

Events

Germany

5-9 no events

2 – Hitler assassinated Germany worth 8(10) IPC

Generals now direct the war efforts.

3 – Western Germany worth 10 IPC

Industrial output from the Ruhr region increased for war production

4 – Finland quits the war and declares complete neutrality.

All German or Allied units must now leave Finland. No resources are to be traded with either side. Neither side may enter Finland.

10 – Franco joins the Axis powers.

Spain can no longer remain neutral due to increasing pressure from Hitler.

Place German units consisting of 4 INF, 1 armor, 1 mobile infantry, 1 artillery, 1 fighter, 1 naval base, 1 airbase, 1 Minor Industrial complex in Spain. Place 1 Italian transport and 1 Italian destroyer in SZ 92. Morocco place 1 Italian INF

11 – French revolt.

French partisans are disrupting supplies from France. While Germans occupy France value is reduced to 1 IPC

12 – “Total War” mobilization of homeland army.

Infantry cost 2 IPC's this turn.

USSR

5-9 No events

2 – Extra reinforcements from the East

Place 4 free infantry in Novosibirsk.

3 – Mongolian uprising.

Mongolia has agreed to join the Japanese. Japan player roll one die for each Mongolian territory with standing armies. For a roll of 2 or less place that many troops in each territory.

4 – Peasant resistance forces disrupt German supply.

Germany cannot conduct non-combat movement in any Russian territory due to rail disruption damage. Only land units are disrupted. Air units are not affected.

10 – Stalin purges the army.

No combat movement can be conducted this turn. A roll of 5 or 6 will negate this effect and allow the generals to conduct combat.

11 - Allied supply lines open. At collect income phase of Russian turn any Allied units in Russian territories may become Russian units. Sea units not eligible.

12 – “Total War” mobilization of homeland army.

Infantry cost 2 IPC's this turn.

England

5-9 No events

2 – India revolts.

Gandhi and anti-war sentiment swells within the masses in India. Due to increased desertion by conscripted troops, India is now worth 1 IPC

3 – Indian mobilization.

Indian people mobilize for defense of capital. Place 4 free infantry in India. Negates event 2 if currently in revolt.

4 – Churchill has been toppled. No combat movement across the empire. Collect only half of total income from African and Asian territories. Negated by a roll of 5 or 6

Anti-war sentiment increases across the empire and chaos erupts in Parliament. Mainland England begins to question the war, and the colonies, including Indian territories, temporarily disavow loyalty to the crown resulting in half the total income from African and Asian territories.

10 - India +5 IPC's

Increased industrial output for war production

11 – England +5 IPC's

Increased industrial output for war production

12 – “Total War” mobilization of army.

Infantry cost 2 IPC's this turn.

USA

5-9 No events

2 – Increased industrial production Eastern United States worth 25 IPC.

3 – If USA is at war, collect only half income this turn.

Anti-war sentiment is growing. Members of Congress and Senate begin to question America's involvement in the war. The American citizens are tired of rationing. US government diverts resources to civilian population to dissolve social unrest among homeland.

4 – No combat movement this turn. Collect half income. Negated by a roll of 5 or 6. Applies only if USA is at war.

Anti-war sentiment has turned Congress, the Senate, and a new president is elected. Peace movement takes hold developing in social unrest. Protests against the war erupt everywhere in the country. Labor strikes nationwide cripple industrial centers and racial equality is demanded by blacks and other minorities.

10 – Naval reallocation. One free destroyer placed adjacent to any mainland USA industrial complex

Naval yards convert civilian workboats to destroyers this turn.

11 – Increased resource contributions from South and Central America. USA receives +5 IPC this turn only.

12 – "Total War" mobilization of army. USA does not need to be at war for this event to apply.

Infantry cost 2 IPC's this turn.

Japan

5-9 No events

2 – Increased resource extraction. Japan worth 14 IPC

Mining and factory development optimized in Korea and mainland Japan.

3 – Port and airbase maintenance needed. 1 damage applied to each port and airbase under Japanese control.

Japan has neglected the naval and air bases and they now require repair.

4 – Chinese supply disruptions. No combat movement in China

Chinese partisans attack supply lines. Air units not affected.

10 - Mongolian treaty. Mongolians join Japan.

By virtue of bribing the tribes of Mongolia with promised riches and the continued ability to self-govern, the Mongolian tribes have agreed to join the Japanese. All neutral Mongolian territories are converted to Japanese rule. Place printed number of troops in each territory. No dice roll needed.

11 – Advanced naval engineering and cargo ships. Japan value increased by +4 IPC

Deeper ports and larger transports allow for larger cargos to be delivered to industrial zones.

12 – “Total War” mobilization of army.

Infantry cost 2 IPC's this turn.

Australia

5-9 No events

2 – British supply arrives. 6 extra IPC's this turn only.

England sends supplies.

3 – Prime minister toppled. No combat movement this turn. Negated only by roll of 6.

Anti-war sentiment grows. Civilian population is tired of rationing. Social unrest increasing among Aboriginal tribes.

4 – Massive typhoon strikes Australia

100 year storm devastates Australia. Flooding and destruction unprecedented. Half money returned to bank to repair damage sustained from storm. Factories, ports and airbases in New Zealand and New South Wales sustain 1 damage each.

10 - Aircraft conversion.

Civilian seaplanes converted to coastal military patrol craft. Place one free fighter on each undamaged Australian controlled airbase.

11 – Increased war production New South Wales worth 6 IPC's

12 – “Total War” mobilization of army.

Infantry cost 2 IPC's this turn.

Italy

5-9 No events

2 – Industrial technology is implemented.

Factory in Southern Italy is upgraded to a major facility at no cost.

3 – Mussolini toppled. No combat movement. Negated by 5 or 6.

Italian people tire of war and question their involvement in a particularly German affair.

4 – British special forces disrupt Italian ports with sabotage and increased mining of waters by submarine crews.

On this turn, African supplies are cut off due to increased mining of the Mediterranean. Half of African income is collected this turn. Half of any other European territories without a rail line (continuous friendly land route to Rome) is also denied.

10 – Increased African support.

On this turn, Ethiopian tribes enlist to help Italy. Place 2 infantry in Ethiopia.

11 – Increased war production. Southern Italy worth 8 IPC's

12 – "Total War" mobilization of army.

Infantry cost 2 IPC's this turn.

Espionage

5-9 No espionage. If a power is not at war, this phase is not conducted for that power.

2 –Military leader assassinations.

Result is limited combat movement. Combat can be conducted in only 2 zones. Roll 2nd dice for a hit on a 3 or less. Negated by roll of 5 or 6

Germany – 1/2 USSR, 3/4 United Kingdom – England only, 5/6 USA

Japan – 1/2 USSR, 3/4 United Kingdom – India only, 5/6 USA

Italy – 1/2 USSR, 3/4 United Kingdom – England only, 5/6 USA

USSR – If at war with both Germany and Japan, even roll is targeted at Germany and odd roll is at Japan.

England – If at war with both Germany and Japan, even roll is targeted at Germany and odd roll is at Japan.

Australia – Japan only.

USA – 1/2 Germany, 3/4 Italy, 5/6 Japan

3 – Technical espionage. Technology succeeds on a 5 or 6 this turn.

Spy networks infiltrate and send back secrets about enemy weapons programs currently being developed.

4 – Deception – Negates movement detected. All enemy units defend at -1 this turn for the first round of combat. Does not apply to AAA or AA guns.

10 – Spy networks sabotage industrial facilities and rail lines. Roll one die of industrial attack for the next two turns

Germany – 1/2 USSR, 3/4 United Kingdom – England only, 5/6 USA

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Italy – 1/2 USSR, 3/4 United Kingdom – England only, 5/6 USA

USSR – If at war with both Germany and Japan, even roll is targeted at Germany and odd roll is at Japan.

England – If at war with both Germany and Japan, even roll is targeted at Germany and odd roll is at Japan.

Australia – Japan only.

USA – 1/2 Germany, 3/4 Italy, 5/6 Japan

11 – Movement detected – negates deception. All units defend at +1 for the first round of combat. Does not apply to AAA or AA guns.

12 – Counter espionage. Negates all adverse espionage from any enemy spy network.

Germany

- 2 – The jet age begins and the ME-262 takes to the skies. Fighters defend at a 5 during ground attacks and scrambles and defend at 3 during strategic and tactical bombing.
- 3 – King Tiger tank is developed and rolls off the assembly line. Armor now attacks on a 4.
- 4 – Type IX U-boat is unleashed upon the Atlantic. Submarines attack at 3 and defend at 2.
- 5 – Nebelwerfer rocket packs delivered to the front. All artillery can support 2 infantry or mechanized infantry.
- 6 – Waffen SS divisions now attached to regular army divisions. “4+1” For every 5 infantry in a combat or defense. One attacks and defends at +1. With an attached artillery the attack value is increased to 3.
- 7 – V-2 Rocket is developed. Airbases may now conduct one industrial attack on a zone within 4 spaces. One die of damage is rolled per base.

8 – Long range aircraft. All aircraft flight range is increased by 1 movement.

9 – Advanced radar. AA guns hit at 2 during strategic and tactical bombing raids.

10 – Improved mechanized infantry. All mechanized infantry attacks at a 2. Artillery do not boost.

11 - Improved aviation engineering and manufacturing. Fighters now cost 8 IPC.

12 – Atomic weapons. A new age of terror begins as the Nazis harness the power of the atom.

Atomic bombs cost 18 IPC to build. Only two may be built per turn.

Move as infantry by land or sea. If loaded on a strategic bomber, it can move the current range of the bomber

Due to a lack of trained technicians and engineers, a nation may possess no more than 2 weapons at one time.

Due to the size and nature of the airburst associated with the nuclear warhead, no attack roll is required to score a successful hit.

No air defense, such as fighter scramble, is allowed due to the altitude of the strike plane and surprise of the attack.

An atomic weapon is treated as an AAA gun if the territory in which it is stored is attacked.

If used on a victory city territory:

No AA or AAA guns are to be fired due to the altitude of the strike plane and surprise of the attack.

Any industrial complex is completely disabled to maximum value of 20 for major and 6 for minor complexes.

Any airbases or naval bases are completely disabled to a value of 6

5 units of defenders choice eliminated. AAA guns may be chosen.

If used on a non-victory city territory:

No AA or AAA guns may fire due to the altitude of the strike plane and surprise of the attack.

Any IC in the territory is disabled to value of 12 for major and 4 for minor complexes.

Any airbases or naval bases are completely disabled to a value of 6.

4 units of defenders choice eliminated. AAA guns may be chosen.

If used on a naval assault:

If the nuclear strike is combined with other surface attack vessels, the defender adds 4 hits to the attacker's combat roll results.

If no attacking surface vessels are part of the assault, due to the altitude of the strike plane and surprise of the strike, aircraft on carriers and loaded troops on transports are considered to be cargo and provide no defense. The 4 hits are assessed and the attacking bomber returns to base. No 2nd attack is permitted.

USSR

1 – IL-2 Sturmovik rolls off the line. All fighters now attack at 4.

2 – T-36 rolls off the line. Tanks now attack at 4.

3 – Katyusha rocket packs to the front. Artillery can support 2 infantry.

4 – Russian home guard. “4+1”, for every 5 infantry on defense one defends at 3.

5 – 6 Roll again

United Kingdom

- 1 – Sterling bombers developed. Roll 2 dice for each strategic bomber in a combat or strategic raid.
- 2 – Ship radar. Battleships now hit and defend at 5.
- 3 – Improved capital ship design. Battleships and carriers now require 3 hits to destroy.
- 4 – SAS Commandos. On first round only, of an amphibious assault infantry hit on a 2. Matching artillery boost to a 3.
- 5 – Anti-aircraft radar improvements. AA guns hit on 2 during strategic and tactical bombing.
- 6 – Spitfire III rolls off the line. Fighters now defend at 5 during attacks and scrambles and 2 during strategic and tactical bombing.

USA is not permitted to develop weapons until they are in a state of war.

- 2 – B-29 is developed by Boeing. Roll 2 dice for each strategic bomber in a combat or strategic raid. Range is increased to 8.
- 3 – Improved factories and manufacturing methods. Cost of all units *except infantry*, reduced by 1 IPC.
- 4 – Ship radar. Battleships now hit and defend at 5.
- 5 – Improved capital ship design. Battleships and carriers now require 3 hits to destroy.
- 6 – Improved ship building. Battleships cost 17 and carriers cost 13.
- 7 – P-51 Mustang rolls off line. Fighters now have a range of 6
- 8 – Rocket barges developed. Destroyers may now conduct shore bombardment at a 2.
- 9 – Improved mechanized infantry. All mechanized infantry attacks at a 2. Artillery do not boost.
- 10 – Long range aircraft. All aircraft flight range is increased by 1 movement. P-51 is not increased.
- 11 – Jet power developed. Fighters defend at 5 and 3 during strategic and tactical bombing raids.
- 12 – Atomic weapons. See German section.

Japan

- 1 – Kaiten submarine is unleashed upon the Pacific. Submarines attack at 3 and defend at 2.
- 2 – Improved ship building. Battleships cost 17 and carriers cost 13.
- 3 – Ship radar. Battleships now hit and defend at 5.
- 4 – Improved capital ship design. Battleships and carriers now require 3 hits to destroy.
- 5 – Long range aircraft. All aircraft flight range is increased by 1 movement.
- 6 – Improved aviation engineering and manufacturing. Fighters now cost 8 IPC

Italy

- 1 – Long range aircraft. All aircraft flight range is increased by 1 movement.
- 2 - Improved aviation engineering and manufacturing. Fighters now cost 8 IPC
- 3 – Improved mechanized infantry. All mechanized infantry attacks at a 2. Artillery do not boost.
- 4 – Mobile artillery. Artillery may now move 2.
- 5 – Frogmen commandos. On the first round of combat only, 2 extra dice are rolled prior to a naval attack. A roll of 2 or less is a hit. Hits are assessed prior to the main attack.
- 6 – Roll again.

Australia – due to lack of industry and supplies are limited to naval improvements only

1 – Improved ship building.

Cost table

Battleship	17
Aircraft Carrier	13
Cruiser	9
Destroyer	7
Transport	6
Submarine	5

2 – Ship radar. Battleships now hit and defend at 5.

3 – Improved capital ship design. Battleships and carriers now require 3 hits to destroy.

4 – 6 – Roll again.