

Axis & Allies[®]

RULEBOOK

— GLOBAL 1940 —

YOUR WORLD IS SOON TO BE AT WAR – SPRING 1940

March 2022

It is not without some irony that as I write this introduction, the former Soviet Union has just recently invaded the Ukraine. Headlines are warning of a World War III. Will we ever learn?

However, this is a game of history's past. The war has not yet drawn in all those who would fight. For you the player, history is unwritten and you control one or more of the major powers during the Spring of 1940.

Germany, Japan, and Italy make up the Axis. For the moment, the United Kingdom (including Canada), ANZAC, France, and China make up the Allies. The United States and the Soviet Union are neutral. During this period, many other countries tried to remain neutral as well. As the war became global, many neutrals were forced to join one side or the other.

The rules included are from the Global Axis & Allies Second Edition games by Larry Harris. I've embellished on some and added a few of my own, and that of others.

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GAME COMPONENTS

Game Boards & Storage Boxes

4-Piece Game Board
National Storage Boxes

Game Charts & Aids

Setup Charts
Research Development Track
Production Track
Pilot Experience Track
Battle/Casualty Strip
Air Combat Matrix

Markers & Tokens

National Control Markers
Navel Base Markers
Air Base Markers

Dice & Plastic Chips

Plastic Miniatures

National Objective & Event Cards



Game Map Size: 70" x 32"



Germany, Japan, and Italy make up the Axis. For the moment, the United Kingdom (including Canada), ANZAC, France, and China make up the Allies. The United States and the Soviet Union are neutral. During this period, many other countries tried to remain neutral as well. As the war became global, many neutrals were forced to join one side or the other.

The game depicts a two-sided conflict, so if you have more than two players, split them up into the Axis side and the Allied side. Each turn you take for a power, you choose which units to build for that power. Then you move your attacking units into hostile spaces and resolve those attacks using dice rolls.

After combat, you can make non-combat moves with your units that did not take part in combat that turn. Finally, you place the units you purchased at the beginning of your turn and then collect your income for the turn, including income gained from any newly conquered territories.

Some more significant changes will be noticed in Research Development and Air Combat. Air units are crucial to establishing air superiority to conduct not only land combat but strategic objectives. Powers can now decide to maintain their pilots through training, giving them an edge in combat.

HOW THE WAR IS WON

The Axis wins the game by controlling either any 8 victory cities on the Europe map or any 6 victory cities on the Pacific map for a complete round of play (ending with the next turn of the Axis power that captured the final required city), as long as they control an Axis capital (Berlin, Rome, or Tokyo) at the end of that round.

The Allies win by controlling Berlin, Rome, and Tokyo for a complete round of play (ending with the next turn of the Allied power that captured the third capital), as long as they control an Allied capital (Washington, London, Paris, or Moscow) at the end of that round.

SETUP

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

Game Board

The game board is a map of the eastern and western hemispheres, circa 1940. It is divided into spaces, either territories (on land) or sea zones, which are separated by border lines.

National Production Chart

The national production chart tracks each power's production level (income) during the game. The level is based on the combined Industrial Production Credit (IPC) values of each territory a power controls. Place one of your power's control markers on the number on the chart that matches your power's starting IPC income. This is the power's starting national production level. Each player should keep track of his power's production level separately.

Setup Charts

Using the setup chart for your power, it shows the name of the power, its units' color, and its emblem. It also lists the starting numbers and locations of that power's units on the game board.

Combat Forces










Take the plastic pieces that represent your power's combat units. Each power is color-coded as shown in the following chart, which also shows the power's starting income level and treasury in Industrial Production Credits. Place all of your power's starting units on the game board as listed on your power's setup chart.

National Control Markers

National control markers indicate status in the game. They mark conquered territories and indicate national production levels. Take all of the national control markers that feature the emblem of your power.

Plastic Chips

Use the chips to save space in overcrowded territories and sea zones. White chips represent 1 combat unit each, green chips represent 3 units each, and red chips represent 5 units each. Blue chips represent air units that have moved, yellow chips represent build stages for facilities.

Marker	Power/Order of Play	Starting Income	Color
	Germany	30	Gray
	Soviet Union	37	Maroon
	Japan	26	Orange/Yellow
	United States	52	Green
	China	12	Light Green
	United Kingdom	45	Tan
	Italy	10	Brown
	ANZAC	10	Light Gray
	France	19	Blue

Industrial Production Credits

These units are the money of the game, representing capacity for military production. The amounts shown in the chart above represent each power's beginning national production level. Each power also starts the game with that many IPCs in its treasury to spend on its first turn. During the game, each power will spend IPCs, on new units for example, and collect more IPCs as income from territories that it controls. Have one player act as a banker and track each power's current IPC treasury using the IPC Tracking Board.

Battle Strip, Casualty Strip, Research Development Track, Pilot Experience Track, & Dice

The battle strip is a card with columns that list attacking and defending units and their combat strengths. When combat occurs, the players involved place their units on both sides of the battle strip. Combat is resolved by rolling dice. Casualties are designated by being moved behind the casualty strip.



Spaces On The Game Board

Territories

The border colors of the territories on the game board show which power controls them at the start of the game. Each power has its own color and emblem (the United Kingdom controls Western Canada in addition to those territories with its own emblem). When the rules refer to the “original controller” of a territory, they mean the power whose emblem is printed on the territory. (A few territories in China have a Chinese emblem on them but are controlled by Japan at the start of the game. These territories are considered to belong to China originally, but have been captured by Japan.) All other spaces are neutral and are not aligned with any power.

Most territories have an income value ranging from 1 to 10. This is the number of IPCs the territory produces each turn for its controller. A few territories, such as Wake Island, have no income value.

Units can move between adjacent spaces (those that share a common border). Spaces that meet only at a point (such as Western United States and sea zone 1) are not adjacent to one another, as they do not share a common border.

All territories exist in one of three conditions:

Friendly: Controlled by you or a friendly power.

Hostile: Controlled by a power with which you are at war.

Neutral: Not controlled by any power, or controlled by a power on the other side with which you are not yet at war (see “The Political Situation”). Neutral territories, such as Central Mongolia, have white borders and do not have any power’s emblem on them. Most such territories also have a unit silhouette with a number, which indicates how many infantry units the territory will generate to defend itself when its neutrality is violated. The Himalayas are impassable and may not be moved into or through by any units.

Sea Zones

Sea zones are either friendly or hostile. Friendly sea zones contain no surface warships (this doesn’t include submarines and transports) belonging to a power with which you are at war. Hostile sea zones contain surface warships belonging to a power with which you are at war. (The presence of a surface warship belonging to an enemy power with which you are not yet at war doesn’t make a sea zone hostile).



Islands

An island or island group is a single territory surrounded entirely by one or more sea zones. A sea zone can contain at most one island or island group, which is considered one territory. It’s not possible to split up land-based units so

that they are on different islands in the same group. Islands that have no name label, such as the one in sea zone 1, are not game spaces and may not have units moved onto them. Islands that have an Air or Naval Base on them will generate extra income for the controlling player.

Canals and Narrow Straits

Canals and narrow straits are geographical features that can help or hinder sea movement, depending upon who controls them. Canals are artificial waterways that connect two larger bodies of water, while narrow straits are natural passages that do the same. In either case, control of the land territories surrounding these features gives the controlling power and its allies the ability to travel through them while denying access to enemy powers.

There are two canals on the game board. The Panama Canal connects the Pacific Ocean to the Caribbean Sea (sea zones 64 and 89), while the Suez Canal connects the Red Sea to the Mediterranean Sea (sea zones 81 and 98). A canal is not considered a space, so it doesn’t block land movement. Land units can move freely between Trans-Jordan and Egypt. Central America, containing the Panama Canal, is one territory, so no land movement is required to cross the canal within Central America.

There are three narrow straits on the game board. The Turkish Straits connect the Mediterranean and Black Seas (sea zones 99 and 100), the Strait of Gibraltar connects the Atlantic Ocean to the Mediterranean Sea (sea zones 91 and 92), and the Danish Straits connect the North and Baltic Seas (sea zones 112 and 113). Most narrow straits can’t be crossed by land units without the use of transport ships. However, Turkey is one territory that contains a narrow strait within it, so no land movement or transport ships are required to cross the straits within Turkey.

★ If your side controlled a canal or narrow strait at the start of your turn, you may move sea units through it (you can’t use it in the same turn that you capture it). If a canal or narrow strait is controlled by a power not on your side, but with which you are not yet at war, you must ask permission to use it. You can’t move sea units through a canal or narrow strait that is controlled by a neutral territory or by a power with which you are at war.

In order to control a canal or narrow strait, you must control its controlling land territory or territories. They are as follows:

Canal/Narrow	Straits Controlling Territories
Suez Canal	Egypt and Trans-Jordan
Panama Canal	Central America
Turkish Straits	Turkey
Strait of Gibraltar	Gibraltar
Danish Straits	Denmark

If there is only one controlling territory, the power that controls it controls the canal or strait. If there are two controlling territories, the side that controls both of them controls the canal or strait. If one side controls one territory and the other controls the other, the canal or strait is closed to all sea units. Turkey begins the game as a neutral territory, so neither side may move through the Turkish Straits until Turkey is captured.

Exception: Submarines of any power may pass through the Strait of Gibraltar regardless of which power controls it.

The movement of air units is completely unaffected by canals and straits, whether they are moving over land or sea. They can pass between sea zones connected by the canal or strait regardless of which side controls it.

THE POLITICAL SITUATION

Germany, Japan, and Italy make up the Axis. For the moment, the United Kingdom (including Canada), ANZAC, France, and China make up the Allies. The United States and the Soviet Union are neutral.

Germany

With Germany positioned in Holland/Belgium and poised to continue its attack on France, what remains of the French army and some assorted Allied units are all that stands between it and Paris.

Political Situation: Germany is at war with France, the United Kingdom, and ANZAC. Germany may declare war on the United States, the Soviet Union, or China at the beginning of the Combat Move phase of any of its turns. A state of war between Germany and one of these three powers won't affect its relations with the other two.

National Objectives: Germany's objective is "Lebensraum" (living space). Extra space was needed for the growth of the German population for a greater Germany.

Bonus Income: To reflect their objective, Germany collects bonus IPC income during each of its Collect Income phases in the following situations.

When Germany is Not at War with the Soviet Union:

- 5 IPCs representing wheat and oil from the Soviet Union. *Theme:* Beneficial trade with the Soviet Union.

When Germany is at War with the Soviet Union:

- 5 IPCs per territory if Germany controls Novgorod (Leningrad), Volgograd (Stalingrad), and/or Russia (Moscow). *Theme:* High strategic and propaganda value.
- 5 IPCs if an Axis power controls Caucasus. *Theme:* Control of vital Soviet oil production.

When Germany is at War with the United Kingdom and France:

- 5 IPCs if at least 1 German land unit is in Axis-controlled Egypt. *Theme:* Gateway to the Middle East oilfields (high propaganda value).
- 5 IPCs if Germany controls both Denmark and Norway while Sweden is neither pro-Allies nor Allies-controlled. *Theme:* Access to iron ore and other strategic resources.
- 2 IPCs per territory if Germany controls Iraq, Persia, and/or Northwest Persia. *Theme:* Access to strategic oil reserves. Soviet Union

Special Rules: Germany has the option to use its AA guns as anti-tank guns when defending a territory. Each AA gun functions as an AT gun (instead of an AA gun) with a defense of 2 and can only target mechanized and armor units. As AT guns they are treated as normal units with a defense of "2".

Soviet Union

The country is recovering from Stalin's deep purge of its military officer corps, which has shaken the Red Army to its very core. Combine this with its recent military disaster in Finland, and we find the Soviet Union more than happy to enter into a secret agreement with Germany. This secret agreement, known as the Molotov-Ribbentrop Pact, assures that the Soviet Union will remain neutral should Germany go to war in Europe. It also

★ *permits each power to expand its sphere of influence in Eastern Europe without interference from the other. In the East, the Soviet Union, along with Mongolia, has recently concluded a border war with Japan which ended in a cease-fire agreement.*

Political Situation: The Soviet Union begins the game at war with no one. The Soviet Union may not declare war on any European Axis power before turn 4 unless first declared war upon by a European Axis power or London is captured by an Axis power. It may declare war on Japan at the beginning of the Combat Move phase of any of its turns.

Due to its separate treaties with Germany and Japan, the Soviet Union is in a unique position in its relationship with the Axis powers. As a result, if the Soviet Union is at war with Axis powers on only one map, it is still under the restrictions of being a neutral power (see "Powers Not at War with One Another") on the other map, and Axis powers on the other map are also still under those restrictions regarding the Soviet Union on both maps.

National Objective & Bonus Income: Fear of foreign invasion grows by the day in Moscow. The Soviet Union's objective is a security buffer of foreign territory. To reflect this objective, the Soviet Union collects bonus IPC income during each of its Collect Income phases in the following situations.

When the Soviet Union is at War in Europe:

- 5 IPCs if the convoy in sea zone 125 is free of Axis warships, Archangel is controlled by the Soviet Union, and there are no units belonging to other Allied powers present in any territories originally controlled by the Soviet Union. *Theme:* National prestige and access to Allied Lend-Lease material.
- 3 IPCs for each territory that the Soviet Union controls that was originally German, Italian, or pro-Axis neutral. *Theme:* Propaganda value and spread of communism.
- 10 IPCs (one time only) the first time the Soviet Union controls Germany (Berlin). *Theme:* National prestige.

Special Rules: *Industrial Complexes* may be moved and placed on another original Soviet territory when at war with Germany. They can only be moved once. Only one complex may be moved per turn.

Partisans: The Soviet Union can develop partisan infantry that can be placed on any original Soviet territory during their placement phase, only if the Axis has control of that territory. Partisans neither defend or attack. All enemy units must stop in the territory with partisans, they cannot move through them, however they can move out of them if the unit started its turn in the territory. Each Partisan reduces the territory value by one. A territory can only contain as many partisans as its value. Cost is 2 IPCs.

Siberian Troops: When the Soviet Union is at war with Germany, the Soviet player may transfer 2 Infantry units per turn from the Pacific board to Russia during the Non-Combat Movement Phase.

Japan

★ *With Japan's signature, the Tripartite Pact with Germany and Italy will be concluded shortly, formalizing the Axis alliance. Also, Japan has recently concluded a border war with the Soviet Union and Mongolia, which ended in a cease-fire agreement.*

THE POLITICAL SITUATION (CONTINUED)

Political Situation: At the beginning of the game, Japan is at war only with China. Japan considers movement of units into or through China by any other Allied power as an act of war against it. When not yet at war with the United States, in addition to the normal restrictions (see “Powers Not at War with One Another”), Japan may not end the movement of its sea units within 2 sea zones of the United States’ mainland territories (Western United States and Alaska). Japan may declare war on the United Kingdom, ANZAC, the United States, France, or the Soviet Union at the beginning of the Combat Move phase of any of its turns. A declaration of war by Japan against either the United Kingdom or ANZAC will immediately result in a state of war between Japan and both of those powers. A state of war between Japan and France or between Japan and the Soviet Union will not affect relations between Japan and the United States, and vice versa. Japan may attack Dutch territories only if a state of war exists between it and the United Kingdom and ANZAC.

National Objective and Bonus Income: Japan’s objective is “The Greater East Asia Co-Prosperity Sphere” (Asia for the Asians). To reflect this objective, Japan collects bonus IPC income during each of its Collect Income phases in the following situations:

When Japan is Not at War with the United States:

- 10 IPCs if Japan is not at war with the United States, has not attacked French Indo-China, and has not made an unprovoked declaration of war against United Kingdom-ANZAC. *Theme:* Strategic resource trade with the United States.

When Japan is at War with the Western Allies (United States, United Kingdom-ANZAC and/or France):

- 5 IPCs if Axis powers control all of the following territories: Guam, Wake Island, Gilbert Islands, and Solomon Islands. *Theme:* Strategic outer defense perimeter.
- 5 IPCs per territory if Axis powers control India (Calcutta), New South Wales (Sydney), Hawaiian Islands (Honolulu) and/or Western United States (San Francisco). *Theme:* Major Allied power centers.
- 5 IPCs if Axis powers control all of the following territories: Sumatra, Java, Borneo, and Celebes. *Theme:* Strategic resource centers.

Special Rules: Japanese Surprise Attack: The Japanese player may surprise attack any two sea zones and any amphibious assault within those zones in the same turn (*exception: the 2 United States Mainland territories listed above*), but limited to the Pacific Theatre. The player may divide up his units using as many or as few ships as desired, however, transport and carrier units must already be loaded. First round of enemy casualties may not fire back. Air Combat is ignored in this first round, enemy air units may become casualties. AA guns are silent. This option can only happen before the United States declares war upon Japan.

United States

The United States, wanting to remain neutral, nonetheless has strong pro-Allies sentiments. Separated from world conflicts by two great oceans, it’s particularly anxious to not once again get involved in another European war only twenty-some years after the last one. With its military

★ *standing ranked no higher than 12th or 14th in the world, and with a serious isolationist mood in the country. The growing danger presented by the strengthening of the Axis powers may soon force it to reconsider this position.*

Political Situation: The United States begins the game at war with no one. In addition to the normal restrictions (see “Powers Not at War with One Another”), while it’s not at war with Japan, the United States may not move any units into or through China or end the movement of its sea units in sea zones that are adjacent to Japan-controlled territories. While not at war with Germany or Italy, the United States may end the movement of its sea units on the Europe map only in sea zones that are adjacent to U.S. territories, with one exception: U.S. warships (not transports) may also conduct long-range patrols into sea zone 102. The United States may not declare war on any Axis power unless an Axis power either declares war on it first or captures London or any territory in North America, or Japan makes an unprovoked declaration of war against the UK or ANZAC, after which it may declare war on any or all Axis powers on its following turn. However, if it’s not yet at war by the Collect Income phase of its third turn, the United States may declare war on any or all Axis powers at the beginning of that phase. This is an exception to the rules for declaring war (see “Declaring War”).

National Objective and Bonus Income: The objective of the United States is to become “the Arsenal of Democracy” and defeat the Axis powers. To reflect this objective, the United States collects bonus IPC income during each of its Collect Income phases in the following situations:

★ *When the United States is at War:*

- 10 IPCs if the United States controls all of the following territories: Eastern United States, Central United States, and Western United States. *Theme:* Basic national sovereignty.
- 5 IPCs if the United States controls all of the following territories: Alaska, Aleutian Islands, Hawaiian Islands, Johnston Island, and Line Islands. *Theme:* National sovereignty issues.
- 5 IPCs if the United States controls all of the following territories: Mexico, South Eastern Mexico, Central America, and West Indies. *Theme:* Defense treaty and trade obligations.
- 5 IPCs if the United States controls Philippines. *Theme:* Center of American influence in Asia.
- 5 IPCs if there is at least 1 United States land unit in the territory France. *Theme:* Great Alliance collaboration.

Special Rules: US Marines: The United States can create Marines (use darker green units – see Unit Profiles for more details). Only 6 units of this type can be in use at any given time.

China

Japanese expansion into China in the early 1930s was designed to not only control China’s resources, but also to eliminate British, American, and Soviet influence in the area.

Political Situation: China begins the game at war with Japan. China can’t declare war on a European Axis power unless one of those powers first either declares war on China or moves units into a territory into which Chinese

THE POLITICAL SITUATION (CONTINUED)

units are allowed to move. A state of war between China and one Axis power won't affect its relations with the other Axis powers.

National Objective and Bonus Income: China's objective is to resist Japanese expansion into China and establish support from other powers in the struggle against Japan. To reflect this objective, China collects bonus IPC income during each of its Collect Income phases in the following situation.

When China is at War:

- 6 IPCs if the Burma Road is totally open. Allied powers must control India, Burma, Yunnan, and Szechwan for this to occur. China is also permitted to purchase artillery (represented by U.S. pieces) if the Burma Road is open. *Theme:* Chinese military supply line corridor.

United Kingdom

The United Kingdom has barely completed the evacuation of its own as well as Allied forces from Dunkirk. An invasion of the United Kingdom looms as a real possibility. The Battle of Britain is about to commence.

Political Situation: The United Kingdom, along with France, begins the game at war with Italy and Germany. The United Kingdom may declare war on Japan at the beginning of the Combat Move phase of any of its turns, resulting in a state of war between Japan and both the United Kingdom and ANZAC. When not yet at war with Japan, in addition to the normal restrictions (see "*Powers Not at War with One Another*"), the United Kingdom may not move units into or through China. It may, however, take control of Dutch territories (gaining their IPC income) by moving land units into them as a non-combat movement, as long as they have not yet been captured by an Axis power. Additionally, the United Kingdom considers attacks against any Dutch territories to be acts of war against it directly.

National Objective and Bonus Income: The United Kingdom's objective is "The British Empire" – to retain control of its old centers of power.

When the United Kingdom is at War in Europe:

- 5 IPCs if the United Kingdom controls all of its original territories in its European economy. *Theme:* Maintenance of the empire considered vital national objective.

When the United Kingdom is at War with Japan:

- 5 IPCs if the United Kingdom controls both Kwangtung and Malaya. *Theme:* Maintenance of the empire considered vital national objective.

Special Rules: *United Kingdom:* An additional infantry unit and Fighter unit in England, representing Polish units (use red units).

The Empire: Should London be captured, the United Kingdom forfeits its IPCs to the Axis victor as described. However, the United Kingdom is still able to fight on in exile. Designating either India, South Africa, or Quebec as its new capital and play continues as normal. Collecting income, building units, etc.

Italy

Political Situation: At the beginning of the game, Italy is at war with France, the United Kingdom, and ANZAC. Italy may declare war on the United States, the Soviet Union, or China at the beginning of the Combat Move phase of any of its turns. A state of war between Italy and one of these three powers will not affect its relations with the other two.

National Objective and Bonus Income: Italy's objective is "Mare Nostrum" (Our Sea). Mussolini wanted to reestablish the greatness of the Roman Empire. This could best be demonstrated by controlling the entire Mediterranean basin. To reflect this objective, Italy collects bonus IPC income during each of its Collect Income phases in the following situations.

When Italy is at War:

- 5 IPCs if Axis powers control at least 3 of the following territories: Gibraltar, Southern France, Greece, and Egypt. *Theme:* Stated national objectives – Greater Roman Empire.
- 5 IPCs if there are no Allied surface warships in the Mediterranean sea (sea zones 92 through 99). *Theme:* Propaganda and strategic advantage.
- 5 IPCs if Axis powers control all of the following territories: Morocco, Algeria, Tunisia, Libya, Tobruk, and Alexandria. *Theme:* Stated North African military objectives.
- 2 IPCs per territory if Italy controls Iraq, Persia, and/or Northwest Persia. *Theme:* Access to strategic oil reserves.

ANZAC

Tension and suspicion of Japanese military expansion in Asia undermines the Australian – New Zealand Army Corps's sense of security.

Political Situation: ANZAC begins the game at war with Germany and Italy, both of which are on the other side of world. ANZAC may declare war on Japan at the beginning of the Combat Move phase of any of its turns, resulting in a state of war between Japan and both ANZAC and the United Kingdom. When not yet at war with Japan, in addition to the normal restrictions (see "*Powers Not at War with One Another*"), ANZAC may not move units into or through China. It may, however, take control of Dutch territories (gaining their IPC income) by moving land units into them as a non-combat movement, as long as they have not yet been captured by an Axis power. Additionally, ANZAC considers attacks against any Dutch territories to be acts of war against it directly.

National Objective and Bonus Income: ANZAC's objective is to assist the United Kingdom militarily and assure its own defense of Australia and New Zealand. To reflect this objective, ANZAC collects bonus IPC income during each of its Collect Income phases in the following situations.

When ANZAC is at War with Japan:

- 5 IPCs if an Allied power controls Malaya and ANZAC controls all of its original territories. *Theme:* Malaya considered strategic cornerstone to Far East British Empire.

THE POLITICAL SITUATION (CONTINUED)

- 5 IPCs if the Allies (not including the Dutch) control Dutch New Guinea, New Guinea, New Britain, and the Solomon Islands. *Theme:* Strategic outer defense perimeter.

France

France finds itself fighting for its very existence, and if history repeats itself, it will fall to a successful German invasion.

Political Situation: France is at war with Germany and Italy. France may declare war on Japan.

Controlling Player: France will be managed as a separately controlled power, including the French IPC economy. For purposes of simplification, this game doesn't deal with the German installment of the Vichy government in France.

Troop Bonus: When the territory France is liberated by the Allies, the player controlling France immediately places his choice of up to 12 IPCs' worth of any French units on the territory France for free. This happens only once per game. *Theme:* National liberation and national prestige.

Additional Rules

The industrial complexes in Eastern United States, Central United States, and Western United States begin the game as minor complexes. They are upgraded to major complexes at no cost when the United States enters a state of war and may be used as such immediately. They may be upgraded prior to that time in the normal way. The United States (and Soviet Union) may only spend 50% of their collected income on unit purchases during their turn. They may only move 1d6 units per turn. This includes units on transports and planes on carriers.

Soviet-Mongolian Defense Pact: Due to their mutual border conflict with Japan in 1939, the Soviet Union and Mongolia have a special relationship. The Mongolian territories (Olgiy, Dzavhan, Tsagaan-Olom, Central Mongolia, Ulaanbaatar, and Buyant-Uhaa) will never become pro-Axis unless one or more of them is attacked by the Soviet Union. Also, if Japan attacks any Soviet-controlled territory that is adjacent to any Mongolian territory, all Mongolian territories that are still strict neutral or pro-Allies, or have joined the Allies as a result of a failed Japanese attack, will be placed under the control of the Soviet Union at the end of Japan's Conduct Combat phase. This will be done in the same manner as though the Soviet Union had moved land units into a friendly neutral territory. These territories will have Soviet control markers placed on them, and their standing army units will be placed on the board using Soviet pieces and will be controlled by the Soviet Union player from then on. This will occur regardless of the state of relations between the Soviet Union and Japan at the time of the attack, with one exception: If the Soviet Union has attacked Korea or any Japanese-controlled territory bordering these Mongolian territories while Mongolia was still a strict neutral, Mongolia will remain neutral and not ally itself with the Soviet Union.

In all other respects and for all other purposes, the Mongolian territories are treated as any other strict neutral territory.

United Kingdom: The United Kingdom can only build Minor Industrial Complexes on territories. Minor Industrial Complexes throughout the empire cannot be upgraded to Major Industrial Complexes.

★ **Dutch Territories:** The Dutch territories begin the game uncontrolled by any power. However, they are considered friendly to the Allied powers. Dutch territories are treated in the same way as any Allied territories whose capital is held by an enemy power, with the exception of the guardianship of United Kingdom and ANZAC. As a result, they are free to take control of these territories (gaining their IPC income) by moving land units into them as a non-combat movement. Additionally, the United Kingdom and ANZAC consider attacks against any Dutch territories to be acts of war against them directly.

China: China and its units are controlled by one of the Allied players, but for game purposes it is considered a separate power and its resources cannot be mixed with those of other Allied powers. Some Chinese territories begin the game already under Japanese control. They still are considered Chinese territories for purposes of original ownership.

China is not an industrialized nation and has a rural economy and decentralized government. As a result, China does not have a capital like other powers do. If all Chinese territories are captured by Japan, China retains its unspent IPCs in hope of liberation and does not give them to Japan. In addition, China may spend IPCs only to purchase infantry units (with one exception, see below) and does not use industrial complexes. New Chinese units can be mobilized on any Chinese territory that is controlled by China, including those captured in the current turn. If a Japanese industrial complex is built on a Chinese territory and that territory is later recaptured by the Chinese or liberated by another Allied power, the industrial complex is removed from the game. ★ China is not subject to convoy disruptions.

China is also fighting a civil war. This limits China's interests to matters within its own borders. They can be moved only into territories that have a Nationalist Chinese emblem. However, Kwangtung and Burma are special cases. Although they are not Chinese territories, Chinese forces can move into them. These are the only non-Chinese territories that Chinese units can occupy. China can even temporarily control them, but only if it recaptures them from the Axis while India is under Axis control. Chinese units cannot be loaded onto transports.

If China captures a territory containing an air or naval base, China takes control of the base. It can use an operative air base to extend its fighter's movement range by one (but not to scramble it), but it cannot use a naval base or repair damage to any base. Of course, other Allied powers may use Chinese-controlled bases normally.

The Burma Road is vital to the Chinese war effort. When all of the territories this road passes through are controlled by the Allies during China's Collect Income phase, China receives a bonus income of 6 IPCs per turn. China can purchase and mobilize artillery, but only if the road is open during China's Purchase and Repair Units phase.

The fighter in China represents the American volunteer group the Flying Tigers. This fighter is considered part of the Chinese forces. It cannot leave the territories that Chinese occupation is restricted to, even to attack and return. If it is destroyed, the US player cannot replace this fighter unit for China.

★

THE POLITICAL SITUATION (CONTINUED)

Neutral Territories

In 1940, many countries, including the United States, tried to remain neutral. As the war became truly global, many neutrals were forced to join one side or the other. There are three types of neutral territories in this game: pro-Allies, pro-Axis, and strict neutral (non-aligned).

Many neutral territories have their own standing army. This force is shown on the map in the form of an infantry silhouette with a number next to it. These numbers indicate the number of infantry units that will be placed on the map if and when the territory's neutrality is compromised. These units are placed free of charge.

An important concept to understand is the difference between a neutral territory and a neutral power. There are only six powers in the game (Germany, Soviet Union, United States, United Kingdom, Italy, and France). While some of these powers begin the game neutral, neutral territories begin the game not being controlled by any power. Each neutral territory is treated as a separate entity. Neutral territories are not linked as countries in any way. For example, an Axis invasion of Northwest Persia will not activate Persia's standing army or change its political status. Unlike powers, war is never declared on neutral territories – they are simply attacked.

Friendly neutrals are neutral territories that are sympathetic to your alliance. For example, on the map Bulgaria and Iraq are shown as being pro-Axis. These territories would be friendly neutrals to both Germany and Italy. A pro-Allies neutral would be considered a friendly neutral to the United States, United Kingdom, Soviet Union, and France.

Friendly neutrals may not be attacked, and air units may not fly over them. They can be moved into (but not through) as a non-combat move by land units of a power that is at war. This moves the territory out of its neutral status at the end of the Non-combat Move phase, however. The first friendly power to do so places its national control marker on the former friendly neutral territory, and its national production level is adjusted upward by the value of the territory. With the territory's loss of neutrality in this way, its standing army is immediately activated. The units placed belong to the power that now controls the formerly neutral territory, and may be used freely beginning on that power's next turn.

Unfriendly Neutrals: Neutrals that are friendly to the side opposing your side are said to be unfriendly neutrals. For example, Germany will have to fight its way into Yugoslavia, which is a pro-Allies neutral territory.

Moving into an unfriendly neutral is considered a combat move and any combat must be resolved during the Conduct Combat phase. Before the neutral territory can be taken control of by the invading power, all of the neutral's standing army units must be eliminated. Air units can't fly over an unfriendly neutral unless they are attacking it.

When a neutral territory is invaded, it's no longer considered neutral and immediately becomes part of the alliance opposing the power that attacked it. For example, if Germany attacked Yugoslavia, Yugoslavia would join the Allies. Also, its standing army units are immediately placed in it. Choose any power from among those on the side



Example: Yugoslavia is a friendly neutral for the Allies and an unfriendly neutral for the Axis.

that the territory has joined, and use that power's infantry units to represent these forces. The player that controls the chosen power will control the territory's units for the duration of the battle. This player places the territory's units on the board and manages them when they conduct combat. Don't mix or confuse the territory's units with the units of another power, including the power managing the territory's pieces on the board.

Capturing an unfriendly neutral gives the capturing player the IPC income of the territory. The invading power places its national control marker on the territory, and its national production level is adjusted upward by the value of the captured territory.

If the attack upon the formerly neutral territory is unsuccessful (the territory is not captured), any remaining defending units stay in the territory but can't move. The territory remains uncontrolled (place a national control marker on it face down to indicate its new status) but is considered friendly to powers on the side it's now allied with. Units belonging to those powers can move into it and take control of it and its remaining units in the same way as if it were a friendly neutral.

Strict Neutrals: Sweden, Turkey, and Switzerland are examples of strict neutrals. They have no particular leaning toward one side or the other. These neutrals can be controlled only by invading them. Strict neutrals are treated in exactly the same way as unfriendly neutrals, with one exception. An attack by either alliance on a strict neutral territory (whether successful or not) will result in all remaining strict neutrals immediately becoming pro-Allies or pro-Axis, depending on who violated the strict neutral's neutrality. For example, if Germany attacks Sweden, all the other strict neutrals on the map would take on a pro-Allies status for all purposes.

Once any formerly neutral territory becomes controlled by a major power, the rules regarding neutral territories no longer apply to it. It's treated like any other territory, with the exception that it has no "original" controller (even if it was initially biased toward one side or the other). In other words, it may only be captured, never liberated, and a major industrial complex may never be built in it.

SETUP CHARTS



Germany Setup

Germany: 11 Infantry, 3 Artillery, 3 AAA, 1 Tactical Bomber, 2 Strategic Bombers, Major Industrial Complex

Western Germany: 3 Infantry, 4 Mechanized Infantry, 1 Artillery, 3 AAA, 2 Fighters, 3 Tactical Bombers, Air Base, Naval base, Major Industrial Complex

Denmark: 2 Infantry

Norway: 3 Infantry, 1 Fighter

Holland/Belgium: 4 Infantry, 2 Artillery, 3 Armor, 1 Fighter

Greater Southern Germany: 6 Infantry, 2 Artillery, 3 Armor

Slovakia/Hungary: 2 Infantry, 1 Armor, 1 Fighter

Romania: 2 Infantry, 1 Armor

Poland: 3 Infantry, 1 Armor, 1 Tactical Bomber

Sea Zone 103: 1 Submarine

Sea Zone 108: 1 Submarine

Sea Zone 113: 1 Battleship

Sea Zone 114: 1 Transport, 1 Cruiser

Sea Zone 117: 1 Submarine

Sea Zone 118: 1 Submarine

Sea Zone 124: 1 Submarine



Soviet Union Setup

Russia: 1 Infantry, 1 Mechanized Infantry, 1 Artillery, 1 Armor, 2 AAA, 1 Fighter, 1 Tactical Bomber, Air Base, Major Industrial Complex

Archangel: 1 Infantry

Karelia: 2 Infantry

Novgorod: 6 Infantry, 1 Artillery, 2 AAA, 1 Fighter, Air Base, Naval Base, Minor Industrial Complex

Vyborg: 3 Infantry

Baltic States: 3 Infantry

Eastern Poland: 2 Infantry

Belarus: 1 Infantry

Western Ukraine: 1 Infantry, 1 Artillery

Bessarabia: 2 Infantry

Ukraine: 3 Infantry, Minor Industrial Complex

Caucasus: 2 Infantry

Volgograd: 1 Mechanized Infantry, 1 Armor, Minor Industrial Complex

Amur: 6 Infantry

Sakha: 6 Infantry, 2 AAA

Buryatia: 6 Infantry

Sea Zone 115: 1 Submarine, 1 Cruiser

Sea Zone 127: 1 Submarine



Japan Setup

Japan: 6 Infantry, 2 Artillery, 1 Armor, 3 AAA, 2 fighters, 2 Tactical Bombers, 2 Strategic Bombers, Air Base, Naval Base, Major Industrial Complex

Iwo Jima: 1 Infantry

Okinawa: 1 Infantry, 1 Fighter

Korea: 4 Infantry, 1 Fighter

Manchuria: 6 Infantry, 1 Mechanized Infantry, 1 Artillery, 1 AAA, 2 Fighters, 2 Tactical Bombers

Jehol: 2 Infantry, 1 Artillery

Shantung: 3 Infantry, 1 Artillery

Kiangsu: 3 Infantry, 1 Artillery, 1 Fighter, 1 Tactical Bomber

Kiangsi: 3 Infantry, 1 Artillery

Kwangsi: 3 Infantry, 1 Artillery

Siam: 4 Infantry, 2 Artillery, 1 AAA, 1 Fighter, 1 Tactical Bomber, 1 Strategic Bomber

Formosa: 1 Fighter

Palau Island: 1 Infantry

Caroline Islands: 2 Infantry, 1 AAA, Air Base, Naval Base, Fortifications

Sea Zone 6: 1 Transport, 1 Submarine, 2 Destroyers, 1 Cruiser, 2 Fleet Carriers (Each Carrying 2 Fighters and 2 Tactical Bombers), 1 Battleship

Sea Zone 19: 1 Transport, 1 Submarine, 1 Destroyer, 1 Battleship

Sea Zone 20: 1 Transport, 1 Cruiser

Sea Zone 33: 1 Destroyer, 1 Fleet Carrier (Carrying 2 Fighters and 2 Tactical Bombers)

SETUP CHARTS (CONTINUED)



United States Setup

Eastern United States: 1 Infantry, 1 Artillery, 2 AAA, 1 Fighter, Air Base, Naval Base, Minor Industrial Complex

Central United States: 1 Infantry, 3 Mechanized Infantry, 1 Armor, 1 Strategic Bomber, Minor Industrial Complex

Western United States: 2 Infantry, 1 Mechanized Infantry, 1 Artillery, 2 AAA, 1 Fighter, Air Base, Naval Base, Minor Industrial Complex

Hawaiian Islands: 2 Infantry, 1 AAA, 2 Fighters, Air Base, Naval Base

Midway: Air Base

Wake Island: Air Base

Guam: Air Base

Philippines: 2 Infantry, 1 AAA, 1 Fighter, Air Base, Naval Base

Sea Zone 10: 1 Transport, 1 Destroyer, 1 Cruiser, 1 Fleet Carrier (Carrying 1 Fighter and 1 Tactical Bomber), 1 Battleship

Sea Zone 26: 1 Transport, 1 Submarine, 1 Destroyer, 1 Cruiser

Sea Zone 35: 1 Submarine, 1 Destroyer

Sea Zone 101: 1 Transport, 1 Cruiser



China Setup

Szechwan: 6 Infantry, 1 Fighter

Yunnan: 4 Infantry

Hunan: 2 Infantry

Kweichow: 2 Infantry

Shensi: 1 Infantry

Suiyuan: 2 Infantry



United Kingdom Setup

United Kingdom: 2 Infantry, 1 Mechanized Infantry, 4 AAA, 2 Fighters, 1 Strategic Bomber, Air Base, Naval Base, Minor Industrial Complex

France: 1 Artillery, 1 Armor

Scotland: 2 Infantry, 2 AAA, 1 Fighter, Air Base

Iceland: Air Base

Quebec: 1 Infantry, 1 Armor, 1 AAA, Minor Industrial Complex

Ontario: 1 Infantry, 1 Artillery

New Brunswick/Nova Scotia: Naval Base

Gibraltar: 1 AAA, 1 Fighter, Naval Base, Fortifications

Malta: 1 Infantry, 1 AAA, 1 Fighter, Fortifications

Alexandria: 2 Infantry, 1 Artillery, 1 Armor

Egypt: 1 Infantry, 1 Mechanized Infantry, 1 Artillery, 1 AAA, Naval Base

Anglo-Egyptian Sudan: 1 Infantry

Union of South Africa: 2 Infantry, 1 AAA, Naval Base, Minor Industrial Complex

West India: 3 Infantry, 1 AAA, 1 Armor

India: 4 Infantry, 1 Artillery, 1 AAA, 1 Tactical Bomber, Minor Industrial Complex

Ceylon: 1 AAA, 1 Fighter, Air Base, Naval Base

Burma: 2 Infantry, 1 Fighter

Malaya: 3 Infantry, Naval Base

Kwangtung: 2 Infantry, Naval Base

Sea Zone 37: 1 Battleship

Sea Zone 39: 1 Transport, 1 Destroyer, 1 Cruiser

Sea Zone 71: 1 Destroyer

Sea Zone 91: 1 Cruiser

Sea Zone 98: 1 Transport, 1 Destroyer, 1 Cruiser, 1 Fleet Carrier (Carrying 1 Tactical Bomber)

Sea Zone 106: 1 Transport, 1 Destroyer

Sea Zone 109: 1 Transport, 1 Destroyer

Sea Zone 110: 1 Cruiser, 1 Battleship

Sea Zone 111: 1 Destroyer, 1 Cruiser, 1 Battleship

SETUP CHARTS (CONTINUED)



Italy Setup

Southern Italy: 6 Infantry, 2 AAA, 2 Fighter, Air Base, Naval Base, Minor Industrial Complex

Northern Italy: 2 Infantry, 2 Artillery, 1 Armor, 2 AAA, 1 Strategic Bomber, Minor Industrial Complex

Albania: 2 Infantry, 1 Armor

Libya: 1 Infantry, 1 Artillery

Tobruk: 3 Infantry, 1 Mechanized Infantry, 1 Artillery, 1 Armor

Italian Somaliland: 1 Infantry

Ethiopia: 2 Infantry, 1 Artillery

Sea Zone 95: 1 Transport, 1 Submarine, 1 Destroyer, 1 Cruiser

Sea Zone 96: 1 Transport, 1 Destroyer

Sea Zone 97: 1 Submarine, 1 Destroyer

Sea Zone 101: 1 Transport, 1 Cruiser, 1 Battleship



ANZAC Setup

New South Wales: 2 Infantry, 2 AAA, Naval Base, Minor Industrial Complex

Queensland: 2 Infantry, 1 Artillery, 1 Fighter, 1 AAA, Air Base, Naval Base

New Zealand: 1 Infantry, 2 Fighters, Air Base, Naval Base

Malaya: 1 Infantry

Egypt: 2 Infantry

Sea Zone 62: 1 Transport, 1 Destroyer

Sea Zone 63: 1 Cruiser



France Setup

France: 6 Infantry, 1 Artillery, 1 Armor, 1 AAA, 1 Fighter, Air Base, Major Industrial Complex

United Kingdom: 2 Infantry, 1 Fighter

Normandy/Bordeaux: 1 Infantry, 1 Artillery, Naval Base, Minor Industrial Complex

Southern France: 1 Infantry, 1 Artillery, Naval Base, Minor Industrial Complex

French West Africa: 1 Infantry

Morocco: 1 Infantry

Algeria: 1 Infantry

Tunisia: 1 Infantry

Syria: 1 Infantry

Sea Zone 72: 1 Destroyer

Sea Zone 93: 1 Destroyer, 1 Cruiser

Sea Zone 110: 1 Cruiser

MOVEMENT BETWEEN MAPS

The east and west edges of the boards mark the border lines between territories and sea zones.

The Canadian province of Alberta/Saskatchewan/Manitoba on the Europe map is adjacent to the Western Canada territory on

the Pacific map.

Central United States is adjacent to Western United States.

Southeastern Mexico is adjacent to Mexico.

The following sea zones are adjacent to one another:

Zone	Adjacent To
11	64
28	64
51	64, 65 & 66
52	66
64	11, 28 & 51
65	51
66	51 & 52

ORDER OF PLAY

The Game is played in rounds. A round consists of each power taking a turn. Your power's turn consists of six phases, which take place in a fixed sequence. You must collect income if you can, but all other parts of the turn sequence are voluntary.

Events

At the beginning of each round, one player draws an event card that governs special events during the upcoming round. This event and its instructions apply to each player's turn.

Turn Sequence

1. Purchase, Repair, and Build Units
2. Combat Move (Powers at War only)
3. Conduct Combat (Powers at War only)
4. Non-combat Move
5. Mobilize New Units
6. Collect Income

Phase 1: Purchase, Repair, & Build

In this phase, you may spend IPCs for additional units to be used in future turns. All the units listed in the mobilization zone on the game board are available for purchase. You also choose to train you pilots and conduct research during this phase.

Purchase Units Sequence

1. Train Pilots (*Optional*)
2. Conduct Research
3. Repair damaged units and facilities
4. Select units
5. Remove built chips for facilities under construction
6. Pay for units and repair damaged units and facilities
7. Place units in mobilization zone

Step 1: Train Pilots

Decide if you wish to maintain pilot training or to increase it.

Step 2: Conduct Research

You may conduct research by paying 3 IPCs for each project you wish to advance. Only 2 new projects may be started during any player's turn and any project currently being developed can only be advanced once per turn (*see Research for more details*).

Step 3: Repair Damaged Facilities & Units

You can pay to remove damage from facilities. Facilities are industrial complexes, air bases, and naval bases. Each point of damage costs 1 IPC to remove. Repairs take effect immediately, and the controlling player can use repaired facilities during the rest of this turn.

- ☆ Your capital ships (carriers and battleships) in sea zones serviced by operative friendly naval bases (including those repaired in this turn) are also repaired at this time. There is no IPC cost to repair these ships.

Step 4: Select Units

You may buy as many units of any type as you can afford. Select all the units you wish to buy. You don't have to spend all of your IPCs. Neutral Powers may only spend half of their IPCs on combat units, however they are free to build or upgrade facilities, and conduct research.

Step 5: Build Facilities

For each facility on the board that is currently under construction you may remove a built chip, advancing or finishing that facility construction phase.

Step 6: Pay for Units & New Facilities

Pay IPCs to the bank equal to the total cost of the units (by having the banker adjust the number of IPCs in your power's treasury).

Step 7: Place Units in the Mobilization Zone

Place the purchased units in the mobilization zone (on the game board). You can't use these units right away, but you will deploy them later in the turn.

Declaring War

If there are no restrictions currently keeping you from being at war with a power on the other side (see "The Political Situation"), you may declare war on that power. War must be declared on your turn at the beginning of the Combat Move phase, before any combat movements are made, unless otherwise specified in the political rules. An actual attack is not required. Once a state of war is entered into, all territories and sea zones controlled by or containing units belonging to the power or powers on which you declared war instantly become hostile to your units, and the normal restrictions of moving into or through hostile spaces apply, with one exception. During your Combat Move phase in which you entered into a state of war, your transports that are already in sea zones that have just become hostile may be loaded in those sea zones (but not in other hostile sea zones). In effect, transports may be loaded in their initial sea zones for amphibious assaults before war is declared, while the sea zone is still friendly.

Declarations of war are either provoked or unprovoked. A declaration of war is considered to be provoked either when the declaration is made in reaction to the direct aggression of another power or when a political rule allows the power to declare war due to a specific action being taken by another power. For example, the United States is allowed to declare war on any or all Axis powers if an Axis power declares war on it, so if Germany declares war on the United States, a subsequent declaration of war by the United States on Italy would be considered provoked. A declaration of war under any other circumstances is considered to be unprovoked.

ORDER OF PLAY (CONTINUED)

Phase 2: Combat Move

For Powers at War Only. Movement in this game is separated into combat movement and non-combat movement phases. During the Combat Move phase, all movement must end in a hostile space, with a few exceptions. Movement into a hostile space counts as combat movement whether that space is occupied or not. Additional movement that doesn't end in a hostile space occurs during the Non-combat Move phase.

Move as many of your units into as many hostile territories and sea zones as you wish. You can move into a single hostile space from different spaces, as long as each moving unit can reach that space with a legal move.



Air Movement Example: Air units can move through a hostile space as if it were friendly.



Land Movement Example: Land units must end their movement when they encounter a hostile territory. Blitzing tanks and mechanized infantry are an exception.

★ You can move units through friendly (but not friendly neutral) spaces en route to hostile spaces during this phase. However, units can't end their movement in friendly spaces during the Combat Move phase except in four instances.

- Armor and mechanized infantry that have blitzed through an unoccupied hostile space (see "Armor, Mechanized Infantry, and Blitzing").
- Units moving from a hostile sea zone to escape combat as their combat move. A sea zone into which defending air units may be scrambled in reaction to an amphibious assault (see "Scramble") may be treated in the same way as a hostile sea zone for this purpose.
- Sea units that will be participating in an amphibious assault from a friendly sea zone, as well as sea and/or air units that may be needed to support it in the case that defending air units are scrambled (see "Scramble").
- Units moving into a sea zone containing only enemy submarines and/or transports in order to attack those units. (Such a sea zone is not considered hostile.)

If you move all of your units out of a territory you control, you still retain control of that territory until an enemy moves into and captures it (a territory remains in control of the power that controlled it at the start of the turn).

Units from the same side can freely share territories and space on aircraft carriers and transports with one another, as long as both powers are at war. They may share sea zones regardless of their status. These shared events must be agreed upon by both powers.

★

All combat movement is considered to take place at the same time. Thus, you can't move a unit, then conduct combat, then move that unit again during this phase. The only exception to this is land units making an amphibious assault that is preceded by a sea battle (see "Amphibious Assaults"), as they must offload after the sea battle is successfully completed. You can't move additional units into an embattled space once an attack has begun.

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

Enemy submarines and/or transports do not block any of your units' movement, nor do they prevent loading or offloading in that sea zone (with one exception; see

"Special Combat Movement: Transports"). As the moving player, you have the option of attacking any enemy submarines and/or transports that share a sea zone with you. However, if you choose to make such an attack with a unit, that unit must end its movement in that sea zone, and it must attack all such units present. In other words, you must either attack all enemy submarines and transports in the sea zone, or you must ignore all of them. You may not attack some enemy units and ignore others in the same sea zone. It is possible that some of your units may stop to attack while others continue moving through the sea zone.

★

ORDER OF PLAY (CONTINUED)

Sea Units Starting in Hostile Sea Zones

At the beginning of the Combat Move phase, you might already have sea units (and air units on carriers) in spaces containing enemy units that were there at the start of your turn. For example, an enemy might have built new surface warships in a sea zone where you have sea units. When your turn comes around again, you are sharing that sea zone with enemy forces.

If you are sharing a sea zone with surface warships (not submarines and/or transports) belonging to a power with which you are at war, this situation requires you to do one of the following:

- Remain in the sea zone and conduct combat,
- Leave the sea zone, load units if desired, and conduct combat elsewhere,
- Leave the sea zone, load units, and return to the same sea zone to conduct combat (you can't load units while in a hostile sea zone), or
- Leave the sea zone and conduct no combat.

Once these sea units have moved and/or participated in combat, they can't move or participate in the Non-combat Move phase of the turn.

Air Units

An air unit that moves in the Combat Move phase must generally reserve part of its move value for the Non-combat Move phase, at which point it must return to a safe landing spot using its remaining movement.

An air unit's movement in any complete turn is limited to its total move value. Thus, a strategic bomber with a move value of 6 can't move 6 spaces to get to a hostile space. It must save enough movement points to get to a friendly territory where it can land. A fighter or tactical bomber can move its full 4 spaces to attack in a sea zone instead of saving movement, but only if a carrier could be there for it to land on by the conclusion of the Mobilize New Units phase.

Air units attacking territories that have AAA (antiaircraft artillery) will be fired upon. This includes territories containing AAA that are being flown over. AAA can also fire upon bombers conducting strategic or tactical bombing raids.

Amphibious Assaults

If you want to make any amphibious assaults, announce your intent to do so during the Combat Move phase. An amphibious assault takes place when you attack a coastal territory or island group from a sea zone by offloading land units from transports into that target territory (or make a joint attack with both seaborne units that are offloading and other units from one or more neighboring territories). The sea zone may be either friendly or hostile, but if it is hostile it must be made friendly through sea combat before the amphibious assault can commence.

Moving transports and their cargo into a sea zone from which you plan to make an amphibious assault counts as a combat move, even if there are no defending surface warships there and there is no potential for air units to be scrambled (see "Scramble"). This is also true of any units



Sea Movement Example: Sea units other than submarines must end their movement when they enter a hostile sea zone. The destroyer must stop in this zone. However, the submarine can pass through safely because the enemy unit isn't a destroyer.

that will support the assault. Further, if enemy air units could potentially be scrambled to defend the sea zone, additional units may be moved into the sea zone to combat them in case they are indeed scrambled.

During the Conduct Combat phase, you can launch only amphibious assaults that you announced during this phase.

If an amphibious assault involves a sea combat, any air units participating in the assault must move to either the sea zone or the land territory. They will then participate only in the part of the assault to which they have moved.



Amphibious Assault Example: Amphibious assault movement occurs during the Combat Move phase. In this example, the U.S. battleship must destroy the enemy destroyer in the sea combat in order to clear the hostile sea zone so that the transport can offload into Normandy/Bordeaux. If there had been only defending submarines and/or transports, the attacking U.S. player could have ignored those units, or could have conducted sea combat.

ORDER OF PLAY (CONTINUED)

Special Combat Movement

A number of units can make special moves during this phase. These are described in detail below.

Aircraft Carriers

Although they don't have an attack value and aren't represented on the battle strip, carriers can still participate in an attack and can take hits, as long as at least 1 unit with an attack value attacks along with them. Any fighters or tactical bombers on an aircraft carrier launch before the carrier moves and move independently of the carrier. These air units can make a combat move from the carrier's initial sea zone, or they can remain in that sea zone until the Non-combat Move phase.

Guest aircraft belonging to a friendly power on board another power's carrier must remain on board as cargo if the carrier moves. They can't take part in combat and are destroyed if the carrier is destroyed.

Whether it moves during the Combat Move or Non-combat Move phase, an aircraft carrier allows friendly fighters and tactical bombers to land on it in the sea zone where it finishes its move.

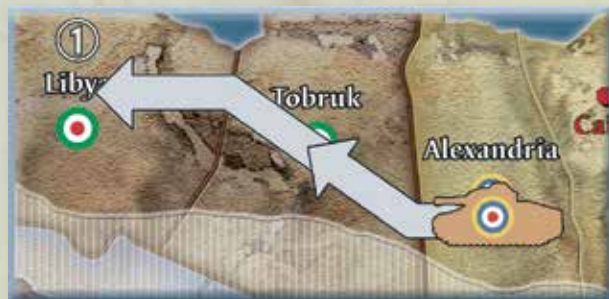
Submarines

Submarines are capable of moving undetected due to their ability to submerge. For this reason, they have special movement rules. If there are no enemy destroyers

present, a submarine can move through a sea zone containing enemy warships without stopping. However, if a submarine enters a sea zone containing an enemy destroyer during the Combat Move phase, its movement ends immediately and combat will result.

Armor, Mechanized Infantry, & Blitzing

Armor can "blitz" by moving through an unoccupied hostile territory as the first part of a move that can end in a friendly or hostile territory. In addition, 1 mechanized infantry unit can move along with each blitzing tank. The complete move must occur during the Combat Move phase. The blitzing units establish control of the first territory before they move to the next. Place your control marker on the first territory and adjust the national production levels as you blitz. A tank (or mechanized infantry) that encounters enemy units, including AAA (antiaircraft artillery) units, or an industrial complex, air base, or naval base, in the first territory it enters must stop there and may not blitz.



Blitzing Example 1: You can blitz a tank through a territory if that territory is hostile but unoccupied. Place your control marker in the blitzed territory.



Blitzing Example 2: You must stop a tank's movement when it encounters any enemy units, including AAA (antiaircraft artillery) units, industrial complexes, air bases, and naval bases, so this tank may not blitz.

Powers Not at War

When two powers on opposite sides are not yet at war with one another, they operate under some special conditions and restrictions.

Movement: A power's ships don't block the naval movements of other powers with which it's not at war, and vice versa. They can occupy the same sea zones.

Combat: A power can't attack a territory controlled by or containing units belonging to a power with which it is not at war. If a power at war attacks a sea zone containing units belonging to both a power with which it's already at war and a power with which it's not at war, the latter power's units are ignored. Those units won't participate in the battle in any way, and a state of war with that power will not result.

Neutral Powers: When a power is not at war with anyone, it is neutral. Powers that begin the game neutral, such as the United States and the Soviet Union, aren't initially part of the Allies or the Axis. The Axis powers are on the opposite side of these neutral powers, but they are not yet considered enemies. While a power remains neutral, it operates under even tighter restrictions. A neutral power can't move land or air units into or through neutral territories. It can't move units into or through territories or onto ships belonging to another power or use another power's naval bases, nor can another power move land or air units into or through its territories or onto its ships or use its naval bases.

Transports

If a transport encounters hostile surface warships (not enemy submarines and/or transports) AFTER it begins to move (not counting the sea zone it started in), its movement for that turn ends, and it must stop there and conduct sea combat.

A transport can load units while in any friendly sea zone along its route, including the sea zone it started in. If a transport loads land units during the Combat Move phase, it must offload those units to attack a hostile territory as part of an amphibious assault during the Conduct Combat phase, or it must retreat during the sea combat step of the amphibious

ORDER OF PLAY (CONTINUED)

assault sequence while attempting to do so. A transport that is part of an amphibious assault must end its movement in a friendly sea zone (or one that could become friendly as result of sea combat) from which it can conduct the assault. However, a transport is not allowed to offload land units for an amphibious assault in a sea zone containing 1 or more ignored enemy submarines unless at least 1 warship belonging to the attacking power is also present in the sea zone at the end of the Combat Move phase.

Any land units aboard a transport are considered cargo until they offload. Cargo can't take part in sea combat and is destroyed if the transport is destroyed.

Air Bases

When taking off from a territory that has an operative air base, air units gain 1 additional movement point. Fighters and tactical bombers can now move 5 spaces and strategic bombers can move 7 spaces (see "Air Bases").

Naval Bases

All ships beginning their movement from a sea zone serviced by an operative friendly naval base gain 1 additional movement point (see "Naval Bases").

Scramble

Scrambling is a special movement that the defender can make at the end of this phase. It must be done after all of the attacker's combat movements have been completed and all attacks have been declared. The attacker may not change any combat movements or attacks after the defender has scrambled.

A quick reaction team of no more than 3 defending fighters and/or tactical bombers (strategic bombers can't scramble) located on each island or coastal territory that has an operative air base can be scrambled to defend against attacks in the sea zones adjacent to those territories. These air units can be scrambled to help friendly units in adjacent sea zones that have come under attack. They can also be scrambled to resist amphibious assaults from adjacent sea zones, whether or not the territory being assaulted is the territory containing the air base. They may defend against the enemy ships conducting the amphibious assault even if friendly ships are not present. Air units belonging to powers friendly to the attacked power may be scrambled by their owner if the owning power is at war with the attacking power, so long as the limit of 3 total air units is respected.

In situations where a sea zone is adjacent to more than one territory containing an air base (sea zone 109 and Scotland and United Kingdom, for example), each of the territories can scramble up to 3 fighters and/or tactical bombers. In situations where a territory containing an air base is adjacent to more than one sea zone (United Kingdom and sea zones 109 and 110, for example), the territory may still only scramble up to 3 fighters and/or tactical bombers, but they may be split between the sea zones in any combination.

Scrambled fighters and tactical bombers are defending, so refer to their defense values and abilities when resolving combat. They are treated as normal defending units in their sea zones. As defenders, they may not retreat. They can't participate in any other battles during that turn, including a battle in the territory from which they were scrambled.

★ After all combat is completed, each surviving scrambled air unit must return to the territory from which it was scrambled. If the enemy has captured that territory, the unit can move 1 space to land in a friendly territory or on a friendly aircraft carrier. If no such landing space is available, the unit is lost. Surviving scrambled air units land during that turn's Non-combat Move phase, before the attacker makes any movements.

Phase 3: Conduct Combat

For Powers at War Only. In this phase, you conduct combat against opposing units using the following sequence:

Combat Sequence

1. Air Combat
2. Strategic and Tactical Bombing Raids
3. Amphibious Assaults
4. General Combat

A number of units have special rules that modify or overwrite the combat rules in this section. (see "Unit Profiles," for combat rules associated with each type of unit.)

Air Combat

Air combat is handled before land or sea combat occurs. Each aircraft unit has an Attack Factor (AF). These AFs are added together to determine the total number of Attack Factors present in a flight. Combat occurs, determining air superiority for that particular attack. The attacker and defender rolls two dice (*or optionally one die*), each cross referencing the AF column on the Air Combat Chart. The first number indicates the number of aircraft destroyed and the second number indicates aircraft forced to abort the mission. This combat happens only once per attack.

Defender: If the attack is Strategic and/or a Tactical Raid, only interceptors (fighters and jets) can participate in air combat. If the attack involves the territory being attacked by land units, all defending air units participate to determine AFs for the air combat sequence above if there are also attacking air units.

Strategic/Tactical Raid: Attacking units that are not destroyed or turned back during air combat proceed to their targets. At this time any AA guns fire upon the advancing air units. Defending interceptors return to their base. Fighters can choose to strafe enemy aircraft that didn't participate as interceptors during the raid. The air units then finish their move during the non-combat phase.

Territorial Attack: Attacking and Defending units that were not destroyed or turned back proceed to normal combat for the territory. After AA gun fire, each air unit from both sides make a single attack and are then marked with a movement chip. These units can be selected as casualties if desired during this first round of combat (which includes the land units attacking and defending). The air units then finish their move during the non-combat phase.

If raids and land combat are occurring in the same territory, units can only be involved in one or the other attack not both. This includes interceptors. Defending bomber can only be involved in the land combat attack.

ORDER OF PLAY (CONTINUED)

If the territory is captured, defending air units can move 1 space to land in a friendly territory or on a friendly aircraft carrier. This movement occurs during the Non-Combat Move phase, before the acting player makes any non-combat movements. If no such landing space is available, the air units are lost.

Tactical bombers that proceeded to the raid that roll a “1” can choose their target if there are grounded planes.

Strategic & Tactical Bombing Raids

A strategic or tactical bombing raid is a direct attack on a facility. During this step, you can bomb enemy industrial complexes, air bases, naval bases, and fortifications with your strategic bombers. You can also bomb enemy fortifications, air and naval bases (*but not industrial complexes*) with your tactical bombers. When you damage these facilities, their capabilities are decreased or eliminated, and your enemy must spend IPCs to repair them in order to restore those capabilities. Repairs can be



made by the units' controlling player during his Purchase, Repair and Build Units phase (see “Purchase, Repair, & Build Units”).

To conduct a bombing raid, the attacking player moves any remaining planes that were not destroyed or turned back from his flight if air combat took place. All bases and fortifications may be both strategically and tactically bombed at the same time.

After resolving the anti-aircraft fire, surviving bombers each roll one die. Add 2 to each die rolled for a strategic bomber (but not for tactical bombers), then total the results. To mark the damage done by the attacking bomber(s), place 1 damage chip under the targeted industrial complex or base per damage point rolled. An industrial complex can't receive more than 20 total damage for major industrial complexes and more than 6 total damage for minor ones. Air bases and naval bases can't receive more than 6 total damage. Damage exceeding these limits is not applied.

A bomber that performed a strategic or tactical bombing raid, or a fighter that made a strafing run can't participate in any other combat this turn and must return to a friendly territory during the Non-combat Move phase.

Amphibious Assaults

During this step you will resolve each amphibious assault you announced during the Combat Move phase. If you didn't announce an amphibious assault, continue to “General Combat”.

Amphibious Assault Sequence

1. Sea combat
2. Battleship and cruiser bombardment
3. Land combat

Step 1. Sea Combat

If there are defending surface warships and/or scrambled air units, sea combat occurs. If there are only defending submarines and/or transports, the attacker can choose to ignore those units or conduct sea combat.

If sea combat occurs, all attacking and defending sea and air units present must participate in the battle. (Even if the attacker chose to ignore defending submarines and/or transports, they will still be involved in the battle if the defender scrambles air units and forces a sea battle.) Conduct the sea combat using the rules for General Combat (below), then go to step 3 (land combat).

If no sea combat occurs, go to step 2 (bombardment).

Step 2. Battleship & Cruiser Bombardment

If there was NOT a combat in the sea zone from which you are offloading units from transports, any accompanying battleships and cruisers in that sea zone can conduct a one-time bombardment of one coastal territory or island group being attacked. The number of ships that can

Combined Arms

In some instances, a mix of unit types activates enhanced unit abilities. For example, an infantry unit matched with an artillery unit enables the infantry to attack at 2. See the following chart for details. (See also “Unit Profiles”)

Some unit types require one-to-one pairing with another unit type and may be paired with more than one other unit type. Each unit may be paired with only one other unit at the same time, but may be paired with different units at different times during the same turn. For example, an individual artillery unit may not be paired with both an infantry and a mechanized infantry during the same combat round in the Conduct Combat phase in order to make both units attack at 2. However, the same mechanized infantry unit may be paired with a tank during the Combat Move phase in order to blitz, and then be paired with an artillery in the Conduct Combat phase in order to attack at 2.

	+				Attacks @ 2
Infantry		Artillery		Infantry	
	+				Attacks @ 2
Mech. Infantry		Artillery		Mech. Infantry	
	+				Attacks @ 4
Tactical Bomber		Armor		Tactical Bomber	
	+				Attacks @ 4
Tactical Bomber		Fighter		Tactical Bomber	
	+				Can Blitz
Mech. Infantry		Armor		Mech. Infantry	
	+				Can Hit Subs
		Destroyer			

ORDER OF PLAY (CONTINUED)

make bombardment attacks is limited to 1 ship per land unit being offloaded from the transports into that coastal territory. If more than one territory is being assaulted from the same sea zone and there are multiple battleships and/or cruisers, each ship may support only one assault. However, the ships' bombardment may be split in any way that the attacker chooses, so long as the number of ships supporting each assault doesn't exceed the number of seaborne land units in that assault. Choosing to destroy enemy transports or attacking enemy submarines in step 1 (above), counts as a combat and prevents the battleship and cruiser bombardment from taking place.

Roll one die for each battleship and cruiser that can conduct bombardment. Battleships hit on a die roll of "4" or less, and cruisers hit on a "3" or less. For each hit, the defender will move a defending unit behind the casualty strip. These casualties will be able to defend during the land combat step before they are eliminated. Fortifications fire one-time only at the ships as well. A roll of "1" allows the defender to choose the casualty for the attacker, including transports which affects their cargo if hit.

Step 3. Land Combat

Land combat can only take place if there was no sea battle or the sea zone has been cleared of all defending enemy units except transports and submarines that submerged during the sea battle. If the attacker still has land units committed to the coastal territory, move all attacking and defending units to the battle strip and conduct combat using the General Combat rules (see below). Remember to put casualties from bombardment (if any) behind the casualty strip.

Attacking land units can come from transports (seaborne), and they can come from neighboring territories that are adjacent to the attacked territory. Any land units offloading from a single transport can only be offloaded into a single hostile territory.

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

If the attacker doesn't have any attacking land or air units left, the amphibious assault is over.

Keep the attacking overland units and seaborne land units separated on the battle strip. Attacking seaborne units can't retreat. Attacking overland land units and air units can retreat (between rounds of combat). All attacking overland land units must retreat together as a group. They can only retreat to a territory from which at least one of them entered the contested territory and must all retreat at the same time and to the same place. A retreat may happen at the conclusion of any round of combat.

Attacking air units, still only have one round of combat after any AA gun fire. Air units will land during the Non-combat Move phase.

★ Air Units

Each attacking air unit can participate in the sea battle or the attack on the coastal territory; it can't do both. The attacking player must declare which air units are involved (after any air combat is resolved) in each part of the attack and can't change their assignments later. Scrambled air units are placed after the amphibious assault is announced and attacking air units (if any) are assigned to the sea battle or the coastal territory. At the end of the amphibious assault, all air units remain in place; they will land during the Non-combat Move phase.

Air units defending in a territory can fight only in that territory. They can't participate in the sea combat. The exception to this rule is defending fighters and tactical bombers that are on an island or coastal territory that has an operative air base. Such air units can be scrambled to the adjacent sea zone where they participate in its defense. Strategic bombers can't be scrambled.

General Combat

In this step, you resolve combat in each space that contains your units and either contains enemy units or is enemy-controlled. Combat is resolved by following the General Combat sequence (below). Combat in each space takes place at the same time, but each affected territory or sea zone is resolved separately and completely before resolving combat in the next contested space. The attacker decides the order of spaces in which each combat occurs. No new units can enter as reinforcements once combat has begun. Attacking and defending units in each space are considered to fire at the same time, but for ease of play you roll dice in sequence: attacker first, then defender.

If you moved any units into unoccupied hostile territories or hostile territories that contain only facilities and/or AAA units, no actual combat is necessary. Simply skip to step 7 (Conclude Combat) for each of these territories and remove any AAA units that might be in them. *Exception: German AA guns vs. Mechanized Infantry and Armor.*



ORDER OF PLAY (CONTINUED)

General Combat Sequence

1. Place units along the battle strip
2. Submarine surprise strike or submerge (sea battles only)
3. Attacking units fire
4. Defending units fire
5. Remove defender's casualties
6. Press attack or retreat
7. Conclude combat

Step 1. Place Units along the Battle Strip

The battle strip has two sides, labeled "Attacker" and "Defender." Place all of the attacking and defending land, sea, and/or air units that survived air combat, from the battle onto their respective sides aligned with the numbered columns that contain those units' names and silhouettes. Facilities don't participate in general combat, as they may be attacked and damaged only by strategic and tactical bombing raids. The number in a unit's column identifies that unit's attack or defense value. An attacking or defending unit must roll its column's attack or defense value number or less in order to score a hit.

Some units, such as transports, attacking aircraft carriers, and defending AAA units, have no combat value and are not represented on the battle strip. Place these units beside the battle strip, as they are still participants in the battle and may be taken as casualties.

In a sea battle, place any cargo (whether your own units or an ally's) beside the transport ship or on the aircraft carrier (guest air units) that is carrying it. Cargo doesn't roll for hits, nor can it be chosen as a casualty. It's lost with the ship carrying it if that ship is destroyed. If you are attacking in a sea zone that already contained friendly units, your ally's units are not placed along the battle strip, but remain out of play for this turn.

Step 2. Submarine Surprise Strike or Submerge (Sea Battles Only)

This step is specific to attacking and defending submarines. Before the general sea battle takes place (steps 3–5), both attacking and defending submarines can choose to either make a Surprise Strike die roll or submerge. A player may choose to submerge all, some, or none of his or her submarines. However, if the opposing side has a destroyer in the battle, the attacking or defending submarines can't submerge or make a Surprise Strike. Combat proceeds normally with your submarines firing along with your other units in step 3 or 4.

Attacking or defending submarines that choose to submerge are immediately removed from the battle strip and returned to the game board in the contested sea zone, removing them from the remaining battle sequences.

Note: Decisions on whether attacking and defending submarines will fire or submerge must be made before any dice are rolled by either side. The attacking player decides first.

Each attacking submarine conducting a Surprise Strike rolls one die. Attacking submarines that roll a "2" or less score a hit. After the attacking player has rolled for all attacking submarines, the defender chooses 1 sea unit (submarines can't hit air units) for each hit scored and moves it behind the casualty strip. (*Note:* Undamaged capital ships that are hit only once are not removed.)

★ Then each defending submarine conducting a Surprise Strike rolls one die. Defending submarines that roll a "1" score a hit. After the defending player has rolled for all defending submarines, the attacker chooses 1 sea unit for each hit scored and removes it from play. (*Note:* Undamaged capital ships that are hit only once are not removed.)

Note: In both cases, attacking or defending, transports can be chosen as casualties only if there are no other eligible units. Submerged submarines can't be chosen as casualties since they have been removed from the battle.

Once all attacking and defending submarines that conducted a Surprise Strike have fired, the casualties they have generated are removed from the game and this step (step 2) is over for this round of combat. As long as there are attacking and/or defending submarines and no opposing destroyers, this step is repeated during each round of combat. Any hits made during this step that don't destroy units (such as battleships and carriers) remain in effect until they are repaired.

Step 3. Attacking Units Fire

First, conduct any air to land combat. All AA guns fire and all aircraft, attacking and defending fire even if hit by AA fire – this is a one-time attack. The unit are then marked with movement chips and finish their move during the non-combat phase. These units can still be chosen as casualties during regular combat although they don't attack or defend anymore.

★ Roll one die for each attacking unit with an attack value that didn't fire or submerge in step 2. Roll for units with the same attack value at the same time. For example, roll all units with an attack value of 3 at the same time. An attacking unit scores a hit if you roll its attack value or less. After the attacking player has rolled for all attacking units, the defender chooses 1 unit for each hit scored and moves it behind the casualty strip. All units behind the casualty strip will return fire in step 4. As many hits as possible must be assigned. For instance, if 1 cruiser and 2 submarines attack a carrier with a fighter and score 3 hits, the defender must assign the cruiser hit to the fighter and the submarine hits to the carrier. The defender may not assign the cruiser hit to the carrier, as the subs cannot hit the fighter and 1 sub hit would be lost.

Step 4. Defending Units Fire

Defending units roll one die for each unit with a defense value, including units behind the casualty strip, that didn't fire or submerge in step 2. Roll for units with the same defense value at the same time. A defending unit scores a hit if you roll its defense value or less.

After the defending player has rolled for each defending unit with a defense value, the attacker chooses 1 unit for each hit scored and removes it from play. As many hits as possible must be assigned. For instance, if 1 cruiser and 1 submarine are defending against 1 destroyer and 1 fighter and the defender scores 2 hits, the attacker must assign the sub hit to the destroyer and the cruiser hit to the fighter. The attacker may not assign the cruiser hit to the destroyer, as the sub cannot hit the fighter and its hit would be lost.

★

ORDER OF PLAY (CONTINUED)

Specific to Sea Battles: In both steps 3 and 4, submarines that fired in step 2 can't fire again during the same combat round. If there is an enemy destroyer in the battle, submarines fire in step 3 or 4 rather than step 2. Remember that in sea battles hits from air units can't be assigned to submarines unless there is a destroyer present that is friendly to the air units in the battle, and hits can be assigned to transports only if there are no other eligible units.

Step 5. Remove Defender's Casualties

Remove the defender's units that are behind the casualty strip from play. *Note:* After casualties are removed, it might be necessary to reevaluate certain units' capabilities that depend upon the presence or absence of other units. For example, infantry units might no longer be supported by artillery units, or submarines might no longer have their abilities canceled by enemy destroyers that have been removed. These changes will take effect in the following combat round.

Step 6. Press Attack or Retreat

Combat rounds (steps 2–5) continue unless one of the following two conditions occurs (in this order):

Condition A – Attacker and/or Defender Loses All Units

Once all units that can either fire at a valid target or retreat on one or both sides have been destroyed, the combat ends.

If a power has combat units remaining along the battle strip, that power wins the combat. Players that have units remaining along the battle strip return those units to the contested space on the game board.

In a sea battle, if both sides have only transports remaining, the attacker's transports can remain in the contested sea zone or retreat per the rules in Condition B below, if possible.

Condition B – Attacker Retreats

The attacker (never the defender) can retreat during this step. Move all attacking land and sea units in that combat that are along the battle strip to a single adjacent friendly space from or through which at least 1 of the original attacking land or sea units moved. In the case of sea units, that space must have been friendly at the start of the turn. All such units must retreat together to the same territory or sea zone, regardless of where they came from.

Retreating air units remain in the contested space temporarily. They complete their retreat movement during the Non-combat Move phase using the same rules as an air unit involved in a successful battle.

Step 7. Conclude Combat

If you win a combat as the attacker in a territory and you have 1 or more surviving land units there, you take control of it. Otherwise, it remains in the defender's control. (If all units on both sides were destroyed, the territory remains in the defender's control.) Sea units can't take control of a territory; they must stay at sea.

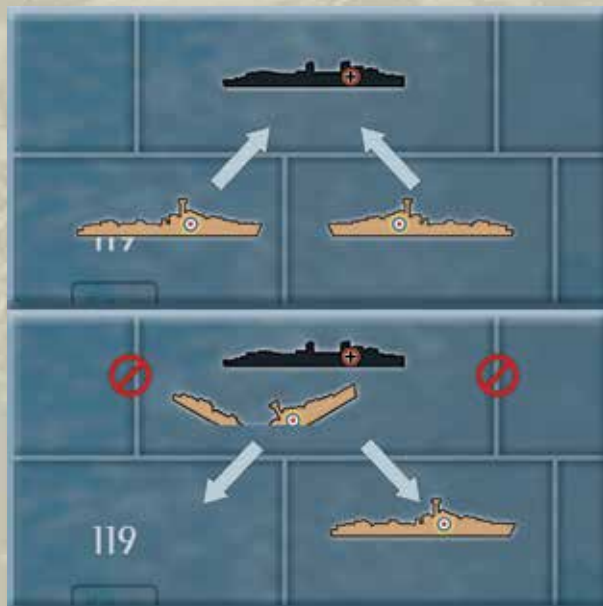
Air units can't capture a territory. If your attack force has only air units remaining, you can't occupy the territory you attacked, even if there are no enemy units remaining. Air units must return to a friendly territory or carrier during the Non-combat Move phase. Until then, they stay at the space where they fought.

Defenseless Transports

In a sea battle, if the defender has only transports remaining and the attacker still has units capable of attacking, the defending transports are all destroyed, along with their cargo. You don't have to continue rolling dice until all the transports receive hits. This will speed up combats. This also occurs if the only combat units remaining can't hit each other. For example, if the defender has only transports and submarines remaining, and the attacker has only air units remaining, the air units and submarines can't hit each other, so the transports are defenseless. At this point, defenseless transports are all destroyed, along with their cargo. Attacking transports are not usually considered defenseless, since they generally have the option of retreating. If they can't retreat, they are treated the same as defending transports. Destroying defenseless transports in this way still counts as combat for the purpose of offshore bombardment and similar rules.

If you have captured the territory, place your control marker on the territory and adjust the national production levels. Your national production increases by the value of the captured territory; the loser's production decreases by the same amount.

Any industrial complex, air base, and/or naval base located in the captured territory is now controlled by your side (see "Liberating a Territory") and are all damaged. Roll 1d6 for each facility and/or complex to determine the number of damage chips added to their damage. If you capture an industrial complex, you can't mobilize new units there until your next turn after repairs. If you capture a major industrial complex, it is immediately downgraded to a minor one. If you capture an air base or naval base, you can't use the added flight or sea movement or receive repairs until your next turn after damaged is repaired.



Retreat Example: After one round of attacks, the attacking player decides to retreat, but his destroyer must retreat to one of the sea zones that the attacking forces came from.

ORDER OF PLAY (CONTINUED)

Any damage previously inflicted on a facility remains in place until it is repaired (any damage markers beyond 6 on former major industrial complexes are removed).

Liberating a Territory

If you capture a territory that was originally controlled by another member of your side, you “liberate” the territory. You don’t take control of it; instead, the original controller regains the territory and the national production level is adjusted. Any industrial complex, air base, and/or naval base in that territory reverts to the original controller of the territory. A major industrial complex that was downgraded to a minor upon capture is not automatically upgraded upon liberation – it remains minor until the original owner upgrades it.

If the original controller’s (the power whose territory you just liberated) capital is in enemy hands at the end of the turn in which you would otherwise have liberated the territory, you capture the territory instead. You adjust your national production level, and you can use any industrial complex, air base, and/or naval base there until the original controller’s capital is liberated. The capturing player can’t use these newly captured facilities until the player’s next turn.

Capturing and Liberating Capitals

If a power captures a territory containing an enemy capital (Washington, London, Moscow, etc.), follow the same rules as for capturing a territory. Add the captured territory’s income value to your national production level.

In addition, you collect all unspent IPCs from the treasury of the original controller of the captured capital. For example, if Germany conquers Russia, and the Soviet Union has unspent IPCs, those IPCs are immediately transferred to Germany’s player. You collect these IPCs even if your own capital is in enemy hands.

When capturing the last remaining Axis capital, signifying Allied victory, you still add the captured territory’s income value to your national production level and you collect any unspent IPCs its power may have. The Axis player(s) will have until the beginning of your power’s next turn, using their existing forces, to try to liberate one of the Axis capitals.

★ The original controller of the captured capital is still in the game but can’t collect income from any territories he or she still controls and can’t buy new units. The player skips all but the Combat Move, Conduct Combat, and Non-combat Move phases until the capital is liberated. If that power or one on its side liberates the capital, the original controller can once again collect income from territories he or she controls, including territories reverting control to him.

If a capital is liberated, the industrial complex, air base and/or naval base in that capital territory revert ownership to the original controller of the capital. Other territories and industrial complexes, air bases, and naval bases that were originally controlled by the newly liberated capital’s controller but are currently in the hands of friendly powers also revert control immediately.

You don’t collect IPCs from the controlling power when you liberate a capital. For example, if Germany’s player liberates Rome from the United Kingdom’s player, the United Kingdom player doesn’t surrender any IPCs.

Capturing a Victory City

Germany and Italy win the game by capturing and controlling 8 victory cities. Players should keep a close eye on the progress of the Axis and the number of victory cities of which they have control. If the Axis players control at least 8 victory cities continuously for one complete round of play, they win the war – provided that they also control at least one of their own capitals at the end of the round.

United Kingdom

★ Should London be captured, the United Kingdom forfeits its IPCs to the Axis victor as described. However, the United Kingdom is still able to fight on in exile. Designating either India, South Africa, or Quebec as its new capital and play continues as normal. Collecting income, building units, etc.

Phase 4: Non-combat Move

★ In this phase, you can move any of your units that didn’t move in the Combat Move phase or participate in combat during your turn. You will also land all your air units that participated in and survived the Conduct Combat phase. This is a good time to gather your units, either to fortify vulnerable territories or to reinforce units at the front.

Your land and sea units can move a number of spaces up to their move values. Your air units can move a number of spaces up to their move values, less the number of spaces they might have moved during the Combat Move phase. Air units that did not move at all during the Combat Move phase may use their entire movement allowance in this phase.

Only air units and submarines can move through hostile spaces during this phase. Stranded defending air units also land during this phase. These are carrier air units whose aircraft carrier has been damaged or destroyed in combat or scrambled air units or fighter interceptors



ORDER OF PLAY (CONTINUED)

(see “Conduct Combat”) whose original territory is now under enemy control. These units are allowed movement of up to one space to find a friendly territory or carrier on which to land. If no landing space can be found, they are lost. This movement occurs before the acting player makes any non-combat movements.

Where Units Can Move

Land Units: A land unit can move into any friendly or friendly neutral territory, including territories that were captured in the current turn. It can’t move into or through a hostile territory (not even one that contains no combat units but is enemy-controlled) or an unfriendly neutral or strict neutral territory. If your power isn’t at war, you can’t move your units into territories belonging to another friendly power or a friendly neutral.

This is the only phase in which AAA (antiaircraft artillery) can move.

Air Units: An air unit must end its move in an eligible landing space. Air units can land in any territory that was friendly (but not friendly neutral) at the start of the current turn.

Only fighters and tactical bombers can land in a sea zone with a friendly carrier present. A landing spot must be available on the carrier. Additionally:

- A fighter or tactical bomber can land in a sea zone (even a hostile one) that is adjacent to an industrial complex you own if you will be mobilizing an aircraft carrier that you previously purchased in that zone during the Mobilize New Units phase.
- In order for a fighter or tactical bomber to land on an existing carrier, both units must END their movement in the same sea zone.
- You must have a carrier move, remain in place, or be mobilized (new carriers only) to pick up a fighter or tactical bomber that would end its non-combat movement in a sea zone. You can’t deliberately move an air unit out of range of a potential safe landing space.

Air units that can’t move to an eligible landing space by the end of the Non-combat Move phase are destroyed. This includes stranded defending air units (see above).

No air units can land in any territory that was not friendly at the start of your turn, including any territory that was just captured or converted from a friendly neutral by you this turn. If your power isn’t at war, you can’t move your air units into territories or onto aircraft carriers belonging to another friendly power.

Sea Units: A sea unit can move through any friendly sea zone. It can’t move into or through a hostile sea zone.

Unlike other sea units, submarines can move through and even into hostile sea zones in the Non-combat Move phase. However, a submarine must end its movement when it enters a sea zone containing one or more enemy destroyers.

Transports can move to friendly coastal territories and load or offload cargo, unless they loaded, moved, offloaded, or were involved in combat during the Combat Move or Conduct Combat phase.

★ Aircraft carriers can move to sea zones to allow friendly fighters and tactical bombers to land. They must move there, range permitting, if they didn’t move in the Combat Move phase and the friendly sea zone is the only valid landing zone for the air units. An aircraft carrier and a fighter or tactical bomber must both end their moves in the same sea zone in order for the air unit to land on the carrier.

Phase 5: Mobilize New Units

If you purchased new units, you must now move all of them from the Mobilization Zone on the game board to eligible spaces you have controlled since the start of your turn. You can’t use industrial complexes that you captured

Multinational Forces

Units on the same side can share a territory or sea zone, constituting a multinational force. Such forces can defend together, but they can’t attack together. (This doesn’t mean powers can share income: only the power that controls a territory collects income for that territory.)

A multinational force can’t attack the same space together, because each power moves and attacks with its own units only on its own turn. Any units in a sea zone in which a battle occurs that belong to an ally of the attacker (other than cargo on an attacker’s ship) can’t participate in the battle in any way. Such units can’t be taken as losses in the sea combat and have no effect on defending submarines.

An attacking fighter or tactical bomber can launch from an aircraft carrier owned by an ally, but the ally’s carrier can’t move until its owner’s turn. Similarly, an attacking carrier can carry an ally’s fighter or tactical bomber as cargo, but the ally’s air unit can’t participate in an attack by that carrier.

An attacking land unit can assault a coastal territory from an ally’s transport, but only on the turn of the attacking land unit’s owner. All of the normal requirements for transports offloading in a sea zone must still be met by the attacking power (see “Special Combat Movement, Transports”), and any scrambled air units will prevent the landing if they cannot be destroyed.

Multinational Defense: When a space containing a multinational force is attacked, all its units defend together. If the defending units belong to powers under the control of different players, those players mutually determine the casualties. If they can’t agree, the attacker chooses.

Transporting Multinational Forces: Transports belonging to a friendly power can load and offload your land units, as long as both powers are at war. This is a three-step process:

1. You load your land units aboard the friendly transport on your turn.
2. The transport’s owner moves it (or not) on that owner’s turn.
3. You offload your land units on your next turn.

ORDER OF PLAY (CONTINUED)

or purchased this turn. You can never use an industrial complex owned by a friendly power.

The number of combat (land, air, or sea) units that can be produced by each industrial complex each turn is limited to 10 for major industrial complexes and 3 for minor ones. (If you are upgrading a minor industrial complex to a major one, you may still only mobilize up to 3 combat units from that industrial complex this turn.) For each damage marker (plastic gray chip) that is under a given industrial complex, one fewer unit can be mobilized from it. Industrial complexes are never destroyed. They can be heavily damaged, however, and can be damaged to the point where they have at least as many damage markers as they have production ability. In this case, no new units can enter the game from the damaged complex until it's repaired.

Restrictions on Placement

You can place land units and strategic bombers only in territories containing eligible industrial complexes. Land units can't enter play on transports.

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

You can place fighters and tactical bombers into territories containing an industrial complex controlled by your power from the start of your turn, or on an aircraft carrier owned by your power in a sea zone (even a hostile one) adjacent to a territory with such an industrial complex. The aircraft carrier can be either a new one currently being mobilized, or an existing one already in place. You can't place a new fighter or tactical bomber on a carrier owned by a friendly power.

Place new facilities in any eligible territory that you have controlled since the start of your turn. These facilities enter the game under construction using build chips. Unlike combat units, facilities do not require that an industrial complex be in the territory in which they are mobilized, and they do not count against the number of units that an industrial complex may mobilize (see above) if there is one there. Major industrial complexes can be built only in originally controlled (not captured) territories with an IPC value of 3 or higher. Minor industrial complexes can be built only in territories with an IPC value of 2 or higher. You can't have more than one facility of the same type (industrial complex, air base, naval base, or fortification) per territory. Industrial complexes can't be built on islands (see "Islands").

★ In the event that you purchased more units than you can actually mobilize due to production limitations, you must return the over-produced units to the box (your choice of units), and the cost of the units is reimbursed to you.

Phase 6: Collect Income

In this phase, you earn production income to finance future attacks and strategies. Look up your power's national production level (indicated by your control marker) on the National Production Chart. This is the amount of IPC income you have generated. *Note:* On the map, Canada has its own emblem. The IPC income generated by Canadian

territories is collected by the United Kingdom player. In addition, you might have reached your national objectives. A power reaching its national objectives is experiencing an uplifting positive effect across the board – higher morale coupled with renewed vigor. This awards your economy an extra boost of 2 or more IPCs per turn and is called "bonus income" (see "National Objectives and Bonus Income"). However, before you can actually receive any of this income, you must check for any losses incurred by naval attacks against your shipping routes (see "Conduct Convoy Disruptions").

Once your income, bonus income, and losses from convoy disruptions have been determined, the number of IPCs that your power will actually collect this turn is calculated by adding your income and bonus income, then subtracting any convoy disruption losses from that total. Collect that number of IPCs from the bank by having the banker add it to the total number of IPCs in your power's treasury.

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

Conduct Convoy Disruptions

The economy of many nations is based on moving tons of resources across vast spans of ocean. In wartime, and especially during World War II, this movement was vital. Cargo ships (not to be confused with the game's transport ships, which carry military units) often formed convoys for mutual support and protection. These convoys are subject to attack by enemy warships.

There are three conditions that must exist for this kind of attack to occur:



ORDER OF PLAY (CONTINUED)

1. The sea zone must have a "Convoy" image,
2. The sea zone must be adjacent to one or more of your controlled territories, and
3. At least one warship belonging to a power with which you are at war must be in the sea zone. (Any ships in the sea zone that belong to you or a friendly power will have no effect on convoy disruption.)

Convoy attacks on "Convoy" sea zones are conducted in the following manner.

Each enemy warship (except for aircraft carriers) and carrier-based air unit in the sea zone might cause the loss of 1 or more IPCs from your income for the turn. The owners of enemy battleships, cruisers, and/or destroyers roll one die for each such unit, and the owners of enemy submarines and/or air units roll two dice for each such unit. Any rolls of "4" or higher are ignored. The results of these rolls that are "3" or less are totaled, and the resulting number is the total convoy damage suffered in the disruption. However, this number might be limited. Each disrupted convoy can't lose more IPCs than the total IPC value of your controlled territories adjacent to the sea zone. Also, no single territory

can lose more IPCs than its own IPC value from multiple disrupted adjacent convoys (for example, Scotland cannot lose more than 2 IPCs from disrupted convoys in sea zones 109 and 119). After these limits are applied, the final total is subtracted from your income for the turn.

A review of the map, specifically looking for such situations, is the responsibility of all the players. This is a step in this phase of the turn. All players should be on the lookout for such convoy attack situations and point them out.

National Objectives & Bonus Income

While the goal of the Axis players is to capture victory cities and the Allies' goal is to occupy both Berlin and Rome, each power also has one or more objectives related to its historic goals and what was of national importance to it at the time. These objectives, if achieved, will grant bonus income.

A power collects the indicated bonus IPCs during each of its Collect Income phases if the condition for that bonus has been met, unless otherwise specified. These objectives are found in the Political Situation section of the rules.

Strategic Bonus Income for Facilities

Islands with Air and/or Naval bases collect 3 IPCs for each Operational facility. This does not include Japan, as there is an Industrial Complex located there. At Start, it includes New Zealand, Ceylon, Philippines, Guam, Wake Island, Midway Island, Hawaiian Islands, Caroline Islands, and Iceland.



The 3 German submarines in sea zone 109 roll 1, 2, 3, 3, 5, and 6, causing the United Kingdom to lose 8 IPCs: 6 from the UK territory and 2 from Scotland. They would normally disrupt 9 IPCs, but the United Kingdom controls only 8 IPCs' worth of territories adjacent to the sea zone. The submarine in sea zone 119 doesn't cost the United Kingdom any IPCs from Scotland, as those 2 IPCs have already been lost in sea zone 109.



On Italy's turn, the UK submarine in sea zone 97 can cost Italy up to 6 IPCs. If it is still there on Germany's turn, the sub can also cost Germany up to 2 IPCs of its income from Yugoslavia.

UNIT PROFILES

This section provides detailed information for each unit in the game. Each entry provides a quick statistical reference about that unit's cost in IPCs, its attack and defense values, and the number of territories or sea zones it can move. Each unit type also has unit characteristics and statistics summarized below.

Industrial Complexes, Bases, & Fortifications (Facilities)

Industrial complexes, air bases, naval bases, and fortifications have different functions, but each also has several points in common. None of these facilities can attack or move. They are not placed on the battle strip. Fortifications, however, can defend. Before bombers can attack a targeted facility, they will be fired on by the any AAA in the territory. Facilities do not have built-in air defenses. The facility's controlling player rolls a die for each attacking bomber.

Facilities can't be moved or transported.

If a territory is captured, any facilities there are also captured. The capturing power (and, in the case of bases, its allies) can use them on the turn after they are captured and any repairs are made.

Newly purchased industrial complexes, air bases, and naval bases are placed on the map during the Mobilize New Units phase along with a number of build chips indicating the facility is under construction. They can't be placed on newly captured territories. A territory must have an IPC value of 2 or higher before a minor industrial complex can be built on it. Major industrial complexes can only be built on originally controlled (not captured) territories with an IPC value of 3 or higher. Industrial complexes can't be built on islands (see "Islands"). Air bases can be built on any controlled territory. Naval bases can be built on controlled territories with a coastline, including islands. Only one facility of each type (industrial complex, air base, naval base, and fortification) may exist in each territory.

Damaged Factories, Fortifications, and Bases: These facilities can be damaged by enemy bombers (see "Strategic and Tactical Bombing Raids"). They can never be destroyed; however, they can be damaged to the point where they are out of commission. Plastic chips are placed under industrial complexes and bases to indicate damage. They can also be damaged while under construction. The damage first must be repaired before the construction can continue.

See the Unit Profile of each facility for the effects of damage on it. Total damage to an industrial complex can't exceed 20 for major and 6 for minor industrial complexes. Fortifications can't exceed 10, while air bases and naval bases can't exceed 6 damage points.

Damage markers can be removed at a cost of 1 IPC each. These repairs are paid for (and the damage markers are removed) during the Purchase and Repair Units phase of the turn.

★ Industrial Complexes



Cost: Major (Grey) 30, Minor (White) 12

Attack: —

Defense: —

Move: —

Build: Major 2, Minor 1

Unit Characteristics

Factories: Industrial complexes are the point of entry for all purchased air, land, and sea units. There are two types of industrial complexes, major and minor. Each major industrial complexes can produce up to 10 combat (land, air, or sea) units per turn. Minor industrial complexes can produce up to 3 combat units per turn. To produce certain navel units (carriers, battleships, cruisers), air units (strategic bombers, jet fighters) as well as special research units (heavy armor, rockets) a major complex is required. (*exception: UK complexes are always minor; however the London location can produce the units listed above.*) A minor industrial complex can be upgraded to a major one at a cost of 20 IPCs. The industrial complex to be upgraded must be located on an originally controlled (not captured) territory that you have controlled since the beginning of your turn.

You cannot place your new units at an industrial complex owned by a friendly power. Even if you liberate a territory with an industrial complex in it, you cannot use the complex; the original controller can use it on his or her next turn. If you capture it, you can use it on your next turn. You can use an industrial complex that you controlled at the beginning of your turn.

★ **Subject to Damage:** For each damage marker (grey chip) that is under an industrial complex (see above), that complex can mobilize 1 less unit. Industrial complexes can have at least as many damage markers as they have production ability. In such case, no new units can enter the game through that complex until it is repaired. A damaged minor complex may not be upgraded, so any damage on the industrial complex must be repaired at the same time that the upgrade is purchased.

Building New Complexes: Place the number of build chips under the complex when it is placed in a territory. Each turn, remove a chip to indicate when construction is done. Any damage to a complex under construction must be repaired before construction can continue.

Russian Industry: Russian complexes can be removed during their non combat movement phase and placed on the map during their unit placement phase of their next turn (and any new units). This will increase the value of that territory by 3. Russia must be at war with Germany to do this. They can move only one industrial complex per turn and only industrial complexes at game setup, once moved they cannot be moved again. Newly moved minor complexes can be upgraded to major complexes for 10 IPCs during this time. Further more, Germany cannot build industrial complexes within Russian territory when captured.



UNIT PROFILES (CONTINUED)

Fortifications

Cost: 16

Attack: —

Defense: 2

Move: —

Build: 2

Unit Characteristics

Fortifications represent a series of defenses that are built in a territory or island which includes gun emplacements.

Defense: Fortifications always take the first casualty hits. A fortress can sustain 6 hits, from air, naval, or land units before it is considered inoperable and can take a maximum of 12 damage points. Fortifications defend at a “2” against land and amphibious assaults. Being allowed to fire once during the bombardment sequence. A roll of “1” allows the defender to choose the target.

The presence of fortifications bolsters up to 6 defending unit’s (infantry and/or artillery) defense scores in the territory by “1” until the fortification is neutralized.

France: If Germany moves ground units from West Germany directly into France, place a Fortress unit in France representing the Maginot line. Also, if Italy attacks France through Northern Italy into Southern France, place a Fortification unit in Southern France. Once France falls, the Maginot line is neutralized.

Subject to Damage: Fortifications are considered neutralized if it has 6 or more damage points.

Air Bases

Cost: 15

Attack: —

Defense: —

Move: —

Build: 1

Unit Characteristics

Increased Air Unit Range: When taking off from a friendly territory that has an operative air base, air units gain 1 additional point of movement range. At that point fighters and tactical bombers can move 5 spaces, and strategic bombers can move 7 spaces. *Note:* Air units on carriers in a sea zone adjacent to a territory containing an air base don’t benefit from this additional movement range.

Scramble: You can move air units defending on an island or coastal territory that has an operative air base to the sea zones adjacent to that territory to participate in the defense of those sea zones. (See “Scramble”), for more details.



★ **Interception:** Fighter units with an air base are allowed to intercept enemy air units that fly over their territory, this does not hinder their ability to operate in the player’s coming turn. Fighters and tactical bomber units at an air base can also interdict moving naval units. This is a single attack opportunity and does make the units that participated in the naval interdiction unable to move in the combat phase of that player’s next turn (simply mark units that have moved with a blue movement chip).

Naval units must have moved to a new sea zone, that is in range of the air units attacking. Interdiction happens on a roll of a 1 on the die. Defending units also roll a 1 for defense. Only one round of combat occurs and the units are withdrawn.

Subject to Damage: An air base is considered to be inoperative if it has 3 or more damage points. It can’t increase air unit range or allow air units to scramble.

Naval Bases

Cost: 15

Attack: —

Defense: —

Move: —

Build: 2

Unit Characteristics

★ **Service Sea Zones:** All sea zones that border a territory containing an operative naval base are considered to be serviced by that naval base. Sea zones serviced by a naval base confer the benefits of that base onto all friendly sea units in those zones.

Increased Sea Unit Range: All ships beginning their movement from a sea zone serviced by an operative friendly naval base gain 1 additional point of movement range. Sea units in this position can move 3 spaces instead of 2.

Repairs: Capital ships (fleet aircraft carriers and battleships) can be repaired by moving those units to a sea zone serviced by an operative controlled or friendly naval base. Damaged ships are repaired at no IPC cost during the Purchase and Repair Units phase of their owning player’s turn if they are in a sea zone serviced by an operative friendly naval base, including one repaired in the current turn.

Subject to Damage: A naval base is considered to be inoperative if it has 3 or more damage points. It can’t service sea zones, increase sea unit range, or conduct repairs.



UNIT PROFILES (CONTINUED)

Land Units

Infantry, artillery, mechanized infantry, armor, and AAA (antiaircraft artillery) can attack and defend only in territories. Only infantry, artillery, mechanized infantry, and armor can capture hostile territories or convert friendly neutrals. All can be carried by transports.

Infantry

Cost: 3

Attack: 1 (2 when supported by artillery)

Defense: 2

Move: 1

Unit Characteristics

Supported by Artillery: When an infantry attacks along with an artillery, the infantry's attack increases to 2. Each infantry must be matched one-for-one with a supporting artillery unit. If your infantry outnumber your artillery, the excess infantry units still have an attack of 1. For example, if you attack with 2 artillery and 5 infantry, 2 of your infantry have an attack of 2 and the rest have an attack of 1. Infantry are not supported by artillery on defense.



Artillery

Cost: 4

Attack: 2

Defense: 2

Move: 1

Unit Characteristics

Supports Infantry and Mechanized Infantry: When an infantry or mechanized infantry attacks along with an artillery, its attack increases by 1. Each infantry and/or mechanized infantry must be matched one-for-one with a supporting artillery unit. Artillery doesn't support infantry or mechanized infantry on defense.

Towed Guns: Artillery, when paired with mechanized infantry, may be towed during blitz and non-combat movement.



Mechanized Infantry

Cost: 4

Attack: 1 (2 when supported by artillery)

Defense: 2

Move: 2

Unit Characteristics

Blitz: A mechanized infantry unit must normally stop when it enters an enemy controlled territory. However, when paired one-for-one with armor, it can make a blitz movement (see "Armor") along with that tank. The movement of both units must start and end in the same territories.

Supported by Artillery: When mechanized infantry attacks along with an artillery, the mechanized infantry attack increases to 2. Each mechanized infantry must be matched



★ one-for-one with a supporting artillery unit. If your mechanized infantry outnumber your artillery, the excess mechanized infantry units still have an attack of 1. For example, if you attack with 2 artillery and 5 mechanized infantry, 2 of your mechanized infantry have an attack of 2 and the rest have an attack of 1. Mechanized infantry are not supported by artillery on defense.

Tow Artillery: Mechanized infantry units are capable of towing artillery during a blitz and during their non movement phase.

Armor

Cost: 6

Attack: 3

Defense: 3

Move: 2

Unit Characteristics

Blitz: Armor can "blitz" by moving through an unoccupied hostile territory as the first part of a 2-space move that can end in a friendly or hostile territory. This complete move must occur during the Combat Move phase. By blitzing, armor establishes control of the first territory before it moves to the next. The second territory can be friendly or hostile, or even the space the armor unit came from. Armor may not blitz through a territory that contains an enemy unit, even if the unit is an AAA (antiaircraft artillery), industrial complex, air base, or naval base.

★ *Combined Arms:* Armor can be combined with tactical bombers or mechanized infantry.

- Combining a tank and a tactical bomber increases the tanks attack by 1 (see "Tactical Bombers").
- Each mechanized infantry unit combined with a tank can blitz along with it (see "Mechanized Infantry").

AAA (Antiaircraft Artillery)

Cost: 5

Attack: –

Defense: –

Move: 1 (non-combat only)

Unit Characteristics

Limited Move: Normally this unit can be moved only during the Non-combat Move phase. An AAA unit cannot move during the Combat Move phase (other than being carried on a transport if the unit was loaded on a prior turn).

No Combat Value: Even though an AAA unit can defend, either alone or with other units, it has a combat value of 0. This means that an AAA unit cannot fire in the defending units fire step. It can, however, be taken as a casualty. If a territory containing AAA units and no combat units is attacked, the AAA units are automatically destroyed. AAA units may never attack. (exception: Germany uses AA guns as anti-tank guns).

Air Defense: An AAA unit can fire at air units that fly over their territory (this includes attacking their territory).



UNIT PROFILES (CONTINUED)

AAA units fire only once, during the first round of combat. Each AAA unit in the territory may fire 3 shots, but each attacking air unit may only be fired upon once. In other words, the total number of air defense dice rolled is either 3 times the number of AAA units, or the number of attacking air units, whichever is the lesser.

Defense Against Strategic and Tactical Raids: Once the number of air defense dice is determined, the dice are rolled. For each "1" rolled, the attacker must choose 1 air unit as a casualty which is removed immediately.

Defense during normal combat: This AAA fire occurs in the first round of normal combat against enemy air units making ground attacks in the territory. These air units may fire back.

Anti-tank guns: AAA also represent anti-tank guns. Each enemy armor's attack is reduced by 1 for each AAA present. For example, 2 AAA will suppress two attacking armor units. As stated earlier, German AA guns may fire back with a defense of "2" at armor or mechanized infantry only.

Air Units

Fighters, tactical bombers, and strategic bombers can attack and defend in territories. All can attack in sea zones. Fighters and tactical bombers stationed on carriers can defend in sea zones. All air units can land only in friendly territories or, in the case of fighters and tactical bombers, on friendly aircraft carriers. Your air units can't land in territories you just captured, whether they were involved in the combat or not, or in territories you just converted from friendly neutrals. Air units can move through hostile territories and sea zones, however land zones containing AAA units can fire upon them and if the territory contains an air base enemy units may intercept. When conducting strategic or tactical bombing raids, bombers are exposed to any AAA unit in the territory.

To determine movement range, count each space your air unit enters "after takeoff." When moving over water from a coastal territory or an island group, count the first sea zone entered as 1 space. When flying to an island group, count the surrounding sea zone and the island group itself as 1 space each. When moving a fighter or tactical bomber from a carrier, don't count the carrier's sea zone as the first space – the unit is in that sea zone already. In other words, each time an air unit crosses a boundary between spaces, whether territories or sea zones, it uses 1 movement point.

Air units based on coastal territories and islands normally can't defend adjacent sea zones. An exception to this rule is fighters and tactical bombers in such a territory that has an operative air base. These air units can be scrambled and moved to the adjacent sea zones if they come under attack or they can be used to interdict naval operation within their range. Only fighters can be scrambled to intercept enemy flights. Strategic bombers can't be scrambled (see "Scramble").

You cannot deliberately send air units into combat situations that place them out of range of a place to land afterward. In the Combat Move phase, prior to rolling any battles, you must be able to demonstrate some possible way for all your attacking air units to land safely that turn.

★ Fighters and bombers can hit submarines only if a friendly destroyer is in the battle.

Fighters (AF 2)

Cost: 6

Attack: 1 (ground units)

Defense: –

Move: 4

Unit Characteristics

Carrier Operations: Fighters can land on and take off from a carrier (see "Aircraft Carriers").

Fighter Escorts and Interceptors: Fighters can participate in strategic and tactical bombing raids as escorts or interceptors. Any or all defending fighters based in a territory that is about to be bombed can participate in the defense (Combat Air Patrol – CAP) of the industrial complex and/or bases that are targeted, or from a enemy fighter sweep. Escort fighters (those accompanying the bombers) can escort and protect the bombers, and they can originate from any territory or sea zone, range permitting (see "Strategic and Tactical Bombing Raids").

Fighter Sweep: Fighters can sweep an air base, making 1 attack round. After AAA fire is resolved, and any defending CAP (the defending player determines if they want to use any of their fighters as CAP, if they do normal air combat takes place first). Any attacking fighters that remain attack any ground aircraft with a roll of 1, thus eliminating them.

★

Fighters-Bombers (AF 2)

Cost: –

Attack: 3 (ground units)

Defense: –

Move: 4

Unit Characteristics

When research unlocks this technology, all the players fighters and jets have the ability to be Fighter-Bombers.

Jets (AF 3)

Cost: 7

Attack: 1 (ground units)

Defense: –

Move: 4

Unit Characteristics

New Unit: Jet are their own unit and must be purchased separately from fighters.

Carrier Operations: Jets can land on and take off from carriers.

Fighter Escorts and Interceptors: Jets can participate in strategic and tactical bombing raids as escorts or interceptors. Any or all defending jets based in a territory that is about to be bombed can participate in the defense



UNIT PROFILES (CONTINUED)

(Combat Air Patrol – CAP) of the industrial complex and/or bases that are targeted, or from an enemy fighter sweep. Escort fighters (those accompanying the bombers) can escort and protect the bombers, and they can originate from any territory or sea zone, range permitting (see “Strategic and Tactical Bombing Raids”).

Fighter Sweep: Jets can sweep an air base, making 1 attack round. After AAA fire is resolved, and any defending CAP (the defending player determines if they want to use any of their fighters as CAP, if they do normal air combat takes place first). Any attacking fighters that remain attack any ground aircraft with a roll of 1, thus eliminating them.

Note: If the Fighter-bomber research is unlocked, jets also Attack at a value of 3 vs. ground targets.

Tactical Bombers (AF 1)

Cost: 8

Attack: 3 (2 during strategic bombing raids)

Defense: –

Move: 4

Unit Characteristics

Tactical bombers represent dive bombers in land operations and torpedo or dive bombers in naval operations. On an attack roll of 1, the attacker chooses the casualty.

Carrier Operations: Tactical bombers can land on and take off from a carrier. (See “Aircraft Carriers”)

Combined Arms: Tanks can be combined with tactical bombers. A matched pair of a tank and a tactical bomber (or fighter and tactical bomber) increases the bomber’s attack value by 1.

Tactical Bombing Raid: A tactical bomber can either participate in normal combat or make a direct attack against an enemy air or naval base. Such an attack on a facility is a tactical bombing raid (see “Strategic & Tactical Bombing Raids”).

Strategic Bombers (AF 2)

Cost: 12

Attack: 2 (4 during strategic bombing raids)

Defense: –

Move: 6

Unit Characteristics

Strategic Bombing Raid: A strategic bomber can either participate in normal combat, or make a direct attack against an enemy industrial complex, air base, or naval base or fortification. Such an attack on a facility is a strategic bombing raid (see “Strategic & Tactical Bombing Raids”).



★ Heavy Bombers (AF 2)

Cost: –

Attack: 3 (4 during strategic bombing raids x2)

Defense: –

Move: 6

Unit Characteristics

Strategic Bombing Raid: Functions same as Strategic Bombers with an increase effectiveness.

Atomics: (see “Research Track”)

Sea Units

Battleships, aircraft carriers, cruisers, destroyers, submarines, and transports move, attack, and defend in sea zones. They can’t move into territories. For the sake of these rules, the following are surface warships: battleships, carriers, cruisers, and destroyers. Transports are not warships. Submarines are warships, but they are not surface warships.

All sea units can normally move up to 2 sea zones. An exception to this rule is ships in a sea zone that is serviced by an operative friendly naval base. You can move these ships 3 sea zones when departing from the naval base location (see “Naval Bases”). They can’t move through hostile sea zones. If enemy units other than transports or submarines occupy a sea zone, the sea zone is hostile and your sea units end their movement and enter combat. Submarines are an exception: They can pass through a hostile sea zone without stopping, unless there is an enemy destroyer present (see “Destroyers”).

Some sea units can carry other units. Transports can carry only land units. Aircraft carriers can carry fighters and/or tactical bombers, but never strategic bombers.

All surface warships and submarines can conduct convoy disruptions.

Battleships



Cost: 18

Attack: 4

Defense: 4

Move: 2

Unit Characteristics

Capital Ship: Battleships require 2 hits to destroy. If an undamaged battleship is hit once, even by a submarine’s Surprise Strike, mark it with a damage chip. Don’t remove an attacking battleship from play or move a defending battleship behind the casualty strip unless it takes a second hit. If a battleship survives a combat having taken 1 hit, it can be repaired by a visit to an operative friendly naval base (see “Naval Bases”).

Offshore Bombardment: Your battleships (along with your cruisers) can conduct offshore bombardment during an amphibious assault (see “Amphibious Assaults – Step 2. Battleship & Cruiser Bombardment”).

★

UNIT PROFILES (CONTINUED)

Fleet Carriers

Cost: 24

Attack: 0

Defense: 1

Move: 2

Unit Characteristics

Capital Ship: Aircraft carriers require 2 hits to destroy. If an undamaged carrier is hit once, even by a submarine's Surprise Strike, mark it with a damage chip. Don't remove an attacking carrier from play or move a defending carrier behind the casualty strip unless it takes a second hit. If a carrier survives a combat having taken 1 hit, it can be repaired by a visit to an operative friendly naval base (see "Naval Bases").

Carry Aircraft: An aircraft carrier can carry up to 4 air units. These air units may be of two types: fighters (this includes fighter-bombers if applicable) and tactical bombers.

Carrier-based aircraft move independently of the carrier on their own turn. On the air units' turn, they launch before the carrier moves, even if they are not leaving the sea zone themselves. It's possible for the carrier to make a combat movement while leaving its aircraft behind to make a non-combat movement later.

During non-combat movement, fighters and tactical bombers may use their remaining movement to move into sea zones with carriers in order to land on them. Carriers may also move, providing that they didn't move during combat movement or participate in combat. In fact, a carrier must move if it's able, or remain in place, in order to provide a landing space for an air unit that would not otherwise have one. Landing doesn't actually occur until the Mobilize New Units phase, so air units and carriers must end their movement in the same sea zone. Any air units that are not in an eligible landing space by the end of the Non-combat Move phase are destroyed (note that a sea zone in which a new carrier will be placed during the Mobilize New Units phase is an eligible landing space).

A damaged carrier cannot conduct air operations, which means that no air units may take off from or land on it. Any guest air units that were on board the carrier as cargo at the time when it was damaged are trapped on board and cannot leave, attack, or defend until the carrier is repaired. Any air units that planned to land on the carrier must find another landing space by the end of non-combat movement or be destroyed (see "Phase 4: Non-combat Move").

Air Defense: Whenever an undamaged carrier is attacked, its aircraft are considered to be defending in the air and fight normally, even if only submarines are attacking and the air units cannot hit them because there is no defending destroyer.

Air units based on a defending carrier must land on the same carrier if possible after the battle. If that carrier is destroyed or damaged in combat, they must try to land on a different carrier in the same sea zone, move 1 space to a carrier or territory, or be destroyed. This movement

★ occurs during the Non-combat Move phase, before the acting player makes any non-combat movements.

When a damaged carrier is attacked, any air units on board are considered cargo and can't defend. If the carrier is lost, they are lost along with it.

Light/Escort Carriers

Cost: 15

Attack: 0

Defense: 1

Move: 2

Unit Characteristics

Similar to Fleet Carriers in every function except they light and escort carriers are not capital ships and will be destroyed by one hit and can only carry 2 air units.

Cruisers

Cost: 12

Attack: 3

Defense: 3

Move: 2

Unit Characteristics

★ *Offshore Bombardment:* Your cruisers (along with your battleships) can conduct offshore bombardment during an amphibious assault (see "Amphibious Assaults – Step 2. Battleship and Cruiser Bombardment").

Air Defense: Cruisers carry additional AAA capabilities similar to a ground unit AAA vs Strategic and Tactical Bombing Raids. This is a one time attack during the attacker's Air combat phase, before actual combat.

Destroyers

Cost: 8

Attack: 2

Defense: 2

Move: 2

Unit Characteristics

Anti-Sub Vessel: Destroyers are specially equipped for anti-submarine warfare. As a result, they have the capability of canceling many of the unit characteristics of enemy



UNIT PROFILES (CONTINUED)

submarines and are the only naval units that can attack submarines unless accompanied with air units.

A destroyer cancels the Treat Hostile Sea Zones as Friendly unit characteristic of any enemy submarine that moves into the sea zone with it. This means that the submarine must immediately end its movement, whether combat or non-combat, upon entering the sea zone. If a submarine ends its combat movement in a sea zone with an enemy destroyer, combat will result. When the submarine breaks off combat and submerges after the first round, destroyers will have one last attack.

If a destroyer is in a battle, it cancels the following unit characteristics of all enemy submarines in that battle: Surprise Strike and Can't Be Hit by Air Units for the first round, only destroyers can attack submarines when they submerge. Note that destroyers belonging to a power friendly to the attacker that happen to be in the same sea zone as the battle don't actually participate in it, therefore they don't cancel any of these abilities of defending submarines.

Submarines



Cost: 10

Attack: 2

Defense: 1

Move: 2

Unit Characteristics

Submarines have several unit characteristics. Most of them are canceled by the presence of an enemy destroyer in the initial round of standard combat. Submarine fire only once in a combat and submerge the next round, unless attacking only transports. If the transports are armed the submarine must submerge after the first round. Any attack rolls of 1 allow submarines an additional attack.

Surprise Strike: Both attacking and defending submarines can make a Surprise Strike by firing before any other units fire in a sea battle. As detailed in step 2 of the General Combat sequence, submarines make their rolls before any other units, unless an enemy destroyer is present in the battle. If neither side was eligible for a Surprise Strike, there is no step 2. Players move directly to step 3 of the General Combat sequence.

Submersible: After the first round of combat (only destroyers and any accompanying aircraft may attack submarines), submarines will withdraw from battle and submerge. Any destroyers present will be allowed one more attack. When a submarine submerges, it is immediately removed from the battle strip and placed back on the map. As a result, it can no longer fire or take hits in that combat.

On Station: Each submarine in a convoy sea zone is considered to be "On Station." While "On Station," each submarine rolls 2 dice when disrupting a convoy (see "Conduct Convoy Disruptions").

Treat Hostile Sea Zones as Friendly: A submarine can move through a sea zone that contains enemy units, either in combat or non-combat movement. However, if a

☆ submarine enters a sea zone containing an enemy destroyer, it must end its movement there. If it ends its combat move in a hostile sea zone, combat will occur.

Doesn't Block Enemy Movement: Any sea zone that contains only enemy submarines doesn't stop the movement of a sea unit, however the sea units are subject to a submarine opportunity attack (surprise attack). Sea units ending their combat movement in a sea zone containing only enemy submarines may choose to attack them or not if they have a destroyer. Sea units can also end their non-combat movement in a sea zone containing only enemy submarines.

Can't Hit Air Units: When attacking or defending, submarines can't hit air units.

Can't Be Hit by Air Units: When attacking or defending, hits scored by air units can't be assigned to submarines unless there is a destroyer that is friendly to the air units in the battle.



Transports

Cost: 6

Attack: 0

Defense: 0

Move: 2

Unit Characteristics

☆ *No Combat Value:* Even though a transport can attack or defend, either alone or with other units, it has a combat value of 0. This means that a transport can't fire in the attacking units' or the defending units' fire steps. Transports may not attack in a sea battle without being accompanied by at least 1 unit with an attack value.

Doesn't Block Enemy Movement: Any sea zone that contains only enemy transports doesn't stop the movement of a sea unit. Air or sea units with an attack value ending their combat movement in a sea zone containing only enemy transports automatically destroy those transports (unless they are ignoring them to support an amphibious assault instead). This counts as a sea combat for those sea units. Sea units can also end their non-combat movement in a sea zone containing only enemy transports, in which case there would be no combat.

Chosen Last: Transports can be chosen as casualties only if there are no other eligible units. Normally this will occur when only transports are left, but it can also occur under other circumstances. For example, air units attacking transports and submarines will hit the transports because they can't hit the submarines without an attacking destroyer present.

Carry Land Units: A transport can carry land units belonging to you or to friendly powers (provided both powers are at war). Its capacity is any 1 land unit, plus 1 additional infantry. Thus, a full transport may carry 2 infantry or 1 tank, mechanized infantry, artillery, or AAA unit plus 1 infantry. A transport can't carry an industrial complex, an air base, or a naval base. Land units on a transport are cargo; they can't attack or defend while at sea and are destroyed if their transport is destroyed.

☆

UNIT PROFILES (CONTINUED)

Loading and Offloading: A transport can load cargo in friendly sea zones before, during, and after it moves. A transport can pick up cargo, move 1 sea zone, pick up more cargo, move 1 more sea zone, and offload the cargo at the end of its movement. It can also remain at sea with the cargo still aboard (but only if the cargo remaining aboard was loaded in a previous turn, was loaded this turn in the Non-combat Move phase, or was loaded this turn for an amphibious assault from which the transport retreated).

Loading onto and/or offloading from a transport counts as a land unit's entire move; it can't move before loading or after offloading. Place the land units alongside the transport in the sea zone. If the transport moves in the Non-combat Move phase, any number of units aboard can offload into a single friendly territory.

Land units belonging to friendly powers must load on their owner's turn, be carried on your turn, and offload on a later turn of their owner. This is true even if the transport remains in the same sea zone.

Whenever a transport offloads, it can't move again that turn. If a transport retreats, it can't offload that turn. A

★ transport can't offload in two territories during a single turn, nor can it offload cargo onto another transport. A transport can't load or offload while in a hostile sea zone. Remember that hostile sea zones contain enemy units, but that for purposes of determining the status of a sea zone, submarines and transports are ignored.

A transport can load and offload units without moving from the friendly sea zone it's in (this is known as "bridging"). Each such transport is still limited to its cargo capacity. It can offload in only one territory, and once it offloads, it can't move, load, or offload again that turn.

Amphibious Assaults: A transport can take part in an amphibious assault step of the Conduct Combat phase. That is the only time a transport can offload into a hostile territory.

During an amphibious assault, a transport must either offload all units that were loaded during the Combat Move phase or retreat during sea combat. It can also offload any number of units owned by the attacking power that were already on board at the start of the turn.

★



RESEARCH & DEVELOPMENT

Using this rule, you may attempt to develop improved military technology and gain economic benefits in production.

China may not do Research and Development.

At the start of the game, each power places a marker where indicated on the Research Track. This is the starting point for all powers (*you can also decide randomly or not at all to mix it up*).

1. In Phase 1: sequence 2 – conduct research. During your turn decide on how many projects you wish to develop. You can start only 2 new projects per turn, however, any projects already in development you can advance by rolling a die. Each die costs 3 IPCs and only 1 die can be purchased per project per turn.
2. Roll the die and advance the marker that many spaces. A roll of “6” means a breakthrough and allows you to roll the die again for that project in the same turn. again advancing the marker the amount of indicated on the die..
3. When marker reaches “Developed”, project becomes effective immediately!

Advanced Artillery

Each of your artillery units can now provide greater support. One artillery unit can support up to 2 infantry and/or mechanized infantry units per attack. Up to 2 infantry and/or mechanized infantry units when coupled with 1 artillery unit have attack values of 2.

Rockets

Your air bases can now launch rockets. During the Strategic and Tactical Bombing Raids step of your Conduct Combat phase each turn, each of your operative air bases can make a single rocket attack against an enemy industrial complex, air base, or naval base within 4 spaces of it. This attack does one die roll of damage to that facility. Rockets may not be fired over neutral territories.

“Blind” Research & Development

This method requires the use of a numbered track 1-18 spaces and markers or chits that are lettered or numbered. The owning player will need to keep a secret notebook on what projects he is developing and its corresponding lettered/numbered marker. When a project is developed or Intelligence missions are used, the player will need to be able to verify their match up without disclosing the other projects being developed.



★ Paratroops

Up to 2 of your infantry units in each territory with an operative friendly air base can be moved to an enemy-controlled territory 3 or fewer spaces away that is being attacked by your land units from adjacent territories and/or by amphibious assault. When moving, paratroopers must obey the same restrictions that air units do. If the territory being attacked has AAA (anti-aircraft artillery) units, the paratrooper infantry units are subject to anti-aircraft fire in the same way as air units. If attacking along with land units from adjacent territories, paratroopers may retreat as normal.

Super Submarines

The attack value of your submarines is now 3 instead of 2.

Jet Fighters

You are now able to purchase Jet Fighter units. See the profile description for more information.

Improved Shipyards

Your sea units are now cheaper to build. Use these revised costs:

Unit	IPC Cost
Battleship	16
Fleet Carrier	22
Light/Escort Carrier	14
Cruiser	11
Destroyer	9
Transport	5
Submarine	9

★ Improved Aircraft Production

Your air units are now cheaper to build. Use these revised costs:

Unit	IPC Cost
Fighter	5
Jet Fighter	6
Tactical Bomber	7
Strategic Bomber	11

Radar

Your fire from AAA (anti-aircraft artillery) units, now hits on a “1” or “2” instead of just a “1”. You also receive a +3 AF DRM for any number of intercepting fighters and jets.

Long Range Aircraft

All of your air units’ ranges are increased by one space.

Heavy Bombers

Your strategic bombers are now heavy bombers. When attacking, whether in a battle or a strategic bombing raid, roll two dice for each bomber and select the best result. Heavy bombers are capable of using atomic bombs.

General Production

All production costs are decreased by 1 IPC. This is accumulative with Improved Shipyards and Improved Aircraft Production.



RESEARCH & DEVELOPMENT (CONTINUED)

Atomic Bomb

One atomic bomb can be created per turn at a cost of 30 IPC. A heavy bomber within range can deliver the payload to be used to eliminate/destroy Industrial Complexes completely. The strategic damage is 1d6 x 10. The Atomic project marker can only be moved one space per turn, however if a "6" is rolled it can be moved 3 spaces.

Heavy Armor

The attack value of your armor is now 4 instead of 3.

War Bonds

During your Collect Income phase, roll 2 dice and collect that many additional IPCs plus 5.

Improved Mechanized Infantry

Each of your mechanized infantry units that is paired up with a tank or an artillery now has an attack value of 2. Also, your mechanized infantry may now blitz without being paired with a tank.

Increased Factory Production

Each of your industrial complexes can now produce additional units beyond their normal production ability. Major industrial complexes can mobilize up to 12 units, and minor ones can mobilize up to 4 units. Also, when repairing a damaged industrial complex, you can remove 2 damage markers for the cost of 1 IPC. The maximum damage that can be applied to your industrial complexes is not increased.

Intelligence

Once per Turn you can:

1. Select an enemy's hidden research marker to reveal the project. (if hidden option is being used.)
- or 2. You can select an enemy's research project and roll the die to cause a setback.
- or 3. You can use a surprise option to move any task force (6 units) or battle group (3 units) within 5 spaces of its original location (defensively or offensively). The move must be legal (as if the units had a move of 5), through spaces or territories controlled by you or a friendly Power.

This development also gives you the ability for counter-intelligence. If an opponent tries to use any of the options above, you both roll a die to determine the victor. If the counter-intelligence roll is higher, the option used above is stopped and that player's Intelligence options are done that turn.

Improved ASW

Destroyers ASW ability is improved by "1".

Mobile AA Guns

Your AA guns now have a movement of 1 and can be towed similar to artillery.

★ Fighter-Bombers

This allows your fighters and jets to increase their ground attack roll to "3" instead of "1".

Armed Transports

Transports can defend on a roll of "1". This includes submarines, however the transports do not gain any other destroyer benefits.

Commandos/Rangers

Like Russian Partisans, the player with the option can deploy up to 3 units in any territory, within the range of a strategic bomber, during the Strategic and Tactical Raids sequence to damage facilities or naval units adjacent to a territory. Each unit cost 2 IPCs and attacks on a roll of "1" or "2". Only 6 units of this type can be purchased. Defenders in the territory can defend (requiring a roll of "1" to eliminate the commandos/rangers unit. Any surviving commando units are returned after the defender has finished rolling.

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RESEARCH & DEVELOPMENT

Example of Air Combat: Attacking with land units in a territory.

Side A: 2 Fighters (4 AF) and 2 Tactical Bombers (2 AF)

Side B: 3 Fighters (6 AF)

Each rolls their attack roll. Side A has a total of 6 Air Factors (AF) and rolls a “6”. Side B loses 1 aircraft and the other two are forced to abort.

Side B rolls their attack roll and also has 6 AF. Rolling a “6” also. Side A eliminated 1 fighter and 1 fighter and 1 Tactical Bomber aborts. The remaining Tactical Bomber proceeds to its target and rolls a “1” which allows the attacking player to choose the casualty. All planes are marked with blue movement chips and finish their move in the non-combat phase.

If the territory had AA guns, a roll would have been made against the remaining Tactical Bomber of Side A. Also, if pilot experience is used, the Die Roll Modifier (DRM) would be added or subtracted from the original roll.

If any of the Defender’s (Side B) units would have made it through, they would have been given the opportunity to strafe the attacking units.

Air Combat is done at this point. Air units no longer play a part in the attack.

Pilot Experience Nationality DRM

Each nation starts with a marker on the Experience Chart as indicated. This represents pilot training programs for each nation. It costs 2 IPC per turn to maintain pilot experience at a basic rookie level (this is done in the purchase phase). To increase pilot experience, pay the additional training costs and increase the marker by one. These levels of experience are maintained by the additional training costs, DRM cannot exceed or fall below the numbers shown on the chart. If experience falls below the 0 average, the player must purchase levels to attain the average again. Only one level can be attained per turn.

AIR COMBAT RESOLUTION CHART

AF	Dice Roll										
	2	3	4	5	6	7	8	9	10	11	12+
1	0	0	0	0	0	0/1	0/1	1/0	1/1	1/2	1/3
2	0	0	0	0	0/1	0/1	1/0	1/1	1/2	1/3	2/1
3	0	0	0	0/1	0/1	1/0	1/1	1/2	1/3	2/1	2/4
4	0	0	0/1	0/1	1/0	1/1	1/2	2/2	2/3	2/4	3/2
5	0	0/1	0/1	1/0	1/1	1/2	2/2	2/3	2/4	3/2	3/3
6	0/1	0/1	1/0	1/1	1/2	2/2	2/3	2/4	3/2	3/3	3/4
7	0/1	1/0	1/1	1/2	2/2	2/3	2/4	3/2	3/3	3/4	4/3
8	1/0	1/1	1/2	2/2	2/3	2/4	3/2	3/3	3/4	4/3	4/4
9	1/1	1/2	2/2	2/3	2/4	3/2	3/3	3/4	4/3	4/4	4/5
10	1/2	2/2	2/3	2/4	3/2	3/3	3/4	4/3	4/4	4/5	5/4
11	2/2	2/3	2/4	3/2	3/3	3/4	4/3	4/4	4/5	5/4	5/5
12	2/3	2/4	3/2	3/3	3/4	4/3	4/4	4/5	5/4	5/5	5/6
13	2/4	3/2	3/3	3/4	4/3	4/4	4/5	5/4	5/5	5/6	6/5
14	3/2	3/3	3/4	4/3	4/4	4/5	5/4	5/5	5/6	6/5	6/6
15	3/3	3/4	4/3	4/4	4/5	5/4	5/5	5/6	6/5	6/6	6/7
16	3/4	4/3	4/4	4/5	5/4	5/5	5/6	6/5	6/6	6/7	6/8
17	4/3	4/4	4/5	5/4	5/5	5/6	6/5	6/6	6/7	6/8	7/6
18	4/4	4/5	5/4	5/5	5/6	6/5	6/6	6/7	6/8	7/6	7/7
19	4/5	5/4	5/5	5/6	6/5	6/6	6/7	6/8	7/6	7/7	7/8
20	5/4	5/5	5/6	6/5	6/6	6/7	6/8	7/6	7/7	7/8	8/7
21	5/5	5/6	6/5	6/6	6/7	6/8	7/6	7/7	7/8	8/7	8/8
22	5/6	6/5	6/6	6/7	6/8	7/6	7/7	7/8	8/7	8/8	8/9
23	6/5	6/6	6/7	6/8	7/6	7/7	7/8	8/7	8/8	8/9	9/8
24	6/6	6/7	6/8	7/6	7/7	7/8	8/7	8/8	8/9	9/8	9/9
25+	6/7	6/8	7/6	7/7	7/8	8/7	8/8	8/9	9/8	9/9	10/10

Air Combat Results

kill/Abort # After each roll, determine how many units are destroyed or turned back.

Modifiers - Air Combat

+/- # Pilot Nationality DRM (use pilot experience chart and apply results to the roll)

National Pilot Experience Chart DRM

DRM	-3	-2	-1	0	+1	+2	+3
Maintain Cost	0	1 IPC	1 IPC	2 IPC	3 IPC	4 IPC	6 IPC
Cost to Increase to next level	1 IPC	2 IPC	2 IPC	3 IPC	5 IPC	8 IPC	10 IPC



Axis & Allies