

# Axis & Allies

## Axis and Allies Revised: Historical Edition (AARHE)

Dislokation  
Heeresgruppe F  
(Ob. Südost)  
nach  
Lage Italien u. Balkan

## Introduction

AARHE is intended to provide historical realism to the board game *Axis and Allies Revised* and is designed to work on top of LHTR 2.0. Game rules not covered are addressed under LHTR. This is designed to be played as a universal rules template for the various maps that the project uses.

Files of the project: rules, maps, player aids, battle boards:

- [www.axisandallies.org](http://www.axisandallies.org) under “House Rules” forum
- [www.boardgamegeek.com](http://www.boardgamegeek.com) under Axis & Allies (2004), files listing

Game pieces for optional new units:

- Planes (1/700): [www.brookhursthobbies.com](http://www.brookhursthobbies.com), Tumbling Dice (Vapor Trails)
- Infantry (15mm): [www.oldgloryminiatures.com](http://www.oldgloryminiatures.com)
- Armor and Artillery (1/285), Warships (1/2400): [www.stytrex.com](http://www.stytrex.com)
- Plastics: [www.tabletactics.com](http://www.tabletactics.com)

*AARHE Standard Map*: The map is mostly as the original revised map. Baltic Sea (sea zone 5) is no longer connected to Western Europe. Balkans and Turkey is connected. There are other small changes. Income and unit setup remains the same. Setup icons and AARHE information has been added for your convenience.

*AARHE 1939 Map*: Game starts in 1939 with France, Italy, and China as separate players. The map contains a large number of changes from the original map adding important sites such as Malta, Tunisia, and Iwo Jima. Territories are also a bit more divided.

*AARHE 1942 Italy Map*: Game starts in 1942 with Italy as 6th player. This map contains a small number of changes from original map adding territories such as Italy and Finland. Setup remains the same for other territories.

## Acknowledgements

Game rules:

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Cyan	Nuclear
DasReich	Oldsalty
Deaths Head 420	Rawdawg
Flashman	Tekkyy
Guerrilla Guy	The Duke
Gen AlexanderPatch	Trihero
HMS Onslow	and others. . .



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## Game Sequence

### Round Sequence

Special opening round:

1. Soviet Union

Normal rounds:

1. Axis
2. Allies

You do not collect any IPC during setup. Players on the same team perform turn sequence at their own rate before and after “Conduct Combat” phase. “Conduct Combat” phase cannot be performed until all players on the team has completed “Combat Move” phase.

### Turn Sequence

1. Collect Income
2. Purchase Units and Developments
3. Combat Move
4. Conduct Combat
5. Non-combat Move
6. Mobilize New Units
7. Develop Weapons
8. Diplomacy

If your capital territory is under enemy control at the beginning of your turn, the “Develop Weapons” and “Diplomacy” phases are skipped. When you lose your capital you lose 50% of your income for the next turn, while the enemy only receives the territories value in return. You may still build at industrial complexes or victory cities. You cannot build a factory until your capital is liberated.

### Victory Conditions

Victory is achieved if victory conditions are maintained for one full game round. Three game modes are possible.

*Victory City:* Axis wins if they control 45 VCP (Victory City Points). Allies win if they control 55 VCP. Each victory city has a VCP value.

*Historical Victory:* The first nation that achieves it ranks first, with other nations ranking second and third accordingly. A list of historical victory conditions is found at the appendix.

*Economic Victory:* Both teams bid the number of rounds that they want the game to last. The team that bids the higher number of turns plays Axis. The team controlling the majority of territory IPC at the end wins the game.



## Victory Cities

GERMANY (18)	
Berlin (6)	Bucharest (2)
Rome (5)	Kiev (1)
Paris (2)	Tobruk (0)
Warsaw (2)	
JAPAN (15)	
Tokyo (6)	Shanghai (1)
Hsinking (2)	Batavia (1)
Singapore (2)	Manila (1)
Kuching (2)	
SOVIET UNION (18)	
Moscow (6)	Archangel (1)
Stalingrad (4)	Astrakhan (1)
Leningrad (3)	Vladivostok (1)
Novosibirsk (2)	
UNITED KINGDOM (12)	
London (5)	Tehran (1)
Toronto (2)	Cape Town (1)
Cairo (1)	Dakar (0)
Calcutta (1)	
Sydney (1)	
UNITED STATES (14)	
Washington (5)	Ürümchi (1)
Los Angeles (4)	Rio de Janeiro (1)
Chicago (2)	Honolulu (0)
Chungking (1)	
NEUTRAL (4)	
Madrid (2)	Ankara (2)

## Phase 1: Collect Income

### Economic Attacks

A territory's income can be reduced due to economic attacks [ on page 13] in enemy's last turn. No territory's income can be reduced below zero.

### Production Interruption

A territory's income is reduced if it was attacked last turn. For every cycle of combat the income is reduced by 1 IPC. No territory's income can be reduced below zero.

### Logistics

Pay 1 IPC for each Transport offloading in Combat Move, each Airborne Infantry offloading via Airborne drop [ on page 6] and each land unit to desert terrain [] this turn. Pay 1 IPC for every land unit ending your



last turn on a Transport. These amounts are refunded if you do not carry these actions.

### Spending or Saving IPC

IPC to be spent must have a path\* between the territory and the Industrial Complex/Victory City. IPC to be saved must have a path\* between the territory and your capital. This also applies to lend-lease. IPC that are not spent and not saved are forfeited.

\*A path is a chain of territories your land units may go through. Stalinist Xenophobia [ on page 8] applies. It may cross the sea but may not cross non-friendly canals, waterways [ on page 8], or straits [ on page 7].

### Convoy Raid

When path(s)\* cross the sea, each hostile submarines in the region destroys 1 IPC per turn. Damage is allocated by victim to IPC of the path(s). The standard AARHE map contains the following regions.

Region	Sea Zone(s)
Baltic Sea	5
North Atlantic	1 - 12, 19
Mediterranean	13 - 16
South Atlantic	17, 18, 22 - 27
Indian Ocean	28 - 35
South Pacific	20, 21, 37 - 48, 50
North Pacific	36, 49 - 64

\*see Spending or Saving IPC

### Lend-Lease

US may send IPC to Soviet Union and/or UK. A combined total of up to 12 IPC can be sent.

### Naval repair

Damaged ships are repaired at sea zones adjacent to friendly industrial complex or victory city. Damaged ships are returned upright at the beginning of any turn if it did not move in the last turn.

## Phase 2: Purchase Units and Developments

### Variable Industrial Complex Costs

Major victory cities are cities with more than 3 VCP (victory city points).

IC Location	Cost
Original Major Victory City	5
Original Minor Victory City	10
Occupied Victory City or other	15



## Variable Infantry Costs

Infantry units are constructed at victory cities. Optional unit Airborne Infantry units are constructed in your home capital. Other units are constructed at your Industrial Complex.

Germany and Soviet Union	Infantry Cost
Original Capital Victory City	2
Connected Victory City*	3
Other Victory City	4

\*connected to Capital via contiguous land territories controlled by you or friendly nations

Japan and Italy	Infantry Cost
Original Capital Victory City	3
Other Victory City	4

US and UK	Infantry Cost
Original Capital Victory City, 1st	2
Original Capital Victory City, 2nd	3
Original Capital Victory City, 3rd+	4
Other Victory City	4

## Purchase Developments

Each purchasable die costs 5 IPC.

Nation	Free Dice	Purchasable
Germany	2	4
Italy (optional)	1	2
Japan	1	3
Soviet Union	1	3
United Kingdom	1	2
United States	2	4

## Scorched Earth

Industrial complex can be selected for destruction. Remove it at the beginning of “Mobilise New Units” phase this turn. No units can be mobilised there this turn.

## Phase 3: Combat Move

### Air Movement

Air units may only use up to half its movement points to reach target territories or sea zones and only up to half its movement points on retreat in Non-Combat. If optional unit Naval Fighter is taken, only it can land on aircraft carriers or retreat to sea zones. Naval Fighters do not have to be launched before movement of aircraft carrier. Air units are not subject to Infrastructure Defence fire when overflying hostile territories.

### Airborne Drop

Bomber may carry one Airborne Infantry (optional unit) to attack a hostile territory. Both units must start in the same territory. Airborne Infantry is offloaded before “Conduct Combat” phase and may not retreat from



this combat. If Transport Plane (optional unit) is taken only it may perform Airborne Drop. The Bomber (or Transport Plane) attacks the territory at Transport Plane combat values.

## Naval Movement

Naval units may go through sea zones consisting of only enemy Submarines and/or Transports. Each defending Submarine rolls a die at combat value. Each successful roll forces one non-Submarine naval unit to enter combat, allocated by the victim. Unforced units may choose to enter combat as well in that sea zone or continue their original movement.

Damaged Aircraft Carrier and Cruiser move at 2.

## Naval Transport

Units loaded in Combat Move must be offloaded in Combat Move same turn. Besides an amphibious assault you may also offload into friendly territories.

## Naval Occupation

Naval units may remain in hostile sea zone without entering combat. This situation arises from newly built naval units, naval combat retreat decision [ on page 11].

## Submarine Movement

Submarines may go through hostile sea zones. Each defending unit capable of Anti-Submarine Warfare (ASW) rolls a die at ASW search value. Each successful roll forces one Submarine to enter combat. Unforced Submarines may choose to enter combat as well in that sea zone or continue their original movement.

## Air Missions

Besides conventional attacks your air units may also perform Air Missions [ on page 13]. Air Missions must be declared in Combat Move.

## Defensive Air Support (DAS)

During your enemies' turn (your passive turn), after all combat moves (including Air Missions) are declared you may then declare DAS. This may not be performed during USSR player's special opening-turn. Air units (except Bombers) may move to adjacent friendly territories or any adjacent sea zones. DAS does not interrupt naval movement.

## Strait Interdiction

Straits are marked on the map by double green lines with dots representing the related territories. You may fire at hostile non-Submarine naval units moving between certain sea zones if you control the specific territories. Roll 1 die against each unit destroying it on success roll. Movement between the sea zones must be done in "Combat Move" if enemy controls the respective territories. The standard map contains these straits:



Territories	Sea Zone 1	Sea Zone 2	Hit Value
Gibraltar	12	13	2
United Kingdom	6	7	1
Western Europe	6	7	1

### Canals and Waterways

Canals and waterways are marked on the map by double red lines with dots representing the related territories. You may move between certain sea zone only if your team controls the specific territories at the beginning of your turn. The standard map contains these canals and waterways:

Territories	Sea Zone 1	Sea Zone 2
Anglo-Egypt and Trans-Jordan	15	34
Panama	19	20
Germany	5	6
Turkey	15	16

### Terrain

Land units must stop on entering desert, snowy, or mountainous terrain. Tank (and optional unit Mechanized Infantry) may not blitz through them. Defending land units in snowy or mountainous terrain have defense increased by 1 in first cycle of combat. Small territories such as Gibraltar cannot be occupied by more than 2 units and cannot be attacked by more than 2 land units.

### Stalinist Xenophobia

Before the axis captures the Soviet capital Moscow, US and UK may not move units into or fly air units over any original Soviet territories plus West Russia, Belorussia and Ukraine. Also, Allied territories liberated by USSR are under USSR control.

### Rome-Berlin-Tokyo Axis Co-operation

Before Allies capture the Axis capitals Berlin or Tokyo, Japanese units may not be in the same territory or sea zone as German or Italian units.

## Phase 4: Conduct Combat

### Land Combat: Air Units

When both sides have air units present air units fight with dog fighting values. Aerial combat occurs and air units do not attack land units. Hits must be allocated on other air units before Transport Plane.

### Air Supremacy

When only one side has air units at the beginning of combat cycle, air units fight with normal combat values when matched 1-to-1 with a friendly land unit. Excess air units fight at combat value of 1. Hits must be allocated on other land units before Infantry or optional unit Airborne Infantry. Fighter increases Tank's attack by 1 on a 1-to-1 basis.



## Anti-Air

Each ID (Infrastructure Defense) selects an enemy air unit independently. Some territories has Implicit ID [ on page 18]. After all selections are made, each ID rolls a search die detecting this target on a 1. Each ID then selects an enemy air unit independently among the detected air units. After all selections are made, each ID rolls an attack die destroying its target on a 1, forcing the target to retreat on a 2 or 3.

## Land Combat: Retreat Decision

At the end of a land combat cycle, if only one side has land units the other side must retreat. If air units can't land they will be destroyed in Non-Combat Move. Defender declares retreat decisions before attacker.

### Defender retreat

Defender may choose to retreat some or all of the units. Retreating land units can retreat to adjacent friendly territories. Retreating air units must retreat to friendly territories or sea zones within 2 spaces. You may retreat to territories with unresolved combat if the attacker in that combat only has air units.

### Attacker retreat

Attacker may choose to retreat some or all of the units. However if defender has no land units left, attacker must leave behind at least one land unit. Retreating land units must retreat to adjacent space which they came from. Amphibious assault land units offloaded from Transport may also retreat. Units are converted to Infantry when they load onto the Transports. Optional unit Airborne Infantry offloaded from Transport Planes may not retreat.

## Land Combat: Sequence

Attacker fires before defender in each item. Hits are allocated on “remove casualties”.

### *Opening-fire*

1. Infrastructure Defense fire. Remove casualties.
2. Air units fire. Remove casualties.

### *Main-round*

1. Land unit's fire.
2. Remove casualties.

### *Retreat Decision*

1. Defender
2. Attacker

## Land Combat: Hit Allocation

Land units' hits can only be allocated on land units. Air units can never be hit by land units except by Infrastructure Defense rolls. Tank hits must be allocated on other land units before Infantry or Airborne Infantry (optional unit). When both sides have air units at the beginning of combat cycle, air units' hits are allocated on other air units before Transport Plane. When only one side has air units at the beginning of combat cycle, air units' hits are allocated other land units before Infantry or Airborne Infantry.



## Land Combat: Amphibious Assault Sequence, 1st cycle

Attacker fires before defender in each item. Hits are allocated on “remove casualties”.

### *Opening-fire*

#### Air Combat

1. Infrastructure Defense fire. Remove casualties.
2. Air unit’s fire. Remove casualties.

#### Shore Bombardment

1. Offshore bombardment. Remove casualties
2. Defending Artillery fire. Remove casualties.

### *Main Round*

1. Attacking units fire.
2. Defending land units (not Artillery) fire.
3. Remove casualties.

### *Retreat Decision*

1. Defender
2. Attacker

Defending artillery fires before other land units. Attacking land units fight at combat value of 1, or 0 for mountainous terrain []. Attacking Battleship, Destroyer, (and optional unit Crusier) and defending Infrastructure Defense may perform offshore bombardment.

## Land Combat: Amphibious Assault Sequence, Offshore bombardment

Attacking Battleship, Destroyer (and optional unit Cruiser) may choose to roll for offshore bombardment. Offshore bombardment is limited to one roll for every four offloaded land units. Each ship performing rolling for offshore bombardment increases Infantry or Airborne Infantry’s attack by 1 on a 1-to-1 basis. Defending Infrastructure Defense performs offshore bombardment against ships involved in this amphibious assault (ships rolling for offshore bombardment or enemy Transport offloading units). The procedure is the same as Anti-Air [ on the preceding page]. Each Infrastructure Defense increases Infantry’s defense by 1 on a 1-to-1 basis.

## Naval Combat: Air units

When both sides have air units present air units fight with dog fighting values. Aerial combat occurs and air units do not attack naval units. Hits must be allocated on other air units before Transport Plane.

### **Air Supremacy**

When only one side has air units at the beginning of combat cycle, air units fight with normal combat values. Bomber and Transport Plane may not attack naval units. Air units can alternatively be allocated Anti-Submarine Warfare (ASW). Not all units are ASW capable [ on page 12].

### **Anti-Air**

Certain naval unit has an Anti-Air value. This is the number of Anti-Air rolls each hitting on a 1. Hits must be allocated on enemy air units.



Unit	Anti-Air
Destroyer	1
Carrier	1
Battleship	2
Cruiser	3

## Naval Combat: Retreat Decision

At the end combat cycle air units that cannot land on Aircraft Carrier [ on page 6] or excess to Aircraft Carrier capacity must retreat. If air units can't land they will be destroyed in Non-Combat Move. When neither side has units to hit each other (both side has only Submarines or both side has only Transports) both sides must retreat or break-off. Defender declares retreat decisions before attacker.

### Defender Retreat

Defender may choose to retreat some or all the units. Retreating naval units may retreat to any adjacent friendly sea zones, or any adjacent hostile sea zones consisting of only enemy Transports. Defender may choose press on or break-off with remaining units. Retreating air units must retreat to friendly territories or sea zone within 2 spaces. You may retreat to sea zones with unresolved combat if the attacker in that combat only has air units.

### Attacker Retreat

Attacker may choose to retreat some or all of the units. This is allowed even if defender has no units left. Retreating naval units may retreat to any adjacent friendly sea zones where at least one naval unit has come from. Attacker may choose press on or break-off with remaining units.

### Submarine Submerge

Submarines may submerge at the end of any combat cycle whether an enemy Destroyer or Cruiser is present or not. This is declare with other retreat decisions.

### Break off

If both attacker and then defender chose to break-off, combat is over and both sides remain in the sea zone. If attacker chose to break-off and defender chose to remain, combat occurs for another cycle. If attacker chose to press on and defender chose to break-off, attacker can now decide to also break-off or chase. In the first case combat is over and both sides remain in the sea zone. In the latter case combat occurs for another cycle.

## Naval Combat: Sequence

Attacker fires before defender in each item. Hits are allocated on “remove casualties”.

### *Pre-Combat*

1. ASW search (1st cycle only).

### *Opening-fire*

1. Undetected Submarines fire, selectively (1st cycle only).
2. Naval units perform Anti-Air.



3. Remove casualties.

*Mid-Combat*

1. Battleship fires. Remove casualties.
2. Units are allocated to normal combat or ASW.

*Main Round*

1. Detected Submarines fire.
2. ASW attack.
3. Naval units fire.
4. Air units fire.
5. Remove casualties.

*Retreat Decision*

1. Defender
2. Attacker

**Naval Combat: Hit Allocation**

Naval units’ hits can only be allocated on non-Submarine naval units and must be allocated on Transports last. Submarine can never be hit by naval units except by Anti-Submarine Warfare rolls. Air units can never be hit by naval units except by Anti-Air rolls. Air units’ hits can only be allocated on naval units if enemy has no air units [ on page 10] this cycle. Submarine hits must be allocated on non-Submarine naval units and must be allocated on Transports last.

**Naval Combat: Battleships**

Battleships fires before main-round fire of other naval units.

**Naval Combat: Submarine Warfare**

Undetected Submarines fire in opening-fire and selectively. It may only target non-Submarine naval units. All targets are selected before any rolls. Detected Submarines fire in main-round. Submarines are automatically detected from second cycle of combat. Submarines may submerge at the end of any combat cycle whether an enemy Destroyer or Cruiser is present or not.

**Naval Combat: Anti-Submarine Warfare (ASW)**

Certain naval and air units can perform Anti-Submarine Warfare (ASW). At the beginning of first combat cycle each units rolls an ASW “search” roll. Each roll detects one Submarine on its hit value. In the main-round these units may perform an ASW “attack” roll instead of normal combat roll. Each roll destroys one detected Submarine on its hit value. The hit values are listed below:

Unit	ASW search	ASW attack
Destroyer/Cruiser	2	2
Bomber/Transport Plane	2	-

**Naval Combat: Amphibious Assault**

Defender retreat via break-off and submerged Submarines do not prevent the land combat portion of an amphibious assault. However attacker retreat via break-off aborts the amphibious assault.



## Air Missions

Each air unit may perform one air mission against a hostile territory instead of normal combat. Defending Infrastructure Defense fires and surviving air units fight one cycle of aerial combat against defending air units. Air missions are declared along with combat moves. Air missions are resolved before normal combats and DAS (Defensive Air Support) units do not defend against them. Attacker chooses the order to resolve air missions.

### Counter-Air (CA)

For the same number of attacking CA air units, the same number of defending air units in the territory may not perform DAS. Your air units must retreat to the original territory in Non-combat Move.

### Strategic Bombing Raid (SBR)

Each Bomber surviving Infrastructure Defense fire and aerial combat may choose to roll a die to reduce the territory's income, or reduce unit production capacity at its Industrial Complex. The die value is the number of IPC reduced, or number of units of production capacity reduced respectively. All damages are applied to the enemy's next turn.

If optional rule Strategic Redeployment [ on the following page] is selected, it also rolls for SR damage hitting on a 4 or less. The die value equals to number of SR points reduced. All damages are applied to the enemy's next turn.

### Night Bombing

Only Bomber may perform this. Identical to SBR except Infrastructure Defense do not fire against them and no aerial combat occurs. Each Bomber may only choose to reduce unit production capacity.

### Ground Interdiction (GI)

Each Bomber surviving Infrastructure Defense fire and aerial combat may roll to reduce enemy ability to perform reinforcement. The die value is the number of hostile land units unable to perform Reinforcement [ on the next page] in Non-combat Move phase this turn.

### Economic attacks

IPC damages of SBR and rocket strikes are applied to the territory's income at its next "Collect Income" phase and not reducing below zero. Excess hits is applied to saved IPC in that territory. SBR attacks are allowed on all territories. In a territory without an Industrial Complex, the maximum reduction to its next "Collect Income" phase is half of territory's income value rounded down.

## Phase 5: Non-combat Move

### Air Movement

Air units that did not move in combat move or conduct combat gain two extra movement points. They may use up to half its movement points to *A* (a friendly territory or aircraft carrier) and then may use up to half its movement points to *B* (destination). If optional unit Naval Fighter is taken, only it can land on aircraft carrier. If performing Air Transport, the air unit does not gain the extra movement points.



## Air Transport

Bomber may carry one Infantry or one Airborne Infantry (optional unit) to a friendly territory. Both units must start in the same territory. Unit may be offloaded at A or B. If optional unit Transport Plane is taken only it may perform Air Transport.

## Naval Movement

Naval units may go through sea zones consisting of only hostile Submarines and/or Transports.

## Reinforcement

During your enemy’s turn (your passive turn), after all non-combat moves are declared you may declare Reinforcements. This may not be performed during USSR player’s special opening turn.

Land or naval units may move to adjacent friendly territories or adjacent friendly sea zones. Units that conducted combat this turn may not perform this.

## Strategic Redeployment (optional)

You have a number of free “rail” points per turn. Each point allows for one land units to move between any two friendly victory cities. Movement must be made between contiguous friendly land territories. Strategic Redeployment (SR) can be sent across one sea zone provided you have an equal number of transports to the number of land units. For example: 3 transports in sea zone 6 can allow transfer of 3 land units from United Kingdom to Western Europe. A unit that moved during “Combat Move” can still perform SR movement.

Nation	SR	Nation	SR
Germany	8	UK	5
Italy	4	France	3
Japan	4	USA	8
Soviet Union	5	China	2

## Other Restrictions

Stalinist Xenophobia and Rome-Berlin-Tokyo Axis Co-operation [ on page 8] applies.

## Phase 6: Mobilize New Units

### Industrial Complex Mobilization

All units except Infantry and optional unit Airborne Infantry are mobilized at your IC (Industrial Complex). Total IPC spent per turn on an IC cannot exceed 4 times the territory’s printed income value. The number of units deployable is equal to the territory’s printed income value. Strategic Bomber Raid [ on the previous page] can reduce this.

### Victory City Mobilization

Infantry units are mobilized at victory cities. Airborne Infantry units are mobilized at your capital victory city. The number of units deployable is determined by its VCP value. Infantry requires 1 VCP each and Airborne Infantry requires 2 VCP each.



### Build schedule

Battleship and aircraft carrier takes 2 rounds to build. At least 50% of costs are paid on the first turn. The balance is paid and the unit is mobilized on the second turn. If you cancel the naval build you receive 50% of paid IPC in return. Your Industrial Complex selected for destruction in “Purchase Units and Developments” phase is now removed from the game. No units may be mobilized from it this turn.

## Phase 7: Develop Weapons

### Research Progress

Assign all free and purchased dice [ on page 6] to technologies before rolling. Each die hits on a 2 or less. Tick off one progress box for each hit.

Technology	Progress Boxes
Jet Plane	4, Germany starts at 1
Long Range Aircraft	3, US starts at 1
Heavy Bomber	3, US starts at 1
Rockets	3, Germany starts at 1
Self-propelled Artillery	3, Germany and Soviet Union start at 1
Heavy Tank	4, Germany starts at 1

Technology	Progress Boxes
Advanced Submarine	3, Germany starts at 1
Advanced ASW	3, UK starts at 1
Atomic Weaponry	10, Germany starts at 2, US at 3, Soviet Union at 1
Advanced Radar	3, United Kingdom starts at 1
Underground Factory	3, Germany starts at 1
Advanced Production	4, Germany and United States start at 1

### Technology Deployment

Technologies researched are effective immediately. One progress box of a minor technology (3 or less progress boxes) may be selected for transfer between US/UK and Germany/Italy/Japan per direction per turn. Note the sender do not lose the progress box. Transferred technologies are effective from beginning of the receivers’ next turn.

**Jet Plane** Fighters and Bombers built after getting Jet Plane technology are immune to Infrastructure Defense fire and has new combat values.. When only one side has jet air units at the beginning of combat cycle, jet air units have selective attack (except for Bomber). All selective attack targets are selected before rolling.

Unit	Move	Attack	Defense	Dogfight
Fighter	4	4	5	4/4
Bomber	6	3	3	0/2

**Long Range Aircraft** Air units gain an addition two movement points.

**Heavy Bomber** Roll two dice instead of one and the rolling player picks the favorable of the two results. Bombers gain an additional two movement points.



**Rockets** Each Infrastructure Defense in a territory may perform rocket strike. Implicit Infrastructure Defense [ on page 18] may not perform this. An industrial complex may be targeted multiple times per turn.

**Self-propelled Artillery (optional unit)** You may build Self-propelled Artillery for 5 IPC. They attack at 3, defend at 2, and move 2. They increase Infantry’s attack by 1 on a 1-to-1 basis.

**Heavy Tank (optional unit)** You may build Heavy Tank for 8 IPC. They Attack at 4, defend at 4, and move 2. They fire in opening-fire. Heavy Tank may blitz. You may only build one Heavy Tank unit per turn.

**Advanced Submarine** Submarine’s attack and defense value is increases by 1. Anti-Submarine Warfare (ASW) search and attack rolls targeting them has hit value decreased by 1.

**Advanced Anti-Submarine Warfare (ASW)** You ASW now have the following base values:

Unit	ASW search	ASW attack
Destroyer/Cruiser	2	3
Bomber/Transport Plane	3	0
Fighter/Naval Fighter	3	3

**Atomic Weaponry** You purchase 1 atomic bomb for 10 IPC per turn. Atomic bombs take 2 turns to build and you may build another atomic bomb while one is building. An atomic bomb can be loaded onto a Bomber after acquiring Heavy Bomber technology and during Non-combat Move. The Bomber allocated to drop this weapon may not move in Combat Move or conduct combat this turn. An atomic attack is performed on a hostile territory. The Bomber receives no return fire. Attacker rolls a die with die value equal to permanent reduction of income for the territory. Defender divides units into a number of groups equal to territory income divided by 3. Attacker selects one group and rolls a die for each unit in the group destroying it on a 5 or less.

**Advanced Radar** Infrastructure Defense search roll’s hit value is increased by 1.

**Underground Factory** Immunity to “production interruption”. The "production interruption" IPC amounts are now immune to strategic bombing raid and rockets.

**Advanced Production** Fighters, Submarines, and Transports cost 1 IPC less. Destroyers, Cruisers, Aircraft Carriers and Bombers cost 2 IPC less. Battleship cost 3 IPC less.



## Phase 8: Diplomacy

### Level of cooperation

Level of cooperation	Benefits from neutral
+5	Allies
+4	Pro-Allies Neutral, Allies units can enter
+3	Pro-Allies Neutral, income goes to allies
+2	Neutral, Allies air units can fly over
+1	Neutral, Allies naval units can dock
0	Neutral
-1	Neutral, Axis naval units can dock
-2	Neutral, Axis air units can fly over
-3	Pro-Axis Neutral, income goes to axis
-4	Pro-Axis Neutral, Axis units can enter
-5	Axis

An attack on a neutral by team A causes it to join team B, taking it to +5/-5 accordingly and the neutral's units defend against this attack. Territory, and units go to the player (on team B) with the closest original capital VC and still holding the capital. If team B lost all their original capitals then they go to the player with the closest occupied capital. Naval units are placed in any adjacent sea zone by the new owner.

Naval units may “dock” at neutrals with at least 1 level of co-operation towards your team. Docked units remain in the sea zone do not interrupt hostile naval movement. An attack on a docked naval unit is an attack on the neutral. Naval units may not “dock” at the same neutral next turn.

### Diplomacy Rolls

Select a neutral at or above -2 if Allies, at or below +2 if Axis, before each roll. Each player may only target a neutral once per turn. Hitting on a 1 the neutral moves one position towards your team. Team control of each territory adjacent to neutral not controlled originally by your team increases hit value by 1. Income goes to the player that moved the neutral to +3 or -3. Territory and units goes to that player when the neutral moves to +5/-5 position by diplomacy rolls. Naval units are placed in any adjacent sea zone by the new owner.

Nation	Diplomacy Rolls
Germany	2
Italy	0
Japan	1
Soviet Union	1
UK	1
US	2



## Appendix: Units

### Standard units

Unit	Cost	Move	Attack	Defense	Dogfight
Infrastructure Defense	3	1	0	0	-
Infantry	2-4	1	1	2	-
Artillery	4	1	2	2	-
Tank	5	2	3	3	-
Fighter	10	4	3	4	2/3
Bomber	14	6	4	1	0/1
	Cost	Move	Attack	Defense	Anti-Air
Battleship	20	2	4	4	2
Aircraft Carrier	15	3	1	1	1
Destroyer	10	2	2	2	1
Submarine	8	2	2	2	0
Transport	8	2	0	0	0

*Infrastructure Defense* replaces the Anti-aircraft unit. It can not move in “Combat Move” and may not be taken as casualty. Implicit units may not move.

*Fighter* increases Tank’s combat value by 1 on 1-to-1 basis, when enemy has no air units at the start of a combat cycle.

*Battleship* now fires in opening-fire.

*Aircraft Carrier* now takes 2 hits.

*Destroyer* now may perform shore bombardment.

### Implicit Infrastructure Defence

Industrial complex implicitly includes 2 units of Infrastructure Defense. Victory city implicitly includes 1 unit of Infrastructure Defense.

### Optional units

Unit	Cost	Move	Attack	Defense	Dogfight
Mechanized Infantry	4	2	2	2	-
Airborne Infantry	5	1	2	2	-
Self-propelled Artillery	5	2	3	2	-
Heavy Tank	8	2	4	4	-
Naval Fighter	8	2	3	2	2/2
Fighter-Bomber	8	4	3	2	1/2
Transport Plane	8	6	0	1	0/1
					Anti-Air
Cruiser	15	3	3	3	3

*Mechanized Infantry* may blitz like Tank.

*Airborne Infantry* may not retreat if carried to combat via Transport Plane.

*Self-propelled Artillery* increases Infantry’s attack by 1 on a 1-to-1 basis.



*Heavy Tank* may blitz like Tank and can only be built at the rate of one per turn. They fire in opening-fire.  
*Fighter-Bomber* may perform SBR and GI [ on page 13] at 50% effectiveness, rounded down. For example, a roll of 3 causes 1 IPC in damage in SBR.  
*Cruisers* take 2 hits.

## Optional units setup

*Airborne Infantry*: new placement

*Mechanized Infantry*: replace Infantry

*Fighter- Bomber*: new placement

*Naval Fighter*: replace Fighter

*Transport Plane*: new placement

*Cruiser*: new placement

Germany: 1 Cruiser (Baltic, SZ 5), 1 Fighter-Bomber (Ukraine), 2 Mechanized (Western Europe, West Russia), 1 Airborne (Germany), 2 Transport Plane (Germany)

Japan: 1 Cruiser (SZ 37), 1 Naval Fighter (SZ 37), 2 Naval Fighter (Caroline Islands, SZ 50), 1 Airborne (Japan), 1 Transport Plane (Japan)

Italy: 1 Cruiser (Italy, SZ 14), 1 Airborne (Italy)

USSR: 2 Mechanized (Russia) , 1 Fighter-Bomber (Karelia), 1 Airborne (Russia), 1 Transport Plane (Russia)

UK: 2 Cruiser (Anglo-Egypt SZ 15, Greenland SZ 2), 1 Naval Fighter (SZ 35), 1 Transport Plane (United Kingdom)

USA: 1 Cruiser (Western US, SZ 55), 1 Naval Fighter (SZ 52), 1 Mechanized (Eastern US), 1 Airborne (Eastern US), 1 Transport Plane (Eastern US)

## Appendix: Neutrals

Neutral	Income	Military	Initial Position
Afghanistan	1 IPC	1 Infantry	0
Argentina	2 IPC	2 Infantry	0
Eire	-	1 Infantry	+1
Mongolia	1 IPC	2 Infantry	+1
Peru	1 IPC	1 Infantry	+1
Rio de Oro	-	1 Infantry	
Saudi Arabia	2 IPC	-	+1
Spain	4 IPC	4 Infantry + Artillery + Tank + Fighter + Destroyer + Transport	-2
Sweden	2 IPC	3 Infantry + Artillery	-2
Switzerland	1 IPC	1 Infantry	-1
Turkey	3 IPC	4 Infantry + Artillery + Tank + Fighter + Destroyer	-1
Venezuela	1 IPC	1 Infantry	+1

Rio De Ore is under the control of Spain. An attack on Rio De Ore is an attack on Spain. Movement between sea zone 15 and 16 without friendly control of Turkey is an attack on Turkey.



## Appendix: National Advantages (optional)

The first item is standard. Then at beginning of first 5 game rounds, each player randomly selects an item. The randomly selected items are secret to enemy team and come into effect immediately when the player reveals it any time in the game.

### GERMANY

1. **VII Submarine** Type VII U-boats were the workhorses of the German World War II Kriegsmarine that was based on an E-2 type, developed by Deschimag Company for the Soviet Navy (produced in USSR as IX series). Type VII boats were most widely used Submarines of the war and were built in the biggest series in the world – up to 700 units. Once per turn, up to two Submarines can be purchased and placed in Germany for 6 IPC each provided no surface naval units are purchased there. Your submarines' attack and defense increases by 1 when the number of friendly Submarines exceeds the number of enemy Destroyer + Cruiser by more than one.
2. **Panzer Grenadiers** During World War II, the Germans had troops that were designed for fighting alongside Tanks. These were fully motorized units, so that they could at all times keep up with the Tanks. Each of your armor gives one matching Infantry one additional movement point. The armor and Infantry must leave from the same territory.
3. **Atlantic Wall** The Germans fortified the European beaches with massive defensive concrete blockhouses that formed part of the German defensive "Atlantic Wall". During any amphibious assault against Axis controlled Western Europe or Spain, all your Infantry defend on a 3 during the first cycle of combat.
4. **Fortress Europe** Germany built fortified defensive lines and established strong points on key terrain in Europe. Your Artillery in Axis occupied Europe has its defense increased by 1.
5. **German 88's** The German eighty-eight is probably the best known Artillery piece of World War II. The 88 was the only weapon that possessed the punch to stop the Russian T-34 and KV Tanks. When declared, place 2 free Artillery in any original Germany territory, during "Mobilize New Units" phase of this turn only.
6. **Panzer blitz** German Panzers and Panzer Grenadiers steamed over the static Allied defenses early in the war. If your attacking forces destroy all defending land units in a territory in one cycle of combat, any of your surviving armor may move 1 territory during "Non-combat Move" phase.
7. **Afrika Corps** To help Mussolini realize his dream of a new Roman Empire around the Mediterranean, Hitler sent the Afrika Korps with one of his great Generals (Rommel) to Africa. Once per game place 2 Infantry, 1 Artillery, and 2 armor for free in Libya during your "Mobilize New Units" phase if the Axis control Libya, Southern Europe (or Italy) and Germany.
8. **Volkstrum Infantry** The Volkstrum (literally translated as 'People's Storm') was a German national militia of the last months of Germany's Third Reich. It was founded on Adolf Hitler's orders on October 18, 1944 and effectively conscripted all males between the ages of 16 to 60 years of age (who did not already serve in some military unit) as part of a German Home Guard. Once per game, the German player may purchase Infantry for 2 IPC each. This cannot be performed unless a territory adjacent to Germany is controlled by any Allied player.
9. **SS Panzerkorps** Grossdeutschland and Panzer Lehr were probably the best equipped formation in the Whermacht. Its panzer regiment was filled with the latest Panther and Panzer IV models available. 1 special Tank unit may be built per turn. A maximum of 4 can be on the map at any time. They have the same attributes as Heavy Tanks without requiring the Heavy Tank technology. They fire in opening-fire.
10. **Albert Speer & German Industrial Rationalization** Speer succeeded in multiplying war production four times over the two and a half years he was in command, and it reached its peak in 1944 during the height of the Allied strategic bombing campaign. On turn 6 the territory of Germany is worth 50% more per



turn. One turn 8 the territory of Germany is double its original IPC total per turn. This also allows Germany to be now bombed for additional IPC to reflect this new total.

11. **Alpen Festung** In 1945 "National Redoubt" was the English term used to describe the possibility that Adolf Hitler and armed forces of Nazi Germany would make a last stand in the alpine areas of Austria, Bavaria and northern Italy in the closing months of World War II in Europe. In German this concept was called the Alpenfestung (Alpine Fortress). The German player is allowed to create a "national redoubt" if the territory of Germany has been attacked by allied forces. During combat German units can retreat to this virtual territory. All retreating units are converted to Infantry to resemble a true guerrilla campaign fought in the mountains of the Alps. Furthermore the Allies do not gain the income of Germany even if it's subsequently captured by them. To take the income Allies must capture the virtual territory. Defending land units require two hits to destroy. Hits are allocated on damaged 'guerrilla' units first before a non-damaged unit is selected.

12. **Plan Z** Plan Z was the name given to the planned re-equipment and expansion of the Kriegsmarine from 1935 onwards. The German player rolls three dice. The result equals the total of free IPC that must be spent on naval units this turn. Additional IPC may be allocated from your normal income to complete purchases.

13. **Fifth column** The Germans used fascist organizations in Neutral nations to influence the people's opinion. You convert one neutral one level toward your side each turn.

14. **Operation Felix/Isabella** During World War II, Operation Felix and Isabella were a German plan to be put into effect after the collapse of the Soviet Union to secure Gibraltar and bases in Spain and Portugal for the continuation of the strangulation of Great Britain. Spain is an immediate ally to Germany as long as the Axis team first controls the Suez Canal and Gibraltar. All Spanish territories, units and income goes directly to Germany. This is unless Spain is at +4 or +5 level of cooperation.

15. **German Infrastructure** At the start of WWII, Germany had the best road and rail network of Europe. During "Non-combat Move" phase all German ground units in the territory Germany gain a plus 1 movement modifier. During any turn, if the total economic attacks on the territory Germany exceed 50% of maximum value, this bonus does not occur for next turn.

16. **Amerika Bomber** The Amerika Bomber project was an initiative of the Reichsluftfahrtministerium, the Nazi Germany Air Ministry, to obtain a long-range bomber aircraft for the Luftwaffe that would be capable of striking the continental United States from Europe. If you have both Heavy Bomber and Long Range Aircraft technology, you may build special Bomber with 12 movement points. It is immune to Infrastructure Defense fire. It attacks at 5 and defends at 2. A maximum of 1 can be on the map at any time. You have to place a token underneath the special unit.

## ITALY

1. **Regia Marina Italiana** When Italy entered World War II on 10 June 1940 Regia Marina was the fourth largest navy in the world and had a mix of modernized and new Battleships. It challenged the Allies, mostly the British Royal Navy, for supremacy of the Mediterranean. Once per turn, one naval unit can be purchased and placed in Italy for 2 IPC less than original cost.

2. **Gustav Line** Hitler ordered a final defensive line south of Rome to protect the "soft underbelly" of Europe after Africa fell to the Allies. The Gustav Line, or the Winter Wall, held off many Allied amphibious landings. During any amphibious assault against the Italian mainland, all German and Italian ground units have their defense increased by 1 for the first cycle of combat.

3. **Desert Tracks** Italian Tanks were inferior to German and Allied ones. However, they were lighter and could travel the desert with ease. Italian armor may blitz through Sahara.

4. **Blackshirts** Black divisions were paramilitary organizations that were used to spread terror across Southern Europe. Once per game, if your capital gets attacked by at least one ground unit, you may place 2 Infantry there for free before "Conduct Combat" Phase.



5. **Elevated Ground** Southern and South-Eastern Europe was scattered with mountains and high elevations. This gave many advantages to Artillery especially Italian mountain guns. Gebirgsjäger (mountain troops) were the only ones besides aircraft who can operate effectively on these conditions. Your Artillery in Southern Europe and Balkans defend on a 3.
6. **Piggyback Tech** Italy shared the accomplishments of German scientists during WWII. On the turn after Germany obtains a given technology, Italy gets it as well.
7. **Home Defense** Every Italian or German Infantry in original Italian territories has their defense increased by 1 in the first cycle of combat, but never higher than 3.
8. **Mediterranean Express** During “Non-combat Move” phase you may move 1 Infantry from a territory adjacent Sea Zone 12, 13 or 14 to Libya. You need to be in control of Libya.
9. **Afrika Korps** The Afrika Korps was formed, on February 12, 1941, after the German Armed Forces High Command (OKW) had decided to send an expeditionary force to Libya to support the Italian army, in their campaign against UK forces. Once per game, place 1 Infantry, Artillery, armor in Libya for free during your “Mobilize New Units” phase You need to be in control of Libya.
10. **Untrained Forces** The first time Italian forces meet a given Allied nation in battle, the Italians choose the order of loss for the Allied forces. This is designed to foster a "Kasserine" style result in Italy's first encounters with enemy forces.
11. **Frogmen** The Decima Flottiglia MAS was an Italian commando frogman unit created during the Fascist government. During “Conduct Combat” phase 1 Infantry may attack 1 Allied surface naval unit that is adjacent to an Italian held territory containing the Infantry. Italy specifies targets. Infantry rolls normal attack and if successful the ship is destroyed. Failure is loss of Infantry. This attack precedes all normal combat in the sea zone.
12. **Fascists Friendship** If you control Malta and Gibraltar, Franco of Spain will join your side. All Spanish territories, units and income go directly to Italy. This is unless Spain is at +4 or +5 level of cooperation.
13. **Balkan Support** During WWII Hungary, Romania and in lesser amounts Bulgaria supported the Axis forces with man and material. Once during the game, if in control of the Balkans, you may place 1 Infantry, 1 Artillery and 1 armor for there free.
14. **Kesselring Kesselring** was appointed Commander-in-Chief South with command of all Luftwaffe units in the Mediterranean and North African theaters. Kesselring supported General Erwin Rommel in the Desert War and orchestrated bombing raids on Malta which as a strategic island harassed Axis shipping and supplies were enabling the DAK to control much of North Africa during 1941-1942. For every Italian Transport in the Mediterranean, the German player can move one land unit across a Mediterranean Sea zone (12, 13, or 14) for free in “Non-combat Move” phase.

## JAPAN

1. **Patriotism** The Japanese are a people filled with honor; they would have rather died for their emperor than surrendered. Once per turn, 3 Infantry can be purchased and placed in Japan for 5 IPC.
2. **Tokyo Express** The Japanese High Command used Destroyer convoys to ferry Infantry. Allied forces at Guadalcanal dubbed this the "Tokyo Express". Each of your Destroyers may act as a transport for one Infantry. These Destroyers follow the same rules for loading and offloading units as Transports do. Your Destroyers still fight in combat as normal.
3. **Kamikaze Attacks** A terrifying development was the Japanese suicide tactics as a desperate means of slowing the Allied advance. The Japanese used pilots who only knew how to take off and dive into their target with an aircraft full of explosives. You may make six Kamikaze attacks during the game. Kamikazes are not represented by a unit. These attacks may be launched if an Allied player move ships within 2 sea zones from Japan, after all combat movement has been completed. Kamikaze may target specific enemy ships, except for Submarines. They attack on a roll of 4 or less. This attack precedes all normal combat in



the sea zone (defending ships fire AA rolls). Before any Kamikaze rolls you must announce all target(s). If a Kamikaze is used during the enemy's turn it counts as a naval battle in the sea zone. This attack precedes all normal combat in the sea zone.

4. **Long Lance Torpedoes** The Japanese Navy possessed superior torpedoes in comparison with its western counterparts, possessing an unequalled combination of speed, range, and hitting power. It was the most advanced in the world and US sailors referred to them as "Long Lance". Your Submarine has attack increased by 1 in the first cycle of combat.

5. **Super Dreadnoughts** Dreadnoughts or leviathans like Yamato and Musashi were the largest and most powerful Battleships the world has ever seen. Yamato was armed with nine 46 cm main guns. In 1945 it sank after absorbing 8 bombs and at least 13 torpedo hits. Up to two Battleships now take 3 hits and can select which hit they want to hit. If any unit is hit it's sunk even if it takes two hits.

6. **Dug-In Defenses** The Japanese introduced the tactic of endurance engagements intended to inflict maximum casualties. This tactic included bunkers and pillboxes connected by tunnels. All your Infantry and Airborne Infantry on islands are immune to shore bombardment and has their defense increased by 1.

7. **Banzai Attacks** A fearsome rallying cry of the Imperial Japanese Army, "Banzai!" meant "May you live ten thousand years." When you begin an attack with only Infantry, you may declare a Banzai attack. All those Infantry attack on a 2 in the first round of combat and may not retreat. This also applies to any amphibious assault in which all your land units consist of only Infantry.

8. **Mounted Infantry** A mixture of horses and Tanks was common in the Imperial Army. Your Infantry may move 2 spaces. They may not blitz.

9. **Shinyo Suicide Boats** These boats were typically equipped with two depth charges as explosives or a bow mounted explosive charge. Around 6,200 "Shinyo" were produced for the Imperial Japanese Navy. At the start of a naval combat, you may designate as many of your naval transports as suicide boats. Each designated transport targets one enemy naval unit. They may declare a secondary target, so if primary target is already destroyed it attempts to destroy the secondary target. One suicide boat at a time, roll a die hitting on 3 or less and itself is destroyed after rolling in the first cycle of combat.

10. **Guerrilla Tactics** Japanese Infantry operated well on forests because they employed guerrilla tactics. Your attacking Infantry and armor fire in opening-fire in the first cycle of combat in all small Pacific island groups/islands.

11. **Imperial Guard** The Japanese Imperial Guard was elite soldiers that protected the Emperor. They were also used for military operations on a limited basis. Once per game, if Japan gets attacked by at least one land unit, you may place 2 Infantry there before "Conduct Combat" phase.

12. **The Indian National Army** The Indian National Army (I.N.A.) or Azad Hind Fauj was the army of the Arzi Hukumat-e-Azad Hind (provisional government of Free India) which fought along with the Japanese 15th Army during the Japanese Campaign in Burma, and in the Battle of Imphal, during the Second World War. Once during the game when you launch an attack on India, you may place 2 Infantry for free on the battle board. If you capture India this turn and control India at the beginning of your next turn you may place 1 Infantry for free at India.

13. **East Wind Rain** "East wind, rain" was the coded Japanese radio message that launched events leading to the sneak attack at Pearl Harbor December 7th 1941. When declared, all your units in naval combat have attack increased by 1 in main-round fire.

14. **The Kantokuen Plan** To keep the true reasons secret, the build-up at Manchuria was called the "Special Maneuvers of the Kwangtung Army." The 400,600 troops in the Kwangtung Army were suddenly stepped up to over 700,000, and some billion Yen in military funds were expended only upon KANTOKUEN. You now have to option of breaking your non-aggression pact with the Soviet Union and you may receive 2 Infantry, 1 Artillery and 1 armor there for free.

15. **Greater East Asia Co Prosperity Sphere** The Greater East Asia Co-Prosperity Sphere concept was an attempt by Japan to create a self-sufficient "bloc of Asian nations led by the Japanese and free of Western



powers". For every UK territory captured in Asia, you receive double income in the first "Collect Income" phase.

16. **Tiger of Malaya** General Tomoyuki Yamashita was a general of the Japanese Imperial Army during the World War II era. He was most famous for conquering the British colonies of Malaya and Singapore, earning the nickname The Tiger of Malaya. In attacks against UK in Asia, all land units attack increase by 1 in the first cycle of combat.

## SOVIET UNION

1. **T-34 Tank** The T-34 was a Soviet medium Tank produced from 1941 to 1958. It is widely regarded to have been the world's best Tank when the Soviet Union entered the Second World War, and although its armor and armament were surpassed by later Tanks of the era, it is credited as the war's most effective, efficient and influential design. Once per turn, two armor can be purchased and placed in Russia for 8 IPC.

2. **Rasputista** With heavy rains the landscape changed in a blurry mess of mud where vehicles and men got stuck and were unable to advance. Twice during the game in your "Collect income" phase, you can declare a Rasputista. Until the start of your next turn, movement (both combat and non-combat) for land units is limited to one space in any original USSR territory including German occupied Russia.

3. **Salvage** After the battle of Kursk in 1943, the Germans left the shells of their wrecked Tanks behind. The Soviets found interesting uses for them. If you win a battle against the German player and at least one German armor is destroyed, you may place one free armor in that territory.

4. **Guard Tank Regiments** The Soviet Union used Heavy Tank regiments as guards of Moscow. These were elite Tank formations, invulnerable to any standard anti-Tank weapons available of that time. Your armor in cities (Leningrad, Moscow and Stalingrad) has its defense increased by 1.

5. **Conscripts** The Red Army won many battles with their raw manpower, by using untrained Infantry and many times unequipped. During your "Mobilize New Units" phase each turn, you may place 1 Infantry for free in any original USSR territory if you control it. This free unit is in addition to the group of units you just purchased.

6. **Katyusha Rockets** Katyusha multiple rocket launchers are a type of rocket Artillery built and fielded by the Soviet Union beginning in the Second World War. Multiple rocket launchers are able to deliver a devastating amount of explosives to an area target more quickly but with lower accuracy and longer reloading time. The Soviets were able to supplement the Artillery with massed batteries of rocket launchers. The sheer volume of fire more than compensated for individual lack of accuracy. Your regular Artillery attacks on a 3, for the first cycle of combat only.

7. **Shock Troops** During World War II the Red Army of the Soviet Union deployed many formations which contained the word shock in the title, for example many of the units which spearheaded the Soviet counterattacks on the Eastern Front from the Battle of Stalingrad to the Battle of Berlin were in Soviet Shock Armies. 2 Infantry has its attack increased by 1 in the first cycle of combat. No more than 6 Infantry can get this bonus per turn.

8. **Mobile Industry** In response to the threat from the Russian front, the Soviets moved their factories east. They produced 5,000 Tanks east of the Urals in 1942. Up to two Industrial Complex may move to another territory during your Non-Combat Move phase. It may be used in the same turn to place units (up to a maximum of the new territory's value). They cannot move during Combat Move phase. If an opponent captures them, that opponent cannot move them. You may mobilize at an IC if you controlled both the IC and its new territory at the start of your turn.

9. **Russian Winter** Russia's greatest ally was its winter cold. Germany's invasion stopped dead as the snows came down. Once per the game in your collect income phase, you may declare a severe winter. Until the start of your next turn, your Infantry in red territories defend on a 3.



10. **Red Guard** After the Russian revolution, the Red Guard—composed of armed workers and politicized soldiers and sailors—had become the Army Reserve and the base for the formation of regular military detachments. Once per game, if your capital gets attacked by at least one ground unit, you may put 1 Infantry there for free for each Industrial Complex you control, before “Conduct Combat” phase.

11. **Commissars (NKVD)** Spreading Stalin’s slogan “not one step back,” Russian commissars shot soldiers who flee from battle. If you get attacked during any Axis player’s turn, you may sacrifice (destroy) any number of Infantry you own. For each Infantry sacrificed, 2 other Infantry you own defend on a 3 this turn.

12. **Soviet Militia** If German units attack any of the three major Soviet cities of Leningrad, Moscow or Stalingrad the Soviet player may immediately raise Infantry equal to victory city value of the city. The money is deducted from the Soviet players next turn of income even though the Infantry is placed in the first round of combat. Each of the three Soviet Cities can be activated only once per game and the Infantry raised can be used just as any other unit.

13. **Partisans** Starting with the 2nd turn of any Axis invasion of the Soviet Union the Soviet player rolls one die per turn and notes the results as follows: 1= One German Infantry is destroyed and removed from the eastern front. 2= The Soviet player can select one territory that’s original Soviet controlled and force all Axis units that move into this territory to stop or force units moving out to be reduced to a movement of one. 3= The German players loses 2 IPC 4= The German player loses 1 IPC 5= No effect 6= Partisans neutralized (no roll next turn)

14. **Scorched Earth** When Germany attacked the Soviet Union in 1941, Joseph Stalin ordered both soldiers and civilians to initiate a scorched earth policy to deny the invaders basic supplies as they moved eastward. When the German player conquers any USSR territory, that territory has no value until the next round of play.

## UNITED KINGDOM

1. **Spitfire Fighter** The Supermarine Spitfire was an iconic British single-seat fighter used primarily by the RAF and many Allied countries through the Second World War and into the 1950s. The Spitfire is often credited with winning the Battle of Britain. Once per turn, 1 Fighter can be purchased and placed in United Kingdom for 8 IPC.

2. **Radar** Britain’s radar alerted it to the threat of German planes crossing the channel. UK owned Infrastructure Defense in United Kingdom and Eastern Canada rolls attack die hit air units on 1 or 2 and forcing retreat on 3.

3. **Enigma Decoded** Working in a secret facility in Bletchley Park, Alan Turing’s cryptographers broke the codes of the Nazi Enigma machines. They could then send false messages back. Once per game, when Germany finishes its “Combat Move” phase, but before “Conduct Combat” phase, you may make one special move. You may move any number of your units from any one adjacent space into one friendly sea zone being attacked by Germany. Alternatively, you may move any number of your units from a sea zone being attacked by Germany into an adjacent friendly space, but you must leave at least one of your units behind. This special move otherwise follows the rules for a non-combat move.

4. **French Resistance** France fell quickly to the Germans. Thousands of French patriots who would otherwise have died in battle on the frontlines later rose up against the occupiers. Once per game, if the Allies control Western Europe, you may place 3 Infantry there for free during the your “Mobilize New Units” phase.

5. **Colonial Garrison** World War II represents the height of the United Kingdom’s colonial empire. Two decades later the Commonwealth was a shadow of its world-spanning former self. Once per game, place 1 Industrial Complex in any of your territories with an income value of at least 1 IPC. You still can’t have more than one IC in a territory.

6. **The Royal Navy** The Royal Navy of the United Kingdom is the oldest of the British armed services (and is therefore the Senior Service). As late as the middle of the 20th century, it was the largest and most



powerful navy in the world. During WWII, the Royal Navy was vital in guarding the sea lanes that enabled British forces to fight in remote parts of the world such as North Africa, the Mediterranean and the Far East. Once per game, place 1 Destroyer off the coast of Eastern Canada, Egypt, South Africa, India, Australia or United Kingdom if you own the land territory, during your "Mobilize New Units" phase. You may place the Destroyer even if the sea zone is enemy-occupied. Your Destroyers cost 1 IPC less.

7. **Flying Boats** The Lend-Lease Act gave Britain PBY Catalina flying boats, which were handy because they could help spot Submarines in the water. Your Bomber can perform ASW in spite of current technology level for ASW.

8. **Battlecruisers** The HMS Hood, an Admiral class Battlecruiser, had the firepower of a Battleship while still having the speed and armor of a regular Cruiser. Your Cruisers may move 3 spaces.

9. **Chindits** The Chindits were a British Indian Army "Special Force" that served in Burma and India from 1942 until 1945 during the Burma Campaign in World War II. They were formed into long range penetration groups trained to operate deep behind Japanese lines. One UK Infantry in Asia mainland can be allocated as Chindits per turn. These units attack at 2 and defend at 2 and have a unique movement of 2 spaces in Combat Move and 2 spaces in Non-Combat Move. They may even move through enemy territories. If destroyed, another Chindit can be raised, but only one at a time.

11. **Burma Road** It had a role in World War II, where the British has long used the Burma Road to transport war material to China before Japan was at war with the British. UK can send 3 IPC of aid per turn resulting in the creation of 1 Infantry in china. The UK player must have control of India plus at least one of the following must be controlled for the Allies: Any territory of China, Burma, or French Indo-China.

12. **Home Guard** The British Home Guard started off after the defeat of Poland. Britain knew that it was but a matter of time before the Tanks and warplanes of the Whermacht came to England's doorstep. Britain also knew that, in such an event, Britain would be woefully under prepared. As early as 1939, following the torpedoing of HMS Royal Oak at anchor in Scapa Flow, Scotland, Winston Churchill wrote a letter to his Chiefs of Staff asking, "What would happen if 20,000 enemy troops were to land on the east coast of England?" Once during the Game if the United Kingdom is attacked by land units, you may place 3 Infantry for free there, before "Conduct Combat" phase.

13. **Escaped Armies** After Germany invaded most of Europe, several army divisions of namely Poland, France and Greece escaped to fight another day, while their governments capitulated. Once per game, you may place 2 Infantry for free in United Kingdom if you control it and 1 Infantry for free in Egypt if you control it.

14. **Pathfinder Force** In August 1942 the RAF founded the Pathfinder Force (PFF) to get better results with strategic bombing raids. RAF equipped them with the newest technologies and materials. Your Bomber causes 1 extra IPC in damage on Strategic Bombing Raids.

15. **Tank Busters** In the dessert war, the British equipped their Hawker Hurricane fighters with dive bombs and later rockets to attack and destroy enemy armor. These proved to be highly effective. Your Fighter-Bomber has its attack increased by 1 in the first round of land combat after air superiority.

16. **Canadian Air Support** During World War II, approximately 16,000 aircraft, including Lancaster and Mosquito bombers, were built in Canada. Once per game, if you control Eastern Canada, you may place 1 Bomber for free there.

## UNITED STATES

1. **Essex Aircraft Carrier** The United States Navy's Essex-class fast aircraft carriers constituted the Twentieth Century's largest class of heavy warships, with 24 ships built. The use of the fast carriers as an offensive weapon in World War II changed the face of naval strategy. Once per turn, 1 Aircraft Carrier can be purchased for 14 IPC.

2. **U.S. Marines** In World War II, the Marines played a central role in the Pacific War; the Corps expanded from two brigades to two corps with six divisions, and five air wings with 132 squadrons. In addition,



20 defense battalions and a parachute battalion were set up. The battles of Guadalcanal, Tarawa, Saipan, Iwo Jima, and Okinawa saw fierce fighting between U.S. Marines and the Imperial Japanese Army. Your Infantry, in amphibious assault on any Pacific Islands, has their attack increased by 1 in the first cycle of combat.

3. **Liberty Ship Program** In 1941, the U.S. embarked on a massive expansion of the merchant marine fleet under the auspices of the Emergency Shipbuilding Program. The standard Liberty ship was the centerpiece of this program. Your Transports now cost 6 IPC.

4. **Superfortress** The B-29 Superfortress carried the biggest standard bomb load of any wartime bomber. Your Heavy Bombers roll one additional die each when conducting a strategic bombing raid. They defend on a 2.

5. **Fletcher-class Destroyer** The Fletcher class was the largest class of Destroyer ordered. Compared to earlier classes built for the Navy, they carried a significant increase in Anti-Aircraft (AA) weapons. Throughout the course of World War II, the number of AA weaponry increased resulting in five twin 40 mm Bofors plus seven 20 mm weapons by 1945. Starting from turn 3, all your Destroyers have its Anti-Air roll increased to 1-2 to get a hit.

6. **Naval Industry** After Pearl Harbor, the US tried to rebuild its Pacific Fleet. All Naval units cost one less IPC for the entire game.

7. **U.S. Code Breaking Intelligence** During World War II, the U.S. utilized a great military intelligence advantage over the Japanese, in both their radar capabilities and code breaking. The radar on Midway gave position, bearing, and altitude. Intelligence experts discovered that the Japanese planned to attack an unknown site referred to as "AF." To test the theory that Midway was the target, a disinformation message regarding Midway's freshwater supply was sent out over open communication channels. The Japanese intercepted the message and redistributed it in their JN 25 code, saying that "AF" needed freshwater. Your navy units defense increase by 1 in the first cycle of combat round, when attacked by the Japanese.

8. **Filipino Guerrillas** The HUKBALAHAP helped pave the way for the US invasion of Leyte. Once per game, if the Allies control the Philippine Islands, you may place 2 Infantry there for free during "Mobilize New Units" phase.

9. **Pacific Divisions** When the US entered WWII they quickly formed loads of divisions and immediately started preparations to take the war to Japan. During "Mobilize New Units" phase each turn, you may pay 1 Infantry for free in Philippine Islands, Borneo or Kwangtung if you control it. This free unit is in addition to the group of units you just purchased.

10. **Carpet Bombing** America used carpet bombing as a policy of indiscriminate bombing of an enemy's military targets but also for the purpose of destroying the enemy's means of producing military material, communications, government centers and civilian morale. During Strategic Bombing Runs, each Bomber may instead 'bomb' land units. Land units cannot fire back, but enemy Infrastructure Defense rolls still apply. Hits are scored on a 2 or less.

11. **Chinese Divisions** The Chinese had three hundred divisions in 1942. President Roosevelt spent much of the war trying to get Chiang Kai-Shek to do something with them. During the "Mobilize New Units" phase each turn, you may pay 1 Infantry for free in China, Sinkiang or Kwangtung if you control it. This free unit is in addition to the group of units you just purchased.

12. **Iowa Class Battleships** The Iowa's were designed as fast escorts for aircraft carriers, rather than as a classical Battleship. Speed was the essence of their design, topping thirty knots on calm waters. Their guns had the same caliber as those of their predecessors (16-Inch) but it was a new more powerful model. They were also valuable anti-aircraft platforms, especially in the era of the Kamikaze. Your Battleships may move 3 spaces and has Anti-Air value score increased to 1-2.

13. **Communist Guerrillas** Elite units suffered some 60% casualties at the Battle of Shanghai. The Chinese government lost most of its well-equipped elite units prior to WWII. However, Communist guerrillas remained an effective force against the Japanese in Northern China. Starting on the first US turn, the US player rolls one die per turn and notes the results as follows:



1= The Japanese player removes one Japanese Infantry from Manchuria, China or Sinkiang. 2= The US player selects the territory of Manchuria, China, Sinkiang or Kwangtung. Movement of Japanese land units to and from the territory is prevented this turn. 3= The Japanese player collect 2 less IPC from Manchuria next turn. 4= The Japanese player collect 1 less IPC from Manchuria next turn. 5= No effect 6= Communist Guerrillas neutralized (no roll next turn)

14. **Chinese Warlords** Majority of Chinese forces in WWII belonged to warlords who were most interested in their own power. Some of them defected to the Japanese Empire but later just as easily rejoined the Nationalist government. Axis does not collect income from China, Kwangtung, Manchuria or Sinkiang at “Collect Income” phase if the territory is not occupied with at least one Axis land unit.

15. **Mechanized Infantry** Later in the war, the United States Army used large numbers of M3 Half-track vehicles to give their Infantry mobility. Starting from turn 3, you may freely convert up to 3 Infantry to Mechanized Infantry anywhere on the map.

## Appendix: Historical Victory Conditions (optional)

Three national goals are randomly chosen or player selected per player. When a player has achieved and maintained the goals after one game round those goals are revealed.

### GERMANY

**Großdeutschland** ~ Maintain Axis Control of all territories in Africa, Continental Europe and Russia for two rounds.

**Establish Lebensraum** ~ End the game in control of Western Europe, Germany, Southern Europe, Norway, Eastern Europe, Balkans, Switzerland (if not neutral) and Spain (if not neutral).

**Seize Mideast Oil** ~ End the game with Germany/Italy control of all British territories in Africa, Gibraltar, Malta, Trans-Jordan, Persia and Saudi Arabia (if not neutral).

**Operation Barbarossa** ~ End the game in control of Russia.

**Operation Sea Lion** ~ Capture United Kingdom.

**1000 year Reich** ~ Maintain 70+ IPC income for two rounds.

### ITALY

**Novum Imperium Romanum** ~ End the game in control of Italy, Southern Europe, Balkans, Trans-Jordan, Anglo-Egypt, Libya, Algeria and Spain (if it's not neutral).

**Remain an important part of the Tripartite Pact** ~ End the game with 25+ IPC income.

**Mare Nostrum** ~ End the game in control of Gibraltar, Malta, Algeria, Trans-Jordan, and Anglo-Egypt.

**Minor Axis Allies** ~ Turn Spain and Turkey into the Axis camp and complete axis control of Africa.

### JAPAN

**Conquer China** ~ End the game in control all Chinese territory while in control of your one original mainland Chinese territories (Manchuria).

**Greater East Asia Co-Prosperity Sphere** ~ End the game in control of all Pacific islands including Australia and New Zealand.

**Post War Superpower** ~ End the game with income level higher than Germany.

**Secure Oil Resources** ~ End the game in control of Iran, Iraq, India and Saudi Arabia (whether neutral or not) plus the territories Burma, Borneo and East Indies.

**North Wind Cloudy** ~ End the game in control of Buryatia S.S.R, Soviet Far East, Mongolia, Alaska and Midway Island.

### SOVIET UNION



**Eastern Europe Buffer** ~ End the game in control of West Russia, Belorussia, Finland, Ukraine S.S.R., and Eastern Europe.

**Race to Berlin** ~ Capture Germany before US or UK.

**Protect Heavy Industry** ~ Always in control of initial ICs and 15+ IPC income.

**East Asia Influence** ~ End the game in control Japanese occupied China and Mongolia (if it's not neutral). Or end the game with Japan holding no territories in mainland Asia.

**Expand Communism** ~ End the game in control of Eastern Europe, Norway, Balkans and Turkey. Or end the game with majority control of Mongolia, Sinkiang, China, Manchuria, Kwangtung and French Indochina.

### UNITED KINGDOM

**Preserve Colonial Empire** ~ End the game in control of starting original territories, and Borneo.

**Race to Berlin** ~ Capture Germany before USSR or US.

**Contain Communism in Europe** ~ End the game with UK/US control of Western Europe, Southern Europe and Norway.

**Battle for Britain** ~ Always in control of United Kingdom.

**Preserve Military Might** ~ End the game with 35+ IPC income.

### UNITED STATES

**Contain Communism** ~ End the game with UK/US control of Western Europe, Southern Europe, and Norway. End the game with UK/US majority control of Sinkiang, China, Manchuria, Kwangtung, and French Indochina.

**Protect the Americas** ~ Never any Axis control of any territories in North or South America.

**Maintain Public Support** ~ Always in control of Midway, Hawaii, Western US, Central US and Eastern US. Remove Japanese control from all Pacific islands.

**Race to Berlin** ~ Capture Germany before USSR or UK.

**Operation Olympic** ~ End the game in control of Japan.

## Appendix: Generals (optional)

Using the optional General cards allows a player to get some unique benefit for his armed forces. Only one General can be used at a time and you cannot use the same General twice unless all the other Generals have had a chance to play. Some players will have more Generals than others.

