

1939
Production: 24
Starting IPC: 52

v7.2

A. PARATROOPERS: These are special infantry units that attack at a +1 during the first round of combat when the unit is air dropped by a bomber. After the first round, it acts like normal infantry. Both the paratrooper and bomber must begin their movement from an airbase in the same territory.

C. SS PANZER: Starting on turn 2, Germany can build up to 2 of these special armor units per turn.

E. WOLF PACK: German subs attack at a +1 if 2 or more are participating in the same attack. If at any time during the battle there is only one submarine left in the battle, the sub reverts back to normal attack value.

A. EASTERN FRONT: During the turn of the first German attack on Russia, Germany can pick one land territory to launch a surprise attack against. All German units attack at a +1 and all Soviets defend at a -1.

C. BLITZKRIEG: Germany can make a Blitzkrieg attack on their first turn only. This allows them to make up to 2 attacks per unit if they wish.

NATIONAL OBJECTIVES:

+ 3 Production if at least one German land unit is in Cairo.

Territories		Ships	
Die Roll		Die Roll	
1-6	Becomes Vichy	1-2	Replace with German ship.
7-12	Becomes Free French	3-8	Ship is scuttled and removed
		9-10	Becomes Vichy and moved to nearest Vichy territory.
		11-12	Becomes Free french and moved to nearest Free French Territory.

AXIS MINORS

1939

MINOR AXIS										Order of Play					
HUNGARY	Production: 3	ROMANIA	Production: 6	BULGARIA	Production: 4	HELSINKI	Production: 3	TORIN	VIIPURI	SEA ZONE 20	1. Germany & <u>Axis Minors</u> 2. Japan 3. Russia, Comm. China		4. U.K., France & Minor Allies 5. United States, Nationalist China 6. Italy		
UNIT TYPE											COST	MOVE	ATTACK	DEFENSE	
2		6		4		4		3	3		INFANTRY (w/ Artillery)	3	1	2(3)	4
											MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	4
1		1		1					1		ARTILLERY (w/ Mech.)	4	1(2)	3	4
											ARMOR (w/Tactical Bomber)	6	2	6(7)	6
1		1		1		1					AA GUN	6	1	0	2
		1				1					FIGHTER (as SBR Escorts & INT.)	10	4	6(3)	6(3)
											TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
											BOMBER (SBR vs INT.)	12	6	8	2(1)
											AIRCRAFT CARRIER	18	2	0	4*
											BATTLESHIP	21	2	9	8
											CRUISER	13	2	6	6
										1	DESTROYER	8	2	4	4
											SUBMARINE	5	2	4	2
											TRANSPORT	8	2	0	1*
		1				1					AIR BASE	15	0	0	AA
											NAVAL BASE	15	0	0	AA
											INDUSTRIAL COMPLEX (Major)	30	0	0	0
1		1		1		1					INDUSTRIAL COMPLEX (Minor)	12	0	0	0
											FORTIFICATION (2D12)	15	0	0	5

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SPECIAL RULES:

ROMANIA: Romania is only worth 4 production to Germany.

BULGARIA: Bulgaria is only worth 2 production to Germany.

ARGENTINA: Argentina has a fixed income of 3 production.

1939
Production: 41
Starting IPC: 30

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A. NAVAL INFANTRY: Naval Infantry (SNLF) attack at a +1 during amphibious assaults. They also defend against amphibious assaults at a +1 during the first round of combat only. Japan can build 2 of these special infantry units per turn. These units use the combined arms rule for infantry. Naval infantry cannot be used in a Banzai attack.

C. KAMIKAZE FIGHTER: Starting on Turn 10, 1 Fighter per turn may kamikaze. A Kamikaze fighter can move to maximum range (ignoring the rule requiring it to land in NCM) and hits on a roll of 8 or less. Veteran fighters cannot kamikaze.

E. NAVAL TORPEDO BOMBER: This special tactical bomber has a targeting capability against sea units. It hits on a roll of 7 or less, but a roll of 4 or less allows it to choose the target it hits.

- (No Damage) Attack: 9 Defend: 9 Shore bombard at 6.
- (1 Damage Point) Attack: 6 Defend: 6 Shore bombard at 4.
- (2 Damage Points) Attack: 0 Defend 3 Shore bombard at 0.

1. + 5 Production for each major Allied victory city Japan controls in the Pacific (Singapore, Calcutta, and/or Sydney).

2. + 5 Production if all of the Dutch East Indies are under Japanese control and Japan controls all of its original territories.

1. BANZAI: Regular infantry can make 3 banzai attacks per turn. Up to 2 infantry per battle may attack at a +1 for the first round of combat but cannot retreat. Infantry using the banzai attack do not get the +1 attack for being paired with artillery for the entire battle. Veteran and naval infantry cannot be used for banzai attacks.

2. DUG-IN DEFENSE: All Japanese Infantry units defend at a +1 in all original territories. This includes naval and veteran infantry.

3. SNEAK ATTACK: Japan gets a sneak attack that has to be used before the start of turn 7.

RUSSIA

1939

Production: 48

Starting IPC: 15

RUSSIA																C.CHINA		Order of Play						
MOSCOW	LENINGRAD	SMOLENSK	KARELIA	PSKOV	BELORUSSIA	BESSARABIA	KIEV	EASTERN UKRAINE	OREL-KURSK	STALINGRAD	NOVOSIBIRSK	VLADOVASTOK	AMUR	SAKHA	SEA ZONE 9 (ARCH)	SEA ZONE 20 (LENI)		PINGLIANG	YAN'AN	1. Germany & Axis Minors 2. Japan 3. <u>Russia, Comm. China</u> 4. U.K., France & Minor Allies 5. United States, Nationalist China 6. Italy				
UNIT TYPE																				COST	MOVE	ATTACK	DEFENSE	
6	1	2	1	2	3	1	3	1	1	2	6	2	3	2				3	2	INFANTRY (w/ Artillery)	3	1	2(3)	4
1	1	1																		MECHANIZED (w/ Artillery or Armor)	5	2	2(3)	4
1		1			1		1	1			3							1		ARTILLERY (w/ Mech.)	4	1(2)	3	4
1			1						1		4									ARMOR (w/Tactical Bomber)	6	2	6(7)	6
1			1							1	1									AA GUN	6	1	0	2
2	1						1													FIGHTER (as SBR Escorts & INT.)	11	4	6(3)	6(3)
1																				TACTICAL BOMBER (SBR vs INT.)	12	4	7	4(1)
																				BOMBER (SBR vs INT.)	14	6	8	2(1)
															1					AIRCRAFT CARRIER	18	2	0	4*
															1					BATTLESHIP	22	2	8	8
																1				CRUISER	12	2	6	6
																1	1			DESTROYER	8	2	4	4
															1					SUBMARINE	8	2	4	2
																				TRANSPORT	8	2	0	1*
1	1						1			1										AIR BASE	15	0	0	AA
			1									1					1	1		NAVAL BASE	15	0	0	AA
1													1							INDUSTRIAL COMPLEX (major)	30	0	0	0
										1										INDUSTRIAL COMPLEX (minor)	12	0	0	0
	1											1								FORTIFICATION (2D12)	15	0	0	5
																				ELITE GUARD SOLDIER (w/ Artillery)	3	1	3(4)	4*
																				KV-2 HEAVY TANK (w/Tactical Bomber)	6	2	8(9)	7

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SPECIAL UNITS:

A. ELITE GUARDS: These are infantry units that attack at a 3 or less and defend at a 5 or less in original Soviet territories. Russia can build up to 2 of these special infantry units per turn. These units use the combined arms rule for regular infantry.

B. KV-2 TANK: **Starting on turn 3**, Russia can build up to 2 of these special armor units per turn. They can move 2 but cannot blitz.

SPECIAL RULES:

1. **RUSSIAN PARTISANS:** Partisans can be placed in vacated Russian territories that have been captured by the Axis, 1 unit per territory per turn, at no cost. Partisans may not move or attack, but defend at a 2. When a territory has 2 partisans they can form 1 infantry unit that takes control of the territory and may attack and defend as normal infantry.

2. THE SLEEPING BEAR: Russia cannot attack Germany until the turn it has reached full production, Germany occupies Eastern Poland, or Germany has attacked Russia. If Russia is at war with Japan, Russia can attack Germany and Italy at the beginning of turn 5.

3. **EASTERN FRONT:** During the turn of the first German attack on Russia, Germany can pick one land territory to launch a surprise attack against. All German units attack at a +1 and all Soviets defend at a -1.

4. SECOND CAPITOL: If Axis units occupy Moscow, Russia loses all of their Production Certificates to the bank instead of to the enemy player, but can move the capitol to either Karelia or Novosibirsk and continue to fight.

NATIONAL OBJECTIVES:

1. + 5 Production if Russia is at war with Germany/Italy, Archangel is controlled by the Russians, and there are no Allied units in original Russian territories.

2. +6 Production if Russia controls Helsinki and Russia controls all of its original territories.

1939

Commonwealth:	
Production	33
Starting IPC	35
Canada:	
Production	10
Starting IPC	10

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3. + 3 Production in Canada when the U.S. declares war on any Axis power.

FAR EAST COMMAND & ANZAC

1939

Far East Command:

Production 23

Starting IPC 16

ANZAC:

Production 10

Starting IPC 10

FAR EAST COMMAND										ANZAC									
CALCUTTA	BURMA	SINGAPORE	HONG KONG	SEA ZONE 66 (MADR)	SEA ZONE 67 (MADR)	SEA ZONE 68 (CALC)	SEA ZONE 70 (SING)	SEA ZONE 91 (H.K.)	SEA ZONE106 (H.K.)	SYDNEY	NEW ZEALAND	NEW GUINEA	SINGAPORE	SOUTH AFRICA	SEA ZONE 89 (N.AU)	SEA ZONE 90 (W.AU)	SEA ZONE 99 (SYDN)	SEA ZONE 101	
3	2	2	1							3	1	1	1	1					
										1									
1										1									
										1									
				1															
				1															
				1	1			1							1				
															1				
					1			1									1		
1										1	1								
				1	1	1	1	1	1						1	1	1	1	
1										1									
		1																	

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SPECIAL UNITS:

A. COMMANDO: These special infantry units attack at a +1 during amphibious assaults and airborne drops. FEC can build 1 of these special infantry units per turn. ANZAC can build 1 of these special infantry units per turn. These units use the combined arms rule for infantry.

SPECIAL RULES:

1. COLONIALS: The industrial complex in Calcutta can produce 3 infantry and 3 other units each turn. The 3 infantry must be purchased first. However, no capital ships can be built in Calcutta or Sydney. **The minor IC in Calcutta and Sydney can be upgraded to a major IC after FEC and ANZAC are at war with Japan. They can produce 10 units and capital ships. *First 3 units still must be Infantry***

2. CALL TO ARMS: On the turn that Great Britain (London, Liverpool, Scotland, Belfast) is attacked, FEC infantry cost 2 Production for that round only. On the turn that Australia and/or New Zealand are attacked, ANZAC infantry cost 2 Production for that round only.

NATIONAL OBJECTIVES:

1. + 5 Production for FEC if they are at war with an Axis power and still control Hong Kong, Singapore, and Calcutta.

2. + 5 Production for ANZAC if Allied powers control Dutch New Guinea, New Guinea, Rabaul, and the Solomon Islands.

FRANCE

1939

PRODUCTION: 20

STARTING IPC: 10

FRANCE													Order of Play				
PARIS	NORMANDY	REIMS	MARSEILLES	FRENCH MOROCCO	TUNISIA	SYRIA	NORTHERN ALGERIA	SEA ZONE 24 (NORM.)	SEA ZONE 37	SEA ZONE 38	SEA ZONE 45 (TUNI)	SEA ZONE 53 (RIO)	1. Germany & Axis Minors 2. Japan 3. Russia, Comm. China		4. <u>U.K., France & Minor Allies</u> 5. United States, Nationalist China 6. Italy		
													UNIT TYPE	COST	MOVE	ATTACK	DEFENSE
2	1	6	2			1							INFANTRY (w/ Artillery)	3	1	2(3)	4
1													MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	4
1		1	1										ARTILLERY (w/ Mech.)	4	1(2)	3	4
		1											ARMOR (w/Tactical Bomber)	6	2	6(7)	6
1													AA GUN	5	1	0	2
2													FIGHTER (as SBR Escorts & INT.)	10	4	6(3)	6(3)
1													TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
													BOMBER (SBR vs INT.)	13	6	8	2(1)
													AIRCRAFT CARRIER	17	2	0	4*
								1					BATTLESHIP	21	2	8	8
								1	2				CRUISER	13	2	6	6
								2	2				DESTROYER	8	2	4	4
								1		1	1		SUBMARINE	8	2	4	2
								1	1				TRANSPORT	8	2	0	1*
1	1												AIR BASE	15	0	0	AA
								1			1	1	NAVAL BASE	15	0	0	AA
1													INDUSTRIAL COMPLEX (major)	30	0	0	0
													INDUSTRIAL COMPLEX (minor)	12	0	0	0
		1											FORTIFICATION (2D12)	15	0	0	5
				2	2		3						FOREIGN LEGION (w/ Artillery)	N/A	1	3(4)	4

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A. FOREIGN LEGION: The Legionnaire unit cannot be purchased. These special infantry units attack at a 3 and defend at a 4. When rolling for Vichy territories, Legionnaire units that are in Vichy territories are moved to an adjacent Free French territory. If there is no adjacent FF territory then the unit is destroyed. These units use the combined arms rule for infantry.

SPECIAL RULES:

1. LA RESISTANCE: When the territory of Paris is liberated the first time only, France places 4 infantry in Paris at no cost.

1939
U.S. :
Production 80
Starting IPC 20
CHINA :
Production 12
Starting IPC 12

UNITED STATES
SPECIAL UNITS:

v7.2

E. SUBMARINES: At the beginning of the war, stockpiles of the Mark 14 torpedo were woefully unreliable. Submarines attack on a roll of 3 or less until after turn 9.

1. **CALL TO ARMS:** On the turn that the U.S. is attacked, infantry cost 2 Production each for that turn only.
2. **LIBERTY SHIPS:** While the U.S. is at war, transports and destroyers only cost 7 Production.
3. **IOWA CLASS:** Starting on turn 10, all U.S. battleships attack and defend on a roll of 9.
4. **CAUGHT OFF GUARD:** If Japan attacks the U.S. using the sneak attack, the U.S. may not defend on the first round of combat and all ships suffer a -2 to defense for the rest of the battle. All other units defend as normal starting on the second round of combat.
5. **ALLIED LEND/LEASE:** The U.S. may attempt to lend money to any Allied power that is at war and that can build units. The U.S. may only make one attempt to each country per turn and may never spend more than half of its production on lend/lease. All lend/lease money is subject to Axis Intervention. To simulate this, one Axis player rolls 1d12 for each player receiving lend/lease.

1. + 20 Production if the U.S. controls Washington, New England, and San Francisco while at war.

1. + 5 Production if the Burma Road is open. This also allows them to purchase artillery.

PRO-NEUTRALS

*For all Pro-Axis and Pro-Allied neutrals, armies increase by 1 Infantry every 2 turns if not activated. These extra infantry are placed in the capital territories of each neutral country.

Pro-Allied						Dutch							Poland			Pro-Axis									
YUGOSLAVIA	SEA ZONE 40	LIBERIA	RECIFE (BRAZIL)	IRAN	GREECE	SEA ZONE 42	HOLLAND	JAVA	SEA ZONE 75	SEA ZONE 88	CELEBES	DUTCH NEW GUINEA	SUMATRA	WEST POLAND	EAST POLAND	WARSAW		SIAM	VEDMA (ARGEN.)	IRAQ	UNIT TYPE	COST	MOVE	ATTACK	DEFENSE
5		1	3	2	4		3	2			1	1	2	5	3	2		2	3	1	INFANTRY (w/ Artillery)	3	1	2(3)	4
																					MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	4
1					1		1							2	1						ARTILLERY (w/ Mech.)	4	1(2)	3	4
																					ARMOR (w/ Tactical Bomber)	6	2	6(7)	6
																1					AA GUN	5	1	0	2
1														1		1		1			FIGHTER (as SBR Escorts & INT.)	10	4	6(3)	6(3)
																					TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
																					BOMBER (SBR vs INT.)	12	6	8	2(1)
																					AIRCRAFT CARRIER	16	2	0	4*
			1			1						1							1		BATTLESHIP (Coastal)	20	1	4	6
												1									CRUISER	12	2	6	6
1						2						1						1	1		DESTROYER	8	2	4	4
												1									SUBMARINE (Coastal)	7	2	4	2
			1									1									TRANSPORT	7	2	0	1*
1														1		1		1			AIR BASE	15	0	0	AA
									1	1											NAVAL BASE	15	0	0	AA
																					INDUSTRIAL COMPLEX (major)	30	0	0	0
																1					INDUSTRIAL COMPLEX (minor)	12	0	0	0
																					FORTIFICATION (2D12)	15	0	0	5

* Coastal Battleships and submarines have to move in sea zones that are adjacent to a land territory.

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STRICT NEUTRALS

1939																														
DENMARK	SEA ZONE 17	OSLO (NORWAY)	SEA ZONE 7		STOCKHOLM (SWEDEN)	GOTEBORG (SWEDEN)	SEA ZONE 18		PORTUGAL	SEA ZONE 32	MOZAMBIQUE (PORTUGAL)	MADRID (SPAIN)	BARCELONA (SPAIN)	SEA ZONE 36		ISTANBUL (TURKEY)	ANKARA	SEA ZONE 42	SWITZERLAND	BALTIC STATES		BUYANT-UHAA (MONGOLIA)	OLGIY (MONGOLIA)							
1		1			2	2			2		1	3	4			4	2		6		2		2	1						
					1				1			1				1														
												1																		
													1				1		1											
													1																	

* Coastal Battleships and submarines have to move in sea zones that are adjacent to a land territory.

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Chart 1						
	Advanced Artillery Tactics	Rockets	Radar	Advanced Mechenized Tactics	Advanced Infantry Tactics	Heavy Tank Gun
Germany	14	18	18	24	20	35
Russia	18	18	20	24	20	35
Japan	18	22	20	24	24	40
Commonwealth	14	22	8	24	20	40
Italy	26	22	24	24	20	35
U.S.	18	24	12	24	20	40
Chart 2						
	Jet Fighters	Long Range Aircraft	Heavy Bombers	Improved Factories	Improved Shipyards	War Bonds
Germany	24	30	55	30	36	40
Russia	30	30	50	30	40	40
Japan	30	30	55	30	32	40
Commonwealth	28	24	48	24	28	35
Italy	32	35	60	30	36	40
U.S.	28	24	40	24	26	30
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