



BATTLE MARKER OPTIONAL RULES

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Optional rules and House rules have been a part of gaming since the beginning. To continue this tradition, the staff of HBG have compiled some of our favorites from all over the Internet as well as what we use in our games at home. We not only want to provide our customers with a high quality product, but also offer suggestions on how to implement these pieces into your game. Several rules are outlined in a detailed format so that you might take them at face value, and enjoy. Others simply point you in a general direction. We encourage you to use these rules as a guideline to creating your own house rules. Thank you for your patronage.

The HBG Staff
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We would love to hear from you! If you have house rules or ideas you'd like to share, send them to us. If we love it, we'll post here with the others. Send your rules to:

markers@historicalboardgaming.com

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TERMINOLOGY

In an effort to clarify rules without bogging down these pages with redundant text, we've outlined a few terms to refer to.

Activating Units: Some units require activation to unlock their full potential. To activate a unit, it must first be moved into the desired territory. Once there the player must declare the unit activated, and place an activation token under it. Both movement and placement may only be done during the non-combat movement phase. (*Note: these units can be moved and activated on the same turn*) Once activated, they may not be moved again.

Built-In Anti-Aircraft: Units with this attribute in essence have an Anti-Aircraft Gun attached to the unit. Insert your favorite AA Gun rules. This is a great concept to help reduce game board clutter.

First Strike: Units that have first strike make combat rolls before any other units. Any casualties inflicted by these units are removed immediately without receiving their combat roll unless the unit also has a first strike ability. In some cases both attacker and defender will have

- Rail Gun

STATUS MARKERS

- Dry Dock
- Kamikaze
- Naval Damage
- Submarine Depth Status
 - Periscope Depth
 - Submerged
 - Silent Running

UNIT UPGRADE MARKERS

- Afrika Korp
- Airborne
- Cavalry
- Elite Infantry
- Elite Mechanized
- Marine
- Partisans

units with first strike. In this event both sides make all first strike rolls, and results are considered to happen simultaneous.

Pairing: Units can receive bonuses to movement, attack, or defensive rolls when matched with other units. The pairing effect is always a 1 for 1 ratio. These bonuses are temporary, only lasting for the duration of the combat. The pairing bonuses only last as long as the 2 units are in play.

DEFENSIVE FORTIFICATION MARKERS

“ANTI-AIRCRAFT GUN”



ANTI-AIRCRAFT GUN OPTION 1:

Cost: 3

Movement: 1

Attack: N/A

Defense: 1 (D6), 2 (D12), 3 (D20)

Transport Class: 2 per naval transport

A/A guns may only be involved defensively in land combat against air units. There is no limit to the number of A/A guns allowed in each territory. Each unit receives one defensive roll each combat cycle regardless the number of attacking enemy aircraft. A/A guns can be taken as casualties. A/A guns are considered regular units, and do maintain control of territories in regards to Blitzing, etc.

Tactical Abilities: First Strike; can only target air units (with the exception of rockets).

MISCELLANEOUS ANTI-AIRCRAFT GUN OPTIONS:

- Can be upgraded to Anti-tank weapons with technology development.

“BUNKER”



BUNKER OPTION 1:

Cost: 20

Movement: N/A

Attack: N/A

Defense: 3 (D6), 5 (D12), 11 (D20)

Transport Class: N/A

Bunkers are strictly defensive units. They can be built in any territory that has been controlled for one full round. These units only protect a single border, which must be specified when placed. Bunkers do not take damage and cannot be taken as casualties. If a territory containing a bunker is captured, the bunker is destroyed and removed from play.

When defending bunkers receive 2 defensive rolls during the first cycle of combat only. Bunkers also grant defensive bonuses to all infantry defending the same territory giving them a +1 (D6), +2 (D12), +3 (D20) to all defensive values for the first cycle of combat.

BUNKER OPTION 2:

Cost: 12

Movement: Requires Transport Trucks or Naval Transports (no movement once activated)

Attack: N/A

Defense: 3 (D6), 5 (D12), 11 (D20)

Transport Class: 1

Bunkers are defensive units that require “*activation*”. Active bunkers protect the entire territory when attacked by ground, and air units. Bunkers must be built in factory locations, and can only be moved if loaded on transport trucks, or naval transports. Once activated, bunkers may not be moved.

Inactive bunkers cannot defend or be taken as losses if that territory is attacked. If a territory is occupied, and has inactive bunkers they are considered lost and removed from play. Active bunkers are considered regular units that maintain a zone of control in their territories.

Tactical Abilities: When “*paired*” with infantry, the infantry unit gains +2 to defense.

“FLAK TOWER”



FLAK TOWER OPTION 1:

Cost: 12

Movement: N/A

Attack: N/A

Defense: Special (See below)

Transport Class: N/A

Flak towers are upgrade platforms for anti-aircraft guns. When anti-aircraft guns are combined with flak towers, the anti-aircraft guns receive the flowing bonuses: +1 (D6), +2(D12), +3 (D20).

Flak towers may only be built in factory locations. They may not be moved once built. Flak towers can be damaged through strategic bombing raids. They can receive a maximum of 12 points of damage, with 6 points rendering it inoperable. Flak towers can be captured by an enemy player, but would receive 9 points of damage.

FLAK TOWER OPTION 2:

Cost: 10

Movement: Requires Transport Trucks or Naval Transports (no movement once activated)

Attack: N/A

Defense: Special (See below)

Transport Class: 1

Flak towers are defensive units that require “*activation*”. Flak towers are upgrade platforms for anti-aircraft guns. When anti-aircraft guns are combined with flak towers, the anti-aircraft guns receive the flowing bonuses: +1 (D6), +2(D12), +3 (D20). Flak towers must be built in factory locations, and can only be moved if loaded on transport trucks, or naval transports.

Inactive flak towers cannot defend or be taken as losses if that territory is attacked. If a territory is occupied, and has inactive flak towers they are considered lost and removed from play. Flak towers may be destroyed by strategic bombing raids, or by the controlling player on their turn if controlled for 1 full turn. Enemy players may capture flak towers.

MISCELLANEOUS FLAK TOWER OPTIONS:

- This unit may only be accessible with technology development

“MINEFIELD”



MINEFIELD OPTION 1:

Cost: 2 Mines for 3 IPCs

Movement: 1 during non-combat movement (*no movement once activated*)

Attack: N/A

Defense: 1 (D6), 2 (D12), 3 (D20)

Transport Class: 4 mines or 2 mines & 1 infantry/artillery per naval transport/truck

Minefields are single use defensive units that require “*activation*”. They may only be involved defensively in land combat against ground units. There is no limit to the number of minefields that may be placed in a territory. For game play purposes, active minefields protect the entire territory when attacked by ground units. (Optional: Minefields only protect a single border) Minefields will remain active until detonated.

Minefields have “*first strike*” capability. When attacked the defending player controlling active minefield(s) should roll for each minefield one at a time. Each roll expends one minefield regardless if it scores a hit or not. Each active minefield rolls to hit until all enemy units are destroyed, or all minefields have been expended. The minefield’s controller may move freely through the territory without being subject to them, as would the controller’s allies.

Inactive minefields cannot defend or be taken as losses if that territory is attacked. If a territory is occupied with inactive minefields they are considered lost and removed from play.

MINEFIELD OPTION 2:

Cost: 5

Movement: 1 during non-combat movement (*no movement once activated*)

Attack: N/A

Defense: 1 (D6), 2 (D12), 3 (D20)

Transport Class: Same as infantry

Minefields are defensive units that require “*activation*”. They may only be involved defensively in land combat against ground units. Players may only have one minefield per territory. For game play purposes, active minefields protect the entire territory when defending. (Optional: Minefields only protect a single border)

Minefields have “*first strike*” capability, however only during the first cycle of combat. When attacked the defending player controlling active minefield(s) would receive “3” defensive rolls regardless the number of attacking enemy ground units. The mine’s controller may move freely through the territory without being subject to them, as would the controller’s allies.

Minefields may not be taken as casualties, and do not maintain a zone of control. Minefields do not receive defensive rolls if there are no other friendly units to help in defense. If an enemy player captures a territory with a minefield, the minefield would be removed from play. Inactive minefields cannot defend or be taken as losses if that territory is attacked. If a territory is occupied with inactive minefields they are considered lost and removed from play.

MISCELLANEOUS MINE OPTIONS:

- Minefields prevent units from Blitzing
-

“NAVAL MINES”



NAVAL MINES OPTION 1:

Cost: 3

Movement: 1 during non-combat movement (*no movement once activated*)

Attack: N/A

Defense: 1 (D6), 2 (D12), 3 (D20)

Naval mines are single use defensive units that require “*activation*”. They may only be involved defensively in sea combat against naval units. There is no limit to the number of naval mines that may be placed in a sea zone. For game play purposes, active naval mines protect the entire sea zone when enemy naval units are present. (Optional: naval mines only protect against amphibious attacks) Naval mines will remain active until detonated.

Naval mines have “*first strike*” capability. When enemy naval units move into sea zones with active naval mines present, they would be subject to their abilities. The naval mine’s controller would roll for each mine one at a time. Each roll expends one naval mine regardless if it scores a hit or not. Each active naval mine rolls to hit until all enemy units are destroyed, or all mines have been expended. The naval mine’s controller may move freely through the territory without being subject to them, as would the controller’s allies.

As naval mines must be built in factory locations, they may be moved over land territories in route to their destination. (See movement) Inactive naval mines cannot defend or

be taken as losses if that territory is attacked. If a territory is occupied with inactive naval mines they are considered lost and removed from play.

NAVAL MINES OPTION 2:

Cost: 10

Movement: 1 during non-combat movement (*no movement once activated*)

Attack: N/A

Defense: 1 (D6), 2 (D12), 3 (D20)

Naval mines are defensive units that require "*activation*". They may only be involved defensively in sea combat against naval units. Players may only have one naval mine per territory. For game play purposes, active naval mines protect the entire sea zone when defending. (Optional: Naval mines only protect against amphibious attacks)

Naval mines have "*first strike*" capability, however only during the first cycle of combat. When enemy naval units move into sea zones with active naval mines present, they would be subject to their abilities. The player that controls the active naval mines would receive "3" defensive rolls regardless the number of enemy naval units present. The mine's controller may move freely through the territory without being subject to them, as would the controller's allies.

Naval mines do not maintain a zone of control, however any enemy naval units moving through would have their movement reduced by "1". Inactive naval mines cannot defend or be taken as losses if that territory is attacked. If a territory is occupied with inactive naval mines they are considered lost and removed from play.

INFRASTRUCTURE MARKERS

“AIRSTRIP”



AIRSTRIP OPTION 1:

Cost: 2

Movement: N/A

Attack: N/A

Defense: N/A

Transport Class: N/A

Runway facilities must be present for air units to take-off or put down in land territories. (IE. Airstrip, Airfield, or Airbase) Only 1 air unit may land in territories with airstrips. Air units may land at airstrips captured on the same turn unless that territory was taken with paratroopers only. In this case a player must maintain control of the territory for one full round before air units can use the airstrip.

Airstrips can be built in any land territory controlled for one round, and do not require a factory to be built. Airstrips have no combat value, may not be taken as casualties, and do not maintain a zone of control. Enemy players conducting strategic bombing missions can destroy airstrips. Each country may destroy their own airstrips preventing them from falling into enemy hands. To do this a player must have controlled that airstrip for one full round, and declare it destroyed on their own turn.

AIRSTRIP OPTION 2:

Cost: 2

Movement: N/A

Attack: N/A

Defense: N/A

Transport Class: N/A

Only fighters may take-off or put down in land territories with airstrips. Airstrips can be built in any land territory controlled for one round, and do not require a factory to be built. Airstrips have no combat value, may not be taken as casualties, and do not maintain a zone of control. Enemy players conducting strategic bombing missions can destroy airstrips.

AIRSTRIP OPTION 3:

Cost: 2

Movement: N/A

Attack: N/A

Defense: N/A

Transport Class: N/A

When a territory with an airstrip is attacked by enemy aircraft, fighters present in that territory may scramble as interceptors. Airstrips can be built in any land territory controlled for one round, and do not require a factory to be built. Airstrips have no combat value, may not be taken as casualties, and do not maintain a zone of control.

“AIRFIELD”



AIRFIELD OPTION 1 (COINCIDES WITH AIRSTRIP OPTION 1):

Cost: 5

Movement: N/A

Attack: N/A

Defense: N/A

Transport Class: N/A

Runway facilities must be present for air units to take-off or put down in land territories. (IE. Airstrip, Airfield, or Airbase) Up to 3 air units may land in territories with Airfields. Air units may land at airfields captured on the same turn unless that territory was taken with paratroopers only. In this case a player must maintain control of the territory for one full round before air units can use the airfield.

Airfields can be built in any land territory controlled for one round, and do not require a factory to be built. Airfields have no combat value, may not be taken as casualties, and do not maintain a zone of control. Enemy players conducting strategic bombing missions can destroy airfields. Each country may destroy their own airfield preventing them from falling into enemy hands. To do this a player must have controlled that airfield for one full round, and declare it destroyed on their own turn.

AIRFIELD OPTION 2 (COINCIDES WITH AIRSTRIP OPTION 2):

Cost: 5

Movement: N/A

Attack: N/A

Defense: N/A

Transport Class: N/A

Only fighters & tactical bombers may take-off or put down in land territories with airfields. Airfields can be built in any land territory controlled for one round, and do not require a factory to be built. Airfields have no combat value, may not be taken as casualties,

and do not maintain a zone of control. Enemy players conducting strategic bombing missions can destroy airfields.

AIRFIELD OPTION 3 (COINCIDES WITH AIRSTRIPOPTION 3):

Cost: 5

Movement: N/A

Attack: N/A

Defense: N/A

Transport Class: N/A

In addition to allowing fighters to scramble as interceptors; air units starting their movement from airfield may move 1 additional space. Airfields can be built in any land territory controlled for one round, and do not require a factory to be built. Airfields have no combat value, may not be taken as casualties, and do not maintain a zone of control.

“AIRBASE”



AIRBASE OPTION 1 (COINCIDES WITH AIRSTRIPOPTION & AIRFIELD OPTION 1):

Cost: 8

Movement: N/A

Attack: N/A

Defense: N/A

Transport Class: N/A

Runway facilities must be present for air units to take-off or put down in land territories. (IE. Airstrip, Airfield, or Airbase) An unlimited number of air units may land in territories with Airbases. Air units may land at airbases captured on the same turn unless that territory was taken with paratroopers only. In this case a player must maintain control of the territory for one full round before air units can use the airbase.

Airbases can be built in any land territory controlled for one round, and do not require a factory to be built. Airbases have no combat value, may not be taken as casualties, and do not maintain a zone of control. Enemy players conducting strategic bombing missions can destroy airbases. Each country may destroy their own airbase preventing them from falling into enemy hands. To do this a player must have controlled that airbase for one full round, and declare it destroyed on their own turn.

AIRBASE OPTION 2 (COINCIDES WITH AIRSTRIPOPTION & AIRFIELD OPTION 2):

Cost: 8

Movement: N/A

Attack: N/A

Defense: N/A

Transport Class: N/A

All air units (fighter, tactical bombers, bombers, and air transports) may take-off or put down in land territories with airbases. Airbases can be built in any land territory controlled for one round, and do not require a factory to be built. Airbases have no combat value, may not be taken as casualties, and do not maintain a zone of control. Enemy players conducting strategic bombing missions can destroy airbases.

AIRBASE OPTION 3 (COINCIDES WITH AIRSTRIP & AIRFIELD OPTION 3):

Cost: 8

Movement: N/A

Attack: N/A

Defense: N/A

Transport Class: N/A

Allows fighters to scramble as interceptors; increases air unit movement by 1, and allows fighters to run Air Cap missions. Airbases can be built in any land territory controlled for one round, and do not require a factory to be built. Airbases have no combat value, may not be taken as casualties, and do not maintain a zone of control.

MISCELLANEOUS OPTIONS:

- Landing strip facilities must be built in progression. Example: In order to build an Airbase, a player must first build an airstrip, then an airfield next, etc...

NAVAL BASE”



NAVAL BASE OPTION 1:

Cost: 15

Movement: N/A

Attack: N/A

Defense: 2 (d6), 5 (D12), 8 (D20)

Naval bases can be built adjacent to any land territory controlled for one round, and do not require a factory to be built. Naval bases may only be involved defensively in sea combat against air, and naval units. These units maintain a zone of control for the entire sea zone. Ownership of these units can change hands depending on which player controls the land territory they were built adjacent to.

Players can have as many naval bases in a sea zone as desired. Each one receives one defensive roll each combat cycle. Naval bases have “[first strike](#)” during each cycle of combat. Naval bases are a combat unit, and can be destroyed like any other naval unit. Capitol ships repairs may be done at any friendly naval base.

NAVAL BASE OPTION 2:

Cost: 10

Movement: N/A

Attack: N/A

Defense: 1 (d6), 2 (D12), 3 (D20)

Naval bases can be built adjacent to any land territory with a major or minor factory controlled for one round. Naval bases may only be involved defensively in sea combat against air, and naval units. These units are only effective when other friendly naval units are present in the same sea zone. Ownership of these units can change hands depending on which player controls the land territory they were built adjacent to.

Players may only have one naval base per sea zone. Naval bases receive one “[first strike](#)” roll for each attacking naval unit during the first round of combat only. Naval bases may be damaged with strategic bombing like factories to a maximum of 6 damage markers. 3 damage markers would render the unit inoperable. Capitol ships repairs may be done at any friendly naval base.

“P.O.W. CAMP”



Overview: The POW Camp marker represents concentrations of prisoners of war.

Placement: At the end of each land battle, the victor must roll two six sided dice. If the zone is the home country of a major power add +2. If he rolls a “12” or greater he must place a POW marker in a land zone within three zones. Place a nationality marker under the POW marker. If more than one nation’s forces were defeated, choose which nation’s marker is under the POW marker randomly.

Liberation: If a POW marker is liberated by the opposing player, that player is given 1 infantry which will arrive at the end of the turn in the home country.

“NUCLEAR WEAPONS”



Historical Text

How do you build an atomic bomb? No question burned heavier in the minds of scientific minds and world leaders in the 1940s. A simple version of the process works something like this;

First, you will need the best scientific minds in the world and facilities for them to use. These are represented by the **research** marker.

Second you will need **Uranium**. As of 1940 there were only four places in the world you could find it; Colorado, the Belgian Congo, northern Canada, and Czechoslovakia.

Third, you need a **nuclear reactor** to enrich the uranium that will be usable in an atomic bomb.

Finally you need **heavy water**. Heavy water contains a larger than normal amount of the hydrogen isotope *deuterium*. Heavy water acts as a moderating element in the sustaining an nuclear reaction as well as a coolant to the reactor. At the start of the war, there were heavy water plants in Tinn, Norway and Dnepropetrovsk, USSR.

Building A Nuclear Device

Building a Nuclear Device Requires the right components.

1. Scientific Minds: Scientists, and the necessary facilities for them to use are represented by the **Research** marker. The USA, USSR, and Germany begin the game with one (or more) research markers. Any other major power must purchase them for 15 IPC. The marker must be placed in the home nation. If the zone is captured, the research marker is destroyed. The capturing player gets 2D12 IPC to spend on nuclear research.
2. Uranium: Players are considered to have uranium if they control one of the zones that has a uranium marker. If that zone is controlled by an ally (i.e. France controls the Belgian Congo, but the Great Britain is working on the atomic bomb) the owning player must consent to

allow the player to have the uranium. The uranium marker does not move and may not be destroyed.

3. **Nuclear Reactor:** Any player may build a nuclear reactor by paying 20IPC and placing the **Nuclear Reactor** marker in a zone in his or her home country. The Nuclear Reactor has 10 damage points and may be tactically bombed. The reactor must be fully functional for any research IPC to be spent. It is destroyed if it takes 20 IPC worth of damage. A nuclear reactor, like other facilities, has its own inherent AA guns.
4. **Heavy Water:** A player is considered to have heavy water if he either captures one of the existing heavy water plants or builds a heavy water plant. Building a heavy water plant costs 10 IPC. A heavy water plant has 10 damage points and may be tactically bombed. A heavy plant, like other facilities, has its own inherent AA guns.

Completing The Bomb:

Concurrent with the acquisition of proper materials, building a bomb requires the player make research rolls and spend IPC until such a time that he has reached the target number for his nation to acquire the atomic bomb.

Technology	Target Number
Atomic Bomb	85

Building Bombs

You may build individual atomic bombs for 5 IPC. These arrive at a nuclear reactor and may be moved by a strategic bomber.

Delivering Bombs

You may deliver an atomic bomb by attacking with a strategic bomber (or heavy bomber).

Effects of an Atomic Bomb:

An atomic bomb has several effects:

1. If used to attack forces, the atomic bomb attacks rolling 4d12 and getting hits on an 8 or less.
2. If used as a strategic bombing attack it does 6d6 damages to its target.

3. Radiation; The turn after the atomic explosion, convert the explosion marker to a radiation marker. Each radiation marker permanently negates one IPC of the territory's value.

Set up

- Place a **research** marker in the following locations:
 - Oak Ridge TN (Appalachia)
 - UC Berkely (San Francisco)
 - Moscow
 - Berlin
- Place a **heavy water** marker in the following locations:
 - Norway (Oslo)
 - Dnepropetrovsk, USSR (Western Ukraine)
- Place a **uranium** marker in the following locations:
 - Colorado (Western USA)
 - Czechoslovakia
 - Belgian Congo
 - Northern Canada (Ontario)

“RADAR”



RADAR OPTION 1:

Cost: 10

Movement: 1 during non-combat movement (*no movement once activated*)

Attack: N/A

Defense: N/A

Transport Class: Same as armor

This unit grants defensive advantages for fighters (only), and requires “*activation*”. Once activated fighters in the same territory as the radar station may defend in territories “1”

adjacent space away. The adjacent territory can be a land, sea, allied, even an open territory enemy units are simply trying to move through. Fighters are able to defend against ground,

naval, and air units. This unit also allows fighters to be used as interceptors in an adjacent territory.

Unless used as interceptors, any time fighters defend adjacent territories they would create an actual combat situation. Thus, any surviving enemy units planning on moving through a territory would not be allowed to do so.

After combat any surviving fighters used must return the territory they originated from. Radar may only be used during an enemy players combat movement phase. It is not allowed during the defensive movement phase.

Radar may be captured by enemy nations, and may not be taken as casualties. Players must maintain control of captured radar for one full turn before they are allowed to use them. Inactive radar stations cannot defend or be taken as losses if that territory is attacked. If a territory is occupied with an inactive radar station it would be considered lost and removed from play.

Players may destroy their own radar stations, however this must be done during the controlling players turn. Players may attempt to destroy enemy radar stations with strategic bombing. Apply same rules for strategic bombing of factories with the exception that bombers receive one cycle of combat rolls. The player must roll a successful hit (rather than damage), which destroys the station. If this occurs, remove the radar station from play.

RADAR OPTION 2:

Cost: 8

Movement: 1 during non-combat movement (*no movement once activated*)

Attack: N/A

Defense: N/A

Transport Class: Same as armor

Radar stations add defensive bonuses to defending anti-aircraft guns. When radar stations are present in a territory, all defending anti-aircraft guns receive a +1 (D6) +2 (D12), +3 (D20) bonus to their defensive rolls.

Radar may be captured by enemy nations, and may not be taken as casualties. Players must maintain control of captured radar for one full turn before they are allowed to use them. Inactive radar stations cannot defend or be taken as losses if that territory is attacked. If a territory is occupied with an inactive radar station it would be considered lost and removed from play.

Players may destroy their own radar stations, however this must be done during the controlling players turn. Players may attempt to destroy enemy radar stations with strategic bombing. Apply same rules for strategic bombing of factories with the exception that bombers

receive one cycle of combat rolls. The player must roll a successful hit (rather than damage), which destroys the station. If this occurs, remove the radar station from play.

RADAR OPTION 3:

Cost: 4 per unit

Movement: N/A

Attack: N/A

Defense: N/A

Transport Class: N/A

Naval units may receive radar upgrades allowing improved anti-aircraft abilities. During normal combat, each naval unit with radar score hits on attacking & defending aircraft on rolls of "1" (D6), "1-2" (D12), "1-3" (D20). Submarines may not receive this upgrade. Upgrades can be done at any naval base, or adjacent factory that player controls. Place the radar token under each naval unit receiving the upgrade.

MISCELLANEOUS RADAR OPTIONS:

- This unit may only be accessible with technology development
- "*Built-in Anti-Aircraft*"

“RAIL STATION” & “RAILROAD”



RAIL OPTION 1: (RAIL STATIONS & RAILROAD)

Cost: 15 (Rail Station)

1 (Railroad)

Movement: N/A

Attack: N/A

Defense: N/A

Rail allows each nation to extend the movement of their ground units each turn during the non-combat movement phase. Units wishing to use rail must begin the turn at rail stations. Only units that have not moved during any other phase may use rail. Units may not move prior to, or after using rail.

Rail stations and railroad may be built in any territory controlled for 1(+) round. It is not required for these units to be built in factory locations. Rail stations cannot be built any farther than 4 territories away from one another, and must be connect by railroad markers. Rail stations also have "*Built-in Anti-Aircraft*". As the non-combat movement phase precedes the place units phase, newly purchased rail stations and railroad markers may not be used the same turn they were purchased.

Each nation's rail capacity is determined by the number of rail stations that power controls. For each rail stations a power controls their rail capacity increases by 1 up to a maximum of 6. The number of units that can use each rail station is limited to the IPC level of the territory the rail station is in (max 6).

The distance units may travel is restricted to a maximum of 4 spaces. However, distance can be affected by strategic bombing. For each damage marker on a rail station it reduces the range a unit can be railed by 1. Rail stations can be damaged with strategic bombing like factories to a maximum of 6 damage markers. 3 damage markers would render the station inoperable.

Allied players may share rail stations and railroad, however players may not use enemy rail. Rail stations may be captured by enemy nations, but railroad markers are removed from play rather than captured. Players must maintain control of captured rail stations for one full turn before they are allowed to use them.

Note: Rail movement may not cross the Suez Canal, Panama Canal, or Turkish Straits.

RAIL OPTION 2: (RAIL STATION & RAILROAD)

Cost: 10 (Rail Station)

1 (Railroad)

Movement: N/A

Attack: N/A

Defense: N/A

Rail allows each nation to extend the movement of their ground units each turn. Each nation may move up to 2 ground units from one rail station to another during the non-combat movement phase. There is no limit to the distance these units may travel, only number of units allowed to use the rail. An uninterrupted line of railroad markers must connect rail stations. Only units that have not moved during any other phase may use rail. Units may not move prior to, or after using rail. For gaming purposes a nation may only use rail stations and railroad they control.

Rail stations and railroad may be built in any territory controlled for 1(+) round. It is not required for these units to be built in factory locations. As the non-combat movement phase precedes the place units phase, newly purchased rail stations and railroad markers may not be used the same turn they are purchased.

Rail stations and railroad may be captured by enemy nations. Players must maintain control of captured rail for one full turn before they are allowed to use them. Players may destroy their own rail stations and railroad, however this must be done during the controlling players turn. Players may attempt to destroy enemy rail stations with strategic bombing. Apply same rules for strategic bombing of factories with the exception that bombers receive one cycle of combat rolls. The player must roll a successful hit (rather than damage), which destroys the station. If this occurs, remove the rail station from play.

Note: Rail movement may not cross the Suez Canal, Panama Canal, or Turkish Straits.

RAIL OPTION 3: (RAIL STATION ONLY)

Cost: 8

Movement: N/A

Attack: N/A

Defense: N/A

Using rail each nation may extend the movement of ground units each turn during the non-combat movement phase. Units wishing to use rail must begin the turn at rail stations. Only units that have not moved during any other phase may use rail. Units may not move prior to, or after using rail.

Rail stations may be built in any territory controlled for 1(+) round. It is not required for these units to be built in factory locations. As the non-combat movement phase precedes the place units phase, newly purchased rail stations may not be used the same turn they are purchased.

Rail stations add "1" extra movement to any unit able to use the station. The number of units that can use each rail station is limited to the IPC level of the territory the rail station is in. There is no maximum rail capacity for each nation. However, each damage marker on a rail station reduces the number of units able to use the station by 1. Rail stations can be damaged with strategic bombing like factories to a maximum of 6 damage markers. 3 damage markers would render the station inoperable.

Rail stations may be captured by enemy nations. Players must maintain control of captured rail stations for one full turn before they are allowed to use them.

Note: Rail movement may not cross the Suez Canal, Panama Canal, or Turkish Straits.

RAIL OPTION 4: (RAIL MARKERS ONLY)

Cost: 3

Movement: N/A

Attack: N/A

Defense: N/A

Rail allows each nation to extend the movement of their ground units each turn. Each nation may move units along any connected railroad markers. Only units that have not moved during any other phase may use rail. Units may not move prior to, or after using rail. For gaming purposes a nation may only use rail stations and railroad they control.

A nations rail capacity is measured in points determined by its industrial output. We suggest trying a 7:1 ratio. At the beginning of each players turn, take the nations position on the IPC chart and divide that number by 7. The result is the number of rail capacity points a player may spend. Players may expend rail capacity points to make fewer units travel farther, or have more units receive a smaller movement bonus.

Example: Germany begins the turn at 29 on the IPC chart. $29/7=4$ (round down). Germany may spend all 4 points to move 1 unit 4 spaces, or 4 points to move 2 units, 2 spaces.

Railroad markers may be built in any territory controlled for 1(+) round. It is not required for these units to be built in factory locations. As the non-combat movement phase precedes the place units phase, newly purchased rail stations and railroad markers may not be used the same turn they are purchased.

Railroad may be captured by enemy nations. Players must maintain control of captured railroads for one full turn before they are allowed to use them. Players may destroy their own railroad, however this must be done during the controlling players turn. Players may attempt to destroy enemy railroad with strategic bombing. Apply same rules for strategic bombing of factories with the exception that bombers receive one cycle of combat rolls. The player must roll a successful hit (rather than damage), which destroys the railroad. If this occurs, remove the railroad marker from play.

Note: Rail movement may not cross the Suez Canal, Panama Canal, or Turkish Straits.

MISCELLANEOUS RAIL OPTIONS:

- Rail can be used during the combat movement phase
- Rail can be upgraded with technology, improving a nations rail capacity.

“RESEARCH”



RESEARCH OPTION 1:

Research tokens are a representation of scientists, or research teams. For each research attempt being made toward technology development use one research token. During the

purchase units phase place these research tokens with all other units being purchased until a player is ready to make the attempts. This is a simple and more aesthetically pleasing way to track your research development.

RESEARCH OPTION 2:

As to not list optional rules on Research Development we will simply list some concepts for you to fit into your current format. Research tokens would represent "Research Centers" having one or more of the following effects:

- Each player must purchase a research center in order to begin technology development.
- For each research center a player controls they receive "1" free dice when attempting technology development.
- When using rules where technologies are achieved at random, a research center may allow a player to chose their technology rather than having it randomly selected.
- Players may build research centers (one per power), which add a bonus to the die roll when making technology attempts.

"UNDERGROUND FACTORY"



Cost: 5

Movement: N/A

Attack: N/A

Defense: N/A

Overview: Germany began moving some of its critical factory operations underground in response to increased allied bombing in the later stages of World War II. Most factories were built in former mine sites and were built, and staffed by slave labor. These factories built critical components for super weapons, including V-1 and V-2 rockets, and German jet aircraft. To resist allied bombing, Germans also used underground sites to store fuel.

Rules: Germany may build underground factories for the cost of 5 IPC per factory. The factory may be built anywhere a major or minor industrial complex can be built but may not be upgraded. The factory may only be used to construct one unit per turn but may not be tactically/strategically bombed.

Optional: Any player may build an Underground Factory for the cost of 6 IPC.

“ROCKET LAUNCHING FACILITIES”



Overview: Germany was the leader in strategic rocket technology during World War II. The rules presented here replace the *Rocket Technology* for Germany. The *V-1 and V-2 Site* markers represent these rockets and their associated launching facilities (launch ramps, rocket and fuel storage, personnel, vehicles and so fourth.)

Historical Context:

The V-1: The V-1 was a pulse-jet powered flying bomb deployed in June 1944. Over 9,500 of these weapons were

Overview: Germany was the leader in strategic rocket technology during World War II. The rules presented here replace the *Rocket Technology* for Germany. The *V-1 and V-2 Site* markers represent these rockets and their associated launching facilities (launch ramps, rocket and fuel storage, personnel, vehicles and so fourth.)

Historical Context:

The V-1: The V-1 was a pulse-jet powered flying bomb deployed in June 1944. Over 9,500 of these weapons were launched at England from sites along the French coast. A launch site could optimally launch 15 V-1s per day. The weapon had a 160 mile range, within which it could deliver an 850kg warhead. About 25% of V-1s reached their target, the rest falling prey to countermeasures and guidance errors. Still, the overall effectiveness of the V-1 was quite good considering its casualties per ton were the same as a conventional bomber without any risk of loss of personnel or aircraft.

The V-2: The V-2 was a liquid rocket propelled ballistic missile developed by Germany in the later stages of the war. Over 3,000 V-2 rockets were used against allied targets. A V-2 launch facility was mobile, allowing rockets to be launched from almost anywhere. Mobile launching equipment would be serviced by storage dumps located in the German countryside. About 350 V-2s could be launched per week : 100 per day under optimal conditions and maximum effort. The V-2 was fast and almost impossible to intercept with aircraft.

Rules:

- I. Technological Development: This replaces *rockets* on the Global War development table for Germany. The development of the V-1 and V-2 occur simultaneously. Players purchase rolls of a D12 for 3 IPC. They may attempt one roll on Strategic Rockets per turn. Once a Germany achieves 25 points they may build V-1s. Once they reach 35 they can build V-2s.

II.

Nation	V-1 Development	V-2 Development
Germany	25	35

III. Statistics:

Statistic	V-1	V-2
Range	2	3
Effect	D6 tactical or strategic damage	2D6 tactical or strategic damage
Movement	0 (V-1 Site is Static)	1 (Non-Combat only)
Transport Class	NA	Armor
Production Cost	10 (for Facility)	12 (for Facility)
Tactical Damage Points	8	12
Interception	YES	NO

Note: The V-1 and V-2 must have no damage markers on them to fire. Repairing a damage marker costs 1 IPC. Once a unit takes its full tactical damage points it is removed from the game.

RAILROAD VEHICLE MARKERS

“RAIL GUN”



RAIL GUN OPTION 1:

Cost: 14 (Maximum of 2 per country)

Movement: 2

Attack: 3 (D6), 6 (D12), 10 (D20)

Defense: 2 (D6), 4 (D12), 7 (D20)

Transport Class: N/A

Rail guns are long ranged ground support weapons designed to attack and defend adjacent territories. They may only be used in land territories and may not be transported over sea zones. Unlike all other units, rail guns cannot be moved into enemy territories during the combat movement phase. These units can be positioned during the combat movement phase, but must remain adjacent to the enemy territory the player wishes to use it against.

This unit receives attack/defensive rolls each cycle of combat as long as the controlling player has other ground units involved in the combat. Upon any combat cycle the controlling player no longer has ground units, the rail gun may no longer be used in adjacent territories. Each rail gun may only participate in one combat situation per turn. If a rail gun is within range of more than one combat situation it must be declared which territory it will be used in before any combat begins.

Rail guns may be used to defend the territory they are in. Rail guns are a regular combat unit and maintain a zone of control. For game purposes only "2" of these units may be in play at any time per country. These units may be rebuilt if destroyed.

RAIL GUN OPTION 2:

Cost: 12

Movement: 2

Attack: 4 (D6), 8 (D12), 13 (D20)

Defense: 1 (D6), 2 (D12), 4 (D20)

Transport Class: N/A

Rail guns are long ranged ground support weapons designed to attack adjacent territories. They may only be used in land territories and may not be transported over sea zones. Rail guns may only be moved during the non-combat movement phase, but may be moved into newly occupied territories.

Each unit receives one attack roll during the first cycle of combat. Each rail gun may participate in as many combat situations as they are adjacent to per turn.

Rail guns may be used defensively, but only to defend the territory they are in. Rail guns are a regular combat unit and maintain a zone of control. There is no limit to the number of rail guns a country may have in play.

RAIL GUN MOVEMENT OPTION:

Alternate movement rules can be adopted for rail guns when using a combination of rail rules and railroad markers. Instead of the standard movement in the above-mentioned rules rail guns can use a portion of each countries rail capacity. Below is a suggestion on using this concept with the rail rules included in this document.

Each rail gun can be moved during the combat movement phase using one of the countries allotted rail capacity points. Movement would be restricted to only territories with rail stations or railroad markers. Distance and other movement related rules would work the same as other units during the non-combat movement phase. For each rail gun moved during the combat movement phase that country would have one less rail capacity available during the non-combat movement phase.

MISCELLANEOUS RAIL GUN OPTIONS:

- Friendly fire casualties on a roll of 6 (D6), 11-12 (D12), 18-20 (D20)
- Reduced defensive capabilities when territory with the rail gun is attacked
- “First Strike”
- Rail Guns may be used to inflict damage on enemy factories like strategic bombing

STATUS MARKERS

“BANZAI”

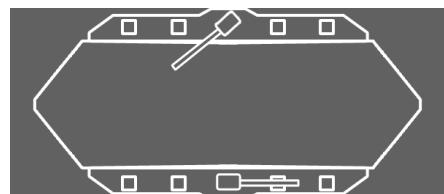


BANZAI OPTION 1:

The Japanese player may perform up to two banzai attacks per turn at no additional cost. Once the Japanese player finishes the combat movement phase they must declare any banzai attacks before moving into the combat phase. All participating infantry units gain a +1 (D6), +2 (D12), +3 (D20) to attack rolls during the first cycle of combat.

Once a banzai has been declared all participating units must see the battle to its end. No units, ground or air, may retreat.

“DRY DOCK”



DRY DOCK OPTION 1:

This marker is used to indicate capital ships in the process of being repaired. Once the naval unit has been moved to a legal repair area, and IPCs have been paid place a dry dock under the unit. Units being repaired will still defend in their damaged state while in the dry dock. At the beginning of the players next turn the unit would be fully repaired, and the dry dock can be removed from play.

DRY DOCK OPTION 2:

For players wishing to add a more realistic aspect to naval production, a two-turn capital ship production rule can be adopted. Players wishing to produce a Battleship or Aircraft Carrier may pay half the cost of either on the initial purchase, and then pay the second half on the following turn. The first and second payment phases would both count towards the factories production limits each turn.

When using these rules the capital ship would be placed on the game board during the first half payment phase with all other units purchased that turn. Place the unit on a dry dock indicating its first half production status. Once the second half payment is made the player can remove the dry dock, and the unit would function normally. While in production status the unit may not defend, or be taken as a casualty if that sea zone were attacked. If the sea zone is occupied by enemy naval units (unit must have an attack value), all naval units in production status would be considered destroyed and removed from play.

(Optional) Players may elect to pass on the second half payment pushing it back to a more desirable turn. However, each turn the player does not pay the second half payment they must pay a 1-6 IPC upkeep fee or lose the first half payment all together. If this fee isn't paid the unit and dry dock would be removed from the game board, and the player must start from scratch.

“KAMIKAZE”



KAMIKAZE OPTION 1:

The Japanese player may perform one kamikaze attack per turn on a target of their choosing at no additional cost. Fighters, zeros, and light bombers are the only units allowed for a kamikaze attack.

The unit used for the attack may use up all its movement to reach its intended target, and receives one combat roll. The Japanese player would chose the target, and make an attack roll scoring hits on a of 4 or less (D6), 8 or less (D12), or 13 or less (D20). The unit used for the kamikaze is removed from play regardless if the attack was successful or not.

This attack is a pre-combat attack meaning anti-aircraft guns and naval bases would not receive first strike rolls against the kamikaze unit. Also, units hit by kamikazes would not receive defensive rolls. Kamikaze hits scored on capitol ships would only damage the unit.

“NAVAL DAMAGE”



During the course of a game it is possible to damage certain naval units without destroying them. Those units are: aircraft carriers, and battleships. Players are given a choice to repair and restore the unit to full strength for a price. The following outlines the steps to for doing so.

1. The unit must first be moved to a territory where repairs could legally be done. Aircraft carriers and battleships must be moved to a sea zone adjacent to a friendly major factory, minor factory, or a friendly naval base. It is not required that the friendly country be at the same war status as the player receiving repairs, but must be a part of the same alliance.
2. Declare which units are being repaired, and roll 2D6 for each. The sum of the rolls would be the cost to repair the unit.
3. Pay the number of IPCs to the bank required to repair the unit. Note: Once the dice are rolled a player must pay for the repairs. Repairs may not be put off to a latter round.
4. The unit would not be considered fully repaired until the beginning of the player's next turn. If the unit were attacked prior to being fully repaired it would still defend in its damaged state.

“SUBMARINE DEPTH STATUS”

A submarine's ability to submerge gives them 4 depth options. Depth options are declared during the Non-Combat Movement Phase. Submarines remain at the declared depth until the players next Non-Combat Movement phase.

“SURFACED”

This is the default depth of all submarines. Submarines at this depth attack, defend, and move normally. While surfaced submarines block convoy routes. Surfaced submarines are obviously not concealed so may be attacked normally without the need for detection rolls.

“PERISCOPE DEPTH”



While at periscope depth submarines may attack targets with a +1 (D6), +2(D12), or +3(D20) to their attack rolls. This bonus is not cumulative with other bonuses. Submarines at periscope depth defend normally. However, while at periscope depth a submarines movement is reduced to 1. While at periscope depth submarines block convoy routes. Submarines at periscope depth are well concealed, and would require air units (fighter, tactical bomber, or bomber), or destroyers to make a detection roll in order to attack them.

Each unit attempting to search for enemy submarines must first be moved into the sea zone containing the submarine during the combat movement phase. Any other naval units in the sea zone may attack the submarine as well once (and if) the submarine is found. During the combat phase each unit searching for submarines would receive a detection roll. On a roll of 3 (D6), 6 (D12), 10 (D20) or less, all submarines in that sea zone would be located, and are subject to attack. It only takes one successful search roll to find all submarines in a single sea zone. If all the searching units fail to find the submarines, all the submarines in that sea zone would be safe from enemy attacks for that round. Units used to search for submarines are allowed to participate in combat in the same sea zone as well, however would not be allowed to participate in any other combat situations.

If attacking a sea zone with both submarines and other naval units the attacker must roll to search for submarines before combat begins in order to score hits on those submarines. If the attacker fails to find them or elects to not search for the submarines, the submarines could not be taken as casualties even if the defending player would like to do so. However, if the attacking player has brought naval units (other than submarines) into the combat zone the defending player may elect to defend with the submarines. If this occurs the submarines would be subject to attack the following rounds.

Submarines have the unique ability to retreat when defending. To do this the attacking player is allowed attack rolls for the first cycle of combat. Any surviving submarines may forgo their defensive rolls and retreat from combat. Retreating submarines only submerge and avoid detection so they must stay in the same sea zone. Once retreated those submarines may not be attacked again until the next players turn; nor can they reenter an ongoing naval combat they retreated from. This submerged retreat does not change the submarines depth status.

“SUBMERGED”



While submerged submarines receive a -1 (D6), -2 (D12), -3 (D20) to their attack and defense rolls. Movement is also reduced to 1 while submerged. While submerged submarines block convoy routes. Submerged submarines are more difficult to detect than subs at periscope depth. Enemy units searching for submerged submarines are successful on a roll of 2 (D6), 4 (D12), 7 (D20).

“SILENT RUNNING”



While in silent running submarines may not attack, defend, move, block convoy routes, or be detected.

MISCELLANEOUS SUBMARINE DEPTH STATUS OPTIONS:

- Depth options are declared during the combat movement phase. (This option may make submarines very powerful, giving the Axis an advantage.)
-

UNIT UPGRADE MARKERS

“AFRIKA KORPS”



AFRIKA KORPS OPTION 1:

Cost: +1 Upgrade any existing unit

Movement: Standard

Attack: +1 (D6), +2 (D12), +3 (D20)

Defense: Standard

Transport Class: Standard

Any German ground or air unit can be upgraded to an Afrika Korp unit for 1 IPC each, or a built from scratch. In either case the Afrika Korp unit must be built or converted in a factory location. Purchasing the upgrade is done during the Purchase Units Phase, but the actual conversion does not take effect until the Place New Units Phase. The upgrade does not count as a purchased unit when dealing with minor factories. Once converted to Afrika Korp the unit remains thus until it has been destroyed.

Afrika Korp units receive a combat bonus during the first cycle of combat when attacking. This combat bonus is only effective on the continent of Africa. Movement and Defense are unaffected by the upgrade.

AFRIKA KORPS OPTION 2: SUPPLY RULES

Cost: 2-Upgrade any existing unit

Any German ground or air unit can be upgraded to an Afrika Korp unit for 2 IPC each, or a built from scratch. In either case the Afrika Korp unit must be built or converted in a factory location. Purchasing the upgrade is done during the Purchase Units Phase, but the actual conversion does not take effect until the Place New Units Phase. The upgrade does not count as a purchased unit when dealing with minor factories. Once converted to Afrika Korp the unit remains thus until it has been destroyed.

When using supply rules Afrika Korp units may attack, defend, and move normally for up to 2 rounds when cut off from supplies.

“AIRBORNE”



AIRBORNE OPTION 1:

Cost: +1 Upgrade existing infantry unit

Movement: 1 (Land), or by Air Transport/Bomber

Attack: 2 (D6), 3 (D12), 4 (D20)

Defense: 2 (D6), 4 (D12), 5 (D20)

Transport Class: Same as Infantry (*1 by air transport/bomber*)

Airborne are ground attack units that can be transported and deployed by air transports. Airborne can be upgraded from existing infantry units for 1 IPC each, or a built from scratch. In either case the airborne unit must be built or converted in a factory location. Purchasing the upgrade is done during the Purchase Units Phase, but the actual conversion does not take effect until the Place New Units Phase. The upgrade does not count as a purchased unit when dealing with minor factories. Once converted to an airborne the unit remains a paratrooper until it has been destroyed. Each player may have no more than 4 Airborne units in play at once. These units may be rebuilt if destroyed.

Airborne may be paired with air transports, and flown into combat zones. Paratroopers can be deployed into any location an air transport can legally move the unit to.

Players not using Air Transports can substitute the unit with Bombers. When doing so, any Bombers used to deploy Airborne units would not be allowed to participate in any combat situation on the same turn.

“CAVALRY UNITS”



CAVALRY OPTION 1:

Cost: 3

Movement: 2

Attack: 1 (D6), 2 (D12), 3 (D20)

Defense: 1 (D6), 2 (D12), 3 (D20)

Transport Class: Same as Infantry

“ELITE INFANTRY UNITS”



ELITE INFANTRY OPTION 1:

Cost: +1 IPC to Upgrade

Movement: 1

Attack: 2 (D6), 4 (D12), 5 (D20)

Defense: 3 (D6), 6 (D12), 9 (D20)

Transport Class: Standard

Players may have a maximum of 4 of these units in play at the end of any given turn. These units must be converted/built in capitol territories, may be built as early as the first turn, and may be rebuilt if destroyed. The unit being converted may be an existing unit by paying 1 IPC, or newly purchased by paying the price of the infantry plus the conversion cost. Converting existing units does not count toward production limitations on minor factories. Converting existing units will not take effect until the place new units phase.

Tactical Options:

These units can be paired with other units such as Infantry, Bunkers, Mechanized Infantry, etc. to give that unit a +1 (D6), +2 (D12), or +3 (D20) bonus to attack, defense, or both.

“ELITE MECHANIZED UNITS”



ELITE MECHANIZED OPTION 1:

Cost: +1 IPC to Upgrade

Movement: 2

Attack: 2 (D6), 4 (D12), 5 (D20)

Defense: 2 (D6), 4 (D12), 5 (D20)

Transport Class: Standard

Players may have a maximum of 2 of these units in play at the end of any given turn. These units must be converted/built in capitol territories, may be built as early as the first turn, and may be rebuilt if destroyed. The unit being converted may be an existing unit by paying 1 IPC, or newly purchased by paying the price of the mechanized infantry plus the conversion cost. Converting existing units does not count toward production limitations on minor factories. Converting existing units will not take effect until the place new units phase.

Tactical Abilities: When paired with armor, the armor unit gains +1 (D6), +2 (D12), or +3 (D20) to attack and defense.

“MARINE UNITS”



MARINES OPTION 1:

Cost: +1 IPC to Upgrade

Movement: 2

Attack: 2 (D6), 4 (D12), 5 (D20)

Defense: 2 (D6), 4 (D12), 5 (D20)

Transport Class: Standard

Players may have a maximum of 6 of these units in play at the end of any given turn. These units must be converted/built in capitol territories, may be built as early as the first turn, and may be rebuilt if destroyed. The unit being converted may be an existing unit by paying 1 IPC, or newly purchased by paying the price of the mechanized infantry plus the conversion cost. Converting existing units does not count toward production limitations on minor factories. Converting existing units will not take effect until the place new units phase.

Tactical Abilities: When used during amphibious landings this unit receives a +1 (D6), +2 (D12), or +3 (D20) to attack rolls during combat.

“PARTISANS”



Overview: Partisans made an enormous contribution to the outcome of World War II. Partisans were civilian fighters, who fought against the occupying powers across the globe. The rules here will help you make Partisans part of the Global War experience.

Rules:

Generation: After the last player has gone in a turn, roll a D12 for each land zone that remains conquered by an opposing player. For each “12” place a Partisan marker in that territory. The roll need only by “10” for all zones in the Soviet Union, China, United States, and Japan.

Effect: A partisan marker in a territory has the following effects:

- a. Land units must stop when entering the territory (they may not move through it).
- b. You do not get resources from the territory.
- c. If you are playing with house rules for supply, Partisans prevent the tracing of supply through a zone.
- d. If you are playing with house rules for rail movement, Partisans prevent rail move through the zone.

Removal: A partisan marker may be removed by an *infantry* class unit (infantry, mech infantry, marine etc...) that occupies the zone as its only action during its turn. A partisan may not otherwise be attacked by other units.

Upgrade: When two Partisans are placed in the same zone, they combine to form a regular infantry. Remove the control marker of the occupying power.

Advanced Partisan Rules

Special Partisans: Some zones have “special” Partisans as follows:

1. **China**: When a Partisan appears in China, roll a dice. On a 1-5 the Partisan is Chinese Nationalist (KMT) controlled. On a 6-12 the Partisan is Chinese Communist (CCP) controlled. KMT and CCP Partisans cannot combine to form a single infantry. When CCP Partisans combined to form an infantry in a formerly KMT zone, place a CCP control marker in that zone.
2. **France**: When a Partisan appears in any part of mainland France roll a dice. On a 1-6 it is a Free French Partisan (under control of the French player) and on a 7-12 it is a FTP (Communist) Partisan under control of the Russian player. FTP and Free French Partisans may not combine to form a single infantry. When FTP Partisans combine to form an infantry in a previously French held zone, place a Soviet control marker in that zone.

3. **French Indo China:** When a Partisan appears in French Indo China roll a dice. On a 1-5 it is a Free French Partisan. On a 6-12 it is a Viet Mihn (Communist) Partisan under control of the Russian player. Free French and Viet Mihn Partisans may not combine to form a single infantry. When two Viet Mihn partisans combine to form an infantry, place a CCP control marker in that zone.