GERMANY

					G	Ξĸ	RM.	AN	IY						Orde	of P	lay		
LIN	WESTERN GERMANY	STETTIN	BAVARIA	CZECHOSLOVAKIA	AUSTRIA	NG	SEA ZONE 16	SEA ZONE 17	SEA ZONE 18 (STET)	SEA ZONE 22	SEA ZONE 24	SEA ZONE 27	SEA ZONE 28	SEA ZONE 55	<u>1. Germany</u> & Axis Minors 2. Japan 3. Russia, Comm. China	4. U.ŀ	C., Fran ted Sta ina	ce & Minor tes, Nation	
BERLIN	WES	STE [.]	BAV	CZE	AUS	ELBING	SEA	SEA	SEA	SEA	SEA	SEA	SEA	SEA	UNIT TYPE	COST	MOVE	ATTACK	DEFENSE
6	6	2	4	4	1	3									INFANTRY (w/ Artillery)	3	1	2(3)	4
1	1	1	1	2		1									MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	4
		2													ARTILLERY (w/ Mech.)	4	1(2)	3	4
		3				2									ARMOR (w/Tactical Bomber)	6	2	6(7)	6
1	1	1													AA GUN	6	1	0	2
1	1	1	1	1											FIGHTER (as SBR Escorts & INT.)	10	4	6(<mark>3</mark>)	6(<mark>3</mark>)
1	1	1	1	1											TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
2															BOMBER (SBR vs INT.)	12	6	8	2(1)
															AIRCRAFT CARRIER	18	2	0	4*
									1						BATTLESHIP	21	2	9	8
									1					1	CRUISER	13	2	6	6
									2						DESTROYER	8	2	4	4
							1	1	2	1	1	2	3		SUBMARINE	5	2	4	2
									1						TRANSPORT	8	2	0	1*
1	1	1	1	1											AIR BASE	15	0	0	AA
									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
1															AIRBORNE	4	1	3(4)*	4
															SS PANZER GRENADIER (w/ Artillery or Armor)	4	2	3(4)*	4
															SS PANZER (w/Tactical Bomber)	7	2	7(8)	7
]															HEAVY TANK (TIGER) (w/Tactical Bomber)	7	2	9(10)	7

SPECIAL UNITS:

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.

B. SS PANZER GRENADIER: Starting on turn 2, Germany can build up to 2 of these special mechanized infantry units per turn. They attack at a +1 when paired with an artillery or armor unit.

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

D. TIGER TANK: Starting on turn 3, Germany can build only 1 of these special armor units per turn. Tigers can move 2 but cannot blitz.

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.

SPECIAL RULES:

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.

B. MAGINOT LINE: If Germany attacks the territory of Reims from Holland, this negates the use of the fortification for France (bypassing the Maginot line).

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.

D. VICHY FRENCH: When Germany takes Paris, the German player may choose to set up a Vichy government or continue fighting as normal. If the German player decides to invoke the Vichy Rule, they must make the decision immediately after Paris falls. The German player must roll 1D12 and consult the table below for each French territory and individual ship to determine its status as either Vichy or Free French. If Marseilles falls under Vichy control, Germany may place 2 Infantry and 1 Armor unit in Marseilles for a cost of 5 production certificates on the next turn if they wish. (Germany must have saved 5 production certificates in the bank for this purchase).

	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.

NATIONAL OBJECTIVES:

+ 5 Production if Germany controls Denmark, Oslo, and Narvik while Sweden is neutral or under Axis control.

+ 5 Production if Germany is not at war with the Soviet Union to represent peacetime trade.

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

ITALY

1939

Production: 26 Starting IPC: 15

						IT	Ά	LY							Ord	er of F	lay		
		NTO	Ľ	UK	NIA	PIA	ITALIAN SOMALIALAND	CYRENACIA	SEA ZONE 38	SEA ZONE 39 (TURI)	SEA ZONE 41 (TARA)	SEA ZONE 45	ZONE 46 (TOBR)		1. Germany & Axis Minors 2. Japan 3. Russia, Comm. China		ited St ina	nce & Mino ates, Natio	
TURIN	ROME	TARANTO	TRIPOLI	TOBRUK	ALBANIA	ETHIOPIA	ITALI	CYRE	SEA Z	SEA Z	SEA Z	SEA Z	SEA Z			COST	MOVE	ATTACK	DEFENSE
2	3	2	1	1	1	1	1	2						INFAN	RY (w/ Artillery)	3	1	2(3)	4
														MECH	NIZED (w/ Artillery or Armor)	4	2	2(3)	4
		1												ARTIL	ERY (w/ Mech.)	4	1(2)	3	4
		1												ARMO	R (w/Tactical Bomber)	7	2	5(6)	6
1	1													AA GI	1	6	1	0	2
1	1													FIGH	R (as SBR Escorts & INT.)	10	4	6(<mark>3</mark>)	6(<mark>3</mark>)
	1	1												TACT	AL BOMBER (SBR vs INT.)	11	4	7	4(1)
		1												BOME	R (SBR vs INT.)	12	6	8	2(1)
														AIRCI	AFT CARRIER	17	2	0	4*
											1			BATT	ESHIP	21	2	8	8
										1	1			CRUI	R	12	2	6	6
										2	2	1		DEST	OYER	8	2	4	4
									1	1	1		1	SUBN		8	2	4	2
										1	1			TRAN	PORT	8	2	0	1*
1	1	1												AIR B	SE	15	0	0	AA
										1	1		1	NAVA	BASE	15	0	0	AA
1	1														RIAL COMPLEX (Major)	30	0	0	0
															RIAL COMPLEX (Minor)	12	0	0	0
				1											ICATION (2D12)	15	0	0	5
														BERS	GLIERI ELITE GUARD (w/ Armor)	4	1	3(4)	3
																			v7.2

SPECIAL UNITS:

A. BERSAGLIERI ELITE GUARD: These special infantry units attack at a +1 when paired with an armor unit. Any number can be built in one turn.

NATIONAL OBJECTIVES:

1. + 5 Production if Axis powers control all of the following territories: Cairo, Greece, and Southern France.

2. + 5 Production if the Mediterranean Ocean is free of Allied surface warships (Italy must be at war to receive this NO).

AXIS MINORS

			M	NC	DR	A)	(15				Or	der of	Play		
HUNGARY	Production: 3	ROMANIA	Production: 6	BULGARIA	Production: 4	HELSINKI	Production: 3	TORIN	VIIPURI	SEA ZONE 20	<u>1. </u> Germany & <u>Axis Minors</u> 2. Japan 3. Russia, Comm. China	4. U.K., Fr 5. United S China 6. Italy			
Ξ	Pro	RC	Pro	BL	Pro	H	Pro	Ţ	N	SE	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(<mark>3</mark>)	6(<mark>3</mark>)
											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
P				L			L	L				1	1		v7.2

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. v7.2

JAPAN

								JA	\P/	AN									Order	of P	lay		
токуо	FUKUOKA	KOREA	MANCHURIA	SHANGHAI	OKINAWA	MARIANINA ISLANDS	CAROLINE ISLANDS	FORMOSA	HAINAN	SHANGTUNG	SHANSI	SEA ZONE 91	SEA ZONE 95	SEA ZONE 106 (SHAN)	SEA ZONE 114	SEA ZONE 123 (PEK)	SEA ZONE 124 (FUKU)	EA ZONE 125 (TOKY)	1. Germany & Axis Minors <u>2. Japan</u> 3. Russia, Comm. China	4. U.I	K., Fra ited St ina	nce & Mino ates, Natio	
P	5	¥	ž	ŝ	ò	ž	5	R	Ŧ	ŝ	ş	s	S	s	S	S	s	SEA	UNIT TYPE	COST	MOVE	ATTACK	DEFENSE
6	4	2						1											INFANTRY (w/ Artillery)	3	1	2(3)	4*
																			MECHANIZED (w/ Artillery or Armor)	5	2	2(3)	4
1			1							2									ARTILLERY (w/ Mech.)	5	1(2)	3	4
	1																		ARMOR (w/Tactical Bomber)	7	2	5(6)	5
1	1																		AA GUN	6	1	0	2
1																			FIGHTER (as SBR Escorts & INT.)	10	4	6(<mark>3</mark>)	6(<mark>3</mark>)
	1			1															TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
	1																		BOMBER (SBR vs INT.)	14	6	8	2(1)
																		2	AIRCRAFT CARRIER	16	2	0	4*
																	2		BATTLESHIP	20	2	8	8
												2		2			2		CRUISER	11	2	6	6
												2	1	2			2	2	DESTROYER	7	2	4	4
												1	1	1	2				SUBMARINE	7	2	4	2
												2		2			2		TRANSPORT	7	2	0	1*
1	1			1	1		1	1											AIR BASE	15	0	0	AA
													1	1		1	1	1	NAVAL BASE	15	0	0	AA
1	1																		INDUSTRIAL COMPLEX (major)	30	0	0	0
																			INDUSTRIAL COMPLEX (minor)	12	0	0	0
																			FORTIFICATION (2D12)	15	0	0	5
			3	2				1	1	2	3								VETERAN INFANTRY (w/ Artillery)	N/A	1	4(5)	5
				3				2											VETERAN FIGHTER (SBR)	N/A	4	8(3)	7(3)
																			YAMATO CLASS BATTLESHIP	24	2	9	9
						1	1		1										NAVAL INFANTRY (SNLF) (w/ Artillery)	3	1	3(4)*	4*
																		2	NAVAL FIGHTER	11	4	6*	6
																		2	NAVAL TORPEDO/DIVE BOMBER	12	4	7*	4

SPECIAL UNITS:

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.

B. VETERAN UNITS: Veteran Infantry are experienced infantry that have better morale and use proven tactics to defeat their enemies. These units use the combined arms rule for infantry. Veteran Fighters are experienced pilots that use advanced tactics to defeat their enemies. Neither of these units can be purchased. Veteran infantry cannot be used in a Banzai attack. Veteran fighters cannot kamikaze.

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.

D. NAVAL FIGHTER: This special fighter unit has a targeting capability against surface ships. It hits on a roll of 6 or less, but a roll of 1 allows it to choose the target it hits.

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.

F. YAMATO BATTLESHIP: Starting on turn 4, Japan can build only 1 of these special battleship units per turn. It takes 3 hits to sink instead of the normal 2. Japanese Yamato class battleship costs 1D6 production to repair 1 hit, 2D6 production to repair 2 hits. Consult the table below for how damage affects these units.

- (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.

SPECIAL RULES:

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**.

NATIONAL OBJECTIVES:

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.

RUSSIA

1939 Production: 48 Starting IPC: 15

							RU	S	SI/	•							C.	CHI	NA	Orde	er of F	Play		
MOSCOW	LENINGRAD	SMOLENSK	KARELIA	ov	BELORUSSIA	BESSARABIA		EASTERN UKRAINE	OREL-KURSK	STALINGRAD	NOVOSIBIRSK	VLADOVASTOK	~	НА	SEA ZONE 9 (ARCH)	SEA ZONE 20 (LENI)		PINGLIANG	YAN'AN	1. Germany & Axis Minors 2. Japan 3. Russia, Comm. China		ited St ina	nce & Mino ates, Natior	
Ň	EN	SMC	KAR	PSKOV	BEL	BES	KIEV	EAS	S.	STA	No No	¥	AMUR	SAKHA	SEA	SEA		Ň	YAN	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																		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		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(<mark>3</mark>)	6(<mark>3</mark>)
1																				TACTICAL BOMBER (SBR vs INT.)	12	4	7	4(1)
																				BOMBER (SBR vs INT.)	14	6	8	2(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				NAVAL BASE	15	0	0	AA
1			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

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.

UK COMMONWEALTH, SOUTH AFRICA & CANADA

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

1939

		C	ON	IM		NL	/E	Δ1	Tŀ			S	A.	FR	IC	Δ			C.I	١N	Δ	DA			Order	ofF	Play	-	
LONDON	LIVERPOOL	GIBRALTER	SCOTLAND	ALEKANDRIA	MALTA	UPPER EGYPT	CAIRO	TRANS-JORDAN	EGYPTIAN-SUDAN	SEA ZONE 14 (SCOT)	SEA ZONE 15	UNB	SEA ZONE 24 (LOND)		(CAIR)	SEA ZONE 57	SEA 20NE 64 (U.EG)	SOUTH AFRICA	SEA ZONE 63	SEA ZONE 77	CANADA	OTTAWA	QUEBEC	SEA ZONE 21	1. Germany & Axis Minors 2. Japan 3. Russia, Comm. China	<u>4. U.</u> 5. Ur	K., Fra hited St hina	nce & Min ates, Natio ATTACK	
4	2	1	1	2	1	1	2	1	2				s				s	3			-	1	2		INFANTRY (w/ Artillery)	3	1	2(3)	4
1	-	L .	L .	-		L.	-	L .	1									· ·				L .	-		MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	4
																	_								ARTILLERY (w/ Mech.)	4	1(2)	3	4
							1																		ARMOR (w/Tactical Bomber)	7	2	6(7)	6
1	1																	1					1		AA GUN	6	1	0	2
2	2		1				1																		FIGHTER (as SBR Escorts & INT.)	10	4	6(<mark>3</mark>)	6(<mark>3</mark>)
										1					1										TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
2																									BOMBER (SBR vs INT.)	12	6	8	2(1)
										1					1										AIRCRAFT CARRIER	16	2	0	4*
										1		1			1										BATTLESHIP	19	2	8	8
										1		1			1										CRUISER	11	2	6	6
										1	1	1	1	2	1	2								1	DESTROYER	7	2	4	4
												1		1											SUBMARINE	8	2	4	2
										1					1	1			1					2	TRANSPORT	7	2	0	1*
1	1		1		1																				AIR BASE	15	0	0	AA
										1		1	1	1	1		1		1	1				1	NAVAL BASE	15	0	0	AA
1	1																								INDUSTRIAL COMPLEX (major)	30	0	0	0
																		1					1		INDUSTRIAL COMPLEX (minor)	12	0	0	0
		1			1		1																		FORTIFICATION (2D12)	15	0	0	5
																									COMMANDO (w/ Artillery)	4	1	3(4)*	4 v7.2

SPECIAL UNITS:

A. COMMANDO: These special infantry units attack at a +1 during amphibious assaults and airborne drops. U.K. can build 2 of these special infantry units per turn. These units use the combined arms rule for infantry.

SPECIAL RULES:

1. FINEST HOUR: Infantry defend at +1 while defending Great Britain (London, Liverpool, Scotland, Belfast). Fighters defend at +2 while defending Great Britain (does not include scrambling to defend sea zones).

2. CALL TO ARMS: On the turn that Great Britain (London, Liverpool, Scotland, Belfast) is attacked by any Axis land units, U.K. infantry cost 2 Production for that round only.

3. THE EMPIRE: If Axis units occupy London, the Commonwealth loses all of their Production Certificates to the bank instead of to the enemy player, but can move the capitol to either Ottawa or South Africa and continue to fight.

NATIONAL OBJECTIVES:

1. + 5 Production if Germany has no submarines in the Atlantic Ocean (does not include sz50, sz54, or sz60).

2. + 5 Production if the U.K. controls all of its original territories in North America, Europe, Africa, and the Middle East. Canada receives +3 Production if the U.K. has this national objective.

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

FAR EAST COMMAND & ANZAC

Far East Command: Production 23 Starting IPC 16 ANZAC: Production 10

Starting IPC 10

3 2 2 1 2 2 1 2 2 3 1		F	AR	E	AS	ST	C	DN	IM	A	ID				A	N	ZA	C		Order o	of Pl	ay		
3 2 1 0 0 0 0 1	ALCUTTA	JRMA	NGAPORE	NG KONG	ZONE 66	ZONE 67	ZONE 68	ZONE	ZONE 91	A ZONELOG (H.K.)	(DNEY	EW ZEALAND	EW GUINEA	NGAPORE	UTH AFRICA	ZONE 89	ZONE 90	ZONE 99	ZONE	2. Japan	5. Uni Chi	ted State		
Image: Constraint of the	C)	B	SI	H	SE	SI	SE	SE	SE	SI	S	IN	IN	SI	ŝ	SF	SI	SI	SI	UNIT TYPE	COST	MOVE	ATTACK	DEFENSE
Image: Constraint of the state of	3	2	2	1							3	1	1	1	1						3	1	2(3)	4
Image: Constraint of the system of																				MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	4
1 1 AA GUN .											1									ARTILLERY (w/ Mech.)	4	1(2)	3	4
Image: Construction of the construc																				ARMOR (w/Tactical Bomber)	7	2	6(7)	6
Image: Constraint of the	1										1									AA GUN	6	1	0	2
Image: Normal and the system of the											1									FIGHTER (as SBR Escorts & INT.)	10	4	6(<mark>3</mark>)	6(<mark>3</mark>)
Image: Constraint of the system of																				TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
Image: Construction																				BOMBER (SBR vs INT.)	12	6	8	2(1)
Image: Constraint of the straint of the str																				AIRCRAFT CARRIER	16	2	0	4*
Image: Constraint of the constraint					1															BATTLESHIP	19	2	8	8
Image: Solution of the system of the syst					1													1		CRUISER	11	2	6	6
Image: Constraint of the constraint					1	1			1							1				DESTROYER	7	2	4	4
1																1		2		SUBMARINE	8	2	4	2
Image: Solution of the state of the sta						1			1									1		TRANSPORT	7	2	0	1*
Image: Constraint of the state of the s	1										1		1							AIR BASE	15	0	0	AA
1 - - - 1 - - INDUSTRIAL COMPLEX (minor) 12 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 5					1	1	1	1	1	1						1	1	1	1	NAVAL BASE	15	0	0	AA
1 3 3 4 5 6 7 5																				INDUSTRIAL COMPLEX (major)	30	0	0	0
	1										1									INDUSTRIAL COMPLEX (minor)	12	0	0	0
COMMANDO (w/ Artillery) 4 1 3(4)* 4			1																	FORTIFICATION (2D12)	15	0	0	5
																				COMMANDO (w/ Artillery)	4	1	3(4)*	4

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.

1939

FRANCE

1939 PRODUCTION: 20 STARTING IPC: 10

				ľ	R	AN		Ξ					Orde	er of P	Play		
lls	NORMANDY	NS	MARSEILLES	FRENCH MOROCCO	TUNISIA	IIA	NORTHERN ALGERIA	SEA ZONE 24 (NORM.)	SEA ZONE 37	SEA ZONE 38	SEA ZONE 45 (TUNI)	ZONE 53 (RIO)	1. Germany & Axis Minors 2. Japan 3. Russia, Comm. China	4. U.K	ted States	<u>& Minor A</u> , Nationalis	
PARIS	NOF	REIMS	MAF	FRE	TUN	SYRIA	NOF	SEA	SEA	SEA	SEA	SEA	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(<mark>3</mark>)	6(<mark>3</mark>)
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

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.

UNITED STATES & CHINA

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

																							Star	ting IPC	12
			UN		Ξ	D S	T	AT	I={	5				N	I. (CH	IN	A			Order	of F	Play		
WASHINGTON	NEW ENGLAND	WESTERN UNITED STATES	SAN FRANCISCO	GREAT PLAINS	_	PHILIPPINES	X	SEA ZONE 25 (WASH.)	SEA ZONE 29 (WASH.)	SEA ZONE 92	SEA ZONE 120	SEA ZONE 133	HAI	WAN	N	SSI	KWANGTUNG		_	CHUNGKING-HUPEH	1. Germany & Axis Minors 2. Japan 3. Russia, Comm. China	<u>5. Un</u>	ited S ina	nce & Mino tates, Natio	
ASHI	EWE	ESTE	AN FF	REAT	HAWAII	HILIP	MIDWAY	EA ZO	EA ZO	EA ZO	EA ZC	EA ZC	TSINGHAI	SZECHWAN	YUNNAN	KWANGSI	WANG	HUNAN	SHENSI	HUNG	UNIT TYPE				
5	2 1	<u>></u>	თ 1	1	±	₽.	2	S	s	S	s	s	2		≻ 3	⊻ 2	¥ 4	± 3	თ 2	-	INFANTRY (w/ Artillery)	Cost 3	Move 1	Attack 2(3)	Defense 4
1	1	1	1	1	1								- 2	0	3	2	4	3	2	3	MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	4
1		1																			ARTILLERY (w/ Mech.)	4	1(2)	2(3)	4
		<u> </u>																			ARMOR (w/Tactical Bomber)	6	2	6(7)	6
1	1	-	1											1			1				AA GUN	5	1	0	2
1														1*							FIGHTER (as SBR Escorts & INT.)	10	4	6(<mark>3</mark>)	6(<mark>3</mark>)
1																					TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
																					BOMBER (SBR vs INT.)	12	6	8	2(1)
											1										AIRCRAFT CARRIER	16	2	0	4*
											1	1									BATTLESHIP	20	2	8*	8*
											1	1									CRUISER	12	2	6	6
									1	1	2	1									DESTROYER	8	2	4	4
									1			1									SUBMARINE	8	2	4*	2
									1		1	1									TRANSPORT	8	2	0	1*
1			1		1		1							1							AIR BASE	15	0	0	AA
								1	1	1	1	1									NAVAL BASE	15	0	0	AA
1	1		1																		INDUSTRIAL COMPLEX (Major)	30	0	0	0
																					INDUSTRIAL COMPLEX (Minor)	12	0	0	0
						1								-	-						FORTIFICATION (2D12) AIRBORNE (w/ Artillery)	15	0	0	5
_														-	-						MARINES (w/ Artillery)	4	1	2(3)*	4
1						1					4			-							NAVAL FIGHTER	4	1	3(4)* 6*	4
		-									1			-	-						NAVAL FIGHTER	11	4	5° 7*	6 4
							-	_	I	_				-	-		-				NAME FOR EDODITE DOMDER	IZ	4	1	
U	IN		DS) 	11	-5																			v7.2

SPECIAL UNITS:

A. AIRBORNE INFANTRY: 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. These units use the combined arms rule for infantry.

B. MARINES: Marines attack at a +1 during amphibious assaults. They also defend against amphibious assaults at a +1 during the first round of combat only. Starting on the turn the U.S. is at war, they can build 2 of these special infantry units per turn. These units use the combined arms rule for infantry.

C. NAVAL FIGHTER: This special fighter unit has a targeting capability against surface ships. It hits on a roll of 6 or less, but a roll of 1 allows it to choose the target it hits.

D. 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.

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

SPECIAL RULES:

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 SPECIAL RULES: 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.

Roll of 1: All Production Certificates are captured by the Axis. Roll of 2-4: All Production Certificates are lost and returned to the bank. Roll of 5-7: Half of the Production Certificates are lost and returned to the bank. Roll of 8-12: All Production Certificates are transferred safely.

NATIONAL OBJECTIVES:

CHINA

SPECIAL UNITS:

A. FLYING TIGERS: The American fighter plane in China attacks/defends at a +1. Cannot be replaced or attack any sea-zones.

1. DECENTRALIZED MILITARY: China can place purchased units in any original Chinese territory held since the beginning of the turn. However, they are restricted to a maximum of 6 units per territory in the Mobilize New Units phase.

NATIONAL OBJECTIVES:

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

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

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.

		Pre	o-All	ied						Dutc	h				Pol	and	P	o-A)	cis					
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	VEIDMA (ARGEN.)	IRAQ	UNIT TYPE	COST	MOVE	ATTACK	DEFE
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/ Artillary 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(<mark>3</mark>)	6(
																				TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(*
																				BOMBER (SBR vs INT.)	12	6	8	2(*
																				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	A
									1	1										NAVAL BASE	15	0	0	A
																				INDUSTRIAL COMPLEX (major)	30	0	0	0
																1				INDUSTRIAL COMPLEX (minor)	12	0	0	0
																				FORTIFICATION (2D12)	15	0	0	5

STRICT NEUTRALS

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)				1939 UNIT TYPE	Cost	Marc	Attack	Defense
1	S		S		_	S	2	S			 4	S			S	0 6	2		1		-			-			
1		1		2	2		- 2		1	3	4		4	2		0	- 2	2	1			_	INFANTRY (w/ Artillery)	3	1	2(3)	4
-		-					1						1			_	-	_		_	_		MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	
				1			1			1			1				_		_	_		_	ARTILLERY (w/ Mech.)	4	1(2)	3	4
		-					_			1			_				_	_	_	_	_		ARMOR (w/ Tactical Bomber) AA GUN	6	2	6(7)	6
										-						_	_		_	_		_		5	1	0	2
		_					_			1			_	1		1	_	_		_			FIGHTER (as SBR Escorts & INT.)	10	4	6(<mark>3</mark>)	6(<mark>3</mark>)
_										1									_	_			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*
		_	2			2	_	1				1			1								BATTLESHIP (COASTAL)	20	1	4	6
												1											CRUISER	12	2	6	6
	1		1			1		1				1			1								DESTROYER	8	2	4	4
	1		1			1						1											SUBMARINE (Coastal)	7	2	4	2
												1											TRANSPORT	7	2	0	1*
										1				1		1							AIR BASE	15	0	0	AA
																							NAVAL BASE	15	0	0	AA
																							INDUSTRIAL COMPLEX (major)	30	0	0	0
																							INDUSTRIAL COMPLEX (minor)	12	0	0	0
		1			1								1			2							FORTIFICATION (2D12)	15	0	0	5

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

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