

<b>TURN PHASES</b>	
<b>1. PRODUCTION</b>	
A) Repair units	
B) Research technology	
C) Lend-Lease Declaration	
D) Purchase units	
<b>2. COMBAT MOVEMENT</b>	
Move units into Combat related actions	
<b>3. COMBAT</b>	
Defender announces all reactions to combat moves	
Attacker combat resolved	
<b>4. NON-COMBAT MOVEMENT</b>	
Move units not in combat, Strategic rail movement	
<b>5. PLACE UNITS AND COLLECT INCOME</b>	
Put units on the map or production chart.	
Deliver Lend-Lease	
Collect all Income and bonuses	

<b>TURN PHASES</b>	
<b>PRODUCTION PHASE</b>	
<b>B) RESEARCH TECHNOLOGY</b>	
Tech may not be used till July 1939.	
Each Tech may only be rolled for <u>ONCE</u> per turn.	
Each roll for Tech costs 2 IPP	
A nation may develop as many Tech as they wish	
Each roll is a single D12 Die and if it matches or is higher than the value shown on the Tech Chart, you are successful. Move your roundel one space forward on the Tech.	
If your roundel is printed on the Tech Chart, skip that stage and move to the next one. This represents existing Tech research from history	
Once you have completed the Tech you may now use it. New units unlocked must be built as per the build chart, existing units are not auto upgraded.	
Tech if successful is available immediately, in the lend-lease or purchase units of the same turn.	

<b>TURN PHASES</b>	
<b>PRODUCTION PHASE</b>	
<b>A) REPAIR FACILITIES UNITS</b>	
<b>REPAIR FACILITIES</b>	
At this time a player may spend 1 IPP for each point of damage	
To repair any damaged facilities that they own, repair may be partial depending upon amount spent.	
<b>REPAIR CAPITAL SHIPS</b>	
Capital Ships may only be repaired if adjacent to a Ship Yard.	
2 D6 dice are rolled to determine the cost of repair	
Once the total is paid the ship is immediately fully repaired	
If the full amount is not paid the ship is moved to the production chart, place units box, with a note detailing the Shipyard location of the repair (same as location ship was removed from the map) and the total cost remaining. This may be paid at a later turn.	
If the Shipyard repairing the Ship is captured before full payment. The Ownership of the Ship transfers to the new owner of the Shipyard. Who may repair and use the ship at the same cost.	

<b>TURN PHASES</b>	
<b>PRODUCTION PHASE</b>	
<b>C) LEND-LEASE</b>	
During Purchase units you must declare that you are building a unit for or sending money as Lend-Lease.	
May send 1 unit or 50% of receivers income rounded up. Per turn. To as many receivers as wanted.	
May not lend lease to yourself. Example: no part of the commonwealth may lend lease to another part. And only sent to 1 Part of commonwealth by the sender per turn.	
The receiving nation <b>MUST</b> be at war with a Major Power. Or part of a civil war.	
Lend- Lease may be blocked or Interdicted in transit. If blocked for 2 turns sender may keep it.	
Arrives from senders Major factory by most direct route to receivers home country and stops as soon as it reaches the first landzone.	

<b>TURN PHASES</b>	
<b>PRODUCTION PHASE</b>	
<b>D) PURCHASE UNITS</b>	
A Player uses its IPP to spend on new units as per the build charts. You must meet the requirements to build.	
Either units or facilities are now placed on the production Chart as per turns required or moved to the next stage.	
5/5/5/5 means 4 turns 5 IPP a turn to move it forward or place it. Turns may be skipped resulting in no movement on the Production chart. A underconstruction marker must be placed to show where the facility or unit will be placed.	
If a unit is unable to be placed or upgraded for any reason it remains on the production chart, until able to be placed in later turns.	
If the location is captured the new owner possesses the under construction item as their own. Replacing it with their own unit.	

<b>TURN PHASES</b>	
<b>COMBAT MOVEMENT</b>	
Show all Combat Movement together.	
Show all amphibious assaults and same seazone naval battles if needed. Clearly state what fights in the naval battle and what is involved in the Amphibious assault including Shore Bombardment	
Show all land attacks including Blitzes	
Show all Combat Air Patrol (CAP)	
Show all Strategic bombing Raids and Escort Fighters.	
Show all convoy raiding.	
Show all naval battles.	
Show all Airborn attacks.	
After all Combat movements are completed. The Defender now may Scramble aircraft for interception or combat etc as allowed. Defender choice can not change attackers combat moves.	

<b>TURN PHASES</b>	
<b>NON-COMBAT MOVEMENT</b>	
All Attacking Aircraft return to a friendly landing zone with remaining movement points.	
No units that moved in Combat may move in non-combat move, unless returning aircraft.	
CAP aircraft may return or remain on CAP	
All other units may move so long as they do not move to the same location as an attack or initiate an attack.	
Perform Strategic rail moves.	
Transports may deliver reinforcement to Naval Bases/Shipyards captured this turn.	
Aircraft may land at Air Bases captured this turn.	

<b>TURN PHASES</b>	
<b>COMBAT</b>	
All combat movements must be done before any Combat occurs, No extra Combats may be started and units assigned may not be changed either added to or aborted from attacks.	
After all Combat movements are completed. The Defender now may Scramble aircraft for interception or combat etc as allowed. Defender choice can not change attackers combat moves.	
Attacker choses the order of all combats, unless another combat is required first. Example: sea battle before amphibious assault.	
Move units to the Battle board. All paired units are adjusted and modifiers like city bonus etc. Are applied.	
Each unit rolls for a hit, anything at or below its Attack or Defence value is a hit and the casualty is removed at the end of the round. Owner selects casualty unless specified in rules.	
All first strikes are rolled first for both sides and Casualties are removed immeadiately. And do not roll back.	
The Attacker rolls first	
The defender rolls last including Casualties.	
The Attacker may retreat at the end of any round, To a location that any attacking units came from. All retreat together1 space away.	

<b>TURN PHASES</b>	
<b>PLACE UNITS COLLECT INCOME</b>	
Last part of your turn, once you start placing units or collecting income no other units may be moved on the map.	
Place Units from the place units box of the production chart.	
Units placed must not exceed the factory output of your factories. Factory must be repaired on this turn or possessed before purchase units Phase to be counted.	
All units must be placed at a factory that is connected by a non blockaded supply route to the home countries major factory.	
Naval units must be placed at a factory or naval base, Shipyard etc. appropriate to the unit, maximum of 5 per base. Counts towards factory output count.	
If a unit cannot be placed it remains in place unit box, until able to be placed at a later turn.	
Lend-Lease is sent durring place units	
Collect all income including bonuses and Wartime economy roll.	