AXIS & ALLIES

LARRY HARRIS TOURNAMENT RULES

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Table of Contents-

Your World at War-
Spring 1942
The fleet at Pearl Harbor rebuilds from the ruins. Britons stare across the Channel to an occupied France. West of Moscow, Soviet troops dig out from a brutal winter on the Russian front. Greenhorn American soldiers leave their birthplaces for the first time; unclear whether they'll see the home fires burn again. They face a world at war.

Their fates are in your hands. You and your fellow world leaders control the destinies of literally million of soldiers. One side is the Axis: Germany and Japan. Challenging their expansionism are the Allies: the Soviet Union (U.S.S.R.), the United Kingdom (U.K.), and the United States (U.S.). You must work as a team within your alliance, coordinating and negotiating toward your goals. As you recreate the greatest war the world has ever known, one side will emerge victorious, and history will never be the same.

HOW THE WAR IS WON
Axis & Allies can be played by up to five players. Each of you will control one or more world powers. On your turn, you build, deploy, maneuver, and command army divisions, air wings, and naval fleets to loosen your foes' hold on their territories. On your opponents' turns, they will bring their forces against you. The more territories you hold, the more weapons you can build; and the more powerful those weapons can be.

On the map are twelve victory cities crucial to the war effort. As the game begins, each side controls six of these cities. The Allies begin the game controlling Washington, London, Leningrad, Moscow, Calcutta, and Los Angeles. The Axis powers begin the game controlling Berlin, Paris, Rome, Shanghai, Manila, and Tokyo. In a standard game (recommended for tournament play), if your side controls nine (9) victory cities at the end of a complete round of play (after the completion of the U.S. turn), you win the war.

If you want to play a longer game (World Domination), then at the end of a complete round of play (after the completion of the U.S. turn), your side must control all twelve (12) victory cities. Players must agree at the beginning of the game which victory condition will constitute a win. If no specific agreement is made, then nine (9) victory cities will be the standard.

THE COMBATANTS
One or more players take the side of the Axis, and one or more play the Allies. In a five-player game, each player controls one world power. If fewer people play, some will control more than one power.

If you control more than one power, keep those powers' income and units separate. You can conduct operations for only one power at a time.

Set Up
Once you've decided who will play which power, prepare the game for play. It contains the following components.

Game Board
The game board is a map of the world, circa 1942. It is divided into spaces, either territories (on land) or sea zones, separated by border lines. Place the game board in the center of the table. The Allied players should sit near its top (northern) edge, and the Axis players should sit along the bottom (southern) edge.

Battle Board and Dice
The battle board is a large card with columns that list attacking and defending units and their combat strengths. When combat occurs, the players involved place their units on the battle board. Combat is resolved by rolling dice. Place the battle board next to the game board, and the dice next to the battle board.

Control Markers
Control markers indicate status in the game. They mark conquered territories and record other information on the game's charts. Punch out and take all control markers that belong to your power.

Victory Cities Chart
This chart shows which cities each power controls. For each power you're playing, place one of your control markers on each of the matching circles. Ownership may change during the game.

National Production Chart
This chart keeps track of each power's national production level during the game. Place the National Production Chart next to the game board. For each power you're playing, place one of your control markers on the matching space on the chart. This is the power's starting national production level. (It matches the total of the circled numbers in territories your control.) Choose one player to be in charge of tracking changes in national production throughout the game.

Industrial Production Certificates
These are the money of the game, representing capacity for military production. Separate the Industrial Production Certificates (IPCs) by denomination (1, 5, and 10) and distribute a starting total to each power as follows (See chart below). These amounts are equal to each power's beginning national production level. Choose one player to be the banker, and give all remaining IPCs to that player.

Combat Forces
Take the plastic pieces that represent your power's combat units. Each power is color-coded as follows.

Power	IPCs	Color
Soviet Union	24	Red
Germany	40	Gray
United Kingdom	30	Tan
Japan	30	Orange
United States	42	Green

Two other kinds of units, antiaircraft guns and industrial complexes, are light gray and not color-coded to a particular power. These can change hands during play.

Aircraft Movement Markers
These numbered markers show how many spaces an air unit has moved. Punch out the markers before you start. Whenever you move an air unit into combat, place a numbered marker beneath it, so that you know how many spaces it can move later in the turn. You also use these to show at which points in the move the air unit encounters antiaircraft gun fire.

Weapons Development Chart
This chart tracks each power's technological advances in weaponry. Whenever you develop new weapons, place a control marker beside the appropriate weapon type on the chart.

Reference Charts
Take the Reference Chart for your power. A Reference Chart shows the name of the power, its alliance (Axis or Allies), its piece color, its emblem, and order of play. It also lists the available units, their statistics, and their starting numbers and locations in the game.

Your Reference Chart tells you the number and kind of units to be placed in your territories and sea zones. In the example of Germany's Reference Chart, you can see that the first box lists three infantry in the territory of Germany. Place all the indicated units as listed. The shaded bar on the line with the words SEA UNITS lists numbered sea zones. Place the sea units listed below those numbers in the corresponding sea zones.

Plastic Chips
Use these to save space in overcrowded territories and sea zones. Gray chips represent one combat unit each and red chips, five units each. For example, if you wanted to place seven infantry on a space, you would stack up one red chip, one gray chip, and one infantry unit on top. (If you don't have enough pieces to top off all your stacks, simply use any identifying item, such as a piece of paper with the unit type written on it.) The number of stacks is not limited by the number of plastic pieces available.

Marshaling Circles and Cards
Punch out the ten numbered marshaling cards and place them in a stack next to the game board. Punch out the circles with matching numbers and place them next to these. When you want to put more units in a space than will fit, instead place one of the numbered marshaling circles in that space. Then place your excess units on the corresponding marshaling card near the game board. These units are considered to be in the space containing the matching numbered circle.

Spaces On The Game Board
The colors of the territories on the game board show which power controls them at the start of the game. Each power has its own color, which is the same as the color of that power's combat units.

All other spaces are neutral, not aligned with any power.

Most territories have an income value ranging from 1 to 12. This is the number of IPCs they produce each turn for their controller. A few territories, such as Gibraltar, have no income value.

Units can move between adjacent spaces (those that share a common border). The game board wraps around horizontally. Territories and sea zones on the right edge of the board are adjacent to territories and sea zones on the left edge, as indicated by corresponding letters along the board edges (A connects to A, B to B, and so on). The top and bottom edges of the board do not wrap around.

All territories exist in one of three conditions:
Friendly: Controlled by you or a friendly power (one on your side).
Hostile: Controlled by an enemy power (one on the opposing side).
Neutral: Not controlled by any power. Control of neutral territories never changes.

Sea zones are either friendly or hostile. Friendly sea zones contain no enemy units. Hostile sea

zones contain enemy units. For purposes of determining the status of a sea zone, submerged submarines are ignored.

Neutral Territories: Neutral territories (such as Turkey, Mongolia, or Sahara) are pale colored. They represent areas that are impassable for political or geographic reasons. You cannot attack neutral territories, move through them, or move over them with air units. Neutral territories don't have income values.

Islands: An island is a territory located entirely inside one sea zone. A sea zone can contain at most one group of islands, which is considered one territory. It is not possible to split up land-based units so that they're on different islands in the same group.

Canals

There are two canals on the game board, artificial waterways that connect two larger bodies of water. The Panama Canal connects the Pacific Ocean (sea zone 20) to the Atlantic Ocean (sea zone 19), while the Suez Canal connects the Mediterranean Sea (sea zone 15) to the Indian Ocean (sea zone 34). A canal is not considered a space, so it doesn't block land movement: Land units can move freely between Trans-Jordan and Anglo-Egypt. Panama is one territory: no land movement points are required to cross the canal within Panama.

If you want to move sea units through a canal, your side (but not necessarily your power) must control it at the start of your turn (that is, you can't use it the turn you capture it). The side that controls Panama controls the Panama Canal. The side that controls both Anglo-Egypt and Trans-Jordan controls the Suez Canal. If one side controls Anglo-Egypt and the other controls Trans-Jordan, the Suez is closed to sea units.

Order of Play-

Axis & Allies is played in rounds. A round consists of each power taking a turn, and then a check to see if one side or the other has won the game.

Order of Play
1. Soviet Union
2. Germany
3. United Kingdom
4. Japan
5. United States
6. Check for victory

Your power's turn consists of seven phases, which take place in a fixed sequence. You must collect income if you can, but all other parts of the turn sequence are voluntary. When you finish the collect income phase, your turn is over. Play then passes to the next power. When every power has completed a turn, if no side has won, begin a new round of play.

Turn Sequence
1. Develop weapons
2. Purchase units
3. Combat move
4. Conduct combat
5. Noncombat move
6. Mobilize new units
7. Collect income

PHASE 1: DEVELOP WEAPONS
In this phase, you can develop sophisticated weaponry. You do so by buying research dice that give you a chance for a scientific breakthrough. Each research die you roll gives you an additional chance for new weapons development. Any number of powers may develop the same weapons, but powers can't share their technology. Each research die you buy costs 5 IPCs.

Develop Weapons Sequence
1. Choose a development
2. Buy research dice
3. Roll research dice
4. Mark developments

Step 1: Choose a Development
Refer to the Weapons Development Chart and decide which weapons development you wish to research this turn (such as Super Submarines). You can choose only one development each turn.

Step 2: Buy Research Dice
Each die costs 5 IPCs. Buy as many as you wish. Research dice don't carry over to later turns.

Step 3: Roll Research Dice
Roll all your dice for the turn (at the same time), and then check the Weapons Development Chart. If you rolled the required number for the chosen development on any die, you've made the technological breakthrough. (For example, if you want the Super Submarines development, you need to roll a 3.) If you fail to roll the number you need, your research has failed, and you must wait until your next turn to try again.

Step 4: Mark Developments
If your research was successful, place your control marker in the column on the Weapons Development Chart under the appropriate development. Your development becomes effective during Phase 6: Mobilize New Units of your turn.

Weapons Developments
1. Jet Fighters
Your fighters are now jet fighters. Their defense increases to 5, and they cannot be hit by antiaircraft gun fire.

2. Rockets
Your antiaircraft guns are now rocket launchers. In addition to their normal combat function, they can reduce enemy industrial production.

3. Super Submarines
Your submarines are now super submarines. Their attack and their defense both increase to 3.

4. Long-Range Aircraft
Your fighters are now long-range fighters, and your bombers are now long-range bombers. Your fighters' range increases to 6. Your bombers' range increases to 8.

5. Combined Bombardment
Like battleships, your destroyers now can conduct bombardment during an amphibious assault. (Their attack is 3.)

6. Heavy Bombers

Your bombers are now heavy bombers. You roll two dice each on attack or defense and use the better result of the two dice. On a strategic bombing raid, roll two dice, take the better result, and add "1" to that result to determine the damage done by that Heavy Bomber.

PHASE 2: PURCHASE UNITS

In this phase, you may spend IPCs for additional units to be used in future turns. All the units on your power's Reference Chart are available for purchase. A unit's price in IPCs is listed in the Cost column next to the unit's name.

Purchase Units Sequence
1. Order units
2. Pay for units
3. Place units in mobilization zone

Step 1: Order Units
Select all the units you wish to buy. You may buy as many as you can afford of any units, regardless of which units you started the game with.

Step 2. Pay for Units
Give IPCs to the bank equal to the total cost of the units. You do not have to spend all of your IPCs.

Step 3: Place units in Mobilization Zone
Place the purchased unit in the mobilization zone on the game board (located in the South Atlantic Ocean). You cannot use these units right away, but you will deploy them later in the turn.

PHASE 3: COMBAT MOVE

In this phase, you may move as many of your units into as many hostile territories and sea zones as you wish. To do this, move your attacking units into the desired spaces on the game board; these may be occupied (contain enemy combat units) or enemy-controlled but unoccupied. You must make a combat move to enter an unoccupied hostile space, even if it is unoccupied. Attacking units can come from different spaces to attack a single hostile space, as long as each can reach it with a legal move.

A land or sea unit may move a number of spaces up to its movement allowance Most units must stop when they enter a hostile space. Thus, a unit with a move of 2 could move into a friendly space and then a hostile space, or just into a hostile space.

An air unit's movement in any complete turn is limited to its total movement allowance. If it moves in the combat move phase, it must always reserve enough movement points for the noncombat movement phase to reach a safe landing space. Thus, a bomber without long range technology can never move 6 spaces to get to a battle site. A fighter without long range technology may be able to move 4 spaces to a sea battle, but only if a carrier could be there by the conclusion of the mobilize units phase.

You may move units through friendly spaces en route to hostile spaces during this phase. However, units may not end their move in friendly spaces in the combat move phase except in three instances:

- tanks that have blitzed through an unoccupied hostile space
- sea units participating in an amphibious assault from an uncontested sea zone, or
- sea units moving from a hostile sea zone simply to escape combat as their combat move.

Units can never move into or through neutral territories.

At no time may an Allies power attack another Allies power, or an Axis power attack another Axis power. Units from the same side can freely share territories, sea zones, and space on aircraft carriers and transports with one another, though.

At the beginning of the combat move phase you may already have sea units in spaces containing enemy units that were there at the start of your turn.

This situation will require you to do one of the following:

- Remain in the sea zone and conduct combat;
- Leave the sea zone, load units if desired, and conduct combat elsewhere;
- Leave the sea zone to load units and return to the same sea zone to conduct combat;
- Or, simply leave the sea zone and conduct no combat other than sailing out of harm's way.

Once these sea units have moved and/or participated in combat they may not move or participate in the noncombat move phase of the turn. You may not load units while in the original contested sea zone.

Generally, each attacking unit can be involved in only one combat per turn. There are some exceptions to this rule. For example, an air unit may be fired at more than once in the conduct combat phase if it passed over multiple antiaircraft guns at different points during its combat movement.

All combat movement is considered to take place at the same time: Thus, you cannot move a unit, then conduct combat, then move that unit again during this phase. For the same reason, you cannot conduct an amphibious assault with the same transport into two different enemy territories. You cannot move additional units into an embattled space once an attack has begun.

Special Combat Moves
A number of combat units can make special moves during this phase. These are described in detail below. (For complete information on each combat unit's capabilities, see Appendix 1: Unit Profiles.)

Air Units
Air units (fighters and bombers) can fly over hostile spaces as if they were friendly, but they are subject to the following special rules.

Antiaircraft Guns
Antiaircraft guns can never move in this phase; they can move only in the noncombat movement phase. AA guns are principally defensive weapons. Your air units moving to attack in this phase may activate the defender's AA guns.

In the combat move phase, whenever an air unit moves over or into a hostile territory containing an antiaircraft gun, it means that the antiaircraft gun will get a chance to shoot it down during the conduct combat phase.

The air unit's controller plots its path using the numbered punch out markers (the first space is 1, the second 2, and so on). Whenever an air unit encounters enemy antiaircraft guns, it means that you will need to resolve combat in that space, starting with the first antiaircraft gun encountered.

Rockets
Antiaircraft guns can potentially be offensive weapons if you have acquired rocket technology. If you have acquired rocket technology then, during this phase, declare which antiaircraft guns are making rocket strikes.

Aircraft Carriers
Aircraft carriers can move during this phase. Any fighters belonging to the aircraft carrier owner launch before the carrier moves and move independently of the carrier. These fighters can make a combat move from the carrier's sea zone, or they can remain in the sea zone until the noncombat move phase.

Guest fighters belonging to a friendly power on board your carrier must remain on board as cargo if the carrier moves in combat. They cannot take part in combat and are destroyed if the carrier is destroyed.

Whether it moves during the combat move or noncombat move phase, an aircraft carrier allows friendly fighters to land on it in the sea zone where it finishes its move.

Submarines
Submarines may move through hostile sea zones, and they do not have to engage enemy sea units in those zones. Exception: if a submarine enters a sea zone containing an enemy destroyer, it must end its movement there. In all cases, when a submarine ends its combat move in a hostile sea zone it must conduct combat in that sea zone.

Tanks and Blitzing
A tank can "blitz" by moving through an unoccupied hostile territory as the first part of a move that can end in a friendly or hostile territory. The complete move must occur during the combat move phase. It establishes control of the first territory (place one of your control markers there) before it moves to the next.

Remember to adjust the national production levels as you blitz. A tank that encounters enemy units in the first territory it enters must stop there, even if the unit is an antiaircraft gun or industrial complex.

Transports
If a transport encounters hostile sea units AFTER it begins to move (not counting the sea zone it started in), its physical movement for that turn ends, and it must stop there and conduct sea combat. It may load units while in any friendly sea zone along its route, including the sea zone it started in. Only land units that will be offloaded into a hostile territory during the current turn may be loaded during combat movement.

Any land units aboard the transports are considered cargo until they offload. Cargo cannot take part in sea combat and is destroyed if the transport is destroyed.

A transport may only offload units from a friendly sea zone. Once it does its turn is over - it may not move, load or offload again that turn.

A transport that offloads units in the combat movement phase begins an amphibious assault (see Special Combats below). If the sea zone from which a transport is attempting to offload units is hostile, an amphibious assault may still be attempted. The sea zone must be made friendly during the Conduct Combat phase. In this case, the amphibious assault occurs during the Conduct Combat phase after the sea combat.

Any land units offloading from a transport in either the combat movement phase or conduct combat phase must offload into a single hostile territory.

A transport may only end its combat move still carrying land units if it retreats from a sea combat in the intended offloading sea zone or if those units were already aboard at the beginning of the turn.

PHASE 4: CONDUCT COMBAT
In this phase, you resolve combat in each space that contains your units and units from the opposing side. Complete all combat moves before resolving any combat. (An exception is an amphibious assault, in which sea combat must be handled before land combat. See "Special Combats" for more information.)

You resolve combat by rolling dice (also known as firing) according to a standard sequence. All combat takes place at the same time, but each affected territory or sea zone is resolved separately and completely before beginning to resolve another combat. The attacker decides the order, but any antiaircraft shots at air units passing through a territory on the way to a battle must be resolved before that battle. No new units may enter as reinforcements once combat has begun.

Attacking and defending units are considered to fire at the same time, but for ease of play you roll dice in sequence: attacker first, then defender. A few units get special "opening fire" attacks that can destroy enemy units before they can fire back.

When a unit fires, you roll a die. An attacking unit scores a hit if you roll its attack value or less. A defending unit scores a hit if you roll its defense value or less. For example, a defending unit with a defense of 2 scores a hit only on a roll of 1 or 2; it "defends on a 2".

When one of your units scores a hit, the opposing player decides which enemy unit it applies to. Most units are destroyed by one hit and become casualties. The opposing player may designate casualties in any order.

Combat Sequence Steps
1. Place units on battle board
2. Conduct opening fire
3. Remove opening fire casualties
4. Attacking units fire
5. Defending units fire
6. Remove casualties
7. Press attack or withdraw
8. Concluding Combat

Step 1: Place Units on Battle Board
The battle board has two sides, labeled "Attacker" and "Defender". Place all your attacking units and all defending units from a space on their respective sides, in the numbered columns that contain their names and silhouettes. The number in a unit's column identifies that unit's attack or defense value.

Place any cargo (whether your own pieces or an ally's) beside the piece that is carrying it. Remember that the cargo piece does not roll, nor can it take a hit, but is lost with the unit carrying it, if that unit is hit.

If you are attacking into a sea zone that has your ally's units present, your ally's units are not brought onto the battle board, but remain out of play for this turn.

Step 2: Conduct Opening Fire
Certain units can fire before all others. Only these specially designated units may fire in this step.

Antiaircraft Guns
If the defender has an antiaircraft gun present and the attacker has air units in the attack, then the antiaircraft gun fires during this step.

Each time an air unit flew over an antiaircraft gun in a territory, either en route or at a battle site, the antiaircraft gun gets to shoot once at that air unit. Only one antiaircraft gun per territory can fire. If the gun misses, the air unit continues its planned attack.

Remember that whenever an air unit encountered enemy antiaircraft guns in its combat movement, it means that you will need to resolve combat in that space, starting with the first antiaircraft gun encountered. If the first antiaircraft gun encountered was not at the main battle site, then once you conduct combat for the intermediate antiaircraft gun, you must then continue on with any other intermediate antiaircraft guns and then the main battle.

The defender rolls one die for each attacking air unit. An air unit is part of a group when the air unit(s) have the same planned main battle site. Within any group of air units, you roll all anti-fighter dice at once, then all anti-bomber dice. For each type of unit, the air unit owner allocates hits amongst the air units that are being shot at. For every roll of 1, one attacking air unit is destroyed; its controller moves it into the casualty zone of the battle board.

If there are no aircraft present, ignore this step.

Rockets
You attack enemy production with your antiaircraft guns during this step, if you have the Rockets development, and if you declared the intended rocket attack during the combat move phase. (See "Rocket Strikes" for more information.)

Offshore Bombardment
In an amphibious assault, your battleships in the same sea zone as the offloading transport can conduct offshore bombardment. Each battleship fires once during this step against enemy land and air units in the territory being attacked. Each battleship may only support one amphibious assault. Offshore bombardment can only be done from a sea zone that was friendly at the beginning of the turn. Any sea unit that is involved in the sea combat portion of an amphibious assault cannot fire in this step.

If you have the Combined Bombardment development, your destroyers can also fire during this step, following the same rules as for battleships.

Submarines

All attacking and defending submarines present on the battle board fire in this step regardless of whether either side has destroyers present. If submarines are present on both sides, they are considered to fire simultaneously. Roll for attacking submarines first. The defender moves any units hit by the attacker's subs to the casualty zone, then defending submarines fire. If the defender scores any hits, the attacker moves his hit units to the casualty zone. Submarines can fire only on sea units.

Step 3: Remove Opening Fire Casualties

Clear both casualty zones, destroying all units there. (Return them to their owners' inventories.) Return all antiaircraft guns to the game board, as well as battleships that conducted offshore bombardment. If there are any rocket hits, the owner of the industrial complex that has been hit by rocket fire returns the appropriate number of IPCs to the bank.

Submarine Casualties and Destroyers

If a destroyer is present on the battle board in a combat involving enemy submarines, the submarines' casualties can fire back at the normal time in the combat sequence, provided they have not already fired in step 2. They remain on the battle board in the casualty zone until Step 6. The destroyers provided enough advance warning to allow return fire.

Step 4: Attacking Units Fire

All the units on the attacker's side that did not fire during the Conduct Opening Fire step fire during this step. Roll one die for each attacking unit. Units with the same attack value are all rolled for at the same time.

After the attacker has rolled for all attacking units, the defender must choose one of his or her units for each hit scored and move it to the casualty zone (a battleship can absorb one extra damage hit before being moved to the casualty zone if it hasn't already done so in this combat - turn it on its side to indicate this first hit).

These units are not out of the game just yet. They will be able to counterattack.

Step 5: Defending Units Fire

All the units on the defender's side that did not fire during the Conduct Opening Fire step fire during this step. Roll one die for each defending unit (including casualties). Units with the same defense value are all rolled for at the same time.

After the defender has rolled for all defending units, the attacker must choose one of his or her units for each hit scored and move it to the casualty zone (a battleship can absorb one extra damage hit before being moved to the casualty zone if it hasn't already done so in this combat).

Step 6: Remove Casualties

Clear both casualty zones, destroying all units there. (Return them to their owner's inventories.)

Battleship Damage

Unlike other combat units, a battleship requires 2 hits to destroy. If a battleship is hit, turn it on its side to mark its damaged status but do not move it to the casualty zone unless it takes a second hit in the same combat.

If a battleship survives combat having taken only 1 hit, return it upright to the game board at the conclusion of that combat. Its damage is "repaired", and it is unharmed at the start of the next turn.

Step 7: Press Attack or Withdraw

"Withdraw" (Return to game board) is a blanket term for breaking off combat and returning the withdrawing unit to the game board. It takes no further part in combat that turn. Generally, if any unit withdraws, all other units must withdraw at the same time. Exceptions are outlined below.

"Retreat" (Return to game board and then move one space) is a blanket term restricted to mean a withdrawal by returning pieces to the battle site on the game board, then moving them to one adjacent space on the game board from which at least one eligible unit came. Retreats are always completed in the conduct combat phase, as part of resolving the combat.

Land units always withdraw by retreating one space away from the contested space.

Sea units normally withdraw by retreating one space away from the contested space. The retreat space must have been friendly at the beginning of the turn.

Submarines have an additional withdrawal capability that may be exercised at the end of ANY round of combat. Submarines may withdraw by submerging. They do not have to all submerge at the same time. Only submarines may submerge.

"Submerge" (Return to game board) means that a submarine has withdrawn from combat but it remains in the contested sea zone submerged. The submarine is returned to the battle site on the game board and placed temporarily on its side.

Air units withdraw by "disengaging" and staying in the contested space. Only air units do this. They must complete their withdrawal by moving to a friendly space in the noncombat movement phase. If they do not have sufficient movement points left in their total allocation to do this they are destroyed.

See the paragraphs below for a more complete description and limitations of each kind of withdrawal.

In step 7, combat continues unless one of the following conditions occurs (in this order of sequence):

Condition A)   Attacker withdraws all attacking units (See detailed explanations below);
Condition B)   Defender withdraws all submarines by submerging, leaving no other defending units in play;
Condition C)   Either or both sides lose all units.

As long as combat continues, repeat steps 2-6 (only subs will be able to fire in step 2 - all other opening round fire capabilities are for one round of fire only).

If no submarines are present, then repeat steps 4-6. Each such set of steps constitutes one cycle of combat.

Conditions for Ending Combat

Condition A) Attacker Withdraws All Attacking Units

The attacker can withdraw during this step. The attacker may withdraw only if enemy units remain on the battle board. All attacking units must normally withdraw at the same time. The only exceptions to this "all attacking units MUST withdraw together" rule are:

i) Attacking submarines

Any number of attacking submarines may withdraw by submerging. They may do so after Step 6 in any cycle of combat. If they submerge, other attacking air and sea units are not required to withdraw at the same time. Submarines may not submerge if opposing destroyers are still on the battle board.

Return any submerged submarine to the game board and tip it onto its side to mark it as submerged. It remains submerged until the end of the noncombat move phase.

ii) Air units in amphibious assaults

Attacking air units in the land portion of an amphibious assault may withdraw after Step 6 of the attack sequence in any cycle of combat. If they do so, the attacking air units must disengage all at the same time. Remove them from the battle board and place them in the embattled territory on the game board. They will complete their withdrawal when all other air units move in the noncombat move phase.

All Other Withdrawals

Land Combat Withdrawals (excluding amphibious assaults):
Retreat all attacking land units in that combat to a single adjacent friendly territory from which at least one of the attacking land units entered. All such units must retreat together to the same territory.

Amphibious Assaults:
No land unit can withdraw from the land combat portion of an amphibious assault. All land units (whether they came by sea or by land to the amphibious landing battle site) must continue combat until at least one side loses all its units. Even one unit arriving to a battle site from a transport means the whole battle is considered to be an amphibious assault.

Sea Combat Withdrawals:
Retreat all attacking sea units in that combat to a single adjacent sea zone and from which at least one of any original attacking sea units entered. If the only attacking sea units involved in a sea battle began the turn in the battle site sea zone, and they did not move during the combat move phase, they may retreat to any adjacent friendly sea zone. The retreating sea units must retreat together to the same sea zone, regardless of where they came from. The sea zone must have been friendly at the beginning of the turn.

Attacking submarines may also withdraw by retreating, but only after the final round of combat. The attacker may elect to submerge one or more subs, then retreat any remaining subs. Submarines must either submerge or retreat if any other attacking units withdraw. The converse is not true: if submarines submerge, other attacking air and sea units are not required to withdraw at

the same time. Retreat any submarines to the same space as any other retreating sea units.

Air Units:
Return disengaging air units to the game board contested space. Air units complete their withdrawal in the noncombat movement phase by moving to any friendly space within the remainder of their total movement range.

A fighter can complete its withdrawal to a friendly aircraft carrier or to a friendly sea zone, as long as a carrier moves there this turn.

You may have planned to have your fighter end its total movement for that turn at the contested sea zone. You moved the fighter its full movement point allowance to reach the sea zone in combat movement. You had intended to have a carrier there to pick it up before the conclusion of this turn. If you withdraw your units from this sea battle, your fighter disengages from battle as per the paragraphs above, but it has expended all its movement points with no place to land and is lost and removed from play.

Your fighter is permitted to complete its withdrawal in a sea zone adjacent to an industrial complex you own if you have purchased an aircraft carrier that turn and will subsequently place that carrier in the sea zone where your fighter ends its turn.

Condition B) Defender Withdraws Subs by Submerging

If the attacker has not withdrawn all units, defending submarines may submerge. They may not submerge if opposing destroyers are still on the battle board. The defender may submerge one or more subs, regardless of whether or not there are other types of defending units still on the battle board.

Return any submerged submarine to the game board contested sea zone and tip it onto its side to mark it as submerged. It remains submerged until the end of the noncombat move phase.

If no defending units remain on the battle board after this step, combat ends.

Condition C) Attacker and/or Defender Loses All Units

Once all units on one or both sides have been destroyed, the combat ends.

If a player has units remaining on the battle board, that player wins the combat. Remember that any withdrawn units have been returned to the game board, and play no part in determining if one side wins the combat. The player that has units remaining returns those units to the contested space on the game board.

Step 8: Concluding Combat
If you win a combat as the attacker in a territory and you have one or more surviving land units there, you take control of it, otherwise it remains in the defender's control. If all units on both sides were destroyed, the territory also remains in the defender's control.

Sea units cannot take control of a territory; they must stay at sea.

Air units can never capture a territory. If your attack force has only air units remaining, you can't occupy the territory you attacked, even if there are no enemy units remaining. Air units must

return to a friendly territory (fighters may also land on a friendly carrier). They do so during the noncombat move phase. Until then they stay at the space where they fought.

Remove surviving land units from the battle board and place them in the newly conquered territory, place your control marker on the territory, and adjust the control markers on the National Production Chart. Your national production increases by the value of the captured territory; the loser's decreases by the same amount.

Any antiaircraft gun or industrial complex in the captured territory remains there but now belongs to your alliance (see below for details). If you capture an antiaircraft gun, you cannot move it in the noncombat move phase of the same turn. If you capture an industrial complex, you cannot mobilize new units there until your next turn.

Liberating a Territory
If you capture a territory that was originally controlled by another member of your side, you "liberate" the territory. You do not take control of it; instead, the original controller regains the territory and its income. Antiaircraft guns or industrial complexes in that territory revert to the original controller of the territory.

If the original controller's capital is in enemy hands at the end of the turn in which you would otherwise have liberated the territory, you capture the territory, collect income from the newly captured territory and can use any industrial complex there until the original controller's capital is liberated. You also take ownership of any antiaircraft gun in that territory.

Capturing and Liberating Capitals
If you capture a territory containing an enemy capital (Washington, Moscow, London, Berlin, or Tokyo) follow the same procedure as for capturing a territory. Add the captured territory's income value to your national production.

In addition, you collect all unspent IPCs from the former owner of the captured capital. For example, if Germany conquers Moscow while the Soviet Union's player is holding 18 IPCs, these are immediately transferred to Germany's player.

The former owner of the captured capital is still in the game but cannot collect income from any territories he or she still controls and cannot buy new units and/or research technologies until the capital is liberated.

That player skips all but the combat move, conduct combat, and noncombat move phases. If that power or one on its side liberates the capital, the owning player can once again collect income from territories he or she controls, including territories reverting control to him or her.

Even so, the player cannot yet purchase new units. It's a long road back from losing a capital.

If a capital is liberated, any antiaircraft guns or industrial complex in that capital revert ownership to the original owner of the capital. Territories and industrial complexes controlled by the newly liberated capital's owner but in the hands of friendly powers also revert ownership. Antiaircraft guns outside the newly liberated capital remain under their pre-liberation ownership.

Capturing a Victory City
When you capture a territory containing an enemy victory city, replace that power's control marker on the Victory Cities Chart with one of yours.

If at the end of the round your side controls enough victory cities to achieve the victory condition you decided upon at the start of the game, your side wins.

Special Combats
Some special actions and situations occur during this phase. These are described in detail below.

Artillery Supporting Infantry
When an infantry attacks along with an artillery, the infantry's attack increases to 2. Each infantry must be matched one-for-one with a supporting artillery: If your infantry outnumber your artillery, the excess still have an attack of 1.

Rocket Strikes
If you have the Rockets development, your antiaircraft guns can act as rocket launchers. You can conduct an economic attack against an enemy industrial complex to "destroy" IPCs.

During the combat move phase, declare which antiaircraft guns are making rocket strikes. There is no defense against this attack. From each territory, one antiaircraft gun may attack an industrial complex within 3 spaces, though each industrial complex may be attacked by only one rocket launcher in a turn.

Roll one die for the rocket. The result of that roll is the number of IPCs destroyed by that rocket.

The maximum combined damage inflicted in one turn by all strategic bombing raids on one industrial complex and any rocket attack on the same industrial complex is the territory's income value. The opponent must surrender that many IPCs to the bank (or as many as the player has, whichever is the lesser amount).

Strategic Bombing Raids
A strategic bombing raid is an economic attack against an enemy industrial complex to "destroy" IPCs. Only bombers may conduct strategic bombing raids.

Resolve a strategic bombing raid in the same way as a regular combat. However, it involves only attacking bombers and defending antiaircraft guns, although you may also conduct another (conventional) attack on the same territory this turn. You cannot use the same bombers in a strategic bombing raid and another attack on the same territory in one turn.

During the opening fire step, an enemy antiaircraft gun fires on each attacking bomber. Any bombers that survive may attack the industrial complex.

Roll one die for each bomber. The result of that roll is the amount of IPCs destroyed by that bomber.

The maximum combined damage inflicted in one turn by all strategic bombing raids on one industrial complex and any rocket attack on the same industrial complex is the territory's income value. The opponent must surrender that many IPCs to the bank (or as many as the player has, whichever is the lesser amount).

The strategic bombing raid now ends. Remove all bombers involved in the attack from the battle board and return them to the attacked territory: they cannot participate in any other combats in

that territory. The bombers must return to a friendly territory during noncombat movement.

Amphibious Assaults
In an amphibious assault, land units offload from transports and attack an enemy coastal territory (one that borders a sea zone) or island group. The attacker must declare the target of an amphibious assault during the combat move phase.

If the enemy has no ships in the sea zone(s) from which the attack comes, then there is only an offloading and the amphibious assault begins immediately. The amphibious assault is handled like any other land combat, except that attacking land units cannot retreat (not even if they came from adjacent territories or moved there over land in support of those units offloading from transports).

An amphibious assault from at least one hostile sea zone is a two-stage combat, which begins with sea combat in the hostile sea zone(s) followed by the amphibious assault.

Sea Combat preceding an Amphibious Assault: This is handled like any other sea combat (only sea and air units participate). All your sea units (including your transports) attack all enemy sea units and fighters in that sea zone. If a sea combat occurs, your battleships fire at the same time as your other attacking units in the sea combat. They cannot support the assaulting land units. Once all defending sea and air units have been removed from the battle board in the sea combat (i.e. destroyed or submerged), then the amphibious assault begins. If any land units originally designated for the amphibious assault survive the sea combat they must now offload into the amphibious assault.

If no land units survived the sea combat, or if the attacking sea units withdrew from the sea combat, then any other units that were designated to participate in the land attack (including air units) must still conduct one round of land combat in a regular attack on the intended hostile territory before they may withdraw.

From sea zones where no sea combat occurred and land units offloaded to the amphibious assault, battleships in the same sea zone as at least one offloading transport can support the amphibious assault force with offshore bombardment (see Step 1: Conduct Opening Fire above). Each battleship fires once during the opening fire step of the first round of combat against enemy units in the territory being attacked.

Air Units: A given air unit may participate in the sea combat or the amphibious assault; it may not do both. The attacking player must declare which air units are involved in each of the amphibious assault and sea combats and cannot change their assignments later.

Attacking air units, whether involved in the sea combat or amphibious assault, may withdraw according to the normal rules.

Defending fighters on aircraft carriers can defend only in the sea combat. Defending air units in a territory can defend only in the amphibious assault (or in the regular land battle if the amphibious assault does not occur).

Multinational Forces
Units on the same side can share a territory or sea zone, constituting a multinational force. Such forces can defend together, but they cannot attack together.

Multinational Defense: When a space containing a multinational force is attacked, all its units defend together. The attacker fires first as usual. If a hit is scored, the defenders mutually determine the casualty. If they cannot agree, the attacker chooses. Each defender rolls separately for his or her units.

Multinational Attacks Prohibited: A multinational force cannot attack the same space together. Any units in a sea zone in which a battle occurs that belong to an ally of the attacker may not participate in the battle in any way. Such units may not be taken as losses in the sea combat and have no effect on defending submarines. Each attacking power moves and fires its own units on its own turn.

An attacking fighter may launch from an aircraft carrier owned by an ally, but the ally's carrier may not move until its controller's turn. Similarly, an attacking carrier can carry an ally's fighter as cargo, but the ally's fighter cannot participate in an attack by that carrier.

An attacking land unit can assault a coastal territory from an ally's transport, only on the attacking land unit owner's turn.

Transporting Multinational Forces: Transports belonging to a friendly power can load and offload your land units. This is a three-step process:
1. You load your land units aboard the friendly transport on your turn.
2. The transport's controller moves it (or not) on that player's turn.
3. You offload your land units on your next turn.

PHASE 5: NONCOMBAT MOVE
In this phase, you can move any of your units that did not move in the combat move phase or participate in combat during your turn. This is a good time to gather your units, either to strengthen vulnerable territories or to reinforce units at the front.

Only aircraft and submarines may move through hostile spaces during this phase.

Where Units Can Move
Land Units: Land units can move into any friendly territories. They can never move into hostile territories (not even those that contain no combat units but are enemy-controlled).

Air Units: An air unit must end its move in an eligible landing space.

Bomber / Fighter landing space requirements:
- Bombers and Fighters may land in any territory that was friendly at the start of your turn.
- Only Fighters may land in any sea zone with a friendly carrier present. A landing spot must be available on the carrier.
- Only Fighters may land in any sea zone adjacent to an industrial complex you own into which you will place an aircraft carrier you purchased this turn. A landing spot must be available on the newly placed carrier.
- Neither bombers nor fighters may land in any territory that was hostile at the start of your turn, including any territory that was just captured by you this turn.

Fighters that cannot move to an eligible landing space by the end of the noncombat move phase are destroyed.

Once any fighter lands on a carrier, movement for BOTH pieces ends.

You must have a carrier move, remain in place, or be placed (new carriers only) to pick up a fighter that would end its noncombat move in a sea zone. You cannot deliberately move any air unit out of range of a potential safe landing space.

An air unit that flies over an antiaircraft gun in this phase is not fired upon. Antiaircraft guns only fire in the conduct combat phase against air units that moved in the combat move phase.

Sea Units: Sea units can move through any friendly sea zone. They cannot move into or through hostile sea zones.

Transports can move to friendly coastal territories and load or offload cargo, unless they loaded, moved or offloaded during the combat move or combat phase.

Aircraft carriers can move to sea zones to allow friendly fighters to land. They must move there if they have not moved in the combat movement phase and the friendly sea zone is the only valid landing zone for the fighters. An aircraft carrier must end its move once a fighter has landed on it.

As in the combat move phase, submarines may move through hostile sea zones as long as there are no enemy destroyers present. Submarines cannot end their noncombat move in hostile sea zones.

At the end of this phase, all submerged submarines resurface. This does not trigger combat, even if there are enemy units in that sea zone - this turn's conduct combat phase is over. However, a player who begins a combat move phase with units in a sea zone containing enemy submarines may choose to not move and instead attack the submarines.

PHASE 6: MOBILIZE NEW UNITS
During this phase, you deploy all the units you purchased during the purchase units phase. Move the newly purchased units from the mobilization zone on the game board to territories containing industrial complexes you have controlled since the start of your turn. Newly purchased sea units are placed in sea zones adjacent to territories containing your industrial complexes. You can't yet use industrial complexes that you captured this turn.

Restrictions on Placement
From each industrial complex, you can mobilize only a number of units up to the income value of the territory containing the industrial complex. Excess units are lost.

You cannot place your new units at an industrial complex owned by a friendly power, unless its capital is in enemy control and you have taken control of the industrial complex from an enemy power after the friendly power's capital was captured.

Place land units and bombers only in territories containing eligible industrial complexes. Land units may not enter play on transports.

Place sea units only in sea zones adjacent to territories containing eligible industrial complexes. New sea units can enter play even in a hostile sea zone. No combat occurs because the conduct combat phase is over.

Newly built fighters can be placed into territories containing an industrial complex controlled by

your power from the start of your turn, or they may be placed on an aircraft carrier owned by your power in a sea zone adjacent to a territory with such an industrial complex. The aircraft carrier may be an existing one or it may be a newly built carrier. You may not place a new fighter on a carrier owned by a friendly power.

Place new industrial complexes in any territory that you have controlled since the start of your turn and that has an income value of at least 1. You can never have more than one industrial complex per territory.

PHASE 7: COLLECT INCOME

In this phase, you earn production income to finance future attacks and strategies. Look up your power's national production level (indicated by your control marker) on the National Production Chart, and collect that number of IPCs from the bank. Double-check your income by counting up the value of all the territories you control.

If your capital is under an enemy power's control, you cannot collect income. A power cannot lend or give IPCs to another power, even if both powers are on the same side.

ENDING YOUR TURN

Once you have completed the collect income phase of your turn, the next player now takes his or her turn. Once all powers' turns are complete, check for victory.

Check for Victory

At the end of each U.S. turn, check to see if either side has achieved the victory conditions set at the start of the game.

Victory Condition	Victory Cities Controlled
Standard Game (recommended for tournament play)	9
World Domination Game	12

If your side controls enough victory cities to achieve the predetermined victory condition, you all win the war.

Otherwise, start a new turn and continue the conflict.

Appendix I: Unit Profiles

This section provides detailed information for each unit in the game. Each entry has a short description, then lists the unit's cost in IPCs, its attack and defense values, and the number of territories or sea zones it can move. Each unit type also has special abilities, which are summarized below these statistics.

LAND UNITS-

Infantry, artillery, tanks, and antiaircraft guns can attack and defend only in territories. Only infantry, artillery, and tanks can capture hostile territories. All but industrial complexes can be carried by transports. Industrial complexes are located in territories but cannot move, attack, defend, or be transported.

Infantry
Description: Basic land unit. Strong on Defense
Cost: 3
Attack: 1 (2 when supported by artillery)
Defense: 2
Move: 1

Special Abilities:
Supported by Artillery: When an infantry attacks along with an artillery, the infantry's attack increases to 2. Each infantry must be matched one-for-one with a supporting artillery unit. If your infantry outnumber your artillery, the excess infantry units still have an attack of 1. For example, if you attack with two artillery and five infantry, two of your infantry have an attack of 2 and the rest, 1. Infantry are not supported by artillery on defense.

Artillery
Description: Provides extra punch and supports infantry attacks.
Cost: 4
Attack: 2
Defense: 2
Move: 1

Special Abilities:
Support Infantry: When an infantry attacks along with an artillery, the infantry's attack increases to 2. Each infantry must be matched one-for-one with a supporting artillery unit. Artillery does not support infantry on defense.

Tanks
Description: Heavy hitting and fast moving. Powerful land weapon
Cost: 5
Attack: 3
Defense: 3
Move: 2

Special Abilities:
Blitz: Tanks can "Blitz" by moving through an unoccupied hostile territory as the first part of a 2 space move that can end in a friendly or hostile territory. This complete move must occur during the combat move phase. By blitzing, the tank establishes control of the first territory before it

moves to the next. The second territory can be friendly or hostile, or even the space the tank came from. A tank that encounters enemy units in the first territory it enters must stop there, even if the unit is an antiaircraft gun or industrial complex.

Antiaircraft Guns
Description: Unit represents extensive antiaircraft defense.
Cost: 5
Attack: -- (1 die IPC loss with Rockets)
Defense: 1 (Opening Fire only)
Move: 1 (Noncombat only)

Special Abilities:
Cannot Attack: An antiaircraft gun can never move during the combat move phase (other than being carried on a transport if the antiaircraft gun was loaded on a prior turn). It cannot attack, other than to launch a rocket strike (see "Rocket Strikes").

Shoot down Air Units: Antiaircraft guns can shoot down attacking air units. Whenever an air unit enters a territory containing an enemy antiaircraft gun, the antiaircraft gun fires during the opening fire step of combat. Roll one die for each attacking air unit (but only one antiaircraft gun in a territory can fire, even if they are controlled by different powers). For every roll of 1, one attacking air unit is destroyed.

Usable by Invading Forces: If a territory is captured, any antiaircraft guns there are also captured. Their new owner is the player owning the territory at the end of this turn. They can be used by their new owner in future combats. Antiaircraft guns are never destroyed, except when a transport carrying one is sunk. If you move an antiaircraft gun into a territory controlled by a friendly power, place one of your control markers under it.

Weapons Development- Rockets: If you have the Rockets development, your antiaircraft guns can act as rocket launchers. You can attack enemy production with your rockets during the opening fire step of combat. This is the only situation in which antiaircraft guns can attack. From each territory, one rocket may launch an attack. It attacks an industrial complex within 3 spaces. Any industrial complex may be attacked by only one rocket launcher in a turn. The maximum combined damage inflicted in one turn by all strategic bombing raids on one industrial complex and any rocket attack on the same industrial complex is the territory's income value. The opponent must surrender that many IPCs to the bank.

Industrial Complexes
Description. Point of entry for newly produced units.
Cost: 15
Attack: -
Defense: -
Move: -

Special Abilities:
Cannot Attack, Defend, or Move: An industrial complex can never attack, defend, or move. It cannot be transported. It is never placed on the battle board. When struck by rockets or a strategic bombing raid, the industrial complex is not destroyed; instead, its controller surrenders IPCs.

Mobilization sites: You may mobilize units only in territories containing industrial complexes you have controlled since the start of your turn. You can mobilize only a number of units up to

the income value of the territory containing the industrial complex (for example, an industrial complex built in Eastern Canada may mobilize up to three units per turn). You can place new industrial complexes in any territory that you have controlled since the start of your turn and that has an income value of at least 1. There can never be more than one industrial complex per territory.

Usable by Invading Forces: If a territory is captured, an industrial complex there is also captured. The capturing player can use it on the turn after it is captured. Industrial complexes are never destroyed. You cannot place your new units at an industrial complex owned by a friendly power, unless its capital is in enemy hands. Even if you liberate a territory with an industrial complex in it, you cannot use the complex; the original controller can use it on his or her next turn.

AIR UNITS-

Fighters and bombers can attack and defend in territories. Both can attack in sea zones. Fighters stationed on carriers can defend in sea zones. They can land only in friendly territories or (in the case of fighters) on friendly aircraft carriers. Your air units cannot land in territories you just captured, whether they were involved in the combat or not. Air units can move through hostile territories and sea zones as if they were friendly. However, they are exposed to antiaircraft fire during combat movement whenever they enter a hostile territory that contains an antiaircraft gun.

To determine range, count each space your air unit enters "after takeoff." When moving over water from a coastal territory or an island group, count the first sea zone entered as 1 space. When flying to an island group, count the surrounding sea zone and the island group itself as 1 space each. (An island is considered a territory within a sea zone; air units based on an island cannot defend the surrounding sea zone.) When moving a fighter from a carrier, do not count the carrier's sea zone as the first space - your fighter is in that sea zone. . To participate in combat, a fighter must take off from its carrier before the carrier moves, otherwise it is cargo.

You cannot send air units on "suicide runs", deliberately moving them into combat with no place to land afterward. If there is any question about whether an attack is a "suicide run", then in the combat move phase, you must declare, prior to rolling any battles, some possible way (however remote the possibility is) for all your attacking air units to land safely that turn. This could include a combination of combat moves. It could also include noncombat moves by a carrier. If it does include noncombat moves by a carrier, then the carrier may not move in the combat move phase.

In order to demonstrate that an air unit MAY have a safe landing zone, you may assume that all of your attacking rolls will be hits, and all defending rolls will be misses. You may NOT, however, use a planned retreat of any carrier to demonstrate a possible safe landing zone for any fighter.

If you declared that a carrier will move during the noncombat move phase to provide a safe landing zone for a fighter moved in the combat move phase, you must follow through and move the carrier to its planned location in the noncombat move phase unless the fighter has landed safely elsewhere or has been destroyed before then.

Fighters
Description: Basic air unit. Strong on defense and has considerable range.
Cost: 10
Attack: 3

Defense: 4 (5 with Jet Fighters)
Move: 4 (6 with Long-Range Aircraft)

Special Abilities:
Land on Aircraft Carriers: Fighters may be carried by aircraft carriers. Up to two fighters may be on a friendly aircraft carrier at a time. A fighter must be launched from the carrier's initial position to participate in combat this turn. However, it may land on a carrier in the noncombat move phase (even if withdrawing) or during any other noncombat move. (A fighter may not land on a carrier during the carrier's movement). Your aircraft carrier can move to a sea zone where one of your fighters has ended its move (and in fact, it must do so if it is able) but cannot move any farther that turn.

A fighter based on a defending carrier that is destroyed in combat must try to land. It must land on a different friendly carrier in the same sea zone, move 1 space to a friendly territory or aircraft carrier, or be destroyed. This movement occurs after all of the attacker's combats have been resolved and before the attacker's noncombat movement phase begins.

Your fighter based on your attacking carrier launches before combat (even if it is not participating in combat), and if it survives, can withdraw to a friendly territory or carrier within range. If any fighter is not in an eligible landing space by the end of the noncombat move phase, it is destroyed.

Weapons development- Jet Fighters: If you have the Jet Fighters development, all your fighters defend on a 5 instead of a 4, and they cannot be fired at by antiaircraft guns.

Weapons Development- Long-Range Aircraft: If you have the Long-Range Aircraft development, all your fighters can move 6 spaces instead of 4.

Bombers
Description. Major offensive weapon with long range capabilities.
Cost: 15
Attack: 4 (roll twice and use the better result with Heavy Bombers)
Defense: 1 (roll twice and use the better result with Heavy Bombers)
Move: 6 (8 with Long-Range Aircraft)

Special Abilities:
Strategic Bombing Raids: a bomber can make an economic attack against an enemy industrial complex. During the opening fire step of combat, bombers that survive any antiaircraft fire may attack the industrial complex. Roll one die for each surviving bomber. The opponent must surrender that many IPCs to the bank. The maximum combined damage inflicted in one turn by all strategic bombing raids on one industrial complex and any rocket attack on the same industrial complex is the territory's income value.

Weapon Development- Heavy Bombers: If you have the heavy bombers development, roll two dice for each bomber, then select the best of the two dice. A heavy bomber hits on attack if either die is a 4 or less and it hits on defense if either die is a 1. The higher of the two dice plus "1" is the IPC loss inflicted in a strategic bombing raid. The maximum combined damage inflicted in one turn by all strategic bombing raids on one industrial complex and any rocket attack on the same industrial complex is the territory's income value.

Weapon Development- Long-Range Aircraft: If you have the Long-Range Aircraft

development, all your bombers can move 8 spaces instead of 6.

SEA UNITS-

Battleships, destroyers, aircraft carriers, transports, and submarines attack and defend in sea zones. They can never move into territories.

All sea units can move up to 2 friendly sea zones. They cannot move into or through hostile sea zones. If enemy units other than submerged submarines occupy a sea zone, the sea zone is hostile and your sea units end their movement and enter combat. Submarines are an exception: They can pass through a hostile sea zone without stopping, unless there is an enemy destroyer present (see Destroyers, below).

Some sea units can carry other units. Transports can carry only land units. Aircraft carriers can carry only fighters.

Battleships
Description: Strongest and most durable ship in the game
Cost: 24
Attack: 4
Defense: 4
Move: 2

Special Abilities:
Two Hits to Destroy: A battleship requires 2 hits to destroy. If a battleship is hit, turn it on its side to mark its damaged status but do not move it to the casualty zone of the battle board unless it takes a second hit in the same combat. If a battleship survives a combat having taken 1 hit, return it upright to the game board.

Offshore Bombardment: In an amphibious assault, your battleships in the same sea zone as the offloading transport can conduct offshore bombardment. Each battleship fires once during the opening fire step against enemy land units in the territory being attacked. (Any enemy units hit by the offshore bombardment do not fire back, but are immediately lost.) A battleship cannot conduct offshore bombardment if it was involved in a sea combat prior to the amphibious assault and cannot conduct more than one offshore bombardment per turn.

Destroyers
Description: Inexpensive highly effective warships with strong anti-submarines capability.
Costs: 12
Attack: 3
Defense: 3
Move: 2

Special Abilities:
Submarine Disruption: A destroyer cancels the special abilities of submarines (see Submarines, below). Enemy submarines cannot move freely through a sea zone containing your destroyer. If you have a destroyer in a combat, the casualties of enemy submarines can return fire. Also, enemy submarines cannot submerge while your destroyer is present on the battle board.

Weapons Development- Combined Bombardment: If you have the Combined Bombardment development, in an amphibious assault your destroyers in the same sea zone as the offloading

transcript can conduct offshore bombardment, just like battleships. Each destroyer fires once during the opening fire step (using its attack of 3) against enemy land units in the territory being attacked. (Any enemy units hit by the offshore bombardment do not fire back, but are immediately lost). A destroyer cannot conduct offshore bombardment if it was involved in a sea combat prior to the amphibious assault and cannot conduct more than one offshore bombardment per turn.

Aircraft Carriers
Description: Force multiplier capable of carrying fighter aircraft.
Cost: 16
Attack: 1
Defense: 3
Move: 2

Special Abilities:
Carry Fighters: An aircraft carrier can carry up to two fighters, including those belonging to friendly powers. Fighters from friendly powers can take off and land from your carriers, but only during that power's turn. Any fighters belonging to the aircraft carrier owner move independently of the carrier. These fighters can make a combat move from the carrier's original sea zone, or they can remain in the original sea zone until the noncombat move phase. Fighters belonging to friendly powers on attacking carriers are always treated as cargo, as it is not their turn. Your aircraft carrier can move to or remain in a sea zone where one of your fighters will end its noncombat move (and in fact, it must do so if it is able).

Fighter Defense: Whenever a carrier is attacked, its fighters (even those belonging to friendly powers) are considered to be defending in the air and can be chosen as casualties rather than the carrier. (However, a fighter can't be chosen as a casualty from a submarine hit, because submarines can attack only sea units).

Submarines
Description: Inexpensive effective warship with unique capabilities
Cost: 8
Attack: 2 (Opening fire step) (3 with super submarines)
Defense: 2 (Opening fire step) (3 with super submarines)
Move: 2

Special Abilities:
Treat Hostile Sea Zones as Friendly: A submarine can move through a sea zone that contains enemy units. However, if it ends its combat move in a hostile sea zone, combat will occur. A submarine cannot end a noncombat move in a hostile sea zone. If a submarine enters a sea zone containing an enemy destroyer, it must end its movement there.

Sneak Attack: Submarines always fire in the opening fire step, whether on attack or defense. They can fire only on sea units. Casualties from this attack will be destroyed before they can return fire, unless an enemy destroyer is present on the battle board. (Any sea or air unit can hit a submarine.)

Submerge: An attacking submarine may withdraw from combat after all attacker and defender units have fired, at the same time as all other attacking units withdraw. It may retreat on the surface to a sea zone from which at least one attacking sea unit came. If it retreats on the surface, it must retreat to the same space as all other sea units that retreat. One or more attacking

submarines may also withdraw by submerging.

Defending submarines may withdraw by submerging after any round of combat. One or more defending submarines may submerge, regardless of whether there are any other defending units left in play.

If any submarine submerges, it is returned to the game board, and is placed on its side to indicate it is submerged. It remains submerged until the end of the noncombat move phase. The submarine then resurfaces regardless of whether enemy units are still there; this does not trigger combat. The presence of a submerged submarine does not make a sea zone hostile, so enemy sea units may move freely into or through any sea zone containing a submerged submarines, and enemy transports may load or offload there.

The presence of an enemy destroyer on the battle board prevents a submarine from submerging but does not prevent an attacking submarine from retreating on the surface.

Weapons Development- Super Submarines: If you have the super submarines development, all your submarines attack at 3 and defend at 3.

Transports
Description: Can transport land units across water.
Cost: 8
Attack: 0
Defense: 1
Move: 2

Special Abilities:
No Attacking Fire: Even though a transport can attack, either alone or with other units, it has an attack value of 0. This means that an attacking transport can never fire in the attacking units fire step.

Carry Land Units: A transport may carry land units belonging to you or to friendly powers. Its capacity is any one land unit, plus one additional infantry. Thus, a full transport may carry a tank and an infantry, an artillery and an infantry, an antiaircraft gun and an infantry, or two infantry. A transport can never carry an industrial complex. Land units on a transport are cargo; they cannot attack or defend while at sea. They are destroyed if their transport is destroyed.

Land units belonging to friendly powers must load on their controller's turn, be carried on your turn, and offload on a later turn of their controller.

Loading onto and/or offloading from a transport counts as a land unit's entire move; it cannot move before loading or after offloading. Place the land units alongside the transport in the sea zone. If the transport moves in the noncombat move phase, any number of units aboard may offload into only one friendly territory.

Loading and Offloading: A transport can load cargo in friendly sea zones before, during, and after it moves. A transport can pick up cargo, move 1 sea zone, pick up more cargo, move 1 more sea zone, and offload the cargo at the end of its movement. It may also remain at sea with the cargo still aboard (but only if the cargo remaining aboard was loaded in a previous turn or was loaded this turn in the noncombat move phase). A transport can offload into a hostile territory only during an amphibious assault (see below).

Whenever a transport offloads, it cannot move again that turn. If a transport retreats, it cannot offload that turn. A transport can never offload in two territories during a single turn, nor can it offload cargo onto another transport. A transport may not load or offload while in a hostile sea zone. Remember that hostile sea zones contain enemy units, but that for purposes of determining the status of a sea zone, submerged submarines are ignored.

A transport can load and offload units without moving from any friendly sea zone it is in. Each such transport is still limited to its cargo capacity. It can offload in only one territory, and once it offloads, it cannot move, load, or offload again that turn.

Amphibious Assaults: A transport may begin or take part in an amphibious assault by offloading at least one of its cargo units into a hostile territory during the combat move phase. If it does so, it must offload all units that have been loaded during this combat move phase, and it may offload any number of units owned by the transport's power that already were on board at turn start. If enemy sea units are present in the sea zone in which the transport is to offload, a sea combat must be fought first. If the transport survives that combat, then after all defending sea units are destroyed (or submerged), it must offload into the hostile territory.

Appendix II. Sample Turns

A. Basic Land Combat Example

Phase 1: Develop Weapons
The Soviet Union (USSR) decides to try researching the Rockets development. USSR spends 5 IPCs to buy a single research die. USSR rolls and gets lucky - a 2! USSR's antiaircraft guns will now be able to fire on enemy industrial complexes beginning on the Soviet Union's next turn.

Phase 2: Purchase Units
The Soviet Union has 19 IPCs left. USSR anticipates needing more tanks to deal with the German threat. USSR purchases three tanks, as well as one artillery, and places them all in the mobilization zone.

Phase 3: Combat Move
The Soviet Union cannot wait for Germany to build up further, when it already has troops right next door to Moscow. USSR strikes the German forces in West Russia. Three infantry and a tank attack from Archangel, and two infantry and a fighter join them from Karelia S.S.R.

Phase 4: Conduct Combat
The Soviet Union resolves her attack against West Russia. USSR puts five infantry in column 1 on the attacker's side of the battle board and the tank and fighter in column 3. Germany puts its artillery and infantry in column 2 and its tank in column 3 on the defender's side.

No units in this combat can conduct opening fire, so the Soviet Union (the attacking player) now rolls.

The Soviet Union handles the infantry first, getting two 1s out of the five rolls for two hits. Next USSR rolls for the fighter and tank, getting a 2 and a 4, for one hit. Germany has taken three casualties; Germany moves all three infantry to the defender's casualty zone.

Germany (G) now rolls as the defender. G rolls three dice for the infantry (even though they are all casualties) and one for the artillery, needing a 2 on each. One comes up a 1, a hit. G rolls one die for the tank but misses with a 5. The Soviet Union moves one infantry to the attacker's casualty zone. Then both players remove their casualties.

As the attacker, the Soviet Union could choose to withdraw now, but senses victory and presses the attack. The Soviet Union rolls four dice for USSR's infantry and gets three 1's -overkill! Germany moves its remaining units to the casualty zone. G fires back and hits with a 2 for the artillery but misses with a 6 for the luckless tank. The Soviet Union moves one infantry to the USSR casualty zone. After both players remove their casualties, the Soviet Union places all surviving attackers in West Russia (except the fighter, which will land in Russia in the noncombat move phase - it is placed in West Russia for now). USSR now takes control of West Russia, placing one Soviet control markers in the territory. USSR's control marker moves up 2 spaces on the National Production Chart, indicating a new production level of 26, and Germany's moves down 2 spaces to 38.

Phase 5: Noncombat Move
Archangel looks a little bare to USSR, so USSR moves two infantry and one artillery into Archangel from Russia, then moves both tanks from Russia to Karelia S.S.R. USSR moves the

submarine 2 spaces into sea zone 6 and the fighter from West Russia to Russia.

Phase 6: Mobilize New Units
USSR places the three tanks and one artillery that were bought earlier into the Caucasus, next to the Soviet industrial complex. This is the maximum number of units that can be mobilized in this territory, which has an income value of 4.

Phase 7: Collect Income
The Soviet Union collects 26 IPCs from the bank.

It's now Germany's turn, and Germany is itching for payback...

B. Sea and Amphibious Assault Example

Setup:
Japan
Sea Zone 58 (sz58) - 2 carriers, 1 battleship, 1 destroyer, 4 fighters
sz45 - sub
sz60 - 2 transports, 1 battleship
Wake Island - 1 infantry, 3 fighters
Japan - 3 infantry, 2 artillery, 1 tank, 1 bomber

USA
Hawaiian Islands - 4 infantry, 1 fighter
sz52 - 1 carrier, 2 fighters, 1 battleship, 1 destroyer, 1 sub, 1 transport

Japan's Turn:

Phase 1: Develop Weapons
Japan decides not to develop weapons.

Phase 2: Purchase Units
With 35 IPCs, buy 2 fighters, 1 tank, 1 artillery and 2 infantry - save none

Phase 3: Combat Move (to illustrate a two stage amphibious assault)

Part 1. Combat movement to the hostile sea zone

1 infantry, 1 artillery & 1 tank from Japan load onto the 2 transports in sz60. The 2 transports & 1 battleship in sz60 move to sz52, with one of the transports picking up the infantry on Wake Island en route. The battleship, destroyer & 4 fighters (to land on Wake) in sz58, the sub from sz45, and the bomber from Japan also move to sz52.

Part 2. Japan simultaneously declares an intended amphibious assault on the Hawaiian Islands.

3 fighters (to land on carriers in sz52) from Wake move to the Hawaiian Islands to support the amphibious assault.

2 carriers in sz58 are denoted to move to sz52 to pick up these fighters originating from Wake in the noncombat movement phase, if the fighters survive.

Phase 4: Conduct Combat

Part 1.
Sz52:

<u>Round 1</u>
Japan: 1 bomber, 4 fighters, 2 battleships, 1 destroyer, 1 sub, 2 loaded transports
USA: 2 fighters, 1 battleship, 1 carrier, 1 destroyer, 1 sub, 1 transport

Opening Fire: Japan sub misses, US sub hits - a battleship takes the hit
Japan: bomber, 1 fighter, 1 battleship, destroyer hit - 3 fighters, 1 battleship miss - 4 hits
USA takes the hits on the battleship, carrier, destroyer and transport
USA: 2 fighters, battleship, destroyer hit - carrier, transport miss - 4 hits
Japan takes the hits on a battleship, sub and 2 fighters
US sub submerges

<u>Round 2</u>
Japan: 1 bomber, 2 fighters, 2 battleships (damaged), 1 destroyer, 2 loaded transports
USA: 2 fighters, 1 battleship (damaged) (note that sub has submerged and is no longer in play)
Japan: bomber, 2 fighters hit - 2 battleships, destroyer miss - 3 hits
USA takes the hits on the battleship and 2 fighters
USA: 1 fighter, battleship hit - 1 fighter misses - 2 hits
Japan takes the hits on the remaining fighters

Final result - sz52 cleared for amphibious assault with 2 battleships, 1 destroyer, 2 loaded transports & 1 bomber (to land in NCM) - US sub submerged in sz.

Part 2.
The units on the transports unload into the Hawaiian Islands to begin the assault.

Hawaiian Islands:
<u>Round 1</u>
Japan: 2 infantry, 1 artillery, 1 tank, 3 fighters
USA: 4 infantry, 1 fighter

Japan: 1 tank, 1 fighter hit - 2 infantry, artillery, 2 fighters miss - 2 hits
USA takes the hits on infantry
USA: 1 infantry, fighter hit - 3 infantry miss - 2 hits
Japan takes the hits on 2 infantry

<u>Round 2</u>
Japan: 1 artillery, 1 tank, 3 fighters
USA: 2 infantry, 1 fighter

Japan: 2 fighters hit - artillery, tank, 1 fighter miss - 2 hits
USA takes the hits on the remaining 2 infantry
USA: 1 infantry hit - 1 infantry, fighter miss - 1 hit
Japan takes the hit on the artillery

<u>Round 3</u>
Japan: 1 tank, 3 fighters
USA: 1 fighter

Japan: tank hits
USA takes the hit on the fighter
USA: fighter hits
Japan takes the hit on a fighter

Final Result - Hawaiian Islands taken with 1 tank, 2 fighters (to land in NCM)

Phase 5: Noncombat Move
The bomber in sz 52 moves to Japan. The 2 fighters in the Hawaiian Islands move to sz 52, along with one of the carriers in sz58. The other carrier in sz58 doesn't have to move to sz52 as declared, since only 2 fighters survived - it will go to sz61 instead to receive new fighters.

Phase 6: Mobilize New Units
Japan places the tank, artillery & infantry in Japan, and the fighters (on the carrier) in sz61.

Phase 7: Collect Income
Collect 36 IPCs

C. Example of Combat with Victory Cities

Germany attacks the United Kingdom in India, which contains the victory city of Calcutta.

Step 1: Place Units on Battle Board.
Germany is the attacker. Its infantry, tank, and fighter are placed in the appropriate columns on the attacker's side of the battle board (1,3, and 3, respectively). The United Kingdom's tank, infantry, and antiaircraft gun are placed in the appropriate columns on the defender's side (3,2, and 1, respectively).

Step 2: Conduct Opening Fire.
The U.K. antiaircraft gun fires on the German fighter. The U.K.'s player rolls a 1 - a hit! Germany's player moves the fighter to the attacker's casualty zone, and the U.K.'s player returns the antiaircraft gun to the game board.

Step 3: Remove Opening Fire Casualties.
The German fighter is destroyed and removed from the battle board.

Step 4: Attacking Units Fire.
Germany's player rolls one die for the infantry and gets a 4, a miss. But rolling one die for the tank produces a 2, which is a hit. The U.K.'s player chooses the infantry as a casualty and moves it to the defender's casualty zone.

Step 5: Defending Units Fire.
The U.K.'s player rolls one die for the tank, which has a defense of 3, and one for the infantry, with a defense of 2 (even though it is in the casualty zone). The U.K.'s player rolls a 4 and a 5, both misses.

Step 6: Remove Casualties.
The U.K. infantry is destroyed.

Step 7. Press Attack or Retreat.
Germany's player doesn't want to retreat, so a new cycle of combat starts again at step 2. There is no activity in steps 2 and 3, however, since there are no units left capable of opening fire.

(Second) Step 4: Attacking Units Fire.
Germany's player rolls one die for the infantry and rolls a 1, a hit. The U.K.'s last remaining piece, the tank, must become a casualty. Germany's player does not roll for the tank because the defender has no units left.

(Second) Step 5: Defending Units Fire.
The U.K.'s player rolls for the tank (now a casualty) and scores a 2, a hit. Germany's player chooses its infantry as the casualty.

(Second) Step 6: Remove Casualties.
 The U.K. tank and the German infantry are destroyed.

(Second) Step 7: Press Attack or Retreat.
The U.K. has lost all units, so Germany wins, and the combat is over.

Step 8: Capture Territory.
Germany has captured India, a territory with an income value of 3. Germany's player positions the surviving tank next to the captured antiaircraft gun in the territory and places a German control marker there. Germany's marker on the National Production Chart moves up by 3; the United Kingdom's marker moves down by 3. Germany has also captured the victory city of Calcutta. Germany's player removes the U.K. control marker from the space by Calcutta on the Victory Cities Chart. The Axis is one step closer to victory.

Appendix III: Optional Rules

A. Individual Winner Optional Rules
Although Axis & Allies is a team game, it's also possible to optionally declare an individual winner by determining which player has increased his or her national production level by the highest percentage from its starting value.

To determine the percentage increase, first divide the ending national production level by the starting level. For example, if you started with national production level of 25 and ended the game at a level of 40: 40 / 25 = 1.6

Next, subtract 1 from the resulting number. In our example: 1.6 - 1 = .6

Finally, multiply that result by 100 to get the percentage increase. .6 * 100 = 60%

This can also be stated as the following formula:

((ending national production level / starting level) - 1) * 100

The player from the winning team with the highest percentage increase in national production level is the individual winner!

B. National Advantages Options
Veteran players may wish to vary the play experience. The following optional rules set out national advantages for each power in the game, simulating its historic strategies or benefits. A power may not share its national advantages with friendly powers.

A number of these advantages apply to a territory controlled by a given power at the beginning of the game and can take effect only if that territory is still controlled by that power. For example, the Soviet Union begins play controlling the red territories on the game board, so a national advantage that refers to a "red territory" can only take effect if that territory is still controlled by the Soviet Union.

If you want to use these optional rules, decide on the number of national advantages each power will get. Each player chooses that many advantages for his or her power.

U.S.S.R. National Advantages

1. Russian Winter
RUSSIA'S GREATEST ALLY WAS ITS WINTER COLD. GERMANY'S INVASION STOPPED DEAD AS THE SNOWS CAME DOWN.
Once during the game in your collect income phase, you can declare a severe winter. Until the start of your next turn, your infantry defend on a 3.

2. Nonaggression Treaty
THE JAPANESE REFRAINED FROM ATTACKING THE SOVIET UNION DURING MOST OF THE WAR. THEY ALREADY HAD ONE BEAR COMING AT THEM FROM THE EAST.
The first time in the game that Japanese forces attack any Soviet-controlled territory, you may place four of your infantry for free in any Soviet-controlled territory (including the one being

attacked) that is adjacent to a Japanese-controlled territory before resolving combat. If you attack Japan before it attacks you, you lose this advantage.

3. Mobile Industry
IN RESPONSE TO THE THREAT FROM THE RUSSIAN FRONT, THE SOVIETS MOVED THEIR FACTORIES EAST. THEY PRODUCED 5,000 TANKS EAST OF THE URALS IN 1942.
Your industrial complexes each may move 1 territory during your noncombat move phase. It may be used in the same turn to place units (up to a maximum of the new territory's value) if you controlled both the industrial complex and its new territory at the start of your turn. They cannot move during the combat move phase. If an opponent captures them, that opponent cannot move them.

4. Salvage
AFTER THE BATTLE OF KURSK IN 1943, THE GERMANS LEFT THE SHELLS OF THEIR WRECKED TANKS BEHIND. THE SOVIETS FOUND INTERESTING USES FOR THEM.
If you retain control of a red territory against attacking tanks and at least one attacking tank is destroyed, you may place one free Soviet tank in that territory.

5. Lend-Lease
WITH THE UKRAINE LOST AND FACTORIES MOVING EAST, THE SOVIET UNION COULD NEITHER FEED NOR REBUILD ITSELF. THE ALLIES CAME TO ITS RESCUE.
During your mobilize new units phase, you can convert one U.K. and one U.S. land unit into Soviet units if they are in a red territory. Remove the affected units from play and replace them with the same units of your own color.

6. Trans-Siberian Railway
THE TRANS-SIBERIAN RAILWAY SPANNED 10,000 KILOMETERS FROM MOSCOW TO VLADIVOSTOK, THE LONGEST MAIN LINE IN THE WORLD.
In the noncombat move phase, your infantry, antiaircraft guns, and artillery may move 2 territories per turn only among these territories: Russia, Novosibirsk, Yakut S.S.R., and Buryatia S.S.R.

Germany National Advantages

1. U-Boat Interdiction
THE UNTERSEE BOATS SWARMED ALLIED SHIPPING LANES, SINKING SHIPS REGARDLESS OF THEIR CARGO. SOME "CARGO" WAS NONCOMBATANTS.
During the collect income phase of the U.K. and U.S. turns, subtract 1 IPC from the collecting power's income for each of your submarines on the game board.

2. Atlantic Wall
THE GERMANS FORTIFIED THE EUROPEAN ATLANTIC COAST WITH MASSIVE DEFENSIVE SYSTEMS FROM NORWAY TO SPAIN.
During any amphibious assault against a gray territory, all your infantry defend on a 3 during the first cycle of combat.

3. Panzerblitz
THE COLOSSAL PANZERS RUMBLED ACROSS EUROPE AND NORTH AFRICA. THEY WOULD BREACH ENEMY LINES, THEN TURN AND WREAK HAVOC ON THE

DEFENDERS.

If your attacking forces destroy all defending units in a territory in one cycle of combat; or, if no combat was necessary, any of your surviving tanks in the attacking forces may move 1 territory during the noncombat move phase.

4. Wolf Packs

WOLF PACKS OF U-BOATS PROWLED THE ATLANTIC, WORKING TOGETHER TO DOWN ALLIED CONVOYS. THE ONLY SURE THING ABOUT A U-BOAT WAS THAT THERE ALWAYS WAS ANOTHER NEARBY.

Your submarines attack on a 3 (4 if you have the Super Submarines development) if there is more than one of them at the start of the combat cycle. When there are less than two submarines at the start of a combat cycle, this ability is lost. Wolf Packs do not improve defending submarines. Enemy destroyers do not affect this National Advantage. The submarines may come from different sea zones, but they must attack the same sea zone.

5. Luftwaffe Dive-Bomber

EUROPE WAS BLITZED AND BOMBED. THE JU-87 STUKA DIVE-BOMBER, A SMALL PLANE, PLAYED A BIG ROLE. ITS SCREAMING SIREN GENERATED TERROR ON ALL BATTLE FRONTS.

Your fighters may conduct first round tactical bombing runs. They are subject to antiaircraft fire as normal. In the first cycle of combat, if there are no defending fighters present, the fighters hit on a roll of 5 or less in land battles only. Any units hit still fire back normally in that round of combat. In succeeding cycles of combat, the fighters hit normally. If defending fighters are present, this first cycle ability is cancelled.

6. German Scientists

GERMANY GATHERED SOME OF THE GREATEST SCIENTIFIC MINDS IN THE WORLD TO MAKE TECHNOLOGICAL BREAKTHROUGHS TO AID THE GERMAN WAR EFFORT.

Your Weapons Development dice cost 4 IPCs instead of 5.

U.K. National Advantages

1. Radar

BRITAIN'S RADAR ALERTED IT TO THE THREAT OF GERMAN PLANES CROSSING THE CHANNEL.

UK owned antiaircraft guns in tan territories hit air units on a roll of 1 or 2.

2. Joint Strike

THE MOST POWERFUL STRIKE IN THE WAR WAS THE JOINT ALLIED ASSAULT ON NORMANDY. THE PLANNING REQUIRED TO LAUNCH THIS SIMULTANEOUS INVASION HAS NEVER BEEN EQUALED.

Once during the game at the start of a round (before the Russian turn), you may declare a joint strike. That round, you complete your turn as normal, except you must skip combat move, conduct combat, and noncombat move phases. On those phases of the U.S. turn, the U.S. player uses your units in his or her combat move, conduct combat, and noncombat move phases together with his own units. You and the U.S. player must agree on attacking casualties and on who takes possession of any captured territories, or the opposing player gets to choose. Antiaircraft fire is rolled separately against each nationality of air units; all anti-U.K. dice are rolled before any anti-U.S. die is rolled. Weapons developments or national advantages still only apply to the units of

the power that gained the development or has the advantage. A joint strike may not be called off once it is declared.

3. Enigma Decoded
WORKING IN A SECRET FACILITY IN BLETCHLEY PARK, ALAN TURING'S CRYPTOGRAPHERS BROKE THE CODES OF THE NAZI ENIGMA MACHINES. THEY COULD THEN SEND FALSE MESSAGES BACK.

Once per game, after Germany finishes its combat move phase, but before its conduct combat phase, you may make one special move. You may move any number of your units from one space into an adjacent space that was under the control of the Allies at the beginning of the turn. This movement must be either into and/or out of a space being attacked by Germany (Germany moving sea units to an empty sea zone does not count). If moving out of an attacked space, you must leave at least one unit behind in the space.

4. Mideast Oil
THE UNITED KINGDOM'S 1920 DIVISION OF THE MIDDLE EAST TAPPED INTO THE POWER FROM THE SANDS. THE GERMANS TRIED TO GET THAT POWER FOR THEMSELVES.

If an air unit you own lands in Anglo-Egypt, Trans-Jordan, or Persia during your noncombat move phase, it may then move an additional number of spaces equal to its normal movement.

5. French Resistance
FRANCE FELL QUICKLY TO THE GERMANS. THOUSANDS OF FRENCH PATRIOTS WHO WOULD OTHERWISE HAVE DIED IN BATTLE ON THE FRONTLINES LATER ROSE UP AGAINST THE OCCUPIERS.

Once per game, if the Allies control Western Europe, you may place three of your infantry there for free during the mobilize new units phase of your turn.

6. Colonial Garrison
WORLD WAR II REPRESENTS THE HEIGHT OF THE UNITED KINGDOM'S COLONIAL EMPIRE. TWO DECADES LATER THE COMMONWEALTH WAS A SHADOW OF ITS WORLD-SPANNING FORMER SELF.

You begin the game with one additional industrial complex in any tan territory with an income value of at least 1. (You still can't have more than one industrial complex in a territory.)

Japan National Advantages

1. Tokyo Express
THE JAPANESE HIGH COMMAND USED DESTROYER CONVOYS TO FERRY INFANTRY. ALLIED FORCES AT GUADALCANAL DUBBED THIS THE "TOKYO EXPRESS".

Each of your destroyers may act as a transport for one infantry. These destroyers follow the same rules for loading and offloading units as transports do. Destroyers are still allowed to conduct shore bombardment if they have the "Combined Bombardment" weapons development even when unloading simultaneously.

2. Kamikaze
A TERRIFYING DEVELOPMENT WAS THE WILLINGNESS OF JAPANESE PILOTS TO FLY THEIR PLANES DIRECTLY INTO ALLIED SHIPS. THEY EVEN DEVELOPED "FLYING BOMBS" PILOTED BY THE SOLDIERS INSIDE.

During Japan's turn, at the start of any sea combat in sea zones 58, 59, 60 or 61, the Japanese player can attack one Allied surface sea unit (not a submarine) with Kamikaze. This attack occurs before the first round of combat, and any casualty is removed before the battle begins (if a battleship is hit once, turn it on its side - if two 1's are rolled, the battleship is removed from play). If a carrier is selected as the target, any fighters aboard that carrier are assumed to have been launched before the kamikaze attack and may defend in the air normally in the ensuing battle, whether or not the carrier is sunk.

The aircraft used for the Kamikaze planes are not represented on the board. To make the attack, the Japanese player indicates which ship is being targeted and rolls two dice. For each "1" rolled a hit is scored. Only one Kamikaze attack may be made per turn.

3. Naval Night Fighting Skills
JAPAN TRAINED LONG AND HARD IN THE TECHNIQUES OF NAVAL OPERATIONS AT NIGHT. IN CONTRAST, THE UNITED STATES HAD A LOT OF CATCHING UP TO DO.
On the first round of all sea battles, whether you are attacking or defending, your battleships each fire twice (roll two dice).

4. Most Powerful Battleships
THE LARGEST AND MOST POWERFUL BATTLESHIPS OF THAT TIME SAILED UNDER THE JAPANESE FLAG.
Your battleships attack and defend on a 5.

5. Dug-In Defenders
MANY JAPANESE TROOPS DEFENDING PACIFIC ISLANDS ELECTED TO DIE IN THEIR BUNKERS RATHER THAN SURRENDER.
All your infantry on islands defend on a 3.

6. Banzai Attacks
A FEARSOME RALLYING CRY OF THE IMPERIAL JAPANESE ARMY, "BANZAI!" MEANT, "MAY YOU LIVE TEN THOUSAND YEARS."
When you move only infantry into a contested space during the combat move phase, you may at that time declare the intended attack to be a banzai attack (for an amphibious assault you may also include offshore bombardment support). If you do so, all those infantry attack on a 2 for the first round only. You may not withdraw from any banzai attack, regardless of whether it is amphibious or not.

U.S. National Advantages

1. Island Bases
MACARTHUR'S FORCES BUILT MANY AIRBASES ON THE ISLANDS THEY CONQUERED. FROM THESE BASES, THEY COULD LAUNCH ATTACKS DEEPER INTO JAPANESE-HELD TERRITORY.
When moving your air units, you may treat island groups as part of the sea zones containing them. For example, a fighter (move 4) could travel from Midway to the East Indies in one turn, assuming your side controlled both island groups.

2. Chinese Divisions
THE CHINESE HAD THREE HUNDRED DIVISIONS IN 1942. PRESIDENT ROOSEVELT

SPENT MUCH OF THE WAR TRYING TO GET CHIANG KAI-SHEK TO DO SOMETHING WITH THEM.

During your mobilize new units phase, you may place one of your infantry for free in one of the following territories if you control it: China, Sinkiang, or Kwangtung. This free unit is in addition to the group of units you just purchased.

3. Marines

"SEND IN THE MARINES!" WAS A POPULAR U.S. RALLYING CRY IN WORLD WAR II.

Your infantry attack on a 2 in the first cycle of the land combat portion of an amphibious assault. Even if supported by artillery, their attack remains 2.

4. Mechanized Infantry

WITH ITS FLEET OF TRUCKS, THE U.S. ARMY WAS THE MOST MOBILE FORCE OF SOLDIERS IN WORLD WAR II.

Your infantry have a move of 2 and may blitz as tanks do.

5. Fast Carriers

THE U.S.S. INDEPENDENCE WAS THE FIRST OF NINE LIGHT CARRIERS CONSTRUCTED ON CLEVELAND-CLASS CRUISER HULLS.

Your aircraft carriers have a move of 3.

6. War Economy

THE US MOBILIZED ITS ECONOMY FOR WAR ON A SCALE NEVER BEFORE SEEN. EVERY RESOURCE OF THE COUNTRY WAS TAPPED FOR THE WAR EFFORT. RATIONING, WAR BONDS AND ROSIE THE RIVETER BECAME ICONIC PARTS OF THE AMERICAN CULTURE.

Your cost of buying sea and air units is reduced by 1 IPC.