World War II in Europe

The Situation

The war in Europe involves 6 major powers. The Axis powers are Germany and Italy, and they are attempting to create a new order in Europe through conquest. France, Great Britain, USA, and USSR are the Allies trying to stop them. You control the military and economic resources of 1 or more of these major powers to determine the destiny of Europe.

The game has 2 start dates:

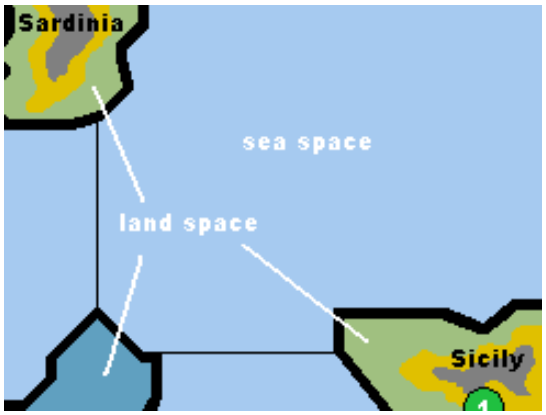
In fall 1939, Germany has declared war on Poland, and as a result, is at war with France and Great Britain.

In spring 1941, the Axis are setting up for an attack on the Soviet Union, while still at war with Great Britain.

The Map

The map covers Europe, the northeastern Atlantic and Arctic, northern Africa and the Middle East.

The map is divided up into land and sea spaces:



Sea Space:

A sea space cannot be controlled. It is colored light blue.

Land Space:

A land space will always be named, and is either neutral or controlled by 1 of the 6 major powers. Control means that the major power owns the land space, can collect money from it, build units on it, and trace supply or move units through it without restrictions. Control of a land space is determined by the color of the land space or the control marker on it (Except for USSR, a major power cannot control a land space of an ally's color unless that ally is no longer in the game).

Homeland – Each major power is represented on the map by a specific color. Land spaces that are of the major power's color are its Homeland.

A land space that is not Homeland but is controlled by the major power will be either a lighter shade of the its color, or have its control marker placed on it.

Each major power's color is (note that the Homeland color is a darker shade):

- **France** – Blue
- **Germany** - Grey
- **Great Britain** – Tan
- **Italy** – Light Green
- **Neutral minor country** – Cream
- **USA** – Green
- **USSR** – Brown

Spaces are separated by 3 different types of borders:

Black Border

A unit spends 1 Movement Point to cross this line.

National Border

It is the same as a normal border, but it is also the border of a country.

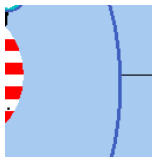
All land spaces enclosed in national borders belong to a single country. Every country will have its capital marked by a flag with the country's name printed in bold italics. A

major power will have a round flag (Major Flag Space) – a minor country will have a rectangular flag (Minor Flag Space).

Some land spaces are separated from the owning country. These land spaces will have the owning country's name in parenthesis, or be of the major power's color.

Crete is separated from Greece, so underneath Crete's name Greece is printed in parenthesis.

Blue Border



A unit spends 5 Movement Points to cross this line. There is no Stack Point limit inside a space enclosed with a Blue Border.

Land Space Features

There are different types of features to a land space:

1) Factory

A factory is worth money that you collect. The value is printed in a red circle. In order to collect money for a factory you control, you must be able to trace a path from it to a Homeland Major Flag space. A factory can base upto 10 Stack points of air units.

A Homeland factory is used to place units from Build Box 1.

2) Natural Resource Zone (NRZ)

A NRZ is worth money that you collect. The value is printed in a green circle. In order to collect money for an NRZ you control, you must be able to trace a path from it to a Homeland factory.

3) Port

A port is composed of 2 spaces – a circular sea space and a land space, both marked by a single anchor. In order for a naval unit to use the sea space, the land space must be in friendly control. A port has 5 functions:

1) Protection (sea space)
- A naval unit in a friendly port can evade enemy naval units automatically, unless the player wants that unit to fight, even if it did not begin its turn there.
- A naval unit has a +1 Combat Value bonus when a battle occurs in a friendly port. This gives a transport a Combat Value of 1.
- A naval unit moves normally out of a friendly port regardless of Movement Penalties (see below and Redeployment phase).

2) Naval Base (sea space)
- Homeland port can base unlimited Stack Points of naval units.
- Regular port can base upto 10 Stack Points of naval units.

3) Naval Construction Yard (sea space)
- A naval unit from Build Box 1 can only be placed on a Homeland port with an undamaged factory.
- A battleship/carrier can only be repaired out of a Homeland port with an undamaged factory.

4) Commercial Shipping (land space)
- Money is sent and received from a port.
- Supply is sent and received from a port.

5) Sea Control (sea space)
- In Redeployment phase and Convoy phase, a naval unit with Sea Control ability exerts control over the port and adjacent sea spaces. This prevents enemy naval units from entering the port. Also, for each Sea Control unit in a port, an enemy naval unit must spend 1 extra Movement Point to leave the adjacent sea space.

Multi-Front Port

This port is marked in red. Naval units in this port may choose which Front to operate on. There is no movement allowed through this port during any phase if it is not friendly controlled (entering is allowed, however).

4) Flag Space

Major Flag Space

This is a large round flag marking the capitol or important city of a major power. The functions of a Major Flag space are:

- Can base 20 Stack Points of air units, regardless if it is a factory or not.
- Units that affected by a Surprise Attack in this space only suffer the movement restriction.
- Unlimited supply source.

Surrender – A major power must surrender and is out of the game if not in control of its Major Flag space by the end of the turn. If this occurs:

- All the major power's units are removed from the board.
- All money is lost.
- All land spaces with an allied unit on it are now controlled by the occupying ally.
- All remaining land spaces are now controlled by the conqueror. If there was more than 1 player nation involved, the land spaces must go to only 1 player nation.
- Initiative on the Front where the capitol is located passes to the conqueror.

Minor Flag Space

This is a small rectangular flag marking the capitol of a minor country. The functions of a Minor Flag space are:

- Can supply 10 Stack Points of ground units inside its borders.
- Can base 10 Stack Points of air units, regardless if it is a factory or not.

Note – a Flag Space permanently losses its functions when captured.

5) Terrain

There are 8 types of terrains that offer bonuses and restrictions. Bonuses are cumulative, and are not negated by an Air Drop. Bonuses are determined at the beginning of each phase

Woodland

An infantry/airborne/mech has a +1 Combat Value bonus when defending. It costs a tank/mech 2 Movement Points to enter an enemy controlled woodland space. Also, Blitzkrieg is not allowed in this space.

Mountains

An infantry/airborne/mech has a +1 Combat Value bonus when defending. A tank has a -1 Combat Value penalty, and it costs a tank/mech 2 Movement Points to enter an enemy controlled mountain space. Also, Blitzkrieg is not allowed in this space.

Impassable Mountains

An infantry/airborne has a +1 Combat Value bonus when defending. Tanks/mech cannot enter this space, but can pass through in Redeployment phase. Infantry cannot be built here unless there is a factory. Units that end the turn here Cut Off are destroyed.

Desert

Tanks/mech cannot enter this space. Infantry cannot be built here unless there is a factory. Units that end the turn here Cut Off are destroyed.

River

Infantry/airborne/mech have a +1 Combat Value bonus when defending only if **all** enemy ground units attack from across a river.

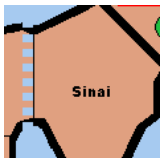
Strait

Infantry/airborne/mech have a +1 Combat Value bonus when defending only if **all** enemy ground units attack from across a strait.
Note that naval units cannot pass through a strait if one of the adjoining land spaces is enemy controlled.

Coast

Infantry/airborne have a +1 Combat Value bonus when defending only if **all** enemy ground units attack from across a coast.

Canal



Same effects as a river. Naval units can pass through a canal to the sea space on the opposite side, but not if one of the adjoining land spaces is enemy controlled.

Combat Units

These are the pieces that will make up the armed forces for each major power. On the set-up cards, each piece (or unit) has a value for Cost, Build Time, Combat, Movement and Stack.

Cost – is the value of a unit. It will cost that much money to buy it.

Build Time – is the number of turns it takes to produce a unit. The number indicates which Build Box to place the unit in.

Combat – is the Combat Value of a unit. It is the number you must roll on 1d6 or less in order for that unit to score a hit on an enemy unit.

Movement – is the number of Movement Points a unit has. It indicates the number of spaces it may move. Each time the unit crosses a boundary, Movement Points are expended.

Stack – is the Stack Points of a unit. It indicates how much of a space it occupies.

Stack Point Limits

Ground Units – there cannot be more than 10 Stack Points of ground units in a land space, but during a turn, both the Axis and Allies can have 10 points each in the same land space. This is always enforced.

Air Units – there cannot be more than 10 Stack Points of air units in a land space. A Fortress, airbase or Major Flag space each increase the limit by 10. This is enforced at the end of a turn.

Naval Units – there cannot be more than 10 Stack Points of naval units in a port. A Fortress increases the limit by 10. A Homeland port is unlimited. This is enforced at the end of a turn.

Ground Units

A ground unit can move only across land spaces (except across a strait or by transport) and attacks and defends on land spaces.

There cannot be more than 10 Stack Points of ground units on a land space.

Infantry

- Entrench – Receives a bonus when defending in terrain.
- Recruit – May be built in any Homeland space, even if it has no value or is damaged.

Mechanized Infantry

- Blitzkrieg – May move in Blitzkrieg phase instead of Movement phase.
- Entrench – Receives a bonus when defending in terrain.

Airborne

- Air Drop – May be dropped upto 2 spaces away onto an enemy land space, if it began the turn on a factory, Flag Space, fortress or airbase, but requires 10 Stack Points as an air unit.
- Blitzkrieg – May Air Drop in Blitzkrieg phase instead of Movement phase.
- Elite Unit – Only 1 allowed on the board, and has a Combat Value of 2, even if Cut Off.
- Entrench – Receives a bonus when defending in terrain.

Artillery

- Anti-Tank – Tanks must be chosen as casualties before other targets.
- Barrage – Roll 2d6 for this unit.
- Shore Defense – Fires in the Shore Defense step of a battle instead of Defender Fires step.

Tanks

- Blitzkrieg – May move in Blitzkrieg phase instead of Movement phase.

Airbase

- Can base upto an extra 10 Stack Points of air units.

Note – An Airbase is purchased and built as other units (check the set-up charts for how many airbases each major power is allowed). It can move only during Redeployment phase, and it costs 1 RP. When captured, an Air Base is destroyed, but can be rebuilt.

Air Units

An air unit can move across land and sea spaces and attacks and defends on land and sea spaces.

There cannot be more than 10 Stack Points of air units on a factory or Minor Flag Space at the end of a turn. A Major Flag Space can have 20 Stack Points, while a fortress or airbase adds an extra 10 Stack Points each.

Fighters

- Air Superiority – Fighters hit other air units at 4 or less. On a 2 or less, any casualty can be chosen.
- Escort – Can escort bombers in Strategic Warfare.

Tac Bombers

- ASW – Can hit submarines.
- Land/Sea Attack – Tac bombers hit ground/naval units at 4 or less. On a 2 or less, any casualty can be chosen.
- Blitzkrieg – May move in Blitzkrieg phase instead of Movement phase.
- Sea Control – Forces Movement Penalties on enemy naval units during Redeployment phase. A Tac bomber exerts control over adjacent sea spaces. For each Tac bomber in a space, an enemy naval unit must spend 1 extra Movement Point to leave the adjacent sea space.

Bombers

- Strategic Warfare – May attack an enemy factory/NRZ/convoy. It does not need to successfully roll interception to find it.
- Communication Disruption – A successful attack on a Homeland factory destroys 1 RP of the owning player.

Naval Units

A naval unit can move only across sea spaces (except across a canal) and attacks and defends on sea spaces (except battleships). There cannot be more than 10 Stack Points of naval units in a port at the end of a turn (unlimited in a Homeland port, fortress adds an extra 10 Stack Points).

Submarines

- Must always avoid combat, unless attacking a convoy.
- Sea Control – Forces Movement Penalties on enemy naval units during Redeployment phase. A submarine exerts control over adjacent sea spaces. For each submarine in a port, an enemy naval unit must spend 1 extra Movement Point to leave the adjacent sea space.
- Silent Hunter – Interception is successful at -3, even if other units with the submarine are intercepted at a normal roll. Only 1 attempt can be made against a sub per turn.
- Strategic Warfare – May attack an enemy convoy. It does not need to successfully roll interception to find it.
- Submerged – Can only be hit by an ASW unit. Ignores Movement Penalties, unless it is an ASW unit.
- Surface Attack – Can only hit naval units.

Destroyers

- ASW – Can hit submarines.
- Sea Control – Forces Movement Penalties on enemy naval units during Redeployment phase. A destroyer exerts control over adjacent sea spaces. For each destroyer in a port, an enemy naval unit must spend 1 extra Movement Point to leave the adjacent sea space.

Cruisers

- Sea Control – Forces Movement Penalties on enemy naval units during Redeployment phase. A cruiser exerts control over adjacent sea spaces. For each cruiser in a port, an enemy naval unit must spend 1 extra Movement Point to leave the adjacent sea space.
- Shore Bombardment – Fires during the Shore Bombardment step of a battle.

Battleships

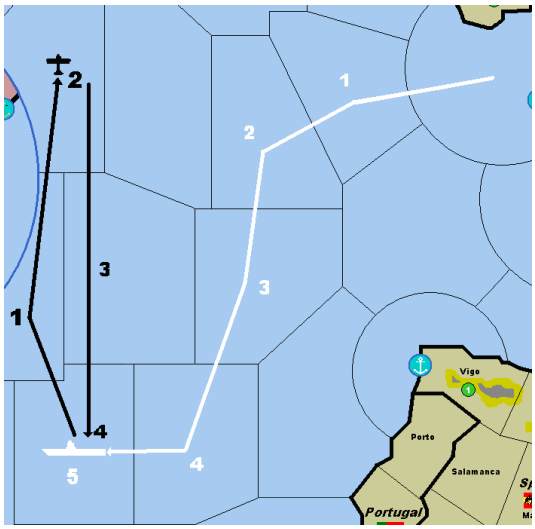
- Armor – It takes 2 hits to sink a battleship. A damaged battleship has a red marker underneath it to indicate that it has received 1 hit. In order to repair the damage, your battleship must return to a Homeland port with a factory. Once in port, you may repair the battleship on your Build phase. You must declare first that you intend to repair the damage before you buy any units – once you declare this, you are committed to paying the repair costs. To do this, you roll 2d6 – the result is the value that it costs to repair the battleship. Once the repairs have been paid for, your battleship is immediately repaired.
- Sea Control – Forces Movement Penalties on enemy naval units during Redeployment phase. A battleship exerts control over adjacent sea spaces. For each battleship in a port, an enemy naval unit must spend 1 extra Movement Point to leave the adjacent sea space.
- Shore Bombardment – Fires during the Shore Bombardment step of a battle.

Aircraft Carriers

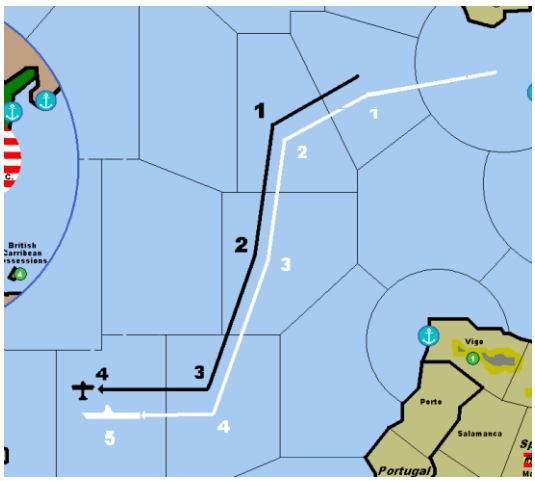
- Air Wing – Can carry 2 fighters, 2 Tac bombers, or 1 of each. While on the carrier, they have 0 Stack Points and are considered cargo. If the carrier is destroyed while the air units are on board, they are destroyed as well.
- Sea Control – Forces Movement Penalties on enemy naval units during Redeployment phase. A battleship exerts control over adjacent sea spaces. For each submarine in a port, an enemy naval unit must spend 1 extra Movement Point to leave the adjacent sea space.
- Armor – It takes 2 hits to sink a carrier. A damaged carrier has a red marker underneath it to indicate that it has received 1 hit. In order to repair the damage, your

carrier must return to a Homeland port with a factory. Once in port, you may repair the carrier on your Build phase. You must declare first that you intend to repair the damage before you buy any units – once you declare this, you are committed to paying the repair costs. To do this, you roll 2d6 – the result is the value that it costs to repair the carrier. Once the repairs have been paid for, your carrier is immediately repaired. **While damaged, a carrier cannot carry any planes.**

- Extended Range – When the fighter is carried on board, the fighter's Movement Points are not used. Movement Points are not used until the carrier reaches a selected sea space and the fighter then takes off to move as a separate unit. If the carrier is attacked while the fighter is cargo, the fighter is considered to be cargo and cannot fire until the second round of battle.



The carrier moves out 5 spaces (white). The fighter then launches and moves out on it's own (black) and returns to the carrier. While on the carrier, the fighter is considered cargo.



Here, the fighter launches from the carrier after the carrier has moved 1 space. The fighter then moves separately but along the same path as the carrier, until it lands on it again after moving 4 spaces.

Transports

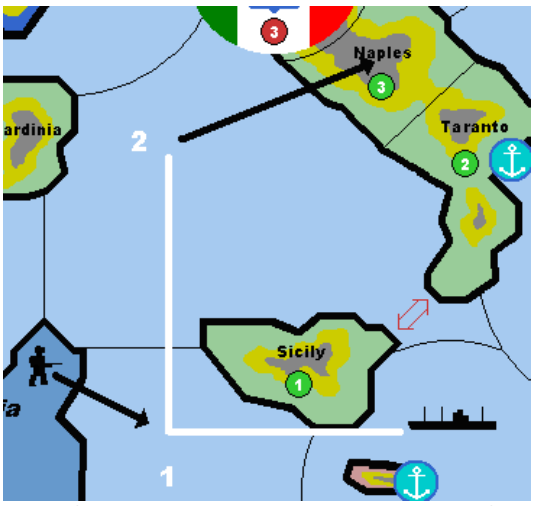
- Must always avoid combat
- Can only be hit if it is the last target available.
- Cargo – May carry 1 of the following (can be for an ally):
  - 1 fighter
  - 1 ground unit
  - 1 airbase
  - Supply for upto 10 Stack Points of ground units
  - Money upto $10

How is a Transport Used?

Carrying Units as Cargo

A transport is used to ferry units, money, and supply across water. A unit that is carried by a transport is considered cargo. As cargo, it has no Combat Value, and cannot be selected as a casualty. If the transport carrying the cargo is destroyed, then the cargo is lost as well.

For a transport to carry a unit as cargo, the unit must begin its turn in a land space next to a sea space. The transport then moves to that sea space where the unit loads onto the transport as cargo. Then transport moves to a sea space next to the land space that is the cargo's destination. Here the unit unloads onto that land space. It costs all of the unit's Movement Points to load and unload. The transport must then return the port it began the turn in.



The infantry (black) loads onto the transport from Tunisia, and then unloads from the transport onto Naples.

Amphibious Attack

A unit that is unloaded from a transport onto a land space that is enemy controlled/occupied is considered to be performing an Amphibious Attack. A fighter is not allowed to be unloaded this way. Units that are performing Amphibious Attack are not allowed to retreat.

For every unit that performs an Amphibious Attack, 1 battleship or 1 destroyer is allowed to perform Shore Bombardment on the targeted land space, as long as it is in the same sea space as the unloading transports.

If all the attacking units in a land space are performing an Amphibious Attack, then the placement of a supply depot is allowed (an Air Drop does not remove this option).

Carrying Money and Supply in a Convoy

A convoy is used to carry money and supply over sea spaces. If you cannot trace a path for your money (or supply) over friendly land spaces, then you need to set up a convoy route.

To set up a convoy, you must have a transport that will carry the money (or supply). You also need a port to send it and a port to receive it. Now you must be able to:

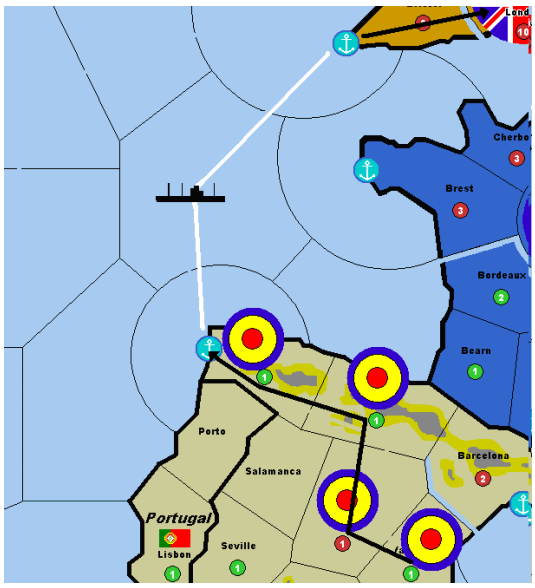
❶ Trace a path from a factory/NRZ (or supply source) to a port to send the money (or supply). The path cannot cross sea spaces (except a strait), enemy controlled/occupied land spaces.

❷ Trace a path from the sending port to another port to receive the money (or supply). The path cannot cross enemy occupied ports. Because naval units have 10 Movement Points, you cannot trace a path that is more than 10 sea spaces between friendly ports.

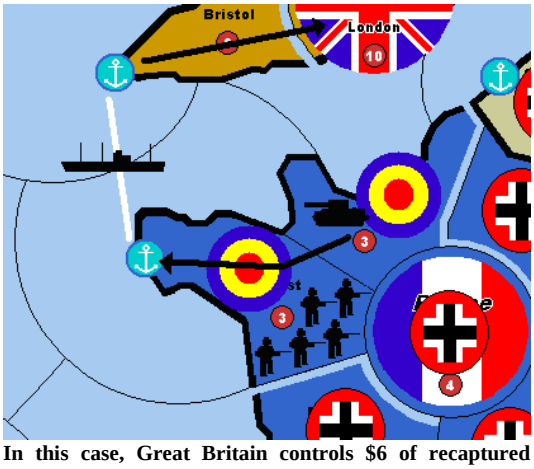
❸ Trace a path from the receiving port to the owning Major Power's Flag Space (or ground unit to receive supply). The path cannot cross sea spaces (except a strait), enemy controlled/occupied land spaces.

Convoys are started or cancelled during Convoy phase. Ships can be added or removed from a convoy at that time.

A convoy can be attacked normally, or through Strategic Warfare, or both (resolved separately).



Great Britain controls $4 of territory in Spain. To collect the money it has to be traced to Vigo (black), which is a port. During Convoy phase, the British player draws a convoy route in marker to connect the money from Vigo to Bristol, where it traces to London. A transport that was sitting in Bristol is then placed on the convoy route. Since there is only $4 to collect, 1 transport is enough. The transport and the route remain until the player removes it in another Convoy phase. The transport is considered to be in every space the convoy route is drawn in. This means that it can be attacked in any one of the 3 spaces in the picture.



In this case, Great Britain controls $6 of recaptured French, and also has 7 Stack Points worth of units to supply. A convoy route goes in both directions, so Britain can collect the French money, and supply the units. However, there is only 1 transport, which can only carry upto $10 or 10 Stack Points or any combination there of. This means that if Britain wants to collect all the money, then only 4 Stack Points of units can be supplied. Or 7 Stack Points can be supplied, and $3 collected. Another transport will have to be added to the convoy route during the next Convoy phase to collect all the money and supply all the units.

Miscellaneous

Fortress

This is a fortification used for the defense of a land space. The functions of a Fortress are:

- +2 Combat Value bonus for a defending infantry/airborne/mech (in addition to other bonuses).
- Can base an extra 10 Stack Points of naval units if on a port.
- Can base an extra 10 Stack Points of air units.
- Units that are Surprised in this space only suffer the movement restriction.
- Cannot be attacked in Blitzkrieg phase.
- Shore Bombardment not allowed.
- Unlimited supply source for units in the same space only.

Note – A Fortress is purchased and built as other units (check the set-up charts for how many Fortresses each major power is allowed, and where they are to be placed). It cannot move once placed. When captured, a Fortress is destroyed and cannot be rebuilt.

Redeployment Points

These represent a major power's ability to redeploy its forces. Each major power begins the game with RPs, and may buy additional RPs for $5, but no major power may have more than 10 RPs. RPs can be bombed away in Strategic Warfare (except from the Soviet Union).

To move a ground unit in Redeployment phase, it costs 1 RP/ground unit, and it gives the ground unit unlimited Movement Points.

To move an air unit in Redeployment phase, it costs 1 RP/air unit, and allows it to move to another eligible space to land in. It would cost another RP if the unit is to move again.

To move a naval unit in Redeployment phase, it costs 1 RP/naval unit, and allows it to move to another eligible port. It would cost another RP if the unit is to move again.

Supply Depot

This is a source of supplies, fuel, and ammunition for an amphibious army. The functions of a Supply Depot are:
- Unlimited supply source for units in the same space only.
- Units that are Surprised in this space only suffer the movement restriction.
- Cannot be attacked in Blitzkrieg phase.

Note – A Supply Depot is purchased and built as other units (check the set-up charts for how many Supply Depots each major power is allowed), but can only be placed on a land space captured that turn by Amphibious Attack. An Air Drop does not negate this option. It cannot move once placed. It is removed if captured, if a regular supply source becomes available, or can be removed during Redeployment phase.

Sequence of Play

The Axis and the Allies are the 2 players in the game. All active major powers belonging to a player take their turn together. The players are:

Axis:
- Germany
- Italy (starts neutral)

Allies:
- Great Britain
- France
- USA (starts neutral)
- USSR (starts neutral)

Each player must complete the following phases:
- Movement
- Combat
- Blitzkrieg
- Redeployment
- Convoy
- Build
- Buy
- Collect Money
- Initiative

A turn has passed at the end of the Initiative phase. 1 turn is a season, and there are four seasons to a year:
- Spring
- Summer
- Fall
- Winter

A year has passed at the end of the Initiative phase in winter.

The Phases

Axis and Allies goes through each of the following phases:

Movement

An attack on a neutral major power or minor country must be announced before beginning the phase.

Note – Double check to see if there are any units that are Cut Off or Surprised.

The order of movement is determined by the Initiative Map, which indicates who has initiative on each Front. A Front is comprised of a group of spaces indicated on the Initiative Map, and will be of the same color (the ports Hamburg, Istanbul and Gibraltar can be considered one of the 2 colors, but not both). The player that has a control maker on a Front on the Initiative Map has initiative.

To have initiative on a Front is advantageous. The player may move none, some or all his units on that Front before the other player (can be to a different Front).

The player with the most control markers on the Initiative Map is player A, and the other is player B. Follow these steps:

❶ **Player A** will move units on Fronts were he has initiative.
❷ **Player B** will move units on all Fronts.
❸ **Player A** will move units on Fronts where player B has initiative.

The path a unit takes must be declared. Every time it moves (crosses a border), a Movement Point is expended. Movement must end when a unit has no Movement Points remaining.

Land Movement:

Combat on land represents a series of large and small battles. These battles are fought over 3 months over a large area in the open and in towns and villages.

Moving Ground/Air Units

Select a target land space to move the ground/air unit to. Make sure that there are enough Movement Points to move the unit to that target space.

For air units, there needs to be enough Movement Points to allow the unit to return to the land space it was based on at the beginning of the turn.

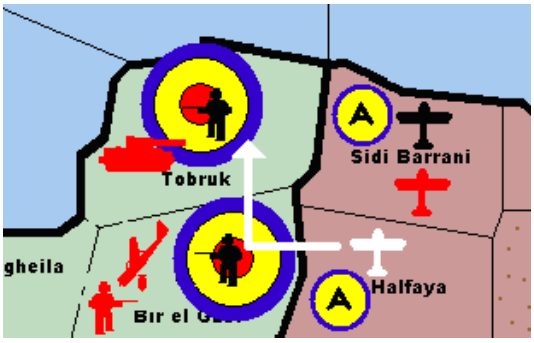
If a ground unit shares a space with an enemy ground unit at any point along its path – even before moving – then movement ends. Air units and ground units ignore each other for the purpose of movement only.

In addition to the regular movement and attacks, an air unit (depending on the unit type) can perform Strategic Warfare instead (see below). This must be declared.

If at the end of the Movement phase there is a friendly and enemy unit sharing the same land space, then a battle must occur. Go to stage 3 in Combat phase.

The Axis have initiative on the Western Front, and can move their units first. The German tank in Hamburg (white) moves 2 spaces to get to Liege, but the German Tank in Frankfurt (red) only moves once to get there. The French army in Sedan cannot be attacked by this tank, since in order to do so means passing through the Belgian infantry in Liege. Once the German tank from Frankfurt enters Liege, it has entered a space with an enemy ground unit. Even though the tank still has 1 Movement Point left, its movement ends and it must stay to do combat with the Belgian infantry.

It is now the Allies' turn to move their units. Belgium is now an ally of Great Britain, and is controlled by the British player. The British cannot move the infantry in Liege out, because it started its turn in a space with an enemy ground unit. If it were a German air unit in Liege, the infantry could leave since air units cannot tie down ground units. The British instead decide to reinforce Liege and move the infantry from Brussels into the attacked space. The French also move in their tank and 2 infantry from Sedan.



The Italians (red) are attacking Tobruk with a tank, Bir el Gubi with an infantry and a Tac bomber, and Sidi Barrani with a fighter. The British fighter in Sidi Barrani (black) cannot move, since it began the turn in a space with an enemy fighter. The British fighter in Halfaya (white), however, can fly over Bir el Gubi to Tobruk and attack the tank there. The yellow circles with the 'A' are airbases.

Sea Movement:

Combat at sea represents only a single or a few battles fought over a day to a few days. Because of this, sea movement is treated differently from land movement.

A naval/air unit can choose to either move, patrol, or perform Strategic Warfare (see below). This must be declared

A unit can only patrol 1 space. The space chosen is the space the player chooses to do combat if there are enemy units present. It must avoid combat in all other spaces.

If a unit is only moving, it must avoid combat in all spaces.

A naval/air unit must select a target sea space to move to that is within range of the unit. If a unit enters a sea space that is the declared path of an enemy unit (including a convoy), its movement pauses because of the possibility of a battle. Movement cannot continue until this is resolved.

Note that units in a convoy cannot patrol. Also, only 1 convoy can be attacked by a unit, regardless of how many convoys there are in the same space.

Units from the same space and moving together to the same space are called a Task Force.

If the space is being patrolled by both sides, a battle is automatic with all units patrolling. Any units that are present but not patrolling must be intercepted after the initial battle is resolved (see below). Go to stage 2 in Combat phase.

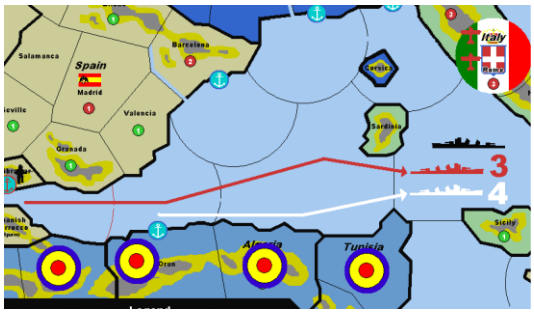
If the space is not being patrolled by either side, both players continue to their destinations.

If the space is being patrolled by one side, a successful interception must occur. The patrolling player must count the spaces his Task Force entered from its starting point to the patrolled space. Roll 1d6, and then check below to see if interception was successful.

Interception:

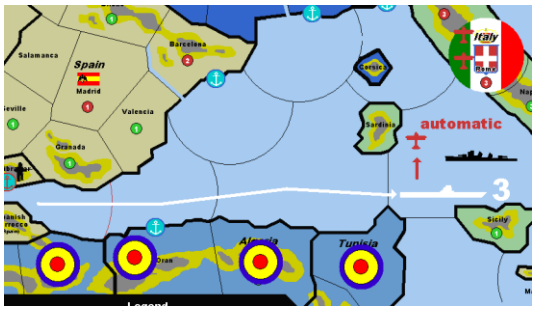
When looking for ships that do not want to be found, an interception must take place.

A Task Force would perform 1 interception. If there are multiple Task Forces patrolling the same space, the player may combine them into 1 main Task Force to perform a single interception. The player must then select a unit that began its turn the furthest number of spaces away from the patrolled space. The player counts the spaces and rolls 1 interception using that value. If the Task Forces are not to be combined, then roll interception separately for each.



The destroyer from Gibraltar (red) is 3 spaces away from the Italians (black). It needs to roll a 3 or less to successfully intercept the Italians there. The destroyer in Oran (white) is 2 spaces away, so it needs to roll a 4 or less to find the Italians. The British have 2 choices: let both Task Forces roll in separately, or combine them and intercept as 1 Task Force using the furthest destroyer's roll of 3 or less.

Air units count the spaces they took off from. This means that an air unit taking off from a carrier counts the spaces it launched from, not the space the carrier began in.



The carrier from Gibraltar (white) moves out 3 spaces to attack the Italian destroyer, but the fighter (red) launches from the carrier in the same space as the destroyer to look for it. The carrier finds the destroyer on a 3 or less, while the fighter automatically finds it.

A unit may be intercepted along multiple points along its path. If so, interception and the following combat must be resolved in order from the 1st encounter to the last.

If interception is successful, go to stage 2 in Combat phase.

Roll 1d6 and see below if an interception is successful:

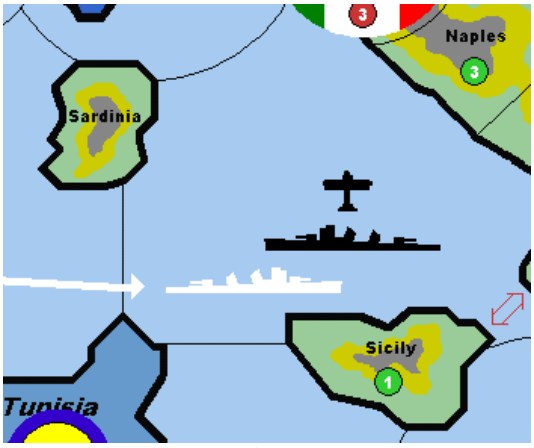
Number of spaces	1d6 result
• same space	automatic
• 1 space	1 – 5
• 2 spaces	1 – 4
• 3 spaces	1 – 3
• 4 spaces	1 – 2
• 5 spaces	1

Avoid: All units that are not patrolling in a given sea space must be intercepted in order to attack them. Non-patrolling units, transports, submarines and convoys must always avoid.

Abort: If a unit survives interception, it may continue to its target space, or abort rather than continue. An air unit may abort before a battle begins. Aborting is considered the same as retreating.

Automatic Interception: A bomber or a submarine performing Strategic Warfare always succeeds in intercepting a convoy. Also, a unit patrolling the same space it began the turn in will always be successful in intercepting.

Automatic Evade: A patrolling unit cannot evade, so the following is for non-patrolling units. An air unit always evades interception. Also, a naval unit in a friendly port always evades enemy naval units, even if it did not begin its turn there.



An Italian destroyer and fighter (black) are moving to attack Malta, but the British destroyer (white) successfully intercepts. Because planes cannot be intercepted by ships, the fighter automatically evades and continues to Malta.

Strategic Warfare:

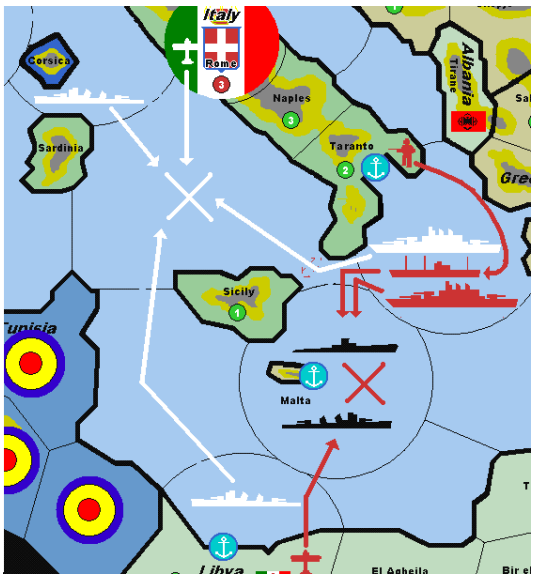
This is an attack targeting a factory, NRZ or convoy. Only bombers and submarines can perform this type of attack, although fighters can escort bombers.

When attacking a factory/NRZ, 1 hit damages the space and a damaged marker must be placed on that space. Only a factory/NRZ can be hit. The defender must immediately lose an amount of money equal to the value of the space. If the factory was a homeland factory, then the defender loses 1 RP as well (unless the defender is the Soviet Union). That space

cannot build units, and has no value until it is repaired. The cost to repair a space is the same as the space's value, which can be paid during Buy phase. Repairing is immediate.

When attacking a convoy, 1 hit destroys a transport in the convoy. Only transports can be hit.

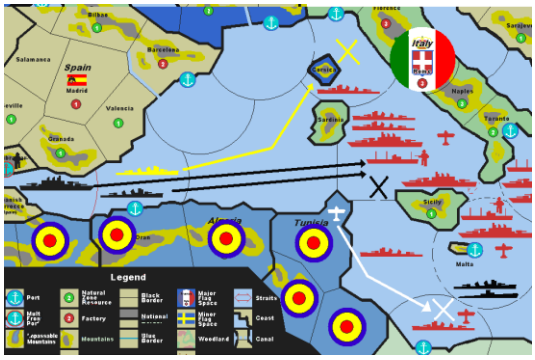
Example of Multiple Interceptions and the Sequence in which the Combat is Resolved:



The Axis have initiative in the Mediterranean and Southern Fronts, so Italy moves first. The 2 spaces marked X are selected to be patrolled. The infantry in Taranto is loaded onto a transport and then moves with a battleship to the white X and then onto the red X to unload the infantry. There, it is joined by a fighter from Tripoli. Movements are in red.

The 2nd battleship remains at the white X to patrol there. The destroyers in Genoa and Tripoli, and the fighter in Rome join the fleet at the white X. Movements are in white.

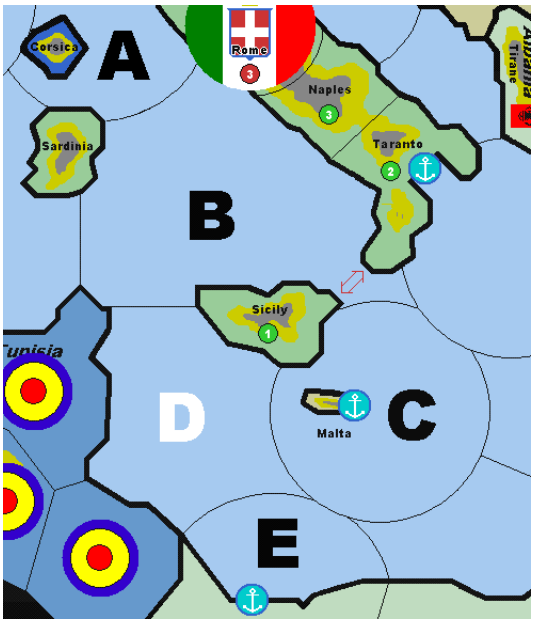
The units patrolling at the white X must avoid combat in all other spaces, while the units patrolling at the red X must avoid combat everywhere else.



Now the Allies move. The British select 3 spaces marked with an X to patrol. The ships at Gibraltar and Oran move to intercept the Italian fleet at the black X (black routes). The 2nd destroyer in Oran moves to intercept the Italian destroyer in Genoa, while the fighter in Tunis intercepts the Italian destroyer in Tripoli. While moving there, it passes through the same space that the Italian destroyer from Tripoli does.

To attack a unit at sea, it must be intercepted somewhere along its path. There are 6 spaces that the Italians pass through. Attacking any of these spaces means facing all units that passed through that space. At the black X, there are 2 battleships, 2 destroyers, 1 fighter, and a loaded transport. At the white X there are a destroyer and a fighter. At the yellow X there is a destroyer.

In addition, any space where the paths of the opposing sides cross, there may be a battle.



The above illustration shows the 5 points at which the Italians and British cross paths. A, B, C and E are spaces that one or both sides have declared is being patrolled. At D, neither side is patrolling .

Now the order of interception and the resulting battles must be determined. To do this, each possible battle with all units involved must be looked at.

At A, a British destroyer is intercepting an Italian destroyer. If the Italian destroyer survives, it will continue to the battle at B, so this battle must be resolved before B.

At B, the British fleet is intercepting the Italian fleet. Of the 2 Italian destroyers present, it is possible that the Italian destroyer from Tripoli will not be present if it is destroyed in a battle at D or E. Therefore A, D and E must be resolved before B.

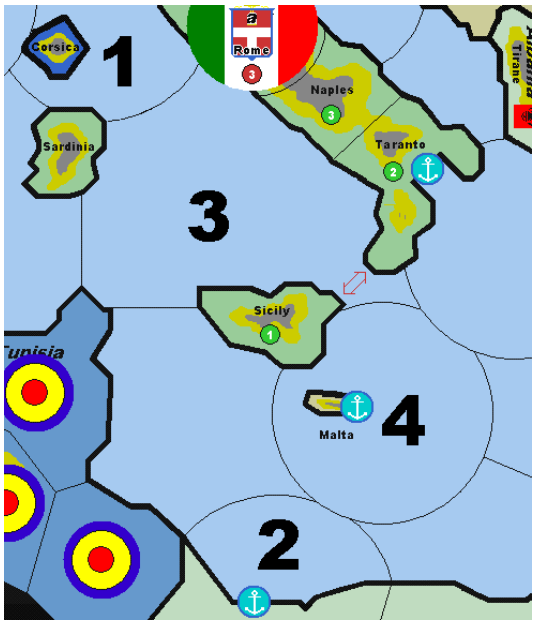
At C, the Italians are intercepting the British submarine and destroyer. The Italian battleship and transport may have been involved in a battle at B before, so B must occur before C. Also, the fighter may have been involved in a battle at E, so E must also occur before C.

At D, a British fighter and an Italian destroyer cross paths. Because neither side chose this space to be patrolled, this encounter is ignored.

At E, a British fighter is intercepting the Italian destroyer and fighter. Because the Italians will engage in a battle at C, this encounter must be resolved before C.

The order of the battles will be: A, E, B and C.

If a situation arises where the first encounter cannot be determined, the player with initiative will choose one of the spaces he is patrolling to be first.



1st Battle:

The Italians did not choose to patrol here, but the British did. The British will then need to find the Italians. However, because the British are intercepting the Italian ship in its port, and without any air units, the destroyer automatically evades the British. No battle occurs.

2nd Battle:

Again, the Italians are not patrolling here, but the British are. Again, the British will need to find them. The Italians are again caught in their port, but this time the British are using a fighter. The Italian destroyer cannot evade an air unit, so the Italians cannot automatically evade this time. The British roll for interception.

Since air units cannot be intercepted, the Italian fighter can continue along.

3rd Battle

Since both sides chose to patrol here, combat is automatic with all patrolling units. However, the Italians have a battleship and a transport present that are not patrolling and must avoid combat here. These units will not be involved in the battle. In order for them to be attacked, the British must win the battle, and then choose to intercept the remaining units, or abort.

When intercepting the remaining Italians ships, the British may choose to combine the ships from both Oran and Gibraltar, or roll for them separately.

4th Battle:

The Italians are patrolling here, but not the British, so the Italians will need to intercept. Malta is a British port, so the British ships automatically evade the Italian ships, but they cannot evade the Italian fighter. The fighter will be able to roll for interception.

Submarines are more difficult to find, so even though the Italians may successfully intercept the British destroyer, the roll will need to be sufficiently low enough to find the submarine as well.

Combat

Movement phase must be completed before you can move onto Combat phase.

A battle must take place where you have units in the same space as the enemy. If this happens, follow the stages below in order for each battle.

How to Resolve a Battle?

First, the attacker and defender must be determined. An attacker is the player who entered an enemy occupied space. The defender is the player occupying the space. Defensive bonuses apply to the defender whether his units began the turn in the defended space or not.

For the following, you are the attacker. The player with initiative chooses which battles to resolve first.

All battles are resolved by dice rolling (firing). When there is a battle to be fought in a space, all the units in that space are engaged. Remove all units from the space and place to the side of board, with your attacking units separated from the defending units. You and the defender should place your units into groups of the same Combat Value. That Combat Value is the maximum die roll number that the unit needs in order to score a hit.

A battle consists of 4 stages. You must resolve all stages in order. All Stage 1 battles are resolved, then all Stage 2 battles and so on.

Retreat:

At the end of each round of a battle, the attacker first has the option to retreat. If the attacker decides to remain, then the defender has the option to retreat. If the defender remains, then battle continues. If a player decides to retreat, all his units must retreat.

At sea, air units can abort before a battle begins. This is also a retreat.

When retreating from a space, a ground unit retreats to a space that it, or another retreating ground unit, came from. A naval/air unit must retreat to a space that it began the turn

in. If a unit began the turn in the space it must retreat from, then it may retreat to another friendly controlled space provided it has enough Movement Points. Ground units can still retreat even if they have no Movement Points remaining, but they must all retreat to the same space.

Stage 1 – Strategic Warfare

Your bombers/submarines may attack the defender's factory or NRZ/convoy. Follow these steps:

① **Place all of the engaged units to the side of the board.** All units in the same space are placed.

② **Attacker fires**. You roll 1d6 for each air unit you have in the land space. Every die roll that is equal to or less than the Combat value of the unit is a 'hit'. You then add up the number of 'hits' rolled, and that is the number of fighters the defender must choose as casualties.

③ **Defender fires**. The defender rolls 1d6 for every fighter he has in the land space, including casualties. Every die roll that is equal to or less than 3 is a 'hit'. Defender then adds up the number of 'hits' rolled, and that is the number of air units you must choose to be destroyed. Casualties are now removed.

④ **Attacker fires**. You roll 1d6 for each bomber/submarine you have in the space. Every die roll that is equal to or less than 3 is a 'hit'. Defender's factory/NRZ is now damaged, or 1 transport per hit is destroyed

⑤ **Defender fires**. The defender rolls 1d6 for every destroyer/fighter he has in the convoy. Every die roll that is equal to or less than 3 is a 'hit'. Defender then adds up the number of 'hits' rolled, and that is the number of submarines you must choose to be destroyed.

- Go to Stage 4.

Stage 2 – Naval Battle

Follow these steps:

① **Place all of the engaged units to the side of the board.** All units in the same space are placed. Aborting air units/naval units retreat now.

❷ **Attacker fires.** You roll 1d6 for each unit you have in the sea space that has not yet fired. Every die roll that is equal to or less than the Combat value of the unit is a 'hit'. You then add up the number of 'hits' rolled, and that is the number of units the defender must choose as casualties.

❸ **Defender fires.** Defender rolls 1d6 for every unit he has in the sea space that has not yet fired, including casualties. Every die roll that is equal to or less than the Combat value of the unit is a 'hit'. Defender then adds up the number of 'hits' rolled, and that is the number of units you must choose to be destroyed. Casualties are now removed.

❹ **Repeat all steps in black until:**
- Attacker retreats
- Defender retreats
- Attacker is destroyed
- Defender is destroyed

- The winner may choose to abort rather than have these units move onto another battle.

Stage 3 – Ground Battle

If you are unloading a ground unit from a transport into battle, then all battleships you have in the same sea space may participate in the battle. Bombers that are dropping airborne cannot fire, but may be chosen as casualties. Follow these steps:

① **Place all of the engaged units to the side of the board.** All units in the same space are placed.

② **Attacker: Shore Bombardment.** For every ground unit performing an Amphibious Attack, you roll 1d6 for each battleship/destroyer you have in the adjacent sea space. Every die roll that is equal to or less than 2 is a 'hit' for a battleship, and 1 is a 'hit' for a destroyer. You then add up the number of 'hits' rolled, and that is the number of ground units the defender must choose to as casualties.

③ **Defender: Shore Defense**. The defender rolls 2d6 for each artillery he has in the land space, including casualties. Every die roll that is a 2 is a 'hit'. Defender adds up the number of 'hits' rolled, and that is the number of naval units you must choose to be destroyed. Casualties are now removed. Your attacking ground units now unload.

❹ **Attacker fires**. You roll 1d6 for each unit you have in the land space. Every die roll that is equal to or less than the Combat value of the unit is a 'hit'. You then add up the number of 'hits' rolled, and that is the number of units the defender must choose as casualties.

❺ **Defender fires**. The defender rolls 1d6 for every unit he has in the land space, including casualties. Every die roll that is equal to or less than the Combat value of the unit is a 'hit'. Defender then adds up the number of 'hits' rolled, and that is the number of units you must choose to be destroyed. Casualties are now removed.

❻ **Repeat all steps in black until:**
- Attacker retreats
- Defender retreats
- Attacker is destroyed
- Defender is destroyed

- Attacker has the option of placing a supply depot, if all the attacking ground units were performing an Amphibious Attack.
- Go to Stage 4.

Stage 4 – Return to Port/Land

Each naval/air unit must return to the space it began the turn in. If that space is not available, then you must choose the next closest port/land space for the unit.

Blitzkrieg

Player A may now choose to repeat Movement phase with tanks, airborne and Tac bombers, but only on Fronts where he has initiative. Then, player B may do the same on Fronts he has initiative. Combat phase is then repeated to resolve any battles.

Tanks, airborne and Tac bombers chosen for Blitzkrieg must not have been used in Movement phase. If the unit had not moved, but had to defend in Combat phase, it may still Blitz. All Blitzing units may only be used with the intention of capturing an enemy controlled land space. All defending units are under Surprise Attack.

If you choose to blitz with a unit, the path it takes must be declared. Every time it crosses a boundary, Movement Points are expended.

Redeployment

Player B performs Redeployment phase first.

You may choose to move any unit to another space, or start, add to, remove from or cancel a convoy.

Redeploying Units

Ground Units:

1 RP gives a ground unit an unlimited number of Movement Points. An RP can also allow a unit to be loaded/unloaded from a transport. The path the ground unit takes must be declared, and the land spaces it enters must be in friendly control.

Air Units:

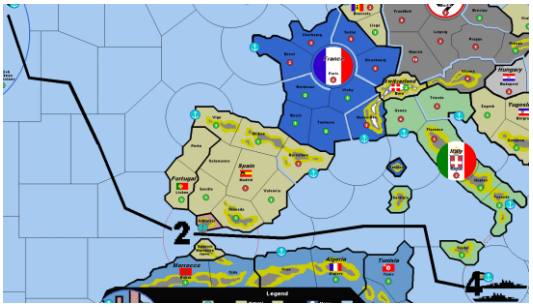
1 RP allows an air unit to move to another eligible base or carrier within its range of Movement Points. It may continue changing bases, but must pay 1 RP each time (this is considered refueling). An RP can also allow a fighter to be loaded/unloaded from a transport. The path the air unit takes must be declared, and the land spaces it enters must be in friendly control. It cannot fly over enemy land spaces.

A fighter that starts in Munich spends 1 RP to get to Prague. It then spends a 2nd RP to refuel to get to Warsaw. A 3rd RP is then spent refueling to get the fighter to Kiev. The fighter cannot land anywhere other than spaces that allow air units to land.

Naval Units:

1 RP allows a naval unit to move to another eligible port within its range of 10 Movement Points. It may continue changing bases, but must pay 1 RP each time (this is considered refueling, and can only occur in friendly ports). An RP can also allow a ground unit to be loaded/unloaded from a transport. The path the naval unit takes must be declared, and the ports entered cannot have enemy units with Sea Control units in them.

Note that transports used in Movement phase to carry units cannot be used this phase to carry units as well.



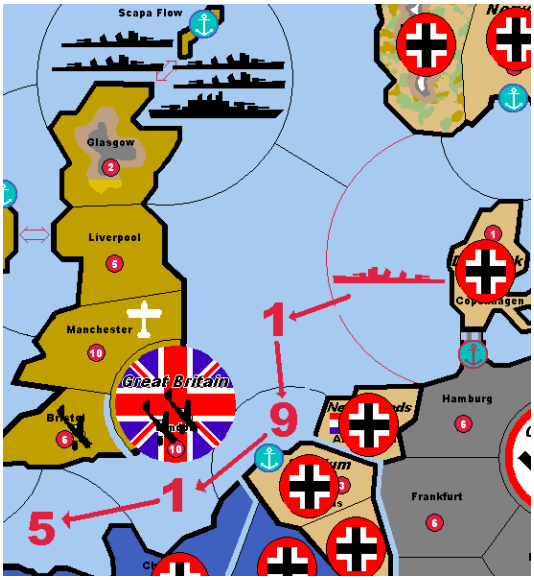
2 battleships start in the USA. To get to Gibraltar it costs 2 RPs for both battleships (5 Movement Points to cross the blue boundary). It then costs another 2 RPs to refuel to get both battleships to Malta for a total of 4 RPs.

Movement Penalties

Units that have the Sea Control ability prevent enemy naval movement through the space they occupy as well as influencing enemy naval movement through adjacent sea spaces. Naval units with Sea Control will be in friendly ports, while air units with Sea Control will be on carriers or in coastal land spaces.

A naval unit can move in Redeployment phase, as long as an RP has been spent for it. It can still only move within the range of its Movement Points in getting to its next port, however. The presence of units with Sea Control will force the naval unit to spend extra Movement Points. Anytime a naval unit moves through a sea space adjacent to a Sea Control unit, there will be Movement Penalties.

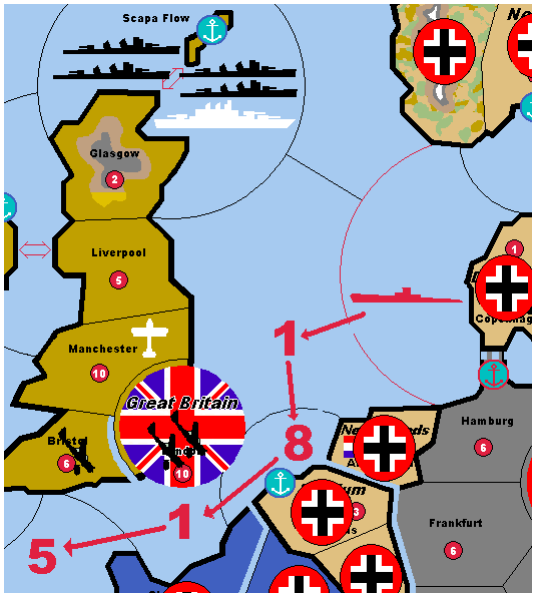
For each Sea Control unit in a port, it costs 1 extra Movement Point for a naval unit to leave an adjacent sea space. For each Sea Control air unit in a coastal land space, it also costs 1 extra Movement Point to leave an adjacent sea space.



Here, a German destroyer (red) in Hamburg is going to Brest during Redeployment phase. 1 RP is spent to allow the destroyer to move. It now uses 1 Movement Point to move to the first sea space, but to move to the next one

will cost 8 Movement Points. 1 Movement point to move, plus 1 extra Movement Point each for the Tac bombers in London, and the destroyers and battleship in Scapa Flow (the fighter in Manchester does not have Sea Control). The destroyer does not now have enough Movement Points to get to Brest, so a 2nd RP is spent to allow it to move again from Brussels.

Submarines are only restricted by Sea Control units that also have ASW.



In this case, the German submarine (red) is trying to move to Brest. Because the battleship is not ASW, it does not force a Movement Penalty on the submarine.

Convoys

Player A performs Convoy phase first. See: Transports.

Start a Convoy – a port must be chosen to send and receive supply/money. Draw a line connecting the 2 ports using sea spaces only (through the Suez canal is allowed).

Add Ships to a Convoy – a naval unit that begins Redeployment phase in one of the 2 ports may be added to the convoy at no RP cost. To add a naval unit in a different port requires an RP/naval unit.

Remove Ships from a Convoy – a naval unit in a convoy can be removed, but it must finish the turn in one of the 2 ports.

Cancel a Convoy – erase the line connecting the 2 ports. All naval units in the convoy must finish the turn in one of the 2 ports. If there is no transport in the convoy, it must be cancelled.

Change the Route of a Convoy – simply redraw the line connecting the 2 ports.

Convoys must observe the Movement Penalties from Sea Control units just as naval units in Redeployment phase must as well.

This convoy is running between Bristol and Alexandria. Because of the units that have Sea Control ability in Brest, Genoa, Sicily and Taranto, there are Movement Penalties. It takes 5 Movement Points to go between Bristol and Gibraltar, 8 between Gibraltar and Malta, and 4 between Malta and Alexandria.

Build

Player A performs Build phase first.

All units in the Build Boxes are moved down 1 box. Units in Build Box 1 are now placed on Homeland spaces. The Homeland space that you build a unit on must have been in your control since the beginning of your turn.

The following criteria apply when placing your units:

- Infantry may be placed in any Homeland space upto the numeric value of the space. A Homeland space with no value can have 1 infantry placed, unless it is a desert or impassable mountain..
- Other ground/air units in a Homeland factory upto the numeric value of the factory. Factory cannot have damage.
- You may only place naval units in a Homeland port with a factory upto the numeric value of the port. Factory cannot have damage.
- Units that cannot be placed are destroyed.

Buy

Player A performs Buy phase first.

You may now buy units with money collected before this phase. You may buy new units, fortresses, Supply Depots, RPs, repair battleships, repair factories/NRZ and give money.

Bought units are placed in the appropriate Build Boxes. Look at the Build Time of the unit and place it in the corresponding Build Box. Factory/NRZ repairs, battleship repairs, fortresses, Supply Depots, RPs and giving money are immediate.

Give Money to an Ally:

To do this across sea spaces, you must have a convoy route set up.

No major power may give or receive more than $20 in a turn. The money can be spent the same.

Collect Money

In this phase, you must be able trace a path from each factory/NRZ you control to a Homeland factory. The path that you trace cannot cross sea spaces (across a strait is allowed), enemy controlled/occupied land spaces, or neutral land. If you need to trace a path across water, you must have a convoy route set up.

All spaces successfully traced are added together and you collect that amount in money. Damaged factories/NRZs have no value.

Initiative

Determine the number of battles each player has won on each Front. The player that has won the most battles on a Front will have initiative on that Front the next turn.

A player will **automatically** have initiative if a major power surrenders to him, or he controls all land spaces on a Front (excluding neutral territories) and there are no enemy units present (excluding submarines and transports).

Place a control marker of the player in the appropriate Front on the Initiative Map. If there was a tie, or there were no battles fought, then there will be no change on the Initiative Map.

Strategic Warfare battles or battles against a surprised neutral country do not count towards initiative.

Supply Sources

Supply affects ground units only. You must be able to trace a path of supply from a supply source to each of your units. The path that you trace cannot cross an enemy controlled/occupied land space or sea space (across a strait is allowed). If you must trace across water, you must have a convoy route set up.

If you cannot supply a ground unit, it is unsupplied and is considered to be Cut Off.

Supply sources available to your ground units are:

- **Major Flag Space** – Supplies an unlimited number of friendly ground units.
- **Minor Flag Space** – Supplies 10 Stack Points of friendly ground units inside the minor country's borders.
- **Fortress** – Supplies an unlimited number of friendly ground units, but only if they are in the same space as the fortress.
- **Supply Depot** – Supplies an unlimited number of friendly ground units, but only if they are in the same space as the supply depot.

Note – a supply source is destroyed when captured.

Cut Off:

Ground units that are unsuppliedcannot trace back to a supply source are Cut Off. This means that cut off units cannot perform normally. The effects of being Cut Off are:

- Units cannot move in Movement or Blitzkrieg phases. Airborne cannot perform an Air Drop.
- Units cannot retreat (including affected air units).
- Units have a Combat Value of 1, but terrain bonuses still apply. Airborne also defend normally.
- Air units attacking a land space with ground units that are Cut Off have the option of remaining in battle, rather than being forced to retreat when they are the only attacking unit type left.

The German tank in Warsaw is out of supply and cannot move because:
1) The tank needs to be in the same space as the supply depot.
2) The fortress in cannot supply the tank, unless the tank is in the same space.
3) Hungary's capital (Budapest) is a Minor Flag space for the Germans (Hungary is a German minor ally), but it cannot supply units outside of Hungary.
4) Warsaw is a captured Minor Flag, so that cannot supply the tank either.
5) A clear path to Berlin or Rome is blocked by Allied controlled spaces and by neutral Switzerland.
6) The only possibility is the port of Trieste, but only if a convoy were established.

Player Nation Rules

USA

To fight Japan in the Pacific, USA must have set aside $400 by the end of each winter turn.

USSR

Russian Winter:

On every winter turn, all Axis units in the Soviet Union (brown land spaces) are affected by severe winter conditions. These are:

- All Axis units have a Combat Value of 1 (bonuses still apply)
- All Axis ground units have 1 Movement Point.
- Any Axis units that are Cut Off by the end of the turn are destroyed.
- Blitzkrieg phase is not allowed for the Axis.
- Axis airborne are not allowed to Air Drop.
- Axis are limited to moving 5 ground units inside the Soviet Union during Redeployment phase.

Limited Redeployment:

Because of partisan activity, different rail gauge and other logistical issues, the Axis are limited to moving 10 ground units inside the Soviet Union during Redeployment phase.

Nazi-Soviet Non-Aggression Pact:

This is an agreement between Germany and USSR not to attack each other and to divide Eastern Europe along the red dotted line indicated on the board. Warsaw, Danzig and Krakow are to be German, and Vyborg, Latvia, Estonia, Lithuania, Brest-Litovsk, Vilna, Lvov, and Bessarabia are to be Soviet.

The following conditions must be met at the end of each turn:

- Germany must have 10 Stack Points of ground units in Poland, and control all Polish land spaces on the German side of the partition line. If not, USSR may declare war the following turn.
- USSR must have 10 Stack Points of ground units in Poland, and control all Polish land spaces on the Soviet side of the partition line. If not, Germany takes control of all of Poland (any Soviet units in Poland are lost). In addition, USSR must control all of its designated land spaces. If not, Germany takes control of those land spaces not controlled.

Even though USSR is neutral, USSR may move units in Movement phase solely to comply with these conditions.

Other Special Conditions:

Soviet units, supply or money (unless the money is given to the Soviets) cannot enter Allied controlled land spaces or ports at any point in the game, and vice versa.

Also, USSR controls every land space it captures, regardless of the original owner.

Strategic Warfare targeting factories does not reduce RPs.

UK

Pacific Transfer:

UK must lose the units marked on the set-up chart as 'Pacific Transfer' at the beginning of the spring 1942 turn.

Neutrality

Neutral countries are inactive and do not participate in the game until activated. Activation happens when a neutral country is attacked, or when activated by the following dates:

- Italy declares war on the Allies spring 1940.
- USA and USSR declare war on the Axis spring 1942.

If activated before then, the major power cannot spend more than ¼ its income until the above date. Any money beyond the ¼ is lost.

An active neutral minor country immediately becomes a minor ally. An attack on a neutral will catch that country's armed forces unprepared. All units belonging to the neutral country and all units within the neutral country's borders (even if brought in from somewhere else) will be Surprised for the turn of the initial attack only.

No major power may enter or trace money/supply through a land space or port controlled by a neutral country.

A declaration of war is always announced before the Movement phase.

Minor Allies

A minor ally is a minor country that fights on the side of the Axis or Allies. When a neutral minor country is attacked, it will become a minor ally of either Germany or Great Britain. Once it is activated as a minor ally, all its land spaces are controlled by either Germany or Great Britain, and all its units will then be set up using either German or British units. All units within the new minor ally's borders (even if brought in from somewhere else) are Surprised the turn of the initial attack only.

A minor ally's Minor Flag Space is a source of supply. If captured, the Minor Flag Space permanently loses supply status.

British Minor Allies:

All units in Poland are Surprised in fall 1939.

All units in Greece are Surprised in spring 1941.

German Minor Allies:

March against Bolshevism! Bulgaria, Finland, Hungary and Romania become German minor allies in spring 1941.

Surprise Attack

Sometimes, an attacking army can catch a defender by surprise. This can result in the defender being unprepared, leading to a poor defense.

In the game, the effects of a Surprise Attack are:
- Units cannot move in Movement or Blitzkrieg phases.
- Units cannot retreat.
- Units have a Combat Value of 1. Terrain bonuses still apply, and airborne defend normally.

Units that affected by Surprised Attack are:
- All defending units belonging to a neutral country as shown on the set up charts. Only on the first turn it is attacked.
- All units reinforcing a land space belonging to a neutral country under attack. Only on the first turn it is attacked.
- All units defending against an attack in Blitzkrieg phase.

Units in a Major Flag Space, a Fortress, or a Supply depot only suffer the movement restriction.

***French and British units are Surprised in fall 1939.**

Victory Conditions

Allies win the war if they control the Major Flag Spaces of both Axis major powers.

Axis win the war if they control the Major Flag Spaces of 2 Allied major powers.

Axis/Allies win a minor victory if they control more Major Flag Spaces than the opposing side by the end of the summer 1945 turn.

Options

Technology

Each Major Power may attempt to develop technology. During Collect Income phase, for every $10 a major power collects, a technology is selected. 1d6 is rolled for every technology selected. The result is the number that is added to the number on the chart (plus previous attempts at the same technology). When the total reaches 200, that Major Power has successfully developed that technology, and can now build units of that type.

Code Breaking –

Tanks – The next generation of tanks are available. Combat Value is 4, and Cost is 25. Otherwise, they are the same as tanks.

Jets – The jet engine has been developed. Air units are hit on a 5 or less, and Cost is 30. Otherwise, they are the same as fighters.

Heavy Bombers – Payloads for bombers have increased. Combat Value is 2, a hit in Strategic Warfare is 5, and Cost is 30. Otherwise, they are the same as bombers.

Long Rang Aircraft – Increased efficiency and extra fuel tanks mean greater range. For fighters, Movement Points are 6, and Cost is 30. For bombers, Movement Points are 8, and Cost is 30. If combining with Heavy Bombers, Cost is 35

U-Boats – Silent submarines can run underwater faster and for longer. Combat Value is 2, a hit in Strategic Warfare is 4, and Cost is 15. Enemy units hit this unit at -1.

Sonar – Better detection underwater. Units hit submarines at +1.

Radar – Fighters can now reinforce a land space adjacent to them that is being attacked with Strategic Warfare.

Rockets – Can launch rocket strikes. Select a friendly land space to launch strikes from. Every turn, on a 3 or less, an enemy land space 2 spaces away from the launch site is damaged as though it were bombed in Strategic Warfare.

Atomic Bomb – Bombing damage is permanent. A successful hit in Strategic Warfare permanently reduces the value of a land space to 0, and 1 Redeployment Point is lost. Treat the space as any other valueless land space. Cost is 30.

French Armistice

France must offer an armistice if not in control of its Flag Space at the beginning of a turn. If the Axis player does not accept, then France becomes a British minor ally, with control of all remaining French units and territory passing onto the British player.

If the Axis player accepts the armistice, then set-up Vichy France. Bearn, Bordeaux, Brest, Cherbourg, Sedan, Strasbourg and Paris are to be German controlled. All other blue land spaces revert to Vichy French control. Remove all French ground/air units. Any British/German units left in Vichy territory must leave by the end of the turn, or war must

be declared on Vichy France or the colony the units are in. Any British units left in German controlled French territory will now control that land space.

Vichy France is a neutral minor country, with Vichy as the Minor Flag Space. Also, even though they are considered under Vichy French control, Morocco, Algeria, Tunisia, Lebanon, Syria and French West Africa are treated as separate when attacked – only the French colony attacked becomes a Minor Ally. If Vichy French Home Territory is attacked, then all Vichy French units and territory become a Minor Ally. If Paris is liberated, then Vichy France becomes a British Minor Ally.

The set-up of Vichy French forces are:

Vichy - 5 infantry, 1 artillery
Toulouse - 3 infantry
Marseilles - 4 infantry
Rabat - 1 infantry
Algiers - 2 infantry
Damascus - 1 infantry

Remaining French naval units may be split up between Marseilles, Mers el Kebir and Lebanon and are placed by the Axis player.

Italian Armistice

Italy must offer an armistice if the following conditions are met at the beginning of a turn:

- The Allies control all of the African Front, Middle East Front, Gibraltar, Malta, Sicily or Sardinia, and 1 Italian Homeland space.
- The Allies have initiative in the following Fronts: African, Mediterranean, Southern and Middle East.
- The Allies get initiative in the Mediterranean Front if they control all land spaces in the Front, regardless if there are still Axis ships present.

If the Allied player does not accept, then Italy continues until normal surrender conditions are met.

If the Allied player accepts the armistice, normal surrender procedures are followed, except that the conqueror cannot collect for Italian Homeland spaces.

Leaders

Leaders are generals or admirals who are the leadership that affect the performance of units. A leader is represented by a marker with the leader's name on it.

Ground unit leaders are generals and have 2 Movement Points, 0 Stack Points, and can be moved to anywhere on the map during Redeployment phase, but does not cost a Redeployment Point to do so.

Naval unit leaders are admirals and are carried by a naval unit. During Redeployment phase, the admiral can be transferred to a different ship.

Only land units that begin the turn under the command of a general can be affected by the general's leadership. The special abilities of generals cannot be combined if they are of the same rank, even though generals of all ranks can be in the same land space.

If a leader is in a battle where all units are destroyed, then the leader is also killed.

There are 3 ranks of general/admiral:

Rank 1 – Field Marshall/Fleet Admiral – (equivalent is marshall or 5 star general) This general affects all units in the land space he is in, and all adjacent land spaces. If a land space falls under the command of more 2 Rank 1 leaders, then at the beginning of the turn, the land space must be assigned to a single Rank 1 leader.

Rank 2 – General/Admiral – (equivalent is 4 star general) This general affects all units in the land space he is in. If a land space has more than 2 Rank 2 leaders, then at the beginning of the turn, the land space must be assigned to a single Rank 2 leader.

Rank 3 – Col. General/Rear Admiral – (or lower, such as lt. general, brigadier general, major general or 3 star general) – This general affects only specific units in the land space he is in. If a unit falls under the command of more than 2 Rank 3 leaders, then at the beginning of the turn, the unit must be assigned to a single Rank 3 leader.

Special Forces

Germany (light grey):

Tanks (Waffen SS) – +1 Combat Points, even if not Combat Ready. No more than 2 on the board at any time.

Mech (Waffen SS) – +1 Combat Points, even if not Combat Ready. No more than 2 on the board at any time. Defend normally, and get terrain bonuses even when not Combat Ready.

Battleships/Cruisers (Raiders) – Choose 1 battleship/cruiser in Movement phase to be a raider. A raider always avoids a battle (except if it is a convoy) regardless of the presence of other friendly units. It may finish the turn in a different port, even if retreated. A raider can only be intercepted at a 1and only once, even if other friendly naval units are with it.

Battleships/Cruisers (Channel Dash) – Choose 1 battleship and 1 cruiser in Redeployment phase for a dash. Those units will ignore Movement Penalties.

Submarines (Wolf Pack) – Sink a transport on a '4' in Strategic Warfare instead of a '3'.

Soviet Union (dark brown):

Artillery (Shock Army) – Roll 3d6 on the 1st turn of a Ground Battle. No more than 2 on the board at any time.

Infantry (Guards Army) – +1 Combat Points on the 1st turn of a Ground Battle, even if not Combat Ready. No more than 2 on the board at any time.

Tanks (Guards Army) – +1 Combat Points, even if not Combat Ready. No more than 2 on the board at any time.

U.S.A. (dark green):

Bombers (Eighth Air Force) – Hits a Factory on a '4' in Strategic Warfare instead of a '3'.

Infantry (Marines) – +1 Combat Points when performing an Amphibious Attack. No more than 4 on the board at any time.

Great Britain:

Airborne (SAS) – +1 when performing an Air Drop.

Bombers (SAC) – Hits a Factory on a '4' in Strategic Warfare instead of a '3'.

Aircraft Carriers (Sneak Attack) – During Redeployment phase, choose 1 aircraft carrier with a fighter to launch a sneak attack. Move the aircraft carrier within range of an enemy port in order for the fighter to reach the port and roll 1d6. On a roll of '4' or less, a naval unit of the attacker's choice is hit. If the result is a '2' or less, and the target was a battleship, it is sunk. The aircraft carrier and fighter cannot move during Redeployment phase other than to perform this attack. Can be performed only once per game.

Submarines (midget subs) – During Redeployment phase, choose 1 submarine to launch a midget sub attack. Move the submarine next to an enemy port and roll 1d6. On a roll of '4' or less, a naval unit of the attacker's choice is hit. If the result is a '1' or less, and the target was a battleship, it is sunk. The submarine cannot move during Redeployment phase other than to perform this attack. Can be performed only once per game.

Italy:

Submarines (Frogmen) – During Redeployment phase, choose 1 submarine to launch a Frogmen attack. Move the submarine next to an enemy port and roll 1d6. On a roll of '4' or less, a naval unit of the attacker's choice is hit. If the result is a '2' or less, and the target was a battleship, it is sunk. The submarine cannot move during Redeployment phase other than to perform this attack. Can be performed only once per game.

Advanced Naval Rules

The advanced rules do not allow separate groups to combine for patrols as the regular rules do, but rather there is an Order of Battle. There is also a chance of day or night engagements and bad weather. Use the following rules to replace the regular rules (Strategic Warfare remains the same):

Combat at sea represents only a single battle or a few battles fought over a day to a few days. These battles can occur during the day or at night. Because of this, sea movement is treated differently from land movement.

A naval/air unit can choose to either move, patrol, or perform Strategic Warfare (see below). This must be declared

A unit can only patrol 1 space. The space chosen is the space the player chooses to do combat if there are enemy units present. It must avoid combat in all other spaces.

If a unit is only moving, it must avoid combat in all spaces.

A naval/air unit must select a target sea space to move to that is within range of the unit. If a unit enters a sea space that is the declared path of an enemy unit (including a convoy), its movement pauses because of the possibility of a battle. Movement cannot continue until this is resolved.

Note that units in a convoy cannot patrol. Also, only 1 convoy can be attacked by a unit, regardless of how many convoys there are in the same space.

Units from the same space and moving together to the same space are called a Task Force.

If the space is being patrolled by both sides, a battle is automatic with all units patrolling. If there are multiple groups on either side, then consult the Order of Battle. Any units that are present but not patrolling must be intercepted after the initial battle is resolved (see below). Check Order of Battle and Conditions of the Battle, then go to stage 2 in Combat phase.

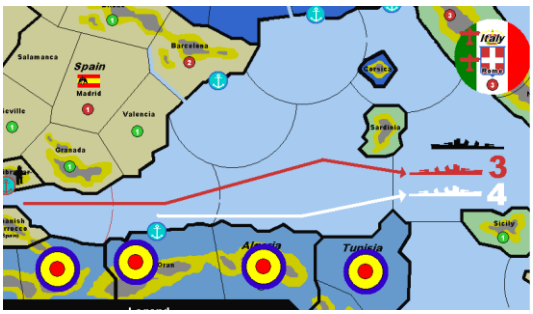
If the space is not being patrolled by either side, both players continue to their destinations.

If the space is being patrolled by one side, a successful interception must occur. The patrolling player must count the spaces his Task Force entered from its starting point to the patrolled space. Roll 1d6, and then check below to see if interception was successful. Multiple intercepting groups must roll interception separately. Also, if there are multiple groups on either side, then consult the Order of Battle.

Interception:

When looking for ships that do not want to be found, an interception must take place.

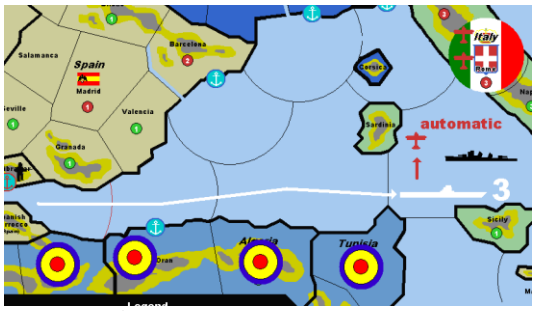
A Task Force performs 1 interception. If there are multiple Task Forces patrolling the same space, then roll interception separately for each.



The destroyer from Gibraltar (red) is 3 spaces away from the Italians (black). It needs to roll a 3 or less to successfully intercept the Italians there. The destroyer in

Oran (white) is 2 spaces away, so it needs to roll a 4 or less to find the Italians.

Air units count the spaces they took off from. This means that an air unit taking off from a carrier counts the spaces it launched from, not the space the carrier began in.



The carrier from Gibraltar (white) moves out 3 spaces to attack the Italian destroyer, but the fighter (red) launches from the carrier in the same space as the destroyer to look for it. The carrier finds the destroyer on a 3 or less, while the fighter automatically finds it.

A unit may be intercepted along multiple points along its path. If so, interception and the following combat must be resolved in order from the 1st encounter to the last.

If interception is successful, check Order of Battle and Conditions of the Battle. Then go to stage 2 in Combat phase.

Roll 1d6 and see below if an interception is successful:

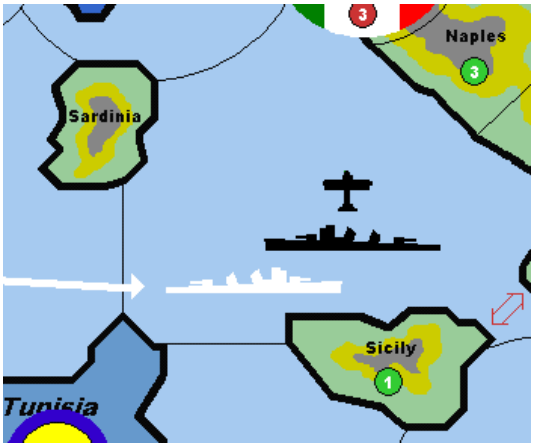
Number of spaces	1d6 result
• same space	automatic
• 1 space	1 – 5
• 2 spaces	1 – 4
• 3 spaces	1 – 3
• 4 spaces	1 – 2
• 5 spaces	1

Avoid: All units that are not patrolling in a given sea space must be intercepted in order to attack them. Non-patrolling units, transports, submarines and convoys must always avoid.

Abort: If a unit survives interception, it may continue to its target space, or abort rather than continue. An air unit may abort before a battle begins. Aborting is considered the same as retreating.

Automatic Interception: A bomber or a submarine performing Strategic Warfare always succeeds in intercepting a convoy. Also, a unit patrolling the same space it began the turn in will always be successful in intercepting.

Automatic Evade: A patrolling unit cannot evade, so the following is for non-patrolling units. An air unit always evades interception. Also, a naval unit in a friendly port always evades enemy naval units, even if it did not begin its turn there.



An Italian destroyer and fighter (black) are moving to attack Malta, but the British destroyer (white) successfully intercepts. Because planes cannot be intercepted by ships, the fighter automatically evades and continues to Malta.

<u>Order of Battle:</u>

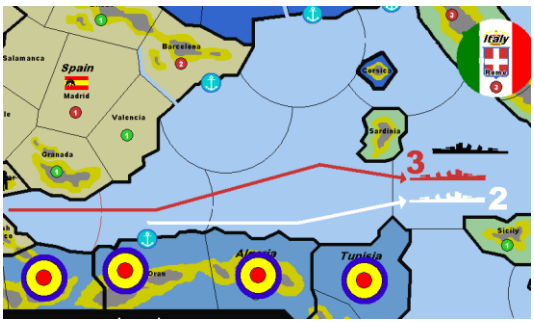
The difficulty in coordinating battles at sea is compounded when the forces in question do not all start together. When this happens, the separate forces may not all be present at the start of a battle. They may actually join in later while the battle is in progress, or even miss the fight altogether.

In Combat phase, when there are multiple Task Forces that are engaging in the same battle, the separate Task Forces may not all begin fighting on the same round.

First, it must be determined which Task Force from the Axis and from the Allies will be first on the scene to begin the battle. For each side, it will be the Task Force that is closest to the patrolled space where the battle is to be fought. If there are 2 or more Task Forces on 1 side that happen to be the same distance away, then they both begin the battle.

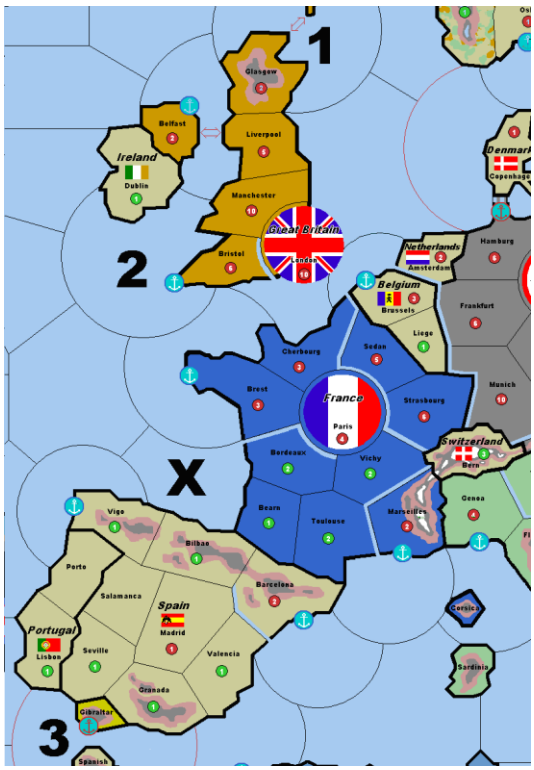
Air units are flexible in the Order of Battle. They may be selected to enter a battle in any round of the player's choosing – even the first round. regardless of distance.

Then, the Order of Battle for the remaining Task Forces for both sides must be determined. This is determined on how far away the remaining Task Forces are from the patrolled space.



The British destroyers from Gibraltar (red) and Oran (white) are intercepting an Italian destroyer. Since the white destroyer is closer to the patrolled space, it will begin the battle with the Italian destroyer. The red

destroyer is 1 space further than the white and so will enter the battle 1 round later.



Combat will occur at 'X' between a German Task force and 3 British Task Forces. Because the British have multiple Task Forces at '1', '2', and '3', they may not enter the battle at the same time. Task Force 2 is the closest, so it will open the battle against the Germans in round 1. Task Forces 1 and 3 are both 4 spaces away – 2 spaces further than Task Force 2. Since they are 2 spaces, they will enter the battle 2 rounds later on round 3.

<u>Conditions of the Battle:</u>

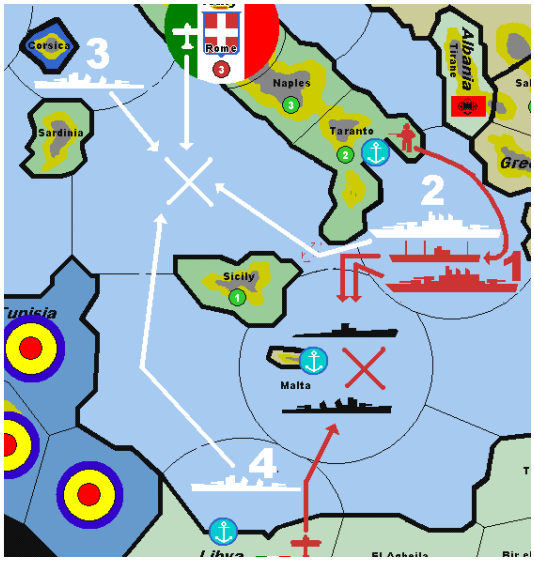
Battle at sea can take place during unfavourable conditions. Once it has been decided what battles there will be, and the units involved, check to see whether the engagement takes place during the day or at night, and if there is bad weather or not. The player with initiative may decide that a nighttime engagement is preferable. If so, switch the first and third bullets.

Roll 1d6 and check below:

Condition	1d6 result
• daytime and good weather	1 – 3
• daytime and bad weather	4
• nighttime and good weather	5
• nighttime and bad weather	6

Daytime and good weather – combat is normal
Daytime and bad weather – naval units are at -1, air units are at -2
Nighttime and good weather – naval units are at -1, air units cannot participate
Nighttime and bad weather – naval units are at -2, air units cannot participate

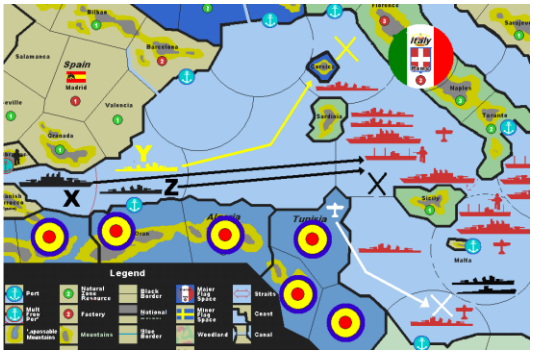
<u>Example of Multiple Interceptions and the Sequence in which the Combat is Resolved:</u>



The Axis have initiative in the Mediterranean and Southern Fronts, so Italy moves first. The 2 spaces marked X are selected to be patrolled. The infantry in Taranto is loaded onto a transport and then moves with a battleship to the white X and then onto the red X to unload the infantry (Task Force 1). There, it is joined by a fighter from Tripoli. Movements are in red.

The 2nd battleship (Task Force 2) moves to the white X to patrol there. The destroyers in Genoa (Task Force 3) and Tripoli (Task Force 4), and the fighter in Rome also patrol at the white X. Movements are in white.

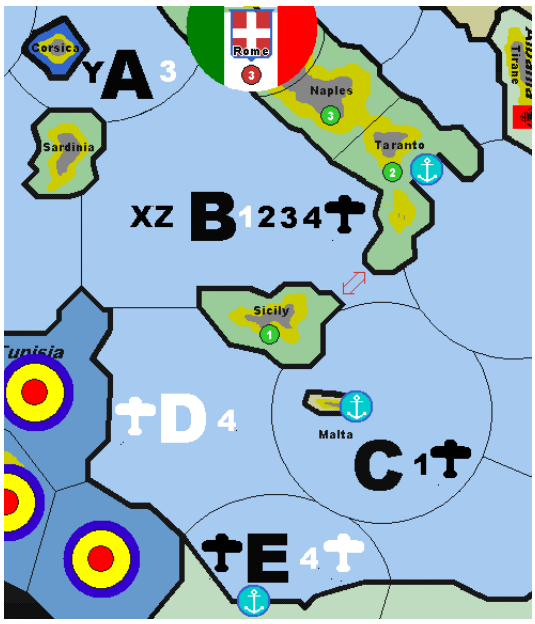
The units patrolling at the white X must avoid combat in all other spaces, while the units patrolling at the red X must avoid combat everywhere else.



Now the Allies move. The British select 3 spaces marked with an X to patrol. The ships at Gibraltar Task Force X) and Oran Task Force Z) move to intercept the Italian fleet at the black X (black routes). The 2nd destroyer in Oran (Task Force Y) moves to intercept the Italian destroyer in Genoa, while the fighter in Tunis intercepts the Italian destroyer in Tripoli. While moving there, it passes through the same space that the Italian destroyer from Tripoli does.

To attack a unit at sea, it must be intercepted somewhere along its path. There are 6 spaces that the Italians pass through. Attacking any of these spaces means facing all units that passed through that space. At the black X, there are 2 battleships, 2 destroyers, 1 fighter, and a loaded transport. At the white X there are a destroyer and a fighter. At the yellow X there is a destroyer.

In addition, any space where the paths of the opposing sides cross, there may be a battle.



The above illustration shows the 5 points at which the Italians and British cross paths and the Task Forces involved. A, B, C and E are spaces that one or both sides have declared is being patrolled. At D, neither side is patrolling. White denotes the Task Force is avoiding combat, while black means it is patrolling there.

Now the order of interception and the resulting battles must be determined. To do this, each possible battle with all units involved must be looked at.

At A, British Task Force Y is intercepting Italian Task Force 3. If Task Force 3 survives, it will continue to the battle at B, so this battle must be resolved before B.

At B, British Task Forces X and Z are intercepting the Italian Task Forces 1, 2, 3 and 4. It is possible that Task Force 4 could not be present if it is destroyed in a battle at D or E. Therefore A, D and E must be resolved before B.

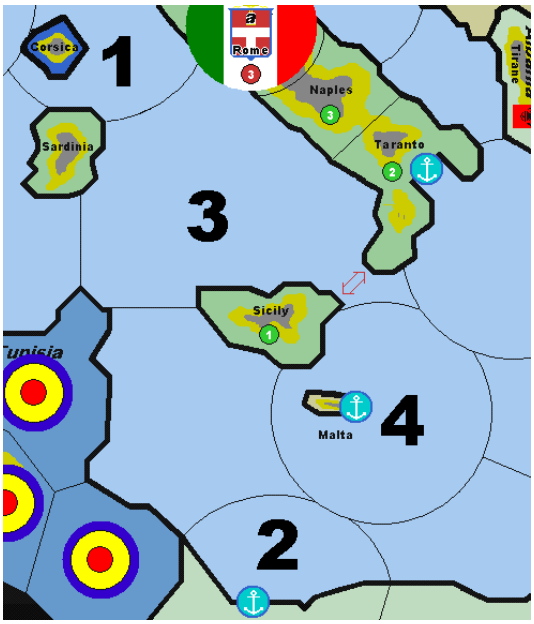
At C, Italian Task Force 1 is intercepting the British submarine and destroyer. Task Force 1 may have been involved in a battle at B before, so B must occur before C. Also, the fighter may have been involved in a battle at E, so E must also occur before C.

At D, a British fighter and Italian Task Force 4 cross paths. Because neither side chose this space to be patrolled, this encounter is ignored.

At E, a British fighter is intercepting Italian Task Force 4 and a fighter. Because Task Force 4 will engage in a battle at C, this encounter must be resolved before C.

The order of the battles will be: A, E, B and C.

If a situation arises where the first encounter cannot be determined, the player with initiative will choose one of the spaces he is patrolling to be first.



1st Battle:

The Italians did not choose to patrol here, but the British did. British Task Force Y will then need to find the Italians. However, because the British are intercepting the Italians in their own port, and without any air units, the destroyer automatically evades the British. No battle occurs.

2nd Battle:

Again, the Italians are not patrolling here, but the British are. Again, the British will need to find them. The Italians are again caught in their port, but this time the British are using a fighter. The Italian destroyer cannot evade an air unit, so the Italians cannot automatically evade this time. The British roll for interception.

Since air units cannot be intercepted, the Italian fighter can continue along.

3rd Battle

Since both sides chose to patrol here, combat is automatic with all patrolling units. However, Italian Task Force 1 is not patrolling and must avoid combat here. These units will not be involved in the battle. In order for them to be attacked, the British must win the battle, and then choose to intercept the remaining units, or abort.

When intercepting Task Force 1, the British must roll separately for each surviving Task Force they have.

Since there are multiple Task Forces involved, the Order of Battle must be determined for each side.

For the Italians: the first Italian Task Force to arrive is 2 and 3. They arrive simultaneously because they are all 1 space away from the patrolled space. They will begin the battle in round 1. Task Force 4 is 2 spaces away (or 1 more space than the preceding Task Forces). This means it enters the battle on the next round. It is considered to not be present in the battle until then.

For the British: Task Force Z is the closest to the patrolled space at 2 spaces away, and will begin the battle in round 1. Task force X is 1 more space further, and will begin the battle 1 round later in round 2.

4th Battle:

The Italians are patrolling here, but not the British, so Italian Task Force 1 and the fighter will need to intercept. Malta is a British port, so the British ships automatically evade Italian Task Force 1, but they cannot evade the fighter. The fighter will be able to roll for interception.

Submarines are more difficult to find, so even though the Italians may successfully intercept the British destroyer, the roll will need to be sufficiently low enough to find the submarine as well.