

WAR OF THE WORLD

1941

Introduction

The world's fate is in the allies hands now. You the allies must stop the axis evils from total world domination ! The axis are at there peak strength and just attacked Pearl Harbor forcing the USA to enter the war. The allies need to plan and coordinate in unity and save the people.

Be ready to deal with the evils along with good and bad events, weather, combats, death, destruction, morale issues and your allies mistakes ! But in the mean time try not to become an evil yourself while trying to save the world and its people. Good luck and enjoy the game !

TURN ORDER

1. Germany
2. Russia/CCP
3. Japan
4. UK/France/FEC/Anzac
5. Italy
6. USA/China

WEATHER CHART TURNS

Turn 1 :	Winter/Monsoon	1941/42
Turn 2 :	Rasputita	1942
Turn 3 :	Winter	1942
Turn 4 :	Monsoon	1943
Turn 5 :	Rasputita	1943
Turn 6 :	Winter	1943
Turn 7 :	Monsoon	1944
Turn 8 :	Rasputita	1944
Turn 9 :	Winter	1944
Turn 10 :	Monsoon	1945

VICTORY CONDITIONS

The axis needs to get to 30 victory points at the end of any turn to win the game.
If the axis doesn't achieve goal this by the end of 10 turns, the allies win the game.

NATIONAL ADVANTAGES

At the start of each game, each major country gets to roll 2d6 dice and see what national advantages you get on a chart to use for the whole game. Countries that roll for this are Germany, Russia, Japan, UK, Italy and the USA.

ACTION SEQUENCE

1. Draw Event Card.
2. Buy Tech Tokens.
3. Roll for Tech.
4. Strict Neutral Influence.
5. Consult Weather Chart Conditions.
6. Purchase Units/ Make Repairs.
7. Combat Moves/SBR Warfare.
8. Combat
9. Non Combat Moves.
10. Place Bought Units.
11. Collect Income.

1. DRAW EVENT CARDS

Draw 1 event card at the start of each of your turns.

There is 10 countries that get to draw a card.

You use the card right away before the start of your turn.

Keep in mind there is a free tech, 2 free tech tokens and spy steals a tech card in 6 major countries deck of cards.

2. BUY TECH TOKENS

Buy your tech tokens now for 5 icps each. You can buy as many as you want. But remember if you have like 3 tokens and you roll 1-3 6's for break thru you only get 1 tech and rest of tokens are removed from game.

3. ROLL FOR TECH

Now you roll 1 d6 for each of your tech tokens you have from purchase and/or from an event card. You need to roll a 6 for a break thru to receive the tech. Doesn't matter how many rolls you have for tech and if roll more than 1 6, you still only receive 1 tech and rest of tokens are removed from game until you start to buy more or get free. If you don't roll a break thru you can save all your tech tokens and roll on your next turn.

When you get tech you choose 1 of 2 charts, roll a d6 and that's your tech.

You can purchase 1 or more tech tokens at a cost of 5 icps each.

4. STRICT NEUTRAL INFLUENCE

This is the time if you want to try and influence a strict neutral country to join your side of the war. Pay the cost and roll 1 d12 and see what your results are on the chart. Can move units right away on your turn.

5. WEATHER CHART CONDITIONS

Check the weather chart for conditions on all turns.

This will affect your buys and movements.

SEASONS

Rasputita : All motorized units in Russia's red territories can only move 1 space this turn.

Winter : All Russian Inf def +1 in red territories. Motorized units can now move through marshes.

Monsoon : No motorized movement in the territories of Burma, Assam and Thailand. Planes cannot fly through these territories in combat but can fly through them in non combat.

6. PURCHASE UNITS/REPAIRS

Purchase all your units now and also make any repairs to any battleships, air carriers, factories, oil derricks, air bases, naval bases and rail road tracks. Repairs cost 1 icp for each damaged point.

7. COMBAT MOVES/SBR WARFARE

During this sequence each player moves there units into territories and sea zones occupied by there enemies to engage in combat. All battles are chosen at this time. Once all combat moves are done, you cannot move anymore units.

For SBR attacks this is also the time to move your medium/stg. bombers to the facilities you want to bomb. Also bring any escorts that you want to defend your bombers with.

Move all attacking pieces and defending pieces to the battle board and place at there corresponding values. All attacking pieces roll now for there hits. Once attackers done rolling, the defender must choose all his casualties now and place in the casualty zone. First strike hits removed from game.

Now the defender rolls for all his pieces including casualties for hits. After he's done the attacker removes his pieces from the battle board and places in his piece trays. Then the defender removes his casualty pieces from the casualty zone and places in his piece trays.

Exception : During this phase, you may move any of your units out of enemy spaces that were there at start of your turn. (sea zones & pop up Inf or Art). Doing so allows you to move your units in combat to a another zone containing enemy units or no enemy units. If you stay in that sea zone or territory at start of your turn it will become hostile and combat will happen.

8. COMBAT

As the attacker you can move any of your units now into different land territories and sea zones to attack the enemy. You can move into an empty territory to capture it and then into the next land territory to attack the enemy. This would be called a blitzing move.

Each of your units can only do 1 action per turn. (either SBR warfare or combat)
All combat is considered to be happening simultaneously all at the same time.

Friendly units in same land territories or sea zones cannot attack with your units.
They can though defend together. Defending players decide on who takes a casualty.
If they cannot decide the attacker can pick the casualties so beware of your issues.

After all combat moves are done, then the attacker decides which battles he wants to start with.
Attacking and defending players are actually firing at the same time but attacker goes first and then the defender goes after.

LAND BATTLES

Move all your attacking units to the battle board and place units in corresponding columns with there values. Move all defending units to the battle board too now to corresponding columns.
Each unit on each side has a value number and you will roll 1 dice for each piece per round of combat.
If you roll the corresponding value or less for unit piece, you score a hit.

Before 1st round battle begins, the defending country gets to fire his defending AA gun (1 only per territory) at any attacking Planes. The defender rolls 1d12 dice for each plane @2. Roll separate for each different type of plane group. If plane or planes are hit they are removed from game now before first round of combat starts. These attacking plane casualties do not get to fire back.

COMBAT cont.

Now the attacking units roll for all their pieces on battle board. Then the defender chooses his casualties and places them behind the casualty line. The defender now rolls for his units plus all his casualties in casualty zone. The attacker now chooses his casualties and removes from game and the defender now removes his casualties from game now too.

Now the attacker has to decide if he's going to stay for another round of combat or retreat his units. Repeat same sequence if there's more than 1 round of combat. (not aa gun shot) Other wise if attacker decides to retreat he has to move back to anyone of the land territories or sea zones he came from only.

Cannot retreat to a captured territory from a blitz move.

Can only move in that blitzed territory in non combat.

Keep in mind all attacking and defending planes can retreat after one round of combat or any round after.

If attacker wins the battle, he places his surviving pieces from battle board into the new conquered land territories and/or sea zones. All captured Capital IC's reduced to Minor IC's and Minor IC's destroyed.

The attacker also controls any oil derricks with damage or no damage.

SEA BATTLES

Blockers :

Each defending surface ship only (no subs) can block 3 attacking ships. If 2 defending ships blocking, then can block 6 attacking ships etc. If you Attack blocking ships, any surviving attacking ships must stay in that sea zone while the rest of your fleet can combat move past your surviving ships. If a blocking ship survives a battle, then 3 attacking ships are blocked from moving through in combat with rest of your fleet.

As for transports moving through blockers, you would need 2 surfaced ships per transport to move through to do any amphibious assaults.

Amphibious Assaults :

Move all attacking sea units and naval planes into sea zones you want to attack. Declare if you are doing any amphibious assaults. If there is any amphibious assault landings with enemy ships and subs in same sea zone, you must resolve and survive the battle before your land units can move off transports on to land territories. After units land, now is the time to do your shore shots for Battleships @4 and Cruisers @3.

For every land unit, you can do 1 shore shot each. All units killed from battleships and Cruisers shore shot get a return defend shot as a casualty. Ground units that landed, cannot retreat back to transports.

Tac/Dive bombers vs subs :

Sea zones are either hostile or not. If you attack a sea zone all enemy countries ships and subs defend together. Destroyers do block subs movement 1 to 1. But subs have option of diving first if they survived any Tac/Dive bombers first strike attack @3. As the attacker, you have to declare if you are attacking surfaced subs with your Tac/Dive bombers or not. Tac/Dive bombers have 2 choices to make for combat.

If not attacking subs first, then subs can stay on surface for combat or dive and try to survive a depth charge drop. If sub dives then any attacking destroyer each can do a depth charge drop attack @3. All diving subs resurface at end of attackers turn. Subs that surface at end of turn still do convoy raiding.

Next attacking and defending subs can do their first strike shots if no destroyers blocking 1 to 1. Sub first strike casualties cannot return fire. Battleships and carriers ships take a 1 hit. If damage, have to use their damaged attack defend reduced values now starting for first round of combat.. Now resolve rest of combat battle rounds. Attacking units can retreat to any sea zone they came from after first round of combat. All attacking and defending naval planes can also retreat after 1 round of combat.

Your attacking naval planes cannot land on new purchased carriers.

COMBAT cont.

SBR WARFARE :

Declare which facilities are going to be bombed by your bombers with any escorting fighters. Also declare if any attacking Tac/Dive bombers are going to do a singled out attack on any AA guns.

Place each attacking bomber next to the facility (AA guns too) being attacked along with any escorting fighters you brought with. Defender now declares if he's going to send up any interceptors.

You can bring as many escorts fighters you want as attacker and the defender can send up as many intercepting fighters as he wants too.

If there's escorting fighters with intercepting fighters then a combat round happens. Also if there's no escorting fighters with his attacking bombers, the defender still can send up any intercepting fighters to try and kill his attacking bombers.

If attacking Tac/Dive bombers on AA guns, then 1 round of combat happens if there's intercepting fighters. Tac/Dive bombers attack @1 and any escorts or interceptors attack and defend @3. Remove any casualties from game. Now for each AA gun being attacked by Tac/Dive bombers only, gets a defend roll of @2. For any surviving bombers after AA gun defend shots, each get to attack 1 AA gun @3. If AA gun is destroyed, now attacking planes attacking the ground territory do not have to in counter AA guns defense shot.

If there's escorting fighters with intercepting fighters then a combat round happens. Also if there's no escorting fighters with his attacking bombers, the defender still can send up any intercepting fighters to try and kill his attacking bombers.

So for 1 round of combat only, the attacker rolls for his escort fighters @3 and bombers @1, and defender rolls for his interceptors @3 and all hits on planes are removed from play. Then all attacking escort fighters return to a friendly land territory with movement spaces left. Defending interceptor fighters must land in the territory they came from.

9. NON COMBAT MOVES

In this sequence a country may move any unit pieces that did not move in the combat sequence.

All land planes must land now on a territory they owned at the start of turn. All naval air planes can land back on carriers or on a land territory they owned at start of turn.

Planes cannot land on any newly captured land territories at the end of any turn.

Naval planes cannot land on new purchased air craft carriers. Only bought naval planes can land on carriers.

10. PLACEMENT OF PURCHASED UNITS

Place all your bought units at a factory and a sea zone adjacent to a factory and must have a naval base adjacent to that sea zone.

11. COLLECT INCOME

Look at the income chart and see how much you get to collect in lcps at end of each turn.

THE MAP

The territories and sea zones at top and bottom of map are not adjacent to each other.

The territories and sea zones on left and right of map are adjacent to each other.

All sea zones show with arrows the ones that are connected to each other.

There is only a motorize move of 1 in Asia and south plus Siberian territories. There is a dash line border showing the 1 move zone on map. Also Italy can only move in Southern Russian territories marked by a dash line border.

CANALS

Panama canal you can only go thru if you own it.

Suez canal you can only go thru it if you own Egypt.

No enemy subs can pass thru either canals.

STRAITS

Germany can pass thru the Danish Straits if they own either Denmark or Norway.

The allies cannot move thru the Danish Straits unless they control both Denmark & Norway.

Enemy subs can move thru the Danish Straits at all times.

No surface ships or subs can move thru the Turkish Straits unless you control Turkey.

GIBRALTAR

Only the controlling player of Gibraltar can move thru the straits of Gibraltar.

Enemy subs can pass thru at any time.

Any enemy ship or sub that passes thru in combat or non combat must survive a sea mine attack. Controller of Gibraltar rolls 1 d12 dice and a roll of 4 or less kills the ship or sub. Just a 1 time event for each passage both ways.

Can do 1 sea mine attack each for a combat move and a non combat move in same turn.

CONVOY BOXES

All ships (no transports) or subs can raid a convoy box inside and outside of box to inflict damage to a countries income. Move a attacking unit inside a convoy box and it does the damage to countries income based on number inside box.

You can also damage a convoy box on outside of it if the attacking unit is touching convoy box from any sea zone. That damage is worth 1 icp towards countries income per attacking unit touching outside of convoy box.

STRICT NEUTRAL TERRITORIES

Any one of the 6 major countries can try to influence only 1 strict neutral to join there side per turn. You pay a cost of 4 or 10 icps and roll 1 d12 and see if you influenced the neutral country on chart.

If you Influenced the country, you replace all there units with your units and if reserves are called up they get to stay and defend only the country you own now. Only your pieces converted to your units can move. You can move your converted units at start of your turn.

Keep in mind you may pay less or more based on your dice influence roll also.

CHIPS/MONEY COLORS

GAME CHIPS

Grey = 1 unit

Green = 3 units

Red = 5 units

Blue = 10 units

Orange = damaged

MONEY CHIPS

White = 1 Icp

Green = 3 Icps

Red = 5 Icps

Blue = 10 Icps

Black = 20 Icps

GAME PIECES

INFANTRY

Cost: 3

Attack: 2/3*

Defend: 4

Move: 1

* Artillery boost each Inf +1 on attacks and for all types of Infantry.

ELITE INFANTRY

Cost: 3

Attack: 4/5*

Defend: 2

Move: 1

Can be Air transported in combat and non combat. Can only build 2 a turn.

PARATROOPER

Cost: 3

Attack: 2/3*/4*

Defend: 4

Move: 1

Can build 2 a turn only.

Can only build 1 elite

and 1 paratrooper a turn or 2 elites or 2 paratroopers a turn.

Never more than 2 combined or not. Paratroopers attack 3 or 4 with a artillery on any Amp. Assault 1st round only.

ARTILLERY

Cost: 4

Attack: 4

Defend: 4

Move: 1/2

* Each artillery boosts 1 Inf each +1 on attacks only.

Artillery can be towed by Mech Inf only.

MECHANIZED INFANTRY

Cost: 4

Attack: 2

Defend: 4

Move: 2

Can tow artillery 2 spaces in combat or non combat.

Can tow rockets and AA guns in non combat only 2 spaces or 1. Can blitz.

SS GERMAN GRENADIERS

Cost: 4

Attack: 3

Defend: 4

Move: 2

Can tow artillery 2 spaces in combat or non combat.

Can tow rockets and AA guns in non combat only

2 spaces or 1. Can only build 2 a turn. Can blitz.

ITALY BERSAGLIERI MECH

Cost: 4

Attack: 3

Defend: 4

Move: 2

Can tow artillery 2 spaces in combat or non combat.

Can tow rockets and AA guns in non combat only

2 spaces or 1. Can only Build 2 a turn. Can blitz.

SELF- PROPELLED ARTILLERY

Cost: 5

Attack: 4

Defend: 4

Move: 2

If you roll a 2 or less you can pick the target.

Cannot tow artillery, rockets and AA guns.

ARMORED TANKS

Cost: 6

Attack: 6

Defend: 6

Move: 2

Can blitz. Can't tow nothing in the game.

SS GERMAN PANZER TANK

Cost: 7

Attack: 7

Defend: 7

Move: 2

Can blitz. Can't tow nothing.

Can only buy 2 a turn.

SS GERMAN TIGER TANK

Cost: 7

Attack: 8

Defend: 8

Move: 1

Can blitz. Can't tow nothing.

Can only build 1 a turn starting on turn 4.

RUSSIAN K-V1 TANKS

Cost: 6

Attack: 6

Defend: 8

Move: 2

Can only build 2 a turn.

RUSSIAN GUARD TANK

Cost: 0

Attack: 7

Defend: 7

Move: 2

You promote 1 normal T-34

Tank to a guard tank per

Turn on the map at end of Each turn.

PLANES

FIGHTER

Cost: 8

Attack: 5

Defend: 5

Move: 5

If you roll a 2 or less get

a bonus dog fight plane

kill too besides your normal

hit. Escort and intercept at

3 or less for 1 round only.

Cannot land on AC carriers.

NAVAL FIGHTER

Cost: 8

Attack: 5

Defend: 5

Move: 4

If you roll a 2 or less get

a bonus dog fight plane

kill too besides your normal

hit. Escort and intercept at

3 or less for 1 round only.

Can land on AC carriers only

and can land on ground.

TACTICAL BOMBER

Cost: 8

Attack: 6*/4

Defend: 6*/4

Move: 5

* You can pick target on first round of combat with a roll of 6 or less. Then any combat rounds after that you only hit on a 4 for a normal hit only. If you roll a 1 on your normal hit get a bonus dog fight plane kill too besides your normal hit. You can attack subs at a 3 first strike. You also can attack an AA gun at a 3. Your tacs can scramble against lone subs attacking. Cannot land on AC carriers.

NAVAL DIVE BOMBER

Cost: 8

Attack: 6*/4

Defend: 6*/4

Move: 4

* You can pick target on first round of combat with a roll of 6 or less. Then any combat rounds after that you only hit on a 4 for a normal hit only. If you roll a 1 on your normal hit get a bonus dog fight plane kill too besides your normal hit. You can attack surfaced subs at a 3 for a first strike shot. You can attack AA guns too at a 3. You can scramble against lone subs attacking only.

MEDIUM BOMBER

Cost: 9

Attack: 3@5 ground only

Attack: 2@4 naval only

Defend: 2

Move: 6

SBR dog fight: @1

SBR 1d6 for damage.

Attack first round only.

STRATEGIC BOMBER

Cost: 11

Attack: 4@5 ground only

Attack: 3@4 naval only

Defend: 3

SBR dog fight: @2

SBR 1d6 +1 for damage.

Attack first round only.

AIR TRANSPORT PLANE

Cost: 10

Attack: 0

Defend: 0

Move: 5

Can transport 2 elite inf or 2 paratroopers or 1 of each in combat only.

Can transport 2 inf or 1 inf/ artillery or 1 inf/ 1 AA gun in non combat only.

NAVAL UNITS

AIR CRAFT CARRIER

Cost: 12

Attack: 0

Defend: 4 planes only

Move: 2

Damaged:

Defend: 2 planes only

Only naval planes can land on these ships.

If damaged you cannot land or take off from these damaged ships.

ESCORT CARRIER

Cost: 7

Attack: 0

Defend: 2 planes only

Move: 2

Only a naval plane can land and take off from this ship. 1 plane only allowed on ship.

BATTLESHIPS

Cost: 14

Attack: 8/1*

Defend: 8/1*

Move: 2

Shore: 4

Damaged:

Attack: 6/1*

Defend: 6/1*

* If you roll a 1 get a bonus AA plane kill too besides your normal hit.

CRUISER

Cost: 10

Attack: 6/2*

Defend: 6/2*

Move: 2

* If you roll a 2 or less get a bonus AA plane kill too besides your normal hit.

DESTROYER

Cost: 6

Attack: 3

Defend: 3

Move: 2

Depth Charge:

Attack: 3

Destroyers block a sub movement 1 to 1 and also there first strike attack. Destroyers do not prevent a sub from diving. If a sub dives then you get a depth charge drop attack @3.

SUBMARINE

Cost: 7

Attack: 5

Defend: 2

Move: 2

Subs can dive on first round of combat and only time they can dive. A Tac or Dive bomber can get a first strike on a sub before it can dive. If Tac or Dive bomber miss then the sub can dive. If a enemy destroyer present then now it gets a depth charge drop on sub.

TRANSPORT

Cost: 7

Attack: 0

Defend: 0

Move: 2

Escape: 2

Can transport 2 units. Must be 2 Inf or 1 Inf & 1 art or 1 Inf & 1 motor or 1 Inf & 1 AA gun. Can transport 1 General or 1 Admiral at same Time.

SPECIAL GROUND UNITS

AA GUN

Cost: 5

Attack: 0

Defend: 2/4*

Move: 1

At start of first round of

Combat, AA gun gets to shoot at each plane @2.

Roll separate for each group of planes. * If no planes attacking it can defend @4 on first round of combat.

If planes attacking then it rolls its defend shot at planes at start of first round only and then it gets to defend @4 for rest of combat rounds.

AA gun destroyed if captured.

BUNKER

Cost: 0

Attack: 0

Defend: Absorbs 1 hit

Move: 0

Italy has 2 bunker lines in game. Germany can build 6 bunkers max at 2 Icps each to represent the line between France and West Germany. If Japan receives there Bunker Fortress NA they can place a bunker at each island they control at start of game.

FACILITIES

MINOR FACTORIES

Cost: 12

Attack: 0

Defend: 2 at each plane

Move: 0 Only Russia can move

Max Damage: 6

You can only build minor IC in the game. Territory must have a value. Can only build up to the territories value. Maximum damage is up to 6. You must repair half the damage before you can start to build on them. You cannot build capital ships. Must repair half damage to IC before you can begin to build.

AIR BASES

Cost: 0

Attack: 0

Defend: 2 at each plane

Move: 0

Max damage: 6

No scramble if damaged.

You cannot buy these in Game. You can scramble up to 3 fighters from each air base touching a sea zone. You can scramble up to 3 tac bombers also against attacking subs alone. All planes leaving from an air base get a +1 move.

NAVAL BASES

Cost: 0

Attack: 0

Defend: 2 at each plane

Move: 0

Max damage: 6

You cannot build these in game. All ships and subs get a +1 move in non combat only. You can only move naval units 2 spaces in combat.

OIL DERRICKS

Cost: 0

Attack: 0

Defend: 2 at each plane

Move: 0

Max damage: Up to double there value

You cannot build these in game. You do receive the values of these towards your income. Any damage to them and you lose the full value of the income there worth. Can be captured and used for income if not damaged by the enemy.

MAJOR CAPITAL FACTORIES

Cost: 0

Attack: 0

Defend: at each plane

Move: 0

Max damage: Up to double territory value.

Cannot be moved in games but if captured are reduced to a minor factory. Moscow factory is only destroyed on capture. You have to repair at least half there value before you can build on them like minor factories. Can build up to double territory value only.

COUNTRIES AND SPECIFIC RULES

GERMANY

- # Wolf Packs: For every 2 subs you have attacking they get to attack @6.
- # Tipitz Battleship: Attacks & defends @9/1. Roll a 1 get a bonus AA plane kill too besides your normal hit. Takes 3 hits. 1-2 Damaged AD@6/1. Shore Shot: @5. No shore shot if damaged.
- # Can build 2 SS Grenadier mechs per turn. Att@3 Def@4 Move 2. Can blitz.
- # Can build 2 SS Panzer tanks per turn. Att@7 Def@7 Move 2 Can blitz.
- # Can build 1 Tiger tank per turn starting on turn 4. Att@8 Def@8 Move 1 Can blitz.
- # Once per game Germany can do a non combat move from Germany through Sweden to Norway. Must have to use transports.
- # Once per game Germany can do a combat move from Norway to Finland. Must use transports.
- # You can only build destroyers, subs and transports at the naval base in Romania with a minor factory.
- # Germany cannot move across the Arctic sea zones to the Pacific side or back. Only Russia can move destroyers & subs from Pacific side to Atlantic side or vice versa during Rasputita season only.
- # You can build 6 bunkers max 2 Icps each anytime in game for your Siegfried line defense.
- # Germany cannot move into India or any time south of Iran.

ITALY

- # Bersaglieri Mech : Att@3 Def@4
- # Italian tanks : Att@5 Def@5.
- # Italy has 2 bunker lines located in Northern Italy with 3 bunkers and south Rome with 4 bunkers. They absorb 1 hit each. Then destroyed. Can not rebuild bunkers.
- # Italy can move into the Middle East and Southern Iran but not into India and its territories.

RUSSIA

- # Guard Infantry: Att@3 Def@4
- # Guard Tank: Att@7 Def@7 Can promote 1 tank at end of each turn.
- # K-V1 Tank: Att@6 Def@8 Can build 2 a turn only but cannot place at the Tankograd factory.
- # Russia can move 1 factory per turn. Have to move at start of your turn and cannot build before or after its been moved. Has to be a original territory.
- # The Stalingrad and Tankograd factories cannot be moved in the game.
- # You can move the Moscow factory but then it becomes a minor factory and its worth whatever the territory is worth it moved too.
- # Tankograd factory: Can build 2 tanks there and 1 tank for free and 2nd tank for 4 Icps. If you just get 1 tank then that one is free.
- # You cannot build on more then 1 factory in the same territory. You have to pick the factory to build on.
- # If you move a factory to a territory greater then what the factory build number is you can now build up to that new territory value.
- # If Moscow is captured the factory is destroyed and Samara becomes the new capital and Germany receives half of Russia's money.
- # Russia can activate Mongolia and receive 1 Icp income and the 6 Inf. The Mongolians can move within there territories but cannot leave there territories unless Japan attacks Russia first.
- # Russian-Japan Pact: If Japan attacks Russia first the Mongolian inf become Russian inf and receives the 1 icp territory income. Also Russia receives a fund of 18 icps to be used right away to buy forces and place any fund bought pieces in a territory or territories Japan is attacking. Russia can now move into Japan and China territories.
- # If Russia attacks first the Mongolians become neutrals and Russia does not receive 1 Icp income and loses the 6 Mongolian inf. They also lose the 18 icp fund that would of popped up to defend if attacked first.

JAPAN

- # Yamato Battleship : Att@9/1 Def@9/1
Roll a 1 and get a bonus AA plane kill too besides your normal hit. Takes 3 hits to kill.
1-2 Damaged : Att@6/1 Def@6/1
Shore shot @5. If damaged no shore shot.
- # Japan Tanks : Att@5 Def@5
- # Cannot build Stg. Bombers in game.
- # Kamikazes : You get 5 Kamikaze dice per Game only. Can use in any sea zone with a Kami box. Can do 1 or up to 5 attacks in 1 sea zone or 5 sea zones or all 5 in same sea zone. Can attack only battleships, AC carriers, escort carriers and destroyers. Roll a skulls head on dice get a hit. This equals to 1d6 dice roll hitting on a 1.
- # Russia - Japan Pact : If Japan attacks Russia first the Mongolians become Russians and they collect the 1 lcp income. Also Russia receives a fund of 18 lcps to buy and place these bought fund units in any territory Japan is attacking. Now all Russian units can move into Japan or China. Russia cannot move into India. If Russia attacks Japan first then the Mongolians become strict neutral and only defend there territories. Russia also loses the 1 lcp income and Inf for controlling the Mongolians if they have activated them already. Plus the 18 lcps fund.

UNITED KINGDOM

- # UK can only build capital ships in London, Scotland and Canada even with the 2 minor factories.
- # UK cannot fly over or land in any Russian territories in game. Exception : They can along with allies move/fly into Northern Iran to help defend UK/Russia's oil supplies.

FEC & ANZAC

- # Neither country can build capital ships and Stg. bombers in entire game.
- # FEC can move any 2 units on railroad during monsoon season to Bangladesh and/or if Burma road is closed.

RUSSIA cont.

- # Russia cannot move into China unless at war with Japan but can move into Mongolia's territories to activate them. There Pro - Russian.
- # On Russia's rail road you can move any 2 pieces in any territory that has rail road tracks and can move 3 spaces.
- # Axis cannot use the Russians Siberian Railroad.
- # Lend Lease: At the end of each turn you roll 1d12 for lend lease and see what you get from chart. You place this piece at any available LL Box only.
- # Russia can move there destroyers and subs only across the top of the map which is the Arctic sea zones. They can move these pieces from the Europe side to the Asia side or vice versa only through SZ AR10 during Rasputita season only.
- # Russian ships and subs can only move in the Arctic, North and Baltic sea zones. They cannot share the same sea zones with any allies navy. They can move there navy out of the Black Sea if they Influence Turkey or allies control Turkey.
- # Partisans: Def@2
If Germany controls a Russian land territory and doesn't garrison the territory place 1 partisan in each territory Germany controls but leaves empty. Each partisan blocks Germany's income in each territory. Germany can use a Inf, Mech, SPA, Tank or AA gun to garrison. If there's 2 partisans, they become 1 Russia Inf and controls the territory and gets the income. Infantry can now Att@2 and Def@4.
1 partisan blocks combat and non combat movement. But Germany can kill partisan first and then can move through territory if partisan is killed in combat.
- # Russia cannot move into any India territories except for Southern Iran to protect there oil interests and there lend lease box placement if they need to defend it.

- # Russia can move into the middle east up to Trans Jordan including Southern Iran.

CCP CHINA

- # CCP China can capture any empty Nationalist China territory. Nationalist can do the same thing.
- # Gets 1 Inf per 2 territories owned rounded up.

UNITED STATES

- # Roll 3d6 dice for repairs to your damaged battleships in Hawaii's port at start of your turn other wise they cannot leave port until repaired. Pay with your income you started with to the bank.
- # Marines : Att@4 Def@4
They cannot move inland from coastal territories. They can land on islands.
- # US can build a factory on Manilla.
- # Turn 1 is the only time US can move any naval units with or without ground units to either side of the Atlantic or Pacific oceans in the entire game.
- # US cannot fly over or land in any Russian territories in game except for Northern Iran to help defend UK/Russia's oil supplies.

CHINA

- # Flying Tiger fighters : Att@6 Def@6
If roll is a 2 or less get a bonus dog fight plane kill too besides your normal hit.
- # Light Bomber : Att 2@3
- # China can move into Hong Kong, Burma and any Japan orange territory in Asia only.
- # Nationalist China can move into any empty CCP China territory and capture it. CCP China can do the same thing to an empty Nationalist territory too. Neither Nationalist China or CCP China can attack each other based on signed pact.
- # China receives an income and can only buy artillery if Burma road is open. FEC can lend lease 1 inf or artillery to China using the Burma road.
- # Can only place 6 pieces in a territory on placement at end of turn. Also if there's already some pieces in a territory then you can only have 6 max units in that territory.

SPECIAL PIECE ACTIONS

Transport rule options :

Planes and transports in naval combat with ships.

1. You can take 3 transports as 1 casualty with no 3 def@1 shots at planes.
2. Each defending transport not taken as a casualty gets 1 def@1 shot at a plane.

Only ships or subs vs. only transports.

1. Each surviving transport gets an escape roll @2.

Planes only vs. transports only.

1. Transport casualties each def@1 shot at a plane.
2. Each surviving transport can either take a def@1 shot at a plane or try to escape @2 with dice roll.

Submarines :

Submarines may move through hostile sea zones as if they were friendly, and they do not have to engage enemy sea units in those zones. However, a submarine that ends its combat move in a hostile sea zone must enter combat. Also a destroyer present stops the submarine movement. A destroyer block subs 1 to 1 bases. The submarine still may leave the sea zone if destroyer present at start of turn or dive after first strike attack misses or decides to dive before combat in which destroyer will get a depth charge drop attack @3. Submarines cannot hit planes.

Factories and AA guns : Do block units from Blitzing.

Planes :

All attacking and defending planes can retreat in combat after 1 round of combat. The attacking planes when retreating can move up to what's left of there movements and all defending planes can move up to 2 spaces to land. Other wise planes are destroyed if no safe landing spots.

Planes dog fighting :

All planes are dog fighting while there also attacking and defending in combat rounds. Figs AD@5 but if there roll is a 2 or less they also hit a plane besides getting there normal hit. This is based on not all planes dog fighting or attacking and defending. Its like 10 planes DF and 10 planes attacking against 10 planes defending. Tactical and Dive bombers also can get a bonus DF plane kill too @ 1. But they don't get this until after first round of combat based on there focus is dropping there payload.

SPECIAL PIECE ACTIONS Cont.

Naval ships AA guns :

Battleships and cruisers have AA guns in game. If a battleship rolls a 1 they get a bonus AA gun kill to besides there normal hit. If a cruiser rolls a 2 or less they also get a bonus AA gun kill too besides there normal hit. So if a Cruiser rolls a 2 it kills a plane which defender has to take when he doesn't want too and also cruiser gets a normal hit which defender now can decide on if he's gonna pick a plane or ship as his casualty. Sometimes the dive bomber is picked based on his payload has dropped.

This is a scenario where ships are firing there big guns and at same time firing there AA guns at planes while planes are dog fighting and attacking & defending same time. Keep in mind planes are dog fighting same time in ground battles too.

Shore bombardments :

Battleships shore shot is @4.
Cruisers shore shot is @3.
Yamato and Tirpitz shore shot is @5.
For every 1 ground unit landing in Amp.
Assault you can do 1 shore shot.
If Battleships have damage they cannot do a shore shot.
If a Naval battle happens with either ship they also do not get a shore shot.

AAA guns or Anti Air Craft guns :

Before combat round happens a AA gun Gets a shot at each plane @2 attacking. Only 1 AA gun can be used per territory. After the first round of combat each AA gun can defend @4 for each round of combat. If no planes attacking then the AA gun gets to defend @4 for first round and for the rest rounds of combat.

Facility built in AA guns :

Factories, air/naval bases and oil derricks have built in AA guns that Defend @2 each only for SBR warfare.

Strategic Bombing Raids (SBR)

Medium Bombers : Att @1d6 dice roll
Str. Bombers : Att @1d6+1 dice roll
These planes can do a SBR attack on any factory, air/naval base and oil derrick. Place a Orange chip plus colored chip under facility to represent the amount of damage on facility. They can also damage rail road tracks for up to 3 damage max. Rail roads have no built in AA gun defense. You would need an AA gun for this defense. If bombers encounter interceptors they get a roll @1 for medium bomber and a roll @2 for a Stg. Bomber for 1 round of combat. Figs @3 Tac/Dive @1

Tac/Dive bombers : Att @3 only
A Tac or dive bomber can do a special singled out attack on any AA gun on land. AA gun fires first and if AA gun misses the tac/dive can kill the AA gun with a 3 or less. Then the tac/dive bomber would go to its normal attack @4 for rest of combat rounds.

Tac/Dive Bombers :

Tac/dive bombers have a special first strike on any surfaced subs. They attack @ 3 and can hit a sub before it can dive. Tac/dive bombers can scramble (3) from an air base only against subs attacking alone. They also get a first round pick shot at a ground or naval surface ship @6. They do not get there bonus DF plane kill on first round of combat. After first round combat the tac/dive go to there normal AD @4 for rest of combat plus now they get there DF bonus plane kill shot @1.

Interceptors and escorts :

You can bring as many escort figs as you want as the attacker and you can send up as many Interceptors as you want as the defender. Fighters escorting and intercepting defend @3. Your medium bombers on SBR raids attack @1 and your stg. bombers @2. For 1 round only.

SPECIAL PIECE ACTIONS

Paratroopers & Elites :

Paratroopers get to attack +1 on first round of combat only. Also can attack +2 with an artillery on first round combat only. Then they go to normal attack rest of rounds.

Elite Inf are special units that are stronger on attacks whether from an air drop or land moves. But weak on defense based on there left on there own. Artillery boosts there attacks also +1. Great unit for Islands and quick can openers or depth in front lines.

Facilities

Air bases :

You can scramble up to 3 fighters to defend a naval fleet from each air base touching that sea zone from a territory.
Can scramble up to 3 Tac/Dive bombers to defend against lone sub or subs attacking.
Air bases boost all planes a +1 movement in combat and non combat.

Naval Bases :

Naval bases boosts any naval ship or subs +1 movement in non combat only. So the units can move 3 sea zones. In combat, these ships and subs only get to move of 2. Not 3.

Oil derricks :

These units have a value and count towards your income you collect. If there damaged, you lose the income for them to collect. They have to be fully repaired in order to collect the income for them.
If a enemy captures a territory with an oil derrick, they control it now and can collect the income for them if there is no damage.

Self Propelled Artillery :

These units have a special pick hit to them. They attack and defend @4 and if roll is a 2 or less, can pick any ground target. Sometimes a general is picked as a target.

Destroyers and planes :

If you have attacking subs only in a naval fleet with destroyers, you can scramble 1 fighter per destroyer that's in the battle. Also if lone subs are attacking fleets, you can scramble up to 3 tac/dive bombers from an air base touching that sea zone. This plane is the real sub killer in game. Tac/dive bombers hit at a @4 against the subs only.

Kamikazi's

Japan receives 6 kami dice for entire game only. Can roll 1 or up to 6 dice in either 1 Sea zone or 6 sea zones with a kami box icon inside a sea zone on the game map. If they roll the skelton's head, then its a hit. Cannot target transports or submarines. Can use these dice in attack or defend mode.

TECH RESEARCH PHASES

- 1. Buy Research Tokens**
- 2. Roll Research Dice**
- 3. Roll Breakthrough Dice**
- 4. Mark Development Chart**

Step 1: Buy Research Dice

Each research token is worth 5 lcp's. Buy as many as you want. You also can get 2 free techs token from your event card deck. There is also 1 card and you can receive a free tech. Keep in mind also that there is a spy can still any enemy tech card in each countries deck. The 6 major countries all have these cards.

Step 2: Roll Research Dice

Success : If you roll at least one 6, You have successfully made a technological breakthrough. Discard all your research tokens and go to step 3.

Failure: If you do not roll a 6, you have failed in research. But you can keep all your research tokens and try to roll for a breakthrough on your next turn.

Step 3: Roll Breakthrough Dice

If you rolled a 6 on any research die, choose between the 2 tech charts and roll another dice to see what tech you get to receive and use right away on this turn. If you already have the tech, then just re roll the dice again until you get a tech you don't already have.

Step 4: Mark Development

Place one of your countries roundels on the the corresponding tech you just got on chart. Countries cannot share there tech with there allies in game.

TECHNOLOGY CHARTS

TECH CHART 1

- 1. Artillery Support:** Support 1 mech +1 on attacks.
- 2. Jet Fighters:** Defend @6, SBR @4 & AA D@1.
- 3. Rockets:** Replace 1 AA gun with a rocket at capital.
- 4. Advanced Carriers:** Can carry 3 naval planes.
- 5. Industry Cost:** Cost -1 1-4gr 5-8pl 9-12na roll 1d12.
- 6. Naval Radar:** Scramble 1 fig. per battle from a AC.

TECH CHART 2

- 1. Long Range Air:** All your planes move +1 now.
- 2. Heavy Artillery:** Roll a 2 or less pick target on Att & def.
- 3. Advanced Battleships:** 3 hits now. Pre shot. No return.
- 4. Land Radar:** Scramble 1 fig from land 1 terr away each battle.
- 5. Super Subs:** Subs now att & def +1. Wolfs D@3 only.
- 6. War Economy:** Roll 1 d6 end of each turn. Collect lcps.

NATIONAL OBJECTIVES

In game the purpose for these objectives is to force either side to control these island groups for the extra income and to have more historical events like in the war. For each 3 island group you control, receive 5 icps. You collect this in the collect income sequence at end of turn. Below is the groups in color and these colors are also marked on map with dots for you to see.

RED Marshall Carolina's Palan	PURPLE Luzon Phill. Islands Mindanao	BLACK Iwo Jima Bonin Aleutatin	YELLOW Midway Bonin Iwo Jima	PINK Soloman Gilbert Johnston	PURPLE Malta Crete Cyprus
BLUE Carolina's New Britain Soloman	ORANGE Midway Wake Marianas	WHITE Marianas Guam Palan	GREEN New Britain Palau D. New Guinea	YELLOW Sicily Malta Crete	ORANGE Gibraltar Sicily Cyprus

NATIONAL ADVANTAGES

Each of the 6 major countries get to roll 2 d6 dice at start of each game and gets to use these 2 national advantages for the whole game. The idea here is also to change up the game some. Listed below will be what all the major countries can try to roll for with definitions.

GERMANY

1. Wolf Pack Tactics: US,UK must pay 1 icps for each German sub in Atlantic szs. 6 max
2. Atlantic Wall: All Inf defend @5 in grey territories only plus Spain.
3. Manstein's Panzer Blitz: Win a battle can move your tanks 1 space in non combat.
4. "Operation Z" plan: Spend 18 icps on naval units only on any turn for 1 time in game.
5. Luftwaffe Bombers: Your Tac/dive bombers SBR now 1 d6 damage.
6. Fortress Third Reich: All artillery defend @6 in grey territories only.

ITALY

1. Regia Marina Navy: Place 1 free Battleship in SZ I-2.
2. Black Shirt Legions: Inf def @5 in all Italy territories only.
3. Bravado Divisions: All Inf attack @3.
4. German Influence: Germany can build 2 units at any Italy factory.
5. No Allies ships in Med: Collect 5 icps for no allies ships in Med.
6. Puppet State Ass.: Germany can build 2 Italy units and place at any Italy factory.

JAPAN

1. Destroyer Express: Destroyers can transport 1 Inf in non & combat. But cannot attack naval units.
2. Long Lance Torpedo's: Subs attack @6 first round in combat only.
3. Bunker Fortress: Place a bunker on each Island you own at start of game.
4. Lightning Assaults: Can do 2 attacks using same ground units only 1 time in game.
5. Fortified Defenders: All Inf defend +1 in orange territories and all islands you own.
6. Banzai Aggressors: Inf only attack @3 for all rounds of combat only in China territories. No retreat.

NATIONAL ADVANTAGES cont.

RUSSIA

1. Adv. Katyusha: Your SPA's now defend @5
2. Guard Tank Elites: Promote 2 tanks to guard elites
3. Mobilizing Factories: Can move 2 factories 1 time in game
4. Conscription Policies: Place 1 free inf in any red territory
5. Guard Infantry Corps: Promote a Mech at start of turn to a guard
6. Lend Lease Act: Place 1 free mech at any factory you own

UNITED KINGDOM

1. Adv. Flak Radar: Your AA guns defend now @3
2. Allies Joint Strike: US can use your pieces in there combat turn
3. ASW Hunters: Your tac/dive bombers hit subs @4 now
4. Winston's Lancaster's: Your Stg. Bombers now attack 4@6
5. Resistance Cells: First time W. Europe or Normandy liberated place 4 FF inf there
6. Commonwealth Div.: Place 1 free Inf at every factory you own except London & GB

UNITED STATES

1. Seabee Air Bases: Place a air base at all islands you own at start of turn that don't have one.
2. Fletcher Destroyers: Your destroyers get a AA ship shot @1 at planes.
3. Marine Corps: You can build 3 marines a turn now.
4. Motorized Inf: All your Inf can move 2 now. Can blitz too.
5. Fast Aircraft Carriers: Any new built carriers can move 3 spaces now.
6. B-29 Super Bombers: Starting on turn 5 can buy. Cost 12. Att 5@5 ground. SBR 1 d6+2
Jet fighters can only intercept. AA guns Defend @1

FEC/ANZAC

1. Adv. Flak Radar: Your AA guns defend @3 now.
2. Joint Strike: FEC uses China pieces on there turn for a joint strike in combat. 1 Time in game.
3. ASW Hunters: Your tac/dive bombers now hit surfaced subs @4.
4. Aussie Asses: Can pick 1 air or naval base in South Pacific sz only & roll 1d6 damage 1 time in game.
5. The Z & M Forces: Promote 1 Inf to a Anzac commando elite in Australia only at end of each turn.
6. Commonwealth Div.: Place a free infantry at each factory you own.

