

2020

North Quabbin Edition: Axis & Allies



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Your World At War: Which Power Should I Play?

Overall, the Axis powers begin stronger militarily but inferior economically to the Allies. They start with many combat forces in play but comparatively little buying power. The Allies individually have fewer combat forces, but with their combined incomes they have more resources than the Axis. Under these conditions, the Axis should attack swiftly before the Allies can build up their land, sea, and air forces. The Soviet Union must fend off German assaults. The United Kingdom must hold London while fighting to keep its many territories around the world. The United States is forced to fight on two fronts: in the Pacific, wearing away at Japan; and in Europe, trying to get a foothold on the continent to attack Germany.

Each world power has different strengths and challenges.

Germany is strong economically but surrounded on all sides. It begins close to key victory cities and can win very early if not immediately turned back. If you want to be the focus of attention, Germany may be your best choice.

The Soviet Union is weak economically and faces immediate threats. Still, it has a strong starting position and can make quick gains early on.

If you relish the prospect of a massive land war, the Soviet Union may be for you.

Japan Starts in control of most of the Pacific, with footholds in mainland Asia. Its massive Fleet can strike at all three Allies, but it needs to be wary of spreading itself thin. If you look forward to a serious naval and air campaign, try Japan.

Italy A small Mediterranean based kingdom which is caught in the constant Struggle between supplying the Germans and protecting its own borders. If you like playing as the subordinate underdog, then Italy is yours to command

The United Kingdom holds the most territory in the world but is greatly spread out.

It faces attacks by land, air, and sea, but it can deliver all these types of attacks as well. If you want a balanced force, consider the United Kingdom.

Republic of China If you want to be a weak undeveloped nation with relatively little resources and the task of having to hold back the Japanese from dominating the Asian mainland then China is for you.

The United States must gear up to get its troops mobilized or it will be contained in its own hemisphere. If you want to play patiently but forcefully, consider the United States.

France if it survives the German blitz or continues the fight in exile, they make a strong wild card capable of transforming theaters of war and posing a constant threat of re-establishing themselves as a world power .

Netherlands are another underdog nation, their capital belongs to the Germans and now they must prepare for a showdown with the Japanese empire. If you like feeling like an abandoned colony, the Dutch are for you!

Poland is a shadow of what it was a year earlier, barely clinging on little more than a resistance movement. The nation of Poland is already overrun. Every round is a struggle to continue onward.

ANZAC independent commonwealths, Australia and New Zealand are charged with defending the English assets in the pacific and around the world. The outback starts off with the opportunity to grow quickly with diverse military options.

Finland a collection of Axis minor powers which start the war underpowered but are in a position to grow quickly, and deliver a crippling blow to the allied powers.

Neutrals may be divided accordingly if attacked or politically coerced.

The colors of the territories on the game board show which power controls them at the start of the game. Each power has its own color, as follows.

Power Color

Germany- Grey
Soviet Union- Red
Japan- Orange
Italy- Ivory, Light Grey (1940)
United Kingdom- Tan (Allied minor powers tan w/ yellow stripes)
China- Yellow
United States- Green
France-Blue
Brazil- Lime Green
ANZAC- Brown (1940)
Netherlands- Olive Drab
Chile- Purple
Argentina- Light Blue
Sweden- Baby Blue
Turkey- Dark Cherry
Spain- Baja Gold
Poland- Gold(1940)
Greece- Blue Green w/ tan (1940)
Finland- Grey w/ yellow stripes (1940)
Portugal- Copper
Impassable-Red and white stripes or Yellow and Black (1940)
Desert 1940- Palm tree icon over value w/ Nationalities power color

Most territories have an income value ranging from 1 to 12. This is the number of IPCs they produce each turn for their controller. Units can move between adjacent spaces (those that share a common border). The game board “wraps around” horizontally. Territories and sea zones on the right edge of the board are adjacent to territories and sea zones on the left edge, as indicated by corresponding letters along the board edges (A connects to A, B to B, and so on). The top and bottom edges of the board do not wrap around.

All territories exist in one of five conditions.

Friendly: Controlled by you or a friendly power (one on your side).

Hostile: Controlled by an enemy power (one on the opposing side).

Occupied: Controlled by an enemy power, and liberate-able only to the pre-game owner.(if re-occupied by hostile nation the original occupier may choose whether it remain with them or go to a friendly power of theirs(only if re-occupied by another).

Neutral: Not controlled by any power. Control of neutral territories only changes upon invasion or Political persuasion.

Impassible: Not controlled by any power; Unable to be travelled through.

Impassible Territory: Is unable to be driven, walked, or flown through for geographic reasons. The only exceptions are the Pripet Marsh and deserts, which can be flown over(1940 deserts can be driven through and built on but cannot be blitzed through, all units only move 1). Sea zones are either friendly (contain friendly units) or hostile (contain enemy units). They are never neutral. An unoccupied sea zone is friendly to everyone.

Neutral Territories: Neutral territories (such as Turkey, Mongolia, or Peru) are Neon Green colored. If any neutral country is invaded or persuaded, then immediately place the countries units on the board. All remaining units are converted to the defending players control after combat is completed. This varies depending on the attacker and continent.

- Europe-Germany or England
 - Spain- Italy or England
- Africa- Italy or England
 - Liberia- Germany or America
- Americas- Germany or America
- Asia-
 - Turkey-Germany or England
 - Afghanistan- Germany or Russia
 - Mongolia- Japan or Russia

After the battle is concluded the winner will begin to collect the nation's specified I.P.C. value and/or the nation will become an independent power.

Continues neutrality

Every two rounds of uninterrupted neutrality for any one nation, that neutral nation adds one infantry to their capital. (applicable only to nations with multiple territories) This symbolizes the mobilization of the neutral nations in anticipation of being dragged into the war.

Rolling specials

The United States has the opportunity to roll for Brazil, Liberia, and Mexico. Italy can roll and gain Spain. The UK can attempt to acquire Portugal or Greece. Germany's special is to receive either Argentina or Sweden. If these specials are obtained, Nations such as Brazil enter the war as independent powers once activated by a free roll. They may not enter until the start of the 3rd round. These nations are given their own specials which may then be rolled. To help game balance and flow it is recommended that axis and allies each only get one neutral power from specials.

Political persuasion

Neutral nations can be coerced into joining a cause simply with a sufficient financial incentive and the proper roll of the dice. The cost of the roll is 5IPC for a minor neutral and 10 IPCs for a neutral power. Like weapons and development the player must choose specifically which one he/she is rolling for. There are three types of neutral nations:

- Friendly Neutrals- Rolling either an 7,8,9, or a 10 on a D10 gains the neutral country or power to your side. A roll of 1 convinces the neutral to join your enemies. Any other roll maintains neutrality.
- Strict Neutrals- Only rolling an 8,9 or 10 will win this nation to your cause. Rolling a 3-7 will preserve neutrality, while rolling 1 or 2 forces them to join the enemy.
- Unfriendly Neutrals – Only rolling a 9 or 10 will win this nation to your cause. Rolling a 4-8 will preserve neutrality, while rolling either 1,2, or 3 will immediately send the nation into enemy hands.

★ Allied favoring Neutrals:

Mexico
Brazil
Mongolia
Liberia
Saudi Arabia
Portugal
Columbia
Peru
Greece (1940)

☉ Strict Neutrals:

Switzerland
Turkey
Erie
Chile

Bolivia
Ecuador
Uruguay
Venezuela
+ Axis favored Neutrals:
Argentina
Paraguay
Afghanistan
Spain
Sweden
Yemen

Over-flights by any aircraft are considered to be a violation of neutrality unless otherwise paid for. For a 3 I.P.C. cost the neutral nation will ignore a single round of that nation flying over its borders.

Passing through the Straits into the Black Sea will activate the Turkish forces.

Internment

In the case of relative neutrality when operations and objectives are involved, interment refers to the act of putting units into an acting neutral territory (a non-neutral player not yet at war). In order not to destroy the neutral status or end a non-aggression treaty the units in question become dormant. If the player owning the territory possesses the lend lease special, then on their turn they must change the units over to their own nationality. If the territory belongs to a nation without lend lease then the units will become ghost units, unable to be used in any form of combat until the territory ends its neutrality or if in the case of the USSR, the pieces, assuming they are allied entering through Asia, must be moved to a European or middle eastern soviet territory in order to be in game (this will be done during the non-combat movement phase of the units owner). Those pieces will not be allowed to launch any form of attack on Japanese units (or European axis from Japanese territories on the USSR) until after one full round has passed since the end of neutrality. This only applies to units already Interned. Also in the case of the Asian land war; Allied units cannot enter the USSR by any avenue other than through Afghanistan, the Middle East, and Europe without breaking the Non-aggression treaty or being interned themselves (European Axis powers have the same restrictions getting into non-Soviet Asia [unless Moscow has fallen]). Only Japan and the USSR may break this treaty on their turn.

Islands: Islands are territories completely surrounded by water and not connecting to any other land (on the 1940 map islands are redefined as any land territory that is not continental). A sea zone can contain at most two groups of islands, which are considered two separate territories. It is not possible to split up land-based units so that they're on different islands in the same group. Although it is possible to land on separate Island chains adjacent to one another.

Convoys and sea zones

A sea zone can never be owned; they can only exist as friendly or hostile. Friendly is a zone only filled with allied units or none at all while a hostile sea zone is filled with enemy units. In the case of national advantages, Lend Lease, any coastal zone with access to an industrial complex is considered a port to that nation; a zone in which lend lease can transfer naval units. Convoys however, do have national allegiances. They cannot add to the total IPC income of a nation, but if they are continuously occupied by a hostile naval unit then the IPC value of the zone is deducted from the total national income.

Canals

There are three canals on the game board, artificial waterways that connect two larger bodies of water (the USSR also has a roll able special to add the "Stalin Canal" between White and Baltic seas). The Panama Canal connects the Pacific Ocean to the Atlantic Ocean, while the Suez Canal connects The Mediterranean Sea to the Indian Ocean. The Last canal is Neutral and is under Turkish control. This canal connects the Mediterranean Sea to the Black sea. A canal is not considered a space, so it doesn't count against the number of spaces a unit can move. A canal doesn't block land movement: Land units can move freely between one side of Egypt and the other. If you want to move sea units through a canal, your side (but not necessarily your power) must control it at the start of your turn (that is, you can't use it the turn you capture it). The Panama Canal is controlled by the side that controls Panama. The Suez Canal is controlled by the side that controls Eastern Egypt.

Once you've decided who will play which power, prepare the game for play. It contains the following components.

Game Board

The game board is a map of the world, Pacific 1940 and Atlantic 1940. It is divided into spaces, either territories(on land) or sea zones, separated by border lines. Place the game board in the center of the table. The Allied players should sit near its top (northern)edge, and the Axis players should sit along the bottom(southern) edge.

Battle Board and Dice

The battle board is a large card with columns that list attacking and defending units and their combat strength. When combat occurs, the players involved place their units on the battle board. Combat is resolved by rolling dice. Place the battle board next to the game board, and the dice next to the battle board. You may choose to play without the Battle Board.

Control Markers

Control markers indicate status in the game. They mark conquered territories and record other information on the game's charts. Punch out and take all control markers that belong to your power, as shown on the previous page.

Marshaling Circles and Cards

When you want to put more units in a space than will fit, instead place one of the numbered marshaling circles in that space. Then place your excess units on the corresponding marshaling card near the game board. These units are considered to be in the space containing the matching numbered circle.

Industrial Production Certificates

These are the money of the game, representing capacity for military production. Separate the Industrial Production Certificates (IPCs) by denomination (1, 5, and 10) and distribute a starting total to each power as follows. (These amounts are equal to each power's beginning national production level.) Axis and allies both receive initial IPCs to purchase and place units before the beginning of the game. 12 IPCs are allotted to the European theater's axis and allies and 10 to the Pacific's. The IPCs may be divided amongst the 2 sides as seems fit. Choose one player to be the banker and give all remaining IPCs to that player.



Weapons Development Chart

This chart tracks each power's technological advances in weaponry. Whenever you develop new weapons, place a control marker beside the appropriate weapon type on the chart.

Reference Charts

Take the Reference Chart for your power. A Reference Chart shows the name of the power, its alliance (Axis or Allies), its piece color, its emblem, and order of play. It also lists the available units, their statistics, and their starting numbers and locations in the game.

Objective Cards

At the games start, each nation receives three random cards from their nation's deck of objective cards. The player may choose to keep their cards secret for strategic reasons. Each card gives a mission and a prize for accomplishing it. After a card is completed it is exhausted and replaced with another random card from the deck. One card may be discarded and replaced per round. Once a card is removed it is exhausted and may not be used again for the duration of the game.

Combat Forces

Take the plastic pieces that represent your power's combat units. Each power is color-coded as follows.

Power Color

Germany- Black

Soviet Union- Red

Japan- Pumpkin Orange

Italy- White

United Kingdom Almond Tan

China- Yellow

United States- Green

France- Blue

Spain- Rust Orange / Yellow Gold

Brazil- Yellow Green

Portugal- Copper

Turkey- Black Shimer

Sweden- Light Blue

Argentina- Silver

Chile- Purple

Greece- Blue Green/ Almond (1940)

Poland- Gold (1940)

Finland- Camo Green (1940)

ANZAC- Brown (1940)

Netherlands- Neon Pink (1940)

Three other kinds of units, fortresses, anti-aircraft guns and industrial complexes, are light gray and not color-coded to a particular power. These can change hands during play. Your Reference Chart tells you the number and kind of units to be placed in your territories and sea zones. Place all the indicated units as listed. The shaded bar on the line with the words SEA UNITS lists numbered sea zones. Place the sea units listed below those numbers in the corresponding sea zones.

Plastic Chips

Use these to save space in overcrowded territories and sea zones. White chips represent one combat unit each, red chips are five units each, and Blue chips are ten units each. For example, if you wanted to place seventeen infantry on a space, you would stack up one blue chip, one red chip, one white chip, and one infantry unit on top. (If you don't have enough pieces to top off all your stacks, simply use any identifying item, such as a piece of paper with the unit type written on it. The number of stacks should not be limited by the number of plastic unit pieces available.)

Color	Number of Units
Grey	1 Unit
Red	5 Units
Blue	10 Units
Light Blue	50 Units
Yellow	1 Paratrooper Token
Black	1 Ace Token
Purple	1 Upgraded Unit
Green	1 Special Unit (SS, Gurka, Woodpecker, Etc.)
Pink	1 additional resource (operations)

Axis & Allies is played in rounds. A round consists of each power taking a turn, and then a check to see if one side or the other has won the game.



Initial Starting Bonus

20 IPC's are awarded to both the Allied and Axis nations to be divided on the Atlantic theater; Units must be purchased and placed before the start of the game. Additionally, 15 IPC's are awarded to the Pacific theater Axis and Allies, to also be distributed and divided. These funds must not be exceeded. They may be used to upgrade weapons and units (Battleship to Super Battleship) but they may not, however be used to purchase any additional infrastructure [grey pieces]. In 1940 they may also be used to put toward or pay in full any optional buys on setup.

Order of Play (1941 map)

1. Germany
2. U.S.S.R.
3. Japan

Order of Play (1940 map)

1. Japan (round 1 only)
2. China (round 1 only)
3. Finland

4. France
5. Spain
6. Portugal
7. Italy
8. United Kingdom
9. Argentina
10. Turkey
11. China
12. Sweden
13. Chile
14. United States of America
15. Brazil

4. Germany
5. Sweden
6. U.S.S.R.
7. Poland
8. Spain
9. Japan
10. China
11. Netherlands
12. Turkey
13. United Kingdom
14. Portugal
15. Italy
16. Greece
17. Argentina
18. ANZAC
19. United States of America
20. Chile
21. France
22. Brazil

Your power's turn consists of seven phases, which take place in a fixed sequence. You must collect income if you can, but all other parts of the turn sequence are voluntary. When you finish the collect income phase, your turn is over. Play then passes to the next power. When every power has completed a turn, if no side has won, begin a new round of play.

Turn Sequence

1. Develop weapons
2. Purchase units
3. Combat move
4. Conduct combat
5. Noncombat move
6. Mobilize new units
7. Collect income

PHASE 1:

DEVELOP WEAPONS

In this phase, you can develop sophisticated weaponry to use this turn and for the rest of the game. You do so by buying research dice that give you a chance for a scientific breakthrough. Each research die you roll gives you an additional chance for new weapons development. Any number of powers may develop the same weapons. Each research die you buy costs 5 IPCs. Although the

technology cannot be given to an ally, if a player has a certain technology already another nation on the same side may research that technology for 3 IPC's instead of 5.

Optional 1940 Rule- Purchasing a 5 IPC chance to roll for technology acquires you a research token, the token then fully consumes the production of one factory until you successful roll a 6. The token can be used only once per round, however if it is an upgraded factory you may either purchase a second token their or can produce half of the factory's total output.

Develop Weapons Sequence

1. Choose a development
2. Buy research dice
3. Roll research dice
4. Mark developments

Step 1: Choose a Development. Refer to the Weapons Development Chart and decide which weapons development you wish to research this turn (such as Super Submarines). You can choose only one development each turn. Step 2: Buy Research Dice. 5 IPC- will succeed on a roll of a 6 Buy as many as you wish. Research dice don't carry over to later turns. Step 3: Roll Research Dice. Roll all your dice for the turn, then check the Weapons Development Chart. If you rolled the required number for the chosen development on any die, you've made the technological breakthrough. (For example, if you want the Super Submarines development, you need to roll a 3.) If you fail to roll the number you need, your research has failed, and you must wait until your next turn to try again. Step 4: Mark Developments. If your research was successful, place your control marker in the column on the Weapons Development Chart under the appropriate development. From now on (including this turn), any units you have in play will be affected by those developments, if applicable. In the case of Upgrades all prior built units applicable to the weapons development achieved will have to return to one of: a naval base, airbase, or factory in order to enjoy their new capabilities. They must exhaust their turn and are upgraded at the beginning of the following round. All new built units may automatically receive the upgrade when placed.

Weapons Development Chart

# Weapons Developments	Technology	Ability
1	Jet Power	Activates the ability to build Jets. Jet Fighter (cost 11, move 4, attack 3, defend 5). Jet Bomber (cost 13, move 6, attack 4, defend 3) The German player may also build Jet Tac bombers (cost 12, move 4, attack 4/5, defend 4) (see unit profiles)
2	Rockets	Upgraded antiaircraft guns are now rocket launchers. In addition to their normal combat function, they can reduce enemy industrial production. See Special Attacks in Phase 4: Conduct Combat. To upgrade they must spend a full round at an I.C.
3	Super Submarines	upgraded submarines are now super submarines. Their attack increases to 3.(cancels wolf packs)must return to a friendly naval base in order to be upgraded.
4	Long-Range Aircraft	Upgraded aircraft are now long-range aircraft. All aircraft increase their movement by 2. Pre-existing units must return to a friendly airfield for their upgrades.
5	Combined Bombardment	Like battleships, your upgraded destroyers now can conduct bombardment during an amphibious assault. (Their attack is 3.) Destroyers must return to a friendly Naval Base for their upgrade.
6	Heavy Bombers	Upgraded bombers now roll two dice each in an attack or strategic bombing raid (see Special Attacks in Phase 4: Conduct Combat), but still only a single die on defense. Additionally air transports may now carry one additional paratrooper. Bombers must return to a friendly airfield for their upgrades.
7	Radar	Upgraded Anti-aircraft guns defend on a roll of 2 or less. To upgrade they must spend a full round at an I.C.
8	Mobilized Weapons	Allows construction of Mobile artillery, Mobile Flak Gun, and. Siege Guns (see unit profiles)
9	Improved Shipyards	Due to better shipyards Naval construction diminishes in IPC cost in any zone with a Naval base: Battleships cost 18, Carriers 14, Cruisers 10, Destroyers 6, Escorts 5, Transports 5, Submarines 6, Naval Mine 1(Italian, Japanese Naval Reductions and U-boats canceled as well as any other discounts)
10	Industrial Tech	Inf are now 2 for 5IPCs. Everything else is now 1IPC cheaper.
11	War Time Promotions	All air and land units that have participated in a battle may now be upgraded to an ace (limit 3 per round). Land units are 1 ipc per upgrade and air units are 2 ipc's.
12	Rebar Heavy Construction	Enables flak towers to be built outside of cities and also allows for sub pens. Japanese player may build special concrete aircraft hangers (see unit profiles)
13	Improved Agriculture	All provinces worth \$3 or more controlled at the Start of your turn will produce \$1 extra. (may be re-rolled to include new conquests)
14	Improved Infrastructure	Each Factory enables an additional 2 units to be produced per round, an upgraded factory will double that to 4 units. Airbases and naval bases can support an additional 3 units a piece.
15	War Bonds	Roll a die each round and collect the number rolled.(D10)
16	Heavy Ships	All upgraded Naval Transports can now carry an additional unit.(example: 1 infantry and two tanks)Upgraded Aircraft carriers carry an additional plane. Also allows construction of Hybrid Cruisers. May be Upgraded at a Naval base.

17	Super Heavy Vessels	Limited to available units: Allows purchasing of mega battleships, mega Carriers, as well as super heavy tanks. Also Russian and German players may purchase up to 1 Land cruiser, the English player may build Main Battle Tanks. (see unit profiles)
18	Sonar Advanced Destroyer	Destroyers now act as both escort and destroyer instantaneously upon upgrade. Submarines may no longer sneak attack a zone being occupied by one of these destroyers.
19	Atomic Bomb	Enables nuclear Bombs. It costs 5 IPCs to build each atomic bomb. Must be loaded at an airfield aboard a Heavy Bomber. An atomic bomb run can only be shot at by Anti aircraft fire. Each bomb may be used in one of 3 ways. <ol style="list-style-type: none"> 1. Infrastructure target: automatically destroy a grey infrastructure target of your choosing as well as roll a D-6 to decide how many enemy units die. 2. Strategic Nuclear Bombing: roll a d-10 to decide IPC property value to be destroyed and a d-6 to decide how many enemy units die. The property value will increase by 1 IPC per turn until it is returned to its starting value. 3. Naval Bombing: Automatically destroy your primary target, regardless of hit points; also roll a d-6 to decide how many ships are destroyed. You may not damage ships.
20	Additional Special	Roll a D-10 for one additional national advantage. If a special is rolled which has already been used it may be renewed or even doubled at the players discretion.
21	Long Range Ships	All ships upgraded at a naval base may now move 3 moves at a time or 4 starting from a navy base. This does not upgrade special craft which already operate with a movement of 3.
22	Improved Anti-aircraft defenses	May now have 2 AAA in a zone. However only one of which may receive any form of upgrade. The other must always defend on a 1 against incoming aircraft.
23	Improved naval screening tactics	All transports upgraded at a naval base or factory may now defend with a 2 instead of a 1.
24	Radar jamming technology	May roll all aircraft flying over an enemy anti-aircraft gun. For each roll of 1, that is one aircraft which the enemy aaa cannot roll for and has automatically made it over its target.
25	Advanced Dive Bombers	Roll Tactical bombers separate from one another. Rolls of D-1 may be assigned to a specific target.
26	Handheld Anti-Tank Weapons	For every 2 enemy tanks attacking your forces, 1 infantry is bumped to a defense of 3. Non-stackable with rolled specials.
27	Naval Flak Batteries	Allows for the upgrading and conversion of Cruisers at a Naval base. 1 IPC cost. Cruisers that are chosen for the upgrade still attack and defend on a 3 but must assign their kills to aircraft otherwise, if no enemy aircraft present the cruiser attack and defense drop to 1 and 2.
28	Suppressing Fire	While bombarding during an amphibious assault Battleships and Cruisers may continue to roll following the first phase of combat and may do so until either the invader or invaded is eliminated.
29	Advanced Rockets	Increases the range of a rocket attack to 6 spaces from its launch site.
30	Research Facilities	Allows research facilities to be built for 12 IPC per building. Allows for one technology token to be built there at a time. First token is free. Also allows the owning nation to research up to two technologies per round at 4IPC per attempt.

PHASE 2:

PURCHASE UNITS

In this phase, you may spend IPCs for additional units to be used in future turns. All the units on your power's Reference Chart are available for purchase. A unit's price in IPCs is listed in the Cost column next to the unit's name. See Unit Profiles on page 27 for complete information about units and their capabilities.

Purchase Units Sequence

1. Order units
2. Pay for units
3. Place units in mobilization zone

Step 1: Order Units

Select all the units you wish to buy. You may buy as many as you can afford of any units, regardless of which units you started the game with.

Step 2: Pay for Units

Give IPCs to the bank equal to the total cost of the units. You do not have to spend all of your IPCs.

Step 3: Place Units in Mobilization Zone

Place the purchased units in the mobilization zone on the game board. You cannot use these units right away, but you will deploy them later in this turn.

WHICH UNITS SHOULD I PURCHASE?

Purchasing units is one of the big challenges of Axis & Allies, because it asks you to rearm now for future assaults. You need to consider which powers you want to strike and when. Try to anticipate your enemies' next moves and purchase units that will help you fend off their attacks. Unit Profiles on page 20 provides complete information on each type of unit. Land Units: Infantry are a good buy for a defensive position, because each costs only 3 IPCs and scores a hit on a die roll of 2 or less when defending (in game terms, they "defend on a 2"). Tanks cost more than infantry (5 IPCs) but attack and defend on a 3. They can also move farther than other land units. Artillery, at a cost of 4 IPCs, splits the difference, attacking and defending on a roll of 2. Artillery supports attacking infantry units, improving their attack to 2. Anti-aircraft guns, which cost 5 IPCs, have special defenses against attacking Fighters and bombers. Industrial complexes, which cost 15 IPCs, are units, but they are not combat units. They can't attack or move, but they are gateways for placing new units on the board. Each industrial complex allows you to mobilize a number of new units equal to its territory's income value (or double when the factory is upgraded). Air Units: Fighters, at 10 IPCs, are strong on attack and defense but have a limited flying range of 4 spaces. Bombers can fly farther (up to 6 spaces) and can conduct special strategic bombing raids to hinder enemy production, but they cost 12 IPCs and are much weaker on the defense than fighters. Sea Units: Battleships are powerful, attacking and defending on a die roll of 4 or less, and requiring 2 hits to sink. But they cost 20 IPCs each! Cruisers are half as

expensive at 12 IPCs, attack and defend on a 3, and Destroyers at 8 IPCs protect capital ships, attack and defend on a 2, and limit enemy submarine capabilities. Cheap submarines (8 IPCs) attack and defend on a 2, but they have a deadly opening Fire hot and can move through hostile sea zones. Aircraft carriers, which cost 16 IPCs, have strong defensive capabilities and allow your fighters to land far from shore and also take two hits to destroy. Transports, at 7 IPCs, carry land units to embattled territories but are sitting ducks for enemy attacks.

PHASE 3: COMBAT MOVE

In this phase, you may move as many of your units into as many hostile territories and sea zones as you wish. To do this, move your attacking units into the desired spaces on the game board; these may be occupied (contain enemy combat units) or enemy-controlled but unoccupied. You must make a combat move to enter an unoccupied hostile space. Attacking units can come from different spaces to attack a single hostile space, as long as each can reach it with a legal move. A unit may move a number of spaces up to its **movement** (or “move”). Most units must stop when they enter a hostile space. Thus, a unit with a move of 2 could move into a friendly space and then a hostile space, or just into a hostile space. You can move units into friendly spaces en route to hostile spaces during this phase, but they can *end* their move in friendly spaces only during the noncombat move phase. Remember that units can never move into or through neutral territories without either paying fly over tax of 3 IPCs or invading with a declaration of war. At no time may an Allied power attack another Allied power, or an Axis power attack another Axis power. Units from the same side can freely share spaces with one another, though. *Exception:* During this phase, you may move any of your units out of spaces containing enemy units that were there at the start of your turn. (This normally occurs only in sea zones.) Doing so allows you to end the units’ combat move in a space that doesn’t contain enemy units. Units that remain in spaces containing enemy units will initiate combat in the next phase. Generally, each attacking unit can be involved in only one combat per turn. (There are some exceptions to this rule, such as an air unit being fired on by multiple antiaircraft guns at different points during its move.) All combat movement is considered to take place at the same time: Thus, you cannot move a unit, then conduct combat, then move that unit again during this phase. For the same reason, you cannot conduct an amphibious assault (see Special Combats below) with the same transport into two different enemy territories. You cannot move additional units into an embattled space once an attack has begun. Land units must end their movement when they encounter enemy units, including antiaircraft guns and industrial complexes. Air units may move through hostile spaces as if they were friendly. However, they are exposed to antiaircraft fire whenever they enter a hostile territory that contains an antiaircraft gun. Sea units other than submarines must end their movement when they encounter enemy units. However, they may move through if those enemy units consist of only submerged submarines. Destroyers immediately reveal submerged submarines, which ends the destroyers’ movement. Submarines may move through hostile sea zones as if they were friendly. However, enemy destroyers immediately end submarines’ movement.

SHOULD I ATTACK?

In general, you should attack when you think you can win and still have enough surviving units to keep whatever you’ve taken. If you can overwhelm a foe’s ground defenses and retain the territory, you’ll earn more IPCs at the end of your turn. Sometimes it’s a good idea to attack even when you probably won’t win. Trading units may disrupt your opponent’s strategy. If you retreat after scoring more casualties than you took in return, it was probably a worthwhile attack.

Whenever you can, conduct strategic bombing raids or rocket strikes (see Special Combats on page below) against your opponent’s industrial complexes. The IPC loss will hinder your opponent when his or her turn comes around.

Special Combat Moves

A number of combat units can make special moves (and even some attacks) during this phase. These are described in detail below. (For complete information on each combat unit’s capabilities, see Unit Profiles.)

Air Units

Air units (air transports, fighters, Tactical Dive Bombers and strategic bombers) can fly over hostile spaces as if they were friendly, but they are subject to the following special rules.

Antiaircraft Guns: Antiaircraft guns can never move in this phase; they can make noncombat moves only. However, they can make a special attack in this phase only. Whenever an air unit moves into a hostile territory containing an antiaircraft gun, the gun gets a chance to shoot it down. The air unit’s controller plots its path using the numbered punch-out markers to indicate each space in which combat may occur (the first space is 1, the second 2, and soon). Whenever an air unit encounters enemy antiaircraft guns, resolve combat separately in each space along its path, starting with the first.

Every time an anti-aircraft gun in a territory is over flown by air units, it shoots once at each air unit that enters. (Only one anti-aircraft gun per territory can fire, however.) If the gun misses, the air unit may continue its move. **Resolve all combats involving a given air unit or group of air units before moving onto the next.**

Aircraft Carriers

Aircraft carriers can move during this phase, but first they must “launch” any of their fighters that are to engage in combat this turn. (You don’t have to launch all fighters on a carrier.) The fighters can then make a combat move from the carrier’s sea zone. Fighters that you don’t launch before moving the aircraft carrier are cargo (generally, these are fighters belonging to a friendly power). Cargo cannot take part in combat and is destroyed if the carrier is destroyed. Whether it moves during the combat move or noncombat move phase, an aircraft carrier allows friendly fighters to land on it in the sea zone where it finishes its move. Aircraft carriers take two hits to destroy. If damaged they may be repaired at a friendly naval base.

Submarines

Submarines may move through hostile sea zones as if they were friendly, and they do not have to engage enemy sea units in those zones. However, a submarine that ends its combat move in a hostile sea zone must enter combat. In addition, the presence of a destroyer in the same sea zone ends the submarine’s move.

Tanks and Blitzing

A tank can move into two adjacent hostile territories (“blitzing”), but only if the first territory is unoccupied. It establishes control of the first territory (place one of your control markers there) before it moves to the next. Remember to adjust the national production levels as you blitz. A tank that encounters enemy units in the first territory it enters must stop there, excluding anti-aircraft guns, airfields, naval bases or industrial complexes or any other structure (also excluding fortresses if the attack is not amphibious).

Transports

At any point during the combat move phase, a transport may load or offload land units. However, as soon as a transport encounters hostile sea units or offloads, it must end its move. A transport that offloads units into a hostile territory begins an amphibious assault (see Special Combats). A transport may end its combat move carrying land units, but these are considered cargo until they offload. Cargo cannot take part in combat and is destroyed if the transport is destroyed. A transport may not load or offload in a territory adjacent to a hostile sea zone, unless the enemy units consist only of submerged submarines (see the rules for submerging submarines in Phase 4: Conduct Combat).

PHASE 4:

CONDUCT COMBAT

In this phase, you resolve combat in each space that contains units from opposing sides. Complete all combat moves before resolving any combat. (An exception is an amphibious assault, in which sea combat must be handled before land combat. See Special Combats.) You resolve combat by rolling dice (also known as **firing**) according to a standard sequence. All combat takes place at the same time, but each affected territory or sea zone is resolved separately. The attacker decides the order. New units may enter as reinforcements once combat has begun. Attacking and defending units are considered to fire at the same time, but for ease of play you roll dice in sequence: attacker first, then defender. A few units get special “opening fire” attacks that can destroy enemy units before they can fire back. When a unit fires, you roll a die. **An attacking unit scores a hit if you roll its attack or less. A defending unit scores a hit if you roll its defense or less.** For example, a defending unit with a defense of 2 scores a hit only a roll of 1 or 2; it “defends on a 2.” When one of your units scores a hit, the opposing player decides which enemy unit it applies to. Most units are destroyed by one hit and become casualties. The opposing player may designate casualties in any order.

IN WHAT ORDER SHOULD I CONDUCT COMBATS?

In general, resolve the combats that are most important to you first. If you fare poorly in a key battle, you should know those results before deciding how hard to press your other forces. You must resolve any combat involving air units in “Flight path order.” (You mark the path of air units using numbered punch-out markers, as described under Phase 3: Combat Move.) For example, if a group of bombers encounter an anti-aircraft gun, then make a strategic bombing raid against an industrial complex, you must resolve both those combats in that order before moving on to another combat. In an amphibious assault (see Special Combats), you must resolve sea combat before any transport involved in that combat can offload its land units.

Combat Sequence

1. Place units on battle board

2. Conduct opening fire
3. Remove opening fire casualties
4. Attacking units fire
5. Defending units fire
6. Remove casualties
7. Press attack or retreat
8. Capture territory

Step 1: Place Units on Battle Board

The battle board has two sides, labeled “Attacker” and “Defender.” Place all attacking units and defending units from a space on their respective sides, in the numbered columns that contain their names and silhouettes. The number in a unit’s column identifies that unit’s attack or defense value.

Step 2: Conduct Opening Fire

Certain units can fire before all others. Only these specially designated units may fire in this step. There is no return fire during this step.

Antiaircraft Guns

If the defender has an antiaircraft gun present and the attacker has air units in the attack, then the antiaircraft gun fires during this step. The defender rolls one die (only one antiaircraft gun fires) for each attacking air unit. For every roll of 1 (unless Flak tower and or Radar), one attacking air unit is destroyed; its controller moves it into the casualty zone of the battle board. If there are no aircraft present, ignore this step. You can also attack enemy production with your antiaircraft guns during this step, if you have the Rockets development.

Battleship Bombardment

In an amphibious assault (see Special Combats), your battleships and Cruisers in the same sea zone as the offloading transport can conduct shore bombardment. Each battleship and cruiser fires once during this step against enemy land units in the territory being attacked. If there are no enemy land units present, ignore this step and leave the battleships and cruisers on the game board. (This step is used only in the land combat portion of amphibious assaults. A battleship or cruiser that is involved in the sea combat portion of an amphibious assault cannot fire in this step.) If you have the Combined Bombardment development, your destroyers can also fire during this step, following the same rules as for battleships.

Siege Gun and Rail Gun Bombardment

Unlike battleships these weapons may bombard an adjacent zone without any precursors. (see Special Combats) Each such unit designates its target zone and fires once to do optimal damage. These units may never shoot at navy, only shore guns have that ability. Additionally, both units fire before the attacker using their first strike capability while they are caught in a defending roll.

Step 3: Remove Opening Fire Casualties

Clear both casualty zones, destroying all units there. (Return them to their owners’ inventories.) Return all antiaircraft guns to the game board, as well as battleships and cruisers that conducted shore bombardment. Do not remove submarines from the battle board.

Destroyers and

Submarine Casualties

If a destroyer is present in a combat involving enemy submarines, the destroyer’s player may choose his automatic casualties from his capital ships (Destroyers, Cruisers, Carriers, Battleships). An escort similarly provides protection for transports and disables the submarine attacker’s ability to fire twice at a transport and prevents that player from choosing targets. The submarines’ casualties can never fire back.

Step 4: Attacking Units Fire

All the units on the attacker’s side fire during this step. Roll one die for each attacking unit. Roll for all units of a given attack at once. For each hit scored, the defender must choose one of his or her units and move it to the casualty zone. These units are not out of the game just yet. They will be able to counterattack.

Step 5: Defending Units Fire

All the units on the defender's side fire during this step. Roll one die for each defending unit (including casualties). Roll for all units of a given defense at once. For each hit scored, the attacker moves one unit to his or her casualty zone.

Step 6: Remove Casualties

Clear both casualty zones, destroying all units there. (Return them to their owners' inventories.) **WHICH UNITS SHOULD I CHOOSE AS CASUALTIES?** You normally remove the pieces with the lowest combat ratings first, saving those with the highest for last: infantry before artillery, artillery before tanks, submarines before destroyers, destroyers before battleships, Fighters before bombers, and so on and so forth. This is far from an ironclad rule, though. You might decide to lose an expensive bomber instead of your last infantry if you need that infantry to capture a territory. You might sink a destroyer rather than a transport carrying units you need for an amphibious assault. You might lose bombers instead of powerful jet fighters. It all depends. Also remember that battleships and super battleships take 2 hits to sink. Thus, in any combat involving a battleship, you probably should take the first hit on it. (But think long and hard before taking that second hit.)

Step 7: Press Attack or Retreat

Combat continues automatically unless one of the following conditions occurs:

- a) Attacker retreats;
- b) Attacker loses all units;
- c) Defender loses all units; or
- d) Both sides lose all units.

As long as combat continues, repeat steps 2–6. (Units previously returned to the game board cannot reenter combat.) Each such set of steps constitutes one **cycle** of combat.

Attacker Retreats

The attacker (never the defender) can retreat during this step. Move all attacking land and sea units in that combat to a single adjacent friendly space from which at least one of the attacking units moved. All such units must retreat together to the same territory, regardless of where they came from.

Air Units: Air units can retreat to any friendly territory within movement range. A fighter can retreat to a friendly aircraft carrier or to a friendly sea zone, as long as a carrier moves there in the noncombat move phase (you *must* declare the intent to move an aircraft carrier at this time). Retreating air units are subject to fire from enemy antiaircraft guns in any territories they move over. **Amphibious Assaults:** Only air units can retreat from the land combat portion of an amphibious assault. All land units must continue combat. **Submarines:** Submarines on both sides may retreat during this step by **submerging**. Return the submarine to the game board and tip it onto its side to mark it as submerged. It remains submerged until the end of the noncombat move phase. (Submerged submarines do not stop enemy sea units from moving through their sea zone.)

Attacker or Defender Loses All Units

Once all units on one or both sides have been destroyed, the combat ends. If a player has units remaining, that player wins the combat. If the defender has units remaining, return those units to the appropriate space on the game board.

Step 8:

Capture Territory

If you win a combat as the attacker in a territory and you have one or more surviving land units there, you take control of it. If all units on both sides were destroyed, there is no winner and the territory doesn't change hands. Sea units cannot take control of a territory; they must stay at sea. Air units can never capture a territory. If your attack force has only air units remaining, you can't occupy the territory you attacked, even if there are no enemy units remaining. They must return to a friendly territory. If air units move through spaces containing enemy antiaircraft guns on their return trip, mark these with numbered punch out markers as in the combat move phase and resolve any resulting combats in numerical order. Fighters, Tactical Bombers, and Carrier Based Aircraft can move to a friendly aircraft carrier or friendly sea zone, provided a friendly carrier will move there during the noncombat move phase. (You *must* declare now that the carrier will move to that zone during the noncombat move phase.) Remove surviving land units from the battle board and place them in the newly conquered territory, place your control marker on the territory, and adjust the control markers on the National Production Chart. Your national production increases by the value of the captured territory; the loser's decreases by the same amount. Any antiaircraft gun, fortress, airfield, naval base or industrial complex in the captured territory remains there but now belongs to you. (If you capture an industrial complex, you cannot mobilize new units there until your next turn.)

Completing Air Units' Move

An air unit may end its move (“land”) only in a space that was friendly at the start of your turn. Air units cannot land in a hostile territory or in a territory you just captured. A fighter, tactical bomber, or carrier based aircraft can land on a friendly aircraft carrier or in a friendly sea zone, as long as a carrier moves therein the noncombat move phase. If a fighter has no carrier to land on at the end of the noncombat move phase, it is destroyed. **You must have a carrier move to pick up a fighter that would end its combat move in a sea zone.** You cannot deliberately move a fighter into a sea zone that is out of the range of your aircraft carrier (a kamikaze attack). You must declare now that the carrier will move to that zone during the carrier’s noncombat move phase, and you must follow through unless the fighter or the carrier is destroyed before then.

Bribed Overflights

At a cost of 3 IPC (per province) a player may bribe a neutral province to overlook air-units overflights. The bribe would allow violation of the Neutral airspace by as many air units as desired during one (nation's) turn. This action does not cause the Neutral to become occupied or to become less Neutral.

Liberating a Territory

If you capture a territory that was originally controlled by another member of your side, you “liberate” the territory. You do not take control of it; instead, the original controller regains the territory and its income. If the original controller’s capital is in enemy hands when you liberate (or enter peacefully) the territory, you collect income for the newly captured territory and can use any industrial complex or structure there until the original controller’s capital is liberated.

Capturing and Liberating Capitals

If you capture a territory containing an enemy capital (Washington, Moscow, London, Berlin, Rome or Tokyo), follow the same procedure as for capturing a territory. Add the captured territory’s income value to your national production. In addition, you collect half unspent IPCs from the former owner of the captured capital, their other half are returned to the bank. For example, if Germany conquers Moscow while the Soviet Union’s player is holding 18 IPCs, 9 IPCs are immediately transferred to Germany’s player while the other 9 IPCs are returned to the bank. The former owner of the captured capital is still in the game but cannot collect income from any territories he or she still controls and cannot buy new units until the capital is liberated. That player skips all but the combat move, conduct combat, and noncombat move phases. [At the beginning of its turn, a capital-less nation may declare civil disorder by removing all its units from the board and returning all its cash to the bank. (This will allow its allies to “capture” its former provinces and get income for them). Civil disorder is not reversible.] If that power or one on its side liberates the capital, the owning player can once again collect income from territories he or she controls, and from any original territories that are now occupied by friendly units (see Liberating a Territory, above). Even so, the player cannot yet purchase new units. It’s a long road back from losing a capital. **DO I HAVE TO USE THE BATTLE BOARD?** The combat sequence described above assumes that you are using the battle board for all combats. However, experienced players often conduct simple combats without it. If it’s easy to resolve the combat without removing the units from the game board, feel free to do so. If any player wants to use the battle board, though, you should. You may also skip using the battle board for combat steps that occur one after the other without activity.

Special Combats

Some special actions and situations occur during this phase. These are described in detail below.

Amphibious Assaults

In an amphibious assault, land units offload from transports and attack an enemy coastal territory (one that borders a sea zone) or island group. The attacker must declare the target of an amphibious assault during the combat move phase. During the conduct combat phase, that player may call off the landing but cannot redirect the attack to a different territory.

Sea Combat: If there are enemy sea units in the sea zone where the transport(s) will offload, you must first conduct a sea combat (unless that unit is either a sub or a transport). This is handled like any other combat, except that only sea and air units can participate. All your sea units (including your transports) attack all enemy sea units and fighters in that sea zone. If you clear the sea zone of enemy units, your surviving transports can offload the attacking land units. The land combat portion of the amphibious assault then begins. If a sea combat occurs, your battleships fire at the same time as your other attacking units, not in the opening fire step. They cannot support the assaulting land units (see below).

Artillery Supporting Infantry

When an infantry attacks along with artillery, the infantry's attack increases to 2(3 if a marine). Each infantry must be matched one-for one with supporting artillery: If your infantry outnumber your artillery, the excess still have an attack of 1.

Battleship Damage (two hit ships)

Unlike most combat units, a battleship requires 2 hits to destroy. If a battleship is hit, turn it on its side to mark its damaged status but do not move it to the casualty zone unless it takes a second hit in the same combat. If a battleship survives a combat having taken 1 hit, it remains damaged until it returns to an allied navy base (Aircraft carriers are the same). The navy base exhausts the units turn and returns it to an upright position at the beginning of the following round.

Multinational Forces

Units on the same side can share a territory or sea zone, constituting a multinational force. Such forces can defend together, but they cannot attack together. **Multinational Defense:** When a space containing a multinational force is attacked, all its units defend together. The attacker fires first as usual. If a hit is scored, the defenders mutually determine the casualty; if they cannot agree, the attacker chooses. Each defender rolls separately for his or her units. **Multinational Attack:** A multinational force cannot attack the same space together. Each attacking power moves and fires its own units on its own turn. A fighter may launch from an aircraft carrier owned by a friendly power, but the carrier may not move until its controller's turn. Similarly, a carrier can carry a friendly fighter as cargo, but the fighter cannot participate in an attack involving that carrier. A land unit can assault a coastal territory from a friendly transport, but it is offloaded on its owner's turn. **Transporting Multinational Forces:** Transports belonging to a friendly power can load and offload your land units. This is a three-step process.

1. You load your land units aboard the friendly transport on your turn.
2. The transport's controller moves it (or not) on that player's turn.
3. You offload your land units on your next turn.

Rocket Strikes

If you have the Rockets development, your antiaircraft guns can act as rocket launchers. You can conduct an economic attack against an enemy industrial complex to "destroy" IPCs. During the conduct combat phase, declare which antiaircraft guns are making rocket strikes. There is no defense against this attack. Choose an industrial complex within 3 spaces and roll one die for each gun; however, each gun can inflict no more IPC loss than the territory's income value.

The opponent must surrender that many IPCs to the bank (or as many as the player has, whichever is the greater amount).

Land Combat: The land combat is handled like any other combat, attacking land units cannot partially retreat. If no sea combat occurred, battleships and cruisers can support an amphibious assault force with shore bombardment (see Conduct Opening Fire above). Each battleship and cruiser fires once during the opening fire step against enemy land units in the territory being attacked. **Air Units:** A given air unit may participate in the sea combat or the land combat portion of the amphibious assault; it may not do both. The attacking player must declare the air units involved in the land and sea combats and cannot change their assignments later. Attacking air units, whether involved in the sea or land combat, may retreat according to the normal rules. Defending fighters on aircraft carriers can defend only in the sea combat. Defending air units in a territory can defend only in the land combat.

Strategic Bombing Raids

A strategic bombing raid is an economic attack against an enemy industrial complex to "destroy" IPCs. Only Strategic bombers may conduct strategic bombing raids. (tactical bombers may also but reduce their rolls by half) Resolve a strategic bombing raid in the same way as a regular combat. However, it involves only attacking bombers and defending antiaircraft guns. You may not conduct another conventional attack on the same territory this turn, only one or the other. You cannot use the same bombers in a strategic bombing raid and another attack on the same territory in one turn. During the opening fire step, an enemy antiaircraft gun fires on each attacking bomber. Any bombers that survive may attack the industrial complex. Roll one die for each surviving bomber. The opponent must surrender that many IPCs to the bank (or as many as the player has, whichever is the lesser amount). Each bomber can only do as much IPC damage as the territory is valued at. [As an example if a bomber rolls a 4 and the property is worth 3 then the bomber only does 3 IPC damage, however if a second bomber flies over it can also do up to another 3 IPC damage the same attack.] The strategic bombing raid now ends. Remove all bombers involved in the attack from the battle board; they cannot participate in any other combats in that territory. The bombers return to a friendly territory.

Alternatively, the strategic bomber or tac bomber may instead of aiming to destroy IPC's may instead bomb to damage infrastructure. Infrastructure and railways are capped at 10 hit points with the exception of a double factory which is 15. For the purpose of simplicity unit initial cost is the same amount of hit points assigned to that piece. Not all structures may be targeted. Bombers cannot hit fortresses, coastal guns, sea mines, radar stations, anti-aircraft guns, flak towers, or sub pens. (Bridges from Operations take 10 hit points). Rolling and accumulating the max number of hit points for each type of structure will result in the structure being damaged. If a structure has not received the correct amount of hit points, then it returns to normal following the end of the attackers turn. If a Structure is damaged, then it cannot perform any of its normal tasks or grant any of its abilities until it has been fixed at the place unit's stage of the owners turn. To fix a structure the owner must pay the bank the resulting number of the roll of a D-4 for all structures except for Factories and bridges; these require a roll of a D-10.

Sabotage

Paratroopers and other clandestine units (MAS, Commandos, Chindits, Z Forces) can conduct attacks on the economy, technologic research progress and infrastructure integrity. Economic Sabotage forces the attacked player to surrender however much credits were destroyed to the bank. The saboteur rolls a single dice for each attacking unit and adds up the total number rolled; that becomes the IPC's deducted by the occupying power (they cannot lose more than they physically have available). Technologic sabotage damages the research in the territory so that it cannot be used again by the owner for a full round, additionally may be raided for one free attempt to gain that same technology (technology has 8 hit points per token). Strategic Sabotage is where structures are targeted and given lasting damage. Rolling and accumulating the max number of hit points for each type of structure will result in the structure being damaged. If a structure has not received the correct amount of hit points, then it returns to normal following the end of the attackers turn. If a Structure is damaged, then it cannot perform any of its normal tasks or grant any of its abilities until it has been fixed at the place unit's stage of the owners turn. To fix a structure the owner must pay the bank the resulting number of the roll of a D-4 for all structures except for Factories, radar, bridges, sub pens, and canal zones; these require a roll of a D-10(MAS naval sabotage is explained in its unit profile).

Hit Points: Infrastructure is capped at 10 hit points with the exception of a double factory which is 15. For the purpose of simplicity unit initial cost is the same amount of hit points assigned to that piece. All structures may be targeted except for sea mines. Radar stations exist in every zone belonging to that power with the technology; those installations have hit points and can be knocked out. Bridges from Operations take 10 hit points.

Phase 1: The attacking player must announce his/her intentions to sabotage at the start of their turn. They must then name the targeted territories. There are no limitations to which territories can be sabotaged however Para dropping on a capital is still unhallowed. The Player must then indicate which types of sabotage they intend to carryout in each targeted zone.

Phase 2: Plan out the attack or attacks. Inform the defender whether or not you intend to come in by land, air, or sea [Clandestine units sharing a land boarder may go in through land, and units with access to transports may go by sea if in range (MAS do not need transport if they are puddle jumping over a single naval zone). All paratroopers and clandestine units may use air transports to come by air (anti-aircraft guns remain dormant from the start to the finish of each sabotage operation.)]. During this stage the saboteur must roll to see if the presence of the infiltrating units has been detected by the occupying force. By land, only a roll of 1 on a D-4 means the mission is undetected, By air a 1 or 2, by sea a 1,2,or 3.

Phase 3: Initiate the attack. If the mission was undetected the saboteur rolls to conduct a form of sabotage first and the defending units have to wait until those rolls are concluded. If the Mission was detected, then the defender rolls first and surviving saboteurs may then roll to conduct sabotage. Any act of sabotage come with a degree of surprise to the defending party, therefore Anti-aircraft guns are dormant and ground units roll 1 dice a piece per incoming saboteur and succeed on a roll of 1 (only very special units may roll higher). The saboteur must remove all destroyed pieces immediately.

Phase 4: Following the removal of destroyed units and the act of sabotage, all surviving saboteurs rally at their starting point. Air transports return with their passengers and naval transports with theirs, all back to their initial location regardless of distance and exhaustion of movement.

PHASE 5:NONCOMBAT MOVE

In this phase, you can move any of your units that did not move in the combat move phase or participate in combat during your turn. This is a good time to gather your units, either to strengthen vulnerable territories or to reinforce units at the front. **You cannot move into hostile territories in this phase.**

Where Units Can Move

Land Units: Land units can move into any friendly territories. They can never move into hostile territories (not even those that contain no combat units but are enemy-controlled). **Air Units:** Air units can land in any friendly territories. They cannot end their move in hostile territories or in any territories you captured this turn. Fighters can land on any friendly carrier, even those that move during this phase (but not in the middle of the carrier's move; see below). **Sea Units:** Sea units can move through any friendly sea zones (includes sea planes/ PBY's). They cannot move through hostile sea zones, *except* when the enemy forces consist of only submerged submarines. Transports can move to friendly coastal territories and load or offload cargo, unless they moved during the combat move phase. Transports that have been in combat may either load or offload (not both) during this phase, but not if they have retreated from combat this turn. Aircraft carriers can move to sea zones that contain friendly fighters to allow landing. **Remember that declaring the intent to do so is mandatory in the combat move phase if a fighter ends its combat move in a sea zone.** An aircraft carrier must end its move once a fighter has landed on it. Submarines cannot end their noncombat move in hostile sea zones. At the end of this phase, all submerged submarines resurface. This does not trigger combat, even if there are enemy units in that sea zone—this turn's conduct combat phase is over. However, a player who begins a combat move phase with units in a sea zone containing enemy submarines may choose to not move and instead attack the submarines.

PHASE 6: MOBILIZE NEW UNITS

During this phase, you deploy all the units you purchased during the purchase units phase. Move the newly purchased units from the mobilization zone on the game board to territories containing industrial complexes you have controlled since the start of your turn. (You can't yet use industrial complexes that you captured this turn.)

Restrictions on Placement

You can mobilize only a number of units up to the income value of the territory containing the industrial complex (can be doubled). You cannot place your new units at an industrial complex owned by a friendly power, unless its capital is in enemy hands. Place land units and bombers only in territories containing eligible industrial complexes. They do not enter play on transports or aircraft carriers. However, fighters can enter play on newly built aircraft carriers. Place sea units only in sea zones adjacent to territories containing eligible industrial complexes. New sea units can enter play even in a hostile sea zone. (No combat occurs because the conduct combat phase is over.) Newly built carriers can enter play with fighters aboard, whether those fighters were built this turn or were already in the territory containing the industrial complex. Place new industrial complexes or any land upgrade/ structure in any territory that you have controlled since the start of your turn and that has an income value of at least 1. **You can never have more than two industrial complexes per territory.**

PHASE 7:

COLLECT INCOME

In this phase, you earn production income to finance future attacks and strategies. Look up your power's national production level (indicated by your control marker) on the National Production Chart, and collect that number of IPCs from the bank. Double-check your income by counting up the value of all the territories you control and deducting convoy cost. If your capital is under an enemy power's control, you cannot collect income. (See Capturing and Liberating Capitals) A power *cannot* lend or give IPCs to another power, even if both powers are on the same side. **Ending Your Turn** Once you have completed the collect income phase of your turn, the next player now takes his or her turn. Once all powers' turns are complete, check for victory. At the end of the round, after all Six- Eight powers have taken a turn, check to see if either side has achieved the victory conditions. Otherwise, start a new turn and continue the conflict.

Unit Profiles

This section provides detailed information for each unit in the game. Each entry has a short description, including national identification, then lists the unit's cost in IPCs, its attack and defense values, and the number of territories or sea zones it can move. Each unit type also has special abilities, which are summarized below these statistics.

STRUCTURES AND LAND UPGRADES

Fortresses, Antiaircraft guns, Coastal Guns, Flak Towers, Industrial Complexes, Naval Mines, Airfields, and Naval Bases. Only anti-aircraft guns and naval mines can be carried by transports and trucks. These pieces do not require a factory to be built and therefore can be built in any territory you possess regardless of worth or building capacity.

Fortresses

Description: Heavy gun batteries and protective barriers that can defend against amphibious attacks.

Cost: 5

Attack: —

Defense: 3 (a Pairing Infantry's defense is also increased to 3)

Move: —

Special Abilities

Support Infantry: When an infantry defends along with a fortress, the infantry's attack increases to a 3. Each infantry must be matched one-for-one with a supporting fortress. A Fortress does not support infantry on attacks.

Cannot be destroyed: once built never destroyed, they cannot count as an occupying unit nor can they be killed. They, like anti-aircraft guns, come under the ownership of whoever controls the territory.

Safe Haven: Each fortress possesses the ability to camouflage and protect a single ground unit from a naval bombardment. If any unit other than an infantryman is chosen to be protected then the defense bonus to infantry is forfeited. No matter what the total of hits from a naval bombardment might be they cannot destroy the fortress nor the unit it is shielding.



Anti-aircraft Guns

Description: Gun batteries that shoot down invading air units.

Cost: 5(Upgraded by Flak Tower 12IPC)

Attack: — (1 die IPC loss with Rockets)

Defense: 1 (Opening fire only)

Move: 1 (Noncombat only)

Special Abilities

Cannot Attack: An anti-aircraft gun can never move during the combat move phase (other than being carried on a transport). It cannot attack, other than to launch a rocket strike (see Rocket Strikes). **Shoot Down Air Units:** Anti-aircraft guns can shoot down attacking air units. Whenever an air unit enters a territory containing an enemy anti-aircraft gun, the anti-aircraft gun fires during the opening fire step of combat. Roll one die for each attacking air unit (but only one anti-aircraft gun in a territory can fire, even if they are controlled by different powers). For every roll of 1, one attacking air unit is destroyed. **Usable by Invading Forces:** If a territory is captured, any anti-aircraft guns there are also captured. They can be used by the capturing player in future combats. Anti-aircraft guns are never destroyed, except when a transport carrying one is sunk. If you move an anti-aircraft gun into a friendly territory, place one of your control markers under it. If you liberate a territory containing a captured anti-aircraft gun, control reverts to the original owner.

Weapons Development—Rockets: If you have the Rockets development, your anti-aircraft guns can act as rocket launchers: You can attack enemy production with your anti-aircraft guns during the opening fire step of combat. This is the only situation in which anti-aircraft guns can attack. Choose an industrial complex within 3 spaces and roll one die per rocket launcher (the maximum each rocket can inflict is the territory's income value). The opponent must surrender that many IPCs to the bank.



Industrial Complexes

Description: Factories that produce new units. Can be upgraded once.

Cost: 15 (10 for Upgrade)

Attack: —

Defense: —

Move: — (Mobile Factories special allows factories to move 1)

Special Abilities

Cannot Attack, Defend, or Move: An industrial complex can never attack, defend, or move. It cannot be transported. When struck by rockets or a strategic bombing raid, the industrial complex is not destroyed; instead, its controller surrenders IPCs.

Mobilization Sites: You may mobilize units only in territories containing industrial complexes you have controlled since the start of your turn. You can mobilize only a number of units up to the income value of the territory containing the industrial complex (for example, an industrial complex built in Eastern Canada may mobilize up to three units per turn). You can place new industrial complexes in any territory that you have controlled since the start of your turn and that has an income value of at least 1. In order to double production you may purchase a second Industrial Complex; this counts as an upgrade to the pre-existing factory. The upgraded super industrial complex is an adaption and therefore in the case of 'mobile industry' it cannot move as a whole; the latter is automatically destroyed. There can never be more than two industrial complexes in a territory.

Usable by Invading Forces: If a territory is captured, an industrial complex there is also captured. It can be used by the capturing player on the turn after it is captured. Industrial complexes are never destroyed. You cannot place your new units at an industrial complex owned by a friendly power, unless its capital is in enemy hands (see Liberating a Territory). Even if you liberate a territory with an industrial complex in it, you cannot use the complex; the original controller can use it on his or her next turn.

Upgradable: By investing an additional 10 IPC's into the industrial complex it upgrades to a double factory. As a double factory the complex can now produce twice its starting building capacity (Mobile factories do not pull along the factory upgrade, it is considered destroyed if moved).



Airfield

Description: Runways enabling greater distance for aircraft travel.

Cost: 6

Attack: —

Defense: —

Move: —

Special Abilities

Cannot Attack, Defend, or Move: An airfield can never attack, defend, or move. It cannot be transported. Like a fortress it is indestructible.

Aircraft: An Airfield enables aircraft to move one additional space if they start their turn from an Airfield. Also, on islands airfields gain the ability to activate grounded aircraft to defend the surrounding sea zone; the island follows the same principle as a carrier under naval attack. This defensible action is limited to 5 aircraft per Airfield.

Upgrade: May upgrade air units changed by Weapons and Development.



Naval Base

Description: Ports and docks equipped to service fleets.

Cost: 6

Attack: —

Defense: —

Move: —

Special Abilities

Cannot Attack, Defend, or Move: A naval base can never attack, defend, or move. Like a fortress it is indestructible.

Ships: Naval vessels which start their turn at a friendly naval base may move an additional space (excluding fast carriers)(is not a stackable advantage). Aircraft starting on a carrier at a navy base also gain the ability to move one extra space, having started the round as the ships cargo.

Repair: can repair damage done to battleship, carriers, and any other two hit ship. Costless action which consumes one of the units moves.

Upgrade: any naval unit may be upgraded at the cost of the difference between that unit and its stronger



version (BB+2=SBB).Also may upgrade navy units changed by Weapons and Development.

Flak Tower

Description: Gun batteries that shoot down invading air units.

Cost: 12(Upgrades Anti- Aircraft Gun)(may only be built in cities)

Attack: —

Defense: +1 (Opening fire only)

Move: - (Is indestructible and unmovable)

Cannot Attack: A Flak Tower can never move. It cannot attack.

Special Abilities

Shoot Down Air Units: Antiaircraft guns can shoot down attacking air units, with an attached Flak Tower they defend +1; a roll of 2 would succeed as opposed to an anti-aircrafts 1. Whenever an air unit enters a territory containing an enemy antiaircraft gun and Flak Tower, the antiaircraft gun fires during the opening fire step of combat. Roll one die for each attacking air unit. For every roll of 2, one attacking air unit is destroyed.

Usable by Invading Forces: If a territory is captured, any Flak Towers there are also captured. They can be used by the capturing player in future combats. Flak Towers are never destroyed. If you liberate a territory containing a captured Flak Tower, control reverts to the original owner.



Coastal Gun

Description: Large Shore Gun that shoots passing Navy units.

Cost: 5

Attack: —

Defense: 2

Move: - (Is indestructible and unmovable)

Special Abilities

Cannot Attack: A Coastal Gun can never move. It cannot attack. A Coastal Gun defends sea zones.

Sinks Coastal Intruders: Coastal Guns can shoot passing and attacking naval units, they defend with a single roll of a 2. As in the case of a Coastal Gun which touches more than one sea zone it defends both and rolls a defense per incursion, not per vessel. During an amphibious assault the Gun receives the one shot for entry into the sea zone then falls silent for the remainder of the battle (if additional reinforcing vessels enter the zone the gun gets an additional shot). For every roll of 2, one attacking naval unit is destroyed or damaged. There is no limit to how many Coastal Guns may be built and active in a single territory.

Safe Haven: Each Coastal Gun possesses the ability to camouflage and protect a single ground unit from a naval bombardment. No matter what the total of hits from a naval bombardment might be they cannot destroy the Gun nor the unit it is shielding.



Maginot/ Metaxas Line

Description: Concrete fortress walls protecting National borders

Cost: ---/ 10 (French and Greek Special)

Attack: —

Defense: 3*** (Raises the defense of 3 infantry to a 3 as well)

Move: - (Is indestructible and unmovable)

Special Abilities

Safe Haven: Makes 3 infantry impervious to bombardments and strategic bombers. No matter what the total of hits from a naval bombardment might be they cannot destroy the Line nor the units it is shielding.



Corregidor- Ft Drum

Description: Large concrete battleship protecting Manila Bay.

Cost: - (unreplaceable, only one, starts placed in Manila)

Attack: —

Defense: 2 water/ 3 land (Two Infantry's' defense is also increased to 3)

Move: - (Is indestructible and unmovable)

Special Abilities

Cannot Attack: Fort Drum can never move. It cannot attack. Like a Coastal Gun, defends sea zones.



Sinks Coastal Intruders: Fort Drum can shoot passing and attacking naval units, they defend with a single roll of a 2. As in the case of a Coastal Gun which touches more than one sea zone it defends both and rolls a defense per incursion, not per vessel. During an amphibious assault the Gun receives the one shot for entry into the sea zone then falls silent for the remainder of the battle (if additional reinforcing vessels enter the zone the gun gets an additional shot). For every roll of 2, one attacking naval unit is destroyed or damaged.

Safe Haven: Fort Drum possesses the ability to camouflage and protect a two infantry units from a naval bombardment. No matter what the total of hits from a naval bombardment might be they cannot destroy the Gun nor the unit it is shielding.

Submarine Pen

Description: Concrete lairs for the protection of Submarines.

Cost: ---/ 6 (Weapons Development only)

Attack: —

Defense: —

Move: - (Is indestructible and unmovable)

Special Abilities

Cannot Attack: A Sub Pen can never move. It cannot attack. A Sub Pen shields Submersible vessels.

Safe Haven: Each Sub Pen possesses the ability to camouflage and protect two submarines from a naval and air attacks. The Pen is indestructible as are the units within being shielded. If the units being protected leave to attack an enemy fleet, they are subject to normal combat rules. If the land that the Sub Pen is built upon is invaded and occupied then the Subs within are kicked out of the pens.



Naval Mine

Description: explosive steel ball of destruction concealed beneath the surface.

Cost: 2

Attack: -

Defense: 2

Move: 1*

Special Abilities

Spontaneous Placement: May be built and placed off from any owned coastline or up to two may be transported per naval transport, permitting that the devices were built in a factory instead of on water. Once activated they cannot be moved.

Reduces enemy speed: enemy shipping through a zone with a naval mine is reduced by one movement. All ships would only be able to move one that round unless fast carriers or a naval base had given them an additional movement bonus.

Firststrike: Naval mines are single use defensive units that require “*activation*”. They may only be involved defensively in sea combat against naval units. There is no limit to the number of naval mines that may be placed in a sea zone. For game play purposes, active naval mines protect the entire sea zone when enemy naval units are present. Naval mines will remain active until detonated. Naval mines have “*first strike*” capability. When enemy naval units move into sea zones with active naval mines present, they would be subject to their abilities. The naval mine’s controller would roll for each mine one at a time. Each roll expends one naval mine regardless if it scores a hit or not. Each active naval mine rolls to hit until all enemy units are destroyed, or all mines have been expended (MAS and PT boats cannot be hit by naval mines). The naval mine’s controller may move freely through the territory without being subject to them, as would the controller’s allies.



RAILWAYS and TRACKED UNITS

Rail stations/ trains, armored trains, rail car, rail guns, rail bridge, tank car, flak car, and Heavy rail gun. Railway units are infrastructure though as a subcategory hold many differences and may be damaged.

Railway(Train/ Rail Station)

Description: Permanent structure which increases the movement of ground units.

Cost: 6

Attack: —

Defense: —

Move: —

Special Abilities

Cannot Attack, Defend, or Move: A Railway can never attack, defend, or move.

Land units: Infantry and vehicles which start their turn at a Railway may move four spaces while traveling in adjacent zones with friendly railway systems. It's limitation to units that can be moved is the accumulative worth of all the connected territories.

Shared Placement: The Track Marker can be used to expand the reach of existing railroads into new land zones. Track cannot be built in areas that are impassable. Constructing a rail into a zone Possessed by another player requires their verbal permission. Both Zones spanned by a track must have been in their current player's Possession since the start of the turn. The additional track extends the existing railroad. A rail marker that is placed during the Collect Income and Place Units Phase may be used for purposes of tracing a supply path immediately.

Damaged Rails: Rail lines can be damaged through sabotage, resistance actions, or strategic bombing. If a structure has not received the correct amount of hit points after an attack on them, then they return to normal following the end of the attackers turn (Rail lines can only ever be totally destroyed through the scorched earth special). A damaged line is impassable and cannot be landed on by standard rail way passengers. Only an armored train can enter the zone using those lines, and may not pass through. To determine the cost of repairing a line, pay the bank the resulting number of the roll of a D-4 for all rail lines. The Rails are fixed at the place unit's stage of the owners turn.

Note: Rail movement may not cross the Suez Canal, Panama Canal, or Turkish Straits, But may be interrupted and picked up on the other side the next round.



Armored Train

Description: Rail unit used to blitz through enemy defenses.

Cost: 5

Attack: 2

Defense: 2

Move: 5

Special Abilities

Land units: Infantry and vehicles which start their turn at an armored train may move five spaces while traveling in adjacent zones with railway systems. Each armored trains carrying capacity is limited to 8 units regardless of type or upgrades.

Improved capacity: When paired with rail cars add 2 units per car to the armored train. Maximum of 8 assault, flat, Anti-aircraft, Rail gun, or artillery cars per train engine.

Enemy Railways: unit may blitz, onto and through opposing rail lines connected to your own. The train must still stop and fight when opposition is encountered. Combat exhausts the train and its cargos moves for the round.

Damaged Rails: Rail lines can be damaged through sabotage, resistance actions, or strategic bombing. A regular train cannot enter that zone but an armored train can. The Armored train brings units to the origin of the damage. They can enter the zone but not go through it. From there the train as well as its passengers can secure the area and the player can pay to repair the damaged rail line during the place units stage.



Rail Gun

Description: Mighty Track bound siege artillery.

Cost: 7

Attack: 4*

Defense: 2*

Move: 4



Special Abilities

Armored Train Extension: Requires and armored train in order to be built and/or operated. Each piece fills one slot of the 8 car cap belonging to the armored train. This piece moves with the Armored train and can only leave it if being transferred to another train.

Bombardment: Rail guns are long ranged ground support weapons designed to attack adjacent territories. They may only be used in land territories and may not be transported over sea zones. However, in certain situations a rail gun may shoot over a channel, canal, or straight. As an example rail units can shoot from England to Normandy or even Denmark to Norway. Rail guns may only be moved during the non-combat movement phase, but may be moved into newly occupied territories or as cargo on an armored train.

Each unit receives one attack roll during the first cycle of combat. Each rail gun may participate in as many combat situations as they are adjacent to per turn (similarly to a shore gun).

Rail guns may be used defensively, but only to defend the territory they are in. Rail guns are a regular combat unit and maintain a zone of control. There is no limit to the number of rail guns a country may have in play.

Friendly Fire: Rail guns have the distinct disadvantage of shooting short rounds. Any time the gun is being used a roll of 6 instead of being a miss is counted as a misfire and therefor you must remove a casualty from your own accompanying forces. Friendly fire casualties do not get to roll defensive rolls.

First Strike: When an enemy is moving into the zone which one of your nations guns occupy, you receive a pre cursing roll to the invader. The invader would be subject to your guns abilities. The Rail Guns controller would roll for each Gun, one at a time. Any unit hit by your defending first strike rolls are immediately removed from the board.

Strategic Bombing: Rail Guns may be used to inflict damage on enemy factories like strategic bombing. However, any zone bombed for financial damage cannot be attacked by ground forces that same move. Each Gun is capable of doing half the damage of a d-6 roll to the besieged enemy factory.

Flat Rail Car

Description:

Cost: 1

Attack: --

Defense: --

Move: --

Special Abilities

Armored Train Extension: Requires and armored train in order to be built and/or operated. Each piece fills one slot of the 8 car cap belonging to the armored train. This piece moves with the Armored train and can only leave it if being transferred to another train.

Vehicle Storage: may transport cargo, one and a half slots per car, which can be aircraft, trucks, artillery, or any type of tank, as well as mines, or anti-aircraft guns. The AA gun and planes as well as any non land combat type piece cannot be used in combat the same turn they are off loaded. (note: two cars will result in having three available transportation slots)



Assault Rail Car

Description:

Cost: 1

Attack: --

Defense: --

Move: --

Special Abilities

Armored Train Extension: Requires and armored train in order to be built and/or operated. Each piece fills one slot of the 8 car cap belonging to the armored train. This piece moves with the Armored train and can only leave it if being transferred to another train.

Carries Infantry: may transport 2 infantry, but only infantry classed units (paratroopers, commandos, ss, marines, woodpeckers, etc.) Units may immediately enter combat when train reaches destination.



Artillery Car/ Tank Car

Description: Rail dependent Tank turrets.

Cost: 4

Attack: 3

Defense: 2

Move: --

Special Abilities

Armored Train Extension: Requires and armored train in order to be built and/or operated. Each piece fills one slot of the 8 car cap belonging to the armored train. This piece moves with the Armored train and can only leave it if being transferred to another train.

Carries Infantry: may transport 1 infantry, and only an infantry classed unit (paratroopers, commandos, ss, marines, woodpeckers, etc.) Units may immediately enter combat when train reaches destination.



Anti-Aircraft Car/ Flak Car

Description: Mighty Track bound siege artillery.

Cost: 4

Attack: -- (may fire once at a 1 at defending aircraft)(a track cannot be damaged while an active armored train w/ aa is in the space)

Defense: 2*(can be improved by radar) (only fires on first wave of combat, aircraft only)

Move: --

Special Abilities

Armored Train Extension: Requires and armored train in order to be built and/or operated. Each piece fills one slot of the 8 car cap belonging to the armored train. This piece moves with the Armored train and can only leave it if being transferred to another train.

Can Attack: An antiaircraft car can attack with a single shot on the opening phase of combat if the car is pulled into a hostile airspace. Any aircraft shot is considered dead and does not receive a defensive roll.

Shoot Down Air Units: Antiaircraft guns can shoot down attacking air units. Whenever an air unit enters a territory containing an enemy antiaircraft car, the antiaircraft car fires during the opening fire step of combat. Roll one die for each defending anti-aircraft car. For every roll of 1, one attacking air unit is destroyed.

Carries Infantry: may transport 1 infantry, and only an infantry classed unit (paratroopers, commandos, ss, marines, woodpeckers, etc.) Units may immediately enter combat when train reaches destination.



LAND UNITS

Infantry, Artillery, Tanks, Heavy Tanks, Half Tracks and Trucks can attack and defend only in territories. Only Ground Units can capture hostile territories.

Commando

Description: Upgrades attack of British or Dutch infantry units.

Cost: 1 (requires an infantry unit as well)

Attack: 2

Defense: 2



Move: 1







Special Abilities





Infantry Upgrade: when paired with British or Dutch infantry units improves their attack from 1 to 2. Can be stacked with the paratrooper token as well.






Sabotage ability: Paratroopers and other clandestine units (MAS, Commandos, Chindits, Z Forces) can conduct attacks on the economy, technologic research progress and infrastructure integrity. Economic Sabotage forces the attacked player to surrender however much credits










<p>were destroyed to the bank. The saboteur rolls a single dice for each attacking unit and adds up the total number rolled; that becomes the IPC's deducted by the occupying power (they cannot lose more than they physically have available). Technologic sabotage damages the research in the territory so that it cannot be used again by the owner for a full round, additionally may be raided for one free attempt to gain that same technology (technology has 8 hit points per token). Strategic Sabotage is where structures are targeted and given lasting damage. Rolling and accumulating the max number of hit points for each type of structure will result in the structure being damaged. If a structure has not received the correct amount of hit points then it returns to normal following the end of the attackers turn. If a Structure is damaged then it cannot perform any of its normal tasks or grant any of its abilities until it has been fixed at the place unit's stage of the owners turn. To fix a structure the owner must pay the bank the resulting number of the roll of a D-4 for all structures except for Factories, radar, bridges, sub pens, and canal zones; these require a roll of a D-10.</p>	
<p>Brazilian Expeditionary Force Description: Upgrades attack and defense of <u>Brazilian</u> infantry units. Cost: 1 (requires an infantry unit as well) Attack: 2 Defense: 2 Move: 1 Special Abilities Infantry Upgrade: When paired with allied or Brazilian units in any Italian or Mediterranean territory gain an attack and defense of +1. May be used on any offensive ground unit.</p>	
<p>MAS Description: Italian Frogmen and elite demolition experts. Cost: 1 (requires an infantry unit as well) Attack: 2 Defense: 2 Move: 1 (2 by water when sabotaging) Special Abilities Infantry Upgrade: when paired with Italian infantry units improves their attack from 1 to 2. Sabotage ability: Paratroopers and other clandestine units (MAS, Commandos, Chindits, Z Forces) can conduct attacks on the economy, technologic research progress and infrastructure integrity. Economic Sabotage forces the attacked player to surrender however much credits were destroyed to the bank. The saboteur rolls a single dice for each attacking unit and adds up the total number rolled; that becomes the IPC's deducted by the occupying power (they cannot lose more than they physically have available). Technologic sabotage damages the research in the territory so that it cannot be used again by the owner for a full round, additionally may be raided for one free attempt to gain that same technology (technology has 8 hit points per token). Strategic Sabotage is where structures are targeted and given lasting damage. Rolling and accumulating the max number of hit points for each type of structure will result in the structure being damaged. If a structure has not received the correct amount of hit points then it returns to normal following the end of the attackers turn. If a Structure is damaged then it cannot perform any of its normal tasks or grant any of its abilities until it has been fixed at the place unit's stage of the owners turn. To fix a structure the owner must pay the bank the resulting number of the roll of a D-4 for all structures except for Factories, radar, bridges, sub pens, and canal zones; these require a roll of a D-10.</p> <p>Naval Sabotage: MAS units are undetected during all naval sabotage unless Enigma decoded is used by the English. Each unit must designate a specific naval target. Only a roll of 1 can damage a capital ship, while a roll of 2 or less can destroy a lesser naval vessel. In this type of</p>	

sabotage naval mines may also be targeted.	
Greek Elite Description: Upgrades Greek Infantry to Two hit units. Cost: 1 (requires an infantry unit as well) Attack: 1 Defense: 2 Move: 1 Special Abilities Infantry Upgrade: Take 2 hits to kill while defending any of the Balkans, Asia Minor, or Mediterranean islands. Must be applied to infantry classed pieces. This is stackable.	
Marine Description: Upgrades amphibious attack of <u>American</u> infantry units, or Defense of <u>Dutch</u> units. Cost: 1 (requires an infantry unit as well) Attack: (2 USA 1 NETH.) Defense: (2 USA 3 NETH.) Move: 1 Special Abilities Infantry Upgrade: when paired with an American infantry it upgrades amphibious attacks +1 to their attack, this can be stacked. When Paired with the Dutch infantry it adds +1 to the defense against amphibious attacks.	 
SS/ Alpine Description: SS Upgrade defense of German ground units Alpine Upgrade defense of Italian ground units. Cost: 1 (requires an ground unit as well)(may be purchased anywhere in Europe, occupied or otherwise) Attack: 1 Defense: 3(4 for a tank) Move: 1 Special Abilities Ground Unit Upgrade: when paired with a German or Italian infantry, Tank, Heavy Tank, Artillery, Cavalry, or some other ground base unit, the unit gains +1 to its defense.	 
kutushya rockets (Stalin's Organs) Description: Exclusively Russian killing machine. Cost: 5 Attack: 4 Defense: - Move: 2 Special Abilities Blitz: In the combat move phase, a Stalin's Organ can move into two adjacent hostile territories, but only if the first territory is unoccupied. It establishes control of the first territory before it moves to the next. This is called "blitzing." The second territory can friendly or hostile, or even the space the vehicle came from. A Stalin's Organ that encounters enemy units in the first territory it enters must stop there. No Defense: If defending alone it is instantly destroyed upon enemy contact.	

<p>Pill Boxes Description: Upgrades defense of Japanese island infantry. Cost: 1 (requires an infantry unit as well) (may only be built on islands) Attack: — Defense: 3 Move: — Special Abilities Infantry Upgrade: When paired with a Japanese infantry gains +1 to its defense, this upgrade is stackable but ultimately immobile. The infantry cannot bring the piece with them if they intend to move.</p>	
<p>Foreign Legion Description: Upgrades defense of French Infantry units as well as their attack on occupied soil. Cost: 1 (requires an infantry or Cavalry unit as well) Attack: 2 Defense: 3 Move: 1(may only be built outside of Europe) Special Abilities Infantry Upgrade: When paired with a French infantry or cavalry unit it adds +1 to their defense everywhere as well as + 1 to their attack on occupied French property.</p>	
<p>Gurka Description: Upgrades the attack of English infantry. Cost: 1 (requires an infantry unit as well)(Exclusively built in s.e.asia) Attack: 1(Ace, rerolls misses) Defense: 1(Ace, rerolls misses) Move: 1 Special Abilities Infantry Upgrade: When paired with an English infantry (built exclusively in India and south east Asia) it makes the unit an ace on both attack and defense. The re-roll misses.</p>	
<p>Volkssturm Description: Special Militia type unit, cannot be upgraded. Must be accompanied by at least one SS or Hitler Youth unit. Cost: 1 Attack: - Defense: 1 Move: - Special Abilities Militia Unit: a unit which may only be rolled through a national special. Cost 1 IPC per unit. No infantry needed, however 1 SS or Hitler Youth unit must be present and accompanying the Volkssturm. Units may only be Built in Berlin, East, West Germany, Bavaria, Eastern Prussia, and Austria. You may only muster one unit per territory per round and may never have more volkssturm present than the territory's IPC value.</p>	

<p>Hitler Youth Description: Armies of Children ready to make the ultimate sacrifice for Germany Cost: 1 (requires an infantry unit as well) Attack: 1 Defense: 2 Move: 1 Special Abilities Infantry Upgrade: changes a German infantry unit so that it may never leave starting German territories however it takes 2 hits to kill.</p>	
<p>Gestapo/ Kempeitai Description: Elite security and policing units guaranteeing safety against clandestine activity Cost: 1 (requires an infantry unit as well)(Requires POW Operation) Attack: 1 Defense: 2 Move: - Special Abilities Infantry Upgrade: While defending POW's may roll two dice once against the enemy and once against the POW each wave of combat. Additionally defend + 1 against Chindits, Z forces, Commandos, and paratroopers.</p>	 
<p>ANZAC Elite Description: Outback warriors specialized in surviving and defending inhospitable terrain. Cost: 1 (requires an ground unit as well) Attack: 1 Defense: 3(4 for a tank) Move: 1 Special Abilities Ground Unit Upgrade: when paired with an ANZAC infantry, Tank, Heavy Tank, Artillery, Cavalry, or some other ground base unit, the unit gains +1 to its defense.</p>	
<p>Chindits Description: Marauders trained in elite guerrilla tactics as well as demolition Cost: 1 (requires an infantry unit as well) (built exclusively in s e Asia) Attack: 1 Defense: 2 Move: 1 Special Abilities Infantry Upgrade: when paired with British infantry units may submerge like a submarine in land combat as well assign kills to enemy ground targets (built exclusively in India and south east Asia). Cannot have more than 3 of these units in a single zone at any given point. Sabotage ability: Paratroopers and other clandestine units (MAS, Commandos, Chindits, Z Forces) can conduct attacks on the economy, technologic research progress and infrastructure integrity. Economic Sabotage forces the attacked player to surrender however much credits were destroyed to the bank. The saboteur rolls a single dice for each attacking unit and adds up the total number rolled; that becomes the IPC's deducted by the occupying power (they cannot lose more than they physically have available). Technologic sabotage damages the research in the territory so that it cannot be used again by the owner for a full round, additionally may be raided for one free attempt to gain that same technology (technology has</p>	

<p>8 hit points per token). Strategic Sabotage is where structures are targeted and given lasting damage. Rolling and accumulating the max number of hit points for each type of structure will result in the structure being damaged. If a structure has not received the correct amount of hit points then it returns to normal following the end of the attackers turn. If a Structure is damaged then it cannot perform any of its normal tasks or grant any of its abilities until it has been fixed at the place unit's stage of the owners turn. To fix a structure the owner must pay the bank the resulting number of the roll of a D-4 for all structures except for Factories, radar, bridges, sub pens, and canal zones; these require a roll of a D-10.</p>	
<p>Chinese National Leaders Description: Figure heads at the core of the Chinese Nation Cost: - (only two at start, may not produce more) Attack: 2 Defense: 2 Move: 2 Special Abilities Capital: Mao Tse-tung and Chiang Kai-shek. The two leaders are placed in the two Chinese cities. If Kai-shek is killed he forfeits half of china's remaining economy indefinitely, as well as gives up Chinese Divisions if owned. Mao, if dead also gives up half of the economy as well as communist placement if owned.</p>	
<p>Cavalry Description: An outdated archaic form of mobile infantry Cost: 4 (may be upgraded for 1 IPC to halftrack) Attack: 2 Defense: 1 Move: 2 Special Abilities Blitz: In the combat move phase, a cavalry can move into two adjacent hostile territories, but only if the first territory is unoccupied. It establishes control of the first territory before it moves to the next. This is called "blitzing." The second territory can friendly or hostile or even the space the cavalry came from. A cavalry that encounters enemy units in the first territory it enters must stop there. Infantry Based: As an infantry based unit these follow all of the same rules for fighting, artillery, and transports. This piece cannot use trucks or air transports.</p>	
<p>Ski Troops Description: Elite soldiers of the north Cost: 1 (Swedish and Finish special)(requires an infantry unit as well) Attack: 1 Defense: 2 Move: 1 (restricted to Arctic and sub-arctic territories) Special Abilities Infantry Upgrade: Allows paired Infantry to use first strike as well as retreat from a defense. Limited Terrain: Units can only be built and used in Scandinavia and Russia as well as Canada and islands in the Arctic circle. First Strike: All ski troops have first strike, if attacked they roll their defend roll before the aggressor rolls their own attacks. Retreat: Ski Troops may retreat even if they are the defender.</p>	

<p>Sissi Militia Description: Small localized militias tasked with protecting the home front Cost: 2 Attack: 1 Defense: 1 Move: 1 Special Abilities First Strike: All Sissi have first strike, if attacked they roll their defend roll before the aggressor rolls their own attacks. Militia Unit: a unit which may only be rolled through a national special. Cost 2 IPC per unit. No infantry needed. Units may only be Built in Helsinki, Finland, Aaland, Murmansk, Vyborg, Karelia, and Archangel (must be an owned territory). Units cannot leave Finish or occupied finish territories but may move between them.</p>	
<p>Jäger Unit Description: Veteran hunter ski troops used for long range recon Cost: 1 (Finish Special)(requires an infantry unit as well)(may only construct 1 per round) Attack: 2 Defense: 3 Move: 1 Special Abilities Infantry Upgrade: Allows paired Infantry to use first strike as well as retreat from a defense. Limited to building 1 per round. Limited Terrain: Units can only be built in Helsinki, Finland, or Aaland. Can only be used in Scandinavia and Russia as well as Canada and islands in the Arctic circle. First Strike: All Jäger have first strike, if attacked they roll their defend roll before the aggressor rolls their own attacks. Retreat: Jäger may retreat even if they are the defender.</p>	
<p>Fighting Seabees Description: Naval engineers specialized in building airfields out of jungle Cost: 1 (American special)(requires an infantry unit as well) (may never have more than 5 on board at any given point) Attack: 1 Defense: 2 Move: 1 Special Abilities Infantry Upgrade: is another roll able special, enables an infantry to act as a friendly airfield for allied aircraft. May support 5 aircraft per Seabee. Allows aircraft to land with the Seabee on a freshly taken territory, essentially ignoring real time rules.</p>	
<p>Woodpecker (Machinegun Infantry) Description: Ground force armed with deadly firepower. Cost: 5(Japanese special) Attack: 1* Defense: 2* Move: 2 Special Abilities Shoots Twice: The woodpecker unit rolls two dice when attacking and two dice while defending. The unit still only takes one hit to kill. Infantry Based: As an infantry based unit these follow all of the same rules for fighting, artillery, and transports.</p>	

Infantry

Description: Soldiers who make up the backbone of any ground force.

Cost: 3

Attack: 1 (2 when supported by artillery)

Defense: 2

Move: 1

Special Abilities

Supported by Artillery: When an infantry attacks along with an artillery, the infantry's attack increases to 2. Each infantry must be matched one-for-one with a supporting artillery: If your infantry outnumber your artillery, the excess still have an attack of 1. For example, if you attack with two artillery and five infantry, two of your infantry have an attack of 2 and the rest, 1. Infantry are not supported by artillery on defense.



Artillery

Description: Heavy gun batteries that can support infantry attacks.

Cost: 4

Attack: 2

Defense: 2

Move: 1

Special Abilities

Support Infantry: When an infantry attacks along with an artillery, the infantry's attack increases to 2. Each infantry must be matched one-for-one with a supporting artillery. Artillery does not support infantry on defense.



Tanks

Description: Armored units that pack a major punch.

Cost: 5

Attack: 3

Defense: 3

Move: 2

Special Abilities

Blitz: In the combat move phase, a tank can move into two adjacent hostile territories, but only if the first territory is unoccupied. It establishes control of the first territory before it moves to the next. This is called "blitzing." The second territory can be friendly or hostile, or even the space the tank came from. A tank that encounters enemy units in the first territory it enters must stop there.



Trucks

Description: Land Transportation device

Cost: 3

Attack: —

Defense: —

Move: 2

Special Abilities

Blitz: In the combat move phase, a truck can move into two adjacent hostile territories, but only if the first territory is unoccupied. It establishes control of the first territory before it moves to the next.

Carry Land Units: A truck may carry land units belonging to you or to a friendly power. Its capacity is any one land unit (minus Tanks), plus one additional infantry. Thus, a full truck may carry artillery and an infantry, an anti-aircraft gun and an infantry, or two infantry. A truck can never carry an industrial complex.



Halftrack/ Mechanized Infantry

Description: Mobile infantry

Cost: 5

Attack: 2

Defense: 2

Move: 2



Special Abilities

Blitz: In the combat move phase, a halftrack can move into two adjacent hostile territories, but only if the first territory is unoccupied. It establishes control of the first territory before it moves to the next.

Carry Land Units: A halftrack may carry land units belonging to you or to a friendly power. Its capacity is any one unit. Thus, a full halftrack may carry either one artillery or an infantry, or an anti-aircraft gun. A halftrack can never carry an industrial complex or other permanent structures.

Heavy Tank

Description: Thickly armored, heavily gunned war machines.

Cost: 9

Attack: 4

Defense: 3

Move: 2



Special Abilities

Blitz: In the combat move phase, a tank can move into two adjacent hostile territories, but only if the first territory is unoccupied. It establishes control of the first territory before it moves to the next. This is called "blitzing." The second territory can be friendly or hostile or even the space the tank came from. A tank that encounters enemy units in the first territory it enters must stop there.

Two Hits to Destroy: A Heavy Tank requires 2 hits to destroy. If a Heavy Tank is hit, turn it on its side to mark its damaged status but do not move it to the casualty zone of the battle board unless it takes a second hit in the same combat or before it has been repaired at a friendly factory. If a Heavy Tank survives a combat having taken 1 hit, it must find a friendly factory and exhaust its turn there. At the beginning of the next round it is returned to the upright position.

Super Heavy Tank

Description: Devastating killing machine, slow but impregnable.

Cost: 11 (weapons development only)

Attack: 5

Defense: 4

Move: 1



Special Abilities

Two Hits to Destroy: A Super Heavy Tank requires 2 hits to destroy. If a Super Heavy Tank is hit, turn it on its side to mark its damaged status but do not move it to the casualty zone of the battle board unless it takes a second hit in the same combat or before it has been repaired at a friendly factory. If a Super Heavy Tank survives a combat having taken 1 hit, it must find a friendly factory and exhaust its turn there. At the beginning of the next round it is returned to the upright position.

Land Cruiser (Ratte or KV-6)

Description: Lord Behemoth over all mechanized weapons.

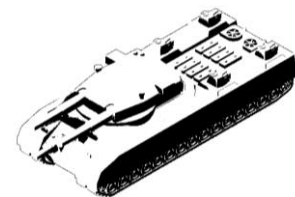
Cost: 15 (not stackable)

(weapons development only: exclusive to USSR and Germany)

Attack: 5

Defense: 5

Move: 1



Special Abilities

Three Hits to Destroy: A Land Cruiser requires 3 hits to destroy. If a Land Cruiser is hit, turn it on its side to mark

its damaged status, if it is hit a second time flip it upside down but do not move it to the casualty zone of the battle board unless it takes a third hit in the same combat or before it has been repaired at a friendly factory. If a Land Cruiser survives a combat having taken 1 or 2 hits, it must find a friendly factory and exhaust its turn there. At the beginning of the next round it is returned to the upright position.

Weapons Platform (Monster)

Description: Final Solution to ranged super weapons.

Cost: 20(not stackable)

(weapons development only: exclusive to Germany)

Attack:5

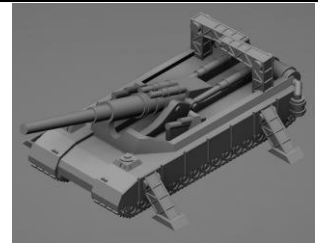
Defense: 5

Move: 1

Special Abilities

Three Hits to Disable: A Mobile Weapons Platform requires 3 hits to disable. If a Mobile Weapons Platform is hit, turn it on its side to mark its damaged status, if it is hit a second time flip it upside down but do not remove, when it takes a third hit in the same combat or before it has been repaired at a friendly factory it becomes disabled similarly to sabotage rules with hit points. If a Mobile Weapons Platform survives a combat having taken 1 or 2 hits, it must find a friendly factory and exhaust its turn there. At the beginning of the next round it is returned to the upright position. If disabled it can be repaired for the roll of a d-10 by whomever the conquering power.

Indestructible: May be conquered, if damaged must be repaired for 1 D10 roll.



Siege Gun

Description: Ranged gun capable of shooting car sized projectiles across miles

Cost: 11(Weapons Development only)

Attack:3(2 dice)

Defense: 2(two hits to destroy)

Move: 1

Special Abilities

Two Hits to Destroy: A Siege Gun requires 2 hits to destroy. If a siege gun is hit, turn it on its side to mark its damaged status but do not move it to the casualty zone of the battle board unless it takes a second hit in the same combat or before it has been repaired at a friendly factory. If a siege gun survives a combat having taken 1 hit, it must find a friendly factory and exhaust its turn there. At the beginning of the next round it is returned to the upright position.

Bombardment: Siege guns are long ranged ground support weapons designed to attack adjacent territories. They may only be used in land territories. If transported over ocean only one unit to each transport. In certain situations a siege gun may shoot over a channel, canal, or straight. As an example siege units can shoot from England to Normandy or even Denmark to Norway. Each unit receives two attack rolls during the first cycle of combat. Each siege gun may participate in as many combat situations as they are adjacent to per turn (similarly to a shore gun). Siege guns may be used defensively, but only to defend the territory they are in. Siege guns are a regular combat unit and maintain a zone of control. There is no limit to the number of siege guns a country may have in play.

Friendly Fire: Siege guns have the distinct disadvantage of shooting short rounds. Any time the gun is being used gets a roll of 6 instead of being a miss is counted as a misfire and therefore you must remove a casualty from your own accompanying forces. Friendly fire casualties do not get to roll defensive rolls.

First Strike: When an enemy is moving into the zone which one of your nation's guns occupy, you receive a pre cursing roll to the invader. The invader would be subject to your guns abilities. The Siege Guns controller would roll for each Gun, one at a time. Any unit hit by your defending first strike rolls are immediately removed from the board.

Strategic Bombing: Rail Guns may be used to inflict damage on enemy factories like strategic bombing. However, any zone bombed for financial damage cannot be attacked by ground forces that same move. Each Gun is capable of doing half the damage of a d-6 roll to the besieged enemy factory.

Shoots Twice: The Siege Gun rolls two dice when attacking only.



Mobile Artillery

Description: Fast moving infantry support weapons

Cost: 6 (Weapons Development only)

Attack: 2

Defense: 2

Move: 2

Special Abilities

Support Infantry: When an infantry attacks along with artillery, the infantry's attack increases to 2. Each infantry must be matched one-for-one with supporting artillery. Artillery does not support infantry on defense.

Two Hits to Destroy: A Mobile Artillery requires 2 hits to destroy. If a Mobile Artillery is hit, turn it on its side to mark its damaged status but do not move it to the casualty zone of the battle board unless it takes a second hit in the same combat or before it has been repaired at a friendly factory. If a Mobile Artillery survives a combat having taken 1 hit, it must find a friendly factory and exhaust its turn there. At the beginning of the next round it is returned to the upright position.

Blitz: In the combat move phase, an Artillery can move into two adjacent hostile territories, but only if the first territory is unoccupied. It establishes control of the first territory before it moves to the next. This is called "blitzing." The second territory can be friendly or hostile or even the space the Mobile Artillery came from. Mobile Artillery that encounters enemy units in the first territory it enters must stop there.



Mobile Flak Gun

Description: Surface to air weapons on wheels

Cost: 5 (Weapons Development only)

Attack: 2

Defense: 2

Move: 2

Special Abilities

Blitz: In the combat move phase, a Flak gun can move into two adjacent hostile territories, but only if the first territory is unoccupied. It establishes control of the first territory before it moves to the next. This is called "blitzing." The second territory can be friendly or hostile or even the space the Mobile Flak Gun came from. Mobile Flak guns that encounter enemy units in the first territory it enters must stop there.

Can Attack: A Flak Gun can attack with a single shot on the opening phase of combat if the Flak drives into a hostile zone. Any aircraft shot is considered dead and does not receive a defensive roll.

Shoot Down Air Units: Flak guns can shoot down attacking air units. Whenever an air unit enters a territory containing an enemy Mobile Flak Gun, the Flak gun fires during the opening fire step of combat. Roll one die for each defending flak gun. For every roll of 1, one attacking air unit is destroyed.



AIR UNITS

Fighters, carrier based aircraft, tactical bombers, and strategic bombers can attack and defend in both territories and sea zones (Air transports can only drop on land). They can land only in friendly territories (excluding carrier based aircraft) or on friendly aircraft carriers (excluding strategic bombers and air transports). Your air units cannot land in territories you just captured, whether they were involved in the combat or not. Air units can move through hostile territories and sea zones as if they were friendly. However, they are exposed to antiaircraft fire whenever they enter a hostile territory that contains an antiaircraft gun. To determine range, count each space your air unit enters "after takeoff." When moving over water from a coastal territory or an island group, count the first sea zone entered as 1 space. When flying to an island group, count the surrounding sea zone and the island group itself as 1 space each. (An island is considered a territory within a sea zone; air units based on an island cannot defend the surrounding sea zone without an island airfield.) When moving an aircraft from a carrier, do not count the carrier's sea zone as the first space, the aircraft is cargo therefore starts movement outward and count the surrounding zones as its first movement. To participate in combat, an aircraft must take off from its carrier before the carrier moves; otherwise it is cargo. You cannot send air units on "suicide runs," deliberately moving them into combat with no place to land afterward. You cannot deliberately move an aircraft into a sea zone that is out of the range of an aircraft carrier (a kamikaze attack). You must have a carrier move to pick up an aircraft

that would end the combat move phase in a sea zone. You must declare at that time that the carrier will move to that zone during the noncombat move phase, and you must follow through unless the aircraft or the carrier is destroyed before then.

Air Transports

Description: Large Air unit responsible for dropping and moving Paratroopers.

Cost: 4

Attack: —

Defense: —

Move: 6 (8 with Long-Range Aircraft)(must drop by the forth move with cargo)

Special Abilities

Carries and transports up to two Paratroopers at a time. Drops Airborne units over enemy or friendly territory. The unit is reusable as long as it is not destroyed in combat or a drop and has a friendly territory to land on. Cannot drop Paratroopers over a Capital City. Air transports are still susceptible to anti-aircraft guns. Leaves a combat zone instantaneously after dropping off paratroopers, thus it cannot be used as a casualty after its drop.

Weapons Development—Long-Range Aircraft: If you have the Long-Range Aircraft development, all your Air Transport can move 8 spaces instead of 6. Their drop radius for paratroopers also increases by 2 moves.



Fighters

Description: Small, fast aircraft that threaten everything on land or sea.

Cost: 10

Attack: 3

Defense: 4 (5 with Jet Fighters)

Move: 4 (6 with Long-Range Aircraft)

Special Abilities

Land on Aircraft Carriers: Fighters may be carried by aircraft carriers. Up to two fighters may be on a friendly aircraft carrier at a time. A fighter must be launched from the carrier's initial position to participate in combat this turn. However, it may land on a carrier after combat (even if retreating) or a noncombat move. (A fighter may not land on a carrier during the carrier's move, however.) Your aircraft carrier can move to a sea zone where one of your fighters has ended its move (and in fact, it must do so) but cannot move any farther that turn. A fighter based on a defending carrier that is destroyed in combat must try to land. It must move 1 space to a friendly territory or aircraft carrier, or be destroyed. However, a fighter based on an attacking carrier can launch before combat, and if it survives, can retreat to a friendly territory or carrier within range. If the fighter has no place to land by the end of noncombat movement, it is destroyed.

Weapons Development—Jet Fighters: If you have the Jet Fighters development, all your fighters defend on a 5 instead of a 4. **Weapons Development—Long-Range Aircraft:** If you have the Long-Range Aircraft development, all your fighters can move 6 spaces instead of 4.



Tactical Bomber

Description: Medium sized fast aircraft that threaten everything on land or sea.

Cost: 11

Attack: 3 (4 when paired with either a tank or fighter)

Defense: 3

Move: 4 (6 with Long-Range Aircraft)

Special Abilities

Strategic Bombing Raids

A strategic bombing raid is an economic attack against an enemy industrial complex to "destroy" IPCs. Only Strategic bombers may conduct strategic bombing raids. (tactical bombers may also but reduce their rolls by half) Resolve a strategic bombing raid in the same way as a regular combat. However, it involves only attacking bombers and defending anti-aircraft guns. You may not conduct another conventional attack on the same territory this turn, only one or the other. You cannot use the same bombers in a strategic bombing raid and another attack on the same territory in one turn. During the opening fire step, an enemy anti-aircraft gun fires on each attacking bomber. Any bombers that survive may attack the industrial complex. Roll one die for each surviving bomber. The opponent must surrender that many IPCs to the bank (or as many as the player has, whichever is the lesser amount). Each bomber



can only do as much IPC damage as the territory is valued at. [As an example if a bomber rolls a 4 and the property is worth 3 than the bomber only does 3 IPC damage, however if a second bomber flies over it can also do up to another 3 IPC damage the same attack.] The strategic bombing raid now ends. Remove all bombers involved in the attack from the battle board; they cannot participate in any other combats in that territory. The bombers return to a friendly territory.

Alternatively the strategic bomber or tac bomber may instead of aiming to destroy IPC's may instead bomb to damage infrastructure. Infrastructure and railways are capped at 10 hit points with the exception of a double factory which is 15. For the purpose of simplicity unit initial cost is the same amount of hit points assigned to that piece. Not all structures may be targeted. Bombers cannot hit fortresses, coastal guns, sea mines, radar stations, anti-aircraft guns, flak towers, or sub pens. (Bridges from Operations take 10 hit points). Rolling and accumulating the max number of hit points for each type of structure will result in the structure being damaged. If a structure has not received the correct amount of hit points then it returns to normal following the end of the attackers turn. If a Structure is damaged then it cannot perform any of its normal tasks or grant any of its abilities until it has been fixed at the place unit's stage of the owners turn. To fix a structure the owner must pay the bank the resulting number of the roll of a D-4 for all structures except for Factories and bridges; these require a roll of a D-10.

Land on Aircraft Carriers: Tactical Bombers may be carried by aircraft carriers. Only one Tactical bomber may be on a friendly aircraft carrier at a time, but may be accompanied by either one fighter or Carrier based aircraft. A Tactical Bomber must be launched from the carrier's initial position to participate in combat this turn. However, it may land on a carrier after combat (even if retreating) or a noncombat move. (Tactical Bombers may not land on a carrier during the carrier's move, however.) Your aircraft carrier can move to a sea zone where one of your aircraft has ended its move (and in fact, it must do so) but cannot move any farther that turn. An aircraft based on a defending carrier that is destroyed in combat must try to land. It must move 1 space to a friendly territory or aircraft carrier, or be destroyed. However, an aircraft based on an attacking carrier can launch before combat, and if it survives, can retreat to a friendly territory or carrier within range. If the aircraft has no place to land by the end of noncombat movement, it is destroyed.

Weapons Development—Long-Range Aircraft: If you have the Long-Range Aircraft development, all your aircraft increase movement by two.

Strategic Bombers

Description: Mammoth, long-range aircraft that drop bombs on their targets.

Cost: 12

Attack: 4 (Roll twice with Heavy Bombers)

Defense: 1

Move: 6 (8 with Long-Range Aircraft)

Special Abilities

Strategic Bombing Raids

A strategic bombing raid is an economic attack against an enemy industrial complex to “destroy” IPCs. Only Strategic bombers may conduct strategic bombing raids. (tactical bombers may also but reduce their rolls by half) Resolve a strategic bombing raid in the same way as a regular combat. However, it involves only attacking bombers and defending antiaircraft guns. You may not conduct another conventional attack on the same territory this turn, only one or the other. You cannot use the same bombers in a strategic bombing raid and another attack on the same territory in one turn. During the opening fire step, an enemy antiaircraft gun fires on each attacking bomber. Any bombers that survive may attack the industrial complex. Roll one die for each surviving bomber. The opponent must surrender that many IPCs to the bank (or as many as the player has, whichever is the lesser amount). Each bomber can only do as much IPC damage as the territory is valued at. [As an example if a bomber rolls a 4 and the property is worth 3 than the bomber only does 3 IPC damage, however if a second bomber flies over it can also do up to another 3 IPC damage the same attack.] The strategic bombing raid now ends. Remove all bombers involved in the attack from the battle board; they cannot participate in any other combats in that territory. The bombers return to a



friendly territory.

Alternatively the strategic bomber or tac bomber may instead of aiming to destroy IPC's may instead bomb to damage infrastructure. Infrastructure and railways are capped at 10 hit points with the exception of a double factory which is 15. For the purpose of simplicity unit initial cost is the same amount of hit points assigned to that piece. Not all structures may be targeted. Bombers cannot hit fortresses, coastal guns, sea mines, radar stations, anti-aircraft guns, flak towers, or sub pens. (Bridges from Operations take 10 hit points). Rolling and accumulating the max number of hit points for each type of structure will result in the structure being damaged. If a structure has not received the correct amount of hit points then it returns to normal following the end of the attackers turn. If a Structure is damaged then it cannot perform any of its normal tasks or grant any of its abilities until it has been fixed at the place unit's stage of the owners turn. To fix a structure the owner must pay the bank the resulting number of the roll of a D-4 for all structures except for Factories and bridges; these require a roll of a D-10.

Weapons Development—Heavy Bombers: If you have the Heavy Bombers development, all your bombers roll two dice on an attack instead of one. That means each bomber can score 2 hits in a regular attack, or inflict two dice of IPC loss in a strategic bombing raid. (It still cannot inflict more loss than the territory's income value.)

Weapons Development—Long-Range Aircraft: If you have the Long Range Aircraft development, all your bombers can move 8 spaces instead of 6.

Paratroopers

Description: Airborne units which drop into combat.

Cost: 1 (requires an infantry unit as well)

Attack: 2(reduces to 1 when paired with any non- para units)

Defense: 2

Move: 1

Special Abilities

Air drops: may be carried by air transports into hostile territory and dropped behind enemy lines. In Air drops they attack with an increase of 1 until the battle is either won or additional non paratrooper units lend aid to the battles outcome. They must drop within 4 moves from the Air transports pick up. Air Bases and technologies can increase drop distance(see Air Transport)

Sabotage: Paratroopers and other clandestine units (MAS, Commandos, Chindits, Z Forces) can conduct attacks on the economy, technologic research progress and infrastructure integrity. Economic Sabotage forces the attacked player to surrender however much credits were destroyed to the bank. The saboteur rolls a single dice for each attacking unit and adds up the total number rolled; that becomes the IPC's deducted by the occupying power (they cannot lose more than they physically have available). Technologic sabotage damages the research in the territory so that it cannot be used again by the owner for a full round, additionally may be raided for one free attempt to gain that same technology (technology has 8 hit points per token). Strategic Sabotage is where structures are targeted and given lasting damage. Rolling and accumulating the max number of hit points for each type of structure will result in the structure being damaged. If a structure has not received the correct amount of hit points then it returns to normal following the end of the attackers turn. If a Structure is damaged then it cannot perform any of its normal tasks or grant any of its abilities until it has been fixed at the place unit's stage of the owners turn. To fix a structure the owner must pay the bank the resulting number of the roll of a D-4 for all structures except for Factories, radar, bridges, sub pens, and canal zones; these require a roll of a D-10(MAS naval sabotage is explained in its unit profile).

Hit Points: Infrastructure is capped at 10 hit points with the exception of a double factory which is 15. For the purpose of simplicity unit initial cost is the same amount of hit points assigned to that piece. All structures may be targeted except for sea mines. Radar stations exist in every zone belonging to that power with the technology; those installations have hit points and can be knocked out. Bridges from Operations take 10 hit points.

Phase 1: The attacking player must announce his/her intentions to sabotage at the start of their turn. They must then name the targeted territories. There are no limitations to which territories can be sabotaged however Para dropping on a capital is still unhallowed. The Player must then indicate which types of sabotage they intend to carryout in each targeted zone.

Phase 2: Plan out the attack or attacks. Inform the defender whether or not you intend to come in by land, air, or sea



[Clandestine units sharing a land boarder may go in through land, and units with access to transports may go by sea if in range (MAS do not need transport if they are puddle jumping over a single naval zone). All paratroopers and clandestine units may use air transports to come by air (anti-aircraft guns remain dormant from the start to the finish of each sabotage operation.)). During this stage the saboteur must roll to see if the presence of the infiltrating units has been detected by the occupying force. By land, only a roll of 1 on a D-4 means the mission is undetected, By air a 1 or 2, by sea a 1, 2, or 3.

Phase 3: Initiate the attack. If the mission was undetected the saboteur rolls to conduct a form of sabotage first and the defending units have to wait until those rolls are concluded. If the Mission was detected then the defender rolls first and surviving saboteurs may then roll to conduct sabotage. Any act of sabotage come with a degree of surprise to the defending party, therefore Anti-aircraft guns are dormant and ground units roll 1 dice a piece per incoming saboteur and succeed on a roll of 1(only very special units may roll higher). The saboteur must remove all destroyed pieces immediately.

Phase 4: Following the removal of destroyed units and the act of sabotage, all surviving saboteurs rally at their starting point. Air transports return with their passengers and naval transports with theirs, all back to their initial location regardless of distance and exhaustion of movement.

Carrier Based Aircraft (Zero & Hellcat)

Description: Small aircraft with a short range and Carrier based.

Cost: 8(must be built on Carrier)

Attack: 3

Defense: 4

Move: 3 (5 with Long-Range Aircraft)

Special Abilities

Land on Aircraft Carriers: Zero's and Hellcats must be carried by aircraft carriers. Up to two Aircraft may be on a friendly aircraft carrier at a time. A Carrier Based Aircraft must be launched from the carrier's initial position to participate in combat this turn. It must land on a carrier after combat (even if retreating) or a noncombat move. (A Hellcat or Zero may not land on a carrier during the carrier's move, however.) Your aircraft carrier can move to a sea zone where one of your aircraft has ended its move (and in fact, it must do so) but cannot move any farther that turn. A Zero or Hellcat based on a defending carrier that is destroyed in combat must find an alternative carrier or be destroyed (a Carrier Based aircraft can never land on land). It must move 1 space to a friendly aircraft carrier, or be destroyed. However, a Hellcat or Zero based on an attacking carrier can launch before combat, and if it survives, can retreat to a friendly carrier within range. If the aircraft has no place to land by the end of noncombat movement, it is destroyed.

Weapons Development—Long-Range Aircraft: If you have the Long-Range Aircraft development, all your Carrier Based Aircraft can move 5 spaces instead of 3.



Torpedo Bi-Plane

Description: Small naval aircraft with a short range.

Cost: 5(restricted to European powers)

Attack: 2 (3 against navy)

Defense: 2

Move: 3 (5 with Long-Range Aircraft)

Land on Aircraft Carriers: Bi-Plane may be carried by aircraft carriers. A Bi-Plane must be launched from the carrier's initial position to participate in combat this turn. However, it may land on a carrier after combat (even if retreating) or a noncombat move. (Bi-Planes may not land on a carrier during the carrier's move, however.) Your aircraft carrier can move to a sea zone where one of your aircraft has ended its move (and in fact, it must do so) but cannot move any farther that turn. An aircraft based on a defending carrier that is destroyed in combat must try to land. It must move 1 space to a friendly territory or aircraft carrier, or be destroyed. However, an aircraft based on an attacking carrier can launch before combat, and if it survives, can retreat to a friendly territory or carrier within range. If the aircraft has no place to land by the end of noncombat movement, it is destroyed.

Weapons Development—Long-Range Aircraft: If you have the Long-Range Aircraft development, all your Bi-Plane can move 5 spaces instead of 3.



Seaplane (PBY)

Description: Eyes in the sky and a Duck in the sea.

Cost: 10

Attack: 2

Defense: 1

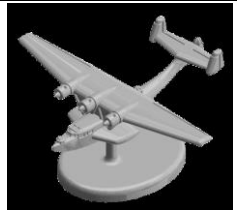
Move: 6

Special Abilities

Lands on Water: Is capable of landing on land or sea, cannot land on a carrier. Both airfields and naval bases are capable of increasing the crafts range. If it fights in a sea zone and conquers it, the PBY can land there, or on an uninhabited sea zone or friendly land territory.

Attacks Convoys: Is the sole air unit with the capability to occupy a convoy zone, and destroy enemy IPC's.

Submarine Disruption: Seaplanes cancel the special abilities of submarines (see Submarines, below). Enemy submarines cannot move freely through a sea zone containing a PBY. Also, enemy submarines cannot remain submerged if a PBY enters the zone (The German XXi is the exception and cannot be spotted by a PBY)



SEA UNITS

Battleships, destroyers, escort, cruiser, aircraft carriers, transports, and submarines attack and defend in sea zones. They can never move into territories. All sea units can move up to 2 friendly sea zones. They cannot move through hostile sea zones, except when the enemy forces consist of only submerged submarines (see Submarines, below). If a sea zone is occupied by enemy units other than submerged submarines, your sea units end their movement and enter combat. Submarines are an exception: They can pass through a hostile sea zone without stopping, unless there is a destroyer present (see Destroyers, below). Some sea units can carry other units. Transports can carry only land units. Aircraft carriers can carry only fighters.

Battleships

Description: Powerful and nearly indestructible monarchs of the sea.

Cost: 20

Attack: 4

Defense: 4

Move: 2

Special Abilities

Two Hits to Destroy: A battleship requires 2 hits to destroy. If a battleship is hit, turn it on its side to mark its damaged status but do not move it to the casualty zone of the battle board unless it takes a second hit in the same combat or before it has been repaired at a naval base. If a battleship survives a combat having taken 1 hit, it must find a friendly naval base and exhaust its turn there. At the beginning of the next round it is returned to the upright position.

Shore Bombardment: In an amphibious assault, your battleships in the same sea zone as the offloading transport can conduct shore bombardment. Each battleship fires once during the opening fire step against enemy land units in the territory being attacked (the enemy units do not fire back). A battleship cannot conduct shore bombardment if it was involved in a sea combat prior to the amphibious assault.



Destroyers

Description: Small, fast warships that hunt submarines.

Cost: 8

Attack: 2

Defense: 2

Move: 2

Special Abilities

Submarine Disruption: A destroyer cancels the special abilities of submarines (see Submarines, below). Enemy submarines cannot move freely through a sea zone containing your destroyer. If a destroyer is present in a combat



involving enemy submarines, the destroyer's player may choose his automatic casualties from his capital ships (Destroyers, Cruisers, Carriers, Battleships). In other words the defender chooses his casualties unless the specified target was an Escort, transport, or submarine. Also, enemy submarines cannot remain submerged if a destroyer enters the zone.

Weapons Development—Combined Bombardment: If you have the Combined Bombardment development, in an amphibious assault your destroyers in the same sea zone as the offloading transport can conduct shore bombardment, just like battleships. Each destroyer fires once during the opening fire step (using its attack of 2) against enemy land units in the territory being attacked (the enemy units do not fire back). A destroyer cannot conduct shore bombardment if it was involved in a sea combat prior to the amphibious assault.

Aircraft Carriers

Description: Giant seaborne platforms from which fighters can take off and land.

Cost: 16

Attack: 1

Defense: 3

Move: 2

Special Abilities

Two Hits to Destroy: A Carrier requires 2 hits to destroy. If a carrier is hit, turn it on its side to mark its damaged status but do not move it to the casualty zone of the battle board unless it takes a second hit in the same combat or before it has been repaired at a naval base. Aircraft cannot land on a damaged carrier; they can either land on an adjacent allied island or they can land on a separate carrier. If neither are available and its moves have been depleted then they must be removed from the board. If a carrier survives a combat having taken 1 hit, it must find a friendly naval base and exhaust its turn there. At the beginning of the next round it is returned to the upright position.

Carry Fighters: An aircraft carrier can carry up to two fighters, including those belonging to friendly powers. Fighters from friendly powers can take off and land from your carriers, but only during that power's turn. A fighter must be launched from the carrier's initial position to participate in an attack this turn. If the carrier moves first, the fighters on board are cargo. Fighters belonging to friendly powers on attacking carriers are always treated as cargo, as it is not their turn. Your aircraft carrier can move to a sea zone where one of your fighters has ended its move (and in fact, it must do so) but cannot move any farther that turn.

Fighter Defense: Whenever a carrier is attacked, its fighters (even those belonging to friendly powers) are considered to be defending in the air and can be chosen as casualties rather than the carrier. (However, a fighter can't be chosen as a casualty from a submarine hit, because submarines can attack only sea units. See Submarines.) In the case that a carrier is sunk by an attacking submarine before a defense is started, then the aircraft onboard are treated as sunken cargo onboard the Carrier. In the case that the fighters are active in defense and this carrier is sunk they may either land on a separate carrier in the same zone or land on an island within the sea zone.



Transports

Description: Vessels that carry land units to combat.

Cost: 8

Attack: 0

Defense: 1

Move: 2

Special Abilities

No Attack Fire: A transport has an attack value of 0, so it can never fire in the attacking units fire step. However, it may be part of an attacking force. If it is the only attacking unit left, it must survive the defender fires step before it can retreat. If a transport is destroyed, its cargo is destroyed as well.

Carry Land Units: A transport may carry land units belonging to you or to friendly powers. Its capacity is any one land unit, plus one additional infantry. Thus, a full transport may carry a tank and an infantry, artillery and an infantry, an anti-aircraft gun and an infantry, or two infantry. A transport can never carry an industrial complex. Land units on a transport are cargo; they cannot attack or defend while at sea. They are destroyed if their transport is destroyed. Land units belonging to friendly powers must load on their controller's turn, be carried on your turn, and



offload on a later turn of their controller. Being carried on a transport counts as a land unit's entire move; it cannot move before loading or after offloading. Place the land units alongside the transport in the sea zone.

Loading and Offloading: A transport can load cargo before, during, and after its move. A transport can pick up cargo, move 1 sea zone, pick up more cargo, move 1 more sea zone, and offload the cargo at the end of its movement. It may also remain at sea with the cargo still aboard. A transport can offload into a hostile territory only during an amphibious assault (see below). Whenever a transport offloads, it cannot move again that turn (except when retreating). A transport can never offload in two territories during a single turn, nor can it offload cargo onto another transport. A transport that has been in combat may load or offload after combat, but never both. If a sea zone contains hostile units, the transport may not load or offload in that sea zone with exceptions to enemy transports and submarines; neither is counted as a naval surface combat ship therefore neither prevent and immediate offloading of the transport. Transports alone are invisible to one another; combined with a destroyer combat is required following the drop.

Bridging: A transport can load and offload units without moving from the sea zone it is in. This is referred to as "bridging." Each such transport is still limited to its cargo capacity. It can offload only in one territory, and once it offloads it cannot move or load cargo until the next round. A transport cannot bridge in a sea zone that contains hostile units (except transports and submarines).

Amphibious Assaults: A transport may offload its cargo during the combat move phase into a hostile territory, beginning an amphibious assault. If enemy sea units are present in the sea zone in which the transport is to offload, a sea combat must be fought first. If the transport survives that combat, then after all defending sea units are destroyed, it may offload into the hostile territory. (See Amphibious Assaults.)

Submarines

Description: Predators that attack from beneath the surface.

Cost: 8

Attack: 2 (Opening fire step) (Attack with 3 in wolf pack)(when attacking transports without escorts may use 2 dice)

Defense: 2

Move: 2

Special Abilities

Treat Hostile Sea Zones as Friendly: A submarine can move through a sea zone that contains enemy Units. However, if it ends its combat move in a hostile sea zone, combat will occur. A submarine cannot end a noncombat move in a hostile sea zone. The presence of an enemy destroyer in the same sea zone forces a Submarine to stop moving.

Sneak Attack: Submarines always fire in the opening fire step, whether on attack or defense. They can fire only on sea units and are permitted to choose specific targets. Casualties from this attack will be destroyed before they can return fire, if a destroyer or escort is present then they will choose the casualties themselves. (Any sea or air unit can hit a submarine.) However without an escort, a sub is permitted to roll two dice per attack on any given set of transports in that sea zone. In a sneak attack maneuver (separate from a sneak attack) must first explain his/ her intentions then proceed: a sub is premised to attack enemy vessels and then immediately retreat before the enemy can return fire. If an Aircraft carrier is hit in a sneak attack, any aircraft onboard are considered cargo, and therefore sink with the capital ship.

Submerge: A submarine may submerge in combat after the attacker and defender have fired, regardless of what other units do. It is returned to the game board and remains submerged until the end of the noncombat move phase. The submarine then resurfaces regardless of whether enemy units are still there; this does not trigger combat. Enemy sea units may move freely through a sea zone containing a submerged submarine, and enemy transports may load or offload there.



Escort/ Corvette

Description: Small, fast warships that hunt submarines and protect Transports.

Cost: 7

Attack: 2

Defense: 2

Move: 2

Special Abilities

Submarine Disruption: An escort cancels the special abilities of submarines (see Submarines, above).

Enemy submarines cannot move freely through a sea zone containing your escort. If you have a escort in a combat the submarine cannot pick its transport or escort targets and loses its 2 dice bonus against transports. Also, enemy submarines cannot remain submerged if an escort enters the zone.



Cruiser

Description: Capital ships with great destructive power.

Cost: 12

Attack: 3

Defense: 3

Move: 2

Special Abilities

Shore Bombardment: In an amphibious assault, your cruisers in the same sea zone as the offloading transport can conduct shore bombardment. Each cruiser fires once during the opening fire step against enemy land units in the territory being attacked (the enemy units do not fire back). A cruiser cannot conduct shore bombardment if it was involved in a sea combat prior to the amphibious assault.



Super Battleship

Description: Powerful and nearly indestructible, kings of all surface ships.

Cost: 22

Attack: 5

Defense: 5

Move: 2

Special Abilities

Two Hits to Destroy: A super battleship requires 2 hits to destroy. If a super battleship is hit, turn it on its side to mark its damaged status but do not move it to the casualty zone of the battle board unless it takes a second hit in the same combat or before it has been repaired at a naval base. If a super battleship survives a combat having taken 1 hit, it must find a friendly naval base and exhaust its turn their. At the beginning of the next round it is returned to the upright position.

Shore Bombardment: In an amphibious assault, your Super Battleship in the same sea zone as the offloading transport can conduct shore bombardment. Each Super Battleship fires once during the opening fire step against enemy land units in the territory being attacked (the enemy units do not fire back). A Super Battleship cannot conduct shore bombardment if it was involved in a sea combat prior to the amphibious assault.



Mega Battleship

Description: Deity, lord and master of the oceans.

Cost: 25(there is but one, cannot duplicate)

Attack: 5

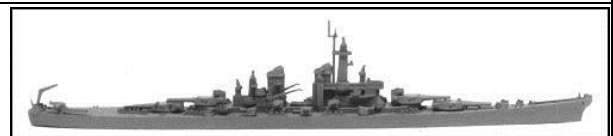
Defense: 5

Move: 3

Special Abilities

Three Hits to Destroy: A Mega battleship requires 3 hits to destroy. If a super battleship is hit, turn it on its side to mark its damaged status but do not move it to the casualty zone of the battle board unless it takes a second hit and then a third hit in the same combat or before it has been repaired at a naval base. If a Mega battleship survives a combat having taken 1 or 2 hits, it must find a friendly naval base and exhaust its turn their. At the beginning of the next round it is returned to the upright position.

Shore Bombardment: In an amphibious assault, your Mega Battleship in the same sea zone as the offloading transport can conduct shore bombardment. The Mega Battleship fires once during the opening fire step against enemy land units in the territory being attacked (the enemy units do not fire back). A Mega Battleship cannot



conduct shore bombardment if it was involved in a sea combat prior to the amphibious assault.

Super Carrier

Description: Queen of the Giant seaborne platforms from which Aircraft can take off and land.

Cost: 18 (cannot be duplicated with chips)

Attack: 1 (3 for American and German)(2 for uk)

Defense: 3(4 for uk)

Move: 2

Special Abilities

Two Hits to Destroy: A super Carrier requires 2 hits to destroy. If a carrier is hit, turn it on its side to mark its damaged status but do not move it to the casualty zone of the battle board unless it takes a second hit in the same combat or before it has been repaired at a naval base. Aircraft cannot land on a damaged carrier; they can either land on an adjacent allied island or they can land on a separate carrier. If neither are available and its moves have been depleted then they must be removed from the board. If a carrier survives a combat having taken 1 hit, it must find a friendly naval base and exhaust its turn their. At the beginning of the next round it is returned to the upright position.

Carry Fighters: An aircraft carrier can carry up to three fighters(or two Tactical Bombers and a fighter)including those belonging to friendly Powers; for Japanese carriers; American follow regular carrier carrying capacity. Fighters from friendly powers can take off and land from your carriers, but only during that power's turn. A fighter must be launched from the carrier's initial position to participate in an attack this turn. If the Carrier moves first, the fighters on board are cargo. Fighters belonging to friendly powers on attacking carriers are always treated as cargo, as it is not their turn. Your aircraft carrier can move to a sea zone where one of your fighters has ended its move (and in fact, it must do so) but cannot move any farther that turn.

Fighter Defense: Whenever a carrier is attacked, its fighters (even those belonging to friendly powers) are considered to be defending in the air and can be chosen as casualties rather than the carrier. (However, a fighter can't be chosen as a casualty from a submarine hit, because submarines can attack only sea units. See Submarines.)



Hybrid Battleship Carrier

Description: The offspring of both king and queen of the ocean; both battleship and carrier.

Cost: 24(Exclusive to Japan) (cannot be duplicated with chips)

Attack: 4

Defense: 4

Move: 2

Special Abilities

Carry Carrier Based Aircraft: A Hybrid can carry up to two Zeros(and only zeros). A Zero must be launched from the Battleship carrier's initial position to participate in an attack this turn. If the hybrid moves first, the zeros on board are cargo. Your Hybrid battleship carrier can move to a sea zone where one of your carrier based aircraft has ended its move (and in fact, it must do so) but cannot move any farther that turn.

Carrier based Aircraft Defense: Whenever a carrier is attacked, its zeros are considered to be defending in the air and can be chosen as casualties rather than the Hybrid. (However, a zero can't be chosen as a casualty from a submarine hit, because submarines can attack only sea units. See Submarines.) In the case that the hybrid is sunk by an attacking submarine before a defense is started, then the aircraft onboard are treated as sunken cargo onboard the Battleship Carrier. In the case that the Zeros are active in defense and this hybrid is sunk they may land on a separate carrier in the same zone.

Two Hits to Destroy: A Battleship Carrier requires 2 hits to destroy. If a Battleship carrier is hit, turn it on its side to mark its damaged status but do not move it to the casualty zone of the battle board unless it takes a second hit in the same combat or before it has been repaired at a naval base. Aircraft cannot land on a damaged Hybrid; they can either land on an adjacent allied island or they can land on a separate carrier. If neither are available and its moves have been depleted then they must be removed from the board. If a carrier survives a combat having taken 1 hit, it must find a friendly naval base and exhaust its turn their. At the beginning of the next round it is returned to the



upright position.

Shore Bombardment: In an amphibious assault, your hybrid in the same sea zone as the offloading transport can conduct shore bombardment. The hybrid fires once during the opening fire step against enemy land units in the territory being attacked (the enemy units do not fire back). A battleship carrier cannot conduct shore bombardment if it was involved in a sea combat prior to the amphibious assault (this does not include its aircraft).

Hybrid Cruiser Carrier

Description: Capital ships dispensing great Firepower and aircraft.

Cost: 14(Weapons Development only)
(Mogami version cost 13 and carries 1 fighter and moves 3)

Attack: 3

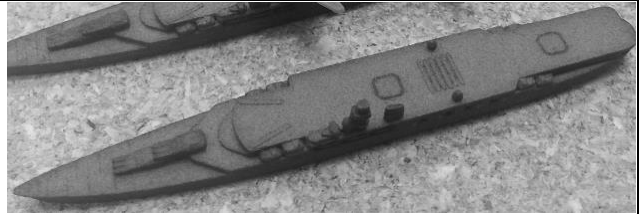
Defense: 3

Move: 2

Special Abilities

Carry Fighters: A Hybrid Cruiser carrier can carry up to two fighters, biplanes, carrier based aircraft, etc. Fighters from friendly powers can take off and land from your carriers, but only during that power's turn. A fighter must be launched from the carrier's initial position to participate in an attack this turn. If the Carrier moves first, the fighters on board are cargo. Fighters belonging to friendly powers on attacking carriers are always treated as cargo, as it is not their turn. Your Cruiser carrier can move to a sea zone where one of your fighters has ended its move (and in fact, it must do so) but cannot move any farther that turn.

Fighter Defense: Whenever a carrier is attacked, its fighters (even those belonging to friendly powers) are considered to be defending in the air and can be chosen as casualties rather than the carrier. (However, a fighter can't be chosen as a casualty from a submarine hit, because submarines can attack only sea units. See Submarines.)



Nagara Torpedo Cruiser

Description: Death dealing Torp Whore.

Cost: 12(rolled Japanese special)

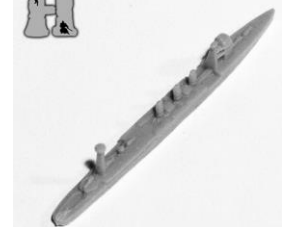
Attack: 2*

Defense: 3*

Move: 2

Special Abilities

Shoots Twice: The Torpedo Cruiser unit rolls two dice when attacking and two dice while defending. The unit still only takes one hit to kill.



I-400 Class Submarine

Description: Incredibly large aircraft dispensing submersible.

Cost: 10(rolled Japanese special)

Attack: 2

Defense: 3

Move: 2

Special Abilities

Carrier Based Aircraft: An I-400 can carry one carrier based aircraft. Carrier Based aircraft from friendly powers can take off and land from your Submarine, but only during that power's turn. Aircraft must be launched from the carrier's initial position to participate in an attack this turn. If the I-400 moves first, the aircraft on board is cargo. Aircraft belonging to friendly powers on attacking I-400s are always treated as cargo, as it is not their turn. Your Submarine can move to a sea zone where your aircraft has ended its move (and in fact, it must do so) but cannot move any farther that turn.

Fighter Defense: Whenever an I-400 is attacked, its fighter (even those belonging to friendly powers) are considered to be defending in the air and can be chosen as casualties rather than the Sub. (However, a fighter can't be chosen as a casualty from a submarine hit, because submarines can attack only sea units. See Submarines.)

Carry Land Units: An I-400 may carry an infantry as an alternative to a fighter. The I-400 only has space for either 1 infantry or one fighter. Land units on a I-400 are cargo; they cannot attack or defend while at sea. They are



destroyed if their ship is destroyed. Land units belonging to friendly powers must load on their controller's turn, be carried on your turn, and offload on a later turn of their controller. Being carried on an I-400 counts as a land unit's entire move; it cannot move before loading or after offloading. Place the land units alongside the I-400 in the sea zone.

Loading and Offloading: An I-400 can load cargo before, during, and after its move. It may also remain at sea with the cargo still aboard. An I-400 can offload into a hostile territory only during an amphibious assault (see below). Whenever an I-400 offloads, it cannot move again that turn (except when retreating). An transport can never offload cargo onto another transport or I-400. An I-400 that has been in combat may load or offload after combat, but never both. If a sea zone contains hostile units, the I-400 may not load or offload in that sea zone with exceptions to enemy transports and submarines; neither is counted as a naval surface combat ship therefore neither prevent and immediate offloading of the I-400.

Bridging: An I-400 can load and offload units without moving from the sea zone it is in. This is referred to as "bridging." Each such I-400 is still limited to its cargo capacity. It can offload only in one territory, and once it offloads it cannot move or load cargo until the next round. An I-400 cannot bridge in a sea zone that contains hostile units (except transports and submarines).

Amphibious Assaults: An I-400 may offload its cargo during the combat move phase into a hostile territory, beginning an amphibious assault. If enemy sea units are present in the sea zone in which the I-400 is to offload, a sea combat must be fought first. If the I-400 survives that combat, then after all defending sea units are destroyed, it may offload into the hostile territory. (See Amphibious Assaults.)

Pocket Battleship

Description: Powerful Princes of the sea.

Cost: 14(rolled German special)

Attack: 3

Defense: 3

Move: 2

Special Abilities

Two Hits to Destroy: A battleship requires 2 hits to destroy. If a battleship is hit, turn it on its side to mark its damaged status but do not move it to the casualty zone of the battle board unless it takes a second hit in the same combat or before it has been repaired at a naval base. If a battleship survives a combat having taken 1 hit, it must find a friendly naval base and exhaust its turn there. At the beginning of the next round it is returned to the upright position.

Shore Bombardment: In an amphibious assault, your Battle cruisers in the same sea zone as the offloading transport can conduct shore bombardment. Each Battleship fires once during the opening fire step against enemy land units in the territory being attacked (the enemy units do not fire back). A Pocket Battleship cannot conduct shore bombardment if it was involved in a sea combat prior to the amphibious assault.



XX1 Class U-Boat

Description: Long range, upgraded engine, submarine.

Cost: 10(rolled German special)

Attack: 2

Defense: 2

Move: 3

Special Abilities

Treat Hostile Sea Zones as Friendly: A submarine can move through a sea zone that contains enemy Units. However, if it ends its combat move in a hostile sea zone, combat will occur. A submarine cannot end a noncombat move in a hostile sea zone. The presence of an enemy destroyer in the same sea zone forces a Submarine to stop moving.

Sneak Attack: Submarines always fire in the opening fire step, whether on attack or defense. They can fire only on sea units and are permitted to choose specific targets. Casualties from this attack will be destroyed before they can return fire, if a destroyer or escort is present then they will choose the casualties themselves. (Any sea or air unit can hit a submarine.) However without an escort, a sub is permitted to roll two dice per attack on any given set of transports in that sea zone. In a sneak attack maneuver (separate from a sneak attack) must first explain his/ her



intentions then proceed: a sub is premised to attack enemy vessels and then immediately retreat before the enemy can return fire. If an Aircraft carrier is hit in a sneak attack, any aircraft onboard are considered cargo, and therefore sink with the capital ship.

Submerge: A submarine may submerge in combat after the attacker and defender have fired, regardless of what other units do. It is returned to the game board and remains submerged until the end of the noncombat move phase. The submarine then resurfaces regardless of whether enemy units are still there; this does not trigger combat. Enemy sea units may move freely through a sea zone containing a submerged submarine, and enemy transports may load or offload there.

Undetected by Air: uniquely the XXi runs submerged long range and only comes up for radio communications or to confirm a kill. PBY and other aircraft cannot detect this sub without a destroyer or escort present.

Surcouf Class Submarine Cruiser

Description: Dreadnaught below the waves.

Cost: 12(French special unit)

Attack:3

Defense: 3

Move: 2

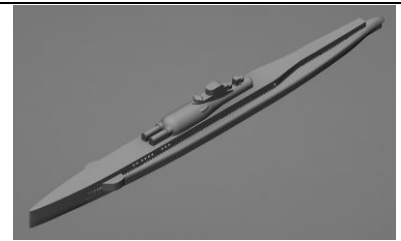
Special Abilities

Treat Hostile Sea Zones as Friendly: A submarine can move through a sea zone that contains enemy Units. However, if it ends its combat move in a hostile sea zone, combat will occur. A submarine cannot end a noncombat move in a hostile sea zone. The presence of an enemy destroyer in the same sea zone forces a Submarine to stop moving.

Sneak Attack: Submarines always fire in the opening fire step, whether on attack or defense. They can fire only on sea units and are permitted to choose specific targets. Casualties from this attack will be destroyed before they can return fire, if a destroyer or escort is present then they will choose the casualties themselves. (Any sea or air unit can hit a submarine.) However without an escort, a sub is permitted to roll two dice per attack on any given set of transports in that sea zone. In a sneak attack maneuver (separate from a sneak attack) must first explain his/ her intentions then proceed: a sub is premised to attack enemy vessels and then immediately retreat before the enemy can return fire. If an Aircraft carrier is hit in a sneak attack, any aircraft onboard are considered cargo, and therefore sink with the capital ship.

Submerge: A submarine may submerge in combat after the attacker and defender have fired, regardless of what other units do. It is returned to the game board and remains submerged until the end of the noncombat move phase. The submarine then resurfaces regardless of whether enemy units are still there; this does not trigger combat. Enemy sea units may move freely through a sea zone containing a submerged submarine, and enemy transports may load or offload there.

Shore Bombardment: In an amphibious assault, your cruisers in the same sea zone as the offloading transport can conduct shore bombardment. Each cruiser fires once during the opening fire step against enemy land units in the territory being attacked (the enemy units do not fire back). A cruiser cannot conduct shore bombardment if it was involved in a sea combat prior to the amphibious assault.



Patrol Boat (PT boat)

Description: Pirate like wooden naval vessel

Cost: 4(USA and Italian rolled special)(may never be discounted)

Attack:1

Defense: 1(cannot be hit by mines)

Move: 2 (must end turn off coastline)

Special Abilities

Limited Supplies: Patrol Torpedo Boats cannot cross open ocean and must start and end every turn off from an island, They can however cross open ocean if paired with a transport, 2 PT boats to every one transport. The transport must be empty to perform this function (if operations are active an oil/ cargo ship can serve the same function, but support 4 PT boats while present)

Wooden Hull: Naval mines cannot hit PT Boats therefore they do not need to stop in a naval minefield. This also



means if they are present in a minefield during a battle they cannot be selected as kills from successful mines. PT boats are a support class ship therefore would fall under the protections of an Escort in the event of submarine combat.

Manned Torpedo (Maiale)

Description: Single use suicide torpedo.

Cost: 2 (Italian rolled special) (may never be discounted)

Attack: 2 (require an MAS unit to launch)

Defense: - (may first strike a neighboring sea zone on a roll of 2)

Move: 1*(receive no movement bonus from Navy base)



Special Abilities

Spontaneous Placement: May be built and placed off from any owned coastline or up to two may be transported per naval transport, permitting that the devices were built in a factory instead of on water. Once activated they cannot be moved. Additionally these units may also be transported with a single MAS unit onboard a seaplane or submarine for special operations.

First strike: Manned torpedoes are single use offensive units that require “*activation*”. They may only be involved offensively in sea combat against naval units. There is no limit to the number of manned torpedoes that may be placed with an MAS unit. Manned torpedoes remain active until detonated, once the piece has rolled, regardless of outcome, it is destroyed and removed from the game board. Manned torpedoes have “*first strike*” capability. When enemy naval units move into sea zones adjacent to MAS units with manned torpedoes, they would be subject to their abilities. The MAS controller would roll for each torpedo, one at a time. Each roll expends one manned torpedo regardless if it scores a hit or not. Each active torpedo rolls to hit until all enemy units are destroyed, or all torpedoes have been expended.

National Advantages

Veteran players may wish to vary the play experience. The following optional rules set out national advantages for each power in the game, simulating its historic strategies or benefits. A power may not share its national advantages with friendly powers. A number of these advantages apply to a territory controlled by a given power at the beginning of the game and can take effect only if that territory is still controlled by that power. For example, the Soviet Union begins play controlling the red territories on the game board, so a national advantage that refers to a “red territory” can take effect only if that territory is still controlled by the Soviet Union. If you want to use these optional rules, decide on the number of national advantages each power will get. Each player chooses that many advantages for his or her power. If you prefer, you can roll randomly that number of times for each power on the National Advantages Table below.

Automatically Implemented Advantages

GERMANY: SUB- WOLF PACK If at least three of your submarines make a combat move into a single sea zone, they attack on a 3 (4 if you have the Super Submarines development). (Upgraded by roll able special)

GERMANY/ FRANCE: THE SILENT WAR (1940) During the first round of combat all allied units in France defend with 1 regardless of actual statistics or nationality. The Maginot line is inactive. Once Paris falls, France falls into a state of confusion. For 1 full round after Paris falls, British and axis alike may kill off French units in order to stop them from falling into the wrong hands. At the collect income phase of the conquerors next turn France will roll for each territory to decide whether or not it is Vichy, unaffiliated, or free. Any units on non-French allied soil remain free, fleet that is off the coast of an ally and accompanied by allies remain free. Regardless of accompanying ships, all Mediterranean fleet must be rolled for to determine allegiance. Vichy is automatically a German territory as well as any Vichy or unaffiliated possession rolled for. Unaffiliated territories become German in IPC but their units go dormant where Vichy territories go German. Free French spots rolled for continue to be controlled by the French player. The Fleets of France are rolled for separate from the territories rolled for. On a D-4 for territories 1 remains free, a 2 becomes unaffiliated, and 3 as well as 4 go to Vichy. Naval units however are a 1 remains free, 2 unaffiliated, 3 scuttle the fleet,

and 4 Vichy owned. Scuttled ships are immediately removed, however if the Italian player possesses the naval salvage special they may collect income for any abutting or Mediterranean French scuttled ships. If France has the special for a second capital, that particular territory will automatically remain free and there for will not be rolled for. It is ok to roll each falling French territory individual to decide allegiances however is suggested to roll in blocks of region such as; Europe, Mediterranean/ Middle East, North Africa, Central Africa, Indian ocean territories, India /South East Asia, Polynesia, and Americas. Other proclaimed groupings are acceptable as well as long as announce beforehand to the opposing player.

U.S.S.R: NON- AGGRESSION TREATY 6 Infantry, 3 Armor, 1 Artillery, and 1 Fighter placed in Urals (beside the Urals if 1940) if Non-aggression treaty is broken by Japan. The special dissolves if the USSR breaks the treaty; must be placed immediately upon hostilities. (Upgraded by roll able special) While Non-aggression is active neither nation may enter the others land, occupied or not. Neutral Mongolia's independence is secured by the same treaty, under the USSR's protection. Their navies act invisible to one another and never confront each other although they may both be in the same sea zones at the same time. The treaty can be broken by either side at any time

U.S.S.R: MOLOTOV-RIBBENTROP PACT (1940) The Soviets start as a neutral communist power. They only collect 40 IPC's when not at war with anyone. They are permitted to declare war on Finland if independent and vice versa. If the USSR is at war with the Fins then they receive a total income of 60 IPC's. If any other axis power is at war with the Russian player then the USSR collects its full income. The USSR cannot declare war on Italy or Germany until round 3. There is no restriction on breaking the treaty with Japan before then; just as any axis power can declare war on any non-axis player at any point.

JAPAN: SNEAK ATTACK (Fog of War) Though the Japanese are bound by the non-aggression treaty with Russia, the other allies share no such comfort.

(1940) For one round only, to be used within the first 3 rounds, all pacific allied airfields are inactive in their ability to defend the surrounding sea zone. Additionally, all Imperial Japanese Naval Vessels move one additional space during the this proclaimed Fog of War round. Once Fog of War is used it is exhausted. It is also exhausted if a state of war between the United States and Japan has existed for more than this round (Naval bases give no bonus distance during Fog of War).

(1941) During the first round of attack all pacific allied airfields are inactive in their ability to defend the surrounding sea zone. Additionally, all Imperial Japanese Naval Vessels move one additional space during the first round, and the first round only (Naval bases give no bonus distance during round 1).

JAPAN/ CHINA: SINO- JAPANESE WAR (1940) Japan goes first at the start of the game followed immediately by china, only after which they may place their 15 IPC's in the pacific theater. During their two turns they may not interact with any other nationalities other than one another (with the exception of a Chinese Mongolia). For Japan moving fleet away from continental Asia is strictly forbidden, the only exception is the island of japan itself. Fleet away from the mainland is permitted to move towards it if so desired. Building up areas away from Asia is fine permitted it is only done through purchasing those pieces. When both countries have finished and collected the run order returns to normal; these means japan and china in fact go twice on the first round.

JAPAN/ ALLIES IN PACIFIC: PACIFIC POLITICS(1940) Any action against the USA, prompts the allies to declare war (USSR excluded). France is not a traditional ally, so a Japanese attack on them does not provoke war with the allies. The Dutch can be attacked, but by doing so gives the option for declaring war by the allies. The UK, and ANZAC (The Commonwealths) may declare war on Japan at any given time that Japanese units neighbor a commonwealth territory beyond the Asian continental coast or if Japanese occupy any Dutch territory (optional). War with the USA instantaneously drags in all the allies into a pacific war with Japan.

ITALY: WEAK MORAL (1941 only) Firstly, upon set up the German player can choose to take Italy out of the game and set up all of its units as Germans; then the German player must surrender a permanent 10 IPC's to the bank as well as all Italian specials, and the German Industrial Complex placed in Norway (Oslo).

FINLAND & MINOR AXIS POWERS: WEAK MORAL (1940 only) Firstly, upon set up the German player can choose to take Finland out of the game and set up all of its units as Germans; then the German player must surrender Helsinki and Budapest's additional income to the bank as well as all Finland specials, and the Industrial Complex placed in Romania. Secondly, an option exists where the Fins can start the game independently but later on the German player can change over all its pieces and possessions to Germany. Doing this causes Both nations to lose any finish stock piles IPC's as well as forfeit a full found of income for the newly absorbed territories. Once again Germany will only collect the minimum value of the minor power capital cities as well as forfeiture of the Romanian Industrial complex.

UNITED KINGDOM: SECOND CAPITAL England may appoint a secondary Capital at the beginning of the game in either: Ontario, New South Wales (1941 only), Calcutta(Dehli), Cairo, or Cape Town. This second capital becomes the sole capital of the U.K. in the event of England (London) falling to an axis power. Upon the loss of the initial capital half that rounds IPC's are still forfeited axis invader. The transfer of Power happens immediately following the surrender of the first capital and half its funds. Whichever city is then assumed as the new capital increases its starting value by 3 Ipc's, but not before the start of the next round.

>>>>>EMPIRICAL CAPITALS Under Queen Victoria Great Britain gained Dominance of over a Quarter of the Earth's surface; nearly half a century later England's empire still stood strong connected by a network of colonies all administered through English government. Without London, the Empire would un-doubtable continue to function within its web. If the United Kingdom loses its Primary Capital as well as 3 alternative colonial capitals (Québec, New South Wales(Sydney), Calcutta(Dehli), Cairo, or Cape Town) the empire will crumble; the U.K. can no longer collect an income nor build units until one of those capitals is restored.

ANZAC/ NETHERLANDS: OCEANIAN WAR EFFORT (1940) Holland has just fallen to Germany. The capital is occupied and the Dutch are exiled to London. All Dutch units and territories are up for grabs. Any allied units which makes contact with Dutch property or units have the option to convert those units to their own pieces or territory. If Japan takes over any Dutch territory, it grants the allies the right to declare war on Japan. If Amsterdam is liberated or if the Dutch have a second capital they may choose to hold on to their possessions and pieces (optional). Australia, New Zealand, and the British Pacific Ocean Territories are only at war with Germany and Italy. Until they are at war with Japan they (ANZAC) only receive ½ their starting IPC's + whatever IPCs they capture from there on. Australia may declare war on Japan at any given time that Japanese units neighbor a commonwealth territory (provided it's not Malaya, Sarawak, or Brunei) or if Japanese occupy any Dutch territory. France is not a traditional ally, so any Japanese attack on them does not provoke war.

POLAND: NATIONLESS SOLDIERS (1940) Poland has fallen to Germany and the USSR. The capital is occupied and the Polish are exiled to London and Paris. The USSR is no longer at war with Poland but Germany is. If Warsaw is liberated Poland gains back even the stolen soviet possessions as well as the Baltic States. Poland does not require land to continue using their specials.

CHINA: CIVIL WAR Due to the conflict between Communist and Republican forces and the great divide between the peoples of China, a war away from home was nearly impossible. Chinese forces are not permitted to leave more than one space from Chinese controlled or occupied territory. Chinese Navies are also barred by the same restrictions. Islands are counted as an extension of the sea zone they touch or are enclosed by. The fractured nature of the nation lends a single advantage in the form of no longer having a physical capital. China cannot be robbed of its money through the fall of their capital because they not only no longer have one but they also do not need one to build or collect an income. Angry warlords and enraged resistance ensure the fight will go on. While Peking is under Japanese occupation, China's governments rests on the backs of its leadership; Mao Tse-tung and

Chiang Kai-shek. The two leaders are placed in the two Chinese cities. If Kai-shek is killed he forfeits half of china's remaining economy indefinitely, as well as gives up Chinese Divisions if owned. Mao if dead also gives up half of the economy as well as communist placement if owned.

UNITED STATES: RELATIVE NEUTRALITY Until either attacked or the Beginning of the Third round the USA acts as a neutral towards axis units. While Relative Neutrality is active neither Americans nor Axis units may enter the others land, occupied or not. Their navies act invisible to one another and never confront each other although they may both be in the same sea zones at the same time. The same may apply to any neutral nation.

(1941) Also while neutral, the USA is restricted to a spending budget of 55 IPC's, of which no more than 25 of which may be spent on military units. The remaining 30 may be used for land or water infrastructure, weapons development, or immediate lend lease to allied powers (the lend lease subtracts from those factories outputs on their own turn. The units have the option of remaining American upon entrance into the war.).

(1940) The USA will not be allowed to host visiting units from the allies on her sovereign soil. Likewise if materials are to be lend leased to anyone, their transports must pick them up themselves. While Neutral the USA collects 30IPC's they may spend on whatever they like, wherever they like. They collect an additional 10 IPC's which must be either invested in lend lease or infrastructure. A proclaimed lend lease transport with lend lease units has no movement restrictions but will be treated as belonging to the power that it is being given to the moment it leaves US waters or land in the case of air transport or truck. Navy and Air units must always end their turn off from a green territory while neutral. Capital ships must end there turns at a navy base while neutral. The Neutral USA may purchase aircraft for china that may fly to china, or if Minority forces may be placed directly, but is immediately transferred to Chinese ownership.

****Roll-able National Advantages****

Major Powers

Germany National Advantages

1. U-Boat Cost Reduction

The Untersee boats swarmed Allied shipping lanes and while being mass produced their ultimate construction cost plummeted. Germany May Produce U-Boats at the cost of 6 IPCs. All Submarines are 2 IPC's cheaper.

2. European Industry

Germany's war required more and more supplies and more workers, where the German army went industry would shortly fallow. At the beginning of the game during the set-up phase Germany may place one free factory on any European grey territory.

3. Panzerblitz

The colossal Panzers rumbled across Europe and North Africa. They would breach enemy lines, then turn and wreak havoc on the defenders. If your attacking forces destroy all defending units in a territory in one cycle of combat, any of your surviving tanks in the attacking forces may move 1 territory during the noncombat move phase.

4. Wolf Packs

Wolf packs of U-boats prowled the Atlantic, working together to down Allied convoys. The only sure thing about a U-boat was that there always was another nearby. If at least two of your submarines make a combat move into a single sea zone, they attack on a 3 (4 if you have the Super Submarines development). They may come from different sea zones, but they must attack the same sea zone.

5. Merchant Raiders

During the early years of the Second World War Germany developed Auxiliary Cruisers to greatly weaken enemy merchant shipping. Cruisers were disguised as merchant marines and set loose on the worlds shipping. May at random secretly designate 3 transports as merchant raiders. These auxiliary cruisers appear to be transports but are actually cruisers which attack and defend with a 3. These units may not carry more than one land unit; in addition, they are suggested to be marked with silver or gold under their base in order to identify themselves and conceal them to the enemy.

6. SÜD AMERIKA ODER SCHWEDEN

Germany's influence around the world almost coerced other Nations into the Axis. Sweden and Argentina were on the edge of becoming additional major axis powers, it would not have taken much to make the full push. The German player may choose which nation to receive a free roll for; Argentina or Sweden. The only stipulations are they may not join until the 3rd round and the axis are limited to either this special or fascist Spain.

7. U-Boat Aces

The captains and crews of Germany's submarine fleet were the most experienced in the world. Shortly in to the war small flotillas of U-boats were turning the merchant fleets of the Atlantic into submerged steel coffins and the Atlantic was their graveyard. May designate one submarine to become an ace unit. One Per round only, and following round 1 that sub must have been involved in some sort of fleet action or convoy raid in order to be qualified for a promotion.

8. Afrika Korps

Rommel's War in north Africa has enlisted the help of native colonials and collaborators. Many non-Europeans see this as their chance for independence from colonial oppression and a chance for revenge against their enemies. 1 free infantry per round in an African or Middle-Eastern axis controlled territory.

9. Kriegsmarine Vessels

Germany was a nation who was proud of their Naval Capability's, some old and some new. Enables Germany to build Pocket Battleships as well as XXI Submarines. This Special also allows Germany to produce Sub Pens without the necessary Technology.

10. Volksstrum

The Peoples Storm! With a Nations resources spread thin and the uncertainty of a final victory, Hitler ordered his people to unify and militarize in the case of an allied invasion. Children and Elderly, Boy, Girl, Man, and Woman were handed weapons and prepared for the end. Enables the building of Volksstrum units within Berlin, Western, Eastern Germany, Bavaria, Austria, Czechoslovakia, and Eastern Prussia. Also allows for the recruitment of Hitler Youth units.

11. Atlantic Wall

The Germans saw the beaches as the main defensive area, and had the costal fortifications strengthened and the artillery positioned accordingly. This was the German defensive "Atlantic Wall". All of your defending artillery hit on a 3 or less in any amphibious assault against any of the following territories: Western Germany, Eastern Germany, Denmark, Holland, All of Norway and Continental European France.

12. Technology breakthrough

Scientist have been working diligently to create new weapons for the fatherland. Roll once to see what the German war machine gains from the Weapons development list. May gain only one Technology.

Soviet Union National Advantages

1. Russian Winter

Russia's greatest ally was its winter cold. Germany's invasion stopped dead as the snows came down. Once during the game in your collect income phase, you can declare a severe winter. Until the start of your next turn, your infantry defend on a roll of 3 or less.

2. Nonaggression Treaty

The Japanese refrained from attacking the Soviet Union during most of the war. They already had one bear coming at them from the east. The first time in the game that Japanese forces attack any red territory or Russian occupied territory, you may place six of your infantry for free in Vladivostok, Stanovoy Range or Amur. If you attack Japan before it attacks you, you lose this advantage as well as your automatic neutrality special which gives the Soviet Union the following units in or by the Urals upon invasion: 6 Infantry. 3 Armor. 1 Artillery, and 1 Fighter.

3. Mobile Industry

In response to the threat from the Russian front, the Soviets moved their factories east. They produced 5,000 tanks east of the Urals in 1942. Your industrial complexes each may move 1 territory during your noncombat move phase. They cannot move during the combat move phase. If they are captured by an opponent, that opponent cannot move them. They may use a railway but use up 15 rail capacity points per round they are being moved.

4. Russian Salvage

After the Battle of Kursk in 1943, the Germans left the shells of their wrecked tanks behind. The Soviets found interesting uses for them. If you win a combat against attacking or defending tanks in any territory and at least one tank is destroyed, you will receive 1 IPC for every tank destroyed, but the credits must be spent on some form of tank or truck.

5. Siberian Conscripts

Mother Russia has summoned for aid from all corners of the USSR. 1 free infantry per round in any starting territory East of the Urals.

6. Trans-Siberian Railway

The Trans-Siberian Railway spanned 10,000 kilometers from Moscow to Vladivostok, the longest main line in the world. Your ground units may move 4 territories per turn only among these territories: (1941) Moscow, Stalingrad, Gorki, Kazukh, Novosibirsk, Siberia, Yakut, Stanvoy Range, and Vladivostok.

7. Lend-Lease

With the Ukraine lost and factories moving east, the Soviet Union could neither feed nor rebuild itself. The Allies came to its rescue. During your purchase units phase, you can convert units belonging to a friendly power into your units if they begin in or move into red territories. Remove the affected units from play and replace them with the same units of your own color.

8. Rasputitsa (Bolshevik Spring)

All foreign land vehicles, Both Allied and Axis within Russian Starting Territories may only move one space. Spring only lasts one round and may be declared at the beginning of the Russian players turn (Railways may still be used and receive there 4 full movements, 5 if armored train).

9. Patriotic War

The USSR is united in its effort to destroy the German invaders. The Only thing Russians hate more than Stalin is Hitler. Infantry can be purchased Two for 5 IPCs.

10. Mongolia

Soviet sympathizers in Mongolia have answered Stalin's call to arms. Mongolia is still recovering from Japans attack in 1939. The Treaty in place, Mongolia can now focus on Communism's other enemies. Mongolia Joins the War as part of the USSR. Setup and all.

11. The Stalin Canal

In the two Decades proceeding the 2nd World War the USSR had done a considerable amount of investing in a shallow canal stretching the land between the Baltic and White Seas. Both for commerce and for National Defense, the canal was about to exist for so much more. Leningrad and Karelia are considered a canal zone to all Soviet ships, except for capital ships. Permitted that the two canal territories are controlled by the Soviet Union, then the Russian ships in the Baltic or white sea can, consuming one movement, go from one zone to the other. The canal is for Russian units only.

12. Tankograd

In 1940 engineers in the Chelyabinsk Tractor Plant began production of Soviet tanks. Due to the rapid establishment of tank construction on a massive scale in 1941, Chelyabinsk gained the nickname Tankograd ('Tank City'). In 1945 the plant was awarded the Order of Kutuzov, 1st Class, and other honors for its efforts in helping to defeat Nazi Germany. Soviet tanks cost 2 for 9 IPCs anywhere in the USSR.

Japan National Advantages

1. Tokyo Express

The Japanese High Command used destroyer convoys to ferry infantry. Allied sailors dubbed this the "Tokyo Express." Each of your destroyers and escorts may act as a transport for one infantry. These destroyers follow the same rules for loading and offloading units as transports do.

2. Kamikaze Attacks

A terrifying development was the willingness of Japanese pilots to fly their planes directly into U.S. ships. They even developed "Flying bombs" piloted by the soldiers inside. The Japanese player has the ability to make a special attack. Japan is allowed to make six Kamikaze attacks per round. These attacks can only be made in sea zones adjacent to a starting Japanese island, Japan itself, or the Philippines/ Hawaii. No occupied territories(only occupied zone which may be used is Formosa) If an Allied player has moved ships into one of the above sea zones, the Japanese player can announce during this phase that he or she intends to launch a kamikaze attack. A kamikaze attack can target any specific enemy surface warships (not submarines). The Japanese player must declare how many kamikaze attacks will be made, in which sea zones they will be used, and which enemy ship will be attacked by each kamikaze before any dice are rolled. More than one kamikaze attack can be made against the same ship. Kamikaze units have an attack roll of 4 or less. And a Kamikaze will continue to attack until it is either killed or it hits its target, and in turn is considered killed. If a hit is scored, it must be applied to the chosen unit. Sea units (all but submarines) that are successfully destroyed by a kamikaze attack (capital ships still take two hits) are immediately removed and do not fire back. A kamikaze attack prevents a bombardment supporting an amphibious assault. All involved ships with the exception of transport have their attack considered exhausted. Defending Kamikaze fighters and tactical bombers (strategic bombers cannot scramble or

Kamikaze) located on islands that have operable airbases and are in the kamikaze outlined zones can be scrambled to defend against attacks in the sea zones surrounding those islands. These air units can join other friendly units in the sea zone or be the only friendly units there. In either case, combat will be resolved as usual during the Conduct Combat phase (Jets used as Kamikaze attack at 5).

3. Super Battleship

Japan's Navy was one of the world's most heavily armed and technological advanced. All Japanese Battleships are now super battleships. They will both attack and defend on a roll of 5 or less. If the National special pieces "super battleships" are purchased they, in addition to their attack and defend bonus, they may also carry a single zero as a hybrid. Hybrid Battleship Carriers just have their attack and defense lifted to 5 and continue to carry 2 aircraft.

4. Lightning Assaults

In the early part of the war, Japan strung together a series of invasions that shocked the world.

They conquered island after island until they controlled nearly every Far East seacoast.

Your transports may make more than one amphibious assault per turn: They may move, attack a coastal territory, then move again and attack a second coastal territory. They still must stop their movement in the first hostile sea zone they enter. A transport's capacity is unchanged; it still cannot load or offload more than one land unit plus one infantry in the turn. The Transport may also now use Lightning assault to reinforce friendly coastlines.

5. Dug-In Defenders

Many Japanese troops defending Pacific islands elected to die in their bunkers rather than surrender. All your infantry on islands everywhere defend on a 3. Their defense may not be stacked with pill boxes or fortresses, however they may be added onto by Japanese island tactics and can receive immunity to bombardment through fortresses.

6. Banzai Attacks

A fearsome rallying cry of the Imperial Japanese Army, "Banzai!" meant "May you live ten thousand years." When you begin an attack with only infantry, all those infantry attack on a 2. This also applies to any amphibious assault in which your attacking land units consist of only infantry. (Trucks and transports of any form, save halftracks, do not effect Banzai).

7. Japanese Island Tactics

Japan had become a nation accustomed to tropical environments and the harshness of the pacific islands. They used what they knew to manipulate it against enemy invaders. Pacific and Indian Ocean Island based infantry follow the battleship 2 hit rule. Infantry take 2 hits each to destroy when defending on these islands. They may only be repaired through a factory, airbase, or naval base, with only fewer than 5 repairs per structure per round. This special may be stacked.

8. Zero Aces

Japanese pilots had been at war in China for almost 5 years gaining valuable experience, combined with the potent aircraft the "zero" it proved to be a deadly combination. However, as the war dragged on and pilots were lost the experience went with them. Set aside six of your fighters during set up and place them with suitable markers beneath. These six fighters operate exactly as normal fighters; however, they re-roll misses when attacking and defending. Zero Aces cannot be replaced, once they're gone, they're gone.

9. Imperial Japanese Vessels

Japan had a wide arsenal at its disposal when war began. Many of these Troops and ships were armed with superior weapons to the pacific forces they would encounter. Enables use of Nagara Torpedo Cruiser, I-400 Submarine, Mogami Hybrid Cruiser, and the Woodpecker MG Team

10. Tora Tora Tora

In December 1941, Japan broke peace talks and sneak attacked an unsuspecting nation. For one round only, to be used within the first 3 rounds, All Allied naval ships defend with 1 as do accompanying naval aircraft. Only applies to Pacific Ocean, Indian ocean not included. (Voided if not used before the United States is at war)

11. Indian Nationalist Army

The Indian National Army was an armed force formed by Indian nationalists in 1942 in Southeast Asia during World War II. The aim of the army was to overthrow the British Raj in colonial India, with Japanese assistance. Initially composed of Indian prisoners of war captured by Japan in her Malayan campaign and at Singapore, it later drew large numbers of volunteers from Indian expatriate population in Malaya and Burma. Whenever Japan captures one of the following British controlled territories (Anywhere in India, Andaman Islands, Maldives Islands, Karen State, Shan State, Ceylon, or Malaya) you may place down a free infantry unit on the territory. Place down an additional free infantry if you destroyed a British unit while capturing the territory.

12. Kaiten Torpedoes

During the war in the Pacific the Imperial Navy came up with the idea of turning mini subs into man operated suicide torpedoes. Their successes were few but their potential was great and the fear they caused was even greater. Place 1 free Submarine off the coast of Japan (once only), additionally Japan may designate up to 2 subs per turn as Kaitens. At the start of Combat, Japan must declare a "primary target" if using just 1 Kaiten in a sea zone, and a "primary and secondary target" if using 2 Kaitens in a sea zone (Enemy Submarines cannot be targeted). Enemy Capital ships still require 2 hits, and would thus need to be targeted twice. Kaitens always roll before attackers and defenders. Kaitens roll against their primary target first, and only move on to the secondary target (with a 2nd Kaiten) if the primary is destroyed. Kaitens hit in the first cycle of combat on Opening Fire on a 3 or less (4 with Super Subs). Destroyer and escort abilities are useless against a Kaiten attack. If the Kaitens are not destroyed by the enemy then they will automatically be destroyed once their targets have been hit.

Italian National Advantages

1. German- Italian CO-OP

Though Italy was looked upon as a junior partner in the axis, in the Mediterranean, Italy was the leader, sometimes the commander of the German Afrika Corps. Once per round the Italians may combine forces with Germany for a single operation or reinforcement of troops during Germany's turn only. Italy and Germany are able to combine their moves, both combat and non-combat for this single operation. An example would be if the Italians are assisting the Germans in invading an island they may load their units onto a German transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. The forces involved in the movement may not be moved again until the following round. Italians will continue to use their own specials and Germans will continue to use theirs.

2. Naval Price Reduction

Considered to be one of Europe's few naval powers at the outbreak of world war two, Italy truly developed great ships and could do it more cost effective than other European powers. Italy receives 2 I.P.C. off from each naval production. Italy may only select one variation of ship to use the special with per turn.

3. Vitterio Veneto Battleships

By the late 1930's Italy arguably had the best-balanced battleships in the Atlantic. Their fleet was one of the best armed in the world. Italian Battleships roll two dice during the first round of combat or during offshore bombardments.

4. Naval Salvage Operations

During the Second World War Italy became known for lifting, renovating, and completely rebuilding both their own sunken ships as well as enemy ships. Italy, if after having won a naval battle, may receive credits for every enemy vessel sunk as long as the sea zone borders an Italian controlled territory (1940 may collect salvage for scuttled French ships in Mediterranean). The Italian player will receive 1 IPC for every ship sunk and 2 Points for every Capital Ship. Those Credits must be spent within the purchase units phase of the following turn or be forfeited to the bank (may only be spent on Naval Ships).

5. Italian Colonials

Italy's African colonies were more than willing to give to Il Duce's cause. Mussolini requested assistance in fighting off the English threat so many African colonials answered the call. The Italian player may place one free infantry per turn in any African territory.

6. Fascist Spain

Though Spain never officially joined the war, Spanish fascists volunteered for both the German and Italian armies. Diplomats had approached Spain on the issue of joining the war but were met with reluctance. Had luck favored the axis slightly more, Spain may have entered into the axis willingly. Italy receives a free infantry at the end of its turn to represent Spanish volunteers if it achieved a national objective this turn. If Italy and Germany achieved a combined 5 national advantages by the end of an Italian turn then Spain (and all its possessions) joins the war as an Italian controlled territory. (may not be active at same time as German or Finish Special for Sweden or Argentina)

7. German-Italian Lend Lease

In the War the two nations were reliant on each other in order to emerge victoriously within their vast number of campaigns. During your purchase units phase, you can convert units belonging to Germany into your units if they begin in or move into Tan territories. Remove the affected units from play and replace them with the same units of your own color. These new pieces will now share the same advantages and disadvantages that the rest of Italy does.

8. Italian Industrialization

Italy is modernizing and industrializing in order to claim dominance over the Mediterranean and in order to restore the glory of Rome. Italy receives one free Industrial complex or factory upgrade at the games start in any white territory.

9. Regina Marina

The Italian navy was notorious for launching frogmen attacks on allied ships in port. Though they rarely sent ships to the bottom of the ocean, they created panic and disorder at allied naval bases. Enables the Italian player to build and launch MAS frogmen, Manned Torpedoes, as well as build Patrol Torpedo Boats, Italian PT boats cost an additional IPC per unit and if paired with the naval price reduction or any other price reduction, the boat can never drop more than 1 ipc.

10. Strike Cruisers

Italy's large navy was supported by only a few naval bases, the cruisers in the fleet were built with endurance in mind. Italian cruisers do not need to begin their turn at a friendly port to move +1, They need only to pass through or plan to end their turn in a sea zone supported by a friendly naval base. Italian cruisers may also escort a ship of lesser value at 1:1 that can accompany it during this move. (This move may include moving 3 to a friendly naval base from open water)

11. Vesuvius

During the American invasion of Italy, the Anzio campaign, an act of god grounded air units in central Italy. On March 23, 1944, above Pompeii Airfield, Vesuvius erupted sending up ash and rock. The volcanic ash melted to and covered an entire air unit. 88 allied aircraft from the 340th bomber group were completely destroyed. Once per game the Italian player may declare Vesuvius during their turn. Sicily, Rome, North and South Italy all become no fly zones for one entire round. Any grounded allied air units within these 4 zones are rolled at as if rolling anti-aircraft fire. Roll one dice for each air unit. A roll of 1 destroys the Airplane with Volcanic Ash.

12. Propaganda

Italy was the first axis power to invade a foreign nation in the European theater prior to the official declaration of war in 1939. The use of propaganda with both the enemy nation and within their own lead to a state of confusion and nationalism for Italy. You may once in the game invade a territory belonging to a neutral power without fear of the entire power joining the war effort.

United Kingdom National Advantages

1. Radar

Britain's radar alerted it to the threat of German planes crossing the channel. It used this warning to make sure the Luftwaffe never made it to the other side. England receives the technology of radar. Your antiaircraft guns in tan territories hit air units on a roll of 2.

2. Anglo/American Co-op

The most powerful strike of the war was in the joint allied assault on Normandy. The planning required to launch this great crusade has never been equaled. This was our Finest Hour.

Every round the United States and United Kingdom are able to combine their moves, both combat and non-combat for a single operation. An example would be if the USA is assisting the English in invading an island they may load their units onto an English transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. The USA will continue to use their own specials and England will continue to use theirs. This action must be carried out on English turn, and the American units committed may not move again until next round. The United States must be at war in order to cooperate with the UK.

3. Enigma Decoded

Working in a secret facility in Bletchley Park, Alan Turing's cryptographers broke the codes of the Nazi Enigma machines. They could then send false messages back. Once per game, when Germany or Italy finishes its combat move phase but before its conduct combat phase, you may make one special move. You may move any number of your units from an adjacent space into any one friendly space being attacked by Germany or Italy. Alternatively, you may move any number of your units from a space being attacked by the European Axis into an adjacent friendly space, but you must

leave at least one unit behind. This special move otherwise follows the rules for a noncombat move. If your units survive, they remain in the space to which they were moved.

4. Mideast Oil

The United Kingdom's 1920 division of the Middle East tapped into the power from the sands. The Germans tried to get that power for themselves. If an air unit you own lands in North Africa or the Middle East during your noncombat move phase, it may then move an additional number of spaces equal to its normal movement.

5. Treaty of 1373 or the Greeks

Portugal refused to help Germany during the second world war because of a several hundred-year-old treaty existing between the Portuguese and the Britons. Despite being a fascist state, Portugal did what it could to aid England and preserve their treaty. Receive a free roll for Portugal. May not join until the 3rd round, and allies may only either have this or the Brazilian special active.

Alternatively, may Roll for the Nation of Greece in 1940 only. Same Rules apply.

6. Colonial Garrison

World War II represented the height of the United Kingdom's colonial empire. Two decades later, the Commonwealth was a shadow of its world-spanning former self. You begin the game with one additional industrial complex in any tan territory with an income value of at least 1, may use this as a IC upgrade.

7. Commonwealth troops

The United Kingdom is at war from one side of the empire to the other. In it's colonies, men answer the call to arms to defend against the empires invaders. Every round may place 1 free infantry in any of England's additional capitals.

8. Auxiliary army

Sir Winston Churchill realizing the potential threat of losing England, set up a resistance to defend the isles after its fall.

When the Capital: England (1941) falls place 6 infantry immediately after surrendering your ipc's to the axis player. The following round they will attack with 5's. (1940) Instead place 2 infantry on every UK starting territory in the British Isles excluding the Shetlands/Orkney and Northern Ireland. Place a Purple chip under these infantry to differentiate between them and the standard. These units will roll 5's until they are dead or the entirety of the British Isles are liberated from the axis.

9. So Much Owed to so Few

The Royal Air Force was stretched to the breaking point over the English Channel, having to be three places at once with barely enough fuel and manpower to stay in the fight, but the survival of the nation depended on it. Fighters in the British Isles may scramble as if it was a single island surrounded by a single sea zone. They May also scramble to Scotland, Wales, Liverpool, Britain, London, and/or Northern Ireland if they are attacked. However, because of supply constraints, only one scramble per fighter per round. Once a unit has scrambled it cannot again until England's next turn. Return all surviving aircraft to their point of origin. Units are still restricted to the constraints of their airfield in order to scramble (5 per air field) Tac bombers, Biplanes and Jets may also scramble.

10. Royal Navy

England was a powerful empire spanning the globe and controlling vast resources and industries. Place 1 free DD off the coast of any English secondary capital If you own the land territory, during the Mobilize Units Phase of this turn only.

You may place the DD even if the Sea zone is enemy-occupied.

-Your DDs cost 1 IPC less.

11. Royal Air force

By the end of 1940 the Island nation of England is the sole standing democracy in Europe. The war has taken to the skies over the isles. The Pilots of the royal air force are fighting for their empire's survival in their own backyard. 5 English Fighters may be designated as Aces. These units may re-role misses on both defense and attack. The first 3 must be placed on England the other 2 may be anywhere in the world.

12. Far East Forces

The Chindits were a British India "Special Force" that served in Burma and India in 1943 and 1944 during the Burma Campaign in World War II. They were formed into long range penetration groups trained to operate deep behind Japanese lines. Gurkha Units were sent from the far east to all corners of the globe to support the Commonwealths war

efforts. India gave a lot more than it got. Enables Chindits to be purchased exclusively in the Far East, also Enables Gurkha/ Indian infantry units to be purchased in any UK city or still also the Far East.

United States National Advantages

1. American Minority Forces

In 1941 the United States was still a widely segregated nation. Despite being mistreated and underfunded units of segregated soldiers made names for themselves and often proved themselves as more efficient combatants than other predominantly white units. (Alaskan and marine tokens separate)

UNIT NAME	DESCRIPTION	ROUND AVAILABLE	LOCATION
RED BALL EXPRESS	FREE TRUCK W/ TOKEN. MOVE 3, AND CAN DRIVE THROUGH OCCUPIED TERRITORY.	SETUP	CONT. USA
65TH INF. BORINQUENEERS	FREE INFANTRY UNIT	WHEN AT WAR	WEST INDIES
NATIVE AMERICAN CODE TALKERS	FREE INFANTRY AND TOKEN, TOKEN REPLACEABLE AT 1 IPC. ONLY ONE AT A TIME. GIVES ARTILLERY BONUS TO 4 ACCOMPANYING MARINES SIMULTANEOUSLY	2	WEST CONT. USA
442ND REGIMENTAL COMBAT TEAM	FREE INFANTRY AND TOKEN . ADDS +1 TO ATTACK AND DEFEND. IS RESTRICTED TO ATLANTIC THEATER.	5	WEST CONT. USA
WOMEN WORKERS (ROSIE THE RIVETER)	MAY BE PLACED ON ANY GREEN FACTORY , ADDS TWO TO PRODUCTION OUTPUT	WHEN AT WAR	ANY STARTING TERRITORY
332ND TUSKEGEE	FREE FIGHTER TOKEN. TAKES TWO HITS TO KILL AND ACTS AS AN ACE. MAY NEVER BE REPLACED.	4	CONT. USA
452ND AA BATTALION	FREE TOKEN FOR ANTI AIRCRAFT GUN. ADDS 1 TO DEFENSE.	4	ANY STARTING TERRITORY
158TH INF. BUSHMASTERS	FREE INFANTRY AND TOKEN . ADDS +1 TO ATTACK AND DEFEND.	WHEN AT WAR	SOUTH WEST USA
522ND FIELD ARTILLERY	TOKEN ONLY. UPGRADES ARTILLERY INTO ACE UNIT.	5	CONT. USA
761ST BLACK PANTHER TANK BATTALION	TANK AND TOKEN. UNIT MAY ROLL TWO DICE FOR EVERY ATTACK(DEFENDS STILL ONE DIE)	3	CONT. USA
ALASKA TERRITORIAL GUEARD	FREE MILITIA TOKEN	3	ANY ALASKAN TERRITORY
92ND INF. BUFFALO SOLDIERS	FREE INFANTRY AND TOKEN . ADDS +1 TO DEFEND.	SETUP	SOUTH WEST USA
CHINESE- AMERICAN FLYING TIGERS	LEND LEASE UNIT BUILT BY USA ANYWHERE IN CHINA. FIRST AIRCRAFT FREE.	SETUP	CHINA
12TH INF. PHILIPPINE DIVISION	FREE INFANTRY AND TOKEN. ACT WITH SUBMARINE RULES ON LAND. MAY SNEAK ATTACK AND SUBMERGE INTO THE JUNGLE.	SETUP	PHILIPPINES
201ST FIGHTER SQUADRON	(MUST HAVE MEXICO) BOMBER AND TOKEN. CRAFT DOES DOUBLE DAMAGE ON STRATEGIC BOMBING. REPLACEABLE FOR 1 IPC.	(MEXICO) 4	MEXICO/ WEST USA
100TH INF. NISEI	FREE INFANTRY AND TOKEN . ADDS +1 TO ATTACK AND DEFEND. IS RESTRICTED TO ATLANTIC THEATER.	3	WEST CONT. USA/ HAWAII
555TH PARA. INF.	FREE TOKEN. AIRBORNE UNIT.	5	ANY STARTING TERRITORY
USS MASON	ACE TOKEN TOWARD SUBMARINES. ALSO DEFENDS HITS FROM SUB.	SETUP	ATLANTIC OCEAN

2. USN Wolf Packs

Much like the German Kriegsmarine, the Americans had developed the strategy of coordinating submarines to attack as a single force. When in groups of 3, anywhere in the world, American subs attack as a 3.

3. Detroit Motors

With its Fleets of trucks, the U.S. Army was the most mobile force of soldiers in World War II. Trucks now cost 5 IPCs for two and the United States may place one free halftrack per round anywhere in the continental United States.

4. War Bonds

Buy Bonds! The war effort needs your help! The U.S. mobilized its economy for war on a scale never before seen. Every resource of the country was tapped for the war effort. Rationing, war bonds and Rosie the Riveter became iconic parts of the American culture. The United States, Upon joining the war will roll a D-10 every round to see how much additional IPC's may be added to its income that round. If the United States was neutral for any number of rounds it may upon joining the war roll an additional die for every round neutral.

5. Fast Carriers

The U.S.S. Independence was the First of nine light carriers constructed on Cleveland-class cruiser hulls. Your aircraft carriers have a move of 3.

6. Trans-Continental Railway

With the hammering of the golden spike in Utah 1869, America's railway system connected Atlantic to Pacific. Massive amounts of resources could now be moved quickly across the country.

All continental USA starts with railway, enabling rapid movement from east coast to west.

7. Army Corps of Engineers

Behind the front lines the United States built infrastructure networks that served the G.I.'s in ways they took for granted. Fuel, food and ammunition shortages were rare for the U.S. army all thanks to the network of bases built by the Corps. US Industrial complexes each cost 5 IPCs less; requires an infantry or game unit to be present in its territory. Different Cost reductions apply to sea ports, airfields, and Railways; they are now 2ipc cheaper as is any other infrastructure. Coastal guns, fortress and anti-aircraft guns remain the same price.

8. PT Boats and Seabees

They were expendable, but also crucial to the war effort. Enables the purchasing of PT boats and special Seabee unit. PT Boat may not take hits from mines; the vessel is wooden and therefore not magnetic. Also, may not be discounted. Cost 4 moves 2 attacks and defends with a 1. Must end every turn off coastline. May move to open ocean if supported by an empty transport 2 to 1. The Seabee unit, when accompanying American planes, aircraft may land on island territories that were captured during the American turn. 5 aircraft to 1 Seabee.

9. Pacific Divisions

Native troops and National Guard mobilized to defend the USA and its allied pacific islands. Place 1 free infantry unit in any green pacific territory. This special is reoccurring, takes place in the place units phase.

10. Monroe Doctrine

The occasion has been judged proper for asserting, as a principle in which the rights and interests of the United States are involved, that the American continents, by the free and independent condition which they have assumed and maintain, are henceforth not to be considered as subjects for future colonization by any European powers. 1823.

Allows USA to attack any foreign (European or Asian) Power's units that are bordering North or South American land zones [continental] without declaring war. USA is also allowed to attack captured land zones in North and South America (this does not apply to Vichy territories) without declaring war on that foreign (Euro/Asiatic) power. Lastly when rolling to coerce a neutral power or nation + 2 to chance of success. [For clarifying purposes this also means that the USA can actively invade Central and South American neutral possessions while officially remaining neutral its self during the opening rounds of the game.]

11. Brazil & Mexico

Many neutral nations sympathized with the United States; many of these were left on the verge of joining the fight for the allied cause. All of the territories controlled by Brazil, Mexico, and Liberia join, with all their forces, the United States on round 3.

12. Technology breakthrough

Scientists have both become increasingly productive and emigrated German scientists have helped contribute to the war effort. Roll once to see what the American war machine gains from the Weapons development list. America may gain only one free Technology.

Minor Powers

China National Advantages

1. United Struggle:

Both the Republican and Communist forces have set aside their differences and have united as never before. This negates China's restrictions on leaving Chinese bordering territories, Chinese forces can move anywhere.

2. Sino-Anglo Co-op

The Far East and South East Asia were tied together by the allied efforts of both England and China. Every round the Chinese and the United Kingdom are able to combine their moves, both combat and non-combat for a single operation. An example would be if the Chinese are assisting the English in invading an island they may load their units onto an English transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round Chinese will continue to use their own specials and England will continue to use theirs. This action must be carried out on a Chinese turn. The English units committed must have been set aside and not used during this round's English turn, saved for this specific action.

3. Resistance

China and Japan are age old enemies. China would not bow to a foreign invader. The fight would not end so easily. If a Chinese unit kills a Japanese unit during the Chinese turn then roll for how much strategic damage is done to the nearest Japanese factory in occupied China.

4. Chinese Divisions

The Chinese had three hundred divisions in 1942. President Roosevelt spent much of the war trying to get Chiang Kai-Shek to do something with those troops. During your mobilize new units phase, you may place one free infantryman in any original Chinese territory still held.

5. Stilwell & Chennault

Allied intervention in the Chinese conflict led Kai-shek to promote American generals to his chiefs of staff and other key military roles. Once only if one of the Chinese leaders is killed he may be replaced with an American general to stitch together the war effort. This piece is restricted to the confines of China regardless of the civil war's status.

6. Burma Road and Silk Roads

The British used the Burma Road to transport war materiel to China before Japan was at war with the British. The allied commitment to supply China enables the Chinese to resist even when the situation seems hopeless. While keeping the Burma Road open, the road acts as a railway between Calcutta and Chungking for both Chinese and English units. The road allows for China to build artillery and trucks in its micro factories. Everything on the trail moves double. Men move 2, trucks move 4. The silk road spans from Alma Ata USSR to Tiwa. This road gives access to artillery and trucks as well as giving the same movement bonuses as Burma, however the silk road is only in effect if Japan and Russia are at war.

7. Lend Lease

Aid came flowing in throughout the jungle and over the Burma trail from the allied commonwealths and the United States. During your purchase units phase, you can convert units belonging to a friendly power into your units if they begin in or move into yellow territories. Remove the affected units from play and replace them with the same units of your own color.

8. Communist China Placement

The war with Japan forced the Kuomintang and the Chinese Communist Party to suspend the Chinese civil war and form an alliance. May place one free infantryman per round in any China owned territory resembling Mao's Communist forces.

9. Yellow River

In 1938, facing uncertain odds the Chinese military purposely destroyed one of the Yellow River's great dams. The effect stopped the movement of enemy troops for years to come as well as resulted in the deaths of approximately one million Chinese. Neither axis nor allied ground units may move in Yellow China, occupied or not. Only Chinese troops can move. This only lasts for one round and may only be activated once per game.

10. Peasant Army

The Chinese military was not a professional army and even divisions would evaporate when attacked by a superior force. These divisions were still there of course, no longer defending the front lines but defending their homes. After a round of defensive combat, Chinese forces may choose to disperse. At the end of a round, if Chinese infantry remain, one may be converted back into IPCs. This can be done each round as long as there are Chinese infantry present.

11. Eight Route Army

At the start of World War II, the 8th Route Army infiltrated itself behind Japanese lines in Northern China, where it established many bases of operations. It recruited Chinese semi-trained militia. In 1937, the army had 30,000~40,000 troops. It grew to 156,000 in 1938 and 400,000 in 1940, and 600,000 in 1945. Once per round, if Chinese Infantry survive at least one round of combat when defending against a Japanese attack, then these units may choose to melt away into the countryside. For all intents and purposes treat this like when submarines submerge. The Japanese occupy the province and, on the next Chinese turn, the Chinese units are back in play. The Chinese player must either have these units attack

the province or move on to another province. These units may choose to attack provinces behind the Japanese lines, causing Chaos in the rear.

12. Vinegar Joe's War

The Northern Combat Area Command was a mainly Sino-American formation that held the northern end of the Allied front in Burma during World War II. For much of its existence it was commanded by the acerbic General Joseph "Vinegar Joe" Stilwell, and controlled by his staff. Chinese infantry hit at a three or less when defending Burma Road provinces

France National Advantages

1. French Allegiances

The fall of France divided their navies and troops allegiances. Entire fleets remained dormant trying to decide whose side they were on. Allows the French Player to place unaffiliated French units at start of game, or (1940) keep them following the fall of Paris.

2. Historic Vichy

The axis aligned Puppet government in Vichy still refrained from using its navy to aid in the German plot. France's magnificent fleets dwindled in size as both axis and allies destroyed them and the French scuttled them.

(1941) If Both Paris and Vichy France are liberated set up the Vichy fleet. The setup is dependent on whether the French are liberated before the end of round 5. (1940) Give regions and units to their historic allegiances following Paris's fall. All France, Med, North Africa, Americas, Indian ocean (minus Pondicherry) Asia go Vichy. Their fleets all go dormant. Polynesia and central Africa remain free French. Caribbean, the fleet in long island sound, the fleet off from Syria are all unaffiliated. Scuttling of the Mediterranean fleet still happens by round 5.

(See French Setup 1941)

3. Vive Le Resistance!

Though the French government had capitulated, its populace resisted occupation. Covert actions and clandestine operations harried the German war effort in western Europe. If a French unit kills a German unit during the French turn then roll for how much strategic damage (up to two occupied Industrial complexes) is suffered in occupied European French soil.

4. Government in Exile

In June 1940 Paris fell to the Axis powers. A new Vichy government was set up to rule as puppets for Germany. Several top French officials and generals escaped the takeover and set to create the Republic of France government in exile, or free France. Only the general who made his escape to England was able to avoid capture, and thus set up France in London.

May collect and produce 1/2 of income in the British capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Liberation

Paris has always been the Capital of the French People, whoever controlled it controlled the voice and will of her people. If Paris is liberated by allies all remaining Vichy French territories without axis units revert to Free French Territories.

6. New Homeland

On The day the French surrendered in a passenger car at Versailles, key French cabinet members charted a plane for France Colonies. They landed in Morocco with the Intent to establish a temporary capital for France's possessions to carry on the fight. If they had not been arrested by Vichy loyal cops the moment they departure the aircraft, who is to tell what may have happened. Free French receive a free infantry and factory at games start to be placed on free French soil as a second capital. If 1940 setup the territory remains free French after the fall of Paris regardless of the region's bias.

7. Lend Lease

Everyone needed help during the second world war, the UK provided what she could to help the French as the USA did for the UK. As Allies, the goal was to Win, and to win everyone needed the weapons and vehicles to do so. During your purchase unit's phase, you can convert units belonging to a friendly power into your units if they begin in or move into Blue territories. Remove the affected units from play and replace them with the same units of your own color.

8. Franco- Anglo Co-op

France and the UK joined World War Two together, they defended the French border side by side and coordinated counter attacks and defenses alike. Following the evacuation at Dunkirk the Free French were born, and their units continued to work beside the British during military operations. Every round the French and United Kingdom are able to

combine their moves, both combat and non-combat for a single operation. An example would be if the French are assisting the English in invading an island they may load their units onto an English transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. French will continue to use their own specials and England will continue to use theirs.

9. Maginot Line

France had months to prepare for a German offensive. The French Military sat behind the wall sure of their safety and military superiority. The Germans would never send the bulk force around the wall through the Ardennes. Allows the production of additional Maginot line units, as well as allows the Maginot line piece starting in France 1940 to defend as a 3 regardless of the German blitz. [limited to one build per territory per round]

10. Vengeance

Upon liberation in 1944, the French wanted blood. The units of free French that the allies fielded were ferocious and were known for not taking a lot of prisoners and roughing up the ones they kept, not to mention how they dealt with collaborators they found along the way.

When attacking West, East Germany, Berlin, Bavaria, East Prussia and Austria infantry attack with a 3.

11. Legionary Recruits

The Foreign Legion is known around the world for their diversity and ability to find recruits on foreign soil. Elite in combat, they are perhaps the most memorable French Unit. May place one free French Foreign Legion infantry with marker in any non-European ally owned territory. Does not detract from a factories build limit.

12. V for Victory

The occupied democracies of Europe waited for the day when they would have the strength to take to the streets and dispatch their aggressors. Resistance units, Police Departments, Retired and imprisoned soldiers, they all rose to aid their liberators when they arrived. The Liberation of any European occupied allies: Netherlands, Denmark, Norway, Czechoslovakia, Yugoslavia, and any French or Polish European Territory, may once per game award the French 2 Infantry units per territory.

Finland and Minor Powers National Advantages

1. Cease Fire

Once Per game may declare a negotiated end of hostilities between Finland and the USSR. Finish and Soviet forces evacuate each other's properties and cannot re-declare war for one full round. Void if either Budapest or Helsinki are soviet occupied.

2. Finns Fight!

5IPCs per round to minor axis powers income as long as Finland is in a state of war with the USSR

3. Lend Lease

may receive units and surplus from axis to be changed into Finish.

4. Arctic Shores

Once per game enemy fleet bordering Finland/Helsinki, or Finish Russia must roll D6 to survive winter ice buildup. BB and CV roll twice. Capital ships survive on a 4 or less, others on a 3 or less. May be declared without warning.

5. Salvage

any victory where a ground vehicle is destroyed by Minor Power forces, receive 1IPC per vehicle.

6. Swedish Allies

Receives a free Roll for Sweden, once per round. If Joins War, may add Sweden to Minor powers, or vice Versa.

7. German Co-op

once per round may make a joint operation with Germany

8. German Subsidized Air corps

All aircraft 1 IPC cheaper

9. Lapland War

Minor powers must roll to switch sides if Germany holds no soviet territory and Russians occupy at least 1 axis territory. Roll 1-3 axis, Roll 4-6 Ally/Communist. Repeat until nullified or Allied.

10. Finish Armed Forces

Enables the Finish to produce Sissi infantry as well as Jager Unit exclusively in Scandinavia and liberated territory of Russian occupied Finland. Also receive one of each in Helsinki at game start.

11. Ski Troops

Enables the Production of ski troops.

12. Minor Power Divisions

May place 1 free infantry per round in any European/ Middle Eastern axis minor territory as well as any occupied allied minor power. America's excluded as well as American allied minor powers.

Poland National Advantages

1. Warsaw Uprising

Without warning, the polish player may once only, starting after round 3, place 3 infantry, 1 Halftrack, and 1 artillery in Warsaw. Units here attack only 1 wave of combat. If the enemy is still there the space, it is contested. Combat returns to normal on Poland's next turn.

2. Polish Home Army

may roll 1 d6 per round to attack occupied polish IC for German production Credits.

3. Lend-Lease

may receive units and surplus from allies to be changed into Polish

4. Government in Exile

May collect and produce 1/2 of income in an allied major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Soviet Co-op

may make a joint operation with the USSR once per round

6. Soviet Homeland

Russia may designate a territory to be loaned to Poland until their "liberation". Receive 1 free IC and INF.

7. English co-op

may make a joint operation with England once per round

8. War Loans

May be given up to 10 IPC's per round by USA, France, or England. Nations must be at war to loan.

9. Nationless Soldiers

Polish units in allied Europe defend +1 while defending allied starting territories.

10. Polish People's Army

1 free infantry per round in USSR after at war w/ axis. Must be put in a Polish/Ukrainian, Siberian, or Vorkuta or Gorky Territory.

11. Polish Divisions

During your mobilize new units phase, you may place one free infantry man in any original territory still held by this specific power.

12. Ace Pilots

First 3 polish aircraft are instantly turned into aces.

Netherlands National Advantages

1. Dutch Underground

If Holland is invaded by allied forces, Allied troops there get 1 free bombardment, and +1 to defense if liberated.

2. Dutch Divisions

During your mobilize new units phase, you may place one free infantry man in any original territory still held by this specific power.

3. Lend-Lease

may receive units and surplus from allies to be changed into Dutch

4. Government in Exile

May collect and produce 1/2 of income in an allied major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Commonwealth co-op

may co-op once per round with Poland, England, France or ANZAC.

6. New Homeland

receive a free infantry and factory at games start to be placed on Dutch soil as a second capital.

7. East and West Indies

industrial complexes built add +1 to land value.

8. Colonial Indonesian Fleet

Cruisers may be purchased -2 IPC and transports -1.

9. Absorption

may Give all Atlantic territories to the USA and Pacific to UK or ANZAC at game start. May keep remainder of Dormant specials until Holland liberated, all zones then revert back to Dutch.

10. Improved Agriculture

Receive this tech for free. (Cannot be shared)

11. Merchant Aircraft Carriers

Enables Netherlander and allied cargo/oil vessels as well as luxury liner ships to be transformed into light duty aircraft carriers as a Navy base. 2IPC per upgrade and a rental fee of 1 ipc per ship per round it either moves or sees combat.

12. Commonwealth Trained

Allows for the Dutch to duplicate any English special unit, given the same restrictions. (includes the tech. advance of Main Battle Tank) Commandos, Ghurka, Chindits ect. Must pay full value and only be placed in permissible zones. If in exile may place in any United Kingdom victory city.

ANZAC National Advantages

1. Commonwealth At War

May build ground or Air units at English Cairo, Cape Town, Tehran, Bombay, Calcutta, Delhi, Hong Kong (Indian-Pacific Theater cities) never to exceed 10 IPC per Round.

2. ANZAC Regimental Management

Anzac Infantry are just as efficient with fewer men, may transport +1 infantry per transport/Ocean Liner.

3. Lend-Lease

may receive units and surplus from allies to be changed into ANZAC

4. Allied Technology

Share all western allied technology instantly after it is gained, cannot gain USSR tech, can only gain American tech once they are at war.

5. Outback Warriors

Anzacs infantry units, when surrounded or bordering desert act as ace units and re-roll misses.

6. Australia's Call to Arms

Infantry units purchased may be placed directly to ANZAC/ Free French islands without IC as long as neutral toward Japan

7. English co-op

may make a joint operation with England once per round

8. American Co-op

once at war may make a joint operation with the USA once per round

9. Ocean Liners

may purchase ocean liner ships at 5 IPC a piece, limited to availability. Can only transport infantry but 3 per ship. Moves 2, no attack, defends on 1 when carrying, otherwise conquerable or killed without defense.

10. Strike Cruisers

Cruisers move +1 and carry one non-capital ship with them at the same speed. Not stackable with Navy Base.

11. Maroubra Force

Maroubra Force was the name given to the Australian infantry force that defended Port Moresby, Papua New Guinea from the Japanese. They successfully fought a month-long delaying action through the debilitating terrain of the Owen Stanley Range, before being reinforced and finally driving off the Japanese just outside of Port Moresby. ANZAC infantry defending New Guinea, Dutch New Guinea, Papua New Guinea, Moluccas, and New Britain take two hits to kill. Any infantry units that survive combat are immediately healed.

12. Coastwatchers

The Coastwatchers were Allied military intelligence operatives stationed on remote Pacific islands during World War II to observe enemy movements and rescue stranded Allied personnel. They played a significant role in the Pacific Ocean theatre and South West Pacific theatre, particularly as an early warning network during the Guadalcanal campaign. Once per game, when Japan finishes its combat move phase but before its conduct combat phase, you may make one special move. You may move any number of your units from an adjacent space into any one friendly space being attacked by Japan. Alternatively, you may move any number of your units from a space being attacked by Japan into an adjacent

friendly space, but you must leave at least one unit behind. This special move otherwise follows the rules for a noncombat move. If your units survive, they remain in the space to which they were moved.

Neutral Powers

Greece National Advantages

1. Honorable Defeat

Once per game may declare a battle lost at any point during the rolls or transition back and forth. The Infantry based units following surrender are returned to the capital, all other unit types in the zone are destroyed.

2. Spartan Tradition

Infantry in Greek starting Territory defend +1. Cannot be stacked w/ Metaxas Line.

3. Lend-Lease

may receive units and surplus from allies to be changed into Greek.

4. Government in Exile

May collect and produce 1/2 of income in an allied (or Axis) major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Commonwealth co-op

If allied may co-op once per round with Poland, England, or ANZAC. If axis May co-op with any European axis.

6. Isle of Crete

Greek Infantry on Crete roll 2 dice while defending

7. Greek Divisions

1 free Greek infantry per round

8. Recycled Navy

May Buy capital ships 4 IPC off, -1 to attack and defense after 1st wave of combat.

9. Un-modernized Europe

The first piece of infrastructure for each zone lifts the IPC value by one. Once per territory.

10. Metaxas Line

May build additional Line units at 8 IPC per piece. [limited to one build per territory per round]

11. Resistance

This unspecified Neutral (industrial complex, port, airbase) makes one point of strategic damage during their turn. If a neutral unit kills a Hostile unit during the neutral turn then roll for how much strategic damage each of these facilities suffers. Only works once occupied.

12. Mountain Defenses

Bombardments of all types cannot do damage to any units within Greek starting territories. Rail and siege guns may still strategically bombard IC's.

Sweden National Advantages

1. Ski Troops

Enables the Production of ski troops.

2. Co-op

Every round the neutral and a specified friendly power are able to combine their moves, both combat and non-combat for a single operation. An example would be if the power is assisting their ally in invading an island they may load their units onto an allied transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. Neutrals will continue to use their own specials and the friendly power will continue to use theirs. Allies will move on this neutral power turn and must have either been dormant earlier this round or will be exhausted for the remainder of the round following action.

3. Political Value

Bumps Stockholm up 1 IPC permanently as well as allows Sweden to take other Scandinavian nations away from here allies without repercussions.

4. Government in Exile

May collect and produce 1/2 of income in an allied(or Axis) major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Lend Lease

During your purchase unit's phase, you can convert units belonging to a friendly power into your units if they begin in or move into this neutral powers territories. Remove the affected units from play and replace them with the same units of your own color.

6. Unlimited Industry

Neutral troops may build at a factory unchecked and unrestricted from quantity restrictions. Neutral territories with Industrial Complexes are able to build beyond the territory value and production limitations by a total of 3 times its cost; example: a 3 territory may build 9 units.

7. Mountain Defenses

Bombardments of all types cannot do damage to any units within Swedish starting territories. Rail and siege guns may still strategically bombard IC's.

8. Divisions

During your mobilize new units phase, you may place one free infantry unit in any original territory still held by this specific neutral power.

9. Salvage

If you win a combat against attacking tanks in a starting territory and at least one attacking tank is destroyed, you may place one free tank in that territory.

10. Partisans

After the fall of the neutral capital place 3 infantry in the territory. They remain inactive until your next turn. They will attack with 4 until they are destroyed or the capital is liberated. This special can only be used once.

11. Resistance

This unspecified Neutral (industrial complex, port, airbase) makes one point of strategic damage during their turn. If a neutral unit kills a Hostile unit during the neutral turn then roll for how much strategic damage each of these facilities suffers. Only works once occupied.

12. Armored Vikings

During your mobilize new units phase, you may place one free Armor unit in any original territory still held by this specific neutral power. Additionally, may substitute tanks for infantry placed every other round while remaining neutral.

Spain National Advantages

1. Spanish Aces

Having recently won a civil war, Spanish pilots were familiar with the concept of air war. All starting aircraft, including the bomber, are registered as aces and may re-roll misses in combat. Additionally, two additional aircraft may be designated aces upon being built. These units cannot be replaced.

2. Co-op

Every round the neutral and a specified friendly power are able to combine their moves, both combat and non-combat for a single operation. An example would be if the power is assisting their ally in invading an island they may load their units onto an allied transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. Neutrals will continue to use their own specials and the friendly power will continue to use theirs. Allies will move on this neutral power turn and must have either been dormant earlier this round or will be exhausted for the remainder of the round following action.

3. 2nd Capital

Designate after the fall of the capital a 2nd capital to run the nations affairs out from. This location will resume all functions of the original capital. Also upon establishment of the 2nd capital receive 1 free infantry an AA gun and a factory there.

4. Government in Exile

May collect and produce 1/2 of income in an allied(or Axis) major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Lend Lease

During your purchase unit's phase, you can convert units belonging to a friendly power into your units if they begin in or move into this neutral powers territories. Remove the affected units from play and replace them with the same units of your own color.

6. War Time Promotions

Automatically Gain the War Time Promotions technology.

7. Naval Salvage

After having won a naval battle, may receive credits for every enemy vessel sunk as long as the sea zone borders a Spanish controlled Territory. The Spanish player will receive 1 IPC for every ship sunk and 2 Points for every Capital Ship. Those Credits must be spent within the purchase units phase of the following turn or be forfeited to the bank (may only be spent on Naval Ships).

8. Divisions

During your mobilize new units phase, you may place one free infantry unit in any original territory still held by this specific neutral power.

9. Salvage

If you win a combat against attacking tanks in a starting territory and at least one attacking tank is destroyed, you may place one free tank in that territory.

10. Partisans

After the fall of the neutral capital place 3 infantry in the territory. They remain inactive until your next turn. They will attack with 4 until they are destroyed or the capital is liberated. This special can only be used once.

11. Resistance

This unspecified Neutral (industrial complex, port, airbase) makes one point of strategic damage during their turn. If a neutral unit kills a Hostile unit during the neutral turn then roll for how much strategic damage each of these facilities suffers. Only works once occupied.

12. Iberian Warriors

Spanish infantry defend with 3 anywhere on the Iberian Peninsula for the first wave of combat only.

Turkey National Advantages

1. Radar

England receives the technology of radar. Your antiaircraft guns in tan territories hit air units on a roll of 2.

2. Co-op

Every round the neutral and a specified friendly power are able to combine their moves, both combat and non-combat for a single operation. An example would be if the power is assisting their ally in invading an island they may load their units onto an allied transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. Neutrals will continue to use their own specials and the friendly power will continue to use theirs. Allies will move on this neutral power turn and must have either been dormant earlier this round or will be exhausted for the remainder of the round following action.

3. Fighting Units of Turkey

Enables Turkey to construct more Cavalry as well as build militia units. Turkish Cavalry may be built 2 for 7 IPC.

4. Government in Exile

May collect and produce 1/2 of income in an allied (or Axis) major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Lend Lease

During your purchase unit's phase, you can convert units belonging to a friendly power into your units if they begin in or move into this neutral powers territories. Remove the affected units from play and replace them with the same units of your own color.

6. Ottoman Empire Reborn

Permitting the territories are not occupied by the enemy, collect 1 IPC per territory: Cyprus, Crete, eastern Egypt, Syria, Southern Iran, and the Dodecanese.

7. Advancement Through Victory

Any time a battle is won or an AA gun shoots down an aircraft where an enemy unit, enhanced by Weapons and Development Technology, is present. Receive one free attempt to reverse engineer that technology. Roll a D-6, achieving a 6 gains that tech.

8. Divisions

During your mobilize new units phase, you may place one free infantry unit in any original territory still held by this specific neutral power.

9. Salvage

If you win a combat against attacking tanks in a starting territory and at least one attacking tank is destroyed, you may place one free tank in that territory.

10. Partisans Abroad

Enables the Turks to place 1 militia in even enemy territory permitting it is former Ottoman territory and that Ankara remains in control of Turkey. May only happen once per zone. Syria, Lebanon, All Iraq, Palestine, Transjordan, Cypress.

11. Resistance

This unspecified Neutral (industrial complex, port, airbase) makes one point of strategic damage during their turn. If a neutral unit kills a Hostile unit during the neutral turn then roll for how much strategic damage each of these facilities suffers. Only works once occupied.

12. Eurasian Rails

All Turkey starts with Rail road and 1 free armored train with armored rail car in Istanbul.

Portugal National Advantages

1. Safe Haven

Infantry can be purchased two for 5 ipc. In addition, the ipc value of Portugal's capital rises 2 ipc's however drops back down if occupied by enemy forces.

2. Co-op

Every round the neutral and a specified friendly power are able to combine their moves, both combat and non-combat for a single operation. An example would be if the power is assisting their ally in invading an island they may load their units onto an allied transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. Neutrals will continue to use their own specials and the friendly power will continue to use theirs. Allies will move on this neutral power turn and must have either been dormant earlier this round or will be exhausted for the remainder of the round following action.

3. 2nd capital

Designate after the fall of the capital a 2nd capital to run the nations affairs out from. This location will resume all functions of the original capital. Also upon establishment of the 2nd capital receive 1 free infantry an AA gun and a factory there.

4. Government in exile

May collect and produce 1/2 of income in an allied (or Axis) major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Lend-lease

During your purchase unit's phase, you can convert units belonging to a friendly power into your units if they begin in or move into this neutral powers territories. Remove the affected units from play and replace them with the same units of your own color.

6. Unlimited industry

Neutral troops may build at a factory unchecked and unrestricted from quantity restrictions. Neutral territories with Industrial Complexes are able to build beyond the territory value and production limitations by a total of 3 times its cost; example: a 3 territory may build 9 units

7. Scorched earth

Neutral forces may destroy their own factory, Anti-Aircraft guns, Railway, Airfield, Naval base, and/ or Coastal fortresses once they are about to be taken over by enemy troops. Additionally, the neutrals will have the ability to destroy any of these belonging to them during their own combat phase.

8. Divisions

During your mobilize new units phase, you may place one free infantry unit in any original territory still held by this specific neutral power.

9. Salvage

If you win a combat against attacking tanks in a starting territory and at least one attacking tank is destroyed, you may place one free tank in that territory.

10. Partisans

After the fall of the neutral capital place 3 infantry in the territory. They remain inactive until your next turn. They will attack with 4 until they are destroyed or the capital is liberated. This special can only be used once.

11. Resistance

This unspecified Neutral (industrial complex, port, airbase) makes one point of strategic damage during their turn. If a neutral unit kills a Hostile unit during the neutral turn then roll for how much strategic damage each of these facilities suffers. Only works once occupied.

12. Macau

At the start of the game place 1 halftrack, an AA gun and an IC in Macau.

BRAZIL NATIONAL ADVANTAGES

1. ARMY CORP OF ENGINEERS

Brazilian Industrial complexes each cost 5 IPCs less; requires an infantry or game unit to be present in its territory. Different Cost reductions apply to sea ports, airfields, and Railways; they are now 2ipc cheaper as is any other infrastructure. Coastal guns, fortress and antiaircraft guns remain the same price.

2. CO-OP

Every round the neutral and a specified friendly power are able to combine their moves, both combat and non-combat for a single operation. An example would be if the power is assisting their ally in invading an island they may load their units onto an allied transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. Neutrals will continue to use their own specials and the friendly power will continue to use theirs. Allies will move on this neutral power turn and must have either been dormant earlier this round or will be exhausted for the remainder of the round following action.

3. Subsidized Air Force

All air Units cost 1 IPC less.

4. Government in exile

May collect and produce 1/2 of income in an allied (or Axis) major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Lend-lease

During your purchase unit's phase, you can convert units belonging to a friendly power into your units if they begin in or move into this neutral powers territories. Remove the affected units from play and replace them with the same units of your own color.

6. Unlimited industry

Neutral troops may build at a factory unchecked and unrestricted from quantity restrictions. Neutral territories with Industrial Complexes are able to build beyond the territory value and production limitations by a total of 3 times its cost; example: a 3 territory may build 9 units

7. Regional pull

When rolling to gain a neutral country or power in South America, the attempt cost 1 IPC less than usual as well as when rolling, roll two dice and pick the more favorable outcome.

8. Divisions

During your mobilize new units phase, you may place one free infantry unit in any original territory still held by this specific neutral power.

9. Expeditionary force

Allows the production of Brazilian Expeditionary forces in any Brazilian territory of Washington DC.

10. Partisans

After the fall of the neutral capital place 3 infantry in the territory. They remain inactive until your next turn. They will attack with 4 until they are destroyed or the capital is liberated. This special can only be used once.

11. Resistance

This unspecified Neutral (industrial complex, port, airbase) makes one point of strategic damage during their turn. If a neutral unit kills a Hostile unit during the neutral turn then roll for how much strategic damage each of these facilities suffers. Only works once occupied.

12. Rubber Plantations

May produce rubber in all starting territories regardless of operation status. If otherwise active, receive 1 rubber free.

Argentina National Advantages

1. Germanophile

The Argentine player may choose to take a special which the Germans have rolled or acquired; in the case of Germany's technological advancement special, the Argentine player, if chosen that special, would get whatever the German had previously won.

2. Co-op

Every round the neutral and a specified friendly power are able to combine their moves, both combat and non-combat for a single operation. An example would be if the power is assisting their ally in invading an island they may load their units onto an allied transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. Neutrals will continue to use their own specials and the friendly power will continue to use theirs. Allies will move on this neutral power turn and must have either been dormant earlier this round or will be exhausted for the remainder of the round following action.

3. Naval price reduction

Argentina receives 2 I.P.C. off from each naval production. Argentina may only select one variation of ship to use the special with per turn.

4. Government in exile

May collect and produce 1/2 of income in an allied (or Axis) major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Lend-lease

During your purchase unit's phase, you can convert units belonging to a friendly power into your units if they begin in or move into this neutral powers territories. Remove the affected units from play and replace them with the same units of your own color.

6. Unlimited industry

Neutral troops may build at a factory unchecked and unrestricted from quantity restrictions. Neutral territories with Industrial Complexes are able to build beyond the territory value and production limitations by a total of 3 times its cost; example: a 3 territory may build 9 units

7. Regional pull

When rolling to gain a neutral country or power in South America, the attempt cost 1 IPC less than usual as well as when rolling, roll two dice and pick the more favorable outcome.

8. Divisions

During your mobilize new units phase, you may place one free infantry unit in any original territory still held by this specific neutral power.

9. Salvage

If you win a combat against attacking tanks in a starting territory and at least one attacking tank is destroyed, you may place one free tank in that territory.

10. Partisans

After the fall of the neutral capital place 3 infantry in the territory. They remain inactive until your next turn. They will attack with 4 until they are destroyed or the capital is liberated. This special can only be used once.

11. Resistance

This unspecified Neutral (industrial complex, port, airbase) makes one point of strategic damage during their turn. If a neutral unit kills a Hostile unit during the neutral turn then roll for how much strategic damage each of these facilities suffers. Only works once occupied.

12. Mineral Rich

May purchase oil wells even if the operation is inactive. If otherwise active, receive 1 oil derrick or other available resource free.

Chile National Advantages

1. Mount. Guerillas

Defend any territory bordering the Andes Mountains with a defense of 3.

2. Co-op

Every round the neutral and a specified friendly power are able to combine their moves, both combat and non-combat for a single operation. An example would be if the power is assisting their ally in invading an island they may load their units onto an allied transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. Neutrals will continue to use their own specials and the friendly power will continue to use theirs. Allies will move on this neutral power turn and must have either been dormant earlier this round or will be exhausted for the remainder of the round following action.

3. Naval price reduction

Chile receives 2 I.P.C. off from each naval production. Chile may only select one variation of ship to use the special with per turn.

4. Government in exile

May collect and produce 1/2 of income in an allied (or Axis) major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Lend-lease

During your purchase unit's phase, you can convert units belonging to a friendly power into your units if they begin in or move into this neutral powers territories. Remove the affected units from play and replace them with the same units of your own color.

6. Unlimited industry

Neutral troops may build at a factory unchecked and unrestricted from quantity restrictions. Neutral territories with Industrial Complexes are able to build beyond the territory value and production limitations by a total of 3 times its cost; example: a 3 territory may build 9 units

7. Regional pull

When rolling to gain a neutral country or power in South America, the attempt cost 1 IPC less than usual as well as when rolling, roll two dice and pick the more favorable outcome.

8. Divisions

During your mobilize new units phase, you may place one free infantry unit in any original territory still held by this specific neutral power.

9. Salvage

If you win a combat against attacking tanks in a starting territory and at least one attacking tank is destroyed, you may place one free tank in that territory.

10. Partisans

After the fall of the neutral capital place 3 infantry in the territory. They remain inactive until your next turn. They will attack with 4 until they are destroyed or the capital is liberated. This special can only be used once.

11. Resistance

This unspecified Neutral (industrial complex, port, airbase) makes one point of strategic damage during their turn. If a neutral unit kills a Hostile unit during the neutral turn then roll for how much strategic damage each of these facilities suffers. Only works once occupied.

12. Latin American Empire

Automatically gain Peru and its units, as well as add 1 to the Value of the Chilean capital.

♣ ♦ ♥ ♠ Full-scale Operations ♠ ♥ ♦ ♣

Operations must first be announced by the player of the nation who wishes to undertake them. Operations will sometimes grant advantages to multiple nations sometimes both axis and ally.

Resource Wars: (Axis, Allies, All)

May be enacted by any nation for the price of 2 d10 rolls to be divided between all the allies at players discretion. Setup is immediate. Stars on the chart indicate areas where a resource can be tapped while numbers show where the resource already is tapped. Operation must be enacted by the beginning of round 3 or forfeited.

Territories	OIL	RUBBER	COAL	ALUMINUM	STEEL	PROPAGANDA	OPIUM	URANIUM
Chungking		*	*					
Tihwa	*		*					
Suiyuan		*	*		*			
Shensi		*	*		*		*	
Yunnan		1	*	*	*		1	
Kiangsi		*	*		*		*	
Honan		*	*				*	
Hunan		*	*		*		*	
Hupei*		*	*				*	
Chekiang		*	*				*	
Tibet			*		*		*	
Singkiang			*					
Inner Mongolia			*		*			
Ningxia			*		*			
Sikang			*				*	
Eastern Turkestan			*				*	
Tsinghai	1		*				*	
Kansau	*		*				*	
Szechwan		*	*		*		1	
Kweichow		*	*	*	*		*	
Rome			*			*		
Northern Italy			*		*	*	*	
Southern Italy			*	*	*		*	
Sicily			*				*	
Albania			*	*			*	
Mogadishu			*					
Tripoli			*					
Tobruk			*					
Tripolitania			*		*		*	
Cyrenaica			*				*	
Fezzan			*		*			
Sardinia			1	*			*	
Eritrea			*				*	
Dodecanese			*	*			*	
Ethiopia (Abyssinia)		*	*				*	
Somaliland			*				*	
Tokyo			*			*	*	
Honshū			*		*		*	
Hokkaidō			*		*		*	
Hiroshima			*			*		1
Korea			*		*		*	1
Xing'an (Northern Manchuria)			1		1			
Manchuko (Manchuria)		*	*	1	*		1	
Jehol			*	*	*			

Territories	OIL	RUBBER	COAL	ALUMINUM	STEEL	PROPAGANDA	OPIUM	URANIUM
Peking		*	*	*				
Shansi		*	*		*		*	
Shangtung		*	*	*	*		*	
Nanking		*	*					
Kwangtung		*	*		*		*	
Chahar			*		*			
Shanghi		*	*					
Wuhan		*	*					
Kiangsu		*	*				*	
Chili			*		*		*	
Anhwei		*	*		*		*	
Fukien		*	*		*		*	
Kwangsi		*	*	*	*		*	
Formosa		*	*	*			*	
Hainan		*	*		*		*	
Iwo Jima			*				*	
Marcus Island			*				*	
Mariana Islands			*				*	
Palau Is.		*	*	*			*	
Marshall Is.			*				*	
Caroline Is.			*				*	
Truk Atoll			*				*	
Bangkok		1	*	*			*	
Thailand		*	*		*		1	
Ryukyu (Okinawa)			*				*	
Bonin Is.			*				*	
Karafuto			*					
Kuril Is.			*					
Moscow			*			*		
Novogorod			*		*			
Archangel			*					
Karelia			*	*	*			
Murmansk			*		*			
Vyborg			*					
Leningrad			*	*		*		
Byelorussia			*				*	
Smolensk			*					
Baltic states			*	*			*	
East Poland			*	*			*	
Bessarabia			*	*			*	
Western Ukraine			*	*	*		*	1
Kiev			*	*				
Crimea			*	*	*		*	
Caucasus	1		*	*	*		*	
Eastern Ukraine			*	*	*		*	
Briansk			1		*			
Kharkov			*					
Kursk			*		*		*	
Vorkuta			*	*				
Yeniseysky			*		*			
Tannu Tuva			*				*	
Amur			*		*		*	
Saratov	*		*					
Turukhansk			*	*				
Far Eastern Republic			*		*			
Evenk Autonomous Okrug			*	*	*			
Novosibirsk			*					
Turkestan	*		*				*	
Alma-Ata			*					
Minsk			*					
Western Kazakh	*		*		*		*	
Eastern Kazakh			*		*		*	
Northern Russia			*					
Western Siberia			*	*				

Territories	OIL	RUBBER	COAL	ALUMINUM	STEEL	PROPAGANDA	OPIUM	URANIUM
Eastern Siberia			*					
Siberia			*		*			
Gorky			*	*	1			
Sverdlovsk	*		*		*			
Stalingrad	*		*			*		
Soviet far east			*					
Buryatia			*					
Kamchatka Peninsula			*	*				
Irkutsk			*					
Yakut			*		*			
Kalmyk Steppe	*		*				*	
Georgia	1		*				*	
Vladivostok			*					
Sakhalin			*					
Stanovoy range			*		*			
Washington D.C.				*				
NYC						*		
Chicago								
Detroit								
New Orleans				*				
LA						*		
San Francisco						*		
North East USA			*		*			
South East USA			*	1	*		*	
Appalachia	*		1	1	1		*	
Mid-West USA	1		*		*			
Great Lakes Region	*		*	*	1		*	
Deep South USA	1		*				*	
South West USA	*						*	
Pacific North West USA			*	*	*		*	
Rocky Mountains			*		*		*	1
Western USA			*				*	
Hawaii		*		*			*	
Central America		*	*	*			*	
Panama		*	*	*			*	
West Indies		*	*	*			*	
Puerto Rico – Virgin Islands		*	*	*			*	
Eastern Alaska	Bridge		*					
Western Alaska	Bridge		*					
Dutch Harbor			*					
Aleutian Islands			*					
Attu and Kiska			*					
Guam			*				*	
Wake Island			*				*	
Midway			*				*	
Manila		*	*					
Leyte		*	*	*			*	
Bataan		*	*				*	
Mindinao		*	*	*			*	
American Samoa		*					*	
Johnston Atoll							*	
Line Is.							*	
Iceland			*					
Jan Mayen – Svalbard			1					
Greenland			*					
London						*		
Liverpool						*		
Britain			*		1		*	
Wales			1				*	
Scotland			*		*		*	
Northern Ireland				*			*	
The Faroes			*					
Shetland- Orkney Is.								
Gibraltar							*	

Territories	OIL	RUBBER	COAL	ALUMINUM	STEEL	PROPAGANDA	OPIUM	URANIUM
Labrador - Newfoundland					*			
Ontario			*					
Quebec			*		1			
Halifax			*					
Ottawa			*			*		
Baffin Island			*		*			
Saskatchewan - Manitoba			*		*			
Northwest Territories			*					
Yukon			*		*			1
Vancouver						*		
British Columbia			*		*		*	
Alberta			*		*			
Jamaica		*	*	*			*	
Trinidad		*		*			*	
Bahamas							*	
Falklands			*					
South Georgia Is.								
St. Helena Is.								
British Guiana		*		*	*		*	
British Honduras		*	*				*	
Malta							*	
Cyprus							*	
Western Egypt					*		*	
Eastern Egypt					*		*	
Cairo						*		
Anglo-Egyptian Sudan			*					
British Somaliland			*				*	
South Africa			*		*		*	
Cape Town						*		
Gold Coast		*		*	*		*	
Nigeria		*	*	*	*		*	
Sierra Leone				*	*		*	
Uganda		*			*		*	
Kenya		*					*	
Tanganyika Territory		*	*				*	
Belgian Congo		*	*		*		*	1
Northern Rhodesia			*				*	
Southern Rhodesia			*	*	*		*	
Bechuanaland							*	
German South West Africa			*		*			
Trans-Jordan					*		*	
Palestine					*		*	
Basra Iraq	1						*	
Tehran			*					
Iran			*	*	*		1	
Southern Iran	1		*		*		*	
Aden	*		*				*	
West Bengal		*	*	*	*		*	
Calcutta		*		*		*		
Madras		*	*	*	*		*	
Punjab		*	*	*			*	
Delhi		*		*		*		
Bombay				*		*		
Bangladesh	*	*					*	
Kashmir			*				1	
Ceylon		1	*				*	
Andaman Is.		*					*	
Maldives Is.		*	*				*	
Shan State Burma	*	*	*				1	
Karen State Burma	*	*	*				*	
Malaya		1	*	1	*		*	
Hong Kong		*						

Territories	OIL	RUBBER	COAL	ALUMINUM	STEEL	PROPAGANDA	OPIUM	URANIUM
Sarawak	1	*	*	*			*	
Brunei	*	*	*	*			*	
Yugoslavia			*	1	*		*	
Borneo	*	1	*	*			*	
Java	*	*	*	*	*		1	
Sumatra	1	1	1	1	*		*	
Flores		*	*	*			*	
Moluccas		*	*	*			*	
Celebes		*	*	*	*		*	
Dutch New Guinea	*	*	*	*			*	
Dutch Guiana		*		1			*	
Dutch Antilles		*		*			*	
Sydney			*	*		*		
Darwin			*					
Melbourne			*			*		
New South Wales			1	*	1		*	
Queensland			*	*			*	
Brisbane			*	*				
Perth			*	*				
Northern Territory			*	*	*		*	
Western Australia			*	*	*			
Southern Australia			*		*			
Tasmania			*	*	*		*	
New Britain		*	*	*			*	
New Zealand			*	*	*		*	
South Island			*				*	
New Guinea		*	*	*			*	
Papua		*	*	*			*	
Solomon Is.		*	*	*			*	
Ellice Is.			*				*	
Phoenix – Union Group			*				*	
Cook Is.			*				*	
Gilbert Is.			*				*	
West Samoa		*	*				*	
Fiji Is.		*	*				*	
Tonga Is.		*	*				*	
Chatham Is.			*				*	
Pitcairn Is.			*				*	
Vichy France			1	*	*		*	
Brest- Bordeaux			*		1		*	
Paris								
Normandy			*		*		*	
Alsace- Lorraine			*		*		1	
Corsica			*				*	
Society Is.							*	
Tuamotu Is.							*	
Marquesas Is.							*	
Tubuai Is.							*	
Horn Is.							*	
New Caledonia			*				*	
New Hebrides		*					*	
French Guiana		*		*			*	
Guadeloupe		*		*			*	
Saint Pierre and Miquelon								
Tonkin (Indochina)		*	*				1	
Annam (Indochina)		1	*	*			*	
Cochinchina (Indochina)		*		1			*	
Saigon (Indochina)		*		*				
Hanoi (Indochina)		*						
Kwangchow Wan		*	*		*		*	
Spratly Islands							*	
Pondichery		*		*			*	
Oran								

Territories	OIL	RUBBER	COAL	ALUMINUM	STEEL	PROPAGANDA	OPIUM	URANIUM
Casablanca								
Dakar				*				
Algeria			*		*		*	
Southern Algeria								
French Equatorial Africa		*	*		*		*	
Cameroon		*	*	*	*		*	
Gabon		*		*	*		*	
Morocco			*		*		*	
Mauritania				*	*			
Niger-Togo	*		*	*	*		*	
Chad								
Tunisia			*		*		*	
French West Africa	*		*					
Ivory Coast	*	*		*	*		*	
Comores Is.							*	
Reunion Is.							*	
Madagascar		*	*	*			*	
Syria	*				*		*	
Lebanon					*		*	
Madrid								
Bilbao			*		*		*	
Barcelona			*				*	
Cordova			*				*	
Granada							*	
Balearic Is.							*	
Canary Is.							*	
Sp. Morocco			*		*		*	
Rio De Oro			*		*		*	
S p. Guinea		*					*	
Fernando Is.		*					*	
Sweden					*			
Stockholm								
Lapland					1			
Göteborg								
Scania			*		*		*	
Gotland								
Ankara				*				
Istanbul			*	*			1	
Kars			*		*		*	
Bitlis				*	*		*	
Urfa			*	*	*		*	
Lisbon								
Portugal			*		*		*	
Azores Is.							*	
Cape Verde Is.							*	
Sao Tome Is.		*					*	
Port. Guinea			*	*			*	
Angola			*		*		*	
Mozambique		*	*	*	*		*	
Goa		*						
Macau		*						
Timor		*		*			*	
Madeira							*	
Santiago								
Chile			*					
Easter Is.			*		*		*	
Isla Santa Clara			*				*	
Concepcion			*	*			*	
Tarapaca			*		*			
Tijuana			*		*		1	
Mexico City								
Baja California							*	

Territories	OIL	RUBBER	COAL	ALUMINUM	STEEL	PROPAGANDA	OPIUM	URANIUM
Yucatan	1	*	*				*	
Durango	*		*		*		*	
Recife		*	*	*	*		*	
Rio De Janeiro		*		*				
Brazil		1	*	*	*		*	
Para	1	*		*	*		*	
Amazon	*	*	*				*	
Matto Grosso		*					*	
Sao Paulo		*		*				
Ulaanbaatar								
Olgiy								
Dzavhan			*					
Buyant-Uhaa	*		*		*		*	
Tsagaan-Olom			*		*			
Central Mongolia			*		*			
Buenos Aries								
Santa Cruz			*					
Argentina					*			
Tierra Del Fuego			*					
Rosario	1		*		*		*	
Erie					*		*	
Switzerland			*		1		1	
Liberia		1		*	*		*	
Saudi Arabia	*			*			*	
Afghanistan			*	*	*		1	
Columbia	1	*	*	*			*	
Peru	1	*	*		*		*	
Venezuela	1	*	*	*	*		*	
Ecuador	*	*					*	
Ecuadorian Galapagos							*	
Uruguay			*				*	
Paraguay			*				*	
Bolivia	1	*	*		*		*	
Thrace			*	*	*		1	
Greece			*	*			*	
Peloponnese			*	*			*	
Athens				*				
Crete			*				*	
Berlin			*			*		
West Germany			1		1		*	
East Germany	*		*	*	*		*	
Bavaria			*		1	*	*	
East Prussia			*		*		*	
Holland			*				1	
Amsterdam			*					
Norway			*				*	
Oslo			*					1
Trondheim			*		*			
Denmark			*				*	
West Poland			*	*	*		*	
Warsaw			*					
Czechoslovakia	1		*		*		1	1
Austria			*		*		*	
Finland			*		*			
Åland Islands			*					
Helsinki			*					
Hungary			*	1	1		*	
Budepest			*	*				
Romania	1		*	*	*		*	
Bulgaria			*	*	*		1	
Mosul Iraq	1		*				*	
Bagdad			*					

What These all do:

Coal: +1 ipc per mine, to overall value of territory. Limit of 1 per zone and cannot be built in cities. Resource cost 5 IPC to tap.

Rubber: Plantations reduce the cost of all wheeled and tracked vehicles by 1 IPC at the nearest owned or allied factory. Limit of 5 discounts per round per plantation. Resource cost 5 IPC to tap.

Opium: A unique resource, pay to use. If an infantry based unit is hit in the conduct combat phase, attacking or defending the player may opt to pay 1 IPC to the nearest opium owner for an attempt to save the infantries life. Announce the hit unit is using opiates and roll a d6. A hit of 3 or less saves the piece, but the unit must still be retreated from the battle to an adjacent friendly zone (or nearest friendly zone if amphibious assault or para drop). One Opium plantation will yield 2 save attempts per round. The drug trade is universal, axis and allies can purchase from a neutral plantations [IPC's saved for that neutral in their capital zone] and can purchase from other allies within the same theater of war. Theaters will be divided between Atlantic and Pacific. China and Japan will be allowed to purchase opium off from their opponents, however no other axis may purchase from ally nor ally from axis. Opium cannot be built by the USA or USSR but may still be used. The Opium owner has the right to deny sale if they choose. Resource cost 5 IPC to tap.

Oil: Any territory with an oil derrick produces one oil truck or ship per turn. These units act as mobile infrastructure and may be destroyed or captured by enemy units. Upon reaching a city with a factory they cash in a 3 IPC per oil truck/ship. Derricks cost 5 per unit.

Aluminum: Bauxite mines reduce the cost of all aircraft by 1 IPC at the nearest owned or allied factory. Limit of 5 discounts per round per mine. Resource cost 5 IPC to tap.

Iron: For each mine roll a D-10. Upgrades require an eligible piece and are instantaneous regardless of where they are physically. Missed upgrades are forfeited, not saved. Limit of 1 per zone and cannot be built in cities. Resource cost 5 IPC to tap.

Roll# 1	Free Sea Mine
Roll# 2	Upgrade Truck or Cavalry to a Halftrack
Roll# 3	Upgrade a Tank to a Heavy Tank
Roll# 4	Upgrade a Heavy Tank to a Super Heavy Tank (no tech required)
Roll# 5	Free Armored Train (Railroad in your nations territory required otherwise forfeited)
Roll# 6	Free Railroad car (Armored Train required otherwise forfeited)
Roll# 7	Upgrade a Cruiser to a Hybrid Carrier Cruiser
Roll# 8	Upgrade an Aircraft carrier to a Super Carrier
Roll# 9	Upgrade a Battleship to a Super Battleship
Roll# 10	[same class to its national special] [USA/ Italy opposite] *Truck to Kuytushaya rockets (USSR/China/Poland/ Finland) *Submarine to XXI, to I-400, to Soucouff (Germany/Japan/France) *PT boat to Escort (USA, Italy) *Cruise liner or Oil tanker to Transport(ANZAC/Netherlands/Neutrals) ** Tank to a Main Battle Tank (UK)

Uranium/ Nuclear material: Sites already exist and cannot be added too. Each zone containing nuclear material upon the discovery of either heavy bombers or the nuclear bomb results in that space adding 1 IPC to its value. resource stock piles and limitations.....

1 Free Research token to be placed in Berlin, Moscow, New York City and San Francisco exclusively devoted to nuclear research. (use tech tree)

Propaganda: (Axis, Allies, All)

Available propaganda centers listed above on resource placement list. Nations are limited to one center per nation, may be stolen. The UK may build two. This operation may be initiated by any listed nation on the chart below for the cost of a D-6.

Roll	USSR	stats	USA	stats	UK & Minor	stats
1	Normandie-Nieman Fighter Squadron(1)	(FR) Token & fighter to be placed in any Soviet starting territory. Acts as an Ace.	5307th Composite Unit (Merrill's Marauders) (1)	Token and infantry Placed in allied East Asia. Units may submerge like a submarine in land combat as well as assign kills to enemy ground targets. [A1D2M1] also may conduct sabotage, and be transported by Kayak*	Kompany Linge(1)	(UK or FR) Token and infantry placed in any Norwegian territory without axis ground units. Infantry may submerge and is a 2 hit kill.
2	588th "Night Witch" Bomber Regiment (1)	Place special Po-2 biplane and token. Unit attacks and defends w/ 2 and moves 3. May sneak attack ground targets.	Canadian-American 1st Special Service Force (Devils Brigade) (1)	(UK/USA) Token & Infantry in any American/ Canadian border territory. [A2D2M1] Can conduct sabotage and me used on either UK or US turn regardless of Nationality.	Korps Insulinde (1)	(ND) Token and infantry placed in any East Indies territory, occupied or free. Act with submarine rules on land. May sneak attack and submerge.
3	4th Guards Bomber Aviation(1)	Token & tac bomber to be placed. + 1 to attack and defense.	4th Fighter Group(1)	Token & fighter to be placed. + 1 to attack and defense.	Sacred band(1)	(GK or FR) Token and infantry [A2D2M1] Can conduct sabotage and be transported by Kayak*
4	28th Guards Fighter Aviation(1)	Token & fighter to be placed. + 1 to attack and defense.	56th Fighter Group(1)	Token & tac bomber to be placed. + 1 defense.	92nd Fighter Squadron(1)	(CW) Token & fighter to be placed. + 1 to attack and defense.
5	470th Guards Fighter Aviation(1)	Token & fighter to be placed. + 1 to attack and defense.	VMF-214 "Black Sheep" (1)	Token & fighter to be placed. + 1 to attack and acts as an ace.	Gideon Force(1)	(CW)Place Token and Cavalry in E. Africa or M. East. [A2D1M2]Units may submerge like a submarine in land combat as well as takes 2 hits to destroy.
6	Tank Desant	Place token & infantry. Unit may be carried by a tank into combat. Attacks but is still considered cargo on first wave.	Ranger	Place Infantry and token. [A1D2M1] Units have first strike capability. Units May also conduct sabotage. Units pick enemy ground targets.	Long Range Desert Group(1)	(CW)Place token and halftrack in any allied African territory. Halftrack may blitz through desert, may conduct sabotage, may retreat from defending and is an ace.
7	Sapper Brigade	Place token & infantry. Unit may purchase all infrastructure (Railroad) and resources for 1 IPC cheaper in their zone. Also may construct trenches for 1 IPC per [3 per turn] (trench act same as Japanese Pillboxes)	Marine Raiders	Place Infantry and token with US ground forces anywhere in Pacific. Follows Marine rules, also may conduct sabotage, and be transported by Kayak*	No. 100 Group RAF(1)	(UK) Token & tac bomber. -2 roll to all enemy strategic bombing attempts within 2 spaces. Unit has + 1 defense
8	Ron(1)	Place token & infantry.+1 on amphibious assault. May conduct sabotage (2 dice), naval sabotage, and can be transported by Kayak*.	General Patton (1)	Single Unit. No attack, defends with a 1. Moves 2. Where ever Patton is on the board, player may conceal number of tanks by keeping units off board from that zone.	Project Habakkuk (1)	(UK) Ice CV placed in Hudson Bay (only place ship can repair) Carries 5 aircraft or 2 bombers and 1 fighter. [A1D2M1] Ship cannot be targeted by sub. 4 hits to destroy. 6IPC per repair. Unit restricted to N. Atlantic area.
9	Roon(1)	Place token & infantry.+1 on amphibious assault. May conduct sabotage, naval sabotage, and can be transported by Kayak*. Lastly collects naval salvage from abutting sea zones. 2IPC per ship, 4 per capital ship.	Seabee	Place Infantry and token with US ground forces anywhere in Pacific. Infantry may act as a friendly airfield for allied aircraft. May support 5 aircraft per Seabee. Allows aircraft to land with the Seabee on a freshly taken territory, essentially ignoring real time rules.	Z-Force*	(AUS) Token and infantry. May be placed on any ANZAC property. [A2D2M1] Can conduct sabotage, does double damage and may be transported by Kayak*
10	NKVD*	Place Infantry and token in any starting territory. [A1D2M1] Unit defends against enemy paratrooper or saboteur/ clandestine units +1 with 2 dice. [POW]	1st Alaskan Combat Intelligence Castner's Cutthroats*(1)	Place Infantry and token with US ground forces anywhere in Alaska. Infantry may act as a friendly airfield for allied aircraft. May support 5 aircraft. Defends +1 on American starting territories.	Chindit	(CW) Token and infantry Placed in allied East Asia. Units may submerge like a submarine in land combat as well as assign kills to enemy ground targets. [A1D2M1] also may conduct sabotage, and be transported by Kayak*
11	Guard	Place 2 Infantry and 2 tokens. [A2D2M1]	Memphis Belle* (1)	Token & Bomber to be placed in any allied territory abutting the Atlantic. + 1 to attack. Acts as an ace.	1st Belgian Brigade (1)	(UK or FR) Token and infantry. Does not consume a spot on a transport. +1 to attack while in Europe.
12	"Dare to Die Corps" Suicide Militia *	(CH)Place 2 Militia and 2 tokens anywhere in occupied or free china. First strike. Picks ground targets.[A3D1M1] Unit destroyed upon destroying target. May suicide attack on sabotage.	UDT "Frogmen" (4)*	Place token & infantry.+1 on amphibious assault. May conduct sabotage (2 dice), naval sabotage, and can be transported by Kayak*.	Chasseurs Ardennais (1)	(UK or FR)Token and infantry. Takes 2 hits to kill.

- ❖ Propaganda and Entertainment lift the established territories property value by 1 IPC.
- ❖ Project cost is 1 d6 value in IPC per round. If not paid, then outcome is forfeited for that round.
- ❖ Acquired units must be placed with Propaganda center unless otherwise stated
- ❖ UK is permitted to build a second propaganda center in a commonwealth city outside of Europe

Roll	Germany	Stats	Japan	stats	Italy & Minor	stats
1	Brandenburg Panzer Grenadier Division + Brandenburg Division (2)	Place Infantry and token. [A2D2M1] May target tanks. May conduct sabotage.	Kamikaze Squadron(1)	Token & fighter to be placed in any starting territory. [A5D5M5] Chooses its target, Suicide unit removed following combat.	Special Torpedo Unit(1)	Token & special bomber. Rolls 2 dice when attacking naval units. Also acts as an ace. [A4D1M6]
2	Jagdgeschwader 52 (JG 52) (1)	Token & fighter to be placed. + 1 to attack and defense.	Kwangtung Army	Place Infantry and token anywhere in occupied china. Defense +1. Unit has first strike. Unit ignores yellow river.	Spanish Blue Squadron(1)	(SP or IT)Token & fighter to be placed. + 1 to attack and defense.
3	Brandenburg Fallschirmjäger Battalion(1)	Place infantry, token, and Air Transport. First strike capability. Unit acts as ace. May conduct sabotage and can be transported by Kayak*.	Manchukuo Imperial Guard	Place Infantry and token in any occupied Chinese city. [A2D3M1]	Xa MAS motor boats(1)	Token and PT boat. Assigns primary and secondary targets. Killed at end of combat or after hitting both targets. [A3D1M2] Coastal restriction.
4	Zerstoreschwader 26(1)	Token & special ME-410 fighter. Rolls 2 dice when enemy tanks present. [A3D4M4]	Fu-Go Balloon*	Place 3 Fu-Go anywhere on isle of Japan. Move 3. Destroyed upon contact from aircraft. Roll d6, take half number for strategic damage done.	Berserglari	Place token & infantry. Unit may be carried by a tank into combat. Attacks but is still considered cargo on first wave.
5	Volkssturm and Hitler youth	Place Infantry and H.J. token as well as a Volkssturm token in any Berlin, W. Germany, E. Germany, Bavaria, E. Prussia, or Austria. H.J is [A1D2M1] as well as takes 2 hits to kill, restricted to starting territories. Volkssturm are a militia based unit, however 1 SS or Hitler Youth unit must always be present. You may never have more volkssturm present than the territory's IPC value. [A0D1M0]	Giretsu Kuteitai (1)	Place Infantry, token, and Air Transport. Movement for AT +1. Crashes and destroyed upon combat deployment. Suicide paratrooper may choose to conduct sabotage at double value or fight using trench warfare rules. If sabotage unit is immediately removed. If wins ground battle still gets removed.	XA MAS Torp(1)	Place MAS infantry and token. Assigns naval target. Killed at end of combat or after hitting sinking target. [A3D1M2] May be transported by PBY, Submarine, or traditional transports.
6	Brandenburg Küstenjäger(1)	Place token & infantry.+1 on amphibious assault. May conduct sabotage, naval sabotage, and can be transported by Kayak*. [A1D2M1]	Fukuryi Suicide Defenders*	Place Infantry and token on any starting territory. Assigns naval target. Killed at end of combat or after hitting target. [A2D2M1]	Brandenburg Battalion IX Settembre(1)	Place Infantry and token in any axis starting territory in Europe. [A2D3M1] May conduct sabotage.
7	Gestapo	Place Infantry and token in any starting territory. [A1D2M1] Unit defends against enemy paratrooper or saboteur/ clandestine units +1 with 2 dice. [POW]	Kempei Tai	Place Infantry and token in any starting territory. [A1D2M1] Unit defends against enemy paratrooper or saboteur/ clandestine units +1 with 2 dice. [POW]	Blackshirts	Place Infantry and token in any starting territory. [A1D2M1] Unit defends against enemy paratrooper or saboteur/ clandestine units +1 with 2 dice. [POW]
8	Messerschmitt Me 323 "Gigant"	Place special ME-323 air transport. May either carry 3 infantry 1 light vehicle and 1 infantry. Paratrooper tokens only required for combat drops. [A0D1M6]	SNLF Marine	Place 2 Infantry and 2 tokens on any starting territory. Follows American Marine rules. [A1D2M1]	Romanian 58th Fighter Squadron* (1)	(FN) Token & fighter to be placed in Romania. + 1 to attack and defense. Acts as ace vs. communist forces. [A4D5M4]
9	SS H. Panzer	Place heavy tank and token. [A4D4M2] 2 hit.	Teishin Shudan Raiding Group (2)	Place tank, token, and Air Transport. Paratrooper tank. Only fills 1 spot on AT.	Alpine	Place 2 Infantry and 2 tokens. [A1D3M1]
10	Brandenburg Sonderverband (3)	Place Infantry and token. [A1D2M1] Units have first strike capability. Units May also conduct sabotage. Units pick enemy ground targets.	Unit 731* (1)	Infantry and token to be placed on any starting city. If in a zone with a tech token, roll token x2 per round. Unit may conduct sabotage on china using bombardment rules.	Ski troop	(FN) Place Infantry and token in Scandinavia. Can use first strike as well as retreat from a defense. Used only in Scandinavia and Russia as well as Canada and islands in the Arctic circle. [A1D2M1]
11	Brandenburg Bergman Battalion+ Tropical Division+ Jäger Regiment(3)	Place Infantry and token. [A2D3M1] May conduct sabotage.	Tainan Kōkūtai 251 Air Group* (1)	Token & fighter to be placed on any starting territory. Acts as ace. Unit takes 3 hits to kill.	MAS	Place token & infantry. May conduct sabotage, naval sabotage, and can be transported by Kayak*. [A1D2M1]
12	500 th SS Fallschirmjäger(2)	Place infantry, token, and Air Transport. Unit keeps paratrooper attack bonus regardless of combat wave or assisting unit class. Unit defends + 1.	Matsu I-29* (1)	Place submarine and token of from any axis navy base worldwide. Ship moves 3 and is undetectable by aircraft without a destroyer present.	3 rd Savoia Cavalleria* (1)	Place cavalry and token. [A2D1M2] Unit acts as an ace and takes 2 hits to kill. + 1 to attack and defense when fighting communist.

- ❖ Propaganda and Entertainment lift the established territories property value by 1 IPC.
- ❖ Project cost is 1 d6 value in IPC per round. If not paid, then outcome is forfeited for that round.
- ❖ Acquired units must be placed with Propaganda center unless otherwise stated
- ❖ Germany is permitted to pay Italy/ Minor powers share of Propaganda.

Doolittle Raid: (USA, Japan)

After the United States humiliating defeat at Pearl Harbor the country's military and political leaders strategized an effective means to retaliate and dwindle the Japanese moral. Colonel Doolittle headed the top secret mission. The US player can choose to ignore this mission: [Note that Japan must make a surprise attack on either Hawaii or the US West Coast or their fleets]

Fly a bomber over, and strategically bomb Japan. A bomber may, choose not to land and fully use its moves to reach Japan; it would crash and be removed following this. You may roll 3 dice for strategic bombing and the Japanese player does not roll for anti-aircraft guns until after the bombs have been dropped. Set Up chart below for mission start and following rounds. If the Japanese player chooses not to retaliate with Fu-go fire balloons in round 7 then both players will cease getting any additional units.

Country	Location	Insipient (Doolittle)	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7 (Fu-Go)	Round 8	Round 9	Round ∞
Japan	Tokyo or Hiroshima		2 INF.	1 TRK	1 ARM.	1 Wood P	1 BMR	1 Wood P 1 ART	1 BMR 1 Wood P 1 Pill Box 5 Fu-Go	1 Art. 2 FTR. 2Fu-Go	2 Wood P. 2 Pill Box 2Fu-Go	1 Pill Box 2Fu-Go
	SZ147 or 148	1 ESC.	1CV. 2DES. 1TCL. 1ESC. 2TRS. 2 Zero	1 CA, 1 DES.	1CV, 2Zero	1 TRS. 1 Esc. 1 Mogami	1CV, 3Zero, 1 I-400 1 TRS.	1 Zero, 1 DES. 1 HBCV	1DES. 1 Zero, 1 I-400 1TCL	1ESC. 2 TRS.	1 Zero 1DES. 1 TRS.	1 ESC.
	SZ 127	1 CV 1 BMR										
USA	Midway		1 INF. 1FTR.									
	SZ 108		2DES. 2CA.									
	San Francisco or LA		1FTR.	1 INF.	1 ARM. 1 TRK	1 TRK	1 TRK 1 Tac	1 ARM. 1 TRK 1 Tac	1 TRK 1 FTR. 1 BMR.	2 FTR. 1 BMR.	1 FTR. 1 ART	
	SZ 81 Or 82		1CV. 1BB. 1ESC. 2DES. 2Hellcats	1 CA. 1 DES. 1 PT	1CV, 2Hellcats	1 TRS. 1 Esc. 1 DES. 1 PT	1CV 2 Hellcats 1ESC. 1 CA.	1 DES. 2 ESC. 1 CA. 1 TRS.	1SCV 1 Hellcat 1 SUB	2 SUB. 1 PT	1 Hellcat 1CV	1 ESC 1 PT



Prisoners of War: (Germany, USSR, Japan, All)

Initiating Power must roll a D-10 to determine cost to start operation.

Each round, permitting a land battle has been won, the country is permitted to buy 1 Prisoner of War(aka POW)per ground battle won that round, at a cap of 5 Prisoners per round. A POW cost 2 IPC, cannot move, attack, or defend, and is placed on any owned territory.

However a POW may be relocated with use of a assault car on an armored train or a truck.

Each territory is limited to 2 POWs (cities only 1). Each POW lifts the factory output of that zone by 1 (this does not increase IPC value). This additional productivity cannot be reduced

by strategic bombing, nor by technological research being conducted in the zone. POWs can only be destroyed by Communist and Axis powers, as well as France. Liquidation of a camp can only occur during a battle in that zone(Gestapo and Imperial Kempe Tei have spc. Abilities to destroy POWs).

Liberating a camp held by enemy forces allows you to make each POW into one of your infantry on the spot at the cost of 1 IPC per unit.

-China may not produce POWs

-a nation without its capital may keep POWs but may not produce new ones.

Country	Location	POW	Gestapo/ Kempe Tei/ NKVD
Germany	Western Poland	1	1
Germany	Berlin		1
USSR	Vorkuta	1	1
USSR	Moscow		1
Japan	Hiroshima	1	1
Japan	Tokyo		1
USA	Western USA(upon entrance into war)	1	

Colossal Bridges of Tomorrow: (Axis, Allies, All)

All colossal bridges may be started at any point. Until all the IPC's have been invested and the rounds of construction have been completed, the bridge or tunnel will remain dormant and unusable. Construction and use of a bridge can be halted by the placement of a battleship or cruiser type ship in the sea zone the colossal work is being undertaken in. If the colossal structure is just a tunnel nothing can be done from water to inhibit its use with the exception of if the attacking player has sonar. If sonar is researched, submarines and destroyers alike may attack the structure to inflict damage points to it, this will follow sabotage rules. Once a colossal structure is built it can never be destroyed. Two different nations may own the property that the bridge or tunnel is being built between but must both be allied to one another. Allies cannot build to neutrals nor to axis. Axis may not build to either ally nor to neutral. In regards to non-aggression treaties building a bridge does not affect the status of the treaty, only the use of the bridge for transportation into the treaty bound nation. Violating units would be subject to interment rules. Benefactors listed on the chart are the nations that may undertake the building operation if they own the required zones. If they lose control of one of the zones needed to build the project, or if that player cannot pay the needed ipc's then construction is paused until the property is restored and debts paid. For the purposes of game play the bridge or tunnel is both regular paved highway as well as tracked railroad. Since rails go across the bridge, limited to capacity, all ground units can cross the bridge at normal railroad speed of 4 spaces per turn, 5 if armored train. The capacity of the bridge is different, however from that of the connected rail system. No more than 20 pieces may cross per round. If the units are carried by armored train the player may choose to only count rail cars towards the accumulated pieces per round and ignore their cargo. Bridges are subject to both air attack and ground saboteurs and may also be taken over by enemy forces and used against their creators.

Project Name	Locations	IRL length	Benefactor	Cost	Rounds	Additional
Alaskan Siberian Railway	West Alaska- Kamchatka [Bering strait]	25 Mile	USA USSR	Bridge: 20 USA RR: 20 USSR RR: 12	3	Dutch Harbor: NB, RR, Alaska Guard Kuril: NB, INF, Sub Kamchatka: NB, RR RR from Vladivostok- San Francisco Vancouver: ALCAN (Canadian RR cannot be strategic bombed or sabotaged)
The Great Belt Bridge Network	Denmark- Scania [Skagerrak]	16 miles (3/3)	Germany Sweden	Bridge/ Tunnel: 30 Ger RR: 8 SW RR: 4	3	Denmark: value + 2, Cog, SS, RR Gotland: NB Scania: FRT, RR Murmansk: NB, INF, Sub RR from Berlin/ E. Germany- Stockholm
Sunda Strait Bridge	Java- Sumatra [Sunda Strait]	17 miles (2/2)	Dutch ANZAC/ UK Japan	Bridge:20	3	Java: AF, INF, ARM, RR Sumatra: NB, INF, ARM, RR Flores: NB, Value +1 Opponent Ben: NB, Sub, spc. INF (Indian/Pacific Ter.)
Malacca Strait Bridge	Malaya- Sumatra [Gulf of Siam]	30 miles (2/2)	Dutch ANZAC/ UK Japan	Bridge: 30	4	Sumatra: INF, RR, COG Malaya: INF, RR, COG, Value +1 Bangkok: INF, RR Karen State: INF, RR Opponent Ben: Sub
Bridge of Horns	Br. Somaliland- Aden or Yemen[Red Sea]	18 miles (2/2)	UK	Bridge: 20	3	Br. Somaliland: value + 1, FRT, NB, ARM, RR Aden or Yemen: value + 1, NB, INF, RR (Receive Saudi Arabia) Saudi Arabia: 2 CAV, IC, AA, RR Mogadishu: 2 SUB, 1 PBY, 1 INF Iraq: ARM
Crimean Bridge	Crimea- Caucasus [Sea of Azov]	3 miles	Germany USSR	Bridge: 10	2	Germany if Op: SS ARM, SS CAV USSR if Op: Stalin's Organs, CAV, Grd INF Crimea: value + 1, INF, RR Caucasus: NB, INF, RR
Strait of Messina Bridge	Sicily- Southern Italy [Sicilian Sea]	2 miles	Italy	Bridge: 10 IT RR: 8	3	Sicily:+1 Value, FRT, ALP, AF,RR Southern Italy: COG, INF, RR Germany: SUB in Axis Med Gibraltar: INF, COG, PBY Cairo: ANZAC INF RR from N. Italy- Sicily
Gibraltar Bridge	Gibraltar- Morocco or SP. Morocco [Eastern Med.]	9 miles	Euro-Axis Euro-Allies	Bridge:20	3	Gibraltar: value + 2, Cog, INF, AF,RR Morocco or Sp: value + 1, FRT, AF, ART, INF, RR Opponent Ben: AF, BMR, HTX (Atlantic theater Ter.)
English Channel Rail line	Britain- Normandy [English Channel]	23 miles	UK Germany France	Tunnel:20 UK RR:12 FR/VY RR: 12	4	Britain: FRT, INF, RR Normandy: MAG,FRT, spc.INF, RR English Channel: 4 Mines axis, 4 Mines allies Opponent Ben: BMR, ARM, COG RR if Allied all UK isle RR all Cont. France (if Neutral Eire Joins Builder) +1 value
Celtic Crossing	Northern Ireland- Scotland [Irish Sea]	19 miles	UK	Tunnel:20 UK RR:10	3	Northern Ireland: NB, Value +1, INF, FRT,RR Scotland: HTX, FRT, RR London: Value +1, RR W. Germany: 2 Sub, TRS, CA RR from N. Ireland to Britain (if Neutral Eire Joins Builder) +1 value

Gruppe Monsun and Plan Z: (Italy, Japan, Germany, USA, UK)

The Indian Ocean was a transit route for strategic raw materials flowing from British colonies as well a route to get war material from England to defend India and the Far East. Submarines were also an important way for the Germans and Japanese to exchange technology and raw materials for mutual benefit.

The Gruppe Monsun scheme costs the German player 8/8 ipc (16 total) and resolves after 2 turns. The scheme may be purchased on any turn.

Country	Location	setup
Germany	Indian ocean somewhere	Sub pen
	Indian ocean somewhere	Sub pen
	Indian ocean anywhere together and/ or separate	Seaplane, 2 U-Boat, U-boat Type B minelayer
Japan	Indian or Pacific Ocean	Free Naval Base, PBY
USA	Perth	Free PBY and Marine Infantry and 1 PT Boat
ANZAC	Perth	Free Air Base, AA Gun, and CAV
UK	India~	IC

Indian Ocean is defined as the space stretching between the eastern coast of Africa to Sumatra/ Australia western coast.

Germany can place in any axis controlled territory, Vichy included at the end of its first round. Additionally the German player may continue to purchase naval bases and sub pens on any axis property in the Far East.

Technology Exchange: For every German or Italian submarine that reaches a sea zone adjacent to the Japanese home Country, Japan may make one free technology roll. For each German or Italian submarine that returns from Japan, Germany gets 2 IPC (from strategic raw materials).

Unit	Cost	Attack	Defend	Movement
Type x (b) Minelayer	6	1	1	3**

Operation Herkules[Malta]: (Italy, Germany, UK, USA)

"With Malta in enemy hands, the Mediterranean route would be completely closed to us...this tiny island was a vital feature in the defense of our Middle East position." General Hastings Ismay

Bypassing enemy formations is always problematic. Leaving one behind without sufficient capability to contain their activity just compounds difficulties. Like an unresolved medical issue, it could be your undoing. Malta became a thorn in the side of the Axis. While many plans were considered to deal with the British at Malta, German and Italian strategy either lacked coherent thought or attempted too many lightning victories in other locations to bring any of them to conclusion. The inability to control the Mediterranean weakened the Axis ability to supply and secure the Mediterranean and Africa, thereby exposing the “soft underbelly” of Europe much sooner to Allied invasion. However, if Malta had been attacked in 1940 by the Italians, or in 1942 in a combined operation, things may have been much different...

Country	Location	Startup	Rnd. 1	Rnd. 2	Rnd. 3	Rnd. 4	Rnd. 5
Italy And Germany	Southern Italy	Af Nb	4Para. Inf. 2airtransport	1armor	1ftr 1 tac bmr	1ftr 1 tac bmr 2 Fortresses	2 Para. Inf. 1 air transport 1 art
	Sicilian Sea		½ d-6 roll # mines				2 MAS Units
	Tyranean sea		1 cv 1 tac bmr 1ftr	2Battleship	(Toulon Fleet*) 1transport	1 transport	1 transport 1 Cruiser
	Sicily	I.C. Nb Af	1inf 1art	2 Fortresses			
UK	Sicilian Sea		½ d-6 roll # mines	1Transport	1 Esc.	1Transport	1Battleship 1 cruiser 1 cv 1 dd 2 transport
	Malta	2 Fortresses 2 Coastal guns 1 Af 1 Nb 1 I.C.	2 Biplanes 1 inf 1 art.	1 fighter	2 Strategic Bombers	1 Tac bomber	1fighter
	Gibraltar		1 Coastal Gun	1 inf			
USA	Sicilian Sea						1 esc 1 transport

Must be enacted within the 1st 3 rounds

Round 1 of operation Malta increases its value to 3 IPC's, round 6 if still in allied hands it goes back to 1ipc.

If Gibraltar captured by axis, all Mediterranean based capital ships act as aces for the duration of the siege on Malta.

Axis units may go to either Germany or Italy

Round 3 Toulon Fleet may assist at cost to free French, fleet disabled following victory or being outnumbered, or loosing 2 capital ships.

BB	CA	DES	ESC	TRS	SUB
1	2	2	1	3	3

The operation is victorious for the allies if they hold Malta for 6 full rounds, and for the axis if they own Malta at any point before the end of round 6. At any point the axis are victorious the escalation immediately ceases and the operation is over.