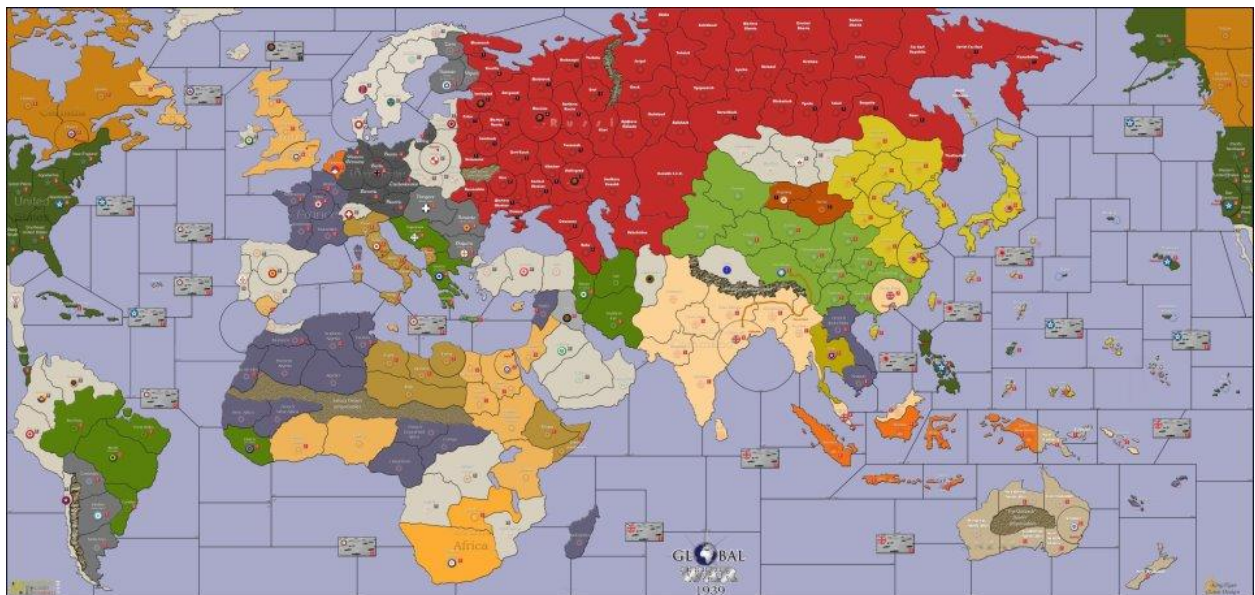


GLOBAL WAR 1939



**HISTORICAL
BOARD
GAMING**

Global War 1939

Complete Rules v7.2

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THE BASICS

1. THE POWERS AND THE PLAYERS

Ideally, Global War 1939 is played with 6 people and the powers are divided up as outlined below. If fewer than 6 people are playing, divide the players equally between Axis and Allied sides (with odd numbered persons going to the Allies) and then combine 2 or more groups below for one person. If playing with only 2 people, one plays the Axis and one plays the Allies. For larger groups, 8 people can be accommodated by dividing the United Kingdom and the U.S. commands into east and west.

After it is decided who will control which countries, give out the appropriate set up charts and setup all the starting units on the game board. Also, choose a banker and give each *country* its starting Production Certificates.

AXIS:

1. Germany
2. Japan and Siam
3. Italy and Minor Axis

ALLIED:

4. Russia, Communist China and France
5. U.K.*, Dutch, Poland and Free French
- *(U.K. can be split into two players: 1: Britain, Canada, and South Africa. 2: ANZAC and FEC)
6. U.S. and Nationalist China

2. GAME TURN ORDER

Each power in the game takes its turn in the following order. In a game with fewer than 6 people, some players will play more than once per game turn.

1. Germany, Minor Axis, Vichy France
2. Japan
3. Russia & Communist China
4. U.K./Commonwealth, Dutch, France, Free French
5. U.S. and Nationalist China
6. Italy

To speed up game play, you may wish to follow these suggestions:

*Japan can move at same time as Germany as long as Japan and Russia are not at war.

**All U.K. units can move at the same time as Russia as long as Russia is not at war with Germany and U.K. is not at war with Japan.

3. THE GAME MAP

The game board is a map of the world divided politically as of 1939. Additionally, it is divided into land territories and sea zones. Each land territory has a country's roundel to show beginning ownership, as well as a number showing its value (if greater than 0) in production points. On the original map, many land territories will also have an airbase or naval base icon noting that such a facility exists in the territory at the start of the game. These were omitted from the Revised map and markers will need to be added per the setup sheets. Each sea zone has a number for reference. There are other zones between sea zones that represent convoy zones that are labeled with the applicable country and contain a number that shows its value in production points.

4. VICTORY CONDITIONS

Play continues in the above sequence until one side has achieved their Victory Condition. Victory for the Axis is achieved if, by the end of turn 15, they are in control of 12 of the 20 victory cities. If at the end of round 10 the Axis have control of 12 victory cities and keep control of these cities for one full game turn it is an Axis Victory. **Victory is achieved for the Allies if they take Berlin, Tokyo, or Rome and are in control of one of these cities at the end of turn 10 or later. Also the Allies win by stopping the Axis from achieving their victory condition.**

Allied Victory Cities: Ottawa, Washington, London, Paris, Warsaw, Cairo, Leningrad, Stalingrad, Moscow, Calcutta, Singapore, Hong Kong, Shanghai, San Francisco, Honolulu, Manila, Sydney

Axis Victory Cities: Berlin, Rome, and Tokyo

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HOW TO WAGE WAR: THE PLAYER TURN SEQUENCE

Each power in the game is played separately with its own units and economy. Even if a player controls more than one power in the game, each power's units and income may only be used for that power. When it is a power's turn to take actions as indicated above (1.2.), the controlling player must follow these steps in order:

1. RESEARCH TECHNOLOGY (Optional)

At the start of each game, all players must agree to either use or not use this rule. Adding technology research to the game can add an extra bit of chance into the outcome, but can also make a game become unbalanced. It is up to the players to decide. If you choose not to use research, simply skip this step and move to the next.

Each major power has the ability to research technologies of their choice. Each technology has a specific value that has to be reached in order for a country to acquire a tech. Some tech values are different for certain countries. Only one roll may be purchased per turn per tech, but more than one tech may be researched per turn. Countries that are not at war may only research 1 Technology per turn until at war. Each tech roll costs 3 Production. Check Tech Chart for country specific tech values.

CHART 1:

1. Advanced Artillery Tactics: 1 artillery unit boosts 2 infantry +1 on attack.
2. Rockets: AA guns can be used to fire on air/naval bases, and factories up to 3 spaces away.
 - Maximum of 1 AA gun per target. AA guns cannot move and fire on the same turn.
3. Radar: AA guns defend on a roll of 4 or less.
4. Advanced Mechanized Tactics: +1 to attack and defend for all mechanized units.
5. Advanced Infantry Tactics: +1 to attack and defend for all infantry units.
6. Heavy Tank Gun: +1 to attack and defend for all armor units.

CHART 2:

7. Jet Fighters: +2 to attack and defend for all fighter aircraft.
8. Long Range Aircraft: +2 to movement for all aircraft.
9. Heavy Bombers: Bombers roll 2d12 for strategic and conventional bombing.
10. Improved Factories: All land units cost is -1, all aircraft cost -2.
11. Improved Shipyards: Carrier and Battleship cost is -3; Cruiser cost is -2, all other navy -1.
12. War Bonds: Country rolls 1d12 on collect income phase for extra Production Certificates.

2. PURCHASE NEW UNITS

Spend as many of your power's Production Certificates as you like to buy new units that will enter the game at the end of the turn. Prices and purchase limitations are indicated on each power's setup chart as they vary from nation to nation. Place purchased units in plain view of all players and pay the number of Production Certificates equal to the cost of the new units to the banker.

3. REPAIR FACILITIES AND CAPITAL SHIPS

If you wish to repair any of your facilities that have suffered damage from strategic bombing, you may pay to remove the damage on a 1-for-1 basis. You may also repair damaged capital ships that are in a sea zone containing an operational Naval Base. See Naval Base in Unit Types (V.1.C.) for details on how to do this.

4. COMBAT MOVEMENT

All moves made in the Combat Movement (CM) phase must result in a battle or a potential battle. Movement to reinforce your positions is made during the Non-Combat Movement phase (NCM).

Powers at war may move as many units into battle as they want from as many different zones as they wish, as long as all units are within their movement range. However, once a hostile zone is entered, land and sea units must stop and conduct combat, as they cannot move through enemy units. Air units may overfly enemy positions on their way to other combat zones. Combat Movement includes units that:

- Move through friendly zones in order to get to an enemy zone
- Blitz through unoccupied enemy zones and end in a friendly zone
- Overfly friendly or enemy zones to get to an enemy zone
- Move out of a hostile zone to escape combat (i.e. submerged submarines)
- Move into an unoccupied sea zone as part of an amphibious assault

You must complete all Combat Movement before starting combat. All combat moves are considered to take place at the same time. Therefore, no unit can participate in two battles on the same player turn.

The only exception to this rule is **amphibious assaults**. During an amphibious assault, the attacking transports must survive any naval combat before they are able to unload their cargo for the land assault portion of the battle. Treat amphibious assaults as a 2-stage battle. A player declares an amphibious assault by loading transports during the Combat Movement phase. A player must go through with an amphibious assault unless the assaulting transports retreat from the preceding sea battle.

Air units may fly over enemy territories in order to attack other territories during the Combat Move. Air units may participate in general combat with ground or sea units; or in some cases, make targeted attacks on enemy facilities known as Strategic Bombing Raids (SBRs). Keep in mind however; you must reserve enough movement to return the aircraft to a friendly territory that has been friendly since the beginning of the turn. An aircraft capable of landing on a carrier may use all of its movement for combat if it ends the Combat Move in a sea zone that can have a friendly carrier in it at the end of the Place New Units Phase.

Cargo must move with the unit carrying it if the aircraft carrier or transport moves in the Combat Movement phase and may not participate in any attack the ship makes. A player's aircraft are not considered cargo on a carrier and move independently of the carrier from the beginning of the Movement phase. Aircraft belonging to another friendly power are cargo and do not attack during the non-controlling player's turn.

Some areas on the map require clarification for purposes of movement (both Combat and Non-Combat). Refer to the following list for details regarding particular zones on the map.

The following territories **are not** connected by land:

- Quebec – Nova Scotia
- Labrador – Newfoundland
- Belfast – Scotland
- Greece – Corinth
- Sicily – Taranto
- Vladivostok – Korea

The following territories **are** connected by land:

- Great Plains – Pacific Northwest, Mid West
- Southwest – Deep South
- Ontario – Yukon, Alberta
- Mexico – Baja

The following sea zones are adjacent:

- Sea Zone 102 – 60, 102
- Sea Zone 54 – 102, 105
- Sea Zone 50 – 105, 110, 116, 122

The **Pripet Marshes** are semi-impassable which means that aircraft can fly over it, but no land units can move through it. All of the other impassable zones (Andes Mountains, Sahara Desert, and the Himalayas) **prevent** the movement of aircraft **and** land units.

Straights and Canals: There are 5 places on the map where naval movement can be blocked by territory control.

- The Turkish Straights (SZ42 – SZ43) are closed at the beginning of the game and remain so as long as Turkey is neutral. If Turkey joins the war, they are closed to her enemies. If Istanbul is captured, the occupying power may close the straight.
- The Straights of Gibraltar (SZ35-SZ36) are controlled by possession of Gibraltar. Enemy surface ships cannot pass, but submarines may if possible (see destroyer and submarine rules).
- The Danish Straights (SZ17 – SZ18) are controlled by possession of Denmark. Enemy surface ships cannot pass, but submarines may if possible (see destroyer and submarine rules). The straits are open to all countries as long as Denmark remains neutral.
- The Suez Canal (SZ47-SZ64) is only open if the same side controls both Cairo and Trans-Jordan.
- The Panama Canal (SZ50-SZ51) may be closed by the occupying power of Panama.

5. CONDUCTING COMBAT

For each territory or zone that contains friendly and enemy units, combat must occur. Combat is resolved in the order of:

- **Strategic Bombing Raids**
- **Amphibious Assaults**
- **General Combat**

Strategic Bombing Raids (SBR's) are used to damage enemy facilities and destroy anti-aircraft batteries. Strategic and tactical bombers are moved to target territories in the Combat Movement phase. Fighters can be moved at the same time to the same target territory to provide escort for the bombers. Once all SBR's are declared, the defender has the option to launch any number of fighters in the target territory as interceptors if the target territory has an operational airbase. **Air-to-air combat only lasts one round.** **During air-to-air combat, escorts and interceptors have a combat value of 3;** and strategic and tactical bombers have a combat value of 1. The combat sequence to follow for this type of attack is:

- Bombers and escorts fire at interceptors
- Interceptors fire at bombers and escorts
- Casualties are removed on both sides
- Surviving bombers are assigned to targets
- Target AA fires on surviving bombers
- Damage from surviving bombers is assessed on targets
- **Each surviving Strategic Bomber does 2D6 damage to target facility**
- **Each surviving Tactical Bomber does 1D6 damage to target facility**
- If the target is an AA gun, it is destroyed automatically

Amphibious Assaults are used to attack enemy territories from the adjacent sea zone. Amphibious assaults are declared by loading transports during the Combat Movement phase. If the sea zone in which the transports will unload is hostile, a sea battle will take place **before** the cargo can be offloaded for the assault. Sea battles include attacking sea units having to engage **scrambled fighters**.

If no sea battle occurs before the amphibious landing, battleships and cruisers that end their move in the same sea zone as the transports get the opportunity to **Shore Bombard**. The number of ships that may shore bombard is equal to the number of land units being offloaded in the assault. Each battleship fires one shot at a 6 or less and each cruiser fires one shot at a 4 or less, at the territory being assaulted. Casualties may still return fire on the units assaulting the territory (not the sea units). The combat sequence to follow for this type of attack is:

- Sea combat if assaulting through a hostile sea zone using General Combat rules below
- Shore bombardment if no sea combat took place
- Unload surviving transports
- Conduct land combat in enemy territory using General Combat rules below

Optional Amphibious Assault Rules: If all players agree before the game begins, insert this optional rule in place of the aforementioned rules regarding assaults through hostile sea zones:

An attacking player making an amphibious assault through a hostile sea zone may, if they choose, divide the assaulting fleet into two groups. The first group contains the naval and air units that will engage the defender in the hostile sea zone, which would include any scrambled fighters. The second group contains the transports making the amphibious assault along with any escorting battleships and cruisers the attacker wishes to reserve for shore bombardment. This rule allows an attacker to clear a hostile sea zone **and** conduct shore bombardment during the same attack. However, any ships in the second (assaulting) group **may not** participate in anyway in the naval battle. If the attacker fails to clear the hostile sea zone with the units in the first group, all units in the second group must retreat to the sea zone from which they came.

General Combat takes place last. This is how the bulk of combat is resolved. Any territory or sea zone that contains both friendly and enemy units (except SBR attacks as these have already been resolved) must resolve combat. The attacker chooses the order in which to resolve battles, but each battle must be resolved completely before beginning the next. For each battle, place the attacking and defending units on the combat chart in the numbered column that corresponds to the unit's modified combat value. The base combat value is found on each power's setup card. Each unit has an attack and defense value. Combining certain units, or other special circumstances, may enhance a unit's combat value, which is the modified combat value. A unit must roll this number or less on a D12 to score a hit. This must be reevaluated after each round of combat since combat modifiers can change during a battle.

Submarines capable of making first strike attacks fire first, whether attacking or defending, and casualties are taken immediately without returning fire (unless they are first strike subs as well). Undetected submarines may also retreat or submerge instead of firing (per destroyer and submarine rules). If a submarine submerges or retreats, remove it from the combat chart and place it back on the map.

Next, all attacking units fire by rolling a number of D12 equal to the number of units in a given column. Repeat this process for each column and count up the number of hits scored by the attacker. The defender must choose this number of casualties and move them to the casualty zone. The defender then returns fire by repeating the above process, including the units that were taken as casualties. The attacker then chooses their casualties and all casualties are removed from play.

Repeat the above process until either the attacker has lost all eligible units, the defender has lost all eligible units, or the attacking units retreat.

Once the battle is over, place the remaining units back on the map. If the attacker won and has surviving land units, place a control marker in the territory (not sea zones) if it was originally controlled by an enemy power, and adjust the attacker's income and defender's income by the value of the territory. If originally controlled by a friendly power, see "Liberating a Territory" below.

Air units do not take control of a territory since they must land elsewhere during the non-combat move phase. Any facilities (except fortifications), including associated damage, are now controlled by the attacker's power. Any fortifications are destroyed if the original controlling player loses the territory they are in. Any defending anti-aircraft guns are destroyed. Newly controlled facilities may not be utilized until the next turn. Captured major industrial complexes are reduced to minor complexes, and damage is reduced to a maximum of 6 points if the captured major IC had more than this.

Liberating a Territory occurs when the original owner of a territory, or a friendly power, takes control of a territory from the enemy. In these cases, control of the territory is returned to the original owner instead of the friendly power taking control from the enemy. The only exception to this rule is when the original owner is not in control of their capitol. In this case, the attacker would take control of the friendly power's original territory until such a time that the friendly power's capitol has been liberated.

Capturing Capitols and Victory Cities is how the game is won. Keep track of the number of victory cities held by each side throughout the game. When capturing an enemy capitol, in addition to gaining the income of the territory, you also capture the production certificates held by that power (except for Russia and the U.K. Commonwealth. See Russia and U.K. special rules). When a power's capitol is under enemy control, they cannot collect income or purchase units. Once a power's capitol has been liberated, they regain control of original territories being held by friendly powers, and will collect income and purchase units again on their turn.

Raiding Convoy Zones is a special kind of attack. It affects the income of your enemies in the same way as taking control of their territory. To raid an enemy convoy, simply move one or more sea units, other

than transports or carriers, into an enemy Convoy Zone. The production points listed on the convoy zone are deducted from the applicable powers' income. If you choose to move your units out of an enemy convoy zone, the convoy is no longer affected and income is no longer reduced. At least one unit must remain in the zone to continue raiding the convoy. Note that the production value of each convoy zone is included in the total production income of the applicable power.

6. NONCOMBAT MOVEMENT (NCM)

Before beginning Non-Combat Movement, stranded defending aircraft must move first. A defender's aircraft is stranded if it was scrambled and control of its defended territory was lost or if its aircraft carrier was destroyed in combat. These units get 1 movement point to find an eligible landing place (friendly territory or carrier) or are destroyed.

Now you can move any of your units that did not participate in combat between friendly territories and sea zones, as well as land your aircraft that participated in combat this turn. **Land units** may move into friendly territories including the ones captured this turn, as long as they do not move through hostile territories. Friendly territories include pro-neutrals of your side. **Air units** may fly over hostile territories, but must land in either a friendly territory that was friendly at the beginning of your turn, or on a friendly carrier by the end of the Place New Units phase. A carrier must be placed, whether by movement or build placement, so that an aircraft that cannot land without it, can land, if at all possible. Suicide missions are not allowed. If an aircraft simply has no place to land by the end of the Place New Units phase, it is destroyed and removed from play. Sea units can move through friendly sea zones only. This includes submarines moving into enemy occupied sea zones that do not contain destroyers.

7. PLACE NEW UNITS AND COLLECT INCOME

You may now place the units you purchased at the beginning of the turn onto the board. Land units and non-carrier aircraft are placed in land territories containing industrial complexes you've controlled since the beginning of the turn. New sea units are placed in sea zones adjacent to a territory that contains both an industrial complex and a naval base. Aircraft capable of landing on carriers may be placed on land territories with an IC or on a carrier adjacent to a land territory with an IC. New facilities can be placed in any friendly territory you have controlled since the beginning of the turn. However, new industrial complexes have special limitations on placement. See rule V.1. Any industrial complexes that were built or upgraded this turn may not be utilized (minor complexes upgraded to majors can still only produce a maximum of 3 units this turn). For each damage point an industrial complex has on it from strategic bombing damage, you must reduce the number of units by one that it can produce this turn. If you have purchased more units than you can mobilize, return the non-mobilized units to your box and receive a refund for the production points spent for them.

Once all of your new units are placed on the board, your power receives a number of Production Certificates equal to your power's income from territories it controls, convoy zones belonging to your power that are not controlled by the enemy, and any bonus income from National Objectives your power has achieved.

III

NATIONAL ADVANTAGES AND SPECIAL RULES

GERMANY

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.

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).

Optional rule: The battle is fought in stages with the units attacking from Western Germany and/or Bavaria completing their battle first, and then all other units roll out their battle afterwards.

- Example: Units attacking from Germany have to fight through the Maginot line and the units attacking from Holland do not. First, decide the outcome of the battle with the fortification and play until the battle is over. Second, decide the battle with units from Holland bypassing fortification.

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.

Attack sequence is as follows:

FIRST IMPULSE:

1. Build and repair units
2. Combat moves
3. Combat
4. Non-combat moves
5. Place built units
6. End first impulse

SECOND IMPULSE:

1. Combat moves
2. Combat
3. Non-combat moves
4. Adjust income and collect production certificates
5. End second impulse

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 if they wish. **(This is done immediately after rolling for Marseilles; Germany must have saved 5 production certificates in the bank for this purchase). The French territories in the Pacific will become Japanese if the roll is Vichy.**

TERRITORIES:

Roll 1-6	Vichy
Roll 7-12	Free French

FLEETS:

Roll 1-2	Ship becomes German and is moved to the nearest German territory.
Roll 3-8	Ship is scuttled and removed from board.
Roll 9-10	Ship is Vichy and is moved to the nearest Vichy territory (if there are multiple Vichy territories within range Germany decides which territory to move to). (If there are no Free French territories move to the nearest friendly/Axis territory.)
Roll 11-12	Ship becomes Free French and moved to the nearest Free French territory (if there are multiple Free French territories within range the U.K. decides which territory to move to). (If there are no Free French territories move to the nearest friendly/Allied territory.)

NATIONAL OBJECTIVES:

1. + 5 Production if Germany controls Denmark, Oslo, and Narvik while Sweden is neutral or under Axis control.
2. + 5 Production if Germany is not at war with the Soviet Union to represent peacetime trade.
3. + 3 Production if at least one German land unit is in Cairo.

RUSSIA

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.

SPECIAL RULES:

1. RUSSIAN PARTISANS: Partisans can be placed in vacated Russian territories at the beginning of Russia's **Combat Move** turn 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.

JAPAN

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. When Japan decides to use its sneak attack, they declare the intent to use their sneak attack at the beginning of their turn, and collect an extra 35 Production Certificates. At the beginning of the combat phase, Japan chooses up to 3 battles in which the defender, if not already at war with Japan, may not return fire on the first round of combat. In cases of amphibious assaults with a naval battle, the first round of the naval battle is when the defender loses the defensive shot. However, all units in the land assault would defend normally. This counts as only one sneak attack. If a land attack occurs in conjunction with the amphibious assault, a second (of the 3) sneak attack can be used for the ground assault forces to sneak attack. After all combat is complete, the remaining units that were used in these sneak attack battles may also be moved in the non-combat movement phase as though they have not been moved in that round.

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.

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.

U.K. / COMMONWEALTH

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, and 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, and 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

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

SPECIAL UNITS:

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.

ITALY

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).

UNITED STATES

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 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: **On the Purchase new units phase;** the U.S. may attempt to lend money to any Allied power that is at war and that can build units. **This does not include China.** 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:

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

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.**

SPECIAL RULES:

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.

IV

UNDERSTANDING THE POLITICAL SITUATION

1. GERMANY

At the beginning of the game, Germany is not at war but is preparing to attack Poland and/or France. Germany has a non-aggression pact with Russia that ends when Russia reaches full production. This pact keeps Russia from declaring war, but not Germany. Germany can attack any strict or pro-Allied neutral. Additionally:

- Minor Axis powers have a fixed income that they begin collecting on the turn they are activated by Germany.
- Minor Axis powers are limited to producing a maximum of 3 units per turn in their original territories. They may begin building on the round following activation.
- Germany is allowed to build a minor or major industrial complex on any Minor Axis territory that meets the requirements (2 Production value for a minor IC, 3 Production value for a major IC).
- Minor Axis powers build, attack, and move at the same time as Germany.
- All Production generated from territories captured by Minor Axis forces go to Germany.
- If a Minor Axis capitol is captured, all of its Production Certificates are plundered by the capturing power.
- Minor Axis countries can be represented with German units as an optional rule.

A. FINLAND: Activated by German occupation and/or a Russian attack that fails to take the capitol Helsinki. If German troops are already in Finland, **Russia can attack any territory or a sea zone connected to a Finnish territory without declaring war on Germany. Germany may attack any Russian unit in a Finnish sea zone or territory. This rule allows Germany and Russia to fight over Finland without declaring war on each other.** No attacks into **Russian territories** can come from Finland or Finnish units until Germany and Russia are at war. Finland collects a fixed income of 3 Production per turn. **Note: Germany receives 3 Production per turn for owning Finland. *Each territory can be activated separately or all of Finland can be activated by entering Helsinki.**

B. HUNGARY: Activated by German occupation. No attacks can come from Hungary or Hungarian units until an Axis country controls Yugoslavia. Hungary collects a fixed income of 3 Production per turn. **Note: Germany receives 3 Production per turn for owning Hungary.**

C. ROMANIA: Activated by German occupation. No attacks can come from Romania or Romanian units until at war with Russia. Romania collects a fixed income of 6 Production per turn. **Note:** Germany only receives 4 Production per turn for owning Romania.

D. BULGARIA: Activated by German occupation. No attacks can be made from Bulgaria or Bulgarian units until Greece is controlled by an Axis country and at war with Russia. Bulgaria collects a fixed income of 4 Production per turn. **Note:** Germany only receives 2 Production for owning Bulgaria.

E. ARGENTINA: Activated by German occupation. Argentina collects a fixed income of 3 Production per turn. Argentina's capitol is Viedma.

2. JAPAN

Starts the game at war with Nationalist/Communist China and can attack any power at any time. Japan can attack France and/or Russia without entering a state of war with the U.K. / Commonwealth or U.S.

Japan cannot end its turn with any unit in a sea zone that is adjacent to the US or Canada mainland unless Japan has already declared war on the US or Canada. If a turn ends and a Japanese unit is in a sea zone next to the US or Canadian mainland it is a declaration of war. This excludes Submarines.

A. SIAM: Activated by Japanese occupation. Japan may activate Siam at any time but no attacks may come from Siam until Japan is at war with the U.K. / Commonwealth. Japan collects the 3 Production per turn for taking Siam. Siam receives 1 infantry per turn, every turn, starting from the round after activation by Japan.

3. ITALY

Italy starts the game as a neutral. On the turn that Germany takes Paris, **or London**, or declares war on Russia, Italy joins the Axis on the start of its turn. Note that since Italy is considered neutral on the U.K.'s turn, the U.K. cannot attack Italy until Italy has joined the Axis.

4. RUSSIA

Starts the game neutral and cannot declare war on any European country except for Poland, Baltic States and Finland. Russia can attack any other strict neutral countries not in Europe. Russia cannot move units into China unless it is at war with Japan. Russia can attack Japan at any time. If Japan makes an **unprovoked** attack against Russia before Russia has its full Production income, then Russia gets its full Production income for the remainder of the game; Russia then cannot attack Germany or Italy unprovoked until the beginning of turn 5. **If Germany controls Eastern Poland and/or The Baltic States at the end of turn 1 Russia can declare war on Germany.** Starting on turn 1, Russia will roll **2d12** at the end of each turn to determine its

income level and add them together until Russia reaches its full production of 48. When Russia reaches full production it can declare war on Germany/Italy. **Russia will collect income from territories taken but they will not add to the influence rolls for declaring war. If Germany and/or Italy declare war on Russia, Russian income is automatically set to 48 (Higher or lower depending on the territories it still holds).**

- Example: Turn 1, roll 8 and collect 8 Production Certificates. Turn 2, roll 10 and collect 18 Production Certificates, turn 3, roll 5 and collect 23 Production Certificates etc... until 48 Production per turn has been reached. Keep this income track separate from other normal means of income tracking.

5. U.K./COMMONWEALTH

Starts the game allied with France, Poland, and Holland, and declares war on Germany when France, Poland, or Holland is attacked. U.K. can declare war on Japan at the start of turn 3. **The U.K. can move units into China only after Japan has declared war on the U.K.** The U.K. is linked diplomatically with Canada, South Africa, Far East Command, ANZAC, Poland, and Holland. An attack on any of these powers results in a state of war with all of the powers. Additionally:

- Commonwealth powers fall under the same rules and restrictions as the U.K.
- Commonwealth powers build, attack, and move at the same time as the U.K.
- The U.K. can build units on its commonwealth territories in addition to the units built by the individual powers. It is limited to building the following number of units per commonwealth factory: **Canada = 2 units, South Africa = 1 unit, Far East Command = 2 units, ANZAC = 2 units.**

A. CANADA: Can be represented as a separate power or as British.

B. SOUTH AFRICA: Can be represented as a separate power or as British. The first unit built each turn must always be infantry. South Africa has a Production of 3. This will be subtracted from the U.K.'s production level if South Africa is played separately.

C. FAR EAST COMMAND (FEC): Can be represented as a separate power or as British. The minor IC in Calcutta can produce any units except for capital ships. The Calcutta IC can produce 6 units per turn instead of 3. The first 3 units each turn must be infantry. **The minor IC in Calcutta can be upgraded to a major IC and can produce capital ships after the FEC is at war with Japan.**

D. ANZAC: Can be represented as a separate power or as British. The minor IC in Sydney can produce all units except for capital ships **and produce 6 units instead of 3. The minor IC in Sydney**

can be upgraded to a **major IC** and can produce capital ships after ANZAC is at war with Japan.

6. FRANCE

Starts the game allied with Poland and the United Kingdom and declares war on Germany when either Poland or the U.K. is attacked. France builds, attacks, and moves at the same time as the U.K.

A. FREE FRANCE: Moves and attacks at the same time as the U.K. All income generated from territories captured by Free French forces go to the U.K. Free France cannot produce units.

B. VICHY FRANCE: Vichy French units are not allowed to move or attack, they can only defend. If attacked by an Allied player all Axis units in the territory participate in the defense. Vichy France does not collect income, it is collected and spent by Germany. Vichy France cannot be attacked by any Axis power. It cannot produce units.

7. UNITED STATES

The U.S. start the game as a neutral country. While not at war with the Axis, the U.S. has to end each movement in an original U.S. territory, a sea zone bordering an original U.S. territory, or a U.S. convoy zone. Additionally, while not at war with Japan, the U.S. cannot move any units into China other than the fighter that begins the game there. If the U.S. has war declared on it by any of the Axis powers, the U.S. may declare war on any or all Axis powers.

Starting on turn 1, the U.S. rolls **2d12** at the end of each turn to increase the amount of its income, or production, starting at 0. Add these amounts together until the U.S. reaches its full production of 80. When the U.S. reaches full production, it can declare war on the Axis. **If an Axis power declares war on the U.S., its production is automatically set to 80 (or lower depending on the territories it still holds). *On the turn the Axis take control of London, the U.S. production is set to 80 and declares war on the Axis.**

The events below will increase the willingness of the U.S. to enter the war and result in increased production. Once an event takes place, add the income to the U.S. production level until the U.S. reaches 80, at which point the income bonuses do not increase the U.S. production beyond 80.

Note that a strategic bombing raid is considered an attack.

- Germany/Italy attacks France: +5
- Germany/Italy attacks Great Britain (London, Liverpool, and/or Scotland): +20
- Germany/Italy/Japan attacks Russia: +10
- Germany/Italy attacks any territory in South America or enters Argentina: +30
- An unprovoked declaration of war by Japan on the U.K./Commonwealth: +25
- Japan attacks Australia and/or New Zealand mainland: +2

8. NATIONALIST CHINA

Nationalist China starts the game at war with Japan. May liberate or capture any Japanese held territory. Nationalist China will capture original Communist Chinese territories instead of liberating them. May not move units into any territory originally owned by Far East Command except for Hong Kong, but may move units into French Indochina or Saigon. Nationalist China is limited to placing a maximum of **6 new units per territory** during the Place New Units Phase and can build only infantry, unless the Burma Road is open, in which case it can also purchase artillery. Nationalist China cannot attack Communist China.

9. COMMUNIST CHINA

Communist China starts the game at war with Japan. Builds and moves units at the same time as Russia. Communist China may attack at the same time as Russia as long as both powers are at war with the Axis power to be attacked. Cannot attack Nationalist China but automatically takes over a Nationalist Chinese territory when either a Russian or Communist Chinese land unit moves into an empty Nationalist Chinese territory. **Communist China is limited to placing only 1 infantry per turn.** Communist China cannot attack Nationalist China.

10. PRO-ALLIED NEUTRALS

Pro-Allied countries become active when occupied by any Allied land unit. A mechanized infantry or armor can activate 2 pro-Allied neutrals in one turn; it does not have to end its movement in the first neutral it reaches. After activation the pro-Allied countries' units and income are absorbed by the occupying power. **If a Capitol is attacked or captured all other territories stay Pro-Allied and all naval units not adjacent to the capitol stay Pro-Allied. If a non-capitol territory is attacked or captured all remaining territories become allied and all naval units become allied. If any naval units are adjacent to a territory attacked or captured then roll for each naval unit.**

A. POLAND: Starts the game allied with the U.K. and France. If Warsaw is captured, all remaining Polish units can no longer attack; they can only defend. If Warsaw is not attacked by Germany on round 1, or survives the German attack, then Poland becomes a playable power. Poland can be played two ways in this scenario:

- Poland builds, attacks, and moves at the same time as the U.K. but has a separate economy. It collects income from its original territories but all income generated from territories captured by Polish forces go to the U.K.
- All of the income from Poland's territories is given to the U.K., and all Polish units are replaced with U.K.'s units.

B: DUTCH: Starts the game Pro allied but becomes an allied power when Paris is taken by the Axis or if any Dutch territory is attacked by the Axis. If Japan attacks the DEI at any point they will

be at war with the U.K. and its allies. If the Dutch capital Holland is captured, all remaining Dutch territories (the DEI) can be activated by any Commonwealth and collect the income. If Holland has not been captured by the Axis after Paris falls, they can collect 18 IPC's at the end of the U.K collect income phase. All Dutch units move on the U.K. turn. The Dutch may collect an income until Holland is captured. Holland may build up to 2 units per turn then give the remaining IPC's to the U.K. This transaction is done on the build units phase and all on the same turn.

11. PRO-AXIS NEUTRALS

Pro-Axis countries become active when occupied by any Axis land unit. A mechanized infantry or tank can activate 2 pro-Axis neutrals in one turn; it does not have to end its movement in the first neutral it reaches. Finland, Hungary, Romania, Bulgaria, and Argentina are Minor Axis powers and collect income and build units. Siam does not collect income and instead places 1 infantry per turn in Siam starting on the turn after activation by Japan. If Iraq is activated by an Axis power its unit and income are absorbed by that power.

12. STRICT NEUTRALS

***While nations are not at war, units that are moved must end their turn in their own territories or in a SZ next to an original territory.**

Strict neutrals cannot move or attack; they can only defend. If either Axis or Allied forces attack a strict neutral, any surviving units after the attack become allied with the other side.

- Example: Germany attacks Denmark and successfully takes over the territory. Iceland and Greenland would now become pro-Allied neutrals since they are part of Denmark.

If a strict neutral's capital is captured, all remaining ground units cannot move or attack; they can only defend the territory they are in until activated by an Allied/Axis country. All remaining naval units must each roll 1D12:

Roll 1-2	Ship is captured and becomes part of attacker's navy.
Roll 3-8	Ship is scuttled and removed from board.
Roll 9-12	Ship escapes capture and moves to nearest friendly naval base within 2 sea zones. If no bases are in range, it joins the nearest friendly navy.

A. SPAIN: Spain will become a pro-Axis neutral if Paris has fallen and the **Axis controls any 2** of the following: Leningrad, Stalingrad, and/or Moscow.

B. SWEDEN: Sweden will become a pro-Axis neutral if Norway, Finland and Moscow are under Axis control.

C. TURKEY: Turkey will become pro-Allied **when there are no Axis units in Africa** and Greece is under Allied control.

V

UNIT TYPES AND DESCRIPTIONS

***Please refer to the Setup Charts for each power's specific unit values.**

1. FACILITIES:

A. INDUSTRIAL COMPLEX: Industrial complexes (ICs) can be built in any **original territory** with a sufficient production level. Major ICs can be placed in territories with values of 3 or more. Minor ICs can be placed in territories with values of 2 or more. A Minor IC may be upgraded to a Major IC if the value of the territory is 3 or more. The cost of the upgrade is 20 Production Points and takes effect the following turn (treat as a Minor IC for unit placement this turn). If the enemy captures a territory containing an IC, that IC is captured. Major IC's are reduced to Minor IC's and any damage is reduced to below 6 if applicable. Industrial complexes cannot be built in non-original territories with a few exceptions:

- Germany can build an IC in any of the applicable Minor Axis powers' territories.
- Japan can build a Minor IC only in Siam starting on turn 3.

ICs can be damaged by SBR attacks. A major IC can take a maximum of 20 points of damage and a minor IC can take a maximum of 6 points of damage. For each point of damage, reduce the number of new units that may be placed there by one. **IC's have no built-in AA.**

B. AIR BASE: Air bases increase the movement allowance of aircraft beginning the turn in its territory by 1. **Up to 3 fighters and/or Tactical bombers can be scrambled from an airbase to defend against a strategic bombing raid and a regular attack. Territories with an airbase next to a sea zone can also scramble up to 3 fighters and/or tactical bombers to participate in an attack from a sea zone.** Air bases enable strategic bombers to conduct paratroop drop missions and transport infantry in non-combat movement. Air bases can be damaged by an SBR attack. They take 3 damage points to be inoperable and can receive a maximum of 6 damage points. Damage must be repaired to less than 3 before the base can be used again. Base AA defends on a 2 or less against SBR attacks.

C. NAVAL BASE: Naval bases increase the movement allowance of friendly sea units beginning the turn in a sea zone by 1. Newly built naval units may only be placed in sea zones containing a naval base and an IC in the adjacent territory that were there since the beginning of the turn. Damaged capital ships can be repaired in the Purchase and Repair Units Phase in zones that have naval bases. Roll 1D6 to repair a capital ship that is in a sea zone with a friendly naval

base. The # rolled on the D6 is paid to the bank and the ship is returned to full service. Ships being attacked by air units in a sea zone containing a naval base can use AA from the base (maximum of 1 naval base can use its AA to defend a sea zone) to defend against the attack. Naval bases can be damaged by SBR attacks. They take 3 damage points to be inoperable and can receive a maximum of 6 damage points. Damage must be repaired to less than 3 before the base can be used again. Base AA defends on a 2 or less against SBR attacks.

D. FORTIFICATION: Fortifications are a special type of facility. They roll 2D12 in combat defending at 5 or less **on the first round of combat**. Fortifications **no longer add a +2 to defending Infantry but for every Infantry defending covered by the Fortress (up to 10) get a +1 on defense and the attacking units get a -1 to attack (ex. A fortress and 3 infantry defending against 3 armor and 1 bomber; All 3 defending infantry get a +1 on defense and all attacking units get a -1 to attack; including aircraft and ships during shore bombardment.)** Any hits scored by the fortress must be assigned to eligible attackers. For instance, if the Fortress only defends from sea zones, a unit amphibious assaulting must be chosen. **A 2d12 roll from a fortress cannot hit Air units but can hit Naval units.** Fortresses do not take damage and cannot be taken as casualties. If a territory containing a fortification is captured, the fortification is destroyed and removed from play. To clarify how each fortification is used in each territory:

Bavaria: Defends against an attack from Reims.

Western Germany: Defends against an attack from Reims.

Leningrad: Defends against any attack.

Vladivostok: Defends against an attack from any sea zone.

Gibraltar: Defends against any attack.

Malta: Defends against any attack.

Cairo: Defends against any attack.

Tobruk: Defends against any attack.

Philippines: Defends against an attack from any adjacent sea zone.

Reims: Defends against an attack from Bavaria and/or Western Germany.

Singapore: Defends against an attack from any adjacent sea zone.

Oslo: Defends against an attack from any adjacent sea zone

Goteborg: Defends against an attack from any adjacent sea zone

Istanbul: Defends against an attack from any adjacent sea zone

Switzerland: Defends against any attack. **(Has 2 fortifications and therefore rolls 4 D12.)**

2. LAND UNITS:

A. INFANTRY: Infantry can be combined 1-for-1 with artillery during an attack for a +1 to its attack value. This modifier even applies to special infantry units such as Commandos, Veteran

Infantry...etc. that already have improved combat values.

B. MECHANIZED INFANTRY: Mechanized infantry have a movement of 2 and the ability to blitz. They can be combined 1-for-1 with Armor or Artillery for a +1 to its attack value. Mech. Infantry matched 1-for-1 with Artillery increases the movement of Artillery +1 in the Combat Move or Non-Combat Move. Germany's SS Panzer Grenadier units are included in this category.

C. ARTILLERY: Artillery can be combined 1-for-1 with infantry or mechanized infantry for a +1 to the infantry's or mechanized infantry's attack value. It can also combine with mechanized infantry 1-for-1 to boost its movement to 2 during the Combat Move or Non-Combat Move. It would also gain the Blitz ability from the mechanized infantry.

D. ARMOR: Armor can be combined 1-for-1 with Tactical Bombers for a +1 to its attack value when there are no enemy fighters in battle. It can also be combined 1-for-1 with mechanized infantry for a +1 to the mechanized infantry's attack value. This applies to all special armor units as well.

E. ANTI-AIRCRAFT GUN: AA guns can defend against air units only on a 2 or less for the first round of combat. Only one AA gun per territory can fire during general combat. Roll one die for each attacking aircraft to determine which specific aircraft are hit. AA guns can be targeted in SBR attacks. **AA guns cannot be used to activate neutral territories.**

3. AIR UNITS:

A. FIGHTER: Fighters can take off and land on carriers. They can also escort or intercept Strategic Bombers during SBR attacks. **All escorts and interceptors have a combat value of 3.**

B. NAVAL FIGHTER: (U.S./Japan only) Naval fighters can take off and land on carriers. They have a targeting capability against surface ships if a 1 is rolled. Naval fighters can attack land units but lose their target capability.

C. TACTICAL BOMBER: Tactical bombers can take off and land on carriers. They can perform strategic bombing raids on air bases and naval bases only. They can be scrambled from an airbase to defend a sea zone, but cannot defend against strategic bombing raids as interceptors. All tactical bombers have a combat value of 1 when defending themselves against interceptors.

D. TORPEDO/DIVE BOMBER: (U.S./Japan only) These naval bombers can take off and land on carriers. They have a targeting capability against surface ships if a 4 or less is rolled. They

can also target submarines that have been detected at the beginning of the battle. Torpedo and Dive-bombers can attack land units but lose their target capability.

E. STRATEGIC BOMBER: Strategic bombers can perform strategic bombing raids on industrial complexes, AA guns, airbases, and naval bases. All strategic bombers have a combat value of 1 when defending themselves against interceptors. They can be used to transport 1 paratrooper or infantry as long as both units start their move in the same territory with an airbase. Bombers can drop paratroopers into an attack but can only transport infantry in non-combat. **Bombers cannot carry land units if they have, or are going to conduct a strategic bombing raid.** Bombers that have attacked or dropped paratroopers during their combat move **cannot attack during the combat move or transport infantry during non-combat.**

4. NAVAL UNITS:

A. AIRCRAFT CARRIER: Aircraft carriers are capital ships that take 2 hits to destroy and can carry 2 eligible air units. A damaged carrier cannot launch air units but can retrieve aircraft. A carrier's defensive value can only target aircraft. **A carrier can scramble its aircraft in defense of an adjacent (1 movement) sea zone or an adjacent territory.**

B. BATTLESHIP: Battleships are capital ships that take 2 hits to destroy. Battleships conducting shore bombardment hit targets on a 6 or less. Damaged battleships can only attack on a 5 or less, defend on a 5 or less, and shore bombard on a 4 or less.

C. CRUISER: Cruisers hit targets on a 4 or less while conducting shore bombardment.

D. DESTROYER: Destroyers are used to detect enemy submarines so that surface ships and aircraft can attack them. Anytime a submarine enters a sea zone containing an enemy destroyer, it must stop immediately and treat the sea zone as hostile. Destroyers detect enemy submarines on a 1-for-1 basis (see Submarine rule below for details and examples). Battleships, cruisers and air units can then attack subs detected by destroyers for the duration of the battle. No other ships may attack submarines.

E. SUBMARINE: Submarines may only fire on sea units. Submarines do not make a sea zone hostile to enemy units. Submarines are capable of making a first strike both when attacking and defending by firing before any other sea units. Hits are taken immediately and destroyed enemy ships may not return fire (unless it is also a submarine making a first strike). Enemy destroyers cancel this ability for the duration of the battle on a 1-for-1 basis. **(Example 1)** Additional submarines may be detected after the first round of combat if the destroyer-to-sub ratio changes due to combat (more subs are sunk than destroyers). **(Example 2)** Undetected submarines may only be fired upon by enemy submarines. Undetected submarines also have the

ability to submerge and leave the battle, provided there are no enemy destroyers left. They can do this instead of using their first strike. Submerged submarines may not return to the battle at a later time. If a sub uses its first strike ability it is considered detected for 1 round of combat. On that round Battleships, Cruisers, Destroyers and Aircraft may return fire. If there is a second round of combat the undetected submarine gets another first strike or can submerge. **(Example 3)** If there are subs in both attacking and defending groups then the attacking subs get their first strike shot first then the defending subs.**(Example 4)**

Example 1: 5 submarines attack 3 destroyers and 1 cruiser. 3 of the submarines are detected by the 3 destroyers automatically. The other 2 subs can either stay in the battle and get a first strike or may retreat to the nearest friendly sea zone. These 2 subs can retreat only because they cannot submerge in a sea zone that contains a destroyer. Even if the preemptive strike destroys 1 destroyer, the 3 submarines that were detected are still detected and cannot retreat or submerge.

Example 2: After the first round above, let's say 2 subs are sunk but all the destroyers survive. For the second round of combat, if all subs stay in the battle, all 3 remaining subs would be detected and none would receive their first strike.

Example 3: 2 Cruisers and 1 Battleship are attacked by 3 subs. The 3 subs get a first strike and get 1 hit. The Battleship takes the hit. Now the 2 cruisers and the Battleship can return fire. They score 1 hit. Now the remaining 2 subs get another first strike on the second round of combat and score 2 hits, sinking the Battleship and 1 cruiser. 1 cruiser may return fire.

Example 4: 1 destroyer, 1 cruiser, and 1 sub attack 1 cruiser and 2 subs. The attacking sub gets a first strike shot. 1 hit is taken, the defender picks the cruiser. Since the attacking navy has a destroyer only 1 defending sub gets a first strike shot. It's a miss. Now the destroyer and cruiser fire then the 1 sub that did not have the first strike can return fire. This is repeated for the duration of combat.

F. TRANSPORT: Transports are used to move land units across sea zones. They are instrumental in amphibious assaults and reinforcing positions on other continents. They can either carry any land unit plus 1 infantry, or 2 infantry (infantry includes special infantry units like Marines, Airborne, SS, etc., but not mechanized infantry). Transports may defend against aircraft only, hitting on a roll of 1. They can only be taken as casualties after all other eligible units have been destroyed. A transport can load from and offload into one or more territories as long as they both border the sea zone that the transport is unloading from, and the sea zone is not hostile. They do not have to load all units from the same sea zone, but they must unload all units from the same sea zone. They can also end the turn with cargo onboard. Transports do not cause a sea zone to be hostile to enemy units.

VI

OPTIONAL RULES

AIR COMBAT: To simulate air-to-air combat during the Combat Phase, follow this procedure:

Before the ground battle occurs, either side may designate their fighters to Air Cap or Tac Air. Air Cap fighters are designated to fight for air supremacy. Tac Air fighters are designated for ground attack missions. Attacker is first to designate how many fighters, if any are Air Cap, then defender. The air battle is fought just as a normal battle. If the attacking player wins the air battle then all remaining fighters in Air Cap get one free shot at defending units. The units that are hit by the free shot from the Air Cap fighters do not get to return fire and are removed immediately. If the defending player wins the air battle, defender has air supremacy and all attacking aircraft have to attack using defensive values for the battle. If defender has air supremacy and the attacking player has no fighters in Tac Air, then all defending aircraft get a +2 on defense. Naval fighters can be designated as Air Cap or Tac Air in normal combat.

- Example: Attacker has 2 fighters for Air Cap and defender has 3 fighters. Defender wins air battle and has one fighter left. Defending fighter does not fight in the ground battle. The attacker has 2 inf. 2 armor and 2 bombers left in attack, defender has 4 inf. 1 tac bomber and air supremacy. Since the attacking player lost the air battle, his bombers hit on a 2 or less and not an 8, and the defending tac bomber defends at a +2 and hits on a 6 or less.

DEFENDER RETREATS: After the first full round of combat and attackers second round of attacks, the defending land units and tactical air units that are left may choose to retreat. Defender has to roll 1d12 to determine how many units are able to retreat. Note that all units that were hit in the second round of combat are immediately removed without returning fire. A roll of 1-4 allows all units to retreat, a roll of 5-8 allows half to retreat, and a roll of 9-12 means none can retreat. All units forgo the right to return fire and have to wait until the next round to try to retreat again or return fire.

LINES OF SUPPLY: In order to be "in supply", land units must be able to trace a continuous line of land territories from the position they are at currently to a friendly capitol city. This line of supply, alternatively, can also be traced to a port that the nation controls or that an ally controls. However, such a port must then also be able to trace a continuous line of sea zones to a territory with a capitol city controlled by an ally, where that line of sea zones cannot contain any enemy ships or submarines. If land units are not in supply, those units will be at a -2 on all attack and defensive rolls. Aircraft starting the turn in a territory that is out of supply cannot conduct any attacks, but may fly to another location and can only move at half of the unit's movement allowance.

Air Base(Optional): All planes must take off and land in a zone that contains a friendly air base. Air base cost is 3 per unit and no longer have a movement mod of a +1. Air bases no longer have a defense value but can be destroyed in SBR attacks taking only 1 hit, then unit is removed from the board. Fighters can scramble, max of 3, from an airbase to any adjacent land or sea zone. Aircraft can **NOT** land in territories that have a captured airbase on the same turn they are captured. Captured territories have to be held for one turn in order to build an airbase. Airbases can be destroyed by owner on their turn without penalty.

Naval Base(Optional): Naval bases get a first strike when defending against an amphibious assault. This will be done in the same manner as AA defense. Roll 1 d12 for each ship hitting on a 2 or less. Destroyed ships are removed immediately from the board before shore bombardment or the amphibious assault takes place. Naval bases get no AA defense. Naval bases no longer have a movement mod of a +1 but add a +2 to movement **in NCM phase only**. Use all other naval base rules

Lend/Lease: When rolling for Axis intervention add 2 to the intervention roll if there are no Axis submarines in any convoy zones. Subtract 1 for each submarine in an allied convoy zone.

- Example: US wants to lend Russia 10 IPC's. There is 1 German submarine in a US convoy zone and 1 German submarine in the Russian convoy zone. Axis roll 1D12 and roll a 3. Subtract 1 for each submarine and the roll is a 1. Axis capture the IPC's.

Historic Lend/Lease: On the Purchase new units phase, load transports with a maximum of 10 IPC's per transport. These transports can be loaded and moved before going on to any other Phase. Any combatant ship can be used as an escort and be moved with the transports. Once these ships move they form a **Lend/Lease convoy** and must stay together. A L/L convoy must be loaded and unloaded in zones that contain a Naval Base. After unloading, the L/L convoy must return to a sea zone adjacent to the U.S. before all ships can return to normal operation. A L/L convoy can move up to 4 sea zones per turn. **Lend Lease IPC's** must be kept and spent separate. All units purchased with L/L IPC's must be placed in the territory they were unloaded.

ESCORT CARRIER (Optional Unit): Escort Carriers take only 1 hit to destroy and can carry 1 fighter or 1 tac bomber. Escort Carriers defend against aircraft only. **Cost-11, Attack-0, Defend-4 (air only), and Move-2.** A carrier can scramble its aircraft in defense of an adjacent (1 movement) sea zone or an adjacent territory.



Special thanks to:

Sgt Wonko

Coachofmany

Variable

Gargantua

The play testing crew of Tulsa, Oklahoma
and the Axis and Allies.org forum family!

