

GERMANY & MINOR AXIS

1939
Production: 29
Starting IPC: 60

GERMANY													MINOR AXIS						Order of Play							
Berlin	Western Germany	Stettin	Bavaria	Czechoslovakia	Austria	Elbing	SEA ZONE 16	SEA ZONE 17	SEA ZONE 18	SEA ZONE 22	SEA ZONE 24	SEA ZONE 27	SEA ZONE 28	Hungary	Romania	Bulgaria	Helsinki	Torin	Vipuri	SEA ZONE 20	Order of Play					
4	6	2	4	4	1	3								2	6	4	4	2	2		1. Germany & Axis Minors 2. Russia, Comm. China 3. Japan 4. U.K., France & Minor Allies 5. Italy 6. United States, Nationalist China					
1	1	1	1	2	1									1	2	1			1		INFANTRY (w/ Artillery)	3	1	2(3)	4	
		2																				MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	4
		3			2																	ARTILLERY (w/ Mech.)	4	1(2)	3	4
																						ARMOR (w/Tactical Bomber)	5	2	6(7)	6
3	3	2												1	1	1	1					AA GUN	5	1	0	2
2	1	1	1	1											1		1					FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)
1		1	1	1																		TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
1																						BOMBER (SBR vs INT.)	12	6	8	2(1)
																						AIRCRAFT CARRIER	18	2	0	4*
																						BATTLESHIP	21	2	9	8
																						CRUISER	13	2	6	6
									1	2										1		DESTROYER	8	2	4	4
							1	1		1	1	2	1									SUBMARINE	5	2	4	2
																						TRANSPORT	8	2	0	1*
1																						AIR BASE	15	0	0	AA
		1																				NAVAL BASE	15	0	0	AA
	1	1																				INDUSTRIAL COMPLEX (Major)	30	0	0	0
			1																			INDUSTRIAL COMPLEX (Minor)	12	0	0	0
		1		1																		FORTIFICATION	14	0	0	2*
1																						AIRBORNE	4	1	3*	4
																						SS PANZER GRENADIER (w/ Artillery or Armor)	4	2	3(4)*	5
																						SS PANZER (w/Tactical Bomber)	6	2	7(8)	6
																						HEAVY TANK (TIGER)	8	1	9	8

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Infantry (Special):

Airborne: Attack at a +1 on turn that unit is dropped, then unit acts like regular infantry.

SS Panzer Grenadier: Germany can build 2 per turn, up to 6 total, starting on turn 2; attack at a +1 when paired with an artillery or armor unit. Use gray mechanized infantry to represent these units.

Armor (Special):

SS Panzer: Germany can build 2 per turn, up to 4 total, starting on turn 2. Use gray armor to represent these units.

SS Tiger: Germany can build 1 per turn, up to 2 total, starting on turn 4. Can move 2 in NCM but cannot blitz. Use light gray armor to represent these units.

Submarines (Wolf Packs)

German subs attack at a +1 if 2 or more are in the same sea zone.

Special Rules

1) After Paris falls to the Germans, German player immediately rolls for Vichy Government. If Southern France falls under Vichy control, Germany places 2 Infantry, 1 Armor, in S. France at a cost of 5 IPC's on the next turn.

2) On the first turn Germany attacks Russia, Germany can pick one land territory to launch a surprise attack against. All German units attack at a +1 and all Soviets defend at a -1.

3) If Germany attacks the territory of Reims from Holland; this will negate the use of the fortification for France. (Bypassing the Maginot line)

4) Germany gets a sneak attack (Blitzkrieg) on the first turn only. Refer to Rule III. 1 in the Additional Rules section.

5) Germany can choose to setup a Vichy government, refer to Rule III. 3 in the Additional Rules section

National Objectives

1) **+5 IPC's** if Germany controls both Denmark, Oslo, and Narvik while Sweden is neutral or under axis control.

2) **+5 IPC's** if not at war with the Soviet Union. This represents peacetime trade.

3) **+3 IPC's** if at least one German land unit is in Cairo.

Vichy Rules

When the territory of France is taken, German player immediately rolls one die to determine the fate of French territories and ships. Starting with territories first and then rolling for each individual ship.

Territories		Ships	
Die Roll		Die Roll	
1-6	Becomes Vichy	1-2	Replace with German ship.
7-12	Becomes Free French	3-8	Ship is scuttled and removed
		9-10	Becomes Vichy and moved to nearest Vichy territory.
		11-12	Becomes Free french and moved to nearest Free French Territory.

ITALY

1939

Production: 26
Starting IPC: 15

ITALY													Order of Play					
TURIN	ROME	TARANTO	TRIPOLI	TOBRUK	ALBANIA	ETHIOPIA	ITALIAN SOMALILAND	CYRENACIA	SEA ZONE 38	SEA ZONE 39	SEA ZONE 41	SEA ZONE 45	SEA ZONE 46	1. Germany & Axis Minors	4. U.K., France & Minor Allies			
2	1	2	1	1	1	1	1	2						2. Russia, Comm. China	5. Italy			
														3. Japan	6. United States, Nationalist China			
													UNIT TYPE	COST	MOVE	ATTACK	DEFENSE	
		1												INFANTRY (w/ Artillery)	3	1	2(3)	4
		1												MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	4
														ARTILLERY (w/ Mech.)	4	1(2)	3	4
														ARMOR (w/Tactical Bomber)	7	2	5(6)	6
2	2													AA GUN	5	1	0	2
1	1													FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)
	1	1												TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
														BOMBER (SBR vs INT.)	12	6	8	2(1)
														AIRCRAFT CARRIER	17	2	0	4*
											1			BATTLESHIP	21	2	8	8
										1	1	1		CRUISER	12	2	6	6
										2	2	1		DESTROYER	8	2	4	4
								1	1		1	1		SUBMARINE	8	2	4	2
									1	1				TRANSPORT	8	2	0	1*
														AIR BASE	15	0	0	AA
1		1		1										NAVAL BASE	15	0	0	AA
1	1													INDUSTRIAL COMPLEX (Major)	30	0	0	0
														INDUSTRIAL COMPLEX (Minor)	12	0	0	0
				1										FORTIFICATION	14	0	0	2*
														BERSAGLIERI ELITE GUARD (w/ Armor)	3	1	3(4)	3

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Bersaglieri Elite Guard Units:

*Bersaglieri units attack at a +1 when paired with an armor unit. Only 6 units may be in play at any one time.

National Objectives

- 1) **+6 IPC's** if Axis powers control all of the following territories: Cairo, Greece, and Southern France, 3 of which goes to Germany.
- 2) **+6 IPC's** if at war and there are no Allied surface warships in the Mediterranean Sea, 3 of which goes to Germany.

RUSSIA

1939
Production: 48
Starting IPC: 15

Russia													C.China		Order of Play						
MOSCOW	LENINGRAD	SMOLENSK	KARELIA	PSKOV	BELORUSSIA	BESSARABIA	KIEV	EASTERN UKRAINE	OREL-KURSK	NOVOSIBIRSK	VLADIVASTOK	AMUR	SAKHA	SEA ZONE 9	PINGLIANG	YAN'AN	UNIT TYPE	COST	MOVE	ATTACK	DEFENSE
1	1	2	1	2	3	1	3	1	1	3	2	3	2		1	2	INFANTRY (w/ Artillery)	3	1	2(3)	4
1		1															MECHANIZED (w/ Artillery or Armor)	5	2	2(3)	4
1		1			1		1	1								1	ARTILLERY (w/ Mech.)	4	1(2)	3	4
			1						1								ARMOR (w/Tactical Bomber)	6	2	6(7)	6
2			2							1							AA GUN	5	1	0	2
2	1						1										FIGHTER (as SBR Escorts & INT.)	11	4	6(2)	6(2)
1																	TACTICAL BOMBER (SBR vs INT.)	12	4	7	4(1)
																	BOMBER (SBR vs INT.)	14	6	8	2(1)
																	AIRCRAFT CARRIER	18	2	0	4*
															1		BATTLESHIP	22	2	8	8
															1		CRUISER	12	2	6	6
															2		DESTROYER	8	2	4	4
															1		SUBMARINE	8	2	4	2
																	TRANSPORT	8	2	0	1*
1	1																AIR BASE	15	0	0	AA
	1																NAVAL BASE	15	0	0	AA
1			1							1							INDUSTRIAL COMPLEX (major)	30	0	0	0
																	INDUSTRIAL COMPLEX (minor)	12	0	0	0
	1										1						FORTIFICATION	14	0	0	2*
																	ELITE GUARD SOLDIER	4	1	3	4*
																	KV-1 HEAVY TANK	8	2	8	7

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Elite Guard Soldier:

Attack on a 3 or less and defend at a 5 or less in original Soviet territories. Russia can build 2 per turn, up to 6 total. These units get same combined arms as regular infantry. Use light maroon infantry from AA-Europe to represent these units.

Kv-1 Heavy tank:

Russia can build 2 per turn, up to 6 total, starting from turn 6. Can move 2 in NCM but cannot blitz. Use light maroon armor from AA-Europe to represent these units.

Special Rules

- 1) Partisans can be placed in vacated Russian territories that have been captured by the Axis, 1 per turn, at no cost. When a territory has 2 partisans they can form 1 infantry unit which takes control of the territory and may attack and defend as normal infantry.
- 2) Russia cannot attack Germany until the turn it has reached full IPC production, Germany occupies Eastern Poland or Germany has already attacked. If Russia is at war with Japan, Russia can attack Germany and Italy at the beginning of turn 5.
- 3) On the first turn that Germany attacks the Soviets, Germany can pick one land territory to surprise attack. All German units attack at a (+1) and all Russians defend at a (-1).
- 4) If Moscow is taken, Russia turns over half of their IPC's to the bank and saves the other half but can move the capitol to either Karelia or Novosibirsk and continue to fight.

National Objectives (Russia)

- 1) **+5 IPC's** if Russia is at war with Germany/Italy, Archangel is controlled by the Soviets, and there are not Allied units in original Soviet territories.
- 2) **+3 IPC's** for each original German territory controlled by Russia as long as Russia controls all of its original territories.

JAPAN

1939

Production: 41

Starting IPC: 20

JAPAN													Order of Play									
TOKYO	FUKUOKA	KOREA	MANCHURIA	SHANGHAI	OKINAWA	MARIANINA ISLAND	CAROLINE ISLANDS	FORMOSA	HAINAN	SHANGTUNG	SHANSI	SEA ZONE 91	SEA ZONE 95	SEA ZONE 106	SEA ZONE 114	SEA ZONE 124	SEA ZONE 125	UNIT TYPE	COST	MOVE	ATTACK	DEFENSE
4	4																	INFANTRY (w/ Artillery)	3	1	2(3)	4*
																		MECHANIZED (w/ Artillery or Armor)	5	2	2(3)	4
1			1							2								ARTILLERY (w/ Mech.)	5	1(2)	3	4
	1																	ARMOR (w/Tactical Bomber)	8	2	5(6)	5
2	2																	AA GUN	5	1	0	2
1																		FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)
	1		1															TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
	1																	BOMBER (SBR vs INT.)	14	6	8	2(1)
																2		AIRCRAFT CARRIER	16	2	0	4*
																2		BATTLESHIP	20	2	8	8
												1		1		2		CRUISER	11	2	6	6
												1	1	2		2	2	DESTROYER	7	2	4	4
												1	1	1	2			SUBMARINE	7	2	4	2
												2		2		2		TRANSPORT	7	2	0	1*
1	1				1		1	1										AIR BASE	15	0	0	AA
1	1		1				1											NAVAL BASE	15	0	0	AA
1	1																	INDUSTRIAL COMPLEX (major)	30	0	0	0
																		INDUSTRIAL COMPLEX (minor)	12	0	0	0
																		FORTIFICATION	14	0	0	2
		2	3	2				1	1	2	3							VETERAN INFANTRY	//////	1	4	5
		1	2					2										VETERAN FIGHTER (SBR)	//////	4	8(3)	7(3)
																		YAMATO CLASS BATTLESHIP	24	2	9	9
																		NAVAL INFANTRY (SNLF)	4	1	3*	4*
																2		NAVAL FIGHTER	11	4	6*	6
																2		NAVAL TORPEDO/DIVE BOMBER	12	4	7*	4

v4.1

Infantry (Special) :

Naval and Veteran Infantry add a +1 to attack if matched 1 to 1 with an Artillery.

* Regular infantry get 3 Banzai attacks per turn. 2 Infantry per battle may attack at a +1 for the first round of combat. Cannot retreat.

* All Japanese Infantry defend at a +1 in **original territories**.

* Naval Infantry (SNLF) amphibious assault at a +1. They defend amphibious assault at a +1 on first round of combat only. Up to 6 can be purchased at 2 per turn.

Fighter:

* On Turn 10, 1 Fighter per turn may Kamikaze, unit can go to maximum range. This excludes veteran fighters. Hits on 9 or less and can pick target

* Naval fighter has target capability against ships. Hits on a 6 or less, roll a 1 and can choose target.

* Torpedo/Dive bomber has target capability against ships. Hits on a 7 or less, roll a 4 or less and can choose target.

Battleship (Yamato Class):

*Starting on turn 4, 4 Yamato Battleship can be built at 1 per turn, Takes 3 hits to sink.

(0 Damage) Attack 9/ Defend 9, shore Bombardment of 6.

(1 Damage Point) Attack 6/ Defend 6, shore bombardment of 4.

(2 Damage Points) Ship is inoperable and has to be repaired, defends on a 4 or less. **(No Attack Value)**

National Objectives

1) **+5 IPC's** for each major Western power victory city Japan controls- Calcutta, and/or Sydney

2) **+5 IPC's** if all the Dutch east indies are under Japanese control and controls all of its original territories.

Special Rules

1) **Sneak Attack:** Japan gets a sneak attack that has to be used before the start of turn 8. At the start of the turn, Japan declares the intent to use their sneak attack and collect an extra 35 IPC's. Double turn.

2) On the turn that Japan attacks the U.S. using the sneak attack, all ships get a -1 to defense for the battle.

Commonwealth, *South Africa, & Canada

1939

Commonwealth:

Production 32

Starting IPC 20

Canada:

Production 10

Starting IPC 10

Commonwealth, *South Africa, & Canada														Order of Play										
LONDON	LIVERPOOL	GIBRALTER	SCOTLAND	ALEXANDRIA	UPPER EGYPT	CAIRO	TRANS-JORDAN	EGYPTIAN-SUDAN	*SOUTH AFRICA	SEA ZONE 15	SEA ZONE 23	SEA ZONE 35	SEA ZONE 47	SEA ZONE 57	SEA ZONE 63	CANADA	OTTAWA	QUEBEC	SEA ZONE 21	UNIT TYPE	COST	MOVE	ATTACK	DEFENSE
4	1								1								1	2		INFANTRY (w/ Artillery)	3	1	2(3)	4
1																				MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	4
																				ARTILLERY (w/ Mech.)	4	1(2)	3	4
						1														ARMOR (w/Tactical Bomber)	7	2	6(7)	6
3	2								1										1	AA GUN	5	1	0	2
2													1							FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)
										1			1							TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
2																				BOMBER (SBR vs INT.)	12	6	8	2(1)
										1			1							AIRCRAFT CARRIER	16	2	0	4*
										1	1		1							BATTLESHIP	19	2	8	8
										1	1		1							CRUISER	11	2	6	6
											3	2	1	1	1					DESTROYER	7	2	4	4
											1	1								SUBMARINE	8	2	4	2
										1				1	1					TRANSPORT	7	2	0	1*
1	1		1																	AIR BASE	15	0	0	AA
1	1	1	1		1				1										1	NAVAL BASE	15	0	0	AA
1	1																			INDUSTRIAL COMPLEX (major)	30	0	0	0
									1											INDUSTRIAL COMPLEX (minor)	12	0	0	0
		1				1														FORTIFICATION	14	0	0	2
																				COMMANDO	4	1	3*	4

4. U.K., France & Minor Allies
5. Italy
6. United States, Nationalist China

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Infantry (Special):

*Commandos attack at a +1 on amphibious assaults and airborne drops. UK can build 2 per turn, up to 6 total.

Special Rules

- 1) Infantry defend at +1 while defending Great Britain. Fighters defend at +2 while defending Great Britain (does not include scrambling to defend sea-zones).
- 2) On the turn that Great Britain is attacked by land units UK infantry cost 2 IPCs for that round only.
- 3) If London is taken, Commonwealth turns over half of all IPC's to the bank and saves the other half but can move the capitol to either Ottawa or South Africa and continue to fight.

National Objectives

- 1) **+5 for U.K.** if there are no German subs in the Atlantic Ocean (does not include sz50, sz54, or sz60).
- 2) **+5 for U.K.** if it controls all of its original territories in North America, Europe, Africa, and the Mideast. Canada receives +3 IPCs if the UK has this national objective.
- 3) **+3 for Canada** when the U.S. goes to war.

Far East Command & ANZAC

1939
Far East Command:
 Production 21
 Starting IPC 16
ANZAC:
 Production 10
 Starting IPC 10

Far East Command & ANZAC												
CALCUTTA	BURMA	SINGAPORE	HONG KONG	SEA ZONE 67	SEA ZONE 91	SYDNEY	NEW ZEALAND	NEW GUINEA	SINGAPORE	SOUTH AFRICA	SEA ZONE 99	
4	1	1	1			2	1	1	1	1		
							1					
						1						
						1						
1												
				2	1						2	
											2	
					1						1	
1												
1		1	1			1	1	1				
1						1						
	1											

Order of Play				
1. Germany & Axis Minors 2. Russia, Comm. China 3. Japan		4. <u>U.K., France & Minor Allies</u> 5. Italy 6. United States, Nationalist China		
UNIT TYPE	COST	MOVE	ATTACK	DEFENSE
INFANTRY (w/ Artillery)	3	1	2(3)	4
MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	4
ARTILLERY (w/ Mech.)	4	1(2)	3	4
ARMOR (w/Tactical Bomber)	7	2	6(7)	6
AA GUN	5	1	0	2
FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)
TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
BOMBER (SBR vs INT.)	12	6	8	2(1)
AIRCRAFT CARRIER	16	2	0	4*
BATTLESHIP	19	2	8	8
CRUISER	11	2	6	6
DESTROYER	7	2	4	4
SUBMARINE	8	2	4	2
TRANSPORT	7	2	0	1*
AIR BASE	15	0	0	AA
NAVAL BASE	15	0	0	AA
INDUSTRIAL COMPLEX (major)	30	0	0	0
INDUSTRIAL COMPLEX (minor)	12	0	0	0
FORTIFICATION	14	0	0	2
COMMANDO	4	1	3*	4

v4.1

Infantry (Special)

*Commandos attack at a +1 on amphibious assaults and airborne drops. FEC can build 1 per turn, up to 4 total. ANZAC can build 1 per turn, up to 2 total.

Special Rules

- 1) Industrial complex in Calcutta can produce 3 infantry and 3 other units. The 3 infantry must be purchased first. No capital ships can be built here.
- 2) On the turn that Great Britain is attacked FEC infantry cost 2 IPCs for that round only.
- 3) On the turn that Australia and/or New Zealand is attacked ANZAC infantry cost 2 IPC's for that round only.
- 4) Industrial complex in Sydney can produce capitol ships.

National Objectives

- 1) **+5 for FEC** if at war and control Hong Kong, Singapore, and Calcutta.
- 2) **+5 for ANZAC** if the allied powers control Dutch New Guinea, New Guinea, Rabaul, and Solomon Islands.

FRANCE

1939

PRODUCTION: 20
STARTING IPC: 10

FRANCE											Order of Play					
PARIS	NORMANDY	REIMS	MARSEILLES	FRENCH MOROCCO	TUNISIA	SYRIA	NORTHERN ALGERIA	SEA ZONE 24	SEA ZONE 37	SEA ZONE 38	SEA ZONE 45	1. Germany & Axis Minors		4. U.K., France & Minor Allies		
2	1	6	2			1						INFANTRY (w/ Artillery)	3	1	2(3)	4
1												MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	4
1		1	1									ARTILLERY (w/ Mech.)	4	1(2)	3	4
		1										ARMOR (w/Tactical Bomber)	6	2	6(7)	6
2												AA GUN	5	1	0	2
2												FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)
1												TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
												BOMBER (SBR vs INT.)	13	6	8	2(1)
												AIRCRAFT CARRIER	17	2	0	4*
								1				BATTLESHIP	21	2	8	8
								1	2			CRUISER	13	2	6	6
								2	2			DESTROYER	8	2	4	4
								1		1	1	SUBMARINE	8	2	4	2
								1	1			TRANSPORT	8	2	0	1*
1	1											AIR BASE	15	0	0	AA
	1				1							NAVAL BASE	15	0	0	AA
1												INDUSTRIAL COMPLEX (major)	30	0	0	0
												INDUSTRIAL COMPLEX (minor)	12	0	0	0
		1										FORTIFICATION	14	0	0	2
				2	2		3					FOREIGN LEGION	//////	1	3	4

v4.1

Infantry (Special):

Foreign Legion, legionnaire unit cannot be purchased. These units attack at a 3 and defend at a 4. When rolling for Vichy territories; legionnaire units that are in Vichy territories are moved to an adjacent Free French territory. If there is no adjacent FF territory then the unit is destroyed.

Special Rules

- 1) When the territory Paris is liberated, player places 4 infantry in Paris, this happens only once per game.

UNITED STATES & CHINA

1939
U.S. :
 Production 80
 Starting IPC 20
CHINA :
 Production 12
 Starting IPC 0

UNITED STATES								CHINA (Nationalist)								Order of Play							
WASHINGTON	NEW ENGLAND	WESTERN UNITED STATES	SAN FRANCISCO	GREAT PLAINS	HAWAII	PHILIPPINES	SEA ZONE 29	SEA ZONE 92	SEA ZONE 120	SEA ZONE 133	TSINGHAI	SZECHWAN	YUNNAN	KWANGSI	KWANGTUNG					HUNAN	SHENSI	CHUNGKING-HUPEH	
1	1	1	1	1	1	1					2	4	3	2	5	3	2	3	Order of Play 1. Germany & Axis Minors 2. Russia, Comm. China 3. Japan 4. U.K., France & Minor Allies 5. Italy 6. United States, Nationalist China				
1	1	1	1	1	1	1																	UNIT TYPE
																			INFANTRY (w/ Artillery)	3	1	2(3)	4
																			MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	4
																			ARTILLERY (w/ Mech.)	4	1(2)	3	4
																			ARMOR (w/Tactical Bomber)	6	2	6(7)	6
																			AA GUN	5	1	0	2
													1*						FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)
																			TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
																			BOMBER (SBR vs INT.)	12	6	8	2(1)
										1									AIRCRAFT CARRIER	16	2	0	4*
										2	1								BATTLESHIP	20	2	8*	8*
										1	1								CRUISER	12	2	6	6
																			DESTROYER	8	2	4	4
																			SUBMARINE	8	2	4*	2
																			TRANSPORT	8	2	0	1*
																			AIR BASE	15	0	0	AA
																			NAVAL BASE	15	0	0	AA
																			INDUSTRIAL COMPLEX (Major)	30	0	0	0
																			INDUSTRIAL COMPLEX (Minor)	12	0	0	0
																			FORTIFICATION	14	0	0	2
																			AIRBORNE	5	1	3*	4
																			MARINES	5	1	3*	4
																			NAVAL FIGHTER	11	4	6*	6
																			NAVAL TORPEDO/DIVE BOMBER	12	4	7*	4

v4.1

Infantry (Special) :

- * Airborne- Attack at a +1 on turn that unit is dropped, then unit acts like regular infantry.
- * Marines- Attack at a +1 on amphibious assaults, 3 or less in normal combat. 8 Marines can be purchased at 2 per turn, starting on the turn the U.S. goes to war.

Fighter Aircraft:

- * American fighter plane in china attacks/defends at a +1. Can attack only if the Burma road is open.
- * Naval fighter has target capability against ships. Hits on a 6 or less, roll a 1 and can choose target.
- * Torpedo/Dive bomber has target capability against ships. Hits on a 7 or less, roll a 4 or less and can choose target.

Submarines:

- * Submarines attack on a 3 or less until after game turn 9.

Special Rules

- 1) On the turn the U.S. is attacked, U.S. Infantry cost 2 IPC's for that turn only.
- 2) While the U.S. is at war, Transport and Destroyer cost (-1 IPC) less.
- 3) On turn 10, all U.S. Battleships attack/defend on a 9.
- 4) First time U.S. is attacked before turn 7, U.S. ships defend at -1.
- 5) U.S. can lend/lease money to the U.K., USSR, ANZAC, Canada, and China during builds phase. U.S. can lend up to half IPC's it collects eachround, all is subject to Axis intervention.
- 6) **China** can place no more than 3 infantry in a territory per turn in the place new units phase.

National Objectives

- 1) **+20 IPC's** , if U.S. controls Washington, New England, and San Francisco while at war.

National Objectives (China)

- 1) **+5 IPC's** per turn as long as the Burma road is open, also may purchase artillery..

Pro-Allied						Dutch					Poland			Pro-Axis			UNIT TYPE	COST	MOVE	ATTACK	DEFENSE		
YUGOSLAVIA	SEA ZONE 40	LIBERIA	RECIFE (BRAZIL)	IRAN	GREECE	SEA ZONE 42	HOLLAND	JAVA	CELEBES	DUTCH NEW GUINEA	SUMATRA	WEST POLAND	EAST POLAND	WARSAW	SIAM	VEIDMA (ARGEN.)						IRAQ	
5		1	3	2	4		3	2	1	1	2	5	3	2		2	3	1	INFANTRY (w/ Artillery)	3	1	2(3)	4
																			MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	4
1				1			1					2	1						ARTILLERY (w/ Mech.)	4	1(2)	3	4
																			ARMOR (w/ Tactical Bomber)	6	2	5(6)	6
														1					AA GUN	5	1	0	2
1												1		1		1			FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)
																			TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
																			BOMBER (SBR vs INT.)	12	6	8	2(1)
																			AIRCRAFT CARRIER	16	2	0	4*
			1														1		BATTLESHIP (Coastal)	20	1	4	6
										1							1		CRUISER	12	2	6	6
1						1				1						1	1		DESTROYER	8	2	4	4
						1													SUBMARINE (Coastal)	7	2	4	2
			1							1									TRANSPORT	7	2	0	1*
																			AIR BASE	15	0	0	AA
																			NAVAL BASE	15	0	0	AA
																			INDUSTRIAL COMPLEX (major)	30	0	0	0
														1					INDUSTRIAL COMPLEX (minor)	12	0	0	0
																			FORTIFICATION	14	0	0	2

*For all pro axis and pro allied neutrals, Armies increase by 1 Infantry every 2 turns if not activated. These extra infantry are placed in the capital territories.

STRICT NEUTRALS

																	UNIT TYPE	Cost	Move	Attack	Defense
DENMARK																	INFANTRY (w/ Artillery)	3	1	2(3)	4
																	MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	4
																	ARTILLERY (w/ Mech.)	4	1(2)	3	4
																	ARMOR (w/ Tactical Bomber)	6	2	5(6)	6
																	AA GUN	5	1	0	2
																	FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)
																	TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
																	BOMBER (SBR vs INT.)	12	6	8	2(1)
																	AIRCRAFT CARRIER	16	2	0	4*
																	BATTLESHIP (COASTAL)	20	1	4	6
																	CRUISER	12	2	6	6
																	DESTROYER	8	2	4	4
																	SUBMARINE (Coastal)	7	2	4	2
																	TRANSPORT	7	2	0	1*
																	AIR BASE	15	0	0	AA
																	NAVAL BASE	15	0	0	AA
																	INDUSTRIAL COMPLEX (major)	30	0	0	0
																	INDUSTRIAL COMPLEX (minor)	12	0	0	0
																	FORTIFICATION	14	0	0	2

National Objectives

German N O's

- 1) **+5 IPC's** if Germany controls both Denmark , Oslo, and Narvik while Sweden is neutral or under axis control.
- 2) **+5 IPC's** if not at war with the Soviet Union. This represents peacetime trade.
- 3) **+3 IPC's** if at least one German land unit is in Cairo.

Italian N O's

- 1) **+6 IPC's** if Axis powers control all of the following territories: Cairo, Greece, and Southern France, 3 goes to Germany.
- 2) **+6 IPC's** if there are no Allied surface warships in the Mediterranean Sea, 3 goes to Germany

Japan N O's

- 1) **+5 IPC's** for each major Western power victory city Japan controls- Singapore, Calcutta, and/or Sydney
- 2) **+5 IPC's** if all the Dutch east indies are under Japanese control and controls all of its original territories.

Russian N O's

- 1) **+5 IPC's** if they are at war, Archangel is controlled by the Soviets, and there are no allied units in original Soviet territories.
- 2) **+3 IPC's** for each original German territory controlled by Russia, as long as Russia controls all of its own original territories.

Commonwealth & Canadian N O's

- 1) **+5 for U.K.** if there are no German subs on the Atlantic Ocean.
- 2) **+5 for U.K.** if it controls all of its original territories in the European theater. Canada receives 3 IPC bonus for this also.
- 3) **+3 for Canada** when the U.S. goes to war.

FEC & ANZAC N O's

- 1) **+5 for FEC** if at war and control Hong Kong, Singapore, and Calcutta.
- 2) **+5 for ANZAC** if the allied powers control Dutch New Guinea, New Guinea, Rabaul, and Solomon Islands.

U.S. N O's

- 1) **+20 IPC's** , if U.S. controls Washington, New England, and San Francisco while at war.

Chinese N O's

- 1) **+5 IPC's** per turn as long as the Burma road is open, also may purchase artillery..

Chart 1	Advanced Artillery Tactics	Rockets	Radar	Advanced Mechenized	Advanced Infantry Tactics	Heavy Tank Gun
Germany	18	15	18	20	25	24
Russia	20	18	20	20	25	24
Japan	20	18	20	24	25	30
Commonwealth	20	20	18	24	25	30
Italy	20	20	20	24	25	30
U.S.	20	20	18	20	25	30

Chart 2	Jet Fighters	Long Range Aircraft	Heavy Bombers	Improved Factories	Improved Shipyards	War Bonds
Germany	28	30	38	36	30	35
Russia	32	30	45	36	30	35
Japan	32	30	40	36	30	35
Commonwealth	32	28	38	36	30	35
Italy	32	30	45	36	30	35
U.S.	32	28	36	34	28	28

Chart 3	Advanced Torpedoes	Underground Factories	Tank Destroyer	Super Battleship	Improved Destroyer	Diplomacy
Germany	16	24	20	28	30	30
Russia	20	24	20	35	30	30
Japan	16	28	24	26	28	30
Commonwealth	20	28	24	30	28	30
Italy	18	28	24	28	30	30
U.S.	16	28	24	26	26	30

Chart 4	Defensive Artillery	Advanced Tac Bombers	Advanced Cruiser	Advanced Submarines	Bomber Sonar	War Bonds II
Germany	24	24	30	30	20	35
Russia	26	24	30	38	20	35
Japan	30	26	30	30	20	35
Commonwealth	30	24	30	34	20	35
Italy	30	26	30	34	20	35
U.S.	26	24	26	30	18	32

Chart 5	Naval Aircraft	Heavy Tank	Transport Plane	Self Propel. Artillery	Heavy Tank Destroyer	Guided Missiles
Germany	18	20	---	18	12	20
Russia	18	20	10	18	12	20
Japan	18	20	10	20	12	20
Commonwealth	18	20	10	20	12	20
Italy	18	20	10	20	12	20
U.S.	18	20	---	18	12	20

Chart 6	Truck Transports	Flying Fortress	Night Bombing	Night Fighters	Advanced Paratrooper	Heavy Carrier
Germany	---	16	14	10	18	22
Russia	12	16	18	14	18	22
Japan	12	16	18	14	18	22
Commonwealth	12	16	14	12	18	22
Italy	12	16	18	14	18	22
U.S.	---	16	20	14	16	18

Chart 7	Hybrid Battleship	Amphibious Carriers	Railroad Gun	Nuclear Bomb I	Nuclear Bomb II	Nuclear Bomb III
Germany	14	12	--	30	40	8*
Russia	14	12	14	40	40	8*
Japan	--	--	14	40	40	8*
Commonwealth	14	12	14	40	40	8*
Italy	14	12	14	40	40	8*
U.S.	14	--	14	30	40	8*

Chart 8	Submarine Carriers	Submarine Battleship	Heavy AA gun	Advanced Jet Fighters	Railroad Center	Super Long Range Aircraft
---	---	---				
Germany	18	18	12	18	14	20
Russia	18	20	18	22	16	22
Japan	10	12	18	22	18	20
Commonwealth	18	18	18	22	18	20
Italy	18	16	18	22	18	20
U.S.	18	18	18	22	14	16

Research Charts:

CHART 1:

1. Advanced Artillery Tactics: 1 artillery unit boosts 2 infantry +1 on attack.
2. Rockets: AA guns can be used to fire on bases and factories up to 3 spaces away (1d6 damage). Maximum of 1 AA gun per target. AA guns cannot move and fire on the same turn. Can build tactical rockets, cost 4, move 1 (but move 2 with mech inf like artillery), attack 1st round only and get 1st strike at 5, defend 2.
3. Radar: +1 to all AA (including advanced cruisers) and can build radar, radar cost 6, adds +2 to AA and +1 to interceptors. Can bomb this and AA gun, radar takes 8 pts damage and AA takes 6 points, can repair this and AA for 2 points for cost 1. Radar can't move
4. Advanced Mechanized Tactics: +1 to attack and defend for all mechanized units.
5. Advanced Infantry Tactics: +1 to attack and defend for all infantry units.
6. Heavy Tank Gun: +1 to attack and defend for all tank units (does not include tank destroyers). Tanks can also target tanks or mechanized units on a roll of 3 or less in attack and defense. (Optional: Cannot covert, must build new for regular cost).

CHART 2:

1. Jet Fighters: +2 to attack and defend for all fighter aircraft (including strategic warfare battles). (Optional: Cannot convert, need build new at +1 cost regular aircraft).
2. Long Range Aircraft: +2 to movement for all aircraft. (Optional: must build new at cost +1 for all aircraft, if have heavy bombers add +1 to cost and can convert if already have).
3. Heavy Bombers: Bombers have two attacks, first hit on 8 or less, 2nd hit on 6 or less. Do 1d12 plus 1d6 damage on strategic bombing. (Optional, cannot convert, must build new for cost +3 regular bomber but then get two hits on 8 or less and double strategic damage).
4. Improved Factories: All land units cost is -1, all aircraft cost -2, fortress cost -2, air base -5, AA and radar -1.
5. Improved Shipyards: Carrier and Battleship cost is -3; Cruiser cost is -2, all other navy -1. Naval base cost -3.
6. War Bonds: Country rolls 1d12 on collect income phase for extra Production Certificates.

CHART 3:

1. Advanced Torpedoes: Submarines attack at +1 and defend at +1.
2. Underground Factories: Minor factories can also build 1 unit and major factories can always build 2 units no matter the damage level. Also can repair 2 points of damage for cost 1.
3. Tank Destroyer: For each country cost +1 to cost of a tank. Get first strike capability (attacker may choose a tank or mechanized unit as a casualty if available if role 3 or less). Attack at 6, defend 7, move 2.
4. Super Battleship: Can now build Yamato class super-battleships identical to Japan but cost \$26. If Japan researches can build one super heavy battleship, cost 30, attacks and defends at 8, gets 2 attack and defense roles at 8. 1st hit not affect attack and defense, 2nd hit become like heavy battleship, 3rd hit attack and defend 6, 4th hit defend only at 3. 1st hit free repair then like heavy battleship to repair.
5. Improved Destroyer: When attacking each destroyer can now role twice to detect submarines at 7 or less on d12 (also get bonus of +1 if there are 2 or more destroyers). Automatically detect 2 subs when defending. Destroyers also attack at +1, shore bombard at 3 or less, maximum of two destroyers can bombard in any attack.
6. Diplomacy: Can have a neutral country join as a minor ally that collects income and moves on your turn. Germany can influence Spain and Sweden, Italy can influence Spain. Russia and Britain (western) can influence Turkey. Spain and Turkey get income 10, Sweden income 6.

CHART 4:

1. Defensive Artillery: Artillery defends at a +1 and gets first strike on defense. Can also build a maximum of two fortifications in any territory (same rule as for Switzerland).
2. Advanced Tactical Aircraft: +1 to attack and 1st strike if no fighters (attacker may choose a tank or mechanized unit as a casualty if available).
3. Advanced Cruiser: Each cruiser can detect one submarine at 8 or less, fire as AA gun against 3 aircraft, and attack and defend at +1.
4. Advanced Submarines: Destroyers must now role to detect when defending against subs (advanced destroyers get 2 roles to detect). Subtract 5 for each role to detect advanced submarines. Submarines also attack and defend at +1 and can submerge after 1st strike if not detected (requires improved torpedoes). (Optional: Cannot convert old subs, have buy new at plus 2 cost to subs for that country).
5. Bomber Sonar: Each bomber can detect one submarine at 4 or less, 5 or less when working with a destroyer and add +1 bonus to destroyer detection.
6. War Bonds II: Country rolls 2d12 on collect income phase for extra Production Certificates. Requires War Bonds.

CHART 5:

1. Naval aircraft -- US and Japan start with this technology. If US and Japan research, get +1 to attack and defense of all naval planes and +1 to die role to determine if can choose target.
2. Heavy tank – Build equivalent of KV1 tank for \$2 more than tank cost, limit 6. If Germany or Russian, build super-heavy tank, cost +\$3 to heavy tank, attack +1, defend +2 compared to heavy tank of country. Takes 2 hits, cost 1/3 of d12 to repair in factory; can only defend at -4 when damaged, build limit 6.
3. Transport plane – US and Germany start with this technology and one plane on capital. Move 6, cost 9, defend at 1. Can transport one paratrooper or infantry, does not require airbase (only paratrooper can transport and attack).
4. Self-propelled artillery -- First strike in attack or defense (can't choose target). Cost same as tank, attack and defend at 5, move 2, increase attack value of tank +1 (bonus does not stack with tactical bomber bonus).
5. Heavy Tank destroyer – Requires tank destroyer. For each country cost +2 to cost tank for that country. Get first strike capability (attacker may choose a tank or mechanized unit as a casualty if available if role 6 or less). Attack at 7, defend 9, move 2, take 2 hits, defend -3 and can't attack when damaged. Repair for cost 1 at factory, limit 4.
6. Guided missiles – Requires rockets, radar. Bombers can target ships if role 5 or less, AA defends at +1 (including cruisers), interceptors defend at +1, rocket attacks do 1d6 +2 damage.

CHART 6:

1. Truck Transports -- move 3, carry one infantry or one gun. Cost 3, Germany and us start with one and tech. Limit 5.
2. Flying fortress – Convert any bomber to heavy defenses, cost +1, must be in factory, convert at beginning of turn. Bomber defends in strategic bombing at +1. Can add to heavy bomber.
3. Night bombing – AA guns attack at -1, cannot escort or intercept night bomber. Bombs for ½ damage.
4. Night fighters – Must have radar, can convert fighter to night fighter at +1 which can then intercept at -1. Night escorts – cost +2 to fighter, escort at -1.
5. Advanced paratrooper or commando – Attack at additional +1 when parachuting, can put 2 units in one bomber or transport, can build an additional 4 units.
6. Heavy carrier, defend 5 AA, carry 3 planes, take 2 hits, carry one infantry, cost 20.

CHART 7:

1. Hybrid battleship -- Carry one plane, attack defend 7, take 2 hits, defend at 3 2nd hit and can't carry plane. Cost one less than battleship. Japan starts with tech.
2. Amphibious carriers -- Cost 7, move 1 sea but have to end in land, carry one infantry, attack at 5, defend 5, but +1 attack in amphibious invasion, limit 4 Japan, 6 US. US and Japan start with technology, limit 4.
3. Railroad gun -- Cost 10, fire 2 space away, do 1d6 strategic attack or participate in attack, act like shore bombardment but attack at 8, no defense, can attack one or 2 spaces away, Germany starts with one and tech and one railroad gun in capital.
4. Nuclear Bomb 1 – Required for nuclear bomb.
5. Nuclear Bomb 2 – Requires Nuclear Bomb 1. To research this cost 4 per turn instead of 3.
6. Nuclear Bomb 3 – Requires Nuclear Bomb 2. To research this cost 4 per turn instead of 3. When successful must make a role of 5 or 6. If not must re-do this step. Can build one bomb per turn at cost \$5. Makes strategic bombing attack, gets AA and interceptor attacks, if successful destroy factory and reduce value of space by 1d6 permanently.

CHART 7:

1. Submarine Carriers – Build sub carrier, carries one plane, otherwise acts like submarine. Cost 14, takes one hit, attacks at 5, defends at 4.
2. Submarine Battleship – Attacks at 7, defends at 6, can shore bombard at 5, otherwise acts like submarine. Cost 14, takes one hit.
3. Heavy AA gun –Cost 10, fire two time at each aircraft if no AA in space or fires once at each aircraft in addition to regular AA role if AA gun present at 5. Targets 4 aircraft each, can be targeted also as part of strategic bombing, takes 8 damage, limit one per space. Only used for strategic bombing, not combat aircraft. [each country with unit, Italy use Germany, Australia use UK]
4. Advanced Jet Fighters – Requires Jet fighters. +1 to attack and defense, including escort and interception. Get first strike if no other advanced jet fighters present and can target aircraft during first strike if no jet fighters or advanced jet fighters present if roles 4 or less.
5. Railroad center – cost 4 for railroad center, can move between 2 railroads centers in one turn up to 5 spaces away.
6. Super long range aircraft – Requires long range aircraft. Aircraft can move +2 spaces, attack at -1 (or minus 2 damage in strategic warfare, minimum 1) when flying 9 or 10 spaces total in a turn for a bomber and 7 or 8 spaces for a fighter (penalty included in escort role). Cost +1 build (cannot modify any aircraft including heavy bombers).

Additional Rules:

1. When attacking subs, destroyers detect subs on a roll of 6 or less on d12. Automatically detect on a one for one basis during defense. If two or more destroyers attack together, add +2 to each role.
2. Battleships and carriers take 2 turns to build, pay ½ first turn, can convert battleship to carrier 2nd half, 2nd part costs 9
3. Bombers can reduce convoy money, declare space to launch from and then leave bomber in that space and it can be attacked by aircraft only, can have escorts if they can reach. Will be destroyed if space it was launching from is taken.
4. Fort – cost 14, cost 8 if only defends against one declared space (including sea space). To build a fort on a one space island costs 8. Can only build forts when at war with a major power.
5. Atlantic Wall – Germany may pay 1 to move 2 forts in Germany to France as coastal forts, pay 2 to move represent moving remains of French forts. Another optional rule for Atlantic wall is Starting on turn 4, for the 3 French land spaces facing the Atlantic as well Holland and Denmark, can permanently lower value of the space by 1 during the purchase phase and then immediately place one fort, 2 guns, and 2 infantry on that space. Can convert 2 spaces per turn. The fort is only facing the ocean and effective against amphibious invasions. Can only do once per space per game.
6. Replace Japanese sneak attack rules. First option is to remove rule altogether, 2nd option now naval units attacked on 1st turn defend at -1 for 1st two rounds. 3rd option is that Japan now gets a double turn identical to Germany on 1st turn but can only move and attack with ships (including amphibious attacks and supporting aircraft) on the second turn. They receive the additional \$30 before producing units for that turn. Must do before turn 8 and before the US enters the war.
7. US must leave at least 2 capital ships in Hawaii until they enter the war.
8. German Africa Corps. For up to 2 German infantry, if they enter Africa they can be converted to the Africa corps for cost 1. Move 2, attack at 4 (5 with artillery or tank), defend at 5. Unit keeps the bonus unless returns to original German or Russian territory.
9. Each country except France gets 2 free tech roles at beginning of game, cannot research factories or war bonds, must role on 2 separate technologies. Russia must research land units, Japan must research naval units, Britain naval or air units. Germany can research air or land units, Italy can research naval units. US can research air or naval units or use both techs and can role once for war bonds ad 1d12 +2.
10. Conscripts – When at war, any country can build up to 16 conscripts at 2 for a cost of 3. Can build 2 per turn per factory. Move 1, defend at 2, and attack at 1. Optional cost 5 to research.

Optional Additional Units:

Armored Cars – Cost 1 less than country tank, move 3, attack 5, defend 3.

All countries except France start with one armored car in capital. Limit 4 for any country.

Naval mines, destroyer detect at 50%, if detect destroy but take up turn, can lay in space next harbor, cost \$2 each, role 5 or less hit when ships move through

Research center – Cost 16, one free tech role per turn, limit 1 per country.