

Land Units	A	D	M	\$	\$	\$
Militia	1	2	-	2	2(1)	2
Militia, Blackshirts	2	2	1	-	-	2
Militia, Sissi (Ski)	1	2	1	-	-	-
Militia, Volkssturm	1	2	1	2	-	-
Infantry (Class: Japan: Veteran A/D+1)	2	4	1	3	3	3
Infantry, Mountain (2 pr. turn)	2	4	1	4	4	4
Infantry, Airborne (2 pr. turn)	2	2	1	3	3	3
Infantry, Fallschirmjäger (1 pr. turn)	3	3	1	5	-	-
Infantry, Marine (2 pr. turn)	2	4	1	4	4	4
Infantry, Marine, SNLF (2 pr. turn)	3	5	1	-	5	-
Infantry, Ski (1st, retreat, 2 pr. turn)	2	4	1	4	4	4
Infantry, Utti Jäger (Ski, Finland: 1 pr. turn)	3[1]	5	1	4	-	-
Infantry, Kwangtung (4 pr. game, - factory)	3	4	1	-	4	-
Motorized Infantry	2	4	2	4	4	4
Mechanized Infantry	3	4	2	4	4	4
Mechanized Infantry, Advanced (B: 2:1)	4	5	2	4	4	4
Mechanized Infantry, SS (Blitz, 2 pr. turn)	4	5	2	4	-	-
Brandenburg Commando (Sea/Air, 1 pr. turn)	2[1]	2	1	3	-	-
Anti Aircraft (^3)	3	3	1	4	4	4
Artillery (1st)	3	3	1	4	4	4
Artillery, Advanced (1st)	4	4	1	4	4	4
Artillery, Self-propelled (1st)	3	3	2	5	5	5
Artillery, Self-propelled, Advanced (1st)	4	4	2	5	5	5
Cavalry	3	2	2	3	3	3
Light Armor	4	3	2	4	4	4
Medium Armor	6	5	2	6	8	7
Heavy Armor	8[1]	7	2	8	10	9
Heavy Armor, Tiger (1 pr. turn / Germany)	8[1]	8	2	8	-	-
Kamikaze (2 pr. turn - SZ# 38, 55 & 56)	7[5]	-	-	-	-	-
Deutsche Afrika Korps	-	-	-	5	-	-

Air Units	A	D	M	\$	\$	\$
Fighter (Japan: Veteran A/D+1)	6(3)	6(3)	4	10	10	10
Bomber, tactical	7[3]	5	4	11	11	11
Bomber, medium	7(1)	4	5	11	11	11
Bomber, strategic	(1)	2	6	12	12	12
Bomber, strategic, heavy	(2)	3	6	15	15	15
Seaplane, H6K	2	2	7(3)	-	9	-
Jet	8(5)	8(5)	4	12	12	12
Transport	-	-	6	9	9	9

Germany	Speical events
Jul. '40	End of Blitzkrieg special ability
Jan. '43	Mechanized Infantry, SS - available even without Tech
Japan	
Jan. '40	Can purchase Medium Armor
Jan. '45	Can purchase Militia for 1 IPP in Homeland
Italy	
Jan. '40	Can purchase Medium Armor

Deutsche Afrika Korps

- ^3 Infantry ^2 Artillery
- ^1 motorized Infantry ^2 Light Armor (or 1 Light and 1 Medium)

Sea Units	A	D	M	\$	\$	\$
Torpedo Boat	2	2	2	-	-	-
Destroyer	4(1)	4	3	8	7	8
Cruiser	6(2)	6	3	4/4/4	3/4/4	4/4/4
Battleship	8(4)	8[2]	2	6/5/5/5	5/5/5/5	6/6/5/5
Battleship, Yamato (-2 A/D pr hit)	9(5)	9[3]	3	-	7/6/6/6	-
Light Carrier	-	1	3	3/3/3	3/3/3	3/3/3
Carrier	-	2[2]	3	6/4/4/4	4/4/4/4	6/4/4/4
Submarine	3	3	3	5	6	6
Submarine, Coastal	2	2	1	-	-	-
Submarine, Advanced	4	4	3	7	7	7
Landwasserschlepper (1, pair)	2	4	1	5	-	-
Marinefährrahm (avail. Jan. '41)	-	-	2	3	-	-
Transport	-	-	2	8	7	8

Facilities	Max Damage	\$	\$	\$
Minor Factory	5(-)	5/5	5/5	5/5
Factory Upgrade	-	5/5	5/5	5/5
Major Factory	20(1 less pr.)	5/5/5/5	5/5/5/5	5/5/5/5
Airbase	5(-)	5/5	5/5	5/5
Submarine Base	3(-)	3	3	3
Seaplane Base	3(-) (-AA)	3	3	3
Minor Port (M+0)	3(-) (-AA)	5	5	5
Naval Base (M+1)	5(-)	4/3/3	4/3/3	4/3/3
Shipyards	8(-)	5/5/5	5/5/5	5/5/5
Coastal Artillery (^3@3)	-	8	8	8
Fjell Battery (^3@4, conv. BB)	-	5/5	5/5	5/5
Fortification (2@5, D+2/R1, -B)	-	5/5	5/5	5/5
MG Pill Box (2@5, Infantry)	-	3	3	3
Atlantic Wall (^3@3, D+2/R1)	-	6/6/6/6/6	-	-
Railroad	4/2/1(-)	4(8)	4(8)	4(8)
Flaktower (^3@4)	-	6	-	-
Radar	5(-)	5	5	5
Rocket Launching Facility	8(-)	8	8	5

Wartime Bonus Income

Germany	IPP
Spain is neutral or Narvik is Axis possessed/aligned	+1 each
Sweden is neutral or Axis possessed/aligned	+3
Romania is Axis possessed/aligned	+3
Possession of Transcaucasia, Southern Iran, Iraq	+2 each
Molotov-Ribbentrop Pact	+5
Japan	
Possession of Borneo, Java, Malay, Hawaii, Philippines	+2 each
Possession of Midway, Wake, Solomon Islands	+1 each
Possession of Chinese territories: Nanking, Tai-Yuan, Peking, Henan, Zhejiang, Guangxi	+1 each
Italy	
Possession of Gibraltar or Suez Canal	+2 each
No enemy surface warships in the Mediterranean	+2

May place 2 Transports at Italian Naval bases pr. game.

Turn Sequence

Germany	Russia	CCP	Japan	UK	FEC	Anzac	France	Italy	US	KMT
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Starting IPP

Germany	Japan	Italy	Italy
24	23	7	10

War

Victory Points

Germany	Scoring	#
Lebensraum	Score 1 for each for the following groups of land zones Possessed: (1) Warsaw, West Poland and Dolnoslaske (2) Lithuania, Latvia and Estonia (3) Denmark, Netherlands and Belgium (4) Yugoslavia and Greece (5) Bessarabia, Western Ukraine and Belorussia	4
Eliminate Communism	Possession of Moscow or two other Russian cities	1
Gain Ressources	Income from territories and bonuses > 50 IPP	1
Spanish Civil War	Spain is Axis aligned	1
Japan		
Colonialism	Income from territories and bonuses > 50 IPP	2
Pacific Security	Possession of Midway, Wake, Guam, the Caroline & Marshall Islands or twice the number of capital ships as the allies in the Pacific	1
Asian Security	Twice as many land units as Russia on their shared border	1
Raw Materials	Score 1 for each for the following groups of territories possessed: (1) Malay, Hanoi & Saigon (2) the Philippines, Borneo & Java (3) Nanking	3
Italy		
Expand the Empire	Score 1 for each new territory possessed (maximum of two)	2
Mediterranean Dominance	Twice as many capital ships as the Allies in the Mediterranean or possess Gibraltar, Suez Canal & Malta	1
Triumph of Fascism	Spain is Axis aligned	1

Special Abilities

Germany	Ability
Soviet Surprise Attack	When Germany declares war on the Soviet Union all German land/air units get +1 Attack and all Soviet units get -1 Defense on all rounds of combat (including subsequent blitz). The Soviets may not Attack more than one land zone on their next turn
Free Tech-roll	One free tech roll per turn
Align East Europe	After conquering France, Germany can immediately start aligning Bulgaria, Hungary & Romania - one country pr. turn. All three aligns when Germany declares war on Russia
Align Argentina	Can attempt to align Argentina once per game. Cost: 2 IPP. On a 1-2 Argentina becomes Axis aligned. Increase US income by D12 if US not already at war
Align Finland	Can align Finland once at war with Russia
Align Turkey	Can align Turkey if Axis possess Transcaucasia
Align Spain	Spain will align to Germany if Axis possess London or both Gibraltar and Suez
Japan	
Surprise Attack	May make one surprise attack on one land or sea zone the turn it declares war on the British Commonwealth or USA. The attack can be used against CW/French/Dutch/USA (not China or Soviet Union). All Japanese aircraft gain first strike. Japanese ships gain +1 combat movement bonus. All Enemy units receive a -1 Defense on the first round of combat
Veteran Infantry / Fighters	Each time Japanese units win a battle, roll a D12 for each Japanese Infantry or Fighter that was eliminated in combat. On a 12 you may promote one regular infantry (including Mountain, Regular Marine, Cavalry) or one Fighter to Veteran Status. All Veteran units have +1 Attack and Defense
Kamikaze	If enemy ships are within the sea zone of the Japanese homeland (including Okinawa) the Japanese may make up to 2 kamikaze Attacks per turn to a game total of 6. These are made at an Attack of 7 with target selection vs. surface ships of 1-5
Dug in Defense	Japanese land units defending any zone in their Home Country gain a +1 Defense. Includes Okinawa even though it is not Home Country
Civilian Defense	May purchase Militia on the home islands of Japan (Sapporo, Tokyo, Fukuoka and Okinawa) for the cost of 1 IPP beginning January 1945 or any turn there are 5 or more US Transports in the Pacific
Island Nation	Can be blocked by enemy surface warships
Sea Transport	May transport infantry class units on a destroyer. Such units may amphibiously assault from the destroyer. A destroyer is -1 to its Attack / Defense value while transporting infantry