World War II

The Struggle for Europe and Asia ™

WWII the Struggle for Europe and Asia™ is a game simulating the Second World War at a strategic level. The game is best played by two to seven players each playing a combination of the eight major powers embroiled in the conflict (Germany, Italy, France, Great Britain, the Soviet Union, Japan, China, and the United States). The game allows players to manage their country's military production, declare war, as well as plan and conduct strategic level combat across the entire European, Mediterranean, Atlantic, Asian and Pacific theatres.

Map Scale
The map is divided into territories and sea zones that represent the operational area for most battles fought in the Second World War. A territory's size varies depending on the type of terrain and national boundaries that border it. There are over 300 operational territories and sea zones on the game map-board.

Unit Scale
Each land-based unit represents between one and four divisions per piece (30,000-50,000 men). Each air unit represents several hundred active combat aircraft. Each naval unit represents between 2-5 major capital ships (battleships and carriers), 6 to 15 minor capital ships (cruisers), or 12 to 30 minor ships (destroyers and submarines) as well as support ships. The number of men, tanks, planes or ships per unit varies depending on the quality of equipment, leadership, tactics and morale of the unit.

Time Scale
Each turn represents a number of days ranging from 2 to 4 months. For the full game, there are 25 turns to a game with roughly one turn being one season – Spring, Summer, Autumn, and Winter. The game starts on the Autumn 1939 turn and ends after the Autumn 1945 turn. Turn sequence proceeds from an Axis turn (combined German, Italian and Japanese nationalities) and an Allied turn (combined U.S., Britain, France, Soviet, and Chinese nationalities).

Objective of the Game
The Axis win if they capture and hold Victory Points (noted in stars on map board). There are 75 victory points on the map board. The number of victory points the Axis need to win depends on what turn it is over the course of the game (see map). The Allies win by reducing the Axis controlled victory points below a certain threshold from less than 28 victory points to less than 10 by the last turn of the game. If at the end of the game, the Axis control 10 or more victory points worth of territories the Axis win. If the Axis control less than 10 victory points, the Allies win.

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Game Setup

1. Players pick which side to play.

In a 2 Player Game
Player One plays the Allies: **France**, **Great Britain**, The **Soviet Union**, **China** and the **United States**
Player Two plays the Axis: Nazi **Germany**, **Japan**, and **Italy**

In a 3 Player Game
Player One plays the **Allies**
Player Two plays **Japan**
Player Three plays Nazi **Germany** and **Italy**

In a 4 Player Game
Player One plays **Britain, France** and the United States and is responsible for the European Theater
Player Two plays Britain, the **United States, the Soviet Union** and **China** and is responsible for the Asia, Pacific
    and Middle East Theaters
Player Three plays Nazi **Germany** and **Italy**
Player Four plays **Japan**

In a 5 Player Game
Player One plays **Britain, France** and the United States and is responsible for the European Theater
Player Two plays Britain, **the United States** and **China** and is responsible for the Asian, Pacific
    and Middle Eastern Theaters
Player Three plays **Japan** (can help the German player with Italy if he needs it)
Player Four plays Nazi **Germany** and **Italy**
Player Five plays the **Soviet Union**

In a 6 Player Game
Player One plays **Britain, France,** and the United States and is responsible for the European Theater
Player Two plays Britain, **the United States** and **China** and is responsible for the Asian, Pacific
    and Middle Eastern Theaters
Player Three plays **Japan**
Player Four plays the **Soviet Union**
Player Five plays Nazi **Germany**
Player Six plays **Italy** and the entire Axis Mediterranean Theater

In a 7 Player Game:
Player One plays **Britain**
Player Two plays the **US and France** and is responsible for the US European Theater.
Player Three plays the **US and China** and is responsible for the US Pacific Theater.
Player Four plays **Japan**
Player Five plays the **Soviet Union**
Player Six plays Nazi **Germany**
Player Seven plays **Italy** and the overall Axis Mediterranean Theater

Additionally, Britain and Germany can be divided between two players each to accommodate games with up to nine players.

Bold denotes primary control and control of the National reference card for production, although the player may share responsibility for certain theaters and units of an ally.

Game Set Up

Distribute National Reference Cards
Each major combatant has their own card. The cards have initial unit setup on the reverse side as well as an indication of which territories and sea zones each nation owns at the beginning of the game. The front of the card provides a quick reference to the number of starting production points each nation receives. The cards also provide a production chart for players to place their builds on during the initial strategic phase as well as a reference for unit costs, movement, attack and defense capabilities.

Distribute Units and Control Markers
Control markers are used to illustrate which nationality controls which territory on the map. Sometimes ownership of a territory will be obvious and players will not need to place a national control marker. But, for some territories, players may want to illustrate their ownership of a territory that is not easily identified as controlled by one side or another. The nationality that owns a vacant territory or sea zone is the nationality that last occupied it.

Plastic Chips
Plastic chips are used as substitutes for combat units to save space in overcrowded territories and sea zones. One gray chip represents 1 unit and 1 red chip represents 5 units. To use chips, simply place chips underneath a combat unit to represent multiples of the unit that the chip is stacked under. Remember to always have the identifying unit on top a stack of chips to identify what they represent.

Example: To place eight transport units in a sea zone, stack two gray chips, a red chip and place one transport unit on top.

Place Starting Units on the Game Board
Each player should refer to the back of their National Reference Cards for the deployment of their country's initial combat units on the game map-board. The back of the National Reference Card lists the number and type of combat units to be placed in each nation's territories. All players place their units (color coded by country) in their territories now. Use chips as unit substitutes wherever you can to save space.

- Great Britain controls the brown pieces
- The United States controls the olive green pieces
- France controls the blue pieces
- The Soviet Union controls the reddish-brown pieces
- Germany controls the dark gray pieces
- Italy controls the light gray pieces
- Japan controls the sand yellow pieces
- China controls the dark brown pieces

Some territories are named on the back of a player's National Reference Card but have no units listed as being placed in the territory. This is simply to note that the owning player controls the territory, although there are not any units actually placed in the territory.

Throughout the rules, Britain, France and the U.S. are collectively called the Western Allies. Germany and Italy are collectively referred to as the European Axis.

Game Dice
The dice are rolled to attack and defend in all combat situations including strategic bombing and submarine warfare. A "d6" will refer to rolling 1 die; "2d6" will refer to rolling 2 dice, etc.

Battle Charts
Battle Charts help players keep track of units involved in combat as well as a reference to the dice rolls needed for units to attack and defend successfully. There are four battle charts to be used in the four types of combat situations. The four types of battle charts are:

- **Air Battle Chart:** To resolve air combat every round preceding Army, Naval or Strategic combat
- **Army Battle Chart**: To resolve all combat in land territories
- **Naval Battle Chart**: To resolve combat in sea zones that is not Strategic warfare
- **Strategic Naval Warfare Chart**: To resolve submarine and escort combat in convoy sea zones.

Production Points
Players receive production points every turn depending on the number of territories they control at the end of their turn. Most territories on the game map-board have a production point value printed in either a white square or circle. The production point value of a territory represents its military value in terms of raw materials, industrial capacity and morale implications for the owning player, all of which fuel the national war economies. Players count the number of production points they control at the end of their turn and keep track of their production points on their national reference cards to spend on new units at the beginning of their next turn.

The Game Map-Board

The game map-board depicts Europe, North Africa, the Middle East, Asia, the Pacific and other important theaters that played significant roles in the Second World War in Europe and Asia Pacific.

The map is divided into operational land territories and sea zones. Boundaries between operational land territories are marked with black lines. Thick black lines denote national borders. Boundaries between some land territories are also marked by a thick blue line, which represents a major river boundary and is discussed below. Boundaries between sea zones are marked with white lines.

Throughout the rules, operational land territories and sea zones are sometimes referred to generically as "spaces."

The number within a circle or a box in most land territories represents the military production point value of the territory. Territories with a **box** around their production point value (and a national flag) represent production centers for the owning player. They represent territories where new units may be placed into the game during the owning player's turn. Only those production centers marked with the owning player's flag may be used to introduce new units to the game. The conquering player may not use captured enemy production centers to place new units into the game. Production centers recaptured by the owning player may not be used to bring new units into the game on the turn that it is recaptured.

For example: The Japanese may not build units on the Chinese production centers they occupy.

Terrain

There are different types of terrain that effect game play. The different types of terrain are the following:
- Dark Green: Rough forested or jungle terrain
- Brown: Mountainous and rough terrain
- Light Green: Clear terrain
- Tan: Arid or Desert terrain
- Blue: Sea zones

The effects on game play are discussed throughout the rules.

Ownership and Control

Land territories are owned at the beginning of the game as noted on the setup of each player's national reference card. Additionally, ownership of territories that do not have any units starting in them is noted on the map with the county abbreviated in parenthesis (*Example: The island of New Britain is marked with a (Br) noting it starts the game owned by Britain*). Some territories are parts of neutral nations and must have war declared upon them and their units deployed before they can be moved into and attacked.

During the game, territories change ownership and control by moving a land unit into it during your movement phase. A territory remains controlled by the last nationality's land unit to have occupied the territory.

Sea zones are controlled the same way - by the last surface combat unit (destroyer, cruiser, battleship or aircraft carrier) to have occupied or moved through them. Transports, submarines and merchant raiders do not control sea zones by themselves. The 'control' of sea zones reflects areas of the oceans that have unknown enemy dispositions, the presence of enemy air and naval patrol ships (too small to be represented by a unit in the game), as well as shipping and mines.

At the start of the game, all sea zones are controlled by the Western Allies (US, Britain and France) with the exception of the following:
- Germany: the Baltic Sea
- Italy: Adriatic Sea, Ionian Sea, the Tyrrhenian Sea, and both Central Mediterranean spaces.
- Soviet Union: The White Sea, Gulf of Finland, Sea of Azov, both Black Sea spaces and both of the Caspian Sea spaces.
- Japan: All Pacific Sea zones within the Pacific 'Blue Line"

Players may use control markers (flags) to illustrate ownership of territories and sea zones that they control. Ownership of territories and sea zones affects tracing supply and strategic movement – see rules below.

Turn Sequence

Turn sequence progresses from a combined Axis turn (Germany, Italy and Japan) to a combined Allied turn (Britain, France, U.S., Soviet Union, and China) every turn. Neutral U.S. and Italy do not have a first turn in the game and are skipped. Italian and U.S. play commences normally on turn 2.

Note: On the occasions when the Soviet Union and the Western Allies are both moving into/out of the same space, the Soviet Union moves before the Allied units. Likewise, German/Italian movement precedes Japanese movement in similar circumstances.

Nationalities Sharing the Same Turn

The European Axis (Germany and Italy), as well as the Western Allies and China (France, Britain, China and

the U.S.) can move and attack with their units together and are considered the same nationality for all movement and combat purposes. Therefore, a British transport could pick up American infantry and conduct an amphibious invasion with them. A German fighter could attack with and land at an Italian owned territory. German tanks and Italian infantry could share the same space and attack together. American bombers could land and attack from China, etc.

The Soviet Union may not occupy the same land territory and may not attack the same territory or sea zone in conjunction with the rest of the Allies. The rule also applies to Japan and the rest of the Axis. Therefore, both the Soviet Union and the Western Allies could not attack a territory on the same turn; Japanese fighters could not support the attack or defense of German or Italian units in a territory or

sea zone and could not land in a territory owned or occupied by German or Italian units; British infantry could not board a Soviet transport, retreat into a Soviet owned territory or be supported by Soviet air units and vice versa; etc. Naval units of different nationalities may occupy the same sea zone and defend together.

On the first turn of the game (Autumn, 1939) there is no Italian or U.S. player turn. For the Axis, only Germany and Japan have an Autumn 1939 turn and for the Allies, only France, Britain, the Soviet Union and China have a first turn. Beginning on the second turn (Winter 1939-1940), all nationalities conduct their full turn.

In each turn, players progress through a number of individual phases. The phases and what actions take place in each phase are outlined below:

The game alternates between a combined Axis (Germany, Japan, Italy) turn and a combined Allied (Britain, France, U.S., China and the Soviet Union) turn every game turn. <u>There is no U.S. and Italian turn on the first turn of the game.</u>

Turn Sequence

I. Initial Strategic Phase
       1) Collect Lend Lease Income (Allies only)
       2) Pay to advance units on the production chart
       3) Distribute Lend Lease Production Points to Allies for next turn (Allies only)
       3) Purchase new units, repair units and place them on production chart
       4) Declare war

II. Movement Phase
       1) Move units using tactical or strategic movement for both friendly
          movement and into combat situations
       2) Enemy may move air units to intercept / fly defensive air support

III. Combat Phase
       1) Resolve air to air Combat
       2) Resolve anti-aircraft fire
       3) Attacking units attack
       4) Defending units placed as casualties
       5) Defending units defend
       6) Remove eliminated attacking and defending units
       7) Attacker and then Defender may elect to withdraw
       8) If neither side is eliminated or withdraws, repeat steps 1-7
       9) Surviving air units move their range to land

IV. Mechanized Movement Phase
       1) Move mechanized and air units into both friendly & into combat situations (tactical movement only)
       2) Enemy may move air units to intercept / fly defensive air support
       3) Resolve mechanized combat (follow basic combat steps 1-9 above)

V. Concluding Strategic Phase
       1) Check victory/defeat conditions
       2) Place production units on board
       3) Determine Axis minor allies
       4) Collect production points

I. Initial Strategic Phase

Pay to advance units on the production chart

Players spend production points to advance units that take multiple turns to build on their production chart. For units to advance from one staging area to the next, their production value must be paid. Units that players do not pay to advance remain in their current staging area.

Purchase new units to place on production chart

Players may build new units and place them on the production chart in the appropriate staging area.

Example: Medium armor costs 6 production points to build (3,3). Three production points are spent to place a medium armor unit on the "1" turn box of the production chart. Three additional points are spent to move the armor unit to the "0" production box on the following initial phase (i.e. it takes two turns to build a medium armor unit. Three production points are spent the first turn, and three additional points are spent the following turn.

Check the player reference cards to determine the costs and number of turns it takes to build the different units used in the game.

Example: Battleships cost 5,5,5,5 production points to build. This means it takes four turns to build a battleship for the cost of 5 production points each turn. On the first turn, the building player would spend 5 production points and place the battleship piece on the "3" staging area of the production chart. On each following production phase, the owning player may spend 5 production points and advance the battleship forward one production box until it reaches the "0" staging area and the owning player has spent a total of 20 production points for the battleship.

Each nation has a maximum builds capacity listed on their player reference charts. This represents limits to the different types of units that may be built by a country based on their industrial infrastructure capacity, shipyards and manpower reserves. The maximum builds number represents the maximum number of units of that specific type that may be on the production track at a time.

Example: Italy has a maximum builds number of "1" for destroyers. Italy may not have more than one destroyer on its production track. The destroyer may be either on the "2", "1", or "0" production box of the track, but no more than one destroyer may be on the track at a time.

The maximum builds that a country can produce may change over the course of the game. The Soviet Union's maximum builds increase on the first initial phase that it is at war with Germany. U.S. maximum builds increase the first turn that America is at war.

Note, both Germany's and Britain's infantry maximum builds are increased by Axis minor allies and Commonwealth Allies. For Britain, one additional infantry unit may be built in each of Eastern Canada, Calcutta and Sydney (these territories are noted on the map) every turn that they are controlled by British or Commonwealth forces. For Germany, the first initial phase that German minor allies Hungary, Romania, Turkey, or Spain are German minor allies, Germany's maximum infantry builds are increased by one for each of these allies. Germany may build up to one additional infantry unit in the territory in the minor ally per turn (territories enabling additional German minor ally infantry builds are noted on the map). Only one infantry unit may be built in each minor ally every turn. If enemy forces occupy a territory enabling additional infantry builds, Britain and Germany lose the additional infantry build capacity until the territory is retaken.

Example: Germany has a maximum infantry build limit of 8. Once Romania and Hungary join the Axis, Germany may build one additional infantry unit in each Romania and Hungary (effectively raising the German maximum build limit to 10). The additional infantry builds must be placed in Hungary and Romania (one each). If Germany builds 9 infantry on its following turn, 8 may be place in Germany, but 1 must be placed in Hungary or Romania. Likewise, if Germany were to build 3 infantry on the following turn, the German player could place all 3 in Germany or place 1 in each Hungary, Romania and Germany.

<u>Note:</u> Certain units are listed on the country charts as being available after a certain historical time or after a number of other units have already been built and placed on the board. In some cases, the earlier version of this unit may no longer be built (but existing early versions that are on the board or on the production chart remain on the board or production chart – i.e. it does not 'upgrade' itself). A player may finish building the early version of a unit that is already started on the production chart. For example, once the British are allowed to build medium tanks, British light tanks on the board or on the production chart remain there (and may finish being built).

Repairing Damaged Battleships, Cruisers and Carriers
Damaged battleships, cruisers and carriers that are in a sea zone adjacent to the owning player's production centers may be repaired. It costs one round of builds (either 4 or 5 production points) to repair a damaged capital ship. The unit being repaired is removed from the game board and placed in the "0" production box on the national reference card. During the "Place Production Units on Board" phase, repaired units are placed back on the board in the same sea zone they were removed. Damaged ships being repaired do not count against maximum builds and are ignored when determining maximum build numbers.

Building Factories
Nearly every country has the ability to increase their military production by building factories. Factories take 4 turns to build at a cost of 6 production points a turn (for a total of 24 production points). Once placed on the board, each factory is counted as 5 additional production points for the owning player when he counts up his production points at the end of the turn. Note that maximum builds also govern the number of factories that can be on the production chart at any one time.

Factories can only be built at player's existing production center territories that are owned at the start of the game. Only one factory can be built at production center territories that have an initial production point value of 3 or more. Up to two factories may be built in a territory that has an initial production point value of 6 or more. If a territory has an initial production point value of 12 or more, up to four factories may be built in it. Therefore, factories can only be placed in your own production center territories owned at the start of the game and the number of additional factories a territory can support is dependent on the initial production point value of the territory.

If an enemy unit occupies a territory with a factory in it, the factory is damaged and flipped on its side. Damaged factories do not produce any production points until they are repaired. Damaged factories can be repaired in the initial strategic phase by spending 6 production points (one turn's worth of factory production – just like repairing battleships). Repaired factories are flipped back up on the 'place new units on the board' phase at the end of the turn and their production is counted by the occupying nation at the end of the turn. Factories are always damaged when their territory is taken or retaken. Factories cannot be eliminated.

Lend Lease and Allied Supply Convoys

Both the British and American players may provide production points via convoys in order to fuel their own war economies as well as those of their Soviet and Chinese allies. The Western Allies (U.S. and Great Britain) may allocate production points for lend lease during their initial phase. There are several spaces that are lend lease and supply convoys spaces. They are: Three North Atlantic convoy routes for aid to Great Britain, Murmansk convoy aid to the Soviet Union, Persian aid to the Soviet Union, Himalaya flights to China, the Burma Road aid to China and U.S. Far-East aid to the Soviet Union. For some lend lease territories or sea zones, the Allies have to invest more points than are transferred to the receiving country. For example, for four points invested in the Persian Lend Lease Route, the Soviet Union receives 3 additional production points. For the Far Eastern Route, for an investment of five production points, the Soviet Union receives 4 additional production points. The investment of extra production points represent the resources needed to keep the supply route open and functional.

Allies mark the number of production points being delivered through a given route by placing chips under the round control marker in the circle for the lend lease convoy space. The recipient of the lend lease may collect these production points at the very beginning of their next turn.

Example: If the U.S. is delivering 5 production points in Lend Lease to Great Britain in the North Atlantic, the U.S. player would spend 5 production points in his initial phase and place a red chip under one of the British control markers in the North Atlantic. The British would then collect any surviving production points at the beginning of the next Allied turn.

The Axis players may try to intercept Lend Lease Convoys in the same manner as they intercept permanent on-board convoy centers. Axis units may attack these production point convoys through strategic warfare with U-boats, surface ships as well as fighter and bomber air units. Strategic warfare rules are discussed below.

The Allies may transfer lend lease points to the Soviet Union through the Murmansk Convoy, Persia and/or the Soviet Far East. For each lend lease route, there are two Soviet ports for lend lease noted on the map. At least one of the two ports must be Soviet owned and in supply (see below) at the conclusion of the Axis turn in order for the Soviet Union to receive it's lend lease production points through that route. During winter and spring turns, the White Sea is frozen and naval units (including lend lease points) may not move into or out of the White Sea. As such, Northern Allied lend lease can only be received through the port of Murmansk during these turns. If Murmansk is Axis occupied during these turns, the Soviet Union cannot receive lend lease through the Northern Atlantic route and the Lend Lease production points remain in the Murmansk Convoy sea zone until either they are destroyed by the Axis or the Soviet ports are free of ice or Axis occupation.

The Allies are not allowed to deliver lend lease production points to the Soviet Union until the Soviet Union is at war.

The country's round control marker receiving the lend lease is always placed in the circle on the map of the supply convoy zone. Lend Lease production points can only be attacked via strategic warfare if the attacker is at war with the country whose control marker is representing the points in the lend lease convoy circle.

Example: If Japan is not at war with the Soviet Union, Japan may not strategically attack the Far East Convoys from the United States until at war with the Soviet Union.

The Burma Road and Himalaya supply routes to China can only be attacked if the attacker is at war with Great Britain. If the Japanese attack these supply routes to China, they trigger war with the Western allies.

The Allies may not deliver Lend Lease through land territories that are either out of supply or Axis controlled (for example, if the Japanese own Burma, the Allies may not supply lend lease to China via the Burma Road). If the Axis capture a Lend Lease territory that has Lend Lease production points in it, the production points are eliminated.

Lend Lease points are not interdicted by the presence of enemy naval units in the Lend Lease sea zone. Lend Lease sea zones can only be prevented from reaching the receiving country by being attacked via strategic warfare or by occupying the Soviet port territories for aid to the Soviet Union only.

Germany may not send supply to their Italian Allies. Of course, nothing prevents German units from moving and fighting with their Italian Allies.

Saving Production Points

Players may save as many of their production points as they wish from one turn to the next. Maximum build totals, however, may not be saved.

Amphibious Invasions and Para Drops

Players planning on launching an amphibious invasion or parachute drop on their player turn will need to save production points to do so. In order to represent the logistical hurdles as well as amphibious landing craft and other units not represented in the game, amphibious assaults and parachute drops cost production points.

Amphibious assaults are conducted when units are landed via transports into enemy occupied territories. (Note: It is not an amphibious assault if units are transported from one friendly territory to another during a player's movement phase). When conducting the amphibious assault on the movement phase, the player conducting an amphibious assault must pay one production point for each land unit per sea zone that the land unit crosses from the territory of embarkation onto the transport to the territory of amphibious assault. The nationality of the forces being landed via an amphibious invasion pays the production point costs for an invasion. Air units do not pay production points to support an invasion.
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Example 1: The Allies intend to launch an invasion of the German occupied Normandy territory during their movement phase. During the production phase they save 20 production points. On the movement phase, they amphibious assault Normandy from Southern

England with 12 U.S. infantry units and 8 British infantry units. Since all of these units are crossing only one sea zone (the English Channel) this invasion would be conducted for a cost of 12 American and 8 British production points.

Example 2*: The U.S. player decides to invade Morocco from the East Coast of the U.S. with 2 infantry units. Since the invading infantry would be crossing 5 sea zones from the point of embarkation to the invasion territory, the U.S. player would have to spend 10 production points.*

The Japanese do not pay for amphibious invasions. Due to the extremely light logistical support for Japanese forces, they amphibious land units for free.

If attacking an enemy controlled territory via parachute drop, the attacking player has to pay 1 production point for logistics and support for each paratrooper unit para-dropped. As in an amphibious invasion, the owner of the paratroop unit being parachuted pays the production points for the attack.

Declaring War on Neutrals

Only the Axis and the Soviet Union may declare war on neutral countries. In order for a neutral country to be attacked during a player's movement phase it must have war declared upon it during the aggressor's initial phase. Once war is declared, the Allies (or the Axis if the Soviet's declared war) must deploy the neutral country's units on the board. Use British units to represent a neutral country's units (or German, if the Soviet Union declared war). The unit listing chart of each neutral county is located on the game board. Each territory of the neutral country that is worth a production point must contain at least one unit. Then, all remaining territories must contain at least one unit. Once all of the neutral country's territories have at least one unit deployed in them, additional units may be placed anywhere in the country. Naval units must be placed in a sea zone adjacent to the country's land territories (see Neutrals rules in the National and Special Rules below).

II. Movement Phase

Units are moved between territories and sea zones. Some units may move just one adjacent space per turn, while others may move several spaces per turn. There are 2 types of movement for all units during the movement phase. They are:

- **Tactical Movement** – Movement of units into friendly and enemy territory/sea zone possibly resulting in combat if enemy units are present.

- **Strategic Redeployment** – Movement of units from one friendly territory/sea zone to another.

Both of these types of movement occur simultaneously.

There are three basic types of units: Land units, Naval units and Air units. All units have a movement rating. *A movement rating indicates the number of territories or sea zones a unit may move.*

Land Unit Movement

Land units consist of all types of infantry, armor and artillery. Land units may only move between land territories unless being conveyed by naval transport (transports) or air transport (bombers). Land units may move over some sea zones that have straights as if there were no sea zone between the two land territories on either side of the straight.

Straights in which land units may move across are the following:

- **Straights of Messina** (connecting Sicily and Naples)
- **Kerch Straights** (connecting the Crimea and the Kuban)

- **Straights of Hainan** (connecting Hainan island to Kwangtung)
- **"The Slot"** (connecting Bougainville to Guadalcanal)
- **Hokkaido, Kyushu and Honshu Japan** (connecting the three Japanese Island territories)
- **Luzon and Mindanao** (Connecting the two Philippine Island territories)

Please note that the Istanbul space is on both sides of the Dardanelle's – so there is no movement to move over the straights – they are, in effect contained within the land space.

While the Solomon Island chain is not a "straight", in order to reflect the attacks and counterattacks that raged on Guadalcanal as well as on other islands in this group, movement between Bougainville and Guadalcanal is represented as a straight for land unit movement purposes.

For land movement purposes, the Pripet Marshes and the Australian Outback are impassible (but not for air unit movement). No movement is allowed in the black territories on the map such as the Himalayas and Switzerland.

Tactical Land Unit Movement
All land units have a tactical movement rating of "1" space. Land units may tactical move either from one friendly territory to another or from a friendly occupied territory into an enemy owned territory. If enemy land units are present in the territory moved into, combat ensues.

Strategic Rail Movement
Land units may use *strategic rail* movement to move unlimited friendly owned contiguous land territories as long as they do not end their movement in a territory being attacked or into an enemy owned territory. The territories that units move through during strategic rail movement must be non-arid spaces. Units must stop in the first arid space they enter when using strategic rail movement. Units starting the movement phase in an arid space may not use strategic land movement. Units may move strategically over straights that allow land movement (such as the Straights of Messina and the Kerch Straights).

Each nationality may move a maximum number of units via strategic rail movement during the Movement Phase as follows:

- **Japan** may move a maximum of 5 land units via strategic rail movement each turn.
- **The Western Allies (U.S., Great Britain, and France)** may move a combined maximum of 10 land units via strategic rail movement each turn.
- **The European Axis (Germany and Italy)** may move a combined maximum of 15 units via strategic rail movement each turn.
- **The Soviet Union** may move a maximum of 20 units via strategic rail movement each turn.
- **China** may not move any units via strategic rail movement.

Air Unit Movement

Air units consist of all types of fighters, bombers and heavy bombers. Air units may move between land and sea zones. Air units have a range rather than movement points. The range of an air unit is the number of spaces the air unit may move on the movement phase either to a friendly territory or to a enemy territory to participate in combat. The range of the air unit is also the number of spaces the air unit may move to land after the conclusion of a battle. An air unit must always be able to land at a territory that was owned by the player at the beginning of the movement phase or an aircraft carrier of their own nationality. Air units must count movement for every land territory or sea zone space that they move through. Therefore, if an air unit takes off from an island in the middle of a sea zone, its first movement point is into the sea zone surrounding the island.

Tactical Air Unit Movement
Fighters, Stukas and Sturmoviks have a movement range of 2 and bombers/heavy bombers have a movement range of 3. Allied heavy bombers have a movement range of "4" when conducting strategic bombing missions (only). British and U.S. fighters have their movement range extended to 4 beginning Winter 1943-44 when escorting strategic bombing missions (only). In order to receive this extra

movement, fighters must start in the same territory as at least one of the heavy bomber air units.
Fighters taking off from an aircraft carrier have a range of only 1 instead of the usual 2 movement range for fighters.

At the conclusion of the combat phase, air units may move up to the maximum of their range again to a friendly territory or an aircraft carrier of the same nationality as the air unit. The territory must be friendly owned at the beginning of the movement phase (i.e. a player can not land a plane at a territory he did not own at the end of the movement phase or a territory that his land units just moved into). An air unit is allowed to move its range again at the conclusion of the combat phase even if it did not participate in a combat (i.e. it just moved two spaces during the movement phase).

Example: A fighter air unit can fly from London to support an attack in enemy occupied Normandy(range of 2 spaces) and then return to London at the conclusion of the combat phase. It could not fly to Paris and back (Paris would require a range of 3 from London).

Note that range is different than total movement points. A fighter can not fly out 3 spaces to a combat and then return 1 space after combat.

Strategic Redeployment of Air Units
Air units may also use strategic movement. If not moved into any attacks during the movement phase, air units may redeploy up to 10 spaces (in the European theater) or 8 spaces (in the Asia Pacific theater) to any friendly owned territory on the map during the movement phase. If an air unit starts in or moves into the Pacific theater, it has a redeployment range of 8 – air units have a redeployment range of 10 only if they start and conduct all of their movement in the European theater. In order to redeploy to a new territory, the air unit must be able to trace a movement route through friendly owned land territories and/or friendly controlled sea zones (see ownership and control rules above). Air units that strategically redeploy may move normally during the mechanized movement phase, but may not participate in combat during the mechanized combat phase. German and Italian air units may move through and land in either German or Italian owned territories. U.S., British, and Free French units may strategically move in the same manner. However, Japanese and Soviet air units may only move from, to and through Japanese and Soviet territories, respectively.

Example: A fighter air unit uses strategic air redeployment to fly from London to Gibraltar (five

spaces). The air unit lands in Gibraltar and could not participate in any attacks along the way and may not participate in any combat during the following mechanized movement phase (See Mechanized Movement, below).

<u>Note:</u> Planes on carriers may either strategically re-deploy by themselves before the carrier moves or move along with the carrier when the carrier strategically redeploys and not move themselves. Planes may not fly off of a carrier after the carrier strategically redeploys.

Naval Unit Movement

Naval Units consist of all types of submarines, merchant raiders, transports, destroyers, cruisers, battleships and aircraft carriers. Naval units may only move between sea zones. Naval unit may not move through straights unless the player's side owns the land territories that control the straight (see *Movement Through Straights* below).

The White Sea is frozen in Winter and Spring turns and naval units may not move into or out of this space during these turns.

Tactical Movement
All naval units have a tactical movement rating of 4 sea zones in the European theatre and a tactical movement rating of 2 in the Asia Pacific theatre (These theaters are a different scale on the map and are separated by a bold white line in the Indian Ocean). If a naval unit starts in or moves into the Pacific theater, it has a movement rating of 2 – Naval units have a movement rating of 4 only if they start and conduct all of their movement in the European theater.

Submarines and merchant raiders on their 'neutral' side may freely move through enemy zones with enemy surface naval forces but all other naval units must stop in the first sea zone they enter that contains an enemy surface combat naval unit (destroyer, cruiser, battleship or carrier). Submarines and merchant raiders on their

'neutral' side may move tactically through any sea zone (whether enemy occupied or not) without initiating combat.

Naval units may move tactically or strategically into or through sea zones containing enemy transports, merchant raiders, or submarines if those units are unescorted by a surface combat unit (destroyer, cruiser, battleship or carrier) and not initiate combat. Only enemy surface combat naval units force combat upon the moving player.

Transports
Unescorted transports may only move into sea zones that are controlled by the owning player. Transports may only move into enemy controlled sea zones if accompanied by a surface combat naval unit or if a surface combat unit has moved through the sea zone prior to the transport's movement during the same movement phase (sea zone control is changes on the instant it has a surface combat unit moved into or through it). Transports may never move unescorted into sea zones that are not controlled by the moving player.

Transports must stop in the sea zone that they unload units from. If moving land units from one friendly occupied territory to another, transports may convey 3 infantry (or paratrooper) units or two land or air units of any type (such as two armor units or an infantry and an artillery unit).

Transports participating in an amphibious invasion of an enemy owned territory have their carrying capacity reduced due to the need of ferrying supplies and other equipment along with the combat troops. A transport's carrying capacity is reduced to 2 infantry (or paratrooper) units or 1 land unit of any other type when conducting an amphibious invasion.

When using tactical movement, transports may pick up units from multiple territories, but must disembark their cargo at a single territory and end their movement in the adjacent sea zone they disembark their cargo from. All units must be disembarked from transports at the conclusion of the transport's movement.

A transport may not land its units as an amphibious invasion if it is loaded with more units than would be allowed to be landed by amphibious invasion. For example, a transport carrying three infantry units is not allowed to land 2 infantry units as an amphibious invasion and keep the third unit on the transport – its entire cargo must be disembarked at a friendly owned territory.

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No units may remain on a transport at the conclusion of the movement phase. All cargo must be disembarked from transports at the conclusion of the transports movement.

During an amphibious assault, if there are enemy surface combat naval units (carriers, battleships, cruisers and destroyers) in the same sea zone in which amphibious force is unloading, a naval battle must occur before land units may be landed. Enemy submarines, transports and merchant raiders by themselves do not force naval combat prior to an amphibious invasion. See *Amphibious Assaults*, below.

Aircraft Carriers

Both aircraft carriers and the air units they convey may both move during the movement phase (i.e. a carrier moves four spaces in the European Theatre, the air unit may then take off from the carrier and fly into combat with the anticipation of returning back to the aircraft carrier after combat). The aircraft carrier moves before the air unit moves during the movement phase. *Fighters taking off from an aircraft carrier have a movement range of "1" instead of the usual range of "2" for fighters.* Therefore, carrier fighters can only attack adjacent sea zones or islands when taking off from an aircraft carrier during the movement phase.

Strategic Redeployment

Naval units may also use strategic redeployment. Naval units may strategically redeploy "10 or 8" sea zones instead of the usual "4 or 2" for the European and Pacific theaters, respectively. If a naval unit starts or moves into the Pacific theater, its strategic redeployment movement is 8 spaces. If a naval unit starts and uses all of its movement in the European theater, its strategic movement is 10 spaces.

When moving strategically, a naval unit can only move through sea zones that are under friendly ownership and control at the beginning of the movement phase (see ownership and control rules above).

A Naval unit (as well as planes on carriers) utilizing strategic movement may not participate in any form of combat during the following combat phase.

German and Italian naval units may move strategically through either German, Italian or Vichy French owned sea zones. U.S., British, and Free French naval units may move through any Western Allied owned sea zone. However, Japanese and Soviet naval units may only move through sea zones controlled by Japan or the Soviet Union, respectively.

Naval units may not strategically move through straights that they do not control. Only Western Allied naval units may move through the Panama Canal, German, Italian, Japanese and Soviet naval units may <u>not</u> move through the Canal. For game movement and supply purposes, the canal is the only sea zone that connects to two edges of the map board.

If using strategic movement, transports may not conduct amphibious invasions (they may land units in friendly owned territories). Transports conveying units (up to 3 infantry/paratrooper units or 2 of any other type of unit) may use strategic movement, but they must pick up all of their land units from a single land territory that the transport begins the movement phase adjacent to and all land units must be disembarked from the transport into a single territory adjacent to the sea zone the transport ends its strategic movement in.

If planes accompany aircraft carriers utilizing strategic redeployment, they may not also move after the conclusion of the carrier's move. Planes may only fly off of carriers if the aircraft carrier uses normal tactical movement.

Example: *A naval unit uses strategic movement to move from the Irish Sea to the South Atlantic (six spaces). The naval unit could not move to the South Atlantic if it were enemy occupied by a surface combat unit or participate in combat in any way.*

Submarines using strategic movement are not prevented from moving strategically through and into sea zones that are occupied by enemy surface combat units and/or controlled by the enemy. If utilizing strategic movement, submarines cannot attack during the combat phase.

Movement Through Straights and Canals

Naval units may not move through straights/canals unless they have control of the land territories that command the straights/canals. The following land territories control the straights they are adjacent to:

- **Danish Straights**: Denmark. In order for any naval unit (except submarines and merchant raiders) to move through the Danish straights, Denmark must either be a neutral territory or controlled by the side wishing to move through the straights at the beginning of the movement phase.

- **Straights of Gibraltar**: Gibraltar. In order for any naval unit (except submarines and merchant raiders) to move through the straights of Gibraltar, the side wishing to move through the straights at the

beginning of the movement phase must control Gibraltar.

- **Straights of Messina**: Sicily and Naples. In order for any naval unit to move through the straights of Messina, the side wishing to move through the straights must own both Sicily and Naples at the beginning of the movement phase.

- **Dardanelle Straights**: Istanbul. The Istanbul space actually straddles both sides of the Dardanelle straights. In order for any naval unit to move through the Dardanelle straights, the side wishing to move through the straights must own Istanbul. If Turkey is neutral, no naval units may move through the Dardanelle straights.

- **Kerch Straights**: Crimea and Kuban. In order for any naval unit to move through the Kerch Straights, the side wishing to move through the straights must own both Crimea and Kuban at the beginning of the movement phase.

- **Suez Canal**: The Sinai and Cairo spaces. In order for naval units to move through the Suez Canal, the side wishing to move through the canal must own both the Sinai and Cairo spaces at the beginning of the movement phase. It costs a movement point to move through the canal (therefore, to move from the Red Sea to the Eastern Mediterranean costs 2 movement points). No units may remain in the canal at the conclusion of the movement phase. If a naval unit does not have enough movement to exit the canal, it may not enter the canal. Units may retreat through the canal without a movement penalty.

- **Kiel Canal**: The Ruhr. In order for naval units to move through the Kiel Canal, the side wishing to move through the canal at the beginning of the movement phase must own the Ruhr space. It costs a movement point to move through the canal. No units may remain in the canal at the conclusion of the movement phase. If a naval unit does not have enough movement to exit the canal, it may not enter the canal. Units may retreat through the canal without movement penalty.

- **Straights of Malacca**: Malaysia (Singapore). In order for non-submarine naval units to move from the Malayan Sea to the Andaman Sea, Singapore must be owned by the side wishing to move through the straights of Malacca at the beginning of the movement phase.

Territories that control a straight must be friendly owned at the beginning of the combat phase for naval units to be able to retreat through the straight (even if the straight is attacked and enemy occupied in the current combat phase, naval units may still retreat through the straight if both sides were friendly occupied at the beginning of the combat phase).

Paratroopers and Air Transport

Each nationality may move infantry and paratrooper units by air transport or parachute-drop paratroopers during their Movement Phase. A bomber or heavy bomber conveys the infantry or paratrooper unit for this kind of movement. Each bomber or heavy bomber may only carry 1 unit.

Movement
When attacking an enemy controlled territory via parachute drop or if air transporting an infantry unit to a friendly territory, the bomber and the infantry or paratrooper unit must begin their movement in the same territory. Bomber and heavy bombers have a movement range of 3 spaces when conducting a para-drop or air transport mission. Only paratroopers may be air transported into enemy owned territories (infantry can be air transported from one friendly owned territory to another). For each paratrooper unit para-dropped into an enemy territory, the attacking player has to pay 1 production point for logistics and support. Western Allied (British, French and American) as well as European Axis (German and Italian) bombers can pick up and drop each other's infantry. The owner of the paratrooper unit pays the production point for his own units. Air units may not convey infantry or paratroopers and redeploy strategically. Para-drops and air transport are not allowed in the mechanized phase (unless playing with optional rules detailed below).

Air Interception/Defensive Air Support
Once the moving player has finished all of his movement, the defending player has the option to react to the attacker's movement by flying defensive air support and by scrambling planes to territories under attack.

Enemy air units that are in or adjacent to a territory or sea zone that is being attacked may fly defensive air support / interception into the attacked space if the defending player elects to do so. They are treated as if they occupy the attacked space for combat purposes. Carrier-based planes may therefore be fly into adjacent land territory combat or adjacent sea zone combat. Land based air units may fly into adjacent territories being attacked or into an adjacent sea zone if naval units are being attacked.

Note: A territory is considered to be under attack when enemy units end their movement in a territory that was friendly owned at the beginning of the movement phase (i.e. they may be unoccupied by friendly units – just friendly controlled). Therefore, air units adjacent to a territory being industrial bombed may fly into the targeted territory to defend the space from the enemy bombers, planes adjacent to a territory under parachute assault may react to defend it, fighters in the Eastern USA may fly to the defense of convoys adjacent to the East Coast being attacked by German U-boats, etc. Naval sea zones are only considered to be under attack if there is a friendly naval unit occupying the sea zone when enemy units end their movement in it. Therefore, naval units moving through or ending their movement in unoccupied (but enemy controlled) sea zones adjacent to air units do not trigger defensive air support.

Land territories across straights that units can move across are adjacent for all movement and interception air support (therefore a defending airplane in Naples may provide air support for a battle in Sicily).

Planes may only fly defensive air support once per combat phase. They may NOT fly into one territory, help in its defensive and then fly into another adjacent attacked space and aid in its defense as well. If multiple adjacent territories as well as the territory the air unit is in are all attacked, the defender has to choose which territory to allocate his plane for defensive air support. The defender may, if he wishes, disperse his planes to multiple adjacent battles if he has multiple planes. *All defensive air support movement is conducted after the attacker has moved, but before any combat takes place.* Planes may fly defensive air support in both the normal movement phase as well as the mechanized movement phase.

Players may only fly defensive air support into adjacent territories or sea zones that are being attacked after the attacker's movement phase is completed.

Nothing forces defensive air support – even if air units occupy the space being attacked by enemy air or ground units. Defending aircraft may elect to scramble and move away from the embattled territory rather than fly defensive air support before combat takes place. The air unit is simply retreated up to its full range to another territory. If no territory exists within its range it may not retreat and is forced to give battle. Air units retreated in this manner may not support another battle during the same combat phase.

Note: If ground units attack a territory that only contains aircraft, the aircraft immediately have to retreat (re-base) to another territory within their range and can not perform any defensive air support for that combat phase. If the re-based territory is then attacked, the air units are forced to retreat (re-base) again.

After defensive air support, defending air units must return to the territory or carrier that they intercepted from. If the original territory / carrier is no longer available to return to due to enemy occupation, battle or it is sunk, the intercepting air unit must fly to an alternate territory / aircraft carrier within its range from the battle territory or sea zone. *If no carrier or territory exists within this range, the air unit is eliminated instead*.

III. Combat Phase

Attack and Defense Values
The number representing attack and defense values for units indicates the *number needed to be rolled or less* on a d6 to inflict a casualty.

Air-to-Air Combat

Air-to-Air combat is resolved before land, naval or strategic combat during every combat phase until all of one sides' air units have been eliminated or have withdrawn. Every combat round, all planes involved in the battle are placed on the Air Battle Chart.

The side with the least amount of fighters places all air units on the battle chart first, followed by the player with the most fighter air units. If both sides have equal numbers of fighters, the defender and then the attacker allocate their air units to the air unit battle chart. Players may place their air units as either air-to-air combat or as bombers. Fighters may either be assigned as an air-to-air fighter or as a bomber. Bomber air units may only be placed as bombers. Bomber air units conveying paratroopers are also placed as bombers.

After both sides have allocated their air units, the side with the greatest number of fighters (or the attacker if both sides have equal numbers of planes assigned as fighters), may elect to have any number of fighter air units bypass enemy fighters and intercept enemy bombers. Fighters attacking enemy bombers will be referred to as *interceptors*. The side with the least amount of fighters (or the defender if equal) then does the same. Place these fighters in the interceptor box on the combat chart.

Air-to-air combat is conducted in the following order:

1) Fighter-to-Fighter/Interceptor Combat: The attacker and the defender roll for their planes that are allocated as air-to-air fighters and then remove casualties. Fighter air units have a "2", "3" or a "5" air-to-air combat value depending on the nationality of the air unit – see the player aid chart for combat values. The owning player of either his own fighters or his own interceptors removes casualties. Note that only fighters get to roll for their attack or their defense – not bypassing interceptors, although interceptors can be taken as casualties. The owning player chooses the hits inflicted upon his own air units.

2) Interceptor-to-Bomber Combat: Surviving interceptors attack enemy bombers and bombers defend themselves. Interceptors are assigned enemy bombers to attack. A player may choose to allocate more than one interceptor to attack an enemy bomber, but all hits must be applied to the bomber the interceptors are assigned to, whether the first hit eliminates the bomber or not. Defending fighter air units assigned as bombers may not defend themselves (they have a defense of "0" in air-to-air combat if conducting a bombing mission). Bomber, Stuka and Sturmovik air units defend with an air-to-air value of "1". Allied heavy bombers defend themselves with an air-to-air value of "2 or less". Interceptor-to-bomber combat is simultaneous. Bomber, Stuka, Sturmovik and heavy bomber air units may only defend themselves if attacked and may only fire once per combat round regardless of the number of enemy fighters attacking them. Therefore if a bomber is not attacked it may not help defend another bomber being attacked.

Surviving bombing fighter and bomber air units are moved to the ground, naval or strategic combat battle board.

Example: The attacker has 5 fighters and 3 bombers attacking a territory defended by 3 fighters and 1 bomber. The attacker elects to have 4 of his fighter planes placed as air-to-air fighters and 1 of his fighter planes placed as a bomber as well as all three of his bomber planes. The defender elects to have all 3 of his fighter planes placed as air-to-air fighters and his bomber plane placed as a bomber. The attacker elects to have one of his four fighters bypass the defender's fighters and intercept the defender's bomber. The defender elects to have two of his three fighters bypass the attacker's fighters and intercept the attacker's bombers.

The air battle ensues. The attacker has three fighter planes assigned as air-to-air fighters (of the five fighter planes he has, one is assigned as a bomber and one is bypassing enemy fighters as an interceptor). The attacker rolls for three fighters and hits with two of them. The defender only has one fighter (since two planes are bypassing as interceptors) and scores a hit with the fighter. The attacker removes one of his fighters and the defender removes one of his fighters and one of his interceptors (leaving only one). Now the attacker attacks the enemy bombers with his one bypassing interceptor fighter air unit. The interceptor scores a hit on the bomber and the bomber misses the fighter interceptor. The defender's bomber is removed. Finally the defender has one surviving bypassing interceptor air unit (the other having been shot down in

fighter-to-fighter/interceptor combat already) and elects to attack one of the attacker's bomber units. The defender's fighter misses and the attacker's bomber misses. All of the attacker's bombers (two bombers and one fighter) are moved to the ground, naval or strategic combat battle board.

Ground Combat

The attacker and the defender place all of their ground units on the ground battle board as well as any surviving bombing fighter and bomber air units that were assigned as bombers.

Aircraft may not attack ground units by themselves. In ground combat, they can only support an attack. Air units cannot be taken as casualties in ground combat – air units are only eliminated by other air units or by anti-aircraft fire.

Ground combat is resolved in the following order:

Resolve Anti-Aircraft Combat
If the defender has anti-aircraft guns or '88's, the defender may elect to deploy them in anti-aircraft mode. For each defending AA gun or '88', the defender may fire up to 3 anti-aircraft rolls against attacking enemy air units. Each air unit may only be shot at once by anti-aircraft however. Defending AA guns and '88's select the planes they will be firing at with their AA gun rolls (groups of the same type of plane can be rolled together if there are many AA gun rolls). A "1" scores a hit on the attacking plane and eliminates it before ground combat commences.

Example: *The defender has two anti-aircraft guns in a territory. The attacker has 5 fighter air units and 3 bomber air units all bombing in support of an attack. The defender gets 6 anti-aircraft rolls (3 for each AA gun) and elects to fire at each of the 3 bombers and 3 of the fighter bombers. The defender rolls one "1" with his first set of three dice (against the bombers) and two "1"s with his second set of three dice against the fighter-bombers, eliminating one bomber and two fighters before ground combat takes place.*

Anti-aircraft guns and 88's may fire at enemy aircraft that fly over their territory on the movement phase. However, anti-aircraft guns only get 3 AA rolls per movement/combat phase, therefore if three enemy air units are flying over a territory and three enemy air units are attacking the territory containing the AA gun, the defender would have to choose which three planes he would be firing at with his AA gun. AA guns can only elect to fire at planes attacking their territory or flying over it on their way to attack another territory. AA guns are not allowed to fire at enemy planes that are returning from a battle after the combat phase.

AA guns and 88's may fire at ground units in the normal ground combat phase as ground units instead of deployed to fire during the anti-aircraft phase. AA guns have a defense value of "1" and 88's defend in ground combat with a value of "4* or less". (see below)

Once anti-aircraft combat is resolved, the attacker and the defender conduct their attacks simultaneously.

Attacking Units Attack
Both players arrange their attacking and defending units on the battle board. Combat is simultaneous with the attacker rolling for his units first and then the defender rolling for his units. Casualties inflicted by the attacker are placed below the casualty line on the battle board so the defender can keep track of his losses but still roll for their defense. The owning player always selects and removes his own casualties.

Armor and Anti-Tank Effects
Casualties inflicted by armor units (noted by an * on the battle board) must be taken off of enemy armor, 88's or AT units first (designated with an * as well), before casualties are inflicted upon other types of units. The owning player selects his own armor casualties, but he must select casualties from his armor/88/AT units if casualties are inflicted by armor units (Note that AT and German 88 units can only be selected as casualties when defending and 88's only when deployed in AT-mode – see Section VII: Units, below). Defending armor, 88 and AT units inflict casualties on attacking armor units first in the same manner. Once all of a player's armor casualties have been eliminated, the owning player may select any unit he wishes as a casualty from enemy armor hits.

Armor Breakthrough and Exploitation Effects
If, at the beginning of any combat round in clear or arid terrain, the defender has no armor or anti-tank units left, attacking light, medium and heavy armor have their attack value increased to "4 or less" instead of "3* or less". As long as the defender has at least one armor or anti-tank unit, attacking armor attacks with its normal

"3* or less" value. Note that all armor attack on a "2* or less" in mountainous and forested terrain regardless if the defender has armor or anti-tank units or not.

Front Line and Support Units
Units are designated as either "front line" units or "support" units on the battle boards as well as the player aid cards. Players must have *equal or more* "front line units" (infantry, panzergrenadiers, Armor, AT Guns, and 88's) than support units (artillery, katyusha rockets, naval gunfire support, and air units) during each combat round in order for support units to be fully effective. A support unit can only fire at full strength it has a front line unit to support. If a support unit does not have a front line unit to support, then it only has a combat value of "1".

Note: Determine the number of support units that are fully effective after AA fire had been completed and casualties removed. Therefore, resolve AA fire before determining whether a plane is fully effective in supporting front line units or unsupported.

Front line units must have a combat value greater than "0" in order to be supported by support units. Therefore, AT guns cannot be counted as front line units when attacking (they have an attack value of "0") when determining the number of front line units that are supported.

Air units may not attack a land territory by themselves. In ground combat, air units are support units and can only support front line ground units in a battle. If all of the attacker's or defender's ground units are eliminated in a round of combat, remaining air units must be retreated to a friendly territory that was occupied previous to the movement phase.

Air units may not be taken as casualties during ground and naval combat. They are only eliminated during Air-to-Air combat and by AA fire. If the enemy eliminates all of the ground units, excess casualties are ignored and the air units must retreat. Naval units providing support during the amphibious round of combat are also exempt from casualties.

Defending Units Placed as Casualties
The defender places his casualties simultaneously with the attacker's combat rolls. Note that casualties inflicted by armor units must be taken off of armor and or AT units (units noted with an Asterix*). Note that air units cannot be taken as casualties nor can naval units providing gunnery support during amphibious assaults.

Defending Units Defend
Once the attacker has attacked and the defender has placed his casualties, the defender rolls his unit's defense for the combat round (both surviving and those designated as casualties). Note that Armor and AT guns (notes with an Asterix*) that inflict casualties must be taken off of attacking armor units (owning players choose which armor units).

Remove Eliminated Attacking and Defending Units
After both the attacker and the defender have rolled their units attack and defense, remove units designated as casualties.

Units with a "0" attack strength or a "0" defense strength may NOT be taken as casualties during combat until all units with an attack strength have already been taken as casualties. For example, attacking AT guns cannot be taken as casualties until all other combat units have been eliminated.

Attacker and then Defender May Withdraw
After a round of combat the attacker and then the defender may elect to withdraw their units from the battle. First the attacker elects to withdraw some, none or all of their units, then the defender elects to withdraw some, none or all of their units. Note that a player may elect to withdraw air units but not ground units from the battle. The attacker always has the option of retreating first and then the defender. If all of the defending ground units in the battle were eliminated during the previous round of combat, the attacker may not withdraw and is forced to remain in the territory. The same rule applies to the defender: If all attacking ground units were eliminated during the previous round of combat, the defender may not retreat and is forced to stay in the territory.

Attacking and defending ground units can retreat to any number of territories (units do not all have to retreat to the same space) that were friendly owned at the beginning of the combat phase. Defending ground units may also retreat into friendly owned adjacent territories that are attacked on the same phase. Combat must be resolved in the embattled territory before the retreat can take place. If the territory is successfully defended, the defender may retreat into it. If the territory is lost to the attacker, the retreating units are eliminated instead. If no friendly owned adjacent territory exists, ground units cannot retreat from combat.

The attacker must retreat to a territory that was friendly owned at the beginning of the combat round. He may

not retreat into territories that are/were being attacked during the same combat phase or were just taken during the previous movement phase (the immediately preceding movement phase – so during the mechanized combat phase, attacking units could be retreated into territories that were taken during the regular movement and combat phase).

Nothing prevents the attacker from retreating "through" the territory begin attacked in order to retreat to a friendly owned territory on the other side of the defender's territory. This may happen during breakout attempts when territories become encircled and out of supply.

Air units can retreat a maximum of their movement range. If there are no friendly territories or aircraft carriers of the same nationality for them to land in that range, they are eliminated instead.

If neither the attacker nor the defender elect to withdraw or are eliminated, a second round of combat commences beginning with air-to-air combat. All planes on the ground battle board are placed back on the air battle board and all of the steps above are followed again until one side's ground units either elect to withdraw or are eliminated.

At the conclusion of the battle, air units fly their range back to a friendly owned territory or carrier of their same nationality that they are permitted to land on.

Special Ground Combat Rules
In Forest and Mountain Territories
In forest and mountain territories infantry and fortification units have their defense value increased by one point to "3 or less" and "4 or less", respectively. Attacking light, medium and heavy armor units have their attack value reduced to "2* or less". Both of these modified combat values are noted on the land battle chart. There are no mechanized ground unit attacks allowed into or out of forest and mountain territories ever. See Part IV: Mechanized Phase.

Parachute Assaults
Only paratroopers can be para-dropped into an enemy territory. The attacking player has to pay 1 production point for logistics and support for each paratroop unit dropped into an enemy territory. On the first round of combat, the paratrooper has an initial combat round attack of "3" instead of the usual "1". In following combat phases, the paratrooper attacks normally as an infantry unit. The bomber transporting the infantry unit may not attack on the combat phase when it drops off the infantry unit, nor may it provide combat support

during subsequent rounds of combat – it is essentially transporting the paratrooper and conveying airborne supplies to the paratrooper for the entire combat phase. If the bomber that is carrying the paratrooper is shot down by enemy fighters or by anti-aircraft fire, both the bomber and the accompanying paratrooper unit are both eliminated. Bombers conveying paratroopers into a battle are only subject to AA fire on the first round of combat prior to dropping the paratrooper. AA guns do not get to fire at para-dropping bombers on subsequent rounds of combat.

Attacks Over Rivers and Straights
Attacks over major rivers or straights have reduced effects on the first round of combat. Major rivers include the Rhine, Danube, Dnepr, Don, Volga, Suez/Nile, Tigris/Euphrates, and the Yangtze as identified on the map. Straights are discussed above on the movement section). On the first combat round, only half of the attacking infantry (rounded up – never less than one) are allowed to attack. Remaining infantry and armor (including panzergrenadiers) attacking over a major river have a combat value of "0' for the first round of combat and are not considered front line units for support purposes. Artillery and air units can support attacks over major rivers normally, but there are fewer front line units available to support them. As in all combat, "0" strength units cannot be taken as casualties until all units with a combat value have been eliminated. Therefore, defending armor, 88's and AT guns may not inflict casualties first on attacking armor on the first round since the attacking armor has a "0" combat value.

On the second and subsequent rounds of combat, combat is resolved normally – the river straight penalty only affects the attacker on the first round of combat. If some of the attackers are attacking from a territory that is not over a major river or straight, the attacker needs to keep track of which units are attacking over the major river and straight when moving units to the battle board. Only the groups of units attacking over the major river or straight are affected by the rules above – units attacking from a territory not over a major river or straight are unaffected.

Example: The Germans attack Burgundy from the Saar over the Rhine River with 9 infantry, 5 armor units, 3 panzergrenadiers, 4 artillery and 3 bombers. On the first round of combat, only 5 infantry (half rounded up) would be able to attack. Since there are only 5 front line units, they would only be able to support 5 of the artillery and air units. The German player would have to decide which 2 of his seven artillery and bomber units would be unsupported on the first round.

Paratroopers can negate the river / straight attack penalty. If paratroopers are attacking as part of a river or straight assault, their attacks are rolled first. If any attacking paratrooper hits, it is assumed that the paratroopers managed to capture strategic river crossings enabling the rest of the ground forces to attack on the first round of combat and combat is conducted normally as if the major river did not exist at all. If the paratroopers miss with their attack rolls, they have failed to secure key river crossings and river assault combat is conducted per the "attacks over rivers and straights" rules above. Only one paratrooper needs to hit in order to negate a river/straight penalty. If the attacker attacks with three paratrooper units, only one needs to hit to negate the river penalty.

Amphibious Assaults

Amphibious assaults are conducted when units are landed via transports into enemy occupied territories. (Note: It is not an amphibious assault if units are transported from one friendly territory to another during a player's movement phase). When conducting the amphibious assault, the player must pay one production point for each land unit per sea zone the land unit crosses from territory of embarkation onto the transport to territory of amphibious assault. The nationality of the forces being landed via an amphibious invasion pays the production point costs for an invasion. Air units do not pay production points to support an invasion. (See Initial Strategic Phase, above).

Transports participating in an amphibious invasion of an enemy owned territory have their carrying capacity reduced due to the need of ferrying supplies and other equipment along with the combat troops. A transport's carrying capacity is reduced 2 infantry units or 1 land unit of any other type when conducting an amphibious invasion.

Transports carrying cargo that will be conducting an amphibious assault that move into a sea zone with

enemy surface combat naval units (destroyers, cruisers, battleships, or carriers) must wait until the naval battle has been resolved before disembarking cargo from that sea zone. As in normal movement and combat, non-surface combat units (such as subs and transports) do not force combat upon the attacking player by themselves and can be ignored if they are the only enemy naval units in the sea zone (see movement rules above).

The attacking player may attack with some of his naval units and reserve others to support the amphibious assault by conducting shore bombardment. Naval units may not both conduct naval combat and support the amphibious assault. This is the only exception to movement taking place after combat for ground units. Assuming the transport attempts to disembark its cargo into an enemy occupied territory next to the sea zone, the sequence of play would be:

1) Resolve naval combat.
2) If victorious in the naval battle, the player with the transports disembarks into enemy occupied territory.
3) Conduct amphibious invasion combat against the enemy territory.

If the attacking player is forced to retreat from the naval combat, transports retreat all the way back to the nearest sea zone adjacent to a friendly territory to unload their cargo. No units may remain on transports at the conclusion of the movement phase.

Amphibious assaults receive the same attacker penalty, as do assaults over major rivers and straights, with some additional modifications. On the first combat round, only half of the amphibious invading infantry (rounded up) are allowed to attack. Remaining infantry and armor (including panzergrenadiers) *as well as artillery* amphibious invading have a combat value of "0" for the first round of combat and are not considered front line units for support purposes. Air units *and naval units* can support amphibious assaults, but there are fewer front line units available to support them.

Naval units take the place of artillery as support units on the first round of amphibious invasions (Destroyers have a attack value of "1"; Cruisers have a attack value of "2", Battleships have a attack value of "3"). The attacker must be amphibious invading with at least one front line unit from the sea zone the naval units occupy in order to use the naval units as support units on the first round of combat. Naval gunfire support only supports the battle for the first round of combat. Naval units are not used during subsequent combat rounds. If naval units are used in naval combat prior to the

amphibious invasion, they may not be used for naval gunfire support. Naval units may not be taken as casualties.

As in all combat, "0" strength units cannot be taken as casualties until all units with a combat value have been eliminated. Therefore, defending armor, 88's and AT guns would not inflict casualties first on attacking armor on the first round since the armor has a "0" combat value.

<u>Note</u>: Defending units always have the opportunity to defend, they are not removed if hit by naval gunfire support- defending units are treated as a normal casualty and placed below the casualty line on the battle board.

On the second and subsequent rounds of combat, combat is resolved normally – the amphibious assault penalty only affects the attacker on the first round of combat. If some of the attackers are attacking from an adjacent territory and are not part of the amphibious assault, the attacker needs to keep track of which units are amphibious assaulting when moving units to the battle board. Only the groups of units attacking via amphibious assault are affected by the rules above – units attacking from an adjacent territory are unaffected.

Example: The Allies invade Normandy from Southern England with 15 infantry, 3 armor and 3 artillery (carried in 14 transports), as well as 5 bombers and 6 naval units providing gunfire support. The invasion crossing one sea zone would cost the Allies a total of 21 production points to land all of the ground units in France. On the first round of combat, only 8 infantry (half rounded up) would be able to attack. The armor and artillery have a combat value of "0" on the first round of combat. Since the attacker has 11 support units (5 bombers and 6 naval units) and only 8 front line combat units, he would have to pick which 3 support units would be unsupported for the first round of combat.

<u>Paratroopers can negate the amphibious assault attack penalty</u>. If paratroopers are attacking as part of an amphibious assault, their attacks are rolled first. If any attacking paratrooper hits, it is assumed that the paratroopers managed to disrupt enemy defenses and communications long enough to enable more of the ground forces to disembark and attack on the first round of combat. Successful paratroopers enable all of the attacking units (except artillery) to attack on the first round instead of only half of the infantry. Artillery cannot attack on the first round, but the attacker still gets to use his naval units for gunfire support. If the paratroopers miss with their attack rolls, they have failed to secure key transportation and communication

objectives and amphibious assault combat is conducted per the "amphibious assault" rules above. Only one paratrooper needs to hit in order to negate the amphibious assault penalty. If the attacker attacks with three paratrooper units, only one needs to hit to negate the penalty.

Naval Combat

As discussed above, Air-to-Air combat is resolved before naval combat during every combat phase until all of one sides' air units have been eliminated or have withdrawn.

Air-to-Ship Combat
Once air-to-air combat has been resolved, surviving attacking and defending bombers are moved to the naval battle board. The owner of surviving fighter-bomber, and bomber units select the ship(s) he wishes to attack with his planes. He may place all of the air units against one ship or disperse them to attack multiple ships or any combination in between. Each air unit gets only one attack per combat phase.

Example: The attacker has three surviving fighters conducting bombing missions from air-to-air combat. The defender has a battleship and three transports in the attacked sea zone. The attacker elects to have each of his fighters attack each of the three transports. Alternatively, the attacker could have chosen to have all three fighters attack the defender's battleship instead or some other combination.

Naval AA Fire
Surface combat naval units (destroyers, cruisers and battleships) as well as aircraft carriers act as intrinsic AA guns during combat. As opposed to three AA shots for ground based AA guns and 88s, destroyers get only one AA shot, while each cruiser, battleship and aircraft carrier get up to two AA shots each. Each attacking air unit may only be shot at once by anti-aircraft, regardless of the number of AA shots a fleet has. The owner of the naval units selects the planes they will be firing at with their AA gun rolls. The owner of the naval units may

use his AA guns to fire at any of the attacking planes, whether they are attacking a surface combat ship or a non-combat ship in the same sea zone. A "1" scores a hit on the attacking bomber and eliminates it before air to naval combat commences.

Example: In the example above, if the attacker elects to attack the three transports with his three fighter-bombers, the defender would get two AA rolls because of the presence of the battleship in the sea zone being attacked. The defender rolls two dice and scores a hit with the second one, eliminating the second fighter-bomber before it gets to attack the transport.

Unlike AA guns in land territories, naval units do not get an anti-aircraft shot at enemy planes that are flying over the sea zone that they occupy. Naval units only get to fire AA at enemy planes that are attacking their fleet.

Naval Combat Phase

After any anti-aircraft casualties have been removed, surviving bombers conduct their attacks against naval units. Each attacking air unit gets to roll its attack against the ship it was assigned. If two attacking air units are attacking the same ship and both hit – both hits must be applied to that naval unit regardless of whether the first hit eliminated the unit or not. Fighter air units and tactical bomber air units score a hit against naval units on a "3 or less", Bomber air units score a hit on naval units on a "2 or less". Heavy Bombers only hit naval units on a "1". Naval units eliminated by air units are immediately removed from the battle – they do not participate in remaining phases of naval combat.

After air attacks, remaining naval combat is resolved in steps. Surface combat is resolved in stages, with casualties being removed after each stage of combat.

Submarines / U-Boats: If one side did not have any destroyers present at the beginning of the combat phase, the other side may attack with his submarines in the first stage of combat (prior to anti-aircraft fire and air to ship combat). Submarines attack and defend on a "2 or less" and get to choose their targets (just like air attacks) when the opposing side has no destroyers present at the beginning of the combat round. First, the attacking submarines attack (if the defender has no destroyers) and then the defending submarines defend (if the attacker has no destroyers) and then casualties are removed. Play then proceeds normally with anti-aircraft fire and air to ship combat before the surface combat stage.

Surface Combat Stage: Attacking battleships attack. The defender applies casualties and defending battleships defend. Both attacker and defender remove battleship casualties. Note: Battleships cannot attack or defend against submarines. Battleship casualties must be taken off of other naval units. If no other types of naval units are present, battleship hits are ignored.

Next attacking cruisers attack. The defender applies casualties and defending cruisers defend. Both attacker and defender remove cruiser casualties. Next attacking destroyers attack. The defender applies casualties and defending destroyers defend. Both attacker and defender remove destroyer casualties. Finally submarines attack (if the opposing side had destroyers at the beginning of the combat round). Submarines attack and defend only with a "1" if the other side has destroyers and do not get to pick their casualties (they act just like any other naval unit – with the owning player picking their own casualties). The defender applies casualties and defending submarines defend. Both attacker and defender remove submarine casualties.

Note: submarines either attack during the first stage or the last stage of surface combat depending on whether the other player has destroyers present or not – submarines do not attack twice.

Therefore, the stages to naval combat are:
- Submarine / U-boat combat (if no defending destroyers)
- Battleship combat
- Cruiser combat
- Destroyer combat
- Submarine / U-boat combat (if there are defending destroyers)

Example: If a lone cruiser attacks a lone destroyer and scores a hit, the destroyer is removed from combat before it has the opportunity to defend itself.

Naval units with a "0" attack strength or a "0" defense strength may NOT be taken as casualties during naval combat until all units with an attack strength have already been taken as casualties. This prevents transports being taken as "soak" casualties during naval combat (until all combat units have been eliminated). Of course, air units choose their naval targets and therefore may choose 0 strength naval units as their target.

The only exception to this rule in naval combat is battleships and submarines. Since battleships cannot inflict a hit on a sub, if the defender has nothing left but submarines and transports and a battleship scores a hit – the hit would have to be taken off of the transport.

Withdraw

After a round of combat the attacker and then the defender may elect to withdraw their units from the battle. First the attacker, then the defender, elect to withdraw some, none or all of their supporting air units, then the attacker and then the defender elect to withdraw some, none or all of their naval units. Note that a player may elect to withdraw their air units but not their naval units from the battle. The attacker always has the option of retreating first and then the defender. If all of the defending units in the battle were eliminated during the previous round of combat, the attacker may not withdraw and is forced to remain in the sea zone. The same rule applies to the defender. If all attacking naval units were eliminated during the previous round of combat, the defender may not retreat and is forced to stay in the sea zone.

Retreating naval units must retreat to an adjacent friendly owned and controlled sea zone. If no adjacent friendly controlled sea zones exist, naval units may retreat to an enemy controlled sea zone that is unoccupied by enemy surface combat naval units (destroyers, cruisers, battleships or carriers). Naval units may not retreat into adjacent sea zones that contain enemy surface combat units. Enemy transports and submarines do not block naval units from withdrawing into their sea zone. Multiple naval units withdrawing can withdraw to multiple open sea zones. Note that naval units cannot withdraw through straights that they cannot move through normally. If no sea zones exist that meet these conditions, naval units may not retreat. Submarines may 'submerge' meaning they retreat from combat, but stay in the same sea zone.

Defending air units can retreat a maximum of half their normal movement. If there are no friendly territories or aircraft carriers for them to land in that range, they are eliminated instead (Note: since carrier planes only have a movement of 2 spaces, they may only retreat one space if their carrier is sunk).

At the conclusion of the battle, air units fly their range back to a friendly owned territory or carrier of their same nationality that they are permitted to land on.

Strategic Combat

Strategic combat can be conducted against sea zones containing convoys and allied lend lease routes as well as against enemy controlled territories that have a production point value or contain lend lease routes. Against convoys and allied lend lease routes in a sea zone, submarines, surface combat units (destroyers, cruisers, battleships), merchant raiders, fighters and bomber air units can all conduct strategic attacks. Against enemy controlled territories and allied lend lease routes in a land territory, only fighters and bomber air units as well as German V weapons can conduct strategic attacks.

As in all types of combat, defending fighters adjacent or in the same zone as the combat may be moved prior to the combat and then air-to-air combat is resolved prior to strategic combat.

Strategic Attacks against Sea Zones

Submarines, destroyers, cruisers, battleships, merchant raiders and air units may intercept convoy routes. On the combat phase, these units that are in a convoy space may roll a die to reduce the number of production points that convoy space contains up to the printed maximum for the sea zone. Submarines, cruisers and battleships roll 1d6 each to determine how many production points they reduce the convoy space by. Merchant raiders, destroyers and air units roll a 1d6 divided by 2 (rounded up) (1-3 result). Defending units in those convoy sea zones then get to defend against the attack using either the Strategic Naval Warfare Battle Chart (against submarines) or Naval Warfare Chart against surface ships. Note: combat is simultaneous - the defense is rolled after the attacking player has already made his strategic attack rolls against the merchant shipping in the convoy sea zone. (Note: As in other combats, anti-aircraft fire and air-to-air combat precedes the strategic attack of convoy and Lend Lease centers. Attacking air units that are hit in air-to-air combat or by defending

AA fire are eliminated before they can conduct their strategic attacks).

There is only one round of combat when making strategic attacks. Once each side has made their attack: Attacker against the convoy production points and defender against the units that made those attacks – combat is over. The attacking units may elect to retreat from the strategic combat space and then, if the attacker does not retreat, then the defender has the option to retreat and the strategic battle is over.

Note that a merchant convoy sea zone has a production point capacity. The sea zone cannot be reduced below its capacity no matter how many units are conducting strategic warfare in the space (e.g. if a convoy space only transports 5 production points – as in the case of the West Indies Convoys – the most damage attacking Axis units can achieve is 5 production points).

Example: *If, in Spring 1943, the Germans have 4 submarines in the middle space of the North Atlantic that manage to do 16 points of strategic damage to the Allies, the Allies would lose 10 British production points and up to 5 U.S. lend lease production points in that sea zone (for a maximum of 15 PP). If the U.S. did not provide any lend lease points to the British, however, then the British would only be able to lose the 10 maximum production points that the North Atlantic convoy zone represents.*

Note: British, Japanese, Italian and U.S. production (and Soviet lend lease) can all be reduced by economic attacks against convoy zones. Total convoy damage on a given turn cannot exceed the production point value of a nation's production center territories (flagged territories) as well as any factories in those territories. Production points saved from the previous turn are also exempt from convoy damage. For example, Japan cannot be reduced below the 8 production points plus any saved production points from the previous turn as well as any factories Japan has that the home islands represent. Britain cannot be reduced below the 19 production points that Great Britain and Canada represent. Strategic bombing against those production point territories can only reduce these remaining production points.

Note: All Japanese convoy zones may be attacked once Japan is at war via strategic warfare regardless of whether Japan has control of the sea zone or the adjacent islands adjacent to the convoy zone. Japan was very dependent on merchant traffic in the Pacific and their convoy zones represented an important strategic challenge throughout the war. Note that convoy damage to Japan cannot exceed the production point value of

Japanese production centers on the home islands (8+factories).

Note: Some convoy zones (such as the Murmansk Convoy and the Soviet Far East Convoy) only have a production point value if the Allies place lend lease points there during their initial phase. If the Allied do not place lend lease production points in these sea zones, they may not be strategically attacked.

Submarines and U-Boats
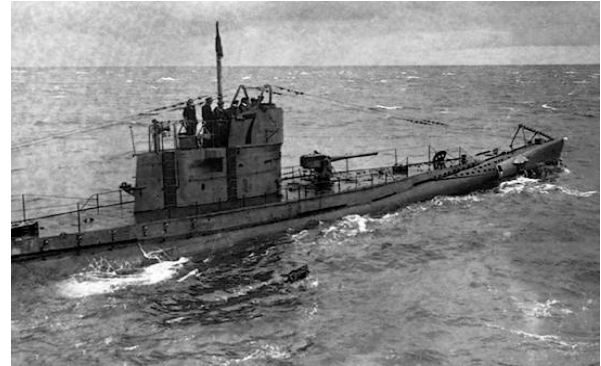
Submarines may *either* attack convoys (if they are in a convoy sea zone) or enemy naval units during their combat phase. If they elect to attack strategic convoys, each submarine rolls 1d6 and the opposing player loses that many production points up to the maximum of the convoy zone. If the defender has naval units or air units in the sea zone under attack and/or air units in an adjacent land territory, they may now defend against the submarines using their strategic anti-submarine combat values (refer to the strategic warfare battle chart). Submarines involved in strategic convoy attacks may not fire back at defending units. Note that submarine losses are inflicted after the sub's strategic attack.

Any time submarines are being attacked, they may choose to be conducting strategic warfare and are attacked and defend using the strategic warfare combat chart. Submarines may also elect to be defending as part of a naval battle and conduct combat on the naval combat chart (if in the sea zone with other naval units for example). The owner of the defending submarines decides which form of combat his submarine units are engaged in. When choosing to be conducting strategic warfare, submarines may not be taken as casualties as part of a naval combat taking place in the same sea zone. In either form of combat, submarines may elect to "submerge" after a round of combat – this is treated the same as a retreat, except the submarine remains in the sea zone and combat is over.

When attacking or defending, the owning player of a submarine declares that his submarine is either involved

in strategic combat or naval combat. This determines which battle board is used to attack the submarine. If the submarine wishes to participate in a naval battle, it must be on the naval combat battle board.

Example 1: The German player has a lone submarine in the Mid-Atlantic space. The British player decides to attack the submarine with a destroyer and a fighter air unit. The German player announces that the submarine is engaged in strategic warfare. Therefore the British destroyer and fighter air unit can only attack it with an attack value of "1" on the strategic warfare battle board.

Example 2: The German player has a submarine and a cruiser in the South Atlantic. The British player elects to attack the space with a destroyer and a fighter air unit. The German player announces that both his units will participate in naval combat (the German player could elect to have only his cruiser involved in naval combat if he wished). Therefore, the fighter air unit could attack the submarine with a value of "3 or less" on the naval battle board.

German U-boat Bases: Two territories on the game board are German U-boat bases. They are Lorient in the Brittany space in France and Bergen in Norway. For each of these spaces owned by the Germany at the beginning of the movement phase, all German U-boats gain a +1 strategic combat modifier for attacks in the three North Atlantic convoy zones. This combat bonus is only for strategic attacks and only for German (not Italian) U-boats in the three North Atlantic sea Zones (not applicable in the Mid-Atlantic).

If the German's own both Brittany and Bergen, all U-boat attacks in the North Atlantic would inflict 1d6+2 damage. No Convoy zone can be reduced below its maximum production point value plus lend lease points.

During the combat phase, surface ships may also attack convoys instead of enemy surface ships. They roll for attacks vs. convoys, inflicting either a 1d3 or a 1d6 number of production point casualties, depending on the type of surface combat ship. Defending ships and air units then get to defend using normal surface combat values (a "2" for destroyers, a "3" for cruisers, etc). Note that the attacker may have a mix of submarines and surface ships – some attacking naval units in normal naval combat, some conducting strategic naval warfare. The defender must allocate defending naval and air units against one of these two attacking groups. Strategic combat is resolved first in a sea zone and then naval combat. A defending naval unit can either defend in the naval combat battle or in the strategic warfare battle – but not both. If the attacker inflicts more casualties in

naval combat than the defender has allocated to naval combat, excess hits are applied to naval units that were assigned to strategic warfare defense and those defending units are not allowed to return fire (since they already participated in strategic warfare).

Example: The German player moves into the middle space of the North Atlantic with a battleship, a cruiser and 3 U-boats. The British player has two cruisers and three destroyers in the middle space of the North Atlantic. The German player elects to attack via naval combat with the battleship and the cruiser and strategic warfare with the three submarines. The British player elects to have both cruisers and one destroyer participate in naval combat defending against the German battleship and cruiser and have two destroyers defend the convoys against the three German U-boats. If the British player elected to have all of his naval units defend against the German surface units in normal naval combat, none would defend against the U-boats after they staged the strategic attack on the convoys.

Even though strategic warfare lasts only one round of combat, vessels allocated to strategic warfare attacks or defense cannot be re-allocated to attack and defend in the naval battle if it extends into more than one round of combat. At the beginning of the combat phase, the attacker and the defender must decide which units are involved in the strategic warfare battle in the sea zone or in the regular naval battle in the sea zone. Once decided, those units are committed to that type of battle for the entire combat phase.

Air units may also attack convoy centers and inflict 1d3 points of damage on convoys. Prior to the air strategic attack, defending fighters may attempt to intercept and eliminate the attacking fighters or bombers) and defending combat ships may fire AA. If unsuccessful, the attacking planes assigned as bombers may roll their strategic attacks and eliminate convoy production points. (As always, air-to-air combat precedes ground, naval and strategic warfare

The Allies may also attack axis convoy centers via strategic combat. The Allies may attack the Axis Mediterranean convoy center, which reduces Italian production points. There are several convoy zones in the Pacific that are only used to attack Japanese production.

Strategic Attacks Against Territories
Players may conduct strategic bombing attacks against any enemy occupied territory that is worth one or more production points allowing the attacker to reduce the amount of production points that the defender has to

build on his next turn. Strategic bombing attacks <u>cannot</u> be made against territories that are also being attacked in ground combat.

During the movement phase, the attacking player may move his air units to any enemy territory worth one or more production points. Both bombers and fighters may make strategic bombing attacks. Fighters may escort bombers or conduct strategic bombing attacks themselves.

As in all combat, air-to-air combat is resolved first. The defender may intercept strategic bombing attacks with planes in the attacked territory as well as defending planes adjacent to the attacked territory. Players assign air units as participating in air-to-air combat (fighter escorts or defending interceptors), defending fighters intercepting bombers, or as bombers – just as in the air-to-air combat rules discussed above. Nothing forces the defending player from flying defensive air support against an attacker – it is the defender's option.

Note: Allied heavy bombers have a range of 4 spaces instead of the usual 3 only when conducting strategic bombing attacks.

Resolve Anti-Aircraft Defense

If the defender has anti-aircraft guns or '88's, the defender may elect to deploy them in anti-aircraft mode. For each defending AA gun or '88', the defender may fire up to 3 anti-aircraft rolls against attacking enemy bombers. Each bomber may only be shot at once by anti-aircraft. Defending AA guns and '88's select the planes they will be firing at with their AA gun rolls (groups of the same type of plane can be rolled together if there are many AA gun rolls). A "1" scores a hit on the attacking plane and eliminates it before ground combat commences.

Surviving Strategic Bombers Conduct Strategic Bombing.

Each surviving Allied heavy bomber rolls 2d6 strategic bombing. Each bomber rolls 1d6 strategic bombing and each Stuka, Sturmovik or fighter (that is bombing) rolls 1d3 (1/2 1d6) strategic bombing. A territory can be bombed up to their printed production value. Example: the Ruhr (10 production point territory) can be bombed for up to 10 points maximum per turn. A territory <u>cannot</u> be bombed for more than its printed production value in a given turn. Factories add 5 production points each to the maximum number of points that a territory can be bombed for. In the example above, if the Ruhr had two factories in it, it could be bombed up to 20 production points maximum per turn.

Only one round of bombing is allowed during a strategic bombing attack per turn. Once the attacking bombers have rolled their strategic bombing attack, combat is over.

IV. Mechanized Phase

After combat is concluded and attacking and defending planes have been landed, the attacking player conducts his mechanized movement.

Mechanized ground units are noted on player's country reference cards and consist of light, medium and heavy armor, Panzergrenadiers, Katyusha Rockets and German 88's. Additionally, because of the heavily motorized nature of Allied divisions during WWII, American and British infantry units can accompany American and British armored units during the mechanized phase at a ratio of one to one (5 armored units may have 5 infantry units accompany them). Soviet infantry units may accompany medium and heavy Soviet armored units in the same way (but not Soviet light armor).

During the mechanized movement phase, mechanized ground units and all air units may move again, both into friendly and into ground combat situations. This is basically an extra movement for mechanized and air units only. Naval units may not move or transport troops during this phase. Air units based on carriers may participate, however, in mechanized movement and ground combat.

There is no strategic or naval combat initiated during this phase. Air units may only fly from friendly territory (or carrier) to friendly territory (or carrier) or help support a mechanized ground combat battle. There is no strategic ground or strategic air movement during the mechanized movement phase. Ground units may only move to adjacent territories and air units may only move their tactical movement range of 2 spaces (for fighter air units) or 3 spaces (for bomber air units) into a mechanized battle (or 2x their range if just moving from one friendly territory to another). Para-drops and air transport are not allowed in the mechanized phase (unless playing with optional rules detailed below).

Mechanized units may either move into a friendly territory or into an enemy owned territory (combat) during the mechanized movement phase. Mechanized units **may not move into combat** by moving into enemy owned territory if:
1) It is a winter turn in a non-arid/desert territory.
2) The mechanized unit was moved via transport (either tactically or strategically) on the general movement phase.
3) The mechanized unit was moved via strategic land (rail) movement during the general movement phase.
4) The mechanized unit is moving *into or out of* a rough forested or mountainous territory.

Mechanized units may still move into friendly owned territories during these conditions on the mechanized phase – just not into enemy owned territories.

Air units may only support attacks during the mechanized movement phase in conjunction with a mechanized ground attack. Air units may not conduct strategic bombing or attack naval units during this phase. They may, however, move to a new location and not participate in any attacks during this phase. Winter turns and forested / mountainous terrain does not affect air unit's ability to move and support mechanized combat during the mechanized movement phase.

Air units may fly to and land at territories occupied on the previous regular combat phase during the mechanized movement phase.

Example: The Allies invaded and occupied the Normandy space during the normal movement and combat phase. During the mechanized movement phase they may land planes in Normandy.

Strategic redeployment movement is not allowed during the mechanized movement phase for both ground as well as air units. Strategic movement only occurs during the normal movement phase.

Air Interception/Defensive Air Support
Enemy air units that are adjacent to a territory that is being attacked in the mechanized phase may fly defensive air support / interception into the battle space if the defending player elects to do so.

Resolve Mechanized Combat
Follow the basic combat steps (see Part III. Combat Phase) except the attacker has only mechanized and air units to attack with. At the conclusion of combat air units must fly their range back to a friendly owned territory or carrier

V. Concluding Strategic Phase

Determine Unsupplied Territories

At the end of both the Allied as well as the Axis turn, both sides must check the supply status of every territory on the map. For a territory to be 'in supply', it must trace a line of supply through friendly owned territories and friendly owned sea zones of unlimited length back to <u>two</u> friendly owned production center territories.

British and U.S. owned territories may trace supply back to any two British or U.S. production center territories. German and Italian owned territories must trace supply back to any two German or Italian owned production center territories. Chinese territories may trace supply back to any two Chinese, British or U.S. production center territories. Soviet, Japanese, and French territories must trace supply back to two of their own production center territories**.**

Supply can be traced through friendly owned territories. However, British, U.S. Chinese and French units in territories cannot trace supply through Soviet owned territories and vice versa. Japanese units cannot trace supply through German and Italian owned territories and vice versa. Supply cannot be traced through neutral countries or through terrain impassible to ground unit movement (including the Pripet Marshes in the Soviet Union). Supply cannot be traced through sea zones that are under the control or ownership of the opposing side (though supply may be traced through sea zones owned by any friendly owned country – i.e. British units could trace supply through Soviet owned sea zones – just not land territories).

Note: While Italy and Japan are neutral, the Allies may trace supply through Italian and Japanese sea zones. Therefore, Malta and Hong Kong are considered to be in supply until Italy and Japan go to war. Likewise, Japanese and Italian territories can trace supply through Allied sea zones until they are at war. Therefore, Italian East Africa is considered in supply until Italy is at war.

If any territories are determined to be out of supply, players mark the territory with an "Out of Supply" marker immediately. The territory and all units in it are unsupplied until the next "Determine Unsupplied Territories" phase. The owning player does not count the production points for an unsupplied territory (during his next "Mark Production Points for Next Turn" phase). Players may not build units in unsupplied production center territories. Fortifications may not be built in unsupplied territories. Production points may

not be spent for unsupplied units to para-drop or amphibious invade. However, players may still build an infantry unit in territories that enable the Axis or the Allies to build an additional infantry unit in them (such as Romania for the Axis or Sydney for the Allies) even if those territories are determined to be out of supply.

Units in unsupplied territories receive a -1 shift in both their attack and defense values and may not move in the mechanized movement phase (unsupplied AA guns have one less AA shot – two instead of three). Air units in unsupplied territories receive a -1 modifier to their air-to-air combat values. Unsupplied air units strategic bombing also do one less production point of strategic bombing damage (therefore fighters inflict 0-2 production points of damage and bombers inflict 0-5 points). Unsupplied artillery and air units automatically have a combat value of 1 when attacking or defending in ground combat regardless of whether they are supported by front line units or not. All unsupplied units are out of supply until the next 'Supply Determination Phase' regardless of whether they were able to move back into supply or not.

Players still are allowed to count unsupplied victory points as victory points under their control. Out of Supply markers are removed immediately on the next "Determine Unsupplied Territories" phase that territories or units are considered to be back in supply.

Naval units and sea zones are always considered to be in supply. Air units on carriers are also always in supply.

<u>Note:</u> Attacking unsupplied infantry have a combat value of "0" and therefore cannot be taken as casualties until all units with a combat value have taken hits.

Example: *The Soviet player surrounds the Stalingrad territory, which is occupied by Germany. During this phase at the conclusion of the Soviet player turn, the German Stalingrad territory is marked as unsupplied. During the next German player turn, all units in the territory have a -1 modifier to their attacks (infantry attack as a "0", planes based in the territory have an air-to-air combat value of "2 or less" etc.). If the territory remains unsupplied at the end of the German turn, the German player would not be able to count the production point value of the territory and would be defending at a -1 during the Soviet player turn as well.*

Victory and Defeat Conditions

There are seventy-five (75) victory points on the map (marked with stars), distributed between territories that are either worth one, two or three victory points.

Victory and Defeat		
Number of Axis Victory points owned at the end of the Allied Turn		
Turn	Axis Win	Allies Win
Spring 1942 - Summer 1943	42 or more	Less than 28
Autumn 1943 (Turn 17)	40 or more	Less than 26
Winter 1943 (Turn 18)	38 or more	Less than 24
Spring 1944 (Turn 19)	36 or more	Less than 22
Summer 1944 (Turn 20)	32 or more	Less than 20
Autumn 1944 (Turn 21)	28 or more	Less than 18
Winter 1944 (Turn 22)	24 or more	Less than 16
Spring 1945 (Turn 23)	20 or more	Less than 14
Summer 1945 (Turn 24)	15 or more	Less than 12
Autumn 1945 (Turn 25)	10 or more	Less than 10

The victory and defeat table (above and on the map) illustrates the number of Axis owned victory points the Axis must own at the end of the Allied turn in order to win the game. Beginning on the Spring 1942 Turn, the victory and defeat table is consulted at the end of every Allied turn. If the Axis control equal or more victory points in their column on the victory and defeat chart, the Axis win. If the Axis control less than the number of victory points in the Allied column, the Allies win. If neither of these conditions is met, the game continues.

The number of victory points the Axis need to control at the end of the Allied turn to win or lose decreases and converges every turn beginning on turn 17 (Autumn 1943). The last playable turn in the game is turn 25 (Autumn 1945). If, at the end of the Allied turn on turn 25 the Axis control 10 or more victory points, the Axis win. If the Axis control less than 10 victory points the Allies win.

Note that given the victory conditions, Germany and Italy could be defeated, but Japan could still win the game for the Axis. If Japan were to build a position of strength occupying most of Asia and the Pacific, it is assumed that it could come to terms with the Allies that would fulfill their basic goals at the beginning of the war.

Place Production Units on Board

Units in the "0" step production pool are placed in a player's production center on the board. A production center has the production point value in a square box (as opposed to a circle) with the owning player's flag (owned by the player at the beginning of the game). New units may NOT be placed in captured enemy production centers – only those centers that are the flag of the owning player. New units may NOT be placed in production centers that were not owned by the building player at the beginning of his turn (i.e. if a player re-captured one of his production center territories during the previous movement or combat phase – he would not be able to build in that production center during this phase).

There is no limit to the number of units that may be placed at any one production center. A player may place all, some or none of his production units at any production territory. New naval units must be placed in a sea zone adjacent to a production center. Naval units cannot be built in a sea zone that has enemy surface combat ships (destroyers, cruisers, battleships, and carriers) present in it.

A player is not forced to place all units in the "0" step box on the board. He may hold units in the "0" step production box until a later Strategic Phase. Units that remain on the production track continue to count toward maximum build limits, however.

Newly purchased fighter air units may be placed on aircraft carriers adjacent to a production territory. Additionally, newly purchased aircraft carriers may have fighter air units placed on them that are in the adjacent production territory during this phase.

Battleships, carriers and cruisers that are damaged must start the initial phase in a sea zone adjacent to a production center territory to be repaired. On the initial strategic phase, the owning player may repair these units by removing them from the board and placing them on the production chart in the '0' box. The owning player must pay 1 turn of production to repair these units (5 production points). On the concluding strategic phase these units can be placed back on the board in the same sea zone repaired. Allied production centers can repair Allied damaged units. For example, American battleships can be repaired in a sea zone adjacent to a British production territory and vice-versa.

Damaged factories can be repaired in the initial strategic phase by spending 6 production points (one turn's worth of factory production). Repaired factories are flipped back up on this phase and their production is counted by the occupying nation at the end of the turn. Factories are always damaged when their territory is taken or retaken. Factories cannot be eliminated.

Check for Axis Minor Allies

Certain events in the game noted on the board trigger some neutrals to join the Axis and become Axis minor allies. If one of the Axis players fulfills the trigger requirements, the Axis player rolls immediately for the neutral(s) to join the Axis (some events automatically trigger some neutrals to join the Axis). If successful, minor axis neutrals are placed in the territory(s) of the neutral during this phase. Reference the minor neutral chart on the map and the rules for neutral deployment for how the Axis player must deploy his minor allies. Players only roll for a trigger once, no matter how many times they take or retake the territories that make up a trigger. Triggers are no longer rolled for beginning on the Spring 1943 turn.

Example: The Axis roll once per game for the Cairo trigger when they capture Cairo. The Axis roll once for the Cairo+Sinai trigger when they capture both territories (if the Axis capture both the Sinai and Cairo on the same turn, they would roll twice: once for each trigger event).

Minor axis allies are just like German units for the remainder of the game – they move attack and defend simultaneously with the European Axis. If Siam joins the Axis, Siam and Siamese infantry become Japanese.

The first initial phase that German minor allies Hungary, Romania, Turkey, or Spain are German minor allies, Germany's maximum infantry builds are increased by one for each of these allies. Germany may build up to one additional infantry unit <u>in the territory</u> in the minor ally per turn (territories enabling additional German minor ally infantry builds are noted on the map). If enemy forces occupy the minor ally territory, Germany loses the additional minor ally infantry build capacity until the minor ally territory is retaken.

Note: Hungary, Romania, Bulgaria and Finland become German minor allies the *turn after* France falls. If France surrenders in the German or Allied Summer 1940 turn, these minor allies would not join the Axis until the "Check for Axis Minor Allies" Phase of the German Autumn 1940 turn.

Mark Production Points for Next Turn

Players count the number of production points they control. Record the number of production points on the country player aid chart.

In order for a country to receive production points from an enemy occupied territory or any nation that is neutral or a minor ally (with a white circle around the production value of the territory), the territory must be occupied by at least one ground front line combat unit (infantry, panzergrenadier, armor, AA Gun or AT gun). At least one of the units in the territory must be of the nationality receiving the production points (e.g. If British and U.S. infantry occupy a territory, the territory's production points can go to either U.S. production or the British production). If a territory is not occupied, the owning player does not get to count that territory's production value for money during the concluding phase. This rule abstracts the effect of partisans as well as the need for local garrison, security and logistics forces.

Example: If the British do not have at least one unit in the Sydney territory during this phase, they would not receive the 2 production points for Sydney.

Note that a country does not have to garrison their own production centers territories (those territories with their national flag). For example, Germany does not have to maintain a ground combat unit in Austria to receive the production points from that territory.

Ownership and Control

During the game, territories change ownership and control by moving a land unit into it during the movement phase. A territory remains controlled by the last nationality's land unit to have occupied the territory.

Sea zones are controlled the same way - by the last surface combat unit (destroyer, cruiser, battleship or aircraft carrier) to have occupied or moved through them. Transports, submarines and merchant raiders do not control sea zones by themselves.

Ownership of territories and sea zones effects tracing supply and strategic movement – see rules above. Ownership and control does not prevent convoy and lend lease production points from moving through enemy controlled sea zones. The only way lend lease and convoys can be interdicted is by attacking the convoy and lend lease points via strategic combat.

VI. National and Special Rules

Neutrals
Both the Axis as well as the Soviet Union may declare war on a neutral country. In order for a neutral country to be attacked during a player's movement phase it must have war declared upon it during the aggressor's initial phase. Once war is declared upon a neutral by the Axis, the Allies must deploy the neutral country's units on the board. Use British units to represent the neutral country's forces. Each territory of the neutral country that is worth a production point must contain at least one unit. Then, all remaining territories must contain at least one unit. Once all of the neutral country's territories have at least one unit deployed in them, additional units may be placed anywhere in the country. Naval units must be placed in a sea zone adjacent to the country's land territories.

If the Axis declare war on a neutral, the British player (for all neutrals except Mongolia – which is a minor Soviet ally) places the neutral's forces on the board per the minor neutral chart on the map and the rules above.

Neutral's do not collapse or surrender. During combat, the British player may elect to retreat the minor allied units per the retreat rules above. For example, if Belgium has war declared upon it and the Germans attack it, after the first round of combat, surviving Belgian units may elect to retreat into Northern France. The British player receives the production points for any neutral controlled territory occupied by a ground unit that can trace a line of supply to Allied production centers.

Once war is declared upon them, neutrals are treated as British units for the remainder of the game. To remain in supply, the units must be able to trace supply to British production centers.

If the Soviet Union declares war on a neutral, it immediately becomes an Axis minor ally and the German player places, controls and supplies German units in the neutral in the same manner as the British player would in the rules discussed above. (In the case of Eastern Poland, the Poles take their turn at the conclusion of the Soviet turn – not simultaneously as other allies.)

Norway and Sweden
If the Axis control the two territories that make up Norway, Sweden enters the Axis sphere of influence and contributes half of Sweden's production points to Germany every turn (two additional production points). If the Axis do not control both Norwegian territories during their final strategic phase, they do not get the additional two production points for sympathetic Sweden for that turn.

Mongolia
If Japan and the Soviet Union go to war with each other, Mongolia immediately becomes a Soviet minor ally. The Soviet player uses his pieces to deploy Mongolia's units on the board.

France & Vichy France
France starts at war with Germany. France may not declare war on Italy and Japan unless Italy and Japan declare war on France or trigger a declaration of war (discussed below).

France must maintain a garrison of three units on the border with Italy until at war with Italy. Additionally, French units that start the game in French colonial territories (French North Africa, Syria, Madagascar, French Indo-China) must remain in these territories until France falls. British units may not enter these colonial territories unless they are Vichy or Axis occupied.

At the end of every Allied turn in which one or more production territories of mainland France (Picardy, Burgundy, Brittany/Normandy, Paris, Gascony, Provence) are Axis occupied, the French player rolls one die for capitulation. If the die roll is equal or less than the number of enemy occupied mainland French territories +1, France surrenders (i.e. if the Axis control 2 French territories, on a "3" or less, France surrenders). Additionally, if at the end of any Axis turn that Paris is occupied by 5 or more Axis ground units, France immediately surrenders.

When France surrenders the following events immediately take place:
- Remove all French ground and air units from the board. Vacant French territory is uncontrolled neutral territory. For one side or the other to receive production points from French territory, they must occupy it just like any other neutral territory.
- Place 3 Vichy French infantry in Vichy France. If there are Axis units present in Vichy, they are automatically retreated to an adjacent Axis controlled territory. If Allied units are present in Vichy, the three Vichy infantry units are placed in Vichy France once the Allies vacate the territory.
- French North Africa (Morocco, Algeria, Tunisia), Corsica, Syria, and Madagascar become Vichy.

Each territory with a production point value receives one Vichy French infantry.

- Any French units in French Indo-China are removed and this territory becomes neutral. The Japanese player is free to occupy French Indo-China once France surrenders.
- Roll a die for each French naval unit. On a 1 it becomes Vichy (Axis controlled), on a 2-5 it is either scuttled or sunk by the British navy (removed from play), on a 6, it becomes Free French. Free French naval units are immediately placed in a Mediterranean Sea zone with British naval units or a sea zone adjacent to Alexandria or Gibraltar – Allied player choice. Vichy naval units are immediately replaced with an equivalent Italian naval unit and placed in the Gulf of Lyon and became Italian naval units for all game play purposes. If Allied naval units are present in the Gulf of Lyon, they are immediately retreated to an adjacent sea zone, owning player's choice.

Vichy France
- Vichy France is a "pro-German Neutral" in the game. Germany gets production points for all Vichy Territories (mark them with German control markers). Vichy French units are treated as Axis units that can not move unless attacked by the Allies. For Vichy units to be in supply, they must trace supply routes back to German or Italian production centers just like all other Axis units.
- The Axis may trace supply through Vichy controlled territories, but if Germany or Italy move units into, through, or fly over a Vichy territory, all Vichy units on the board disband and are removed from play. Vichy territory is then immediately treated as a defeated neutral and PP territories must be occupied by Axis units in order for the Axis to receive production from them. (Note: Therefore, the Axis may not land an Axis air unit in a Vichy territory unless they controlled it with an Axis ground unit on the previous movement/combat phase because the territory would instantly become neutral and the Vichy unit removed as soon as the Axis plane landed).
- If the Allies invade a Vichy French territory, replace the Vichy units in that territory with an Axis minor unit. Note that for this rule, French North Africa (Morocco, Algeria, and Tunisia) are treated as one group of Vichy territories: so all Vichy French would be replaced with an Axis minor unit if any one of them is attacked by the Allies. Once replaced with an Axis unit, additional German or Italian units may freely occupy the territory.
- Vichy France is fragile in the same manner as Italy and France. At the end of every Allied turn in which one or more of the following territories are Allied occupied, the German player rolls one die for Vichy French capitulation. The territories that trigger a Vichy die roll are: Madagascar, Syria, Corsica, Tunisia, Oran, Algiers, and Morocco. If the die roll is equal or less than the number of Allied occupied Vichy territories, Vichy France surrenders. (e.g. If the Allies control 2 Vichy French territories, on a "2" or less, Vichy France surrenders). Upon Vichy surrender, all Vichy infantry units are removed from play.

Note: Once France falls, it is permanently out for the remainder of the game (except for Vichy French units). Just like occupied neutral territory, non-Vichy French territories and production points go to whichever side occupies French territory (Allied or Axis)

Italy
Italy starts the game neutral and does not have a turn on the first turn of the game. Italy's first turn is turn 2 (Winter 1939). Italy may declare war on the Allies beginning the second turn of the game (Winter 1939) or after. Italy may not invade any neutrals without a declaration of war against the Allies. One major deterrent for an early Italian declaration of war is the possibility of the French player attacking with a combined French and British fleet in the Mediterranean (the French player has little to lose since odds are he will lose his fleet once France falls).

Italy's production points are halved until it declares war. Therefore, instead of 14 production points to spend, Italy only receives 7 production points on their first turn.
Allied naval units may not enter the Adriatic Sea, Ionian Sea, or the Tyrrhenian Sea while Italy is neutral. Likewise, neutral Italy may not cross the 'blue line' in the Mediterranean until at war with the Allies. Other than these restrictions, the Allies and the Italians may move both tactically and strategically through the Mediterranean while Italy is neutral.

If the United States enters the war before the Italians declare war, Italy may not declare war and becomes one large neutral for the remainder of the game. Remove all of the Italian units from the board and place them on the side. If either side declares war on Italy, the Allies (or the Axis) place the Italian units back on the board per the neutrals rules above.

Italy must maintain a garrison of at least three ground combat units on its border with France until at war with France or France falls, whichever comes first.

Germany may not give production points to their Italian Allies. But, since Germany and Italy move / attack defend simultaneously, nothing prevents the German player from moving German units to Italy and fighting and attacking with their Italian allies. The German player may only move units into Italy if the Italians are at war.

The Axis convoy center in the Mediterranean represents Italian shipping. Any Allied strategic attacks against this convoy center reduce Italian production in the same manner that attacks against allied convoy centers reduces Allied production.

Italy may begin building medium armor units in Spring 1942 and may no longer build light armor units. Italy may begin building fighters in Spring 1942 and may no longer build early war fighters.

Italian Surrender:
Italy is fragile similar to France. At the end of every Axis turn in which there are no more Italian units in Africa and/or one or more territories of Greater Italy (Milan/Genoa, Istria, Florence/Rome, Naples, and Sicily) are Allied occupied, the Italian player rolls one die for capitulation. If the die roll is equal or less than the number of enemy occupied Greater Italian territories (and one if Italy no longer has any units in Africa), Italy surrenders.

Example 1: If there are no Italian units in Africa at the end of the Italian turn, the Italian player rolls a die and on a "1" Italy surrenders.

Example 2: If the Allies control 2 Italian territories and there are no Italian units in Africa, on a "3" or less, Italy surrenders.

Additionally, if at the end of any Allied turn that Rome is occupied by 5 or more Allied ground units, Italy immediately surrenders.

Upon Italian Surrender, all Italian units are removed from the game and the Italian Fleet is scuttled and removed. Accumulated Italian production points are eliminated. Any Italian factories are considered damaged and may be repaired by either side that occupies the territory they are located. Italian territories are treated as neutrals for the remainder of the game. If German forces occupy Italian territories, production points for those territories would be added to German production point total just as any other occupied territory and are counted normally as captured enemy territory for the remainder of the game (the German player would have to keep a ground unit in the territory to get the production point value from it).

Great Britain and the Commonwealth

Great Britain and the Commonwealth start the game at war with Germany. When Neutrals are attacked by Axis players, they are controlled by the British player. Great Britain uses British units to represent neutrals and will receive production points for the neutral territory as long as they are occupied by at least one ground combat unit (e.g. If the Axis declare war on Greece, but fail to capture the Greece territory, the British player receives the production points for Greece and may do what he wishes with the Greek (British) units in Greece.

Note: The British have production centers in Great Britain and Canada. British units can be built and repaired at all of these territories. The British production centers in Canada are treated like regular British production centers – i.e. they can produce everything that can be built in the U.K. (including infantry). Therefore, if the British wished to do so, they could produce 4 infantry in Canada in a given turn (their regular maximum build limit of 3 + 1 Canadian infantry unit).

Great Britain never surrenders and will continue to wage war against the Axis until one side or the other is victorious. If the four production center territories of Great Britain are occupied, Great Britain may continue to build additional units in Canada. Note that Western Canada is adjacent to Eastern Canada. Eastern Canada is not adjacent to the Yukon Territory.

Britain's infantry maximum builds are increased by their Commonwealth Allies. For Britain, one additional infantry unit may be built in each of Eastern Canada, Calcutta and Sydney (these territories are noted on the map) every turn that they are controlled by British or Commonwealth forces. If enemy forces occupy a territory enabling additional infantry builds, Britain loses the additional infantry build capacity until the territory is retaken.

In addition to medium bombers, Britain may begin building heavy bombers beginning i the Spring 1941 turn. In addition to building light armor, the British may begin building medium armor in the Spring 1943 turn.

Only British early war naval fighters (Swordfish) may land on British carriers until the Spring 1942 turn. From Spring 1942 on, either Swordfish or normal British fighters may land on British carriers. Nothing prevents British early war naval fighters from also landing on a land territory.

The United States

The U.S. does not have a turn 1 in the game – the first U.S. turn is turn 2 (Winter 1939-40). The U.S. begins the game neutral and their production points are quartered until at war with the Axis (to 25 production points initially). U.S. production is no longer quartered on the first Allied strategic concluding phase that it is at war with the Axis. The U.S. has reduced maximum builds noted on their country reference card (#) until they are at war. The U.S. can declare war if one of the following conditions is met:

- If Japan attacks or strategically bombs any British, American, French (not Vichy) or Dutch East Indies territory, or the lend lease supply centers of the Burma Road or Himalaya aid flights to China, the U.S., Britain and the Free French (if any) may declare war on the Axis.
- If Japan occupies the Chinese territories of Kunming or Chungking, the U.S., Britain and the Free French may declare war on the Axis.
- If Japanese or German naval or air units move across the 'blue line' (see map), the U.S., Britain and the Free French may declare war on the Axis.
- Once the United States has 125 PP of territories and factories (prior to quartering), U.S., Britain and the Free French may declare war on the Axis on their following initial phase.

While neutral, the U.S. cannot move its naval units beyond the 'blue line' in the Pacific/Indian Oceans and the 'blue line' in the Atlantic. Moreover, U.S. surface combat units may not move adjacent to the blue line in the Pacific (though submarines and transports may move adjacent to the blue line). U.S. units that start the game on the East Coast or in the Atlantic must remain on the East Coast until the U.S. is at war. U.S. ground and air units must stay on U.S. controlled territories or carriers until at war with the Axis (note there are several U.S. territories in the Pacific). U.S. naval units that start the game in the Pearl Harbor sea zone must remain in the Pearl Harbor sea zone until the U.S. is at war with Japan.

The U.S. may supply lend lease production points to Great Britain, the Soviet Union and China while neutral per the lend lease rules above. The U.S. may also build combat units and factories in the U.S. while it is neutral. Note that built factory's production is also quartered until the U.S. is at war (therefore, the U.S. with four factories would have a production of 30 PP until at war and 120 PP once at war). The U.S. has reduced maximum builds noted on their country reference card (#) until at war with the Axis.

The U.S. may not begin building medium armor (Shermans) until they have completed the building of three additional light armor (Stuart) units. The U.S. may begin building heavy armor (Pershing) units beginning in the Summer 1944 turn.

The territories that make up the United States are on the map as well as in the U.S. blow-up box. All of the U.S. territories are represented in the blow-up box, but only three (New England / Mid-Atlantic; the Pacific Northwest and California / Nevada) are on the general map. While all of the major territories of the U.S. are playable spaces, only the territories that are on the general game map board may be invaded by Axis forces via amphibious and parachute assault. All of the territories of the U.S. may be attacked and moved through via regular and strategic land and air movement. The U.S. may build units in any of the U.S. production territories if they wish.

The Soviet Union

The Soviet Union starts the game neutral. The Soviet Union's production is halved (rounded up) until at war with Germany or Japan. Therefore, initially, while the Soviet Union has 60 points of on board production points, the Soviet player only receives half (30) on the first turn of the game. Note that built factory's production is also halved until the Soviet Union is at war (therefore, the Soviet Union with two factories would have a production of 35 PP until at war and 70 PP once at war). Soviet production is no longer halved on the first Soviet strategic concluding phase when it is at war with Germany or Japan. The Soviet Union has a full turn 1 (Autumn 1939). The Soviet Union has reduced maximum builds noted on their country reference card (#) until at war.

Because of the Nazi-Soviet Pact, the Soviet Union may only attack (as well as declare war or occupy) territories within the Nazi-Soviet Pact border (within the red border) until at war with either Japan or the European Axis. These are Vyborg, Estonia, Lithuania, Brest-Litovsk, Lwow, Bessarabia and Tabriz. Note: Bessarabia and Tabriz do not have any defending neutrals in them. Although Vyborg is part of Finland, treat Vyborg as an independent neutral territory for game play purposes. Once the Soviet Union is at war with Germany or Japan, it is free to declare war and attack any Axis and Neutral country on the map.

If the Soviet Union does not occupy the two Nazi-Soviet Pact territories that are part of Poland (Brest-Litovsk and Lwow) on the first turn of the game, surviving Polish units become German and the German player may occupy these territories on the second or subsequent turns without triggering war with the Soviet Union. Therefore it is to the Soviet player's advantage to occupy these territories on the first turn. If the

German player does not occupy the Western territories of Poland (Warsaw, Poznan and Galicia) on the first turn of the game, surviving Polish units become Soviet and the Soviet player may occupy these territories as well as if they were within the Nazi-Soviet pact red line.

If the Soviet player does not attack and occupy Vyborg, the four infantry units making up the defense of Vyborg become Axis minor allies when Finland becomes a minor Axis ally and may no longer be attacked by the Soviets until at war with Germany.

Once Japan and the Soviet Union are at war, Mongolia becomes a minor Soviet ally.

The Soviet Union may not attack any territories outside of the Nazi-Soviet Pact borders until:
- Any of the Axis attack the Soviet Union.
- If Japan invades Mongolia, Tibet or the arid territories of Western China, the Japanese declare war on the Soviet Union. If Japan takes any of these territories, Soviet forces are free to enter mainland China and co-exist (but not attack with) Chinese units.
- Once the Soviet Union has 80 PP of territories and factories (before halving), it may declare war on the European Axis. Once the Soviet Union has 100 PP of territories and factories, it may declare war on Japan.

Minimum Soviet Garrisons:
- All Soviet units that start the game adjacent to Manchuria must remain adjacent to Manchuria until the Soviet Union is at war with Japan (though the units are free to move to any territory that is adjacent to Manchuria). This garrison is reduced to 5 units (of any type) on the Soviet Fall 1941 turn
- All Soviet units that start the game adjacent to Turkey and or Persia must remain adjacent to Turkey/Persia until the Soviet Union is at war with Turkey (though the units are free to move to any territory that is adjacent to Turkey or Persia). This garrison is reduced to 4 units (of any type) on the Soviet Fall 1941 turn
- If the Soviet Union does not have 4 ground units adjacent to Turkey at the end of any Soviet turn, roll a die, and on a 1-3, Turkey joins the Axis immediately.
- Beginning in Spring 1940, the Soviet Union must maintain at least 10 ground units adjacent to German occupied Poland until at war with Germany.

Russian First Winter:
During the first Winter turn that Germany is at war with the Soviet Union, all German, Italian and German minor allies within the 1939 borders of the Soviet Union (within the original borders – so not including Vyborg, Estonia, Lithuania, Bessarabia, and Tabriz) defend at one less than normal (-1). This includes all ground, air and anti-aircraft (one less anti-aircraft roll (2 maximum AA rolls per AA gun instead of 3)) combat.

Allied (U.S., British or French) units may only move into or land in Soviet territory if the space they land or move into is Axis owned. The Allies may not land air units in Soviet owned territory. The Western Allies do not receive production points for occupied Soviet territory. Allied occupied Soviet territory automatically becomes Soviet territory at the conclusion of the Soviet turn that it is vacated by the Western Allies. Similarly, Soviet forces may only move into or land in Allied territory if the space they move into is Axis owned. The Soviet Union receives production points for Soviet owned Allied territory, however, as long as the territory is Soviet occupied.

The Allies may transfer lend lease points to the Soviet Union through the Murmansk Convoy, Persia and/or the Soviet Far East – see Lend Lease rules above. For each lend lease route, there are two Soviet ports for lend lease. At least one of the two ports must be Soviet owned and in supply at the conclusion of the Axis turn in order for the Soviet Union to receive it's lend lease production points through that route. During Winter and Spring turns, the White Sea is frozen and naval units (including lend lease points) may not move into or out of the White Sea. As such, Northern Allied lend lease can only be received through the port of Murmansk during these turns. On turns that the Soviet Union may not receive lend lease due to weather or Axis occupation, any production points in the lend lease zones remain in the lend lease space until either they can be received by the Soviet Union or they are eliminated by Axis strategic attacks.

The Soviet Union may begin building medium armor (T34) units after they have completed building an additional 4 light armor units. The Soviet Union may begin building fighters and Sturmoviks after they have completed the building of 2 additional early war fighters. The Soviet Union may begin building Katyusha Rockets beginning in the Spring 1942 turn. The Soviet Union nay begin building heavy armor in the Summer 1943 turn.

The Soviet Union does not surrender unless the Axis win the game. The Soviet Union will continue to wage war until one side or the other is victorious.

China
China begins the game at war with Japan. China may not declare war on any neutrals and Chinese units may only operate in mainland China, Manchuria, Korea, Mongolia, Hong Kong, and Tibet. Chinese infantry are not allowed to board Allied transports.

The Flying Tigers:
China can have only one fighter on the playing board, in play, at a time (use U.S. fighters to represent this air unit). The U.S. fighter moves, fights and supports as if it were a Chinese unit, but has the air-to-air combat value of an American fighter air unit (a value of "3"). If eliminated, the Chinese may build another American fighter (using Chinese or Chinese Lend Lease production points), but can have only one in play at a time (i.e. the Chinese may have a second fighter on their production track – but only one may be on the board).

Warlords and Communists:
China must maintain at least one infantry unit in every Chinese territory not occupied by the Japanese. The Chinese player may not voluntarily vacate any mainland Chinese territory on his movement phase and is forced to keep this one infantry unit garrison. If attacked, the Chinese player may retreat from a Chinese territory, however. If a mainland Chinese territory (Manchuria, Hainan, and Hong Kong are not mainland China) is vacant, the Chinese player places one infantry unit in the vacant territory on their next initial phase for free.

The Burma Road and Himalaya supply flights to China are Western Allied avenues of production points for China. The Japanese can only strategically attack them once Japan is at war with the Western Allies. For China to receive aid via the Burma Road, the Allies must own both the Burma and the Kunming territories.

China does not surrender and continues to wage war until either the Axis or the Allies win the game.

Allied (British, French, and U.S.) units may not enter China until the Allies are at war with Japan. Once the Allies are at war with Japan, there are no movement restrictions for allied units to move into China. Soviet units may not enter China unless Japan is at war with the Soviet Union. Once Japan is at war with the Soviet Union, there are no movement restrictions for Soviet units in China, Mongolia, Manchuria and Korea. Note

that Soviet and Western Allied units may not occupy or attack the same territory.

Japan
Japan starts the game at war with China. Japan automatically declares war on the U.S., Britain and/or the Soviet Union if one of the following conditions are met:
- If Japan attacks any British, American, French (not Vichy) or Dutch East Indies territory, Japan and the European Axis declare war on the U.S., Britain and the Free French.
- If Japan attacks the Chinese territories of Kunming or Chungking with ground units, the U.S., Britain and Free France declare war on Japan and the European Axis (the Japanese may, however, strategically bomb these territories without trigger war with the Western Allies).
- If Japan invades Mongolia, Tibet or the arid territories of Western China, Japan declares war on the Soviet Union.
- If Japanese naval or air units move outside the Pacific 'blue line' (see map), Japan declares war on the U.S., Britain and Free France.

Additionally, the Allies will declare war on Japan if one of the following conditions are met:
- Once the Soviet Union has 100 PP of territories and factories (before halving), it may declare war on Japan.
- Once the United States has 125 PP of territories and factories (prior to quartering), the Western Allies may declare war on Japan and the European Axis.

If Japan triggers one of the events listed above, the Allies and/or the Soviet Union would be at war on their respective initial strategic phases and no longer be halved or quartered production at the end of their respective concluding strategic phases.

Japan may occupy Vichy French territories without triggering an Allied declaration of war and may invade Siam without a declaration of war.

Japan must maintain at least 5 ground units in Manchuria adjacent to the Soviet Union until at war with the Soviet Union or the Soviet Union is free to declare war on Japan.

Note that if a mainland Chinese territory (Manchuria, Hainan, and Hong Kong are not mainland China) is vacant (i.e. the Japanese vacate a territory and leave it empty of ground units), the Chinese player places one

infantry unit in the vacant territory on their next initial phase for free.

Japan may begin building Kamikazes beginning on the turn that Allied surface naval units cross the "blue line" in the Pacific or Spring 1943, whichever comes first.

If Japan attacks the Western Allies (U.S., Great Britain, Free France and the Dutch East Indies) before they are able to declare war on Japan (before the Allied turn), Japan can conduct a one time only surprise attack. During the first combat round (only) of the first turn that Japan attacks the Western Allies (Great Britain, the Dutch East Indies and the U.S.), all Japanese air ground and naval units attack at one better than normal (+1) and all Allied units (air, ground, naval and anti-aircraft) defend at one less than normal (-1).

Example: Anti-aircraft against Japanese planes would be "0"; Amphibious invading Japanese infantry attack at a "2" instead of a "1"; Japanese battleships shore bombard with a "4" instead of a "3"; American infantry units in the Philippines defend at a "2" rather than a "3"; etc.). This is effective for only the first combat round in all battles against the U.S., Dutch and Great Britain during the Japanese player turn.

Japan surrenders at the end of any Japanese turn in which the Allies occupy the Tokyo territory with five or more ground units. Upon Japanese surrender, all Japanese units are removed from play.

Germany

Germany begins the game at war with France, Great Britain, and Poland. The German player plays a full turn 1 (Autumn 1939). Beginning in Winter, 1939-40, Germany must maintain at least 5 ground units adjacent to the Nazi-Soviet Pact border until at war with the Soviet Union or the Soviet Union may declare war on Germany.

Before attacking any neutral the German player must announce he is declaring war on the country during his initial movement phase. Once war is declared, the British player places neutral units in the territory according to the Neutral Countries Player Aid Chart on the board. Note that the British player must place 1 unit in at least every territory of the neutral country –

additional units may be placed wherever the British player wishes within the country. In order for Germany to receive production points from non-German territories (spaces without a German flag), the German player must occupy the territory with at least one German ground unit. Axis minor allies such as Romania and Finland must also be occupied by at least one German (or Italian) land unit. If Germany does not have a ground unit in an occupied territory during the concluding strategic phase, they may not count the territories production point value when counting their production points.

Germany may not cross the blue line in the Atlantic without declaring war on the United States or the red Nazi-Soviet Pact line in Europe without declaring war on the Soviet Union. If the Soviet Union fails to occupy the two territories of Poland within their side of the Nazi-Soviet Pact border, the Germans may occupy these territories on their subsequent turn without triggering war with the Soviet Union. If the Soviet Union does not occupy these territories on their first turn, they may not occupy them until at war with Germany.

During the first initial phase that Hungary, Romania, Turkey, or Spain are German minor allies, Germany's maximum infantry builds are increased by one for each of these allies. Germany may build up to one additional infantry unit in the territory in the minor ally per turn (territories enabling additional German minor ally infantry builds are noted on the map) therefore increasing Germany's infantry maximum builds. If the minor ally territory is occupied by enemy forces, Germany loses the additional minor ally infantry build capacity until the minor ally territory is retaken.

In addition to medium armor, Germany may begin building heavy armor during their Autumn 1942 turn. Germany may begin building V-Rockets in the Winter 1943 turn. In addition to building fighters, Germany may begin building jet fighters in the Spring 1944 turn.

Germany surrenders at the end of any German turn in which the Allies occupy the Berlin territory with five or more ground units. Upon German surrender, all German and Italian units are removed from play.

VII. Units

Infantry

The infantry division was the common grand tactical organization employed by all of the major combatants during World War II. It consisted of between 6,000 men (for under-strength Soviet formations) to over 15,000 men for full strength American divisions. It was a mixed formation consisting of two or more infantry regiments or brigades made up of six to twelve battalions, supporting artillery, reconnaissance, engineering, and other support troops.

In the game, the infantry unit represents between two and four infantry divisions. They are the standard ground combat formation and are the least expensive to build. Infantry attack with a value of only "1", but defend with a value of "2" so they are valuable and inexpensive defensive units – especially in mountainous or forested terrain, where they defend at a "3".

Because of the heavily motorized nature of Allied divisions during WWII, American and British infantry units can accompany American and British armor units during the mechanized phase at a ratio of one-to-one (5 armored units may have 5 infantry units accompany them). Soviet infantry may accompany medium and heavy armored units in the same way (but not Soviet light armor).

Fortifications

Fixed fortifications, minefields, bunkers and emplaced artillery were all key defensive features of the Second World War and played a role from the defenses of Sevastopol and Leningrad to the Maginot Line to the island of Iwo Jima and the beaches of Normandy. Fortifications defend at either a "3" or a "4" depending on the type of terrain they are in – so they are powerful defensive units in the game.

It takes two hits to eliminate fortifications. On the first hit, flip the fortification on its back to note that it is damaged. A hit on a damaged fortification eliminates it. Damaged fortifications defend the same as a full-strength fortification. Surviving damaged fortifications are automatically repaired to full strength fortifications at the conclusion of a battle.

Fortifications are special units in the game, as they are not built in the same manner as all other units. In order to build a fortification, during the player's initial phase when he is building units, a player may turn any infantry unit on the map on its side and spend two production points. At the concluding strategic phase when builds are placed on the map, infantry that were designated during the initial phase become fortifications. Note that countries have maximum builds for fortifications which indicate the maximum number of infantry that can be converted into fortifications during a turn.

Fortifications do not attack and they do not move. At any time during a player's movement phase, he may convert one of his forts into an infantry unit. The infantry unit can immediately move normally and participate in combat. When defending, a player may convert an undamaged or damaged fortification back into an infantry unit in order to retreat it from a battle. Once reconverted into an infantry unit – the fortification is gone – the owning player would have to spend two more production points to re-fortify the unit.

Paratroopers

Paratroopers represent between one and two parachute or glider divisions. These were elite units that gained prominence during many of the river assault and amphibious invasions during the war. Paratroopers cost 4 production points to build (two production points over two turns). See special paratrooper rules above for their special combat and movement capabilities.

Panzergrenadiers

These units are unique to the German army and represent motorized and mechanized infantry and support units. One of the strengths of the German blitzkrieg was the ability to have a combined arms penetration of armor, infantry and artillery. Panzergrenadiers enable the German army to do that in the game. These units can move and attack during the mechanized phase so that they can inflict additional losses on the enemy and absorb losses instead of expensive German armored units. Attacking and defending at a "2" and having the capability to move during the mechanized phase make these units very valuable for offensive operations. When on the defensive, more static infantry are a more cost effective option.

Light Armor

Most nationalities begin the game with only light early armor formations. These represent not only lighter tanks, but also underdeveloped combined arms formations and limited armored tactics. Therefore, light armor units may represent a lot of armored vehicles (perhaps more than represented in a medium armor unit), but they are technically and tactically inferior. They cost six production points and take two turns to build and train the large number of tanks and crews that the unit represents. Because of their large number of

tanks, light armored units attack with a value of "3*", but because of these deficiencies in organization and combined arms, defend with a value of only "2*". Note: When the defender has no armor or anti-tank units in a given combat round, all armor attack on a "4 or less".

Medium Armor
This unit represents two panzer or armored divisions or a Soviet Tank or Mechanized Corps. Medium armor units represent not only both mid-war medium tanks (German Pzkw III's and IV's, American and British Sherman's, and Soviet T34's) but also the combined arms motorized infantry and artillery that were part of panzer and armored divisions. Because of their superior tactics and combined arms, medium armor units attack and defend with a value of "3*". Note: When the defender has no armor or anti-tank units in a given combat round, armor attack on a "4 or less".

Heavy Armor
These units not only represent an even more refined use of armored tactics and combined mechanized arms, but also elite armored formations (such as SS Panzer and Guard armored formations) as well as the brute strength associated with medium Panther or heavy Tiger and JSII tanks. The psychological impact as well as the firepower and armor advantage that these units had on the battlefield outclassed that of medium armor. Heavy armor, therefore, attacks and defends with a value of "4*". Because their vehicles such as Tiger tanks were not easily mass-produced and their crews represented the elite cadres of tank crews, they cost 7 product points to build when they are available.
When attacking in open or desert terrain against a defender that does not have any armor, AT guns or 88s, all armor attacks on a "4 or less."

Anti-Aircraft Guns
These units represent heavy concentrations of dozens of anti-aircraft battalions. AA guns are special land units that help defend a land territory against air attacks. AA guns may fire either at enemy planes during the AA phase or against attacking ground units during the combat phase – either or – but not both in a given combat round. AA guns have a "0" attack value. For each defending AA gun, the defender may fire up to 3 anti-aircraft rolls against attacking enemy bombers. Each air unit may only be shot at once by anti-aircraft however. Defending AA guns select the planes they will be firing at with their AA gun rolls. A "1" scores a hit on the attacking plane and eliminates it before ground combat commences.

Anti-aircraft guns may fire at enemy aircraft that fly over their territory on the movement phase. However,

anti-aircraft guns only get 3 AA rolls per movement/combat phase. Therefore, if three enemy air units are flying over a territory and three enemy air units are attacking the territory containing the AA gun, the defender would have to choose which three planes he would be firing at with his AA gun. AA guns can only elect to fire at planes attacking their territory or flying over it on their way to attack another territory. AA guns are not allowed to fire at enemy planes that are returning from a battle after the combat phase.

Anti-Tank Guns
AT Guns represent heavy concentrations of fixed defenses and battalions of anti-tank, infantry guns and heavy weapons units. They are very strong defensive units, defending on a "3*" and inflicting casualties on armor units first. They are less expensive than armor, costing only 4 production points instead of 6 or 7 and therefore are good armor soak casualties in defensive battles. AT Guns do not have an attack value and therefore cannot be taken as a casualty on the offensive until all other armor with a positive attack value has been eliminated.

German 88's
German 88s represent concentrations of German Luftwaffe heavy anti-aircraft regiments of the German 88 dual-purpose guns. These units were mechanized in the German army and often accompanied German panzer corps during their offensives in France and Russia. German 88's have the ability of either AA guns (defending against planes) or powerful AT guns when defending against ground attacks with a "4* or less". At the beginning of every combat round (before air-to-air combat is resolved), the owner of the 88's declares his 88's as either AA units or AT units and places them in the "1" or "4" combat column, respectively. The 88 takes on the characteristics of either an AA gun or a powerful AT gun for the remainder of the combat round (i.e. it would absorb and deliver tank hits if it were deployed as an AT gun, but not deployed as an AA gun. It would only get to fire at enemy aircraft if it is deployed as an AA gun, not as an AT gun, etc). Additionally, German 88's are mechanized and can accompany German armor and panzer grenadiers during the mechanized phase.

Artillery
These units represent large concentrations or artillery regiments and brigades. They are effective support units on both the offensive and defensive, with a combat value of "3" for each. Artillery are support units and therefore need to have front line infantry, armor or AT guns in the front line protecting them in order to be effective. If a player has more support than

front line units, excess support units are unsupported and have an attack and defense value of one instead.

Soviet Katyusha Rockets

While several nations including Germany and the U.S. employed rockets during the Second World War, none massed rocket artillery in dozens of division sized units the way the Soviet Union did. Known by the German's as Stalin's organs, Katyusha Rockets added even more weight behind the Soviet Union's already frightful massed artillery. This game captures motorized Soviet artillery and Katyusha Rockets by enabling these units to move on the mechanized phase and have a support attack value of "4 or less". Katyusha Rockets only support on the defensive with a value of "1" so artillery is the better choice when on the defensive.

Merchant Raiders

These are special German naval units that have no attack or defense value. They are only used against convoy centers. When placing a Merchant Raider (use a German transport piece) on the board, the German player places an upside down (Norwegian) German control marker under the unit. The Merchant Raider cannot be attacked while the control marker is Norwegian. When a Merchant Raider moves into a convoy zone, the German player may elect to conduct a strategic attack against the convoy with his Merchant Raider. If the Merchant Raider elects to attack, flip the control marker over to its German side and roll 1/2 d6 (1-3) points of strategic damage. The Merchant Raider can be attacked while the control marker is flipped to its German side. The German player flips the control marker back over to its Norwegian side on the following German initial strategic phase. While the Merchant Raider's control marker is flipped over to its Norwegian side, it may move through enemy sea zones containing enemy combat vessels and may not be attacked.

German V-Rockets

These units represent German V1 and V2 Rockets. They may only move strategically and may not retreat if involved in a battle. Once in position, they may fire on the following turn (units can not attack if they move via strategic movement). German V-rockets fire a strategic attack the range of two spaces. Each V-rocket inflicts 1d6 points of strategic bombing damage to its target territory every turn it is fired. There is no AA gun role to prevent a rocket attack – the 1d6 industrial damage inflicted can only be prevented by taking the territories containing the V-Rocket units and therefore eliminating them.

Kamikazes

Kamikazes are special Japanese units that are eliminated once they attack. They are a type of fighter air unit that only cost 4 production points and have a tactical movement range of only 2 spaces (but they do not need to land). They may land, strategically move and operate anywhere normal Japanese fighter air units can (i.e. they could land on carriers or on Japanese owned territories). Kamikazes have no air-to-air combat value and must always be placed as bombers on the air-to-air combat chart. If Kamikazes survive air-to-air combat and defending AA fire, they may attack enemy naval units as a type of bomber scoring a hit on a 5 or less. After their attack, the kamikaze unit is removed. Kamikazes may only attack enemy naval units and are ineffective in ground and strategic combat.

Fighter Air Units

These units represent all of the various fighters and fighter-bombers used in the Second World War and cost 8 production points to build. Depending on the nationality and the turn some fighter air units are more capable in air-to-air combat than others. In addition to destroying enemy planes in air to air combat, fighters can support in ground combat in both the normal and the mechanized combat phases with a support combat value of "2 or less". They can also attack enemy ships in naval combat, attacking enemy ships on a "3 or less". Finally fighter air units may conduct strategic attacks attacking both convoy centers and territory production points with a 1d3. German jet fighters cost 10 production points to build once Germany is able to begin building them. Jet fighters act like normal fighters in every aspect except they hit in air-to-air combat on a "5 or less".

Stukas and Sturmoviks

The Germans, and later the Russians, were the first to effectively use tactical air units in direct ground support roles. The Allies, for example, did not develop direct close ground support tactics until late in the war. To reflect the effectiveness of their tactical ground support, the Germans and the Soviets are allowed to build Stuka and Sturmovik air units. These units have the movement capability of fighters, but ground support on a '3 or less'. Moreover, the Stukas and Sturmoviks get to pick their casualties when they hit. Any defending ground unit can be selected as the hit for these air units and is selected after the air unit scores its hit. In air-to-air combat, Stukas and Sturmoviks defend themselves like bombers (on a "1"). In naval and strategic combat, they attack the same as fighters (with a "3 or less").

Bomber Air Units

These units represent light and medium bombers and cost 10 production points to build. Bomber air units have a movement range of 3 and are ideal ground support units and strategic bombing units. Bomber air units can only be bombers in air-to-air combat and can only defend themselves if attacked by enemy fighters with a combat value of "1". Bomber air units can only fire once in air-to-air combat regardless of the number of fighters attacking them. Bomber air units can support in ground combat in both the normal and the mechanized combat phases with a support combat value of "3 or less" and attack enemy ships in naval combat, attacking enemy ships on a "2 or less". Bomber air units may conduct strategic attacks attacking both convoy centers (with a 1d3) and territory production points (with a 1d6). Finally, bombers can also act as transport planes moving an infantry unit and dropping it off in a friendly or enemy territory (see paratrooper rules above).

Allied Heavy Bombers

These represent the large 4-engine bombers employed by the Western Allies in the Second World War such as Lancasters, Flying Fortresses and Liberators. They cost 12 production points to build and differ from normal bombers in the following ways: 1) When conducting strategic bombing attacks, heavy bombers do 2d6 worth of production damage to territories and increase their total movement range up to 4 spaces; 2) When defending themselves in air-to-air combat, heavy bombers have an air-to-air defense value of "2 or less" instead of the usual "1" defense for regular bombers; 3) In ground battles, heavy bombers support on a "4 or less" for the first combat round only when attacking. In subsequent combat rounds they have a no combat value. When flying defensive air support, heavy bombers are automatically unsupported and have a defensive support combat value of only "1"; and 4) Heavy bombers attack naval units only on a die roll of a "1". Other rules concerning allied heavy bombers are outlined in the rules.

Light Carriers

Both the Japanese and the U.S. may build light carriers. Light carriers cost 12 production points to build and can carry one fighter air unit.

Aircraft Carriers

The British, Germans and Italians may build aircraft carriers. The European powers sacrificed plane capacity for armor. Therefore, British, German and Italian aircraft carriers can only carry one plane, but take two hits to eliminate. Aircraft carriers can be repaired in the same manner as battleships and cruisers. Damaged aircraft carriers may still carry a plane while damaged.

Japanese Carriers

Japanese fleet carriers were some of the largest carriers of the Second World War carrying between 80 and 100 aircraft apiece. Japanese fleet carriers can carry up to two fighter units each. Due to poor damage control, armor, and the lack of radar, Japanese carriers only take one hit to sink however.

U.S. Fleet Carriers

U.S. fleet carriers can carry up to two fighter units each and take two hits to sink. A damaged U.S. Fleet Carrier can carry only one fighter.

Destroyers

Destroyer units represent between 18 and 30 active destroyers and escort ships. They cost 9 production points to build and are the least expensive surface combat unit. Destroyers attack and defend on a "2 or less", provide one anti-aircraft die roll for the defense of themselves and ships they are in the same sea zone with and provide shore bombardment support with an attack value of "1". They may also defend and attack enemy submarines. Japanese destroyers may also convey one infantry unit as if it were a transport. If a Japanese destroyer is conveying an infantry unit, its combat value becomes a "0".

Cruisers

Cruiser units represent between 8 and 15 light and heavy cruisers. They cost 15 production points to build and are the second most powerful naval unit after battleships. Cruisers attack and defend on a "3 or less" and provide shore bombardment support with an attack value of "2 or less". It takes two hits to sink a cruiser. Damaged cruisers still have a naval combat value of "3 or less". Cruisers can be repaired in sea zones adjacent to production centers for one turn's production (5 PP). Cruisers may also defend against (but not attack) enemy submarines.

Battleships

Battleships cost 20 production points to build and are the most powerful surface combat naval unit, attacking and defending with a "4 or less". It takes two hits to sink a battleship. Damaged battleships still have a naval combat value of "4 or less". Battleships can be repaired in sea zones adjacent to production centers for one turn's production (5 PP). Battleships can provide artillery support during the first round of an amphibious invasion, attacking on a "3 or less".

Yamato Battleship

This unit represents the super heavy battleships built by the Japanese navy during the Second World War. Only one Yamato Battleship unit can be built per game for a cost of 24 production points. The Yamato battleship has the same characteristics of other battleship units except that it attacks and defends at a "5" in naval combat instead of the usual "4". Yamato battleship combat rolls and casualties are removed prior to regular battleship combat during the surface combat phase of naval combat. This unit shore bombards as a normal battleship with a value of "3". As with other battleships, it takes two hits to eliminate the Yamato. It costs the Japanese player 6 production points to repair the Yamato (one round of builds) as opposed to the 5 production points to repair other battleships.

Submarines & U-Boats

Submarines and U-Boats are special naval units that move, attack and defend differently than other naval units. Submarines are especially deadly against naval units that are not escorted by destroyers. See naval movement, naval combat and strategic combat rules for specific submarine rules.

VIII. Europe, Pacific and 1941 Scenarios

The standard game which starts in Autumn 1939 and can continue until the Autumn 1945 turn is best played with 5-8 players and can take up to 18 hours to play. For games with fewer players (2-4) or players that have less time to play, there are several alternative game scenarios.

1941 Scenario

The 1941 scenario starts with the Axis Summer 1941 turn (turn 8). Players use the 1941 National Reference Charts to set up their units. The European Axis (Germany and Italy) start the game at war with Britain and with the Soviet Union. Japan is only at war with China. The U.S. may declare war on the Axis per the same rules in the standard game. This scenario is good to get all of the players into the action relatively quickly. In the standard 1939 start game it can be up to 4-6 hours before Japan and the U.S. are engaged in the conflict. This scenario can take up to 10-15 hours to play.

Struggle for Europe Scenario

This scenario only uses the Western European half of the game map-board. The Pacific theater is ignored. The European half of the map is used up to the movement division in the Indian Ocean and continuing this North South line through the remainder of the board. Partial territories are playable spaces. This is a good scenario to play when there are only 3-4 players. The significant differences in this scenario are as follows:

- There are no Japanese or Chinese players.
- Britain receives the off-board production points that are present in the Pacific theater (40 total production points for Britain) and may build up to two infantry units "off-board" where the Indian Ocean begins. Treat the edge of the board in the Indian Ocean as a land territory that cannot be invaded. British transports can move adjacent to the edge of the map and pick up British units that are present there.
- Beginning in the Winter 1941 Allied turn, Britain must deduct 12 production points from their total at the end of every turn to represent forces committed to the Asia Pacific Theater.
- There is no U.S. player until the Spring 1942 turn of the game. Turns 2-5 of the game (Winter 1939-Autumn 1940) the U.S. gives the British 5 production points of Lend Lease a turn. On turns 6-10 (Winter 1940-Winter 1941) the U.S. player gives Britain (or the Soviet Union) 10 Lend Lease production points per turn). The U.S. may lend lease production points to Russia via the Pacific route (5 PP for 4) off-board once Russia is at war as well as via the on-board Persian and Murmansk routes.
- The first U.S. turn is Spring 1942. The U.S. receives 65 production points per turn for the remainder of the game. The only U.S. units that start the game are the units in the East Coast of the U.S. and in the sea zone adjacent to the East Coast of the U.S. U.S. units that start the game on the Pacific half of the map are ignored. The U.S. carrier and carrier plane that start the game on the East Coast Sea zone is removed from play on the Winter 1941 Allied turn.

- U.S. maximum builds for infantry and fighters are reduced to 7 and 5 maximum builds (instead of 10 and 8 units), in this theater game, respectively.
- The Soviet Union receives their total production (60). Half of the units that start the game off-board (on the Asia Pacific side of the board) may be moved onto the European board on the Autumn 1941 turn.

Victory Conditions: The European Theater victory and defeat table (below) illustrates the number of Axis owned victory points the Axis must own at the end of the Allied turn in order to win the game. Beginning on the Spring 1942 Turn, the victory and defeat table is consulted at the end of every Allied turn. If the Axis control equal or more victory points in their column on the victory and defeat chart, the Axis win. If the Axis control less than the number of victory points in the Allied column, the Allies win. If neither of these conditions is met, the game continues.

The number of victory points the Axis need to control at the end of the Allied turn to win or lose decreases and converges every turn beginning on turn 17 (Autumn 1943). The last playable turn in the game is turn 25 (Autumn 1945). If, at the end of the Allied turn on turn 25 the Axis control 6 or more victory points, the Axis win. If the Axis control less than 6 victory points the Allies win.

The Struggle for Europe can also be played in conjunction with the 1941 Start Scenario.

Struggle for Asia Scenario
This scenario only uses the Eastern, Asia Pacific half of the game map-board. The European theater is ignored. This is a good scenario to play when there are only 2-3 players. The significant differences in this scenario are as follows:
- There are no German, Italian, French or Soviet players in this scenario. Only Japanese, Chinese, British and U.S. players.
- The set-up and the scenario played begins in Summer 1941.
- The Western Allies (Britain and the U.S.) may declare war and attack Japan in the Winter 1941 turn if not already attacked by Japan.
- Soviet Union territories are not in play and may not be entered or moved through by either side.
- The U.S player receives 10 production points per turn until the turn after the U.S. and Japan are at war (the second US turn at war with Japan). From then on the U.S. receives 65 production points per turn. If the Japanese occupy U.S. production points, U.S. production will decrease from the 65

total. The U.S. player does not set up and can not use units that are set up on the East Coast of the U.S. and in the sea zone adjacent to the East coast of the U.S. with the exception of the Carrier and carrier plane that start in the East Coast Sea Zone. These units may be moved onto the board at any time after the U.S. and Japan are at war.
- U.S. maximum builds for infantry and fighters are reduced to 5 and 5 maximum builds (instead of 10 and 8 units), in this theater game, respectively
- Britain receives a total of 12 production points with which to build, including the production points on the map. If the Japanese occupy British production points, Britain's production will decrease from the 12 total.
- British builds (other than the infantry that can be placed in India and Australia) must be placed off board, adjacent to The Indian Ocean and cannot be attacked until they are moved on board. The units can be picked up by Allied transports, but the British cannot launch amphibious invasions or parachute attacks with units that start the movement phase off board.

Victory Conditions: The Asia Pacific theater victory and defeat table (below) illustrates the number of Japanese owned victory points the Japanese must own at the end of the Allied turn in order to win the game. Beginning on the Spring 1942 Turn, the victory and defeat table is consulted at the end of every Allied turn. If the Japanese control equal or more victory points in their column on the victory and defeat chart, the Japanese win. If the Japanese control less than the number of victory points in the Allied column, the Allies win. If neither of these conditions is met, the game continues.

European Theater Game

Victory Conditions

Turn	Axis Win	Allies Win
Spring 1942 - Summer 1943	25 or more	-
Autumn 1943 (Turn 17)	24 or more	Less Than 16
Winter 1943 (Turn 18)	22 or more	Less Than 14
Spring 1944 (Turn 19)	20 or more	Less Than 12
Summer 1944 (Turn 20)	18 or more	Less Than 11
Autumn 1944 (Turn 21)	16 or more	Less Than 10
Winter 1944 (Turn 22)	14 or more	Less Than 9
Spring 1945 (Turn 23)	12 or more	Less Than 8
Summer 1945 (Turn 24)	9 or more	Less Than 7
Autumn 1945 (Turn 25)	6 or more	Less Than 6

Asia Pacific Theater Game
Victory Conditions

Turn	Axis Win	Allies Win
Spring 1942 - Summer 1943	24 or more	-
Autumn 1943 (Turn 17)	22 or more	Less Than 14
Winter 1943 (Turn 18)	20 or more	Less Than 13
Spring 1944 (Turn 19)	18 or more	Less Than 12
Summer 1944 (Turn 20)	16 or more	Less Than 11
Autumn 1944 (Turn 21)	14 or more	Less Than 10
Winter 1944 (Turn 22)	12 or more	Less Than 9
Spring 1945 (Turn 23)	10 or more	Less Than 8
Summer 1945 (Turn 24)	8 or more	Less Than 7
Autumn 1945 (Turn 25)	6 or more	Less Than 6

Optional Rules:

Limited Airbase Capacities:
Mountainous, desert/arid and forest/jungle territories that are not production centers (do not have a national flag) have limited infrastructure and can support only one air unit until more infrastructure airbases are built.

Only one plane may remain in one of these territories at the conclusion of a movement phase. If players are forced to move or retreat planes to territories where the airbase capacity is exceeded, excess planes are eliminated at the owning players choice.

Players may build airbases to increase air unit capacities in these spaces.   During the production phase, a player may spend 5 production points to construct an airbase at any territory they own at the beginning of the turn. At the conclusion of the turn, during "place new units on the board" phase, a 3 plane capacity airbase may be placed in the territory. Territories with an airbase can accommodate up to 3 planes instead of just one during any phase after the airbase has been placed on the board.

Three plane capacity airbases may be upgraded to 5 plane capacity bases in the same manner as airbases are built and cost an additional 5 production points.

Gibraltar, Tunisia, Tripoli, Cairo, Calcutta, Manila, and Hawaii start the game with 3 plane capacity airbases.

Parachute assaults on the mechanized phase
Allow parachute assaults during the mechanized phase with the following rules: If neither the bomber nor the paratrooper move (or conduct combat) during the regular movement & combat phase, the bomber may para-drop the paratrooper on the mechanized movement phase.

Interdicting strategic movement:
Every two points of production point damage done by strategic bombing reduces the enemy's strategic movement by one (rounded up) for their next turn. e.g. If the Allies industrial bomb Germany for 10 production points, the European Axis may only move 10 units via strategic movement on their following turn.

Submarine Surprise Attacks:
Now a part of the standard rules.

Naval Units Taking Damage
Nothing is for certain, even the ability of ships to stay afloat after taking damage. Immediately after taking a hit on a Battleship or a U.S. British, German, or Italian carrier, the owning player rolls a die. If the result is a "6" the battleship or carrier will be eliminated at the end of the combat round instead of only damaged. Immediately after taking a hit on a cruiser or a Japanese fleet carrier, the owning player rolls a die. If the result is a "5-6" the cruiser or carrier will be eliminated at the end of the combat round instead of only damaged, otherwise the naval unit stays in the game damaged per the regular rules. Treat damaged Japanese fleet carriers like U.S. fleet carriers (can only carry one plane).

Neutral Alliances
Certain neutral countries formed defensive partnerships in case they were attacked.
- If the Axis declare war on Denmark, Norway immediately also joins the Allies (however, the opposite is not true – if Germany declares war on Norway, Denmark remains neutral).
- If the Axis declare war on Holland, Belgium immediately also joins the Allies (however, the opposite is not true – if Germany declares war on Belgium, Holland remains neutral).
- If the Axis declare war on Yugoslavia, Greece immediately also joins the Allies (however, the opposite is not true – if the Axis declare war on Greece, Yugoslavia remains neutral).

Spanish and Turkish War Reluctance
Axis minors Turkey and Spain do not immediately join the Axis upon successfully rolling a trigger entry for them. Instead, it takes two successful trigger rolls to bring Spain or Turkey into the war.   On the first successful trigger roll, Spain or Turkey become "pro-Axis" neutrals and contribute half of their production points to Germany rounded up (like Sweden) every turn. Upon the second successful trigger roll, Spain or Turkey join the Axis as a regular Axis minor ally as discussed above.

Event Driven U.S. War Entry
Instead of having the U.S. war entry driven by building factories, this rule makes the U.S. war entry more 'event driven' and adds additional flavor to the game. Take all the 2's through 8's out of a standard deck of cards (28 cards), shuffle them, and place them face down on the U.S. blow-up box on the map. The U.S. player draws cards from this deck per the U.S. Entry table below and does not have to show the cards to the Axis players. When the U.S. player accumulates 50 points worth of cards in his hand, he may 'cash in' during the Allied "Declare War" phase of the turn and raise his tension level. The cashed in U.S. cards are returned to the deck and shuffled and the process of drawing cards continues.

The U.S. starts the game at tension level 0. Upon each set of 50 points cashed in, the US raises its tension level through tension levels 1, 2, and 3. Each additional tension level allows the US to escalate its participation in the war. Once the US reaches tension level 3, (after a total of 150 points worth of cards have been cashed in) the US may declare war (see Table below).

When using this rule, the U.S. gets to play the first turn of the game. When using this optional rule, adjust Japan's and China's production levels and unit deployments and restrictions per the notes at the bottom of the US tension level table.

Event Driven Soviet War Entry
Instead of having the Soviet war entry driven by building factories, this rule makes the Soviet war entry more unknown and adds additional flavor to the game. Take all the 2's through 8's out of a standard deck of cards (28 cards), shuffle them, and place them face down on the map. The Soviet player draws cards from this deck per the Soviet Entry table below and does not have to show the cards to the Axis players. When the Soviet player accumulates 50 points worth of cards in his hand, he may 'cash in' during the Allied "Declare War" phase of the turn and raise his tension level. The cashed in Soviet cards are returned to the deck and shuffled and the process of drawing cards continues.

The Soviet Union starts the game at tension level 0. Upon each set of 50 points cashed in, the Soviets raise their tension level through tension levels 1, and 2. Each additional tension level allows the Soviet Union to escalate its participation in the war. Once the Soviet Union reaches tension level 2, (after a total of 100 points worth of cards (second set of 50 points) have been cashed in) the Soviets may declare war (see Table below).

When using this optional rule, adjust the Soviet Union's special rules per the notes at the bottom of the Soviet tension level table.

Alternative Italian Surrender
Replace the Italian surrender conditions in the standard rules with a more graduated erosion of Italy's participation in the war. Using the Italian surrender table below, keep track of Italian morale during both the Allied and the Axis "Check Victory/Defeat Conditions" phase. New Italian morale levels take effect immediately upon the completion of both the Allied and the Axis "Check Victory/Defeat Conditions" phase and are applied immediately.

Airbase attacks
Air units may now conduct special attacks against enemy air units. On the movement phase, the attacker may fly air units to territories containing enemy air units and conduct an airbase attack. Each attacking fighter "pins" a defending plane from being able to react and fly defensive air support in the same or an adjacent space. Excess defending air units that are not "pinned" are allowed to fly defensive air support mission normally.

Airbase attacks are conducted first in the combat phase – before any ground or naval combat. Attacking and defending air units are deployed on the air battle board normally, except that defending fighters as well as bombers may deploy themselves in the bomber row and declare themselves as "bypassing" the attacking planes. Attacking fighters may either be deployed in air to air combat or against enemy planes deployed as bombers (by-passing planes) per the regular air to air combat rules.

Any defending planes deployed in the bomber row as bypassing that survive one combat round are still allowed to react and fly defensive air support to an adjacent battle. At the conclusion of the first round of airbase combat, bypassing planes are allowed to fly defensive air support in a ground, naval or strategic attack in the same or adjacent territory and are no longer engaged in the airbase combat. After bypassing planes have reacted, the attacker and then the defender have the option to retreat. IF neither side retreat, airbase combat proceeds to a second round of combat. Other than defending planes deployed as bypassing, attacking and defending planes involved in airbase combat are not allowed to participate in any other battles during the combat phase – even if there is a ground battle taking place in the same territory as the airbase attack.

US Tension (WW game)

Draw 1	During the purchase new units phase of each turn
Draw 1	For every factory when the US places it on the board*

Draw 1	For each additional Chinese production point territory when it is captured
Draw 1	When the Japanese occupy either French Indo-China territory
Draw 1	For every Japanese Light Carrier or Cruiser when placed on the board
Draw 2	For every Japanese Fleet Carrier or battleship when placed on the board
Draw 2	For every Japanese factory when placed on the board
Draw 2	If the Japanese declare war on the Soviet Union

Draw 1	For every game turn the Germans do 15 or more points of economic damage to Britain
Draw 2	When Italy joins the Axis
Draw 1	For each if Turkey, Spain or Sweden join the Axis
Draw 2	For each when Axis occupy Paris, London and Moscow
Draw 1	For each when the Axis occupy Cairo, Mosul, Southern Persia, Gibraltar, Leningrad, Stalingrad, Baku
Draw 1	For every UK territory other than London occupied by the Axis
Draw 2	When the European Axis go to war with the Soviet Union

At Start	U.S. Cash & Carry Program: US May lend lease up to 5pp
Tension Level 1	U.S. May Lend Lease up to 10pp, economic sanctions vs. Japan 1d6 economic damage
Tension Level 2	U.S. blue line extends into the first Atlantic convoy zone, U.S. may occupy Iceland
	US may lend lease up to 15 PP a turn, ecoomic sanctions vs. Japan 2d6
Tension Level 3	Declare War

* U.S. factory investment represents the preparation of commerical industry to be a part of the military-industrual complex as well as the investment to prepare the U.S. population and economy for war

Game Changes:	Change the Japanese production point home island revenue to 9 instead of 5 (Japan starts with 20pp)
	All Japanese units on the border with the Soviet Union are frozen on the border until Japan is at war with either the Soviet Union or the Western Allies
	Start the Chinese with one artillery unit and one AA unit in Chunking
	(neither of which can be rebuilt)
	Change Chungking to 2PP (Chinese start with 6pp)

Soviet Tension (WW game)

Draw 1	During the purchase new units phase of each turn
Draw 1	For every factory when the Soviet Union places it on the board

Draw 1	If the Germans fail to take all of Poland on their first turn
Discard 1	If the Soviet Union fails to take Vyborg before Finland joins the Axis

Draw 1	At the end of every turn the Soviet's meet Tension Level 1 border minimums (see below)
Draw 2	When the Soviet's place their first medium tank unit on the board
Draw 2	When the Soviet's place their first regular fighter unit on the board
Draw 1	For each when Spain or Sweden join the Axis
Draw 2	If Turkey joins the Axis or the Axis declare war on Turkey
Draw 2	For each when Axis occupy Paris, London
Draw 1	For each when the Axis occupy the VPs of Cairo, Mosul and Southern Persia

At Start	No effects
Tension Level 1	Soviets must have at least 5 ground units and 1 fighter in each territory that borders Poland & E. Prussia in order to contiue drawing cards
Tension Level 2	Soviet Union may declare war

Game Changes:	Start the Soviet Union with only 1 Factory in the "3" build box instead of 2
	The Soviet player receives "conscripts" at the conclusion of their first turn at war with Germany:
	Place 10 additional infantry units for free on the board during the place builds phase
	Instead of Soviet Far East and Turkish border garrisons being reduced in the Autumn of 1941, they are reduced on the second turn the Soviet Union is at war with the Axis

Italian Morale Table

+1	For each non-Libyan and non-Ethiopian production point Italian (not German or Vichy) owned in Africa and the Middle East
+1	For each if Axis owned: Malta, Crete, Cyprus
+1	For each non-Libyan VP Italian (not German or Vichy) owned in Africa and the Middle East
+2	If Gibraltar is Axis owned
+1	For each if Turkey or Spain join the Axis
+2	If Greece and Crete were taken by Italian only units
-1	For each Libyan PP owned by the Allies
-1	For each Libyan VP owned by the Allies
-1	For each if Allied owned: Rhodes, Sardinia
-2	For each Italian production territory occupied by the Allies (other than Rome)
-3	If Rome is Allied Occupied

0 or more	Italian good Morale	No negatives, Italians can operate normally outside of Mediterranean
-1 to -4	Italian instability	Italians can only move tactically in Mediterranean Theater (but strategic anywhere)
-5 to -7	Italians demorilized	Italians considered unsupplied everywhere, production 1/2, any Italians outside of Mediteranean surrender
-8	Italian Surrender	Remove all Italian units from play

Mediterranean theater is defined as all terrtiories in Africa, the Middle East, Turkey, Greece, Yugoslavia, Italy, Southern France, and Spain