

Axis & Allies[®]

G A M E P L A Y M A N U A L



It is the spring of 1942. The world is at war. Five world powers are struggling for supremacy. You and your opponents control the military and economic destiny of one or more of these countries. The Axis powers are Germany and Japan. Challenging their expansionism are the Allied powers of the United Kingdom, the U.S.S.R. and the United States. You must work as a team with the country or countries in your alliance. Tabletalk is encouraged. In this game, you'll discover that cooperation and negotiation are just as important as tactical maneuvering.

Notice To Gamemaster Players

The Axis & Allies manual reflects all the exciting play of this multifaceted game. The time you devote to rules reading will result in full enjoyment of the game...and you'll discover that Axis & Allies is well worth the investment.

Section 1 outlines one player's turn and the 6 actions that makeup such a turn. Section 2 defines game setup. After reading these sections, you'll be able to understand the dynamics of a single turn—a crucial concept!

The most important part of the manual is Sections 3 to 8. Thirteen pages of well-defined rules that offer a complete explanation of how units move, how to conduct combat and how to win the war. You must read these sections carefully to fully understand the game.

Second Edition Rules

See page 3 for details on this updated manual.

The Basic Strategy

At the beginning of the game, the Axis powers are strong militarily but inferior economically to the Allies. The Axis have many combat forces on the board but little buying power. The Allies, individually, have fewer combat forces but with their combined incomes are more economically sound than the Axis.

Under these conditions, the Axis nations should attack swiftly before the Allies can build up their land and sea forces. The U.S.S.R. must fend off German assaults. The United States must fight on two fronts: in the Pacific, wearing away at Japan; and in Europe, trying to get a foothold on the continent to attack Germany. The United Kingdom must relentlessly assault Germany whenever possible to keep the Germans from a concentrated attack on Russia.

The Big Challenge

As you play, you'll discover that you must be both a *military strategist* and a *prudent economist* to win. Fight battles successfully to win territories. Each territory you capture increases your income and gives you the buying power to purchase more combat units so you can continue to win battles and gain territories. As the game progresses, your decision when to strike, where to strike and the intensity of the strike will be influenced by just how much income you have and how many combat force units you were able to purchase and place strategically.

To see the crucial balance between military victory and economic gain, pick up the National Production Chart. It's the one with the numbers from 1 to 45 on it. Each country is assigned a starting number—this number is a designated amount of income or *Industrial Production Certificates that the country you control begins the game with. When you win a territory, your income increases; when you lose a territory, your income decreases. Your fluctuating chart number, called your National Production Level, specifies exactly how many Industrial Production Certificates you are to receive every turn. All tracking of players' incomes on the chart is done with control markers, each marker representing a specific country.

*called I.P.C.'s throughout the manual

The Object

To win the war, do the following: *If you are the Allied powers*, your team must capture *both* of the Axis capitals to win the game. The United States, U.S.S.R. and the United Kingdom are victorious when the land territories of Germany and Japan are conquered!

If you are the Axis powers, your team can win in two different ways: (1) Either a military victory—Germany and Japan are victorious if they capture two of these three Allied capitals: the land territories of Eastern United States, Russia and the United Kingdom. (2) Or an economic victory—Germany and Japan are victorious if they have a *combined* National Production Level of 84 Industrial Production Certificates at the end on one complete round of play (meaning every player has had a turn). Take a look at the National Production Chart. At the beginning of the game, Japan's National Production Level is 25 and Germany's is 32...for a total of 57 I.P.C.'s. Twenty-seven more hard won certificates are needed for victory!

Game Parts

- 1 gameboard
- 299 plastic playing pieces
- production certificates
- 7 charts
- control markers
- 12 dice
- 6 game trays
- plastic chips
- instruction booklet

Ordering

Additional Game Parts

You may purchase additional sets of plastic military units for \$10 each. Set includes 299 units. It does not include: dice, chips, plastic game trays, paper or cardboard components, or manual. Order at the same address as you would for manuals (on page 3). Specify number of sets. Check or money order only. Allow 4 to 6 weeks for delivery.

Rules Update

What's New...What's Changed In The Second Edition?

The following revisions to the First Edition Game Manual have been made. All are summarized below and explained in detail in your manual. Also, added is Appendix IV "Optional Rules" which offers some interesting rules variations.

- Commander-In-Chief rules have been deleted.
- Transport rules have changed.
- Amphibious assault rules have changed.
- Multiple Force rules have changed—such forces cannot attack together any more.
- Rules about newly built and captured industrial complexes have changed—they now have limited production.
- Rules about capturing enemy capitals have been clarified.
- Rules about initial placement of pieces have been clarified.
- Rules about gameboard spaces have been clarified and changed. The sea zone surrounding Panama is now two zones or game spaces.
- Rules about Action 5 "Placing New Units On Gameboard" have been clarified—specifically dealing with fighters, industrial complexes and naval units.
- Rules about withdrawing from combat have been clarified—units must retreat to ONE adjacent territory from which an attack was launched.

Ordering More Manuals

The Second Edition Manual is the most updated version. To purchase additional copies of it at \$2.00 each, write to the following:

Gamemaster Consumer Sales
Milton Bradley Company
443 Shaker Road
East Longmeadow, MA 01028

Note: Specify number of manuals ordered. Allow 4 to 6 weeks for delivery. Check or money order only.

TABLE OF CONTENTS

1	THE 6-PART ACTION SEQUENCE What You Do On A Turn	4
2	Game Set-Up	6
3	ACTION SEQUENCE 1 Develop Weapons/ Purchase Units	10
4	ACTION SEQUENCE 2 Combat Movement	12
5	ACTION SEQUENCE 3 Combat	18
6	ACTION SEQUENCE 4 Non-Combat Movement	21
7	ACTION SEQUENCE 5 Place New Units On Gameboard	21
8	ACTION SEQUENCE 6 Collect Income/ How To Win The War	22
APPENDIX I		
	Japan Moves AN ILLUSTRATED 6-PART ACTION SEQUENCE	23
APPENDIX II		
	Several Illustrated Moves	27
APPENDIX III		
	A Closer Look At The Units	31
APPENDIX IV		
	Optional Rules	31
	Index	32

What You Do On A Turn

On your turn, complete an Action Sequence—a 6-part move. When you finish the 6th action, your turn is over. Play continues to the next designated player who then completes the Action Sequence. When every player takes an Action Sequence turn, a round of play is over. It may take many rounds of play to determine a winning side.

IMPORTANT: on your turn, you may decide to do only part of the below sequence. This is acceptable. Of course, if you purchase units (Action 1), you must also place such units on the gameboard (Action 5); and if you move into combat (Action 2), you must always resolve combat (Action 3). The only part of the sequence that you are directed to do on every turn is collect income (Action 6).

Action Sequence

1. Develop special weapons and/or purchase units
2. Combat movement
3. Combat
4. Non-combat movement
5. Place newly purchased military units on gameboard
6. Collect income

Each one of the above actions is explained briefly below and in detail in pages 10 to 22. Each one of the actions, below, is also accompanied by an example of a German assault against a British occupied territory.

ACTION 1: DEVELOP WEAPONS AND/OR PURCHASE UNITS

In this phase, you buy units for future attacks. Units that can be purchased are: infantry, tanks (armor), planes, ships, industrial complexes (factories) and anti-aircraft guns. To determine what to purchase, consider who you want to strike and when you want to strike.

In this phase, you could also choose to develop special weapons like rockets, jet power and more. Weapons development is costly but it can

supply you with very powerful defensive and offensive capabilities.

ACTION 1 EXAMPLE: Germany chooses not to develop weapons. Germany has 28 I.P.C.'s at this point in the game and decides to buy 2 transport ships and 2 tanks for an amphibious assault against Caucasus via the Black Sea. This attack will not happen until Germany's next turn but the target has been chosen and the necessary arms to launch the attack will be bought now (of course, Germany keeps this projected plan a secret). Look at Germany's Reference Chart. The 2 tanks and 2 transports will cost 26 I.P.C.'s. Germany purchases the items, does not place them on the gameboard until the end of his or her turn, and has 2 I.P.C.'s left after the transaction.

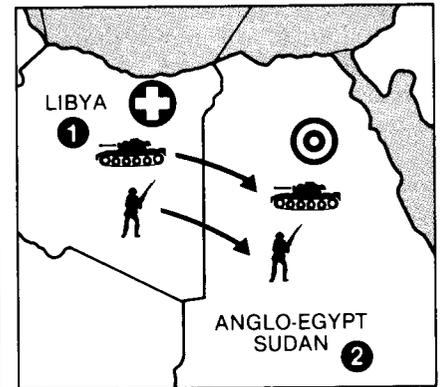
ACTION 2: COMBAT MOVEMENT

In this phase, move your units into territories or sea zones occupied by your enemies to engage in combat.

Each unit is defined by the number of territories or sea zones it can be moved (a range of 1 to 6 spaces) and how strong militarily it is (attack and defense capabilities which are equated to die roll numbers). A unit's movement ability and its attack and defense capabilities, then, determine whether it will be moved into battle. **VERY IMPORTANT:** you can move into as many combat situations, land and sea battles, as you wish...all in this same phase. Also, when moving into combat, you may move units from several adjacent spaces to attack the one enemy territory. You should always attack with as much support as you can, as long as all units can move there legally!

ACTION 2 EXAMPLE: The only conflict Germany wishes to engage in is a minor skirmish in North Africa. In the combat movement phase, Germany moves 1 tank and 1 infantry from its Libya territory into Anglo-Egypt Sudan occupied by the United

Kingdom. The United Kingdom is defending the territory with 1 tank and 1 infantry. A conflict results!

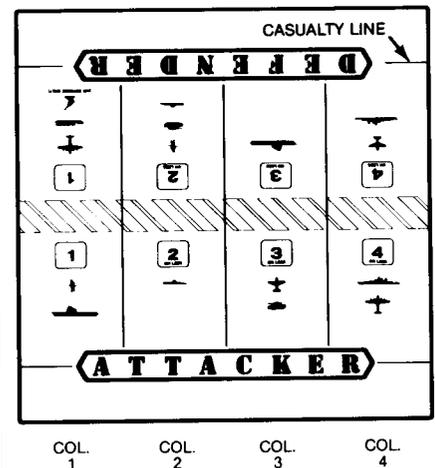


IMPORTANT: All silhouettes of military units are identified in Appendix III on page 31. Refer to it often as a helpful guide.

ACTION 3: COMBAT

This is the Combat sequence in which all battles must be fought and all conflicts resolved. Here's how to conduct combat:

BATTLE BOARD



A. Put all units on the battle board on top of their matching shapes. Attacking units on one side; defending units on the other side. The number above the unit identifies that unit's *maximum attack or defense capability*... which means if you toss that

number *or less* on a die, you score a hit against your opponent. *Scoring a hit* means your opponent loses a unit. The player suffering the hit chooses which unit he or she wishes to lose!

A CRUCIAL CONCEPT: this numeral defense and attack factor is the die roll number that a unit needs to score a hit against another unit. Throughout the manual, these factors are often stated as: a unit attacks at (a certain numeral); or defends at (a certain numeral). These attack and defense factors have a basis in reality. For example, in a combat situation, an infantry division would have an edge in battle if it were already entrenched in an area — this is why defending infantry defend at a die roll of “1 or 2” and attacking infantry attack at only a die roll of “1.”

B. Attacker rolls first tossing one die for each unit in his or her column 1. The attacker does the same for the next three columns. With each hit, the defender moves one of his or her units behind the casualty line. Misses are ignored.

C. The defender now rolls for a counterattack, just as the attacker rolled. *A defender's casualties also fire in a counterattack because combat is considered simultaneous.* With each hit, the attacker removes the unit of his or her choice from the board. In the counterattack, any hits made against the attacker are final — attacking units chosen as casualties are immediately out of play. Once the counterattack is over, the defender removes all of his or her casualties from the battle board.

D. The first round of battle has been fought. If units are still on the board, continue rolling as above until one of the following happens:

- (1) Attacker Withdraws—if this happens the defender holds the territory!
- (2) Attacker Is Destroyed—if this happens the defender holds the territory!
- (3) Defender Is Destroyed—if this

happens the attacker captures the territory!

- (4) Both Defender And Attacker Are Destroyed—if this happens the defender holds the territory!

Capturing A Territory: If the attacker captures the territory, he or she places the control marker of his or her country on that territory and then adjusts the incomes on the National Production Chart. The attacker's National Production Level is increased by the value of the captured territory; the losing defender's National Production Level is decreased by the value of the captured territory.

ACTION 3 EXAMPLE: To resolve the conflict in Anglo-Egypt Sudan, attacking Germany moves its 1 infantry and 1 tank onto the appropriate columns on the attacking side of the battle board; the United Kingdom moves its tank and 1 infantry onto the appropriate column on the defending side of the battle board. The following action takes place.

Attacker Fires

Germany rolls 1 die for the infantry and tosses a “4,” a miss.

Germany rolls 1 die for the tank and tosses a “2,” a hit. United Kingdom chooses to lose its infantry and moves it behind the casualty line.

Defender Fires

United Kingdom rolls 2 dice (1 for the infantry—even though it is the designated casualty, it can still fire once before being removed from the board; and 1 for the tank). . . and tosses a “4” and a “5,” both misses. United Kingdom now removes its infantry casualty from the board.

Attacker Fires

Germany rolls 1 die for the infantry and rolls a “1,” a hit. United Kingdom must lose its last remaining piece. Its tank is moved behind the casualty line. Germany does not have to roll for its tank because United Kingdom has no

units left.

Defender Fires

United Kingdom rolls for the tank-casualty and tosses a “2,” a hit. Germany decides to lose its infantry.

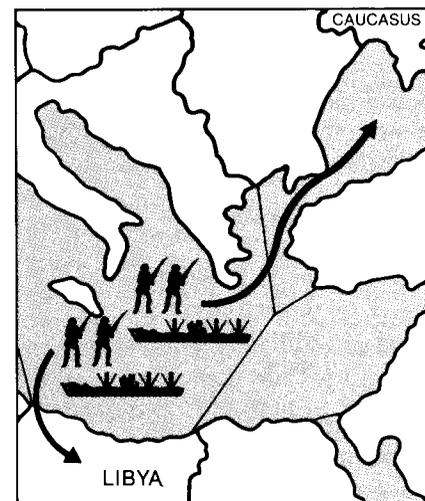
The Result Of The Combat

The battle is over. Germany has captured Anglo-Egypt Sudan, a territory worth 2 levels on the National Production Chart. Germany positions its tank in the Anglo-Egypt Sudan territory, places a control marker to show ownership and then adjusts the National Production Chart. Germany's marker on the chart was 28. It is now moved up 2 levels to 30; United Kingdom's marker on the chart was 30. It is now moved down 2 levels to 28.

ACTION 4: NON-COMBAT MOVEMENT

This is the non-combat phase. In this action, you can move any of your units on the gameboard that did not move in the combat sequence of your turn. You *cannot* move into any combat situations in this move!

ACTION 4 EXAMPLE: Germany has 2 transport ships in the Mediterranean sea, in the sea zone, shown below. Each transport has 2 infantry on it. Because of a future assault on



Caucasus via the Black Sea that Germany wishes to make, Germany decides to move one of the transports into the Black Sea; the other transport lands in Libya and drops off the infantry for additional land forces in Northern Africa.

ACTION 5: PLACE NEWLY PURCHASED MILITARY UNITS ON GAMEBOARD

All of the military units that you purchased in Action 1 of your turn must now be placed on the gameboard. They must be positioned where you owned industrial complexes **AT THE BEGINNING OF YOUR TURN**. Specifically:

- Place land units (infantry, tanks) and air units (bombers and fighters) in territories where you (not your allies) have owned industrial complexes since the beginning of your turn.

- Place naval units in sea zones adjacent to territories where you (not your allies) have owned industrial complexes since the beginning of your turn. These sea zones must be unoccupied by enemy units.
- Place newly purchased industrial complexes in any territory that you have owned since the beginning of your turn.

ACTION 5 EXAMPLE: In Action 1, Germany purchased 2 transport ships and 2 tanks for a future amphibious assault on Caucasus via the Black Sea. Germany has 2 industrial complexes: one in the territory of Germany and the other in the territory of Southern Europe. Germany places both transports in the sea zone next to the Southern Europe territory and places the two tanks in the Southern Europe territory.

ACTION 6: COLLECT INCOME

This is the collect income phase in which you collect I.P.C.'s from the bank to finance future attacks and strategies. Look at the National Production Chart, see where your control marker is, and collect that number of I.P.C.'s from the bank. *Your turn is over!*

ACTION 6 EXAMPLE: Germany's control marker is at 30 on the National Production Chart. Germany collects 30 I.P.C.'s from the bank. *Germany's turn is now over.*

What comes next? Immediately following is Section 2 which is Game Set-Up. After set-up are Sections 3 to 8 which explain each of the 6 Action Sequences—one action per section.

2

Game Set-Up

Which World Power Do You Want To Be?

Two to five people can play *Axis & Allies*. In a 5-player game, each player controls 1 world power; if less than 5 people play, some players will control more than 1 world power. Below is the breakdown of country ownership per player:

2-PLAYER GAME

Player 1: U.S.S.R.
United Kingdom
United States
Player 2: Germany
Japan

3-PLAYER GAME

Player 1: U.S.S.R.
United Kingdom
United States

Player 2: Germany
Player 3: Japan

4-PLAYER GAME

Player 1: U.S.S.R.
United States
Player 2: United Kingdom
Player 3: Germany
Player 4: Japan

5-PLAYER GAME

Player 1: U.S.S.R.
Player 2: Germany
Player 3: United Kingdom
Player 4: Japan
Player 5: United States

IMPORTANT: if you are controlling more than 1 world power, remember to play each world power individually not mixing up losses, gains or income.

Order Of Play

U.S.S.R. plays first
Germany plays second
United Kingdom plays third
Japan plays fourth
United States plays fifth

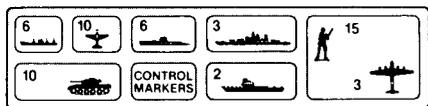
Preparing The Trays

Six trays hold all the playing pieces during the game—and store all the pieces after the game is over! Break them apart. Give each player a tray with 8 pockets; the one 4-pocket tray is shared by all players. Here's what goes in the trays!

THE COMBAT FORCE: Most of the military units are color-coded to the country they belong to: U.S.S.R. controls the dark brown pieces.

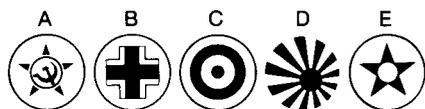
Germany controls the grey pieces.
 United Kingdom controls the beige pieces.
 Japan controls the yellow pieces.
 United States controls the green pieces.

Take the runner of pieces that belongs to you and carefully break off the units. Put them in your tray as shown below. Each player does the same.



NOTE: During the game, you will return your destroyed units to your tray.

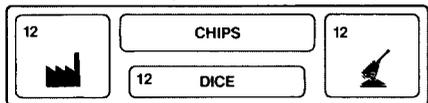
CONTROL MARKERS: There are 100 of these cardboard tokens. Punch them out of their sheets and give 20 of the appropriate markers to each country, as determined below:



A. U.S.S.R. D. Japan
 B. Germany E. United States
 C. United Kingdom

Put the control markers you own in your tray, as shown above. Each player does the same. Control markers have several functions: (1) when territories change hands after a battle and when a territory is left unoccupied, they are used as ownership tokens to show which country owns what territory; (2) they are also used as scoring disks on the National Production Chart to keep track of a country's I.P.C. level.

OTHER MILITARY UNITS: Some of the units are not color-coded to a particular country. These are anti-aircraft guns and industrial complexes. Break off these pieces from the runner and place them in the 4-pocket "unowned" tray, as shown below.



THE DICE: The dice are used to resolve all combat situations. The dice are also used in weapons development. Put them in the 4-pocket tray.

PLASTIC CHIPS: Chips are used as substitutes for combat force units to save space in overcrowded territories and sea zones. White chips represent 1 unit each; red chips, 5 units each. For example, if you wanted to place 7 infantry on a space, stack up 1 red chip, 1 white chip and top it off with a plastic infantry unit to make 7 infantry. Stacked chips must always be topped off by the identifying combat unit piece. **NOTE:** Because of this "topping off" action, the number of stacks is actually limited by the number of units in the game. For example, no player could have more than two stacks of aircraft carriers because there are only two carrier units per player in the game.

HANDING OUT THE MONEY: Separate the Industrial Production Certificates (I.P.C.'s) by denominations of 1, 5 and 10 and distribute a starting total to each country: U.S.S.R. gets 24; Germany 32; United Kingdom 30; Japan 25; and United States 36. Give all the remaining certificates to a player who serves as the *Banker*.

Preparing The Charts

There are 7 charts. You've already been introduced to the battle board and the National Production Chart. Here's how to prepare all of the charts for play!

1 NATIONAL PRODUCTION

CHART: You already know that this chart tracks each player's income by moving a player's identifying control marker up and down the chart numbers. To prepare this chart for play, appoint one player as scorekeeper. Give him or her the chart and place a control marker for each country on its starting total. This chart also doubles as a Weapons Development chart.

5 REFERENCE CHARTS: Punch these out of the cardboard platform and give each player the chart identified by the country he or she is controlling. Place your chart near your tray and refer to it often during the game. It outlines such important features as: combat force set-up, order of play, attack and defense capabilities of each piece, movement capabilities of each piece and more. You will use this chart in just a few minutes when you are directed to place your combat force on the gameboard.

1 BATTLE BOARD: During the combat phase of your turn, all pieces involved in the battle are placed on the board to resolve the conflict by dice rolling.

The Gameboard

The gameboard is a map of the world. Open it up and take a look at it. To prepare it for play, military units representing 5 countries are placed in specific areas on it. This placement represents the military and political situation in the spring of 1942.

- The map is divided into game spaces that are either land territories or sea zones. Black boundary lines around land territories and sea zones identify them as separate game spaces. Units are moved from one adjacent space to another. Some units can move just one adjacent space; other units can move as many as 6 adjacent spaces. All movement capabilities of pieces are shown on your Reference Chart and are discussed in detail in Section 4 under "Combat Movement." Before movement can be discussed, you must know what makes a space adjacent! Simply, *adjacent spaces are those that share a common border*. Notice the Ukraine and the Caucasus territories are adjacent, but the Caucasus territory is not adjacent to the Eastern Europe territory. **IMPORTANT:** black boundary lines around territories and sea zones are your

guides for determining whether such spaces are adjacent or not—remember they must share a common border to be adjacent. For example, boundary lines X and Y determine the sea zone near Gibraltar. Algeria is adjacent to this sea zone, Libya is not—even though boundary line X touches Libya. The reason is, of course, Libya does not share a common border area with this sea zone!

Also consider the gameboard to “wrap-around”... that is, territories and sea zones that abut the right edge of the board are adjacent to specific territories and sea zones that abut the left edge of the board. For example, Western Canada is adjacent to Eastern Canada; Western U.S.A. is adjacent to Eastern U.S.A.; Mexico is adjacent to the Panama ter-

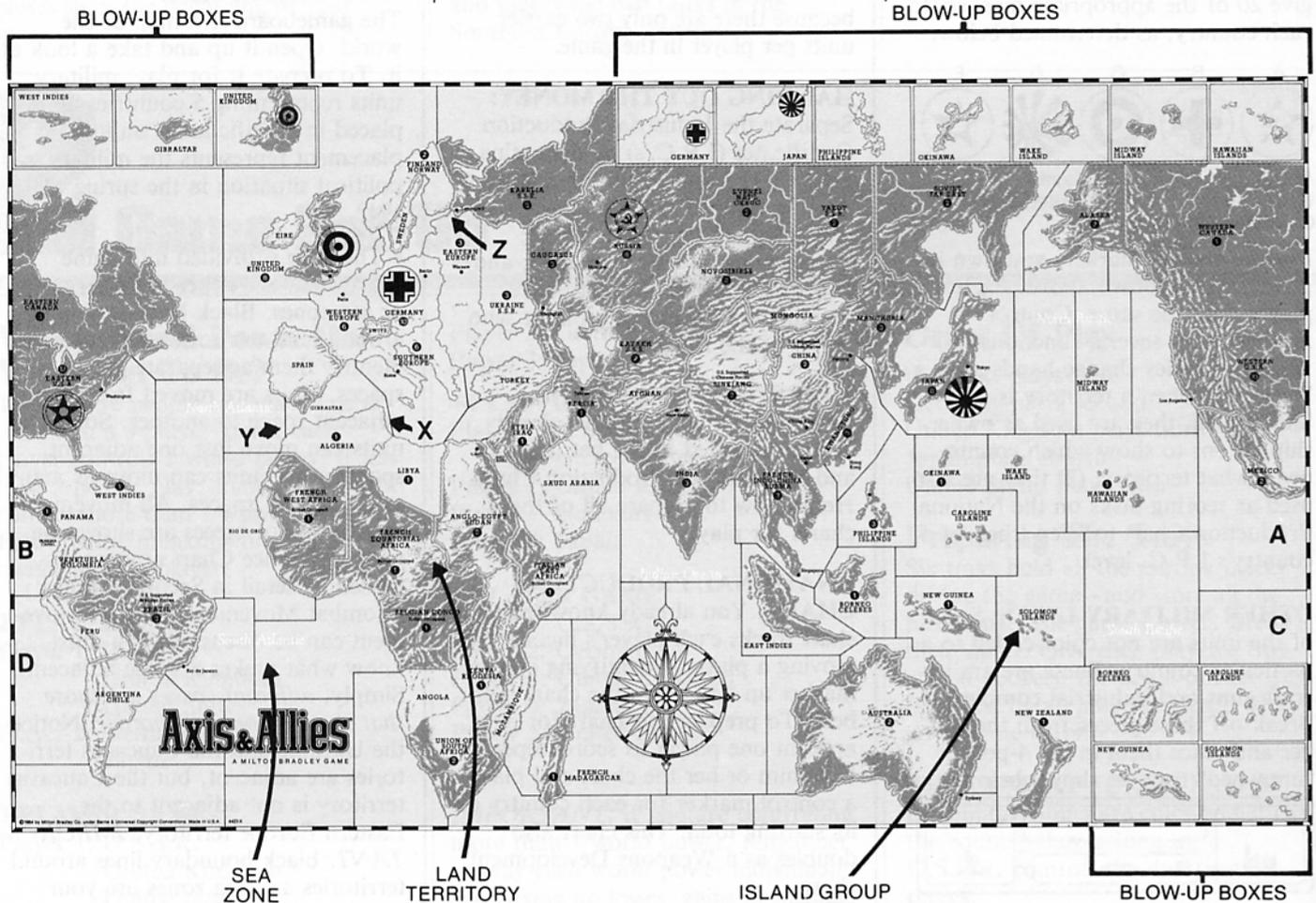
ritory; sea zone A is adjacent to sea zone B; sea zone C is adjacent to sea zone D. The top and bottom of the board does not wrap-around. Territories and sea zones at the top are not adjacent to the bottom edge and vice versa.

- All the land territories are color-coded to the country that controls them—they are the same color as their combat forces! Most territories are valued at 1 to 12. This is the number of I.P.C.’s they are worth to their owner. Some territories, such as Gibraltar or the Solomon Islands have no income values.

Neutral territories like Turkey, Mongolia and others are colored in a light beige. No country owns a neutral territory at the start of the

game. Neutral territories do not have income values.

- Islands are land territories located inside of sea zones. A group of islands is considered one land territory. It is not possible to split up land-based military units on different islands in the same group.
- BLOW-UP BOXES:** During play, you may have to distinguish which of your units are on shore or offshore in an island territory. This kind of determination is more easily made if you place your “shore” units in the enlarged box of your island, found along the top and bottom of the map, rather than on its actual game space location on the map; “off-shore” units are left in the actual game space. **IMPORTANT:** there are blow-up boxes for territories



other than islands. Use them when their actual game space locations on the map become overcrowded with units.

- Panama is divided into two sections to indicate the Canal connecting the Atlantic and Pacific Oceans. These two sections are considered one territory. The Canal connects two separate sea zones. Your naval units cannot move nor can they attack from one sea zone to the other unless you or your allies control the Panama territory at the beginning of your turn.

- The Suez Canal connects a sea zone of the Mediterranean Sea to a sea zone of the Indian Ocean. If you or your alliance controls *both* countries bordering the canal (Anglo-Egypt Sudan and Syria Iraq), your naval units can move and attack from one zone to the other. **IMPORTANT:** Anglo-Egypt Sudan and Syria Iraq are considered adjacent to one another by land so land and air units can cross the Canal moving and attacking from one territory to the other on *one* move. No movement by ship is necessary to move from one territory to the other.

- Leningrad (see key letter Z on the map illustration on page 8) sits right on the Baltic Sea. Because of this, the U.S.S.R. player can launch naval units off Karelia from two places (providing that no enemy units are there): the Baltic Sea zone and the sea zone north of Karelia.

- Finland Norway is not adjacent by land to Eastern Europe (movement by ship or air is necessary to move from one territory to the other).

- Land movement is not allowed between Gibraltar and Algeria; nor is it allowed between Eastern Europe and Turkey.

- The sea zone directly south of Australia is one sea zone.

Placement Of Units

Look at your Reference Chart under Combat Force Set-Up. This part of your chart tells you the number and kind of unit to be placed in your territories. See the example of Germany's Combat Force Set-Up, below, for how to read the chart. Then place the indicated units in your territories. Use chips as combat force substitutes wherever you can to save space!

All players position their units now.

Hint: read "Type Of Unit" column first, then its number and finally where to place it. For example, a look at the infantry line tells you to place 4 infantry in Germany, 3 in Eastern Europe, 3 in Ukraine, etc.

Please Note: the words "armor" and "tanks" are used interchangeably throughout this manual.

Four placement situations must be clarified:

- The Germany player places the "Western Europe" submarine west of Spain in the sea zone marked "Atlantic".
- The United States player places the "Western U.S.A." naval units in the

Pacific Ocean sea zone directly west of California, not in the Gulf of Mexico.

- The United Kingdom player places the "Syria-Iraq" submarine in the Eastern Mediterranean sea zone south of Turkey, not in the Red Sea.
- The U.S.S.R. player places the "Karelia S.S.R." naval units in the sea zone north of Karelia S.S.R., not in the Baltic Sea zone.

As you place units, it should be noted that all naval units are positioned in sea zones and are considered to be always "at sea" and never "in port" for combat purposes...even though transports can load and unload units on land.

The gameboard is now ready for play. All players should have their trays and charts in front of them. U.S.S.R. plays first, then Germany, then the United Kingdom, then Japan and finally the United States. Play continues in this order. What follows in the next 6 sections is a detailed explanation of what one player must do to complete a turn — the 6-part action sequence.

Combat Force Set-Up

								Germany				
								REFERENCE CHART				
GERMANY	EASTERN EUROPE	UKRAINE S.S.R.	SOUTHERN EUROPE	WESTERN EUROPE	FINLAND-NORWAY	ALGERIA	LIBYA	Type of Unit	Cost	Movement	Attack Capability	Defense Capability
								4	3	3	2	2
2	1	2	1	2	1		1	ARMOR	5	2	3	2
1	1	1		1	1			FIGHTER	12	4	3	4
1								BOMBER	15	6	4	1
1			1	1				ANTI-AIRCRAFT	5	1	-	1
			1					BATTLESHIP	24	2	4	4
								AIRCRAFT CARRIER	18	2	1	3
1			1					TRANSPORT	8	2	-	1
1				1				SUBMARINE	8	2	2	2
1			1					INDUSTRIAL COMPLEX	15	-	-	-

EXAMPLE OF GERMANY'S COMBAT FORCE SET-UP

3

ACTION SEQUENCE 1

Develop Weapons Purchase Units

Consider this part of the sequence as the rearming stage in which you do any of the following:

- spend I.P.C.'s to develop sophisticated weaponry to be used in the same turn and for the rest of the game.
- spend I.P.C.'s for additional military units to be used in future turns.
- spend I.P.C.'s to do both of the above.

WHICH DO YOU DO? Choosing to develop weapons is risky. It could cost you so many I.P.C.'s that you may not have enough income to purchase much-needed military units for later assaults. More importantly, such an investment does not even guarantee you the weapons. The money you pay is a research fee. You must also roll a certain die number to actually develop the weapons. Once secured, however, such weaponry could turn the tide of the war in your favor. The decision is yours! Take a risk and spend all your income on developing weapons; or take part of your income for research and development and use the rest for purchasing items; or forsake weapons development and use all the I.P.C.'s you can to purchase more units. *If you wish to take a risk and develop weapons, you must do so before you buy units!*

HOW TO DEVELOP WEAPONS:

Do the following in order to invest in research and development:

1. Buy dice to roll. Each die costs 5 I.P.C.'s. Buy as many as you wish.
2. Roll the dice. If you roll a "6" on any die, you've made a technological breakthrough in weapons development. Look at the National Production Chart. The far left of the chart is devoted to WEAPONS DEVELOPMENT. If you are unsuccessful in rolling a "6," your research has failed and you must wait until your next turn to try again for weapons development.
3. Now roll one die for each "6" you rolled above. Whatever number or numbers you roll determines which development is yours. For example,

A CLOSER LOOK AT THE 6 WEAPONS YOU CAN DEVELOP

Die Roll	The Weapon	Its Strength
1	JET POWER	Each of your fighter planes now defends at 5—which means this unit's maximum defense capability has increased from 4 to 5.
2	ROCKETS	One free rocket attack per turn! Choose one of your antiaircraft guns (it must be 3 adjacent spaces or less away from the target) to launch rockets at an enemy industrial complex by rolling one die. The number tossed determines how many I.P.C.'s the player owning the industrial complex must surrender to the bank.
3	SUPER SUBMARINES	Each of your submarines now attacks at 3 instead of 2.
4	LONG RANGE AIRCRAFT	Movement capability of your aircraft is increased. Each of your fighter planes can now move up to 6 adjacent spaces instead of 4 per turn; each of your bombers can now move up to 8 adjacent spaces instead of 6 per turn.
5	INDUSTRIAL TECHNOLOGY	Economic relief! The basic cost of buying any unit is reduced by 1 I.P.C. Notice the basic cost of each unit is given on your Reference Chart.
6	HEAVY BOMBERS	In a regular combat situation with military units as targets, roll 3 dice for each attacking heavy bomber instead of 1 die per bomber—thus each bomber could score up to three hits; in a strategic bombing raid when an industrial complex is your target, toss 3 dice for every bomber that survives an antiaircraft attack. Add the totals. The sum is the number of I.P.C.'s the opponent who owns the complex must surrender to the bank—an economic disaster for your enemy!

IMPORTANT: successful weapons development is an individual benefit. You cannot share it with any other member of your alliance.

if you roll a "3," SUPER SUB-MARINES are yours. *Please Note:* if you roll a development that you already own, roll again for a new development. It is legal for any other country to own the same weapons development as you.

4. Mark the development you rolled with one of your control markers on the chart. **IMPORTANT:** such newly acquired weapons are immediately effective—they can be used in this turn and for the rest of the game.

HOW TO PURCHASE MILITARY UNITS: purchasing military units is one of the big challenges of *Axis & Allies* because such an action asks you to rearm *now* for *future* assaults. To determine what to purchase, consider who you want to strike and when you want to strike. Also try to anticipate your enemies' next moves and purchase units that will help you fend off their attacks.

All the units on your Reference Chart are available for purchase. Their I.P.C. cost is indicated on the chart under COST.

Some Purchase Considerations:

before you can truly buy what you need, you must have a detailed profile of each military unit—how it moves, how it attacks, how it defends and how it interacts with other playing pieces. This profile is found in Section 4, "Combat Movement—Action Sequence 2" on page 12. What follows here are some general buying hints...



Land Combat—infantry are a good buy for a defense position because each costs only 3 I.P.C.'s and they defend at a die roll of 2 or less. Tanks cost more than infantry and defend at the same die roll, so obviously as a defensive land unit, armor is the weaker choice. Yet tanks as attacking land units are definitely more powerful than infantry. First, they have more mobility; and second, they attack at a die roll of 3 instead of the weak infantry attack capability of 1.



Naval Combat—battleships are powerful—they attack and defend at a die roll of 4 or less. Their cost is a very expensive 24 I.P.C.'s each! Submarines are cheaper to buy (8 I.P.C.'s apiece) but they only attack and defend at 2. Their advantage is a deadly first shot attack and a withdrawal option.

Other considerations: expensive carriers have strong defense capabilities and offer landing and take-off privileges for your fighter planes; and dependable transport ships carry tanks and infantry to embattled territories but have no attack capabilities and very weak defense capabilities!



Air Combat—fighter planes are strong defensively and in attack situations. They have a limited flying range of 4 spaces. Bombers can fly farther distances and can conduct special strategic bombing raids, but they cost more than fighters!



Other Purchasable Items Industrial complexes are important in that they serve as a gateway for placement of newly purchased units on the gameboard. There are two kinds of industrial complexes: ones that you started the game with called *original industrial complexes*; and ones that you purchased and placed or captured during the game called "*new industrial complexes*." Newly purchased complexes can only be placed in territories that you have controlled at the beginning of your turn. Here's how to use either kind:

ORIGINAL COMPLEXES give you unlimited production—you can place any number of newly purchased units in a territory with such a complex

NEW COMPLEXES give you limited production per turn—the income value of the territory where you placed the complex determines the number of units that you can place there. For example, as the United States player,

if you owned a complex in Asia in the Sinkiang territory, you could place two newly purchased military units there because Sinkiang has an income value of 2.

The most crucial rule to remember about industrial complexes is that you can only place newly purchased units in territories where you have owned industrial complexes since the beginning of your turn.



Anti-aircraft guns have special defensive privileges against aircraft. Such guns are vital if you wish to fend off the strategic bombing raids.

Not Being Able To Place Newly Purchased Items:

It is possible that you will not be able to place items that you purchased. If this happens, you lose the items and must return them to your game tray. Here are two "can't-place" examples:

- You buy an anti-aircraft gun. All your territories with industrial complexes already have anti-aircraft gun support. You can't place the newly purchased gun because you can only have one anti-aircraft gun per territory. You lose the new gun!
- You buy a battleship even though the enemy controls all the sea zones adjacent to your industrial complexes. You attack the enemy but fail to eliminate the enemy fleet from a zone to position your new ship. You lose the battleship!

Now that you know a little about the advantages and disadvantages of buying the units, what follows are the buying rules. . .

3 Quick Steps To Purchasing Military Units

1. Pick out the units you wish to buy from your tray.
2. Total up their cost. Give the Banker the appropriate number of I.P.C.'s to purchase them.
3. Put all the newly purchased units on top of the colored symbol of your country on your Reference Chart. They remain there until the end of your turn when you position them on the gameboard.

4 ACTION SEQUENCE 2

Combat Movement

In this part of the sequence, you move your units into land territories or sea zones occupied by enemy units to engage in combat. To do this, pick up your attacking units and place them in the adjacent *enemy-occupied* territories and sea zones on the gameboard.

Please note: throughout the manual, territories are also referred to as *friendly*. Friendly territories are those controlled or occupied by you or a member of your alliance.

What determines an enemy-occupied game space?

Any sea zone that has enemy units in it is considered occupied. Enemy-occupied territories, however, are any of the following:

- territories originally controlled by you or members of your alliance now occupied by enemy forces
- territories originally controlled and occupied by enemy forces
- neutral territories now occupied by enemy forces

The difference between occupied and controlled territories:

Territories with units in them are occupied; controlled territories are unoccupied but are either color-coded to the owner or have a control marker on them that denotes ownership. Moving into an enemy-controlled territory is a combat move; moving into a friendly-controlled territory or a friendly-occupied territory is a non-combat move. See page 21 for more about non-combat moves!

How many combat situations can you engage in? You can move into as many combat situations as you wish *all in the same turn!* For example, Japan could engage in land battles with the U.S.S.R. and naval battles in the Pacific with the United States all in the same combat movement phase. See Appendix I on pages 23 to 26 for a graphic example of this.

How many units are moved into combat? The pieces you select as attacking units can be moved into the embattled territory from several terri-

ories and sea zones that you control. Consider the movement capabilities of such units and make sure they enter the embattled territory through adjacent spaces. The key is to always attack with as much support as you can. For example, if you're attacking a coastal territory, move in planes from one territory, land units from another territory and amphibious assault support from both a transport laden with land units and an offshore battleship! **IMPORTANT:** *Each attacking unit can only be involved in one battle per turn.*

Reinforcements—you cannot move additional units into the embattled territory once the attack has begun. Only the attacking units that are moved into battle during the combat movement phase can do combat. For example, on Germany's first turn, if Germany attacked U.K.-occupied Anglo-Egypt Sudan with one armor unit from Libya and left an infantry unit back in Libya, the infantry could not be moved into combat with Anglo-Egypt Sudan on this turn once combat begins.

Attacking Enemy-Controlled Territories—A Combat Move Without A Battle!

During the combat move phase of your turn, you can move your units into adjacent enemy-controlled territories and take control without engaging in combat. These enemy-controlled territories are not occupied by enemy units and they either have an enemy control marker on them or they are colored to your enemy's original starting color. For example, Germany could move into U.K.-controlled French West Africa on the first turn in the combat movement phase without engaging in combat. Such a move is a **COMBAT MOVE**, not a **NON-COMBAT MOVE**. When you move into an enemy-controlled territory with land units, you either capture it or liberate it without engaging in combat. See page 20 under "Results of Both Land And Naval Combat" for details.

To know which units to move, you must be familiar with each unit's movement capability, attack factor and how it interacts with other pieces. All of this is explained in detail below, and in the next 5 pages.

Land Units



INFANTRY: Infantry can attack and defend only in land territories. They can be transported, however, to embattled land territories through sea zones by transport ships.

How They Move

On land—1 adjacent territory.

See Appendix II, page 27 for a graphic example of infantry land movement.

At sea—1 or 2 infantry board 1 transport ship and are transported as many as 2 sea zones to attack an enemy-occupied coastal land territory or island for an *amphibious assault*. In this kind of attack, boarding and landing of infantry is all part of the legal move. It would be illegal for infantry to move 1 land territory, before or after boarding and landing. See page 27 of Appendix II for a graphic example of an amphibious assault.

When traveling by sea, infantry can also be transported to friendly coastal land territories or islands to strengthen vulnerable territories or to reinforce troops already there. This movement is non-combat movement and is discussed in Section 6, Action Sequence 4, on page 21. When traveling by sea in a non-combat move, infantry move as above in an amphibious assault or they could remain at sea on their ship and be moved towards land on another turn.

How They Fight

Infantry can only fight in land territories. They can be involved in combat with enemy infantry, tanks, fighter planes and bombers. When attacking, they attack at "1"; when defending, they defend at "2" or less.

If on a transport and involved in a sea battle, they can neither attack nor defend. They are considered cargo!



ARMOR: Armor units can attack and defend only in land territories. They can be transported, however, to embattled land territories through sea zones by transport ships.

How They Move

On land—1 or 2 adjacent territories. If moving 2 territories, the 1st territory your tank moves through must be controlled by you or a member of your alliance, unless you “blitz.”

Blitzing—A *Combat Move* on a 2-territory move, if the first territory your tank moves through is enemy-controlled but not enemy-occupied, you may blitz it...that is, place your control marker there as owner, adjust the National Production Chart to show your gain, and move into the 2nd territory. The 2nd territory you move into can either be an enemy-occupied territory or an enemy-controlled territory or a friendly territory or a neutral territory. See page 27 for a graphic example of blitzing.

When you can't blitz: if the first territory you move into is either enemy-occupied or a neutral territory, your tank has made a regular **COMBAT MOVE** and must stay in such a territory and conduct combat—if you win the battle, your tank does not blitz through this territory and move into another territory to do battle in the same turn. Nor can your tank, after such a battle, move into a second friendly territory on this turn.

If the first territory you move into is controlled by you or your alliance, your tank can be moved to a second adjacent enemy-occupied territory to do battle. This is considered a regular **COMBAT MOVE** and not a blitzing tactic.

At Sea—1 tank can board 1 transport ship and be transported as many as 2 sea zones to attack an enemy-occupied coastal land territory or

island for an *amphibious assault*. In this kind of attack, boarding and landing of tanks is all part of the legal move. Just as in transporting infantry, it would be illegal for tanks to move 1 land territory, before or after boarding and landing (even though tanks can normally move on land 2 adjacent territories, the boarding and landing counts as a tank's full move!).

When traveling by sea, tanks (like infantry) can also be transported to friendly coastal territories or islands as a non-combat movement. When traveling by sea in a non-combat move, tanks move as above in an amphibious assault or they could remain at sea on their ship and be moved towards land on another turn!

How They Fight

Tanks only fight in land territories. They can be involved in combat with enemy tanks, infantry, fighter planes and bombers. When attacking, they attack at “3”; when defending, they defend at “2.” If on a transport and involved in a sea battle, they can neither attack nor defend. They are considered cargo!



ANTI-AIRCRAFT GUNS: AA guns are special land units. They cannot attack like infantry and tanks but they are special defensive weapons against enemy air attacks *during the combat movement phase*. They are only involved in combat with planes. They are always positioned in land territories, *one per territory*. They can be moved to other friendly land territories but never to enemy-occupied territories as an attacking land unit. Like infantry and tanks, they can be transported to friendly coastal land territories or islands by transport ships.

How They Move

On land—1 adjacent territory.

At sea—1 AA gun can board 1 transport and move as many as 2 sea zones either to land on a friendly coastal land territory or island; or to

remain at sea aboard ship and be moved towards land on another turn. When being transported by sea, the boarding and landing of an AA gun is all part of the legal move. Just as it would be illegal for an AA gun to be moved 1 land territory before or after boarding and landing.

How They Fight

Air defense capability is the AA gun's strength. During the combat movement phase, if enemy planes fly over a territory you own that has an AA gun on it, roll 1 die for each plane in the raid. For every die roll of “1” that is tossed, one plane is shot down and eliminated from play, with no chance to counterattack. Once the AA gun has fired it is no longer involved in the land combat. See page 18, Section 5, Combat-Action Sequence 3, for more details.

How They Are Captured

If after combat, your territory is captured by the enemy, your AA gun is also captured. It can be used by the enemy in future battles. AA guns are never destroyed!



INDUSTRIAL COMPLEXES:

These are special land units that do not attack, defend or move. They serve as a gateway for introducing new military units onto the gameboard.

Three important rules about industrial complexes have already been stated: (1) newly purchased units you bought at the beginning of your turn in Action 1 can be placed only in territories with industrial complexes that you have owned since the beginning of your turn; (2) newly purchased industrial complexes can be placed only in territories that you have owned since the beginning of your turn; and (3) original industrial complexes (those that you started the game with) have unlimited production—that is, you can place any number of newly purchased units on a territory with an original complex; and that new industrial complexes (those that you purchased

and placed or captured during the game) have limited production per turn—that is, the number of newly purchased items that can be placed in a territory with a new complex is EQUAL to the income value of that territory. **NOTE:** New complexes on territories with NO income values like Gibraltar or the Solomon Islands or on neutral territories allow the introduction of ONE newly purchased item per turn.

Other rules about industrial complexes are as follows:

- only 1 industrial complex can be placed per land territory.
- industrial complexes cannot be destroyed or moved.
- your industrial complex can be captured if the territory it is in is captured by the enemy. On the turn after it is captured, it can be used by the new owner to introduce new units on the board.
- industrial complexes you own cannot be used by any other members of your alliance. Even if you liberate (capture a territory once owned by an ally) a territory with an industrial complex on it, you CANNOT use the complex but your ally (who is once again owner of the liberated territory) can use it on his or her next turn. **EXCEPTION:** if your ally's capital has been captured and you liberate a complex belonging to this ally in another territory, your ally cannot use the complex—you may use it until your ally's capital is liberated!

Industrial complexes can be special targets of enemy bombers. See strategic bombing raids under "Bombers" in this section for more details.

Air Units



FIGHTER PLANES:

Fighters can attack and defend in land territories and sea zones. They fly out to attack in Action 2, the combat movement

part of your Action Sequence; they must land in Action 4, the non-combat movement of your Action Sequence. They can only land in friendly land territories (of course, this includes island groups) or on an aircraft carrier you own or a member of your alliance owns! *Only 2 fighters per aircraft carrier!* **IMPORTANT:** your fighters cannot land in territories you just captured whether they were involved in combat or not.

How They Move

Fighters have a flight range of 4 adjacent territories or sea zones. On their flight into an enemy-occupied land territory or sea zone, fighters can also fly over other enemy and neutral territories and sea zones in route. They must, however, undergo a defensive round of fire from any AA guns that might be on these "flown over" territories (see "How They Fight" on page 13 under Anti-aircraft Guns).

The flight range of 4 spaces includes flying to the enemy-occupied territory or zone during the combat movement phase *and* returning to a friendly territory or carrier during the non-combat movement phase. For example, during an attack if you want your fighter to take off and land from the same place, then you can fly out 2 spaces to attack and fly back 2 spaces to land. You CANNOT fly out four spaces and attack and fly back four spaces! Also, there are no "kamikaze" attacks allowed, so it is illegal to move your fighter into an attack unless there is a friendly landing area within range.

Here's how to determine a flight range: count each land territory or sea zone your fighter enters AFTER takeoff as 1 space each. Rules for taking off and landing on islands and coastal land territories, and taking off and landing on carriers follow:

- An island is considered a land territory within a sea zone. When flying to an island, count the sea

zone around the island and the island itself as 1 each for a total of 2 spaces. For example, it is NOT possible to fly a fighter from the Hawaiian Islands to Midway and back, because it would total 6 spaces!

- When taking off from a coastal land territory or an island to fly over water, count the first sea zone entered as 1 space.
- When taking off from a carrier, do not count the sea zone the carrier is in as 1 space, because your fighter is considered IN this sea zone. For example, a fighter on a carrier in the Hawaiian sea zone could fly to Midway and back to the carrier, because it would be a total of 4 spaces!
- If a fighter on a carrier is flying out to attack, it must take off from where the carrier is positioned at the start of its turn. For example, you CANNOT move a carrier with a fighter 1 or 2 adjacent sea zones and then move the fighter from where the carrier ends its move.

How They Fight

Fighters can attack and defend in land territories; fighters can also attack and defend in sea zones (they defend in a sea zone only on an aircraft carrier). **IMPORTANT:** fighters on an island cannot defend an embattled sea zone around them. For example, on the first turn, if the air units of the Germany player attack the U.K.'s battleship and transport in the sea zone surrounding the United Kingdom territory, the two fighters on the United Kingdom territory cannot defend the embattled naval units.

In land territories or island groups, fighters can be involved in combat with enemy infantry, tanks, fighters and bombers; in sea zones, fighters can be involved in combat with enemy battleships, submarines, transports, aircraft carriers, fighters and bombers.

When attacking, fighters attack at "3" or less; when defending they defend

at “4” or less. **IMPORTANT:** during combat, if a fighter is based on an aircraft carrier and the carrier is attacked and destroyed in battle, the fighter is not immediately destroyed—it is considered defending in the air (it defends at a strong die roll of 4). If it survives the battle, it must try to land in the *same* sea zone the battle takes place in—either on an island or another carrier—if it cannot land it is considered lost and eliminated from play!

See pages 28 and 29 for graphic examples of how fighters fly, attack and land.



BOMBERS: Bombers are air units like fighters. **IMPORTANT:** Like

fighters, they cannot land in territories you just captured whether they were involved in combat or not.

See fighter section above for how bombers fly and fight.

The only differences are as follows:

- Bombers cannot land on aircraft carriers.
- Bombers attack at “4” or less and defend at “1”.
- Bombers have a flight range of 6 adjacent territories or sea zones—this means, if you want your bomber to take off and land on the same space, then you can only fly out 3 spaces to attack and fly back 3 spaces to land.
- Bombers can conduct a special air attack that fighters cannot. It is called a *strategic bombing raid* and it is conducted against a specific target—an industrial complex in an enemy-occupied territory. In combat, a bomber either makes a strategic bombing raid or attacks the usual enemy combat units. It does not do both.

How to make a strategic bombing raid:

1. Move one or more bombers into the enemy-occupied territory with the industrial complex.
2. If your enemy has an AA gun

there, he or she fires it now by rolling 1 die for each bomber in the attack. For every “1” tossed, a bomber is shot down and eliminated from play with no chance for counterattack.

3. Now you roll a die for each bomber that survives the AA attack. Add the totals on the dice.

4. The die toss total is the number of I.P.C.’s your enemy must surrender to the bank. This is the penalty incurred when a bomber strikes an industrial complex—remember, industrial complexes are never destroyed or removed from the board! If the owner of the bombed industrial complex does not have enough I.P.C.’s to cover the penalty, he or she turns over as many as he or she owns to the bank!

See page 29 for a graphic example of a strategic bombing raid.

Naval Units

See page 30 for a graphic example of a naval unit movement.



BATTLESHIPS:

Battleships attack and defend in sea zones. They can never be moved onto land territories. They can, however, be used to attack enemy-occupied coastal territories or islands in an amphibious assault. They can never be used to transport land or air units!

How They Move

Battleships move 1 or 2 adjacent sea zones. In a 2-zone move, the first zone your battleship enters and does not stop in must be unoccupied, occupied by your units, or occupied by units of your alliance—if it was occupied by enemy units, your battleship would stay there and do battle and not move to another zone.

How They Fight

Battleships are kings of the sea. They attack and defend at a die roll of “4” or less. They can be involved in combat with enemy battleships, subma-

rines, aircraft carriers, fighter planes, bombers and transport ships.

AMPHIBIOUS ASSAULTS

An amphibious assault is an attack on an enemy coastal territory or island by land units that have been moved there by transports.

Battleships can be an effective member of the amphibious assault force. Although, it is not necessary that every amphibious assault include an attacking battleship.

If a battleship accompanies a transport in an amphibious assault, the battleship has a special firing privilege called a *one-shot support attack*—that is, each battleship fires once at any enemy units defending the embattled coastal territory. Any defending enemy unit is hit on a die roll of 4 or less and is considered a casualty—still able to counterattack when the defender fires. The battleships and transports involved in the amphibious assault, however, are not possible targets in the defender’s counterattack—they are immune to defender’s fire. See Section 5, Combat-Action Sequence 3, pages 18 and 19 for more details on combat. Also see “Transports” on page 16 and Appendix II on page 30 for more amphibious assaults.

IMPORTANT: During an amphibious assault, if there are enemy naval units in the sea zone adjacent to the target coastal territory, all of your attacking naval units (any battleships and their accompanying transports, too) must attack and defeat all enemy naval units in the zone before the transports move in to unload the assaulting land units. Loaded or unloaded transports can be hit. Once the sea zone is clear, the transports can be unloaded. The land territory battle then begins. **NOTE:** if a naval battle occurs before the land battle, battleships cannot exercise their special one-shot support attack. Also, any fighters involved in the naval battle **CANNOT** attack in the land battle on the same turn. The land battle is handled like any

other battle, except any attacking amphibious assault land units lose their option of retreating. More about retreating in Section 5, Combat-Action Sequence 3, pages 18 and 19.



AIRCRAFT CARRIERS:

Aircraft carriers attack and defend in sea zones. They can never be moved onto land territories. They can never transport land units; they can, however, carry as many as two fighter planes. Fighter planes from your alliance can take off and land from your carriers! See page 29 for a graphic example of a fighter taking off from a carrier for an attack and returning to the carrier after the attack.

How They Move

Carriers move 1 or 2 adjacent sea zones. In a 2-zone move, the first zone your carrier enters and does not stop in must be unoccupied, occupied by your units, or occupied by units of your alliance—if it was occupied by enemy units, your carrier would stay there and do battle and not move to another zone.

How They Fight

Carriers attack only at “1”; but they defend at “3” or less. Any time a carrier is attacked, its fighter planes are considered to be defending in the air; so if a hit is scored, the carrier owner could choose to eliminate one of his or her planes as a casualty rather than losing the carrier. *Exception:* in a submarine attack, if the carrier was hit, it is lost—the fighters must conduct their own attack, since submarines cannot fire at planes! See “Submarines” in this section for more details.



TRANSPORTS:

Transports are special naval units that transport land units from one coastal territory or island to another. Transports cannot attack like battleships, carriers or submarines. They can, however, carry land units involved in

an amphibious assault. They are also more expendable as casualties in a naval battle, since one transport costs 8 I.P.C.s as compared to a battleship’s cost of 24 I.P.C.’s. Transports have no attack factor, but they do defend at a die roll of “1”. Any land units aboard a transport that is attacked cannot fire and if the transport is hit, the land units aboard are lost, too!

How They Move

Transports move 1 or 2 adjacent sea zones. In a 2-zone move, the first zone your transport enters and does not stop in must be unoccupied, occupied by your units, or occupied by units of your alliance—if it was occupied by enemy units, your transport would stay there and do battle and not move to another zone.

One transport can carry any one of the following cargo (during play, actually place such units with your transport right in the sea zone):

- 1 or 2 infantry • or 1 AA gun
- or 1 tank

A transport can pick up cargo, move 1 or 2 sea zones, and unload the cargo all in the same move. **THE CARGO CAN BE PICKED UP BEFORE, DURING OR AFTER THE TRANSPORT MOVES.** For example, a transport could pick up 1 infantry, move 1 zone and pick up another infantry, move into another zone and unload both infantry all in the same move. Cargo does not have to be unloaded either—a transport could move up to 2 sea zones and remain at sea with the cargo aboard. **ONCE A TRANSPORT UNLOADS, HOWEVER, ITS MOVE IS OVER!**

Bridging: A transport can even load and unload units without moving from the sea zone it is in by “bridging”. For example, if a transport was in the sea zone surrounding Japan, it could carry land units from Japan to Manchuria without ever leaving that sea zone; or if a transport was in the sea zone surrounding the United Kingdom, it could carry 1 infantry to

Finland/Norway and 1 infantry to Western Europe (if the U.K. controlled these territories) without ever leaving the sea zone. When bridging, just be sure that each transport only carries its capacity of cargo.

How They Fight

Transports have no attack factor but they can still partake in combat. In both regular naval combat and in amphibious assaults, they can be used as “cannon fodder”—to take hits and be chosen as casualties over costlier, more valuable naval units. If a transport with cargo is hit, any cargo on board is lost, too!

Here are some important transport rules:

- See “Amphibious Assaults” under “Battleships” on page 15. If you are launching such an attack and the sea zone adjacent to the target coastal area is enemy-occupied, then your naval force including your cargo-laden transports must engage in combat before the amphibious assault can occur. The following can happen:

—If the zone is cleared and the transports survive, the transports can unload the assaulting land units. The transports are NOT part of this land battle, however, and cannot be fired at by the defending enemy. Once unloaded, assaulting land units CAN NEVER retreat!

—If the zone is NOT cleared, you cannot continue the assault and must retreat any surviving transports.

The key point to remember in an amphibious assault is that both a naval battle and a land battle can occur on the same turn!

- Your transports can carry land units of your alliance. These units must board on your ally’s turn, they must move on your turn, and they must be unloaded on your ally’s next turn.
- If you moved a transport alone into battle, it cannot attack and must

endure one round of enemy fire from the defending enemy before you can retreat it. See more about "Retreats" in the Combat Section on pages 18 and 19.

- When a transport carries cargo, the land units are physically placed right alongside of the transport unit. If the cargo-laden transport is in a sea zone with an island in it—one cannot readily know if the cargo is on the transport or unloaded on land. To avoid such confusion, put unloaded land units in the island's blow-up box along the gameboard edge.



SUBMARINES:

Submarines attack and defend in sea zones. They can never be moved onto land territories. They can never be used to transport land or air units. Submarines have special attacking powers that are denied other naval units—they can make a *deadly first shot attack* and can withdraw from a battle after ANY round of firing.

How They Move

Submarines move 1 or 2 adjacent sea zones. In a 2-zone move, the first zone your submarine enters and does not stop in must be unoccupied, occupied by your units, or occupied by units of your alliance—if it was occupied by enemy units, your submarine would stay there and do battle and not move to another zone.

How They Fight

Submarines attack and defend at a relatively weak die roll of "2" or less. They can, however, conduct a deadly sneak attack, fire a shot at enemy ships and not withstand a counterattack by any "hit" ships. This is called a *first shot attack*. First shot attacks are only possible for attacking submarines. To make a first shot attack, move your sub into an enemy-occupied sea zone. Toss 1 die for each attacking sub. For every "2" or less that is tossed, one enemy ship is destroyed and removed from play, with no chance to roll defensively. Of course, other defending ships and planes can counterattack.

Special Withdrawing Capability: in combat, after a round of firing, both attacking submarines and defending submarines have the option of retreating. Here's how:

When: after the defender has counterattacked and removed casualties, submarines can withdraw.

Who: attacking submarines can withdraw first; then defending submarines.

Where: attacking submarines must withdraw BACK to ONE adjacent sea zone from which they or any accompanying attacking naval units moved into combat; defending submarines must withdraw to ANY ONE adjacent friendly or unoccupied sea zone—if none exists, defending submarines cannot withdraw. For example, on the first turn, if the German submarine in the Baltic Sea zone was attacked by U.S.S.R. air units, the sub cannot withdraw because the adjacent English Channel sea zone is occupied by enemy U.K. naval units.

IMPORTANT: the submarine withdrawal is different than the retreat option offered to ALL ATTACKING units for the following reasons:

- sub withdrawal is also offered to defending submarines—the retreat option is not offered to defending naval units
 - attacking subs withdraw before any other units and they do NOT have to retreat to the same ONE space that all retreating units must withdraw to.
- See the "Submarines May Withdraw" in Combat-Action Sequence 3, page 19 for details.

Subs can be involved in combat with enemy subs, battleships, carriers and transports but never with fighter planes or bombers. If the attacking force is made up of aircraft only, a submarine cannot counterattack. After the attack, if the submarine is not hit, it can withdraw. Here is an example of a submarine attacking an

aircraft carrier with one fighter plane on it. The sub rolls a "2" for a hit. Since the fighter cannot be hit by a sub, the carrier must be chosen as the casualty. The carrier cannot counterattack because it was destroyed by a first shot attack; the fighter, however, defends at "4." Unfortunately, the fighter rolls a "5," a miss. The sub exercises its withdrawing option because it cannot fire at a plane. The battle is over, but the fighter must land. If there is a friendly island in the same sea zone, it can land there—if not, it crashes and is eliminated from play.

Violating Neutrality

If the enemy occupies a neutral territory and you move into such a territory, conflict results. . . just as if you moved into any enemy-occupied territory or sea zone.

But if you are the FIRST player to move land units into or fly air units over a neutral territory, you automatically capture it with no battle. You have made a COMBAT MOVE, however, and you must suffer a penalty for such a *violation of neutrality*.

Here's what to do when you violate neutrality:

- when you enter the neutral territory with land units, they must all stop there and end their move there. Tanks cannot "blitz" through a neutral territory; when you fly air units over a neutral territory, they do not stop there, but it is still considered violating neutrality!
- then pay the bank, a 3 I.P.C. penalty and place one of your control markers on the violated territory. This penalty is paid only once and only by the player who violated neutrality. Subsequent moves into or over the now violated neutral territory are treated as regular moves and are not subject to the I.P.C. fee. **IMPORTANT:** Once a neutral territory is violated, it is no longer considered a neutral territory. All players treat it just as they would other captured territories.

5 ACTION SEQUENCE 3

Combat

In this part of sequence, all combat is resolved by dice rolling (firing). There is a particular combat sequence that must be followed for land combat and naval combat. Do ALL combat movement BEFORE resolving any combat. No new units may be moved into battle as reinforcements once combat has begun! *Each individual combat situation in a territory or sea zone is resolved separately!*

Land Combat

When land and air units move into an enemy-occupied territory, follow the sequence, below.

1. Put all units on the battle board.

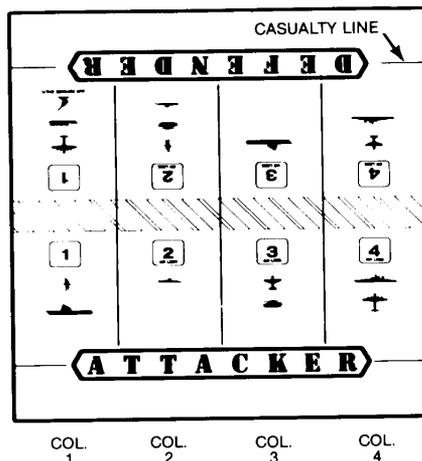
Attacking units on their labeled side; defending units on their labeled side. Position units onto their matching shapes on the board. The number in a unit's column identifies that unit's attack or defense capability, which is the die roll number that unit needs to score a hit. The number is the *maximum number needed*—if the number shown or less is tossed, then it is a hit!

2. *AA gun fires.* If the defender has an AA gun present and the attacker has planes in the attack, then the defender exercises the air defense capability of the AA gun. The defender rolls one die for each attacking plane. For every die roll of "1" that is tossed, one plane is shot down and the attacker immediately removes the plane of his or her choice from the battle board. The plane has no chance to counterattack and it is replaced in the storage tray of its owner. Once the AA gun has fired, it is removed from the battle board and replaced on the embattled gameboard territory. If there are no planes present, ignore this part of the sequence and just keep the AA gun in place on the gameboard.

3. *Attacker fires.* The attacker rolls 1 die for each attacking unit. Notice the battle board is divided into 4 columns. Resolve combat in Column 1 first, then Column 2 and so on. For example, if Column 1 had 4 infantry, you would roll 4 dice to fire. Infan-

try attack at a die roll of "1," so each roll of "1" would be a hit. *Please Note:* if you had more units than dice, roll 12 dice first to determine any hits, then reroll as many dice as needed for the remaining units in the column. Each time a hit is scored, the defender must choose one of his or her units as a casualty and must move it below the casualty line in the same column on the battle board. These casualties are not out of the game yet. They will be able to counterattack because combat in *Axis & Allies* is considered simultaneous.

BATTLE BOARD



4. *Defender fires.* The defender rolls 1 die for each defending unit (casualties included) and resolves combat, as the attacker did above. In this counterattack, any of the attacker's units that are hit are immediately removed from the battle board and placed back in the tray. They are immediate casualties because they have already fired. Of course, the attacker always chooses which units will be casualties!

5. *Remove all casualties.* After the defender's counterattack, the defender removes from the board all of his or her casualties that were behind the casualty line and places them back in the tray. The attacker's casualties were removed as they were hit.

6. *Repeat above steps 3, 4 and 5 until...*

A. *Attack Withdraws—The Retreat*

Option—Special Privilege of Attacker: the attacker can retreat by stopping combat and moving ALL attacking units in the battle BACK to ONE adjacent friendly territory from which any of the attacking units came. The attacker CANNOT retreat to a space beyond the embattled territory if no accompanying attackers moved into combat from such a space. For example, on the first turn, U.S.S.R. units from the Yakut and Soviet Far East territories that attacked Japan-held Manchuria could not retreat to China—they would all withdraw to either Yakut or Soviet Far East.

Retreating is an attacker's privilege only. All attacker's units must withdraw together and to the same territory!

B. *Attacker is destroyed*—If all the attacking units are hit by the defender, the battle is over.

C. *Defender is destroyed*—If all the defending units are hit by the attacker, the battle is over.

D. *Both attacker and defender are destroyed*—If all units are hit, the battle is over.

Some special attacking and defending situations:

- *Amphibious assaults with battleships:* to resolve an amphibious assault on the battle board, with battleships present and no preliminary naval battle, do the following:

(1) any assaulting battleships fire first—this is their one shot support attack. To do this, the attacker rolls a die for each battleship. Each roll of "4" or less is a hit. The defender chooses his or her casualties and moves them below the casualty line.

(2) the attacker removes the battleships from the battle board and replaces them in the sea zone adjacent to the target coastal territory.

(3) the attacker then unloads the cargo from the assaulting transports into the target coastal territory. The transports are replaced in the sea zone

adjacent to the target coastal territory.

(4) the attacker then fires attacking land and air units and the defender counterattacks. Note: any defending units hit by the battleships' one shot support attack can counterattack now.

IMPORTANT: attacking ships in an amphibious assault are not affected by the ensuing land battle!

- **Multi-Player Forces:** when units of the same alliance are in the same territory or sea zone, a Multi-Player Force is said to be present. Such forces can defend together – they CANNOT attack together. Here are the specifics:

Defending together – when a multiple force is attacked, the attacker fires first as usual. If a hit is scored, the defenders mutually agree which unit is chosen as the casualty (if they cannot agree, the attacker chooses). When counterattacking, each defender rolls separately for his or her units (including casualties).

Attacking separately – when units of the same alliance in the same space wish to attack, each attacker fires his or her own units and does so on his or her own turn.

Naval Combat

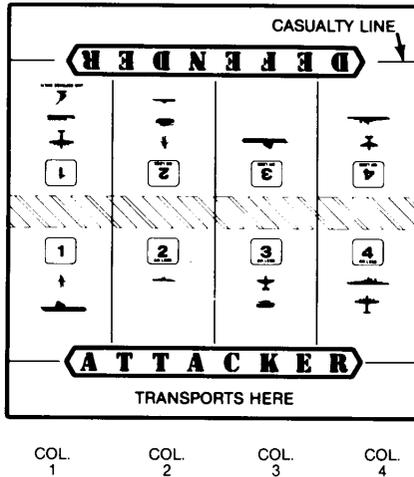
When naval and air units move into an enemy-occupied sea zone, follow the sequence below.

1. **Put all units on the battle board.** Position them just as you did in Land Combat. Again, the numbers on the battle board indicate the maximum attack and defense capability of a unit! Notice that there is no place for a transport on the attacker side, because transports have no attack factor. Instead, an attacker's transports should be placed on the board in the position marked on the battle board illustration in the next column.

2. **Attacking submarines fire.** If the attacker has any submarines in the conflict, they must fire first before any other units. This is called a *first*

shot attack. To make such an attack, toss 1 die for each attacking sub. For every "2" or less that is tossed, the defender suffers a hit and chooses a casualty. **Note:** a plane cannot be a casualty because subs cannot fire at planes.

BATTLE BOARD



3. **Submarine casualties are removed.** After subs conduct their first shot attacks, the defender's chosen casualties are not placed behind the casualty line. Rather, they are immediately removed from play and placed back in their tray because they do not get a chance to counterattack an attacking submarine!

4. **Attacker fires all other units.** The attacker rolls 1 die for each attacking unit. Just as in the Land Combat Sequence (page 18), resolve all conflict in Column 1, then Column 2 and so on. Each time a hit is scored, the defender chooses one of his or her units as a casualty and moves it below the casualty line in the same column on the battle board. These casualties will fire back in the first counterattack.

5. **Defender fires remaining units.** The defender rolls 1 die for each defending unit (casualties included) and resolves combat, as the attacker did above. In this counterattack, any of the attacker's units that are hit are immediately removed from the battle

board and placed back in the tray. They are immediate casualties because they have already fired. Of course, the attacker always chooses which units will be casualties! **IMPORTANT:** the attacker can choose to lose a transport as a casualty. That is why transports are placed on the battle board, even though they cannot attack.

6. **Remove all casualties.** After the defender's counterattack, the defender removes all of his or her casualties that were behind the casualty line of the battle board and places them back in the tray. The attacker's casualties were removed as they were hit.

7. **Submarines may withdraw.** Attacking and defending submarines can now exercise their special withdrawing capability and retreat from combat. Remember as stated under "Submarines – How They Fight", on page 17, attacking subs retreat first and withdraw BACK to ONE adjacent friendly sea zone from which they or any accompanying attacking naval units came; and the defending subs then retreat to any ONE adjacent friendly or unoccupied sea zone.

8. **Repeat above steps 2 to 7 until...**
 - A. **Attacker Withdraws – The Retreat Option – Special Privilege Of Attacker:** the attacker can retreat by stopping combat and moving ALL attacking units in the battle BACK to ONE adjacent friendly or unoccupied sea zone from which ANY one of the attacking units came. The attacker CANNOT retreat to a space beyond the embattled sea zone unless one of the attackers came from that zone.
 - B. **Attacker Is Destroyed** – if all the attacking units are hit by the defender, the battle is over.
 - C. **Defender Is Destroyed** – if all the defending units are hit by the attacker, the battle is over.
 - D. **Both Attacker And Defender Are Destroyed** – if all units are hit, the battle is over.

Special attacking and defending situation:

- **Multi-Player Forces** – see this page

under “Land Combat” for details about who defends when two or more members of an alliance are attacked. The same situation applies in either land territories or sea zones!

Results Of Both Land And Naval Combat

In land combat (battles on land territories or island territories), such territories are either held by the defender or captured by the attacker. In naval combat (battles in sea zones), no territories are captured but fleets are diminished. Here are the results of land combat:

- *If the attacker withdraws*, the defender holds the territory.
- *If the attacker and the defender are both destroyed*, the defender holds the territory.
- *If the attacker is destroyed*, the defender holds the territory.
- *If the defender is destroyed*, the attacker captures the territory. *See important exception to the right.

To capture a territory, return surviving units from the battle board to the newly-owned territory, place your control marker on the territory, and adjust the control markers on the National Production Chart. As the victor, your National Production Level is increased by the value of the captured territory; the losing defender's National Production Level is decreased by the value of the captured territory. Any AA gun or industrial complex in the territory remains there but belongs to you, the attacker. If you capture an industrial complex, you cannot use it until your next turn. *Please Note*: if the captured territory was originally owned by a member of your alliance, you are not considered the victor even though you attacked successfully. You are the *liberator* only! Your ally, who originally owned the now liberated territory, is once again the owner and earns the income value of the territory on the National Production Chart. *EXCEPTION*: If the original owner's capital is in enemy hands at

the time of such a liberation, the liberator collects the income value of the newly captured territory and can use an industrial complex there until the original owner's capital is liberated (at which time, the production levels would be readjusted)!

***IMPORTANT EXCEPTION: YOU CANNOT CAPTURE A TERRITORY WITH AIR UNITS ALONE:** even if the attacker destroys the defender, there is a possibility that the attacker will not capture the territory. For to capture a territory, one must occupy it after battle with surviving land units. If the only surviving units an attacker has after combat are planes, the attacker cannot occupy the territory because the planes must fly out of that territory after combat.

Remember, planes fly out to attack in the combat movement phase of the Action Sequence and fly back to land in the non-combat movement phase. Your attacking planes can never remain in a territory you just captured in battle; planes can never land in a territory you just captured either. See Section 6, Action Sequence 4, page 21 for details. If the attacker cannot occupy a captured territory with surviving land units, then the territory is considered held by the defender.

Capturing a territory that is an enemy capital:

As the capturer: if you capture ONE of your enemy's capital territories (these territories are: Eastern United States, Russia, United Kingdom, Germany and Japan), follow the same procedure as above for capturing a regular territory. In addition, collect all the I.P.C.s that the former owner of the captured capital has. You also collect the income value of the captured capital territory and any other territories that you captured — there is no earning of income values for any territories that you DID NOT capture!

As the former owner of the captured capital: You're still in the game, but CANNOT collect income from any territories you still own — and CANNOT

buy new items (all I.P.C.s have been surrendered) until your capital is liberated.

Special Combat Situation — Strategic Bombing Raid

Bombers have a special ability to make strategic bombing raids against an enemy industrial complex rather than against military units. Bombing an industrial complex weakens your opponent economically and dwindles your enemy's stockpile of I.P.C.'s. If you wish your bomber to attack a complex rather than be involved in a regular land or naval combat situation, just announce that you are making a strategic bombing raid instead and do the following. Do not use the battle board in this kind of attack!

1. *Move 1 or more bombers into an enemy-occupied territory with an industrial complex.*
2. *Defender's AA gun fires at you.* The defender rolls 1 die for each bomber in the attack. A roll of “1” on any die, shoots down one plane. Hit bombers cannot counterattack and are removed from play!
3. *Surviving bombers fire.* You, as attacker, roll 1 die for each surviving bomber. Add the numbers on the dice together.
4. *Defender surrenders I.P.C.'s.* The total shown on the dice is the number of I.P.C.'s the defender must return to the bank. If the defender does not have enough I.P.C.'s to cover this penalty, he or she surrenders as many as he or she owns! Industrial complexes are never destroyed or removed from the board during a strategic bombing raid! See more about strategic bombing under “Bombers” in Section 4, Action Sequence 2, page 15.

6 ACTION SEQUENCE 4

Non-Combat Movement

In this part of your turn, you can move ANY, ALL, OR NONE of the units that you DID NOT MOVE during Action 2—Combat Movement. *See a Must-Move Exception below:

You may wish to move your units into strong offensive or defensive positions at this time either to strengthen vulnerable territories or to reinforce units at the front.

Keep in mind the movement capability of each unit when moving it.

Where units can be moved:

- Land units can be moved into any friendly territories, occupied or unoccupied. They CANNOT be moved into enemy-occupied, enemy-controlled or neutral territories. AA

guns can be moved to friendly territories at this time. If you own “Rockets” Weapons development, you may want to move an AA gun within a 3-territory range of an enemy industrial complex (see Weapons Development on page 10 for details).

- Air units can land in any friendly territories, occupied or unoccupied; they CANNOT land in enemy-occupied, enemy-controlled or neutral territories. Fighters can fly out to land on any carrier of their alliance. Air units CANNOT fly over neutral territories in this non-combat phase.
- Naval units can be moved into any friendly sea zone, occupied or unoccupied. They CANNOT be

moved into enemy-occupied sea zones. Empty transports or transports loaded with cargo can be moved to friendly coastal territories to either load or unload cargo there.

**MUST-MOVE EXCEPTION:* Air units that were involved in combat and survived must be moved out of the embattled territory now. You must land them in friendly territories, not in ones you just captured—fighters can also land on any carrier of your alliance...bombers cannot! When landing, keep in mind the limited flight range of your units. Remember that part of the fighters 4-space range and bombers 6-space range has already been used up in the combat movement phase of your turn.

7 ACTION SEQUENCE 5

Place New Units On Gameboard

All of the units you purchased in Action 1 Develop Weapons/Purchase Units phase of your turn must now be placed on the gameboard.

Here's how:

- Place newly purchased land units and air units in territories where you have owned industrial complexes since the beginning of your turn—not in just-captured territories with industrial complexes. *IMPORTANT:* there can only be one AA gun per territory; fighters cannot be placed on carriers at this time; and infantry cannot be placed on transports at this time.
- Place newly purchased naval units in sea zones adjacent to coastal territories where you have owned industrial complexes since the beginning of your turn—not next to

just-captured territories with industrial complexes. *IMPORTANT:* the sea zones you place naval units in must be friendly!

- Place newly purchased industrial complexes in territories that you have owned since the beginning of your turn—not in just-captured territories. *IMPORTANT:* there can only be one industrial complex per territory!

Other considerations:

The production capacity of industrial complexes: Original complexes (ones you started the game with) give you unlimited capacity—you can place any number of newly purchased items in a territory with such a complex; new complexes (ones you purchased and placed or captured) give you limited capacity per turn—the

number of units you can place is equal to the income value of the territory the complex is in. See “Other Purchasable Items” on page 11 and “Industrial Complexes” on page 13 for more details.

Using an ally's industrial complex: You CANNOT place your newly purchased units at an industrial complex owned by an ally. *EXCEPTION:* you can use an industrial complex in an ally's territory that you liberated if the capital of this ally is in enemy hands.

Not being able to place newly purchased units: Any units that cannot be placed in industrial complexes are lost and put back in the tray. See examples of “can't place” situations on page 11.

8

Collect Income

This is the end of your turn. At this time you collect income from the bank based on your National Production Level. Look at what number your control marker is on in the National Production Chart and collect that number of I.P.C.'s from the bank. *HINT:* before collecting, double-check your level by counting up all the income value of all the territories you control. The more territories you have captured, the higher your income will be!

IMPORTANT:

- You CANNOT loan or give I.P.C.'s to any member of your alliance.
- you CAN only collect income if your capital territory is not captured.

How To Win The War

ALLIES VICTORY CONDITION

The Allies victory condition is the same as the historical victory condition of World War II—the complete and unconditional surrender of the Axis powers. This means that you and your alliance must capture the

two Axis capitals of Germany and Japan.

NOTE: The game is over at the end of the player's turn in which the second Axis capital is captured.

AXIS VICTORY CONDITION

The Axis alliance wins by fulfilling either one of these conditions:

A Military Victory. Axis powers must capture two of the three Allied capitals (Eastern U.S.A., United Kingdom, Russia).

NOTE: The game is over at the end of the player's turn in which the second Allied capital is captured.

An Economic Victory. Axis powers must conquer enough territories to have a combined National Production Level of 84. This must be accomplished at the end of a round of play (all 5 countries have had a turn).

AN INDIVIDUAL WINNER!

Although *Axis & Allies* is a team

game, an individual winner can be declared by determining which player has increased his or her National Production Level the most from the starting totals. Use the charts, below, to determine the winner.

The numbers in the columns represent a player's ending National Production Level. A number's corresponding % represents the increase from the starting income. Whoever has the greatest percentage is the individual winner. Each player refers to his or her country's chart, below, to compute the percentages.

For example, if the Allies won the war, determine the individual Allied winner as follows. U.S.S.R. started at 24 I.P.C.'s and ends with 29 I.P.C.'s, an increase of 20.8%; United Kingdom started at 30 I.P.C.'s and ends with 45 I.P.C.'s, an increase of 50%; the United States started at 36 I.P.C.'s and ends with 45 I.P.C.'s, an increase of 25%. The United Kingdom is the individual winner!

**U.S.S.R.
STARTING INCOME 24**

25 = 4.1%	38 = 58.3%
26 = 8.3%	39 = 62.5%
27 = 12.5%	40 = 66.6%
28 = 16.6%	41 = 70.8%
29 = 20.8%	42 = 75%
30 = 25%	43 = 79.1%
31 = 29.1%	44 = 83.3%
32 = 33.3%	45 = 87.5%
33 = 37.5%	46 = 91.6%
34 = 41.6%	47 = 95.8%
35 = 45.8%	48 = 100%
36 = 50%	
37 = 54.1%	

**GERMANY
STARTING INCOME 32**

33 = 3.1%	46 = 43.7%	59 = 84.3%
34 = 6.2%	47 = 46.8%	60 = 87.5%
35 = 9.3%	48 = 50%	61 = 90.6%
36 = 12.5%	49 = 53.1%	62 = 93.7%
37 = 15.6%	50 = 56.2%	63 = 96.8%
38 = 18.7%	51 = 59.3%	64 = 100%
39 = 21.8%	52 = 62.5%	
40 = 25%	53 = 65.6%	
41 = 28.1%	54 = 68.7%	
42 = 31.2%	55 = 71.8%	
43 = 34.3%	56 = 75%	
44 = 37.5%	57 = 78.1%	
45 = 40.6%	58 = 81.2%	

**UNITED KINGDOM
STARTING INCOME 30**

31 = 3.3%	44 = 46.6%	57 = 90%
32 = 6.6%	45 = 50%	58 = 93.3%
33 = 10.0%	46 = 53.3%	59 = 96.6%
34 = 13.3%	47 = 56.6%	60 = 100%
35 = 16.6%	48 = 60%	
36 = 20%	49 = 63.3%	
37 = 23.3%	50 = 66.6%	
38 = 26.6%	51 = 70%	
39 = 30%	52 = 73.3%	
40 = 33.3%	53 = 76.6%	
41 = 36.6%	54 = 80%	
42 = 40%	55 = 83.3%	
43 = 43.3%	56 = 86.6%	

**JAPAN
STARTING INCOME 25**

26 = 4%	39 = 56%
27 = 8%	40 = 60%
28 = 12%	41 = 64%
29 = 16%	42 = 68%
30 = 20%	43 = 72%
31 = 24%	44 = 76%
32 = 28%	45 = 80%
33 = 32%	46 = 84%
34 = 36%	47 = 88%
35 = 40%	48 = 92%
36 = 44%	49 = 96%
37 = 48%	50 = 100%
38 = 52%	

**UNITED STATES
STARTING INCOME 36**

37 = 2.7%	50 = 38.8%	63 = 75%
38 = 5.5%	51 = 41.6%	64 = 77.7%
39 = 8.3%	52 = 44.4%	65 = 80.5%
40 = 11.1%	53 = 47.2%	66 = 83.3%
41 = 13.8%	54 = 50%	67 = 86.1%
42 = 16.6%	55 = 52.7%	68 = 88.8%
43 = 19.4%	56 = 55.5%	69 = 91.6%
44 = 22.2%	57 = 58.3%	70 = 94.4%
45 = 25%	58 = 61.1%	71 = 97.2%
46 = 27.7%	59 = 63.8%	72 = 100%
47 = 30.5%	60 = 66.6%	
48 = 33.3%	61 = 69.4%	
49 = 36.1%	62 = 72.2%	

Lieutenant-General
George S. Patton
United States Army



Japan Moves

AN ILLUSTRATED 6-PART ACTION SEQUENCE

Japan plays 4th among the 5 countries. The U.S.S.R. has attacked Manchuria from the north and has captured it and occupied it with 1 tank and 1 infantry. Below, is the military situation at the beginning of Japan's first turn.

IMPORTANT: we suggest you set up the gameboard with the combat units, as indicated in Map 1. It will help you to understand the following graphic example, if you can physical move the pieces as you read.

Action Sequence 1—Develop Weapons/Purchase Units

Japan's starting income is 25 and thus has 25 I.P.C.'s to spend. Japan's National Production Level at this time, however, is 22 because of the loss of Manchuria (a 3 I.P.C. territory).

Japan decides to take a risk and develop weapons before purchasing units.

WEAPONS DEVELOPMENT

Japan pays 5 I.P.C.'s to the bank and rolls 1 die and tosses a "6"—a breakthrough! Japan tosses again and rolls a "3" which is the Super Submarines development. Japan places a control marker on the Number 3 position on the Weapons Development Chart. Japan now has 20 I.P.C.'s to spend.

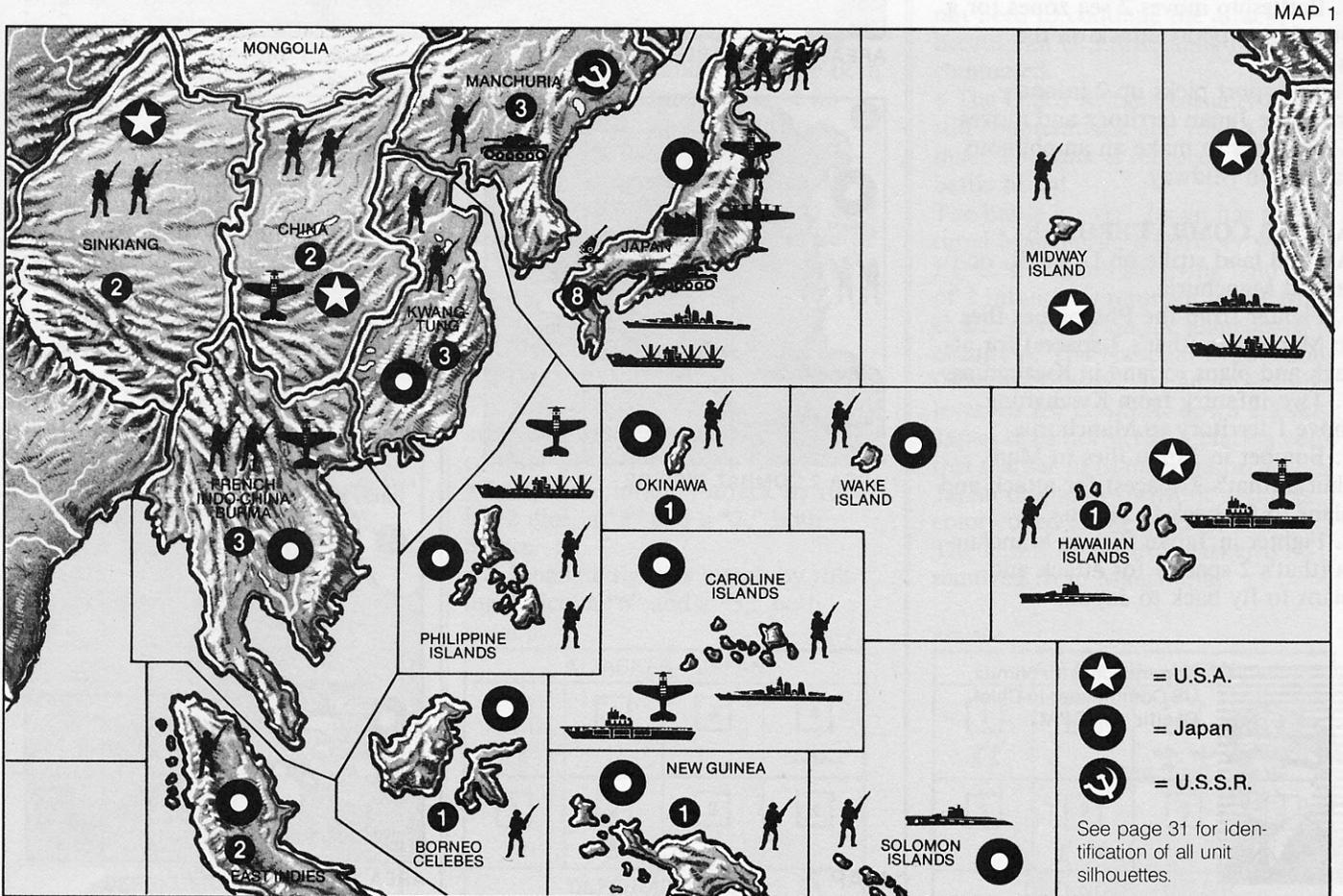
PURCHASING UNITS

Japan's decision of what to buy depends on Japan's goals and the objectives of the encroaching enemy forces. Japan wishes to recapture Manchuria but the U.S.A. is threatening in the Pacific.

Here's Japan's strategy:

- The major objective is to recapture Manchuria. Land and air units would be required to do so. Air units, however, might be the better choice because they could be used in a land assault on U.S.S.R. and a naval attack on the U.S.A.
- Submarines would be powerful weapons against the U.S.A. fleet now that they are "super" and can attack at a die roll of "3" or less rather than "2."

Therefore, Japan buys: 1 fighter plane for 12 I.P.C.'s; and 1 submarine for 8 I.P.C.'s, which equals 20 I.P.C.'s expended.



Action Sequence 2— Combat Movement

Japan moves into 3 spheres of combat. Each is discussed below. Refer to Map 2 as you read.

AREA 1 COMBAT SPHERE

Air and naval attack on the U.S.A. fleet in the Hawaiian Islands sea zone.

1. Fighter on aircraft carrier in the Caroline Islands sea zone flies 2 sea zones for attack and plans to return to the carrier to land.
2. Battleship moves 2 sea zones to attack.
3. Submarine moves 1 sea zone to attack.

AREA 2 COMBAT SPHERE

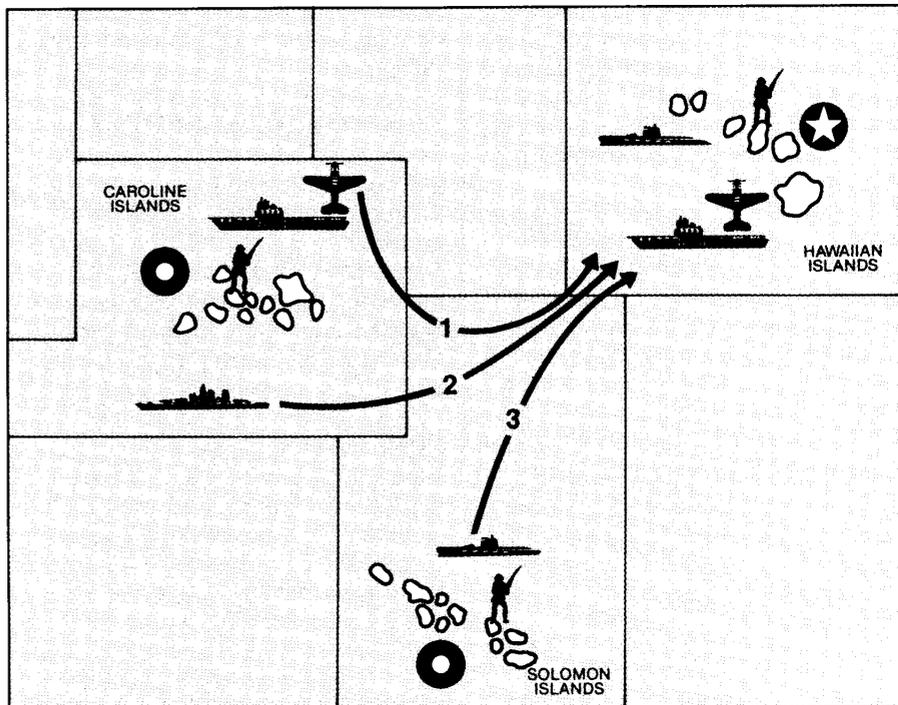
Amphibious assault of Midway Island held by U.S.A.

4. Battleship moves 2 sea zones for a one shot support attack on the island.
5. Transport picks up 2 infantry from the Japan territory and moves 2 sea zones to make an amphibious assault on Midway.

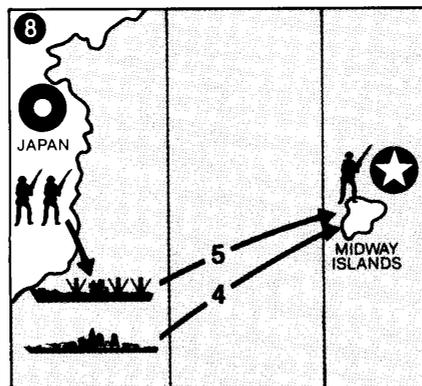
AREA 3 COMBAT SPHERE

Air and land strike on U.S.S.R. occupied Manchuria.

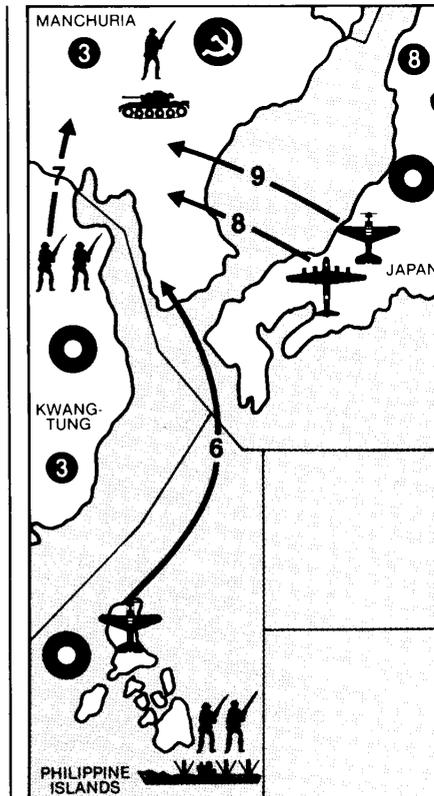
6. Fighter from the Philippines flies to Manchuria (that's 3 spaces) for attack and plans to land in Kwangtung.
7. Two infantry from Kwangtung move 1 territory to Manchuria.
8. Bomber in Japan flies to Manchuria (that's 2 spaces) for attack and plans to fly back to Japan.
9. Fighter in Japan flies to Manchuria (that's 2 spaces) for attack and plans to fly back to Japan.



AREA 1 COMBAT SPHERE



AREA 2 COMBAT SPHERE



AREA 3 COMBAT SPHERE

MAP 2



Admiral Chester Nimitz,
US Commander-In-Chief,
Pacific CINCPAC

Action Sequence 3—

Combat

AREA 1 COMBAT SPHERE

ACTION

The attacking and defending units are placed on the battle board, so the conflict looks like Figure A.

- Attacking sub fires. Japan rolls a “3,” a hit because it is a “super sub.” American defender chooses to lose a sub as a casualty. Defender cannot counterattack against an attacking submarine’s deadly first shot attack. The sub was the most reasonable choice to lose, because submarines are inexpensive and cannot fire at planes and the Japanese fighter is still threatening!
- Attacking fighter fires and rolls a “3,” a hit. Defending American chooses the carrier as a casualty and places it behind the Casualty line.
- Attacking battleship fires and rolls a “2,” a hit. Defending American must lose its last unit, the fighter, and places it behind the casualty line.
- Defending carrier fires and rolls a “5,” a miss. Defending fighter fires and rolls a “6,” a miss. The battle is over, the American naval forces have been eliminated. *NOTE:* 1 American infantry still remains in Hawaii and thus it is still in American control.

AREA 2 COMBAT SPHERE

ACTION

The attacking and defending units are placed on the battle board, so the conflict looks like Figure B. *Note:* in an amphibious assault, the Japanese transport cannot be placed on the battle board. It can neither attack nor can it be a potential casualty in a land battle.

- Attacking battleship assists the

FIGURE A

ATTACKER—JAPAN			
1	2	3	4
			
1	2	3	4
			
DEFENDER—U.S.A.			

Japanese beachhead by firing once and rolls a “5,” a miss. The Japanese battleship is removed from the battle board and is replaced on the Midway Island sea zone. It can only fire once in an amphibious assault.

- The 2 Japanese infantry attack by rolling 2 dice and tossing a “3” and a “6,” both misses.
- Defending American infantry fires and rolls a “2,” a hit.
- The Japanese attacker chooses 1 infantry as a casualty and removes it from the board.
- The Japanese attacker has one remaining unit on the board. . . an infantry unit. The infantry fires and rolls a “1,” a hit.
- The American defender must lose the infantry and places it behind the Casualty line.
- The American defender now counterattacks with the infantry and rolls a “2,” a hit.
- The Japanese attacker must lose the infantry. All land units have been eliminated. The Japanese have no land units to occupy the territory thus the U.S. keeps control of Midway. The Japanese battleship and transport, of course, remain but they cannot occupy a territory. The Battle of Midway is over and it remains in American hands!

AREA 3 COMBAT SPHERE

ACTION

The attacking and defending units are placed on the battle board, so the conflict looks like Figure C.

- 2 Japanese infantry attack by rolling 2 dice, a “3” and a “2,” both misses.
- 2 Japanese fighters attack by rolling 2 dice, a “6” and a “5,” both

FIGURE B

ATTACKER—JAPAN			
1	2	3	4
			
1	2	3	4
			
DEFENDER—U.S.A.			

misses.

- 1 Japanese bomber attacks and rolls a “4,” a hit.
- Defending U.S.S.R. chooses to lose 1 infantry and moves it below the Casualty line.
- Defending U.S.S.R. counterattacks for the 1 tank and the 1 infantry (now a casualty) and fires 2 dice, a “2” and a “1” . . . that’s two hits!
- Japan chooses to lose 1 infantry and 1 fighter. A good strategy, because Japan must have at least one surviving land unit to occupy the territory if it is to be captured! These two units are removed from board.
- Defending U.S.S.R. now removes its infantry casualty from battle board.
- The second wave of firing begins. Japan fires for 1 infantry and rolls a “1,” a hit. Defending U.S.S.R. must lose its last unit, a tank, and move it below the Casualty line. Japan does not need to continue the attack, because all U.S.S.R. units have been eliminated.
- The U.S.S.R. tank casualty can still counterattack and rolls a “4,” a miss. The tank is removed from the battle board.

The battle is over. Japan has recaptured Manchuria, a territory worth 3 I.P.C.’s. Japan’s surviving land unit of 1 infantry is returned to the Manchuria territory on the gameboard to occupy it. The National Production Chart is adjusted. Japan moves up 3 levels to 25; U.S.S.R. down 3 levels. Japan does not need to place a control marker in Manchuria because Japan originally owned it and it is color-coded to the original owner. The U.S.S.R. control marker is removed from Manchuria.

FIGURE C

ATTACKER—JAPAN			
1	2	3	4
			
1	2	3	4
			
DEFENDER—U.S.S.R.			

Action Sequence 4 Non-Combat Move

Japan must land all attacking planes during this move. The fighter that attacked in the naval combat in the Hawaiian Islands sea zone flies back to land on the carrier in the Caroline Islands. The fighter in the Manchurian assault lands in Kwangtung. The bomber in the Manchurian assault lands in Japan. See Map 3 for their homeward bound flight patterns.

Also at this time, the Japanese transport picks up two infantry on the Philippines and drops off the troops in Kwangtung which is presently devoid of land units.

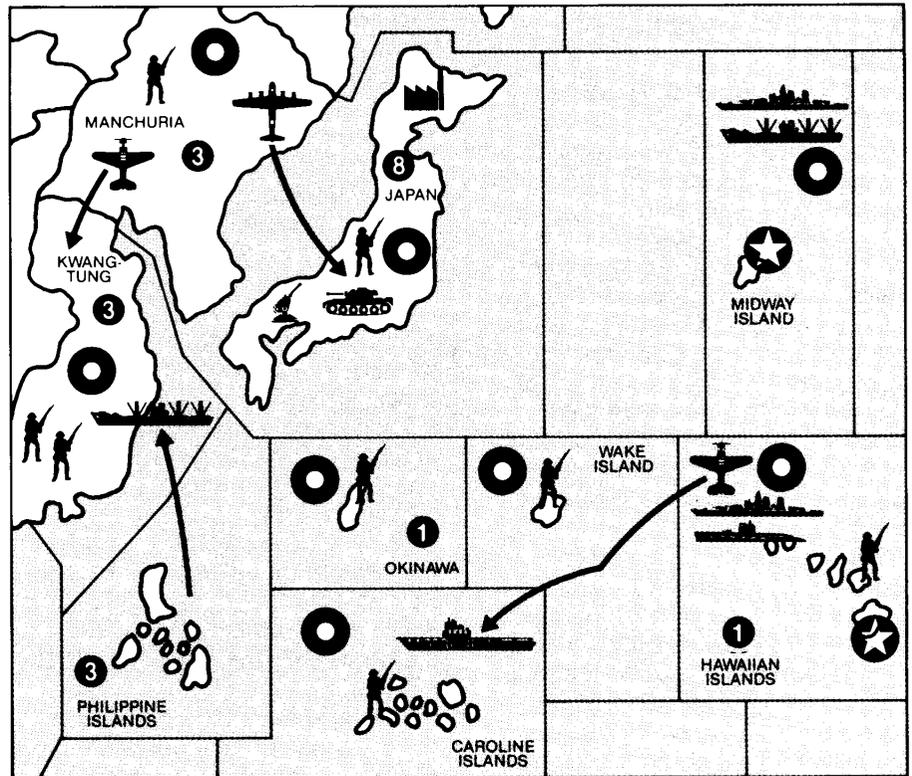
Action Sequence 5—Place Newly Purchased Units

The submarine and the fighter plane that Japan purchased in Action Sequence 1 of this turn are now placed on the gameboard where Japan has an industrial complex. The fighter is placed in the Japan land territory; the submarine in the sea zone adjacent to the Japan land territory. See Map 4 for Japan's present military situation.

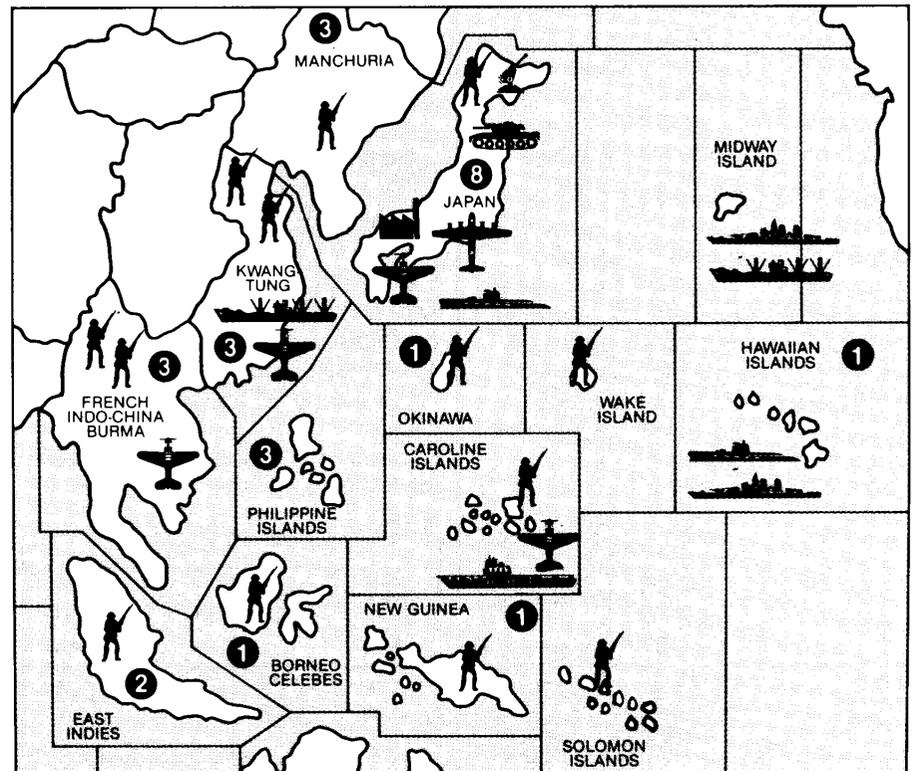
Action Sequence 6—Collect Income

Japan's National Production Level is now at 25. Japan collects 25 I.P.C.'s from the bank. Japan's turn is over. *It is now the United States' turn!*

Vice-Admiral Takeo Kurita was Commander of First Striking Force at the Battle of Leyte Gulf.



MAP 3



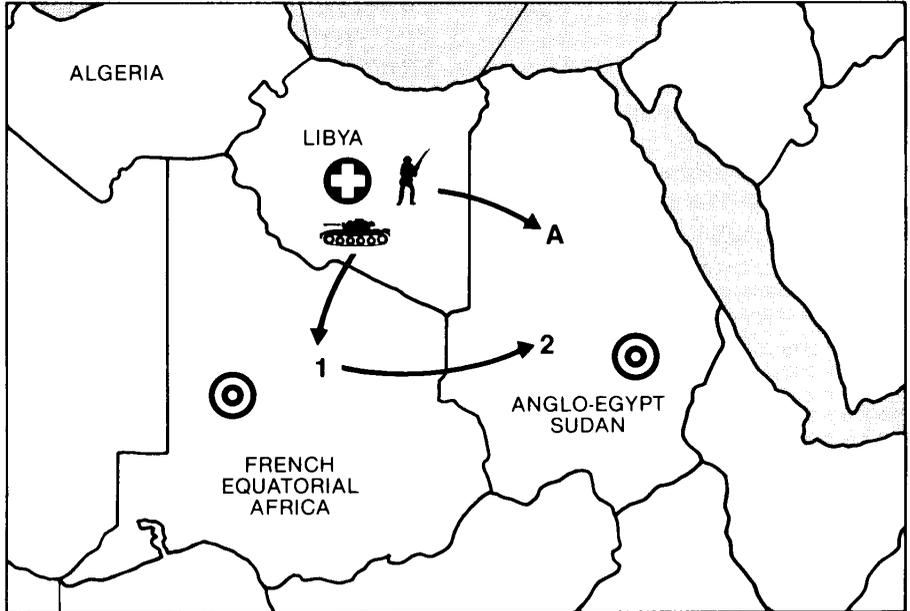
MAP 4

Several Illustrated Moves

Infantry and Armor (Tank) Movement

Armor units can move one or two adjacent territories. The movement of infantry units is restricted to one adjacent territory.

In this example, German land units in Libya are moving into British-occupied Anglo-Egypt Sudan to do battle. Infantry move 1 adjacent space. The armor unit demonstrates a blitzing tactic on a 2-territory move:



Moves Combat Movement

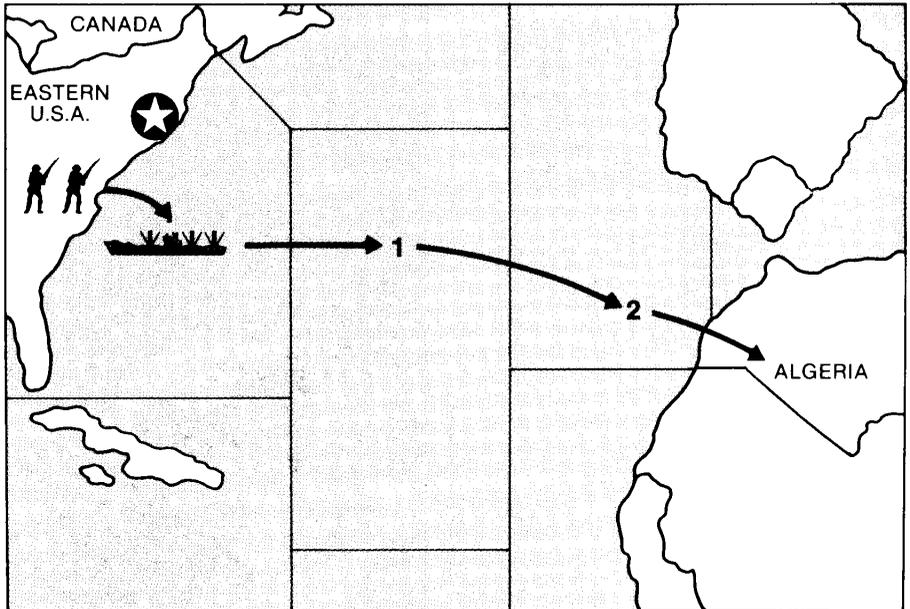
- A Infantry moves 1 adjacent space.
- 1 Tank is blitzing. It moves first into British-controlled but unoccupied French Equatorial Africa and captures it (places a control marker there).
- 2 Tank moves into enemy-occupied Anglo-Egypt Sudan to do battle there.

Transport Ship Movement For An Amphibious Assault

In this example, two infantry units are being transported from the Eastern U.S.A. to attack Algeria.

Moves Combat Movement

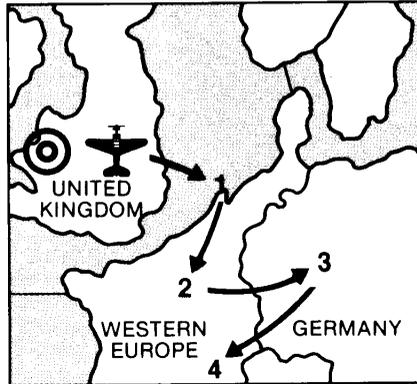
- 1 The cargo (2 infantry) boards the transport and is placed next to the transport on the adjacent sea zone. Transport and cargo move to the next adjacent sea zone.
- 2 The transport and cargo move to the next adjacent sea zone off the coast of Algeria. The 2 infantry land on Algeria and attack enemy units present there.



Aircraft Movement Examples

The two types of aircraft, fighters and bombers, have different movement ranges. Fighter's maximum range is 4 adjacent spaces; bomber's maximum range is 6 adjacent spaces. Below is an example of a fighter being moved its maximum range (4 spaces). To the right, is an example of a fighter in combat. Aircraft (either fighters or bombers) cannot fly out to attack unless there are landing places that are within range. The two aircraft movement examples on the following page are: taking off from an aircraft carrier; and a strategic bombing raid.

FIGHTER ATTACKING ENEMY POSITION AND LANDING ON FRIENDLY TERRITORY



Moves Combat Movement

- 1 Leaves U.K., enters sea zone.
- 2 Leaves sea zone, enters friendly-occupied Western Europe.
- 3 Leaves Western Europe, moves to Germany and attacks along with allied ground units.

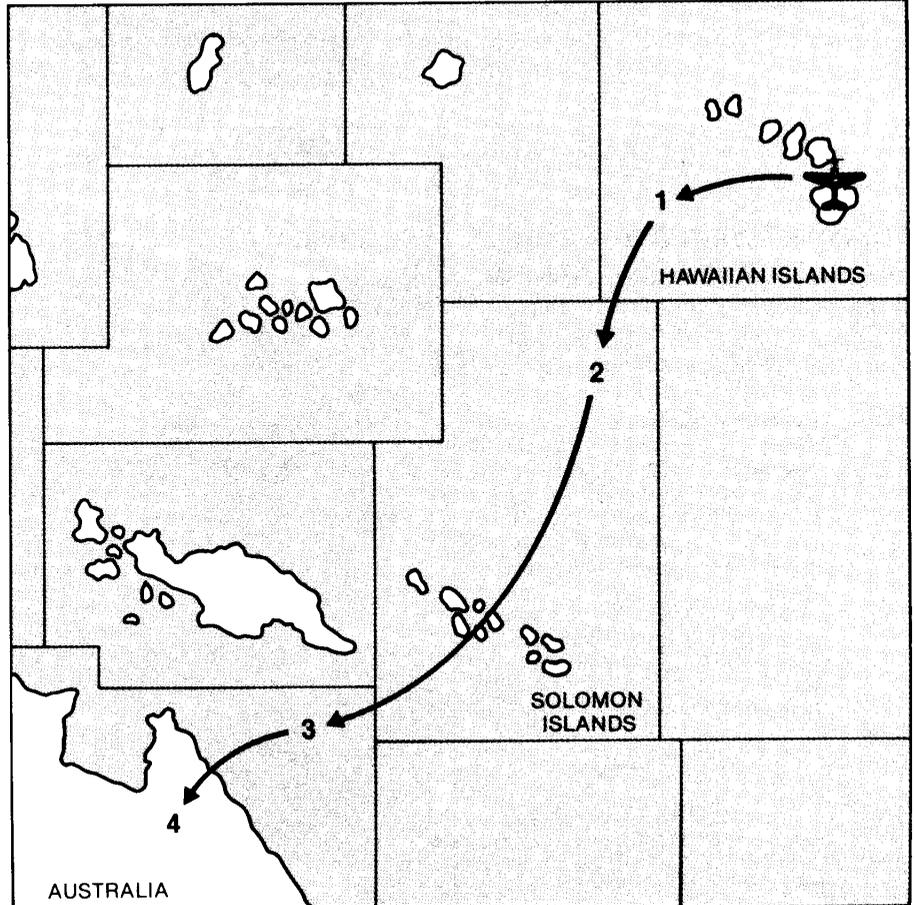
Non-Combat Movement

- 4 Leaves Germany, and lands in friendly-occupied Western Europe.

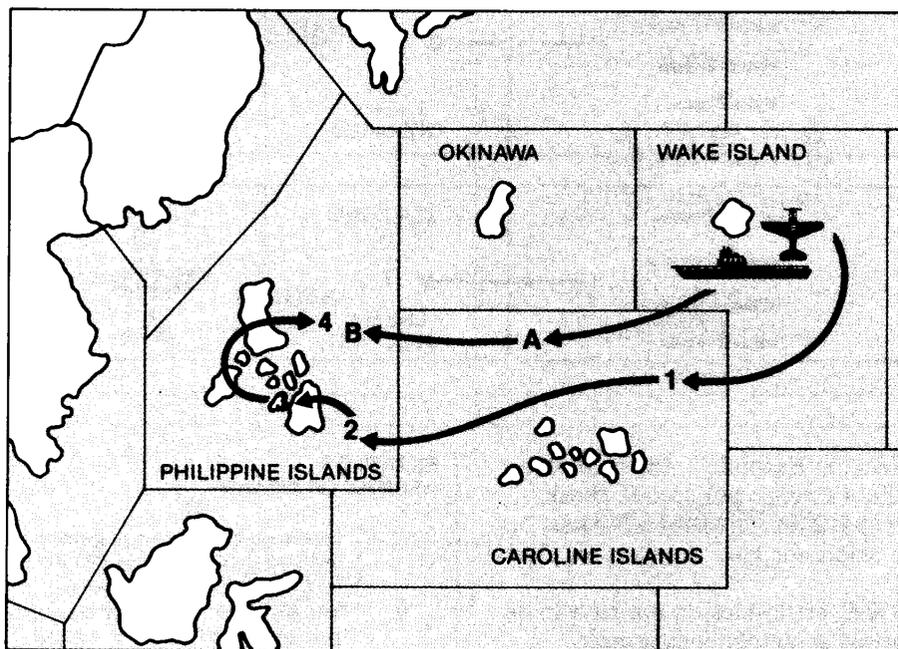
FIGHTER LEAVES AN ISLAND AND FLIES A MAXIMUM OF 4 SPACES AND LANDS

Moves

- 1 The fighter leaves Hawaiian Islands and enters the Hawaiian Islands sea zone.
- 2 From the Hawaiian Islands sea zone, the fighter flies to the sea zone of the Solomon Islands.
- 3 From the Solomon Islands sea zone the fighter moves into the sea zone adjacent to Australia.
- 4 The fourth movement is into Australia, a friendly territory.



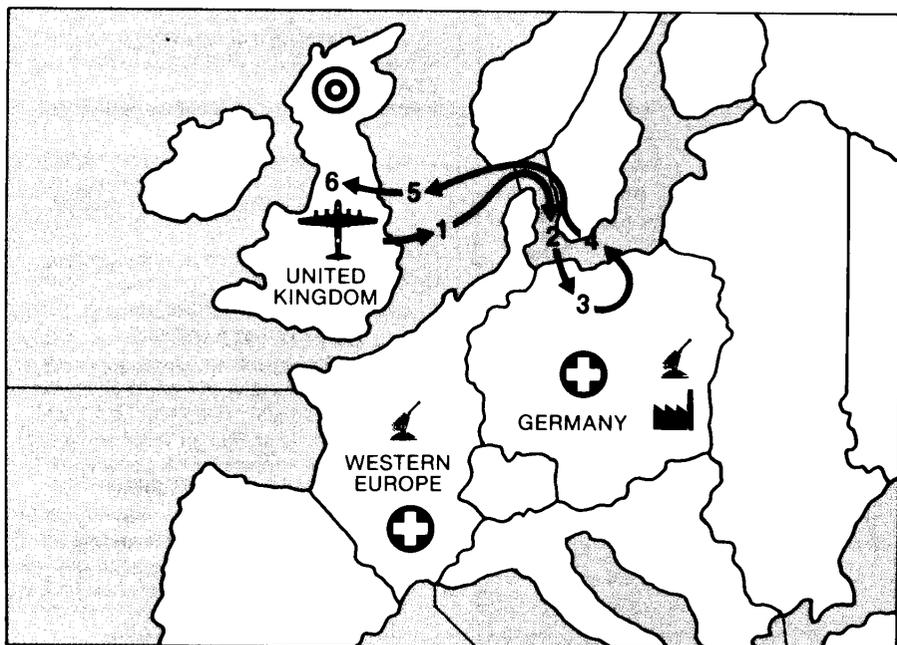
FIGHTER FLYING OFF AIRCRAFT CARRIER, ATTACKING AND RETURNING TO SHIP



Moves	Combat Movement
1	Fighter leaves carrier and flies directly to the adjacent Caroline Islands sea zone.
2	Fighter enters the Philippine Islands sea zone.
3	Fighter enters Philippine Islands and conducts, during combat phase, a successful attack.
Non-Combat Movement	
A	Carrier leaves Wake Island sea zone, and enters Caroline Islands sea zone.
B	From the Caroline Islands sea zone the carrier enters the Philippine Islands sea zone.
4	The fighter uses its fourth and final movement to land on the carrier.

STRATEGIC BOMBING RAID

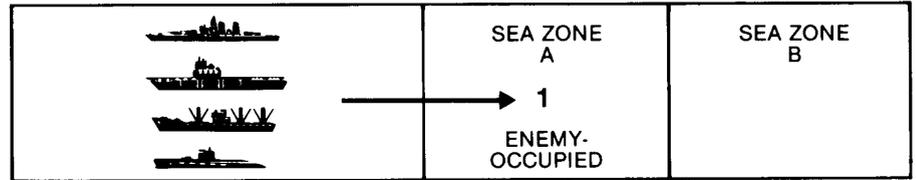
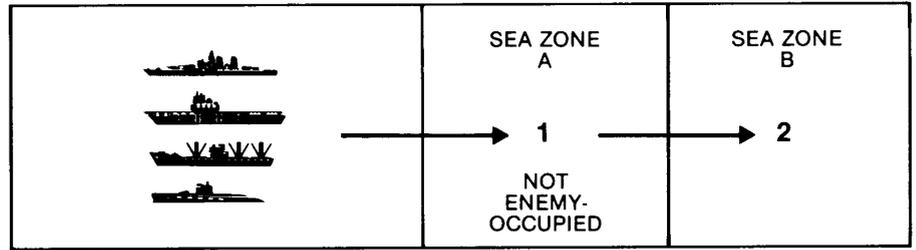
This is a special air attack that bombers alone can make!



Moves	Combat Movement
1	Bomber leaves U.K. and enters the adjacent sea zone.
2	Bomber leaves sea zone and enters next adjacent sea zone. <i>Note: the bomber has purposely avoided Western Europe because of enemy AA gun there.</i>
3	Bomber enters Germany. Survives attack from an AA gun there and strikes the Industrial Complex there by rolling 1 die. Bomber rolls a "6." Germany surrenders 6 I.P.C.'s to the bank.
4	The bomber begins flight home by moving to adjacent sea zone.
5	Re-enters U.K. sea zone.
6	The bomber lands on the U.K. territory.

NAVAL UNIT MOVEMENT

All ships can move a maximum of 2 sea zones. If Sea Zone A is not enemy-occupied, all of your fleet could move into Sea Zone B. If Sea Zone A was enemy-occupied, however, your fleet would not be able to move into Sea Zone B.



BATTLESHIPS AND AMPHIBIOUS ASSAULTS

Here are two examples (using the same setup) of amphibious assaults where a battleship is present. In Example 1, the battleship is able to fire its special one shot support

attack; in Example 2, the battleship cannot exercise this special attack because it was involved in a naval battle before the land assault took place.

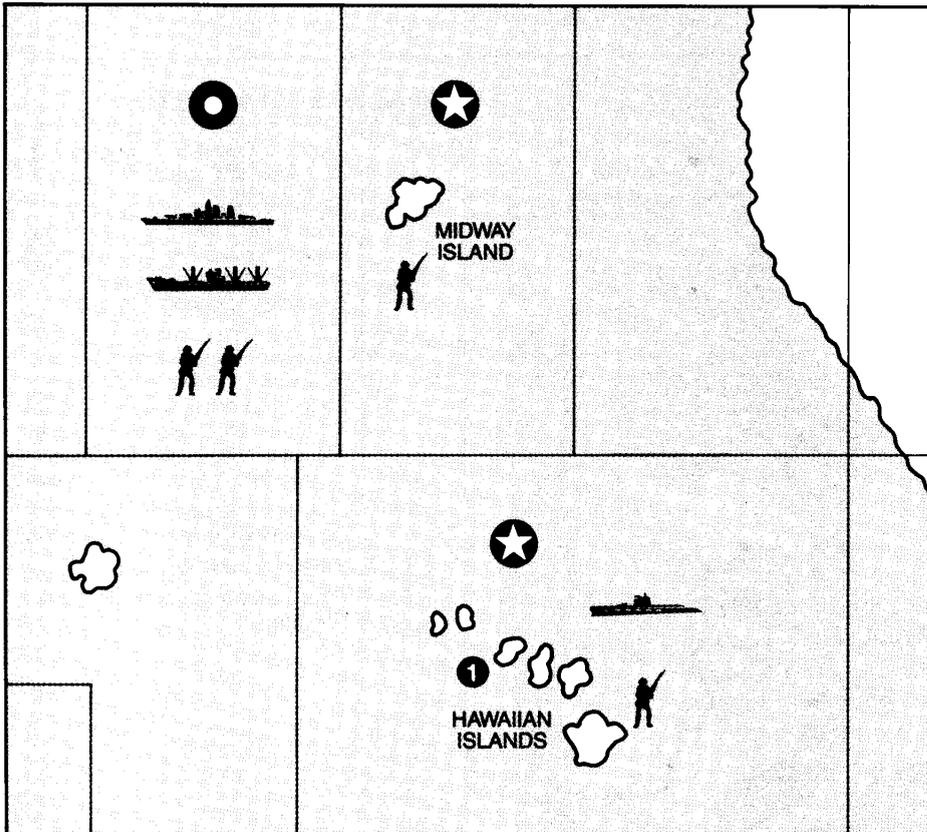
NOTE: battleships do not have to be part of an amphibious assault.

EXAMPLE 1: ASSAULT ON MIDWAY

- A Japanese battleship and transport carrying 2 infantry move into the sea zone surrounding Midway.
- B The battleship gets a one shot support attack and rolls a hit against the defending American infantry.
- C The assaulting Japanese infantry would now fire, but there are no additional enemy units to attack.
- D The defending American unit counterattacks before it is removed as a casualty. It rolls a hit against one Japanese infantry unit.
- E The remaining Japanese infantry unit takes control of Midway.

EXAMPLE 2: ASSAULT ON THE HAWAIIAN ISLANDS

- A Japanese battleship and transport carrying 2 infantry move into sea zone surrounding the Hawaiian Islands.
- B Battleship fires at American sub and hits it.
- C Sub fires back, misses, and is removed as a casualty.
- D Two assaulting Japanese infantry units land on Hawaii to attack the defending American infantry unit.
- E Battleship cannot exercise its one shot support attack because it has to fight a naval battle.
- F The 2 Japanese infantry fire at the defending American unit and roll a hit. The 1 American unit counterattacks and misses. The 2 Japanese infantry take control of the Hawaiian Islands.



The Japanese fleet can decide to either attack Midway or the Hawaiian Islands.

A Closer Look At The Units

Here's what each unit looks like. Their silhouettes are used on the battle board and throughout the manual!



INFANTRY



AIRCRAFT CARRIER

ANTIAIRCRAFT
GUNFIGHTER
PLANE

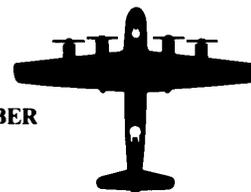
TRANSPORT SHIP

ARMOR
(TANK)

SUBMARINE

INDUSTRIAL
COMPLEX

BATTLESHIP



BOMBER

Optional Rules

You may want to incorporate any of the following rules variations if all players agree to them:

• **Total Victory—A New Win Situation:**

In the official rules, a military victory occurs when either side captures two of the enemy's capitals. In a Total Victory scenario, the same two-enemy-capital win is necessary with the addition that your capital and your alliance's capitals must not be in enemy hands. For example, the Axis have captured the capital territories of Russia and the United Kingdom. The Axis capital of Japan, however, is in the Allied hands, therefore, the Axis cannot win until Japan is liberated!

• **Placing Your Naval Units in Enemy-Occupied Sea Zones:**

In the official rules, you must place newly purchased naval units in friendly sea zones adjacent to territories with industrial complexes that you have owned since the beginning of your turn. With the new rules variation, it would be legal for you to place new naval units in enemy-occupied sea zones adjacent to territories with industrial complexes that you have owned since the beginning of your turn. After you place your naval units in enemy waters, your turn is over. It is up to your enemy to either retreat from the zone during the combat movement phase of his turn—or attack your ships dur-

ing the combat phase of his turn.

The next three rules options weight a victory towards the Axis alliance:

• **Weapons Development Benefits:** the Germany player starts the game with Jet Power; and the Japan player starts the game with Super Submarines.

• **Restricted Attack:** The U.S.S.R. player is not allowed to attack until the second turn.

• **No New Complexes:** No new industrial complexes can be bought or placed. Only original complexes (those on the board since the start of the game) can be used.

Index

Action sequence—outline of its 6 parts	4-6
Illustrated example	Appendix I, 23-26
Aircraft carrier	16, 29, 30
Amphibious assault	12, 13, 15, 16, 18, 30
Antiaircraft guns	13, 14, 15, 16, 18, 20, 21
Armor (Tanks)	13, 27
Attack factor	4-5
Battle board	4-5, 7, 18-19
Battleship	15, 16, 30
Blitzing	13, 27
Bombers	10, 15, 20, 21, 29
Capturing a territory	5, 20
Chips	7, 9
Combat:	
Multiple combat situations	12
Number of units in a combat situation	12
How to conduct combat	4-5, 18-19
Land combat sequence	18
Naval combat sequence	19
Result of combat	5, 20
Combat movement (see Units—How to move them)	
Control markers	7
Defense factor	4-5
Dice	7, 18-19
Fighter planes	10, 14-15, 21, 28, 29
Gameboard:	
Adjacent game spaces	7-9
Blow-up boxes	8
Land territories	7-9
Sea zones	7-9
Enemy-occupied game spaces	12
Friendly game spaces	12
Occupied and controlled game spaces	12
Individual winner	22
Industrial complexes	6, 11, 13-14, 21

Industrial Production Certificates:	
As income	20, 22
Handing out the money	7
Purchasing units	4, 10-11
Collecting income	6, 22
As part of Weapons Development (Industrial Technology)	10
Infantry	12, 27
Liberating a territory	20
Multi-Player Force	19, 20
National Production Chart:	
Adjusting levels	5, 20
Its set-up	7
Neutral territories (also see Violating Neutrality)	8
Non-combat move	21
Order of play	6
Picking a country to play	6
Retreating (also see Withdrawing...Submarines)	18-19
Strategic bombing raid	15, 20, 29
Submarines	17, 19, 30
Tanks (see armor)	
Transport ships	15, 16, 17, 27, 30
Units:	
Types—combat units and others	6-7
How to purchase them	4, 11
How to move them	4, 5, 12-17
How to conduct combat with them	4-5, 18-19
How to place them on the gameboard:	
At the beginning of the game (set-up)	9
At the end of your turn placing newly purchased units on the board)	6, 21
Victory—How to win the war (also see Individual winner)	2, 22, 31
Violating Neutrality	17
Weapons Development (the 6 types)	4, 10
Withdrawing capabilities of submarines	17