

# WORLD AT WAR

1941

## Introduction

The world's fate is in the allies hands now. You the allies must stop the axis evils from total world domination ! The axis are at there peak strength and just attacked Pearl Harbor forcing the USA to enter the war. The allies need to plan and coordinate in unity and save the people.

Be ready to deal with the evils along with good and bad events, weather, combats, death, destruction, morale issues and your allies mistakes ! But in the mean time try not to become an evil yourself while trying to save the world and its people. Good luck and enjoy the game !

## TURN ORDER

1. Germany
2. Russia/CCP
3. Japan
4. UK/France/FEC/Anzac
5. Italy
6. USA/China

## WEATHER CHART TURNS

Turn 1 :	Winter/Monsoon	1941/42
Turn 2 :	Rasputita	1942
Turn 3 :	Winter	1942
Turn 4 :	Monsoon	1943
Turn 5 :	Rasputita	1943
Turn 6 :	Winter	1943
Turn 7 :	Monsoon	1944
Turn 8 :	Rasputita	1944
Turn 9 :	Winter	1944
Turn 10 :	Monsoon	1945

## VICTORY CONDITIONS

The axis needs to get to 30 victory points at the end of any turn to win the game. If the axis doesn't achieve this goal by the end of 10 turns, the allies win the game.

## NATIONAL ADVANTAGES

At the start of each game, each major country gets to roll 2d6 dice and see what national advantages you get on a chart to use for the whole game. Countries that roll for this are Germany, Russia, Japan, UK, Italy and the USA.

## **ACTION SEQUENCE**

1. Draw Event Card.
2. Buy Tech Tokens.
3. Roll for Tech.
4. Strict Neutral Influence.
5. Consult Weather Chart Conditions.
6. Purchase Units/ Make Repairs.
7. Combat Moves/SBR Warfare.
8. Combat
9. Non Combat Moves.
10. Place Bought Units.
11. Collect Income.

### **1. DRAW EVENT CARDS**

Draw 1 event card at the start of each of your turns.

There is 10 countries that get to draw a card.

You use the card right away before the start of your turn.

Keep in mind there is a free tech, 2 free tech tokens and spy steals a tech card in 6 major countries deck of cards.

### **2. BUY TECH TOKENS**

Buy your tech tokens now for 5 Icps each. You can buy as many as you want. But remember if you have like 3 tokens and you roll 1-3 6's for break thru you only get 1 tech and rest of tokens are removed from game.

### **3. ROLL FOR TECH**

Now you roll 1 d6 for each of your tech tokens you have from purchase and/or from an event card. You need to roll a 6 for a break thru to receive the tech. Doesn't matter how many rolls you have for tech and if roll more than 1 6, you still only receive 1 tech and rest of tokens are removed from game until you start to buy more or get free. If you don't roll a break thru you can save all your tech tokens and roll on your next turn. When you get tech you choose 1 of 2 charts, roll a d6 and that's your tech. You can purchase 1 or more tech tokens at a cost of 5 Icps each.

### **4. STRICT NEUTRAL INFLUENCE**

This is the time if you want to try and influence a strict neutral country to join your side of the war. Pay the cost and roll 1 d12 and see what your results are on the chart. Can move units right away on your turn.

### **5. WEATHER CHART CONDITIONS**

Check the weather chart for conditions on all turns.

This will affect your buys and movements.

#### **SEASONS**

**Rasputita :** All motorized units in Russia's red territories can only move 1 space this turn.

**Winter :** All Russian Inf def +1 in red territories. Motorized units can now move through marshes.

**Monsoon :** No motorized movement in the territories of Burma, Assam and Thailand.

Planes cannot fly through these territories in combat but can fly through them in non combat.

## **6. PURCHASE UNITS/REPAIRS**

Purchase all your units now and also make any repairs to any battleships, air carriers, factories, oil derricks, air bases, naval bases and rail road tracks. Repairs cost 1 icp for each damaged point.

## **7. COMBAT MOVES/SBR WARFARE**

During this sequence each player moves there units into territories and sea zones occupied by there enemies to engage in combat. All battles are chosen at this time. Once all combat moves are done, you cannot move anymore units.

For SBR attacks this is also the time to move your medium/stg. bombers to the facilities you want to bomb. Also bring any escorts that you want to defend your bombers with.

Move all attacking pieces and defending pieces to the battle board and place at there corresponding values. All attacking pieces roll now for there hits. Once attackers done rolling, the defender must choose all his casualties now and place in the casualty zone. First strike hits removed from game.

Now the defender rolls for all his pieces including casualties for hits. After he's done the attacker removes his pieces from the battle board and places in his piece trays. Then the defender removes his casualty pieces from the casualty zone and places in his piece trays.

Exception : During this phase, you may move any of your units out of enemy spaces that were there at start of your turn. ( sea zones & pop up Inf or Art ). Doing so allows you to move your units in combat to a another zone containing enemy units or no enemy units. If you stay in that sea zone or territory at start of your turn it will become hostile and combat will happen.

## **8. COMBAT**

As the attacker you can move any of your units now into different land territories and sea zones to attack the enemy. You can move into an empty territory to capture it and then into the next land territory to attack the enemy. This would be called a blitzing move.

Each of your units can only do 1 action per turn. ( either SBR warfare or combat )  
All combat is considered to be happening simultaneously all at the same time.

Friendly units in same land territories or sea zones cannot attack with your units.  
They can though defend together. Defending players decide on who takes a casualty.  
If they cannot decide the attacker can pick the casualties so beware of your issues.

After all combat moves are done, then the attacker decides which battles he wants to start with.  
Attacking and defending players are actually firing at the same time but attacker goes first and then the defender goes after.

### **LAND BATTLES**

Move all your attacking units to the battle board and place units in corresponding columns with there values. Move all defending units to the battle board too now to corresponding columns.  
Each unit on each side has a value number and you will roll 1 dice for each piece per round of combat.  
If you roll the corresponding value or less for unit piece, you score a hit.

Before 1<sup>st</sup> round battle begins, the defending country gets to fire his defending AA gun ( 1 only per territory ) at any attacking Planes. The defender rolls 1d12 dice for each plane @2. Roll separate for each different type of plane group. If plane or planes are hit they are removed from game now before first round of combat starts. These attacking plane casualties do not get to fire back.

## **COMBAT cont.**

Now the attacking units roll for all there pieces on battle board. Then the defender chooses his casualties and places them behind the casualty line. The defender now rolls for his units plus all his casualties in casualty zone. The attacker now chooses his casualties and removes from game and the defender now removes his casualties from game now too.

Now the attacker has to decide if he's going to stay for another round of combat or retreat his units. Repeat same sequence if there's more than 1 round of combat. ( not aa gun shot ) Other wise if attacker decides to retreat he has to move back to anyone of the land territories or sea zones he came from only.

Cannot retreat to a captured territory from a blitz move.

Can only move in that blitzed territory in non combat.

Keep in mind all attacking and defending planes can retreat after one round of combat or any round after.

If attacker wins the battle, he places his surviving pieces from battle board into the new conquered land territories and/or sea zones. All captured capital IC's reduced to minor IC's and minor IC's destroyed.

The attacker also controls any oil derricks with damage or no damage.

## **SEA BATTLES**

### **Blockers :**

Each defending surface ship only ( no subs ) can block 3 attacking ships. If 2 defending ships blocking, then can block 6 attacking ships etc. If you Attack blocking ships, any surviving attacking ships must stay in that sea zone while the rest of your fleet can combat move past your surviving ships. If a blocking ship survives a battle, then 3 attacking ships are blocked from moving through in combat with rest of your fleet.

As for transports moving through blockers, you would need 2 surfaced ships per transport to move through to do any amphibious assaults.

### **Amphibious Assaults :**

Move all attacking sea units and naval planes into sea zones you want to attack. Declare if you are doing any amphibious assaults. If there is any amphibious assault landings with enemy ships and subs in same sea zone, you must resolve and survive the battle before your land units can move off transports on to land territories. After units land, now is the time to do your shore shots for Battleships @4 and Cruisers @3.

For every land unit, you can do 1 shore shot each. All units killed from battleships and Cruisers shore shot get a return defend shot as a casualty. Ground units that landed, cannot retreat back to transports.

### **Tac/Dive bombers vs subs :**

Sea zones are either hostile or not. If you attack a sea zone all enemy countries ships and subs defend together. Destroyers do block subs movement 1 to 1. But subs have option of diving first if they survived

any Tac/Dive bombers first strike attack @3. As the attacker, you have to declare if you are attacking surfaced subs with your Tac/Dive bombers or not. Tac/Dive bombers have 2 choices to make for combat.

If not attacking subs first, then subs can stay on surface for combat or dive and try to survive a depth charge drop. If sub dives then any attacking destroyer each can do a depth charge drop attack @3. All diving subs resurface at end of attackers turn. Subs that surface at end of turn still do convoy raiding.

Next attacking and defending subs can do there first strike shots if no destroyers blocking 1 to 1. Sub first strike casualties cannot return fire. Battleships and carriers ships take a 1 hit. If damage, have to use there damaged attack defend reduced values now starting for first round of combat.. Now resolve rest of combat battle rounds. Attacking units can retreat to any sea zone they came from after first round of combat. All attacking and defending naval planes can also retreat after 1 round of combat.

Your attacking naval planes cannot land on new purchased carriers.

## **COMBAT cont.**

### **SBR warfare :**

Declare which facilities are going to be bombed by your bombers with any escorting fighters. Also declare if any attacking Tac/Dive bombers are going to do a singled out attack on any AA guns.

Place each attacking bomber next to the facility ( AA guns too ) being attacked along with any escorting fighters you brought with. Defender now declares if he's going to send up any interceptors.

You can bring as many escorts fighters you want as attacker and the defender can send up as many intercepting fighters as he wants too.

If there's escorting fighters with intercepting fighters then a combat round happens. Also if there's no escorting fighters with his attacking bombers, the defender still can send up any intercepting fighters to try and kill his attacking bombers.

If attacking Tac/Dive bombers on AA guns, then 1 round of combat happens if there's intercepting fighters. Tac/Dive bombers attack @1 and any escorts or interceptors attack and defend @3. Remove any casualties from game. Now for each AA gun being attacked by Tac/Dive bombers only, gets a defend roll of @2. For any surviving bombers after AA gun defend shots, each get to attack 1 AA gun @3. If AA gun is destroyed, now attacking planes attacking the ground territory do not have to in counter AA guns defense shot.

If there's escorting fighters with intercepting fighters then a combat round happens. Also if there's no escorting fighters with his attacking bombers, the defender still can send up any intercepting fighters to try and kill his attacking bombers.

So for 1 round of combat only, the attacker rolls for his escort fighters @3 and bombers @1, and defender rolls for his interceptors @3 and all hits on planes are removed from play. Then all attacking escort fighters return to a friendly land territory with movement spaces left. Defending interceptor fighters must land in the territory they came from.

## **9. NON COMBAT MOVES**

In this sequence a country may move any unit pieces that did not move in the combat sequence. All land planes must land now on a territory they owned at the start of turn. All naval air planes can land back on carriers or on a land territory they owned at start of turn.

Planes cannot land on any newly captured land territories at the end of any turn. Naval planes cannot land on new purchased air craft carriers. Only bought naval planes can land on carriers.

## **10. PLACEMENT OF PURCHASED UNITS**

Place all your bought units at a factory and a sea zone adjacent to a factory and must have a naval base adjacent to that sea zone.

## **11. COLLECT INCOME**

Before you collect your income, make sure all countries captured territories are correct and marker is correct on chart. If Germany gets Wolf Pack Tactics national advantage, then the USA and UK must see how much they lose when they collect there income at end of turn.

Now see what you have for income and collect from the bank.

## THE MAP

The territories and sea zones at top and bottom of map are not adjacent to each other.

The territories and sea zones on left and right of map are adjacent to each other.

All sea zones show with arrows the ones that are connected to each other.

There is only a motorize move of 1 in Asia and south plus Siberian territories. There is a dash line border showing the 1 move zone on map. Also Italy can only move in Southern Russian territories marked by a dash line border.

## CANALS

Panama canal you can only go thru if you own it.

Suez canal you can only go thru it if you own Egypt.

No enemy subs can pass thru either canals.

## STRAITS

Germany can pass thru the Danish Straits if they own either Denmark or Norway.

The allies cannot move thru the Danish Straits unless they control both Denmark & Norway.

Enemy subs can move thru the Danish Straits at all times.

No surface ships or subs can move thru the Turkish Straits unless you control Turkey.

## GIBRALTAR

Only the controlling player of Gibraltar can move thru the straits of Gibraltar.

Enemy subs can pass thru at any time.

Any enemy ship or sub that passes thru in combat or non combat must survive a sea mine attack. Controller of Gibraltar rolls 1 d12 dice and a roll of 4 or less kills the ship or sub. Just a 1 time event for each passage both ways per turn. Can do 1 sea mine attack each for a combat move and a non combat move in same turn.

## CONVOY BOXES

All ships ( no transports ) or subs can raid a convoy box inside and outside of box to inflict damage to a countries income. Move a attacking unit inside a convoy box and it does the damage to countries income based on number inside box.

You can also damage a convoy box on outside of it if the attacking unit is touching convoy box from any sea zone. That damage is worth 1 Icp towards countries income per attacking unit touching outside of convoy box.

## STRICT NEUTRAL TERRITORIES

Any one of the 6 major countries can try to influence only 1 strict neutral to join there side per turn. You pay a cost of 4 or 10 Icps and roll 1 d12 and see if you influenced the neutral country on chart.

If you Influenced the country, you replace all there units with your units and if reserves are called up they get to stay and defend only the country you own now. Only your pieces converted to your units can move. You can move your converted units at start of your turn.

Keep in mind you may pay less or more based on your dice influence roll also.

## CHIPS/MONEY COLORS

### GAME CHIPS

Grey = 1 unit

Green = 3 units

Red = 5 units

Blue = 10 units

Orange = damaged

### MONEY CHIPS

White = 1 Icp

Green = 3 Icps

Red = 5 Icps

Blue = 10 Icps

Black = 20 Icps

# GAME PIECES

## INFANTRY

Cost: 3  
Attack: 2/3\*  
Defend: 4  
Move: 1  
\* Artillery boost each Inf +1 on attacks and for all types of Infantry.

## ELITE INFANTRY

Cost: 3  
Attack: 4/5\*  
Defend: 2  
Move: 1  
Can be Air transported in combat and non combat. Can only build 2 a turn.

## PARATROOPER

Cost: 3  
Attack: 2/3\*/4\*  
Defend: 4  
Move: 1  
Can build 2 a turn only.  
Can only build 1 elite and 1 paratrooper a turn or 2 elites or 2 paratroopers a turn. Never more than 2 combined or not. Paratroopers attack 3 or 4 with a artillery on any Amp. Assault 1<sup>st</sup> round only.

## ARTILLERY

Cost: 4  
Attack: 4  
Defend: 4  
Move: 1/2  
\* Each artillery boosts 1 Inf each +1 on attacks only. Artillery can be towed by Mech Inf only.

## MECHANIZED INFANTRY

Cost: 4  
Attack: 2  
Defend: 4  
Move: 2  
Can tow artillery 2 spaces in combat or non combat. Can tow rockets and AA guns in non combat only 2 spaces or 1. Can blitz.

## SS GERMAN GRENADIERS

Cost: 4  
Attack: 3  
Defend: 4  
Move: 2  
Can tow artillery 2 spaces in combat or non combat. Can tow rockets and AA guns in non combat only 2 spaces or 1. Can only build 2 a turn. Can blitz.

## ITALY BERSAGLIERI MECH

Cost: 4  
Attack: 3  
Defend: 4  
Move: 2  
Can tow artillery 2 spaces in combat or non combat. Can tow rockets and AA guns in non combat only 2 spaces or 1. Can only build 2 a turn. Can blitz.

## SELF- PROPELLED ARTILLERY

Cost: 5  
Attack: 4  
Defend: 4  
Move: 2  
If you roll a 2 or less you can pick the target.  
Cannot tow artillery, rockets and AA guns.

## ARMORED TANKS

Cost: 6  
Attack: 6  
Defend: 6  
Move: 2  
Can blitz. Can't tow nothing in the game.

## SS GERMAN PANZER TANK

Cost: 7  
Attack: 7  
Defend: 7  
Move: 2  
Can blitz. Can't tow nothing.  
Can only buy 2 a turn.

## SS GERMAN TIGER TANK

Cost: 7  
Attack: 8  
Defend: 8  
Move: 1  
Can blitz. Can't tow nothing.  
Can only build 1 a turn starting on turn 4.

## RUSSIAN K-V1 TANKS

Cost: 6  
Attack: 6  
Defend: 8  
Move: 2  
Can only build 2 a turn.

## RUSSIAN GUARD TANK

Cost: 0  
Attack: 7  
Defend: 7  
Move: 2  
You promote 1 normal T-34 Tank to a guard tank per Turn on the map at end of Each turn.

## PLANES

### FIGHTER

Cost: 8  
Attack: 5  
Defend: 5  
Move: 5  
If you roll a 2 or less get a bonus dog fight plane kill too besides your normal hit. Escort and intercept at 3 or less for 1 round only.  
Cannot land on AC carriers.

### NAVAL FIGHTER

Cost: 8  
Attack: 5  
Defend: 5  
Move: 4  
If you roll a 2 or less get a bonus dog fight plane kill too besides your normal hit. Escort and intercept at 3 or less for 1 round only.  
Can land on AC carriers only and can land on ground.

## TACTICAL BOMBER

Cost: 8

Attack: 6\*/4

Defend: 6\*/4

Move: 5

\* You can pick target on first round of combat with a roll of 6 or less.

Then any combat rounds after that you only hit on a 4 for a normal hit only.

If you roll a 1 on your normal hit get a bonus dog fight plane kill too besides your normal hit.

You can attack subs at a 3 first strike. You also can attack an AA gun at a 3.

Your tacs can scramble against lone subs attacking.

Cannot land on AC carriers.

## NAVAL DIVE BOMBER

Cost: 8

Attack: 6\*/4

Defend: 6\*/4

Move: 4

\* You can pick target on first round of combat with a roll of 6 or less.

Then any combat rounds after that you only hit on a 4 for a normal hit only.

If you roll a 1 on your normal hit get a bonus dog fight plane kill too besides your normal hit.

You can attack surfaced subs at a 3 for a first strike shot. You can attack AA guns too at a 3. You can scramble against lone subs attacking only.

## MEDIUM BOMBER

Cost: 9

Attack: 3@5 ground only

Attack: 2@4 naval only

Defend: 2

Move: 6

SBR dog fight: @1

SBR 1d6 for damage.

Attack first round only.

## STRATEGIC BOMBER

Cost: 11

Attack: 4@5 ground only

Attack: 3@4 naval only

Defend: 3

SBR dog fight: @2

SBR 1d6 +1 for damage.

Attack first round only.

## AIR TRANSPORT PLANE

Cost: 10

Attack: 0

Defend: 0

Move: 5

Can transport 2 elite inf or 2 paratroopers or 1 of each in combat only.

Can transport 2 inf or 1 inf/ artillery or 1 inf/ 1 AA gun in non combat only.

## NAVAL UNITS

### AIR CRAFT CARRIER

Cost: 12

Attack: 0

Defend: 4 planes only

Move: 2

Damaged:

Defend: 2 planes only

Only naval planes can land on these ships.

If damaged you cannot land or take off from these damaged ships.

### ESCORT CARRIER

Cost: 6

Attack: 0

Defend: 2 planes only

Move: 2

Only a naval plane can land and take off from this ship.

1 plane only allowed on ship.

### BATTLESHIPS

Cost: 14

Attack: 8/1\*

Defend: 8/1\*

Move: 2

Shore: 4

Damaged:

Attack: 6/1\*

Defend: 6/1\*

\* If you roll a 1 get a bonus AA plane kill too besides your normal hit.

## CRUISER

Cost: 10

Attack: 6/2\*

Defend: 6/2\*

Move: 2

\* If you roll a 2 or less get a bonus AA plane kill too besides your normal hit.

## DESTROYER

Cost: 6

Attack: 3

Defend: 3

Move: 2

Depth Charge:

Attack: 3

Destroyers block a sub movement 1 to 1 and also their first strike attack.

Destroyers do not prevent a sub from diving. If a sub dives then you get a depth charge drop attack @3.

## SUBMARINE

Cost: 7

Attack: 5

Defend: 2

Move: 2

Subs can dive on first round of combat and only time they can dive.

A Tac or Dive bomber can get a first strike on a sub before it can dive.

If Tac or Dive bomber miss then the sub can dive. If an enemy destroyer present then now it gets a depth charge drop on sub.

## TRANSPORT

Cost: 7

Attack: 0

Defend: 0

Move: 2

Escape: 2

Can transport 2 units.

Must be 2 Inf or 1 Inf & 1 art or 1 Inf & 1 motor or 1 Inf & 1 AA gun.

Can transport 1 General or 1 Admiral at same Time.

## SPECIAL GROUND UNITS

### AA GUN

Cost: 5

Attack: 0

Defend: 2/4\*

Move: 1

At start of first round of Combat, AA gun gets to shoot at each plane @2. Roll separate for each group of planes. \* If no planes attacking it can defend @4 on first round of combat. If planes attacking then it rolls its defend shot at planes at start of first round only and then it gets to defend @4 for rest of combat rounds. AA gun destroyed if captured.

### GERMAN BUNKER

Cost: 12

Attack: 0

Defend: 4 Boost 3 Inf +1

Move: 0

Can buy 1 max for Siegfried Line between France and West Germany. Takes 6 damage. Any more damage after 3, then lose +1 Inf defense per damage.

### BUNKERS

Italy, Japan & UK bunkers defend @4 only.

Cannot buy in game.

## FACILITIES

### MINOR FACTORIES

Cost: 12

Attack: 0

Defend: 2 at each plane

Move: 0 Only Russia can move

**Max Damage: 6**

You can only build minor IC in the game. Territory must have a value. Can only build up to the territories value. Maximum damage is up to 6. You must repair half the damage before you can start to build on them. You cannot build capital ships. Must repair half damage to IC before you can begin to build.

### AIR BASES

Cost: 0

Attack: 0

Defend: 2 at each plane

Move: 0

**Max damage: 6**

No scramble if damaged.

You cannot buy these in Game. You can scramble up to 3 fighters from each air base touching a sea zone. You can scramble up to 3 tac bombers also against attacking subs alone. All planes leaving from an air base get a +1 move.

### NAVAL BASES

Cost: 0

Attack: 0

Defend: 2 at each plane

Move: 0

**Max damage: 6**

You cannot build these in game. All ships and subs get a +1 move in non combat only.

You can only move naval units 2 spaces in combat.

### OIL DERRICKS

Cost: 0

Attack: 0

Defend: 2 at each plane

Move: 0

**Max damage: Up to double there value**

You cannot build these in game.

You do receive the values of these towards your income. Any damage to them and you lose the full value of the income there worth. Can be captured and used for income if not damaged by the enemy.

### MAJOR CAPITAL FACTORIES

Cost: 0

Attack: 0

Defend: at each plane

Move: 0

**Max damage: Up to double territory value.**

Cannot be moved in games but if captured are reduced to a minor factory. Moscow factory is only destroyed on capture.

You have to repair at least half there value before you can build on them like minor factories. Can build up to double territory value only.

# COUNTRIES AND SPECIFIC RULES

## GERMANY

- # Wolf Packs: For every 2 subs you have attacking they get to attack @6.
- # Tipitz Battleship: Attacks & defends @9/1. Roll a 1 get a bonus AA plane kill too besides your normal hit. Takes 3 hits. 1-2 Damaged AD@6/1. Shore Shot: @5. No shore shot if damaged.
- # Can build 2 SS Grenadier mechs per turn. Att@3 Def@4 Move 2. Can blitz.
- # Can build 2 SS Panzer tanks per turn. Att@7 Def@7 Move 2 Can blitz.
- # Can build 1 Tiger tank per turn starting on turn 4. Att@8 Def@8 Move 1 Can blitz.
- # Once per game Germany can do a non combat move from Germany through Sweden to Norway. Must have to use transports.
- # Once per game Germany can do a combat move from Norway to Finland. Must use transports.
- # Germany can use inf, mechs, SPA's, tanks and AA guns to garrison a Russian territory.
- # Germany cannot move across the Arctic sea zones to the Pacific side or back. Only Russia can move destroyers & subs from Pacific side to Atlantic side or vice versa during Rasputita season only.
- # You can build 1 bunker max anytime during game for your Siegfried line defense. Cost is 12 Icps. Takes 6 max damage & boosts 3 Inf +1 on Def.
- # Germany cannot move into India or any time south of Iran.

## ITALY

- # Bersaglieri Mech : Att@3 Def@4
- # Italian tanks : Att@5 Def@5.
- # Italy has 2 bunker lines located in Northern Italy with 3 bunkers and south Rome with 4 bunkers. They absorb 1 hit each. Cannot rebuild.
- # Italy can move into the Middle East and Southern Iran but not into India and its territories.

## RUSSIA

- # Guard Infantry: Att@3 Def@4
- # Guard Tank: Att@7 Def@7 Can promote 1 tank at end of each turn.
- # K-V1 Tank: Att@6 Def@8 Can build 2 a turn only but cannot place at the Tankograd factory.
- # Russia can move 1 factory per turn. Have to move at start of your turn and cannot build before or after its been moved. Has to be a original territory.
- # The Stalingrad and Tankograd factories cannot be moved in the game.
- # You can move the Moscow factory but then it becomes a minor factory and its worth whatever the territory is worth it moved too.
- # Tankograd factory: Can build 2 tanks there and 1 tank for free and 2<sup>nd</sup> tank for 4 Icps. If you just get 1 tank then that one is free.
- # You cannot build on more then 1 factory in the same territory. You have to pick the factory to build on.
- # If you move a factory to a territory greater then what the factory build number is you can now build up to that new territory value.
- # If Moscow is captured the factory is destroyed and Samara becomes the new capital and Germany receives half of Russia's money.
- # Russia can activate Mongolia and receive 1 Icp income and the 6 Inf. The Mongolians can move within there territories but cannot leave there territories unless Japan attacks Russia first.
- # Russian-Japan Pact: If Japan attacks Russia first the Mongolian inf become Russian inf and receives the 1 Icp territory income. Also Russia receives a fund of 16 Icps to be used right away to buy forces and place any fund bought pieces in a territory or territories Japan is attacking. Russia can now move into Japan and China territories.
- # If Russia attacks first the Mongolians become neutrals and Russia does not receive 1 Icp income and loses the 6 Mongolian inf. They also lose the 16 Icp fund that would of popped up to defend if attacked first.

## JAPAN

- # Yamato Battleship : Att@9/1 Def@9/1  
Roll a 1 and get a bonus AA plane kill too besides your normal hit. Takes 3 hits to kill.
- 1-2 Damaged : Att@6/1 Def@6/1  
Shore shot @5. If damaged no shore shot.
- # Japan Tanks : Att@5 Def@5
- # Cannot build Stg. Bombers in game.
- # Kamikazes : You get 5 Kamikaze dice per Game only. Can use in any sea zone with a Kami box. Can do 1 or up to 5 attacks in 1 sea zone or 5 sea zones or all 5 in same sea zone. Can attack only battleships, air carriers, escort carriers and destroyers. Roll a skulls head on dice get a hit. This equals to 1d6 dice roll hitting on a 1.
- # Russia - Japan Pact : If Japan attacks Russia first the Mongolians become Russians and they collect the 1 Icp income. Also Russia receives a fund of 16 Icps to buy and place these bought fund units in any territory Japan is attacking. Now all Russian units can move into Japan or China. Russia cannot move into India. If Russia attacks Japan first then the Mongolians become strict neutral and only defend there territories. Russia also loses the 1 Icp income and Inf for controlling the Mongolians if they have activated them already. Plus the 16 Icps fund.

## UNITED KINGDOM

- # UK can only build capital ships in London, Scotland and Canada even with the 2 minor factories.
- # UK cannot fly over or land in any Russian territories in game. Exception : They can along with allies move/fly into Northern Iran to help defend UK/Russia's oil supplies.

## FEC & ANZAC

- # Neither country can build capital ships and Stg. bombers in entire game.
- # FEC can move any 2 units on railroad during monsoon season to Bangladesh and/or if Burma road is closed.

## RUSSIA cont.

- # Russia cannot move into China unless at war with Japan but can move into Mongolia's territories to activate them. There Pro - Russian.
- # On Russia's rail road you can move any 2 pieces in any territory that has rail road tracks and can move 3 spaces.
- # Axis cannot use the Russians Siberian Railroad.
- # Lend Lease: At the end of each turn you roll 1d12 for lend lease and see what you get from chart. You place this piece at any available LL Box only.
- # Russia can move there destroyers and subs only across the top of the map which is the Arctic sea zones. They can move these pieces from the Europe side to the Asia side or vice versa only through SZ AR10 during Rasputita season only.
- # Russian ships and subs can only move in the Arctic, North and Baltic sea zones. They cannot share the same sea zones with any allies navy. They can move there navy out of the Black Sea if they Influence Turkey or allies control Turkey.
- # Partisans: Def@2  
If axis controls a Russian land territory and doesn't garrison the territory, place 1 partisan in each territory axis controls but leaves empty. Germany now loses the income for territory. But Germany still can pass through territory. Germany can use a Inf, Mech, SPA, Tank or AA gun to garrison. For every partisan that Germany leaves alone in a territory, place another partisan there and now Russia takes control of that land territory while 2 partisans defends it and it blocks any movement trying to pass by.
- # Russia cannot move into any India territories except for Southern Iran to protect there oil interests and there lend lease box placement if they need to defend it.
- # Russia can move into the middle east up to Trans Jordan including Southern Iran.

## CCP CHINA

- # CCP China can capture any empty Nationalist China territory. Nationalist can do the same thing.
- # Gets 1 Inf per 2 territories owned rounded up.

## UNITED STATES

- # Roll 3d6 dice for repairs to your damaged battleships in Hawaii's port at start of your turn other wise they cannot leave port until repaired. Pay with your income you started with to the bank.
- # Marines : Att@4 Def@4  
They cannot move inland from coastal territories. They can land on islands.
- # US can build a factory on Manilla.
- # Turn 1 is the only time US can move any naval units with or without ground units to either side of the Atlantic or Pacific oceans in the entire game.
- # US cannot fly over or land in any Russian territories in game except for Northern Iran to help defend UK/Russia's oil supplies.

## CHINA

- # Flying Tiger fighters : Att@6 Def@6  
If roll is a 2 or less get a bonus dog fight plane kill too besides your normal hit.
- # Light Bomber : Att 2@3
- # China can move into Hong Kong, Burma and any Japan orange territory in Asia only.
- # Nationalist China can move into any empty CCP China territory and capture it.  
CCP China can do the same thing to an empty Nationalist territory too.  
Neither Nationalist China or CCP China can attack each other based on signed pact.
- # China receives an income and can only buy artillery if Burma road is open. FEC can lend lease 1 inf or artillery to China using the Burma road.
- # Can only place 6 pieces in a territory on placement at end of turn. Also if there's already some pieces in a territory then you can only have 6 max units in that territory.

## SPECIAL PIECE ACTIONS

### # Transport rule options :

#### Planes and transports in naval combat with ships.

1. You can take 3 transports as 1 casualty with no 3 def@1 shots at planes.
2. Each defending transport not taken as a casualty gets 1 def@1 shot at a plane.

#### Only ships or subs vs. only transports.

1. Each surviving transport gets an escape roll @2.

#### Planes only vs. transports only.

1. Transport casualties each def@1 shot at a plane.
2. Each surviving transport can either take a def@1 shot at a plane or try to escape @2 with dice roll.

### # Submarines :

Submarines may move through hostile sea zones as if they were friendly, and they do not have to engage enemy sea units in those zones. However, a submarine that ends its combat move in a hostile sea zone must enter combat. Also a destroyer present stops the submarine movement. A destroyer block subs 1 to 1 bases. The submarine still may leave the sea zone if destroyer present at start of turn or dive after first strike attack misses or decides to dive before combat in which destroyer will get a depth charge drop attack @3. Submarines cannot hit planes.

### # Factories and AA guns : Blocks all blitz moves.

### # Planes :

All attacking and defending planes can retreat in combat after 1 round of combat. The attacking planes when retreating can move up to what's left of there movements and all defending planes can move up to 2 spaces to land. Other wise planes are destroyed if no safe landing spots.

### # Planes dog fighting :

All planes are dog fighting while there also attacking and defending in combat rounds. Figs AD@5 but if there roll is a 2 or less they also hit a plane besides getting there normal hit. This is based on not all planes dog fighting or attacking and defending. Its like 10 planes DF and 10 planes attacking against 10 planes defending. Tactical and Dive bombers also can get a bonus DF plane kill too @ 1. But they don't get this until after first round of combat based on there focus is dropping there payload.

## **SPECIAL PIECE ACTIONS Cont.**

### **# Naval ships AA guns :**

Battleships and cruisers have AA guns in game. If a battleship rolls a 1 they get a bonus AA gun kill to besides there normal hit. If a cruiser rolls a 2 or less they also get a bonus AA gun kill too besides there normal hit. So if a Cruiser rolls a 2 it kills a plane which defender has to take when he doesn't want too and also cruiser gets a normal hit which defender now can decide on if he's gonna pick a plane or ship as his casualty. Sometimes the dive bomber is picked based on his payload has dropped.

This is a scenario where ships are firing there big guns and at same time firing there AA guns at planes while planes are dog fighting and attacking & defending same time. Keep in mind planes are dog fighting same time in ground battles too.

### **# Shore bombardments :**

Battleships shore shot is @4.  
Cruisers shore shot is @3.  
Yamato and Tirpitz shore shot is @5.  
For every 1 ground unit landing in Amp.  
Assault you can do 1 shore shot.  
If Battleships have damage they cannot do a shore shot.  
If a Naval battle happens with either ship they also do not get a shore shot.

### **# AAA guns or Anti Air Craft guns :**

Before combat round happens a AA gun Gets a shot at each plane @2 attacking. Only 1 AA gun can be used per territory. After the first round of combat each AA gun can defend @4 for each round of combat. If no planes attacking then the AA gun gets to defend @4 for first round and for the rest rounds of combat.

### **# Facility built in AA guns :**

Factories, air/naval bases and oil derricks have built in AA guns that Defend @2 each only for SBR warfare.

### **# Strategic Bombing Raids ( SBR )**

Medium Bombers : Att @1d6 dice roll  
Str. Bombers : Att @1d6+1 dice roll  
These planes can do a SBR attack on any factory, air/naval base and oil derrick. Place a Orange chip plus colored chip under facility to represent the amount of damage on facility.  
They can also damage rail road tracks for up to 3 damage max. Rail roads have no built in AA gun defense. You would need an AA gun for this defense. If bombers encounter interceptors they get a roll @1 for medium bomber and a roll @2 for a Stg. Bomber for 1 round of combat. Figs @3 Tac/Dive @1

Tac/Dive bombers : Att @3 only  
A Tac or dive bomber can do a special singled out attack on any AA gun on land. AA gun fires first and if AA gun misses the tac/dive can kill the AA gun with a 3 or less. Then the tac/dive bomber would go to its normal attack @4 for rest of combat rounds.

### **# Tac/Dive Bombers :**

Tac/dive bombers have a special first strike on any surfaced subs. They attack @3 and can hit a sub before it can dive.  
Tac/dive bombers can scramble (3) from an air base only against subs attacking alone. They also get a first round pick shot at a ground or naval surface ship @6. They do not get there bonus DF plane kill on first round of combat. After first round combat the tac/dive go to there normal AD@4 for rest of combat plus now they get there DF bonus plane kill shot @1.

### **# Interceptors and escorts :**

You can bring as many escort figs as you want as the attacker and you can send up as many Interceptors as you want as the defender. Fighters escorting and intercepting defend @3. Your medium bombers on SBR raids attack @1 and your Stg. bombers @2. For 1 round only.

## **SPECIAL PIECE ACTIONS**

### **Paratroopers & Elites :**

Paratroopers get to attack +1 on first round of combat only. Also can attack +2 with an artillery on first round combat only.  
Then they go to normal attack rest of rounds.

Elite Inf are special units that are stronger on attacks whether from an air drop or land moves. But weak on defense based on there left on there own. Artillery boosts there attacks also +1. Great unit for Islands and quick can openers or depth in front lines.

### **Self Propelled Artillery :**

These units have a special pick hit to them. They attack and defend @4 and if roll is a 2 or less, can pick any ground target.  
Sometimes a general is picked as a target.

## **FACILITIES**

### **Air bases :**

You can scramble up to 3 fighters to defend a naval fleet from each air base touching that sea zone from a territory.  
Can scramble up to 3 Tac/Dive bombers to defend against lone sub or subs attacking.  
Air bases boost all planes a +1 movement in combat and non combat.

### **Naval Bases :**

Naval bases boosts any naval ship or subs +1 movement in non combat only.  
So the units can move 3 sea zones.  
In combat, these ships and subs only get to move 2. Not 3.

### **Oil Derricks :**

These units have a value and count towards your income you collect. If there damaged, you lose the income for them to collect.  
They have to be fully repaired in order to collect the income for them.  
If a enemy captures a territory with an oil derrick, they control it now and can collect the income for them if there is no damage.

### **Destroyers and planes :**

If you have attacking subs only in a naval fleet with destroyers, you can scramble 1 fighter per destroyer that's in the battle. Also if lone subs are attacking fleets, you can scramble up to 3 tac/dive bombers from an air base touching that sea zone. This plane is the real sub killer in game. Tac/dive bombers hit at a @4 against the subs only when they scramble.

### **Kamikaze's**

Japan receives 6 Kami dice for entire game only. Can roll 1 or up to 6 dice in either 1 sea zone or 6 sea zones with a Kami box icon inside a sea zone on the game map.  
If they roll the skelton's head, then its a hit.  
Cannot target transports or submarines.  
Can use these dice in attack or defend mode.  
The dice are equal to a d6. Roll a 1 its a kill.  
No return shot if killed.

## **TECH RESEARCH PHASES**

- 1. Buy Research Tokens**
- 2. Roll Research Dice**
- 3. Roll Breakthrough Dice**
- 4. Mark Development Chart**

### **Step 1: Buy Research Dice**

Each research token is worth 5 Icp's. Buy as many as you want. You also can get 2 free techs token from your event card deck. There is also 1 card and you can receive a free tech. Keep in mind also that there is a spy can still any enemy tech card in each countries deck. The 6 major countries all have these cards.

### **Step 2: Roll Research Dice**

**Success :** If you roll at least one 6, You have successfully made a technological breakthrough.  
Discard all your research tokens and go to step 3.

**Failure:** If you do not roll a 6, you have failed in research. But you can keep all your research tokens and try to roll for a breakthrough on your next turn.

### **Step 3: Roll Breakthrough Dice**

If you rolled a 6 on any research die, choose between the 2 tech charts and roll another dice to see what tech you get to receive and use right away on this turn. If you already have the tech, then just re roll the dice again until you get a tech you don't already have.

### **Step 4: Mark Development**

Place one of your countries roundels on the the corresponding tech you just got on chart.  
Countries cannot share there tech with there allies in game.

## **TECHNOLOGY CHARTS**

### **TECH CHART 1**

1. Artillery Support: Support 1 mech each +1 on attacks.
2. Jet Fighters: Defend @6, SBR @4 & AA D@1.
3. Rockets: Replace 1 AA gun with a rocket at capital only.
4. Advanced Carriers: Can carry 3 naval planes.
5. Industry Cost: Cost -1 1-4gr 5-8pl 9-12na Roll 1d12.
6. Naval Radar: Scramble 1 fig per battle from a AC.

### **TECH CHART 2**

1. Long Range Air: All your planes move +1 now.
2. Heavy Artillery: Roll a 2 or less pick target on attack & defense.
3. Advanced Battleships: 3 hits now. Pre shot. No return shot.
4. Land Radar: Scramble 1 fig from land 1 territory away for each battle.
5. Super Subs: Subs now att & def +1. Wolfs packs D@3 only.
6. War Economy: Roll 1 d6 end of each turn. Collect Icps.

# NATIONAL OBJECTIVES

In game the purpose for these objectives is to force either side to control these island groups for the extra income and to have more historical events like island hopping. This forces the US to get some island groups for more income. For each 3 island group you control, receive 5 Icps. You collect this in the collect income sequence at end of your turn.

Below is the groups in color and these colors are also marked on map with dots for you to see.

<b>RED</b>	<b>PURPLE</b>	<b>BLACK</b>	<b>YELLOW</b>	<b>PINK</b>	<b>PURPLE</b>
Marshall Carolina's Palau	Luzon Phill. Islands Mindanao	Iwo Jima Bonin Aleutatin	Midway Bonin Iwo Jima	Soloman Gilbert Johnston	Malta Crete Cyprus
<b>BLUE</b>	<b>ORANGE</b>	<b>WHITE</b>	<b>GREEN</b>	<b>YELLOW</b>	<b>ORANGE</b>
Carolina's New Britain Soloman	Midway Wake Marianas	Marianas Guam Palau	New Britain Palau D. New Guinia	Sicily Malta Crete	Gibraltar Sicily Cyprus

# NATIONAL ADVANTAGES

Each of the 6 major countries get to roll 2 d6 dice at start of each game and gets to use these 2 national advantages for the whole game. The idea here is also to change up the game some. Listed below will be what all the major countries can try to roll for with definitions.

## GERMANY

1. **Wolf Pack Tactics:** US,UK must pay 1 Icp for each German sub in Atlantic szs & sz sa1,sa2. 6 max
2. **Atlantic Wall:** All Inf defend @5 in grey German territories only plus Spain.
3. **Manstein's Panzer Blitz:** Win a battle, you can move your tanks 1 space in non combat.
4. **"Operation Z" plan:** Spend 18 icps on naval units only on any turn for 1 time in game.
5. **Luftwaffe Bombers:** Your tac/dive bombers SBR now 1 d6 damage.
6. **Fortress Third Reich:** All artillery defend @6 in grey German territories only.

## ITALY

1. **Regia Marina Navy:** Place 1 free Battleship in sz I-2.
2. **Black Shirt Legions:** Inf def @5 in all Italy territories only.
3. **Bravado Divisions:** All Inf attack @3 any were on map.
4. **German Influence:** Germany can build 2 German units at any Italy factory.
5. **No Allies ships in Med:** Collect 5 icps for no allies ships and subs in Med. Sea.
6. **Puppet State Asistance:** Germany can build 2 Italian units and place at any Italian factory.

## JAPAN

1. **Destroyer Express:** Destroyers can transport 1 Inf in non & combat. But cannot attack naval units.
2. **Long Lance Torpedo's:** Subs attack @6 first round in combat only.
3. **Bunker Fortress:** Place a bunker on each Island you own at start of game. D@4
4. **Lightning Assaults:** Can do 2 attacks using same ground units only 1 time in game.
5. **Fortified Defenders:** All Inf defend +1 in orange territories and all islands you own.
6. **Banzai Aggressors:** Inf only attack @3 for all rounds of combat only in China territories. No retreat.

## **NATIONAL ADVANTAGES cont.**

### **RUSSIA**

1. Advanced Katyusha: Your SPA's now defend @5
2. Guard Tank Elites: Promote 2 tanks to guard elites
3. Mobilizing Factories: Can move 2 factories 1 time in game
4. Conscription Policies: Place 1 free inf in any red territory
5. Guard Infantry Corps: Promote a Mech at start of turn to a guard
6. Lend Lease Act: Place 1 free mech at any factory you own

### **UNITED KINGDOM**

1. Advanced Flak Radar: Your AA guns defend now @3
2. Allies Joint Strike: US can use your pieces in there combat turn
3. ASW Hunters: Your tac/dive bombers hit subs @4 now
4. Winston's Lancaster's: Your Strategic Bombers now attack 4@6
5. Resistance Cells: First time W. Europe or Normandy liberated place 4 FF inf there
6. Commonwealth Div.: Place 1 free Inf at every factory you own except London & GB

### **UNITED STATES**

1. Seabee Air Bases: Place an air base at islands you own. Can buy airbases now for 12 icps.
2. Fletcher Destroyers: Your destroyers get a AA ship shot @1 at planes plus normal hit
3. Marine Corps: You can build 3 marines a turn now.
4. Motorized Inf: Mechs can now tow 1 artillery & 1 Inf same time. +1 boost to Mech. Can blitz too.
5. Fast Aircraft Carriers: Any new built carriers can move 3 spaces now.
6. B-17 Flying Fortress: Your Strategic Bombers now A4@6.

### **FEC/ANZAC**

1. Advanced Flak Radar: Your AA guns defend @3 now.
2. Joint Strike: FEC uses China pieces on there turn for a joint strike in combat. 1 Time in game.
3. ASW Hunters: Your tac/dive bombers now hit surfaced subs @4.
4. Aussie Asses: can pick 1 naval base in South Pacific sz only & roll 1d6 damage 1 time in game.
5. The Z & M Forces: Promote 1 Inf to a Anzac commando elite in Australia only at end of each turn.
6. Commonwealth Div.: Place a free infantry at each factory you own.

## **EVENT CARDS**

There's 9 countries that have a deck of event cards. You turn 1 card over per turn and use right away in game before you start number 2 sequence Buy Tech Tokens.

There are good and bad events in these decks of cards. You can also play without them but then you may not get a free carrier with 2 planes as the USA. Also a free tech card and free tech token cards and a spy steals a tech, etc.

## **STRICT NEUTRAL INFLUENCE**

Once per turn you can try to influence 1 strict neutral to your side that is on a chart with the strict neutral country that is listed under your countries name only. You roll 1d12 dice and see if that neutral joins your side or not. If it does then you swap out there ground units with yours and you can move them on your turn. You may even get reserves where they are brought up and stay there only and defend the country. It costs 10 Icps to influence Spain or Turkey. Cost 4 Icps to try and influence rest of countries.

Axis can attack any strict neutral. The allies cannot attack any strict neutral.

Spain or Turkey has 4 reserves if called up. Rest of neutral countries reserves are 2 each if called up.

### **Germany**

Spain  
Argentina  
Turkey  
Azores  
Portugal  
Chile  
Ireland

### **Russia**

Turkey  
Afghanistan

### **United Kingdom**

Turkey  
Saudi Arabia  
Ireland  
Portugal  
Azores

### **Italy**

Saudi Arabia

### **USA**

Columbia  
Azores  
Portugal  
Venezuela  
Saudi Arabia  
Chile  
Peru

### **CHART ROLL RESULTS**

- |                      |  |
|----------------------|--|
| 1. Joins your side.  | Replace all pieces with your pieces.               |
| 2. Declines.         | Pay the bank -1 Icp for your loses.                |
| 3. Declines.         | Pay the bank +2 extra Icps for your loses.         |
| 4. Joins your side.  | Replace all pieces with yours. Reserves called up. |
| 5. Declines.         | Pay the bank -1 for your loses.                    |
| 6. Declines.         | Pay the bank for your loses.                       |
| 7. Joins your side.  | Replace all pieces with your pieces.               |
| 8. Declines.         | Pay the bank +1 extra Icp for your loses.          |
| 9. Declines.         | Pay the bank for your loses.                       |
| 10. Joins your side. | Replace all pieces with yours. Reserves called up. |
| 11. Declines.        | Pay the bank -1 Icp for your loses.                |
| 12. Declines.        | Pay the bank for your loses.                       |

## **RUSSIAN LEND LEASE CHART**

Russia gets to roll 1 d12 dice at the end of each turn and receives a lend lease piece for free. Then places it in a designated lend lease box on map. Chart shows piece and where it goes.

The \* on destroyer represents the destroyer can only be placed at that territory sea zone.

The destroyer for Southern Iran<sup>A</sup> placement becomes a FEC destroyer. If the sea zone is under enemy control and or the land territory, you cannot place at that lend lease box or sea zone on map. If no lend lease box available for placement, then you don't get the piece. By that time you lost the war.

1. Mech & Dest\*: Archangel\*, Vladivostok\*, Caucasus, Georgia, N. Iran or S. Iran<sup>A</sup> FEC.
2. Fig: Archangel, Caucasus, Georgia, Northern Iran, Southern Iran or Krasnoyarsk.
3. Tank: Archangel, Caucasus, Georgia, Northern Iran or Southern Iran.
4. Mech: Archangel, Vladivostok, Caucasus, Georgia, Northern Iran or Southern Iran.
5. Tank: Archangel, Caucasus, Georgia, Northern Iran or Southern Iran.
6. Mech: Archangel, Vladivostok, Caucasus, Georgia, Northern Iran or Southern Iran.
7. Fig: Archangel, Caucasus, Georgia, Northern Iran, Southern Iran or Krasnoyarsk.
8. Mech & Dest\*: Archangel\*, Vladivostok\*, Caucasus, Georgia, N. Iran or S. Iran<sup>A</sup> FEC.
9. SPA: Archangel, Vladivostok, Caucasus, Georgia, Northern Iran or Southern Iran.
10. Tank: Archangel, Caucasus, Georgia, Northern Iran or Southern Iran.
11. Fig: Archangel, Caucasus, Georgia, Northern Iran, Southern Iran or Krasnoyarsk.
12. Mech: Archangel, Vladivostok, Caucasus, Georgia, Northern Iran or Southern Iran.

## **GENERALS AND ADMIRALS RE ROLL CHART**

Here in game there are generals with ground units and admirals\* with some naval fleets at start of game in certain land territories and sea zones and the chart below shows who the generals and admirals\* are and where do they go at start of game.

Each general and admiral\* has listed what pieces you get re rolls for again if they miss only on first round of combat. If piece not there in battle then you round down to the next piece that's ranked lower. Ex. Spruace re rolls for a battleship and cruiser. But no battleship or cruiser in fleet. So you would go down to air carriers or destroyers based on values.

You can move them with other units or they can stay or move to a different place. Only surface ships can move a admiral\*. A transport can carry 1 general or 1 admiral\* and does not count towards the load. Generals can retreat after a first round of combat only if they choose to.

Also any 2 move ground unit can carry a general. If the general wants to retreat from a ground unit it can after first round. An admiral\* also can be dropped on to land during combat or non combat or to another ship if you think your going to lose the naval ship or a ship survives. You have to point out what ship the admiral is on at all times in game.

### **Germany**

Rommel – re roll for 3 tanks - Tripolitania  
Manstein – re roll for 3 tanks - Poland  
Guderian – re roll for 3 tanks - Hungary  
Kliest – re roll for 2 tanks - Romania  
\*Donitz – re roll for 2 subs - sz NS-2

### **United States**

Patton – re roll for 3 tanks - Washington  
Bradley – re roll for 2 tanks & art - Washington  
Mac Auther – re roll for tank & art - N. Australia  
\*Hewitt – re roll for Cruiser & destroyer - sz NA-10  
\*Fletcher – re roll for battleship & cruiser - sz NP-7  
\*Spruance – re roll for Cruiser & naval fig. - sz NP-21

### **Italy**

Daosta – re roll for 2 art - Tripolitania  
Graziani – re roll for 2 tanks - Albania  
\*Bergamini – re roll for a battleship & cruiser - sz M-1

### **United Kingdom**

Montgomery – re roll for 2 tanks & art - Cairo  
Alexander – re roll for tank & art - Calcutta  
\*Somerville – re roll for battleship & cruiser - sz I-5  
\*Collins – re roll for cruiser & destroyer - sz SP-11  
\*Tolley – re roll for battleship & cruiser - sz NA-5  
\*Cunningham – re roll for battleship & cruiser - sz M-8

### **Japan**

Yamashita – re roll for a tank & art - Thailand  
Tojo – re roll for a art & Inf - Kangaria  
\*Yamamoto – re roll for a battleship & naval fig - sz NP-2  
\*Nagumo – re roll for a battleship & cruiser - sz SP-3

### **Russia**

Roskossowsku – re roll for 3 tanks - Belrussia  
Zhuker – re roll for 3 tanks - Moscow  
Vatutin – re roll for 3 tanks - Eastern Ukraine  
Konev - re roll for 2 art & 1 Inf - Vologda

### **Free French**

De Gaulle – re roll for 2 art - French Ecuador  
Africa

### **China**

Tchang Kai – re roll for 2 art - Schezwan

## VICTORY POINTS

There are city's and bonuses in game that are worth points and its up to the axis to try and get these points during the game to achieve a victory. The axis needs 30 points at the end of any turn to win the game up to 10 turns. Listed below are the city's and bonuses point values for each one. Some are worth more than other's. There's plenty of ways for the axis to win. The axis starts the game with 21 points and needs 9 more to 30.

The list below will show who controls the city's and a list of the 1 point bonuses.

### GERMANY

Berlin 3  
Paris 3  
Warsaw 1  
Oslo 1  
Cologne 1  
Tunis 1

### JAPAN

Tokyo 3  
Peking 3  
Changchun 1  
Shanghai 1  
Truk 1

### ITALY

Rome 3

### RUSSIA

Moscow 3  
Leningrad 2  
Stalingrad 2  
Rostov 1

### UNITED STATES

Washington 2  
San Francisco 2  
Hawaii 2  
Manila 1

### UNITED KINGDOM

London 3  
Cairo 2  
Cape Town 1

### FEC

Calcutta 2  
Hong Kong 1  
Honiara 1  
Singapore 1

### ANZAC

Sydney 3

### SPAIN

Madrid 1

### TURKEY

Ankara 1

## BONUS POINTS

1 point if axis controls all of the 7 Mediterranean islands. Does not include Gibraltar.

1 point for axis if there total income is 210 or higher.

1 point if Japan controls Sumatra, Borneo & Malaya with 2 oil derricks not damaged.

1 point if Japan controls Sumatra, Java & Malaya with 2 oil derricks not damaged.

1 point if Japan controls Borneo, Java & Malaya with 2 oil derricks not damaged.

1 point if Japan controls Sumatra, Borneo, Java & Malaya with 3 oil derricks not damaged.

1 point if Japan controls all of the China territories.

## CREDITS

I want to give credit to where its due for helping me with my game based on some of there ideas, thoughts on my ( some of there's too ) rules and my piece values. Hope I didn't miss anybody.

Deathheads, Baron, Crusderiv, IL, Koba. Honorable : Leatherneck.

What I wanted in my game was everybody's at war with a little bit of every thing from all other games and of course a d12 system with my piece values and hopefully more historical events in game.

Plus Italy being a player in game now with the right leadership and Russia being able to take back Moscow or Stalingrad like no other game. Nobody knows for sure what Russia could do if Moscow fell.

I want to give a Special Thanks to the General's Fortress players that put up with me and have helped me over the course of last 4 years and we still continue to make game better.

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