

GAMEPLAY CHANGES

Revised Air Raid Rules: Fighters attack and defend at 2. Strategic and tactical bombers attack at 1.

Revised Capital Capture Rules: The capture of a player's capital results in the plunder of that player's IPCs only the first time the capital is taken. Subsequent recapture of the same capital results in the player's IPCs being destroyed.

Revised Victory Conditions: If Germany is Allied controlled, an Axis victory in the Pacific requires 7 (rather than 6) Pacific VCs. If Japan is under Allied control, an Axis victory in Europe requires 9 (rather than 8) European VCs.

New Unit - Marines: Cost: 5; Attack: 1 (Attack: 2 when in an amphibious assault); Defense: 2; Move: 1; Can be loaded onto cruisers and battleships like transports (1 per ship)

Revised Units:

- **Mechanized Infantry** - Cost increased to 5. +1 to Attack and Defense when paired 1:1 with a tank.
- **Tactical Bombers** - Cost reduced to 10 instead of 11.
- **Cruisers** - Cost reduced to 11 instead of 12.
- **Battleships** - Cost reduced to 18 instead of 20. Now requires an adjacent undamaged naval base to be built.
- **Carriers** - Cost reduced to 14 instead of 16. Now requires an adjacent undamaged naval base to be built.
- **Anti-Aircraft Artillery** - Defense increased to 1. Can now combat-move into enemy territory, and participate in attacks where they can be taken as casualties.
- **Major Factories** - When a major factory is captured, it functions as a minor factory in terms of placing units. In all other aspects, it functions as normal. This reverts when the major factory is liberated.
- **Airbases** - Cost reduced from 15 to 12. Airbase scramble now applies to adjacent land territories.
- **Naval Base** - Cost reduced from 15 to 12.

Revised Unit Placements:

- 1 Japanese Marine added to Japan
- 1 American Marine added to Hawaii.
- 1 UK Submarine added to SZ 39.
- 1 UK Infantry added to Egypt.
- 1 UK Mechanized Infantry and 1 UK Tank added to Eastern India.
- 1 UK Artillery added to Burma.
- 2 Italian Infantry added to Sicily.
- 1 Italian Submarine added to SZ 97.
- 1 Italian Infantry added to Libya.

FREE FRANCE RULES

Production Rules: If Paris falls, the Free French military becomes decentralized and reliant on Allied aid. The Free French have limited production capabilities; they produce and place units similarly to China, except they may only place 1 infantry in any given territory they control per turn. Any enemy warship in the Atlantic (excluding sea zones 112 and 125-127) reduces Free French income by 1.

New Capital: London becomes the new capital of the Free French. If the United Kingdom is captured, Free French income is destroyed, and they cannot collect income until London is liberated. The Free French cannot put units in the United Kingdom.

Liberation Day: If Free France repossesses France, they become France and can no longer produce infantry from all their territories. This reverts If France loses their capital after liberation.

NATIONAL OBJECTIVES LIST

Germany:

When Germany Is Not at War with the Soviet Union:

- **5 IPCs** if not at war with the Soviet Union.

When Germany Is at War with the Soviet Union:

- **5 IPCs** per territory if Germany controls Novgorod (Leningrad), Volgograd (Stalingrad), and/or Russia (Moscow).
- **5 IPCs** if an Axis power controls the Caucasus.

When Germany Is at War with the United Kingdom and France:

- **5 IPCs** if Germany controls both Denmark and Norway while Sweden is neither pro-Allied nor Allied-controlled.
- **5 IPCs** if there is at least one German land unit in either United Kingdom (London) or Egypt.
- **2 IPCs** per territory if Germany controls Iraq, Persia, and/or Northwest Persia.
- **3 IPCs** if Romania, Yugoslavia, Albania, Bulgaria, Greece, and Crete are Axis or Pro-Axis controlled.
- **2 IPCs** if the Axis have at least 1 submarine in the Atlantic (excluding sea zones 112 and 125-127.)

Soviet Union:

When the Soviet Union Is at War with the European Axis:

- **3 IPCs** if there are no non-Russian Allied units in any originally Russian territory.
- **3 IPCs** for each originally German, Italian, or Pro-Axis neutral territory that Russia controls in mainland Europe.
- **2 IPCs** for each of the following Lend-Lease lanes after Round 3 that is “open” (i.e. The specified sea zone has no hostile warships and the specified territory is Allied controlled: (1) sea zone 125, Archangel ; (2) sea zone 80, Persia; (3) sea zone 5, Amur.

When the Soviet Union Is at War with Japan and the European Axis:

- An additional **2 IPCs** per each “open” Lend-Lease lane.

Japan:

When Japan is at War with China:

- **3 IPCs** if at least 8 Chinese territories are controlled by Japan (excluding coastal China).

When Japan Is Not at War with the United States:

- **10 IPCs** if Japan has not declared war on any of the Western Allies (United States, United Kingdom, ANZAC, and/or France).

When Japan Is at War with the Western Allies:

- **5 IPCs** if Axis controls Dutch New Guinea, New Guinea, New Britain, and the Solomon Islands.
- **5 IPCs** if Axis controls Midway, Wake Island, and Guam.
- **3 IPCs** if Japan controls Iwo Jima and Okinawa.
- **5 IPCs** per territory if Axis powers control India (Calcutta), New South Wales (Sydney), Hawaiian Islands (Honolulu), and/or Western United States (San Francisco).
- **5 IPCs** if Axis powers control all of the following territories: Sumatra, Java, Borneo, and Celebes.

United States:

When the United States Is at War:

- **10 IPCs** if the United States controls all of the following territories: Eastern United States, Central United States, and the Western United States.
- **5 IPCs** if the United States controls all of the following territories: Alaska, Aleutian Islands, Hawaiian Islands, Johnston Island, and the Line Islands.
- **5 IPCs** if the United States controls all of the following territories: Mexico, South Eastern Mexico, Central America, and West Indies.
- **5 IPCs** if the Allies control Midway, Wake Island, and Guam.
- **5 IPCs** if the United States controls the Philippines.

- **5 IPCs** if the Allies control the Marshall Islands, Caroline Islands, Palau Island, and the Marianas.
- **5 IPCs** if Allies control Morocco, Algeria, and Tunisia, and the USA has at least one land unit in any of these territories.
- **5 IPCs** if Allies control at least 2 of the following: Normandy Bordeaux, Holland Belgium, Southern France, and the United States has at least one land unit in any of these territories.
- **5 IPCs** if the United States has at least 1 land unit in the territory of France.

China:

When China Is at War:

- **3 IPCs** if Allies control Yunnan, Szechwan, Burma, and India. China can purchase artillery when the Burma Road is open.

United Kingdom:

When the United Kingdom Is at War in Europe

- **3 IPCs** if UK Europe controls all its original territories. (This modifies the UK's "Original Territories" objective).
- **3 IPCs** if Allies control at least 2 of the following: Sicily, Sardinia, Greece, Southern Italy, and Allies have at least one land unit in any of these territories.
- **3 IPCs** if there are no enemy submarines in the Atlantic (excluding sea zones 112 and 125-127.)
- **3 IPCs** if Malta, Crete, and Cyprus are Allied or Pro-Allied controlled.

When the United Kingdom Is at War in the Pacific

- **3 IPCs** if: (1) the United Kingdom controls West India and either Egypt or South Africa; and (2) there are no enemy submarines in the western half of the Indian Ocean (sea zones 71-81).
- **3 IPCs** if Malaya and Kwantung are Allied controlled.

Italy:

When Italy Is at War:

- **5 IPCs** if there are no Allied surface warships in the Mediterranean (sz92-sz99)
- **5 IPCs** if Axis powers control at least three of the following territories: Gibraltar, Southern France, Greece, and Egypt.
- **5 IPCs** if Axis powers control all of the following territories: Morocco, Algeria, Tunisia, Libya, Tobruk, and Alexandria.
- **3 IPCs** if Malta, Cyprus, and Crete are Axis controlled.
- **3 IPCs** if Italy controls Sardinia, Sicily, Southern Italy, Northern Italy, and Albania.
- **2 IPCs** per territory if Italy controls Iraq, Persia, and/or Northwest Persia.

ANZAC:

When ANZAC Is at War with Japan:

- **3 IPCs** if Dutch New Guinea, New Guinea, New Britain, and the Solomon Islands are Allied controlled (excluding the Dutch).
- **3 IPCs** if the Solomon Islands, Gilbert Islands, Fiji, and Samoa are Allied controlled.
- **3 IPCs** if ANZAC controls all of its original territories, and Malaya is Allied controlled.

France:

When France Is at War and Paris Is Occupied:

- **12 IPCs** worth of French units are immediately placed on the territory of France when liberated by the Allies. This happens only once per game.

NOTES:

- At the start of China's turn, a Chinese infantry is spawned in each non-coastal Chinese territory under Axis control that is not garrisoned by at least one Axis land unit (Including AAA). These "guerrillas" engage in combat wherever they are spawned and may not be moved until China's next turn.
- During amphibious assaults, Battleships and Cruisers may bombard territories other than the one they unload their marines into. Also during amphibious assaults, Marines attack at 2 even if they arrived overland (to join an amphibious assault by other ground units). Kamikazes (by themselves) do not prevent and cannot be used against a marine amphibious assault that is from a different power's cruiser/battleship. Marines loaded in the combat movement phase must conduct amphibious assault in that same phase.
- An Axis power may not move its units into originally Russian territory unless that Axis power is at war with Russia. Also, when not at war with Japan, Russia may not move its units into any non-Russian Allied territory in Asia, other than Syria, Trans-Jordan, Iraq, Persia, Northwest Persia, and East Persia.
- Marines need the Elite Marines tech (3.2) to gain an attack bonus from Artillery, and Marines cannot parachute. They act as infantry in all other aspects.
- Land units can now move from Southern Italy to Sicily.
- Transports can only be taken as casualties when no other units are available, even with the Attack Transports tech (3.5).

***OPTIONAL* TECH RULES:**

- At the start of every turn, a power collects one free tech token for every functional major factory they control. Additionally, they acquire 1 free tech token per turn if they have the Rapid Technology Advancements Tech (4.5).
- Powers spend tech tokens for a chance to roll for techs. First, you spend the number of tokens it wishes to use on tech. Then, you roll two dice. If the numbers on the dice equal to 10 or higher, then you succeed in gaining a technology.
- If you don't roll the required 10+, you can either roll again (if you have more tokens), purchase more tokens for **3 IPCs** each, or move on to purchasing units.
- When a roll is successful, any remaining tokens you bought are redeemed for **3 IPCs** each (not free tech tokens). Now, you move on to choosing a column of research. There are four columns available; once you have chosen one, roll a dice to determine which tech you get. On a 1, you get the first tech on that column; On a 2, you get the second tech, and so on. If you roll a 6, you get to choose which tech you unlock.
- You cannot roll for techs if your capital is captured. Additionally, Free France and China cannot roll for techs.

(E.X. Germany got a tech breakthrough. They choose to roll in Column 2 and roll a 1. Germany gets Long-Range Aircraft as my tech. In the following turn, Germany gets another tech breakthrough. He chooses Column 1 and rolls a 6. He gets to choose which tech he gets from that Column, so he chooses Advanced Artillery.)

Technology Descriptions:

1.1 - Artillery can now pair 2:1 with Infantry and Mechanized Infantry to boost Infantry/Mechanized Infantry attack by 1.

1.2 - Mechanized Infantry now has a base attack of 2 and can blitz on its own, including with the Empowered Blitzkrieg tech (1.4).

1.3 - During an amphibious assault or attack, as long as there are attack ground forces in the battle, any friendly and operational airfield can send up to three paratroopers into the territory to join the attack, within a range of 3. Only one paratrooper attack can be conducted by a single airbase each turn, but any number of eligible airfields and paratroopers can join a single battle, as long as they are within range. All paratroopers gain an attack of 2 for the first round when in battle. Paratroopers are subject to AAA fire; normal rules apply.

1.4 - If an attacking power takes a territory in a single round (with/without combat), they can choose to do a blitz into a neighboring territory as if the first territory was undefended. Only Tanks and Mechanized Infantry can perform an empowered blitz, and the latter must either be paired 1:1 with the armor, or the attacking player must have the Mechanized Combined Warfare technology (1.2) for his Mechanized Infantry.

1.5 - When attacking, artillery may choose to perform an artillery barrage if paired 1:1 with any attacking aircraft. Artillery barrages hit on a 2, and act as Surprise Strikes, with any hits resulting in the removal of enemy units immediately without firing back. However, any artillery performing an artillery barrage cannot support attacking Infantry as well.

2.1 - All aircraft gain +1 movement (Including Rockets and Paratroopers).

2.2 - Strategic Bombers roll 2 dice and use both when attacking or strategic bombing. They can no longer intercept at "1" during Strategic Bombing. Tactical Bombers can now bomb factories.

2.3 - Fighter and Tactical Bomber attack increased to 4. Tactical Bombers paired 1:1 with Fighters raise the Tactical Bomber's attack to 5.

2.4 - All AAA shots get +1 to their rolls. AAA guns now have a defense of 2, and an attack of 1.

2.5 - From any operational airbase you own, you can launch rockets at an enemy facility. Only one rocket per turn can be fired from an airbase, although multiple territories containing airbases can each launch rockets at an enemy facility, as long as they are in range. Rockets have a range of 4 and do 1D6 of damage each. Rockets cannot be intercepted.

3.1 - Submarines get +1 Attack. Enemy Destroyers only affect Submarine abilities at a 1:2 ratio in battle, although they do still block Submarine movement as normal.

(E.X. Germany attacks the UK with 3 Advanced Submarines against 1 Destroyer. The destroyer only affects two of the Submarines, so the third Submarine has the option of submerging or performing a secret strike. Should the Destroyer survive and sink a Submarine, there are no more Submarines unaffected by the Destroyer, so battle proceeds as normal.)

3.2 - Marines can now be loaded 2:1 onto Battleships and Cruisers. Transports can now carry an extra Marine/Infantry.

3.3 - Cruisers gain +1 to their Attack or Defense when paired 1:1 with an undamaged Battleship, and get 1 AAA roll on Defense.

3.4 - Battleships roll 2 dice, and select both for use. Loses a dice when damaged.

3.5 - Transports gain +1 Defense. Can now carry 1 extra Infantry/Marine.

4.1 - Roll two dice each turn and gain **IPCs** equal to the amount rolled.

4.2 - Minor Factories now produce 4 units, and Major Factories produce 12 units. When repairing damage, **1 IPC** can now repair 2 damage, instead of 1.

4.3 - Ships now cost less:

Battleships	15 IPCs
Carriers	12 IPCs
Cruisers	9 IPCs
Destroyers	7 IPCs
Transports	6 IPCs
Submarines	5 IPCs

4.4 - Facilities can now be demolished. When demolished, facilities give out the following refunds:

Airbase	4 IPCs
Naval Base	4 IPCs
Minor Factory	6 IPCs
Major Factory	14 IPCs

4.5 - You gain an additional free tech roll every turn. Technology rolls now cost **2 IPCs** each to purchase.

Technology Chart

Column 1: Army	Column 2: Airforce	Column 3: Navy	Column 4: Production
Advanced Artillery	Long-Range Aircraft	Super Submarines	War Bonds
Mechanized Combined Warfare	Heavy Bombers	Elite Marines	Advanced Factory Production
Paratroopers	Jet Engines	Advanced Cruisers	Improved Shipyards
Empowered Blitzkrieg	Radar	Super Battleships	Scorched Earth
Artillery Barrage	Rockets	Attack Transports	Rapid Technological Advancements