





# World at War

# Germany Set Up

**Production Track Start: 20** 

**Starting IPCs: 30** 

#### **Order of Turns**

- 1. Germany
- 2. Britain/France
- 3. Japan
- 4. Russia
- 5. U.S.A./China

### **Sequence of Play**

- 1. Spend IPCs
- a) Repair Battleships
- b) Technologies, Imp. factory
- c) Purchase Units
- 2. Combat Movement
- 3. Combat
- 4. Non Combat Movement
- 5. Place New Units
- 6. Collect Income

# **Rail Capacity**

4 in Europe and Asia

# **Special Income**

- +5 IPCs if not at war with Russia
- +2 IPCs if Sweden is Neutral

# **Surprise Attack**

On the first turn Germany attacks Russia, pick one Russian area, German units attack at +1, Russian units defend at -1 first round only.

Germany	Germany Sea Zone	Italy	Romania	Libya	Italian East Africa	East of It. East Afr.	Finland	Iceland Sea Zone	Nigerian Sea Zone	Unit Type	Cost	Move	Attack	Defend	Sho B	Sub D
7		3	4	2	2		3			Infantry	3	1	1	2	-	-
\ <del>'</del>			_	_	_					Paratrooper	4	1	2	2	_	_
1		1								Artillery	4	1	2	2	_	
		-	_							,						-
4		1	1	1						Armor	5	2	3	3	-	-
3		1	1							Fighter	10	4	3	4	-	1
2										Bomber	16	6	4	1	-	1
1		1								Anti Aircraft	5	1	1*	1*	-	-
		1								Battleship	24	2	4	4	4	1
		1								Cruiser	16	1 2	4	4	2	1
	1								1	Destroyer	12	2	3	3	-	2
								_	-	Aircraft Carrier	18	2	1	3	-	1
	1	1	I.			1				Transport	8	2	-	1	-	-
	1	1			_			1	1	Submarine	7	2	2	2	-	
1		1						_		Factory	15		-	= 1	-	-
								-	•	SS Panzers	6	2	4	5	7	-
							_			SS Panzergren.	3	2	2	3	-	_
										Sub Pens	6	-	D-J	2*	-	-

## **Hitler Assassination**

Roll 1D6 per game.

- 1-2: Successful. +5 IPCs per turn
- 3-5: No Result
- 6: Remove 2 tanks and 2 infantry

# Blitzkrieg

On Turn 1 Germany uses two impulse attack using the following action sequence: 1-2-3-4-5-2-3-4-6.

### **Declaration of War**

Starts the game at war with Britain, France and Poland. Declares war at any time with: U.S., Russia and China.

# **Fall of Germany**

Pay half of IPCs to conqueror. Lose 4 infantry. If Italy has been conquered also, remove all troops from play.

# **German-Russian Treaty**

Ends when Germany attacks Russia or Game turn 5.

# Italy, Libya & Italian East Africa

Can move/attack once France is conquered. If Italy is conquered, Germany pays 3 IPCs to the conqueror and loses 2 infantry.

Adolf Hitler
"The third Reich shall last a thousand years"

#### Romania

May not move or attack until Germany has declared war on Russia. The 1st time it is conquered when at war, Germany pays 3 IPCs to the conqueror and loses 2 infantry.

#### **Finland**

If not conquered by Russia on game turn 1, joins Germany.

#### **Switzerland**

Germany must pay 10 IPCs to attack and may not use tanks.

# **Spain & Turkey**

When Germany is at 50 IPCs (55 for Turkey) or more, Germany may roll, on a 1-2, the country joins Germany.

#### Iraq

When Germany conquers
Egypt, Iraq joins Germany on a
roll of 1-2.

# Factory Improvement Air: 5

Armor: 5 Surface Ships: 8 Submarines: 5



(	2 Equipment	2 Equipment	2 Construction	2 Construction	2 Air Runways	2 Specialized	2 Specialized	2 Specialized	Specialized	)
/	Infantry	Heavy	Aircraft	Shipping	Fuel Dumps	Surface Ships	Armor	Submarines	Aircraft	
(	3 Equipment	3 Equipment	3 Construction	3 Construction	Air Runways	Specialized	3 Specialized	3 Specialized	Specialized	)

# XE<del>NO</del>

# O GREAT BRITAIN / FRANCE

# World at War

#### **Production Track Start:**

Britain 39, France 21 (Britain 4 off board) (France 1 off board)

#### Starting IPCs:

Britain 25, France 15

# **Order of Play**

- 1. Germany
- 2. Britain and France
- 3. Japan
- 4. Russia
- 5. United States and China

### **Action Sequence**

- 1. Develop/Purchase Units
- a) Repair factories/ships
- b) Technologies, Imp. factory
- c) Purchase Units
- 2. Combat Movement
- 3. Combat
- 4. Non Combat Movement
- 5. Place New Units
- 6. Collect Income

# **Rail Capacity**

2 in Asia, Africa and Europe, France uses British rails.

#### **Poland**

Joins Britain at the end of turn 1 if not conquered by Germany. Increase British TPC level by 3 IPCs and replace Polish troops with British ones.

# **Great Britain/France Set Up** (use blue for France)

	Britain(ships west sea zone)	Gibraltar	Malta	Egypt	Suez Canal North of Egypt	Indja	Maldives	Central Canada	Eastern Australia (ship East)	Burma	Malaya	South Africa	Rhodesia	East of Eastern Canada	FRENCH EMPIRE:	France (ships West sea zone)	French Mediterranean	Morocco	Algeria (next to Morocco)	Syria	French Indo China	Belgian Congo	Dutch East Indies								
	_	ਹ	Σ	=	Su		Σ				-	_		Ea	FB	_	Fr	Š	_			Be	DΓ	Unit Type		Cost	Move	Attack	Defend	Sub D	Sho B
	3	1	1	2		2		1	1	1	1	1	1			5		1	1	1	2	1	1	Infantry		3	1	1	2	-	-
																								Paratroopers		4	1	2	2	-	-
	1			1												1								Artillery		4	1	2	2	-	
	1			1												1								Armor		6/7	2	3	3	-	-
	1		1	1			(1)							(1)		1					1			Fighter		11/13	4	3	4	1	-
	1																							Bomber		16/18	6	4	1	1	_
	1															1								Anti Aircraft		5	1	1*	1*	-	-
	1													1		1								Battleship		22	2	4	4	1	4
							1									1								Cruiser		15	2	4	4	1	2
	1	1			1											1	1						1	Destroyer		11	2	3	3	2	-
							1							1										Aircraft Carrie	er	16	2	1	3	1	-
	2						1		1							1	1						1	Transport		7/8	2	-	1	-	-
y														1		1	1							Submarine		9/8	2	2	2	-	-
	1					1		1	1							1								Factory		15	-	-	-	-	-

#### **Declaration of War**

Equipment

Starts the game at war with Germany. May not attack Japan unless attacked first or game turn 6. May not hinder Japanese fleet movement nor move units into China.

Equipment

Construction

Construction

Roll 1d6. If higher than the IPC value When Egypt is held by Axis forces, If equal or lower must retreat, can

#### Invading Neutral countries

of the country then combat occurs. never invade again, and must pay 5 IPCs to the bank.

# Saudi Arabia

Specialized

Specialized

Britain can pay 1 IPC per turn to roll 1-2 to gain Saudi Arabia.

Specialized

Specialized



Winston Churchhill "Be Ye Men of Valour"

#### **Home Defense**

British infantry defending Britain defend on a 3, fighters on a 5.

#### **Factory Improvement**

Air: 5 Armor: 7 Surface Ships: 5 Submarines: 7

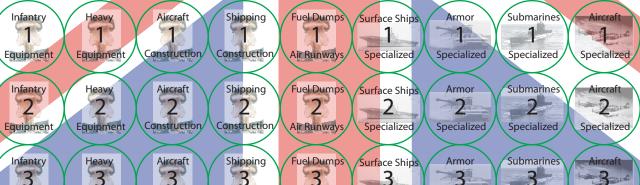
#### **Fall of France**

France must pay Germany 3 IPCs, roll 1d6 for each fleet in the Mediterranean; 1- joins Axis, 2-4 fleet is scuttled, 5- becomes Vichy, 6- becomes British.

Roll 1d6 for each of the following french territories: Morocco, Algeria, Fr. West Africa, Fr. Equ. Africa, Madagascar, Syria, Fr. Indo China, Mauritius Islands, Fiji islands, Society Islands. 1-3 becomes Vichy, 4-6 becomes Free French.

#### Lend lease

Britain may lend lease France up to 10 IPCs subject to Axis intervention, Roll 1d6, On a 1 half the money is lost. On a 2 one third is lost. On a 3-6 no money is lost. Round up money lost.



Air Runways





# JAPAN, EMPIRE OF THE RISING SUN



### World at War

**Production Track Start: 19** 

**Starting IPCs: 25** 

# **Order of Play**

- 1. Germany
- 2. Britain and France
- 3. Japan
- 4. Russia
- 5. United States and China

### **Action Sequence**

- 1. Develop/Purchase Units
- a) Repair factories/ships
- b) Technologies, Imp. factory
- c) Purchase Units
- 2. Combat Movement
- 3. Combat
- 4. Non Combat Movement
- 5. Place New Units
- 6. Collect Income

# **Rail Capacity**

2 in Asia

# **Declarations of War**

Starts at war with: China Declares war at any time with any major power except Russia.

#### **Home Defense**

The first time Japan is attacked, place 4 infantry on Japan before combat occurs. at no cost.

# Japan Set Up

200	Japan Sea Zone	Manchuria	Korea	Okinawa	Marcus Islands	Caroline Islands	Thailand	Marshall Islands							
_	م ا	Z	중	ō	Ž	ರ	두	Ž		Cost	Move	Attack	Defend	Sho B	Sub D
4	1	3	3	1	1	1	2	1	Infantry	3	1	1	2	-	-
									Paratrooper	4	1	2	2	-	-
		1							Artillery	4	1	2	2	-	-
ŀ		1	1						Armor	6	2	3	3	-	-
	(1	) 1	1			(1)			Fighter	11	4	3	4	-	1
•									Bomber	14	6	4	1	-	1
1			1						Anti Aircraft	5	1	1*	1*	-	-
	2								Battleship	22	2	4	4	4	1
					1				Cruiser	15	2	4	4	2	1
	1					1			Destroyer	11	2	3	3	-	2
	1					1			Aircraft Carrier	14	2	1	3	-	1
	2			1	1			1	Transport	8	2	-	1	-	-
						1			Submarine	8	2	2	2	-	-
Ŀ	1		1						Factory	17	-	-	-	-	_

#### **Sino Soviet Pact**

Equipment

Infantry

Equipmen

Infantry

Equipment

Cannot attack Russia until turn 6 or after. Must pay 15 IPCs to declare war on Russia unless Russia attacks first.

Equipment

Equipment

Heavy

3

Equipment

Aircraft

Aircraft

Construction/

#### French Indo China

Shipping

Construction

attempt to influence each turn by

If Vichy, Japan collects IPCs and may paying 2 IPCs succeeding on a roll of attack in the following action 1-2. If successful replace Vichy units with Japanese units.

Fuel Dumps

Air Runways

#### Sneak Attack

Armor

3

Specialized

Japan may make one sneak attack during the game. Make the 2 impulse sequence: 1-2-3-4-5-2-3-4-6.

Submarines

Specialized

Aircraft

3

Specialized,



General Tojo "Negotiations cannot succeed"

### Fall of Japan

If Japan is conquered and Japan cannot retake the home land by it's next turn, Japan surrenders.

In the case of surrender, Japan gives all its IPCs to the conqueror, and removes all troops everywhere.

#### **Banzai Attack**

Japan is allowed 3 banzai attacks per turn. All infantry involved in the banzai attack hit on a 2 or less for one round of combat only. No retreat is allowed.

#### **Thailand**

May not move or attack until Japan is at war with Britain or the U.S.

# **Factory Improvement**

Air: 7 Armor: 9

Surface Ships: 5 Submarines: 9



Surface Ships

Specialized







### World at War

# **Russia Set Up**

**Production Track Start: 32** 

Starting IPCs: 15

# **Order of Play**

- 1. Germany
- 2. Britain and France
- 3. Japan
- 4. Russia
- 5. United States and China

### **Action Sequence**

- 1. Develop/Purchase Units
- a) Repair factories/ships
- b) Technologies, Imp. factory
- c) Purchase Units
- 2. Combat Movement
- 3. Combat
- 4. Non Combat Movement
- 5. Place New Units
- 6. Collect Income

#### **Limited Production**

Receives only half IPCs per turn(round up) until attacked by Germany or game turn 5.

#### **Multi National Force**

No allied country is allowed to share land or sea areas with a Russian force.

#### **Partisans**

Are built on vacated areas under Axis control They block Axis rail movement, 2 partisans = 1 infantry.

Russia	Karelia	North of Karelia	Belo-Russia	Ukraine	Orel	Caucasus	Kazakh	Omsk	Novosibirsk	Buryat	Soviet far East	Kamchatka	Unit Type	Cost	Move	Attack	Defend	Sub D	Sho B
3	_		2	3	1	1	1	1	1	1	3		Infantry	2	1	1	2	-	-
F	+		_	7	•	•			ŀ.	Ė		•	Russian Guard	2	2	2	3	_	_
													Paratroopers	3	1	2	2	-	-
H										1	1		Artillery	4	1	2	2	-	-
1	1				1						1		Armor	5	2	3	3	-	-
1		7		7							1		Fighter	11	4	3	4	1	-
				7									Bomber	15	6	4	1	1	-
1			4			1							Anti Aircraft	5	1	1*	1*	-	-
													Battleship	26	2	4	4	1	4
											1		Cruiser	17	2	4	4	1	2
													Destroyer	13	2	3	3	2	-
													Aircraft Carrier	18	2	1	3	1	-
		1									1		Transport	8	2	-	1	-	-
		1											Submarine	8	2	2	2	-	-
1						1					1		Factory	12	*	-	-	-	-

#### **Liberating Territories**

3

Equipment

Russia is never a liberator. All territories conquered are added to the Russian IPC total.

3

Equipment

3

Construction

3

Construction

### **Purges**

gets only one counterattack. Gets 20 IPCs to purchase units and place on the board prior to combat movement.

#### **Factories**

3

Specialized

Specialized,

On the first turn Russia is attacked it Russian factories may move at a cost of 1 rail movement. May move 1 and build 1, or move 2 and not build at all.

Specialized

Specialized,



Joseph Stalin "Quantity has a quality all of its own"

#### **Declaration of War**

May not attack Germany or Japan until game turn 5, or until Germany attacks first. Russia may attack Finland or Romania but must pay penalties. 25 IPCs to Germany for attacking Romania, Finnish infantry defend on a 3 and inflict 2 times casualties.

#### **Fall of Russia**

If Russia is conquered by an Axis player the Russian capitol is moved. The old area is worth 1 IPC, the new area is worth 8 IPCs.

#### Guards

Up to 4 guard units may be active during a turn. Build 2/turn, cost 2 IPCs each.

# **Factory Improvement**

Armor: 5 Surface Ships: 8 Submarines: 6

# **Rail Capacity**

3 in Asia, 1 in Europe.



3

Air Runways



# UNITED STATES/CHINA

Unit Type

Paratrooper

Artillerv

Armor

Fighter

Bomber

Anti-Aircraft

Battleship

Destroyer

**Transport** 

Submarine

Cruiser

Carrier

Factory

**Armored Infantry** 

Marine/Ranger

Cost

4/2

5/3

4/-

-/-

5/3

6/8

9/15

15/20 5/6

24/35

16/23

12/20

16/38

7/9

7/10

15/20

Move

1

2

2

4

2

2

2

2

2

Tsinghai Sin Kiang

4 3 3 1 2 Infantry



Attack

1

2

2

2

2

3

3

4

4

3

2

Defend

2

3

2

2

3

4

1\*

4

4

3

2

Sub D

1

1

1

2

Sho B

4

2

Aircraft

Specialized

Aircraft

Specialized,



**Production Track Start: 30/13** 

# Starting IPCs: 17(U.S.) / 13(China)

# Order of Play

- 1. Germany
- 2. Britain and France
- 3. Japan
- 4. Russia
- 5. United States and China

# **Action Sequence**

- 1. Develop/Purchase Units
- a) Repair factories/ships
- b) Technologies, Impr. factory
- c) Purchase Units
- 2. Combat Movement
- 3. Combat
- 4. Non Combat Movement
- 5. Place New Units
- 6. Collect Income

# **Rail Capacity**

6 in Western Hemisphere. Can be used for British troops also.

#### **National Guard**

U.S. and China Set Up

Midway Wake Island Philippines

1 2

Panama West Indies CHINA: Shensi

5

1

Western United States

1 (1)

1 1

1 1

1 (1)

The National guard is called out the first time the Eastern or Western U.S. or Alaska or the Hawaii Islands is invaded. Place 6 infantry at no cost on Western or Eastern U.S. before combat occurs.

# **U.S. Volunteer Fighter**

The U.S. may send one fighter to China while not at war with Japan or Germany. The volunteer fighter is replaced with a Chinese fighter. Another volunteer fighter may be sent if it is destroyed.

# **Chinese Infantry Placement**

Chinese infantry cost 2 IPCs each and may be placed on any Chinese area at no extra cost. The number of Chinese infantry that can be placed on an area is equal to the IPC value of the area

Submarines

Specialized

Submarines

Specialized

# President Roosevelt

#### **Marines and Rangers**

Up to 4 infantry may be used as Marines/Rangers each turn for an amphibious assault, for the duration of the attack only.

#### Armored Infantry

Up to 6 armored infantry may be active. Build 2/turn.

#### Factory Improvement

Air: 3 Armor: 4 Surface Ships: 4 Submarines: 3

#### **Sub Hunting**

May attack German subs with U.S. ships as of turn 2, without being at war with Germany.

#### **Transports**

May designate two transports to carry 2 tanks instead of 1 infantry and 1 tank.

# **Chinese Infantry**

When attacking, roll to see how many attack(round up);

- 1: No infantry attack
- 2: 20% attack
- 3: 40% attack
- 4: 60% attack
- 5: 80% attack
- 6: all but one attack

# **Limited Production**

Receives only half IPCs per turn(round up) until at war with Germany or Japan.

### Lend Lease

May lend lease up to 1/2 income, round up. Roll for attempts, round up money lost:

- 1: all money is lost
- 2: 1/2 the money is lost
- 3:1/3 the money is lost
- 4-6: no money is lost



Infantry

7

Equipmen

Infantry

3

Equipmen

Heavy Equipment

Heavy

Equipmen

3

Equipment





Aircraft

7

Construction

3

Construction



Shipping

Construction

Shipping

Construction

Shipping



Air Runway

Fuel Dump

3

Air Runway

Fuel Dumps









Surface Ships

Specialized

Surface Ships

Specialized





Specialized

Armor

Specialized

Armor

Armor

Specialized

3 3

Specialized

Submarines

Specialized