

## 1.0 UNITS

**1.1 Factories:** Factories may only be built on any area that has a printed point value and was owned by the country at the beginning of the country's turn. The number of units that can be placed on a factory is the greater of five or two times the IPC value of the area. All built units must be placed on a factory area, with the exception of infantry (see 1.2 below). **EXAMPLE:** *Caucasus has a point value of three. The owning player may place up to 6 built units of any type on Caucasus.*

**1.2 Infantry Placement:** Normal infantry units (no special infantry units like SS, guards, armored infantry, etc.) can be placed on any area that has a point value and was owned at the beginning of the country's turn at a cost of 1 IPC more per infantry. These are called "off-factory" placements. A maximum of 1 infantry unit may be placed on each eligible area. During the Purchase Units phase of the Action Sequence, player's must state how many off factory infantry are being purchased. The only exception is China (as explained under China rules; China may place any number of infantry up to the IPC value of the area at no extra cost). This infantry placement is in addition to 1.1 factories.

**1.3 Battleships:** It takes 2 hits to sink a Battleship. Once hit, a Battleship is turned on its side to reflect it's new status. A Battleship that has been hit once has an attack value of zero and defends on a 3. A damaged battleship may not perform shore bombardment.

Battleships may be repaired if they are in a sea zone adjacent to a friendly land area. The land area does not need to have a factory or an IPC value. Battleship repairs can only be made during the country's turn and only during the Purchase Units phase. On the turn that a Battleship is repaired it is considered as being in port and may not move. When a player chooses to repair a battleship, two dice are rolled to determine the IPC cost of repairs.

**1.4 Cruisers:** Cruisers may perform shore bombardment, hitting on a 2 or less.

**1.5 Paratroopers:** Any country may build paratroopers. Paratroopers cost 1 IPC more than normal infantry and may only be built on areas that have a factory. A country can have no more than 4 paratroopers in play at any given time which may be rebuilt if destroyed.

Paratroopers can be loaded into and dropped off by bombers. A bomber can transport one paratrooper instead of performing a bombing mission or attack. Both the bomber and the paratrooper unit must start in the same area. If a bomber that is transporting a paratrooper is destroyed the paratrooper is also destroyed. For transport purposes, paratroopers count as infantry units.

### 1.6 AA Guns:

- A) AA Guns defend on a 1 against aircraft or tanks, and an AA gun may target up to 3 aircraft or tanks (only one or the other).
- B) More than one AA gun can occupy an area.
- C) Each AA gun can be assigned to different types of targets (example: *if an area has 2 AA guns and is attacked by tanks and aircraft, one AA gun could be assigned to defend against tanks and the other against aircraft*).
- D) An aircraft or tank can only be shot at by one AA gun.
- E) AA guns fire at the same time as all other units.
- F) A/A guns may be destroyed in order to satisfy a loss.

**1.7 Transports:** Transports are the last casualty removed in any naval battle. For purposes of transportation, Russian Guards, U.S. Armored Infantry and German Panzergrenadiers are considered "land units" and not as regular infantry.

**1.8 Fighter movement:** Fighters may move up to 6 areas as non combat movement.

**1.9 Cost Changes:** Some cost changes have been made for better historical accuracy. By looking at the new Reference Charts, you will find that the basic costs (ranging from infantry to ships) will vary from country to country. This allows for more historical accuracy based on economic and social conditions for each country.

## 2.0 SEQUENCE OF PLAY

**2.1 Turn order:** The turn order of is as follows;

1. Germany (Has two impulses on the first turn)
2. Britain / France
3. Japan (May use two impulses as a surprise attack any time)
4. Russia

## 5. United States / China

2.1 Develop/Purchase Units: The Develop/Purchase Units phase in the Action Sequence has been changed to clarify when money is spent in what order; 1- Spend IPCs for repairing damage to factories or battleships. 2- Spend IPCs for Technologies (and immediately make any tech rolls) and Factory Improvement costs. 3- Spend IPCs to purchase new units.

## 3.0 GERMANY

3.1 Declarations of War: At the start of the game Germany is at war with Britain, France and Poland. Germany may declare war on the U.S., Russia and China at any time. Germany may invade any neutral country at any time.

3.2 German-Russian Treaties: Until Germany declares war on Russia or turn 5, Germany receives an additional 5 IPC's per game turn. This represents vital resources that were important to the German war effort.

3.3 Axis Germany: Axis Germany consists of the combined countries of Germany, Italy and Romania. Romania, due to map board restrictions, includes Bulgaria and Hungary. There are some restrictions as to the use of these minor Axis powers as explained below but the restrictions do not affect the IPC's that Germany is to receive.

3.4 Italy: German forces in Italy (including ships in the Italian sea zone), Libya and Italian East Africa may not be moved or used until France has been conquered. They may defend normally. They are activated immediately on the turn that France falls. Should France fall on Germany's first impulse, the units can perform non combat movement in that impulse, and could of course be used in the second impulse for any attack.

The first time that Italy is conquered by an allied player, the German player must pay 4 IPC's to the conquering player and 3 German infantry must be eliminated. The German player decides which infantry to eliminate.

3.5 Romania: Axis forces in Romania may not be moved or used until Germany declares war on Russia. They may defend normally. Additional forces may not be built there, until Germany is at war with Russia. German units may pass through Romania freely provided their movement does not end in Romania. Once Germany is at war with Russia, the restrictions no longer apply.

If Germany is at war with Russia and the first time that Romania is conquered, the German player must pay 3 IPC's to the conquering player and 2 German infantry must be eliminated. The German player decides which infantry to remove. This penalty is not suffered if Romania is conquered while Germany is not at war with Russia.

3.6 German Blitzkrieg: In order to simulate German surprises and earlier successes, the German player starts the game with two impulses. The German player must use his two impulses on the first turn. Beginning on game Turn Two Germany resorts to normal game sequences.

### FIRST IMPULSE:

1. German player pays for builds.
2. German player makes his moves.
3. German player makes his attacks.
4. If France falls on the first impulse, resolve Vichy Rule immediately.
5. German player makes any non-combat moves with only those units that did not previously move.
6. German player places his builds. If the German player declared war on Russia he may place any number of builds in Rumania. If France fell on the first impulse then the German player may place units in Italy and Italian territories.
7. End of first impulse.

### SECOND IMPULSE:

1. German player may move any or all of his pieces again. If France fell on the first impulse the German player may use and move Italian pieces and attack.
2. German player makes any additional attacks.
3. German player makes any additional non-combat moves with any unit that did not move during the second impulse.
4. The German player now adjusts the IPC level accordingly and collects his money from the bank.
5. End of second impulse.

Note: On the second impulse, aircraft can land on areas captured and owned at the end of the first impulse.

**3.7 German Surprise attack:** On the first game turn that Germany attacks Russia, Germany may pick one area for a surprise attack. For the first round of combat all attacking German units attack at +1, and all defending Russian units, including any AA guns, defend at -1.

**3.8 Hitler Assassination:** The German player may attempt to have Hitler assassinated once per game by making a die roll:

On a 1-2: The attempt is successful and Germany gets a permanent 5 IPC increase per turn for the remainder of the Game.

On a 3-5: There is no result.

On a 6: The German player must immediately destroy and remove from play 2 infantry units and 2 armor units. The German player decides which units are to be eliminated.

The assassination attempt may only be made once per game.

**3.9 SS Panzers:** Beginning on the third game turn, the German player may build 4 Armor units as SS Panzer. SS Panzers can only be built on factories and cost an additional 1 IPC to build. They may be rebuilt if destroyed. The German player can never have more than 4 SS Panzers in play at any time. No more than 2 SS Panzers may be built in a turn.

**3.10 SS Panzergrenadiers:** Beginning on the second game turn, the German player may build up to 6 Infantry as SS Panzergrenadiers. They may be rebuilt if they are destroyed. The German player can never have more than 6 SS Infantry in play at any time. No more than 2 SS Panzergrenadiers may be built in a turn.

**3.11 Submarine Pens:** The German player may build a sub pen in any sea zone that has a land area adjacent to it that has a German factory on the land area.

- A) The sub pen is placed in the sea zone along the coast of the land area and may house up to 2 German subs.
- B) When in the same sea zone as a sub pen, German submarines may move into or out of the sub pen without any movement cost at any time during Germany's turn. Newly built sub pens can have subs on the board placed into them right away, and newly built subs can be placed immediately in a pen that is already on the board; sub pens are treated as a "sea zone within a sea zone", requiring no movement to move into or out of.
- C) Only air units may attack a sub pen. Any other German ships in the same sea zone can be attacked separately.
- D) If the land area the sub pen is adjacent to is conquered by the allies, the sub pen is destroyed.
- E) Only the German player may build sub pens and only one sub pen can be built in each sea zone.

When attacked by aircraft sub pens defend by rolling 3 dice (no matter the number of attacking aircraft) each round, with each roll of 1-2 scoring a hit. It takes 2 hits to destroy a pen. Submarines in a pen are considered automatically detected but they may choose to withdraw at the end of any combat round. Hits on a sub pen hit the subs in the pen first, then the pen itself once all the subs are destroyed. A damaged sub pen defends on a 1 instead of a 1-2 and costs 3 IPCs to repair.

**3.12 German Surrender:** Germany surrenders (remove all units from board) if Germany and Italy are both under enemy control at the same time. The first time Germany is conquered the German player must pay half his IPC's to the conqueror and remove four infantry from the board. The German player decides which infantry are to remove.

## **4.0 JAPAN**

**4.1 Declarations of War:** Japan starts the game by being at war with China. The Chinese conflict is not a declaration of war against the U.S., Britain (and her Allies) or Russia.

Japan may attack any major power on any turn, except Russia. Japan may attack any neutral country that it wishes.

**4.2 Sino Soviet Pact:** Russia cannot attack Japan and Japan cannot attack Russia until game turn 6 or after. The first country to declare war must pay 15 IPCs to the bank.

**4.3 Thailand:** Japanese forces in Thailand may not move or attack until Japan is at war with a major power. If attacked first they defend normally. The Japanese player may not place builds in Thailand until Japan is at war with a major power, nor may any Japanese (nor German) forces enter Thailand until Japan is at war with a major power.

**4.4 French Indo China:** Japan may attempt to influence French Indo-China if a Vichy government has been established there. To do so Japan pays 2 IPC's to the bank and makes a die roll. On a 1-2 the attempt is successful, and all forces

in French Indo-China come under Japan's control. Replace the vichy units with Japanese units. Japan may make one attempt per turn.

**4.5 Sneak Attack:** Japan may do one double impulse attack per game. The Japanese player may choose to use the double impulse attack on a turn of his choosing. There is no game turn limit as to when it is to be used and it may be postponed indefinitely. Follow the same two-impulse sequence as described in Germany Blitzkrieg.

**4.6 Banzai Attack:** The Japanese player may make up to three banzai attacks per game turn and can use more than one banzai attack on the same area being attacked. When a banzai attack is used, all attacking Japanese infantry attack on a 2 for that round of combat.

Prior to beginning the combat resolution phase, the Japanese player temporarily places 3 control markers on the board, one for each banzai attack, to show which areas he will be using banzai attacks in.

Once one or more banzai attacks have been declared on an area, the Japanese player cannot retreat his infantry in the battle for that area and the attacking force must either conquer the area or be destroyed trying to conquer it. Units other than infantry can retreat, but the infantry must fight to the death. *For the glory of the emperor! Banzai!*

*Example: The Japanese player attacks a Chinese area with 5 infantry coming from various different areas. He chooses to use a banzai attack on his first round of combat, so all of his infantry attacking this country hit on a 2 or less for that round of combat.*

**4.7 Home Defense:** All Japanese infantry defending the Island of Japan defend on a 3. The first time Japan is attacked, the Japanese player may place 4 infantry on Japan at no cost before combat starts.

**4.8 Japanese Surrender:** Japan surrenders if the allies conquer and hold the island of Japan. If the island of Japan is occupied by the allies, the only area and sea zone Japan is allowed to attack on its turn is Japan itself in an attempt to recapture it. If this attempt fails or cannot be made, at the end Japan's turn all surviving Japanese forces are removed from play and Japan must give all its IPCs to the conquering player.

## **5.0 BRITAIN / FRANCE**

**5.1 Off Board Points:** Britain has four off board production track points and France has one. These points cannot be captured by the Axis forces. Off board points are points that are not shown on the map, for example, Britain has 35 IPCs worth of countries at game start, but starts at 39 on the income track. The extra 4 are the off board points.

**5.2 Declarations of War:** Britain starts the game at war with Germany. Britain may not attack Japan unless attacked first by the Japanese or turn 6.

When Britain (or France) invades a neutral country the British (or French) player must make a die roll. If the roll is higher than the IPC value of the neutral country being attacked, then combat occurs. If the roll is equal to or less than the IPC value, the attempt is unsuccessful and all attacking units must retreat and the British (or French) player collects 5 IPCs less for that turn. The British (or French) player may never try to attack that neutral country again. In the case of a failed joint attack by both British and French forces, the British and French player can decide which of the two is to pay the 5 IPC penalty.

Until Britain is at war with Japan no British units may enter the East Indies to bolster Dutch defenses there.

**5.3 Belgium and the Netherlands:** Belgium, the Dutch, and their colonies are controlled by the French player as part of the French forces. The Dutch fleet in the Pacific off the coast of the East Indies may not be moved until Japan is at war with the U.S. or Britain, or turn 5. Belgium's colony is Belgian Congo. The Dutch colonies are East Indies, Java, Borneo-Celebes and New Guinea.

**5.4 France:** The British player controls all of France and her colonies unless a sixth or seventh player is active. All French money is kept separately and may only be used to build French Troops in Free French Territories or colonies. The British player may use British money to build French Forces by lend leasing money to the French (See 10.2) which is subject to Axis intervention. France can also receive lend lease from the U.S. (See 3.1)

**5.5 Fall of France, and Vichy France:** When an axis player conquers France, France must give the conquering player 3 IPC's from the French money and lower France's IPC level by 6.

The French player then rolls a die for each French Fleet in the Atlantic and Mediterranean.

On a roll of 1: The French Fleet joins the Germany.

On a roll of 2-4 : The fleet is scuttled and removed from play.

On a roll of 5: The fleet becomes Vichy French and immediately moved to the nearest Vichy land/sea area. In the rare instance where there are no Vichy areas, then the fleet is not moved and immediately reverts to Free French. If two Vichy areas are of equal distance, the axis player chooses which area the fleet is moved to. If the fleet is moved to French Indo China and French Indo China joins Japan through political influence, the fleet remains Vichy, and would join the allies if the allies ever succeed in taking French Indo China. If Japan attacks French Indo China instead of gaining it through political means, the fleet would join Britain.

On a roll of 6: The fleet is Free French, but under British control and French pieces are replaced with British pieces. The British players then uses the same steps to resolve the fate of the French Fleet in the Mediterranean.

The British player then rolls a die for each French area that is not already controlled by the axis. On a roll of 1-3 the area becomes Vichy, and on a roll of 4-6 the area remains Free French.

#### THE FRENCH AREAS ARE:

Morocco, Algeria, French West Africa, French Equatorial Africa, Madagascar, Syria, French Indo-China, the Mauritius Islands, the Fiji Islands and the Society Islands.

After the areas are rolled off, the German player then places two control markers (to show the area is Vichy and not Germany's) on all Vichy areas except for Society Islands and Fiji Islands, which would fall under Japanese control if Vichy (use Japanese markers). Once all rolls are made, adjust France and the axis positions on the income chart for areas that became Vichy.

[5.6 Treatment of Vichy Territories:](#) Although the Axis players get IPCs each turn from the Vichy areas, the axis may never build units on Vichy areas, nor may the Axis move units through or over Vichy areas.

If a Vichy area or fleet is attacked by an axis player all Vichy areas and fleets become Free French. This is for the axis only; if the allies attack a Vichy area there is no effect on other Vichy areas or fleets whether the attack failed or not. If the allied attack failed, the area would remain Vichy.

Vichy areas captured by British, Free French or the U.S. resort to Free French.

Vichy troops defend themselves from any attackers, whether they are the axis or the allies. Vichy forces may not move. Vichy naval units are considered neutral and never block a sea zone.

If an the allies capture all Vichy areas adjacent to a Vichy fleet, then the fleet becomes Free French.

[5.7 British Home Defense:](#) If the island of Britain is attacked by the allies all British infantry on the island defend on a 3 and all fighters defend on a 5.

[5.8 Conquest of Britain:](#) If Britain is conquered by the axis the British player must pay 10 IPC's to the axis player and drop his IPC level by 8. The British player then announces a "Government in Exile", and establishes a new capitol either in, Canada, Australia, South Africa or India. Upon choosing a new Capitol, the new area becomes worth twice its printed value. Britain is only conquered if these four Commonwealth countries are also conquered. If a "Government in Exile" capitol is conquered by the axis, it reverts to its normal IPC value.

## [6.0 UNITED STATES AND CHINA](#)

[6.1 Declarations of War:](#) The U.S. may not attack either axis player unless attacked first or turn 6. Certain attacks by the axis can prompt the U.S. into the war earlier than turn 6 as explained below.

The U.S. is immediately at war with Germany and Japan if Germany attacks any area in North or South America or if Japan attacks any British, French, Belgian and Dutch areas.

The U.S. may not invade neutral countries, but the U.S. may attempt to persuade certain neutral countries to join the U.S. through the use of "Economic Aid" as explained under Neutral Countries.

While neutral the U.S. player cannot move any units to Britain, Africa, Canada, Australia, Asia or any area that is not owned by the U.S..

**6.2 U.S. Peace Time Production:** The U.S. collects only half of its income, rounded up, until at war with the axis. The U.S. may build units while not at war.

**6.3 Conquest Through Economic Aid:** The U.S. may attempt to persuade countries in the Western Hemisphere (North, South and Central America) to join the U.S. through economic aid;

1. Conquest through Economic Aid is limited to the Western Hemisphere.
2. The U.S. player announces which country or countries he wishes to persuade.
3. The U.S. player then pays the bank twice the IPC value of the country or countries.
4. The U.S. player then rolls a die for each country. On a result equal to or less than the printed IPC value of the country the roll is successful and that country then belongs to the U.S. player, including its armed forces. Replace units on the country with U.S. units and adjust the U.S. IPC level on the income chart.
5. The U.S. may make one attempt per country per turn.
6. The German player may intervene in Argentina and Chile. (See German Influence 6.7.)

**6.4 Panama Canal:** Like the Suez canal, the Panama canal is considered a border separating two sea zones; it has one sea zone to the right of it and one sea zone to the left of it for ship movement purposes. The axis forces may not pass through the Panama canal while the U.S. owns Panama.

**6.5 Marines and Rangers:** As of turn 5 the U.S. may designate up to 4 infantry to act as marines/rangers at no cost. marines/rangers specialize in amphibious assaults and attack on a 2 when participating in an amphibious assault. The marines/rangers revert to normal infantry after the amphibious assault is over.

**6.6 Armored Infantry:** As of turn 5 the U.S. player may build up to 6 armored infantry. Armored infantry must be built on a factory and may be rebuilt if destroyed. No more than 2 armored infantry may be built in a turn.

**6.7 National Guard:** The First time that either the Eastern U.S., Western U.S., Alaska or Hawaii is attacked by an axis force, the U.S. activates the National Guard at no cost. Up to six U.S. infantry are placed either in Eastern U.S. or Western U.S. before combat occurs.

**6.8 Transports:** As of turn 5 the U.S. player may designate up to two transports to act as special transports, enabling them to carry 2 tanks or armored infantry instead of 1 infantry and 1 tank. The transports designated can be any existing transports the U.S. player owns, and they can be changed from turn to turn.

**6.9 U.S. Submarine hunting:** The U.S. may attempt to detect and attack German submarines as of turn 2 without being at war with Germany. German submarines cannot roll to defend and can only withdraw until Germany declares war on the U.S.. The U.S. player may not attack any German ships besides submarines, and may not attack any submarines that are in the same sea zone as any other type of German ships. While not at war with the U.S., the German player may move his ships through or into sea zones containing U.S. ships but may never attack them.

*During the early stages of the battle for the Atlantic, German submarines were devastating British supplies, and coming close to their objective of completely stopping the British war economy. Although not at war with Germany, Roosevelt ordered the U.S. Navy in the Atlantic to "fire on sight" on any German submarines encountered. Hitler, not wanting a war with the U.S., expressly ordered that the submarines could not defend themselves and must retreat if attacked by U.S. ships. Eventually Hitler was pressured into declaring war on the U.S. and Donitz could then order the German subs to defend themselves and attack U.S. ships.*

**6.10 U.S. Surrender:** If at any point in the game the axis holds both Eastern U.S.A. and Western U.S.A., the U.S., surrenders. In the case of a U.S. surrender all IPCs are given to the conqueror and all U.S. units are removed from the game board immediately. The U.S. may no longer collect or spend IPCs.

**6.11 China:** The U.S. player must keep all Chinese money separate from U.S. money. The U.S. may attempt to lend lease (see Lend Lease) money to China, however it is subject to axis intervention.

**6.12 Chinese Infantry:** Chinese infantry must pass a morale check for each area China is attacking. The results of the roll determine how many Chinese infantry will attack. Infantry units that failed the morale roll must retreat to one adjacent friendly Chinese area and do not participate the attack, nor can they move in the non combat movement phase. Round up the number of infantry allowed to attack.

On a roll of 1: The attack is cancelled, all units (including non infantry) must retreat

On a roll of 2: Only 20% of the infantry participate.

On a roll of 3: Only 40% of the infantry participate

On a roll of 4: Only 60% of the infantry participate

On a roll of 5: Only 80% of the infantry participate  
On a roll of 6: All but one infantry participate

Chinese infantry may never attack or move outside of China, except for Manchuria and Korea. (Which the Chinese believe is theirs.) Only Chinese infantry is required to make the participation roll. The U.S. Volunteer Unit, or any other Chinese Unit do not have to make the roll.

**6.13 U.S. Flying Tigers:** The U.S. may send and maintain up to 1 fighter aircraft in China. This unit is considered to be an all volunteer Chinese unit for all intents and purposes and in no way reflects U.S. and Japanese relations if it is destroyed. If destroyed, the U.S. player may transfer another volunteer fighter to China. The volunteer fighter may land anywhere in Asia at which point it is removed and replaced with a Chinese fighter, and must land in China at the end of its next turn. The volunteer fighter cannot attack any areas or sea zones unless it is accompanied by other Chinese units.

**6.14 Conquest of China:** If all of China is conquered, China keeps its IPCs and may resume building units if the allies succeed in liberating Chinese areas later game turns.

## **7.0 RUSSIA**

**7.1 Russia, Friend or Foe?:** Russia is unique and that it is actually an un-cooperative ally, in truth the game could be called Axis, Allies & Russia. Historically it was the Russians who gained vast territories and major concessions from the allies as well as a defeated axis. The Russian player never liberates a country or a colony for an allied player, Russia keeps any areas conquered by Russia.

**7.2 Declarations of War:** Until game turn 5 Russia cannot attack Germany, unless Germany attacks Russia first, then Russia is at war with Germany and may attack Germany (but not Japan until turn 5 as per the Sino-Soviet pact).

Russia may not attack any Chinese owned areas, nor may Russia move into or attack an allied area belonging to the U.S., Britain or France. Russia may attack any neutral country it wishes.

**FINLAND:** Russia may attack Finland only on the first game turn. The Russian player must remove twice the number of casualties that are inflicted by defending Finnish units. An attack on Finland does not put Russia at war with Germany.

**7.3 Sino Soviet Pact:** Russia cannot attack Japan and Japan cannot attack Russia until game turn 6 or after. The first country to declare war must pay 15 IPCs to the bank.

**7.4 Limited production:** Until it is attacked by Germany or turn 5 Russia collects half its income rounded up.

**7.5 Russian Purges:** On the first game turn that Germany declares war on Russia, Russia is limited to only one counter attack (Russia may only attack one area on its turn). This attack may come from one or more area, but only one area may be attacked and it must be a German area (not Japanese). However, Russia does get an immediate one time bonus of 20 IPC's. Some or all of these IPCs may be used to purchase units that are placed before the combat movement portion of the Russian player's turn, and they may move and be used in combat. IPCs not spent to purchase units immediately may be added to Russia's regular IPCs and used as normal IPCs in the future.

Units purchased and placed using the 20 IPCs must abide by placement limitations, but do not also count towards placement limitations of normal units placed at the end of the turn.

*Example: Using Karelia as an example the Russian player could purchase and place an infantry on Karelia at the beginning of his turn using part of the "purge 20 IPCs", and then the Russian player could place an additional infantry on Karelia at the end of his turn as part of his regular placement of purchased units.*

**7.6 Russian Factories:** Russian Factories may move. They are allowed to move 2 areas and not build, or move 1 area and do 1 build. The movement of Factories cost 1 rail capacity per factory moved. Russia may destroy any of its factories anytime during its turn or any other player's turn. Russian factories may move through areas that already have a Russian factory on them but may not remain there. Russia may even destroy factories on areas that are under attack anytime during the battle.

**7.7 Russian Guards:** As of turn 5 the Russian player may build up to 4 infantry as "Guards". Guards must be built on a factory and may be rebuilt if destroyed. No more than 2 guards may be built in one turn.

**7.8 Partisans:** Russia may build partisan units at a cost of 1 IPC each on vacated areas under axis control, but never outside of original Russian areas. Partisans may not move or attack and defend on a 1. Only 1 partisan unit may be built per area per turn. When an area has two partisans, they may link up to form a Russian infantry which takes control of the area and may move and attack or defend normally. Partisans block axis rail movement.

If a normal Russian unit enters an area that contains Russian partisans, the partisans on that area are removed.

**7.9 Conquest of Russia and Scorched Earth:** Russia never surrenders. If Russia falls into axis hands the Russian player designates a new capitol. The new capitol must be in an un-conquered area. The new capitol is then worth 8 IPC's and the old area is worth 1 IPC, or the old area reverts to its normal value if the area was not Russia itself. Regardless of the distance, the factory is moved to the new capitol. However, the Russian player may make no rail movement for the turn on which the capitol is moved.

If no suitable site is found for a new capitol, the factory is destroyed and the Russian player is then limited to building only partisans until its partisans or another allied player liberates an area, at which point the liberated area becomes worth 8 IPCs and the Russian player may purchase a new factory (if he has enough IPCs).

The axis players receive no IPC's from the Russian player upon conquering a Russian capitol.

*EXAMPLE: Germany conquers Russia and Russia chooses to move its capitol and factory to Soviet Far East. Russia then becomes worth only 1 IPC, and Soviet Far East becomes worth 8 IPCs. Later that game turn, Japan conquers Soviet Far East and Russia is again forced to move its capitol, this time choosing to move it to Kamchatka. Soviet Far East reverts to its original value of 2, and Kamchatka is now worth 8 IPCs. The next turn Japan hunts down the last Russian areas and Russia no longer has an area to move its capitol to, and so its factory is destroyed. Several turns later British forces manage to liberate Karelia. Karelia then becomes worth 8 IPCs.*

## **8.0 MULTI NATIONAL CO-OPERATION**

When attacking a Multi National Force, the attacker always has the option to declare which defending side will remove casualties first.

**8.1 Allies:** Once at war with the axis, U.S., Chinese, British and French units may share the same area. Non Chinese allies that are not at war with both axis powers may not enter China. No allied units are allowed to share the same area with a Russian unit. Any time an allied unit enters or liberates a Russian area, any or all allied units are considered interned and removed from play and the Russian player immediately collects 1 IPC from the bank for each unit removed, reflecting any salvageable material that the Russians can use.

In the case of ships, Russian ships are considered neutral to other allied ships and are attacked separately by the axis if in the same sea zone as other allied ships. The axis player chooses which ships to attack first (allies or Russian) and the combats would take place one after the other.

French Forces are considered as British Forces at all times and the French and British turns are conducted simultaneously and a combined force can be used to make an attack.

**8.2 Axis:** Japanese and German Forces may share the same area and may defend together as a multi national force if attacked.

**8.3 Liberating areas:** Whenever an allied player conquers an area that originally belonged to a different allied player at the start of the game, the area is liberated and ownership is immediately transferred to the original owner. The only exception to this is if the conqueror is Russia, as explained below.

The Russian player never liberates a country or a colony for an allied player. The Russian player must keep whatever he recaptures or conquers. If an allied player liberates a Russian area, the area reverts to Russian control and all allied units on the area are interned (removed from the board immediately), and Russia receives 1 IPC from the bank for each allied unit interned.

*EXAMPLE: Germany has conquered Karelia on its turn and has 2 German infantry on Karelia. Britain uses two transports to transport 4 infantry to attack Karelia, accompanied by a bomber. After a couple of rounds of combat Britain defeats the 2 German infantry and has 2 British infantry left and the British bomber. The bomber flies back to Britain, the area is liberated and becomes Russian, and the 2 British infantry are interned and removed from play. The*



Russian player then gets 1 IPC per interned unit, so the Russian player collects 2 IPCs from the bank for the 2 interned British infantry and ownership of Karelia is transferred from Germany to Russia..

## **9.0 NEUTRAL COUNTRIES**

**9.1 Attacking Neutral Countries:** A failed attack on a neutral country or its colonies will cause that neutral country and its colonies (shown on the Minor Forces set up in brackets) to join the nearest opposing enemy forces.

**9.2 Poland:** If the German player does not conquer Poland at the end of the first game turn, Poland joins Britain and British units are used to replace the neutral units on Poland. The British player then adjusts his IPC level upwards by 3 and places a control marker on Poland. If Russia attacks Poland and fails to take it, Poland joins Britain.

**9.3 Switzerland:** If the German player wishes to invade Switzerland he must pay the bank 10 IPCs and may not use any tanks in the attack. All Swiss infantry defend on a 3 or less.

**9.4 Sweden:** Historically, Sweden supplied Germany with vital resources. As long as Sweden has not been conquered by an allied player, the German player receives 2 IPCs per turn from Sweden.

**9.5 Poland:** the German player does not conquer Poland at the end of the first game turn, Poland falls under British control and British pieces are used to replace Polish pieces. The British player is then allowed to build there and adjusts his IPC level accordingly.

**9.6 Finland:** If Finland has not been conquered by the Russian player by the end of turn 1, Finland and all of her troops are then under immediate German control. After turn 1 Russia may not attack Finland until Russia is at war with Germany. While neutral Finnish infantry defend on a 3 and inflict twice the number of casualties.

**9.7 Saudi Arabia:** If Egypt is occupied by an axis player, the British player may attempt to influence Saudi Arabia each turn. The British player pays the bank 1 IPC for the attempt and rolls a die. On a roll of 1-2 the attempt is successful and Saudi Arabia joins the British. On a successful attempt adjust Britain's IPC level and replace the troops on Saudi Arabia using British pieces.

### **9.8 Spain, Turkey and Iraq:**

**SPAIN:** Whenever Germany's standing on the income track is at or over 50 IPCs, Germany may attempt to influence Spain in joining the Axis. The attempt can be made once per turn, anytime during the German player's turn. The German player rolls a die and on a roll of 1-2 the attempt is successful. On a successful roll, Spain and all of her armies and territories immediately join the Axis (replace neutral Spanish units with German ones). Only one attempt per game turn may be made. When adding up the IPC total, the free IPCs that Germany receives from Russian and Sweden count towards this total.

**TURKEY:** On the game turn that the German player receives 55 or more IPCs, Germany may attempt to influence Turkey in joining the Axis. *Apply Spanish rule.*

**IRAQ:** Whenever German forces occupy Egypt, Germany may attempt to influence Iraq in joining the Axis. The attempt can be made anytime during Germany's turn, so long as Germany occupies Egypt at the time the attempt is made. *Apply Spanish rule.*

**9.9 Chile and Argentina:** The German player may attempt to foil U.S. influence attempts on Chile and Argentina by using its influence on these two countries and making it more expensive for the U.S. player, and at a greater risk.

The German player waits until the U.S. player attempts economic conquest of Chile or Argentina, and pays any number of IPC's to the bank. The U.S. player must then match the additional IPC's or give up the attempt, in which case all influence moneys from both sides is forfeited.

Germany may do this at any time the U.S. player makes an attempt to influence Chile, or Argentina. Should the German player not attempt to influence, then the U.S. player may make a normal influence roll and not risk losing Argentina and Chile to the Germans.

***EXAMPLE:*** *Chile is worth 2 IPC's; the U.S. player must pay 4 IPC's for the attempt. The German player decides he will spend 2 IPC's and pays the bank. The American player must now pay an additional 2 IPC's or give up the attempt. If, the American player pays the 2 IPC's, he may then proceed with the attempt, but with a greater risk. On a roll of 1-*

*2 the attempt is successful and the American player adds Chile to his Territories, however on a roll of six Chile joins the Axis.*

**9.10 Saudi Arabia:** Whenever Egypt is under axis control and Saudi Arabia is neutral, Britain may attempt to influence Saudi Arabia once per turn during Britain's purchase units phase. The British player pays the bank 1 IPC for the attempt and rolls a die. On a roll of 1-2 the attempt is successful and Saudi Arabia joins the British Commonwealth. On a successful attempt, adjust the IPC level and place the appropriate amount of troops there using British pieces.

**9.11 Afghanistan:** Neutral infantry on Afghanistan defend on a 3 or less if attacked.

## **10.0 LEND LEASE**

**10.1 America:** The U.S. may attempt to lend lease money to any allied country at war with the axis. However any lend lease money is subject to axis intervention, one axis player rolls a die for each allied player receiving lend lease IPCs:

On a roll of 1: all IPCs lent to that country is lost and given to the bank.

On a roll of 2: half the money is lost (round up).

On a roll of 3: one third of the money is lost (round up).

On a roll of 4-6 all money is transferred safely.

The U.S. player may only make one attempt to each country per turn and only if that country is at war with an axis power. The U.S. may never spend more than half (rounded up) of its production (IPC level on the income chart) on lend lease.

**10.2 Britain:** Britain may only attempt to lend lease to France and the amount may never exceed 10 IPC's. It is subject to axis intervention as mentioned above at +1 to the die roll.

## **11.0 STRATEGIC RAIL MOVEMENT**

Strategic movement is in the form of rail capacity with each nation having its own rail capacity. Strategic movement takes place during the Non-Combat Movement portion of a player's turn. This rail movement of land based units is unlimited in distance, provided that the player can trace a line through friendly held land areas that is un-interrupted by any enemy areas, does not cross a neutral border, and does not cross a sea area. The Suez Canal and Panama Canals do not block rail movement.

Only units that did not move during combat movement are eligible to use rail movement.

**Germany** has a rail capacity of 4 usable in Europe and Asia.

**Japan** has a rail capacity of 2 usable in Asia.

**Britain** has a rail capacity of 2 usable in Asia, Africa and Europe.

**U.S.** has a rail capacity of 6 usable in the Western Hemisphere.

**China** has a rail capacity of 2, limited to Chinese areas only.

**Russia** has a rail capacity of 3, usable in Russia. 1 of the 3 can also be used in Europe.

**France** uses British rails.

The U.S. and Britain/France may use one another's rails. The rail capacity of a country is the amount usable for that player's turn only, which means that during the same game turn Britain could use up to 2 rail movement, and the U.S. could also use the British rails on its turn and rail 2 U.S. units.

Europe consists of Poland, Rumania and everything West of those areas. Africa is all of the African continent up to Egypt. Asia is all of Russia, as well as everything east of Trans Jordan, all the way to Malaya and up to Kamchatka. China is included in Asia, and refers to all original Chinese owned areas. The Western Hemisphere is North and South America.

## **12.0 SUBMARINES**

**12.1 Submarine zone of control:** Subs have no zone of control and sea zones containing only subs can be entered into and moved through by enemy ships. Subs alone therefore cannot block a sea zone, and neither can enemy subs in a sea zone prevent the placement of built ships on a factory/sea zone area.

**12.2 Merchant Convoy hunting:** Germany may use its submarines to hunt allied merchant shipping in the Atlantic Ocean as of turn 2. The Atlantic consists of all sea zones West of South Africa, Morocco, Poland and Komi. Subs may hunt convoys if they have not participated in a regular attack that turn. In order to hunt convoys a submarine must, during combat movement, start in, pass through or end its movement in one or more unoccupied enemy sea zones in the Atlantic, and the submarine must be alone or accompanied only by other submarines when doing so.

- A sub may only pick one sea zone to hunt convoys in, no matter how many sea zones it moved through
- It must move into, through or out of this sea zone during its combat movement
- It must not participate in any other combat
- For each sea zone hunted by German subs a die is rolled for IPC damage, 1-2 = 1 IPC, 3-4 = 2 IPCs, 5-6 = 3 IPCs. The British player must pay IPCs to the bank equal to the damage amount.

**12.3 Submarine detection:** When submarines are alone or with other submarines only, they must be detected (aircraft, carriers, cruisers and battleships can detect subs) in order to be attacked. One roll per sea zone per fleet/air force may be made. Subs that are in the same sea zone as other ships friendly to the subs are considered as accompanying the friendly ships and therefore do not have to be detected to be attacked.

**12.4 Submarine retreating:** Subs may withdraw from combat at the end of any combat round, and when doing so they remain in the sea zone, no longer participating in the battle and no longer subject to being hit in future combat rounds.

## **13.0 FACTORIES / STRATEGIC BOMBING**

**13.1 Factories:** A player may destroy any of his factories anytime during his turn.

**13.2 Improving Factories:** A factory on an area represents a heavy investment in industrializing that area. Players can choose to further improve a factory by spending IPCs to invest in them, making the improved factories better at producing certain types of units at a reduced cost. A factory can improve its production cost in Armor Equipment (tanks and AA guns), Aircraft, Surface Ships or Submarines. Once improved, as of the next turn the factory or factories may begin to build units at a reduced IPC cost so long as that part of the factory is undamaged by enemy strategic bombing.

Armor equipment allows the building of up to 2 tanks or AA guns (including special tanks like SS Panzers and Tigers in the case of Germany) at a cost reduction of 1 IPC each. Aircraft or Submarines allow the building of one aircraft or submarine at a reduced cost of 2 IPCs. Surface ships allows the building of one of any type of surface ship for 3 IPCs less. Germany starts the game with Submarines Factory Improvement on Germany itself.

A factory can have different types of improvements made to it, but only one improvement of a particular type.

*Example: The factory on Germany could have improved submarines, aircraft production and heavy equipment, but could not have two submarine improvements made to it.*

**13.3 Cost of Improving Factories:** The cost of improving a factory is shown on each country's set up chart. In order to keep track of what improvements factories have, use the circles with the numbers in them at the bottom center of the set up charts. For the first improved factory, use the "1" row on the charts, and on the map board place one control marker under the first factory that is improved. For the second improved factory, use the "2" row on the charts and on the map board place 2 control markers under the second improved factory. Alternatively, you can use the factory piece included with the *Xeno Pieces of World at War* to show the first improved factory.

Countries must be at war with a major power in order to improve factories, and factories may only be improved as of turn 3.

**13.4 Strategic Bombing:** During Combat Movement, bombers and fighters may perform SBRs (Strategic Bombing Raids) on enemy areas that have a factory on them to try to damage or destroy the factory or do IPC damage to the factory owner. Strategic bombing takes place before normal combat, therefore an area can be attacked by both a SBR and a normal attack. Any units used in the SBR cannot be used in the regular attack (such as fighters accompanying the bombers). Any defending AA guns can fire during the SBR and during the regular attack as well.

A factory which has 15 points of damage remaining on it at the end of the owning player's turn is destroyed. Any improvements to a factory are also lost when a factory is destroyed.

Fighters accompanying bombers on a SBR may move up to 6 areas if they take off from the same area as one or more of the bombers.

The units that participate in a SBR attack are the attacking fighters and bombers, and any defending AA guns and fighters on the factory area. The following steps are followed to see the results of the bombing raid:

**AA Guns fire:** First, the defending player rolls for his AA guns on the area being bombed try to shoot down attacking aircraft. They fire first, scoring hits on a die roll of 1. An AA gun can fire at a maximum of 3 targets. Each target can only be fired at by one AA gun. The casualties are removed immediately, with the attacking player choosing which units to remove.

**Defending Fighters roll:** Fighters defending the factory area roll defensively and hit on a 1. The defending player chooses which of the attacking enemy aircraft get hit. Defending fighters may also choose not to fly defensively, and cannot be shot at by any attacking fighters if they choose not to defend the factory.

**Attacking fighters roll:** If there are any defending fighters, the attacking fighters accompanying the attacking bombers roll to hit any defending fighters, hitting on a 1. Hits are suffered by defending enemy aircraft.

**Surviving bombers drop their bombs:** Each bomber chooses a bombing mission from among the following: A) Normal conventional bombing (standard IPC damage, roll 1 die per bomber for IPC damage amount), B) Factory damage bombing of either Heavy Equipment (tanks, AA gun and sub pen construction), Fuel dumps and aircraft runways (this affects the factory area's defending fighter's ability to defend against bombing raids), Infantry Equipment, Shipping Yards, or Aircraft Construction as explained below. To determine the amount of damage done to a factory, roll one die. On a die roll of 1-5 the number rolled is the amount of damage points done to the factory target, on a die roll of 6 a critical hit is scored and 10 points of damage are done to the target. or C) AA guns. AA guns can be chosen as targets, however bombers attacking AA guns must roll to hit, and hit on a 1-4, with each hit destroying an AA gun. All bombers must declare their targets before any of the die rolls for the results are rolled. Surviving attacking fighters and bombers fly back to a friendly area.

### 13.5 Effects of Bombing:

*Conventional bombing:* The amount rolled is the amount of IPCs the bombed country must give to the bank. The player may choose to destroy his factory instead of paying the IPCs.

*Infantry equipment:* Until repaired, infantry built on the factory area cost 1 IPC more to placed. Repairs: 4/turn

*Heavy equipment:* Until repaired armor and AA guns and sub pens (in the case of Germany) may not be placed. Repairs: 3/turn

*Aircraft construction:* Until repaired aircraft may not be placed. Repairs: 3/turn

*Fuel Dumps and air runways:* Until repaired only half the fighters (round down) may fly to help defend the factory. Repairs: 2/turn

*Shipping yards:* Ships cannot be placed until repaired. Repairs: 3/turn

Repairs: is the amount of damage the owner can repair each turn at a cost of 1 IPC per point repaired. Repairs take effect immediately.

*Example of a Strategic Bombing Raid:* Britain launches a bombing raid on Germany with 2 fighters and 2 bombers. Germany has 2 fighters and an AA gun on Germany. The German AA gun rolls a 2, 3 and a 4, missing. The German fighters defending the area roll a 1 and a 4, and choose to destroy a British bomber. The two British fighters then roll a 4 and a 3, both missing. The surviving British bomber then chooses to bomb the factory's shipping yards, rolling a 4, doing 4 points of damage. On the German player's turn, Germany spends 3 IPCs on repairs to repair 3 of the 4 damage points to the shipping yards. Since the Shipping yards are still damaged, the German player cannot place any ships on Germany that turn.

13.6 Tracking Bombing Damage: When a factory is damaged the set up chart's factory circles area is used to keep track of the damage using the same method explained in Improved Factories.

## 14.0 TECHNOLOGIES

14.1 Starting to Develop Technologies: As of game turn three each major power (Britain, Germany, Japan, the U.S. and Russia) can start to develop technologies if they are at war with any other major power. Once a country can start to develop technologies, it gets 3 free IPCs per turn for technologies. These free IPCs cannot be spent on anything other than technologies.

Additional IPCs may be spent on developing technologies, up to the maximums indicated for each technology.

14.2 Developing Technologies: Getting a technology is a takes three steps;

Step 1: Pay 3 IPCs to gain a basic, level 0 start in a technology. It costs 3 IPCs to place a control marker on the 0 circle on a technology on the Weapons Development Chart. Level 0 is needed to be allowed to spend IPCs in step 2 to research and develop a technology.

Exception: On the first turn that a country is allowed to start developing technologies, that country may place 2 of its control markers on the 0 circle of two technologies of its choice. Player's may choose to postpone the placement of one of these free markers to a later turn.

Step 2: Once a technology has a player's control marker on the 0 or higher circle, the player can then pay IPCs to roll to increase the development standing of that technology. The cost of each roll for each technology is shown on the chart next to each technology's description. Each die roll of 1 results in increasing the marker by 1 circle, up to a maximum of 4.

Step 3: Once steps 1 and 2 are complete, the player who's turn it is then makes a die roll for each technology that he has at development level 1 or higher. If the roll for a technology is equal to or less than the development level, the technology is gained and immediately usable (move the marker to the "Development Successful!" circle on the Weapons Development Chart).

*Full Example, Game turn 3, Germany:*

*Step 1: The German player decides that he will develop Rocket technology and places a free marker on rocket technology 0. He decides to wait on placing his second free marker until next turn, since he wants to see what the British player is going to do.*

*Step 2: The German player then decides to make 4 rolls for Rocket technology. This costs 4 IPCs to do, at a cost of 1 IPC per roll. The German player pays 1 IPC to the bank, using up his 3 free IPCs for technologies, for a total of 4 IPCs. He then makes 4 rolls, and gets lucky, rolling a 1-3-1-2. The two ones rolled allow him to move his development marker up by 2, so he moves the development marker on rockets from the 0 circle to the 2 circle.*

*Step 3: The German player then tries to get the technologies he has developed to level 1 or higher. Right now the only one he has is Rockets, at level 2. He makes his die roll for rockets, and gets a 2, which is a successful roll. The German player then happily moves his control marker from the 2 circle on the development track to the Development Successful!" circle and can start using Rocket Technology..*

14.3 Germany: Rocket V1/V2 missiles:

- Allows building up to 2 rocket units at a cost of 5 IPCs each. Rockets have a range of 2 areas/sea zones.
- When fired at a factory, a rocket does one die roll of damage to a target of choice (no critical hit on a 6 however)
- When fired at an area, roll 1 die for the IPC value of units to remove, rounded up. If the attack is made against an area being attacked by other forces too, then the casualties from the rocket attack are removed before the regular combat takes place.
- Rockets may not move and fire.
- Rockets may be used to satisfy a combat loss if the area attacked has rockets on it.
- V1 is the first level of technology. V2 is the second level, V2 rockets are at +2 on the die roll.
- Germany may never have more than 2 rocket units on the board at any time.

*Germany developed the V1/V2 rockets near the end of the war and launched a continuous barrage of them into Britain. Some German generals pleaded with Hitler to use them as a form of heavy artillery on the Eastern Front against the Russians, but to no avail, Hitler was determined to use the technology to bomb Britain.*

14.4 Germany: German Tiger/King Tiger tank divisions

- German SS panzers are now Tiger/King Tiger tanks, SS Panzers are no longer built.
- Tiger tanks attack on a 5, defend on a 5 move 2 areas and Cost 7 IPCs to build.
- A maximum of 4 tiger tanks can be in play at any time.
- A tiger tank may take one or two hits. If a tiger tank takes 2 hits it is destroyed. If a tiger tank takes just one hit, it may attempt an armor roll; on a 1-4 the hit is completely ignored and the tiger tank is not destroyed nor damaged, and can once again take 1 or 2 hits in future combat rounds. On a 5-6 the tiger tank is destroyed.

*These very heavily armored tanks first appeared in 1942. Their thick armor proved invulnerable to allied 75 and 76.2 mm anti tank guns and were very difficult to destroy. The Tiger was the undisputed master of the first tank battles in Normandy. In a classic battle, a master panzer technician Hauptsturmfuhrer Wittman knocked out 25 British tanks within minutes with his sole Tiger tank.*

#### 14.5 Japan: Transportation:

- Transports may carry 1 infantry in addition to any other units they are carrying
- Cruisers may carry 1 infantry but when doing so have an attack / defend value of 1 and cannot perform shore bombardment when carrying or dropping off the infantry.

#### 14.6 Japan: Kamikazi:

- For each Jap fighter involved in naval combat, roll 1 die each round in addition to the fighter's regular attack.
- On a die roll of one or two the fighter scores a hit on the Japanese player's choice of target.
- 2 IPCs per fighter used as kamikazi must be paid.

*During the later stages of the war, Japan came up with the "Kamikazi" concept. The Japanese called upon thousands of volunteers to fly planes loaded entirely with bombs, normally mixed into regular formations of fighters. These volunteers would fly their planes on collision courses with enemy naval vessels, seeking to do as much damage as possible. For honor and the Emperor!*

#### 14.7 Russia: Long range advanced artillery:

- Allows the use of AA guns as artillery to attack an adjacent area that is being attacked by ground troops. Only one AA gun can be used as such to against each area under attack. Hits are scored on a 1-3, rolled for each round of combat. Long range artillery may continue to fire so long as there are still ground troops attacking the area. They may only be used to support own country's ground troops and only when attacking. They may move and fire, or move into an area being attacked and fire. They may not move into an area being attacked and fire on a different area being attacked however.

#### 14.8 Russia: Military Espionage:

- A well placed spy reveals details of enemy attack and defensive plans. Once obtained the espionage may be used once, anytime you choose to use it. When used, choose one area or sea zone that is being attacked by Russia or belongs to Russia and is being attacked by Germany, and modify all die rolls of attacking and defending units by 1 in your favor in that area or sea zone for the first round of combat. Once used the espionage technology must be redeveloped.

*Kursk: Greatest Land Battle. Red Espionage succeeded time and again in obtaining highly detailed plans of German intentions. Within 48 hours of Hitler's issuing of the top secret "Operation Zitadelle", Rudolf Rossler, a well placed Soviet spy, provided complete details of the plans to Russia. Russia lost no time in preparing a heavy defensive reception for the impending German attack, knowing exactly where the Germans would attack and with what forces.*

#### 14.9 Britain: British R.V. Jones radio beam navigation disruption:

- Any bombings on Britain factories have 1 subtracted from their die roll

#### 14.10 Britain: British breaking of the German Enigma code:

- Allows a one shot complete retreat to an adjacent area or sea zone from a German attack. The British player then makes a die roll, on a 1-2 nothing happens, on a 3-6 the Germans know the security has been compromised, change their coding, and the technology is lost and must be relearned.

*The German Enigma code which was broken by the British during World War II was first worked on by the Polish code breakers in 1937, who then handed over their knowledge and progress to the French in 1940, which thereafter ended up in British hands. Once broken the British had to be very careful when to use their knowledge of German intentions, so as to allay suspicions on the part of Germany as to the integrity of the enigma code.*

#### 14.11 Britain: Radar jamming and deception:

- When Britain is bombing enemy factories, Britain may choose to try to jam and confuse enemy radar. Roll one die. On a roll of 1-3 enemy fighters do not participate in the battle (and cannot be hit either)

*From July 1943 the British used a device called "Window", which consisted of thousands of strips of metallic paper which confused the echoes of the German Wurzburg apparatus for directing fighters defending against British bombing raids. The British even succeeded in breaking in on the enemy radio traffic between their ground control and fighters in the air, sometimes sending planes off in the wrong direction by mimicking the ground controller's voice!*

#### 14.12 U.S.: Atomic bomb:

- One bomber per turn may drop an Atomic bomb by flying over an enemy area or sea zone. There is no defense against an Atomic bomb drop. On a die roll of 1-5 the bomb is dropped successfully. When dropped on an enemy factory, the bomb does 1 die of damage to each part of the factory.
- When dropped on an area or sea zone the bomb does 5 dice worth of IPC damage to units, rounded up, defender's choice of which units to remove. An atomic bomb cannot be dropped on an area or sea zone that is also being attacked

by other units. A sub pen is considered a separate area/sea zone and an Atomic bomb drop affects the pen and subs in it.

#### 14.13 All: Jet Powered Fighters:

- Fighters attack and defend at +1 during regular combat and strategic bombing raids.

*Jet powered fighters were a revolutionary leap in aircraft. The German ME 262 could attain speeds of 540 MPH, twice the speed of British and American four engine bombers, and could climb at record speeds, all powered by low grade fuel. The ME 262 was late in being put into use (1944), as Hitler originally demanded that the aircraft instead be converted into a "blitz bomber". Nevertheless the ME 262 came into service as a fighter 8 months before its British counterpart, the "Gloster Meteor".*

#### 14.14 All: Technological Espionage level 1-2:

- Level 1 allows sabotage attempts, choose an enemy technology and roll 1 die. On a die roll of 1-3 the sabotage attempt was successful, reduce the development of the technology by one. Level 2 espionage allows stealing of technologies. Roll one die, on a 1-2 a technology is stolen of your choice. On a 5-6 the spy is caught and espionage cannot be used next turn. Only sabotage OR stealing can be used in one turn, never both.

#### 14.15 All: Advanced logistics:

- Allows strategic movement into areas just conquered.

#### 14.16 All: Super Submarines:

- Submarines hit on a 3 or less in combat

- In the case of Germany, subs convoy hunting in the Atlantic get +1 to their IPC damage amount.

*Germany created new types of fast and deadly submarines, the type XXI and type XXIII subs, which were both fast and efficient, but never truly saw much service as by the time they were ready to begin mass production the allies had already landed and were closing on Germany. Had Germany developed these submarines earlier we can only speculate on the effect they could have had on the allied war effort. The United States also invested heavily in submarine development and steadily fielded increasingly powerful submarines.*

#### 14.17 All: Long Range Aircraft:

- Fighters and bombers have their range increased by 1.

#### 14.18 All: Heavy Bombers:

- Up to 2 bombers may be used as heavy bombers and attack with 2 dice each in regular combat or on bombing missions.

*The British created heavy bombs such as the 8000 lb "blockbuster" bomb and the 2000 lb "Grand Slam" as well as mass area bombing techniques which were very effective.*

#### 14.19 All: Industrial decentralization:

- All bombing and rocket damage rolls on your factories are at -2 to their die rolls.

*In the face of massive allied air superiority and non stop bombing, Germany decentralized many of its factory operations, moving them underground and spreading them out when possible, thereby greatly reducing damage done by allied bombing of formerly concentrated factory areas.*

#### 14.20 All: Improved Rail Capacity:

- Rail capacity is increased by 3, these extra 3 may be used anywhere in adjacent areas.

#### 14.21 All: Radar/Sonar level 1-2-3:

- Radar 1 allows detection of submarines when they surface periodically to recharge their batteries. Add 2 to unit's submarine detection.

- Radar 2 is a more powerful radar that allows detection of submarines even if they are underwater. Add 2 to unit's submarine detection.

- Radar 3 allows detection of submarines with varying frequencies that cannot be detected, negating Counter radar/sonar level 1 or 2, and submarines are automatically detected.

- Sonar/Radar technology can be transferred between the Britain and the U.S. one turn after it is obtained. *Example: Britain gets sonar/radar on turn 3. On Britain's turn 4 it announces it is transferring the technology to the U.S., and the U.S. may then use Sonar/Radar also.*

#### 14.22 All: Counter radar/sonar: level 1-2 :

- Counter radar 1; military advances such as submarine snorkeling allowing submarines to recharge their batteries while submerged, subtract 2 from enemy unit's submarine detection ability.
- Counter radar 2; radar detection detector. Allows submarines to know when they have been found on a radar and flee, subtract 2 from enemy unit's submarine detection ability.

*Both Britain and Germany scrambled to develop submarine war oriented technologies in the battle for the Atlantic. At first Britain's economy was being devastated by German submarines. Then the British developed a radar capable of detecting submarines that were not submerged. The subs were sunk. Germany then developed a counter method of "submarine snorkeling" allowing submarines to recharge their batteries without surfacing. The subs wreaked havoc. Then Britain developed methods of detecting the submarines even when they were submerged. The subs were again sunk. The Germans then developed a radar detector-detector, and submarines could tell when British forces were in the area using their radar to detect them, and therefore flee. The subs wreaked havoc. The British then developed radar methods using different frequencies which the German detectors could not detect. The subs were sunk once more. Winston Churchill aptly called the battle for the Atlantic "The Wizard Wars".*

### 15.0 MISCELLANEOUS RULES

**15.1 Neutral Ships:** Ships belonging to countries that are not at war with each other may move through one another's sea zones and even remain in the same sea zone, but cannot end their movement in a sea zone adjacent to a factory that is not owned by them. If ships are attacked in a sea zone that contains ships from different countries that are neutral to each other, and also ships belonging to countries that are at war, then the neutral ships do not participate in the battle and are left in the sea zone. If a country attacks ships in a sea zone that contains both ships that are hostile to the attacker and ships that are neutral to the attacker, the neutral ships would not participate in the battle.

*Example: Russia moves its cruiser and transport on the Soviet Far East down into the East Indies sea zone, where a French transport is located. Japan declares war on Britain and France and attacks the French transport in the East Indies sea zone with 2 subs. The Russian ships remain in the sea zone and do not participate in the battle because Japan and Russia are not at war with each other. At the end of the battle Japan destroys the French transport and the result is 2 Japanese subs sharing the sea zone with the Russian cruiser and transport since they are neutral to each other.*

**15.2 Built Fighters/Subs:** Built fighters can be placed directly on existing carriers, built subs directly in existing sub pens, and built carriers/pens can have existing fighters/subs placed immediately in them.

**15.3 Algeria:** Algeria is located next to Morocco and has a value of 1 IPC.

**15.4 Armor Blitz:** Only tanks may "blitz" unoccupied enemy areas to attack enemy areas two areas away. Special infantry units that have a movement of two, such as Russian Guards, SS Panzergrenadiers and U.S. Armored Infantry may not blitz.

**15.5 Turkish Straits:** The player owning Turkey may allow or deny passage to the Black Sea. While Turkey is neutral, ships may not enter the Black Sea.

**15.6 Ireland:** The British player may move up to 2 infantry or 1 tank per turn between Britain and Northern Ireland so long as the sea zone surrounding Ireland is not held by enemy ships. Units moving from Britain to Northern Ireland must end their movement in Northern Ireland for that turn.

### 16.0 VICTORY CONDITIONS:

Axis: if at the end of the U.S. player's turn the Axis is over 109 on the production track, the Axis wins. If at the end of the U.S. player's turn the Axis is over 104 on the production track and Russia has been eliminated or reduced to a partisan state, the Axis wins. The Allies win by capturing both Axis capitols, or when the Axis surrenders.

### 17.0 SETTING UP NAVAL UNITS

On the map there are several land areas with 2 or more sea zones adjacent to them. When setting up for the following areas these rules apply.

**United Kingdom:** The British ships are placed to the left of Britain.



**Eastern Australia:** The British transport is placed to the right of Eastern Australia.

**Italian East Africa:** The German transport is placed to the South East of Italian East Africa.

**Western United States:** The U.S. player may not place his naval units in the Gulf of Mexico.

**Karelia:** The Russian ships are placed in the Northern sea zone.

## 18.0 NEUTRAL COUNTRY FORCES

Afghanistan: 3 infantry  
Angola (Portugal): 1 infantry  
Argentina: 4 Infantry  
Azores (Portugal): no forces  
Balkans: 4 infantry, 1 fighter  
Brazil: 4 infantry  
Cape Verde (Portugal): no forces  
Central America: 2 infantry  
Chile: 2 infantry  
Colombia: 2 infantry  
Eire: 1 infantry  
Finland: 3 infantry  
Greenland: no forces  
Iceland: 1 infantry  
Iraq: 1 infantry  
Mexico: 3 infantry  
Mongolia: 2 infantry  
Mozambique (Portugal): 1 infantry  
Norway: 1 infantry  
Persia: 2 infantry  
Peru: 2 infantry  
Poland: 5 infantry, 1 armor, 1 fighter  
Portugal: 1 infantry  
Rio De Oro (Spain): 1 infantry  
Saudi Arabia: 1 infantry  
Spain: 4 infantry, 1 armor, 1 fighter  
Sweden: 4 infantry, 1 armor, 1 fighter  
Switzerland: 4 infantry, 1 fighter  
Tibet: 1 infantry  
Turkey: 5 infantry, 1 armor, 1 fighter

World at War

Copyright 1990: Frank W. Zenau

(Revised 1992)

2<sup>nd</sup> Edition 3/93

3<sup>rd</sup> Edition 8/96

3.1 Edition 1/2001

3.2 Edition 1/2003

4<sup>th</sup> Edition 11/2005