



GERMANY

54 IPCs

Norway: 2 Infantry, 1 Fighter**Finland:** 3 Infantry**Denmark:** 1 Infantry**Sea Zone 113:** 1 Transport, 2 Submarines, 1 Cruiser**Western Germany:** 1 Infantry, 1 Tank, 1 AAA, 1 Fighter, 1 Tactical Bomber**Holland/Belgium:** 1 Infantry, 1 Tank, 1 Fighter, 1 Tactical Bomber**France:** 1 Infantry, 2 tanks, 1 AAA**Normandy/Bordeaux:** 1 Infantry, 1 Artillery, 1 Tank**Southern France:** 1 Infantry, 1 Tank**Sea Zone 107:** 2 Submarines**Sea Zone 93:** 1 Transport, 1 Destroyer**Germany:** 3 Infantry, 3 Artillery, 2 Tanks, 1 AAA, 1 Fighter, 1 Bomber**Greater Southern Germany:** 1 Infantry**Yugoslavia:** 1 Tank**Greece:** 1 Infantry, 1 Mechanized Infantry**Bulgaria:** 1 Infantry, 1 Tank**Romania:** 2 Infantry, 1 Tank, 1 Fighter**Slovakia/Hungary:** 1 Infantry**Western Ukraine:** 1 Infantry**Ukraine:** 3 Infantry, 1 Artillery, 1 Tank, 1 Fighter**Poland:** 4 Mechanized Infantry**Eastern Poland:** 2 Infantry, 1 Fighter, 1 Tactical Bomber**Baltic States:** 1 Infantry, 1 Tank**Belarus:** 3 Infantry, 1 Tank**Bessarabia:****Smolensk:** 3 Infantry, 1 Artillery, 1 Tank**Tobruk:** 1 Tank, 1 Mechanized Infantry

Starting National Objectives

- 5 IPCs Germany controls **Denmark** and **Norway** and **Sweden** is neither pro-Allies nor Allies-controlled.

National Objectives

- 5 IPCs Germany controls **Russia** (Moscow).
- 5 IPCs Germany controls **Volgograd** (Stalingrad).
- 5 IPCs Germany controls **Novgorod** (Leningrad).
- 5 IPCs one or more German land unit in Axis-controlled **Egypt**.
- 5 IPCs Axis controls **Caucasus**.
- 2 IPCs Germany controls **Persia**.
- 2 IPCs Germany controls **Iraq**.
- 2 IPCs Germany controls **Northwest Persia**

UK Next (then Italy)



ITALY

10 IPCs

Greater Southern Germany: 1 Infantry**Northern Italy:** 1 Infantry, 1 Artillery, 1 Tank, 1 AAA, 1 Fighter, 1 Bomber**Southern Italy:** 2 Infantry, 1 AAA, 1 Fighter, 1 Tactical Bomber**Albania:** 1 Infantry, 1 Tank**Sea Zone 95:** 1 Transport, 1 Cruiser**Sea Zone 97:** 1 Battleship**Libya:** 2 Infantry, 1 Fighter**Tunisia:** 1 Mechanized Infantry**Tobruk:** 1 Infantry, 1 Artillery

National Objectives

- 2 IPCs Italy controls **Iraq**.
- 2 IPCs Italy controls **Persia**.
- 2 IPCs Italy controls **Northwest Persia**.
- 5 IPCs no Allied surface warships in **Mediterranean Sea**.
- 5 IPCs Axis controls 3 of the following: **Gibraltar**, **Southern France**, **Greece**, **Egypt**.
- 5 IPCs Axis controls: **Morocco** **Algeria**, **Tunisia**, **Libya**, **Tobruk**, **Alexandria**.

ANZAC Next (then France)



Japan: 4 Infantry, 1 Artillery, 1 Tank, 1 AAA, 1 Fighter, 1 Tactical Bomber, 1 Bomber

Sea Zone 6: 1 Transport, 1 Destroyers, 1 Aircraft Carrier (w/ 1 Fighter & 1 Tactical Bomber), 1 Battleship

Korea: 1 Infantry

Manchuria: 3 Infantry, 1 Artillery, 1 Fighters, 1 Tactical Bomber

Jehol: 1 Infantry

Shantung: 1 Infantry, 1 Artillery

Kiangsu: 4 Infantry, 1 Artillery, 1 Fighter, 1 Tactical Bomber

Kiangsi: 1 Infantry

Kwangtung: 1 Infantry, 1 Artillery

Kwangsi: 3 Infantry, 1 Artillery

French Indo China: 2 Infantry, 1 Artillery, 1 Fighter

Siam: 1 Infantry

Malaya: 1 Infantry

Sumatra: 2 Infantry

Borneo: 1 Infantry

Java: 2 Infantry

Sea Zone 42: 1 Aircraft Carrier (w/ 2 Fighters), 1 Battleship

Philippine Islands: 2 Infantry, 1 Artillery

Palau Island: 1 Infantry

Dutch New Guinea

New Guinea

New Britain: 2 Infantry

Sea Zone 47: 1 Submarine, 1 Destroyer, 1 Cruiser

Sea Zone 49: 1 Submarine

Gilbert Islands: 1 Infantry

Wake Island: 1 Infantry

Iwo Jima: 1 Infantry

Guam: 1 Infantry

Caroline Islands: 2 Infantry

Sea Zone 33: 1 Cruiser, 1 Aircraft Carrier (w/ 1 Fighter)

Formosa: 1 Fighter

Okinawa: 1 Infantry

Sea Zone 19: 1 Transport, 1 Destroyer

National Objectives

- 5 IPCs Axis controls: **Sumatra, Java, Borneo, Celebes.**
- 5 IPCs Axis controls **New South Wales** (Sydney).
- 5 IPCs Axis controls **India** (Calcutta).
- 5 IPCs Axis controls **Hawaiian Islands** (Honolulu).
- 5 IPCs Axis controls **Western United States** (San Francisco).
- 5 IPCs Axis controls: **Guam, Midway, Wake Island, Gilbert Islands, Solomon Islands.**

US Next (then China)



UK - EUROPE

31 IPCs

UK - PACIFIC

10 IPCs

Quebec: 🇬🇧 1 Tank

New Brunswick/Nova Scotia: 🇬🇧

Sea Zone 106: 1 Transport, 1 Destroyer

Iceland: 🇬🇧

Sea Zone 119: 1 Transport, 1 Battleship

Scotland: 🇬🇧 1 Infantry, 1 Tactical Bomber

United Kingdom: 🇬🇧 🇬🇧 🇬🇧 2 Infantry, 1 Artillery, 1 Tank, 1 AAA, 2 Fighters, 1 Bomber,

Gibraltar: 🇬🇧

Sea Zone 91: 1 Destroyer

Sea Zone 98: 1 Cruiser

Malta: 1 AAA, 1 Fighter

Alexandria: 1 Mechanized Infantry, 1 Artillery, 1 Tank

Egypt: 🇬🇧 2 Infantry, 1 Mechanized Infantry, 1 Artillery, 1 Tactical Bomber

Anglo-Egyptian Sudan: 1 Infantry

Trans-Jordan: 1 Infantry

Ethiopia: 🇬🇧

Italian Somaliland: 🇬🇧

Union of South Africa: 🇬🇧 🇬🇧 1 Infantry

Persia: 🇬🇧

West India: 1 Infantry

India: 🇬🇧 🇬🇧 🇬🇧 4 Infantry, 1 Artillery, 2 AAA, 1 Fighter, 1 Tactical Bomber

Burma: 1 Infantry

Celebes: 🇬🇧

Sea Zone 39: 1 Transport, 1 Cruiser, 1 Aircraft Carrier (w/1 Fighter)

Starting National Objectives

- 5 IPCs (to Europe economy) UK controls **all of its original territories in its European economy.**

National Objectives

- 5 IPCs (to Pacific economy) UK controls **Kwangtung and Malaya.**

ITALY Next (then ANZAC)



ANZAC

10 IPCs

Egypt: 2 Infantry

New South Wales: 🇬🇧 🇬🇧 2 Infantry, 1 AAA

New Zealand: 🇬🇧 🇬🇧 1 Infantry, 1 Fighter

Queensland: 🇬🇧 🇬🇧 2 Infantry, 1 Artillery, 1 Fighter

Western Australia: 1 Infantry

Sea Zone 62: 1 Transport, 1 Destroyer

Sea Zone 63: 1 Cruiser

National Objectives

- 5 IPCs Allies (not including the Dutch) control **Dutch New Guinea, New Guinea, New Britain, and the Solomon Islands.**
- 5 IPCs Allies control **Malaya** and ANZAC controls **all original territories.**

FRANCE Next (then USSR)



FRANCE

0/7 IPCs

United Kingdom: 2 Infantry, 1 Fighter

Morocco : 1 Infantry

Algeria: 1 Infantry

French West Africa: 1 Infantry Morocco: 1 Infantry

Sea Zone 83: 1 Cruiser

Sea Zone 72: 1 Destroyer

Syria: 1 Infantry

When the territory France is liberated by the Allies, the player controlling France immediately places up to 12 IPCs worth of any French units on the territory France for free. This happens only once per game.

USSR Next (then Japan)



UNITED STATES

50 IPCs

Central United States: 1 Infantry

Eastern United States: 2 Infantry, 2 Mechanized Infantry, 1 Artillery, 1 Tank, 1 AAA, 1 Fighter, 1 Bomber

Sea Zone 101: 2 Transports, 1 Destroyer

Alaska: 1 Infantry

Western United States: 4 Infantry, 1 Mechanized Infantry, 1 Artillery, 1 Tank, 1 AAA, 2 Fighter, 1 Tactical Bomber, 1 Bomber

Sea Zone 10: 1 Transport, 1 Submarine, 1 Destroyer, 1 Cruiser, 1 Battleship

Midway: 1 Infantry

Hawaiian Islands: 2 Infantry, 2 Fighters

Sea Zone 26: 2 Submarines, 1 Destroyer, 1 Aircraft Carrier (with/ 1 Fighter)

Solomon Islands: 4 Infantry, 1 Artillery, 1 Fighter, 1 Tactical Bomber

Sea Zone 49: 1 Transport, 1 Destroyer, 1 Cruiser, 1 Battleship

Starting National Objectives

- 10 IPCs US controls: **Eastern US, Central US, Western US.**
- 5 IPCs US controls: **Mexico, South East Mexico, Central America, West Indies.**
- 5 IPCs US controls: **Alaska, Aleutian Islands, Hawaiian Islands, Johnston Island, Line Islands.**

National Objectives

- 5 IPCs US controls the **Philippines.**
- 5 IPCs at least **1 US land unit in France** (the territory).

CHINA Next (then Germany)



CHINA

12 IPCs

China can only muster men on any province *and* US artillery IF the Burma Road is under Ally control. They can only attack into lands with their symbol and can't expand beyond that. Chinese units may also attack and occupy Kwangtung and Burma but the UK player maintains control of these territories.

Anhwe: 2 Infantry

Kweichow: 1 Infantry

Shensi: 2 Infantry

Szechwan: 2 Infantry, 1 Fighter (US)

Yunnan: 2 Infantry

Starting National Objectives

- 6 IPCs Allies control: **India, Burma, Yunnan, and Szechwan** (Burma Road). China may also purchase artillery.

GERMANY Next (then UK)



SOVIET UNION

31 IPCs

Sea Zone 127: 1 Submarine

Karelia: 1 Infantry

Vyborg: 1 Infantry

Novgorod (Leningrad): 4 Infantry, 1 Artillery, 2 AAA, 1 Fighter

Archangel: 4 Infantry, 1 Tank

Russia (Moscow): 4 Infantry, 1 Mechanized Infantry, 1 Artillery, 2 Tanks, 1 AAA, 1 Fighter, 1 Tactical Bomber

Bryansk: 4 Infantry, 1 Artillery

Rostov: 4 Infantry, 1 Artillery

Volgograd (Stalingrad): 1 Mechanized Infantry, 1 Tank, 1 AAA

Caucasus: 1 Infantry

Kazakhstan: 1 Infantry

Novosibirsk: 1 Infantry

Urals: 3 Tanks, 1 Fighter

Evenkiyskiy: 2 Infantry

Yakut SSR: 1 Infantry

Buryatia: 2 Infantry

Siberia: 2 Infantry

Starting National Objectives

- 5 IPCs if **sea zone 125** is free of Axis warships, **Archangel** controlled by the USSR and there are **no Allied units in Soviet territories** (original).

National Objectives

- 10 IPCs the first time the Soviet Union controls **Berlin** (one time only).
- 3 IPCs for each **original German, Italian, or Pro- Axis neutral territory** that the USSR controls.

JAPAN Next (then US)

1. Soviet Union
2. Japan
3. United States
4. China
5. Germany
6. United Kingdom
7. Italy
8. ANZAC
9. France

- 1) Buy
- 2) Combat Movement
- 3) Resolve Battles
 - 1) Kamikaze(s)
 - 2) Sea Battles
 - 3) AA Guns
 - 4) Land Battles
- 4) Non-Combat Movement
- 5) Repairs (shipyards), Convoy, Collect Income

VICTORY CONDITIONS

- **Axis** control 8 VCs in Europe or 6 VCs in Pacific for full round (everyone gets 1 more turn) & Berlin, Rome, or Tokyo at the end of that round.
- **Allies** control Berlin, Rome, & Tokyo for full round & Washington, London, Paris, or Moscow at the end of round.
- **Time:** Axis must have a total of 125 IPC to win (this does NOT include NO's or in hand cash), if not, the Allies win.

	Cost	Move	Att	Def
LAND UNITS				
Infantry	3	1	1(2) ¹	2
Artillery	4	1	2	2
Mechanized Infantry	4	2 ²	1(2) ¹	2
Tank	6	2	3	3
AA Gun	6	1		1 ³
AIR UNITS				
Fighter	10	4	3	4
Tactical Bomber	11	4	3(4) ⁴	3
Bomber	12	6	4	1
SEA UNITS				
Submarine	6	2	2	1
Transport	7	2		
Destroyer⁵	8	2	2	2
Cruiser	12	2	3	3
Aircraft Carrier⁶	16	2		2
Battleship⁶	20	2	4	4
FACILITIES				
 Major Industrial Complex	30	Build up to 10 units		
 Minor Industrial Complex	12	Build up to 3 units		
 Airbase	15	+1 range + scramble		
 Naval Base	15	+1 range + repair		

- 1) Infantry & Mech Infantry attack at 2 if paired w/ Artillery
- 2) Tactical Bomber attack at 4 if paired w/ a Tank or Fighter
- 3) AA Guns get 3 shots at up to 3 different attacking planes before battle starts, then nothing
- 4) Mech Infantry can blitz when paired w/ a Tank
- 5) ALL aircraft can attack subs if a Destroyer is in sea space
- 6) Can take 2 hits (see repair below)

Air & Sea Bases - +1 Movement when starting by a base.

Scramble - Up to 3 Fighters or Tactical Bombers can "scramble" from each base to assist friendly naval battles or amphibious landings from adjacent sea spaces. Can't retreat.

Repair - Battleships and Carriers lay on sides after first hit. Carriers can no longer land or launch ships. Ending a turn at an allied Naval Base repairs them.

Convoy: During the collect income phase players roll one die for each ship on a convoy space, ignoring any rolls of 4 or higher. The person collecting money collects that much less money UP TO the total IPCs of adjacent land spaces they control.

Transports: Can carry land unit PLUS one infantry. All must pick up and land in same place. No Blitz allowed.

Neutral Territories:

1. Pro-Allies/ Axis
 1. Pro = claim troops by walking in.
 2. Anti = Must fight placeholders (not actually enemy)
2. True Neutral or Pro other side
 1. Must fight placeholders (not actually enemy)
 2. If TRUE Neutral ALL other pro-neutral will become pro-enemy (Spain, Portugal, Sweden, etc.)