Axis and Allies: Cold War 1955

This is not a licensed Axis and Allies game and draws heavily on Axis and Allies: Europe 1940 Second Edition rules and Axis & Allies: WW1 1914 rules. This also draws upon the works of Young Grasshopper and GEN MANSTEIN, both of which have given me explicit permission to use their content.

By GEN MANSTEIN and Militarized Milkmen

Special thanks to Young Grasshopper; the research and development wouldn't be the same without you. Special thanks to GEN MANSTEIN for the amazing board and advice, without your help, I would have given up long ago.

Game Components:

Note these are all approximations. You may be able to play the game with less of the following items then listed and there are scenarios where you might need more than the number listed. All tokens and charts that do not come with an official Axis & Allies game are available on a separate document to be printed and cut out.

1 game board
50 Radiation Hardened Tokens
40 Standard Nuclear Weapon Tokens
40 Salted Nuclear Weapon Tokens
40 Thermonuclear Weapon Tokens
40 Enhanced Radiation Weapon Tokens
40 Nuclear Electromagnetic Pulse Weapon Tokens
50 Long Range Attack Target Tokens
40 Rainbow Herbicide Tokens
50 NATO control markers
50 Warsaw Pact control markers (use Soviet Union National Control Markers)
50 Communist China control markers
6 North Vietnamese control markers
6 South Vietnamese control markers
2 Cambodian Control Markers
1 West Arabian Control Marker
2 Communist Angolan Control Markers
30 air base markers
30 naval base markers
As many industrial complex markers as possible
22 research center markers
60 Event Cards
1 Event Deck Cover
As many gray chips as possible
As many green chips as possible
As many red chips as possible
As many Soviet Union units as possible

As many United States units as possible
As many Japanese units as possible
As many dice as possible

SETTING

It is 1955 and the tensions between major world powers have escalated to an alarming level. Major capitalist countries have banded together to form the North Atlantic Treaty Organization and its subsidiaries (such as SEATO and ANZUS), while the two major communist powers, Communist China and the Warsaw Pact have grown apart. War is inevitable, but who will rise from the ashes of the inevitable nuclear conflict?

SUMMARY OF PLAY

Axis and Allies: Cold War 1955 is played by three players. The war depicts a conflict between communism and capitalism.

The Communist powers include Communist China and the Warsaw Pact, however, they are not exactly allies. They may not attack each other, and may not go to war with each other, however if one of them wins, the other loses. Capitalism is represented by NATO and its subsidiaries which have been blended together for balance and ease of play. Each power must be played by a different player.

Each turn you take for a power, you choose what advancements your power will research so it can rise to meet the enemy.

You then purchase your units and amass nuclear weapons, to fund proxy wars, and eventually an all-out clash with the enemy.

Once your military is ready you can call in nuclear strikes to decimate the enemy, and then move your armies in to take their land in the wake of nuclear holocaust.

You must be fast and decisive when moving your units, while also being constantly aware of what your actions might cause, because right after you attack, your enemy gets to move in their forces to meet you.

When militaries clash, combat between them is resolved with dice rolls.

After combat, you can make noncombat moves with your units that didn't take part in combat that turn.

Then your freshly manufactured units roll off the assembly line, and march out of their training camps, ready for battle in future conflicts.

However, even global superpowers have people, so right before you reap the fruits of your labor, most powers will have to check in with their people to see how they feel about their countries actions, and what they're going to do about it.

You then collect the income of your territories, and newly captured provinces, perfect for feeding the guns of the next turn.

Finally, major events take place. This is represented by a card being drawn and resolved, that represents an event that took place or might have taken place during that time, such as, an economic boom or collapse, a revolution, the assassination of a major dictator, or something else.

HOW THE WAR IS WON

On your turn, you research technologies for, build, deploy, maneuver and command, army divisions, air wings, naval divisions, all while having the nuclear option right at your fingertips. You use these to loosen your foes' hold on their territories, or scare them into not trying to loosen yours. However, the peace won't last forever, and eventually someone will bring their forces against you, and it's your job, to make sure you don't lose them because the more territories you hold, the more weapons you can make and the more things you can research. On the map are there twenty-two victory cities that are important to the war effort. NATO begins the game controlling seven, Washington D.C., New York City, Los Angeles, Paris, Rome, London, Hong Kong, and Sydney. The Warsaw Pact begins with six, Berlin, Warsaw, Sevastopol, Leningrad, Moscow, Volograd and Almaty. China starts with three, Changchun, Peking, and Shanghai.

Communist Chinese Victory

Communist China wins the game if all victory cities and capital cities, not controlled by a communist power, are destroyed.

Warsaw Pact Victory

The Warsaw Pact wins the game if it has maintained control of all of its original territories for an unbroken string of eight consecutive rounds.

NATO Victory

NATO wins the game if it controls all of its original territories with victory cities or capital cities, and there has been an unbroken string of five consecutive rounds in which no territory has become Pro-Communist, or has been taken over by a communist power.

SETUP

One player takes control of Communist China, one player takes control of the Warsaw Pact, and one power takes control of NATO.

Once you have decided who will play which power, prepare the game for play.

Game Board

The game board is a map of the planet, circa 1955. It's divided into spaces, either territories (on land) or sea zones, which are separated by border lines.

IPC Tracking

Your group should decide on a means to track each power's national production level. Decide on a player to be the banker. The banker should track each power's national production level separately.

Setup Charts

Take the setup chart for your power (see separate document). It shows the name of your power, the color of your units, and which countries units you should use from other Axis & Allies games, for this game. It also lists the starting numbers and locations of that power's units on the game board. Each country's emblem can be found on a separate document with all the other tokens.

Combat Forces

Take the plastic pieces that represent your power's combat units. Each power is color coded as shown in the following chart, which also shows the powers starting income level and treasury in Industrial Production Credits (see below). Place all of your power's starting units on the game board as listed on your power's setup chart. It is recommended that you use the German units from Axis and Allies 1940 and/or 1942 to represent minor powers, that are Pro-Communist, standing army. It is recommended that you use the British units from Axis and Allies 1940 and/or 1942 to represent minor powers, that are Pro-NATO, standing army. It is recommended that you use the Italian units from Axis and Allies 1940 to represent minor powers that are strict neutral, standing army. While these are recommended it is entirely up to you

Power	Starting Income	Color	Recommended Country
Communist China	28	Orange	Japan, 1940 and/ or 1942
Warsaw Pact	99	Maroon	Soviet Union 1940 and/or 1942
NATO	124	Green	United States 1940 and/or 1942

Note: You may have to use additional units from other versions of Axis & Allies due to the number of units required to play this game

Plastic Chips

Use the chips to save space in overcrowded territories and sea zones. Gray chips represent 1 combat unit each, green chips represent 3 combat units each, and red chips represent 5 combat units each. For example, if you wanted to place 10 infantry on a space, you would stake up 1 red chip, 1 green chip, 1 gray chip, and 1 infantry on top. (If you don't have enough pieces to top off all your staks, use an identifying item, such as a piece of paper with the unit type written on it.) The number of stacks is not limited by the number of plastic pieces available.

Control Markers

Control markers indicate status in the game. They can be used to mark the location of a nuclear reactor, the conqueror of a territory, indicate national production, and other things. Printouts for all game markers not provided in other Axis & Allies games will be provided on a separate document with all the other tokens. Feel free to print them, and then cut them out.

Nuclear Weapon Tokens

Nuclear weapon tokens represent nuclear weapons. You build them during the Purchase and Repair phase, and use them to conduct nuclear attacks during the Conduct Combat phase. The Warsaw Pact and NATO start the game with four standard nuclear weapon tokens and two thermonuclear weapon tokens in their stockpile. See "Stockpile of Nuclear Weapons," page 41).

Rainbow Herbicide Tokens

Rainbow herbicide tokens are used to represent jungle territories (see "Jungles," page 7) that have been completely destroyed by the use of rainbow herbicide attacks (see "Technological Advancements," page 59), made by bombers, against jungles.

Industrial Production Credits

These units are the money of the game, representing your country's monetary power. Some countries have more control over their economy than others and are able to divert a greater amount of their money to their military then other countries are able to. The amount shown on the chart above represents each power's starting production level. Each power also starts the game with that many IPCs in its treasury to spend on its first turn. During the game, each power will spend IPCs, on new units for example, and collect more IPCs as income in territories that it controls. Have one player act as banker and track each power's current treasury using the IPC Tracking Chart on the separate document, and each power's national production level using some other means agreed upon by your group.

Battle Strips, Casualty Strip, and Dice

The battle strips are cards with the columns. One is for air combat while the other is for surface combat. When combat occurs, the players involved place their units on the combat strips. Combat is resolved by rolling dice.

Research and Development Charts

The research and development chart is the way each power tracks how advanced their power is technologically. When a power chooses to spend IPC's to conduct research, they shade boxes in with a pencil on the chart. Once they shade in a large box with words in it, or a technological advancement, their units become stronger and more powerful. NATO and the Warsaw Pact have identical research charts as they are relatively identical, technology wise. Communist China has two special pages of ad-ons that go before the standard tech tree, as it is much farther behind, when it comes to technology, then the other two powers.

Morale Tracker

The morale tracker is used to track the current happiness and satisfaction of your population. The morale tracker ranges from one to ten, and changes on the ninth phase of every turn based on, how well the people are being treated, military victories and losses, and atrocities your country has committed recently. Your country's morale affects IPC production, and if it gets too low, can even lead to uprisings or force you into unfair peace agreements with your enemies. The game has two morale trackers, one for the Warsaw Pact, and one for NATO, if you can't figure out which is which, you probably shouldn't be playing this game. Place one NATO control marker on the six slot on the NATO morale tracker, and one Warsaw Pact control marker on the four slot of the Warsaw Pact morale tracker.

Event Cards

This game comes with a set of 60 event cards. Each turn you will draw event cards, and then play one of them, if you are able to, and it will affect the game in some way, such as a coup in Syria, the assasination of a major dictator, an uprising in Syria, unrest in North Yemen, insurgents in Syria, or, if you're lucky, a corrective revolution in Syria. (Note: Due to the current number of event cards and somewhat ironic coincidence, their are no event cards that relate to Syria in any way). Start setup by shuffling the deck and placing it within reach of the game board. Since it is possible to see through many sheets of paper, which is what the event cards will likely be printed on, place the event deck cover on top of the deck so that no power can see through the backs of cards, and therefore know which events will be drawn.

Spaces On The Game Board

Territories

The background color of the territories on the game board show which power controls them at the start of the game. Communist China starts with yellow, the Warsaw Pact starts with dark red, and NATO starts with dark green. Each power also has its own emblem. When rules refer to the "original controller" of a territory, they mean the power whose emblem is printed on the territory.

Most territories have an income value ranging from 1 to 9. This is the number of IPCs the territory produces each turn for its controller. Some territories have no number printed on them and therefore produce no IPCs. Units can move between adjacent spaces (those that share a common border). Spaces that meet only at a point are not adjacent, as they do not share a common border.

All territories exist under one of three conditions:

Friendly: Controlled by a you or a friendly power (major or minor).
Hostile: Controlled by a power with which you are at war.
Neutral: Controlled by a power with which you are not friendly with and also not yet at war with.

Sea Zones

All sea zones exist in one of three conditions:

Friendly: Only contains ships (other than submarines and transports in most cases) controlled by a power friendly to you.
Hostile: Contains ships (other than submarines and transports in most cases) that are controlled by a power with which you are at war.
Neutral: Contains ships controlled by a power with which is not friendly to you, that you are also not at war with.

Your sea units may move into and through friendly sea zones uninhibited. Your sea units may also attempt to move through hostile and neutral sea zones, however, the power controlling the sea units in the seazone may attempt to block your ships. If the power chooses to, it may choose to force a number of surface ships to stop their movement in that sea zone, and initiate combat if the powers are at war, equal to the number of surface warships the power controls in that sea zone. Any destroyers in the sea zone may also block submarines, and have the ability to force a number of submarines in that seazone to end their movement in that sea zone, and initiate combat if the powers are at war, equal to twice the number of destroyers under their control in that seazone, in addition to the surface ships that a destroyer also blocks. The controller of the ships attempting to move through the sea zone may choose which

of his or her sea units must stop their movement and which units do not, as long as the number of surface units that stopped are greater than or equal to the number of surface ships blocked by other powers in that sea zone, and the number of submarines that stopped in the sea zone are greater than or equal to the number of submarines blocked by other powers in that sea zone. Forcing ships to stop movement is always optional. Submarines are always unable to block movement. Transports are considered surface ships and not surface warships until they get the assault boat technological advancement (see page 59), and therefore are always able to be blocked, but are unable to block ships until they gain the assault boat technological advancement.

Islands

An island or island group is a territory or small group of territories surrounded entirely by one of more sea zones. A sea zone can contain more than an island or island group, but each one is considered one territory. Any island, part of an island, island group, or part of an island group, that is its own valid territory will have its own separate name and emblem on it. It's not possible to split up land-based or air-based units so that they are on different islands that are part of the same island group.

For example, Fiji, and New Hebrides are both located in sea zone SP-16. These named islands can each have independent land-based and air-based units. However, Marianas Island, located in sea zones NP-20 is an island group (one territory), so any land units there are all together, not on separate islands. Islands that have no name label, such as the one in sea zone NP-5 are not game spaces and may not have units moved into them.

Jungles

Some territories have very dense forests and are considered jungle territories. These territories are marked by being covered in green splotches and dots. Jungle territories are considered special territories and therefore have their own additional rules.

Jungle territories are similar to some units like industrial complexes and naval bases in that they are subject to damage. Certain technological advancements (see page 16) allow bombers to make attacks against the jungle itself with the intent to destroy it. These attacks deal damage to the jungle, and each time is damage dealt to it, places a gray chip on the territory. Once the number of gray chips reaches ten replace all chips with a rainbow herbicide token. This token means that the jungle has been completely destroyed and the territory is treated as though it does not have a jungle.

All land-based units other than infantry that attempt to move through jungle territory must end their movement in the first jungle territory they enter.

All surface units that conduct combat within a jungle territory, other than infantry, have a decreased surface attack and surface defense value of one.

Surface units in jungle territories' have an air defense value of one lower than they normally have.

No aircraft may land in a jungle territory that doesn't have an air base in it, and no aircraft may leave a jungle territory that doesn't have an air base in it, if the aircraft started it's turn in the jungle territory. No aircraft may scramble from a jungle territory without an air base.

When a bomber drops a conventional payload (see "Bomber Payloads," page 26) in a jungle territory, the bomber rolls half the dice they normally would for that payload.

When a bomber drops a paratrooper payload (see "Bomber Payloads," page 26) in a jungle territory, any units it drops may not roll in the first round of combat after they are dropped, and loses the plus one bonus to its surface attack, surface defense, and air attack values that it would have gotten from being dropped from a bomber.

When an attack aircraft targets surface units in a jungle territory, during the "Select Targets and Announce Bomber Payloads," step of general combat (see "General Combat, page 33) it's surface attack and surface defense values decrease by 1.

Infantry units use special movement rules in jungle territories, similar to those that submarines use.

Whenever you build a facility in a jungle territory, it costs 5 extra IPC's to build. Each point of damage dealt to your facilities in jungle territories costs 2 IPC's to repair instead of just one.

Canals and Narrow Straits

Canals and narrow straits are geographical features that can help or hinder sea movement, depending on who controls them. Canals are artificial waterways that connect two larger bodies of water, while narrow straits are natural passages that do the same. In either case, control of the land territories surrounding these features gives the power controlling them and its allies the ability to travel through them while denying access to enemy powers.

There are two canals on the game board. The Panama Canal connects the Pacific Ocean to the Caribbean Sea (sea zone NP-34 and NP-23), while the Suez Canal connects the Red Sea to the Mediteranean Sea (sea zone I-1 and M-12). A canal is not considered a space so it does not block units. Land-based and air-based units may move freely between one side of a canal and another, because both sides of both canals are contained within one territory.

There are five narrow straits on the game board. The Turkish Straits connect the Mediteranean Sea and the Black Sea (sea zone M-9 and M-10), the Strait of Gibraltar connects the Atlantic Ocean to the Mediteranean Sea (sea zone NA-22 and M-4), the Danish Straits connect the North Sea and the Baltic Sea (sea zone B-1 and B-2), the Strait of Dover connects the western side of th English Channel to the eastern side (seazone NA-9 and NA-10), and the Strait of Malacca connects the Indian Ocean to the South Pacific (all I and SP sea zones), by maintaining control of the large Malacca Strait (sea zone I-7). Most narrow straits can't be crossed by land units without the use of transport ships. However, Turkey is one territory that contains a narrow strait within it so no land movement or transport ships are required to cross the straits within Turkey.

If your side (but not necessarily your power) controlled a canal or narrow strait at the start of your turn you may move sea units through (or in the case of the Strait of Malacca, into) it. You may not use canals or narrow straits on the same turn that you capture them. If a canal or narrow strait is controlled by a power not on your side, but with which you are not yet at war, you must ask permission to use it, which may be denied (neutral countries, regardless of their allegiance and political status, charge 3 IPC's per boat that crosses the canal. This is paid from the power who is crossing's treasury during the phase that the boats cross. If the neutral is friendly to your power, and you have land units in the canal's or narrow strait's controlling territory, you may ignore this fee.

In order to control a canal or narrow strait, you must control its controlling land territory or territories. They are as follows.

Canal/Narrow Straits	Controlling Territories
Suez Canal	Egypt
Panama Canal	Panama
Turkish Straits	Turkey
Strait of Gibraltar	Gibraltar and Morocco
Danish Straits	Denmark and Norway
Strait of Dover	United Kingdom and Normandy
Strait of Malacca	Maylay and Sumatra

Exception: Unless Egypt is captured, or otherwise stated, NATO has control of the Suez Canal, and acts as if they have control of Egypt for the purposes of determining which boats may or may not use the canal.

If there is only one controlling territory, the power that controls it controls the canal or strait. If there are two controlling territories, the side that controls both of them controls the canal or strait. If one side controls one territory and the other controls the other, the canal or strait is closed to all sea units.

Note: If a power has sea units inside the strait of malacca when it loses control of the strait, the sea units in it are trapped and may not leave the strait.

Exception: Submarines of any power may pass through the Strait of Gibraltar regardless of which power controls it.

The movement of aircraft is completely unaffected by canals and straits, whether they are moving over land or sea. They can pass between sea zones connected by the canal or strait regardless of which side controls it.

Note: Some canals and narrow straits have been accentuated so that they are more easily seen.

THE POLITICAL SITUATION

As the game begins the only powers that start the game at war are North Vietnam and South Vietnam who start the game at war with each other. Many countries attempted to remain neutral, but as the war became global, many of them were forced to side either with communism or with NATO. The following rules reflect the growth and development of these historical events from 1955 on.

NATO

NATO starts with units positioned in South Vietnam to fend off the Vietcong guerillas, and many believe that this portion of NATO is all that stands between communism gaining control over all of the Asian coast. NATO must

decide if it is worth holding out in Vietnam, and potentially gaining supremacy over the former Indochinese Union, or if it would be better to pull out of the vicious guerilla war, and regroup.

NATO may declare war on any country at the beginning of the Conduct Combat phase, however, any time they declare war on a country unprovoked, their morale will drop. To invade a territory and/or attack units controlled by another power, that they made an unprovoked declaration of war against, they must have been in a state of war with that power at the beginning of their turn. In other words, they must declare war on a country a round before you invade them or attack them, due to the high levels of bureaucracy involved in any international alliance. NATO must also be wary of using nuclear weapons to wipe out entire armies, due a growing desire for nuclear disarmament within the United States and many other democracies around the world. Using nuclear weapons despite this can hurt NATO's morale. However, they must be careful not to be involved in any conflict for too long as this will hurt their morale as well

If NATO morale reaches two or lower, they must offer a ceasefire with every country they are currently at war with unless one of their victory cities is under enemy control. The conditions of this ceasefire are as follows. All land-based and air-based units that are not in territories controlled by NATO are immediately removed from the board. All NATO units that are in a territory with enemy land-units (such as those hiding in a jungle) are immediately removed from the board, and the controller of the enemy units gains control of the territory. All sea units in territories not adjacent to territories you control, and all air units on such sea units are also immediately removed from the board. NATO is then no longer at war with any power and they are not at war with them, and NATO's morale is set to five. No power may declare war on NATO for two turns, and NATO may not declare war on any power for four turns, unless a power declared war on NATO first (NATO may only declare war on that power during this time). NATO units may not move into territories they do not control, or into sea zones not adjacent to territories they control. This offer may be rejected by a major power. If multiple major powers are at war with NATO when NATO issues this ceasefire, they must agree whether or not to accept the ceasefire, or the NATO player gets to decide for them. All minor powers currently at war with NATO when the ceasefire is offered go along with the decision of the major powers.

Communist China

Communist China begins the game at war with no one. The government brainwashes and controls its people to such an extent that China skips the survey morale phase of their turn. The country is recovering from a war with Japan, and a civil war between the Communist Party of China and the Kuomintang-led government. Combine this with how far China is technologically, we still find the new Chinese government clinging to their antiquated values. China calls for a massive world revolution in the name of communism, and is more than happy to help their smaller neighbors revolt, or flatout invade other powers with whom they disagree with.

Communist China may declare war on any power at the beginning of its Conduct Combat phase, and is encouraged to use the full extent of its power to annihilate its enemies, as there are no consequences for their actions other than a potential state of war with NATO.

China is not a very rich country, however, it is still in China's best interest to pursue technological advancements. China has the ability to request help with research from the Warsaw Pact. If the Warsaw Pact chooses they may aid China in their research if they choose to do so, to a certain extent.

Warsaw Pact

The Warsaw Pact begins the game at war with no one. The Soviet Union is recovering from the death of their dreaded dictator Joseph Stalin, and the massive power vacuum that followed. Combine this with NATO's

surprisingly decisive actions in Korea, and we find the Soviet Union establishing its own military alliance with its satellite states; the Warsaw Pact.

The Warsaw Pact may declare war on any country at the beginning of their Conduct Combat phase. However, they are best off fighting wars close to home, as they have more important things to attend to, such as feeding their people and brutally suppressing protests, demonstrations, and riots.

While the Warsaw Pact is dedicated to the spread of communism, they are much more dedicated to their own success. Russia is wary of nuclear war, and their loose-cannon, pseudo-ally, Communist China provoking one. While they are able to help China with their research, they are wary of what China might do with such power.

The Soviet Union and by extension, the Warsaw Pact, is also recovering from a transition away from an agrarian economy, overfarming, and famine. Each turn the Warsaw Pact must spend between 0 and 80 IPC's to feed their population and provide services to the people (see page 17).

If Warsaw Pact's morale reaches one, some of their states may choose to leave the Warsaw Pact (see "Survey Morale," page 41).

Minor Powers

In 1955 many countries attempted to remain neutral. As the war became truly global, many of these countries were forced to join one side or the other. Any power other than the Warsaw Pact, Communist China, and NATO, are considered minor powers and they all start the game neutral, some countries more neutral than others. There are three types of minor powers in this game: Pro-NATO, Pro-Communist, and strict neutral (non-aligned).

Most minor powers have standing armies in each territory they control, so minor powers have their own setup chart. The minor power's have three setup charts, one for Pro-NATO, one for Pro-Communist, and one for strict neutrals.

An important concept to understand is the difference between a minor and major power. Major powers are controlled by a player and have their own turns, minor powers often just sit there and serve as roadblocks for other countries. Each minor power is, however, its own entity, and if you intend to invade or attack it, you must still declare war on it.

During the Purchase and Repair phase (see page 17), you may rebuild any casualties that have been dealt to a minor power with a few restrictions. You may only rebuild units, you can not build any units that the power did not start the game with. Also infantry units may be built in any territory controlled by that power, but all other units must be built in a territory with an industrial complex controlled by that power. If the power does not have an industrial complex, then only infantry may be built. There is no limit on what unit you build and where you build it (assuming the country has an industrial complex in the territory if you're not buying infantry), as long as the total number of units the minor power has under its control does not exceed the total number of units the power started with. A power may never build an industrial complex for a minor power.

There are nine minor powers that start the game with multiple territories under their control. So in their cases, you do not declare war on just one territory, you declare war on the entire entity. See the chart below to see what minor power controls which territories. You can also identify one power from another by the emblem on the territory.

Minor Power:	Minor Powers Territory:
Mexico	Mexico and Yucatan
Sweden	Sweden and Stockholm
Finland	Finland and Lapland
Algeria	Algiers, Southern Algeria
Libya	Tripolitania Libya, Cyrenaica Libya, Libya
India	Kashmir, Bombay, New Delhi, Madras, and United Provinces
Bangladesh	West Bengal and East Bengal
Mongolia	Bayan-Olgii, Zavkhan, Govi-Altay, and Tov
Indonesia	Sumatra, Java, Borneo, Suda Island, and Indonesian New Guinea

Friendly Minor Powers

While all minor powers start the game as somewhat neutral, some minor powers are sympathetic to your side and willing to help you to some extent. For example, on the map, Iraq and Mongolia (Bayan-Olgii, Zavkhan, Govi-Altay, and Tov) are shown as being Pro-Communist. These minor powers would be considered friendly to both the Warsaw Pact and Communist China. A Pro-NATO minor power, such as Panama or Mexico (Mexico and Yucatan), would be friendly to NATO.

Friendly neutrals may not be attacked. They can be moved through and into, during the non-combat move phase. This does not move a minor power out of the friendly status. Your units may coexist with the standing army of the neutral and if the territory comes under attack, you may choose to help defend it, often without initiating a state of war with the attacker.

You may also benefit from the movement bonus provided by friendly air and naval bases, but you may not use them as if they were your own (see "Unit Profiles," page 45).

Unfriendly Minor Powers

Neutrals that are friendly to the side opposing your side are considered to be unfriendly neutrals. For example, North Vietnam and Communist China will have to fight its way into South Vietnam, which is Pro-NATO.

You may not move into, fly over, conduct long range attacks (see page 28) over, or attack, a territory controlled by an unfriendly minor power unless you are at war with that power (see "Declaring War," page 19). Invading or attacking an unfriendly minor power that you are at war with is considered to be part of the Combat Move phase.

Before the minor power can be taken over, all other units in the territory, not friendly to your power must be cleared out, and taken as casualties on combat (see "Conduct Combat phase," page 31)

When a minor power is invaded, its standing army will defend it, sometimes with the help of other friendly units in the territory. One player from the alliance that the minor power is friendly with will control the powers units for this combat only, for the purposes of rolling dice and selecting casualties. Do not confuse a minor power's standing army with units it is aligned with.

Capturing a minor power, in most cases, gives control of the territory to the major power that cleared out all enemy units, while still having units remaining. There is one exception, however, if certain territories within the Former Indochinese Union (see next page) are captured, control of such territories that were part of the Former Indochinese union may sometimes be given to South Vietnam or North Vietnam. In any case other than this, the invading major power places its control marker on the territory, and the major powers national production value is adjusted upward by the value of the territory.

Strict Neutrals

Finland, India, and Iran are examples of strict neutral minor powers. They have no particular leaning to one side or the other. No units of any major power may only move into, through, or over a strict neutral minor power, nor may they make a long range attack (see "Long Range Attacks page 28) over a strict neutral territory. Strict neutral minor powers are treated in exactly the same way as unfriendly minor powers, with one exception. A declaration of war by either alliance on a strict neutral will result in that minor power becoming friendly to the other side and unfriendly to yours..

Former Indochinese Union

The former Indochinese Union (Cambodia, Thailand, North Vietnam, and South Vietnam) have been broken into four different territories, all controlled by a different power, each with a different political standing.

Thailand is controlled by NATO, is not considered its own power, and functions identically to all other NATO controlled territories, however, it is still considered to be part of the former Indochinese Union. Cambodia starts the game controlled by Cambodia, a strict-neutral Minor power, that functions identically to all other strict neutral minor powers, however, both North Vietnam and South Vietnam function slightly differently from all other minor powers. On the Communist Chinese players turn he or she may move up to six Pro-Communist units into certain territories and attack with them as if the units were his or her own. At the beginning of the game the Communist Chinese player may only move North Vietnamese units into North or South Vietnam, but certain event cards allow him or her to also move into Cambodia and/or Thailand. In addition to this all units controlled by North Vietnam, only defend when the Communist Chinese player wishes them to do so, in the case of infantry in territories with jungles, for example.

During the Communist Chinese players Purchase and Repair phase, he or she may build up to four North Vietnamese infantry units in any territory that has both units that North Vietnam is unfriendly towards or at war with, and has at least one North Vietnamese unit remaining in it when the units are mobilized.

North Vietnamese units may attack units controlled by a power they are not at war with (this does not initiate a state of war, and declaring war on North Vietnam because of this is considered unprovoked. Whenever North Vietnamese Units kill all hostile units in a territory not under their control, that territory falls under North Vietnamese control. Immediately place a North Vietnamese Control Marker on the territory to signify this.

Any time Communist China would capture Thailand, Cambodia, and/or South Vietnam, while still friendly with North Vietnam, he or she has the choice of capturing the territory normally, or immediately relinquishing control of the territory to North Vietnam. If control is relinquished to North Vietnam, one of the Communist Chinese land units that captured the territory must immediately be replaced by a Pro-Communist unit of the same type (tank for a tank, infantry for an infantry, etc.) under the control of North Vietnam. The territory that would have been captured by the Communist Chinese player is then treated as if one or more North Vietnamese units had captured the territory. If this happens the Communist Chinese player gains the ability to move North Vietnamese units into the territory captured in this wayIf Communist China does not relinquish control of the territory, then all North Vietnamese units immediately become Pro-NATO, and the Communist Chinese player loses the ability to make all actions that they were previously able to make, that involved moving, building, attacking with, or defending with North Vietnamese units. The NATO player gains the ability to make all of these actions on their turn, with the same limitations that Communist China had.

On the player controlling NATO's turn, he or she may move up to six Pro-NATO units into certain territories and attack with them as if the units were his or her own. NATO may also choose to have South Vietnam declare war on any power, at any time NATO would be able to do so. South Vietnam and North Vietnam start the game at war. The NATO player may only move South Vietnamese units into North or South Vietnam. In addition to this, all units controlled by North Vietnam, only defend when the player controlling NATO wishes them to, in the case of infantry in jungle territories for example.

During the NATO players Purchase and Repair phase, NATO may build for extra South Vietnamese infantry in South Vietnam, even if this causes NATO to exceed the number of units South Vietnam starts the game with.

Whenever South Vietnamese Units kill all hostile units in a territory not under their control, that territory falls under South Vietnamese control. Immediately place a South Vietnamese Control Marker on the territory to signify this.

Any time NATO would capture North Vietnam, while still friendly with South Vietnam, he or she has the choice of capturing the territory normally, or immediately relinquishing control of the territory to South Vietnam. If control is relinquished to South Vietnam, one of the NATO land units that captured the territory must immediately be replaced by a Pro-NATO unit of the same type (tank to tank, infantry to infantry, etc.) under the control of South Vietnam. The territory that would have been captured by NATO is then treated as if one or more South Vietnamese units had captured the territory. If NATO does not relinquish control of the territory, then all South Vietnamese units immediately become Pro-Communist, and the NATO player loses the ability to make all actions that they were previously able to make, that involved moving, building, attacking with, or defending with South Vietnamese units. The Communist Chinese player gains the ability to make all of these actions on their turn, with the same limitations that the player controlling NATO was under.

Start the game with one North Vietnamese control marker under each North Vietnamese unit (the four Pro-Communist infantry in South Vietnam and the six Pro-Communist infantry in North Vietnam). If one or more minor powers in the former Indochinese Union (North Vietnam, South Vietnam, and Cambodia) share the same political status (Pro-Communist, strict neutral, or Pro-NATO), then place a Cambodian control marker under each Cambodian unit, and a South Vietnamese control marker under each South Vietnamese unit as well. This serves to distinguish one power's units from another as they can move into the same territory as one another.

ORDER OF PLAY

Axis & Allies is played in rounds. A round consists of each power taking a turn, and in some cases, other powers reacting to what other powers have done during this turn.

Order of Play

1. Warsaw Pact
2. NATO
3. Communist China

Your powers turn consists of nine 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 Check for Victory phase, your turn is over. Play then passes to the next power.

Turn Sequence

1. Draw an Event Card
2. Research
3. Purchase and Repair
4. Combat Move
5. Second Strike Move
6. Conduct Combat
7. Noncombat Move
8. Mobilization
9. Survey Morale
10. Collect Income
11. Check For Victory

Rounds vs. Turns:

The term round and the term turn are often used in the rules, and it can sometimes feel like they are used interchangeably and are synonymous. However, this is not the case, a turn is one power completing their Turn Sequence. A round is three powers conducting their Turn Sequences. When a card says, for the next five rounds, for example, and it is the Communist Chinese players turn, that period of time will end when Communist China has completed the turn that the card was drawn, and four turns after that.

When a card says next **complete** turn, that means that the card does not take effect until the beginning of the next power turn. If a card says the next complete turn of, and then says a powers name, then that does not take effect until the beginning of the next turn of the power stated. When a card says next **complete** round, that means that the card takes effect at the beginning of the Warsaw Pacts next turn, and ends at the Communist Chinese turn after that.

Phase 1: Draw an Event Card

In this phase, draw event cards, from the shuffled deck of event cards you assembled when you set up, until you have three cards in your hand. Each card has a name on it and a description of what the card does. The descriptions of these cards could be new rules that are added to the game, changes to the political situation or board state, and much more. Choose one card from your hand and play it. Do what the description of the card tells you to do, and resolve it as much as is possible during this phase of this turn. Once that has been done, put the card next to all other

event cards that have already been played. Played cards will often have lasting effects that continue to affect the game until the card says that they expire. Once the card has been resolved, give one of your remaining cards to one of the other players and give your other card to the other player. Once that has been completed, the phase ends.

Unit Types

Many event cards will say something like, divide each unit equally by type into two separate piles, pile X getting excess units if there is an odd number. This means that all the tanks, infantry, bombers, submarines, etc. are all divided equally, and whichever pile is pile X, gets the one extra unit of a given type, provided there is an odd number. For example, say one territory has 4 infantry, 5 mechanized infantry, 2 tanks, 7 fighters, and 1 attack aircraft. Pile X would have 2 infantry, 3 mechanized infantry, 1 tank, 4 fighters, and 1 attack aircraft, while pile Y would get 2 infantry, 2 mechanized infantry, 1 tank, 3 fighters, and no attack aircraft.

Some event cards will say things like, replace each unit with an equal number of units of the same type. This means that each tank in a territory would be replaced by a tank (usually controlled by a different power), and each fighter in the territory would be replaced by a fighter, continuing on until all units have been replaced. Say a card says, replace all NATO units in the territory, with strict neutral units of an equal number and type, and the territory in question has 4 rocket artillery, 2 tanks, and 7 bombers controlled by NATO. All of these units would be removed from the board and replaced with 4 artillery, 2 tanks, and 7 bombers controlled by a strict neutral minor power.

Requirements

Some event cards have requirements on them. These usually require the board state or political situation to be in a certain way. If the board state and political situation in the game are not identical to the requirements stated on the event card, the event card may not be played. If a card has no requirements, it can be played regardless of the board state or political situation. If you cannot play any of your event cards, or do not want to play any of them, then you give one player one of your cards, give another player a different card, and keep one card for yourself, instead of playing one, and giving the rest to other players.

Phase 2: Research

In this phase you may conduct research if possible. For each operative research center (see page 48) you may spend 5 or 15 (or 30 in the case of Communist China) IPCs. These represent the costs of research, and when you spend these IPCs, you shade in boxes on the research chart (see separate document) of your power. Spending 5 IPCs allows you to shade in one box adjacent to a box that you have already shaded in on the chart or shade a box that is the beginning of the series (a box that is touching no boxes to the right of it). Spending 15 IPC's allows you to shade in two sequential boxes on the research chart instead of just one. Multiple research centers may not research the same research line on the same turn. This means that two research centers may not shade a box adjacent to a box that was already shaded by a different research center on this turn.

Shading in a box with one or more words or acronyms in it, such as RATAC or Rainbow Herbicides, unlocks a technological advancement for your country. Technological advancements can make your units cheaper or more powerful, as well as giving them new and special abilities that makes them more useful or versatile (see page 59 for a list of all technological advancements, and research charts).

Once you start researching a specific research line, you must continue to spend IPCs each turn on researching a research line that you started researching on the previous turn. If you do not continue to research a research line that you have already started, every turn, then you must erase all boxes you have shaded in up to the last technological advancement, or major checkpoint.

A major checkpoint is any box with an X in it. These boxes cost no more to shade in then any other box, except for Communist China. The boxes simply serve as a place to fall back on, in case you stop researching.

During the Research phase of Communist China, they may choose to spend 30 IPCs to shade in a major checkpoint box adjacent to a box they already have shaded. This is in place of the regular research ability of a research center. They may also request to have the Warsaw Pact conduct the research for them. If the Warsaw Pact agrees to it, they remove 15 IPCs from their treasury (the money that goes forward to the next turn), for each major checkpoint they are researching for Communist China. Communist China may then shade in the box. These are the only ways for Communist China to research major checkpoints.

Technological Advancements:

Any time a power researches a technological advancement (shades in a box with words in it) the power or the powers units, gain special abilities or bonuses listed under a technological advancement listed in "Technological Advancements List," page 59, with the same name as the words in the box shaded. Due to the complexity and number of rules referenced in each technological advancement, all available technological advancements are listed after unit profiles under Technological Advancements List (see page 59).

Phase 3: Purchase and Repair

In this phase, you may spend IPCs on additional units to be used in future turn, stockpiling nuclear weapons, repairing damaged facilities, and in the case of the Warsaw Pact, feeding their people and providing maintenance to their land.

Purchase and Repair Sequence
1. Order units
2. Stockpile nuclear weapons
3. Repair damaged units and facilities
4. Attempt political conquest
5. Manage territory (Warsaw Pact only)
6. Pay for units, nuclear weapons, repairs, and territory management
7. Place units and nuclear weapon tokens along the edge of the board
8. Enact repairs

Step 1: Order Units
You can buy as many units of any type as you can afford. Select all the units you wish to buy. You don't have to spend all of your IPCs.

Step 2: Stockpile Weapons
You may buy as many nuclear weapons (see page 24) as you like. These are represented by nuclear weapons tokens. Select how many and which type(s) of nuclear weapon tokens that you would like to buy. You don't have to spend all of your IPCs.

Step 3: Repair Damaged Units and Facilities
Select the amount of damage that you would like repaired from your facilities. Facilities are industrial complexes, air bases, naval bases, and research centers. Each point of damage that you would like to repair costs 1 IPC in all territories other than jungles (see page 7) in which it costs 2 IPCs.

Step 4: Attempt Political Conquest

You may attempt to gain political dominance over a territory, controlled by a minor power that you are not at war with, that is adjacent to a territory you control. You may pay a number of IPCs equal to the IPC value of the territory you are trying to gain political dominance over, divided by two if the territory is controlled by a friendly minor power, or multiplied by two if the territory is controlled by an unfriendly minor power, plus one for each unit in the territory controlled by a power other than your own, minus one for each unit in the territory controlled by your power. You may pay this up to six times (simultaneously) per territory, per turn. During the mobilization phase of your turn, if no units invaded the territory you are attempting to gain dominance over, and no event cards affected the territory you are attempting to gain political dominance over, then roll one six sided die for each territory you are attempting to gain political dominance over. On a result less than or equal to the number of times you paid the payments listed above in that territory, on this turn, you gain control over the territory. You place your control marker on the territory, adjust your income level upward equal to the territory's IPC value, and all units, in the territory you just gained control of, controlled by the minor power whose territory you just gained control of, are replaced with your own of an equal number and type. Any hostile units or units controlled by a power on the opposite side in the territory must immediately move one space to a friendly territory or be removed. For the purposes of control of major industrial complexes in the territory, morale calculation, and victory conditions, a territory you gain control of in this way is considered to be one of your original territories.

If a power attempts to gain political dominance over a territory on their turn, and you are not at war with the minor power who controls the territory in question, while also being adjacent to said territory, then you may pay IPC's to interfere with that player's attempt. You may pay a number of IPCs equal to the IPC value of the territory you are trying to gain political dominance over, divided by two if the territory is friendly, or multiplied by two if the territory is hostile, plus one for each unit in the territory controlled by a power other than your own, minus one for each unit in the territory controlled by your power. You may pay this up to six times (simultaneously) per territory, per turn. For every payment you make, one payment made this turn, in the territory in question, by the player you are attempting to interfere with is immediately nullified. You must declare that you are interfering with a players political conquest and how many IPCs you will be spending to do so, before the end of the players Purchase and Repair phase.

Step 5: Manage Territory (Warsaw Pact Only)

The Warsaw Pact is a command economy that is suffering through a massive famine inflicted by over farming. Due to this, the Warsaw Pact must take money out of its budget to feed its people and maintain its land. The Warsaw Pact can spend 10, 20, 40, 60, or 80 IPCs on managing and maintaining its territory. During the Survey Morale phase (see page 41) the morale of the Warsaw Pact will be adjusted depending on how much they spent. All other powers skip this step. The Warsaw Pact may choose to skip this step as well and spend no IPC's on territory management, however, it significantly hurt their morale.

Step 6: Pay for Units, Nuclear Weapons, Repairs, and Territory Management

Pay IPCs to the bank equal to the total cost of all units and nuclear weapons purchased, and facilities repaired, as well as the cost of territory management (by having the banker adjust the number of IPCs in your power's treasury).

Step 7: Place Units and Nuclear Weapon Tokens Along the Edge of the Board

Many games of Axis & Allies have a mobilization zone on the board, but this game does not. Instead place all the units and nuclear weapons that you ordered this turn along the edge of the board, or another place agreed upon by your group. You can't use these units or nuclear weapons right away, but you will be able to deploy and utilize them later.

Step 8: Enact Repairs

Remove the amount of damage from facilities that you paid to have them repaired. Your capital ships (carriers and battleships) in sea zones serviced by an operative friendly naval base (not including those repaired this turn) are also repaired at this time. And with certain technological advancements (see "Technological Advancements List," page 59) your tanks in territories with friendly industrial complexes are repaired as well. There is no IPC cost to repair these units.

Step 9: Demolish Buildings

It is possible to demolish buildings, during this step, you may destroy any facilities that you control and remove them from the board.

Phase 4: Combat Move

Movement in this game is separated into combat movement, second strike movement, and noncombat movement phases. During the Combat Move phase, all movement must end in a hostile space, with a few exceptions (see page 20). Movement into a hostile space counts as combat movement whether the space is occupied or not. Additional movement that doesn't end in a hostile space occurs during the Noncombat phase or your turn, and can sometimes occur during the Second Strike phase of another player's turn.

Declaring War

You may not attack or invade a territory controlled by a power that you are not yet at war with. At the beginning of the Conduct Combat phase, if there are no restrictions currently keeping you from being at war with a power on the other side (see "The Political Situation" on page 9), you may declare war on that power. A declaration of war must be made before any combat movements are made. Once a state of war is entered, all territories and sea zones controlled by or containing units belonging to the power or powers on which you declared war instantly become hostile to your units, and the normal restrictions of moving into or through hostile spaces apply, with one exception. During your Combat Move phase in which you entered into a state of war, your transports that are already in sea zones that have just become hostile may be loaded in those sea zones (but not in other hostile sea zones). In effect transports may be loaded in their initial sea zones for amphibious assaults before war is declared while the sea zone is still friendly.

If another power declares war on your power, your power is not immediately at war. You must wait until the Second Strike phase of the turn that war was declared on you to issue any declarations of war of your own.

Declarations of war are either provoked or unprovoked. A declaration of war is considered to be provoked either when the declaration is made in reaction to a declaration of war issued against your side or power, or when a political rule or event card allows the power to declare war due to a specific action being taken by another power. A declaration of war under any other circumstance is considered to be unprovoked.

It is impossible to declare war on a power that you have already declared war on, and have not yet reestablished peace with since you last declared war.

Reestablishing Peace

If two major powers are at war, and both agree, during any time on a turn when combat is not being resolved, that they would like to reestablish peace, then they may do so. The powers are immediately no longer at war and do not suffer any ill effects that would be brought about by such a state (of war). Some event cards say that a minor power will offer to reestablish peace with a major power. If that happens, then the power(s) in question must state that they

will reestablish peace with that minor power before the end of the turn that the card was drawn. If they do not state this then the powers remain at war. If they do state this then the powers are immediately no longer at war and do not suffer any ill effects that would be brought about by such a state (of war).

Powers Not at War with One Another

When two powers on opposite sides are not yet at war with one another, they operate under some special conditions.

Movement: A power's ships have the ability to block the naval movement of power with which it's not at war, and vice versa. They can also occupy the same sea zone with units they are not at war with.

Combat: A power can't attack a territory controlled by a power with which it is not at war with. If a power at war attacks a space containing units belonging to both a power with which it's already at war and a power with which it's not at war, then the defending power that is not yet at war may choose whether or not to participate in combat. If the power chooses to conduct combat with the attacking power, then combat is conducted as if the powers were at war, without causing a state of war or allowing a provoked declaration of war. If the power elects to not conduct combat then its units are chosen as casualties last. Also if all the defending units of powers that elected to conduct combat in the attacked territory are destroyed, then the units of the powers that elected to not conduct combat must retreat to a friendly territory that was not attacked this turn, or be removed from the board.

Moving Units

Move as many of your units into as many hostile territories or sea zones as you wish. You can move into a single hostile space from different spaces, as long as each moving unit can reach that space with a legal move.

You can move units through friendly spaces en route to a hostile space during this phase. However, units can't end their movement in friendly spaces during the Combat Move phase except in five instances.

- Units that are making long range attacks (see page 28) may end their combat movement in a friendly space
- Tanks, mechanized infantry, and in some cases infantry (see "Technological Advancements List," page 59) that have blitzed through an unoccupied hostile space (see "Tanks, Mechanized Infantry, Infantry, and Blitzing," page 23)
- Units moving from a hostile sea zone to escape combat as their combat move
- Sea units that will be participating in an amphibious assault from a friendly sea zone, as well as sea units and/or aircraft that may be needed to support it in the case that second strike moves make the sea zone hostile.
- Sea units moving into a sea zone containing only enemy submarines and/or transports without the assault boat advancement in order to attack those units. (Remember that such a sea zone is not considered hostile.)

If you move all of your units out of a territory you control, you still retain control of that territory until an enemy moves into the territory and captures it.

Units form the same side, and units friendly to that side can freely share territories, sea zones, and space on aircraft carriers and transports with one another. These shared events must be agreed upon by all powers (minor power always and automatically agree).

All combat MOVEMENT (not combat) is considered to take place at the same time. Thus, you can't move a unit, then conduct combat, then move that unit again during this phase, or move a different unit. The only exception to

this is the sea combat that precedes units offloading from a transport to then conduct an amphibious assault. You may never move a unit once combat has begun.

A land or sea unit can move a number of spaces up to its move value. Most units must stop when they enter a hostile space. Thus, a unit with a move value of 2 could move through a friendly space and then into a hostile one. Jungle spaces with only infantry defending them don't count as hostile for the purposes of blocking movement.

Enemy submarines and/or transports without the assault boat technological advancement (see "Technological Advancements List," page 59) do not block any of your units' movement, nor do they prevent loading or offloading in that sea zone (with one exception; see "Special Combat Movement: Transports," page 23). As the moving player, you have the option of attacking enemy submarines and/or transports that share a sea zone with you. However, if a unit chooses to make such an attack, that unit must end its movement in that sea zone, and it must attack all such units present. In other words, you may not attack some enemy units and ignore others in the same sea zone. It is possible that some of your units may stop to attack while others continue moving through the sea zone.

Units Starting in Hostile Spaces

After war has been declared, or at the beginning of the Combat Move phase, you might already have units (and aircraft on carriers) in spaces containing hostile or unfriendly units that were there at the start of your turn. In any situation when you start you Combat Move phase with units other than submarines and/or transports that do not have the assault boat technological advancement (see "Technological Advancements List," page 59), or infantry in jungle territories, belonging to a power with which you are at war or is unfriendly to you requires you to do one of the following:

- Remain in the space and conduct combat,
- Leave the space and conduct combat elsewhere,
- Leave the space and return to the space to conduct combat, or
- Leave the sea zone and conduct no combat

Once these sea units have moved and/or participated in combat, they can't move or participate in the Noncombat Move phase of the turn.

Note: If the units were unfriendly but not hostile, or were neutral land units, your power immediately enters a state of war with that power. For the purposes of calculating morale, it is assumed that the power who you enter a state of war with make a provoked declaration of war against your power.

Aircrafts

An air unit that moves in the Combat Move phase must generally reserve part of its move value for the Noncombat Move phase, at which point it must return to a safe landing spot using its remaining movement.

An air unit's movement in any complete turn is limited to its total move value. Thus a bomber with a move value of 12 can't move 12 spaces to get to a hostile space. It must save enough movement points to get to a friendly territory where it can land. A fighter or attack aircraft can move its full 8 spaces to attack in a sea zone instead of saving its movement, but only if a carrier could be there for it to land on by the conclusion of the Mobilize New Units phase.

Air units attacking territories and sea zones that have units with air defense dice (AAA and certain boats) will be fired upon (see page 36). This doesn't include spaces containing units with air defense dice that are being flown over but not attacked.

Amphibious Assaults

If you want to make any amphibious assaults, announce your intent to do so during the Combat Move phase. An amphibious assault takes place when you attack a coastal territory, island, or island group from a sea zone by offloading land units from transports into that target territory (or make a joint attack with both seaborne units (units that are offloading from transports), airborne units (units being dropped from bombers (see "Special Combat Movement," below) and/or overland units (units attacking from other territories)). The sea zone may be either friendly or hostile, but if it is hostile it must be made friendly through sea combat or ranged attacks (see "Long Range Attacks," page 28) before the amphibious assault can commence.

Moving transports and their cargo into a sea zone from which you plan to make an amphibious assault counts as a combat move, even if there are no defending surface warships there and there is no potential for second strike attacks (see "Second Strike Movement" page 29) against the sea zone from which you are offloading units. This is also true of any units that will support the assault. Further, if enemy aircraft could potentially attack the sea zone with second strike attacks (see "Second Strike Movement" page 29) additional units may be moved into a sea zone to combat them in case they indeed make a second strike movement (see "Second Strike Movement" page 29).

During the Conduct Combat phase, you can launch only amphibious assaults that you announced during this phase.

If an amphibious assault involves a sea combat, any aircraft participating in the assault involves a sea combat, any aircraft participating in the assault must move to either the sea zone or the land territory. They will then participate only in the part of the assault to which they have been moved.

Special Combat Movement

A number of units can make special moves during this phase. These are described in the detail below.

Aircraft Carriers

Although they don't have a surface attack value, carriers can still participate in an attack and can take hits, as long as at least 1 unit with a surface attack value attacks along with them. Any aircraft on an aircraft carrier launch before the carrier moves, and they move independently of the carrier. These aircraft can make a combat move from the carrier's initial sea zone, or they can remain in that sea zone until the Noncombat Move phase.

Guest aircraft belonging to a friendly power on board another power's carrier may only participate in combat that involves the defense of the carrier they are on. When the carrier moves to attack, they must remain on board as cargo throughout the entire movement and the combat that results from it. Like all other cargo, if the carrier is destroyed so are all units on it that are being carried as cargo.

Whether it moves during the Combat Move phase or Noncombat Move phase, an aircraft carrier allows aircraft to land on it in the sea zone where it finishes the move as long as the aircraft has the ability to do so, and the carrier has room for more units.

Submarines

Submarines are capable of moving undetected due to their ability to submerge. For this reason, they have special movement rules. If there are no enemy destroyers present, a submarine can move through a sea zone containing enemy warships without stopping. However, if a submarine moves through a sea zone containing an enemy

destroyer, and the enemy destroyer chooses to block it, that submarine must stay in the sea zone and participate in combat if the powers are at war.

Infantry

Infantry can move undetected in territories with jungles (see "Jungles," page 7) due to their ability to hide. Because of this infantry may treat any territory with a jungle as if it were friendly, even if there are enemy units in it.

Tanks, Mechanized Infantry, Infantry, and Blitzing

A tank can "blitz" by moving through one or more unoccupied hostile territories as the first part of a move that can end in a friendly or hostile territory. In addition, 1 mechanized infantry unit can move along with each blitzing tank and with certain technological advancements (see "Technological Advancements List," page 59), 1 infantry can be brought along with that mechanized infantry. The complete move must occur during the Combat Move phase. The blitzing units establish control of any unoccupied, hostile, territories they pass through. Place your control marker on all of these territories (assuming your territory does not choose to give control of the territory to a minor power with which you control (see "Former Indochinese Union," page 13)) and adjust your national production levels as you blitz. A tank, mechanized infantry, and/or infantry that encounters enemy units, including AAA units, industrial complexes, naval bases, air bases, or research centers in any of the territories it attempts to blitz through must stop in that territory and cannot continue blitzing.

Transports

If a transport is blocked by a hostile surface warships (not enemy submarines or transports without the assault boat technological advancement (see "Technological Advancements List," page 59)) AFTER it begins to move (not counting the sea zone it started in), its movement for that turn ends, and it must stop there and conduct sea combat.

A transport can load units while in any friendly sea zone along its route, including the sea zone it started in. If a transport loads units during the Combat Move phase, it must offload those units to attack a hostile territory as part of an amphibious assault during the Conduct Combat phase, or it must retreat during the sea combat step of the amphibious assault sequence while attempting to do so.

A transport that is part of an amphibious assault must end its movement in a friendly sea zone (or one that could become friendly as a result of sea combat or long range attacks (see "Long Range Attacks," page 28 from which it can conduct the assault. However, a transport is not allowed to offload land units for an amphibious assault in a sea zone containing 1 or more ignored enemy submarines unless at least 1 warship belonging to the attacking power is also present in the sea zone at the end of the Combat Move phase. This paragraph does not apply to transports belonging to a power with the assault boats technological advancement (see "Technological Advancements List," page 59) researched.

Any land units aboard a transport are considered cargo until they are offloaded. Cargo can't take part in combat, have no combat values, and are destroyed if the transport is destroyed.

Transports belonging to a friendly power can load and offload your land units, as long as both powers agree. This is a three step process.
1. You load your land units aboard the friendly transport on your turn.
2. The transport's owner moves it (or not) on the owner's turn.
3. You offload your land units on your next turn.

Bombers

A bomber may load a land unit onto it at the beginning of its combat movement. Neither the bomber nor the unit being loaded may have moved this turn, before the unit is loaded onto the bomber. If a bomber loads units during the Combat Move phase, it must attack a hostile territory, and attempt to drop those units, during the "Bomber Drop Payloads," step of General Combat (see page),at the soonest opportunity during a combat.

Any land unit being carried by a bomber is considered cargo, until the bomber carrying them drops them (deploys a paratrooper payload during the "Select Targets and Announce Bomber Payloads," step of General Combat (see page 33). Cargo can't take part in combat, have no combat values, and are destroyed if the transport is destroyed.

Bombers carrying land units may not be sent to participate in combat over a sea zone.

Air Bases

When taking off from a territory that has an operative air base, aircraft gain 2 additional movement points (see "Air Bases," page 47).

Naval Bases

All ships beginning their movement from a sea zone serviced by an operative friendly naval base gain 2 additional movement points (see "Naval Bases," page 47).

Special Attacks

Certain units have the ability to make special attacks varying from targeted, precision strikes to the use of saturation nuclear bombing.

Strategic Bombing Raids

A strategic bombing raid is a direct attack on a facility (major industrial complexes, minor industrial complexes, air bases, naval bases, and research centers). When a bomber is conducting combat in a territory with a facility controlled by an enemy power, they will have the choice of attacking the facility instead of the units in the territory. This can also include an attack on a jungle, as it acts similar to a facility, in that it has health, can be captured, and takes damage separate from units. A jungle is not, however, considered a facility.

When you damage a facility, their capabilities are decreased or eliminated, and your enemy must spend IPCs to repair them in order to restore those capabilities. Repairs can be made by the facilities controlling player during his or her Purchase and Repair phase (see page 17). Certain long range attacks (see page 28) also have the ability to target facilities and function in the same way bombers do when it comes to inflicting damage against that facility.

To conduct a bombing raid, the attacking player moves his or her bombers into the territory on the map containing any facilities he or she would like to bomb, and initiates combat. A group of bombers may attack both units and facilities in a territory, however, each bomber may only attack one as it can only drop one payload (see "Bomber Payloads," page 26).

Nuclear Attacks

Certain units have the ability to make nuclear attacks. If you wish to make a nuclear attack, declare which unit will be doing it during the Combat Move phase and place one nuclear weapon token, upside down, on the territory that the unit is attacking, from your stockpile of nuclear weapons (see page 41), that you have bought in previous turns.

When a unit makes a nuclear attack, the attack is resolved during either the "Long Range Attacks" step of the Conduct Combat phase, or the "Bombers Drop Payloads" step of the General Combat Sequence, depending on which kind of unit made the nuclear attack. The attack is resolved differently depending on the type of attack you chose to make. (Note: not all types of nuclear attacks are available to all powers at the start of the game, however, it is possible for every power to research all types of attacks during the Research phase (see "Technological Advancements List," page 59) at some point, in certain games. The Warsaw Pact and NATO start the game with the ability to make standard nuclear, and thermonuclear attacks). There are five different kinds of nuclear attacks that it is possible to make during the game, standard nuclear attacks, salted nuclear attacks, thermonuclear attacks, enhanced radiation attacks, and nuclear electromagnetic pulse attacks. Some nuclear attacks can be made against units, some can be made against facilities, and some can be made against both. Standard nuclear attacks, salted nuclear attacks, and thermonuclear attacks can be made against both units and facilities. Enhanced Radiation attacks can only be made against units. Nuclear electromagnetic pulse attacks can only be made against facilities.

Standard nuclear attacks against units are resolved by rolling fifteen dice, each hitting on a four or less (if more casualties are dealt than there are hostile units in the territory being attacked, then all excess casualties are dealt to friendly units in the territory being attacked, if there are any) and then flipping the nuclear weapon token over. Standard nuclear attacks against facilities are resolved by rolling fifteen dice and dealing damage to the facility being attacked equal to the total results of all fifteen dice and then flipping the standard nuclear weapon token over. For each standard nuclear weapon token that is face up in a territory at the beginning of a turn, remove two hostile units from that territory, of the controller of the units (or a power aligned against your power) choosing. If there are no hostile units remove two neutral units of the controller of the unit (or a power aligned against your power) choosing. If there are no neutral or hostile units then remove two friendly units of the controller of the units (or a power aligned with you) choosing. Once a standard nuclear weapon token has remained face up for the entirety of two turns, remove it from the board and return it to the banker.

Salted nuclear attacks are resolved by rolling ten dice, each hitting on a four or less (if more casualties are dealt than there are hostile units in the territory being attacked, then all excess casualties are dealt to friendly units in the territory being attacked, if there are any) and then flipping the salted nuclear weapon token over. Salted nuclear attacks against facilities are resolved by rolling ten dice and dealing damage to the facility being attacked equal to the total results of all ten dice and then flipping the salted nuclear weapon token over. For each salted nuclear weapon token that is face up in a territory at the beginning of a turn, remove two hostile units from that territory, of the controller of (or a power aligned against your power) choosing. If there are no hostile units remove two neutral units of the controller of the unit (or a power aligned against your power) choosing. If there are no neutral or hostile units then remove two friendly units of the controller of the units (or a power aligned with you) choosing. Once a salted nuclear weapon token has remained face up for the entirety of ten turns, remove it from the board and return it to the banker.

Thermonuclear weapon attacks are resolved by rolling thirty dice, each hitting on a five or less (if more casualties are dealt than there are hostile units in the territory being attacked, then all excess casualties are dealt to friendly units in the territory being attacked, if there are any) and then flipping the thermonuclear weapon token over. Thermonuclear attacks against facilities are resolved by rolling thirty dice and dealing damage to the facility being attacked equal to the total results of all thirty dice and then flipping the thermonuclear weapon token over. For each thermonuclear weapon token that is face up in a territory at the beginning of a turn, remove one hostile unit from that territory, of the controller of the units (or a power aligned against your power) choosing. If there are no hostile units, remove one neutral unit of the controller of the unit (or a power aligned against your power) choosing. If there are no neutral or hostile units then remove one friendly unit of the controller of the units (or a power aligned with you) choosing. Once a thermonuclear weapon token has remained face up for the entirety of a turn, remove it from the board and return it to the banker.

Enhanced radiation attacks are resolved by rolling thirty dice, each hitting on a five or less (this attack is able to destroy any unit in one hit (in other words, capital ships, and any other unit that takes more than one hit to destroy, can be killed by one hit dealt by an enhanced radiation attack)(if more casualties are dealt then there are hostile units in the territory being attacked, then all excess casualties are dealt to friendly units in the territory being attacked, if there are any) and then returning the enhanced radiation weapon token to the banker.

Nuclear electromagnetic pulse attacks are resolved by immediately dealing enough damage to all facilities in the territory that are not radiation hardened (see "Technological Advancements List," page 59) so that they all have half of the maximum damage that they can have without the facility being destroyed (in other words just enough to render them inoperative) and then returning the nuclear electromagnetic pulse weapon token to the banker.

If a standard nuclear attack, salted nuclear attack, and/or thermonuclear attack is successfully made in a territory with a victory city or capital city, then the power that made the nuclear attack may choose to have the victory city or capital city destroyed. The territory is now treated as if the victory city or capital city no longer exists.

Making a nuclear attack replaces the usual combat abilities of a unit.

Rocket Artillery
Rocket Artillery has the ability to make nuclear attacks. However, without certain technological advancements (see "Technological Advancements List," page 59), these attacks are resolved differently than all other nuclear attacks. Instead of excess casualties being dealt to friendly units, when there are friendly units in the territory being attacked, an equal number of friendly and hostile units are instead taken. If there are an odd number of casualties dealt then the hostile power(s) must take one more casualty then the friendly power(s).

Bomber Payloads
A bomber has a variety of different weapons it can deploy against ground units it is attacking, facilities, and even a territory itself. Each bomber may only carry one payload at any given time, certain payloads must be loaded prior to combat, certain payloads (all nuclear ones) must be announced before combat begins, per the Nuclear Attack rules, also certain payloads can only be deployed in certain steps of general combat, and once a bomber deploys its payload it may not deploy another, during the same turn (turn of the game, not turn of combat).

You only need to declare which payloads your bombers are carrying in certain circumstances. You must announce during the Combat Move phase, which bombers will be making nuclear attacks, if any, and which territories they will be made against, due to the rules detailed above in "Nuclear Attacks". A bomber may only declare that it will be dropping a nuclear payload, if the number of bombers that have already declared that they will be dropping nuclear payloads, in this territory, on this turn, by your power, is less than or equal to the number of nuclear attacks, that you declared that your bomber would make, in this territory, during this turn. You must also announce which payloads each of your bombers will be deploying during the "Select Targets and Announce Bomber Payloads," step of general combat (see "General Combat, page 33). If the bomber will be dropping a nuclear payload, the power must announce that they are doing so, but are not required to announce which kind of nuclear weapons they will be using.

When you declare which payload your bomber will be dropping, and the bomber is targeting surface units, place the bomber in the slot of the Surface Combat: Combat Strip. with the number equal to the highest number that your bombers could roll during combat, that would still result in a hit, on the appropriate side of the Ground Combat Strip (attacker if you are attacking, defender if you are defending). Any bomber dropping a payload against a facility is placed to the side or the Air Combat: Combat Strip closest to slot number 6. Any bombers that will be deploying

paratroopers are placed to the side of the Air Combat: Combat Strip, closest to slot number one, as they do not roll dice when dropping these payloads, but are still participating in combat.

A bomber targeting surface units drops its payload during the "Bombers Drop Payloads," step of general combat (see "General Combat, page 33).

A bomber that drops a payload with the words, "against facilities," in it is considered to be conducting a strategic bombing raid, and drops its payload during the "Bombers Drop Payloads" step of general combat (see "General Combat, page 33).

A bomber that drops a paratrooper payload drops its payload during the "Bombers Drop Payloads" step of General Combat (see "General Combat, page 33).

Every bomber starts the game with the payloads listed below, and may switch freely between them, provided that they are able to meet any requirements the payload has, and follows the rules for declaring bomber payloads. When a power researches certain technological advancements (see "Technological Advancements List," page 59), all bombers under the powers control will gain the ability to drop the payload described in the technological advancement. Payloads that say "against surface units" may only be used when a bomber is conducting combat in a space with surface units. Payloads that say "against facilities," may only be dropped when a bomber is conducting combat in a territory with a facility, and Paratrooper Payloads may only be dropped in territories, not sea zones.

Any bomber that is carrying land units may not drop any payload other than a paratrooper payload (which drops the land units it is carrying).

Conventional Payload Against Surface Units
When a bomber drops a conventional payload against surface units, it is resolved by rolling 4 dice, each die hitting a surface unit on a 6 or less. When a bomber deploys a conventional payload, the controller of the bomber may choose which units are selected to be taken as casualties, as a result of the hits the bombers dealt in this way.

Conventional Payload Against Facilities
When a bomber drops a conventionional payload against facilities, it is resolved by rolling 4 dice, and the sum total of all the dice results is the amount of damage dealt to a facility of the player controlling the bombers choosing, in the territory the bomber is conducting combat.

Nuclear Payload Against Surface Units
When a bomber drops a nuclear payload against surface units, it is resolved identically to how the type of nuclear attacks made are always resolved against units (with the exception of rocket artillery).

Nuclear Payload Against Facilities
When a bomber drops a nuclear payload against facilities, it is resolved identically to how all nuclear attacks, of the type that the bomber made, against facilities are resolved.

Paratrooper Payload
A bomber may only drop a paratrooper payload in a territory, not a sea zone. When a bomber drops a paratrooper payload, then any cargo that the bomber is carrying is immediately added to the territory, and by extension, the combat that is being conducted in the territory. The unit may participate in the next round of combat, and any rounds of combat after, assuming the unit is still alive. The unit no longer moves with the bomber and is no longer considered cargo. It gains a plus one bonus to its surface attack, surface defense, and air combat values for the first

round of combat that the unit participates in. Any unit that was dropped by a bomber may not retreat at any time during combat.

Long Range Attacks

Certain units can make long range attacks. A long range attack is any attack that affects a territory that the attacking unit does not end its combat movement in. Long range attacks are resolved before regular combat due to the fact that missile attacks or artillery bombardments are usually faster, and therefore take effect before a regular army would.

If you want to make a long range attack, declare which unit(s) from which territories will be making these attacks, and which territories the unit(s) will be attacking. You then place one long range attack target token for each unit making a long range attack, in the territory the unit is attacking.

Each unit's long range attacks are resolved slightly differently and are listed below, and no unit may participate in combat, or end its combat movement in a territory participating in combat, and also make a long range attack. If a second strike movement (see "Second Strike Movement," page 29) makes the unit participate in combat, then it forgoes its long range attack and participates in combat as normal.

Air Base

Certain technological advancements (see "Technological Advancements List," page 59) allow your airbases to make one long range, nuclear, ballistic missile, attack against a territory each turn. This attack has a range varying from 6 spaces or less to 24 spaces or less depending on the technological advancements your power has researched. You may target both surface units and facilities with this attack. This attack is considered to be a ballistic missile attack, and can therefore be countered by AAA with the Anti-Ballistic Missile technological advancement (see "Technological Advancements List," page 59), any other unit with the capability to deploy anti-ballistic missiles, as well as technological advancements such as Smart Rocks. This attack is resolved identically to how any other nuclear attack of that type would be resolved.

Submarines

Certain technological advancements (see "Technological Advancements List," page 59) allow your submarines to make one long range, nuclear, ballistic missile, attack against a territory each turn. This unit may move before it makes its long range attack, and the range of the attack is equal to two less then the range of the long range attacks that your air bases are able to make. You may target both military units and facilities with this attack.

Rocket Artillery

Rocket artillery are capable of making both conventional and nuclear long range attacks. A rocket artillery unit may move before it makes its long range attack. Whenever you make a long range attack with a rocket artillery unit, you must declare whether you will be making a nuclear long range attack, or a conventional long range attack.

When you make a conventional long range attack with a rocket artillery unit against a territory, the combat is resolved by rolling two dice, each hitting on a four or less. When you make a nuclear long range attack, the attack is resolved identically to how it is detailed in "Nuclear Attacks," page 24.

Tanks

With certain technological advancements (see "Technological Advancements List," page 59), your tanks may now make conventional long range bombardments, identically to how your rocket artillery units do, with a range of two spaces.

Light Cruisers and Heavy Cruisers

Light cruisers and heavy cruisers have the ability to make conventional long range attacks with ranges varying from a territory adjacent to the sea zone they ended their combat movement in to four spaces depending on which technological advancements that the power who controls them has researched. The sea zone the cruiser(s) make their attack(s) from must be friendly (not to be confused with neutral). This attack is resolved by each boat rolling a die, with each light cruiser hitting on a three or less and each heavy cruiser hitting on a four or less. They may not make such attacks while damaged without the Vertical Launch System technological advancement researched (see "Technological Advancement List," page 59)

With certain technological advancements (see "Technological Advancements List," page 59) Light cruisers and heavy cruisers have the ability to make ballistic missile attacks identically to how the power controlling them air bases do, with ranges varying from half of to equal to the long range attack range of that powers air bases. These units may move before making such an attack but may not be damaged.

Phase 5: Second Strike Move

When certain provocative events occur during a turn, your power gains the ability to react to them, and does so during the Second Strike Move phase. During this phase, you sometimes will have the ability to move your units, attack enemies, and make political actions, however, you may only make certain actions in response to certain events and they cannot be made after this phase ends, or in response to something that happened before the previous Second Strike Move phase. These events and the appropriate responses to them are listed below.

In Response to a Declaration of War:

If a major power declared war on any power, at any time during this turn, then your power may declare war on that power (the major power that's declaration of war provoked your declaration of war) at any time during the Second Strike Move phase.

In Response to a Nuclear Attack Against Your Power

If a power made a nuclear attack against units in a territory under your control, or a facility in a territory you control, at any time during this turn, then you may respond at any time during the Second Strike Move Phase with any and all of the actions listed below.

- You may make any number of long range, nuclear, attacks. Your units may not move before making these attacks, regardless of if they would normally be able to.

- You may move any number of bombers for the purposes of making nuclear attacks. The bomber must move in a way identical to how it would during the Combat Move phase. You may also move any number of aircraft with your bombers making nuclear attacks, for the purposes of the aircraft escorting the bombers. The aircraft escorting the bomber(s) may not make any ground attacks and may only defend the bomber(s) by participating in air combat in the same territory as the bomber, until all bombers in the territory successfully drop their payloads. The escorting aircraft may be taken as casualties. The escorting aircraft must move in the way that would be legal during the Combat Move phase, however, they may take a different path to reach the territory (that the bomber is making a nuclear attack against) then the bomber did.

- You may move up to six small groups of units for the purposes of reinforcing your territories, or making a counter attack against the enemy. Each group may be comprised of as many units of as many different types of units as you choose. Each group must begin their movement in the same space as all other units in the group and end their movement in the same space as all other units in the group. These units are not required to take the same route to get from the space they start in, to the space they end in. Each group may choose whether to reinforce or counter attack.

  Groups that choose to reinforce must move in a way that would be legal during the Noncombat Move phase (see "Phase 6: Noncombat Movement," page 39). The group may not start their movement in a space that is being attacked, or in a space that is the target of a long range attack, nor may they move through such spaces. They may however, END their movement in a space that is being attacked and one that is also being attacked, and is the target of a long range attack (not one that is just the target of a long range attack but is not being attacked units in a non-long range fashion) and either end their movement in one such space (a space that is being attacked, and may be the target of a long range attack), or in a friendly space (that is not the target of a long range attack assuming that the territory is being attacked by hostile units in some other way). If units that choose to reinforce participate in combat, they roll as the defenders. Note: You may not reinforce spaces you attacked during this turn. Units that are doing this may also be loaded onto and offloaded from transports and/or bombers under your control in the same way that they would during the Noncombat Move phase, as long as they end their movements in one of the aforementioned spaces.

  Units that choose to counter attack have similar restrictions. They must move in a way that would be legal during the Combat Move phase. They also may not start their movement in, or move through a space that is being attacked or is the target of a long range attack. The only limitation on what space they end their movement in is that the space must be hostile (a hostile space is NOT a space that you control but is being attacked this turn). When units that choose to counter attack participate in combat, they roll as the attackers. These units may choose to attack territories that have already been attacked previously this turn (but not territories in which combat has been resolved for) if the power controlling them chooses to. Units may also be loaded onto (and must be offloaded from) transports and/or bombers en route to a hostile space they plan to attack, as long as the end their movement in the territory they plan to attack, or are part of an amphibious assault against the territory they are choosing to attack. This is conducted and resolved identically to how it would be resolved during the Combat Move phase.

  No unit (or facility or otherwise) that has already moved on this turn, or made a long range attack during this turn, may move and/or make a long range attack during the Second Strike move phase.

In Response to a Nuclear Attack Against a Friendly Power
If one or more nuclear attacks are made against a power you are friendly with, during this turn, then you may respond, at any time during the Second Strike Move phase by making an equal number of nuclear attacks by the means listed below.

- You may make long range, nuclear, attacks. Your units may not move before making these attacks, regardless of if they would normally be able to.

- You may move bombers for the purposes of making nuclear attacks. The bomber must move in a way identical to how it would during the Combat Move phase. You may also move any number of aircraft with

your bombers making nuclear attacks, for the purposes of the aircraft escorting the bombers. The aircraft escorting the bomber(s) may not make any ground attacks and may only defend the bomber(s). The escorting aircraft may be taken as casualties. The escorting aircraft must move in the way that would be legal during the Combat Move phase, however, they may take a different path to reach the territory (that the bomber is making a nuclear attack against) then the bomber did.

No unit (or facility or otherwise) that has already moved on this turn, or made a long range attack during this turn, may move and/or make a long range attack during the Second Strike move phase.

Note: Since all actions and responses during the Second Strike Move phase are optional, each player must state that they are done all second strike moves, after the most recent second strike movement was made, for this phase of the turn to end. Once you have stated that you have made all second strike moves, you may not make any this turn until another power makes a Second Strike movement or action that would provoke a Second Strike movement or action from your power.

Phase 6: Conduct Combat

In this phase, you conduct combat against opposing units using the following sequence:

1. Long range attacks
2. Remove casualties
3. Amphibious assault
4. General combat

Step 1: Long Range Attacks

Resolve each long range attack that was declared during the combat move phase as detailed in "Long Range Attacks" (see page). Then resolve each long range attack that was declared during the Second Strike Phase as detailed in "Long Range Attacks."

Step 2: Remove Casualties

Each power selects a number of friendly units, to be taken as casualties, from each territory, equal to the number of hits scored by hostile units that made long range attacks against that territory this turn. All units selected to be taken as casualties are immediately removed from the game board and returned to their powers national storage boxes, or whatever receptacle that is being used to store units that are not in play. If it is possible that multiple powers units that are on the same side, in the same territory, could be taken as casualties, then those powers may decide how many units each power on their side must select to be taken as casualties, as long as all powers on that side agree (minor powers automatically agree) and the total number of units selected is equal to the total number of hits scored by hostile units that made long range attacks against that territory this turn.

After this, place a number of chips or other agreed upon markers under each facility that took damage during the previous step. Each grey chip represents one point of damage, each green chip represents three points of damage, and each red chip represents five points of damage. Remove each major industrial complex with more than 79 points of damage worth of chips, and every other kind of facility with more than 23 points of damage worth of chips.

Step 3: Amphibious Assault

During this step you will resolve each amphibious assault you announced during the Combat Move phase. If you didn't any amphibious assaults go to "General Combat" on page 33.

Amphibious Assault Sequence
1. Sea combat
2. Land combat

Step 1: Sea Combat

If there are defending surface warships and or aircraft, sea combat occurs. If there are only transports the attacker may choose to ignore them and skip straight to Step 2. If there are only submarines defending the sea zone, and no surface warships (any ship other than submarines and transports without the Assault Boat technological advancement (see "Technological Advancements List," page 59) the attacker may choose to ignore them and skip straight to step 2. In any other scenario, sea combat occurs.

If sea combat occurs, all attacking and defending sea and aircraft must participate in the battle. Conduct the sea combat using the rules for General Combat (below), then go to Step 2: Land Combat.

Step 2: Land Combat

Land combat can only take place once the sea zone that transports are offloading from has been cleared of all defending units, except those the attacker chose to ignore. If the attacker has land units committed to the coastal territory then conduct combat as detailed in "General Combat" (see page).

Attacking land units can come from transports (seaborne), they can come from other territories (overland), or be dropped from a bomber (airborne). Each transport offloading unit must offload both units on the transport into the same territory.

If no land units (carried as cargo on a transport) survived sea combat, or if the attacking sea units withdrew from the sea combat, then any other units that were designated to participate in the attack must still conduct at least one round of combat in a regular attack, on intended hostile territory before they can retreat.

If the attacker doesn't have any attacking land units or aircraft left, the amphibious assault is over.

Keep the attacking overland units and aircraft separated from the airborne and seaborne units on the combat strips. Attacking seaborne and airborne units can't retreat. Attacking overland units and aircraft can retreat.

Aircrafts

Each attacking aircraft can participate in the sea battle or the attack on the coastal territory; it can't do both. The attacking player must declare which aircraft are involved in each part of the attack and can't change their assignments later. At the end of the amphibious assault, all air units remain in place; they will land during the Noncombat Move phase (see page 39).

Air units defending in a territory can fight only in that territory. They can't participate in the sea combat.

Step 3: General Combat

In this step, you resolve combat in each space that contains your units and either contains enemy units or is enemy-controlled. Combat is resolved by following the General Combat sequence (below). Combat in each space takes place at the same time, but each affected territory or sea zone is resolved separately and completely before resolving the combat for the next contested space. The attacker decides the order of spaces in which each combat occurs. No new units can enter as reinforcements once combat has begun. Attacking and defending units in each

space are considered to fire at the same time, but for ease of play, you roll dice in sequence, attacker first, then defender.

If you moved any units into unoccupied territories or hostile territories containing only facilities and/or AAA units without the AAA Weapon Versatility technological advancement (see "Technological Advancements List," page 59), no actual combat is necessary. Simply skip to the last step (Conclude Combat) for each of these territories and remove any AAA that might be in them.

General Combat Sequence
1. Scramble aircraft
2. Select targets and announce bomber payloads
3. Submarines make surprise strike or submerge (sea battles only)
4. Make air defense rolls
5. Units targeting aircraft fire
6. Units targeting surface units fire
7. Remove casualties
8. Bombers drop payloads
9. Remove casualties and inflict damage
10. Press attack or retreat
11. Conclude combat

Step 1: Scramble Aircraft
If the space that combat is currently being resolved in contains air units that were not moved into the space during the Second Strike Phase or have already been scrambled previously during the combat being resolved, controlled by a major power, the player controlling the air units must decide whether to scramble such aircraft. If aircraft are controlled by a minor power, they automatically scramble if they are able to. A scrambled aircraft can participate in combat, during the round of combat they are scrambled and every turn after, whereas an unscrambled aircraft has no combat values and may not. When the attack combat being resolved is in a territory, then the unscrambled air units may be selected to be taken as casualties. If the combat being resolved is in a sea zone, and the unscrambled aircraft are being carried on an aircraft carrier, then they may not be selected to be taken as casualties, they are considered to be cargo on the aircraft carrier and are immediately taken as casualties once the aircraft carrier is destroyed. The defending side may only scramble six aircraft during each round of combat, unless they control an operative air base, in the territory in which combat is being resolved, in which case they can scramble eighteen aircraft, minus the number of points of damage worth of chips the air base has under it. All planes on an aircraft carrier can be scrambled simultaneously, however, the power that controls the air unit decides if the unit is scrambled. A damaged aircraft carrier may not scramble aircraft, and unscrambled aircraft on the carrier are considered to be the carrier's cargo. Fighters and attack aircraft may be scrambled while bombers may not.

Step 2: Select Targets and Announce Bomber Payloads
Many units have the ability to fire at (or target) both aircraft, and surface units. All ships, land based units, and unscrambled aircraft are considered surface units (Note: units being carried as cargo are not considered to be their own unit and are immediately destroyed when the unit carrying them is), and any attacking aircraft, scrambled defending aircraft, or aircraft that moved into the territory in a Second Strike phase based reinforcement movement, are considered to be air units. Some units have surface combat values. These are split into surface attack and surface defense. Only units that have surface combat values have the ability to target surface units during combat (when surface units are targeted by a unit, that means that all hits scored by that unit, during the turn that they target surface units, are dealt to enemy surface units), and the unit targeting surface units uses either their surface attack or surface

defense value, depending on whether they are attacking or defending. Some units have air combat values, and they are the only units that are able to target air units (when a unit targets air units, that means that all hits scored by that unit are dealt to air units). There is only one air combat value because the sky is a level playing field. Some units have both surface combat values and air combat values, meaning they can target either air or surface units during combat. In this step, each player involved in combat chooses which of his or her units will be targeting which kind of unit. He then places his or her units targeting air units on the Air Combat: Combat Strip in the slot number equal to each unit doing so's air combat value, on the appropriate side (attacker for attacking units and defender for defending units). He or she then places all of his or her units other than bombers, targeting surface units on Surface Combat: Combat Strip, in the slot number equal to the combat value of the type that each unit will be using (surface attack for attacking units and surface defense for defending units) on the appropriate side (attacker for attacking units and defender for defending units). If a unit has neither surface combat nor air combat values, is not cargo, and is not a bomber, or is in the territory but is not participating in combat, is not cargo, and is not a bomber, or there are no units of a type that the unit in question can target, and it is not cargo or is not a bomber, then place the unit to the side closest to the one slot of the combat strip for the unit type that they are (air combat for air units, surface combat for surface units). While these units are not able to actively participate in combat, they may still be selected to be taken as casualties, just like any other unit, and are therefore valuable. Any units that are cargo should be placed on top of, or as close as possible to the unit carrying them.

All air units (aside from bombers) have every different kind of combat value, however, all air units (including bombers) are subject to being forced into air combat by hostile air units. When both attacking and defending air units participate in combat, then an air battle must occur. Whichever side (attacker or defender) has the less air units must commit them all to the air battle. Whichever side has more air units must commit as many air units to the air battle as the opposite side did, but they may commit more if they choose and then must commit any excess units to ground attack, or to conducting a bombing run. If both sides have an equal number of air units then they both must contribute all of them. Air units committed to an air battle immediately target air units in the round of combat that they are engaged in the air battle. Fighters and attack aircraft that are not committed to an air battle, immediately target surface units in the round of combat that they are not committed to an air battle. Bombers that are not involved in an air battle must drop their payload.

Any bombers participating in combat that are not being committed to an air battle must drop the payload(s), that you announce that your bomber(s) will be dropping during this phase, during the "Bombers Drop Payloads," phase. They are the only unit with the ability to conduct strategic bombing raids during general combat, but also have the ability to attack enemy units. During this phase you must announce which of your bombers will be dropping which kind of payload. As stated in Bomber Payloads, each bomber can only carry one payload at any given time, certain payloads must be loaded prior to combat, all nuclear payloads must be declared before combat begins, per the Nuclear Attack rules, and certain payloads can only be deployed in certain steps of general combat.

During this phase, after all other units have been moved to the combat strip, all bombers participating in combat, that are not participating in an air battle, must announce which type of payload each bomber will be dropping. A power may choose to drop any payload that the power that controls them has researched (see "Technological Advancements List," page 59) and are able to fulfill the requirements of (the requirements for each payload, as described either in "Bomber Payloads," or in the description of the technological advancement that allows the dropping of such a payload, described in "Technological Advancements List" (see page 59). If a bomber chooses to drop a payload type that is against surface units, then the bomber is moved to the slot of the Surface Combat: Combat Strip with the numeral value equal to the highest number that dice rolled, because of the payload being dropped, would hit on, on the appropriate side of t he Surface Combat: Combat Strip (attacker for attacking units and defender for defending units). If a bomber chooses to drop a payload against facilities, then the bomber is placed to the side of the Air Combat: Combat Strip, closest to slot number six. When you declare that a bomber will be

dropping a payload against a facility, you must declare which facility it will be attacking. If a bomber is dropping a paratrooper payload, then it is placed to the side of the Air Combat: Combat Strip closest to slot number one. Once all of this has been done, this step of general combat ends, and is repeated during every round of combat.

Step 3: Submarines Make Surprise Strikes (Sea Battles Only)
This step is specific to attacking and defending submarines. Before the rest of combat is resolved, submarines will have the chance to either make a Surprise Strike die roll or submerge. A player may choose to submerge, all, some, or none of his or her submarines. However, for each destroyer controlled by a power on the opposing side of the combat being resolved, two of your submarines must skip this step, and participate in combat with all other units, losing the opportunity to both make a Surprise Strike or submerge.

Attacking or defending submarines that choose to submerge are immediately removed from the Surface Combat: Combat Strip and return to the sea zone where combat is being resolved. They may choose to, or may be forced to surface by destroyers in future rounds of combat, however, once a submarine submerges, it may not surface and conduct combat until the round of combat that it chose to submerge in has been resolved.

Note: Decisions on whether attacking and defending submarines will fire or submerge must be made before any dice are rolled by either side. The attacking power(s) must decide first.

For each attacking submarine conducting a Surprise Strike rolls one die. Attacking submarines that roll a two or less score a hit. After the attacking player has rolled for all of his attacking submarines, that are able to make Surprise Strikes, the defender chooses one surface unit that did not submerge during this round of combat controlled by their power, for each hit scored by attacking submarines making Surprise Strikes during this round of combat, to be taken as a casualty at the end of this step (Note: Undamaged capital ships that are hit only once are not removed.)

Then each defending submarine conducting a Surprise Strike rolls one die. Defending submarines that roll a one score a hit. After all defending players have rolled for all defending submarines, the attacker chooses one surface unit that did not submerge during this round of combat controlled by their power, for each hit scored by attacking submarines making Surprise Strikes during this round of combat, to be taken as a casualty at the end of this step (Note: Undamaged capital ships that are hit only once are not removed.)

Note: Unlike regular Axis & Allies games, transports may be selected to be taken as casualties whenever the power that controls them sees fit.

Once all attacking and defending submarines making Surprise Strikes have fired, and all hits scored have been assigned to valid units, remove all units that had hits assigned to them from play and return them to their National Storage Box, or other location for units not in play. If only one hit was assigned to a capital ship in this way, it is not taken as a casualty and is instead turned on its side (see "Unit Profiles," page 45). Once this has been done, this step of general combat ends, and assuming that there are submarines able to submerge or make Surprise Strikes, is repeated during every round of combat.

Multinational Defense
It is possible for any number of powers to defend or attack a territory together. When hits scored by the opposing side are being assigned to the your side's units, all powers on your side, involved in the same combat, may choose how many casualties each power must take from the group of units in that combat that could be taken as valid casualties, as long as all powers agree to this (minor powers automatically agree), and the total number of units

selected to be taken as casualties are equal to the number of hits scored by the other side during that round of combat, or other attack. If powers are unable to agree then the other side may choose for them.

Step 4: Make Air Defense Rolls

AAA units start the game with the ability to make air defense rolls, rolls that hit exclusively enemy air units, and hit them before they have the opportunity to participate in combat. Certain units gain the ability to make these rolls with the research of certain technological advancements. During this step, units with the ability to make air defense rolls do so, starting with the attackers units, and then preceding to the defenders units. An AAA unit base air defense ability is the ability to make three air defense rolls, and all units able to make air defense rolls use the same stats and rules AAA units do (aside from the number of dice rolled which varies from unit to unit) each hitting on a two or less, however, technological advancements can increase and decrease both of those numbers.

First the attacker rolls a number of dice equal to the total number of air defense rolls that all of their units participating in the combat being resolved are able to make. For each hit scored, an aircraft controlled by the defenders is immediately removed from the game. Then the attacker rolls a number of dice equal to the total number of air defense rolls that all of their units participating in the combat being resolved are able to make. For each hit scored, an aircraft controlled by the defenders is immediately removed from the game.

For each bomber that is dropping a payload against facilities, the controller of the facilities being attacked may make three extra air defense rolls for each facility that is being attacked. These dice are rolled separately and any hits scored by these dice may only be assigned to bombers making attacks against facilities in the round of combat being resolved.

Step 5: Units Targeting Air Units Fire

Any unit that targeted air units during the second step of general combat during this round of combat now fires on air units. First attackers roll one die for each unit, under their control, that is on the Air Combat: Combat Strip that didn't fire or submerge in previous steps. Roll for your units with the same air combat value at the same time. For example, roll all units with an air combat value of 3 at the same time. An attacking unit scores a hit if you roll its air combat value or less. After all attacking players have rolled for all attacking units, the defender selects one air unit for each hit scored to be taken as a casualty at the end of this step. If excess hits are scored, they are not assigned to friendly air units, nor are they assigned to surface units.

Once that has been completed the defenders roll one die for each unit, under their control, that is on the Air Combat: Combat Strip that didn't fire or submerge in previous steps. Roll for your units with the same air combat value at the same time. For example, roll all units with an air combat value of 3 at the same time. A defending unit scores a hit if you roll its air combat value or less. After all defending players have rolled for all defending units, the attacker selects one air unit for each hit scored to be taken as a casualty at the end of this step. If excess hits are scored, they are not assigned to friendly air units, nor are they assigned to surface units.

Step 6: Units Targeting Surface Units Fire

Any unit that targeted surface units during the second step of general combat, during this round of combat, now fires on surface units. First attackers roll one die for each unit, under their control, that is on the Surface Combat: Combat Strip that didn't fire or submerge in previous steps. Roll for your units with the same surface attack value at the same time. For example, roll all units with a surface attack value of 3 at the same time. An attacking unit scores a hit if you roll its surface attack value or less. After the attacking player has rolled for all attacking units, the defender selects one surface unit for each hit scored to be taken as a casualty at the end of this step. If excess hits are scored, they are not assigned to friendly surface units, nor are they assigned to air units.

Once that has been completed the defenders roll one die for each unit, under their control, that is on the Surface Combat: Combat Strip that didn't fire or submerge in previous steps. Roll for your units with the same surface defense value at the same time. For example, roll all units with a surface defense value of 3 at the same time. A defending unit scores a hit if you roll its surface defense value or less. After the defending player(s) have rolled for all defending units, the attacker selects one surface unit for each hit scored to be taken as a casualty at the end of this step. If excess hits are scored, they are not assigned to friendly surface units, nor are they assigned to air units.

Step 7: Remove Casualties
Any unit that only takes one hit to destroy, that had a hit assigned to it in the previous two steps is taken as a casualty and removed from the game. Any unit that takes two hits to destroy, that had two hits assigned to it, or had one hit assigned to it and was laying on its side when this step began, is taken as a casualty and removed from the game. Any unit that takes two hits to destroy but only had one hit assigned to it, and was not laying on its side when this step began, is not taken as a casualty and is instead flipped on its side.

Step 8: Bombers Drop Payloads
Any bomber that announced it would be dropping a payload during the most recent "Select Targets and Announce Bomber Payloads," step does so during this step. First the type of nuclear attacks made by bombers in this territory are revealed at this time, flipped rightside up, and placed in the territory they were made in. Then all payloads dropped against surface units are resolved. These attacks are resolved identically to how the attack is described under Bomber Payloads, or in the event that it was a nuclear attack, as described in Nuclear Attacks. The attacker rolls for all of his bombers making such attacks and then the defender does the same. Once those are resolved, all payloads dropped against facilities are resolved as described under Bomber Payloads, or in the event that it was a nuclear attack, as described in Nuclear Attacks. Once those are resolved, bombers dropping paratrooper payloads offload their cargo into the territory being attacked, as described under "Bomber Payloads."

Step 9: Remove Casualties and Apply Damage
Any unit that only takes one hit to destroy, that had a hit assigned to it in the previous step is taken as a casualty and removed from the game. Any unit that takes two hits to destroy, that had two hits assigned to it, or had one hit assigned to it and was laying on its side when this step began, is taken as a casualty and removed from the game. Any unit that takes two hits to destroy but only had one hit assigned to it, and was not laying on its side when this step began, is not taken as a casualty and is instead flipped on its side. The exception to this is enhanced radiation attacks. Only one hit can be assigned to each unit that was dealt by an enhanced radiation attack, and any unit that takes a hit from an enhanced radiation attack is taken as a casualty, regardless of the number of hits the unit would usually take to destroy. After this has been completed, place a number of chips under each facility equal to the amount of damage that was dealt to it in the previous step. Each gray chip represents one point of damage, each green chip represents three, and each red chip represents five. Remove every major industrial complex with more than or equal to 80 damage worth of chips under it, and tilt every major industrial complex that has more than or equal to 40 damage worth of chips under it upside down or on its side. Remove every facility other than major industrial complex with more than or equal to 24 damage worth of chips under it, and tilt every facility other than major industrial complex that has more than or equal to 12 damage worth of chips under it upside down or on its side. Place a number of chips in a territory with a jungle equal to the number of points of damage that were dealt to that jungle. Remove all chips in jungle territories that represent more than or equal to 10 points of damage dealt to the jungle and replace them with one Rainbow Herbicide Token.

Step 10: Press Attack or Retreat
Combat rounds step (1-10) continue unless on of the following two condition occurs (in this order):

Condition A-Attacker and/or Defender Loses All Units

Once all units that can either fire at a valid target or retreat on one or both sides have been destroyed, the combat ends.

 If a power controls units remaining in play, in the space in which combat is being resolved, that power wins the combat. Any units that have not been taken as casualties, removed from play, or removed from the game, are returned to the territory in which combat is being resolved, along with the face up tokens of any nuclear attacks that were made in this space.

If both sides only have units remaining that do not have the combat capability to attack each other, then the attackers units may remain in the space, or retreat per the rules in Condition B below, if possible.

Condition B-Attacker Retreats

The attacker can retreat during this step of combat. Move any surface units that you would like to retreat to a friendly adjacent space that was friendly at the beginning of this turn, and remove them from combat (note: airborne and seaborne land units may never retreat). Move any air units that you would like to retreat to a friendly space that was friendly at the beginning of this turn, and that is within a number of spaces away that is less than or equal to their move value, minus the number of spaces they moved during the Combat Move phase or Second Strike Move phase, and then remove the air units from combat.

Step 11: Conclude Combat

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. Otherwise, it remains in the defender's control. (If all units on both sides were destroyed, the territory remains in the defenders control.) Sea units can't take control of a territory as they must stay at sea.

Air units can't capture a territory. If your attack force has only air units remaining, you cannot capture or otherwise occupy the territory you attacked, even if there are no enemy units remaining. Air units must return to a friendly territory or carrier during the Noncombat Move phase. Until then, they stay at the space where they fought.

If you have captured the territory, place your control marker on the territory and adjust your national production levels. Your national production increases by the value of the captured territory; the loser's production decreases the same amount.

Any facility located in the captured territory is now considered to be controlled by your side. If you capture an industrial complex, you can't mobilize units there until your next turn, If you capture an air base or a naval base, you can't use the added flight or sea movement. If you capture a naval base or an industrial complex, these facilities cannot repair your units until your next turn.

Any damage previously inflicted on a facility remains in place until it is repaired.

Capturing Capital Cities

If a power captures a territory containing an enemy capital (Shanghai, Washington D.C., and Moscow) (these territories can be identified by a red star) follow the same rules as for capturing a territory. Add the captured territories income value to your national production level.

In addition, you collect all unspent IPCs from the treasury of the original controller of the capital, assuming the country has no other capital city under its control. If it does (have another capital under its control), then instead use the rules for "Capturing Victory Cities," (see below).

The original controller of the captured capital is still in the game, however, they may not collect income unless they control at least one other victory city or capital city.

Capturing Victory Cities
If a power captures a territory containing a victory city (Volograd, New Delhi, Tokyo, San Francisco, etc.) (these territories can be identified by a black star in a yellow circle) follow the same rules as for capturing a territory. Add the captured territories income value to your national production level.

In addition, you collect a number of unspent IPCs from the treasury of the original controller of the victory city, equal to the IPC value of the territory you just captured.

The original controller of the captured victory city is still in the game, however, they may not collect income unless they control at least one other victory city or capital city.

Picking Casualties

Many rules will say phrases like, choose which unit is hit by this attack, this unit has the ability to target submerged submarines, or you may choose which unit is selected to be taken as a casualty as a result of this. This is called "Picking Casualties". Not to be confused with selecting targets, which is selecting which kind of unit you would like to attack, picking casualties is forcing the opposing side to take one or more units of your choosing as casualties, instead of picking for themselves. This is also not to be confused with selecting units to be taken as casualties which is when you choose which of you units will have hits dealt by the opposing side assigned to them (which usually results in the unit selected being taken as a casualty).

Phase 7: Noncombat Move

In this phase, you can move units that didn't move in the Combat Move phase or in the Second Strike Move phase, and didn't participate in combat during your turn. This phase begins with all air units that participated in and survived the Conduct Combat phase, that moved during the Second Strike Move phase, that aren't your own, landing in a friendly territory by moving a number of spaces equal to their move, less the number of spaces that they moved during the Second Strike Move phase. If they are unable to find a friendly territory or carrier to land on, they are destroyed.

Stranded defending air units also land during this phase, These are a hostile or unfriendly carrier based aircraft whose aircraft carrier has been damaged or destroyed in combat. These units are allowed movement of up to one space to find a suitable friendly territory or carrier in which they could land in or on. If they are unable to do this, they are destroyed. Since it is possible to move a carrier to allow friendly units to find a landing space, friendly, carrier based aircraft, whose aircraft carrier has been damaged or destroyed are required to find a suitable landing space, within one space, at the end of this phase, not the beginning.

Once this is completed, you will land all of your air units that participated in and survived the Conduct Combat phase. You may also move other units that didn't participate in combat as well. This is a good time to gather your units, and either fortify your valuable territories, or reinforce your fronts with your enemies. Your land and sea units can move a number of spaces, up to their move values. Your air units can move a number of spaces up to their move values, less the number of spaces that they moved during the Combat Move Phase or Second Strike Move phase,

and during the Conduct Combat phase in the case of retreats. Air units that did not move at all during the Combat Move phase, or the Second Strike Move phase may use their entire movement allowance in this phase. Only air units and submarines can move through hostile spaces in this phase.

Any aircraft that are unable to find a suitable friendly territory or carrier are immediately destroyed.

Where Units Can Move

Land Units: A land unit can move into any friendly territory, including territories that were captured this turn. It can't move into or through a hostile territory (not even one that contains no enemy units but is enemy-controlled).This is the only phase in which AAA units can move.

Air Units: An air unit must end its move in an eligible landing space. Air units can land in any territory that is not unfriendly, wasn't unfriendly at the beginning of the turn, and isn't a jungle territory without an air base.

Air units may also land in sea zones with a friendly carrier present as long as the carrier has an open landing space, and you have the technological advancements researched that would make it possible for the aircraft you are attempting to land on a carrier (see "Technological Advancements List," page 59). Additionally:

- An aircraft can land in a sea zone (even a hostile one) that is adjacent to an industrial complex you own if you will be mobilizing an aircraft carrier that you previously purchased in that zone during the Mobilization phase.
- In order for an aircraft to land on an existing carrier, both units must END their movement in the same sea zone.
- You must have a carrier move, remain in place, or be mobilized (new carriers only) to pick up an aircraft that would end its noncombat movement in a sea zone. You can't deliberately move an air unit out of range of a potential safe landing space.

Air units that can't move to an eligible landing space by the end of the Noncombat Move phase are destroyed. No aircraft can land in a territory that was not friendly at the start of your turn, including any territory you just captured.

Bomber may move to and from friendly territories to load or offload cargo.

Sea Units: A sea unit can move through and into any friendly sea zone uninhibited, and/or a neutral sea zone with the possibility of being inhibited. It can't move into or through a hostile sea zone.

Unlike other sea units, submarines can move through even hostile sea zones in the Noncombat Move phase. However, a submarine must end its movement when it enters a seazone containing one or more enemy destroyers that choose and are able to block said submarine. Combat doesn't initiate as a result of this until the next Conduct Combat phase.

Transports can move to friendly coastal territories and load or offload cargo, unless they are loaded, moved, and then offloaded, or were involved in combat during the Combat Move or Conduct Combat phase.

Aircraft carriers can move to sea zones to allow friendly aircraft to land on them. They must move there, range permitting, if they didn't move in the Combat Move phase and the friendly sea zone is the only valid landing zone for the air units. An aircraft carrier and any aircraft landing on it must all end their moves in the same sea zone for the aircraft to land.

Phase 8: Mobilization

If you purchased units, or nuclear weapons, you gain access to them during this step. You must now move all units that you purchased during this turn from the edge of the board to eligible spaces you have controlled since the start of your turn. You can't use an industrial complex owned by a friendly power.

The number of combat (land, air, or sea) units that can be produced by each industrial complex each turn is limited to 20 for major industrial complexes, and 6 for minor ones. (If you are upgrading a minor industrial complex to a major one, you may still only mobilize up to 6 combat units from that industrial complex this turn.) For each two points of damage worth of chips under a given industrial complex is one less unit they are able to mobilize. An industrial complex can never mobilize a negative number of units.

Restrictions on Placement

You can place land units only in territories containing eligible industrial complexes. Land units can't enter play on transports.

You can place a sea unit 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.

You can place certain air units into territories containing an industrial complex controlled by your power since the start of the turn, or on an aircraft carrier owned by your power in a sea zone (even a hostile one) adjacent to a territory with such an industrial complex. The aircraft carrier can be either a new one currently being mobilized or an existing one already in place. You can't place a new aircraft on a carrier controlled by a friendly power.

Place new facilities in any eligible territory that you have controlled since the start of your turn. Unlike combat units, facilities do not require an industrial complex to be in the territory for the facility to be built. The number of facilities you build does not count against the number of units that you can mobilize in the territory. Major industrial complexes can only be built in territories with an IPC value of 3 or greater, and you have to have controlled the territory since the start of the game. You can only build research centers in territories with capital cities or victory cities. You cannot have more than one of the same type of facility (air bases, naval bases, research centers, and industrial complexes). Unlike normal Axis & Allies games, you may build industrial complexes on islands.

Stockpile of Nuclear Weapons

After this has been completed, take all nuclear weapons you purchased from along the board and add them to your stockpile. When you make nuclear attacks, you may only use tokens to make attacks from among the nuclear weapon tokens in your stockpile. Your stockpile can be anything, anywhere, but it is recommended that it is where other players cannot see it.

Phase 9: Survey Morale

During this phase, your country's morale changes based on what you did on your turn. China skips this phase. Morale can never be above ten or below one. Your morale automatically increases by one every turn, but certain actions that you make and actions your opponents make, as well as certain event cards, can change your morale as well. Below is a list of the effects that certain actions have on your morale (these bonuses to your morale are only added during your turn, however, the action or event that caused the bonus to be added may happen at any time between now and the end of your last survey morale phase).

- Plus one if your country was not at war at any time between the end of your last turn, to the beginning of this phase
- Plus one if a country you were at war with at the start of this turn lost all of its remaining units during this turn
- Plus one if a country you were at war with at the start of this turn lost control of all territories that it controlled at the beginning of this turn
- Plus one if a capital city or victory city controlled by a power you are at war with was destroyed
- Plus one for each victory city captured
- Plus two for each capital city captured
- Minus one if a victory city you controlled was captured
- Minus two if a capital city you controlled was captured
- Minus one if a victory city or capital city you controlled was destroyed

Some bonuses to morale are specific to certain countries. Below is a list of all NATO specific morale bonuses:

- Minus for each unprovoked declaration of war you made
- Minus one if it has been three or more rounds since you made an unprovoked declaration of war against a power and you are still at war with them
- Minus one for each nuclear attack (other than salted nuclear attacks) made against units or facilities in a territory controlled by a power that you are at war with because you made an unprovoked declaration of war against them
- Minus two for each salted nuclear attack made against units or facilities in a territory controlled by a power that you are at war with because you made an unprovoked declaration of war against them
- Minus three for each nuclear attack you made against units or facilities in one of your original territories.
- Minus five for each victory city or capital city, that you started the game with, that you destroyed

If NATO morale reaches two or lower, they must offer a ceasefire with every country they are currently at war with unless one of their victory cities is under enemy control. The conditions of this ceasefire are as follows. All land-based and air-based units that are not in territories controlled by NATO are immediately removed from the board. All NATO units that are in a territory with enemy land-units (such as those hiding in a jungle) are immediately removed from the board, and the controller of the enemy units gains control of the territory. NATO is then no longer at war with any country and they are not at war with them, and NATO's morale is set to five. No power may declare war on NATO for two turns, and NATO may not declare war on any power for four turns, unless war was declared on them. NATO units may not end their movement in territories they do not control, or in sea zones not adjacent to territories they control. This offer may be rejected by a major power. If multiple major powers are at war when NATO issues this ceasefire, and they must agree whether or not to accept the ceasefire or the NATO player gets to decide for them.

Below is a list of all Warsaw Pact specific morale bonuses:
- Plus one if you spent 40 IPCs on territory management
- Plus one if a country you were at war with, that was Pro-NATO (it cannot be Pro-NATO as a result of the Warsaw Pact or Communist China attacking them or flying over them) lost all of its remaining units (this is in addition to the other bonuses)
- Plus one if a country you were at war with, that was Pro-NATO (it cannot be Pro-NATO as a result of the Warsaw Pact or Communist China attacking them or flying over them) at the start of this turn lost control of all territories that it controlled at the beginning of this turn (this is in addition to the other bonuses)
- Plus two if you spent 60 IPCs on territory management
- Plus three if you spent 80 IPCs on territory management

- Minus one if you spent 10 IPCs on territory management
- Minus one for each nuclear attack you made against units or facilities in one of your original territories.
- Minus two if you spent no IPCs on territory management
- Minus three for each capital city or victory city you destroyed that you started the game with

If, at the end of the Warsaw Pact's survey morale phase, the Warsaw Pact's morale is at one, autonomous states that are part of the Warsaw Pact may make the decision to leave (the Warsaw Pact). Roll a twelve sided die for each of the following autonomous states that are part of the Warsaw Pact and control all of the territories in that autonomous state (do not roll the dice simultaneously, roll them all separately, and roll for each territory or territory group in the order they are listed below). A list of the autonomous states that the Warsaw Pact starts the game with, and the territories that are included within those states, is included below.

1. Ukrainian Soviet Socialist Republic
   Includes: Western Ukraine, Crimea, and Eastern Ukraine

2. Georgian Soviet Socialist Republic
   Includes: Georgia

3. Belorussian Soviet Socialist Republic
   Includes: Belorussia

4. Kazakh Soviet Socialist Republic
   Includes: Western Kazakh S.S.R., Omsk, and Eastern Kazakh S.S.R.

5. Uzbek Soviet Socialist Republic
   Includes: Uzbek S.S.R.

6. Union of Baltic Soviet Socialist Republics:
   Includes: Baltic States

7. Karelo-Finish Soviet Socialist Republic
   Includes: Karelia and Murmansk

8. People's Republic of Bulgaria
   Includes: Bulgaria

9. Socialist Republic of Romania
   Includes: Romania

10. German Democratic Republic
    Includes: East Germany and Bavaria

11. Hungarian Soviet Republic
    Includes: Hungary

12. Polish People's Republic
    Includes: East Poland and West Poland

If the result of the die roll, plus the number of complete rounds of play it has been since the morale of the Warsaw Pact was above one, plus the number of rounds it has been since the Warsaw Pact spent IPCs on territory management, plus one for each victory city (other than Berlin) that was originally controlled by the Warsaw Pact that is now controlled by NATO, plus one for each adjacent autonomous state that left the Warsaw Pact at any time and is neither NATO controlled nor Warsaw Pact controlled, plus one if the territory has been NATO controlled during any part of this game, plus one for each NATO controlled territory, plus one for each non-adjacent autonomous state that left the Warsaw Pact during the previous round, plus two for each adjacent autonomous state that left the Warsaw Pact during the previous round, plus two if the autonomous state had a victory city in one of its territories that was destroyed by a nuclear attack made by the Warsaw Pact, plus two if the Warsaw Pact does not control Moscow, minus one for each time NATO has attacked a territory included in the autonomous state, and minus two if the autonomous state had a victory city in one of its territories that was destroyed by a nuclear attack made by NATO (these modifiers are cumulative), is greater than or equal to twelve, the autonomous state leave the Warsaw Pact. If the only remaining victory city controlled by the Warsaw Pact is within that autonomous state, it does not leave the Warsaw Pact. All the territories included in the autonomous state immediately become Strict-Neutral, and the autonomous state becomes its own minor power. Place an upside down control marker in each territory within the former autonomous state to represent this. All Warsaw Pact units in each of the territories within the autonomous state, to a maximum of five, become Strict-Neutral, and the remaining units are moved to the nearest Warsaw Pact controlled territory (if there are no other Warsaw Pact Controlled Territories, all of the units become strict neutral, and the Warsaw Pact is out of the game. The player controlling the Warsaw Pact may choose which units become strict neutral, and which units stay under the control of the Warsaw Pact, unless there is no Warsaw Pact controlled territory to move units remaining under the control of the Warsaw Pact to in which case all of the units become strict neutral. The exception to these is the German People's Republic. When the German Democratic Republic leaves the Warsaw Pact, it's territories become NATO controlled, and all Warsaw Pact units are moved to the nearest Warsaw Pact controlled territory. NATO may choose to move up to five NATO controlled units from West Germany to East Germany, and up to five NATO controlled units from East Germany to Bavaria.

Phase 10: Collect Income

In this phase, you earn production income to finance future attacks and strategies. Work with the banker to look up your powers national production level (the banker should be tracking this). The number of IPCs your power generates during this phase is equal to your national production level, minus five (IPCs) for each point of morale your power is below five (morale), and plus five (IPCs) for each point of morale your power is above five (morale), plus or minus any IPC changes stated on event cards in play. You collect these IPCs and the banker adds them to them to the total IPCs in your powers treasury by using the IPC Tracking Chart, or some other means agreed upon by the group. The banker should tell you how many IPCs your power will be carrying forward to the next round. Money can be taken from, or added to, your treasury by event cards, and some powers, in some scenarios, have the ability to choose to pay IPCs from their treasury between turns. The money you start your next turn with is however much money you have remaining in your treasury when your next turn begins.

If all of your capitals cities and victory cities are under the control of a power other than your own, you can't collect income, nor can spend money in your treasury while it is not your turn.

Phase 11: Check for Victory

If your power has fulfilled the victory conditions under "How the War is Won," then, during this phase, you win the game and all other powers lose the game.

UNIT PROFILES

This section provides detailed information for each unit in the game. Each entry provides a quick statistical reference about the units cost in IPCs, its surface attack and defense values, its air combat values, and the number of territories or sea zones it can move, when the unit is controlled by a power with no technological advancements researched (its base values). Each unit type also has its unit characteristics summarized below, when the unit is controlled by a power with no technological advancements researched. No unit statistics factor in jungle territories, however, some unit characteristic will. This game is a game of specifics so if something is not stated somewhere else in the rules, that does not mean that rules stating otherwise are not the case. If a rule is more specific and not a general blanket statement, then the more specific rule takes precedence.

Facilities

Industrial complexes, air bases, naval bases, and research centers all have different abilities and functions, but each have several points in common. No facility can attack, defend (beyond its air defense capabilities), or move. They are not placed along either combat strip, nor are they placed to the side of either of them. However, when a power declares that a bomber will be dropping a payload against a facility, the facility being attacked has the ability to make air defense rolls against all bombers attacking facilities during that combat.

Facilities cannot be moved or transported.

If a territory is captured, then facilities in that territory are also captured. The capturing power (and, in the case of air bases and naval bases, friendly powers) can use them on the turn after they are captured.

Newly purchased industrial complexes, air bases, naval bases, and research centers are placed on the map during the Mobilization phase. They can't be placed on newly captured territories. A territory must have an IPC value of 2 or higher before a minor industrial complex can be built on it. Major industrial complexes can only be built on territories with an IPC value of 3 or higher. Some event cards will lower the IPC value of a territory, however, if a facility was already built when the territories IPC value decreased, the facility still remains and functions, regardless of the number of IPCs required to have it, or build it, there. If the industrial complex is destroyed, you may not build or rebuild it there unless the IPC value of the territory increases to the minimum building requirement of the industrial complex you are attempting to build. Air bases may be built in any territory you control. Naval bases can be built in a territory you control with a coastline. Research centers can only be built in a territory with a capital city or a victory city, that you control. If a research center is built in a territory with such a city, but the city is later destroyed, the research center remains and functions. However, once that research center is destroyed, it may not be rebuilt in the same territory. Only one facility of each type (industrial complexes, air bases, naval bases, and research centers) may exist in each territory.

Damaged Facilities: Facilities can be damaged by enemy bombers when the bomber drops a payload against a facility. A facility can also be damaged by certain long range attacks such as those made by air bases. If a facility other than a major industrial complex takes 12 points of damage it is no longer operative and if it takes 24 damage or more, it is destroyed. If a major industrial complex takes 40 points of damage, it is no longer operative and if it takes 80 damage or more, it is destroyed. Plastic chips are placed under facilities to indicate the amount of damage that has been dealt to them. When a facility is destroyed it is removed from play. See each unit's profile to see the effect that damage has on it.

Damage markers can be removed/repaired during the purchase and repair phase for the cost of 1 IPC per point of damage removed, unless the facility is in a jungle territory in which case it costs 2 IPCs per point of damage repaired. These repairs take effect immediately.

Industrial Complexes

Cost: Major 30, Minor 12
Surface Attack: −
Surface Defense: −
Air Combat: (3 air defense dice)
Move: −

Unit Characteristics

Industrial complexes are the point of entry for all purchased air, land, and sea units. There are two types of industrial complexes, major and minor. Major industrial complexes have a "10" printed on them. Each of these major industrial complexes can produce up to 20 combat (land, air, or sea) units per turn. Minor industrial complexes can produce up to 6 combat units per turn. They have a "3" printed on them. A minor industrial complex can be upgraded to a major one at a cost of 20 IPCs. The industrial complex to be upgraded must be located on an originally controlled (not captured) territory that you have controlled since the beginning of your turn and that has an IPC value of 3 or higher.

You can't place your new units at an industrial complex owned by a friendly power. The original controller can use it on his or her next turn. If you capture it, you can use it on your next turn.

Subject to Damage: For each two damage markers that are under an industrial complex (see above), that complex can mobilize 1 less unit. Industrial complexes can have at least as many damage markers as they have production ability. In such a case, no new units can enter the game through that complex until it's repaired. Once an industrial complex has taken enough damage that it is unable to mobilize new units, it is considered inoperative. Industrial complexes can not repair units while they are inoperative. A damaged minor complex may not be upgraded, so any damage to the industrial complex must be repaired at the same time that the upgrade is purchased. Once a major industrial complex takes 80 damage, it is destroyed. Once a minor industrial complex takes 24 damage, it is destroyed.

Repairs: Any unit that is damaged but takes more than one hit to destroy, capital ships (aircraft carriers and heavy cruisers) for example, can be repaired by moving that unit into a territory containing a friendly operative industrial complex. Any ships can be repaired by moving those units to a sea zone serviced by an operative controlled or friendly naval base that is in the same territory as an operative industrial complex. Damaged units are repaired at no IPC cost during the Purchase and Repair phase of their owning player's turn if they are in a sea zone serviced by an operative friendly naval base, or industrial complex, or during the purchase and repair phase of your turn if the facility is controlled by a friendly minor power.

Air Bases

Cost: 15
Surface Attack: −
Surface Defense: −
Air Combat: (3 air defense dice)
Move: −

Unit Characteristics

Increased Air Unit Range: When taking off from a friendly territory that has an operative air base, air units gain 2 additional points of movement range. Note: Air units on carriers in a sea zone adjacent to a territory containing an air base don't benefit from this additional movement range.

Scramble: When the defender of a territory chooses to scramble aircraft in a territory with an operative air base, it may scramble eighteen air units, minus the number of points of damage worth of chips the air base has under it, instead of the usual six units. Only fighters and attack aircraft may be scrambled.

Subject to Damage: An air base is considered to be inoperative if it has 12 or more damage points. It can't increase air unit range or allow air units to scramble when it is inoperative. An air base is destroyed if it has 24 or more damage.

Naval Bases:

Cost: 15
Surface Attack: −
Surface Defense: −
Air Combat: (3 air defense dice)
Move: −

Unit Characteristics

Water Access: You cannot build a naval base in a territory that is not adjacent to a sea zone.

Services Sea Zones: All sea zones that border a territory containing an operative naval base are considered to be serviced by that naval base. Sea zones serviced by a naval base confer the benefits of that base onto all friendly sea units in those zones.

Increased Sea Unit Range: All sea units beginning their movement from a sea zone serviced by an operative friendly naval base gain 2 additional points of movement range.

Subject to Damage: A naval base is considered to be inoperative if it has 12 or more damage points. It can't service sea zones, increase sea unit range, or conduct repairs while it is inoperative. A naval base is destroyed if it has 24 damage points.

Research Centers:

Cost: 20
Surface Attack: −
Surface Defense: −
Air Combat: (3 air defense dice)
Move: −

Unit Characteristics

Significant Oversight Requirements: A research facility cannot be built in a territory that does not have a capital city or a victory city.

Conduct Research: During the Research phase you may conduct research if possible. For each operative research center you may spend 5 or 15 (or 30 in the case of Communist China) IPCs. These represent the costs of research, and when you spend these IPCs, you shade in boxes on the research chart (see separate document) of your power. Spending 5 IPCs allows you to shade in one box adjacent to a box that you have already shaded in on the chart. Spending 15 IPC's allows you to shade in two sequential boxes on the research chart instead of just one. Multiple research centers may not research the same research line on the same turn.

Subject to Damage: A research center is considered to be inoperative if it has 12 or more damage points. A research center cannot conduct research while the research center is inoperative. A research center is destroyed if it has 24 damage points.

Land Units

Infantry, rocket artillery, mechanized infantry, tanks, and AAA can attack and defend only in territories. Only infantry, rocket artillery, mechanized infantry, and tanks can capture hostile territories. All can be carried on transports, but only infantry can be carried on bombers.

Infantry

Cost: 3
Surface Attack: 1
Surface Defense: 2
Air Combat: −
Move: 2

Unit Characteristics

Jungle Affinity: Jungles do not impede infantry movement. Infantry may treat hostile jungle territories as friendly during the Combat Move, Second Strike Move, and Noncombat Move phases. At the beginning of each round of combat in a jungle territory, each infantry unit in the territory may choose to hide in the jungle and not participate in combat. If the infantry does this, the infantry is removed from combat and returned to the territory it chose to hide in. Any infantry that hides may not be hit or taken as a casualty unless the attack being made explicitly says that it can hit infantry hiding in jungles. Hiding infantry units can coexist with hostile units. If the jungle the infantry is hiding in is destroyed, and there are hostile or unfriendly units in the territory, during the next turn of a power that

controls units in the group that was just revealed or during the next Second Strike Move phase, whichever comes first, may move their units as detailed in "Units Starting in Hostile Spaces," page 21.

Mechanized Infantry

Cost: 4
Surface Attack: 1
Surface Defense: 2
Air Combat: −
Move: 4

Unit Characteristics

Blitz: A mechanized infantry unit must normally stop when it enters an enemy controlled territory. However, when paired one-for-one with a tank, it can make a blitz movement (see "Tanks," page 29) along with that tank. The movement of both units must start and end in the same territories.

Rocket Artillery

Cost: 5
Surface Attack: 2
Surface Defense: 3
Air Combat: −
Move: 2

Unit Characteristics

Long Range Attacks: Rocket artillery are capable of making both conventional and nuclear long range attacks. A rocket artillery unit may move before it makes its long range attack. Whenever you make a long range attack with a rocket artillery unit, you must declare whether you will be making a nuclear long range attack, or a conventional long range attack. When you make a conventional long range attack with a rocket artillery unit against a territory, the combat is resolved by rolling two dice, each hitting on a four or less. Rocket artillery also have the ability to make nuclear attacks. However, these attacks are resolved differently than all other nuclear attacks. Instead of excess casualties being dealt to friendly units, when there are friendly units in the territory being attacked, an equal number of friendly and hostile units are instead taken. If there are an odd number of casualties dealt then the hostile power(s) must take one more casualty then the friendly power(s).

Tanks

Cost: 6
Surface Attack: 3
Surface Defense: 3
Air Combat: −
Move: 4

Unit Characteristics

Blitz: Tanks can "blitz" by moving through an unoccupied hostile territory as the first part of a 2 to 4 space move that can end in a friendly or hostile territory. This complete move must occur during the Combat Move phase or Second Strike Move phase. By blitzing, the tank establishes control of the first territory before it moves to the next. Any territory among the territories blitzed through can be friendly or hostile, as long as at least one of the territories was hostile. A tank may not blitz through a territory that contains an enemy unit, even if the unit is an AAA, industrial complex, air base, naval base, or a research center.

Combined Arms: Tanks can be combined with attack aircraft or mechanized infantry.
- Pairing a tank and an attack aircraft together, 1 to 1, increases the tactical bomber's surface attack and surface defense values from 4 to 5 (see "Attack Aircraft," page 52)
- Each mechanized infantry unit combined with a tank can blitz along with it (see "Mechanized Infantry," above).

AAA

Cost: 5
Surface Attack: −
Surface Defense: −
Air Combat: (3 air defense dice)
Move: 2

Unit Characteristics

Limited Move: Normally this unit can be moved only during the Noncombat Move phase. An AAA unit cannot move during the Combat Move phase (other than being carried on a transport if the unit was loaded on a prior turn) or during the Second Strike Move phase if it is being used to make a counter attack (instead of a reinforcement).

No Combat Value: Even though an AAA unit can defend, either alone or with other units, it has no combat value. This means that an AAA unit cannot fire in the defending units fire step. It can, however, be taken as a casualty. If a territory containing AAA units and no combat units is attacked, the AAA units are automatically destroyed. AAA units may never attack.

Air Defense: AAA units start the game with the ability to make air defense rolls, rolls that hit exclusively enemy air units, and hits them before they have the opportunity to participate in combat. Certain units gain the ability to make these air defense rolls with the research of certain technological advancements (see "Technological Advancements List, page 59). During the "Make Air Defense Rolls" step, units with the ability to make air defense rolls do so, starting with the attackers units, and then proceeding to the defenders units. An AAA unit base air defense ability is

the ability to make three air defense rolls, each hitting on a two or less, however, technological advancements can increase and decrease both of those numbers.

First the attacker rolls a number of dice equal to the total number of air defense rolls that all of their units participating in the combat being resolved are able to make. For each hit scored, an aircraft controlled by the defenders is immediately removed from the game. Then the attacker rolls a number of dice equal to the total number of air defense rolls that all of their units participating in the combat being resolved are able to make. For each hit scored, an aircraft controlled by the defenders is immediately removed from the game.

Air Units

Fighters, attack aircraft, and bombers all can attack in both territories and sea zones. Fighters and attack aircraft stationed on carriers can defend in sea zones. All air units can land only in friendly territories or, in the case of fighters and attack aircraft, on friendly aircraft carriers. Your air units can't land in territories you just captured, whether they were involved in the combat or not, or in territories you just converted from a minor power through political conquest. Air units can move through hostile territories and sea zones as if they were friendly. However, they are exposed to air defense rolls during combat whenever they attack a hostile territory that contains a unit that can make an air defense roll. Unlike other Axis & Allies games, when a bomber drops a payload against a facility, makes a strategic bombing raid, etc. all other units with air defense capabilities still fire on the bomber.

To determine movement 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. When moving a fighter or attack aircraft from a carrier, don't count the carrier's sea zone as the first space—the unit is in that sea zone already. In other words, each time an air unit crosses a boundary between spaces, whether territories or sea zones, it uses 1 movement point.

Air units based on coastal territories and islands normally can't defend adjacent sea zones.

You cannot deliberately send air units into combat situations that place them out of range of a place to land afterward. In the Combat Move phase, prior to rolling any battles, you must be able to demonstrate some possible way (however remote the possibility is) for all your attacking air units to land safely that turn. This could include a combination of moves from different phases that you are able to participate in during the current turn. It could also include noncombat moves by a carrier or the mobilization of a new carrier.

In order to demonstrate that an air unit might have a safe landing zone, you may assume that all of your attacking rolls will be hits, and all defending rolls will be misses. You may NOT, however, use a planned retreat of any carrier to demonstrate a possible safe landing zone for any fighter or attack aircraft. Once possible landing zones for all attacking air units have been demonstrated, you have no obligation to guarantee those landing zones for air units in the course of battle. For example, aircraft carriers may freely retreat or be taken as casualties, even if doing so leaves air units with no place to land after combat (such air units will be destroyed at the end of the Noncombat Move phase). However, during noncombat movement and new unit mobilization, you must provide for safe landing of as many air units as possible after all combats are resolved.

If you declared that a carrier will move during the Noncombat Move phase to provide a safe landing zone for a fighter or a tactical bomber moved in the Combat Move phase, you must follow through and move the carrier to its planned location in the Noncombat Move phase unless the air unit has landed safely elsewhere or has been destroyed before then, or a combat required to clear an intervening sea zone failed to do so. Likewise, if you

declared that a new carrier will be mobilized to provide a safe landing zone for a fighter or attack aircraft, it must be mobilized in that sea zone unless the air unit has landed safely elsewhere or has been destroyed

Bombers and attack aircraft may hit unsubmerged submarines (submarines that choose not to submerge during the "Submarines Make Surprise Strikes," step of General Combat). Fighters may never hit submarines.

Fighters

Cost: 10
Surface Attack: 1
Surface Defense: 1
Air Combat: 6
Move: 8

Unit Characteristics

Carrier Operations: Fighter may land on and take off from a friendly carrier (see "Aircraft Carriers," page 55)

Attack Aircraft

Cost: 12
Surface Attack: 4
Surface Defense: 4
Air Combat: 3
Move: 8

Unit Characteristics
Carrier Operations: Attack Aircraft may land on and take off from a friendly carrier (see "Aircraft Carriers," page 55)

Combined Arms: Tanks can be combined with attack aircraft. A matched pair of an attack aircraft and a tank increases the attack aircrafts combat value from 4 to 5.

Bomber

Cost: 14
Surface Attack: −
Surface Defense: −
Air Combat: 1
Move: 12

Unit Characteristics

Bomber Payloads: A bomber has a variety of different weapons it can deploy against, ground units it is attacking, facilities, and even a territory itself. Each bomber may only carry one payload at any given time, certain payloads must be loaded prior to combat, certain payloads (all nuclear ones) must be announced before combat begins, per the

Nuclear Attack rules, also certain payloads can only be deployed in certain steps of general combat, and once a bomber deploys its payload it may not deploy another during the same combat.

You only need to declare which payloads your bombers are carrying in certain circumstances. You must announce during the Combat Move phase, which bombers will be making nuclear attacks, if any, and which territories they will be made against, due to the rules detailed above in "Nuclear Attacks". A bomber may only declare that it will be dropping a nuclear payload, if the number of bombers that have already declared that they will be dropping nuclear payloads, in this territory, on this turn, by your power, is less than or equal to the number of nuclear attacks, that you declared that your bomber would make, in this territory, during this turn. You must also announce which payloads each of your bombers will be deploying during the "Select Targets and Announce Bomber Payloads," step of General Combat (see "General Combat, page 33). If the bomber will be dropping a nuclear payload, the power must announce that they are doing so, but are not required to announce which kind of nuclear weapons they will be using.

When you declare which payload your bomber will be dropping, and the bomber is targeting surface units, place the bomber in the slot of the Surface Combat: Combat Strip. with the number equal to the highest number that your bombers could roll during combat, that would still result in a hit, on the appropriate side of the Ground Combat Strip (attacker if you are attacking, defender if you are defending). Any bomber dropping a payload against a facility is placed to the side or the Air Combat: Combat Strip closest to slot number 6. Any bombers that will be deploying paratroopers are placed to the side of the Air Combat: Combat Strip, closest to slot number one, as they do not roll dice when dropping these payloads, but are still participating in combat.

A bomber targeting surface units drops its payload during the "Bombers Drop Payloads" step of General Combat (see "General Combat, page 33).

A bomber that drops a payload with the words, "against facilities," in it is considered to be conducting a strategic bombing raid, and drops its payload during the "Bombers Drop Payloads" step of general combat (see "General Combat, page 33).

A bomber that drops a paratrooper payload drops its payload during the "Bombers Drop Payloads" step of General Combat (see "General Combat, page 33).

Every bomber starts the game with the payloads listed below, and may switch freely between them, provided that they are able to meet any requirements the payload has. When a power researches certain technological advancements (see "Technological Advancements List," page 59), all bombers under the powers control will gain the ability to drop the payload described in the technological advancement. Payloads that say "against surface units" may only be used when a bomber is conducting combat in a space with surface units. Payloads that say "against facilities," may only be dropped when a bomber is conducting combat in a territory with a facility, and Paratrooper Payloads may only be dropped in territories, not sea zones.

Any bomber that is carrying land units may not drop any payload other than the land units by dropping a paratrooper payload.

Conventional Payload Against Surface Units
When a bomber drops a conventional payload against surface units, it is resolved by rolling 4 dice, each die hitting a surface unit on a 6 or less. When a bomber deploys a conventional payload, the controller of the bomber may choose which units are selected to be taken as casualties, as a result of the hits the bombers dealt in this way.

Conventional Payload Against Facilities
When a bomber drops a conventionional payload against facilities, it is resolved by rolling 4 dice, and the sum total of all the dice results is the amount of damage dealt to a facility of the player controlling the bombers choosing, in the territory the bomber is conducting combat.

Nuclear Payload Against Surface Units
When a bomber drops a nuclear payload against surface units, it is resolved identically to how the type of nuclear attacks made are always resolved against units (with the exception of rocket artillery).

Nuclear Payload Against Facilities
When a bomber drops a nuclear payload against facilities, it is resolved identically to how all nuclear attacks, of the type that the bomber made, against facilities are resolved.

Paratrooper Payload
A bomber may only drop a paratrooper payload in a territory, not a sea zone. When a bomber drops a paratrooper payload, then any cargo that the bomber is carrying is immediately added to the territory, and by extension, the combat that is being conducted in the territory. The unit(s) dropped may participate in the next round of combat, and any rounds of combat after, assuming the unit is still alive. The unit no longer moves with the bomber and is no longer considered cargo. It gains a plus one bonus to its surface attack, surface defense, and air combat for the first round of combat that the unit participates in (this bonus cannot be applied to a stat that the unit does not have. For example, if a normal infantry is dropped its surface attack is increased by 1, from 1 to 2. The infantry's surface defense is increased by 1, from 2 to 3. However, since the infantry has no air combat value, its air combat value does not increase at all. Any unit that was dropped by a bomber may not retreat at any time during combat.

Sea Units

Heavy cruisers, aircraft carriers, light cruisers, destroyers, submarines, and transports move, attack, and defend in sea zones. They can't move into territories. For the sake of these rules, the following are surface warships: heavy cruisers, aircraft carriers, light cruisers, and destroyers. Transports are surface ships but not not warships. Submarines are warships, but they are not surface warships

All sea units can move a number of sea zones equal to their move value. An exception to this is ships in a sea zone that is serviced by an operative friendly naval base. You can move these ships 2 extra sea zones when departing from a sea zone serviced by a friendly naval base (see "Naval Base," page 47).Your sea units may move into and through friendly sea zones uninhibited. Your sea units may also attempt to move through hostile and neutral sea zones, however, the power controlling the sea units in the seazone may attempt to block your ships. If the power chooses to, it may choose to force a number of surface ships to stop their movement in that sea zone, and initiate combat if the powers are at war, equal to the number of surface warships the power controls in that sea zone. Any destroyers in the sea zone may also block submarines, and have the ability to force a number of submarines in that seazone to end their movement in that sea zone, and initiate combat if the powers are at war, equal to twice the number of destroyers under their control in that seazone, in addition to the surface ships that a destroyer also blocks. The controller of the ships attempting to move through the sea zone may choose which of his or her sea units must stop their movement and which units do not, as long as the number of surface units that stopped are greater than or equal to the number of surface ships blocked by other powers in that sea zone, and the number of submarines that stopped in the sea zone are greater than or equal to the number of submarines blocked by other powers in that sea zone. Forcing ships to stop movement is always optional. Submarines are always unable to block movement. Transports are considered surface ships and not surface warships until they get the assault boat technological

advancement (see page 59), and therefore are always able to be blocked, but are unable to block ships until they gain the assault boat technological advancement.

Some sea units can carry other units. Transports can carry only land units. Aircraft carriers can carry fighters and/or attack aircraft.

Heavy Cruiser

Cost: 16
Surface Attack: 4
Surface Defense: 4
Air Combat: 1
Move: 3

Unit Characteristics

Capital Ship: Heavy cruisers require 2 hits to destroy. If an undamaged heavy cruiser is hit once, even by a submarine's Surprise Strike, turn it on its side to mark its damaged status. Don't remove a heavy cruiser from combat unless it retreats or takes a second hit. If a heavy cruiser survives a combat having taken only 1 hit, it can be repaired by a visit to an operative friendly naval base (see "Naval Bases," page 47) that shares a territory with an operative industrial complex (see "Industrial Complexes," page 46).

Long Range Attack: Heavy cruisers have the ability to make conventional long range attacks into a territory that is adjacent to the sea zone that the heavy cruiser is in. The sea zone must be friendly. This attack is resolved by each heavy cruiser rolling a die, each hitting on a four or less. They may not make such attacks while damaged.

Aircraft Carrier

Cost: 18
Surface Attack: −
Surface Defense: 2
Air Combat: 1
Move: 4

Unit Characteristics

Capital Ship: Aircraft carriers require 2 hits to destroy. If an undamaged carrier is hit once, even by a submarine's Surprise Strike, turn it on its side to mark its damaged status. Don't remove an attacking carrier from play or move a defending carrier behind the casualty strip unless it takes a second hit. If a carrier survives a combat having taken only 1 hit, it can be repaired by a visit to an operative friendly naval base (see "Naval Bases," page 47) that shares a territory with an operative industrial complex (see "Industrial Complexes," page 46).

Carry Aircraft: An aircraft carrier can carry up to 2 air units, including those belonging to friendly powers (provided both powers are at war). These air units may be of two types: fighters and tactical bombers. All planes on an aircraft carrier can be scrambled simultaneously, however, the power that controls the air unit, decides if the unit is

scrambled. A carrier cannot scramble friendly aircraft if the carrier is attacking nor can the power controlling the aircraft. Unscrambled aircraft on the carrier are considered to be the carrier's cargo.

Carrier aircraft move independent of the carrier on their own turn if they belong to different powers. On the air units' turn, they launch before the carrier moves, even if they are not leaving the sea zone themselves. It's possible for the carrier to make a combat movement while leaving its aircraft behind to make noncombat movement later.

During noncombat movement, fighters and attack aircraft may use their remaining movement to move into sea zones with carriers in order to land on them. Carriers may also move, providing that they didn't move during combat movement or participate in combat. In fact, a carrier must move if it's able, or remain in place, in order to provide a landing space for an air unit that would not otherwise have one. Landing doesn't actually occur until the Mobilization phase, so air units and carriers must end their movement in the same sea zone. Any air units that are not in an eligible landing space by the end of the Noncombat Move phase are destroyed (note that this can include a sea zone in which a new carrier will be placed during the Mobilization phase).

A damaged carrier may not conduct air operation, no air units may take off from, be scrambled from, launch from, or land on a carrier. Any units that have not been launched by the time the carrier is damaged, are trapped on the carrier until it has been repaired. Any land units that were planned to land on the carrier must find another landing space by the end of the Noncombat Movement phase or be destroyed.

Light Cruiser

Cost: 12
Surface Attack: 3
Surface Defense: 3
Air Combat: 2
Move: 4

Unit Characteristics

Long Range Attack: Light cruisers have the ability to make conventional long range attacks into a territory that is adjacent to the sea zone that the light cruiser is in. The sea zone must be friendly. This attack is resolved by each light cruiser rolling a die, each hitting on a three or less.

Destroyer

Cost: 8
Surface Attack: 2
Surface Defense: 2
Air Combat: 2
Move: 4

Unit Characteristics

Anti-Sub Vessel: When blocking naval movement, your destroyers may block the movement of two submarines, in addition to one surface unit. Also for each destroyer you have in combat, two of the opposing side's submarines are unable to make a Surprise Attack or submerge, and must participate in combat with all other units.

Submarine

Cost: 6
Surface Attack: 2
Surface Defense: 1
Air Combat: −
Move: 4

Unit Characteristics

Submarines have many unit characteristics. Many of them are cancelled by the presence of half as many enemy destroyers.

Surprise Strike: Both attacking and defending submarines can make a Surprise Strike by firing before any other units fire in a sea battle. As detailed in step 3 of the General Combat Sequence (page 33), submarines make their rolls before any other units, unless an enemy destroyer is present, in which case, two submarines lose the ability to do this and must participate in combat with all other units. If neither side is eligible to make a Surprise Strike, there is no step 3. Players move directly to step 4 of the General Combat sequence.

Submersible: A submarine has the option of submerging. It can do this anytime it would otherwise make a Surprise Strike. The decision is made before any dice are rolled by either side (the attacker decides first) and takes effect immediately. When a submarine submerges, it's immediately removed from the Surface Combat: Combat Strip and placed back on the map in the territory combat is being conducted in. As a result, it can no longer fire or take hits in that round of combat. However, for each destroyer controlled by the opposing side in combat, two of your submarines lose the ability to submerge.

Treat Hostile Sea Zones as Friendly: A submarine can move through a sea zone that contains enemy units, either in combat or noncombat movement. However, if a submarine enters a sea zone containing an enemy destroyer, the enemy destroyer chooses to block the submarine's movement, and is able to block the submarine's movement, it must end its movement there. If it ends its combat move in a hostile sea zone, combat will occur assuming the Conduct Combat phase has not already been resolved..

Doesn't Block Enemy Movement: The "stealth" ability of submarines also allows enemy ships to ignore their presence. Any sea zone that contains only enemy submarines doesn't stop the movement of a sea unit. Sea units ending their combat movement in a sea zone containing only enemy submarines may choose to attack them or not. Sea units can also end their noncombat movement in a sea zone containing only enemy submarines.

Can't Be Hit By Fighters: When attacking or defending, hits scored against surface units by fighters can't be assigned to submarines.

Transport

Cost: 6
Surface Attack: −
Surface Defense: −
Air Combat: −
Move: 4

Unit Characteristics

Dead in the Water: Transports have no combat values. If engaged in combat with a unit with a combat value, while not fighting with units with a combat value, all transports in the sea zone are immediately destroyed.

Doesn't Block Enemy Movement: Transports are not surface warships so other units may choose to ignore them and move through spaces with only hostile or neutral transports without being blocked by them or engaging them.

Not Choses Last: A transport is a combat unit too, you know, don't act like it doesn't have feelings, I mean, combat values, like the rest of us (note: this is satire designed at gently poking fun at other Axis & Allies games, a transport does not actually have combat values unless the power that controls it has the Assault Boat technological advancement researched (see "Technological Advancements List," page 59). Unlike in other Axis & Allies games where transports are always chosen last when selecting casualties, whoever selects which hits are assigned to units chooses which units are taken when, including transports.

Carry Land Units: A transport can carry land units belonging to you or to friendly powers (provided both powers are at war). Its capacity is any two land units. A transport can't carry a facility. Land units on a transport are cargo; they can't attack or defend while at sea and are destroyed if their transport is destroyed.

Loading and Offloading: A transport can load cargo in friendly sea zones before, during, and after it moves. 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 can also remain at sea with the cargo still aboard (but only if the cargo remaining aboard was loaded in a previous turn, was loaded this turn in the Noncombat Move phase, or was loaded this turn for an amphibious assault from which the transport retreated). Loading onto and/or offloading from a transport counts as a land unit's entire move; it can't move before loading or after offloading. Place the land units alongside the transport in the sea zone. If the transport moves in the Noncombat Move phase, any number of units aboard can offload into a single friendly territory. 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. This is true even if the transport remains in the same sea zone. Whenever a transport offloads, it can't move again that turn. If a transport retreats, it can't offload that turn. A transport can't offload in two territories during a single turn, nor can it offload cargo onto another transport. A transport can't load or offload while in a hostile sea zone. Remember, a sea zone with only enemy submarines and transports are not considered to be hostile, however, a transport cannot ignore the presence of one or more submarines in the territory the transport is offloading in, unless there's at least one friendly surface warship in the same sea zone with that transport. A transport can load and offload units without moving from the friendly sea zone it's in (this is known as "bridging"). Each such transport is still limited to its cargo capacity. It can offload in only one territory, and once it offloads, it can't move, load, or offload again that turn.

Amphibious Assaults: A transport can take part in an amphibious assault step of the Conduct Combat phase. That is the only time a transport can offload into a hostile territory. During an amphibious assault, a transport must either

offload all units that were loaded during the Combat Move phase or retreat during sea combat. It can also offload any number of units owned by the transport's controlling power that were already on board at the start of the turn

TECHNOLOGICAL ADVANCEMENTS LIST

Every technological advancement available is listed here by which tree and branch the advancement belongs to, and then in order from which they are available. Each advancement is labeled by the name that is assigned to it on the tech tree, and all advancement that are only available to the Communist Chinese player state this in the advancement title on the list. To see the tree, see "Printable Charts," on the separate document. Note: Normally would, in the context of technological advancements, is defined as before the technology that says "normally would," is researched. Some technological advancements require other technological advancements to be researched before the technological advancement in question can be researched. If a technological advancement has a requirement, it will be listed in the advancements title.

- **Chaff (Communist Chinese Only):** For each aircraft under your control, one hostile unit in the space being attacked, that is controlled by a minor power, may make one less air defense roll then they would usually be able to.
- **JAFF:** For each aircraft participating in combat, one hostile unit in the space being attacked may make one less air defense roll then they would usually be able to. In addition to this, a power that scores a hit with an air defense roll against your units may not pick casualties (select the casualty dealt as a result of that hit)(see "Picking Casualties," page 39).
- **CHILL:** For each aircraft participating in combat, one hostile unit in the space being attacked may make one less air defense roll then they would usually be able to. In addition to this, a power that scores a hit with an air defense roll against your units may not pick casualties (select the casualty dealt as a result of that hit)(see "Picking Casualties," page 39). The purpose of this advancement is that it is not nullified by the technological advancement "Doppler Pulse," like JAFF is.
- **Anti-Radiation Missile:** For every three casualties inflicted against surface units, by air units, during a single round of combat, you may force your opponent to make at least one of them a unit that can make air defense rolls.
- **Inertial Navigation System:** For every two casualties inflicted against surface units, by air units, during a single round of combat, you may force your opponent to make at least one of them a unit that can make air defense rolls. When you research this technological advancement, the "Anti-Radiation Missile," technological advancement ceases to function.
- **ALARM:** For every casualty inflicted against surface units, by air units, during a single round of combat, you may force your opponent to make the casualty chosen be a unit that can make air defense rolls.
- **Multi-Spectral Camouflage:** All rolls made as a result of a long range attack against your units hit on a result equal to one lower than they would normally hit on. In addition, rolls made as a result of a unit's air defense capability hit your units on a result equal to one lower than they would normally hit on.
- **Next Generation Jammer:** For each aircraft participating in combat, one enemy participating in the combat air defense rolls only hit on a 1, and the unit affected is only able to make one air defense roll.

- **Atomic Pile (Communist Chinese Only):** Every territory with a capital city or victory city you control's IPC value is increased by one while it is under your control.
- **Nuclear Powered Boat:** The movement range of all of your naval units is increased by one.
- **Quiet Submarine:** Your submarines may move through territories with destroyers without stopping, and may submerge in territories regardless of the number of hostile destroyers.

- **Hunter-Killer Submarine:** Your submarines may now pick casualties inflicted by them (see "Picking Casualties," page 39). You may also force submarines that are submerged in the territory combat is being resolved in, to be taken as a casualty inflicted by your submarines.
- **Lead Cooled Submarine Reactor:** Your submarines may now choose to submerge immediately after making a surprise attack. If a submarine participates in combat alongside no units other than submarines, then once a submarine submerges, it may no longer participate in combat for the rest of the combat being resolved, unless it is engaging in combat against units that could hit it while it is submerged.
- **Silent Submarines:** Your submarines may now make surprise strikes regardless of the number of destroyers in the territory.

- **Napalm Bomb:** This is a new kind of payload that your bombers gain the ability to drop and can only be made against enemy units. When a bomber drops a napalm payload, it is resolved by rolling two dice, each hitting on a six or less. These hits may be assigned to infantry hiding in jungle territories. When this attack is made against units in a jungles territory one the round of combat after the napalm bomb is dropped, during the "Bombers Drop Payloads," step of General Combat, roll two dice each hitting on a six or less (this still happens even if the bomber that dropped the napalm bomb has retreated or been destroyed. These hits may also be assigned to infantry hiding in jungle territories.

- **SRBM:** Your air bases may now make, long range, nuclear, ballistic missile attacks with a range of six spaces, as detailed under "Long Range Attacks," see page 28.
- **LRBM:** Your air bases may now make, long range, nuclear, ballistic missile attacks with a range of twelve spaces, as detailed under "Long Range Attacks," see page 28.
- **ICBM:** Your air bases may now make, long range, nuclear, ballistic missile attacks with a range of twenty-four spaces, as detailed under "Long Range Attacks," see page 28.
- **Anti-Ballistic Missile:** You gain the ability to make anti-ballistic missile attacks. When a ballistic missile attack is made against a territory with an AAA unit you control, or a territory adjacent to a territory with an AAA unit you control. You may expend one standard nuclear weapon token to nullify one nuclear ballistic missile attack made against units or facilities in one such territory. You may expend one salted nuclear weapon token to do the same (as the standard nuclear weapon token does), however, if you do this, you must place a salted nuclear weapon token face up in the territory that you nullified a ballistic missile attack in. You may expend one thermonuclear weapon token to nullify three ballistic missile attacks made in one such territory. You may expend one enhanced radiation weapon to nullify five the ballistic missile attacks made in one such territory.
- **ASAT:** If another power has the technological advancement "Smart Rocks," researched, you may choose to have it not function whenever you see fit.
- **Smart Rocks:** You may immediately nullify any ballistic missile attack made by another power whenever you see fit (note: an anti-ballistic missile attack is not a ballistic missile attack).
- **Brilliant Pebbles:** You may immediately nullify any ballistic missile attack made by another power whenever you see fit (note: an anti-ballistic missile attack is not a ballistic missile attack). The point of this technological advancement is that it is not nullified by enemy powers with the ASAT technological advancement researched.

- **MANPADS:** Your infantry units gain an air combat value of one.
- **Manual Missile Guidance:** Your rocket artillery units' surface attack and surface defense scores increase by one. Also, any dice rolled as a result of a long range attack made by a rocket artillery hit on a result one higher than they normally would.
- **Doppler Pulse:** If another power has the "JAFF," technological advancement researched, then it ceases to function for them.

- **Fire and Forget Infrared System:** When you make air defense rolls, you may pick which hostile air unit is taken as a casualty as a result of hits scored by those rolls. In addition, when your rocket artillery make conventional long range attacks, they may choose which units are taken as casualties as a result of hits scored by those attacks.
- **Improved Nuclear Rocket Accuracy:** When you rocket artillery make nuclear long range attacks, you are no longer required to take an equal number of friendly and hostile units as casualties as a result of hits scored by that attack.
- **AAA Weapon Versatility:** Your AAA units gain a defense value of one.
- **Mixed Arms AAA:** For each hostile air unit that is targeting surface units during this round of combat, one of your units that can make air defense rolls, gains the ability to make one additional air defense roll.
- **RATAC:** Whenever hostile rocket artillery make conventional long range attacks against units in a territory containing rocket artillery that you control, you may respond, during the Second Strike Move phase, by making a conventional long range attack against the units that made a conventional long range attack against your units in a territory containing rocket artillery under your control. Your rocket artillery may still not make multiple long range attacks in a given turn.

- **Guided Missile Cruisers:** Your cruisers air combat value increases to three. In addition, your light cruisers and heavy cruisers may make long range, nuclear, ballistic missile attacks identically to how your air bases do with a range equal to the range that your air bases could make such an attack. Also, your light cruisers and heavy cruisers may make conventional long range attacks out of a range of two spaces.
- **Vertical Launch System:** Your light cruisers and heavy cyruser may now make their conventional bombardments with a range of four spaces. In addition, your light and heavy cruisers may roll two dice when making conventional bombardements instead of just one. Also, the range of the long range, nuclear, ballistic missile attacks that your light and heavy cruisers can make is increased to a number equal to the range that your air bases could make such an attack. Finally, your heavy cruisers may make long range attacks while damaged.
- **Fire Control System:** Your surface warships surface attack and surface defense values are increased by one.
- **Integrated Weapons System:** Your surface warhsip's combat values increase by one. In addition, your light cruisers and destroyers gain the ability to make two air defense rolls, identically to how an AAA unit does.
- **Advanced Anti-Air Cruiser (Requires Anti-Ballistic Missile):** Your light cruisers may now make three air defense rolls instead of just two. In addition your light cruisers may make anti-ballistic missile attacks identically to how your AAA units do.

- **Ballistic Missile Submarine:** Your submarines gain the ability to make long range, nuclear, ballistic missile attacks identically to how your air bases do, with a range equal to two less than the range of your air bases making such an attack. Your submarines may not submerge, be submerged, or participate in combat at any time during a turn that it chooses to make a long range, nuclear, ballistic missile attack. If it is forced to participate in combat or chooses to submerge later, the attack is cancelled and the token spent is returned to the controller of the submarine. For more details see "Long Range Attacks," page 28.
- **Sub-Surface Missile:** Your submarines may submerge, during a turn when they make a long range, nuclear, ballistic missile attack. Your submerged submarines may remain submerged on a turn that they make long range, nuclear, ballistic missile attacks.

- **Anti-Ballistic Missile Submarine (Requires Anti-Ballistic Missile):** Your submarines may make anti-ballistic missile attacks identically to how your AAA units do.

- **MIRV:** Your airbase may make up to fifteen long range, nuclear, ballistic missile attacks of the same or differing types, in the same territory on their turn, instead of just one.

- **HOT ATGM:** Any hits scored by rolls made as a result of an action of rocket artillery under your control, may destroy any tank in one hit regardless of the technological advancements the controller of the tank has researched. In addition, for each rocket artillery you control in combat, one tank on the opposing side's defense value is decreased by one.
- **SADARM:** When enemy land units invade a territory being defended by rocket artillery you control, one attacking unit is immediately taken as a casualty for each rocket artillery unit you have defending the territory, up to a maximum of five casualties per territory.

- **Assault Boat:** Your transports are now considered to be surface warships, with surface attack and defense values of two, and air combat values of one. Your transports may now also block the movement of naval units identically to how all other surface warships do. It may also ignore submarines in a territory it is offloading from without having to be accompanied by other units.

- **Rainbow Herbicide:** Your bombers may now choose to drop rainbow herbicide payloads. These payloads may only be dropped in jungle territories. When a bomber drops a rainbow herbicide payload, during the "Remove Casualties and Apply Damage," step of General Combat, one point of damage is dealt to the jungle of the territory that the attack is made in.

- **NBC Protection:** When you control only mechanized infantry, tanks, and/or rocket artillery in a territory in which you are required to remove units from as a result of a nuclear weapon token being in that territory at the start of your turn, then you may choose to not take any casualties as a result of this.

- **Standard Nuclear Weapon (Communist China Only) (Requires Atomic Pile):** You gain the ability to purchase standard nuclear weapons. You gain the ability to make standard nuclear attacks.
- **Thermonuclear Weapon (Communist China Only):** You gain the ability to purchase thermonuclear weapons. You gain the ability to make thermonuclear attacks.
- **Salted Nuclear Weapon:** You gain the ability to purchase salted weapons. You gain the ability to make salted nuclear attacks.enhanced
- **Enhanced Radiation Weapon:** You gain the ability to purchase enhanced radiation weapons. You gain the ability to make enhanced radiation attacks.
- **Nuclear Electromagnetic Pulse Weapon:** You gain the ability to purchase nuclear electromagnetic pulse weapons. You gain the ability to make nuclear electromagnetic pulse attacks.
- **Radiation Hardening (Requires NBC Protection):** During the Purchase and Repair phase, you may purchase a radiation hardening token for 5 IPCs. During the Mobilization phase, you place each of the tokens that you purchased under a facility. Facilities with radiation hardening tokens under them are immune to nuclear electromagnetic pulse attacks.

- **Highly Advanced Composite Armor:** The defense values of each of your tanks increases by one.
- **Reactive Armor:** Your tanks now function similarly to capital ships. They now take two hits to destroy and when they take only one hit, they are turned on their sides. A tank can be repaired by moving into a territory with a friendly industry. The tank is repaired during the purchase and repair phase of the player who controls the industrial complex, or during the purchase and repair phase of your turn if the industrial complex is controlled by a friendly minor power.
- **Extremely Advanced Composite Armor:** One of your tanks defense values increases for each rocket artillery on the opposite side of the same combat.

- **Non-Explosive Reactive Armor:** Your damaged tanks automatically repair during the Mobilization phase of every turn.
- **Nuclear Blast Proof Armor:** Nuclear attacks, other than enhanced radiation attacks, cannot be made by another power, against surface units in territories containing only tanks under your control.

- **Infantry Fighting Vehicle:** Your mechanized infantry's surface attack value is increased to two.
- **Improved APC:** When paired one to one with a mechanized infantry, your infantry units may move along with your mechanized infantry units. In addition, your mechanized infantry no longer need to be paired with a tank to blitz, as they are now able to do so on their own.
- **FAASV:** Your rocket artillery units move value is increased by one. In addition, when you pair one of your rocket artillery one to one with a mechanized infantry or one infantry unit, in the same territory as the rocket artillery unit, the mechanized infantry unit or infantry unit's surface attack value increases by one.

- **Smoothbore:** Your tanks surface attack value increases by one.
- **Long Range Missile Tank:** Your tanks may now make conventional long range bombardments, identically to how your rocket artillery units do, with a range of two spaces.
- **Depleted Uranium Ammunition:** Your tanks surface attack value increases by one.

- **Carrier Based Bombers:** Your aircraft carriers may now carry one bomber instead of carrying up to two fighters, attack aircraft, or a combination of the two (this does not mean you lose the ability to carry up to two fighters, attack aircraft, or a combination of the two, but you may not carry both a bomber and up to two fighters, attack aircraft, or a combination of the two).
- **First Generation VTOL:** Your fighters gain the ability to land in and take off from jungle territories without air bases.
- **Second Generation VTOL:** Your fighters' surface attack and surface defense values increase by one. In addition your attack aircraft may land in and take off from jungle territories without air bases.
- **Third Generation VTOL:** Your bombers and attack aircraft's air combat values increase by one. In addition to this, your bombers may now land in and take off from jungle territories without air bases. Finally, when your bombers drop paratrooper payloads in jungle territories, the units dropped may participate in combat on the first round after they are dropped, and still gain the plus one bonus to all of their combat values during that first round of combat after they are dropped.
- **Fourth Generation VTOL:** Your aircraft carriers may now carry up to four fighters, attack aircraft, or a combination of the two. Your aircraft carriers may also instead carry up to two bombers. Your aircraft carriers may also instead carry up to two fighters, attack aircraft, or a combination of the two, and up to one bomber.

- **Supersonic Bomber:** Your bomber range increases to sixteen and their air combat value increases by one.
- **Heavy Strategic Air Transport:** Your transports may now carry mechanized infantry, rocket artillery, and tanks, and may now drop such units as paratrooper payloads.
- **Extremely Heavy Air Transport:** Your air transports may now carry up to two of any kind of land unit other than AAA, and may drop them as paratrooper payloads.
- **Supercruise:** The move values of all of your air units is increased by four.

- **Have Blue Aerial Camouflage:** When your opponents units make air combat rolls against your units, they hit on a result equal to one lower than they normally would.
- **Stealth Attack Aircraft (Requires CHILL and Multi-Spectral Camouflage):** Your attack aircraft may not be fired on by any unit (making an air defense roll or making an air combat roll), the opposing side may commit no units to an air battle, and no units may be scrambled when participating in combat against your

attack aircraft, unless your attack aircraft have already participated in a round of combat before this round of combat (in the combat being resolved), is accompanied by one or more fighters controlled by a power without the "Stealth Air Domination Fighter" technological advancement researched, is accompanied by one or more attack aircraft controlled by a power without the "Stealth Attack Aircraft" technological advancement researched, or is accompanied by one or more bombers controlled by a power without the "Stealth Bomber" technological advancement researched.

- **Stealth Air Domination Fighter:** Your fighters may not be fired on by any unit (making an air defense roll or making an air combat roll), the opposing side may commit no units to an air battle, and no units may be scrambled when participating in combat against your fighters, unless your fighters have already participated in a round of combat before this round of combat (in the combat being resolved), is accompanied by one or more fighters controlled by a power without the "Stealth Air Domination Fighter" technological advancement researched, is accompanied by one or more attack aircraft controlled by a power without the "Stealth Attack Aircraft" technological advancement researched, or is accompanied by one or more bombers controlled by a power without the "Stealth Bomber" technological advancement researched. In addition, your fighters no longer make air defense rolls (they are still placed in the six slot of the Air Combat: Combat Strip when they are targeting air units), instead, during the "Units Targeting Air Units Fire," step of General Combat, you select two hostile air units participating in the combat being resolved to be selected to be taken as casualties.
- **Stealth Bomber:** Your bombers may not be fired on by any unit (making an air defense roll or making an air combat roll), the opposing side may commit no units to an air battle, and no units may be scrambled when participating in combat against your bombers, unless your bombers have already participated in a round of combat before this round of combat (in the combat being resolved) or have already dropped their payloads, is accompanied by one or more fighters controlled by a power without the "Stealth Air Domination Fighter" technological advancement researched, is accompanied by one or more attack aircraft controlled by a power without the "Stealth Attack Aircraft" technological advancement researched, or is accompanied by one or more bombers controlled by a power without the "Stealth Bomber" technological advancement researched.