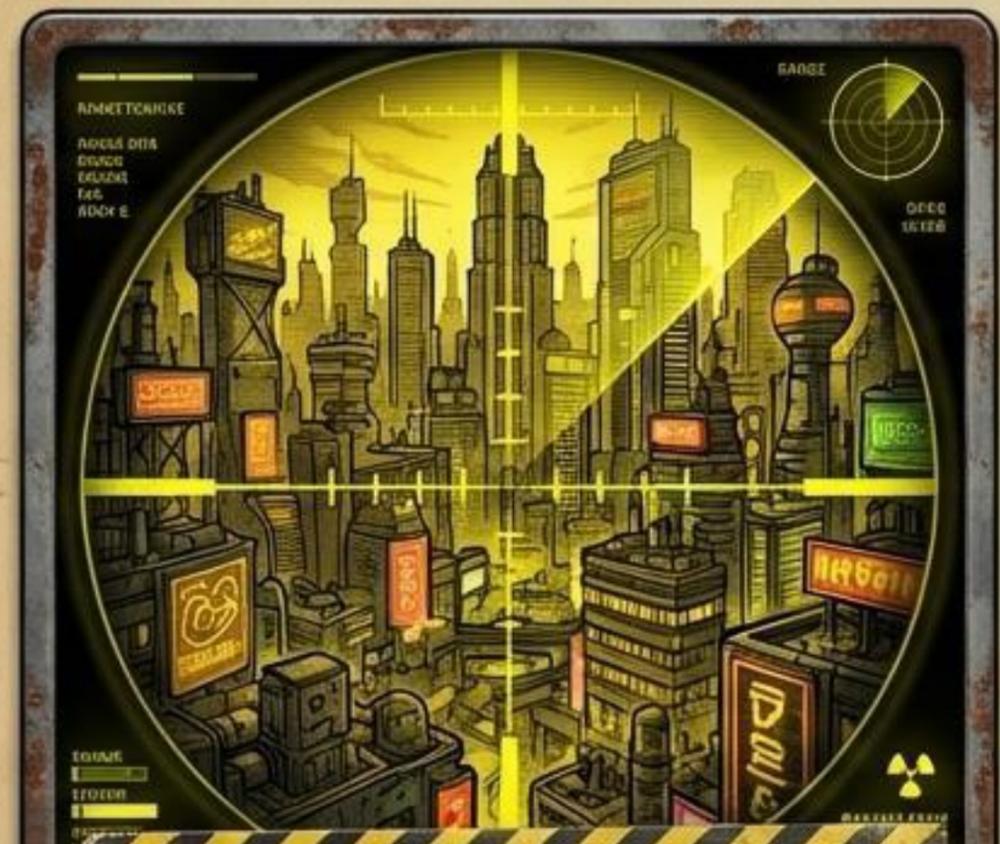
CLASSIFIED - EYES ONLY

CLASSIFIED - EYES ONLY
DEFCON 1

TOP SECRET

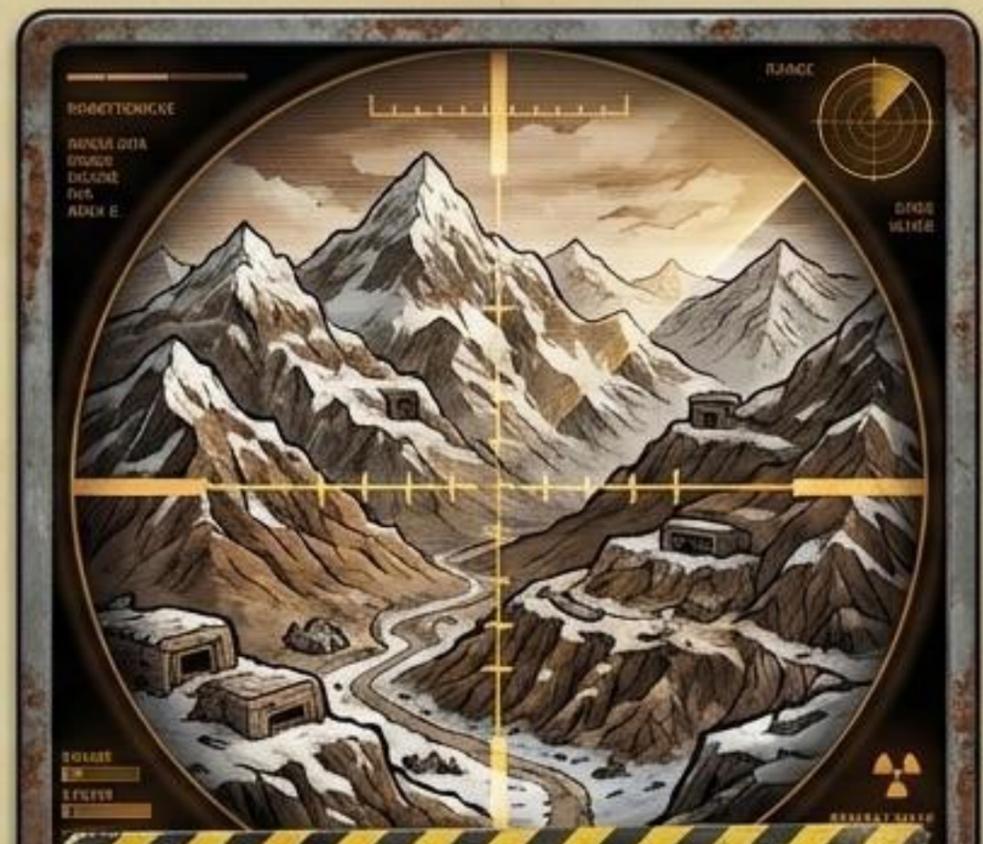
ASYMMETRICAL ASSAULTS

CLASSIFIED - EYES ONLY



MEGA-CITY SIEGE: The attacker is strictly forbidden from selecting '1' on the hidden die.

RESTRICTED



MOUNTAIN ASSAULT: The attacker is strictly forbidden from selecting '4', '5', or '6' on the hidden die.

HIGH RISK



AMPHIBIOUS LANDING (Sea to Land): The defender is granted TWO simultaneous guesses to deduce the hidden die.

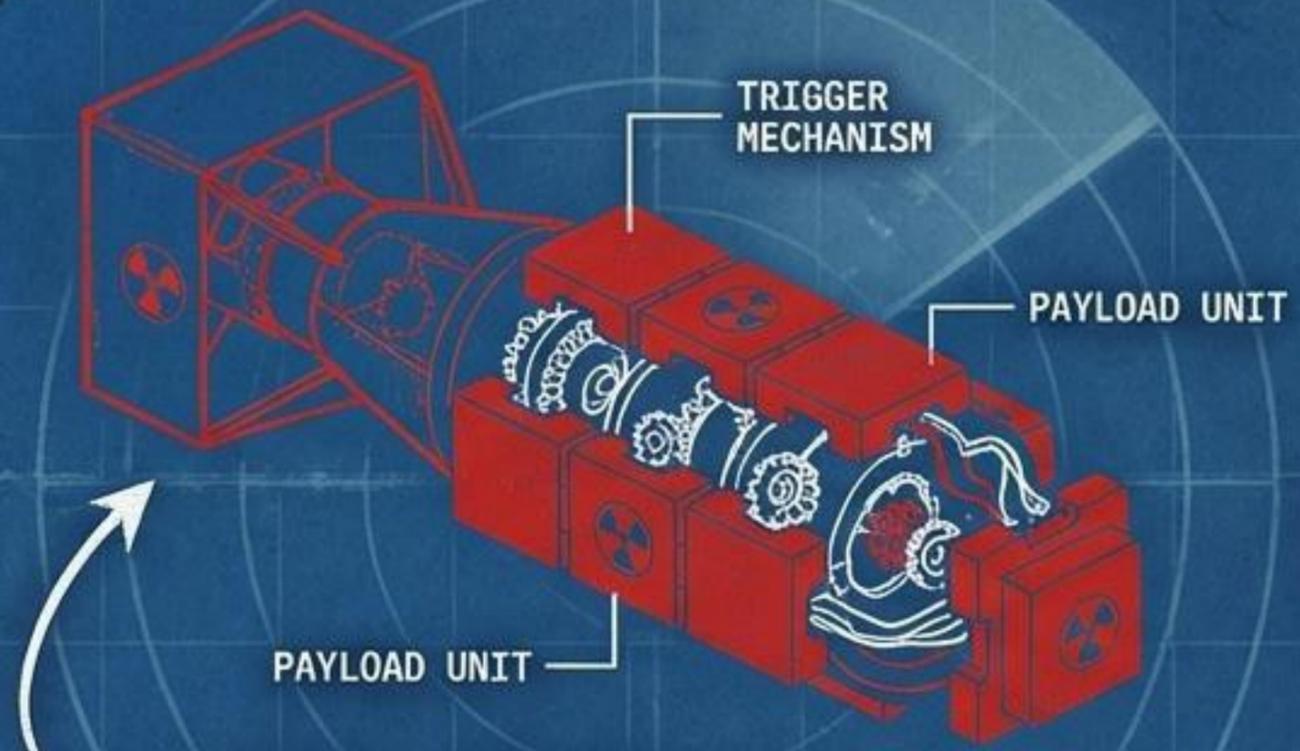
CRITICAL ADVANTAGE

 **NAVAL SKIRMISH (Land to Sea):** No dice used. Defender is automatically wiped out. Attacker moves in. No A-Bomb units rewarded.

TOTAL VICTORY
NO REWARD

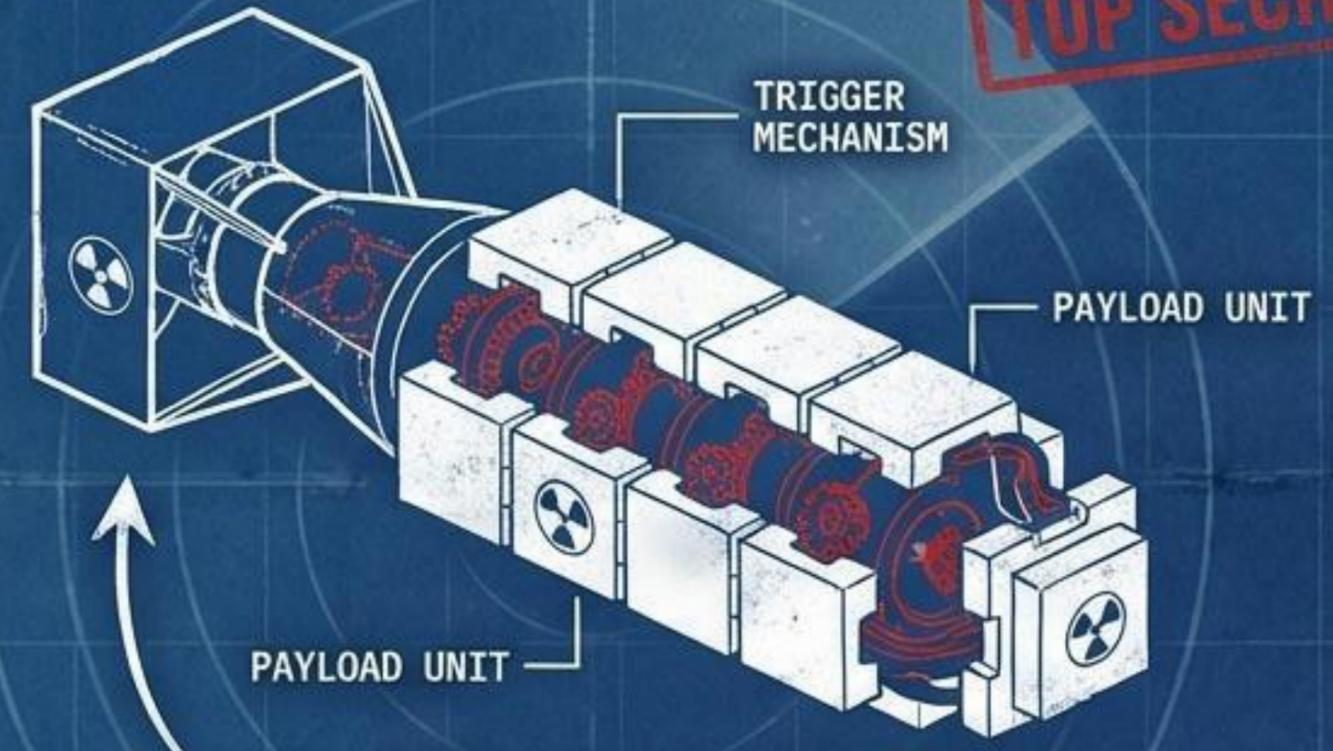
WEAPONS OF MASS DESTRUCTION

TOP SECRET



A-BOMB (TACTICAL)

Acquired by successfully executing conventional ground attacks.



H-BOMB (STRATEGIC)

Acquired strictly as a byproduct-earned every time an A-Bomb is detonated.

RANGE MECHANICS: Bombs are modular. 1 interlocking unit equals 1 boundary of range. Adding units extends the missile's reach across the map.

DEFCON 1



MUTUALLY ASSURED DESTRUCTION

TOP SECRET

DEFCON 1



Effects when an H-bomb explodes on Madrid.



Effects when an A-bomb explodes on Irish Sea.



Fallout Diagnostic

TACTICAL DETONATION (A-Bomb)

Explosion site receives a permanent 'Black Splat' (impassable radioactive zone).

The devastation zone destroys all armies in adjacent regions.

HAZARD



Fallout Diagnostic



STRATEGIC DETONATION (H-Bomb)

Explosion site AND all adjacent regions receive permanent 'Black Splats'.

The lethal devastation zone pushes even further outward.

CRITICAL



Fallout Diagnostic



CHAIN REACTIONS

Any unexploded bomb caught within a devastation zone detonates instantly on site, potentially triggering a continental wipeout in a single turn.

CATASTROPHE

THE DIGITAL COMMAND CENTER

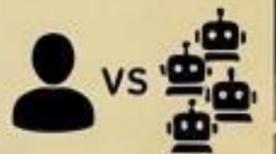
DEPLOYMENT

Browser-based architecture. Zero downloads required for immediate engagement.



SIMULATION

Run solo campaigns against up to 6 AI-controlled Commanders to refine tactics.



LIVE COMBAT

Enter the Multiplayer Beta to match wits against human operatives globally.

BETA



RECONNAISSANCE

Utilize the built-in Map Explorer to study the 600 regions before initiating conflict.

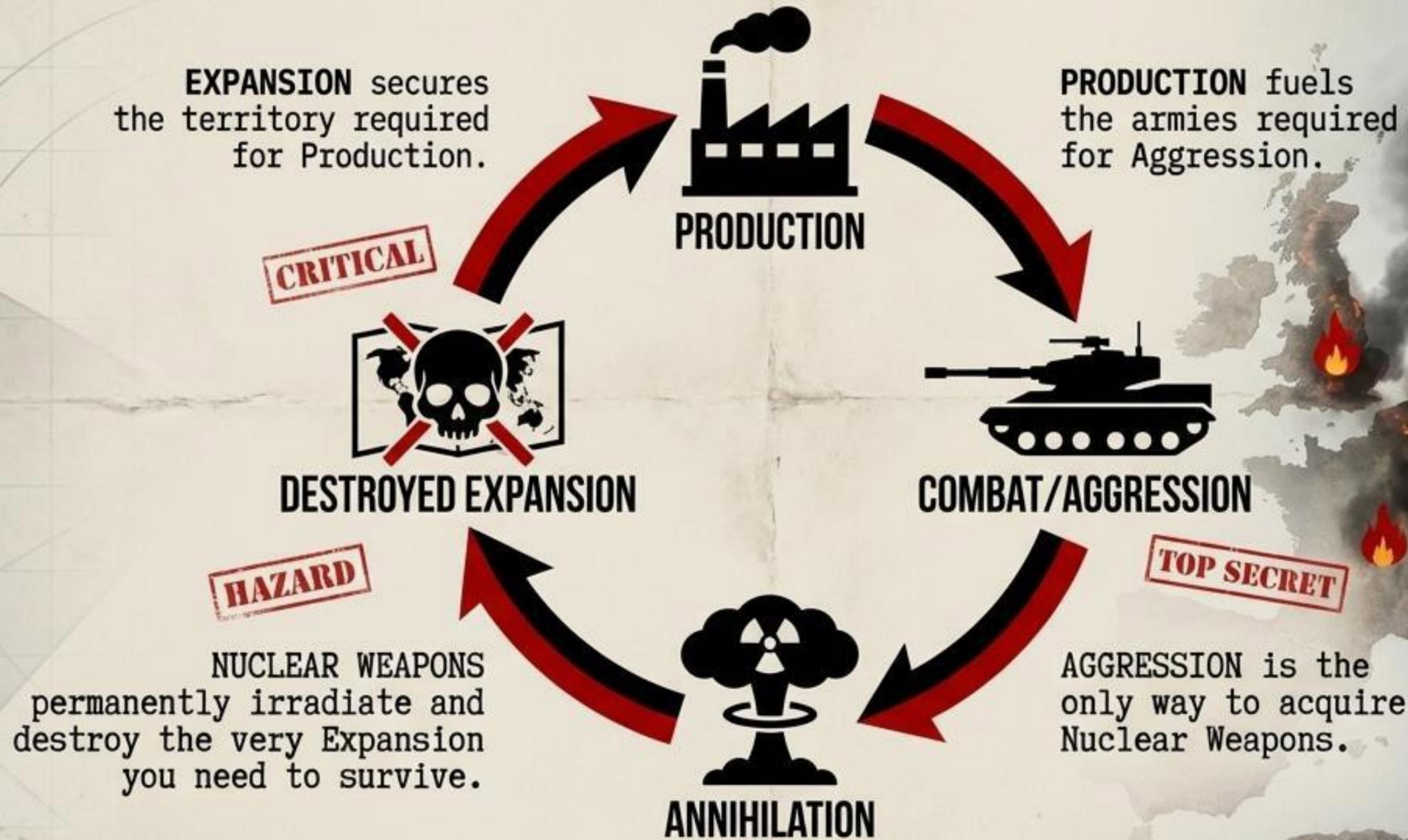


TOP SECRET

DEFCON 1

NotebookLM

THE WARLORD'S DILEMMA



FINAL DIRECTIVE: Bluff perfectly. Strike ruthlessly. Survive the fallout.